

Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

1. Squads and platoons fight through enemy contact at the lowest possible level.
2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.
3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.
4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.
5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.

Introduction to Squad and Platoon Tactical Operations
2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8 The Infantry Rifle Platoon and Squad			
Day	Chapter	Assigned Reading	Focus	Areas of Special Interest
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations	Figure 1-14 pp1-38 through pp1-43
—	Ch 2	para 2-57 through 2-119	Employing Fires	pp2-1 through pp2-5 pp2-11 through pp 2-23
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation	pp3-8 through 3-11 pp3-28 – pp3-36 and Table 3-4, Table 3-5
—	Ch 5	para 5-1 through 5-49	C2 and TLP's	
—	Ch 6	para 6-8 through 6-34	Sustainment	
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)	pp6-3 through pp6-6 *Classes of Supply Intro to Ops
—	Ch 8	para 8-1 through 8-76	Defensive Ops Part I (VI-IX)	Section IV Platoon Attacks Section VI Special Purpose Attacks
—	Ch 9	para 8-77 through 8-199	Defensive Ops Part II	pp7-1 through 7-10 pp7-14 pp7-26 – pp7-31
—		para 9-1 through 9-128	Patrolling (I-II)	pp8-2 through pp8-6
—		para 9-129 through 9-216	Patrolling (III-VIII)	pp8-19 through pp8-23 pp8-24 through 8-31
—	Appendix A	Machine Gun Employment	Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols	pp9-6, para 9-42 pp9-7 through pp9-13 pp9-20, Table 9-1 pp9-22 through pp9-25
—	Appendix C	Fires Planning	Introduction	ppA-1 through ppA-8 ppC-1 through ppC-3

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OCS PH III Patrol Leader Improvement General RCOA's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-0 decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order to facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC, Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table). If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products" in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

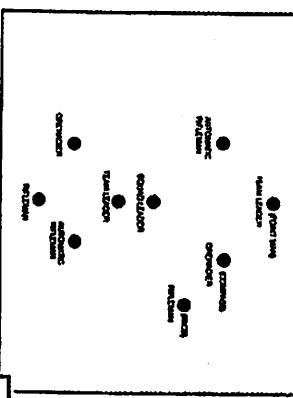
Patrolling Reference Packet (EXTRACT)

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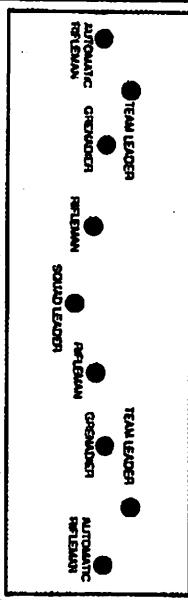
Patrolling:

Movement and Maneuver

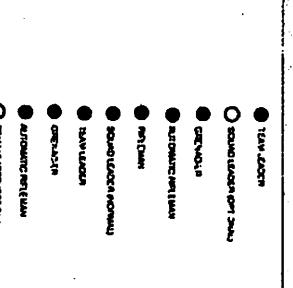
SQUAD COLUMN



SQUAD LINE



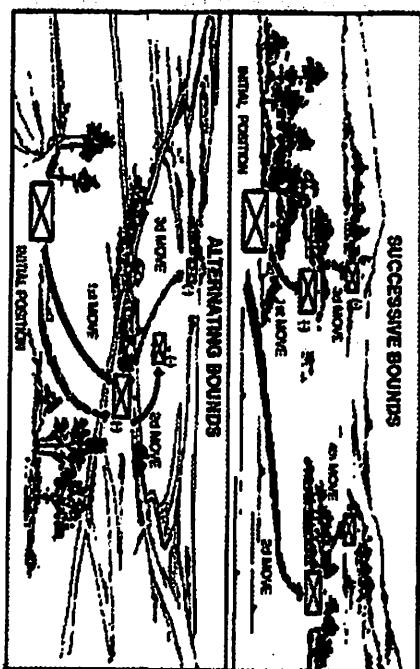
SQUAD FILE



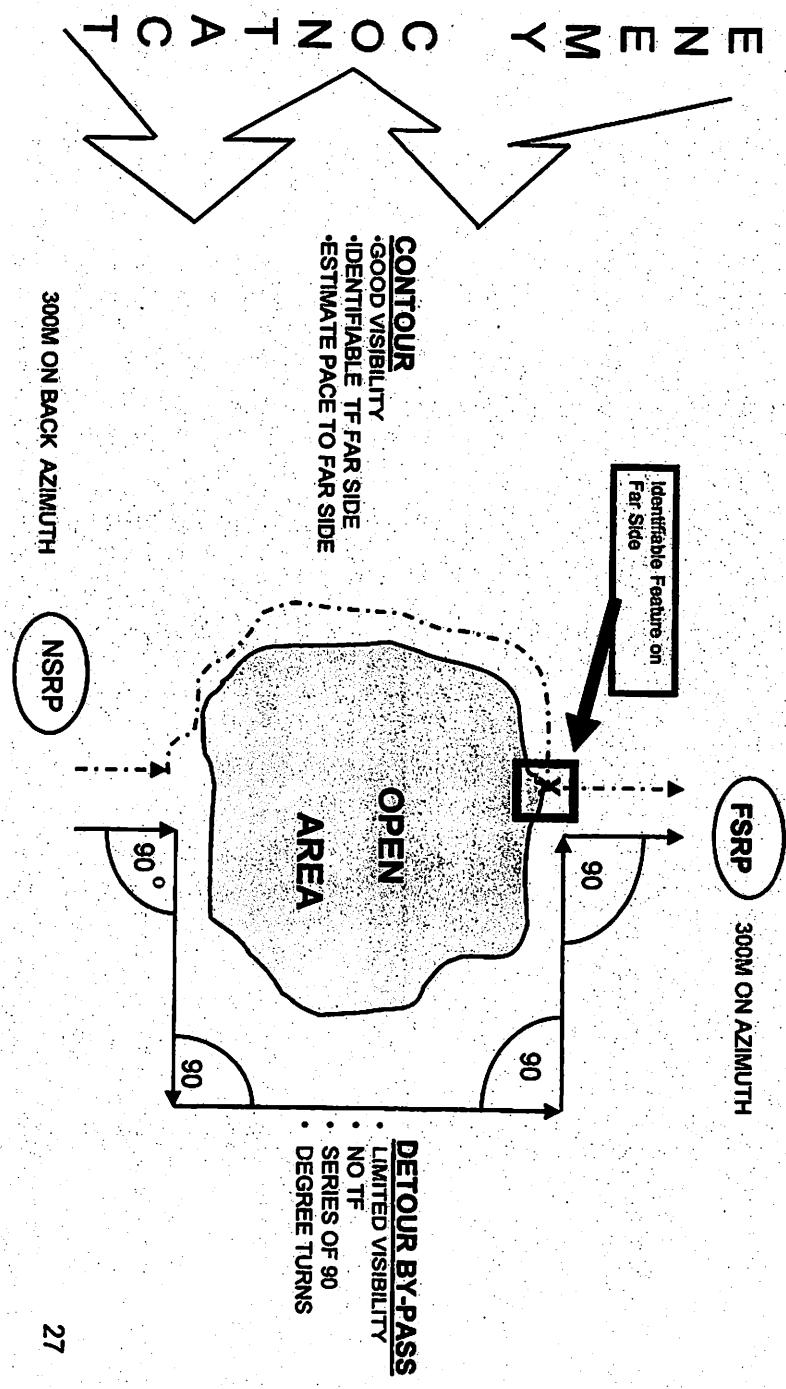
MOVEMENT HORNET	WEAPONS USED	ATMOSPHERE	CHARACTERISTICS		
			CONTROL	FLExIBILITY	RESTRICTIONS
SQUAD COLUMN	SQUAD FORMATION	GOOD	FACILITATES MANEUVER GOOD DESPERSON LIMITED DEPTH AND COMMITTEE	ALLOWABLE VOLUME OF FIRE TO THE FLANK— LIMITED VOLUME TO THE REAR	SECURITY ALLROUND
SQUAD LINE	CLOSE TERRAIN NEUTRAL, LIMITED, INSURGENCY CONDITIONS.	EASIER	NOT AS GOOD AS SQUAD COLUMN	ALLOWS MAXIMUM INTERMEDIATE FIRE TO THE FRONT	GOOD TO THE FRONT, LITTLE TO THE FLANKS AND REAR

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS				SECURITY
		CONTROL	DISPERSION	SPEED		
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST	
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE	
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST	

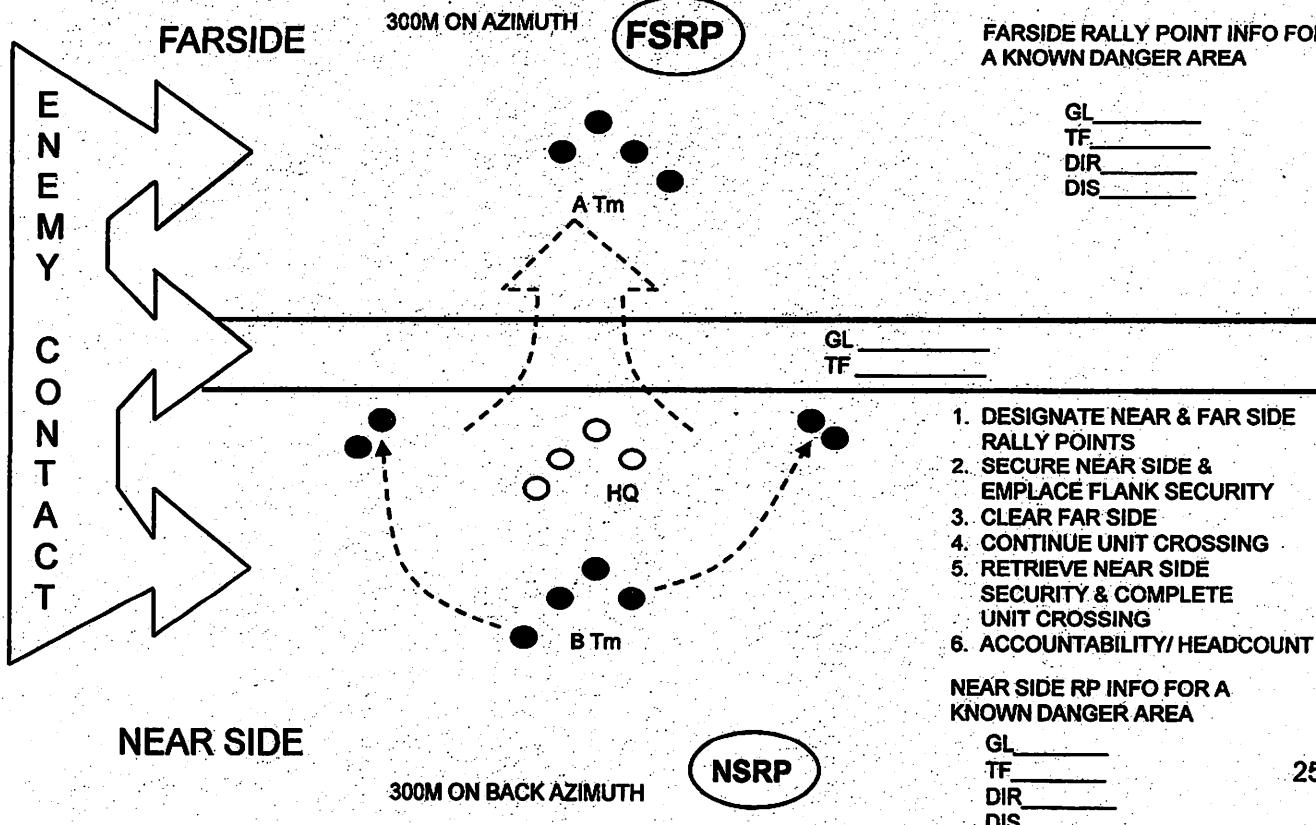
Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA

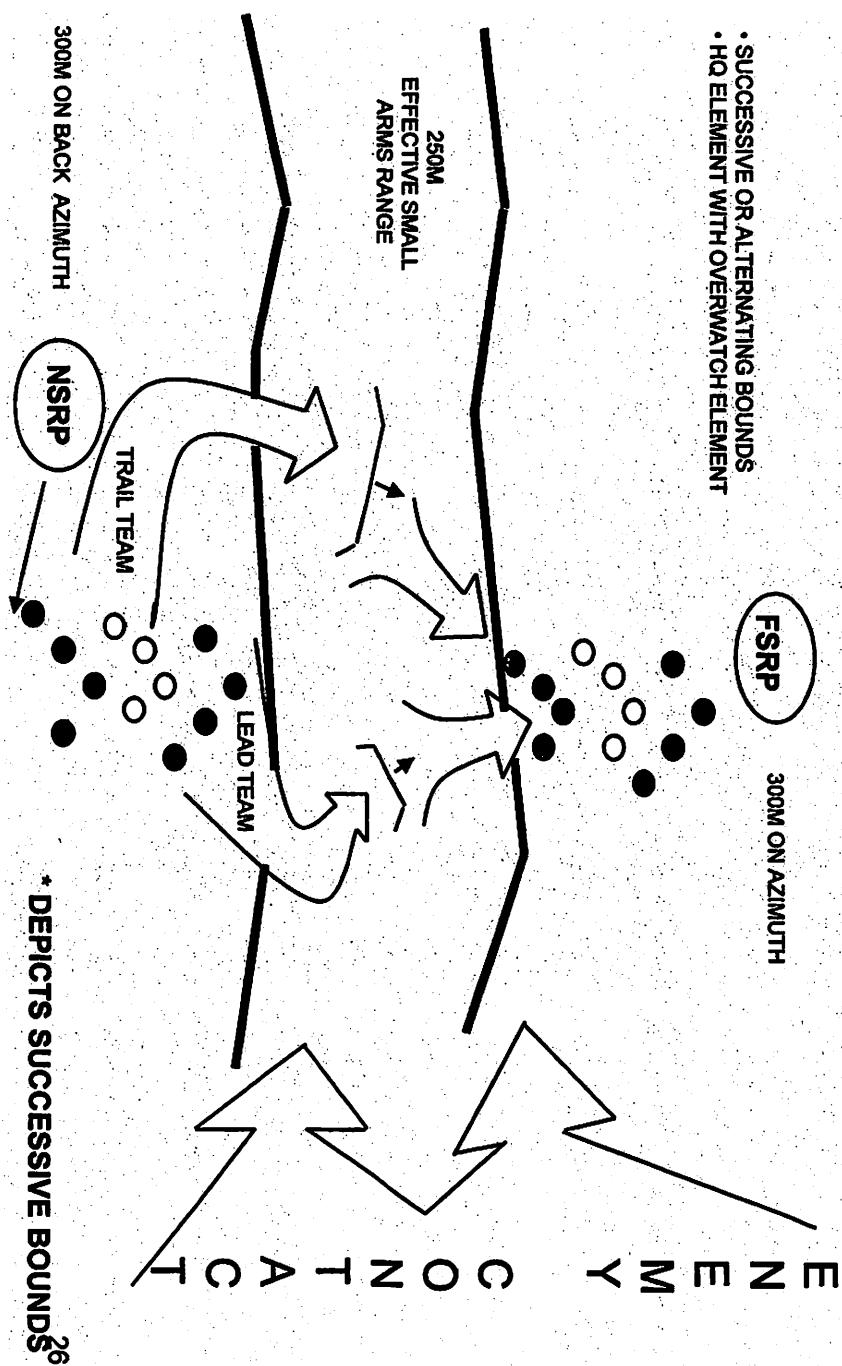


LINEAR DANGER AREA



LARGE OPEN DANGER AREA

- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT



REACT TO CONTACT

BATTLE DRILL 1

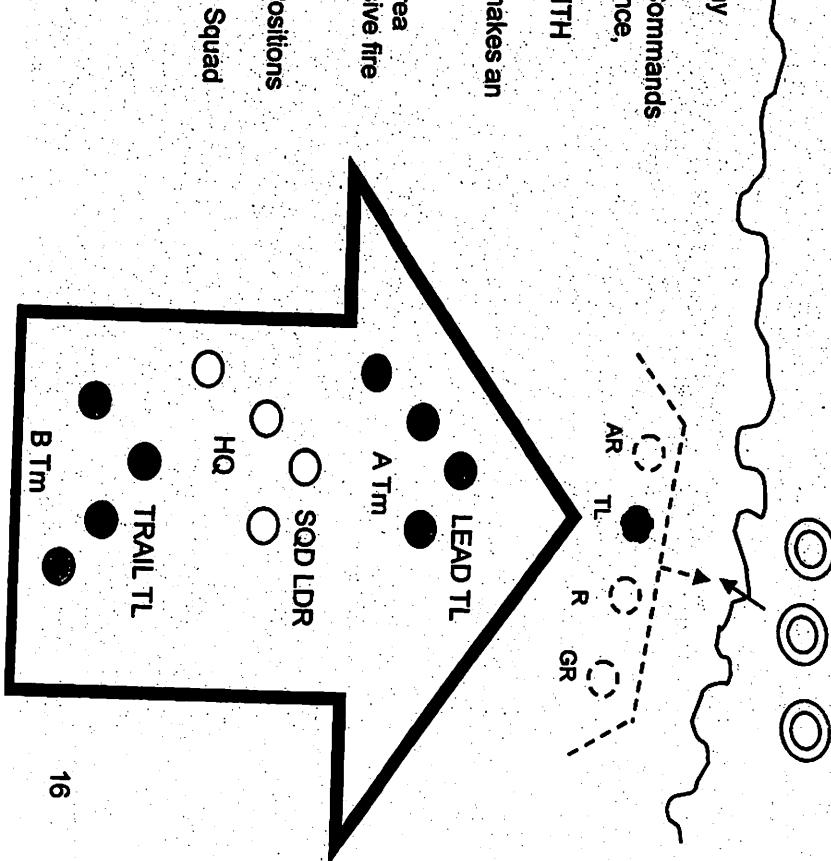
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TMLDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC)
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation.

FACTORS OF HIS ASSESSMENT:

- Can Squad move out of engagement area
- Can Squad gain and maintain suppressive fire
- Location of enemy
- Size of enemy force
- Vulnerable Flanks of Enemy/ Friendly Positions
- Covered/ Concealed Flanking Routes

- SQD LDR Determines COA (Break Contact, Squad Attack, ETC.)

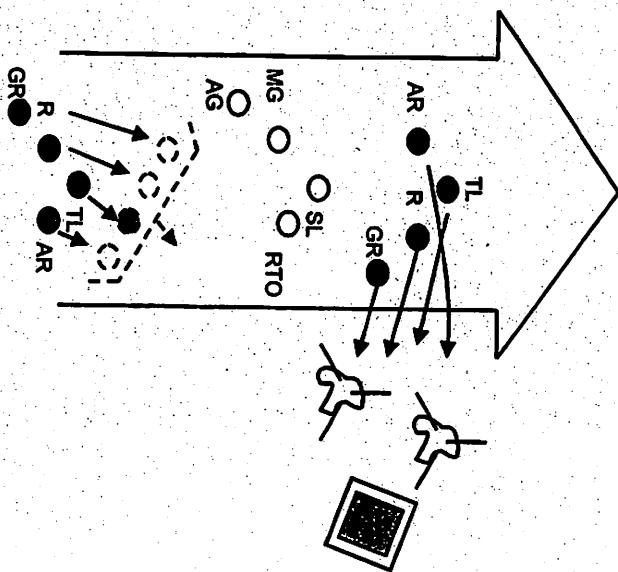
- REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

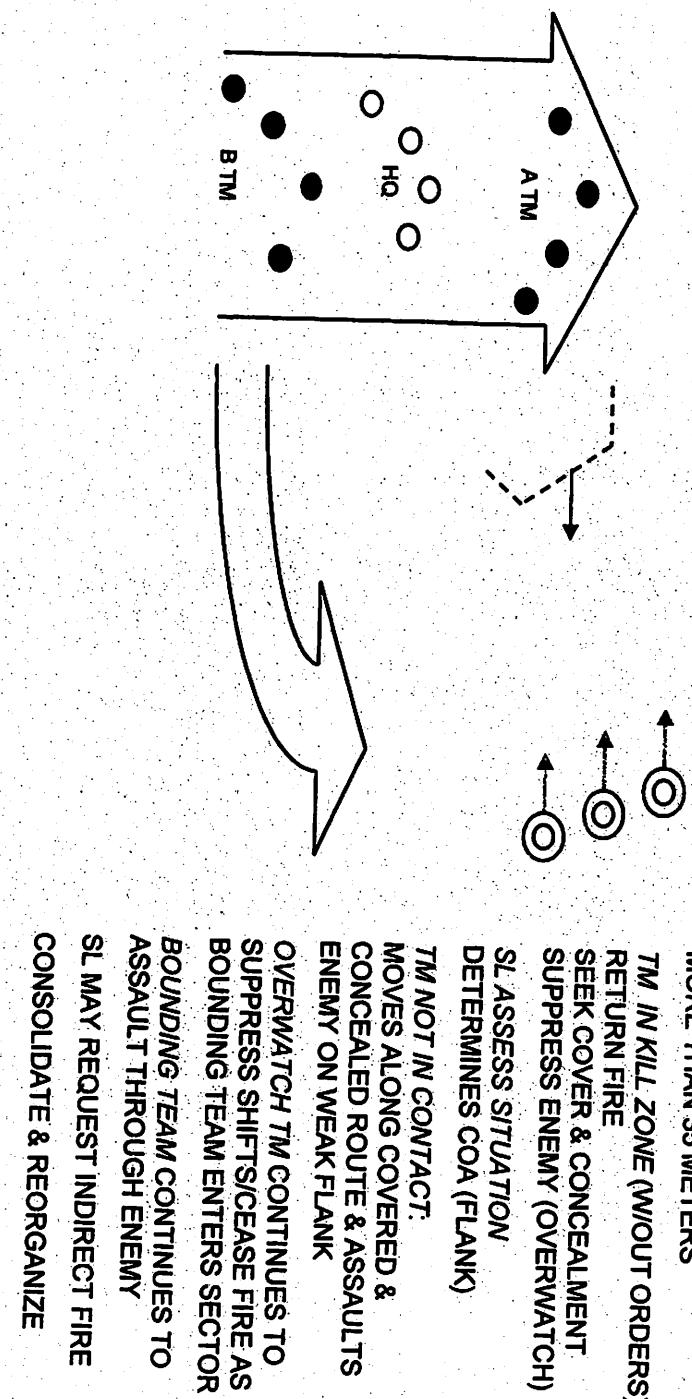
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
 - THROW CONCUSSION, FRAG, OR SMOKE GRENADES
 - AFTER EXPLOSION OF GRENADES, ASSAULT
 - THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



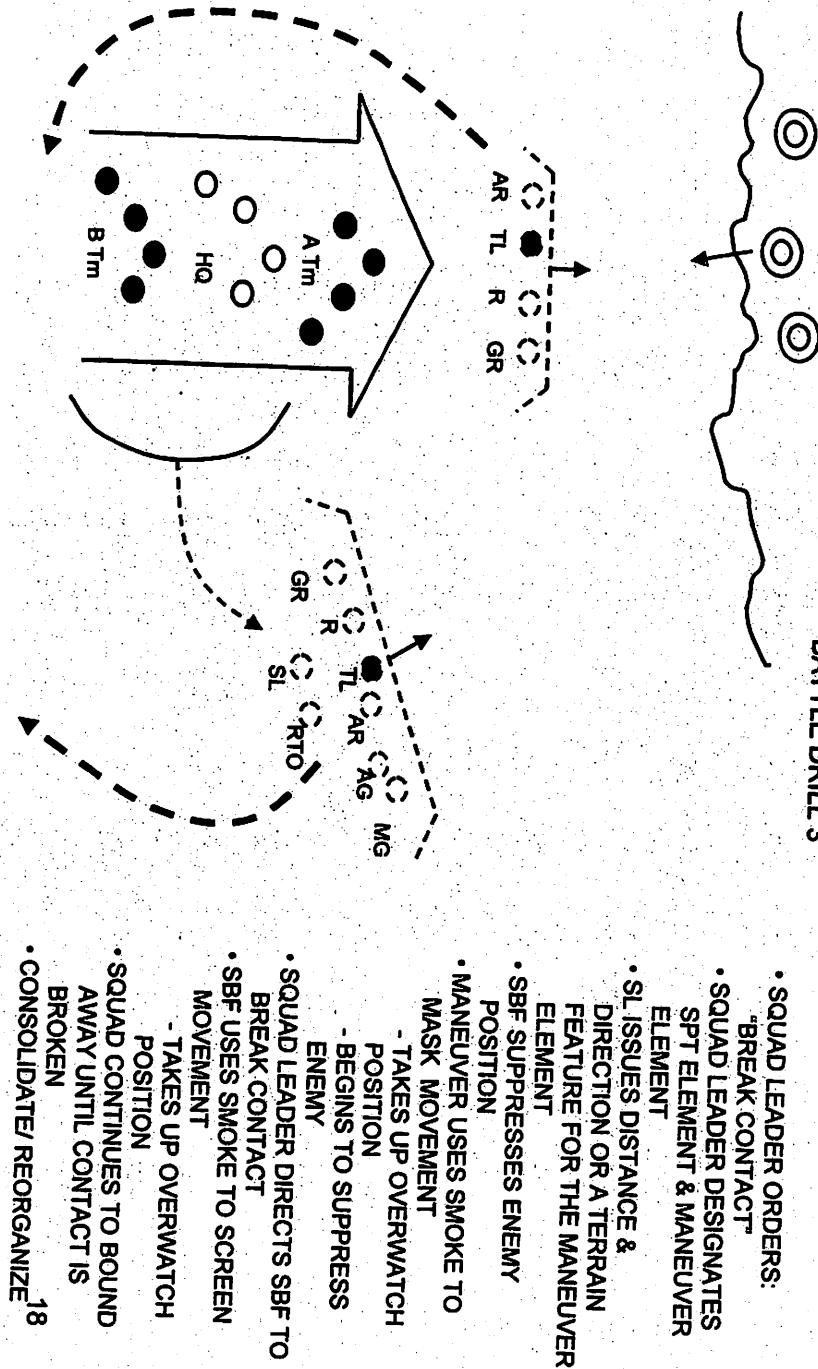
REACT TO A FAR AMBUSH

BATTLE DRILL 4-B



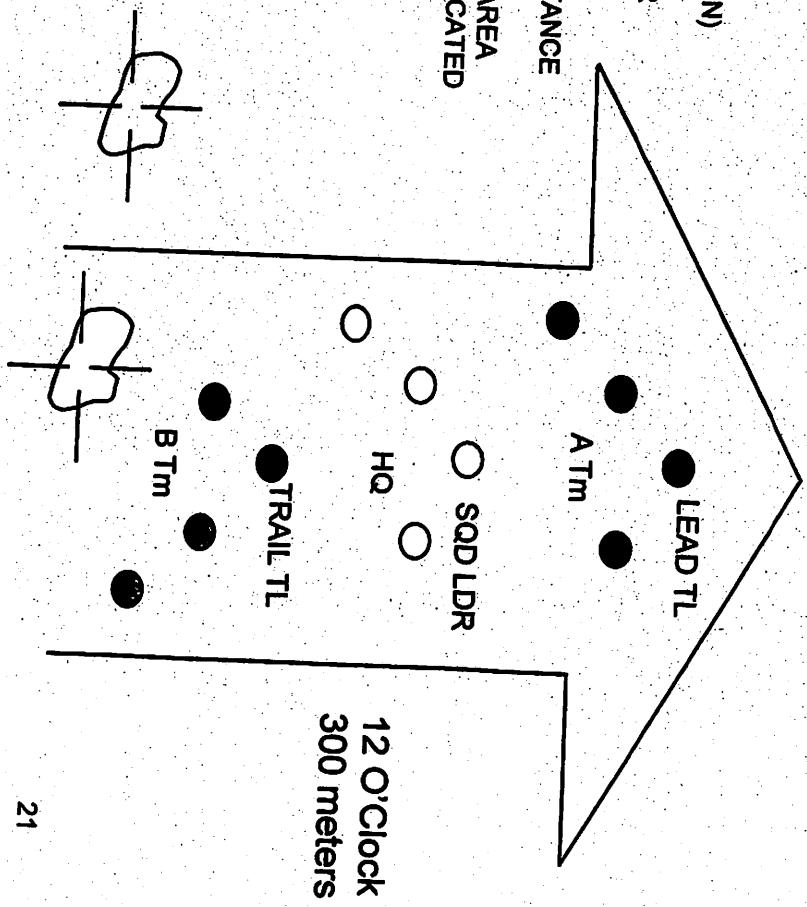
BREAK CONTACT

BATTLE DRILL 3



REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling:

Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance. You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

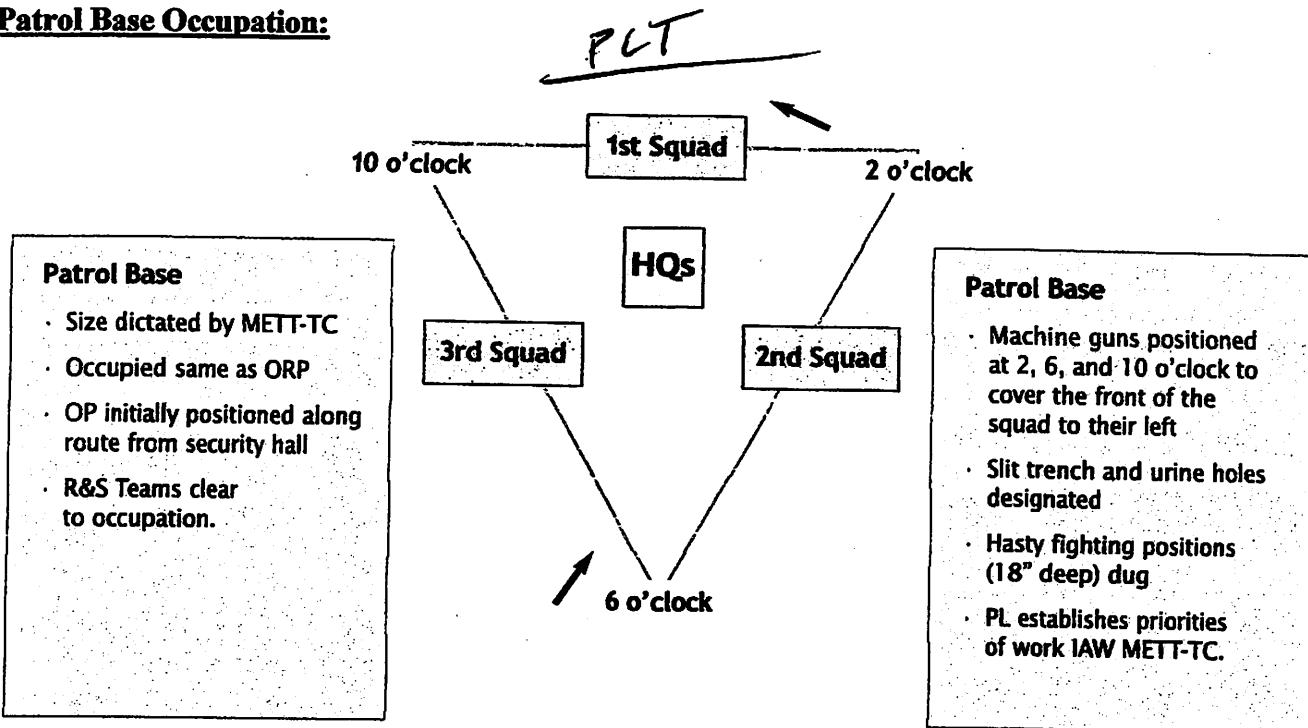
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a "laundry list" of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

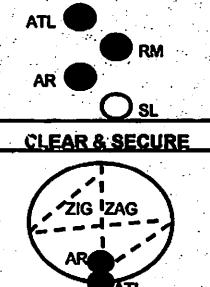
Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.



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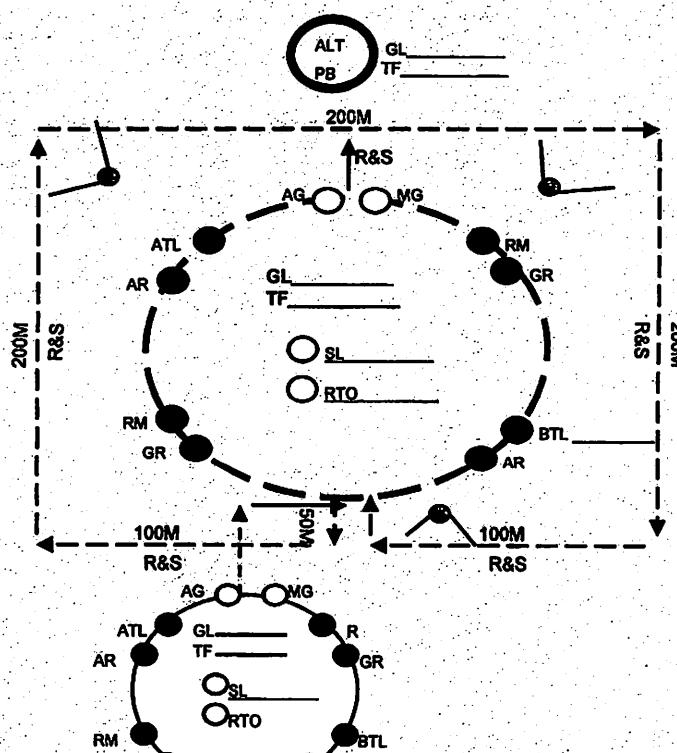
GL _____
TF _____
DIR _____
DIST _____

FOOM/LDRS RECON/PB**CLEAR & SECURE****COMM PLAN**

- ATL-ICOM
- SL-ICOM
- BTL-ICOM
- RTO-PRC-119

CHARACTERISTICS OF ORP

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT FROM GROUND & AIR
- NEAR WATER SOURCE
5-59(RHB)

SQUAD PATROL BASE

N

GL _____
TF _____
DIR _____
DIS _____

OCCUPATION PLAN

- SECURITY HALT**
- SLLS/PINPOINT
 - LNG HLT/STNG PNT
 - PREP PB CLR TM
 - 2-5 PT-BTL/PB CLR TM
 - CONDUCT RECON OF PB
 - CHARACTERISTICS**
 - SLLS/CLEAR & SECURE
 - OCCUPY PB- SHP/SLLS
 - PINPOINT-LNG HLT
 - STNG PNT 10,2,4,8,MG
 - SPOT CHECK
 - 5 PT R/S-GV/LV
 - OPSKED

SECURITY PLAN

- SECTOR SKETCH**
ALERT PLAN
WITHDRAWAL PLAN (BLACK & GOLD)
EVACUATION PLAN
• ALT PB
• PATROL BASE ACTIVITIES

PRIORITIES OF WORK

- WPNS/NODS/COMMO (50% SEC)
- CHANGE T-SHIRTS/SOCKS/SHAVE/CAMMO
- SLIT TRENCH(50% SEC)
- CHOW
- 50% SEC
- REST
- (50-33% SEC)

1.1

FIELD PLANNING

- TLPs
- TACTICAL RESUPPLY

SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

GOLD

ALT PB

N

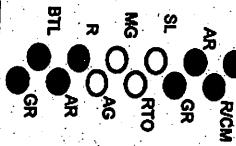
BLACK
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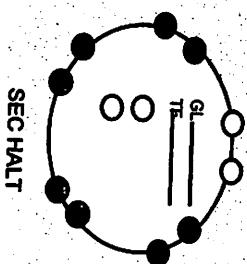
FOOM (MODIFIED WEDGE)



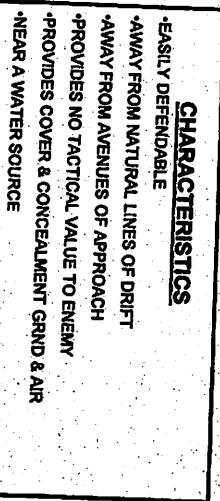
OCCUPATION PLAN

- CHARACTERISTICS
- SECURITY HALT
- SLLS
- PIN POINT
- LONG HALT/STRONG POINT
- 10, 2, 4, 8
- SPOT CHECK
- PREP M, W, & E
- SPOT CHECK
- CONFIRM ROUTE & DISTANCE
- SHIP/MOVE
- OCCUPY/SLLS

- SPOT CHECK/PIN POINT/OPSKED
- PRIORITIES: ALT PB (B & G), EVAC, ALERT
- REST PLAN (25%)
- STAND TOO
- CONFIRM ROUTE
- MOVE TO PB
- PB PRIORITIES

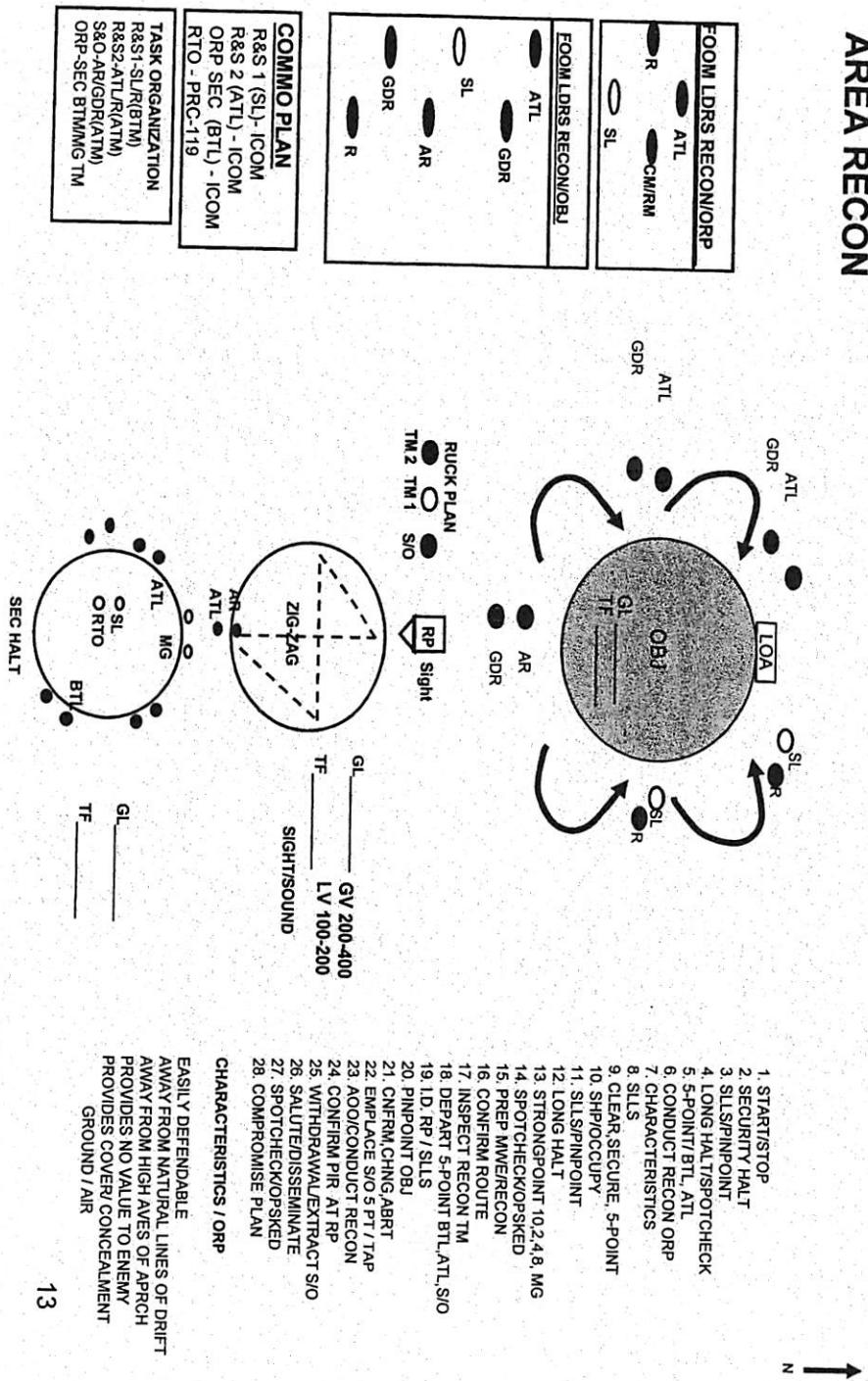


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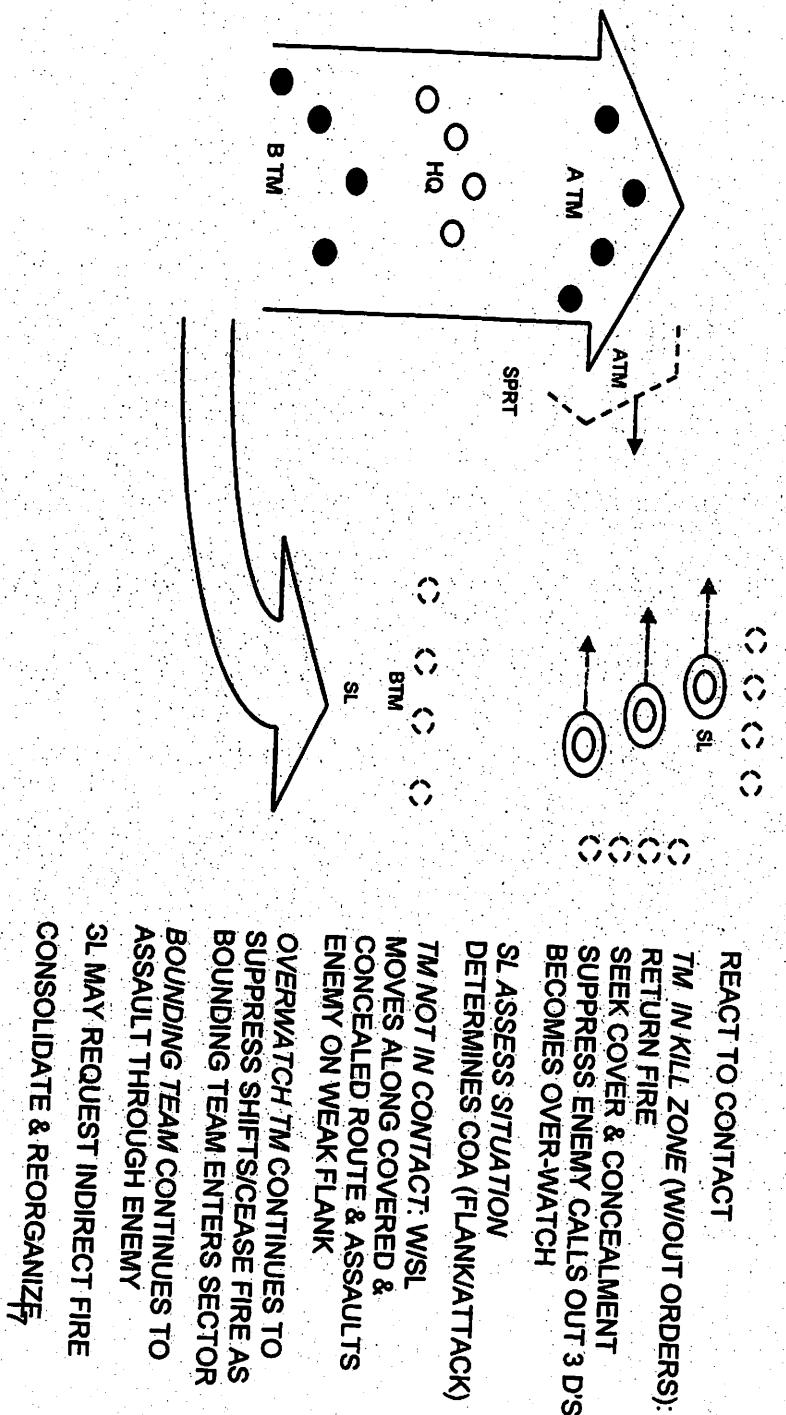
Patrolling: Recon and Common Offense

AREA RECON



SQUAD ATTACK

BATTLE DRILL 1 - A



MOVEMENT TO CONTACT

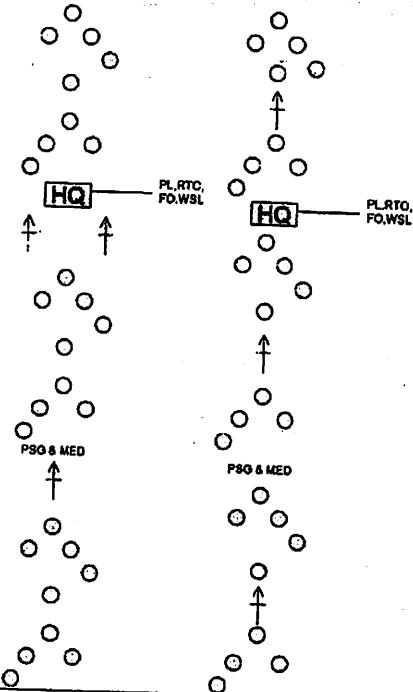
MEETING ENGAGEMENT

Movement Formations:

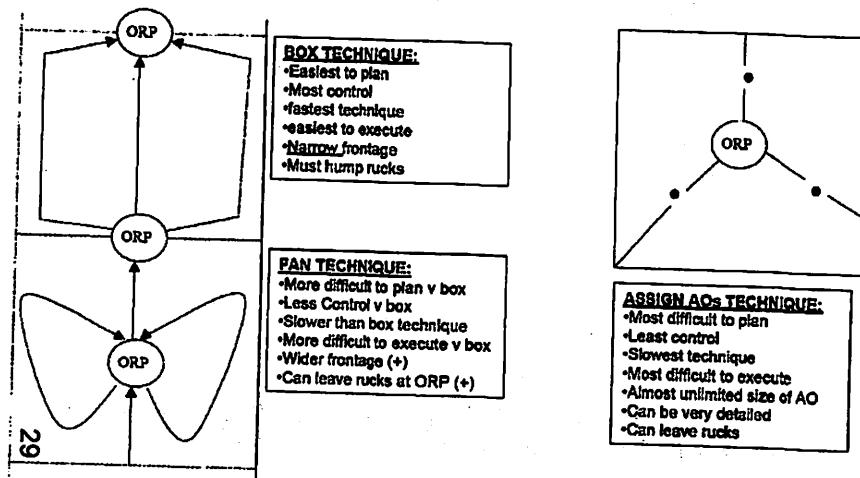
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

- Traveling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good if enemy contact not likely.
- Traveling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK



LINEAR AMBUSH

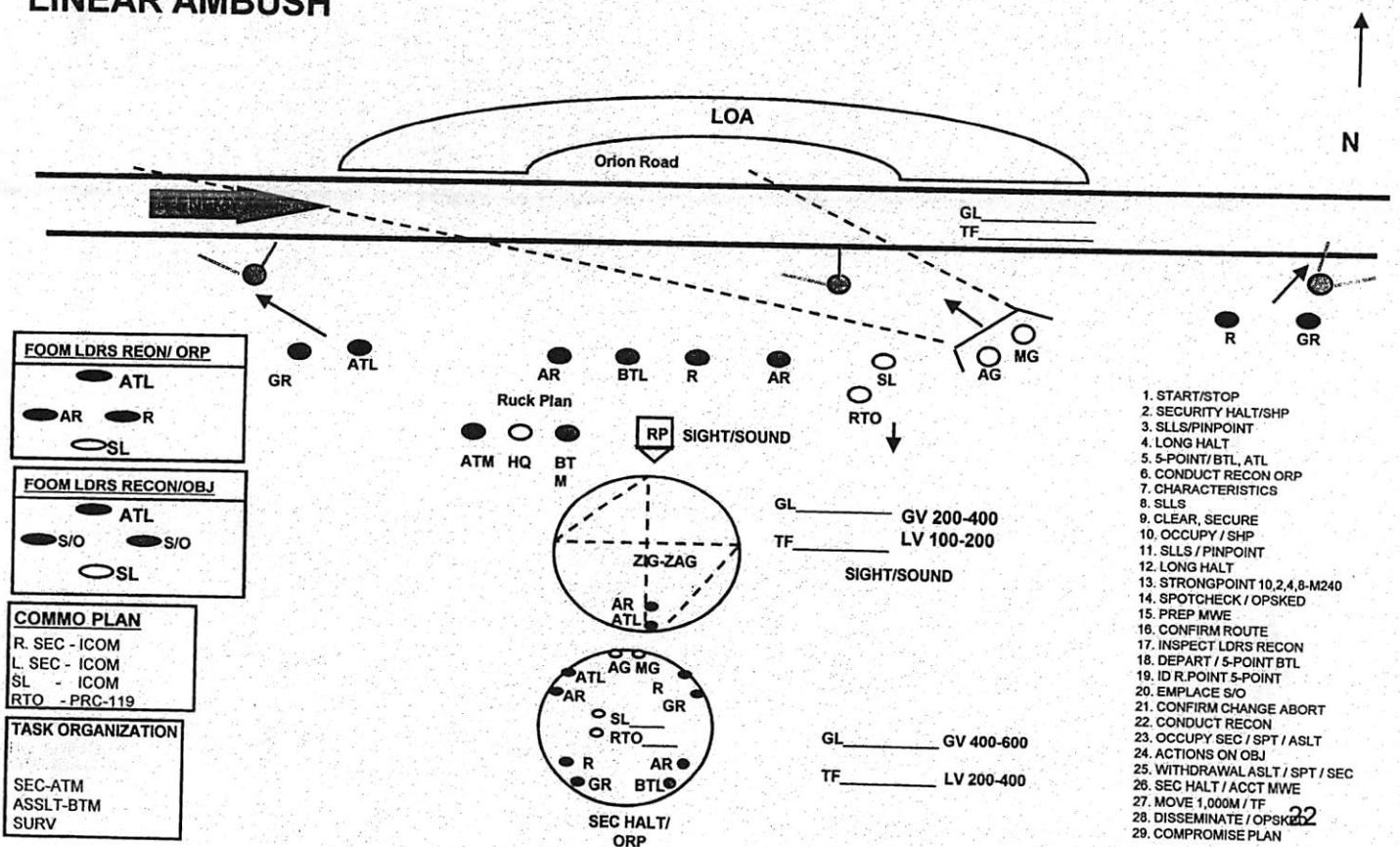
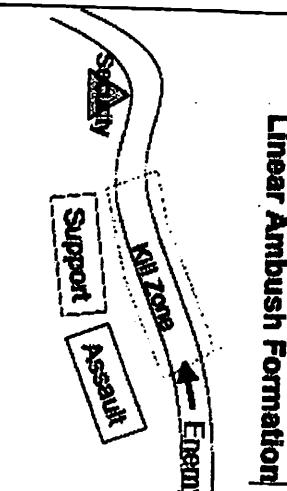
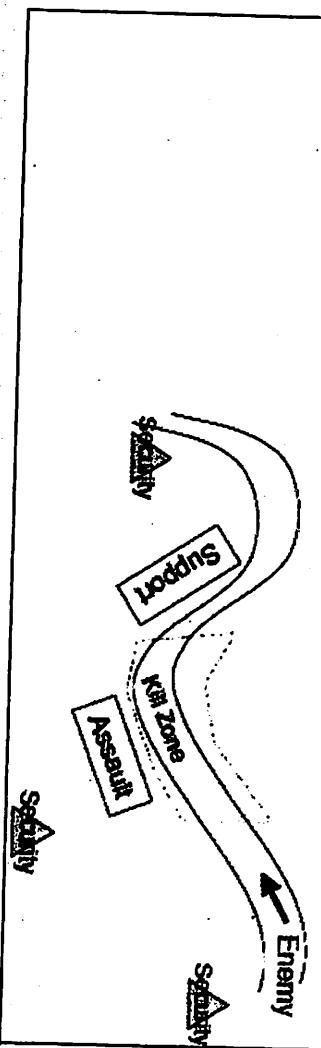


Figure 24. Ambush formations

Linear Ambush Formation



L-Shaped Ambush Formation



RAID

Raids are limited objective attacks with a planned withdrawal. Supporting effort units execute raids in order to isolate the battalion/company main effort's objective (OBJ). Main efforts execute raids in order to destroy personnel/equipment or recover precious cargo (PC).

(2) PLANNING CONSIDERATIONS.

- a. Minimum force requirements.
- b. Phases of the operation.
 - (i) Movement to the objective.
 - (ii) Isolation of the objective and breach.
 - (iii) Secure the foothold.
 - (iv) Exploit the penetration and clear the OBJ (detailed room clearing for MOUT).
 - (v) Consolidation and Reorganization (C&R).
 - (iv) Withdrawal.
 - c. Task organization and responsibilities.
 - (i) Isolation force:
 - (a) Secures the ORP.
 - (b) Blocks avenues of approach to and from of the objective.
 - (iv) Withdrawal.
 - (c) Positioned first IOT isolate and withdraw last IOT support the extraction.
 - (ii) Assault force:
 - (a) Assaults to destroy or capture enemy/equipment or secure PC.
 - (b) Positions assault close to objective IOT deploy immediately if detected.
 - (c) Supports itself during the assault or if the support force is ineffective.
 - (d) Plans detailed direct and indirect fire control and distribution.
 - (e) Conducts detailed room clearing in MOUT. Marks forward progress.
 - (f) Executes controlled withdraw from the objective.
 - (iii) Support force:
 - (a) Positioned following the isolation force and before the assault force.
 - (b) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.
 - (c) Controls rates of fire: cyclic, rapid, sustained, or watch and shoot.
 - (d) Plans detailed direct and indirect fire control and distribution.
 - (e) Synchronizes fires. Shifts/lifts and changes rates of fire on signal.
 - (f) Overwatches C&R and withdrawal of the assault and breach forces.
 - (iv) Breach force:
 - (a) Positioned following the security and support force.
 - (b) Pinpoints the point(s) of penetration. Attempts to bypass or breach on a flank or near the obstacle's terrain anchor.
 - (c) Prepares and transports breach charges or mechanical breach kit.
 - (d) Establishes local support by fire position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.
 - (e) Obscures breach point and reduces obstacle at point(s) of penetration.
 - (f) Marks penetration and secures a foothold for assault force.
 - d. Location of leaders/elements (consider decisive/critical events and locations).

- (i) Commander where he can best influence the situation.
- (ii) 2IC with support force.
- (iii) FSO and FSNCO where they can best influence the indirect fire execution.
- (iv) Mass MGS, AT weapon, sniper, and nonlethal effects.
- (v) Medical package (METT-TC).

e. Contingency plans (CONPLANS) if compromised (rapid transition from stealth to violence of action/shock effect).

- (i) During leaders' reconnaissance.
- (ii) During isolation of the objective.
- (iii) During occupation of support force.
- (iv) During occupation of the assault position.

f. Mission abort criteria (consider minimum force requirements).

- f. Signal plan. Leaders always plan a primary and alternate signal to:
 - (i) Initiate supporting fires.
 - (ii) Withdraw.
 - (iii) Lift/shift fires.
 - (iv) Initiate assault.
 - (v) Abort and execute emergency extraction.
 - (vi) Warn main effort of approaching threat.
 - (vii) Control isolation force.
 - (viii) Commit reserve.

g. Leader's Reconnaissance. Detailed reconnaissance is critical to mission success. Whenever tactically feasible, a leaders' reconnaissance determines or confirms:

- (i) Avenues of approach to the objective.
- (ii) Support by fire position, assault position, breach point, and isolation positions.
- (iii) Withdrawal routes.
- (iv) Threat and noncombatant situations.

h. Other planning considerations.

- (i) Consider integration of vehicles during the isolation, suppression, assault, and withdrawal from the objective. Dismount before, at, or beyond the point of penetration. Leverage situational awareness (FBCB2) technology, thermal optics, weapons capabilities, and PC transload/casevac platforms inherent to the vehicles.

(ii) Companies maximize the C2 effects that four platoon headquarters provide.

