

d. A *doorknob charge* is easy to make and is highly effective against wooden or light metal doors. Charges for use against wooden doors can be made with detonation cord. If the charge is to breach a light metal door, either detonation cord (3 lengths) or 225 grain/foot FLSC should be used.

(1) Cut the appropriate amount of detonation cord for the charge. Use a 30-inch length for a hollow-core door. For a particle-filled door, use one 30-inch length and one 18-inch length. For a solid-core wooden door or a light metal door, use one 30-inch length and two 18-inch lengths.

(2) Cut the charge holder from a piece of stiff cardboard.

(3) Tape the detonation cord in the shape of a large "C" along the edge of the charge holder. Leave a 12-inch pigtail for priming (Figure M-7). Place double-sided tape on the back of the charge holder.

(4) If using FLSC, cut a length 21 inches long. Cut a 20-gram Detaprime booster in half. Tape the FLSC to the charge holder, leaving a 3-inch tail for priming. Bend the tail upward. Slide a 12-inch length of detonation cord through the Detaprime booster and tie an overhand knot on each end. Tape the booster and detonation cord combination to the tail end of the FLSC.

(5) Hang the charge on the door knob or locking mechanism. Secure it in place with the double-sided tape. The detonation cord must be held firmly against the door's surface.

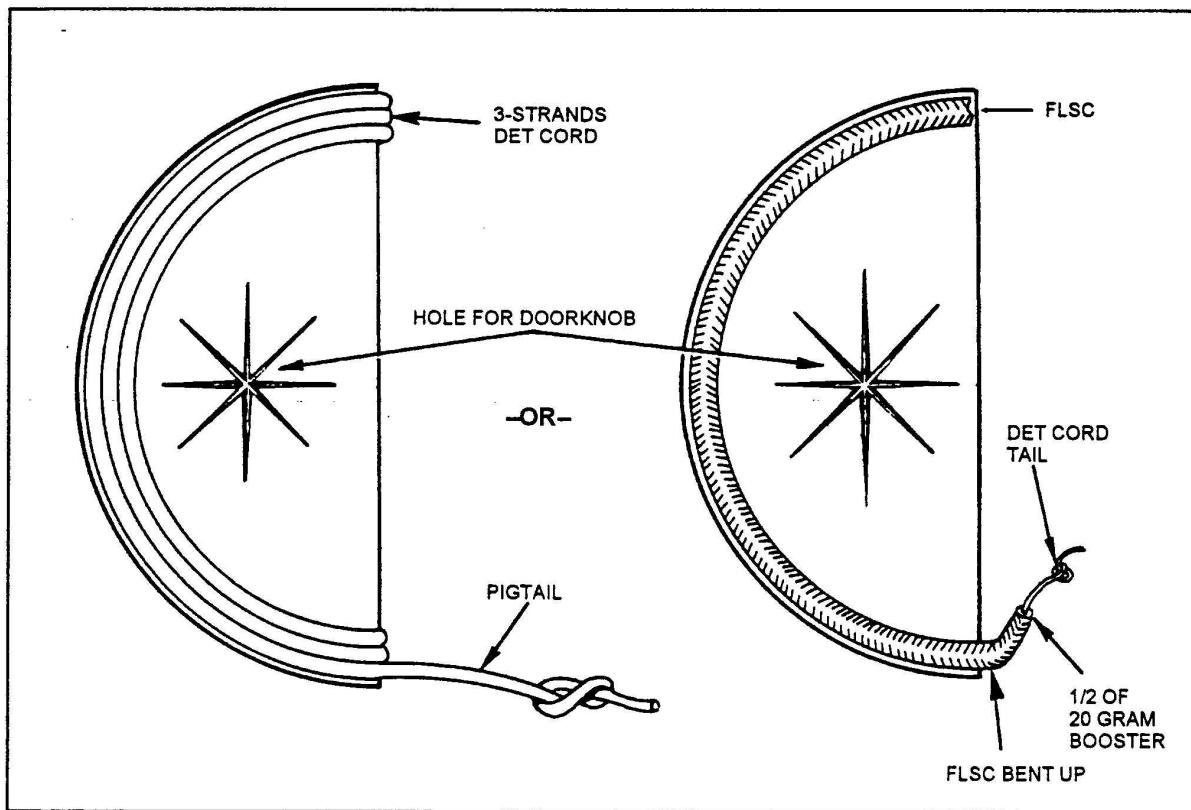


Figure M-7. Doorknob charge.

filled, and solid wood doors. When detonated, the flexible linear charge cuts through the door near the hinges (Figure M-6).

(1) Lay out a length of double-sided contact tape with the top-side adhesive exposed. Place the necessary number of strands of detonation cord down the center of the double-sided tape, pressing them firmly in place. For hollow-core doors, use a single strand. For particle-filled doors, use two strands, and for solid wood doors use three. If the type doors encountered is unknown, use three strands. One of the strands must be cut about a foot longer than the others and should extend past the end of the double-sided tape. This forms a pigtail where the firing system is attached once the charge is in place.

(2) Cover the strands of detonation cord and all the exposed portions of the double-sided tape with either sturdy single-sided tape or another length of double-sided tape. Roll the charge, starting at the pigtail, with the double-sided tape surface that is to be placed against the door on the inside.

(3) At the breach site, place the charge straight up and down tightly against the door. If the charge is too long, angle it to best fit the door. If it is too short, place it so that it covers at least half of the door's height. Prime and fire the charge from the bottom.

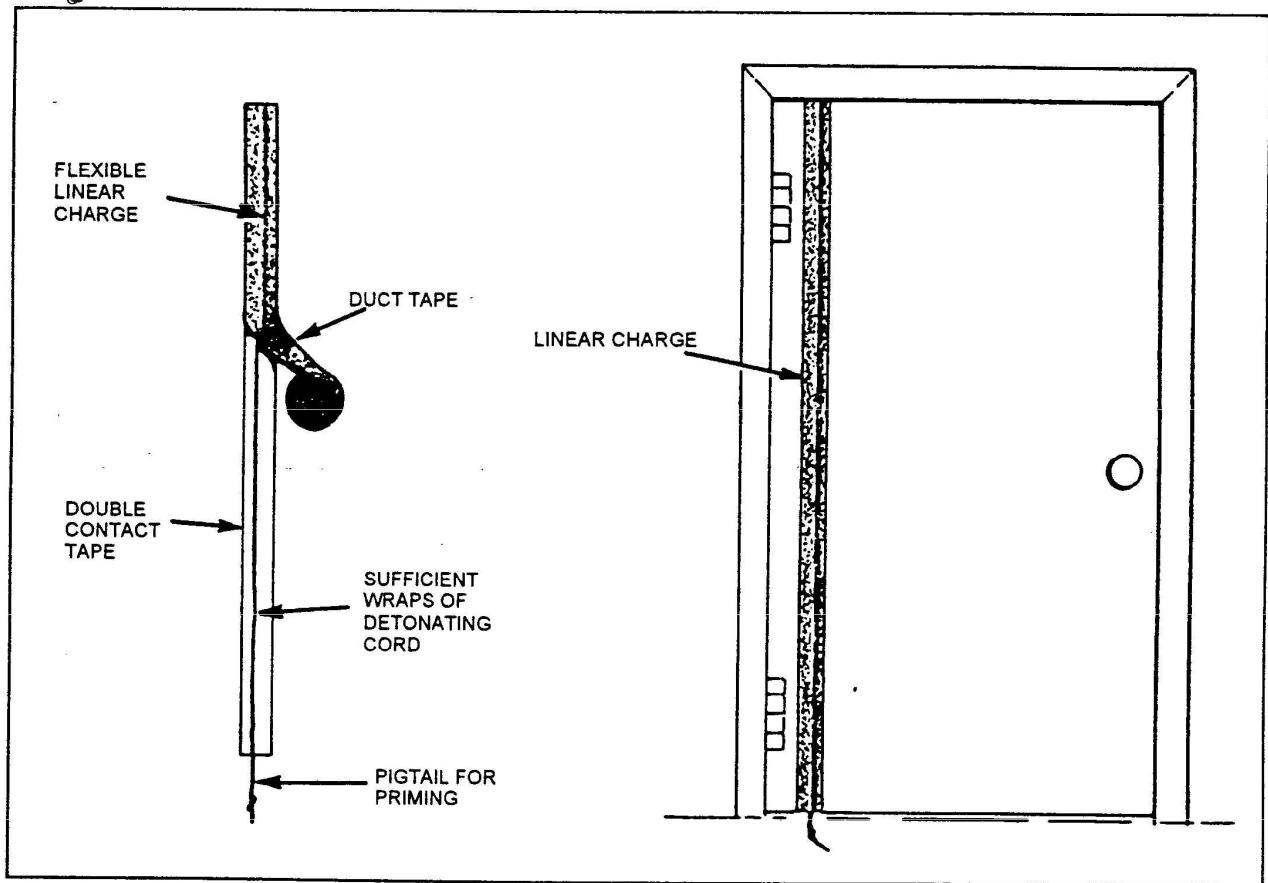


Figure M-6. Placement of the flexible linear charge.

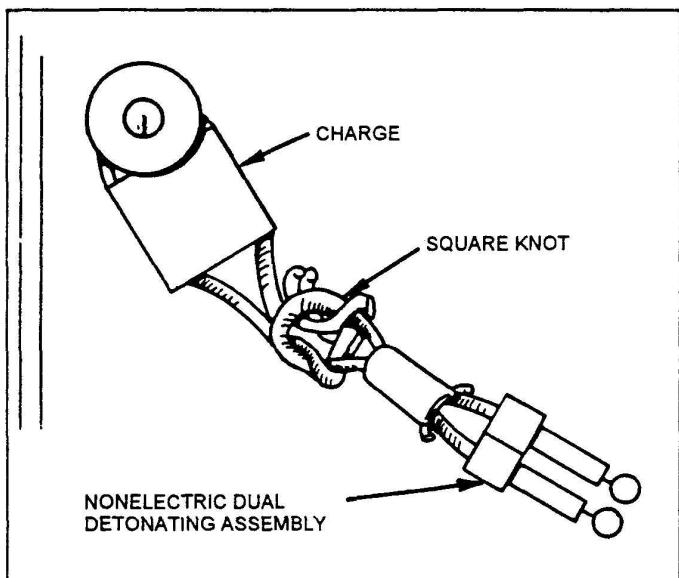


Figure M-4. Charge placement against doorknob.

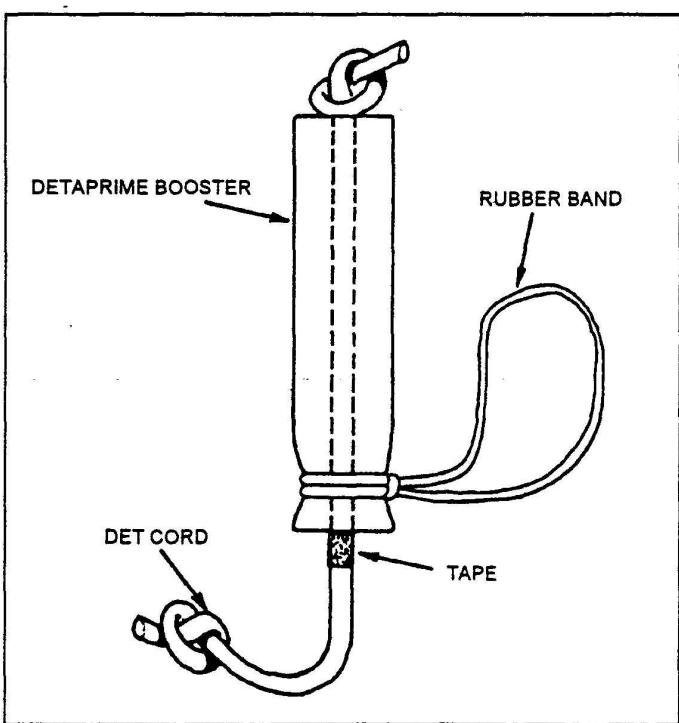


Figure M-5. Rubber band charge with Detaprime booster.

(3) To breach a standard door, place the top loop of the charge over the doorknob. Slide the uli knots taped to the C4 so that the charge is tight against the knob. Prime the loose ends of the detonation cord with either an electric or nonelectric firing system and detonate (Figure M-4). To cut mild steel chain, place the loop completely around the chain link to form a girth hitch. Tighten the loop against the link by sliding the uli knots.

b. The *rubber band charge* is another easily fabricated, lightweight device that can be used to remove the locking mechanism or doorknob from wooden or light metal doors, or to break a standard-size padlock at the shackle.

(1) Cut a 10-inch piece of detonation cord and tie an overhand knot in one end. Using another piece of detonation cord, tie a uli knot with at least eight wraps around the first length of cord. As an alternative to the uli knot, pass the detonation cord through the center of a 20-gram Detaprime booster. Slide the uli knot or the Detaprime booster tightly up against the overhand knot. Secure it in place with either tape or string. Loop a strong rubber band around the base of the uli knot tied around the detonation cord, or around the base of the booster. Tie an overhand knot in the other end of the cord to form a pigtail for priming the charge (Figure M-5).

(2) Attach the charge to the doorknob (or locking mechanism) by pulling the loose end of the rubber band around the knob. The charge should be placed between the knob and the door frame. This places the explosive over the bolt that secures the door to the frame.

c. One of the simplest field-expedient charges for breaching wooden doors is the *flexible linear charge*. It can be made in almost any length and then cut to the right size quickly just before it is used. It can be rolled up and easily carried until needed. It is effective against hollow-core, particle-

a. The *general-purpose charge* is the most useful preassembled charge for breaching a door or other barrier. As its name implies, it is useful not only for door breaching, but it can also cut mild steel chain and destroy captured enemy equipment.

(1) Start building the general-purpose charge with a length of detonation cord about 2 feet long. Using another length of detonation cord, tie two uli knots (Figure M-2) around the 2-foot long cord. The uli knots must have a minimum of six wraps and be loose enough for them to slide along the main line. Trim excess cord from the uli knots and secure them with tape, if necessary.

(2) Cut a block of C4 explosive to a 2-inch square. Tape one uli knot to each side of the C4 block, leaving the length of detonation cord free to slide through the knots (Figure M-3).

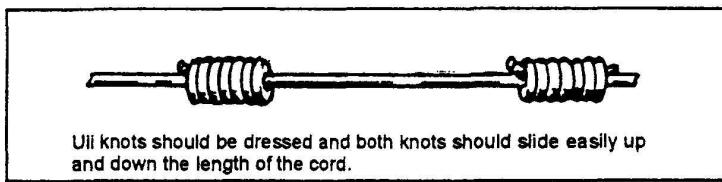


Figure M-2. Sliding uli knots.

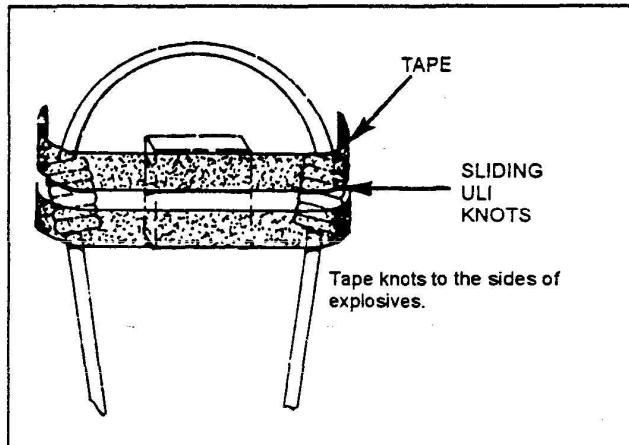


Figure M-3. Completed general-purpose charge.

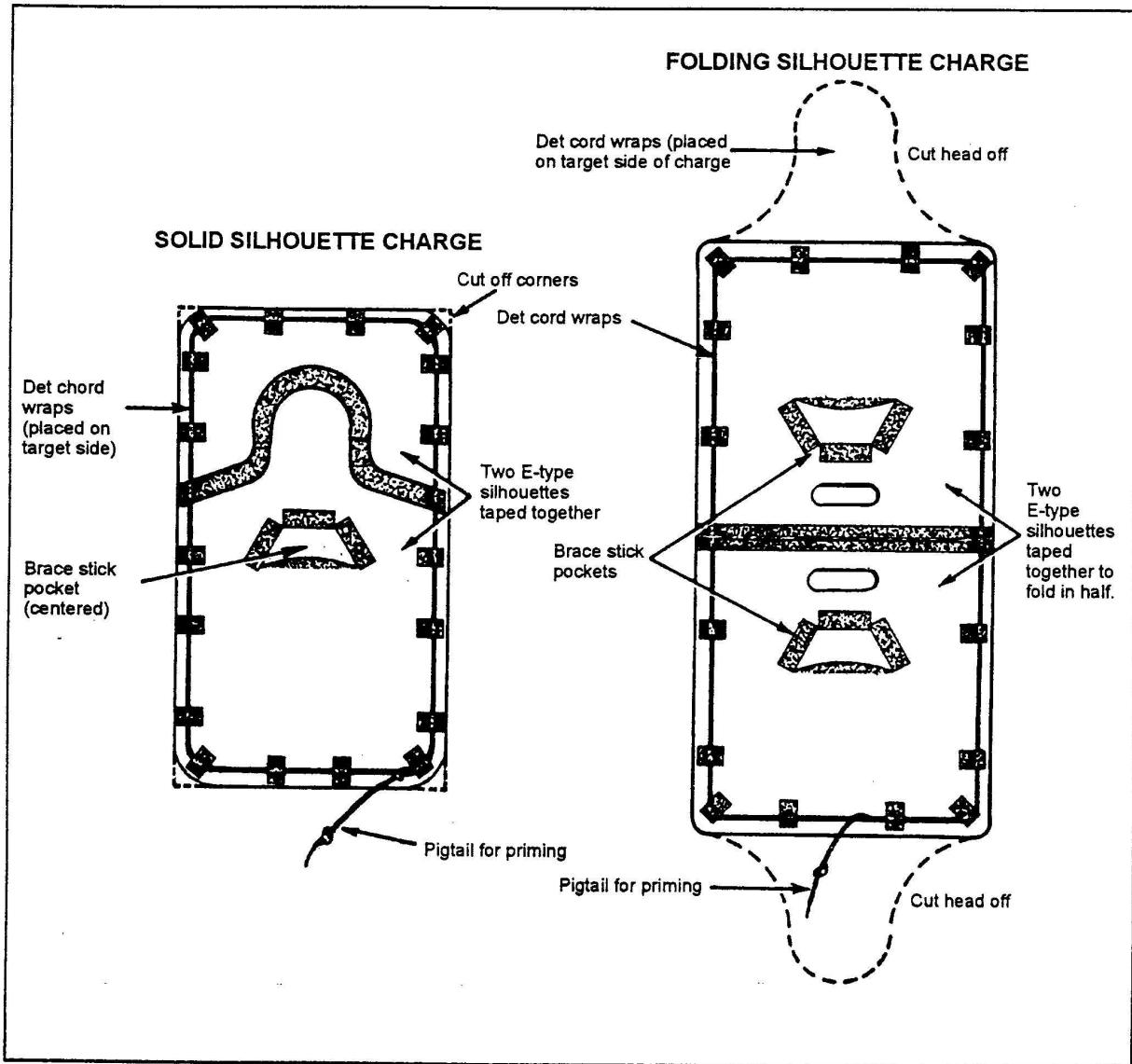


Figure M-1. Construction of solid and folding silhouette charges.