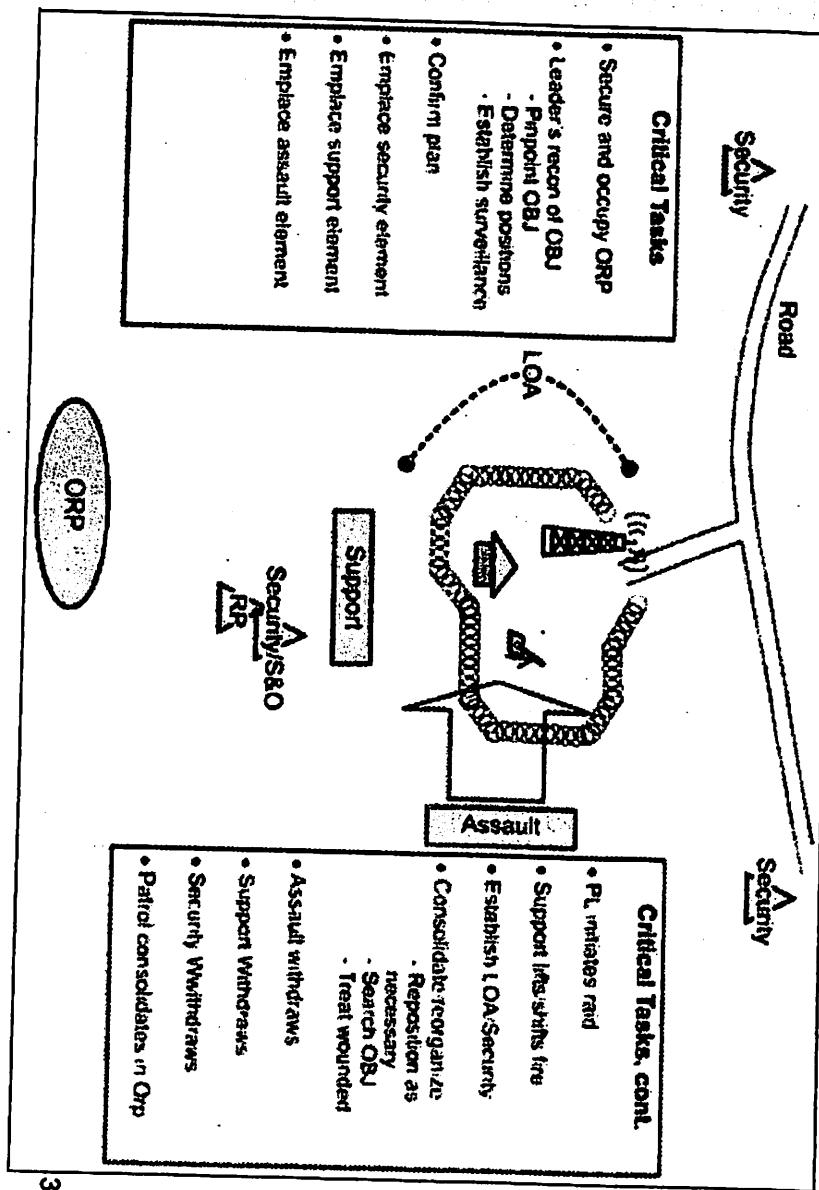
(iii) Maximize nonlethal effects.

(iv) Destroy or exfil PC as soon as the assault force secures it. If the assault force waits until C&R, it may never happen.

(v) Secure only as much of the objective as necessary, for as little duration as necessary IOT complete the mission (destruction or PC recovery). Do not waste time and risk casualties beyond the decisive point.

(vi) Commanders ensure gun-target line is perpendicular to the direction of attack, and that indirect fire observes echelon fire support effects IAW doctrinal minimum safe distances as the assault gains momentum in depth.

Figure 5-6. ACTIONS ON THE OBJECTIVE - RAID



Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

1. Squads and platoons fight through enemy contact at the lowest possible level.
2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.
3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.
4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.
5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-0 decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC, Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF>IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table). If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products" in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations
2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8 The Infantry Rifle Platoon and Squad			
Day	Chapter	Assigned Reading	Focus	Areas of Special Interest
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations	Figure 1-14 pp1-38 through pp1-43
—	Ch 2	para 2-57 through 2-119	Employing Fires	pp2-1 through pp2-5 pp2-11 through pp 2-23
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation	pp3-8 through 3-11 pp3-28 – pp3-36 and Table 3-4, Table 3-5
—	Ch 5	para 5-1 through 5-49	C2 and TLP's	Figure 5-4, 5-5, 5-6 & 5-10
—	Ch 6	para 6-8 through 6-34	Sustainment	pp6-3 through pp6-6 *Classes of Supply
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)	Intro to Ops
—	Ch 8	para 7-117 through 7-238	Offensive Ops Part II (VI-IX)	Section IV Platoon Attacks Section VI Special Purpose Attacks
—	Ch 9	para 8-1 through 8-76	Defensive Ops Part I	pp7-1 through 7-10 pp7-14 pp7-26 – pp7-31
—	Para 8-77 through 8-199	Defensive Ops Part II	Introduction Section V Occupation & Prep Defensive Techniques	pp8-2 through pp8-6 pp8-19 through pp8-23 pp8-24 through 8-31
—		para 9-1 through 9-128	Patrolling (I-II)	pp9-1 through pp9-3
—		para 9-129 through 9-216	Patrolling (III-VIII)	Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols
—	Appendix A	Machine Gun Employment	Introduction	ppA-1 through ppA-8
—	Appendix C	Fires Planning	Introduction	ppC-1 through ppC-3

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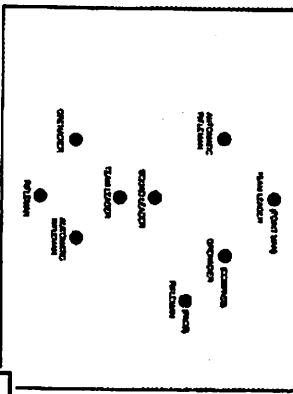
Patrolling Reference Packet (EXTRACT)

JUNE 2015

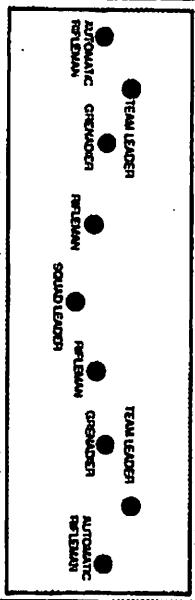
Patrolling:

Movement and Maneuver

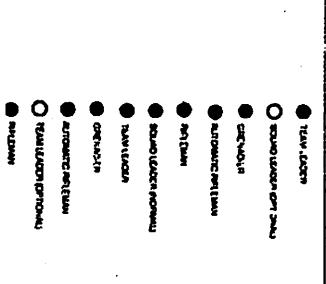
SQUAD COLUMN



SQUAD LINE



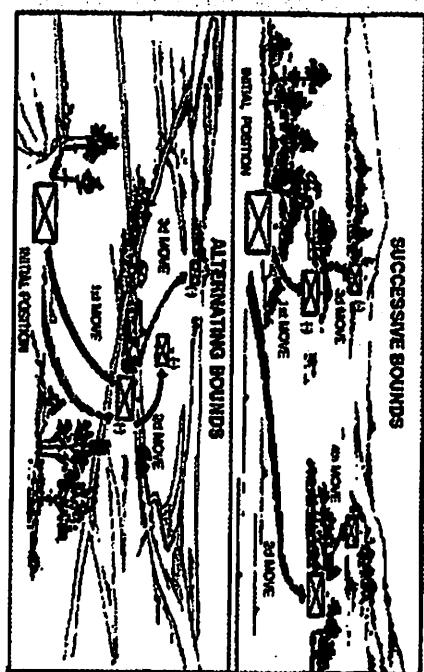
SQUAD FILE



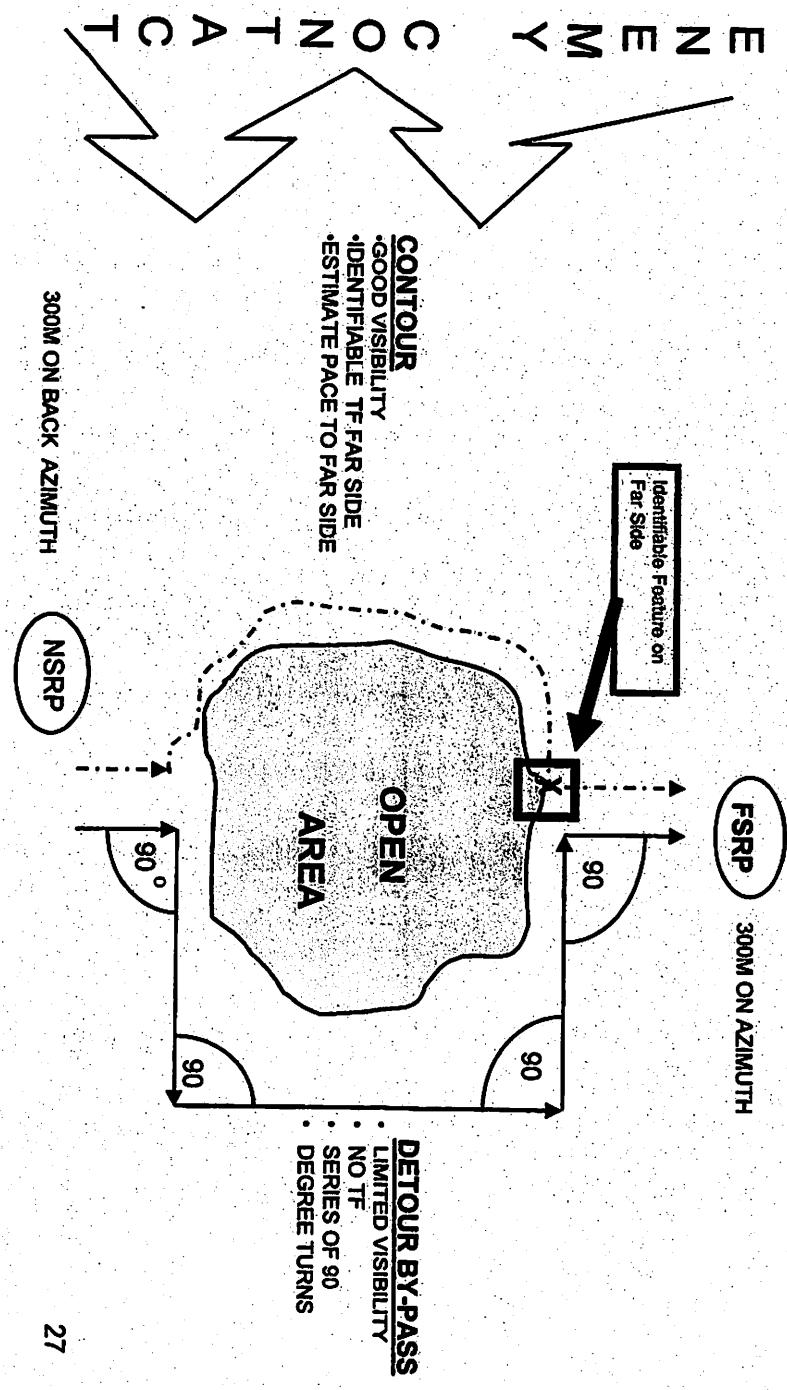
MOVEMENT FORMATION	WHICH NORMALLY USED	CHARACTERISTICS		
		CONTROL FLEXIBILITY	RESTRICTIONS	SECURITY
SQUAD LINE	SQUAD PRIMARILY	GOOD	ALLOWS LARGE VOLUME OF FIRE TO THE FLANKS—LIMITED VOLUME TO THE FRONT	ALL ROUND
SQUAD COLUMN	SQUAD PRIMARILY	GOOD	MAINTAINS HIGH LEVEL OF FIRE FROM THE REAR	ALL ROUND
SQUAD FIRE	WHEN WEAPONS FIRE POWER IS REQUIRED TO THE FRONT	NOT AS GOOD AS SQUAD COLUMN	NOT AS LIMITED MANEUVERABILITY AS SQUAD LINE	NOT AS GOOD AS SQUAD LINE
CLOSE TERRAIN, LIMITED VISIBILITY CONDITIONS	EMERGENT	MOST DIFFICULT FORMATION TO MAINTAIN	ALLOWS IMMEDIATE PRACTICE OF FIRE FROM THE REAR	GOOD TO THE FRONT, LIMITED VOLUME TO THE FLANKS AND REAR

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS			SECURITY
		CONTROL	DISPERSION	SPEED	
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST

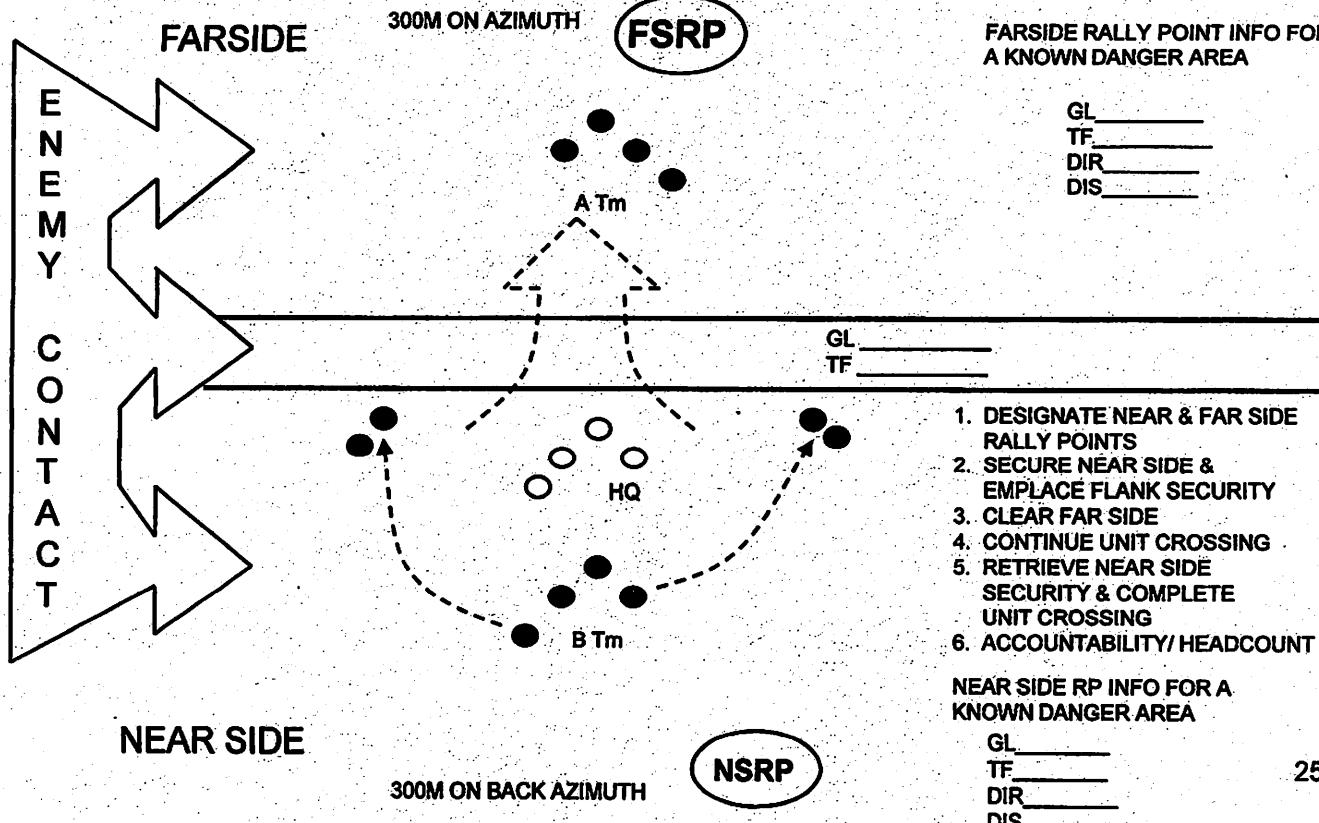
Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

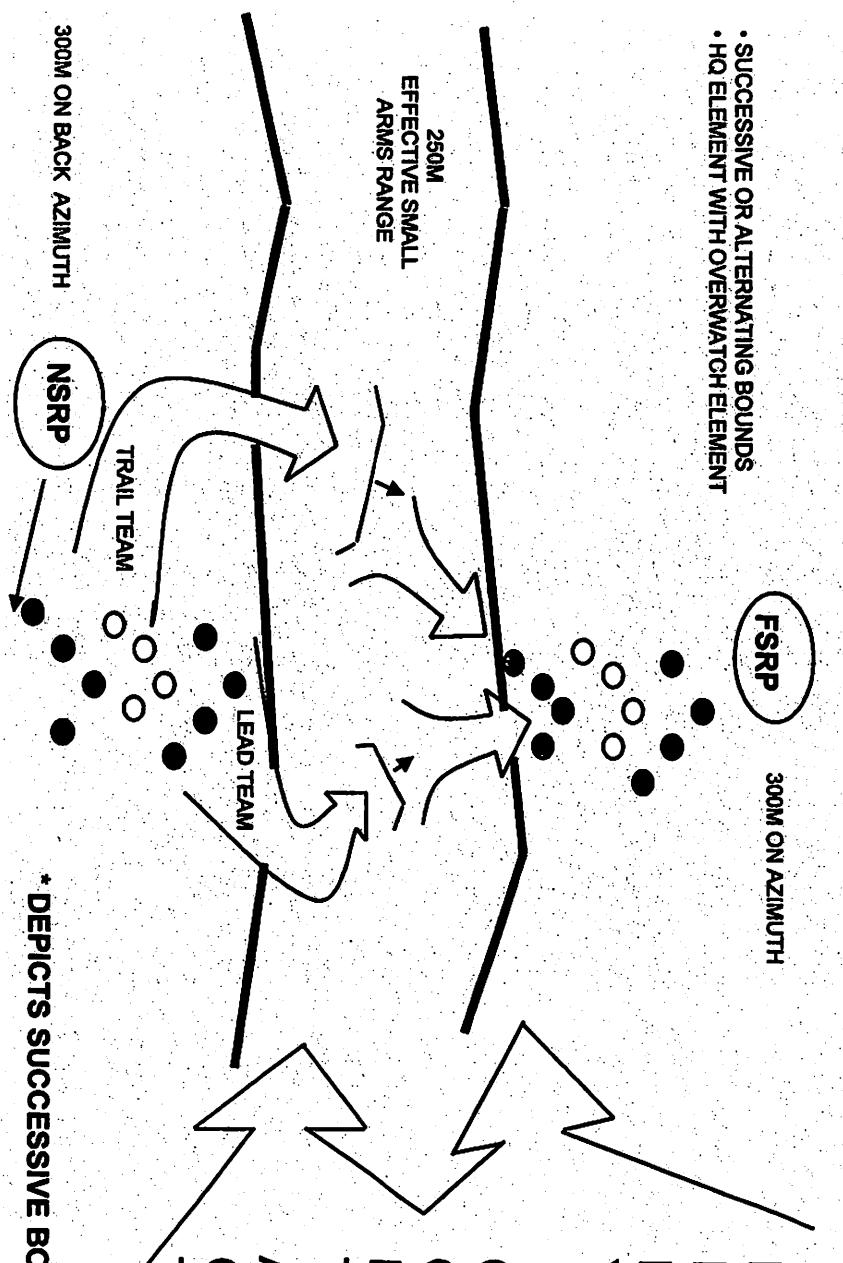


LARGE OPEN DANGER AREA

- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT

FSRP

300M ON AZIMUTH

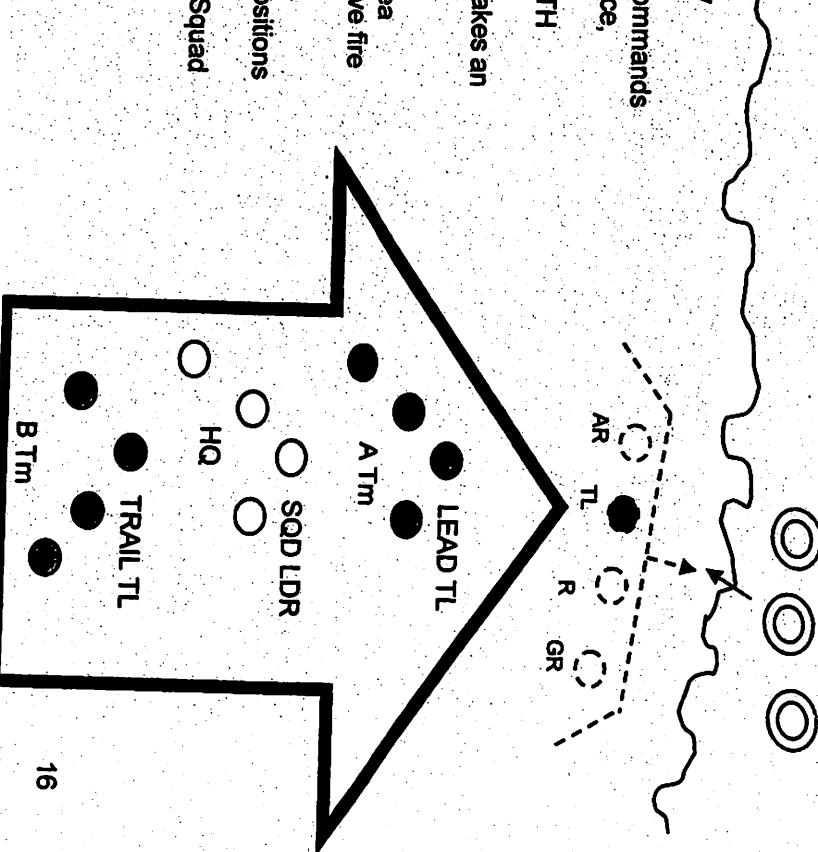


* DEPICTS SUCCESSIVE BOUNDS²⁶

REACT TO CONTACT

BATTLE DRILL 1

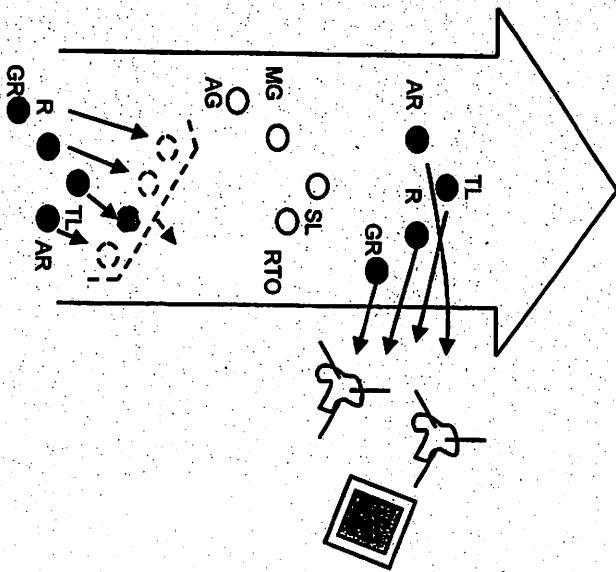
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TM LDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC)
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation



REACT TO A NEAR AMBUSH

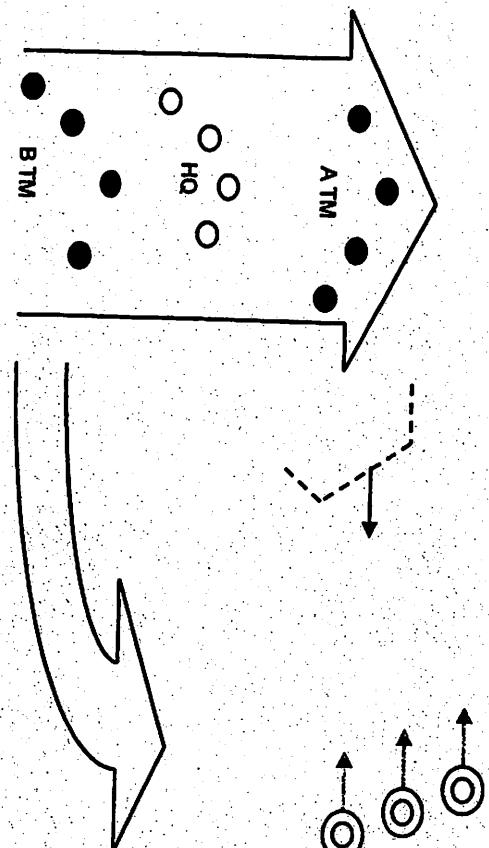
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
 - THROW CONCUSSION, FRAG, OR SMOKE GRENADES
 - AFTER EXPLOSION OF GRENADES, ASSAULT
 - THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



REACT TO A FAR AMBUSH

BATTLE DRILL 4-B



MORE THAN 35 METERS

TM IN KILL ZONE (W/OUT ORDERS):
RETURN FIRE

SEEK COVER & CONCEALMENT
SUPPRESS ENEMY (OVERWATCH)

SL ASSESS SITUATION
DETERMINES COA (FLANK)

TM NOT IN CONTACT:
MOVES ALONG COVERED &

CONCEALED ROUTE & ASSAULTS
ENEMY ON WEAK FLANK

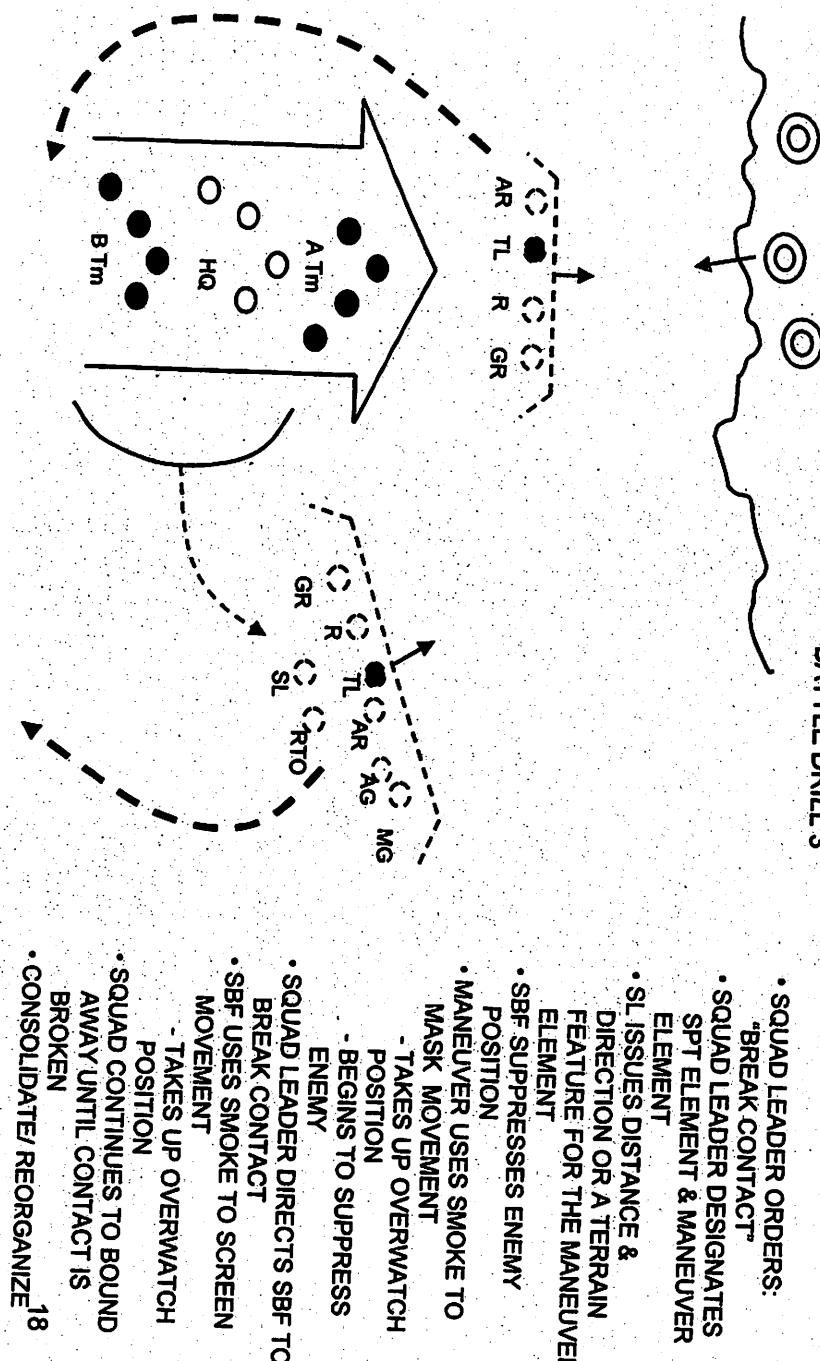
OVERWATCH TM CONTINUES TO
SUPPRESS SHIFTS (CEASE FIRE AS
BOUNDING TEAM ENTERS SECTOR

BOUNDING TEAM CONTINUES TO
ASSAULT THROUGH ENEMY

SL MAY REQUEST INDIRECT FIRE
CONSOLIDATE & REORGANIZE

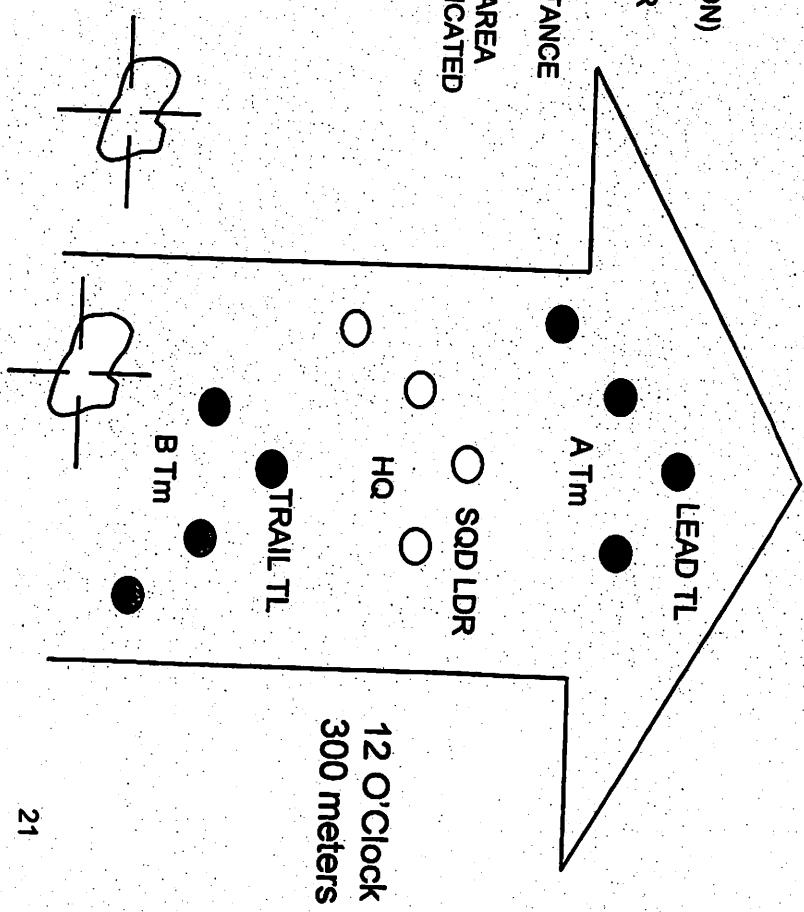
BREAK CONTACT

BATTLE DRILL 3



REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS AFTER INDIRECT FIRE IMPACTS.
- SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling: Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance.

You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

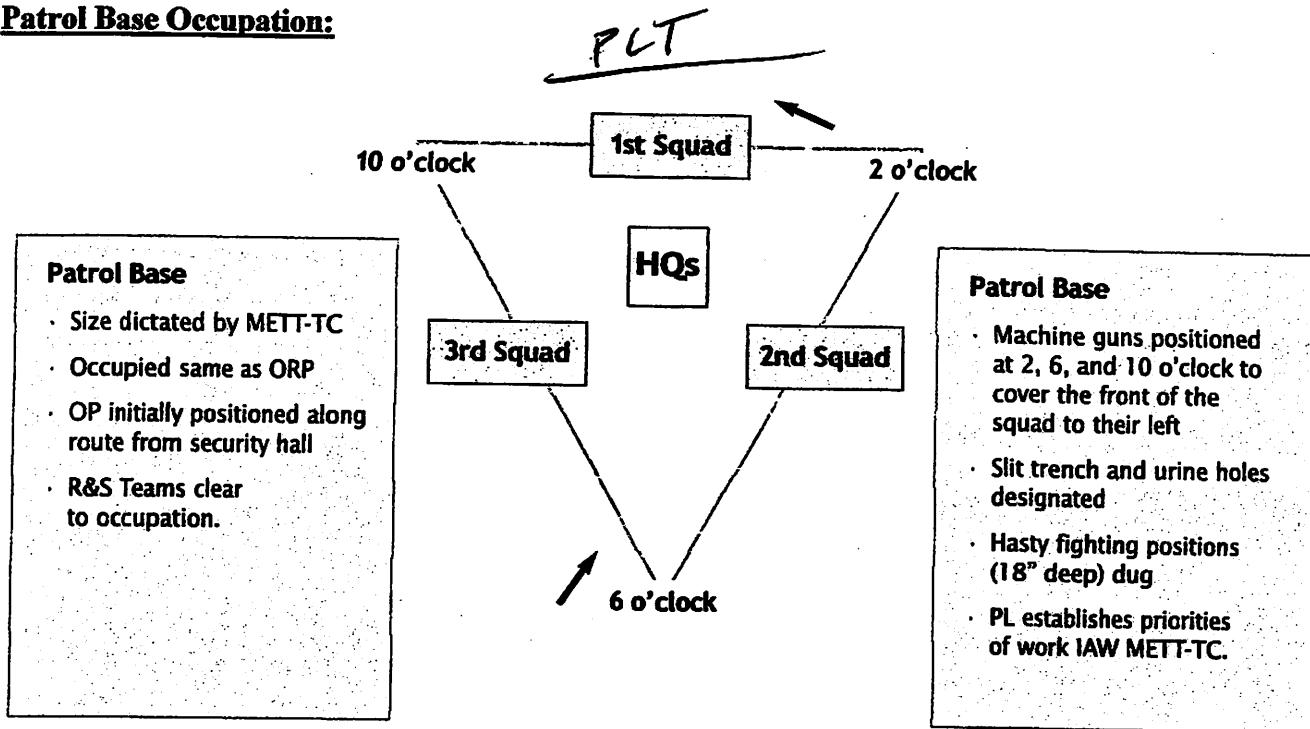
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a “laundry list” of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

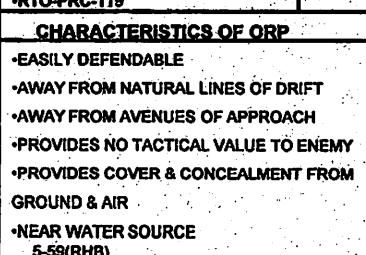
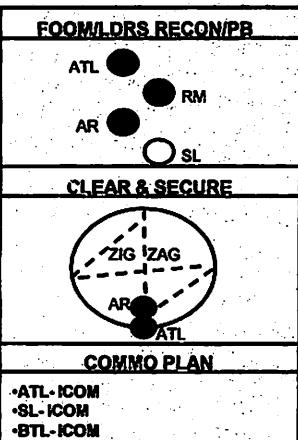
Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.

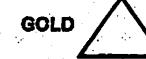
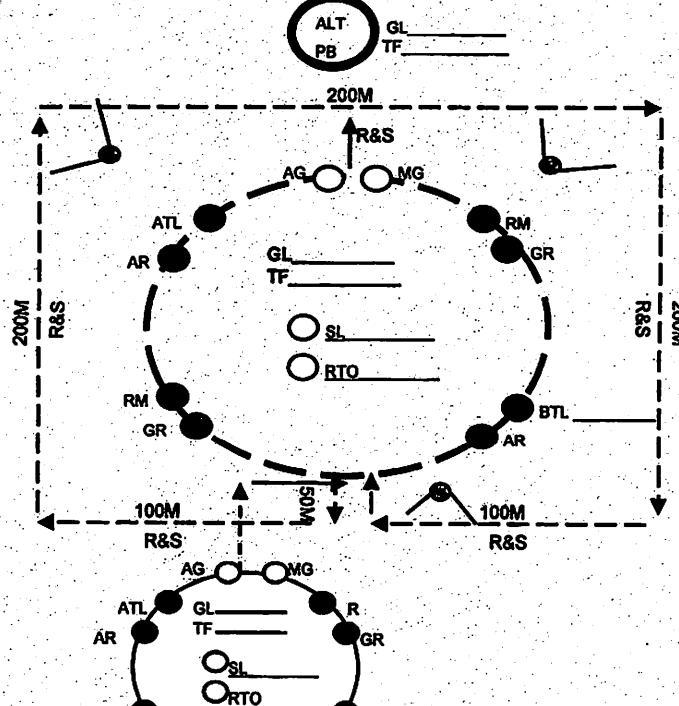


BLACK

GL _____
TF _____
DIR _____
DIST _____



SQUAD PATROL BASE



N

GL _____
TF _____
DIR _____
DIS _____

OCCUPATION PLAN

- SECURITY HALT
- SLSS/PINPOINT
- LNG HLT/STNG PNT
- PREP PB CLR TM
- 2-5 PT-BTL/PB CLR TM
- CONDUCT RECON OF PB
- CHARACTERISTICS
- SLSS/CLEAR & SECURE
- OCCUPY PB-SHP/SLSS
- PINPOINT-LNG HLT
- STNG PNT 10,2,4,8,MG
- SPOT CHECK
- 5 PT R/S- GVLV
- OPSKED

SECURITY PLAN

- SECTOR SKETCH
- ALERT PLAN
- WITHDRAWAL PLAN (BLACK & GOLD)
- EVACUATION PLAN
- ALT PB
- PATROL BASE ACTIVITIES

PRIORITIES OF WORK

- WPNS/NODS/COMMO (50% SEC)
- CHANGE T-
- SHIRTS/SOCKS/SHAVE/CAMMO
- SLIT TRENCH(50% SEC)
- CHOW
- 50% SEC
- REST
- (50-33% SEC)

FIELD PLANNING

1.1

- TLPs
- TACTICAL RESUPPLY

SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

BLACK
ALT / \ PB
Λ = Δ

GL
TF
DIR
DIST

GOLD
ALT PB

GL
TF
DIR
DIST

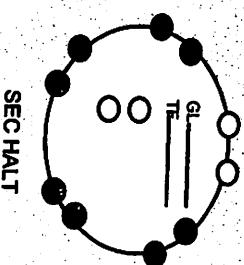
N ↑

MG
AG O ATL.
AR ● RICM
SL O GR
R O RTO
BTL O AR
GR

FOOM (MODIFIED WEDGE)

ATL.
AR ● RICM
SL O GR
R O RTO
BTL O AR
GR

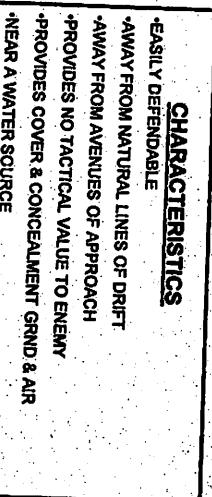
MG
AG O ATL.
AR ● RICM
SL O GR
R O RTO
BTL O AR
GR



OCCUPATION PLAN

- CHARACTERISTICS
- SECURITY HALT
- SLLS
- PIN POINT
- LONG HALT/STRONG POINT
10, 2, 4, 8
- SPOT CHECK
- PREP M, W, & E
- SPOT CHECK
- CONFIRM ROUTE & DISTANCE
- SHIP/MOVE
- OCCUPY/SLLS
- SPOT CHECK/PIN POINT/OPS KED
- PRIORITIES: ALT PB (B & G), EVAC, ALERT
- REST PLAN (25%)
- STAND TOO
- CONFIRM ROUTE
- MOVE TO PB
- PB PRIORITIES

12

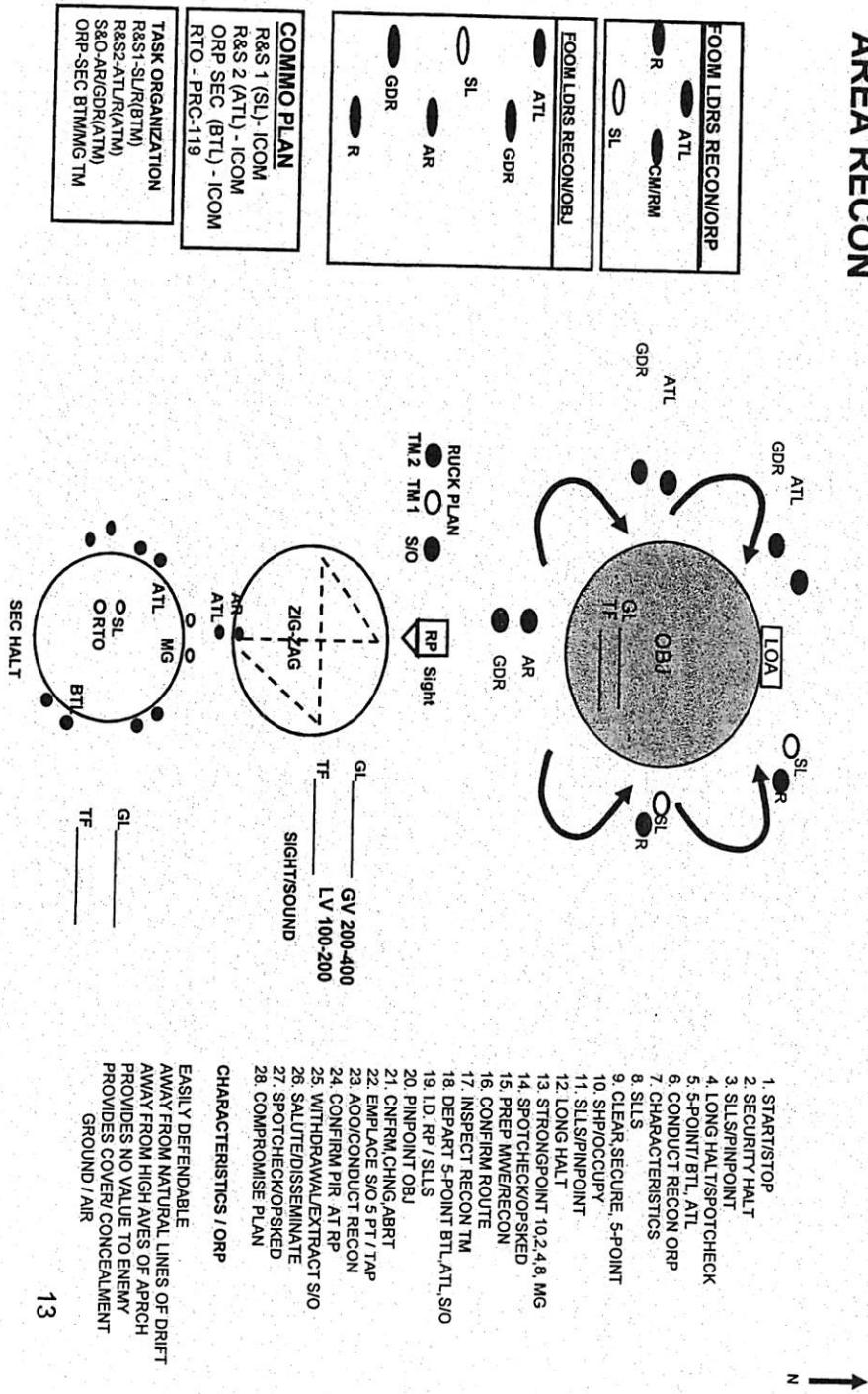


CHARACTERISTICS

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT GRND & AIR
- NEAR A WATER SOURCE

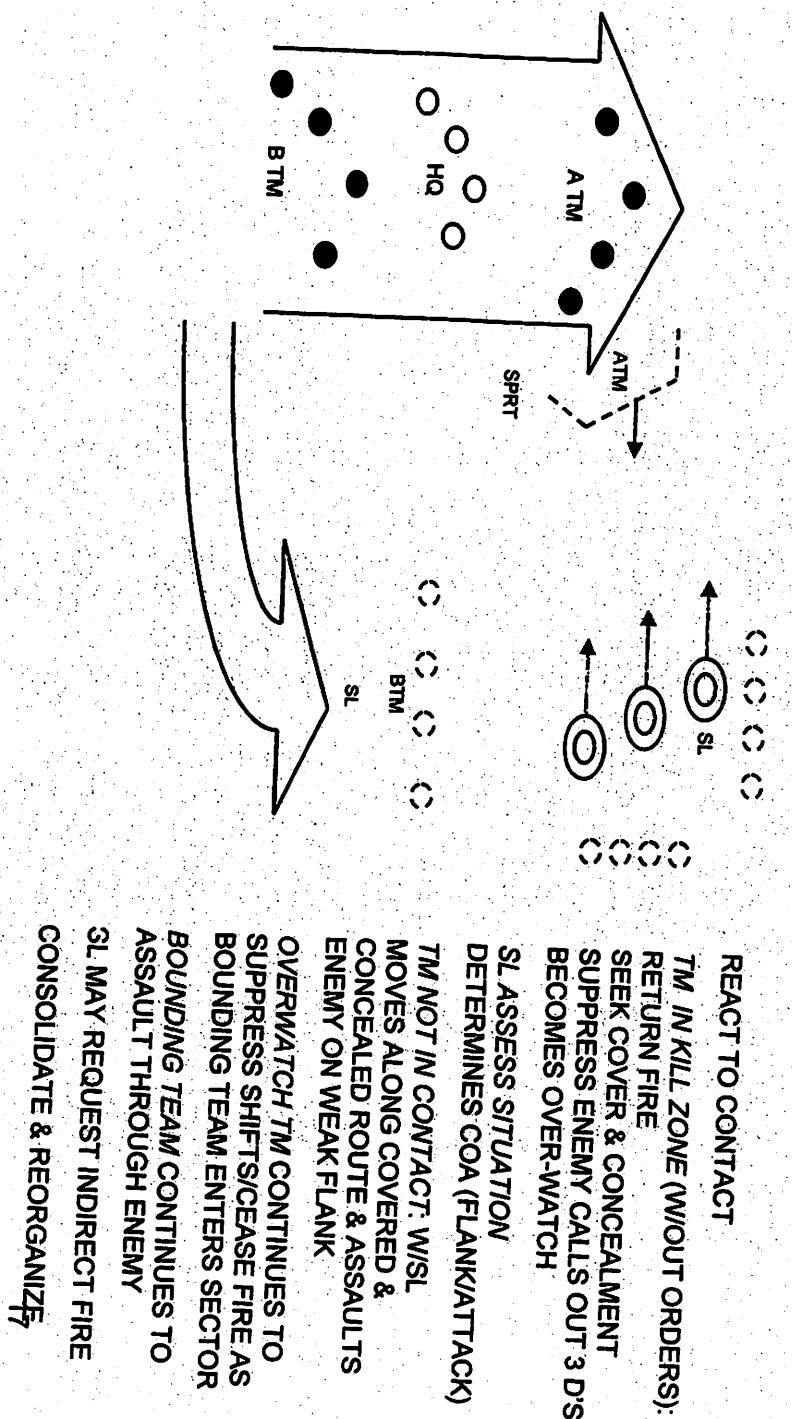
Patrolling: Recon and Common Offense

AREA RECON



SQUAD ATTACK

BATTLE DRILL 1-A



MOVEMENT TO CONTACT

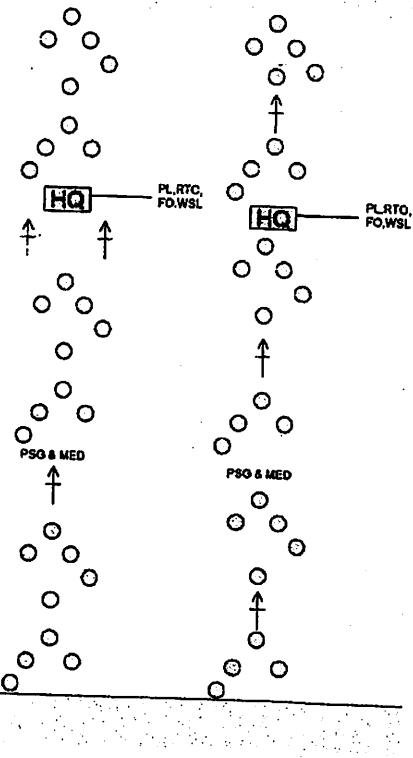
MEETING ENGAGEMENT

Movement Formations:

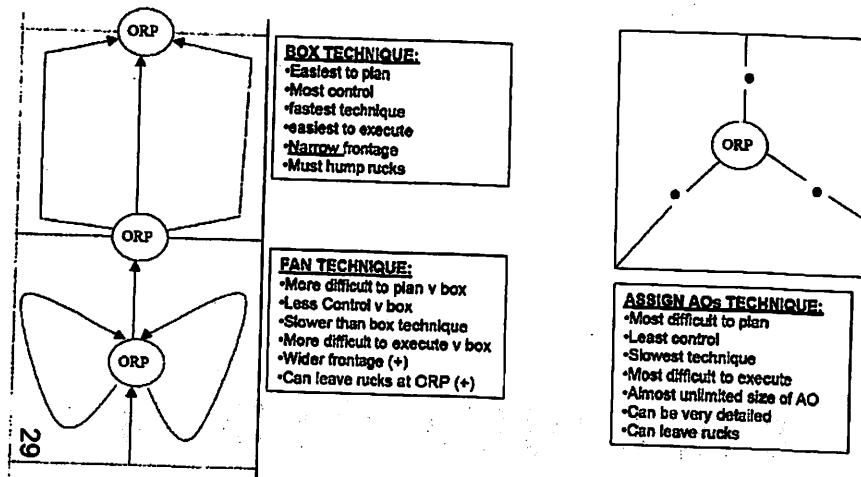
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

- Traveling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good if enemy contact not likely.
- Travelling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK



LINEAR AMBUSH

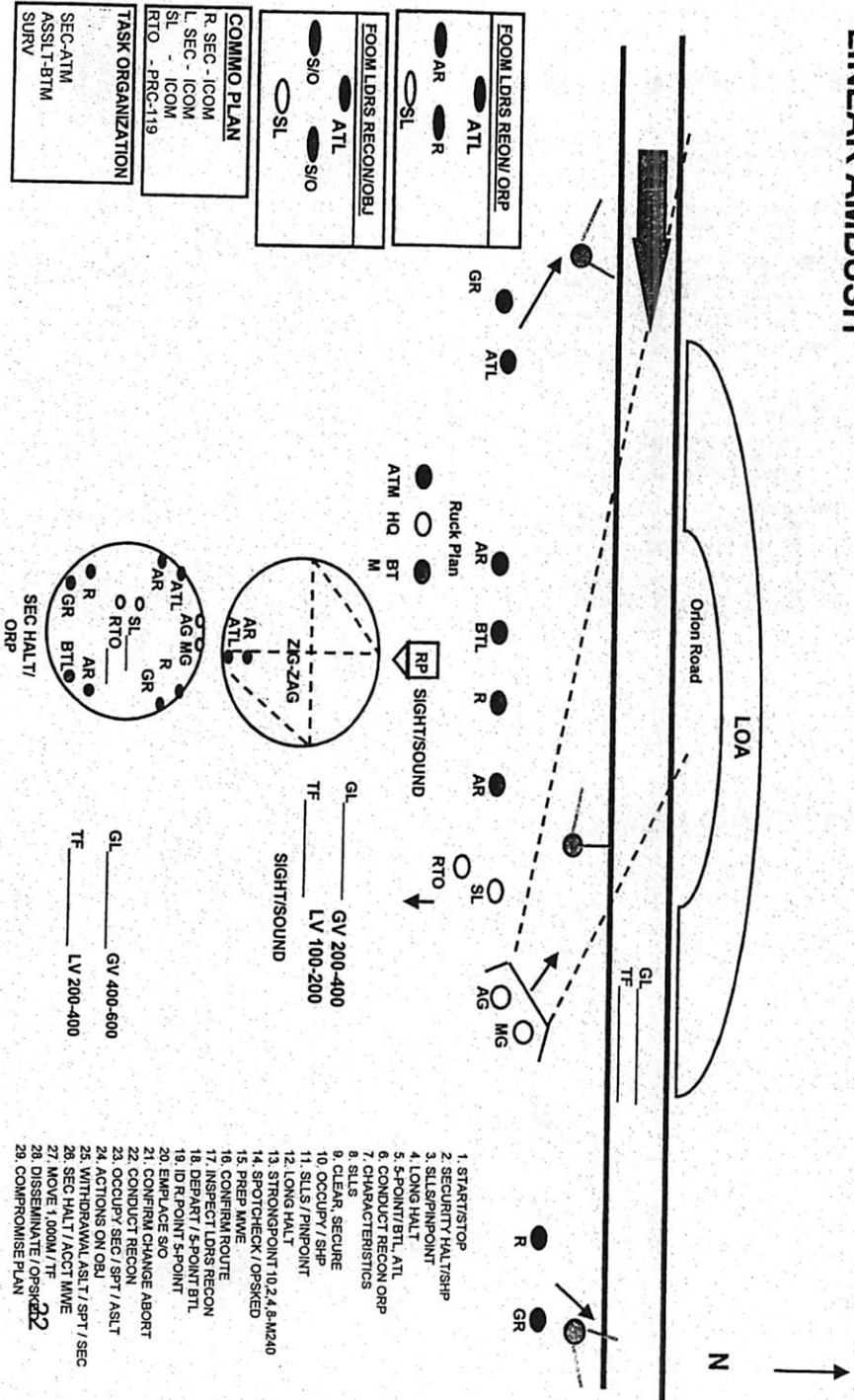
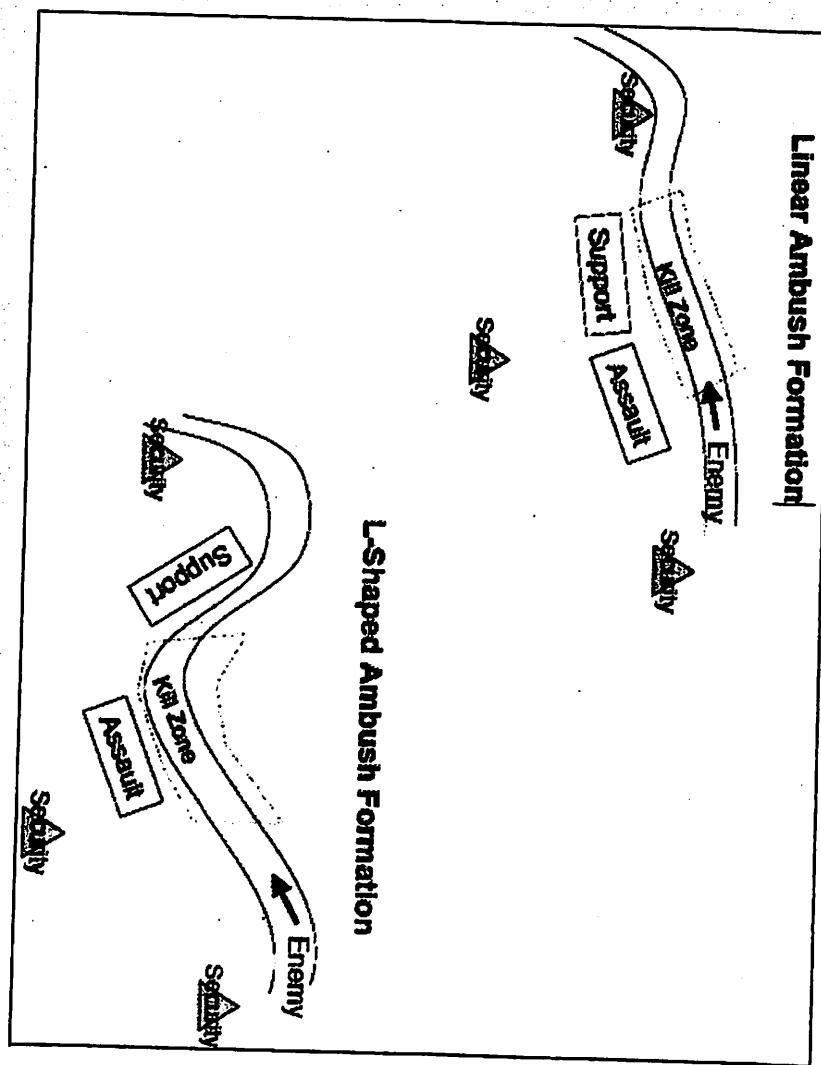


Figure 24. Ambush Formations



RAID

units execute raids in order to isolate the battlefield, employ main effort's objective (OBJ). Main efforts execute raids in order to destroy personnel/equipment or recover precious cargo (PC).

(2) PLANNING CONSIDERATIONS.

a. Minimum force requirements.

b. Phases of the operation.

i. Movement to the objective.

ii. Isolation of the objective and breach.

iii. Secure the foothold.

iv. Exploit the penetration and clear the OBJ (detailed room clearing).

v. Consolidation and Reorganization (C&R).

vi. Withdrawal.

c. Task organization and responsibilities.

i. Isolation force:

(a) Secures the OPR.

(b) Blocks avenues of approach to and from the objective.

(c) Positioned first IOT (isolate and withdraw last IOT support the extraction).

(d) Assists to destroy or capture enemy/equipment or secure PC.

(e) Positions assault cease to objective IOT deploy immediately if detected.

(f) Supports itself during the assault or if the support force is ineffective.

(g) Plans detailed direct and indirect fire control and distribution.

(h) Executes controlled withdrawal from the objective.

(i) Withdrawal.

(j) Assault force:

(k) Positioned following the isolation force and before the assault force.

(l) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.

(m) Conducts detailed room clearing in MOUT. Marks forward progress.