b. Place detonation cord or flexible linear-shaped charge (FLSC) around the edges of the silhouettes, leaving a 6-inch tail for priming. Secure the cord to the silhouette using sturdy tape. (See Table M-1 for the appropriate number of wraps of detonation cord or FLSC to breach various barriers.) Tape several small dowels or other materials at various places around the silhouette if using FLSC. This provides the necessary stand-off distance to ensure the maximum shaped charge effect. (See Table M-2 for the required stand-off distance for various sizes of FLSC.)

body may also be shielded by military equipment or protective vests that can often deflect or absorb rounds and prevent immediate incapacitation.

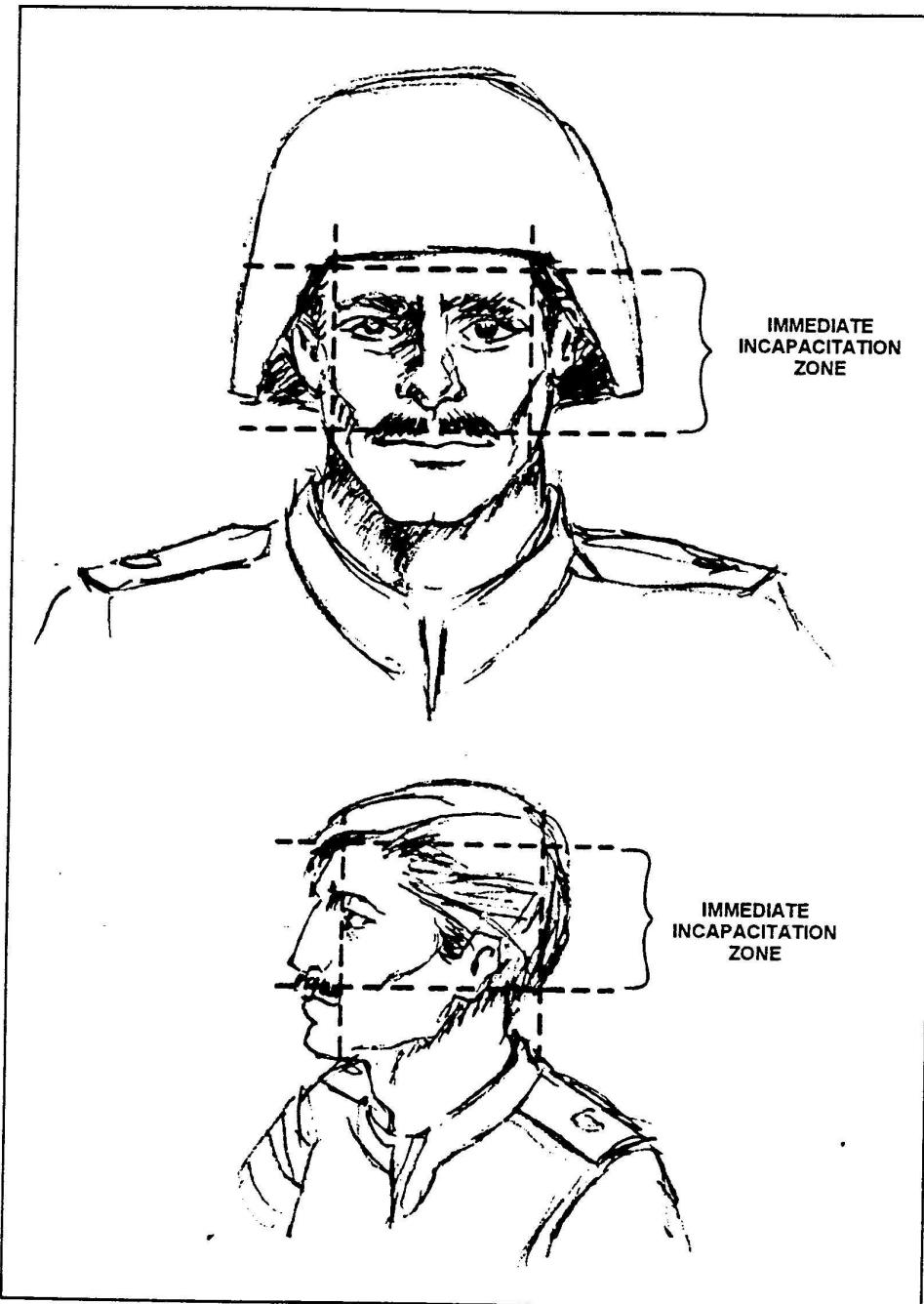


Figure K-16. Proper shot placement.

K-11. REFLEXIVE SHOOTING

During close quarters combat, there is little or no margin for error. Too slow a shot at an enemy, too fast a shot at a noncombatant or inaccurate shots can all be disastrous for the clearing team. Proper weapon carry technique, stance, aiming, shot placement, and trigger manipulation constitute the act of *reflexive shooting*. This method of shooting is the only way for the clearing team members to consistently succeed without excessive casualties.

a. **Weapon Ready Positions.** The two weapon ready positions are low ready and high ready.

(1) ***Low ready position.*** The butt of the weapon is placed firmly in the pocket of the shoulder with the barrel pointed down at a 45-degree angle. This is the safest carry position. It should be used by the clearing team while inside the room, except when actually entering and clearing.

(2) ***High ready position.*** The butt of the weapon is held under the armpit, with the barrel pointed slightly up, keeping the front sight assembly under the line of sight but within the gunner's peripheral vision. To engage a target, the gunner pushes the weapon out as if to bayonet the target. When the weapon leaves the armpit, he slides it up into the firing shoulder. This technique is best suited for the lineup outside the door.

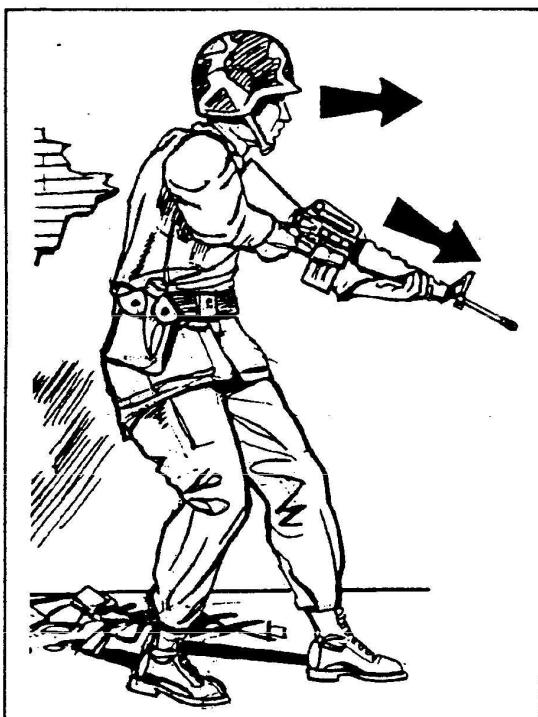
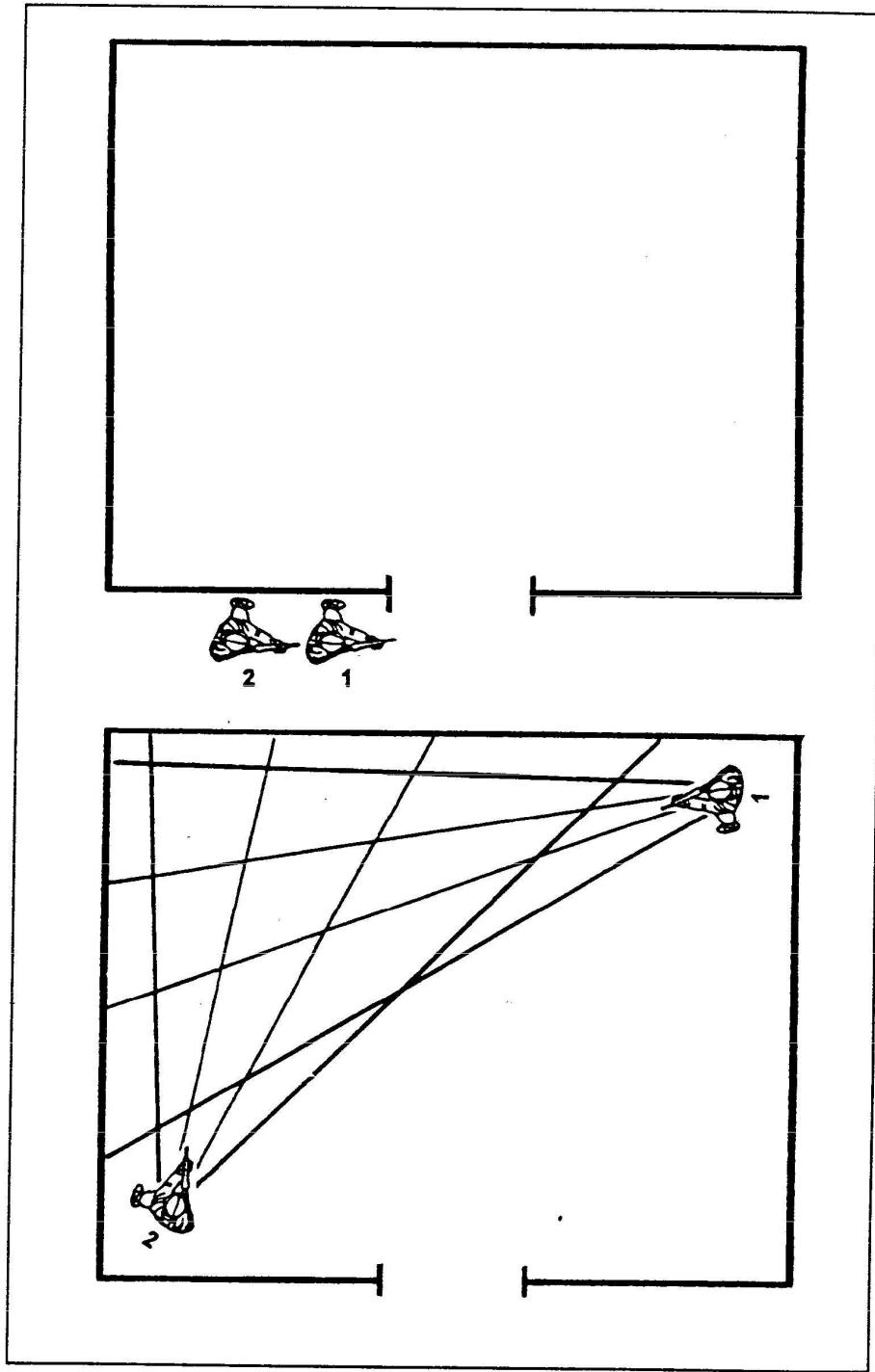