(n) Executes controlled withdrawal from the objective.

(o) Positioned following the assault force.

(p) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.

(q) Conducts rates of fire, cyclic, rapid, sustained, or watch and shoot.

(r) Synchronizes fires. Shifts fires and changes rates of fire on signal.

(s) Overwatches C&R and withdrawal of the assault and breach forces.

(t) Breach force:

(u) Positioned following the security and support force.

(v) Pinpoints the point(s) of penetration. Attempts to bypass or breach on a flank or near the obstacle's terrain anchor.

(w) Prepares and transports breach charges or mechanical breach kit.

(x) Establishes local support by fire position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.

(y) Obscures breach point and reduces obstacles at point(s) of penetration.

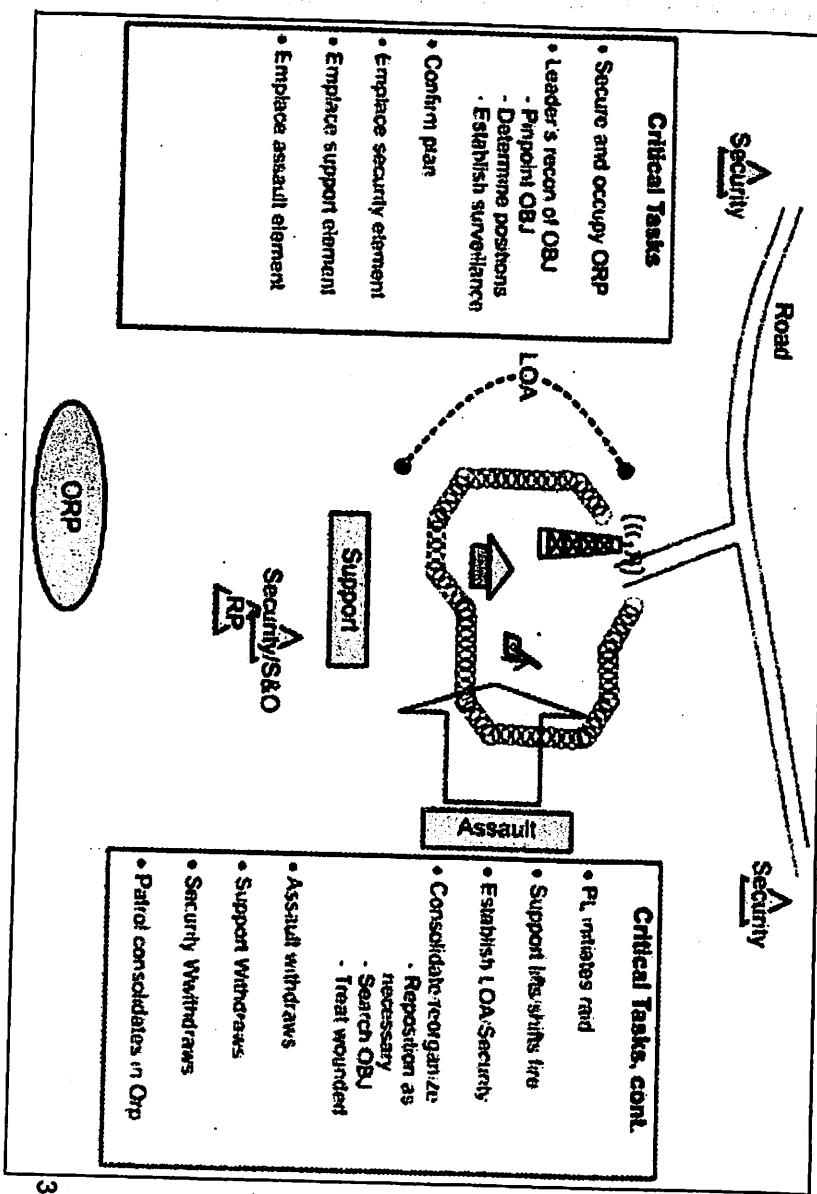
(z) Metres penetration and secures a foothold for assault force.

d. Location of leaders/elements (Consider decisive/battle events and locations).

- i. Commander where he can best influence the situation.
- ii. ZIC with support forces.
- iii. FSO and FSNO where they can best influence the indirect fire execution.
- iv. Mass HES, AT weapon, sniper, and nonlethal effects.
- v. Medical packages (NETT-TCI).
- vi. Contingency plans (CONPLANS) if compromised (rapid transition from stealth to violence of action/lock attack).
- vi. During leaders' reconnaissance.
- vii. During occupation or support force.
- viii. Mission abort criteria (consider minimum force requirements).
- ix. Signal plan. Leaders always plan a primary and alternate signal to:
 - (i) Initiate supporting fires.
 - (ii) Withdraw.
 - (iii) LRU/IR fires.
 - (iv) Initiate assault.
 - (v) Abort and execute emergency extraction.
 - (vi) Warn main effort of approaching threat.
 - (vii) Control isolation force.
 - (viii) Commit reserve.

- x. Leader's Reconnaissance. Detailed reconnaissance is critical to mission success. Whenever tactically feasible, a leaders' reconnaissance determines or confirms:
 - (i) Avenues of approach to the objective.
 - (ii) Support by fire position, assault position, breach point, and isolation positions.
 - (iii) Withdrawal routes.
 - (iv) Threat and noncombatant situations.
 - (v) Other planning considerations.
- xii. Consider integration of vehicles during the isolation, suppression, assault, and situational awareness (FBC120) technology, thermal optics, weapons capabilities, and PC transitioned/casevac platforms inherent to the vehicles.
- xiii. Companies maximize the C2 effects that four platoon headquarters provide.
- xiv. Maximize nonlethal effects.
- xv. Destroy or seal PC as soon as the assault force seizes it. If the assault force waits until C2R, it may never happen.
- xvi. Secure only as much of the objective as necessary, for as little duration as necessary beyond the decisive point.
- xvii. Commanders ensure gun-target line is perpendicular to the direction of attack, and that indirect fire observes echelon fire support effects (AW doctrinal minimum safe distances as the assault gains momentum in depth).

Figure 5-6. ACTIONS ON THE OBJECTIVE - R&D



Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

- 1. Squads and platoons fight through enemy contact at the lowest possible level.**
- 2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.**
- 3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.**
- 4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.**
- 5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.**

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-O decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order to facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products" in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations
2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8 The Infantry Rifle Platoon and Squad		
Day	Chapter	Assigned Reading	Focus
			Areas of Special Interest
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations
—	Ch 2	para 2-57 through 2-119	Employing Fires
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation
—	Ch 5	para 5-1 through 5-49	C2 and TLP's
—	Ch 6	para 6-8 through 6-34	Sustainment
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)
—	Ch 8	para 7-117 through 7-238	Offensive Ops Part II (VI-IX)
—	Ch 9	para 8-1 through 8-76	Defensive Ops Part I
—		Para 8-77 through 8-199	Defensive Ops Part II
—		para 9-1 through 9-128	Patrolling (I-II)
—		para 9-129 through 9-216	Patrolling (III-VIII)
—	Appendix A	Machine Gun Employment	Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols
—	Appendix C	Fires Planning	ppA-1 through ppA-8 ppC-1 through ppC-3

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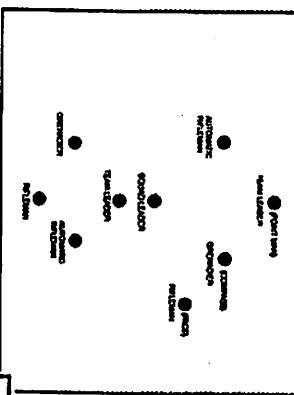
Patrolling Reference Packet (EXTRACT)

JUNE 2015

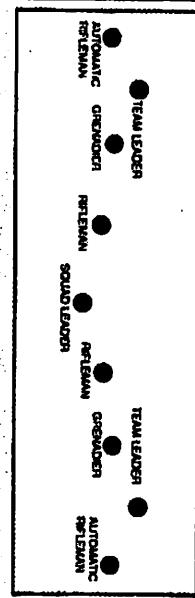
Patrolling:

Movement and Maneuver

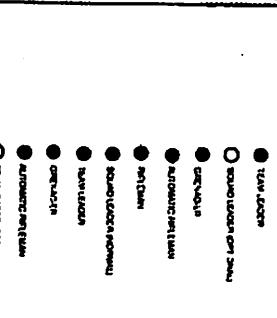
SQUAD COLUMN



SQUAD LINE



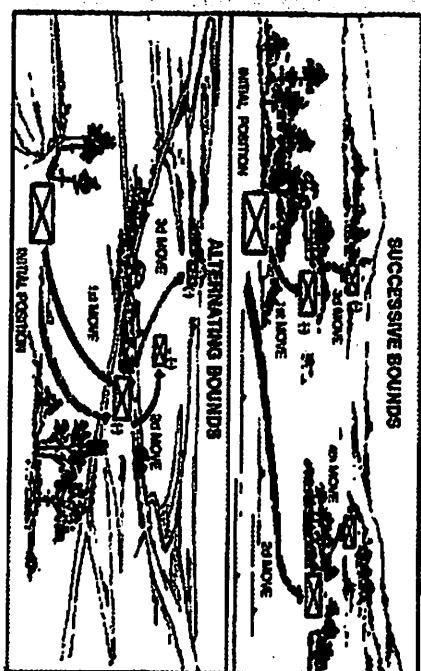
SQUAD FILE



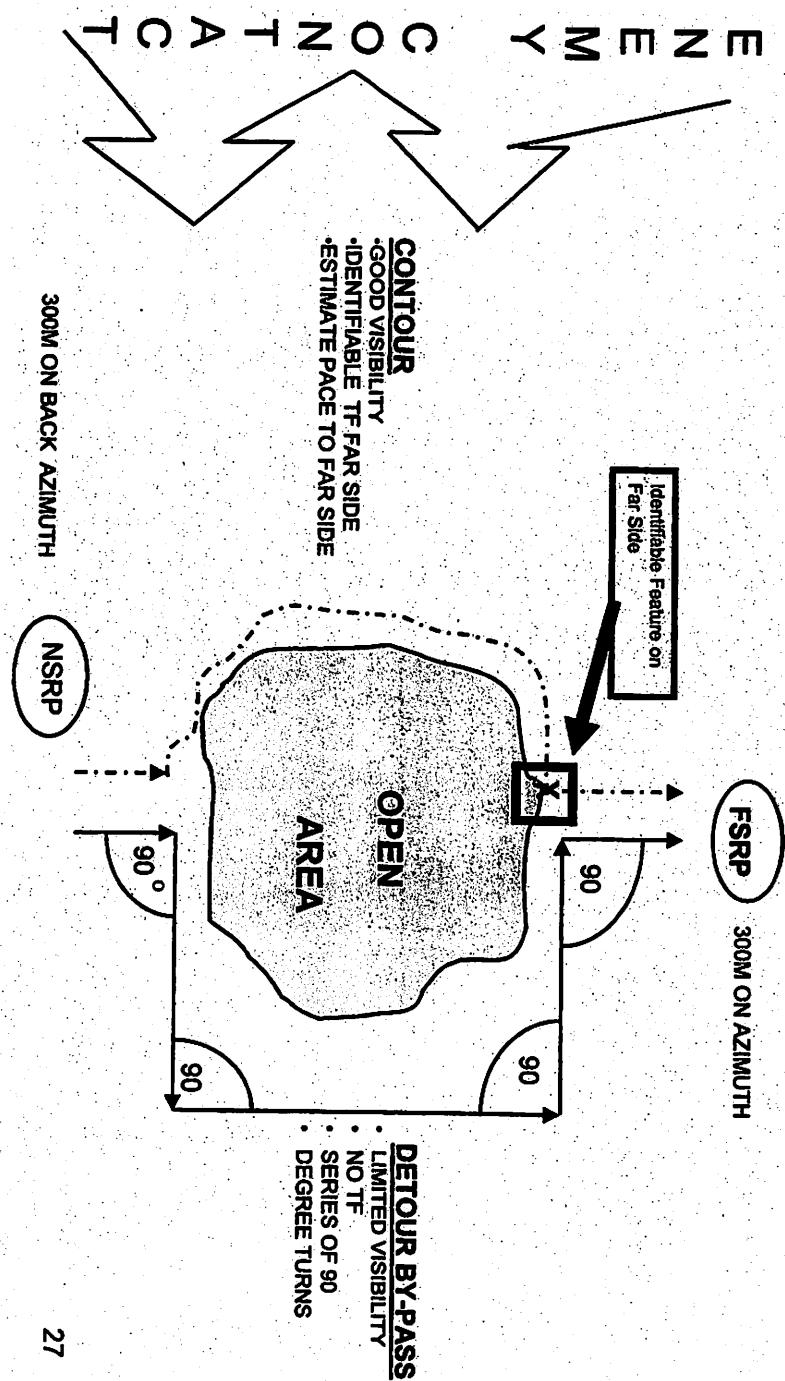
MOVEMENT FORMATION	WHEN NOTIFIYED	CHARACTERISTICS		
		CONTROL	FLEXIBILITY	RESTRICTIONS
SQUAD COLUMN	SQUAD PRIMARY FORMATION	GOOD	FACILITATES MANEUVER	ALLOWS LARGE VOLUME OF FIRE TO THE FLANK—LIMITED VOLUME TO THE FRONT
SQUAD LINE	WHICH MAINTAINS FIRE POWERS AS REQUIRED TO THE FRONT	MOST AS GOOD AS SQUAD COLUMN	LIMITED MANEUVER CAPABILITY BOTH FLANK AND CENTER	GOOD TO THE FRONT, LITTLE TO THE FLANKS AND REAR
SQUAD	CLOSE TERRAIN, LIMITED NEGOTIATION, NECESSITY CONDITIONS	EASIEST	ALLOWS IMMEDIATE REACTION TO THE FLANK AND REAR	ALLOWS IMMEDIATE REACTION TO THE FLANK AND REAR

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS			SECURITY
		CONTROL	DISPERSION	SPEED	
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST

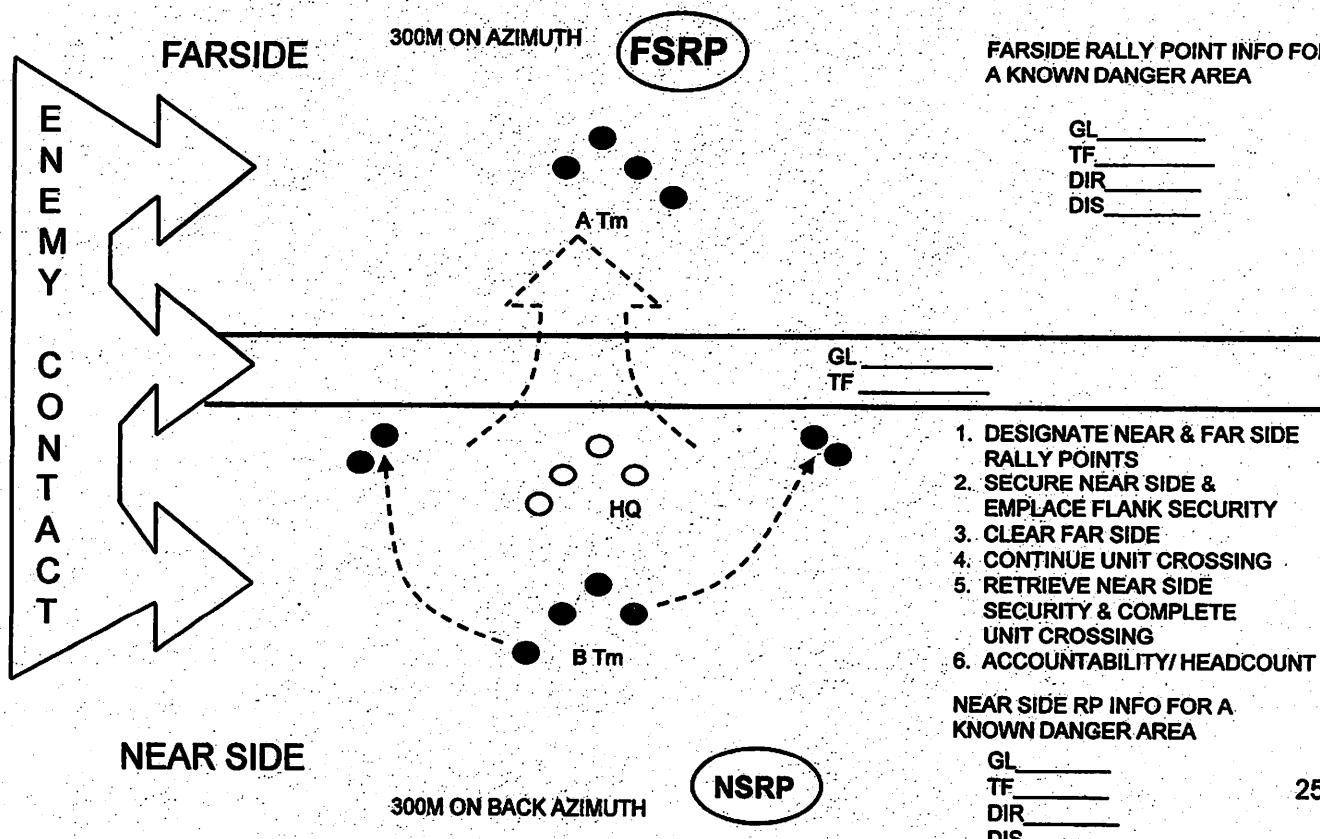
Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

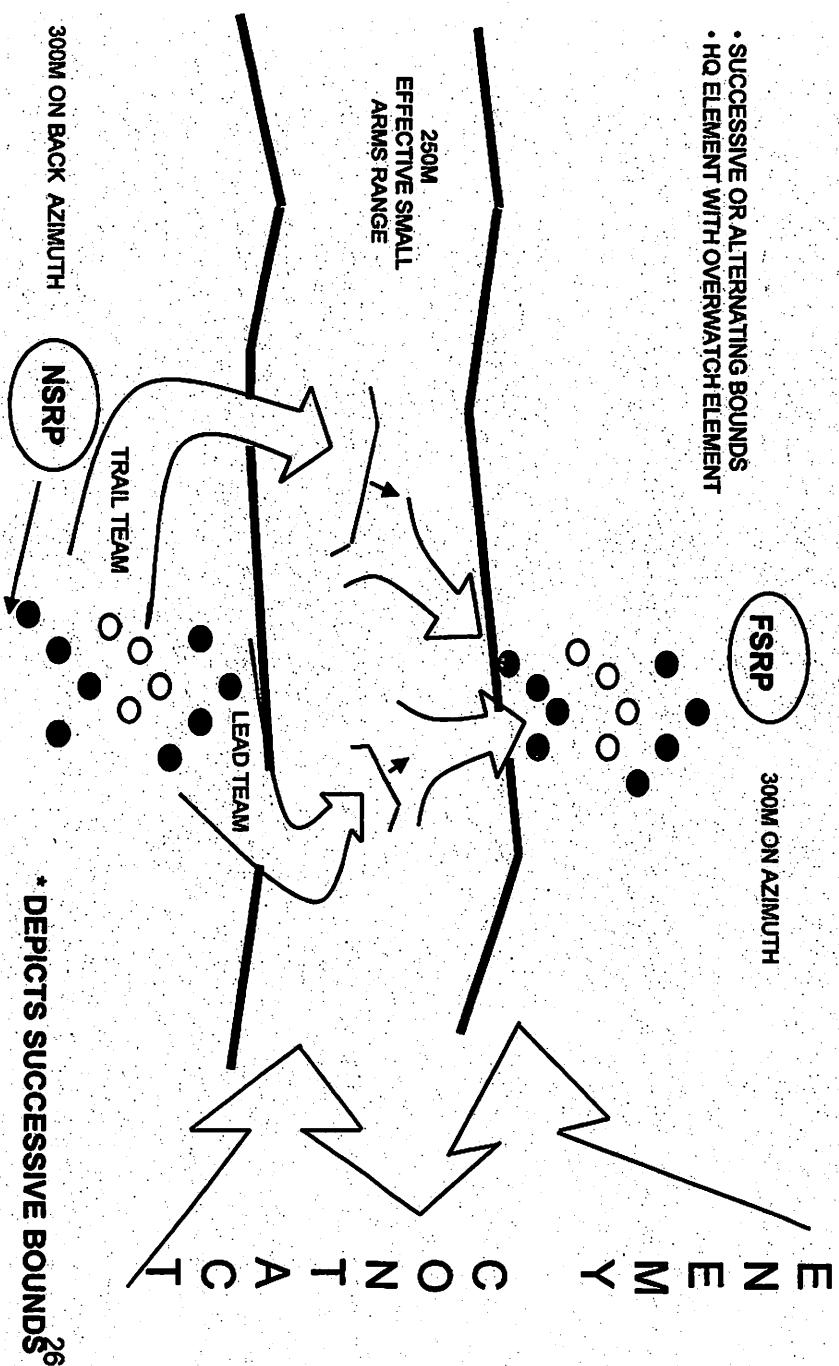


LARGE OPEN DANGER AREA

- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT

FSRP

300M ON AZIMUTH



REACT TO CONTACT

BATTLE DRILL 1

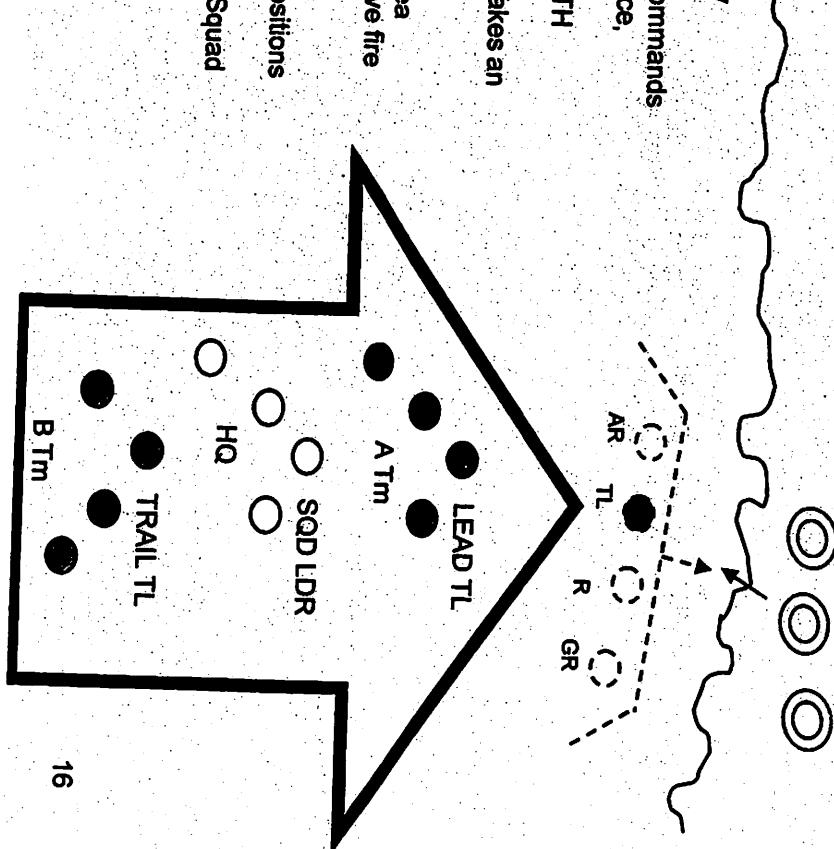
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TMs LDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL / ORAL) WITH Team Members (SFC)
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation

FACTORS OF HIS ASSESSMENT:

- Can Squad move out of engagement area
- Can Squad gain and maintain suppressive fire
- Location of enemy
- Size of enemy force
- Vulnerable Flanks of Enemy/ Friendly Positions
- Covered/ Concealed Flanking Routes

Attack, ETC.)

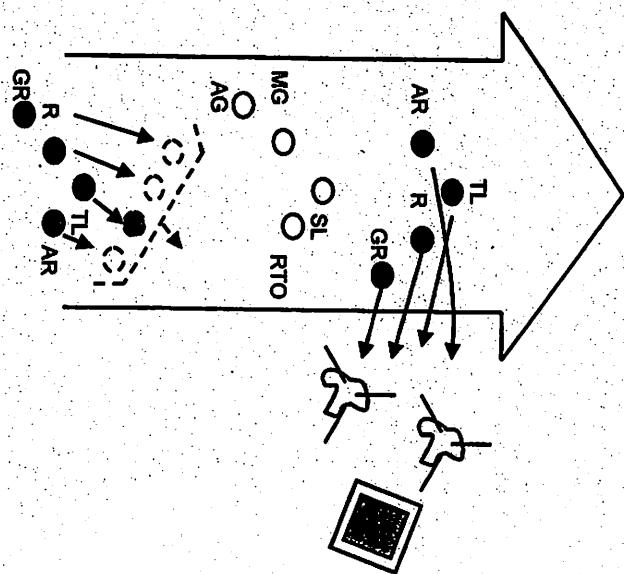
- REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

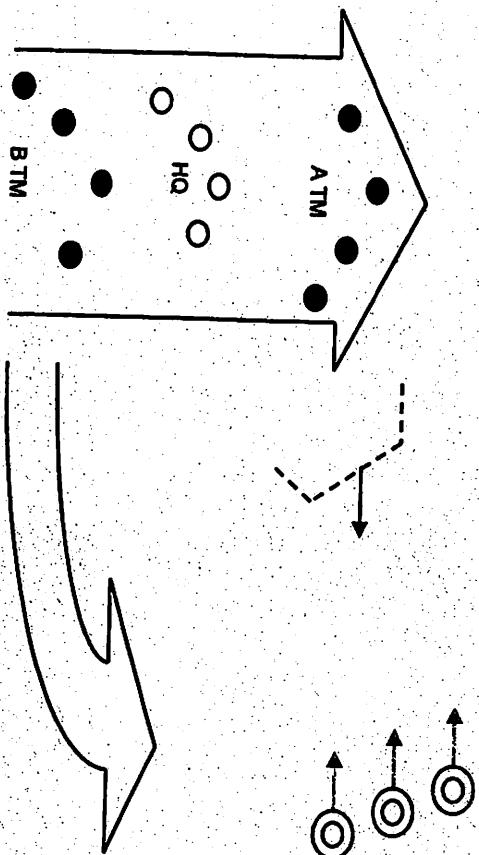
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
- THROW CONCUSSION, FRAG, OR SMOKE GRENADES AFTER EXPLOSION OF GRENADES, ASSAULT THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



REACT TO A FAR AMBUSH

BATTLE DRILL 4-B



MORE THAN 35 METERS

TM IN KILL ZONE (W/OUT ORDERS):
RETURN FIRE

SEEK COVER & CONCEALMENT
SUPPRESS ENEMY (OVERWATCH)

SL ASSESS SITUATION

DETERMINES COA (FLANK)

TM NOT IN CONTACT:
MOVES ALONG COVERED &
CONCEALED ROUTE & ASSAULTS
ENEMY ON WEAK FLANK

OVERWATCH TM CONTINUES TO
SUPPRESS SHIFTS/CEASE FIRE AS
BOUNDING TEAM ENTERS SECTOR

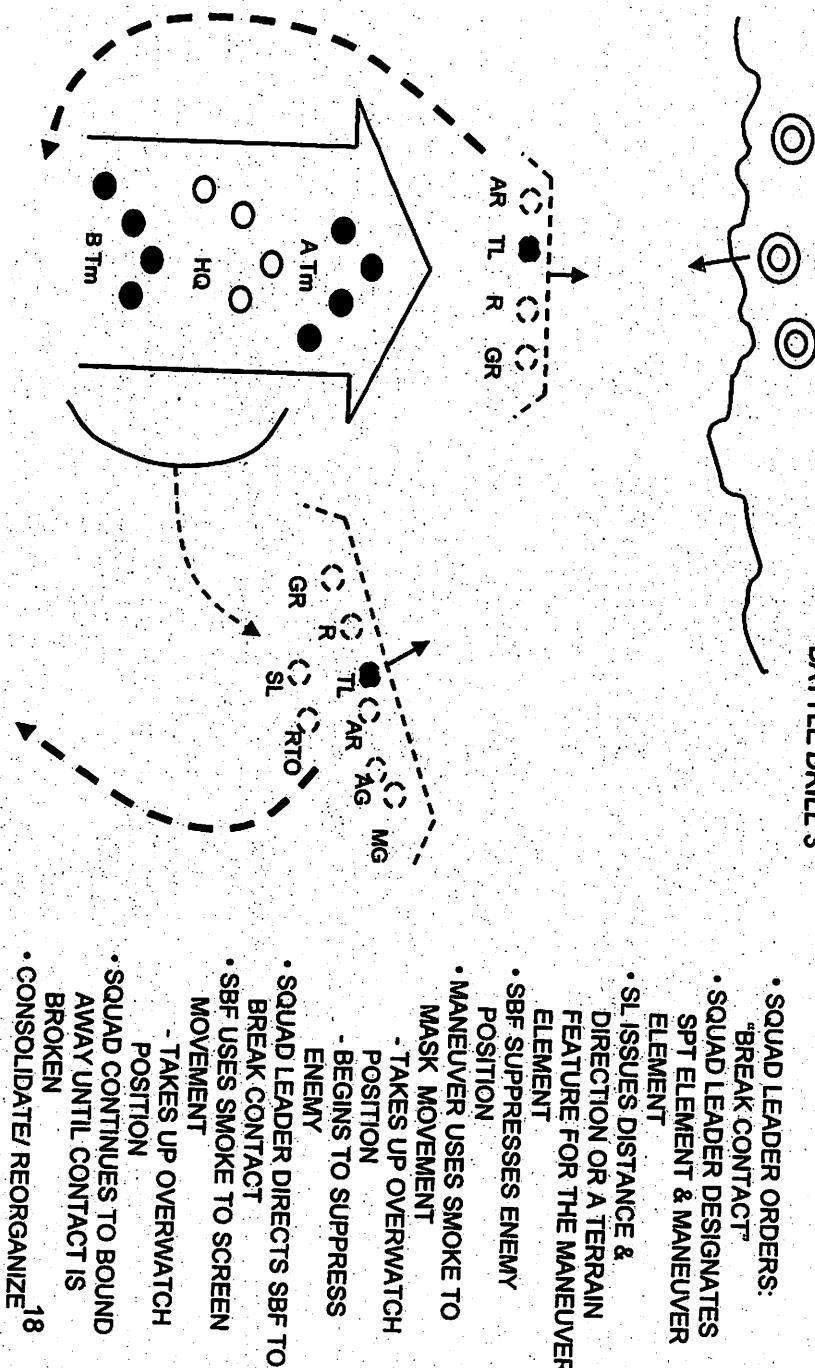
BOUNDING TEAM CONTINUES TO
ASSAULT THROUGH ENEMY

SL MAY REQUEST INDIRECT FIRE

CONSOLIDATE & REORGANIZE

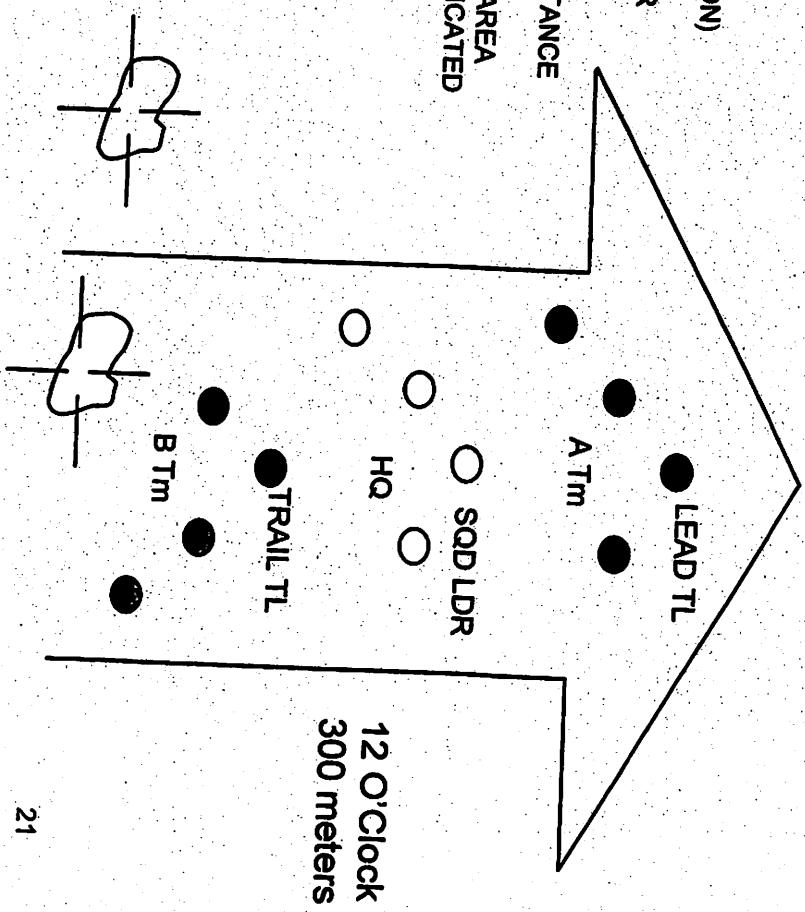
BREAK CONTACT

BATTLE DRILL 3



REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling: Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance. You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

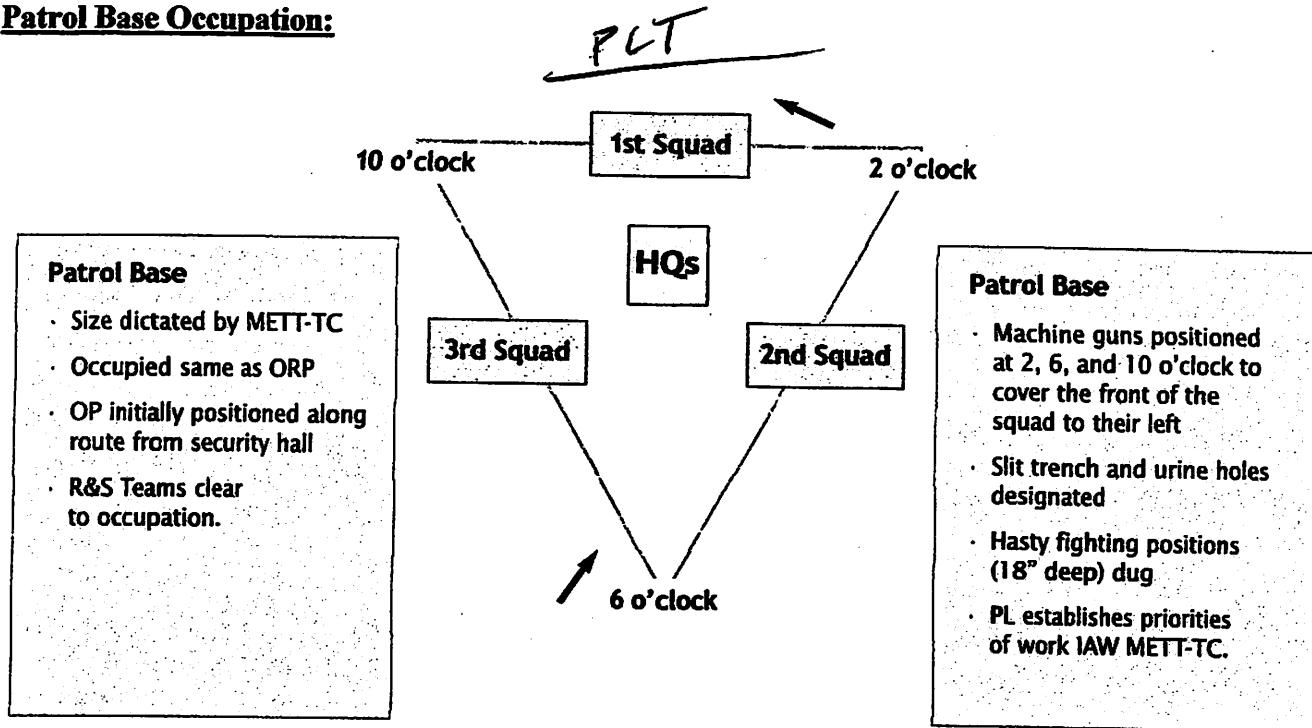
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a “laundry list” of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.



BLACK

GL _____
TF _____
DIR _____
DIST _____

FOOM/LDRS RECON/PB

ATL RM

AR SL

CLEAR & SECURE



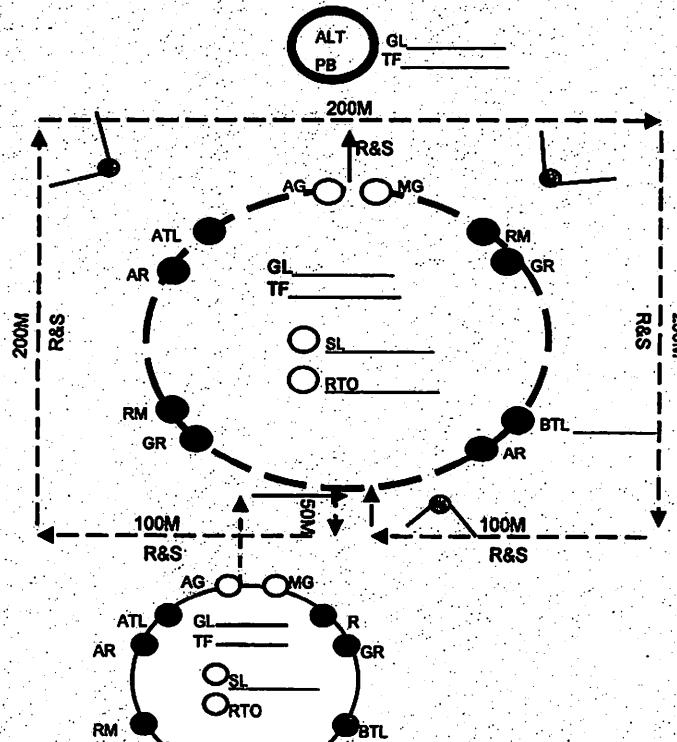
COMMO PLAN

- ATL-ICOM
- SL-ICOM
- BTL-ICOM
- RTO-PRC-119

CHARACTERISTICS OF ORP

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT FROM GROUND & AIR
- NEAR WATER SOURCE
5-59(RHB)

SQUAD PATROL BASE



N

GL _____
TF _____
DIR _____
DIS _____

OCCUPATION PLAN

- SECURITY HALT
- SLLS/PINPOINT
- LNG HLT/STNG PNT
- PREP PB CLR TM
- 2-5 PT-BTL/PB CLR TM
- CONDUCT RECON OF PB
- CHARACTERISTICS
- SLLS/CLEAR & SECURE
- OCCUPY PB- SHP/SLLS
- PINPOINT-LNG HLT
- STNG PNT 10,2,4,8,MG
- SPOT CHECK
- 5 PT R/S- GV/LV
- OPSKED

SECURITY PLAN

- SECTOR SKETCH
- ALERT PLAN
- WITHDRAWAL PLAN (BLACK & GOLD)
- EVACUATION PLAN
- ALT PB
- PATROL BASE ACTIVITIES

PRIORITIES OF WORK

- WPNS/NODS/COMMO (50% SEC)
- CHANGE T-SHIRTS/SOCKS/SHAVE/CAMMO
- SLIT TRENCH(50% SEC)
- CHOW
- 50% SEC
- REST
- (50-33% SEC)

1.1

FIELD PLANNING

- TLPs
- TACTICAL RESUPPLY

SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

BLACK

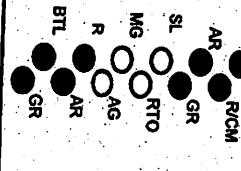
ALT
PB
DIR
DIST

GOLD

ALT
PB
DIR
DIST

N

FOOM (MODIFIED WEDGE)



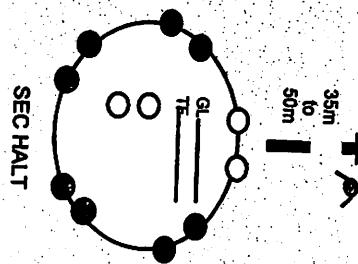
OCCUPATION PLAN

- CHARACTERISTICS
- SECURITY HALT
- SLLS

- PIN POINT
- LONG HALT/STRONG POINT
- 10, 2, 4, 8

- SPOT CHECK
- PREP M, W, & E
- SPOT CHECK
- CONFIRM ROUTE & DISTANCE
- SHP/MOVE
- OCCUPY/ SLLS

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT GROUND & AIR
- NEAR A WATER SOURCE

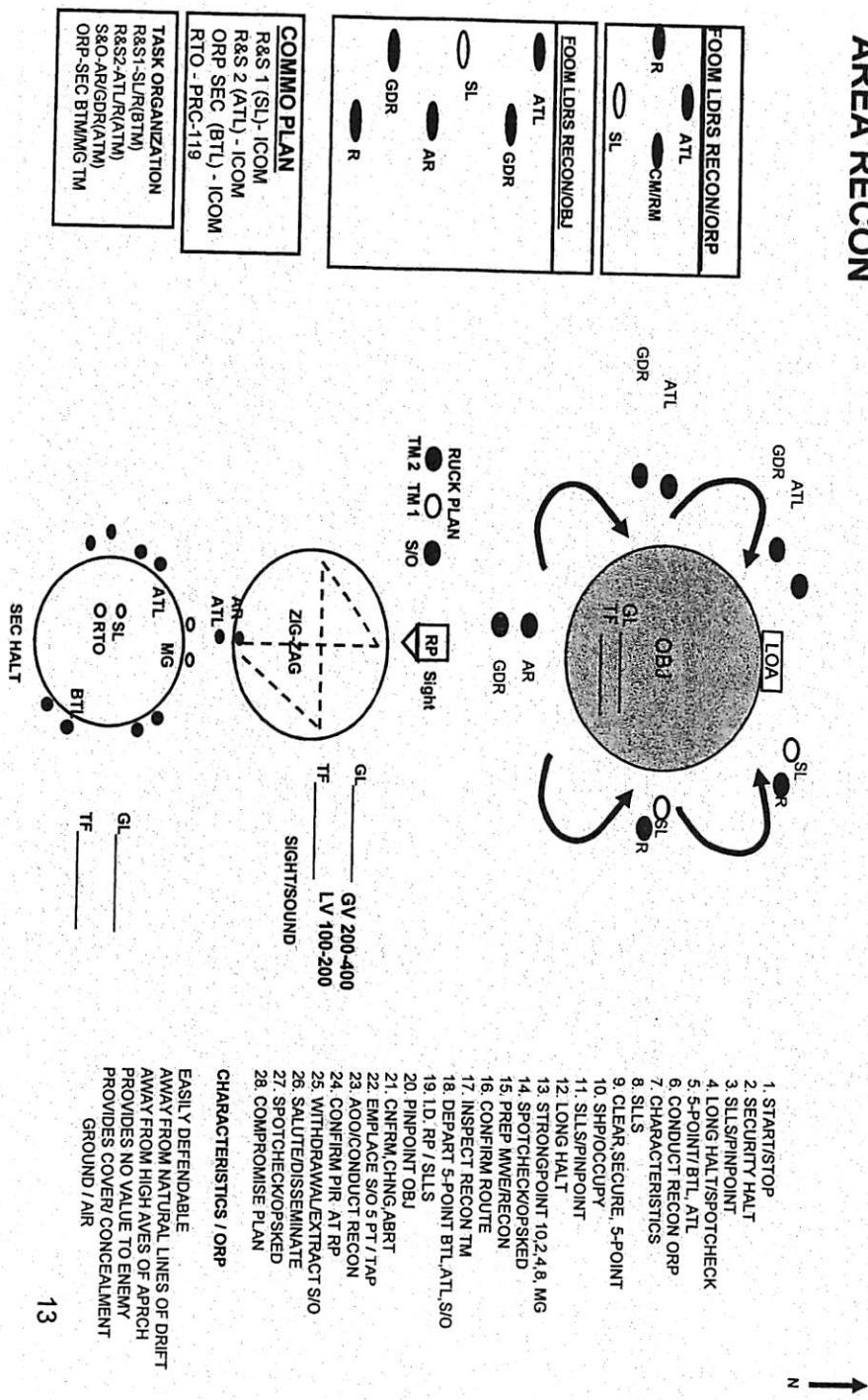


CHARACTERISTICS

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT GROUND & AIR
- NEAR A WATER SOURCE

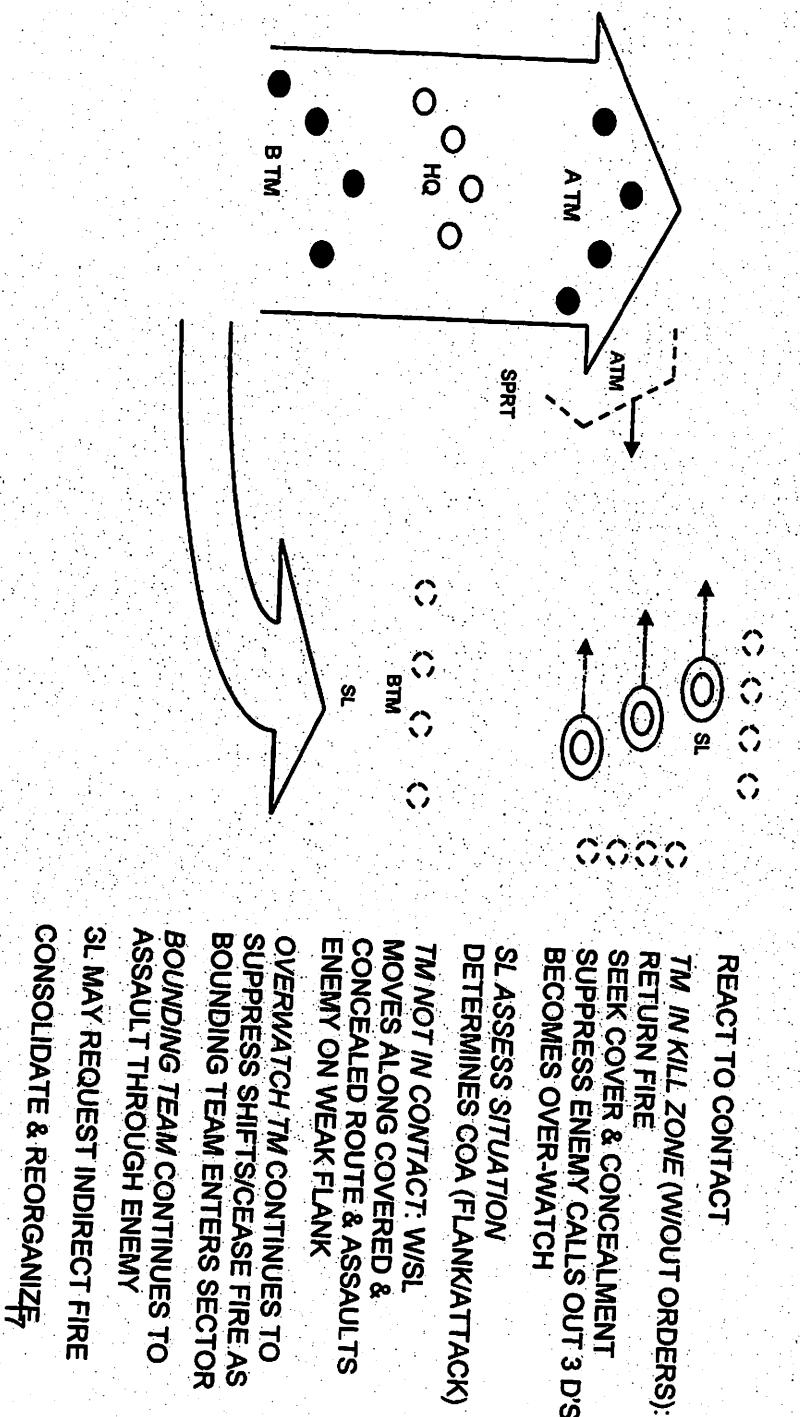
Patrolling: Recon and Common Offense

AREA RECON



SQUAD ATTACK

BATTLE DRILL 1 - A



MOVEMENT TO CONTACT

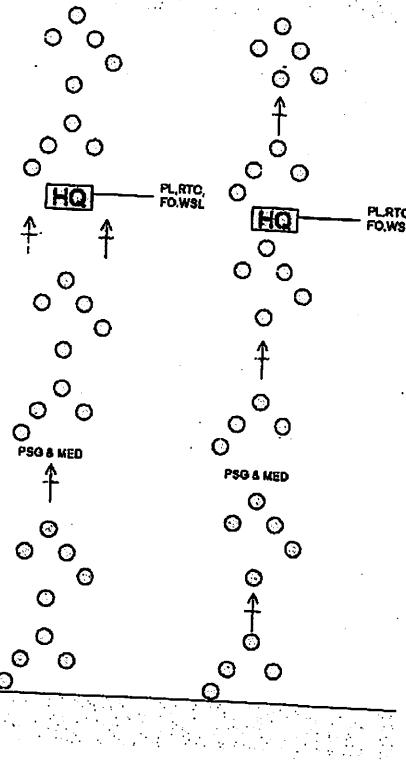
MEETING ENGAGEMENT

Movement Formations:

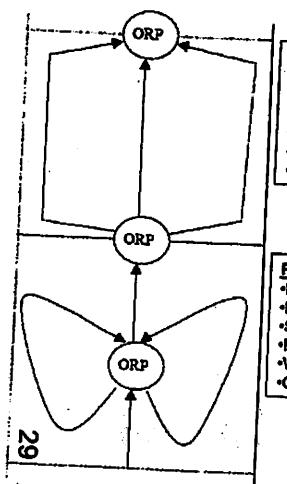
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

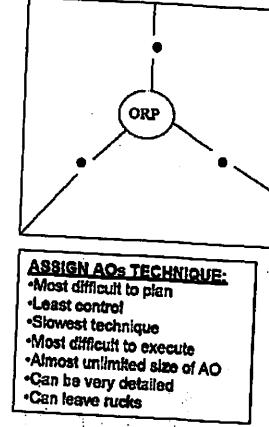
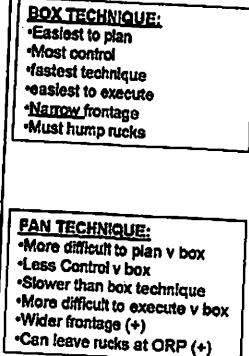
- Traveling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good if enemy contact not likely.
- Traveling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK



29



LINEAR AMBUSH

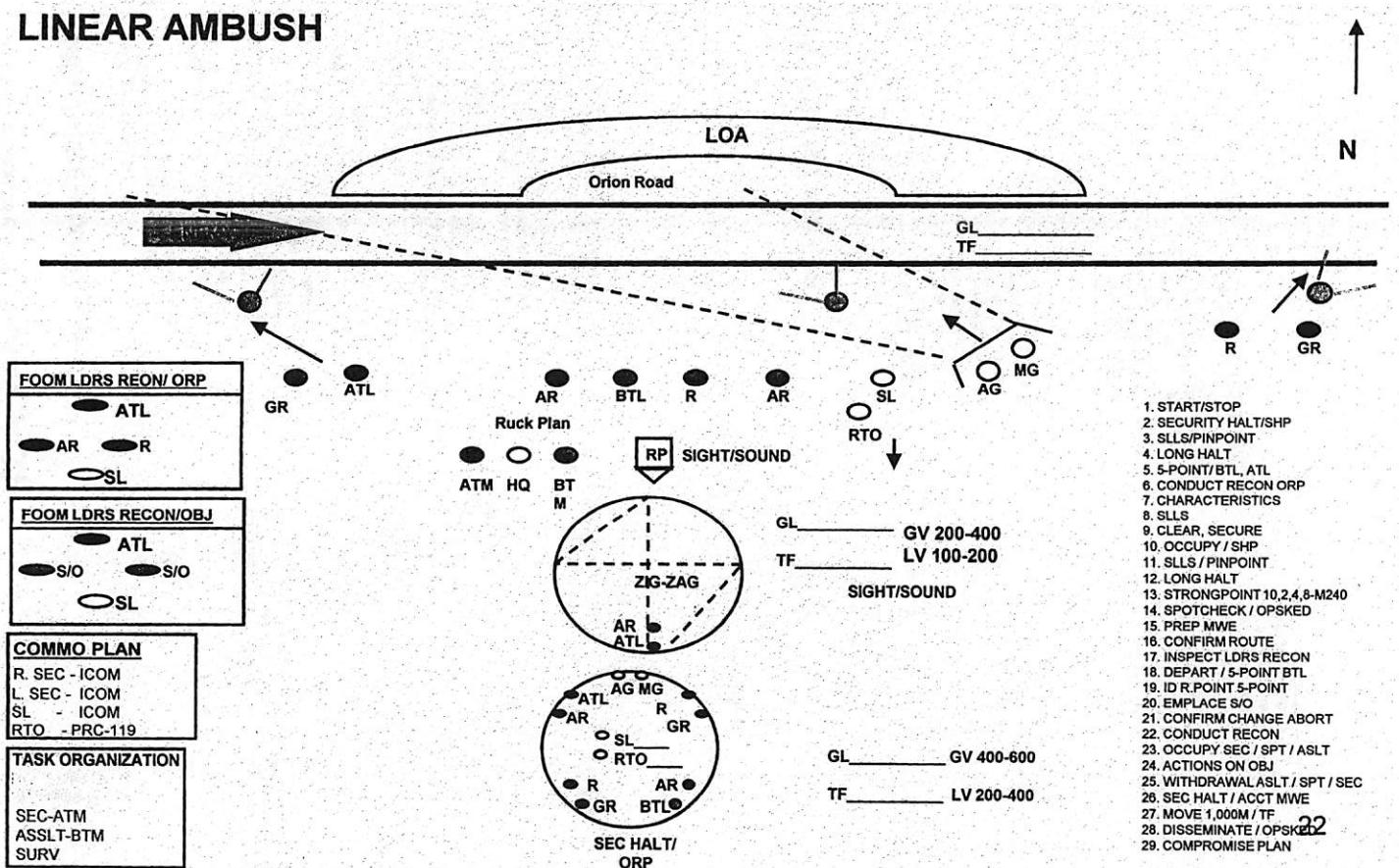
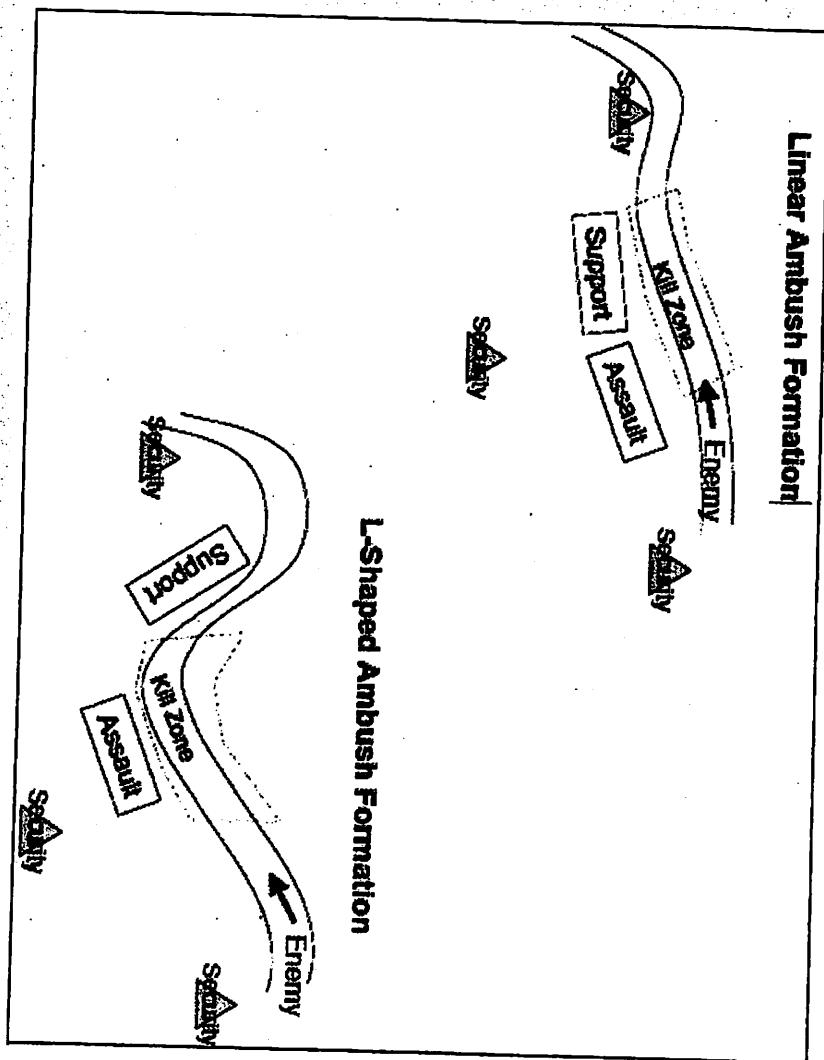


Figure 6-3 Ambush Formations



RAID

Raids are limited objective attacks with a planned withdrawal. Supporting effort efforts execute raids in order to isolate the battalion/ company main effort's objective (OBJ). Main

(2) PLANNING CONSIDERATIONS.

a. Minimum force requirements.

b. Phases of the operation.