Figure K-14. The low ready position for the M16A2.

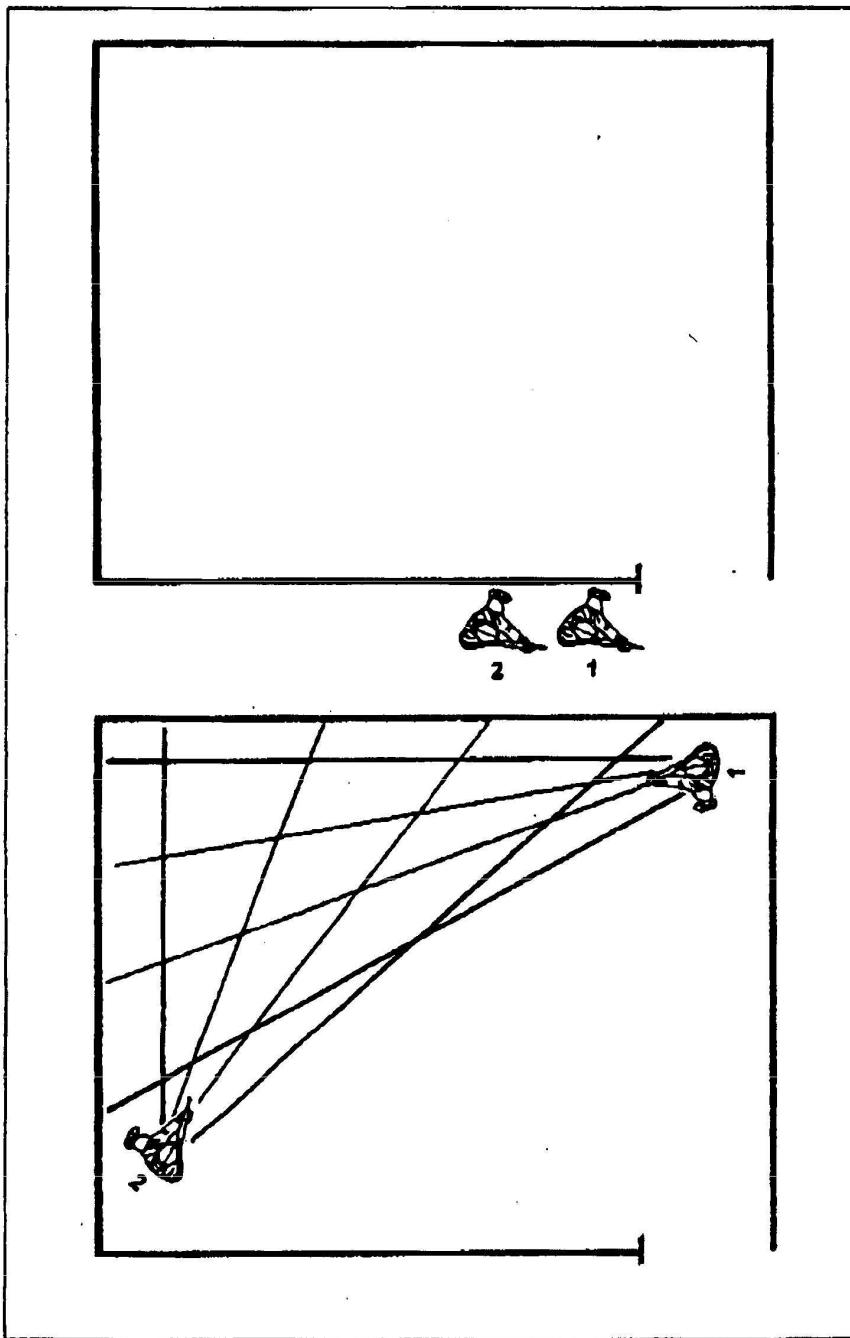


Figure K-15. The high ready position for the M16A2.

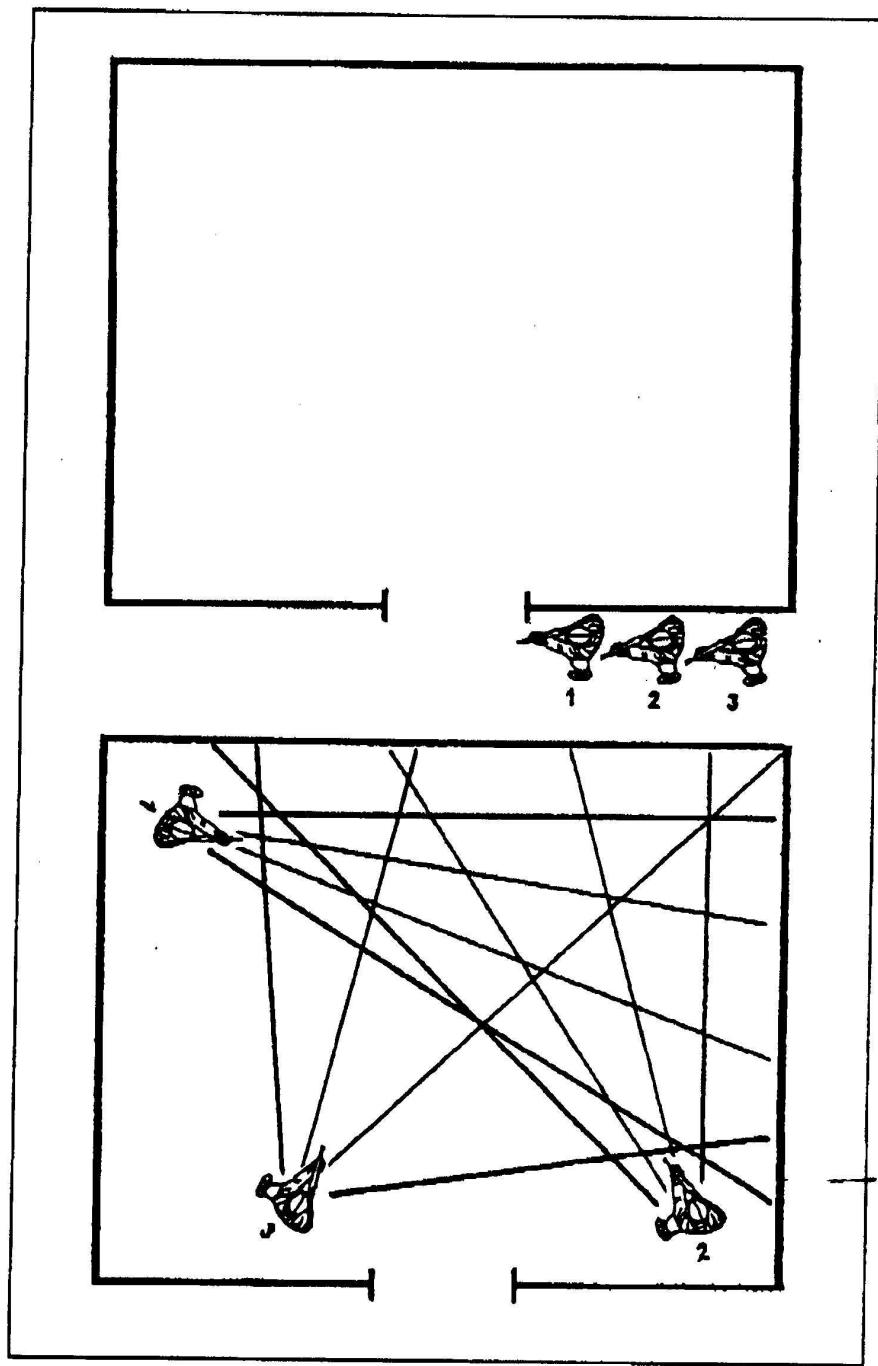
b. **Stance.** The feet are kept about shoulder-width apart. Toes are pointed straight to the front (direction of movement). The firing side foot is slightly