- Movement to the objective.
- Isolation of the objective and breach.
- Secure the foothold.
- Exploit the penetration and clear the OBJ (detailed room clearing).
- Consolidation and Reorganization (CAR).
- Withdrawal.

c. Task organization and responsibilities.

i) Isolation force:

- Secures the ORP.
- Blocks avenues of approach to and from the objective.
- Positioned first IOT isolate and withdraw last IOT support the extraction.
- Assaults to destroy or capture enemy/equipment or secure PC.
- Positions assault close to objective IOT deploy immediately if detected.
- Supports itself during the assault or if the support force is ineffective.
- Plans detailed direct and indirect fire control and distribution.
- Executes controlled withdrawal from the objective.

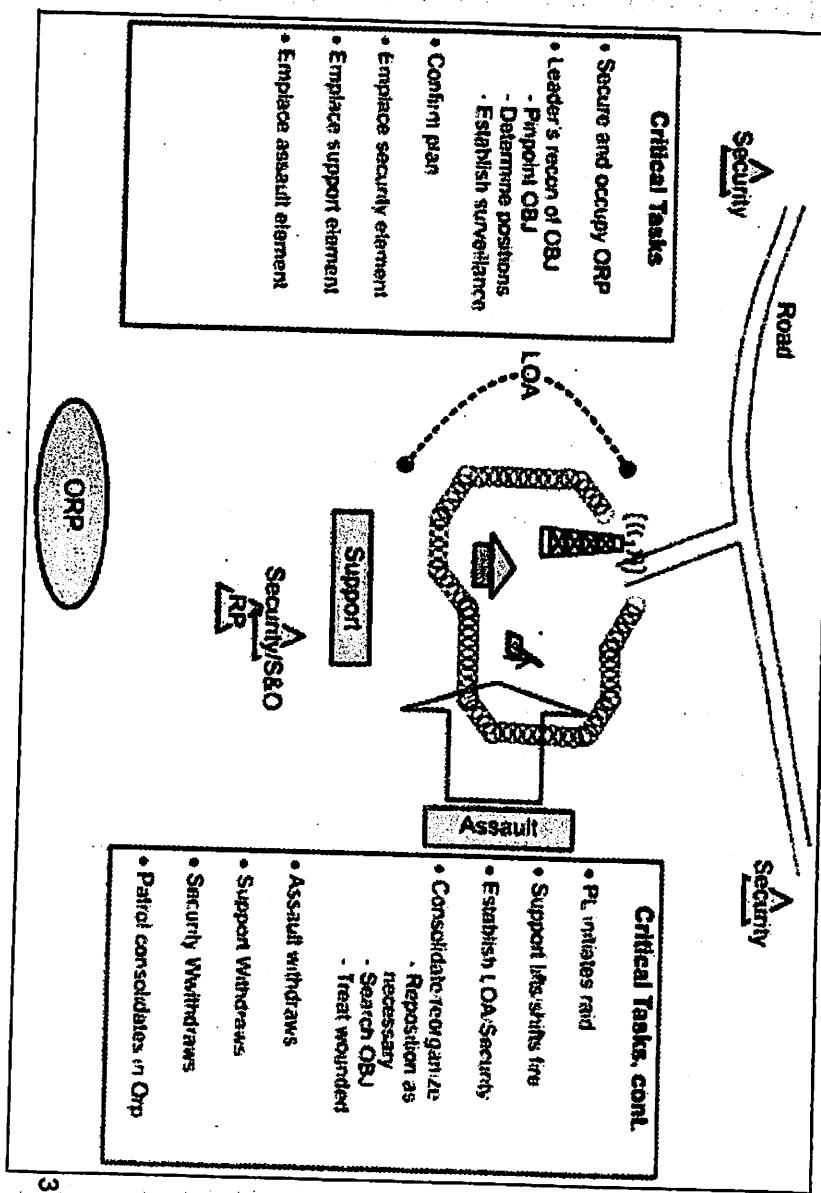
ii) Support force:

- Positioned following the isolation force and before the assault force.
- Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.
- Controls rates of fire, cyclic, rapid, sustained, or watch and shoot.
- Synchronizes fires. Shifts fires and changes rates of fire on signal.
- Overwatches C&R and withdrawal of the assault and breach forces.
- Positioned following the security and support force.
- Plants the point(s) of penetration. Attempts to bypass or breach on a flank or near the obstacle's terrain anchor.
- Prepares and transports breach charges or mechanical breach kit.
- Establishes local support by fire position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.
- Obscures breach point and reduces obstacles at point(s) of penetration.
- Marks penetration and secures a foothold for assault force.
- Location of leaders/elements (consider decisive critical events and locations)

- Commander where he can best influence the situation.
- 2IC with support force.
- FSO and FSNCO where they can best influence the indirect fire execution.
- Mass MSG, AT weapon, sniper, and nonlethal effects.
- Mechanical package (NETT-TCI).
- Contingency plans (CONPLANs) if compromised (rapid transition from stealth to violence of action/lock effect).
- During leaders' reconnaissance.
- During occupation of the objective.
- During extraction of support force.
- Mission abort criteria (consider minimum force requirements).

- Signal plan. Leaders always plan a primary and alternate signal to:
 - Initiate supporting fires.
 - Withdraw.
 - Liaison fires.
 - Institute assault.
 - Abort and execute emergency extraction.
 - Warn main effort of approaching threat.
 - Control isolation force.
 - Commit reserve.
- Leaders' Reconnaissance. Detailed reconnaissance is critical to mission success.
 - Avenues of approach to the objective.
 - Support by fire position, assault position, breach point, and isolation positions.
 - Threat and noncombatant situations.
 - Other planning considerations.
 - Consider integration of vehicles during the isolation, suppression, assault, and withdrawal from the objective. Disrupt before, at, or beyond the point of penetration. Leverage situational awareness (FBCB2) technology, thermal optics, weapons capabilities, and PC.
 - Companies maximize the C2 effects that four platoon headquarters provide.
 - Maximize nonlethal effects.
 - Destroy or kill PC as soon as the assault force secures it. If the assault force waits until CAR, it may never happen.
 - Secure only as much of the objective as necessary, for as little duration as necessary beyond the decisive point.
 - Commanders ensure gun-target/line perpendicular to the direction of attack, and that indirect fire observes echelon fire support effects (AV doctrinal minimum safe distances as the assault gains momentum in depth).

Figure 5-6. ACTIONS ON THE OBJECTIVE - RAID



Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

- 1. Squads and platoons fight through enemy contact at the lowest possible level.**
- 2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.**
- 3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.**
- 4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.**
- 5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.**

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-0 decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products" in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations

2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8 The Infantry Rifle Platoon and Squad			
Day	Chapter	Assigned Reading	Focus	Areas of Special Interest
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations	Figure 1-14 pp1-38 through pp1-43
—	Ch 2	para 2-57 through 2-119	Employing Fires	pp2-1 through pp2-5 pp2-11 through pp 2-23
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation	pp3-8 through 3-11 pp3-28 – pp3-36 and Table 3-4, Table 3-5
—	Ch 5	para 5-1 through 5-49	C2 and TLP's	Figure 5-4, 5-5, 5-6 & 5-10
—	Ch 6	para 6-8 through 6-34	Sustainment	pp6-3 through pp6-6 *Classes of Supply
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)	Intro to Ops pp7-1 through 7-10
—	Ch 8	para 8-1 through 8-76	Defensive Ops Part II (VI-IX)	Section IV Platoon Attacks Section VI Special Purpose Attacks pp7-14 pp7-26 – pp7-31
—	Ch 9	para 9-1 through 9-128	Patrolling (I-II) pp9-1 through pp9-3	Introduction Section V Occupation & Prep Defensive Techniques pp8-2 through pp8-6 pp8-19 through pp8-23 pp8-24 through 8-31
—		para 9-129 through 9-216	Patrolling (III-VIII)	Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols pp9-6, para 9-42 pp9-7 through pp9-13 pp9-20, Table 9-1 pp9-22 through pp9-25
—	Appendix A	Machine Gun Employment	Introduction	ppA-1 through ppA-8
—	Appendix C	Fires Planning	Introduction	ppC-1 through ppC-3

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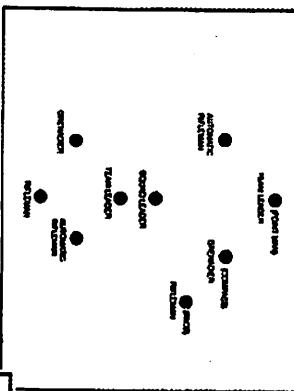
Patrolling Reference Packet (EXTRACT)

JUNE 2015

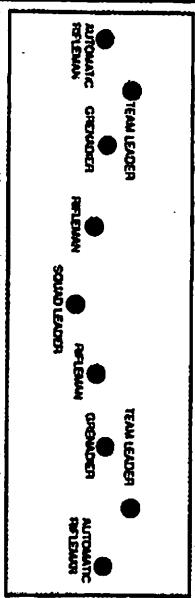
Patrolling:

Movement and Maneuver

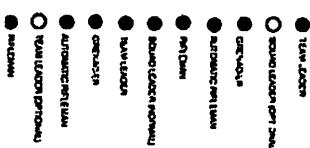
SQUAD COLUMN



SQUAD LINE



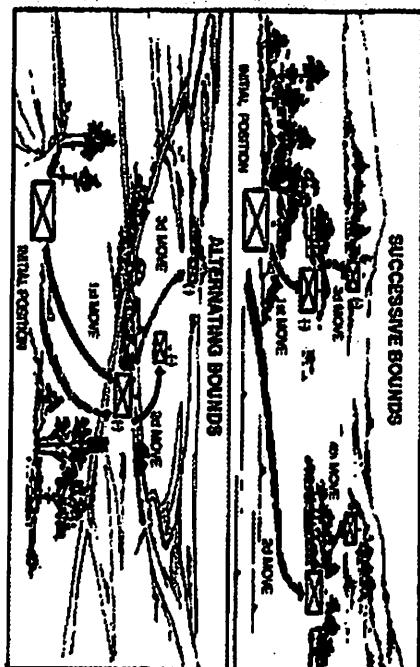
SQUAD FILE



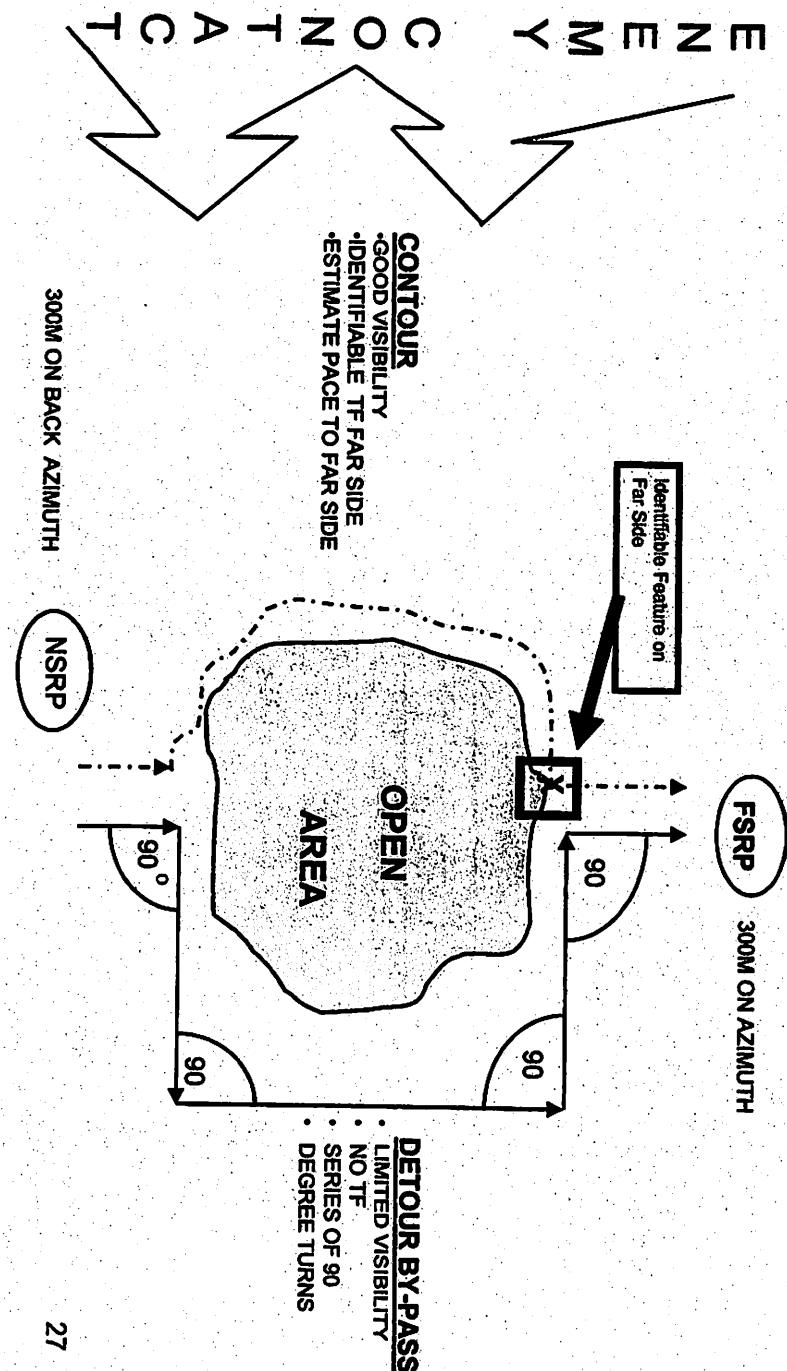
MOVEMENT FORMATION	WHEN NORMALLY USED	CHARACTERISTICS			
		CONTROL	FEARABILITY	FIRE CAPACITY/ RESTRICTIONS	SECURITY
SQUAD COLUMN	SQUAD PRIMARY FORMATION	GOOD	FACILITATES MANEUVER. GOOD FOR PROGRESSION IN LINEAR AND DEPTH.	ALLOW LARGE VOLUME OF FIRE TO THE FLANK— LIMITED VOLUME TO THE FRONT	ALL ROUND
SQUAD LINE	WHEN MAXIMUM FIRE POWER IS REQUIRED TO THE FRONT CLOSE TERRAIN, VEGETATION, UNITED VISIBILITY CONDITIONS.	NOT AS GOOD AS COLUMN	LIMITED MANEUVER CROSSING ROUTE DEPTHS	ALLOW MAXIMUM MANEUVER PIPE TO THE FRONT LIMITED TO THE FLANKS AND REAR	GOOD TO THE FRONT, LIMITED TO THE FLANKS AND REAR

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS				SECURITY
		CONTROL	DISPERSION	SPEED		
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST	
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE	
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST	

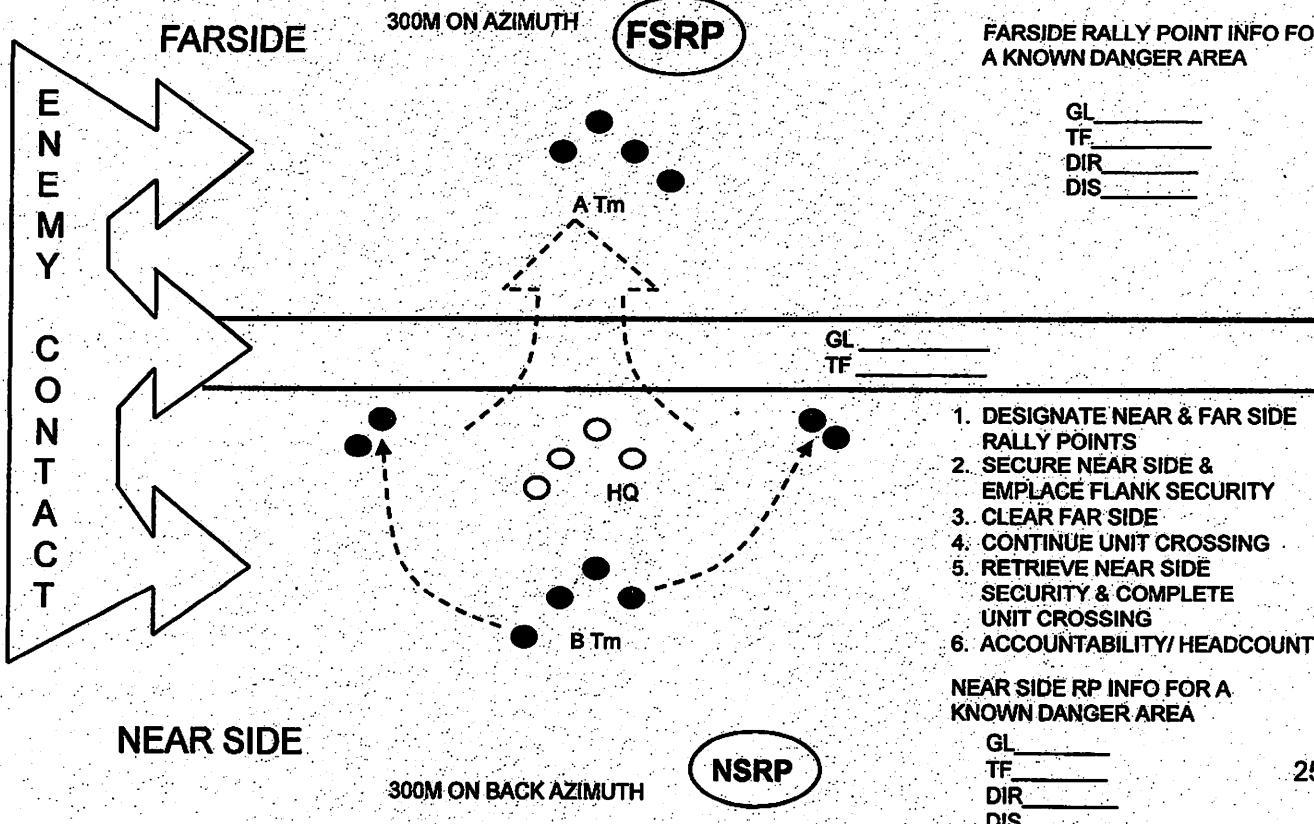
Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

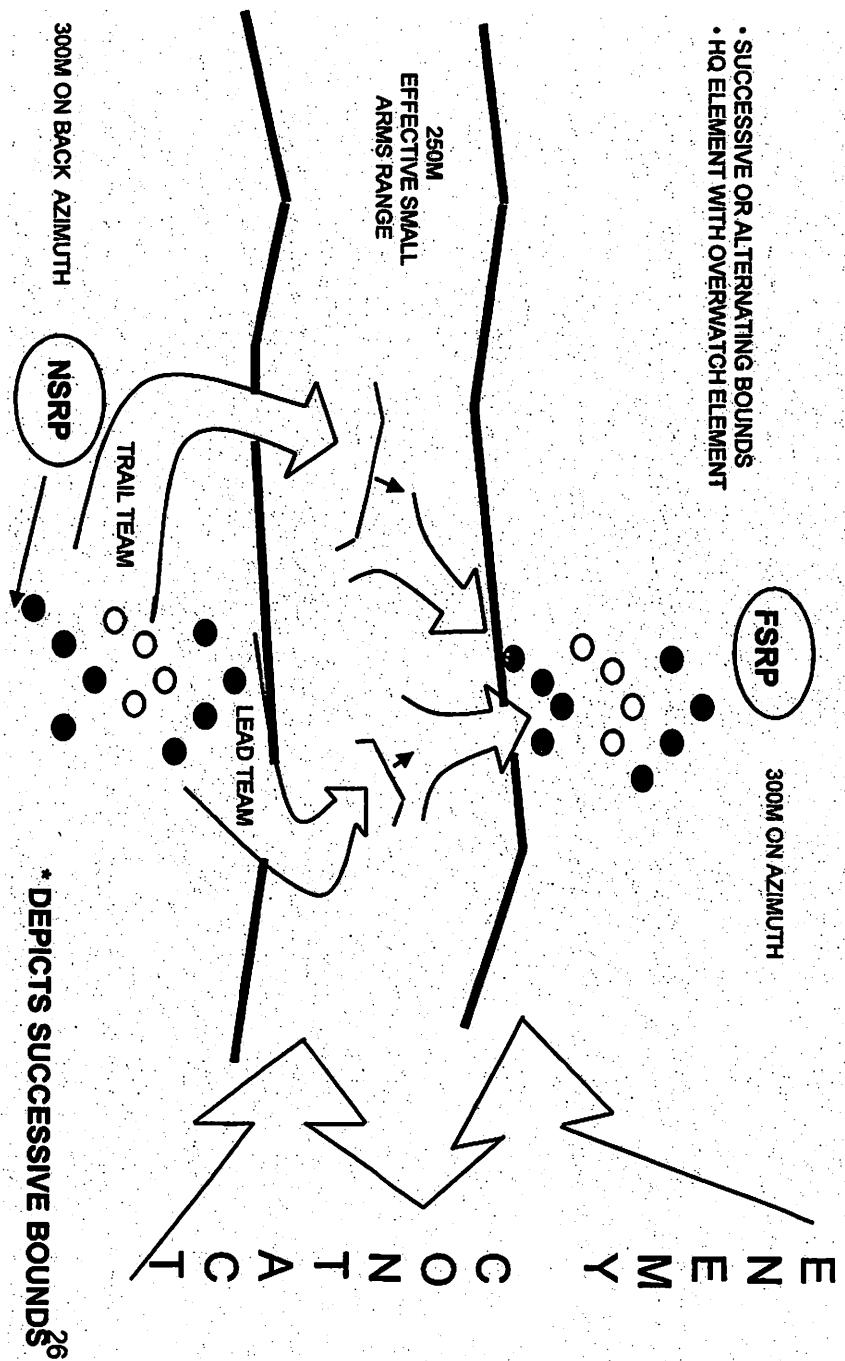


LARGE OPEN DANGER AREA

- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT

FSRP

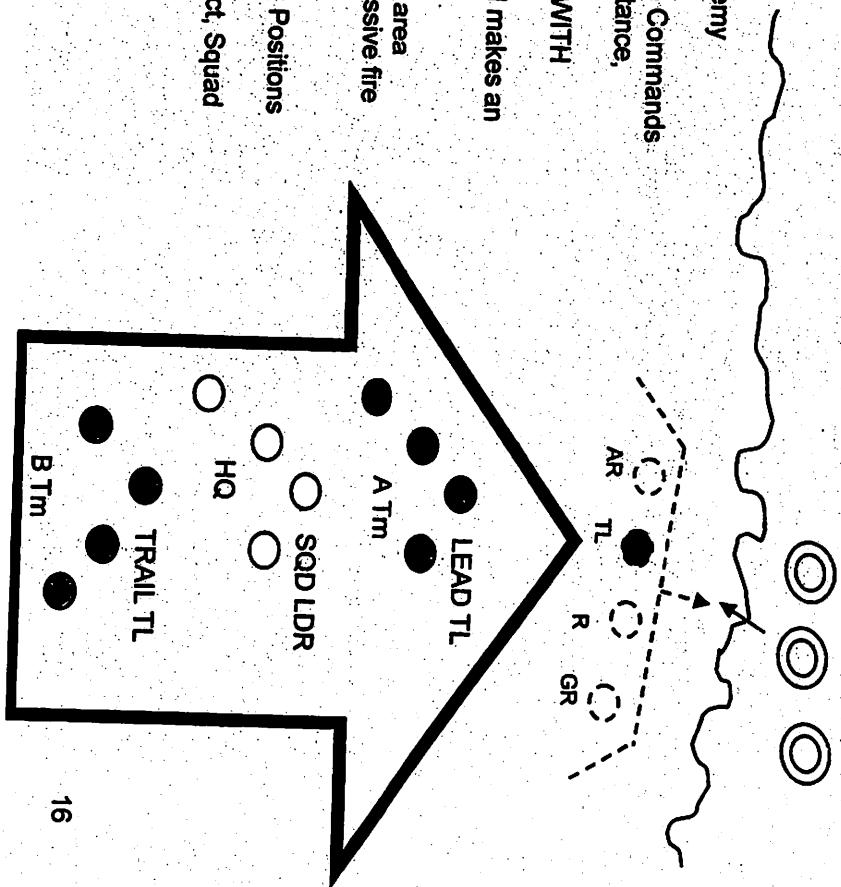
300M ON AZIMUTH



REACT TO CONTACT

BATTLE DRILL 1

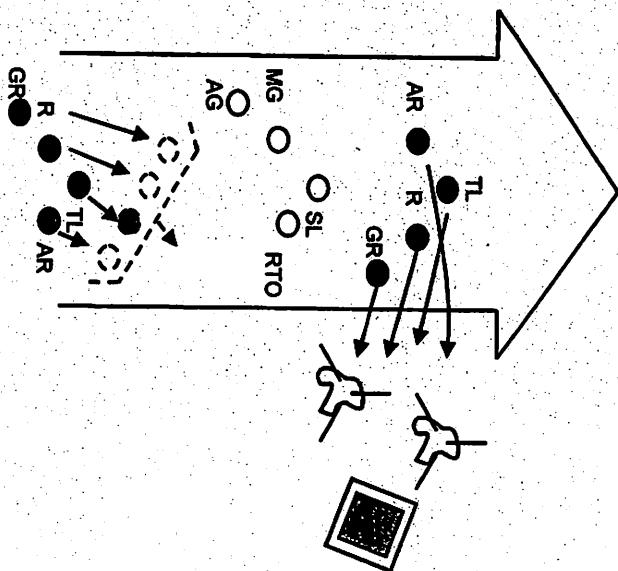
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TM LDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL / ORAL) WITH Team Members (SFC)
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation
- FACTORS OF HIS ASSESSMENT:
 - Can Squad move out of engagement area
 - Can Squad gain and maintain suppressive fire
 - Location of enemy
 - Size of enemy force
 - Vulnerable Flanks of Enemy/ Friendly Positions
 - Covered/Concealed Flanking Routes
- SQD LDR Determines COA (Break Contact, Squad Attack, ETC.)
- REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

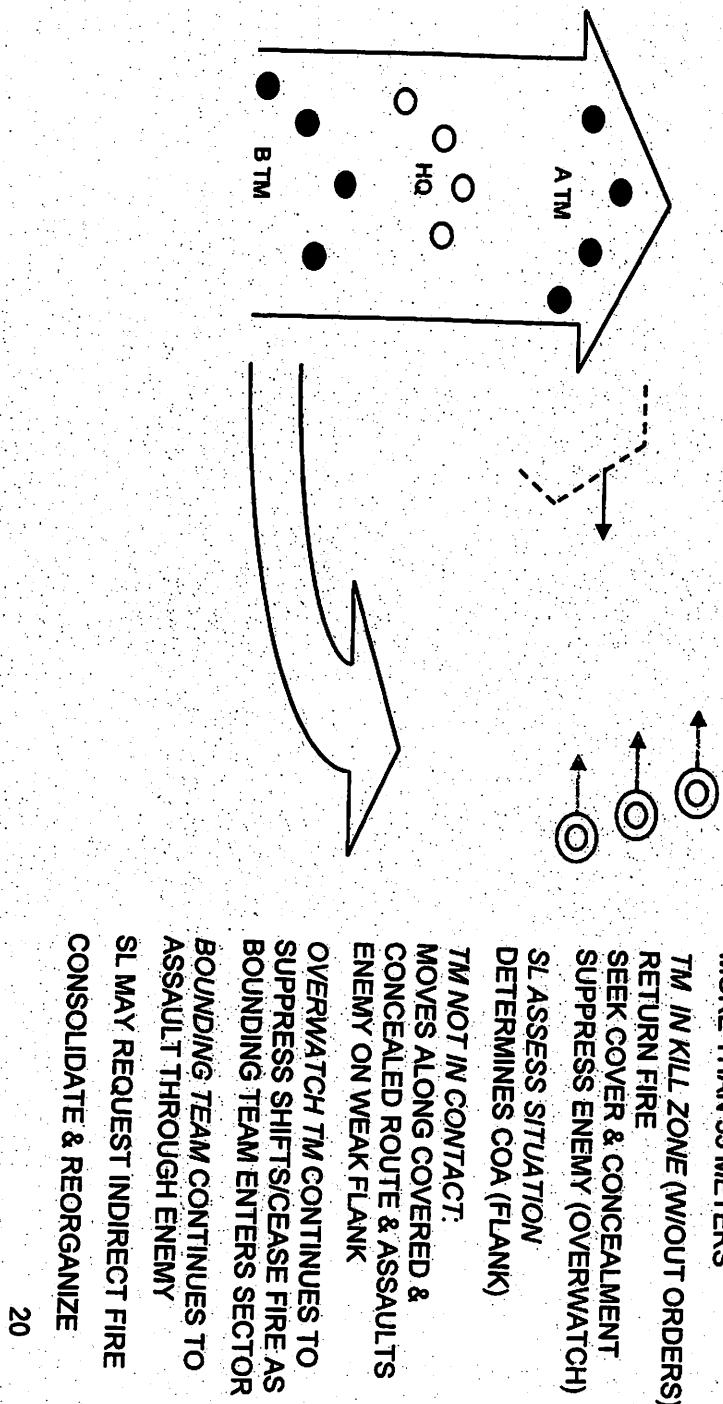
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
- THROW CONCUSSION, FRAG, OR SMOKE GRENADES AFTER EXPLOSION OF GRENADES, ASSAULT THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



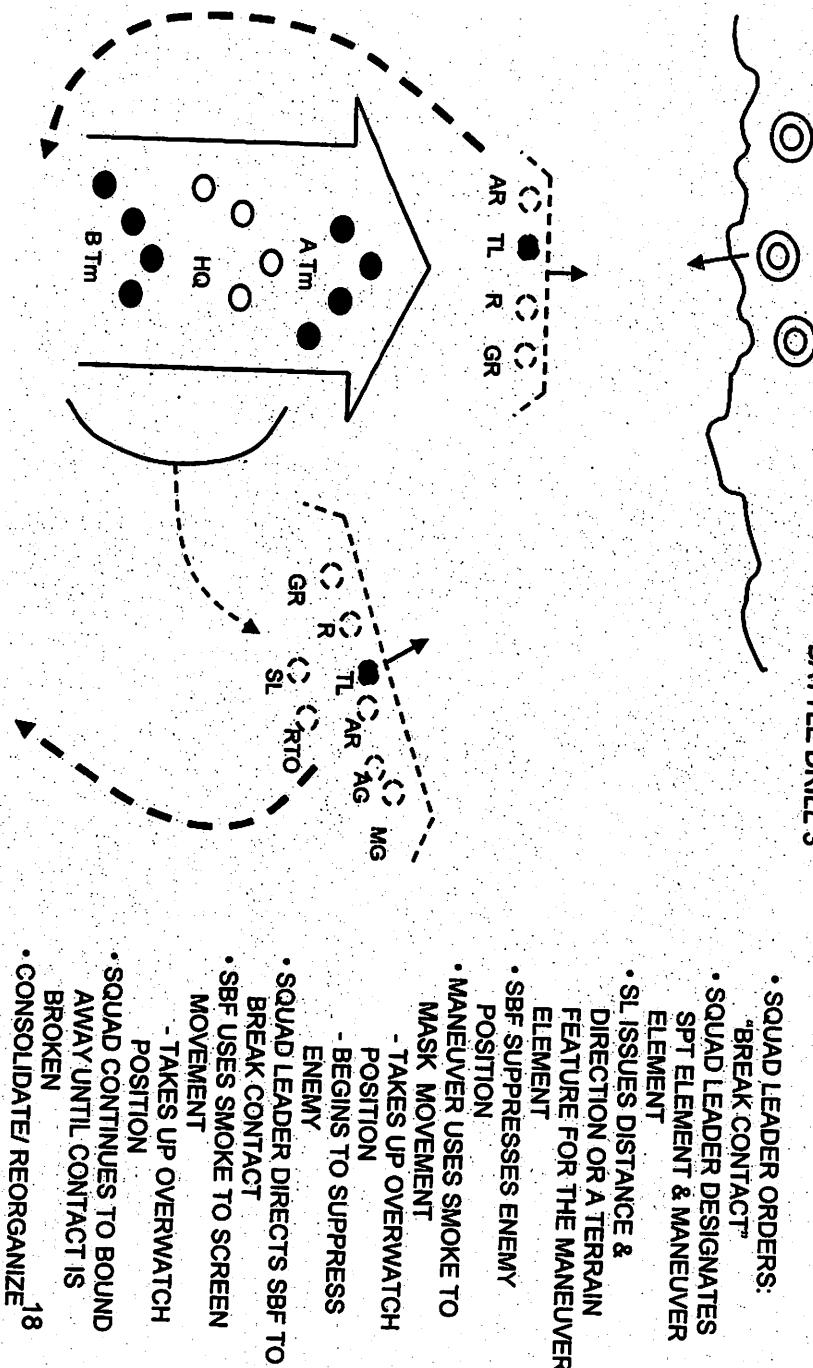
REACT TO A FAR AMBUSH

BATTLE DRILL 4-B



BREAK CONTACT

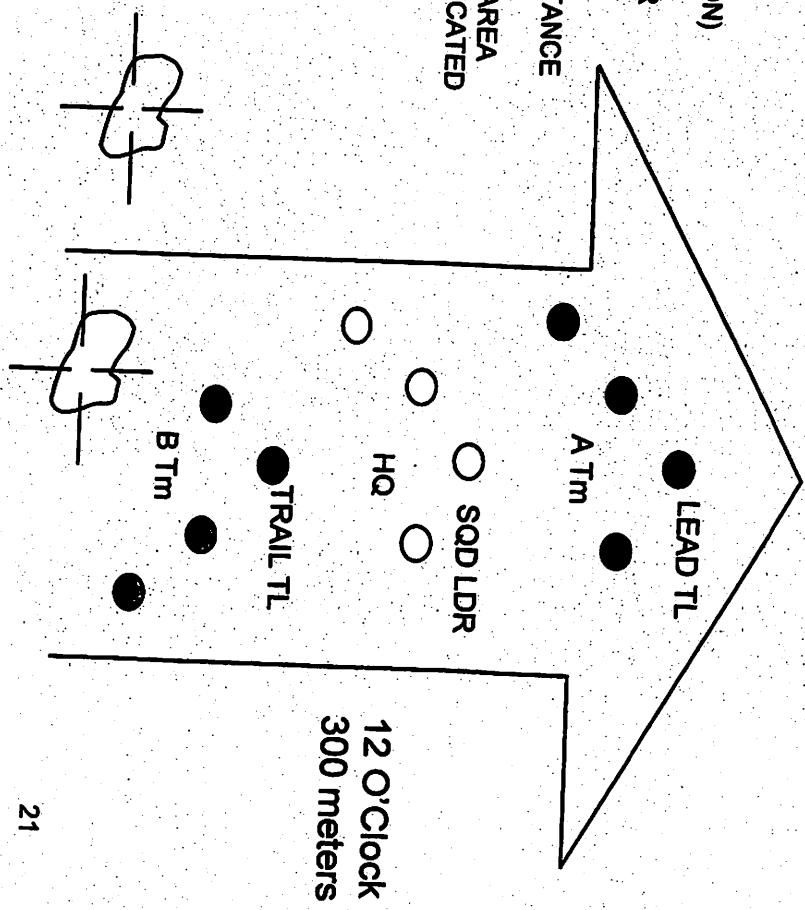
BATTLE DRILL 3



- SQUAD LEADER ORDERS: "BREAK CONTACT"
- SQUAD LEADER DESIGNATES SPT ELEMENT & MANEUVER ELEMENT
- SL ISSUES DISTANCE & DIRECTION OR A TERRAIN FEATURE FOR THE MANEUVER ELEMENT
- SBF SUPPRESSES ENEMY POSITION
- MANEUVER USES SMOKE TO MASK MOVEMENT
 - TAKES UP OVERWATCH POSITION
 - BEGINS TO SUPPRESS ENEMY
- SQUAD LEADER DIRECTS SBF TO BREAK CONTACT
- SBF USES SMOKE TO SCREEN MOVEMENT
 - TAKES UP OVERWATCH POSITION
- SQUAD CONTINUES TO BOUND AWAY UNTIL CONTACT IS BROKEN
- CONSOLIDATE/ REORGANIZE¹⁸

REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling:
Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance.

You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

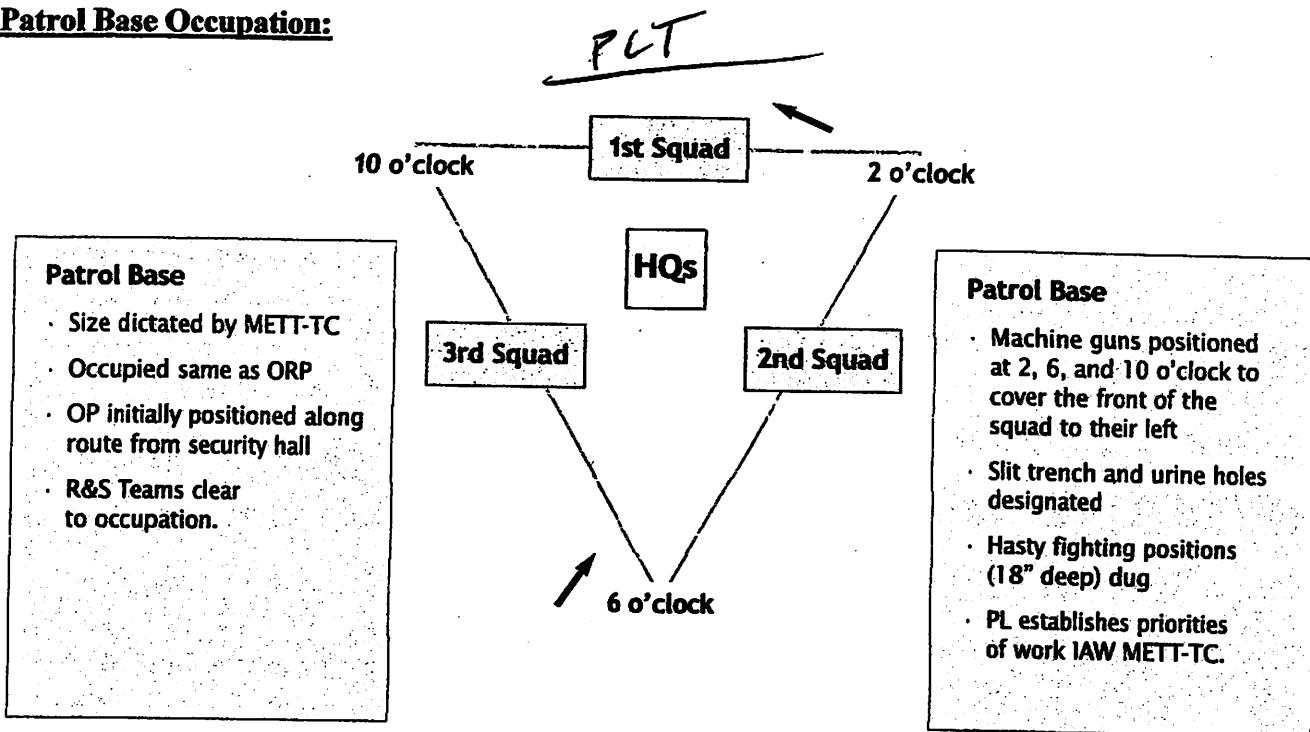
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a “laundry list” of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.



BLACK

GL _____
TF _____
DIR _____
DIST _____

FOOM/LDRS RECON/PB

ATL

RM

AR

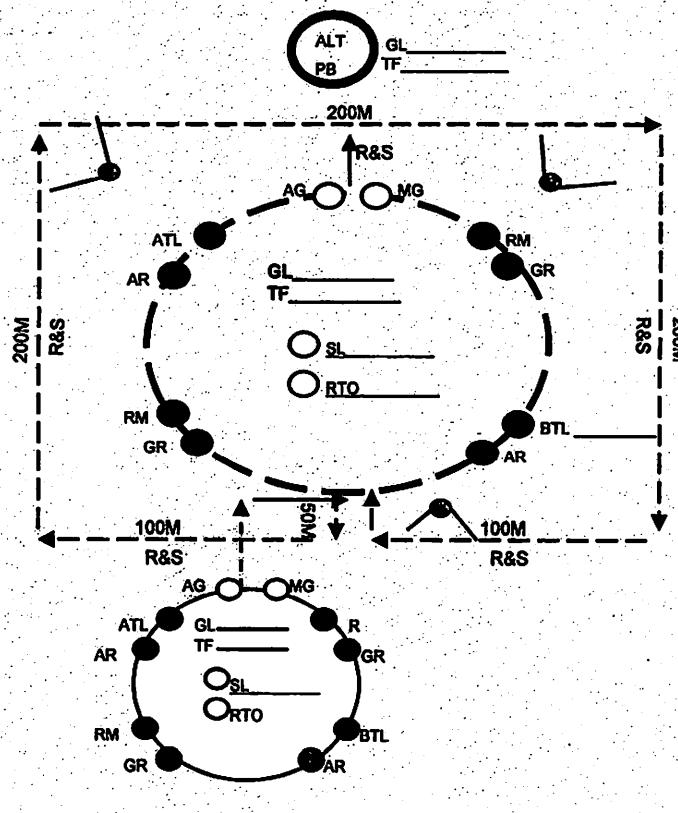
SL

CLEAR & SECURE**COMM PLN**

- ATL-ICOM
- SL-ICOM
- BTL-ICOM
- RTO-PRC-119

CHARACTERISTICS OF ORP

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT FROM GROUND & AIR
- NEAR WATER SOURCE
5-59(RHB)

SQUAD PATROL BASE

GOLD

GL _____
TF _____
DIR _____
DIS _____

↑ N

OCCUPATION PLAN

- SECURITY HALT
- SLLS/PINPOINT
- LNG HLT/STNG PNT
- PREP PB CLR TM
- 2-5 PT-BTL/PB CLR TM
- CONDUCT RECON OF PB
- CHARACTERISTICS
- SLLS/CLEAR & SECURE
- OCCUPY PB- SHP/SLLS
- PINPOINT-LNG HLT
- STNG PNT 10,2,4,8,MG
- SPOT CHECK
- 5 PT R/S- GV/LV
- OPSKED

SECURITY PLAN

- SECTOR SKETCH
- ALERT PLAN
- WITHDRAWAL PLAN (BLACK & GOLD)
- EVACUATION PLAN
- ALT PB
- PATROL BASE ACTIVITIES

PRIORITIES OF WORK

- WPNS/NODS/COMMO (50% SEC)
- CHANGE T-SHIRTS/SOCKS/SHAVE/AMMO
- SLIT TRENCH(50% SEC)
- CHOW
- 50% SEC
- REST
- (50-33% SEC)

1.1

FIELD PLANNING

- TLPs
- TACTICAL RESUPPLY

SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

GOLD

ALT PB

N ↑

BLACK

ALT
/ \ PB
Λ Σ Σ Σ

↑

GL
TF

DIR

DIST

GL

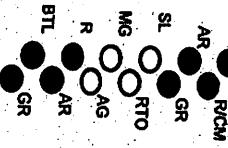
TF

DIR

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DIST

FOOM (MODIFIED WEDGE)



OCCUPATION PLAN

•CHARACTERISTICS

•SECURITY HALT

•SLLS

•PIN POINT

•LONG HALT/STRONG POINT

10, 2, 4, 8

•SPOT CHECK

•PREP M, W, & E

•SPOT CHECK

•CONFIRM ROUTE & DISTANCE

•SHR/MOVE

•OCCUPY/SLLS

•SPOT CHECK/PIN POINT/OPSKED

•PRIORITIES: ALT PB (B & G), EVAC,

ALERT

•REST PLAN (25%)

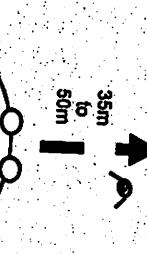
•STAND TOO

•CONFIRM ROUTE

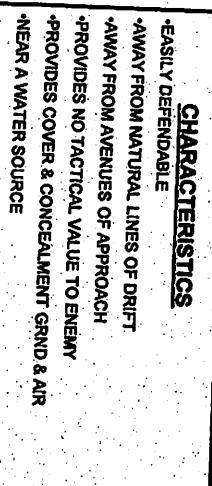
•MOVE TO PB

•PB PRIORITIES

12



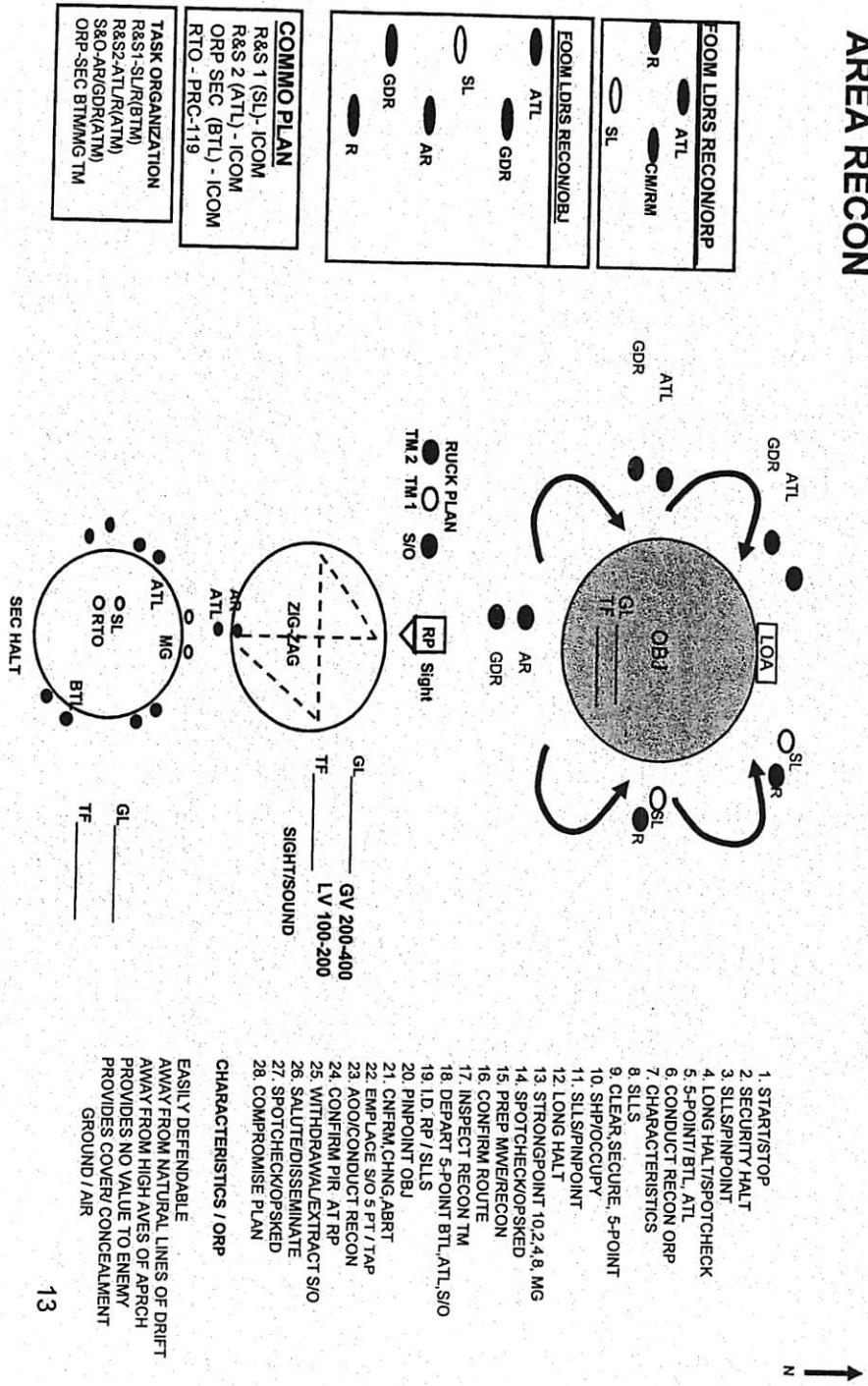
SEC HALT



- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT GRID & AIR
- NEAR A WATER SOURCE

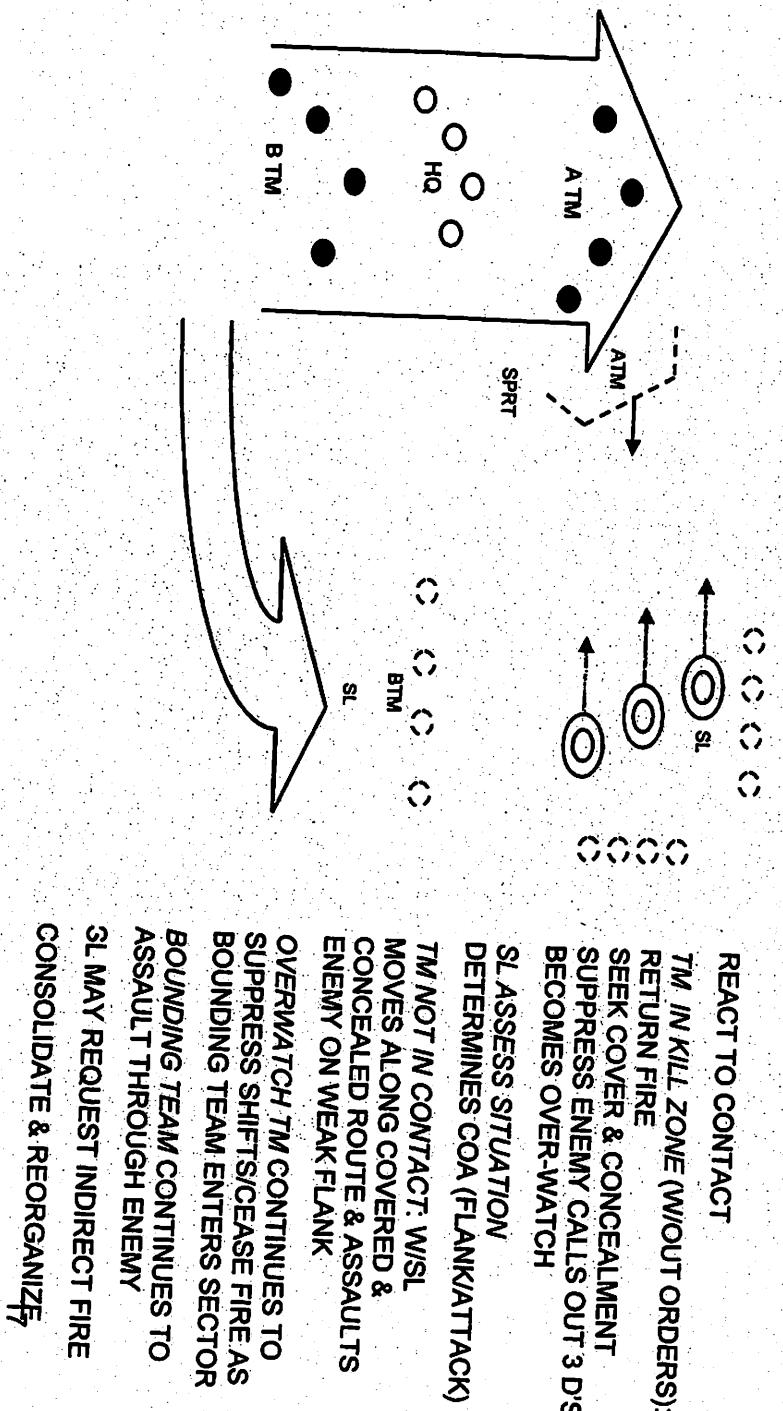
Patrolling: Recon and Common Offense

AREA RECON



SQUAD ATTACK

BATTLE DRILL 1-A



MOVEMENT TO CONTACT

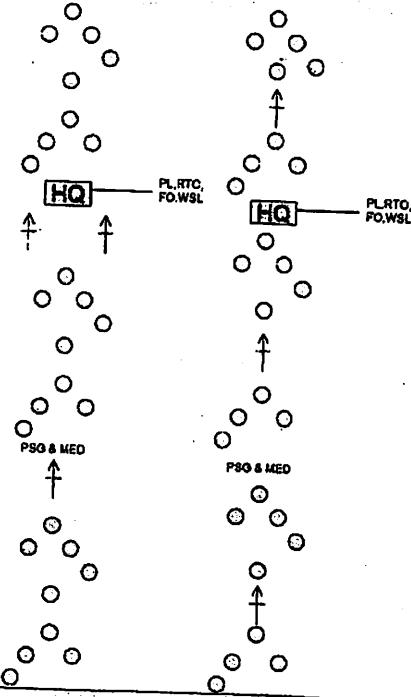
MEETING ENGAGEMENT

Movement Formations:

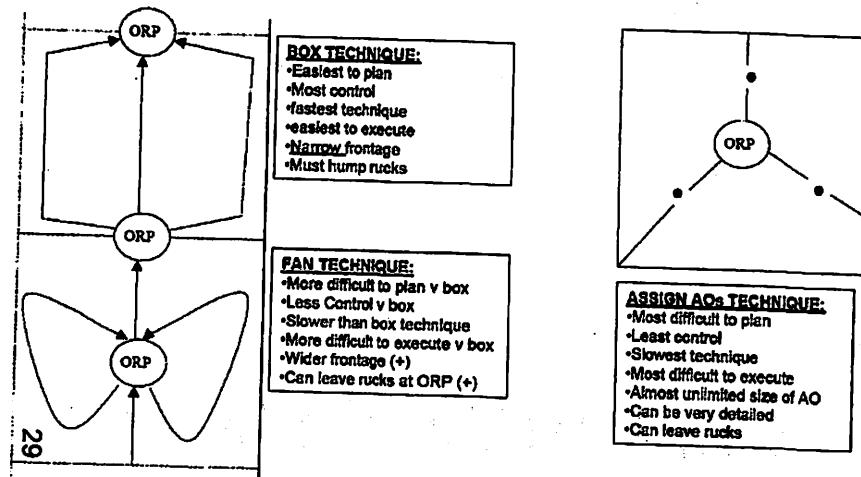
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

- Traveling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good # enemy contact not likely.
- Traveling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK



LINEAR AMBUSH

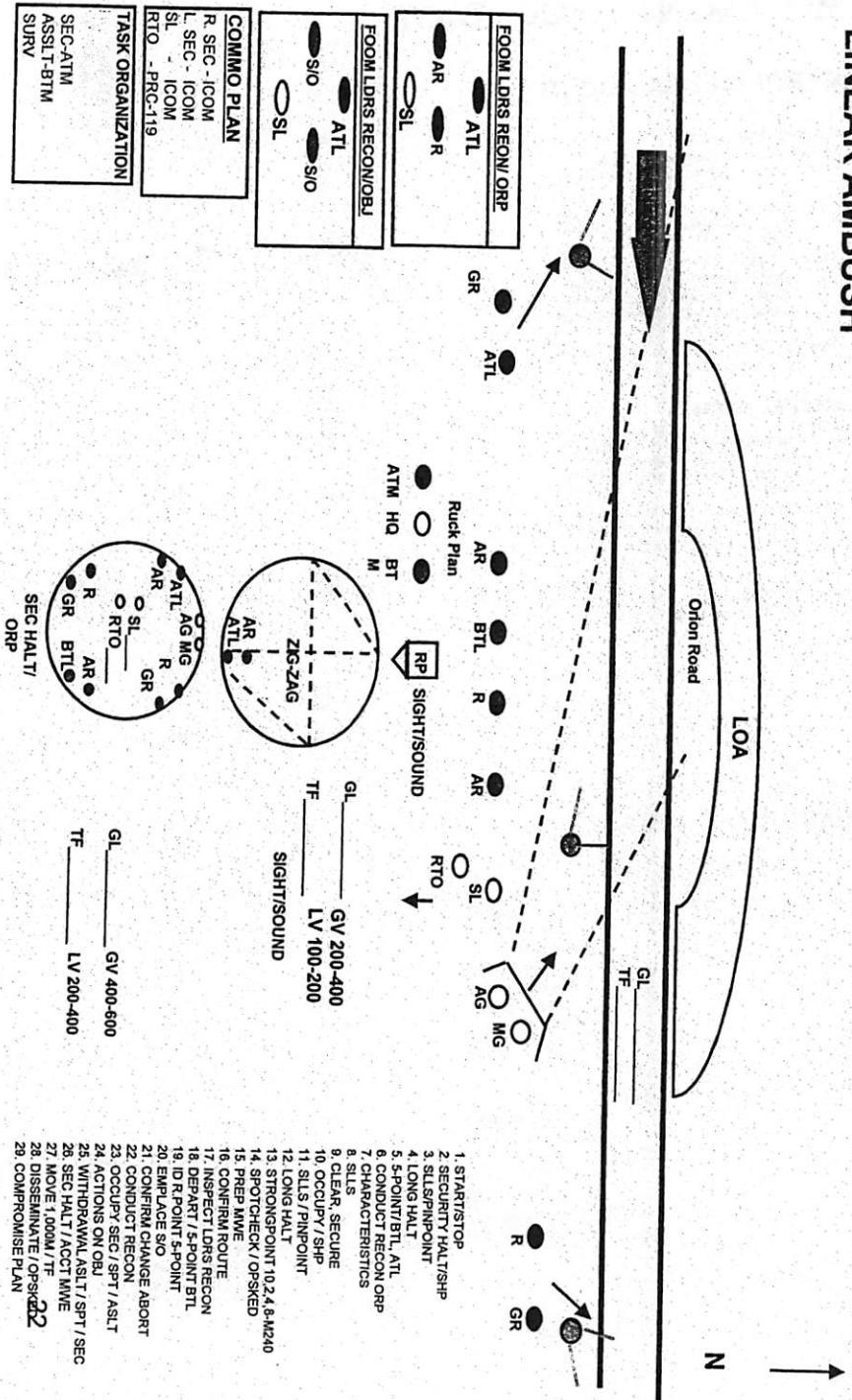
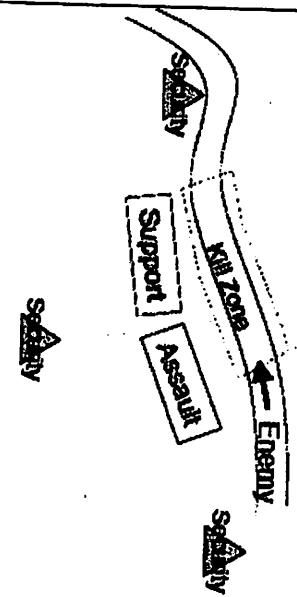
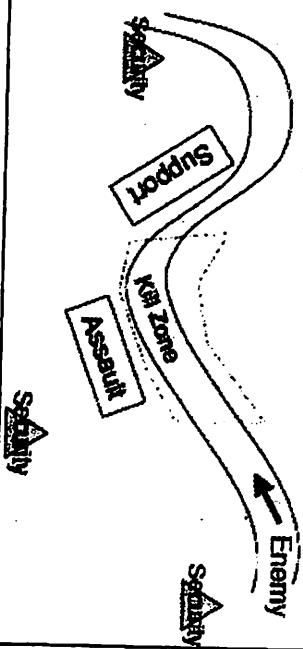


Figure 7-1 Ambush formations

Linear Ambush Formation



L-Shaped Ambush Formation



RAID

Raids are limited objective attacks with a planned withdrawal. Supporting effort efforts execute raids in order to isolate the battalion/company main effort's objective (OBJ). Main

(2) PLANNING CONSIDERATIONS.

a. Minimum force requirements.

b. Phases of the operation.

i. Movement to the objective.

ii. Isolation of the objective and breach.

iii. Secure the foothold.

iv. Exploit the penetration and clear the OPU (detailed room clearing).

v. Consolidation and Reorganization (CAR).

c. Task organization and responsibilities.

i. Isolation force:

(a) Secures the OPR.

(c) Positioned fires (OT isolates and withdraw last) OT support the extraction.

(d) Assault force:

(a) Assails to destroy or capture enemy/equipment or secure PC.

(b) Positions assault close to objective OT deploy immediately if detected.

(c) Supports itself during the assault or if the support force is ineffective.

(d) Plans detailed direct and indirect fire control and distribution.

(e) Conducts detailed room clearing in MOUT. Marks forward progress.

(f) Executes controlled withdrawal from the objective.

(g) Positioned following the isolation force and before the assault force.

(h) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.

(i) Controls rates of fire: Cyclical, rapid, sustained, or watch and shoot.

(j) Syncronizes fires. Shifts/fires and changes rates of fire on signal.

(k) Overwatches C&R and withdraws of the assault and breach forces.

(l) Breach forces:

(a) Positioned following the security and support force.

(b) Implements the point(s) of penetration. Attempts to bypass or breach on a flank or near the obstacle's terrain anchor.

(c) Prepares and transports breach charges or mechanical breach kit.

(d) Establishes local support by fire position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.

(e) Obscures breach point and reduces obstacles at point(s) of penetration.

(f) Manages penetration and secures a foothold for assault force.

(g) Location of leaders/elements (consider decisive/critical events and locations).

- i) Commander where he can best influence the situation.
- ii) 2IC with support forces.
- iii) FSO and FSNO where they can best influence the indirect fire execution.
- iv) Mass NGs, AT weapon, sniper, and nonlethal effects.
- v) Medical package (NETT-TC).
- vi) Contingency plans (CONPLANS) if compromised (rapid transition from stealth to violence or action/cock attack).
- vii) During leaders' reconnaissance.
- viii) During isolation of the objective.
- ix) During occupation or support force.
- x) During occupation of the assault position.
- xii) Signal plan. Leaders always plan a primary and alternate signal to:

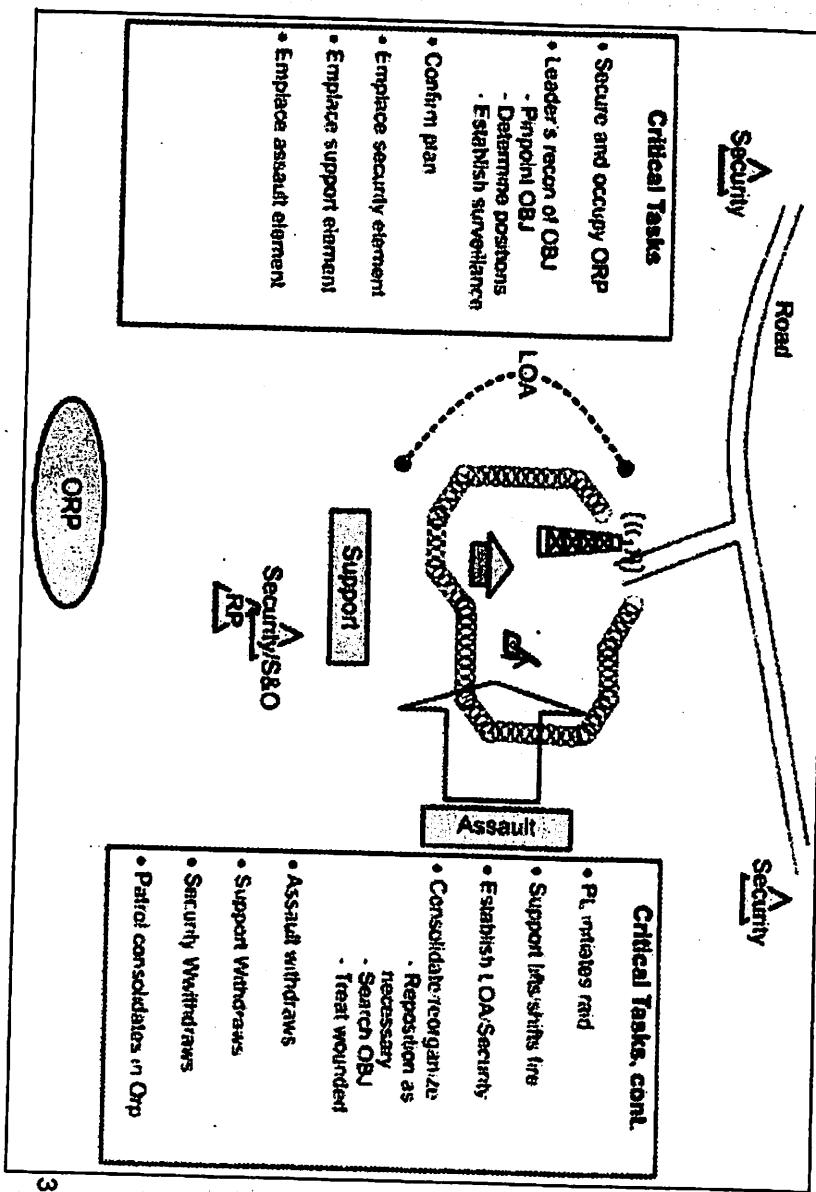
- i. Mission short criteria consider minimum force requirements;
- ii. Abort and conserve emergency extraction.
- iii. Control location forces.
- iv. Withdraw.
- v. Initiate assault.
- vi. Abort and conserve emergency extraction.
- vii. Warn main effort of approaching threat.
- viii. Commit reserve.

- 9. Leader's Reconnaissance. Detailed reconnaissance is critical to mission success. Whenever tactically feasible, a leader's reconnaissance determines or confirms:
 - i) Awareness of approach to the objective.
 - ii) Support by fire position, assault position, breach point, and isolation positions.
 - iii) Withdrawal routes.
 - iv) Threat and noncombatant situations.

- 10. Other planning considerations.
 - i) Consider integration of vehicles during the isolation, suppression, assault, and withdrawal from the objective. Disrupt before, at, or beyond the point of penetration. Leverage situational awareness (FBG/S2) technology, thermal optics, weapons capabilities, and PC transition (casewar plotters) inherent to the vehicles.
 - ii) Compensate maximizes the C2 effects that four platoon headquarters provide.
 - iii) Maximize nonlethal effects.
 - iv) Destroy or seal PC as soon as the assault force seizes it. If the assault force waits until CAR, it may never happen.
 - v) Secure only as much of the objective as necessary, for as little duration as necessary (OT completes the mission (destruction or PC recovery)). Do not waste time and risk casualties beyond the decisive point.
 - vi) Commanders ensure gun-target line is perpendicular to the direction of attack, and the assault gains momentum in depth.

- that inflict fire observers echelon fire support effects (AW doctrinal minimum safe distances as

Figure 5-6. ACTIONS ON THE OBJECTIVE - RAID



**Patrolling:
References and Professional Development RCOA's**

Infantry tactics build on the following five principles:

1. Squads and platoons fight through enemy contact at the lowest possible level.
2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.
3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.
4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.
5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.

OCS PH III Patrol Leader Improvement General RCOA's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-O decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order to facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products" in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations
2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8	The Infantry Rifle Platoon and Squad		
Day	Chapter	Assigned Reading	Focus	Areas of Special Interest
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations	Figure 1-14 pp1-38 through pp1-43
—	Ch 2	para 2-57 through 2-119	Employing Fires	pp2-1 through pp2-5 pp2-11 through pp 2-23
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation	pp3-8 through 3-11 pp3-28 – pp3-36 and Table 3-4, Table 3-5
—	Ch 5	para 5-1 through 5-49	C2 and TLP's	Figure 5-4, 5-5, 5-6 & 5-10
—	Ch 6	para 6-8 through 6-34	Sustainment	pp6-3 through pp6-6 *Classes of Supply
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-IV)	Intro to Ops
—	Ch 8	para 7-117 through 7-238	Offensive Ops Part II (VI-IX)	Section IV Platoon Attacks Section VI Special Purpose Attacks
—	Ch 9	para 8-1 through 8-76	Defensive Ops Part I	pp7-14 pp7-26 – pp7-31
—	Para 8-77 through 8-199	Defensive Ops Part II	Introduction Section V Occupation & Prep Defensive Techniques	pp8-2 through pp8-6 pp8-19 through pp8-23 pp8-24 through 8-31
—		para 9-1 through 9-128	Patrolling (I-II)	pp9-1 through pp9-3
—		para 9-129 through 9-216	Patrolling (III-VIII)	Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols
—	Appendix A	Machine Gun Employment	Introduction	pp9-6, para 9-42 pp9-7 through pp9-13 pp9-20, Table 9-1 pp9-22 through pp9-25
—	Appendix C	Fires Planning	Introduction	ppA-1 through ppA-8 ppC-1 through ppC-3

UNCLASS // FOUO

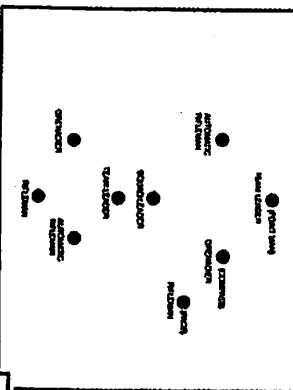
**Patrolling Reference Packet
(EXTRACT)**

JUNE 2015

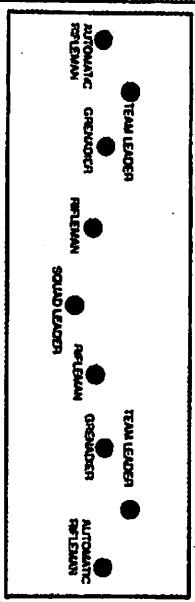
Patrolling:

Movement and Maneuver

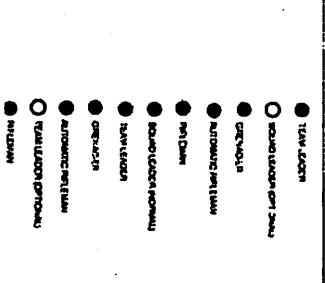
SQUAD COLUMN



SQUAD LINE



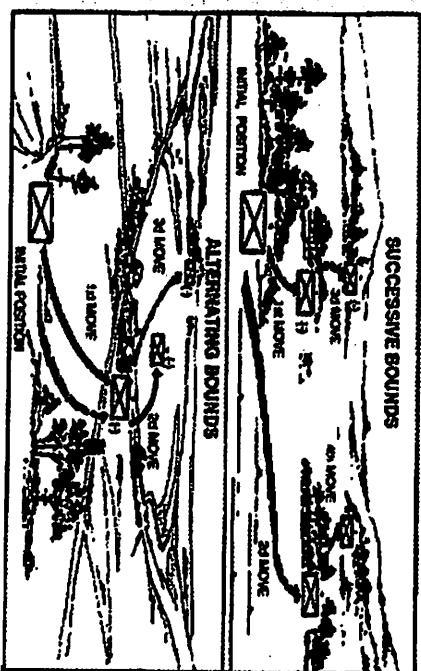
SQUAD FILE



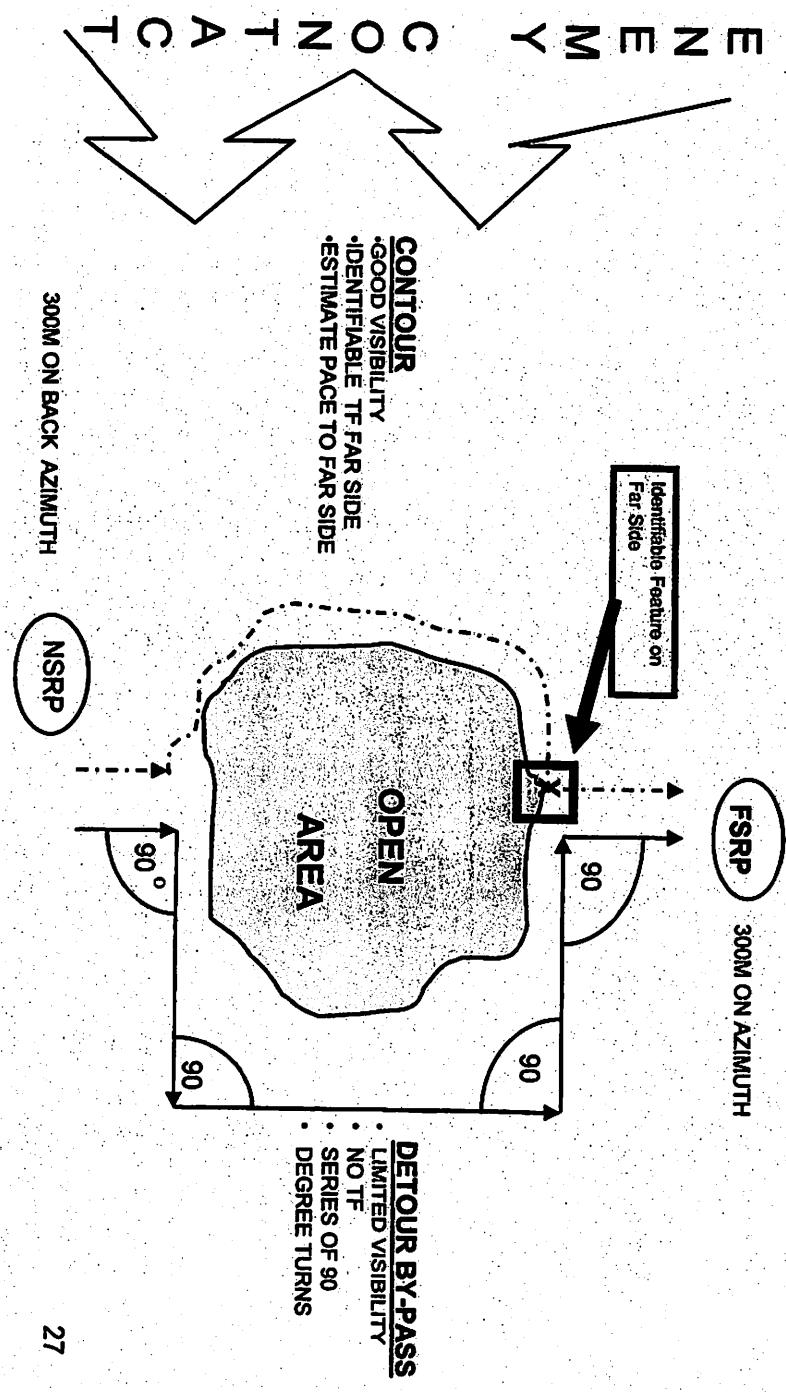
MOVEMENT FORMATION	WHEN NORMALLY USED	CHARACTERISTICS
		RESTRICTIONS
SQUAD COLUMN	SQUAD PRIMARILY	CONTROL FLEXIBILITY
	GOOD	RESTRICTED BY FLEXIBILITY
SQUAD USE	NOT AS FIRE POWER IS LIMITED AND DEPENDS ON DEPTH OF SQUAD	ALLOWS LARGE VOLUME OF FIRE TO THE FLANK - LIMITED VOLUME TO THE FRONT
CLOSE TERRAIN, LIMITED VISIBILITY CONDITIONS	EASIEST	GOOD TO THE FRONT, UTILE TO THE FLanks AND REAR
	LEAST	ALLOWS IMMEDIATE RESPONSE TO THE FLANK AND MASSED HEAVY FIRE TO THE FRONT AND REAR

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS			
		CONTROL	DISPERSION	SPEED	SECURITY
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST
TRAVELING	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE
OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST
BOUNDING					
OVERWATCH					

Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

FARSIDE

300M ON AZIMUTH

FSRP

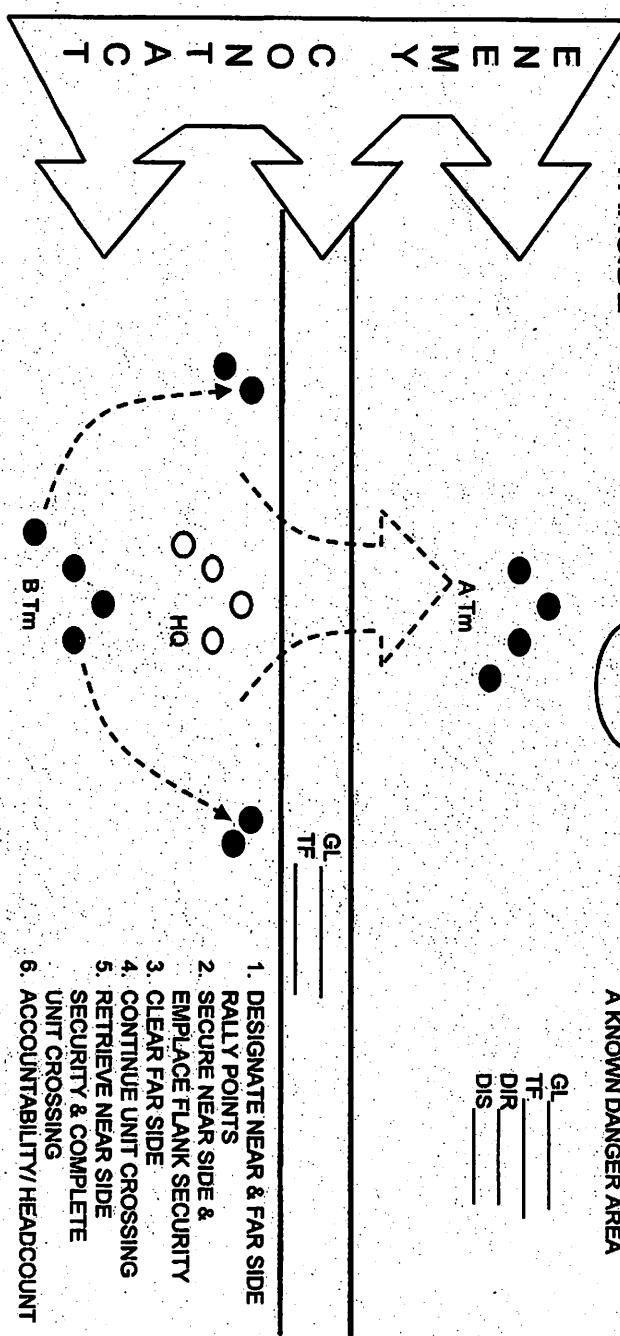
FARSIDE RALLY POINT INFO FOR
A KNOWN DANGER AREA

GL

TF

DIR

DIS



1. DESIGNATE NEAR & FAR SIDE
2. RALLY POINTS
3. SECURE NEAR SIDE & EMPLACÉ FLANK SECURITY
4. CLEAR FAR SIDE
5. CONTINUE UNIT CROSSING
6. RETRIEVE NEAR SIDE
7. SECURITY & COMPLETE
8. UNIT CROSSING
9. ACCOUNTABILITY/HEADCOUNT

NEAR SIDE RP INFO FOR A
KNOWN DANGER AREA

NEAR SIDE

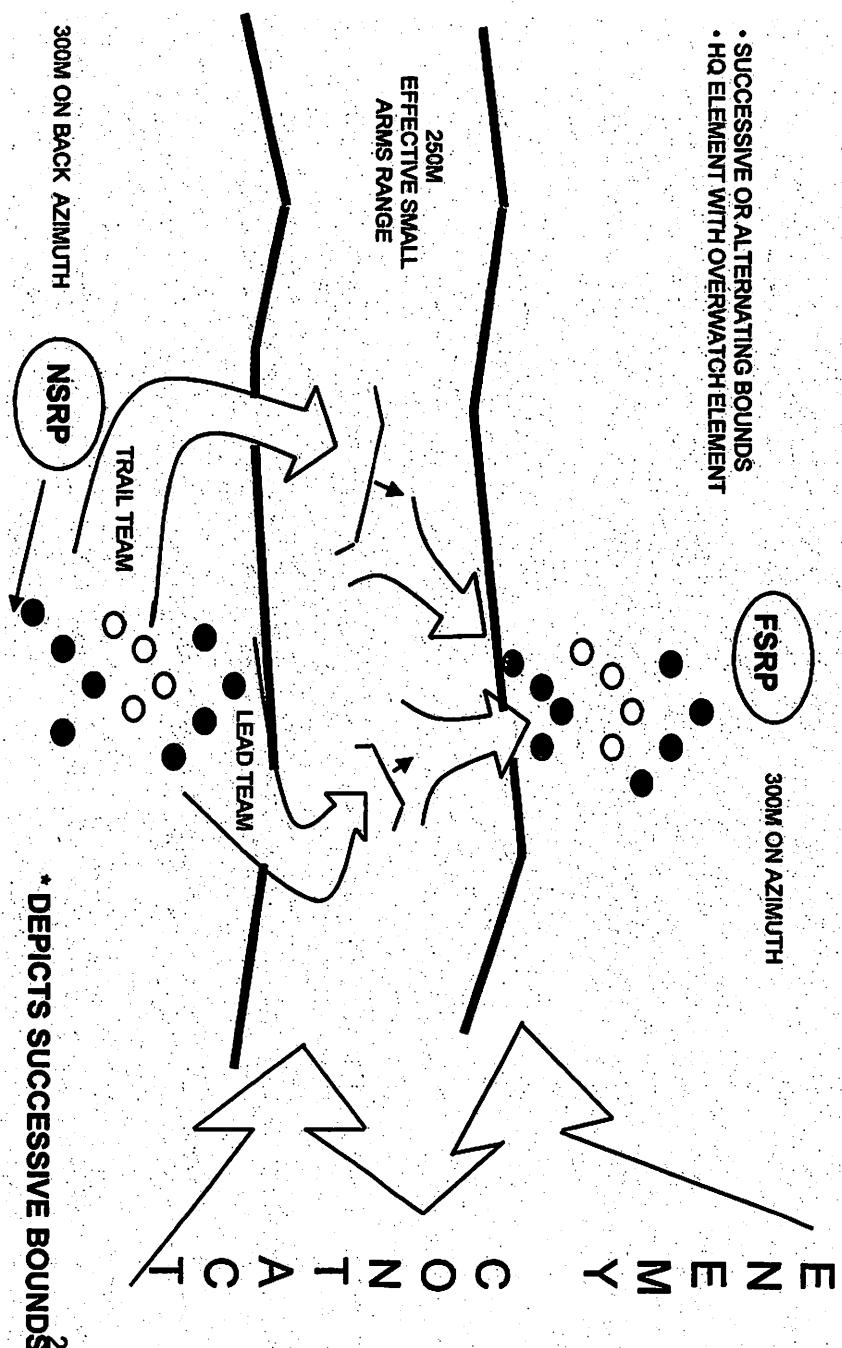
300M ON BACK AZIMUTH

NSRP

GL _____
TF _____
DIR _____
DIS _____

LARGE OPEN DANGER AREA

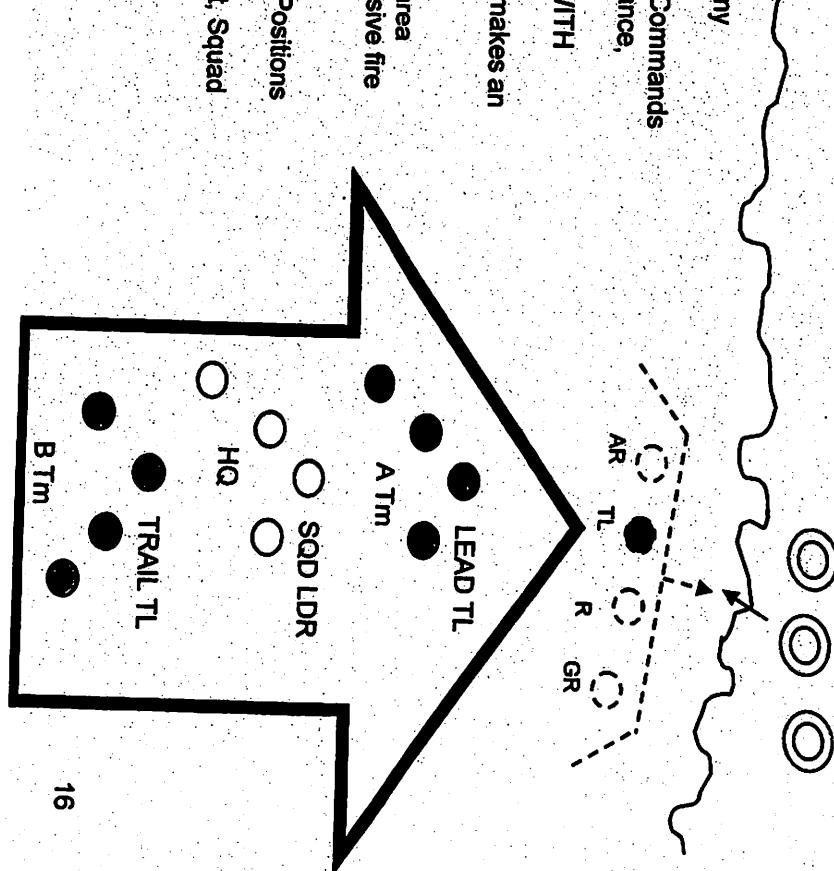
- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT



REACT TO CONTACT

BATTLE DRILL 1

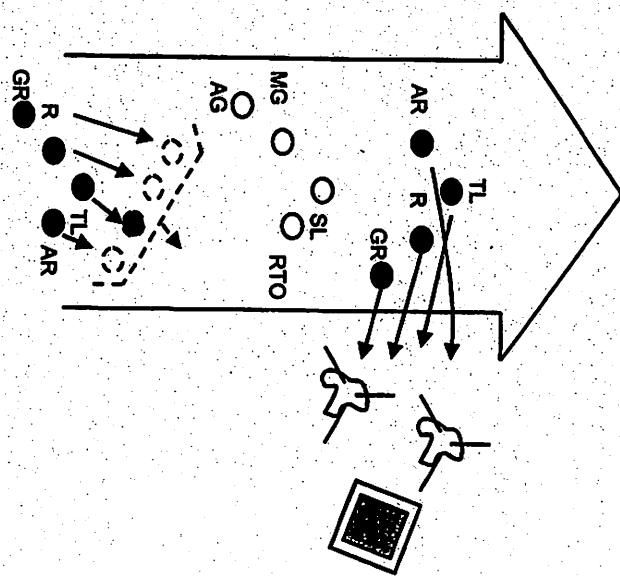
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TM LDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC).
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation



REACT TO A NEAR AMBUSH

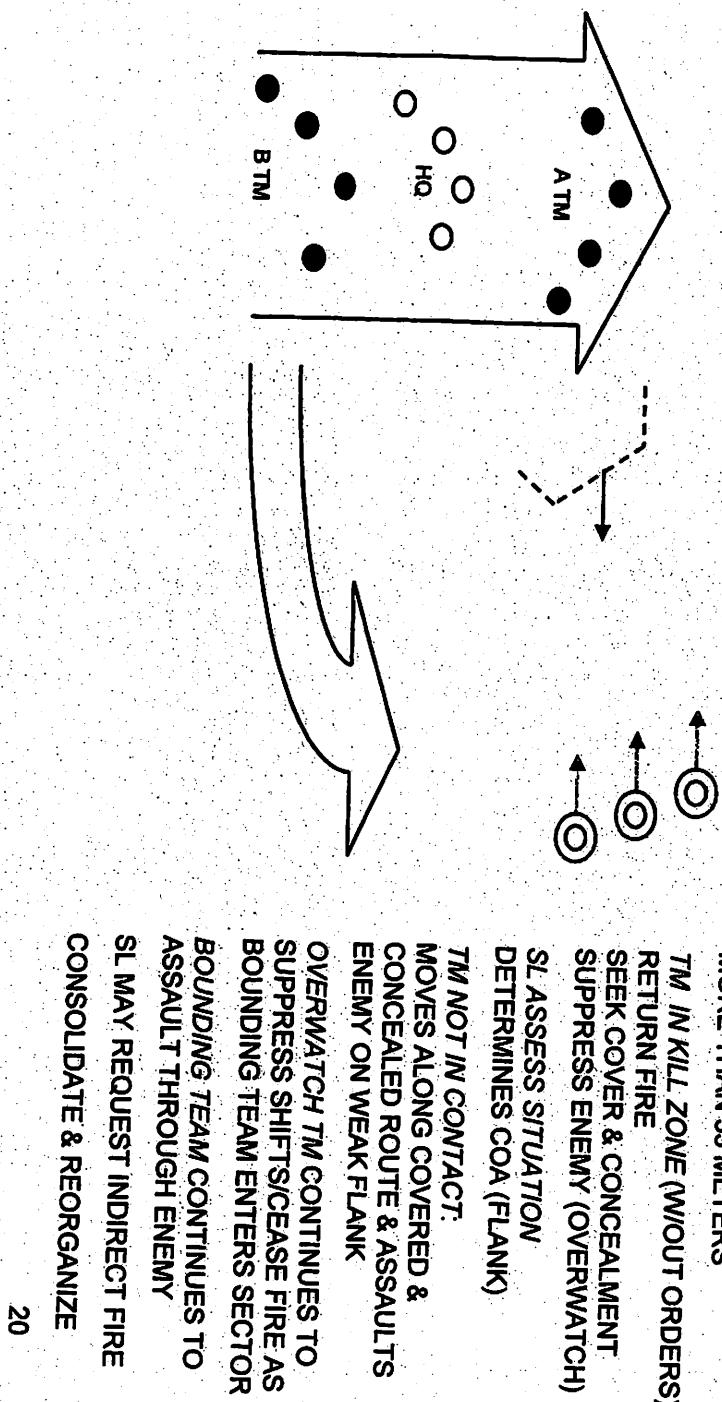
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
 - THROW CONCUSSION, FRAG, OR SMOKE GRENADES
 - AFTER EXPLOSION OF GRENADES, ASSAULT
 - THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



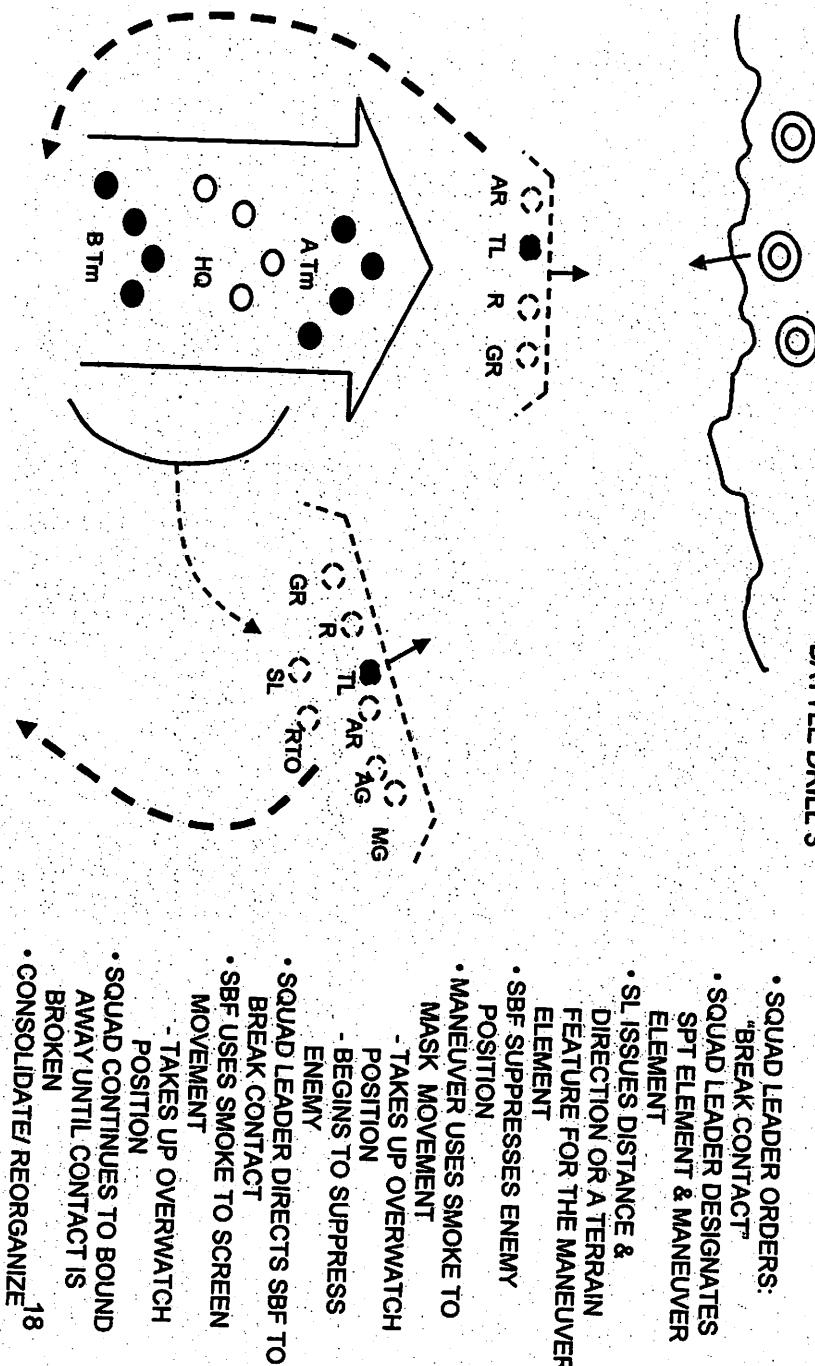
REACT TO A FAR AMBUSH

BATTLE DRILL 4-B



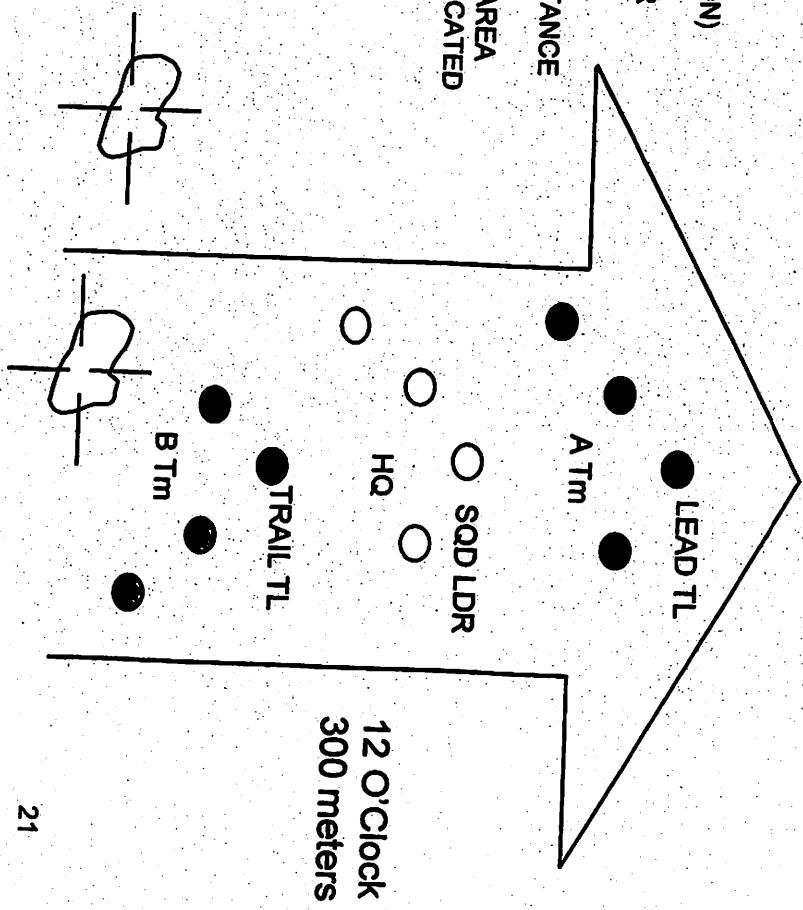
BREAK CONTACT

BATTLE DRILL 3



REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



**Patrolling:
Patrol Base Operations**

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance. You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

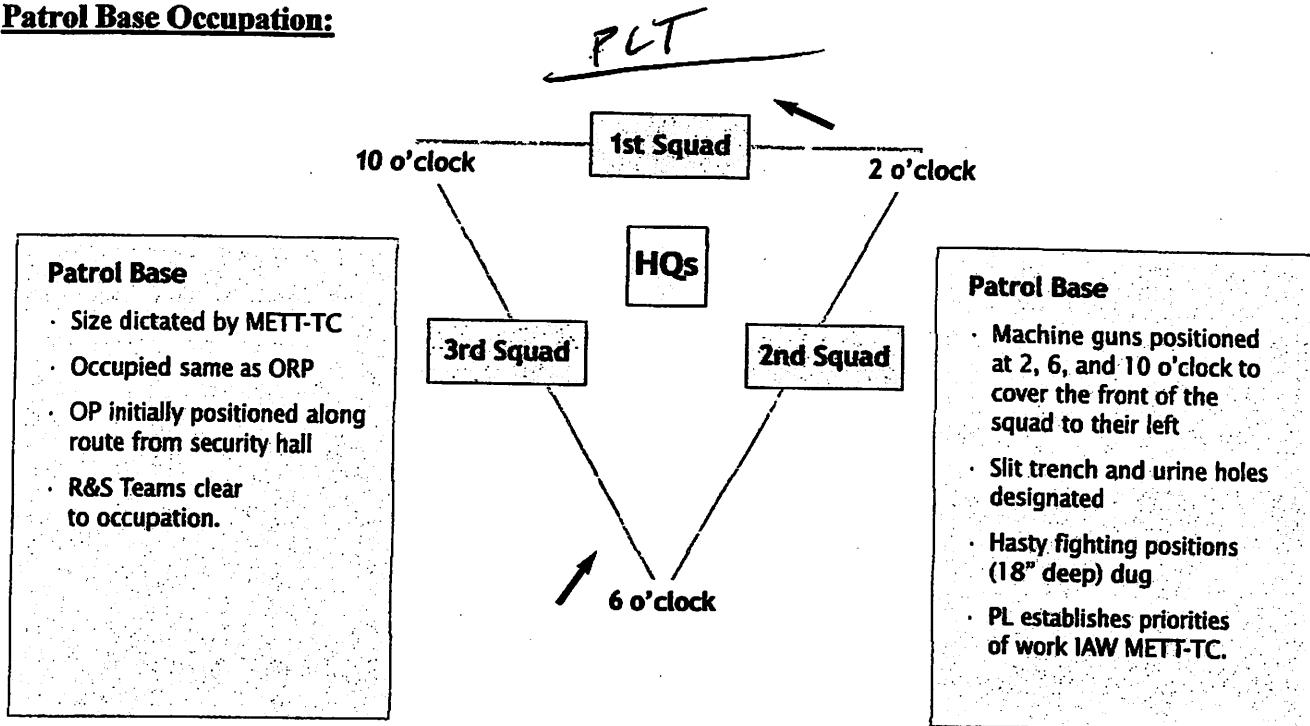
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a "laundry list" of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

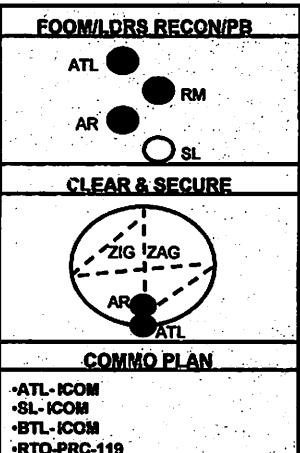
Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.



BLACK

GL _____
TF _____
DIR _____
DIST _____

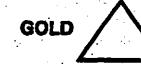
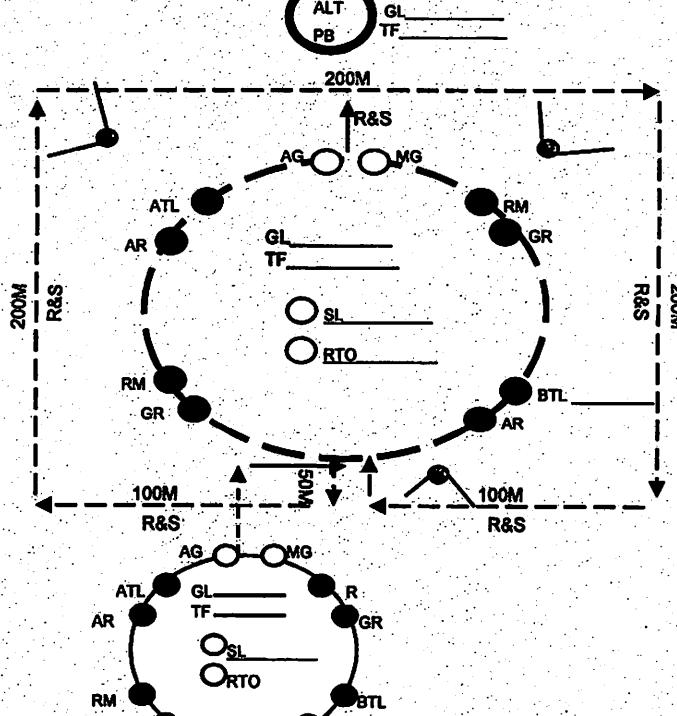


CHARACTERISTICS OF ORP

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT FROM GROUND & AIR
- NEAR WATER SOURCE

5-59(RHB)

SQUAD PATROL BASE



N

GL _____
TF _____
DIR _____
DIS _____

OCCUPATION PLAN

- SECURITY HALT
- SLLS/PINPOINT
- LNG HLT/STNG PNT
- PREP PB CLR TM
- 2-5 PT-BTL/PB CLR TM
- CONDUCT RECON OF PB
- CHARACTERISTICS
- SLLS/CLEAR & SECURE
- OCCUPY PB- SHP/SLLS
- PINPOINT-LNG HLT
- STNG PNT 10,2,4,8,MG
- SPOT CHECK
- 5 PT R/S- GV/LV
- OPSKED

SECURITY PLAN

- SECTOR SKETCH
- ALERT PLAN
- WITHDRAWAL PLAN (BLACK & GOLD)
- EVACUATION PLAN
- ALT PB
- PATROL BASE ACTIVITIES

PRIORITIES OF WORK

- WPNS/NODS/COMMO (50% SEC)
- CHANGE T-SHIRTS/SOCKS/SHAVE/CAMMO
- SLIT TRENCH(50% SEC)
- CHOW
- 50% SEC
- REST
- (50-33% SEC)

FIELD PLANNING

- TLPs
- TACTICAL RESUPPLY

1.1

SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

BLACK

ALT
PB
DIR
DIST

GOLD

ALT

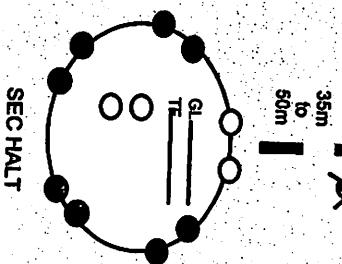
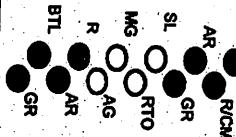
PB

N ↑

GL
TF
DIR
DIST

GL
TF
DIR
DIST

FOOM (MODIFIED WEDGE)



OCCUPATION PLAN

- CHARACTERISTICS
- SECURITY HALT
- SLLS
- PIN POINT
- LONG HALT/STRONG POINT
- 10, 2, 4⁸
- SPOT CHECK
- PREP M/W, & E
- SPOT CHECK
- CONFIRM ROUTE & DISTANCE
- SHP/MOVE
- OCCUPY/SLLS

•SPOT CHECK/PIN POINT/OPS KED

ALERT

•REST PLAN (25%)

•STAND TO

•CONFIRM ROUTE

•MOVE TO PB

•PB PRIORITIES

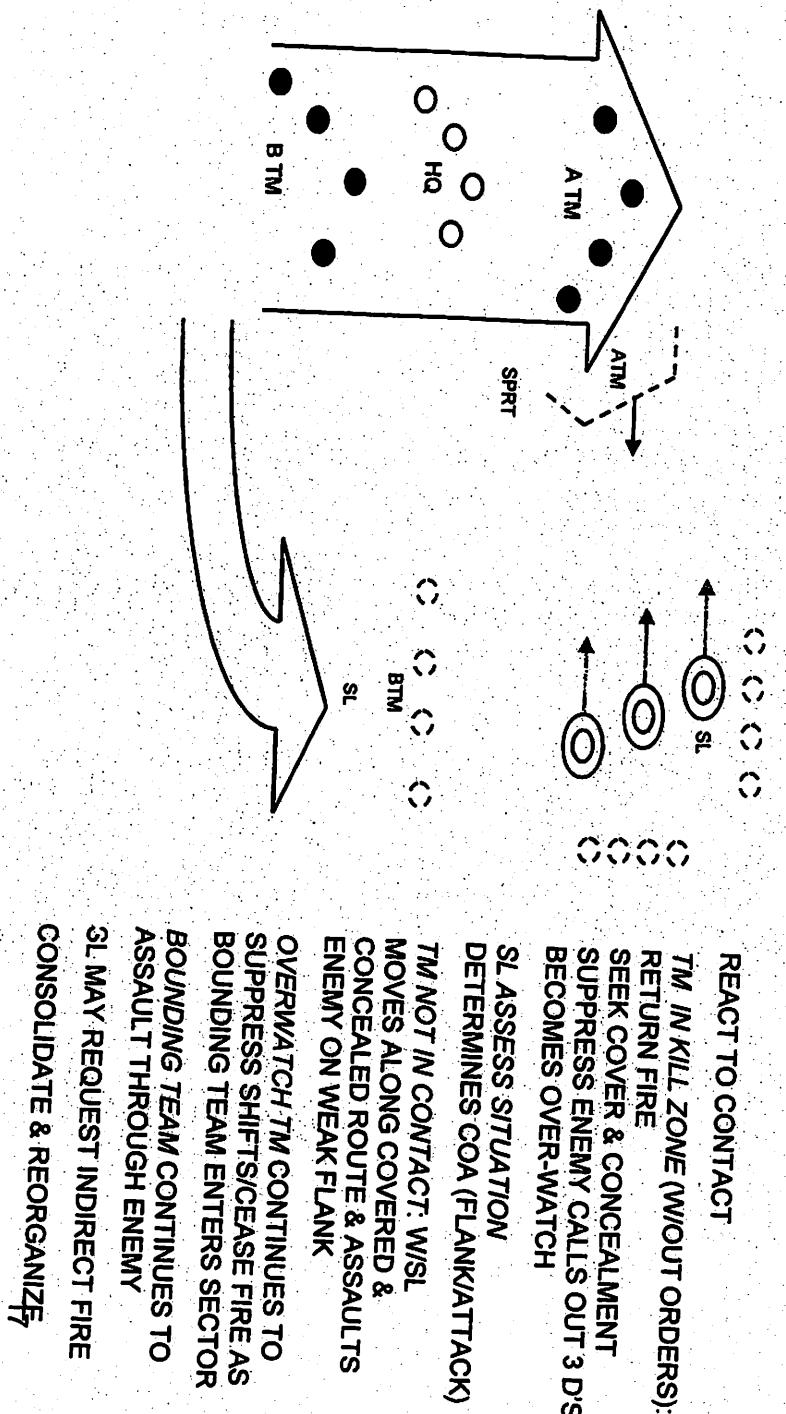
CHARACTERISTICS

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT GROUND & AIR
- NEAR A WATER SOURCE

Patrolling: Recon and Common Offense

SQUAD ATTACK

BATTLE DRILL 1 - A



MOVEMENT TO CONTACT

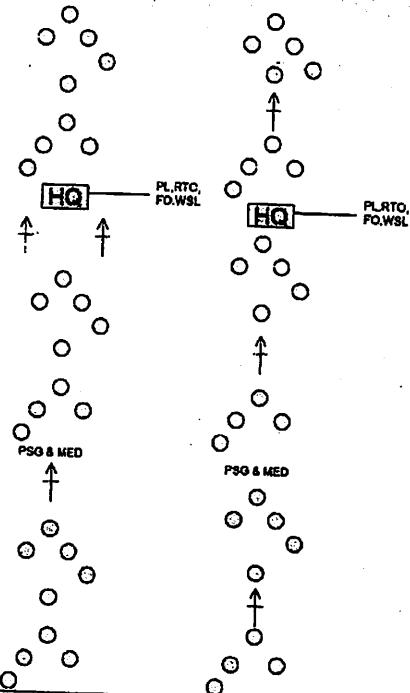
MEETING ENGAGEMENT

Movement Formations:

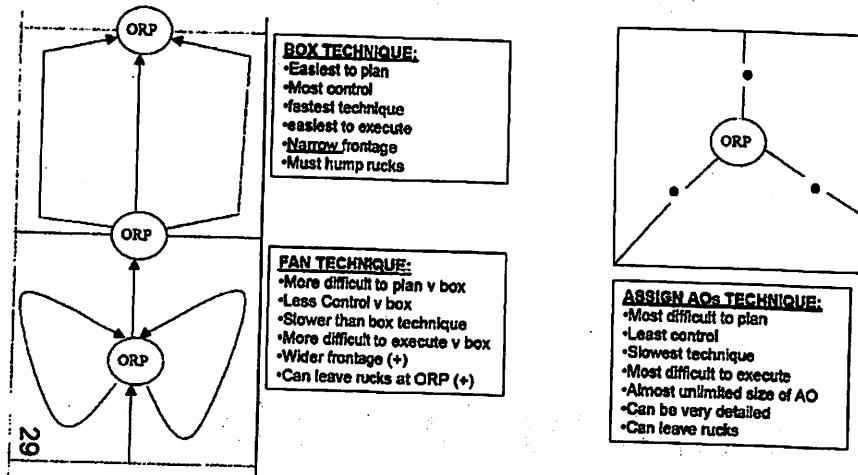
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon Fire: Not a good technique if contact is expected.

Movement Techniques:

- Traveling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good if enemy contact not likely.
- Traveling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK



LINEAR AMBUSH

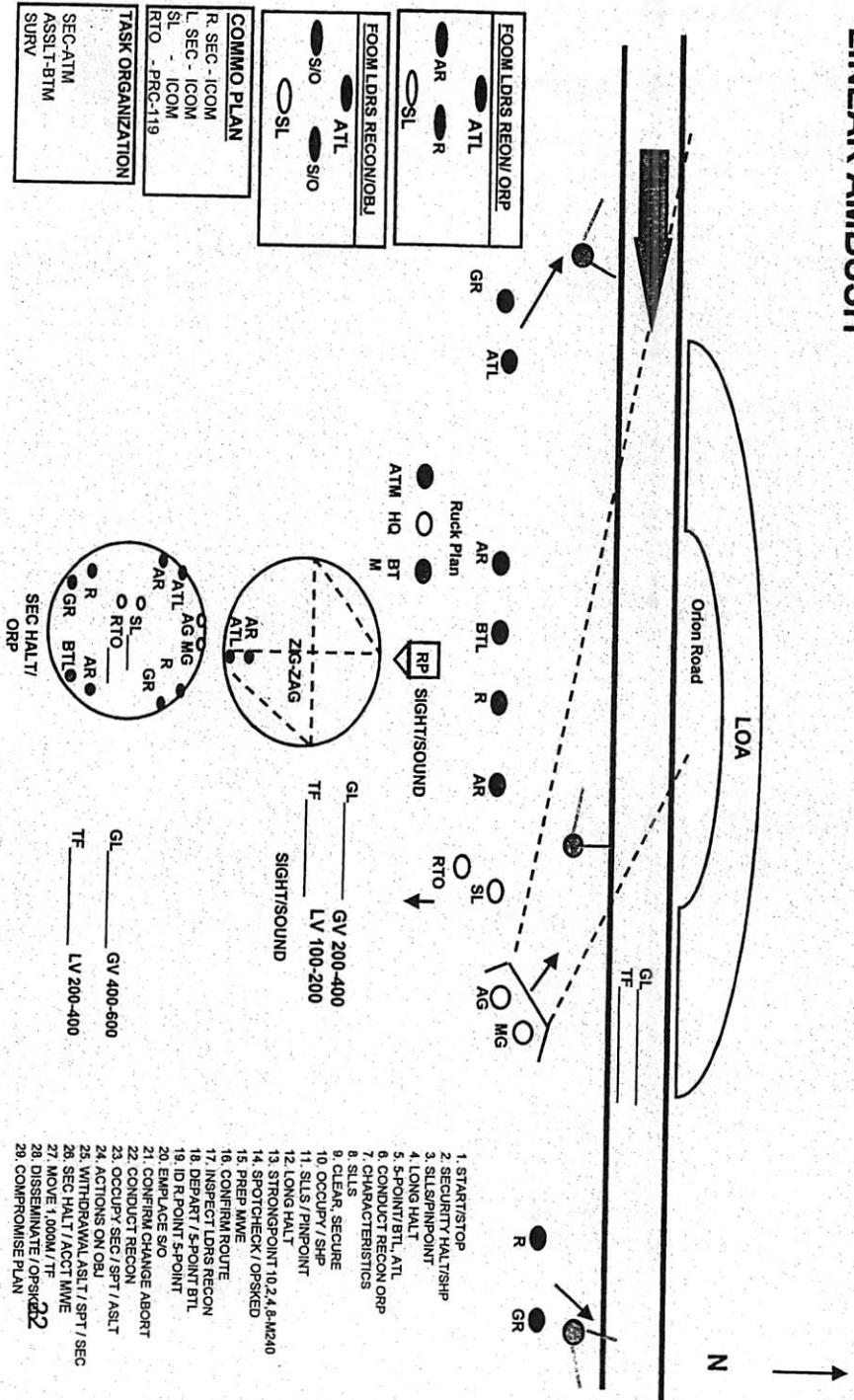
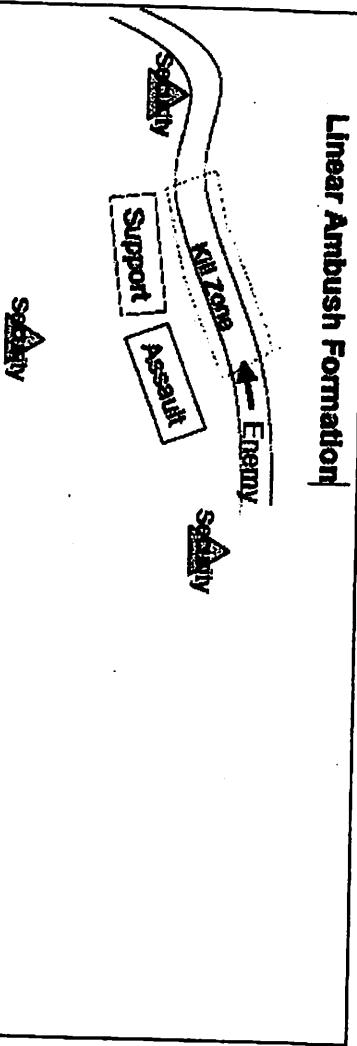
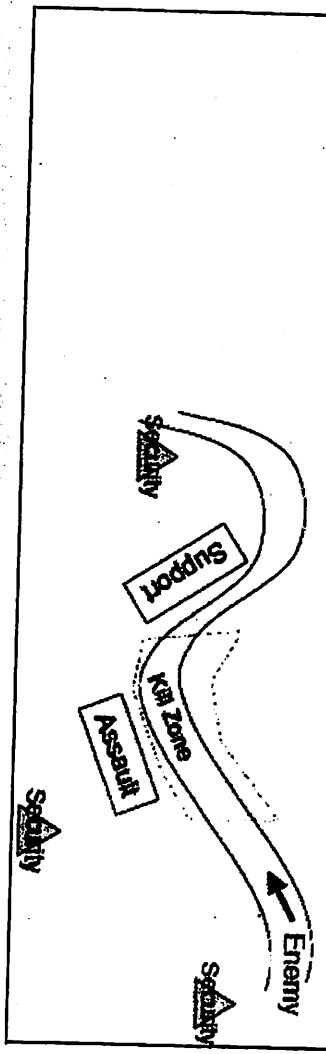


Figure 7-4 Ambush Formations

Linear Ambush Formation



L-Shaped Ambush Formation



RAID

units execute raids in order to isolate the battlefield or company main effort's objective (OBJ). Main efforts execute raids in order to destroy personnel/equipment or recover precious cargo (PC).