**Figure K-13. Points of domination and sectors of fire
(two-man team, center door).**

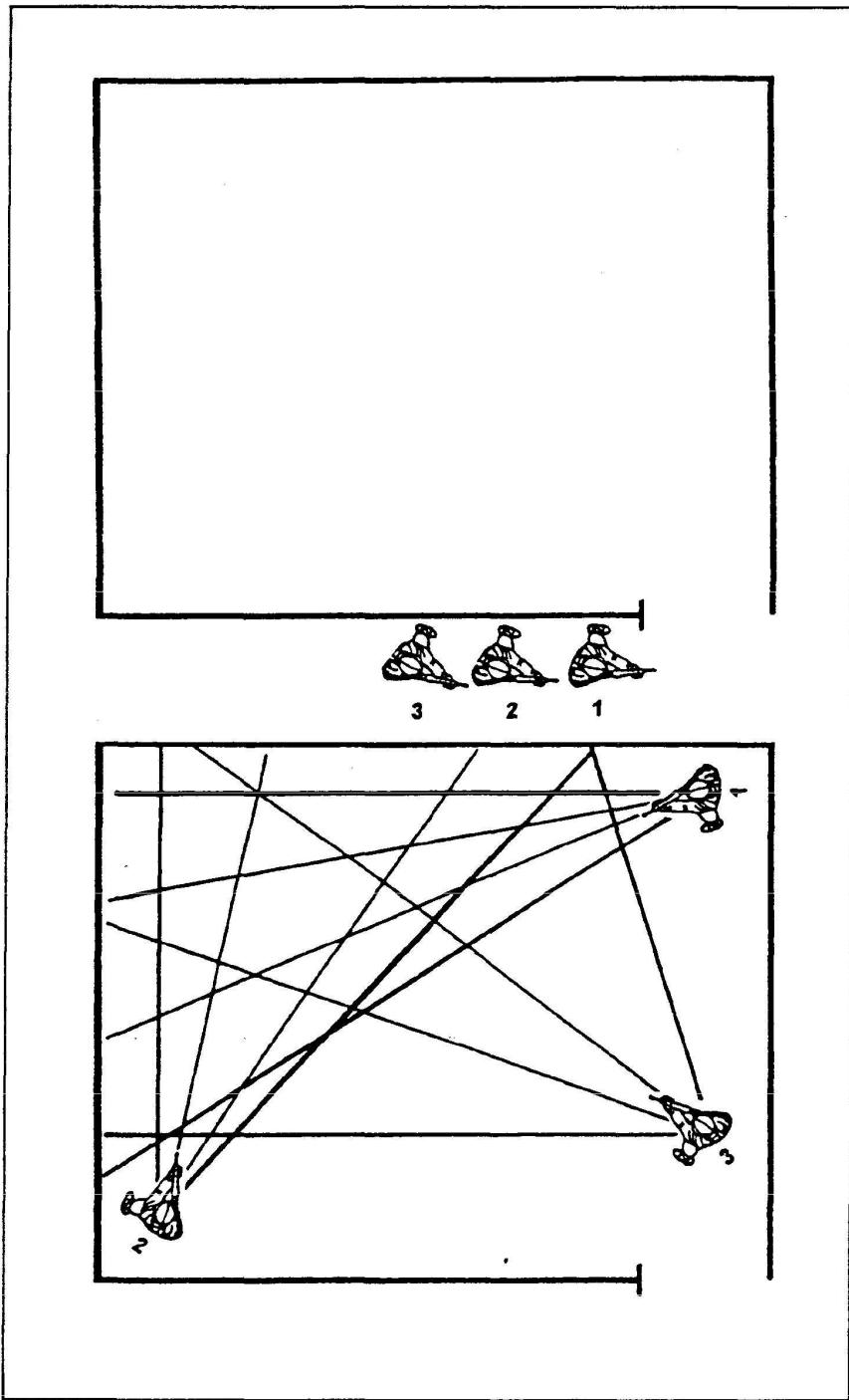


**Figure K-12. Points of domination and sectors of fire
(two-man team, corner door).**

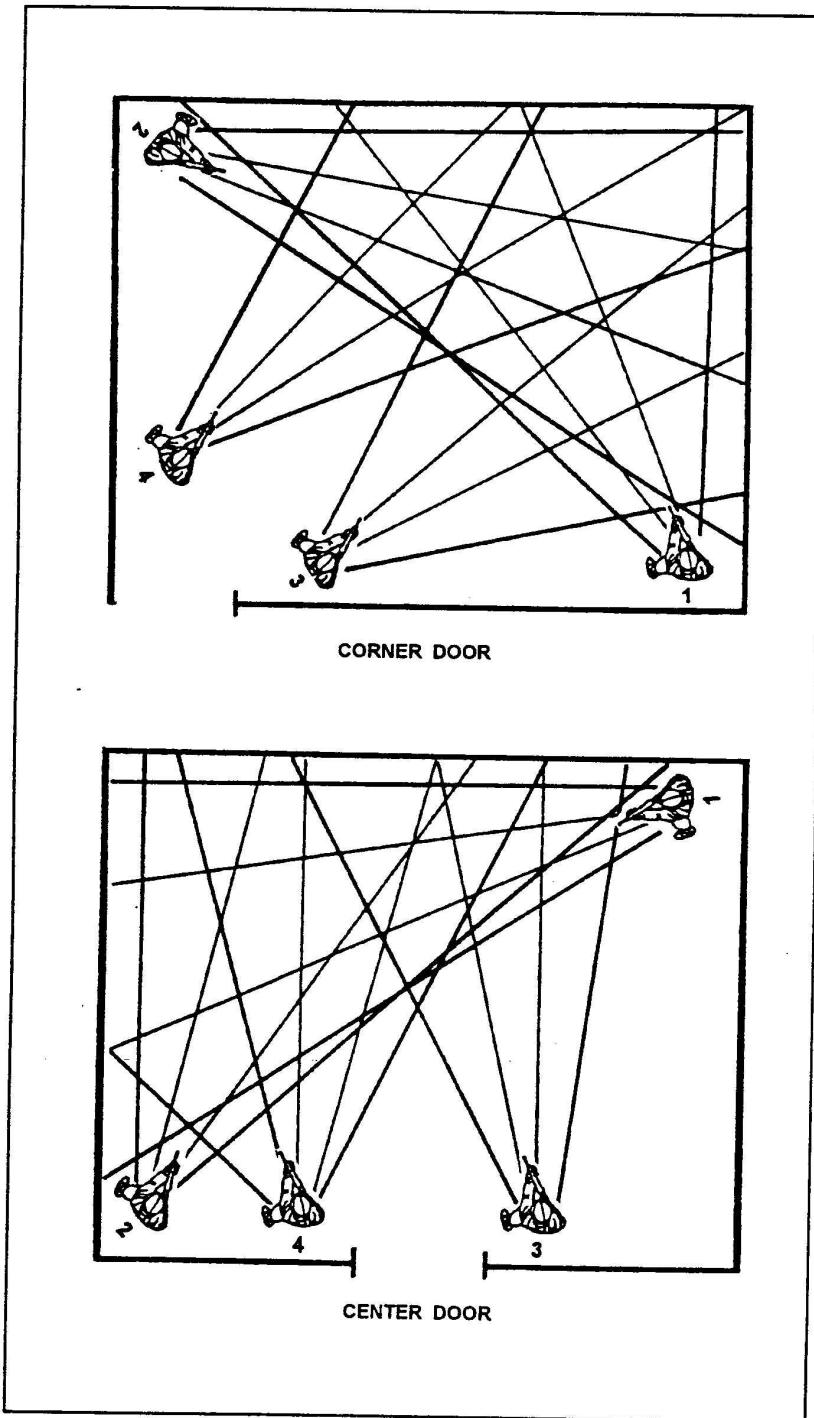


**Figure K-11. Points of domination and sectors of fire
(three-man team, center door).**

f. When full four-man teams are not available for room clearing, three-man and two-man teams can be used. Figures K-10 and K-11 show the paths, points of domination, and sectors of fire for a three-man clearing team. Figures K-12 and K-13 show the same thing for a two-man team.



**Figure K-10. Points of domination and sectors of fire
(three-man team).**



**Figure K-9. Points of domination and sectors of fire
(four-man team)**

d. Each clearing team member has a designated sector of fire that is unique to him initially but expands to overlap sectors of the other team members.

(1) The number 1 and number 2 men are initially concerned with the area along the wall on either side of the door or entry point. This area is in their path of movement, and it is their primary sector of fire. Their alternate sector of fire is the wall that they are moving toward, sweeping back to the far corner.

(2) The number 3 and number 4 men start at the center of the wall opposite their point of entry and sweep to the left if moving toward the left, or to the right if moving toward the right. They stop short of their respective team member (either the number 1 man or the number 2 man).

e. While the team members move toward their points of domination, they engage all targets in their sector. Team members must exercise fire control and discriminate between hostile and non combatant occupants of the room. Shooting is done without stopping, using reflexive shooting techniques. Because the soldiers are moving and shooting at the same time, they must move using careful hurry. They do not rush with total disregard for any obstacles. Figure K-9 shows all four team members at their points of domination and their overlapping sectors of fire.