(2) PLANNING CONSIDERATIONS.

a. Minimum force requirements.

b. Phases of the operation.

c. Movement to the objective.

d. Isolation of the objective and breach.

e. Secure the foothold.

f. MOUT.

g. Consolidation and Reorganization (C&R).

h. Withdrawal.

i. Task organization and responsibilities.

j. Isolation force:

a) Secures the OPR.

b) Blocks avenues of approach to and from the objective.

c) Positioned first IOT isolates and withdraw last IOT support the infiltration.

d) Assists to destroy or capture enemy equipment or secure PC.

e) Supports itself during the assault or if the support force is ineffective.

f) Plans detailed direct and indirect fire control and distribution.

g) Conducts detailed room clearing in MOUT. Marks forward progress.

h) Executes controlled withdrawal from the objective.

i) Withdrawal:

a) Assault force:

b) Positions assault close to objective or secure PC.

c) Supports itself during the assault or if the support force is ineffective.

d) Plots detailed direct and indirect fire control and distribution.

e) Conducts detailed room clearing in MOUT. Marks forward progress.

f) Executes controlled withdrawal from the objective.

g) Positioned following the isolation forces and before the assault force.

h) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.

i) Controls rates of fire, cyclic, rapid, sustained, or weapon and shot.

j) Synchronizes fires. Shifts/shifts and changes rates of fire on signal.

k) Overwatches C&R and withdraws of the assault and breach forces.

l) Breach force:

a) Positioned following the security and support force.

b) Pinpoints the point(s) of penetration. Attempts to bypass or breach on a flank or near the obstacle's terrain anchor.

c) Prepares and transports breach charges or mechanical breach kit.

d) Establishes local support by fire position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.

e) Obscures breach point and reduces obstacles at point(s) of penetration.

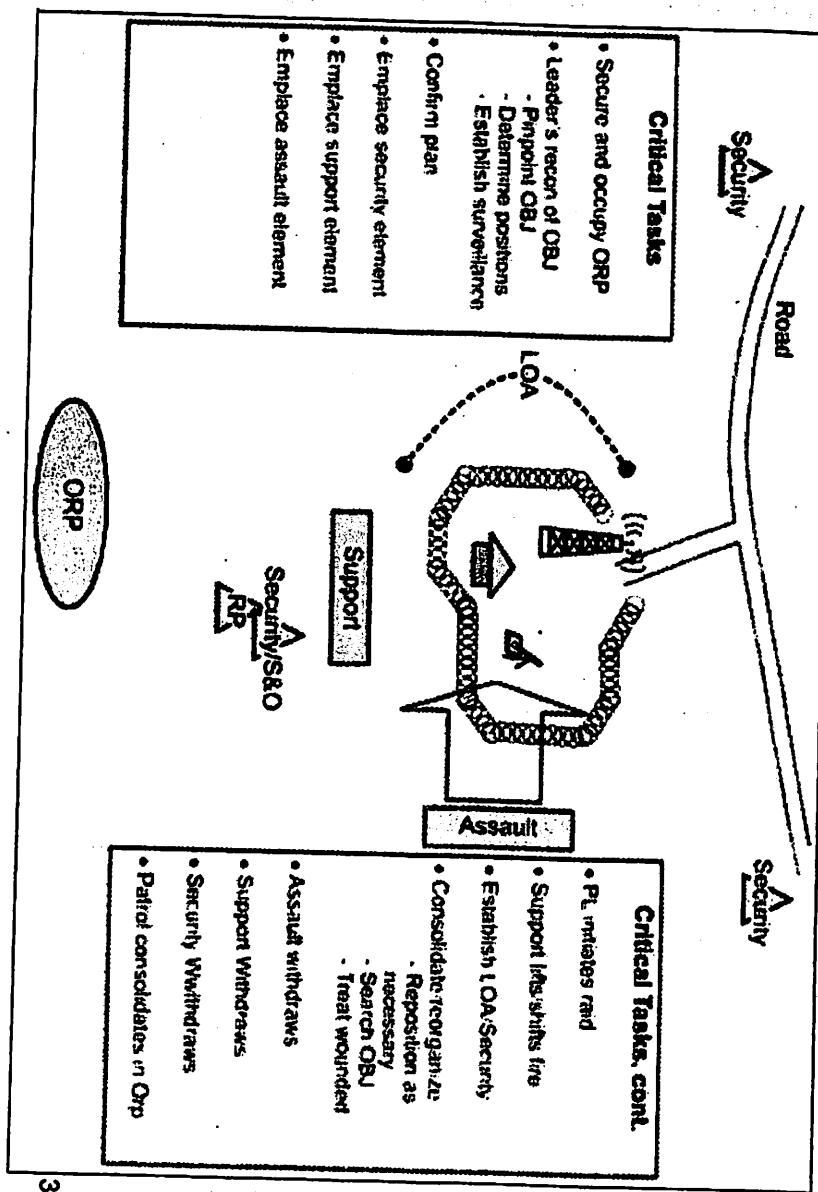
f) Marks penetration and secures a foothold for assault force.

g) Location of leaders/staff/elements (consider decisive/critical events and locations).

- 1) Commander where he can best influence the situation.
- 2) 2IC with support force.
- 3) FSO and FSNO where they can best influence the Indirect fire execution.
- 4) Mess MOS, AT weapon, sniper, and nonlethal effects.
- 5) Medical package (NETT-TC).
- 6) Contingency plans (CONPLANS) if compromised (rapid transition from stealth to violence of action/attack/strike).
- 7) During leaders' reconnaissance.
- 8) During occupation of the objective.
- 9) During occupation or support force.
- 10) Mission abort criteria (consider minimum force requirements).

- 1) Signal plan. Leaders always plan a primary and alternate signal to:
 - 1) Initiate supporting fires.
 - 2) Withdraw.
 - 3) LRU/AT fire.
 - 4) Institute assault.
 - 5) Abort and execute emergency extraction.
 - 6) Warn main effort of approaching threat.
 - 7) Control isolation force.
 - 8) Commit reserve.
- 2) Leader's Reconnaissance. Detailed reconnaissance is critical to mission success. Whenever tactically feasible, a leader's reconnaissance determines or confirms:
 - 1) Avenues of approach to the objective.
 - 2) Support by fire position, assault position, breach point, and isolation positions.
 - 3) Withdrawal routes.
 - 4) Threat and noncombatant situations.
- 3) Other planning considerations:
 - 1) Consider integration of vehicles during the isolation, suppression, assault, and withdrawal from the objective. Dismount before, at, or beyond the point of penetration. Leverage situational awareness (FBCB2 technology, thermal optics, weapons capabilities, and PC transformed/assimilated platforms inherent to the vehicles).
 - 2) Companies maximize the C2 effects that four platoon headquarters provide.
 - 3) Maximize nonlethal effects.
 - 1) Destroy or exit PC as soon as the assault force secures it. If the assault force waits until C&R, it may never happen.
 - 2) Secure only as much of the objective as necessary, for as little duration as necessary beyond the decisive point.
 - 3) Commanders ensure gun-turret line is perpendicular to the direction of attack, and that indirect fire observes echelon fire support effects IAW doctrinal minimum safe distances as the assault gains momentum in depth.

Figure 5-5. ACTIONS ON THE OBJECTIVE - RAID



Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

1. Squads and platoons fight through enemy contact at the lowest possible level.
2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.
3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.
4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.
5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-0 decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order to facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products " in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations

2-166th RTI / PAARNG

Primary Reference: FM 3-21.8 **The Infantry Rifle Platoon and Squad**

Day	Chapter	Assigned Reading	Focus	Areas of Special Interest
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations	Figure 1-14 pp1-38 through pp1-43
—	Ch 2	para 2-57 through 2-119	Employing Fires	pp2-1 through pp2-5 pp2-11 through pp 2-23
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation	pp3-8 through 3-11 pp3-28 – pp3-36 and Table 3-4, Table 3-5
—	Ch 5	para 5-1 through 5-49	C2 and TLP's	Figure 5-4, 5-5, 5-6 & 5-10
—	Ch 6	para 6-8 through 6-34	Sustainment	pp6-3 through pp6-6 *Classes of Supply
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)	Intro to Ops pp7-1 through 7-10
—	Ch 8	para 8-1 through 8-76	Defensive Ops Part I (VI-IX)	Section IV Platoon Attacks Section VI Special Purpose Attacks pp7-14 pp7-26 – pp7-31
—	Ch 9	para 9-1 through 9-128	Patrolling (I-II) pp9-1 through pp9-3	Introduction Section V Occupation & Prep Defensive Techniques pp8-2 through pp8-6 pp8-19 through pp8-23 pp8-24 through 8-31
—		para 9-129 through 9-216	Patrolling (III-VII)	Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols pp9-6, para 9-42 pp9-7 through pp9-13 pp9-20, Table 9-1 pp9-22 through pp9-25
—	Appendix A	Machine Gun Employment	Introduction	ppA-1 through ppA-8
—	Appendix C	Fires Planning	Introduction	ppC-1 through ppC-3

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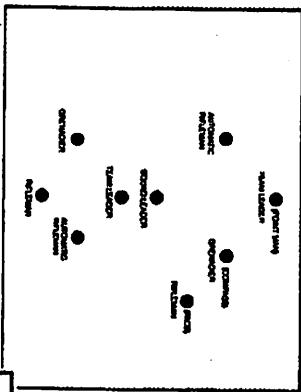
Patrolling Reference Packet (EXTRACT)

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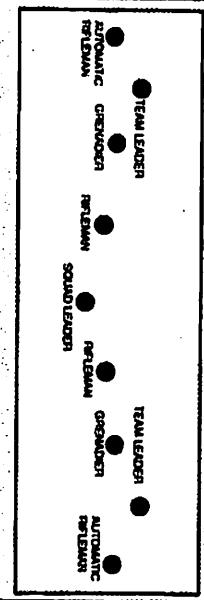
Patrolling:

Movement and Maneuver

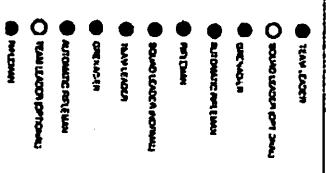
SQUAD COLUMN



SQUAD LINE



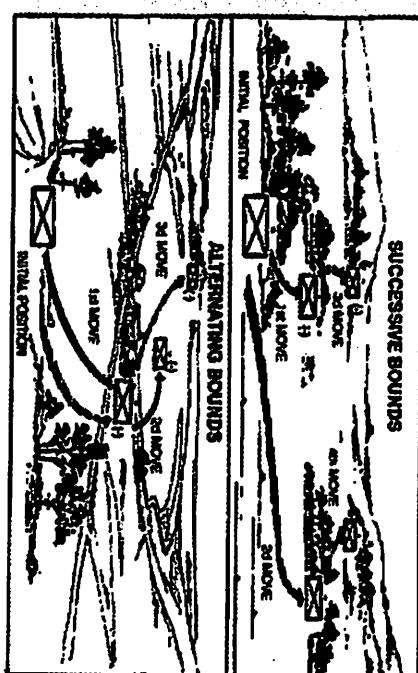
SQUAD FILE



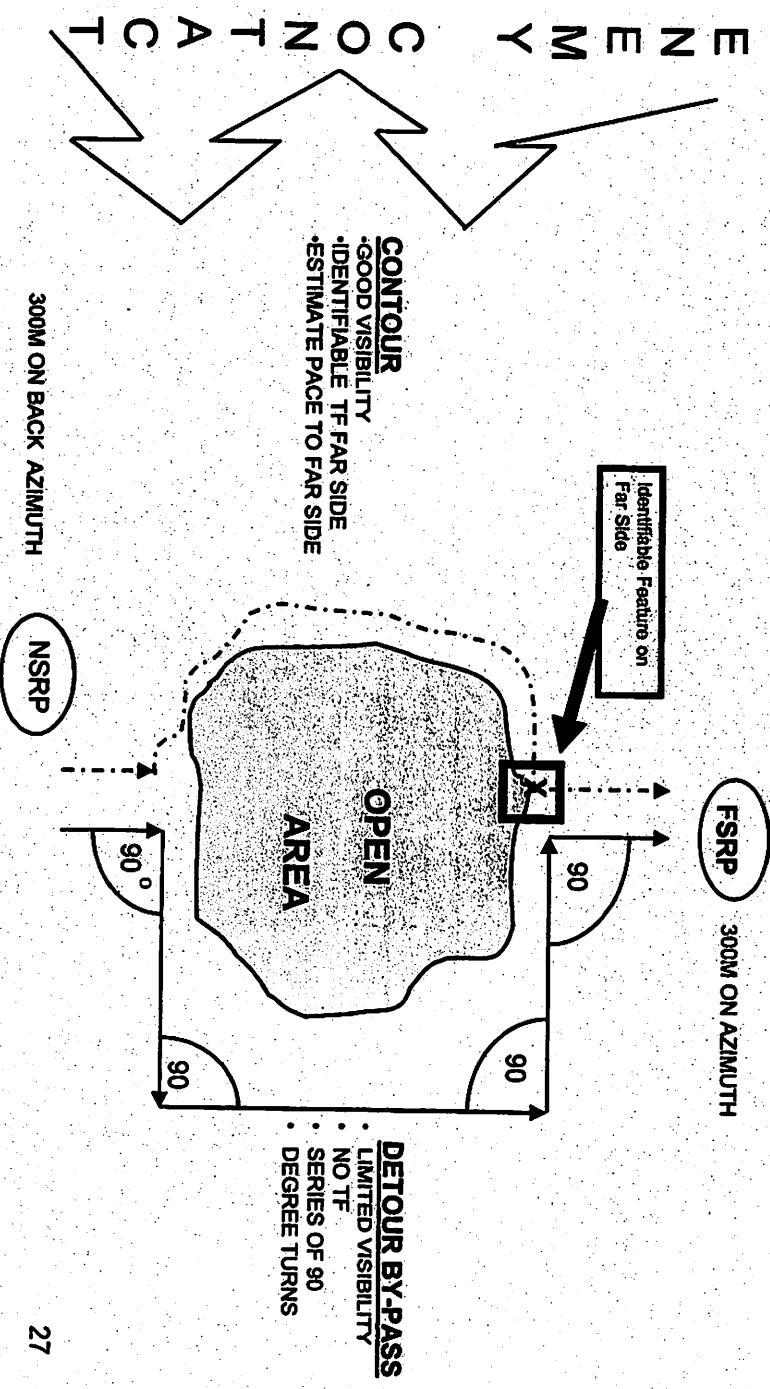
MOVEMENT FORMATION	WHEN IN MOTION AT SLOW SPEED	USUALLY USED	CHARACTERISTICS	RESTRICTIONS
SQUAD COLUMN	SQUAD PRIMARY FORMATION	GOOD	FLEXIBILITY	SECURITY
WHEN NARROW FIELD OF FIRE POWER IS REQUIRED TO THE FRONT	NOT AS GOOD AS SQUAD COLUMN	GOOD MANEUVER CAPABILITY BOTH FIRE TEAMS COMMITTED	ALWAYS LARGE NUMBER OF MEN TO THE FRONT LIMITED VOLUME OF FIRE DUE TO IN DEPTH MANEUVER LIMITATION AND DEPTH.	ALL ROUND VOLUME OF FIRE TO THE FRONT TO THE FRONT
CLOSE TERRAIN, RELEVATION, LIMITED VISIBILITY CONDITIONS	EASIER	MOST OFFICIAL FORMATION FROM WHICH TO MANEUVER	ALWAYS BARRIERS IMMEDIATE PRE TO THE FRONT THE FRONT TO THE REAR	GOOD TO THE FRONT LITTLE TO THE REAR AND FEARS
	LEAST	ALWAYS IMMEDIATE PRE TO THE FRONT MASS MOST SOME TO THE REAR		

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS				SECURITY
		CONTROL	DISPERSION	SPEED		
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST	
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE	
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST	

Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

FARSIDE

300M ON AZIMUTH

FSRP

FARSIDE RALLY POINT INFO FOR
A KNOWN DANGER AREA

GL

TF

DIR

DIS

A Tm

GL
TF

1. DESIGNATE NEAR & FAR SIDE RALLY POINTS

2. SECURE NEAR SIDE & EMPLACÉ FLANK SECURITY

3. CLEAR FAR SIDE

4. CONTINUE UNIT CROSSING

5. RETRIEVE NEAR SIDE SECURITY & COMPLETE

6. ACCOUNTABILITY/HEADCOUNT

NEAR SIDE RP INFO FOR A
KNOWN DANGER AREA

NEAR SIDE

300M ON BACK AZIMUTH

NSRP

GL

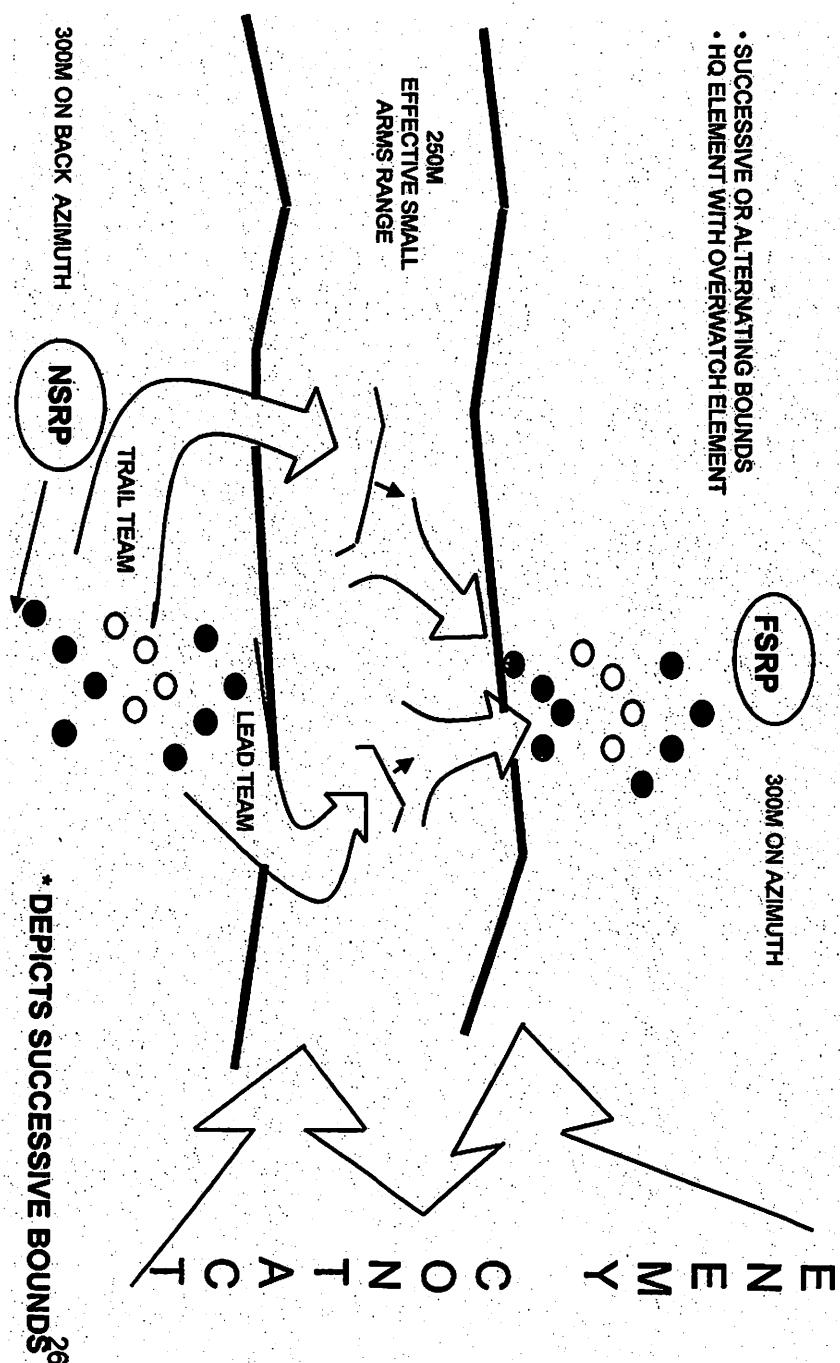
TF

DIR

DIS

LARGE OPEN DANGER AREA

- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT



REACT TO CONTACT

BATTLE DRILL 1

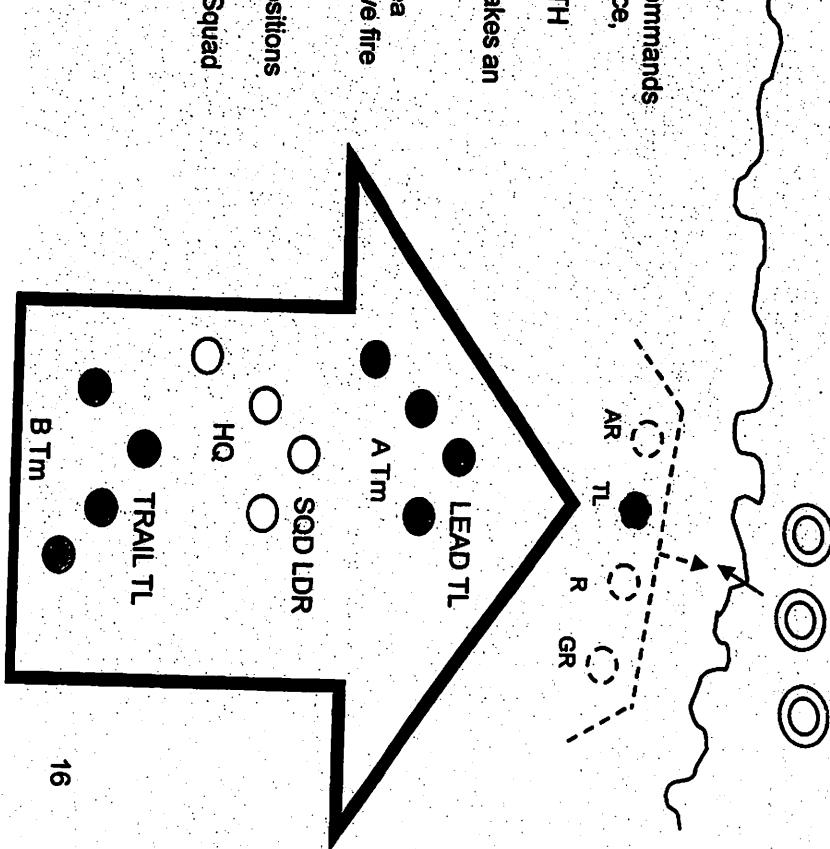
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TMLDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC)
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation

FACTORS OF HIS ASSESSMENT:

- Can Squad move out of engagement area
- Can Squad gain and maintain suppressive fire
- Location of enemy
- Size of enemy force
- Vulnerable Flanks of Enemy/ Friendly Positions
- Covered/ Concealed Flanking Routes

• SQD LDR Determines COA (Break Contact, Squad Attack, ETC.)

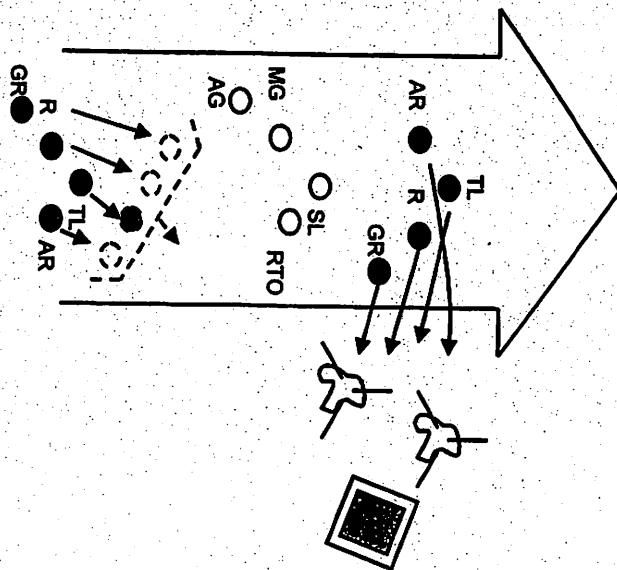
• REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

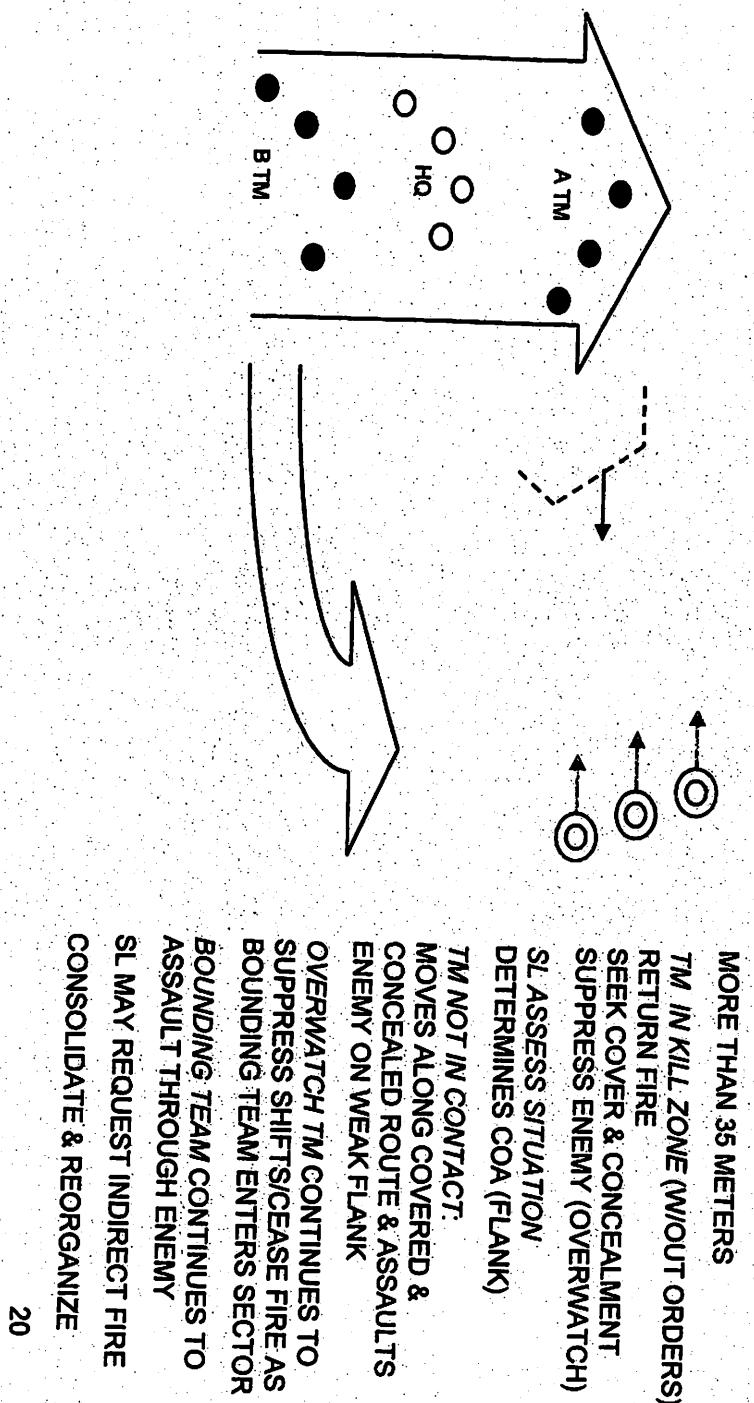
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
 - THROW CONCUSSION, FRAG, OR SMOKE GRENADES
 - AFTER EXPLOSION OF GRENADES, ASSAULT
 - THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



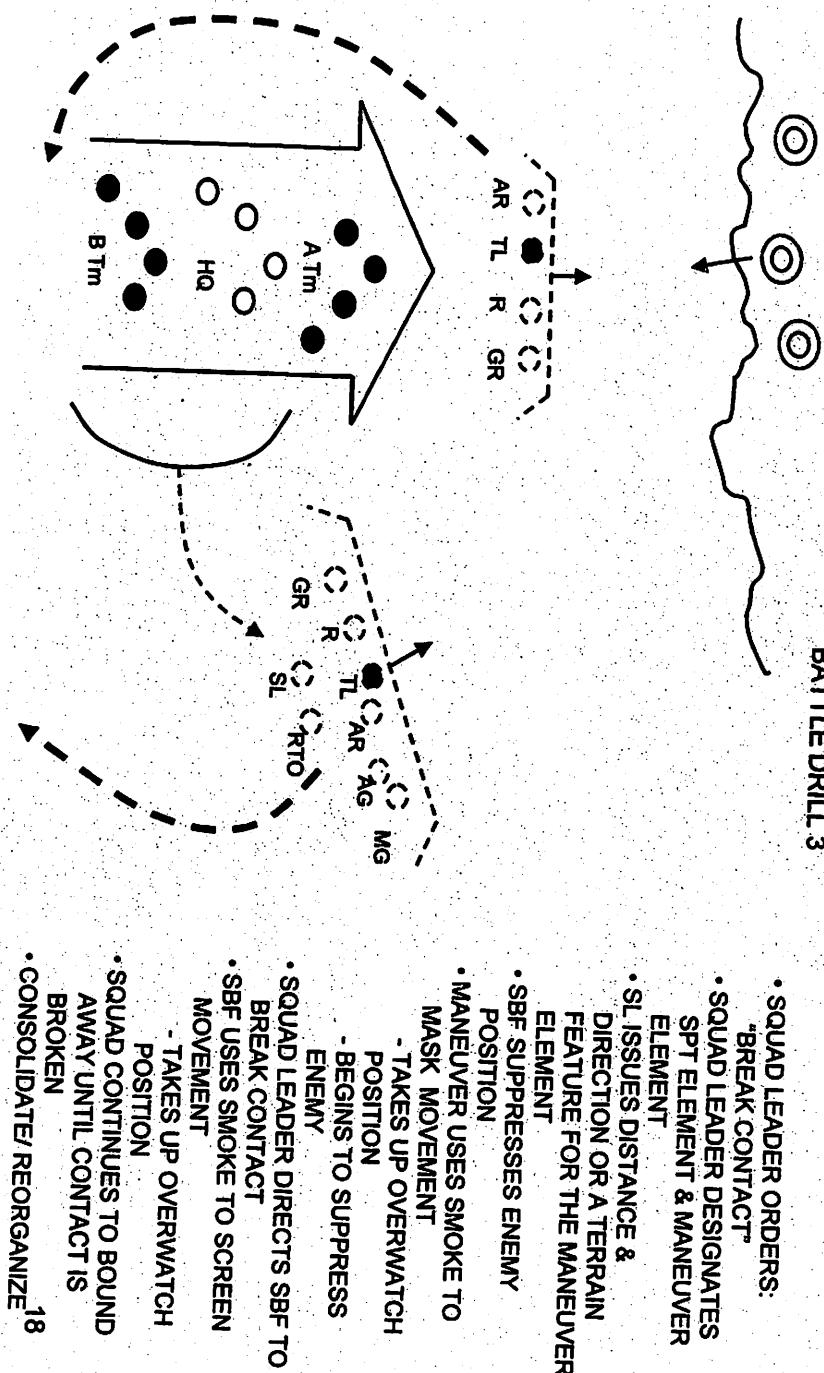
REACT TO A FAR AMBUSH

BATTLE DRILL 4-B



BREAK CONTACT

BATTLE DRILL 3



- SQUAD LEADER ORDERS:

- "BREAK CONTACT"

- SQUAD LEADER DESIGNATES SPT ELEMENT & MANEUVER ELEMENT

- SL ISSUES DISTANCE & DIRECTION OR A TERRAIN FEATURE FOR THE MANEUVER ELEMENT

- SBF SUPPRESSES ENEMY POSITION

- MANEUVER USES SMOKE TO MASK MOVEMENT
 - TAKES UP OVERWATCH POSITION
 - BEGINS TO SUPPRESS ENEMY

- SQUAD LEADER DIRECTS SBF TO BREAK CONTACT

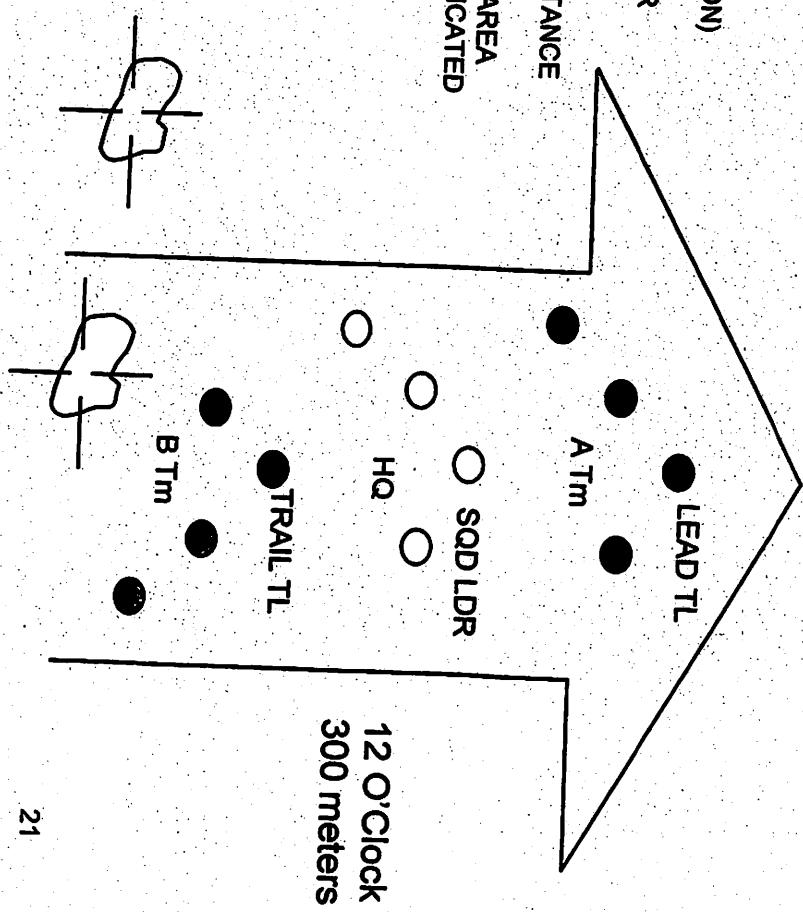
- SBF USES SMOKE TO SCREEN MOVEMENT
 - TAKES UP OVERWATCH POSITION

- SQUAD CONTINUES TO Bound AWAY UNTIL CONTACT IS BROKEN

- CONSOLIDATE/ REORGANIZE¹⁸

REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling:
Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance. You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

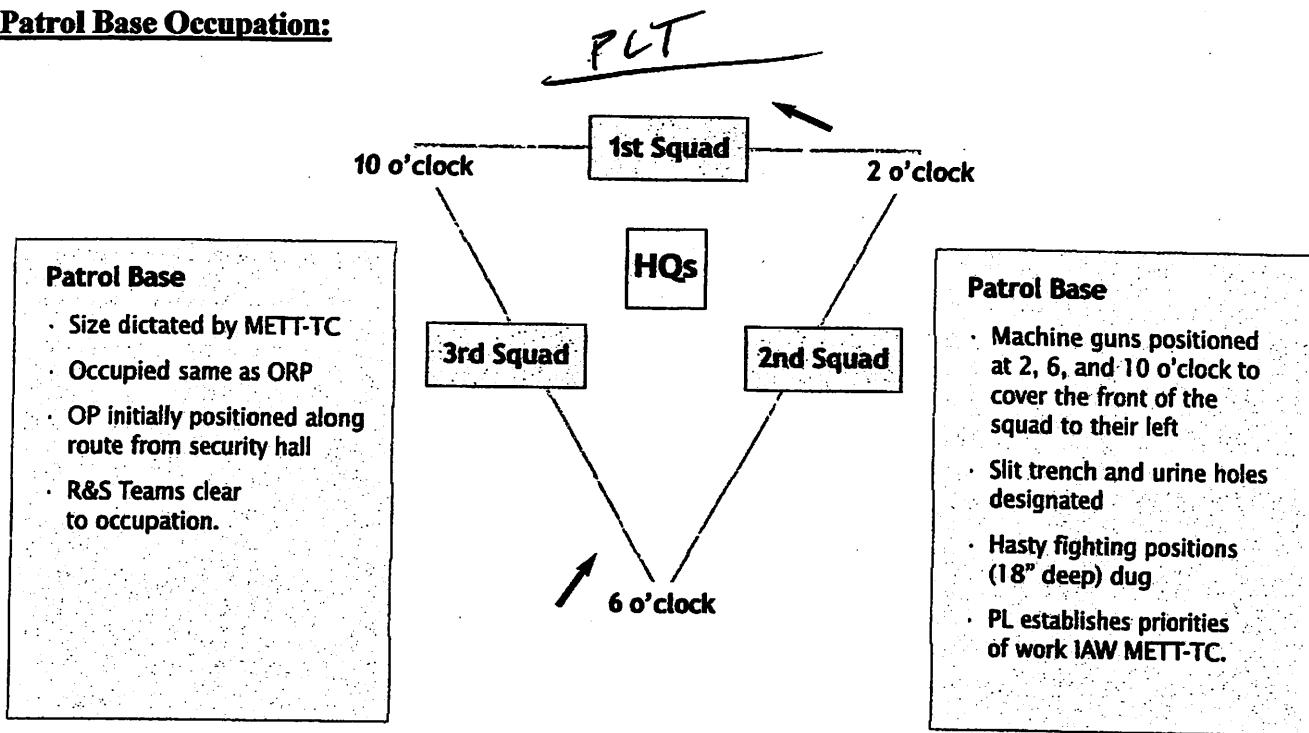
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a "laundry list" of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

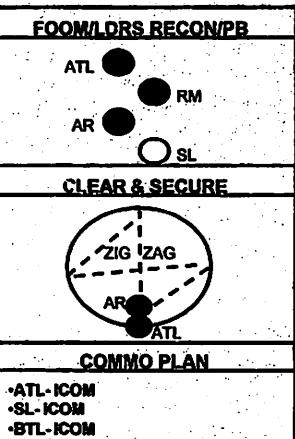
Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.



BLACK

GL _____
TF _____
DIR _____
DIST _____

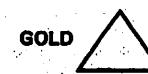
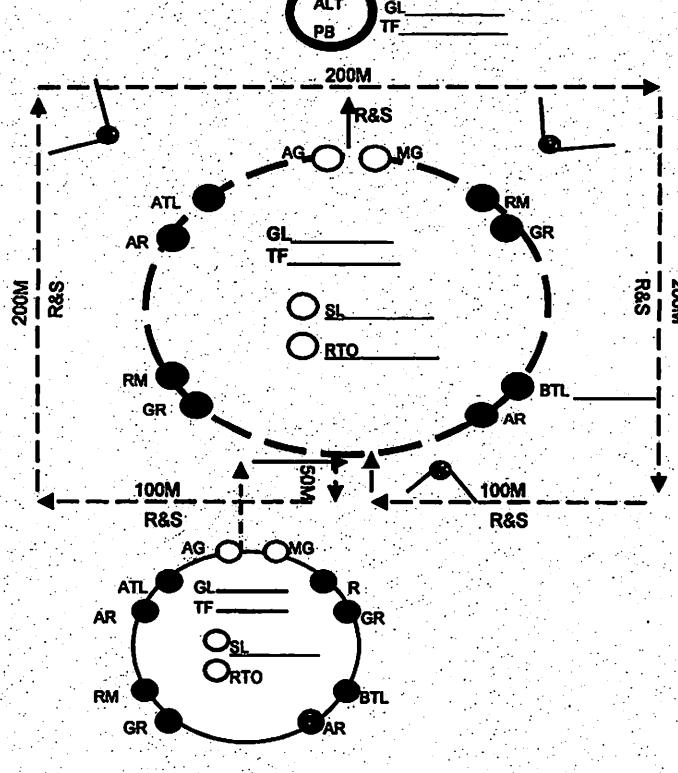


CHARACTERISTICS OF ORP

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT FROM GROUND & AIR
- NEAR WATER SOURCE

5.59(RHB)

SQUAD PATROL BASE



GL _____
TF _____
DIR _____
DIS _____

N

OCCUPATION PLAN

- SECURITY HALT
- SLLS/PINPOINT
- LNG HLT/STNG PNT
- PREP PB CLR TM
- 2-5 PT-BTL/PB CLR TM
- CONDUCT RECON OF PB
- CHARACTERISTICS
- SLLS/CLEAR & SECURE
- OCCUPY PB-SHP/SLLS
- PINPOINT-LNG HLT
- STNG PNT 10,2,4,6, MG
- SPOT CHECK
- 5 PT R&S - GVL/V
- OPSKED

SECURITY PLAN

- SECTOR SKETCH
- ALERT PLAN
- WITHDRAWAL PLAN (BLACK & GOLD)
- EVACUATION PLAN
- ALTPB
- PATROL BASE ACTIVITIES

PRIORITIES OF WORK

- WPNS/NODS/COMMO (50% SEC)
- CHANGE T-SHIRTS/SOCKS/SHAVE/CAMMO
- SLIT TRENCH(50% SEC)
- CHOW
- 50% SEC
- REST
- (50-33% SEC)

1.1

FIELD PLANNING

- TLPs
- TACTICAL RESUPPLY

SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

BLACK
ALT / \ PB
 $\angle \leq \Rightarrow \Delta$

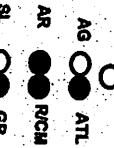
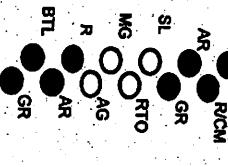
GL
TF
DIR
DIST

GOLD
ALT PB

GL
TF
DIR
DIST

N ↑

FOOM (MODIFIED WEDGE)

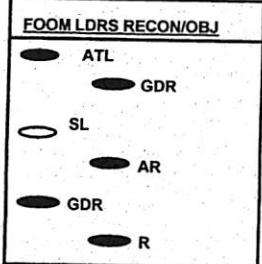
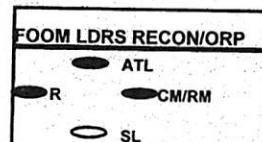


OCCUPATION PLAN

- EASILY DEFENDABLE
 - AWAY FROM NATURAL LINES OF DRAFT
 - AWAY FROM AVENUES OF APPROACH
 - PROVIDES NO TACTICAL VALUE TO ENEMY
 - PROVIDES COVER & CONCEALMENT GROUND & AIR
 - NEAR A WATER SOURCE
- CHARACTERISTICS**
- CHARACTERISTICS
 - SECURITY HALT
 - SLLS
 - PIN POINT
 - LONG HALT/STRONG POINT
 - 10, 2, 4, 8
 - SPOT CHECK
 - PREP M, W, & E
 - SPOT CHECK
 - CONFIRM ROUTE & DISTANCE
 - SHIP/ MOVE
 - OCCUPY/ SLLS
 - SPOT CHECK/ PIN POINT/ OPSKED
 - PRIORITIES: ALT PB (B & G), EVAC, ALERT
 - REST PLAN (25%)
 - STAND TOO
 - CONFIRM ROUTE
 - MOVE TO PB
 - PB PRIORITIES

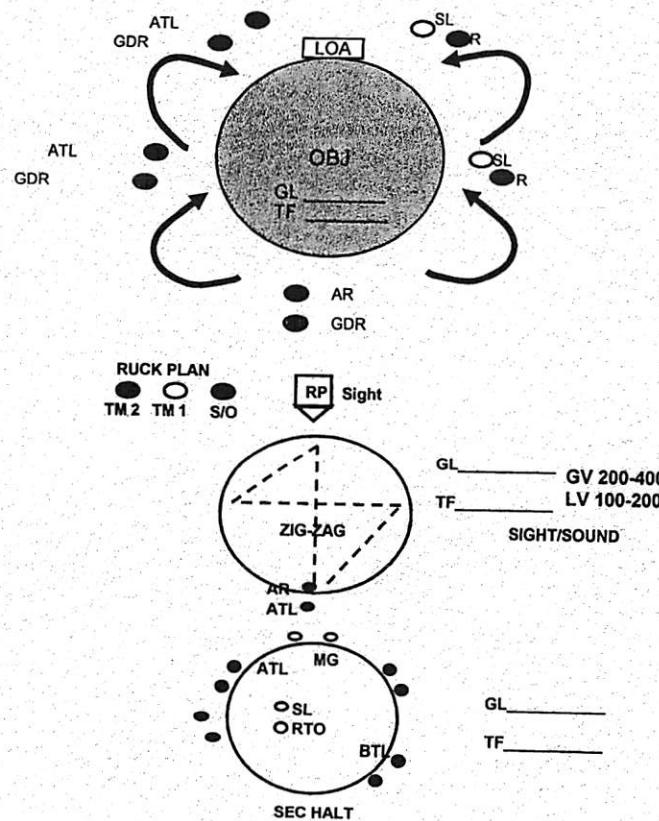
Patrolling: Recon and Common Offense

AREA RECON



COMMO PLAN
R&S 1 (SL)- ICOM
R&S 2 (ATL) - ICOM
ORP SEC (BTL) - ICOM
RTO - PRC-119

TASK ORGANIZATION
R&S1-SL/R(BTM)
R&S2-ATL/R(ATM)
S&O-AR/GDR(ATM)
ORP-SEC BTM/MG TM



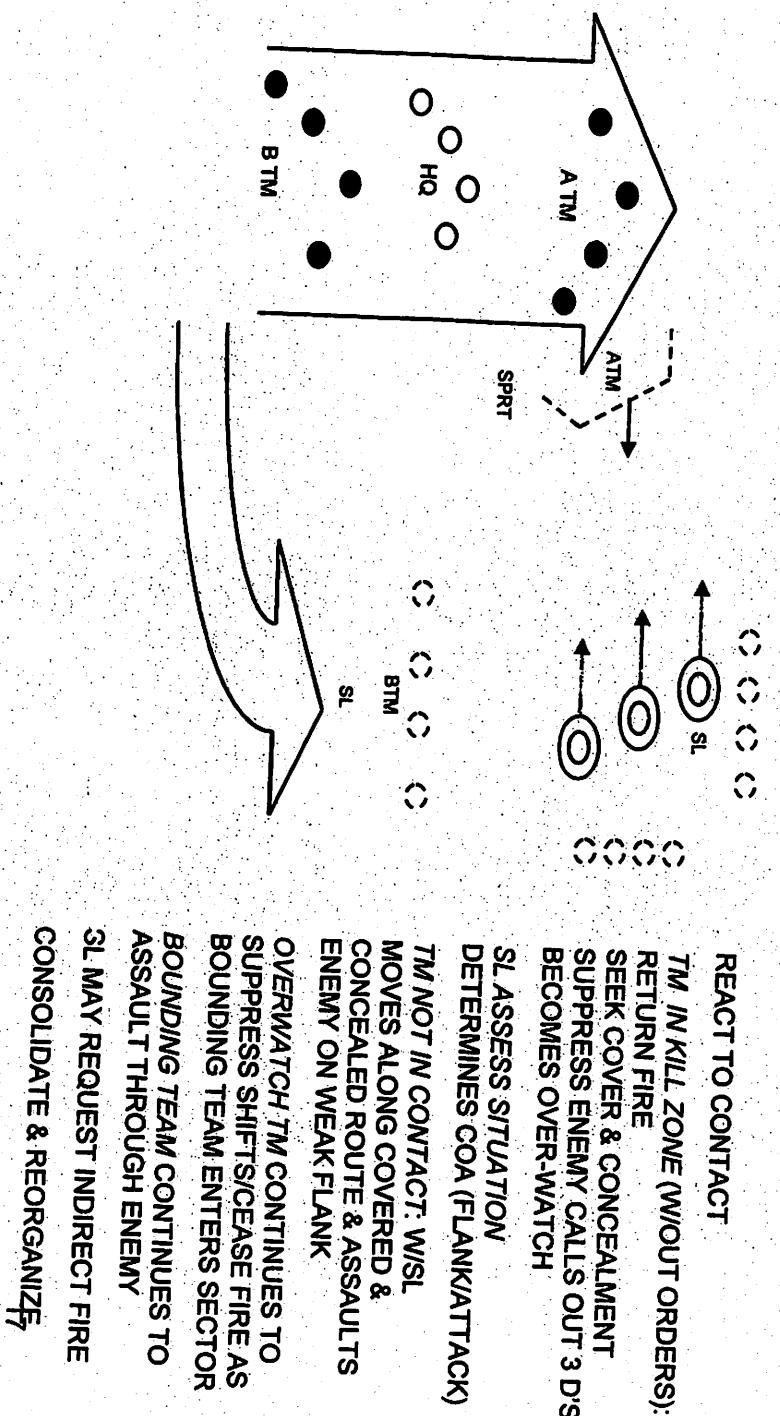
1. START/STOP
2. SECURITY HALT
3. SLLS/PINPOINT
4. LONG HALT/SPOTCHECK
5. 5-POINT/BTL, ATL
6. CONDUCT RECON ORP
7. CHARACTERISTICS
8. SLLS
9. CLEAR, SECURE, 5-POINT
10. SHP/OCCUPY
11. SLLS/PINPOINT
12. LONG HALT
13. STRONGPOINT 10,2,4,8, MG
14. SPOTCHECK/OPSKED
15. PREP MWE/RECON
16. CONFIRM ROUTE
17. INSPECT RECON TM
18. DEPART 5-POINT BTL, ATL, S/O
19. I.D. RP / SLLS
20. PINPOINT OBJ
21. CNFRM, CHNG, ABRT
22. EMPLACE S/O 5 PT / TAP
23. AOO/CONDUCT RECON
24. CONFIRM PIR AT RP
25. WITHDRAWAL/EXTRACT S/O
26. SALUTE/DISSEMINATE
27. SPOTCHECK/OPSKED
28. COMPROMISE PLAN

CHARACTERISTICS / ORP

EASILY DEFENDABLE
AWAY FROM NATURAL LINES OF DRIFT
AWAY FROM HIGH AVES OF APRCH
PROVIDES NO VALUE TO ENEMY
PROVIDES COVER/ CONCEALMENT
GROUND / AIR

SQUAD ATTACK

BATTLE DRILL 1 - A



MOVEMENT TO CONTACT

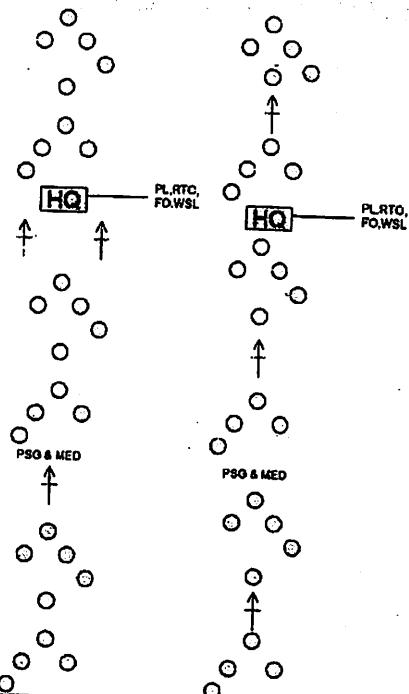
MEETING ENGAGEMENT

Movement Formations:

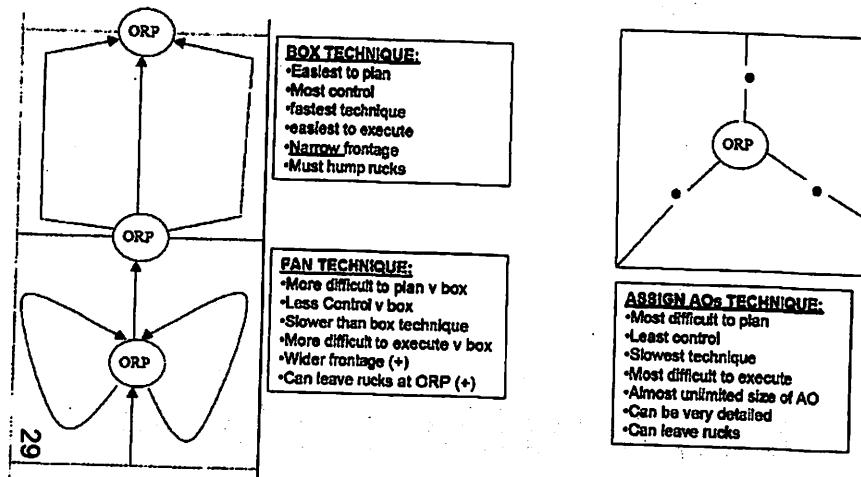
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

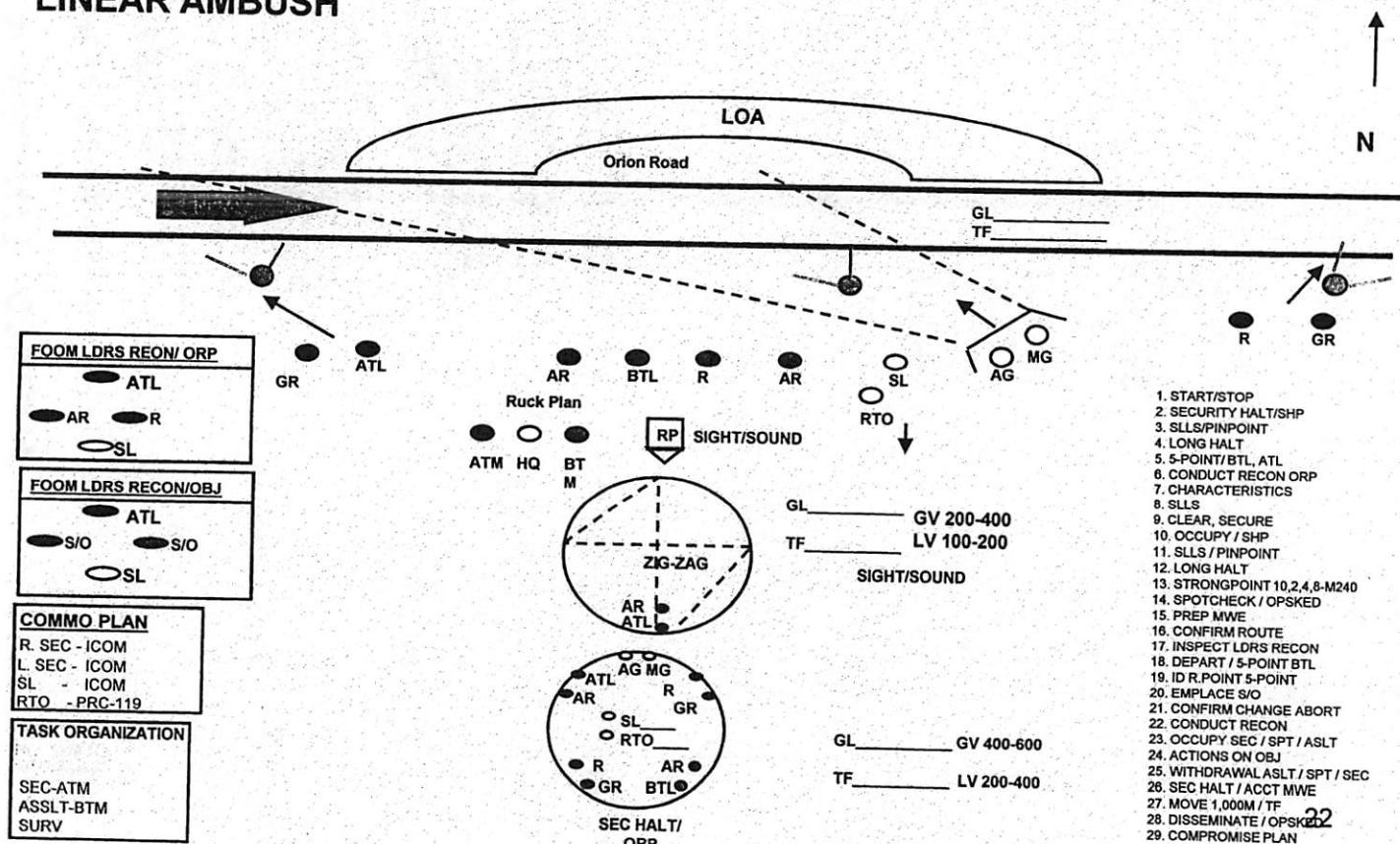
- Travelling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good if enemy contact not likely.
- Travelling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK

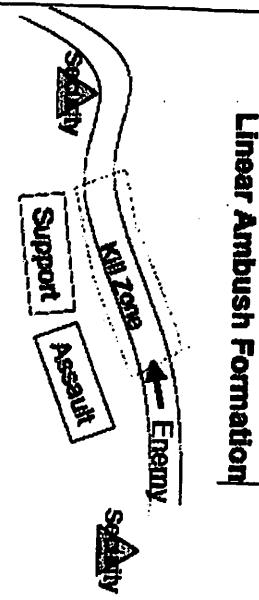


LINEAR AMBUSH

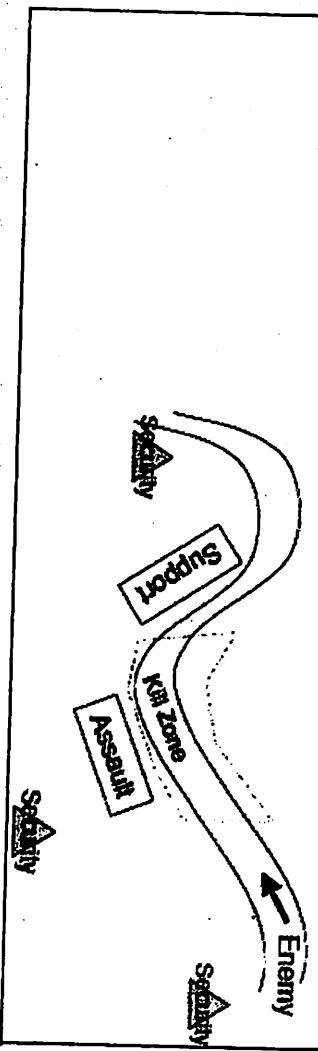


RIGHT-angled Ambush Formations

Linear Ambush Formation



L-Shaped Ambush Formation



RAID

Raids are limited objective attacks with a planned withdrawal. Supporting effort efforts execute raids in order to isolate the battlefield/convey main effort's objective (OBJ). Main

(2) PLANNING CONSIDERATIONS.

a. Minimum force requirements.

b. Phases of the operation.

i. Movement to the objective.

ii. Isolation of the objective and breach.

iii. Secure the position.

iv. Exploit the penetration and clear the OBJ (detailed room clearing).

v. Consolidation and Reorganization (CAR).

c. Task organization and responsibilities.

i. Isolation force:

(a) Secures the OPR.

(b) Blocks avenues of approach to and from the objective.

(c) Positioned first IOT (isolate and withdraw last IOT support the extraction).

(d) Assault force:

(a) Positions assault close to or contiguous enemy equipment or secure PC.

(b) Supports itself during the assault or if the support force is ineffective.

(c) Plans detailed direct and indirect fire control and distribution.

(d) Executes controlled withdrawal from the objective.

(e) Positioned following the isolation force and before the assault force.

(f) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.

(g) Controls rates of fire; cyclic, rapid, sustained, or watch and shoot.

(h) Syncronizes fires. Shifts fire and changes rates of fire on signal.

(i) Overwatches C&R and withdrawal of the assault and breach forces.

(j) Positioned following the security and support force.

(k) Pinpoints the point(s) of penetration. Attempts to bypass or breach on a flank or

near the obstacle's terrain anchor.

(l) Prepares and transports breach charges or mechanical breach kit.

(m) Establishes local support by fire position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.

(n) Obscures breach point and reduces obstacles at point(s) of penetration.

(o) Marks penetration and secures a foothold for assault force.

(p) Location of readouts/elements (consider decisive/critical events and locations).

- i. Commander where he can best influence the situation.
- ii. ZTC with support forces.
- iii. FSO and FSNO where they can best influence the Indirect fire execution.
- iv. Mass HOS, AT weapon, sniper, and nonlethal effects.
- v. Medical package (NETT-TC).
- vi. Contingency plans (CONPLANS) if compromised (rapid transition from stealth to violence of action/lock effect).

7. Signal plan. Leaders always plan a primary and alternate signal to:

i. Initiate supporting fires.

ii. Withdraw.

iii. LRRH fires.

iv. Initiate assault.

v. Abort and execute emergency extraction.

vi. Warn main effort of approaching threat.

vii. Control Isolation force.

viii. Commit reserve.

8. Leader's Reconnaissance. Detailed reconnaissance is critical to mission success. Whenever tactically feasible, a leader's reconnaissance determines or confirms:

i. Avenue of approach to the objective.

ii. Support by fire position, assault position, breach point, and isolation positions.

iii. Withdrawal routes.

iv. Threat and noncombatant situations.

v. Other planning considerations.

(i) Consider incorporation of vehicles during the isolation, suppression, assault, and situational awareness (FBCB2) technology, thermal optics, weapons capabilities, and PC transformed/casevac platforms inherent to the vehicles.

(ii) Compares maximize the C2 effects that four platoon headquarters provide.

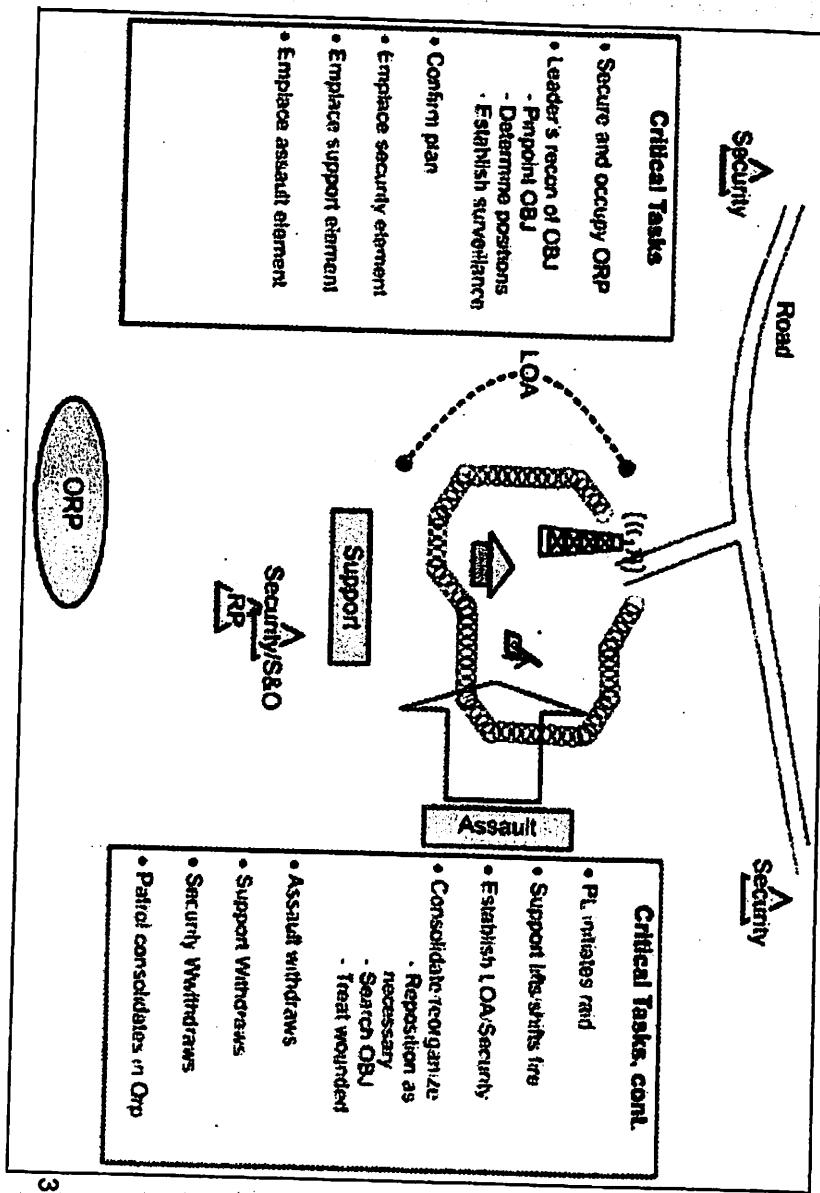
(iii) Maximizes nonlethal effects.

(iv) Destroy or seal PC as soon as the assault force secures it. If the assault force waits until CAR, it may never happen.

(v) Secures as much of the objective as necessary, for as little duration as necessary beyond the decisive point.

(vi) Commanders ensure gun-target line is perpendicular to the direction of attack, and that indirect fire observes elevation gun-target line is perpendicular to the direction of attack, and the assault gains momentum in depth.

Figure 5-6. ACTIONS ON THE OBJECTIVE - RAID



Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

- 1. Squads and platoons fight through enemy contact at the lowest possible level.**
- 2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.**
- 3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.**
- 4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.**
- 5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.**

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-O decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products" in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations
2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8 The Infantry Rifle Platoon and Squad			
Day	Chapter	Assigned Reading	Focus	Areas of Special Interest
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations	Figure 1-14 pp1-38 through pp1-43
—	Ch 2	para 2-57 through 2-119	Employing Fires	pp2-1 through pp2-5 pp2-11 through pp 2-23
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation	pp3-8 through 3-11 pp3-28 – pp3-36 and Table 3-4, Table 3-5
—	Ch 5	para 5-1 through 5-49	C2 and TLP's	Figure 5-4, 5-5, 5-6 & 5-10
—	Ch 6	para 6-8 through 6-34	Sustainment	pp6-3 through pp6-6 *Classes of Supply
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)	Intro to Ops
—	Ch 8	para 7-117 through 7-238	Offensive Ops Part II (VI-IX)	Section IV Platoon Attacks Section VI Special Purpose Attacks
—	Ch 8	para 8-1 through 8-76	Defensive Ops Part I	Section V Occupation & Prep Defensive Techniques
—	Ch 9	para 8-77 through 8-199	Defensive Ops Part II	pp7-1 through 7-10 pp7-14 pp7-26 – pp7-6
—	Ch 9	para 9-1 through 9-128	Patrolling (I-II)	pp8-2 through pp8-6 pp8-19 through pp8-23 pp8-24 through 8-31
—		para 9-129 through 9-216	Patrolling (III-VIII)	pp9-1 through pp9-3 Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols
—	Appendix A	Machine Gun Employment	Introduction	pp9-6, para 9-42 pp9-7 through pp9-13 pp9-20, Table 9-1 pp9-22 through pp9-25
—	Appendix C	Fires Planning	Introduction	ppA-1 through ppA-8 ppC-1 through ppC-3

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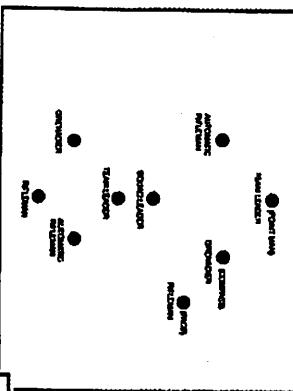
**Patrolling Reference Packet
(EXTRACT)**

JUNE 2015

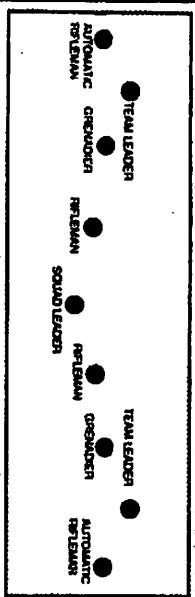
Patrolling:

Movement and Maneuver

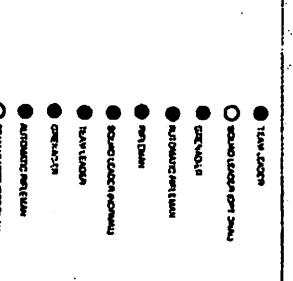
SQUAD COLUMN



SQUAD LINE



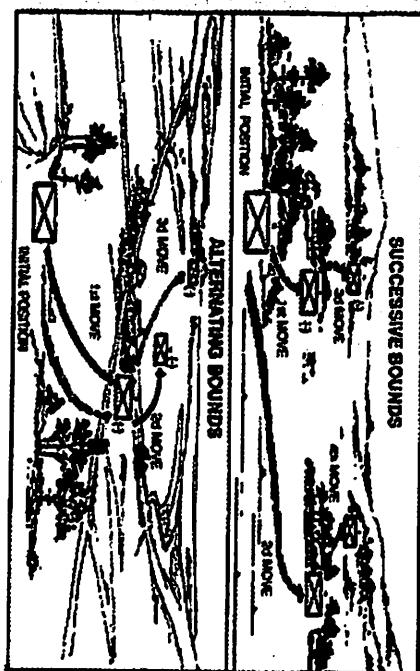
SQUAD FILE



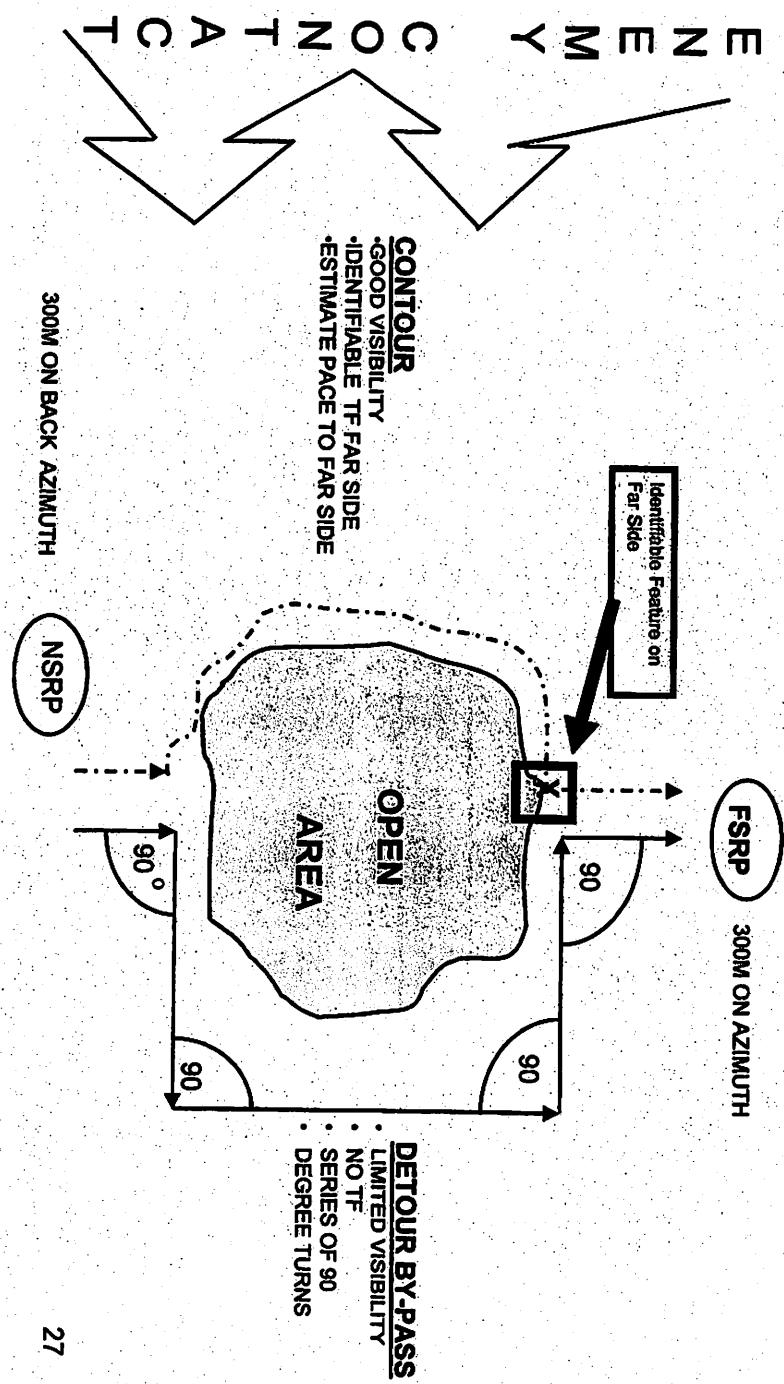
MOVEMENT FORMATION	WHEN NORMALLY USED	CHARACTERISTICS		
		CONTROL	FLexIBILITY	FIRE CAPABILITY/RESTRICTIONS
SQUAD COLUMN	SQUAD PRIMARY FORMATION.	GOOD	ROUTINATED MANEUVER. GOOD DISPERSION LATENTLY	ALLOW LARGE VOLUME OF FIRE TO THE FLANK— LIMITED VOLUME TO THE FRONT.
SQUAD LINE	WHICH HARMS POSS POSSIBLY REACHES TO THE FRONT	GOOD	AD DEPTH. LIMITED MANEUVER CAPABILITY	ALLOW BROAD MANEUVER PRE TO THE FRONT
SQUAD FIRE	CLOSE TERRAIN, WEATHER, LIMITED VISIBILITY CONDITIONS.	EASIER	MOST DIFFICULT FORMATION FROM WHICH TO WHICH TO MANEUVER	GOOD TO THE FRONT, UTILE TO THE FLANKS AND REAR

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS				SECURITY
		CONTROL	DISPERSION	SPEED		
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST	
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE	
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST	

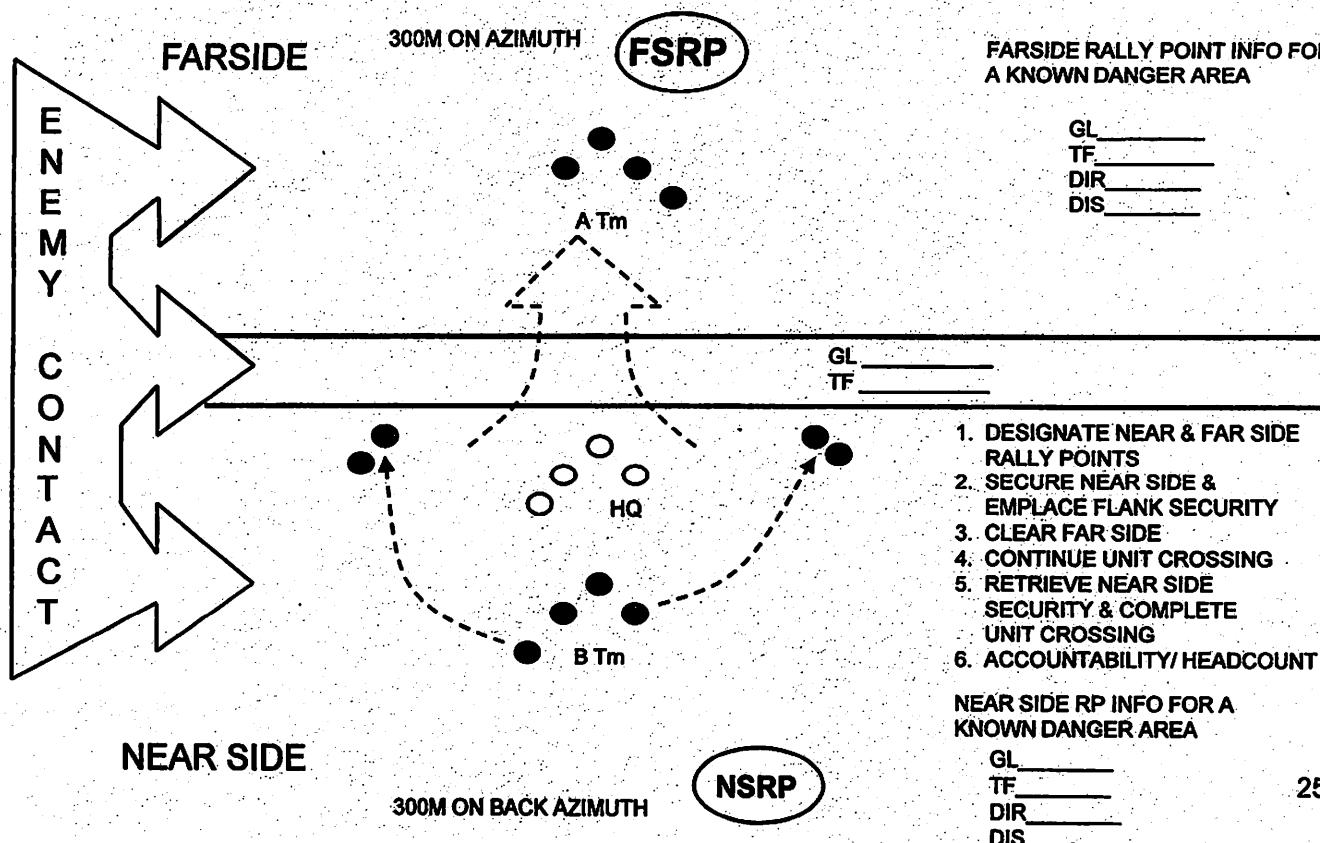
Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

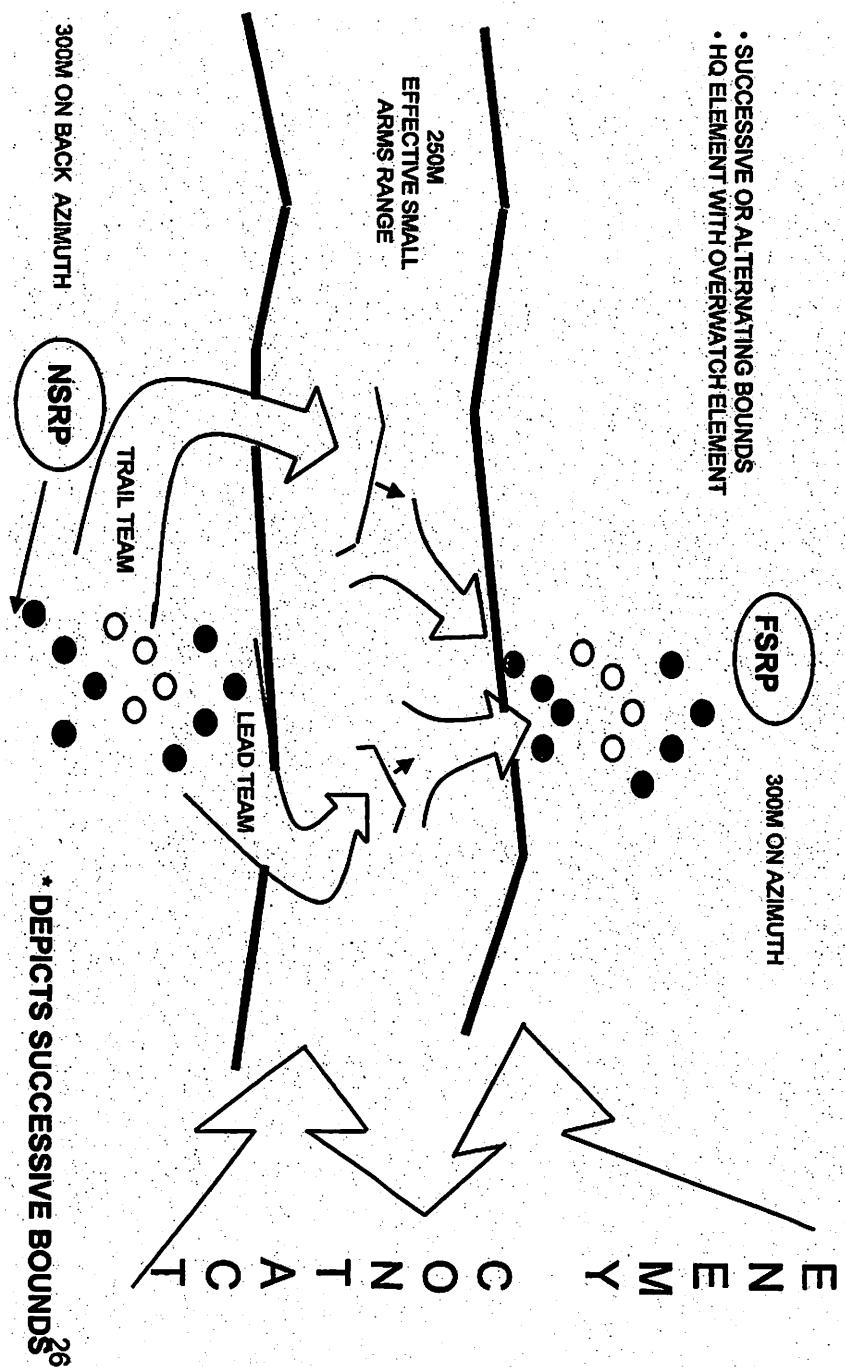


LARGE OPEN DANGER AREA

- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT

FSRP

300M ON AZIMUTH



REACT TO CONTACT

BATTLE DRILL 1

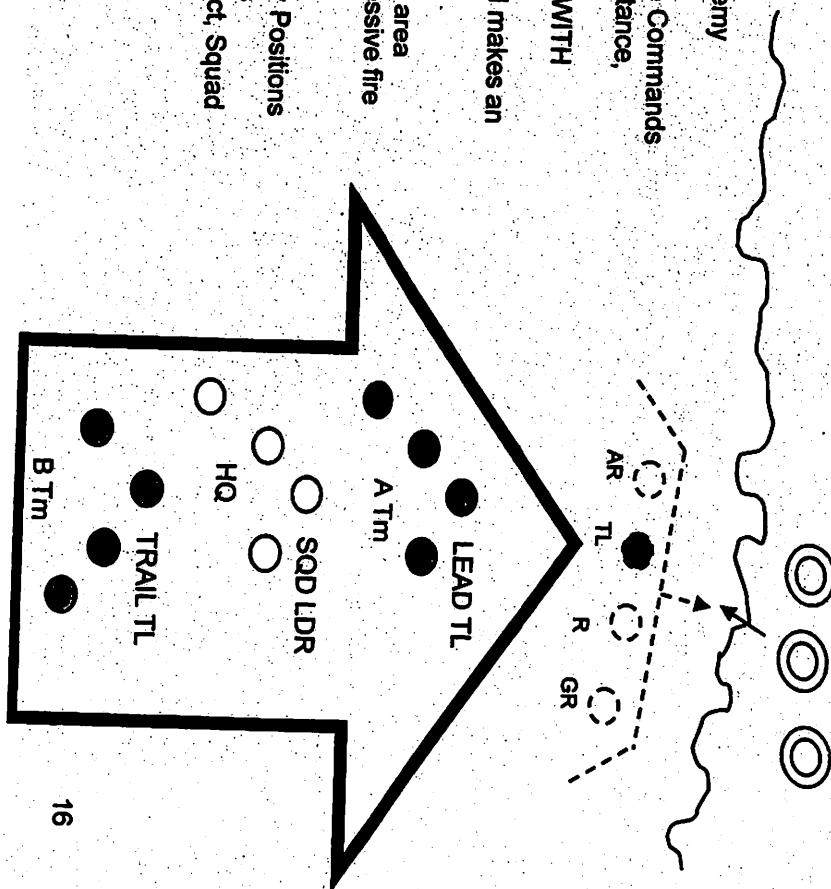
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TM LDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC).
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation.

FACTORS OF HIS ASSESSMENT:

- Can Squad move out of engagement area
- Can Squad gain and maintain suppressive fire
- Location of enemy
- Size of enemy force
- Vulnerable Flanks of Enemy/ Friendly Positions
- Covered/ Concealed Flanking Routes

- SQD LDR Determines COA (Break Contact, Squad Attack, ETC.)

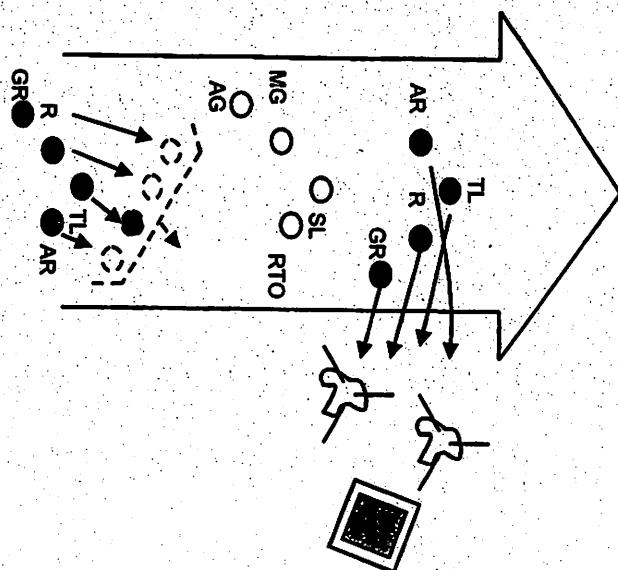
- REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

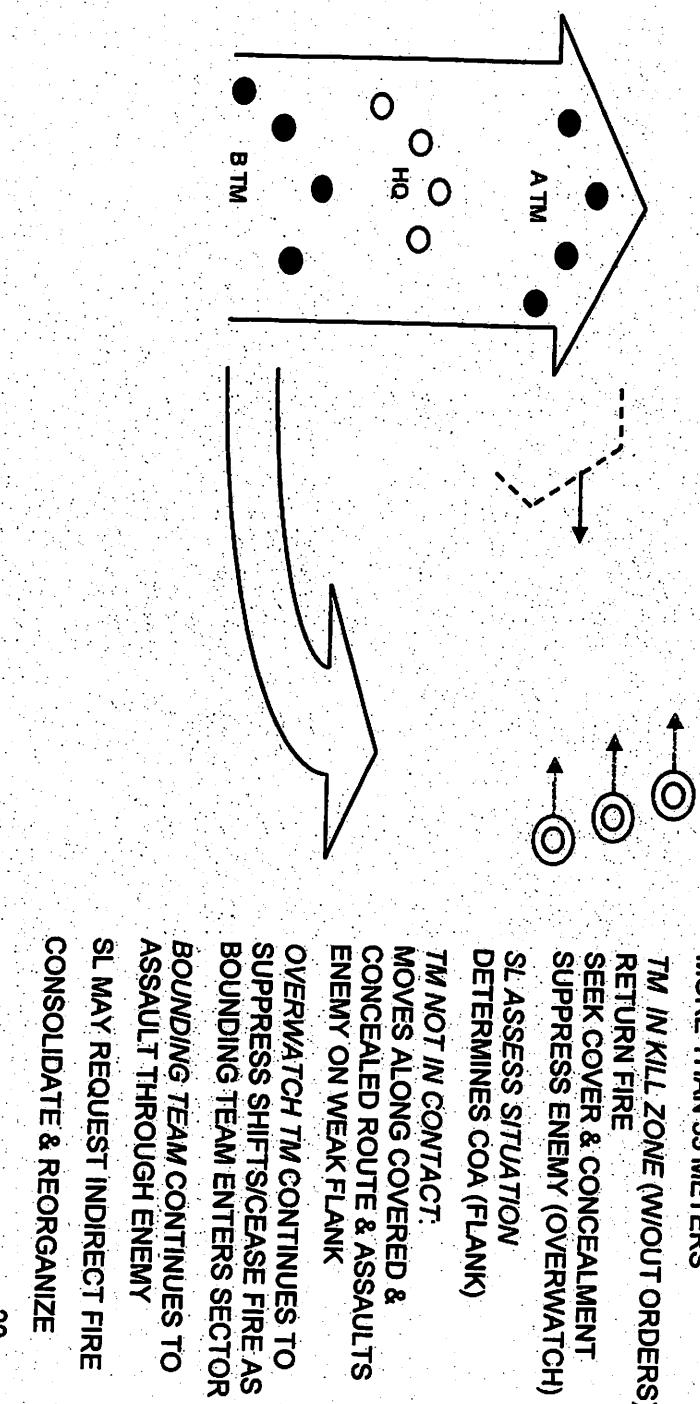
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
RETURN FIRE IMMEDIATELY
- SEEK NEAREST AVAILABLE COVER
- ASSUME PRONE POSITION
- THROW CONCUSSION, FRAG, OR SMOKE GRENADES
AFTER EXPLOSION OF GRENADES, ASSAULT
- SOLDIERS NOT IN KILL ZONE:
IDENTIFY ENEMY LOCATION
PLACE ACCURATE SUPPRESSIVE FIRE
SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO
ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT
IS BROKEN
- CONSOLIDATE AND REORGANIZE



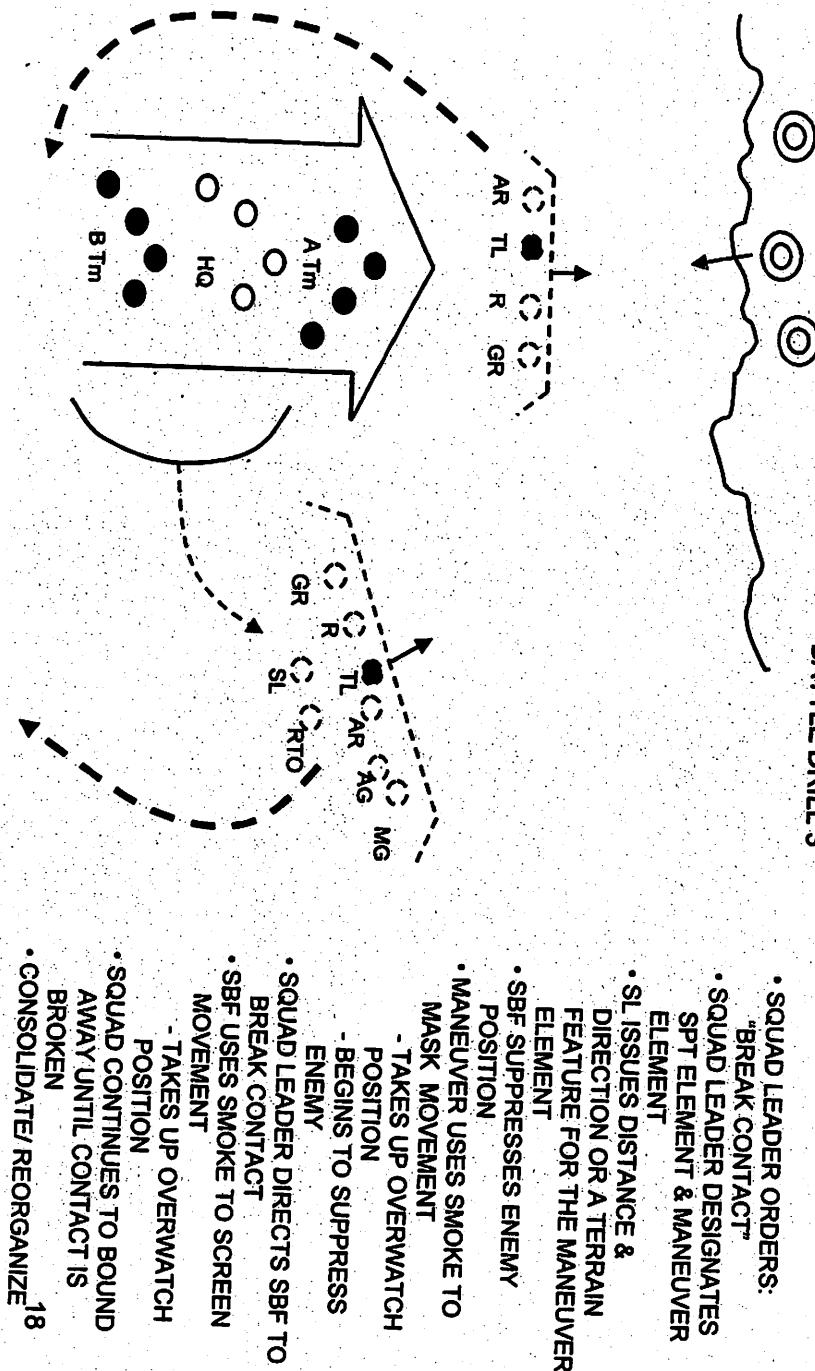
REACT TO A FAR AMBUSH

BATTLE DRILL 4 - B



BREAK CONTACT

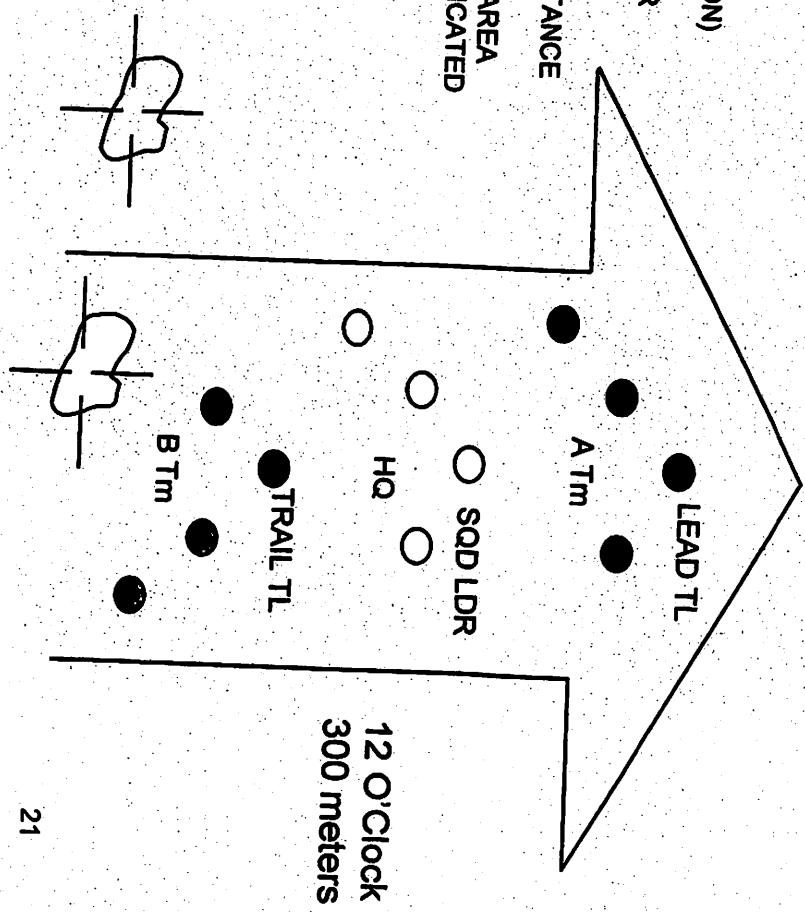
BATTLE DRILL 3



- SQUAD LEADER ORDERS: "BREAK CONTACT"
- SQUAD LEADER DESIGNATES SPT ELEMENT & MANEUVER ELEMENT
- SL ISSUES DISTANCE & DIRECTION OR A TERRAIN FEATURE FOR THE MANEUVER ELEMENT
- SBF SUPPRESSES ENEMY POSITION
- MANEUVER USES SMOKE TO MASK MOVEMENT
 - TAKES UP OVERWATCH POSITION
 - BEGINS TO SUPPRESS ENEMY
- SQUAD LEADER DIRECTS SBF TO BREAK CONTACT
- SBF USES SMOKE TO SCREEN MOVEMENT
 - TAKES UP OVERWATCH POSITION
- SQUAD CONTINUES TO BOUND AWAY UNTIL CONTACT IS BROKEN
- CONSOLIDATE/ REORGANIZE¹⁸

REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling:
Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance. You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

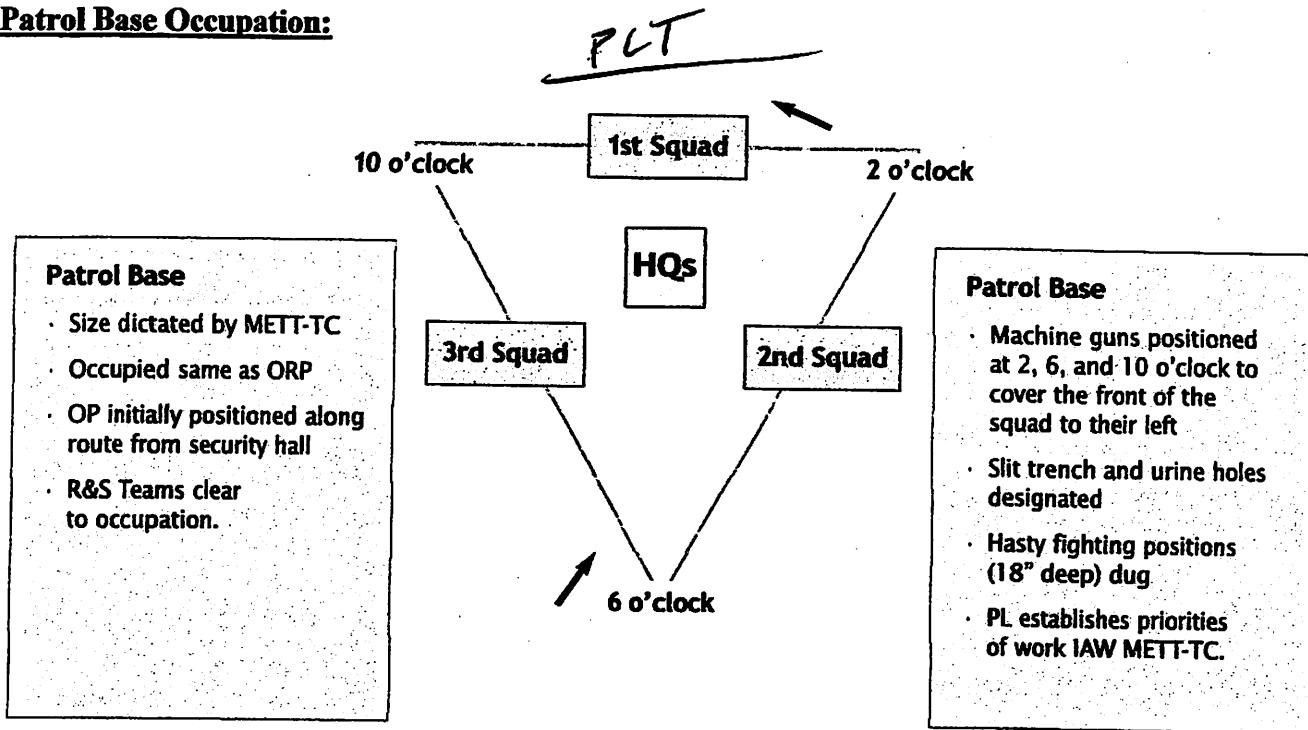
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a "laundry list" of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

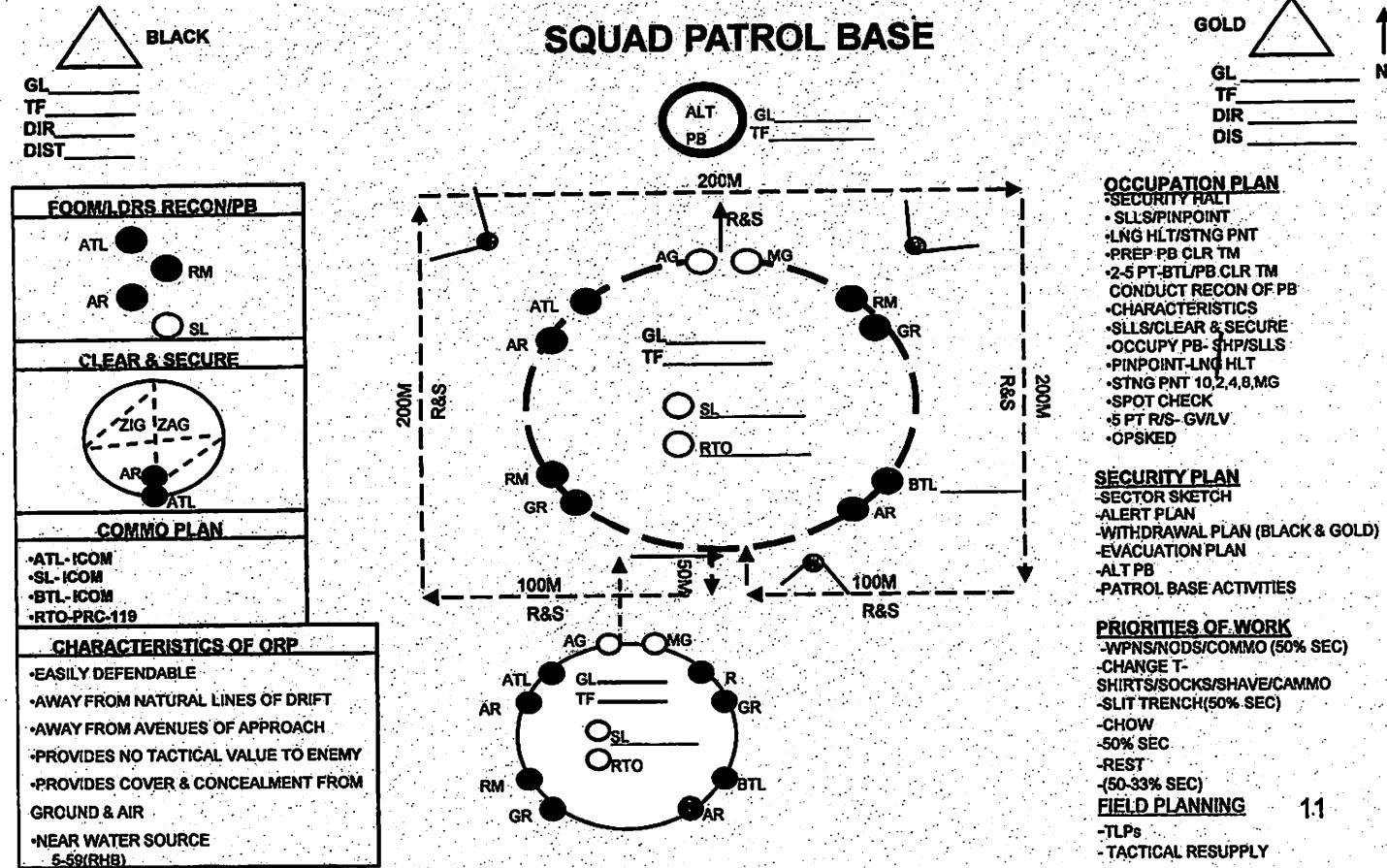
The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.



SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

GOLD
ALT PB

N ↑

BLACK
ALT PB
L ↳ ↳ ↳
GL TF DIR DIST

GL TF DIR DIST

FOOM (MODIFIED WEDGE)

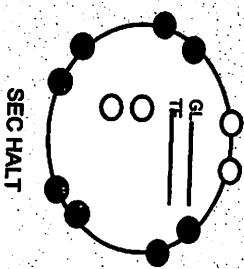


OCCUPATION PLAN

- CHARACTERISTICS
- SECURITY HALT
- SLLS
- PIN POINT
- LONG HALT/STRONG POINT
- 10, 2, 4, 8
- SPOT CHECK
- PREP M, W, & E
- SPOT CHECK
- CONFIRM ROUTE & DISTANCE
- SHR/MOVE
- OCCUPY/SLLS

CHARACTERISTICS

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT: GRID & AIR
NEAR A WATER SOURCE

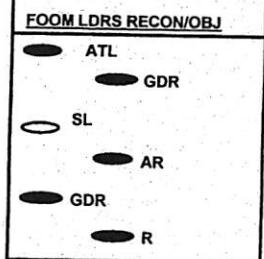
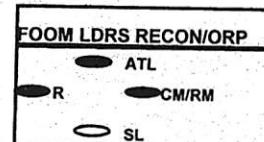


12

Patrolling:

Recon and Common Offense

AREA RECON

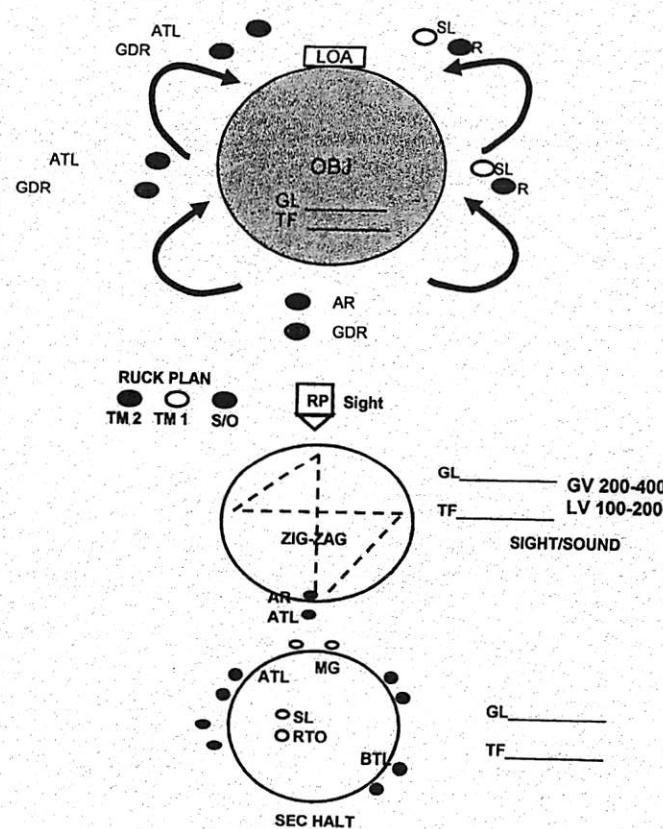


COMMO PLAN

R&S 1 (SL) - ICOM
 R&S 2 (ATL) - ICOM
 ORP SEC (BTL) - ICOM
 RTO - PRC-119

TASK ORGANIZATION

R&S1-SL/R(BTM)
 R&S2-ATL/R(ATM)
 S&O-AR/GDR(ATM)
 ORP-SEC BTM/MG TM



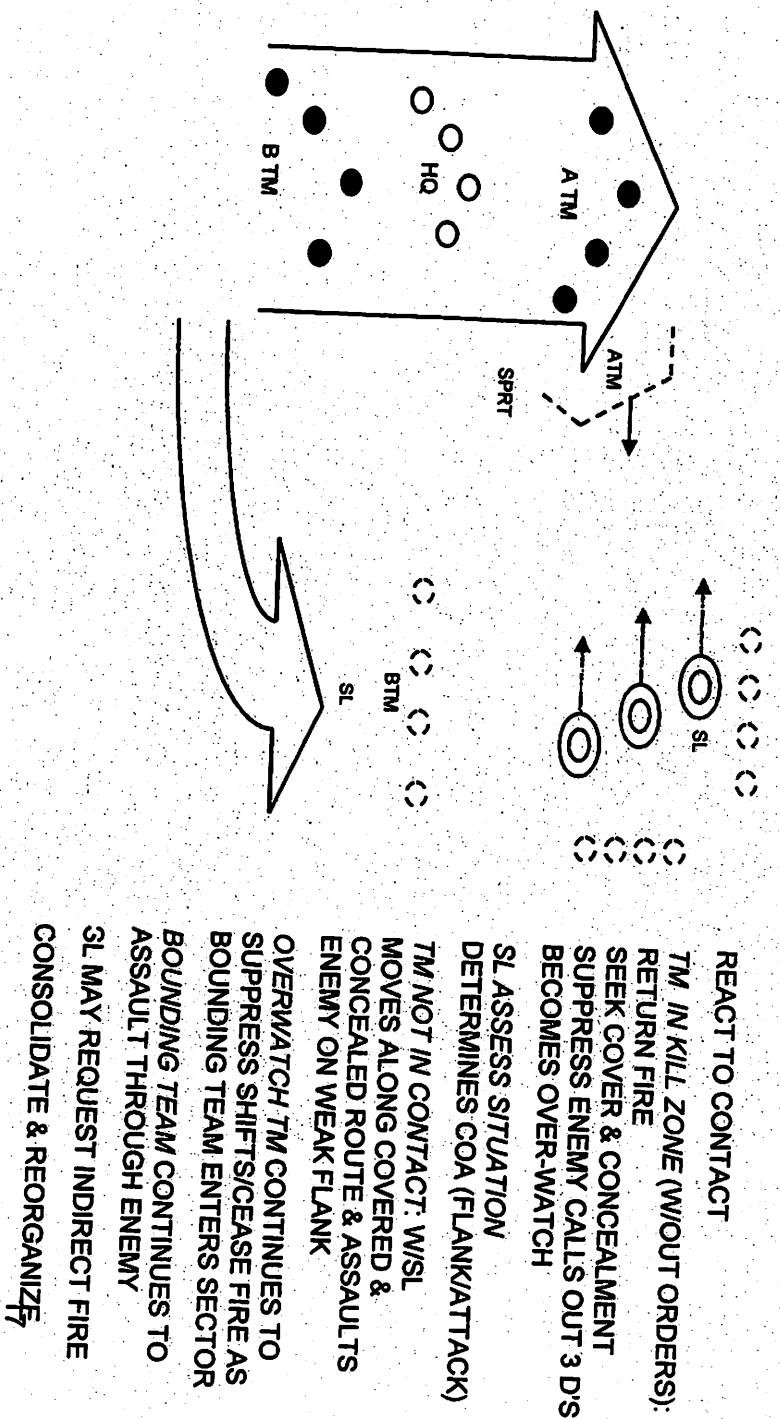
1. START/STOP
2. SECURITY HALT
3. SLLS/PINPOINT
4. LONG HALT/SPOTCHECK
5. 5-POINT/BTL, ATL
6. CONDUCT RECON ORP
7. CHARACTERISTICS
8. SLLS
9. CLEAR, SECURE, 5-POINT
10. SHP/OCCUPY
11. SLLS/PINPOINT
12. LONG HALT
13. STRONGPOINT 10,2,4,8, MG
14. SPOTCHECK/OPSKED
15. PREP MWE/RECON
16. CONFIRM ROUTE
17. INSPECT RECON TM
18. DEPART 5-POINT BTL, ATL, S/O
19. I.D. RP / SLLS
20. PINPOINT OBJ
21. CNFRM, CHNG, ABRT
22. EMPLACE S/O 5 PT / TAP
23. AOO/CONDUCT RECON
24. CONFIRM PIR AT RP
25. WITHDRAWAL/EXTRACT S/O
26. SALUTE/DISSEMINATE
27. SPOTCHECK/OPSKED
28. COMPROMISE PLAN

CHARACTERISTICS / ORP

EASILY DEFENDABLE
 AWAY FROM NATURAL LINES OF DRIFT
 AWAY FROM HIGH AVES OF APRCH
 PROVIDES NO VALUE TO ENEMY
 PROVIDES COVER/ CONCEALMENT
 GROUND / AIR

SQUAD ATTACK

BATTLE DRILL 1 - A



MOVEMENT TO CONTACT

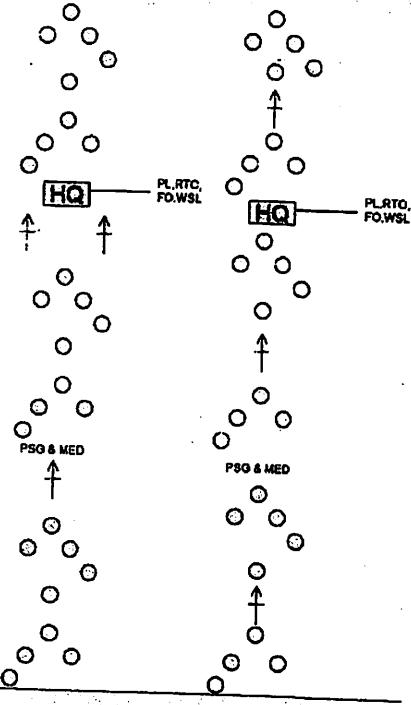
MEETING ENGAGEMENT

Movement Formations:

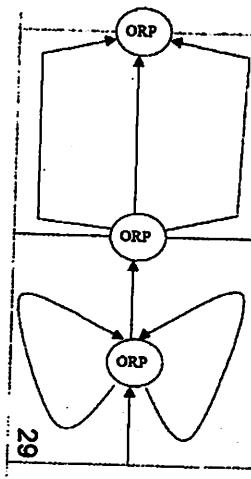
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

- Travelling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good if enemy contact not likely.
- Travelling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK

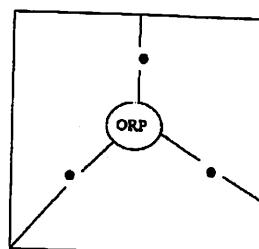


BOX TECHNIQUE:

- Easiest to plan
- Most control
- fastest technique
- easiest to execute
- Narrow frontage
- Must hump rucks

FAN TECHNIQUE:

- More difficult to plan v box
- Less Control v box
- Slower than box technique
- More difficult to execute v box
- Wider frontage (+)
- Can leave rucks at CRP (+)



ASSIGN AO_a TECHNIQUE:

- Most difficult to plan
- Least control
- Slowest technique
- Most difficult to execute
- Almost unlimited size of AO
- Can be very detailed
- Can leave rucks

LINEAR AMBUSH

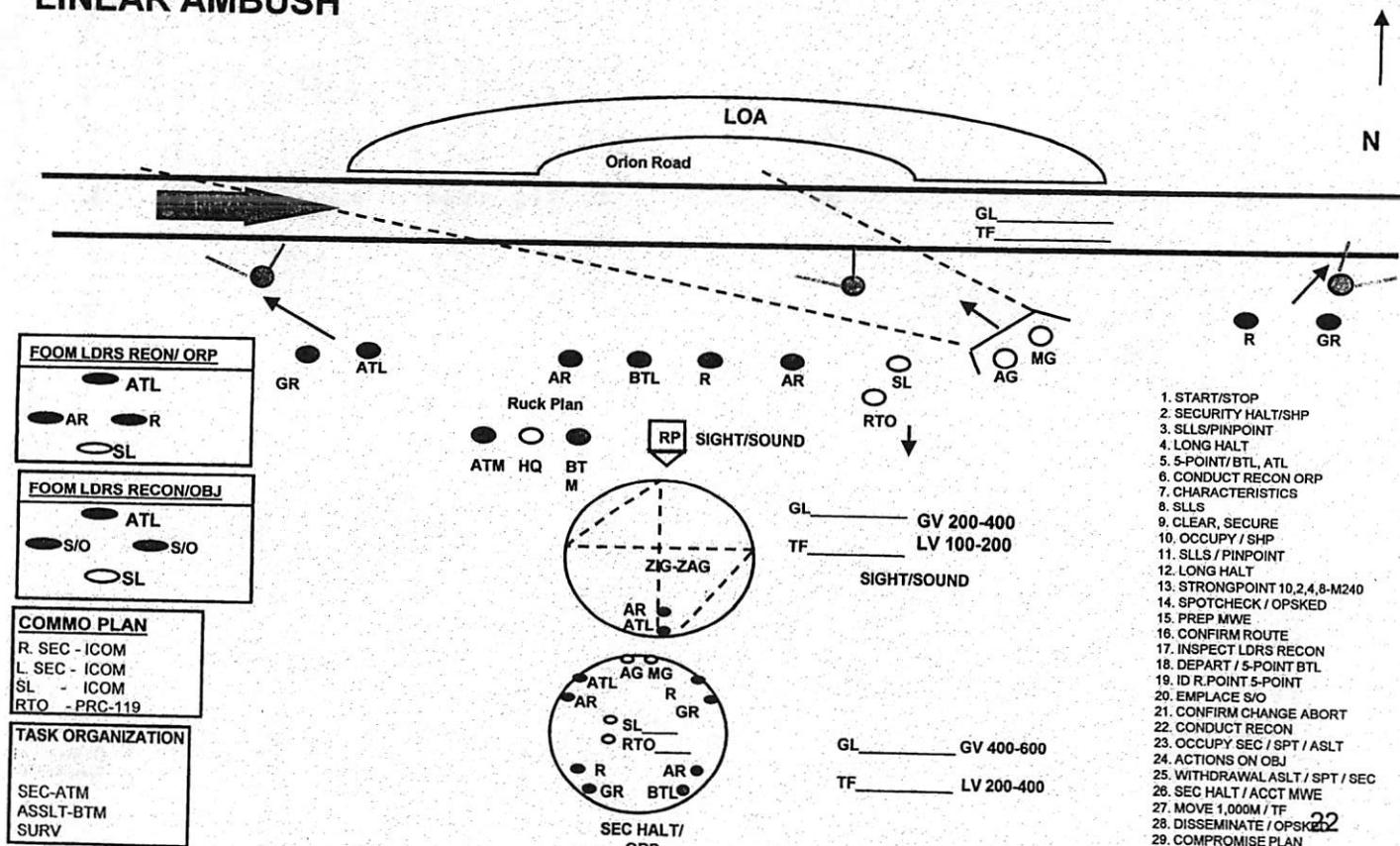
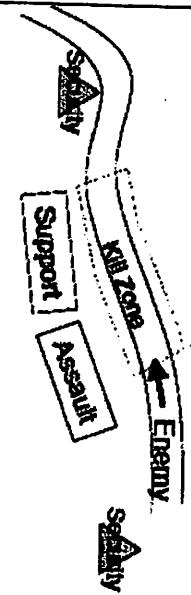
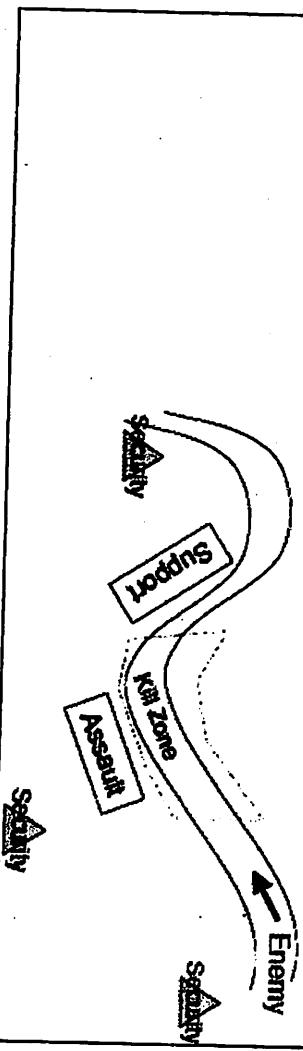


Figure 7.4 Ambush formations

Linear Ambush Formation



L-Shaped Ambush Formation



RAID

units execute raids in order to isolate the battalion/company main effort's objective (OBJ). Main efforts execute raids in order to destroy personnel/equipment or recover precious cargo (PC).