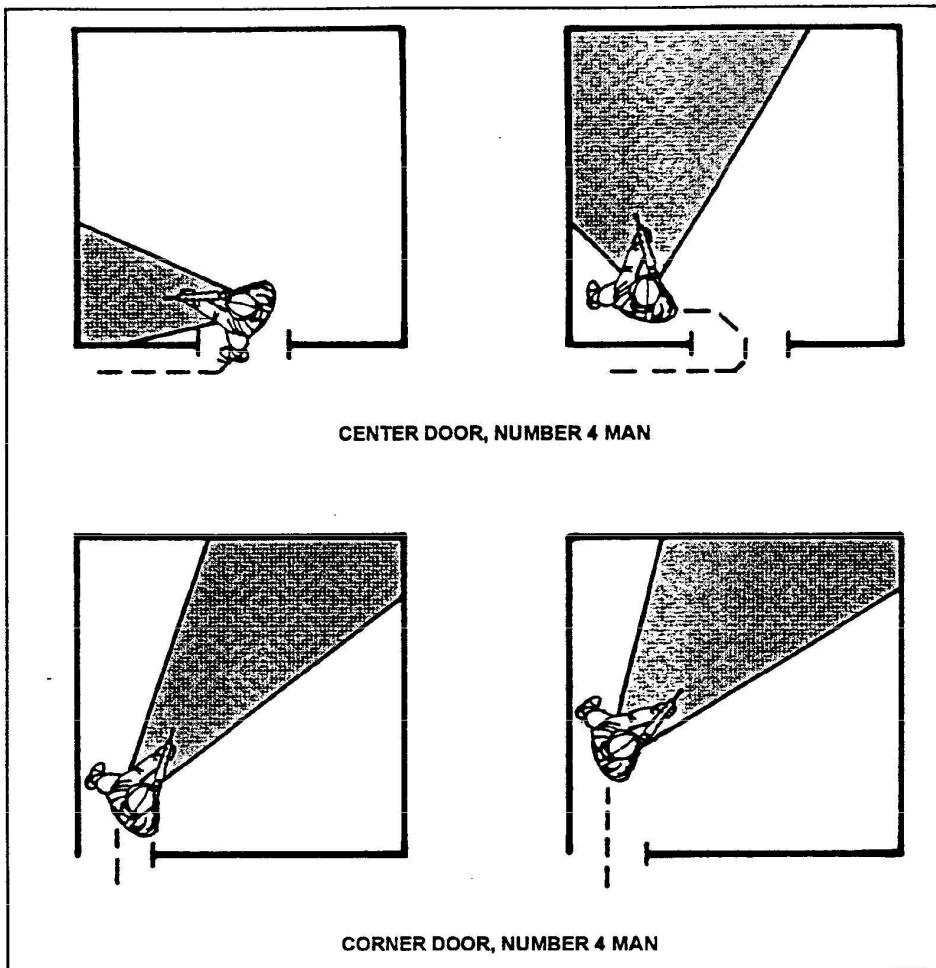


Figure K-8. Path of #4 man, center door and corner door.

c. To make close quarters combat techniques work, each member of the team must know his sector of fire and how his sector overlaps and links with the sectors of the other team members. Team members do not move to the point of domination and then engage their targets. They engage targets as they move to their designated point. However, engagements must not slow movement to their points of domination. Team members may shoot from as short a range as 1 to 2 inches. They engage the most immediate enemy threats first. Examples of immediate threats are enemy personnel who—

- Are armed and prepared to return fire immediately.
- Block movement to the position of domination.
- Are within arm's reach of a clearing team member.
- Are within 3 to 5 feet of the breach point.

(3) The number 3 man (team leader) buttonhooks inside the room at least 1 meter from the door, but between the number 1 man and the door (Figure K-7).

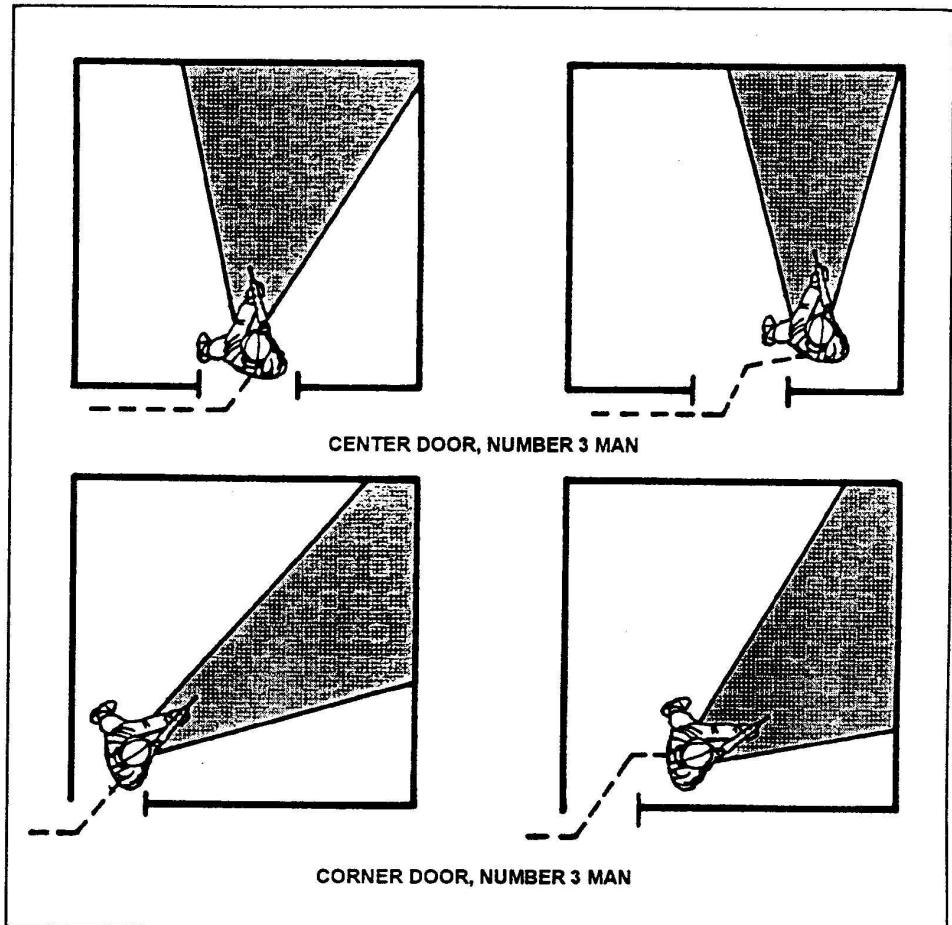


Figure K-7. Path of #3 man, center door and corner door.

(4) The squad leader can either use the number 4 man (normally the SAW gunner) as rear security at the breach site, or he can have him enter with the remainder of the team. If he enters, the number 4 man moves in the direction of the number 2 man and buttonhooks in the same way between the number 2 man and the door (Figure K-8).

in the opposite direction, following the wall, but not directly against it (Figure K-6)

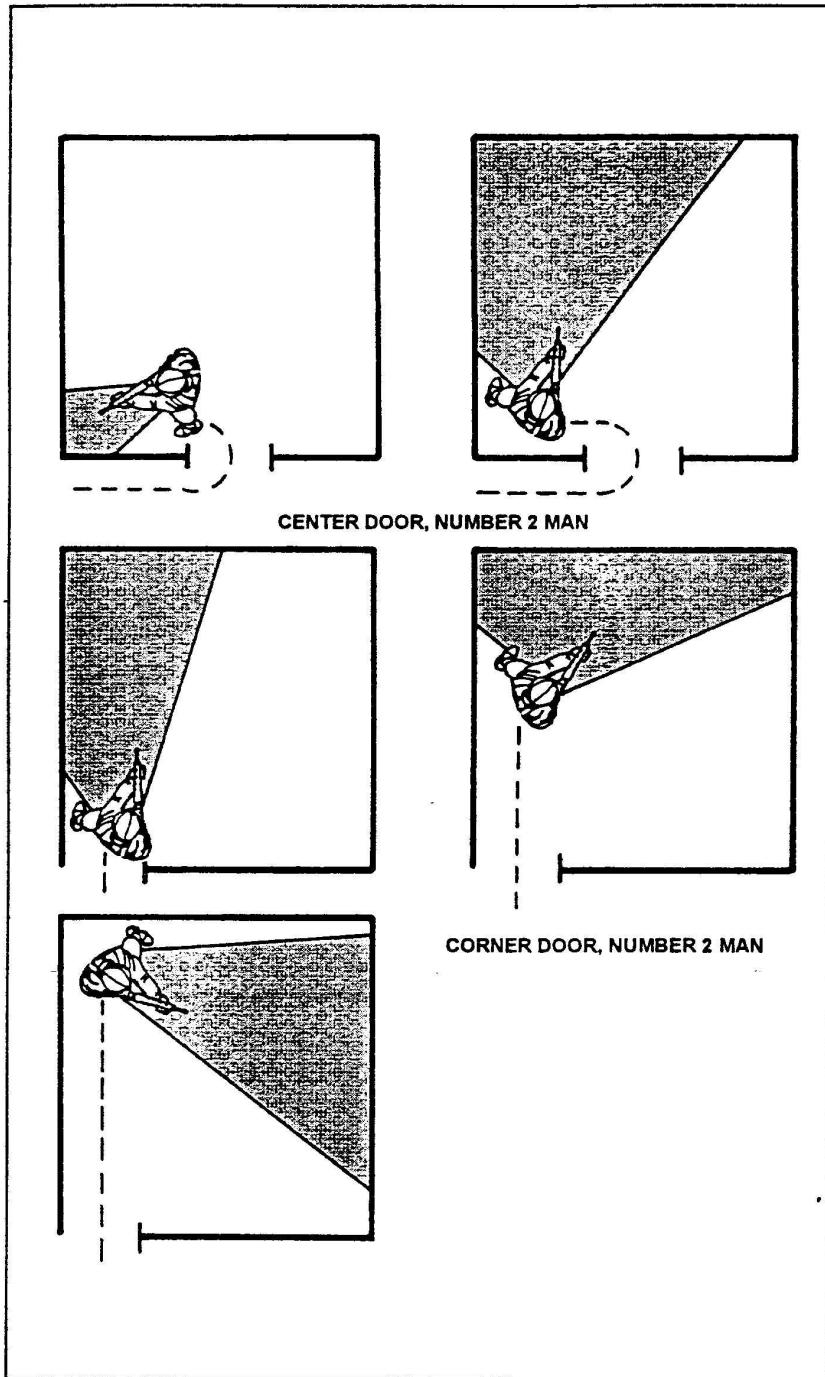


Figure K-6. Path of #2 man, center door and corner door.

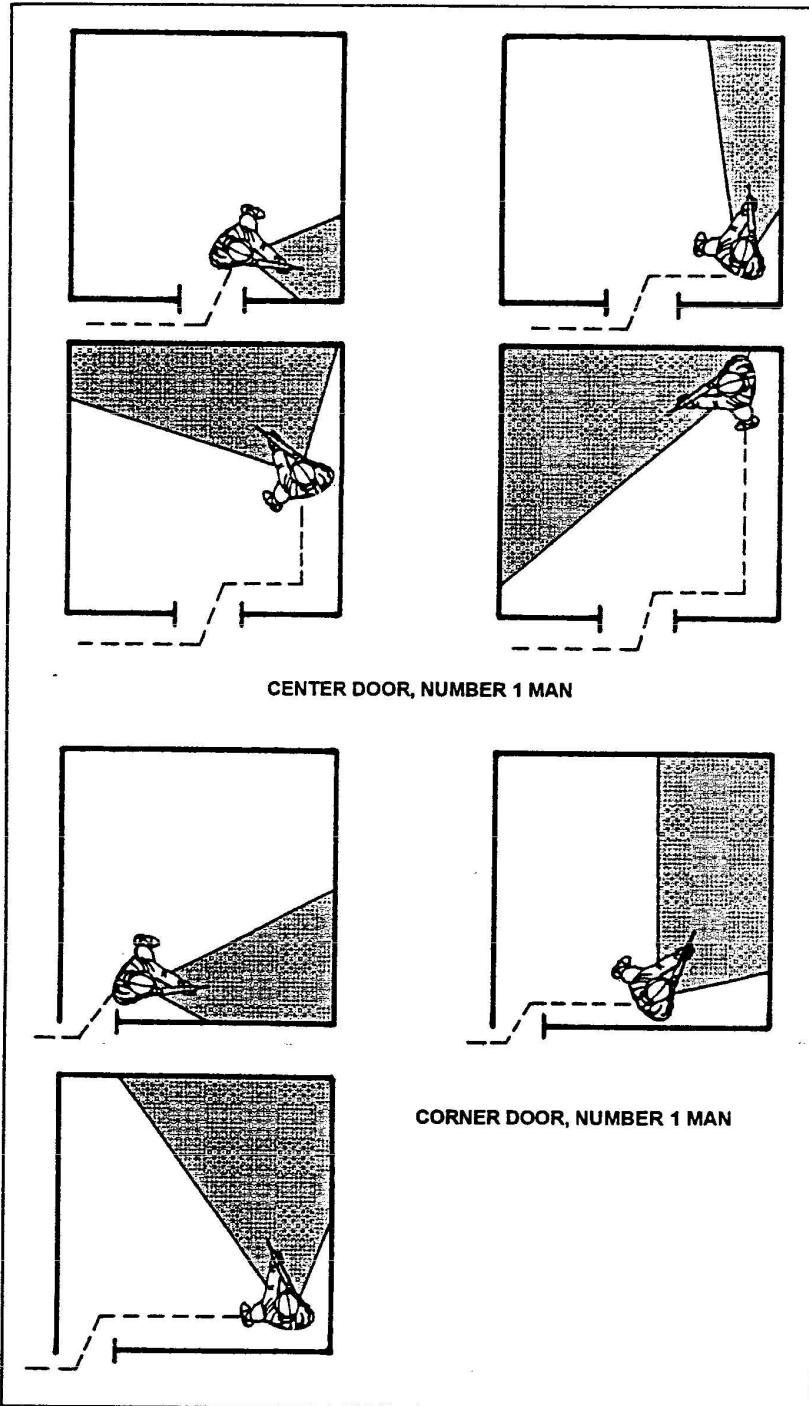


Figure K-5. Path of #1 man center door and corner door.

K-10. ACTIONS UPON ENTRY

The entire team should enter the room as quickly and as smoothly as possible and clear the doorway immediately.

a. The door is the focal point of anyone in the room. It is known as the "fatal funnel," because it focuses attention at the precise point where the individual team members are the most vulnerable. Moving into the room quickly reduces the chance that anyone will be hit by enemy fire directed at the doorway. The sequence of movements described below is shown in Figures K-5 through K-14.

b. On the signal to go, the clearing team moves through the door quickly and takes up positions inside the room that allow it to completely dominate the room and eliminate the threat. Team members stop movement only after they have cleared the door and reached their designated point of domination.

(1) The first man to enter moves in as straight a line as possible toward the corner for which he is responsible. He may then turn and move deep into the far corner of the room. The depth of his movement is determined by the size of the room, any obstacles in the room such as furniture, and by the number and location of enemy and noncombatants in the room (Figure K-5).

(2) The second man enters and moves toward the corner

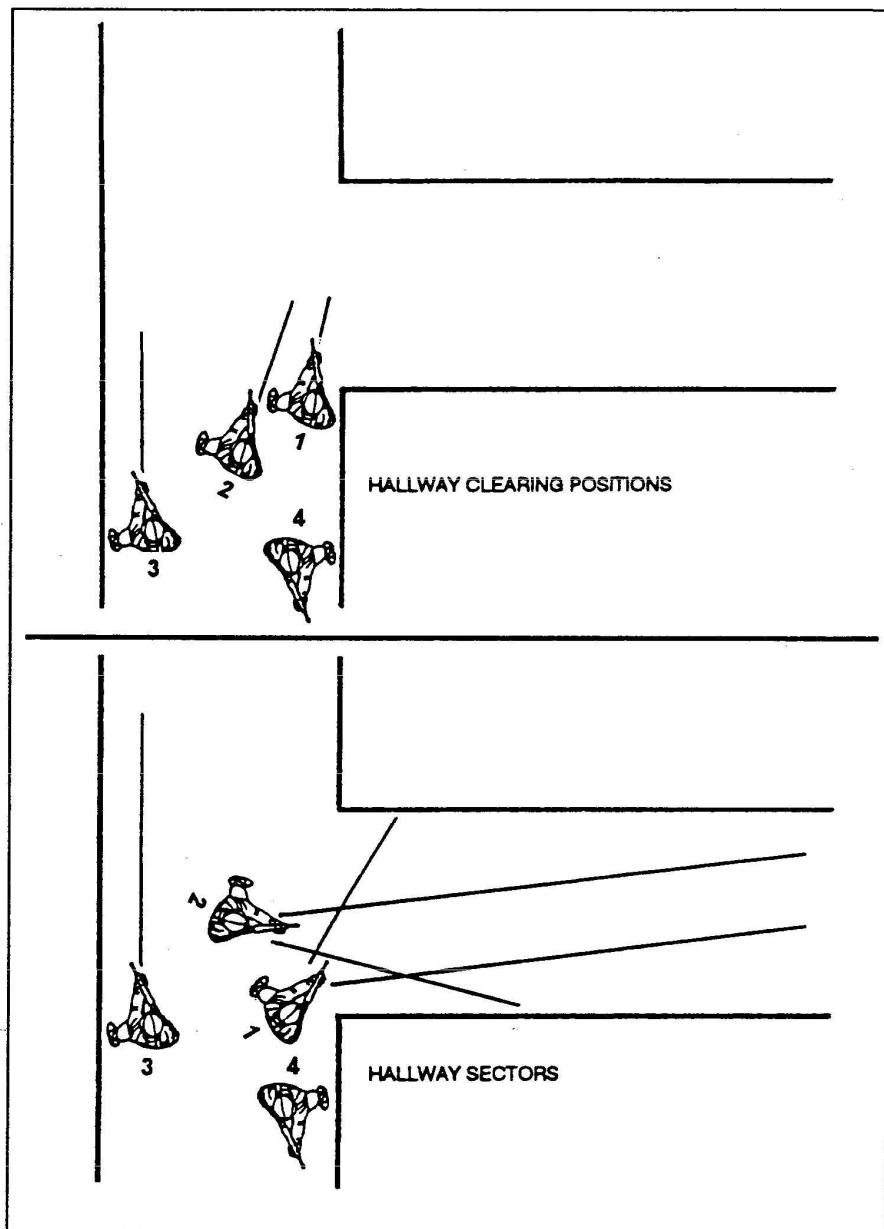


Figure K-4. Hallway intersection clearing positions and sectors of fire.

K-8. INDIVIDUAL MOVEMENT AND WEAPONS CONTROL

As in all combat situations, the clearing team must move tactically and safely. Individuals who are part of a clearing team must move in a standard manner, using practiced techniques known to all.

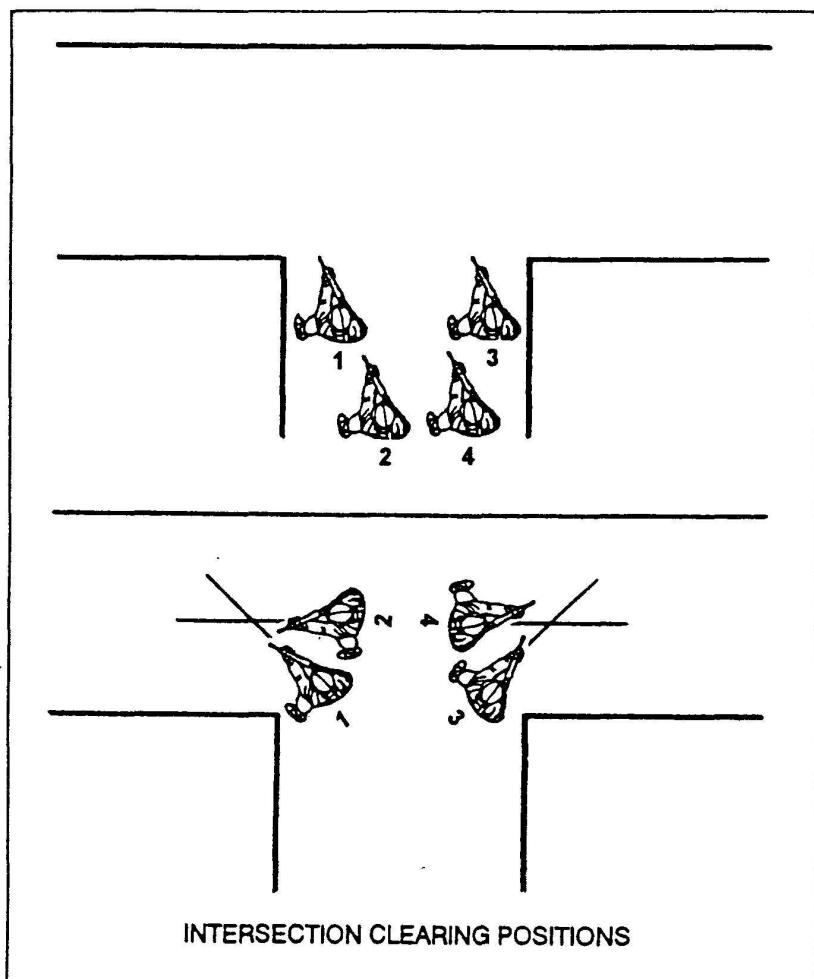


Figure K-3. T-shaped hallway intersection clearing positions.

(2) The *rolling-T technique* is used in wide hallways. The number 1 and number 2 men move abreast, covering the opposite side of the hallway from the one they are walking on. The number 3 man covers the far end of the hallway from a position behind the number 1 and number 2 men, firing between them. Once again, the number 4 man provides rear security.

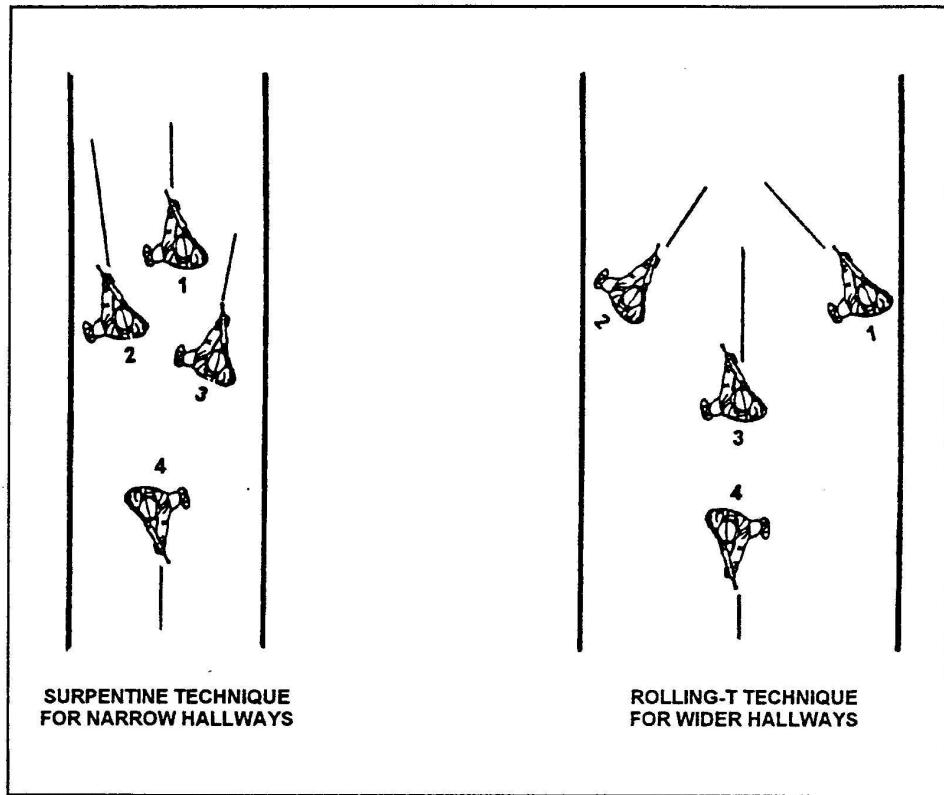


Figure K-2. Hallway clearing techniques.

stock of the shotgun in the pocket of his shoulder, the gunner places the muzzle tightly against the door, aiming down at a 45-degree angle.

(1) For the doorknob breach, the aim point is a spot halfway between the doorknob and the frame, not at the doorknob itself. The gunner fires two quick shots in the same location, ensuring that the second shot is aimed as carefully as the first. Weak locks may fly apart with the first shot, but the gunner should always fire twice. Some locks that appear to be blown apart have parts still connected that will delay entry. If the lock is not defeated by the second shot, the gunner repeats the procedure.

(2) The hinge breach technique is performed much the same as the doorknob breach, except the gunner aims at the hinges. He fires three shots per hinge—the first at the middle, then at the top and bottom (Figure K-1). He fires all shots from less than an inch away from the hinge. Because the hinges are often hidden from view, the hinge breach is more difficult.

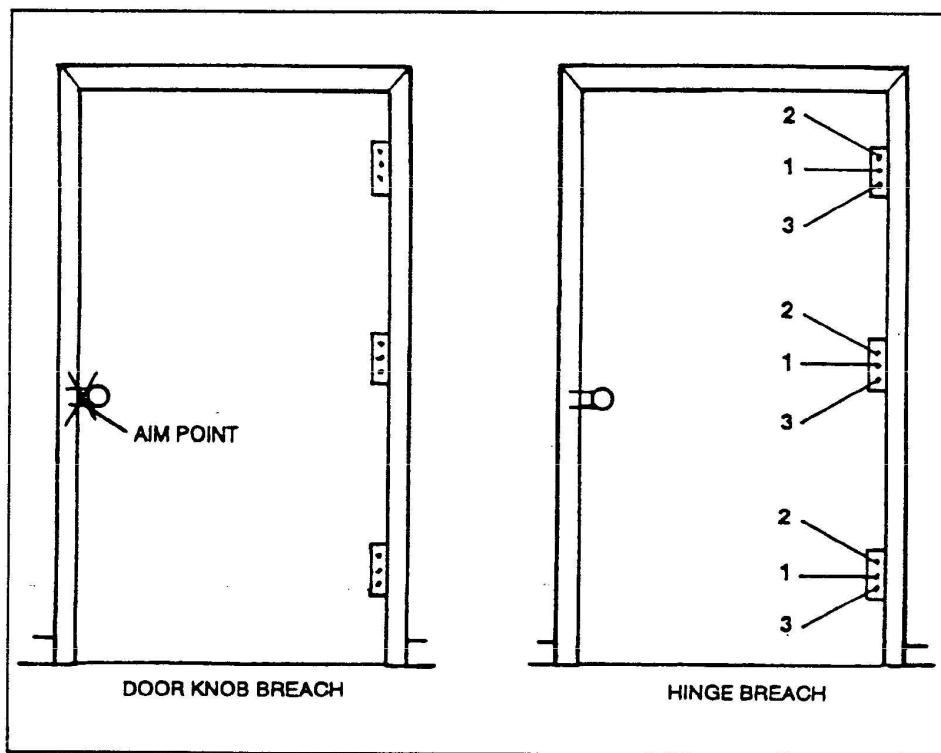


Figure K-1. Aim points for shotgun breach of a standard door.

Regardless of which technique the gunner uses, immediately after he fires, he kicks the door in or pulls it out. He then pulls the shotgun barrel sharply upward and quickly turns away from the doorway to signal that the breach point has been cleared. This rapid clearing of the doorway allows the following man in the fire team a clear shot at any enemy who may be blocking the immediate breach site.