(2) PLANNING CONSIDERATIONS.

a. Minimum force requirements.

- (i) Movement to the objective.
- (ii) Isolation of the objective and breach.
- (iii) Secure the position.
- (iv) Exploit the penetration and clear the OBJ (detailed room clearing).

(v) Consolidation and Reorganization (CAR).

c. Task organization and responsibilities.

- i) Isolation force:**
 - (a) Secures the OPR.
 - (b) Blocks avenues of approach to and from the objective.
 - (c) Positioned first IOT isolates and withdraw last IOT support the infiltration.
 - (d) Assists to destroy or capture enemy equipment or secure PC.
 - (e) Supports itself during the assault or if the support force is ineffective.
 - (f) Plans detailed direct and indirect fire control and distribution.
 - (g) Executes controlled withdrawal from the objective.
 - (h) Support force:
 - (i) Initiates and follows the isolation forces and before the assault force.
 - (j) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.
 - (k) Controls rates of fire; cyclic, rapid, sustained, or watch and shoot.
 - (l) Synchronizes fires. Shifts fires and changes rates of fire on signal.
 - (m) Overwatches CBR and withdrawal of the assault and breach forces.
 - (n) Breach force:
 - (o) Positioned following the security and support force.
 - (p) Pinpoints the point(s) of penetration. Attempts to bypass or breach on a flank or near the obstacle's terrain anchor.
 - (q) Prepares and transports breach charges or mechanical breach kit.
 - (r) Establishes local support by fire position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.
 - (s) Obscures breach point and reduces obstacles at point(s) of penetration.
 - (t) Marks penetration and secures a foothold for assault force.
 - (u) Location of leader/elements (consider decisive critical events and locations).

(i) Commander where he can best influence the situation.

(ii) 2IC with support force.

(iii) FSO and FSNO where they can best influence the indirect fire execution.

(iv) Mass HES, AT weapon, sniper, and nonlethal effects.

(v) Medical package (NETT-TC).

(vi) Contingency plans (CONPLANS) if compromised (rapid transition from stealth to violence of action/strike effect).

(vii) During leader's reconnaissance.

(viii) During occupation or support force.

(ix) During occupation of the assault position.

(x) Mission abort criteria (consider minimum force requirements):

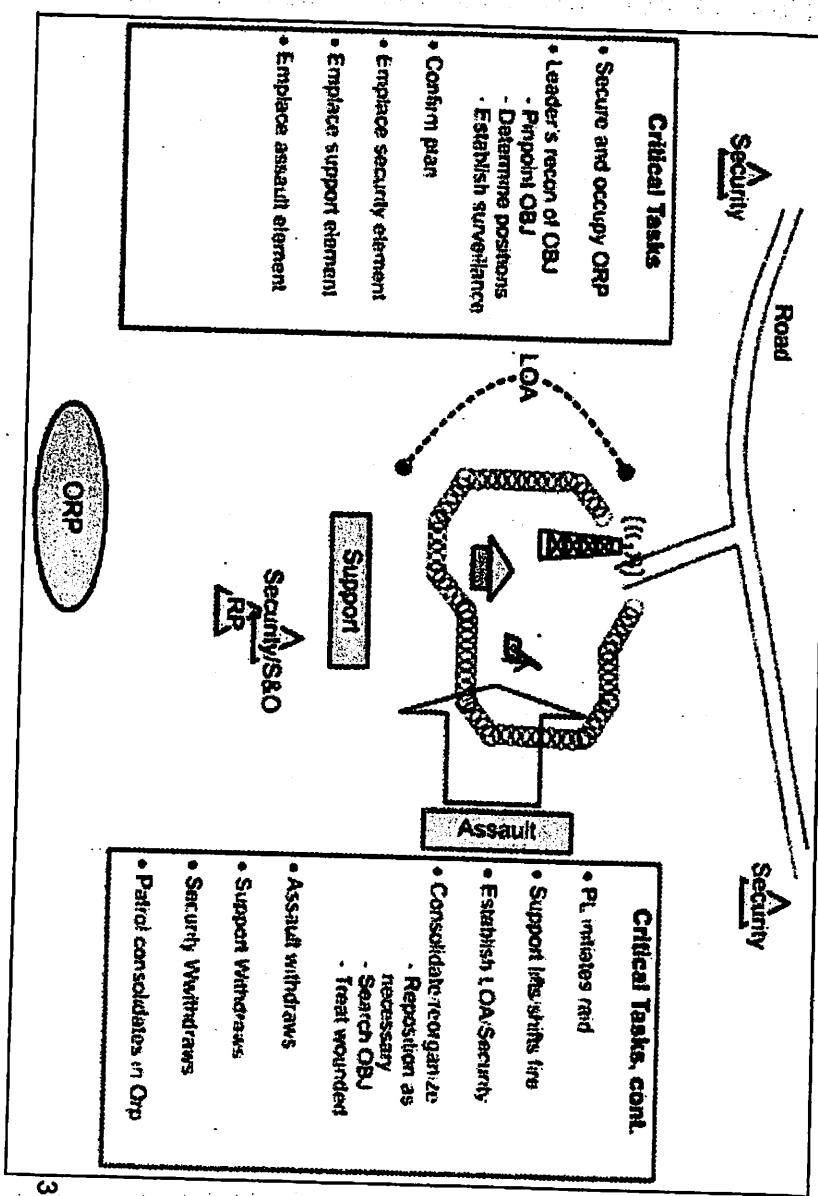
- i) Signal plan. Leaders always plan a primary and alternate signal to:**
 - (i) Initiate supporting fires.
 - (ii) Withdraw.
 - (iii) Lethal fires.
 - (iv) Initiate assault.
 - (v) Abort and execute emergency extraction.
 - (vi) Warn main effort of approaching threat.
 - (vii) Control isolation force.
 - (viii) Commit reserve.

9. Leader's Reconnaissance. Detailed reconnaissance is critical to mission success.

Whenever tactically feasible, a leaders' reconnaissance determines or confirms:

- (i) Avenues of approach to the objective.**
- (ii) Support by fire position, assault position, breach point, and isolation positions.**
- (iii) Withdrawal routes.**
- (iv) Threat and noncombatant situations.**
- h. Other planning considerations.**
 - (i) Consider incorporation of vehicles during the isolation, suppression, assault, and withdrawal from the objective. Dismount before, at, or beyond the point of penetration. Leverage situational awareness (FBCB2) technology, thermal optics, weapons capabilities, and PC translocated/casevac platforms inherent to the vehicles.
 - (ii) Companies maximize the C2 effects that four platoon headquarters provide.
 - (iii) Maximizes nonlethal effects.
 - (iv) Destroy or cut PC as soon as the assault force secures it. If the assault force waits until CAR, it may never happen.
 - (v) Secure only as much of the objective as necessary, for as little duration as necessary beyond the decisive point.
 - (vi) Commanders ensure gun-target line is perpendicular to the direction of attack, and that indirect fire observes echelon fire support effects (AW doctrinal minimum safe distances as the assault gains momentum in depth).

Figure 5-8. ACTIONS ON THE OBJECTIVE - RAID



Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

- 1. Squads and platoons fight through enemy contact at the lowest possible level.**
- 2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.**
- 3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.**
- 4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.**
- 5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.**

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-O decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products " in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations
2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8	The Infantry Rifle Platoon and Squad	
Day	Chapter	Assigned Reading	Focus
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations
—	Ch 2	para 2-57 through 2-119	Employing Fires
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation
—	Ch 5	para 5-1 through 5-49	C2 and TLP's
—	Ch 6	para 6-8 through 6-34	Sustainment
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)
—	Ch 8	para 8-1 through 8-76	Defensive Ops Part I
—	Ch 9	para 9-1 through 9-128	Patrolling (I-II)
—		para 9-129 through 9-216	Patrolling (III-VIII)
—	Appendix A	Machine Gun Employment	Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols
—	Appendix C	Fires Planning	ppA-1 through ppA-8 ppC-1 through ppC-3

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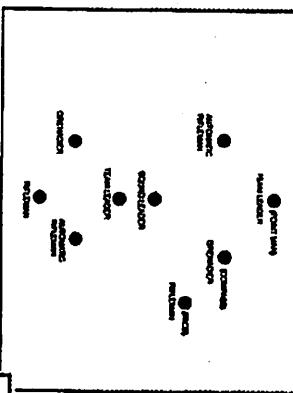
Patrolling Reference Packet (EXTRACT)

JUNE 2015

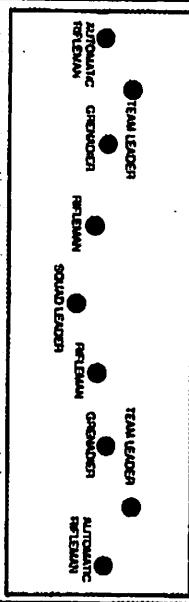
Patrolling:

Movement and Maneuver

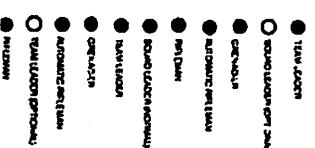
SQUAD COLUMN



SQUAD LINE



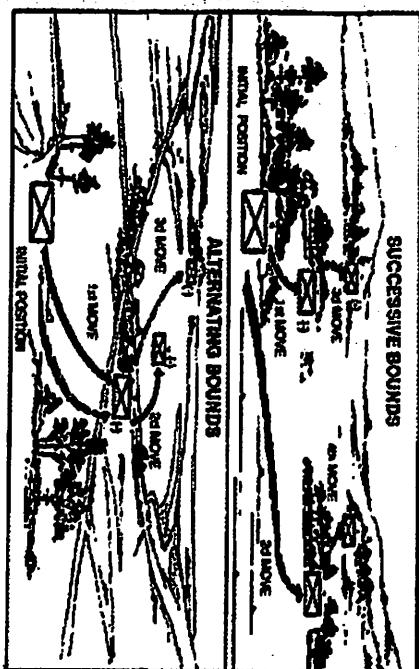
SQUAD FILE



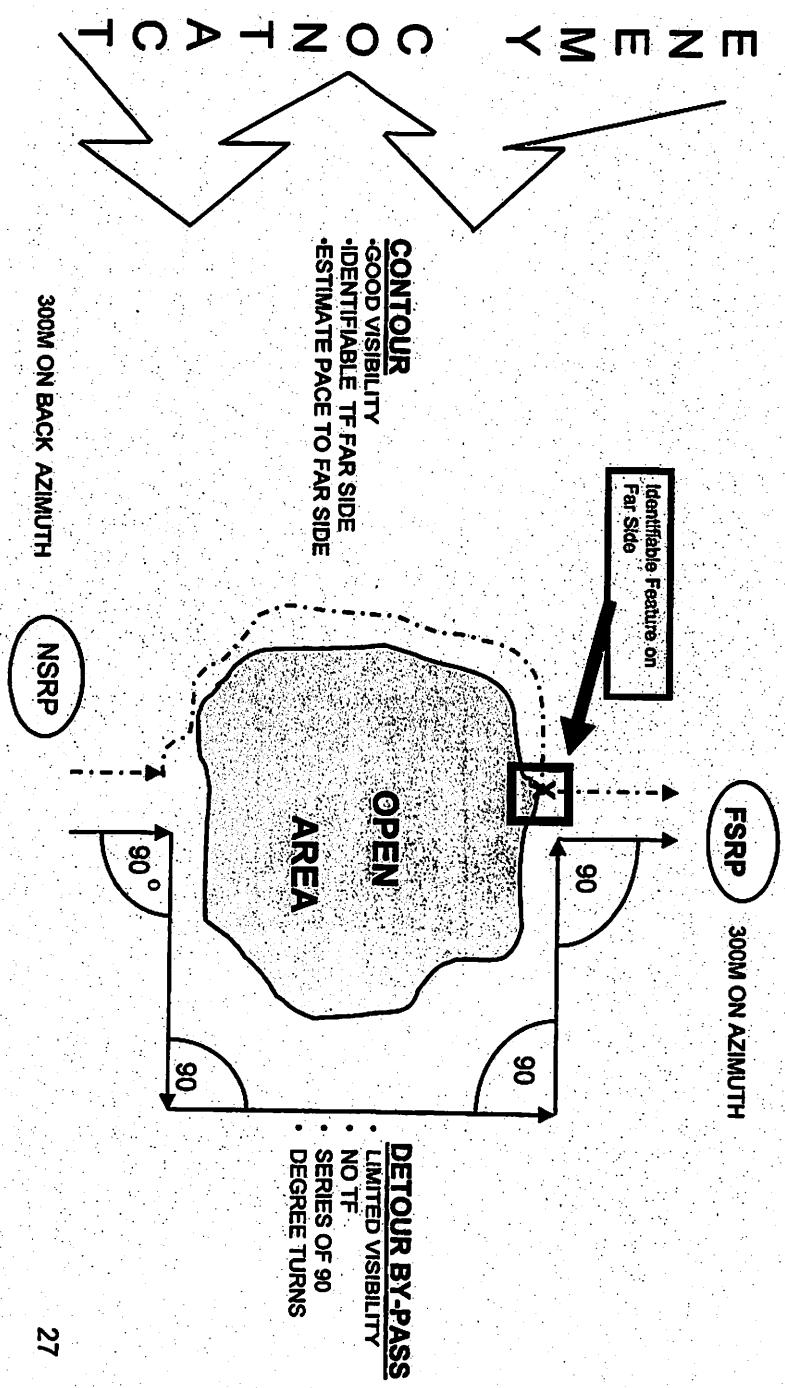
MOVEMENT FORMATION	WHEN NORMALLY USED	CHARACTERISTICS			
		CONTROL	FLYABILITY	FEAR CHARACTER/ FIRE RESTRICTIONS	SECURITY
SQUAD COLUMN	SQUAD PRIMARY FORMATION.	GOOD	FOCUSATES FIRE ON MANEUVRE, GOOD DISPOSITION, LIMITED AS DEPTH	ALLOWS LARGE VOLUME OF FIRE TO THE FRONT, LIMITED VOLUME TO THE REAR	ALL ROUND
SQUAD LINE	WHEN LUMPS ARE NOT AS FINE AS REQUIRED TO MAINTAIN ORDER IN SQUAD COLUMN	NOT AS GOOD AS COLUMN	MAINTAINS DISCIPLINE, BUT COMES FROM COMMITTEE	ALLOWS MAXIMUM IMMEDIATE FIRE TO THE FRONT, LIMITED TO THE FLAMES AND REAR	GOOD TO THE FRONT, LIMITED TO THE FLAMES AND REAR
SQUAD FILE	CLOSE TERRAIN, RESTRICTED, LIMITED VISIBILITY CONDITIONS	EASIEST	ALLOWS IMMEDIATE FIRE TO THE FLANK, MAXIMUM DISTANCE FROM WHICH TO MAINTAIN	LEAST	

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS				SECURITY
		CONTROL	DISPERSION	SPEED		
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST	
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE	
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST	

Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

FARSIDE

300M ON AZIMUTH

FSRP

FARSIDE RALLY POINT INFO FOR
A KNOWN DANGER AREA

GL
TF
DIR
DIS

A Tm

GL

TF

1. DESIGNATE NEAR & FAR SIDE
RALLY POINTS
2. SECURE NEAR SIDE &
EMPLACÉ FLANK SECURITY
3. CLEAR FAR SIDE
4. CONTINUE UNIT CROSSING
5. RETRIEVE NEAR SIDE
SECURITY & COMPLETE
UNIT CROSSING
6. ACCOUNTABILITY/HEADCOUNT

NEAR SIDE RP INFO FOR A
KNOWN DANGER AREA

NEAR SIDE

300M ON BACK AZIMUTH

NSRP

GL
TF
DIR
DIS

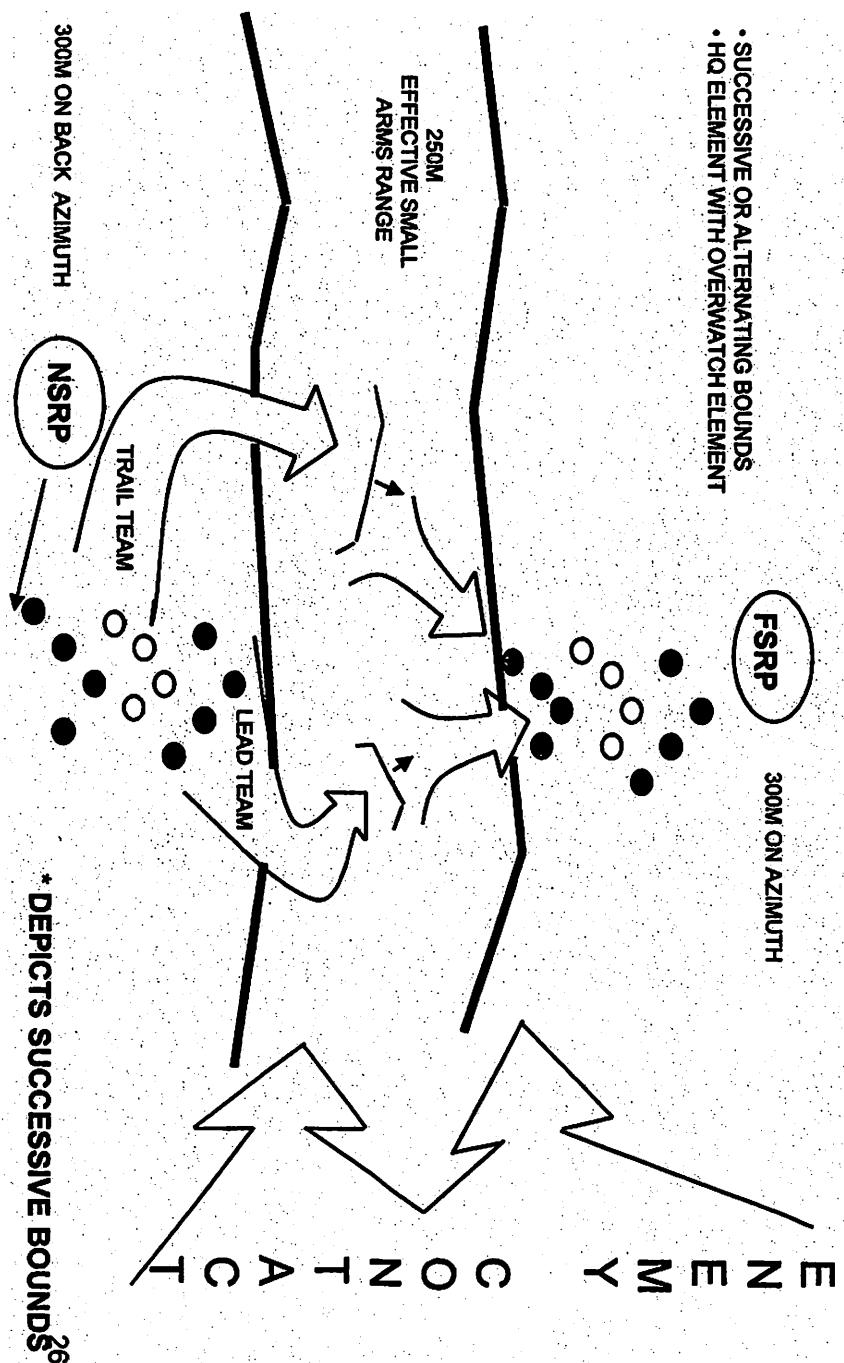
25

LARGE OPEN DANGER AREA

- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT

FSRP

300M ON AZIMUTH



REACT TO CONTACT

BATTLE DRILL 1

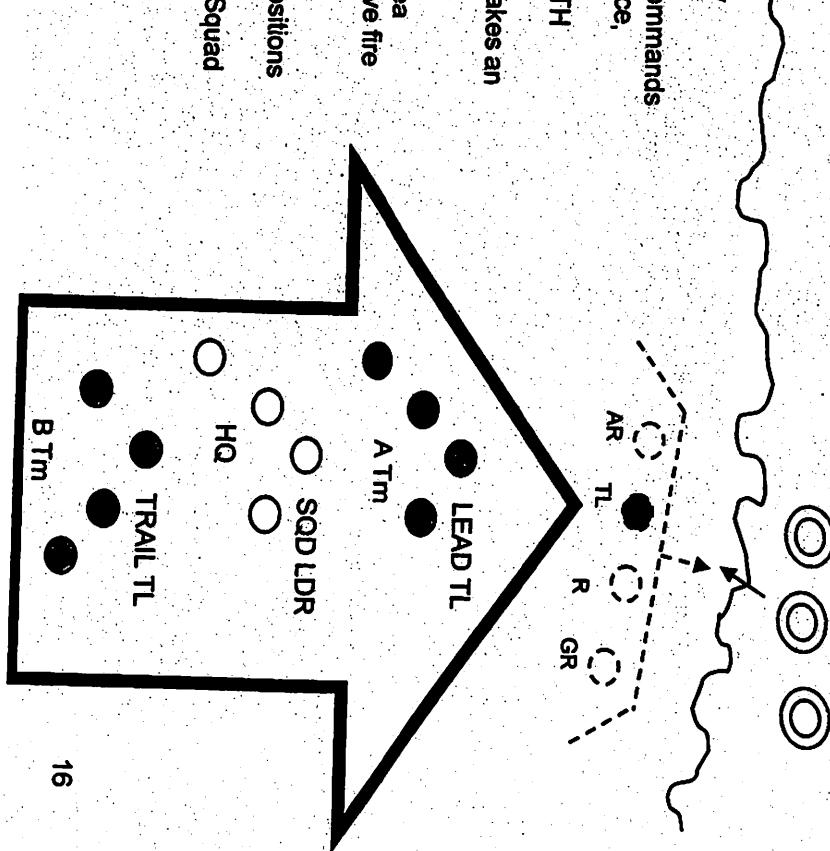
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TM LDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC),
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation

FACTORS OF HIS ASSESSMENT:

- Can Squad move out of engagement area
- Can Squad gain and maintain suppressive fire
- Location of enemy
- Size of enemy force
- Vulnerable Flanks of Enemy/ Friendly Positions
- Covered/ Concealed Flanking Routes

• SQD LDR Determines COA (Break Contact, Squad Attack, ETC.)

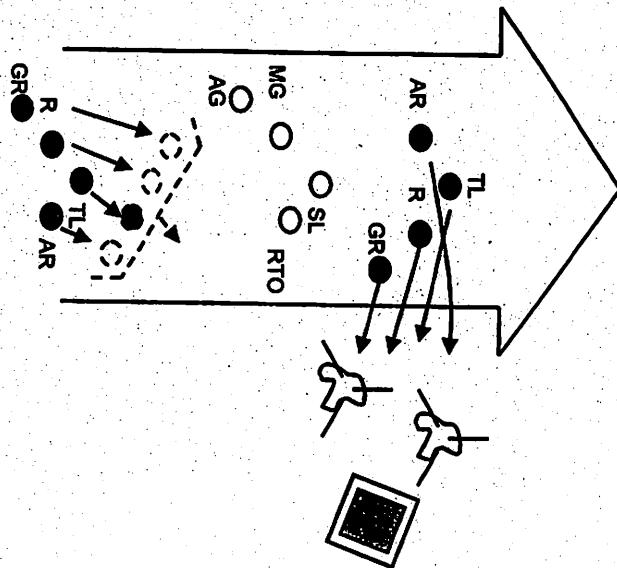
• REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

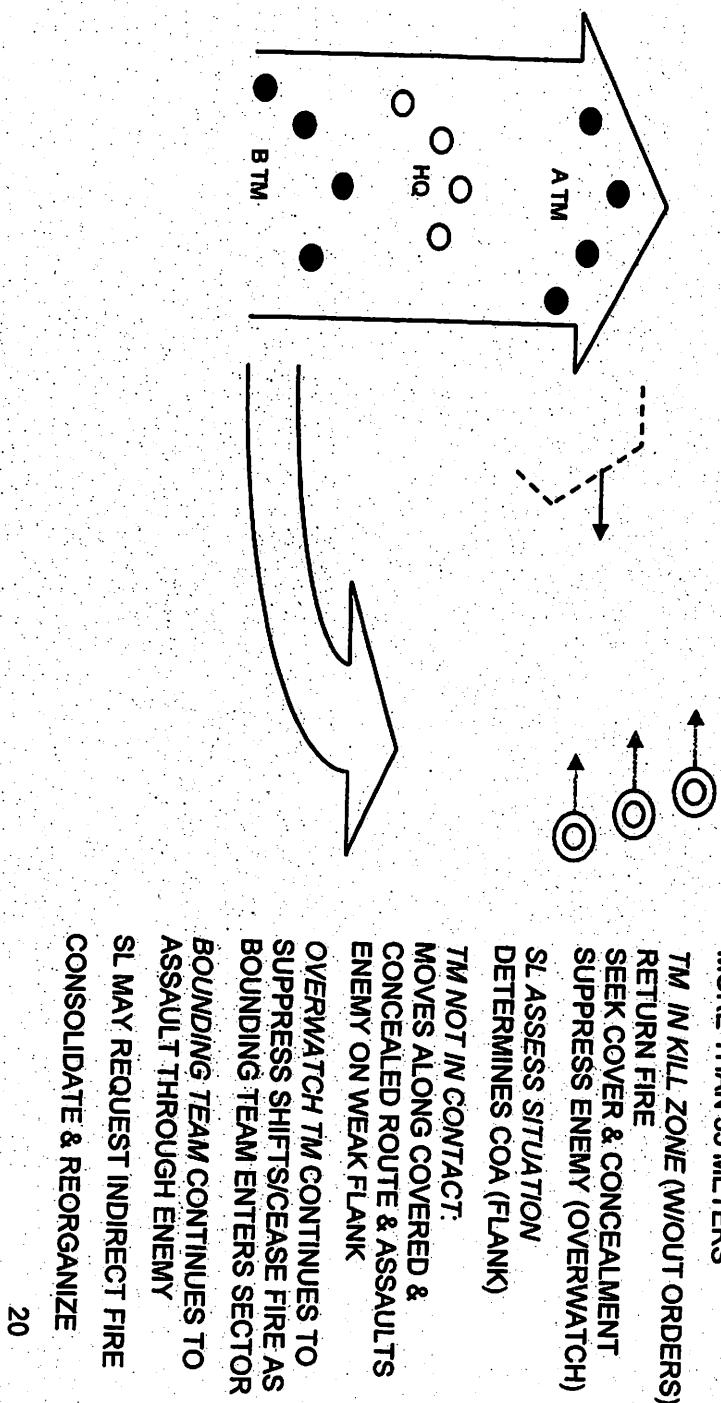
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
 - THROW CONCUSSION, FRAG, OR SMOKE GRENADES AFTER EXPLOSION OF GRENADES, ASSAULT
 - THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



REACT TO A FAR AMBUSH

BATTLE DRILL 4 - B



BREAK CONTACT

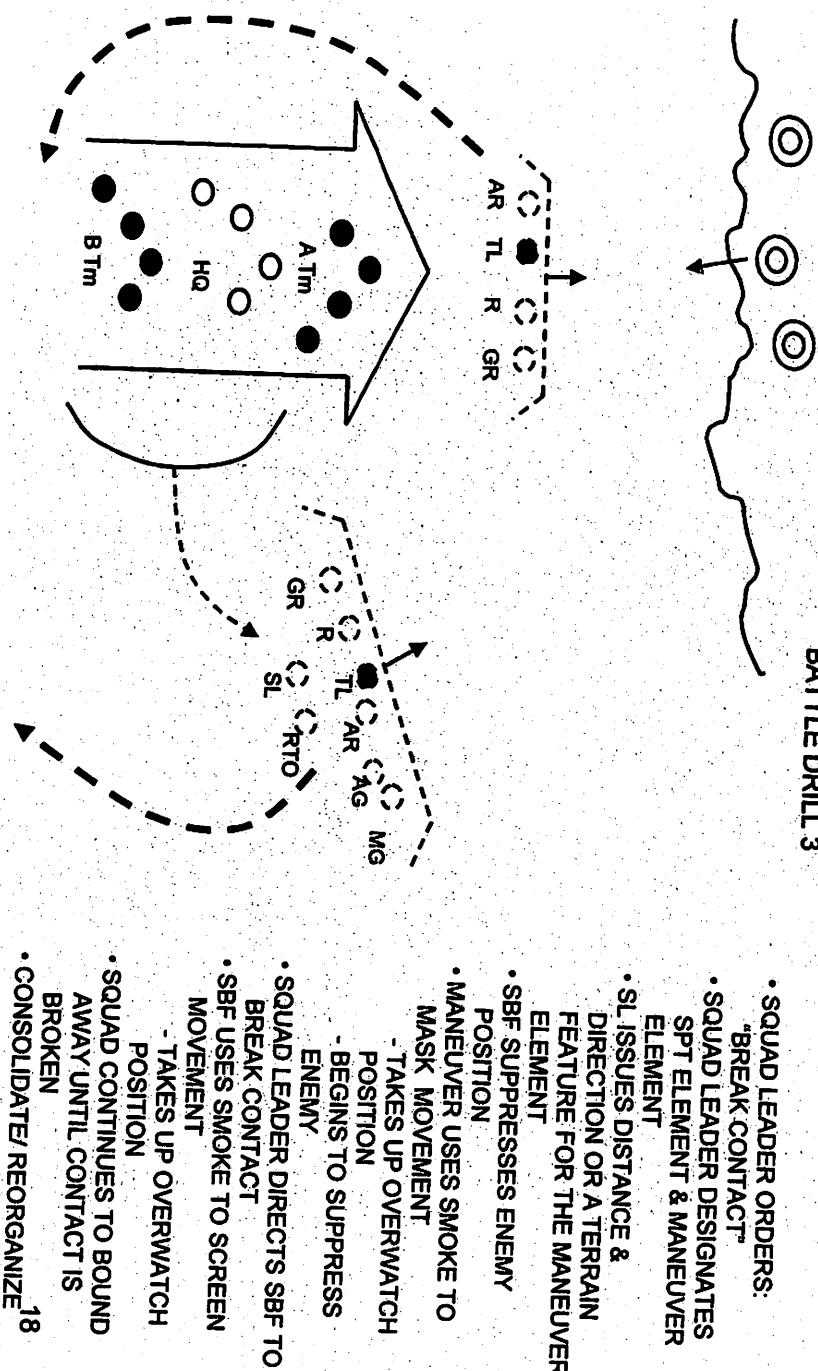
BATTLE DRILL 3

SQUAD LEADER ORDERS:

- SQUAD LEADER DESIGNATES SPT ELEMENT & MANEUVER ÉLÉMENT
- SL ISSUES DISTANCE & DIRECTION OR A TERRAIN FEATURE FOR THE MANEUVER ÉLÉMENT
- SBF SUPPRESSES ENEMY POSITION

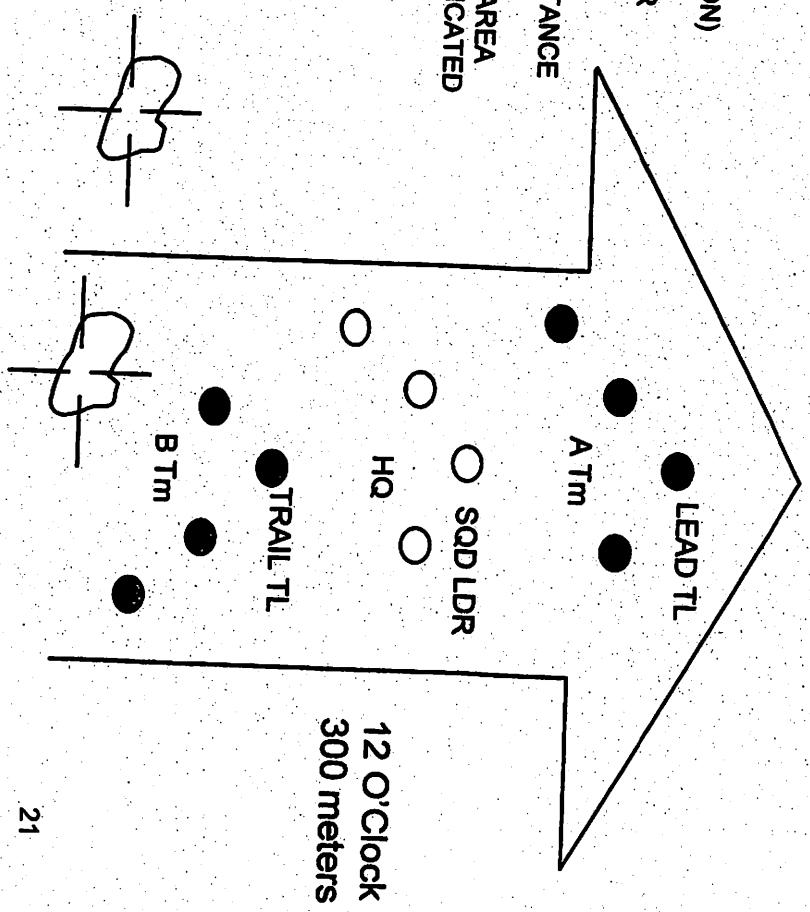
- MANEUVER USES SMOKE TO MASK MOVEMENT
 - TAKES UP OVERWATCH POSITION
 - BEGINS TO SUPPRESS ENEMY

- SQUAD LEADER DIRECTS SBF TO BREAK CONTACT
- SBF USES SMOKE TO SCREEN MOVEMENT
 - TAKES UP OVERWATCH POSITION



REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling: Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance. You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

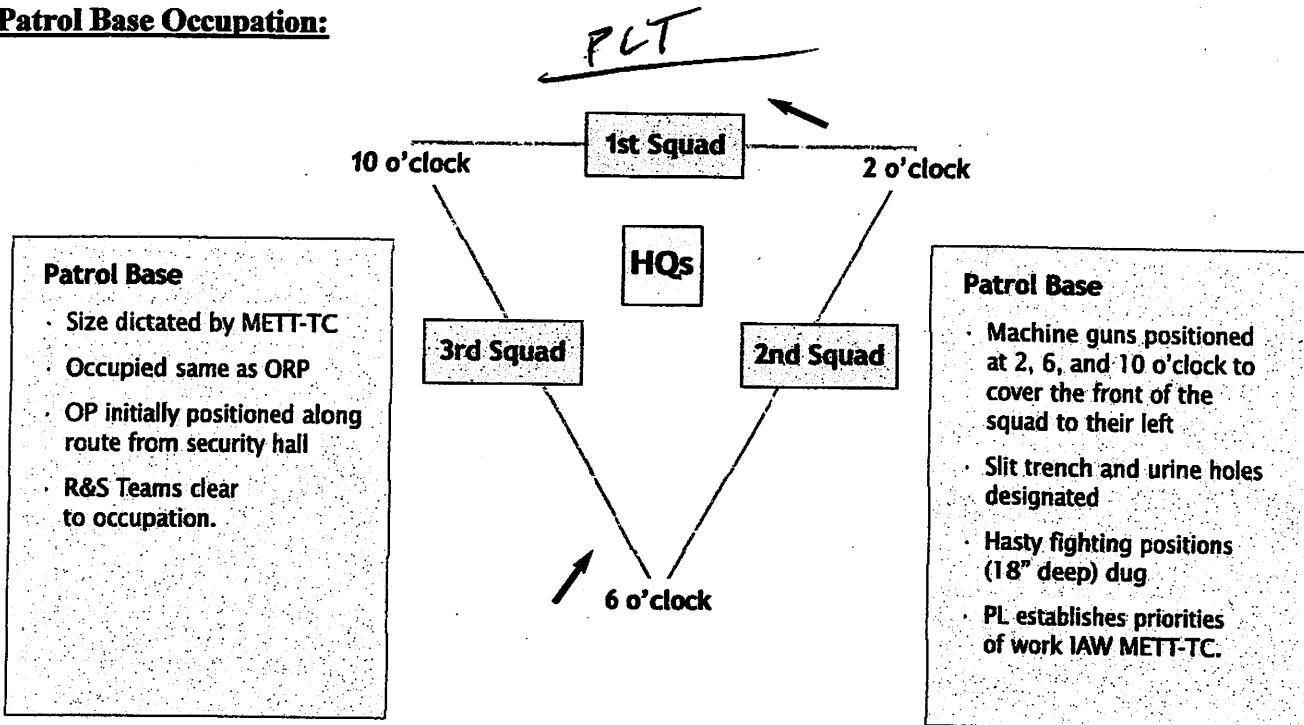
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a “laundry list” of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.



BLACK

GL
TF
DIR
DIST

FOOMADRS RECONNE

ATL

RM

SL

AR

ZIG ZAG

CLEAR & SECURE

COMMO PLAN

ATL

AR

- ATL-KOM
- SL-KOM
- BTI-KOM
- RTD-PROG-119

CHARACTERISTICS OF ORP

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT FROM GROUND & AIR
- NEAR WATER SOURCE

PRIORITIES OF WORK
 WPNSNODS COMMO (50% SEC)
 CHARGE T-
 SHUTTSOCKS HAVE CAMMO
 SLIT TRENCH (60% SEC)
 CHOW
 50% SEC
 REST
 (50-33% SEC)
 FIELD PLANNING
 TLPs
 TACTICAL RESUPPLY

SQUAD PATROL BASE

ALT
PB
TF
DIR
DIS

GOLD

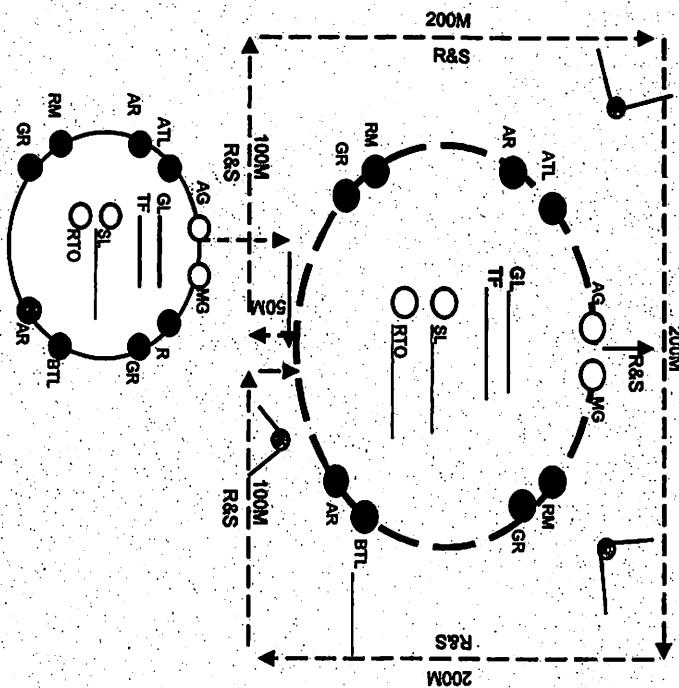
GL
TF
DIR
DIS

SECURITY PLAN

- SLS/SPIN POINT
- LMG HLT/STNG PNT
- PREP PB CLR TM
- 2.5 PT-BTL UPB CLR TM
- CONDUCT RECON OF PB
- CHARACTISTICS
- SLS/CLEAR & SECURE
- OCCUPY PB-SHIPS/SLS
- PINPOINT-LAND HLT
- STNG PNT 10,2,4,B,MG
- SPOT CHECK
- 5 PT R&S-GMLV
- OPSKED

SECTOR SKETCH

- ALERT PLAN
- WITHDRAWAL PLAN (BLACK & GOLD)
- EVACUATION PLAN
- ALT PB
- PATROL BASE ACTIVITIES



SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

BLACK

ALT
/ \ (PB
L L D D

GL
TF
DIR.
DIST.

GOLD

ALT
PB

N ↑

↑
GL
TF

GL
TF
DIR.
DIST.

Mg
O
AG O ATL

AR ●● RCM
SL O GR
R O RTO

BTL O AR

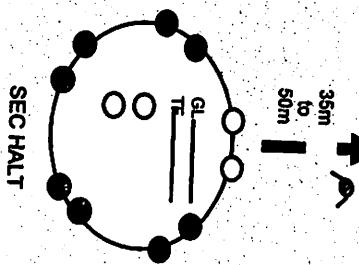
GR

OCCUPATION PLAN

- CHARACTERISTICS
- SECURITY HALT
- SLLS
- PIN POINT
- LONG HALT/STRONG POINT
- 10, 2, 4, 8
- SPOT CHECK
- PREP M, W, & E
- SPOT CHECK
- CONFIRM ROUTE & DISTANCE
- SHP/MOVE
- OCCUPY/ SLLS

CHARACTERISTICS

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT GRID & AIR NEAR A WATER SOURCE

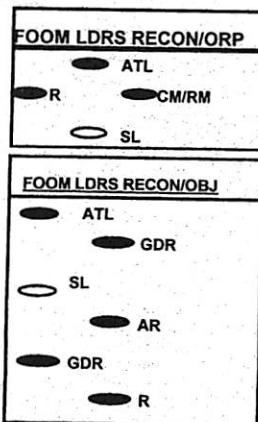


SECHALT

12

Patrolling: Recon and Common Offense

AREA RECON

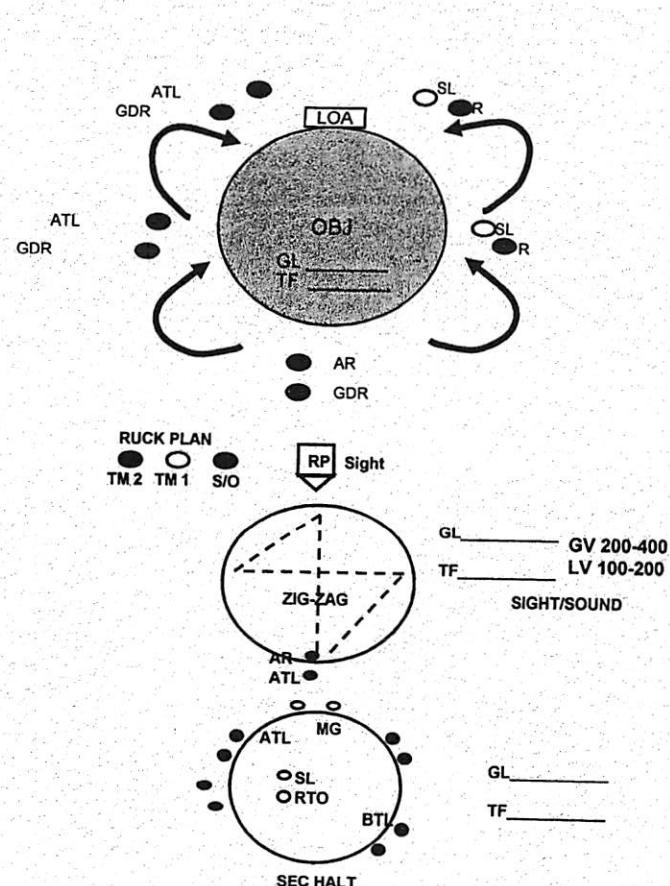


COMMO PLAN

R&S 1 (SL) - ICOM
R&S 2 (ATL) - ICOM
ORP SEC (BTL) - ICOM
RTO - PRC-119

TASK ORGANIZATION

R&S1-SL/R(BTM)
R&S2-ATL/R(ATM)
S&O-AR/GDR(ATM)
ORP-SEC BTM/MG TM



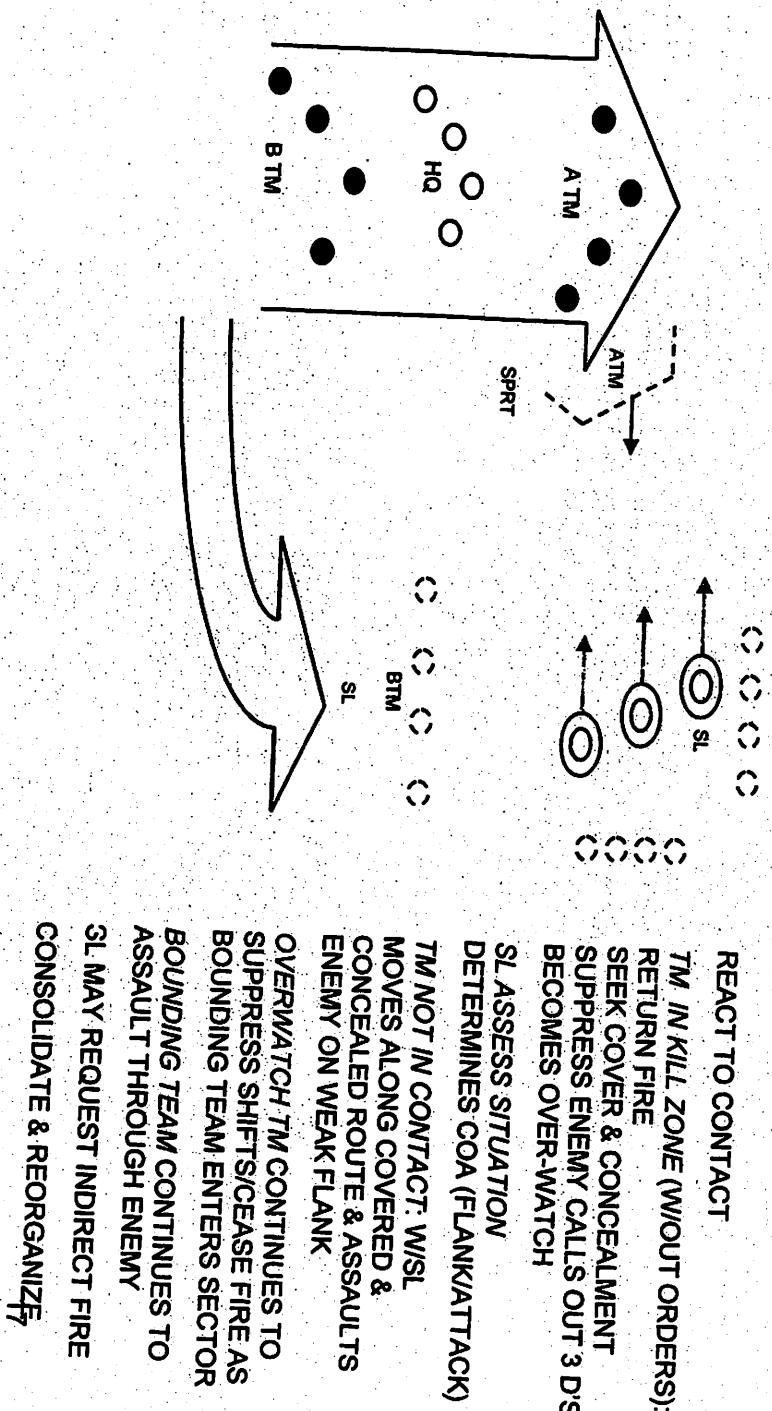
1. START/STOP
2. SECURITY HALT
3. SLLS/PINPOINT
4. LONG HALT/SPOTCHECK
5. 5-POINT/BTL, ATL
6. CONDUCT RECON ORP
7. CHARACTERISTICS
8. SLLS
9. CLEAR, SECURE, 5-POINT
10. SHP/OCCUPY
11. SLLS/PINPOINT
12. LONG HALT
13. STRONGPOINT 10,2,4,8, MG
14. SPOTCHECK/OPSKED
15. PREP MWE/RECON
16. CONFIRM ROUTE
17. INSPECT RECON TM
18. DEPART 5-POINT BTL, ATL, S/O
19. ID. RP / SLLS
20. PINPOINT OBJ
21. CNFRM, CHNG, ABRT
22. EMPLACE S/O 5 PT / TAP
23. AOO/CONDUCT RECON
24. CONFIRM PIR AT RP
25. WITHDRAWAL/EXTRACT S/O
26. SALUTE/DISSEMINATE
27. SPOTCHECK/OPSKED
28. COMPROMISE PLAN

CHARACTERISTICS / ORP

EASILY DEFENDABLE
AWAY FROM NATURAL LINES OF DRIFT
AWAY FROM HIGH AVES OF APRCH
PROVIDES NO VALUE TO ENEMY
PROVIDES COVER/ CONCEALMENT
GROUND / AIR

SQUAD ATTACK

BATTLE DRILL 1 - A



MOVEMENT TO CONTACT

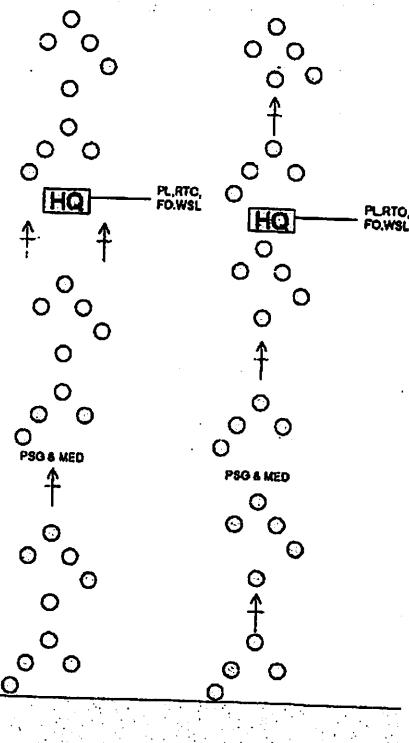
MEETING ENGAGEMENT

Movement Formations:

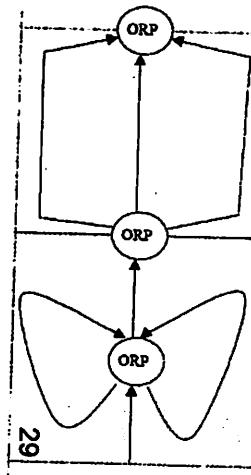
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

- Travelling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good if enemy contact not likely.
- Travelling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK

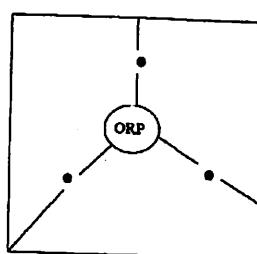


BOX TECHNIQUE:

- Easiest to plan
- Most control
- fastest technique
- easiest to execute
- Narrow frontage
- Must hump rucks

PAN TECHNIQUE:

- More difficult to plan v box
- Less control v box
- Slower than box technique
- More difficult to execute v box
- Wider frontage (+)
- Can leave rucks at ORP (+)



ASSIGN AO's TECHNIQUE:

- Most difficult to plan
- Least control
- Slowest technique
- Most difficult to execute
- Almost unlimited size of AO
- Can be very detailed
- Can leave rucks

LINEAR AMBUSH

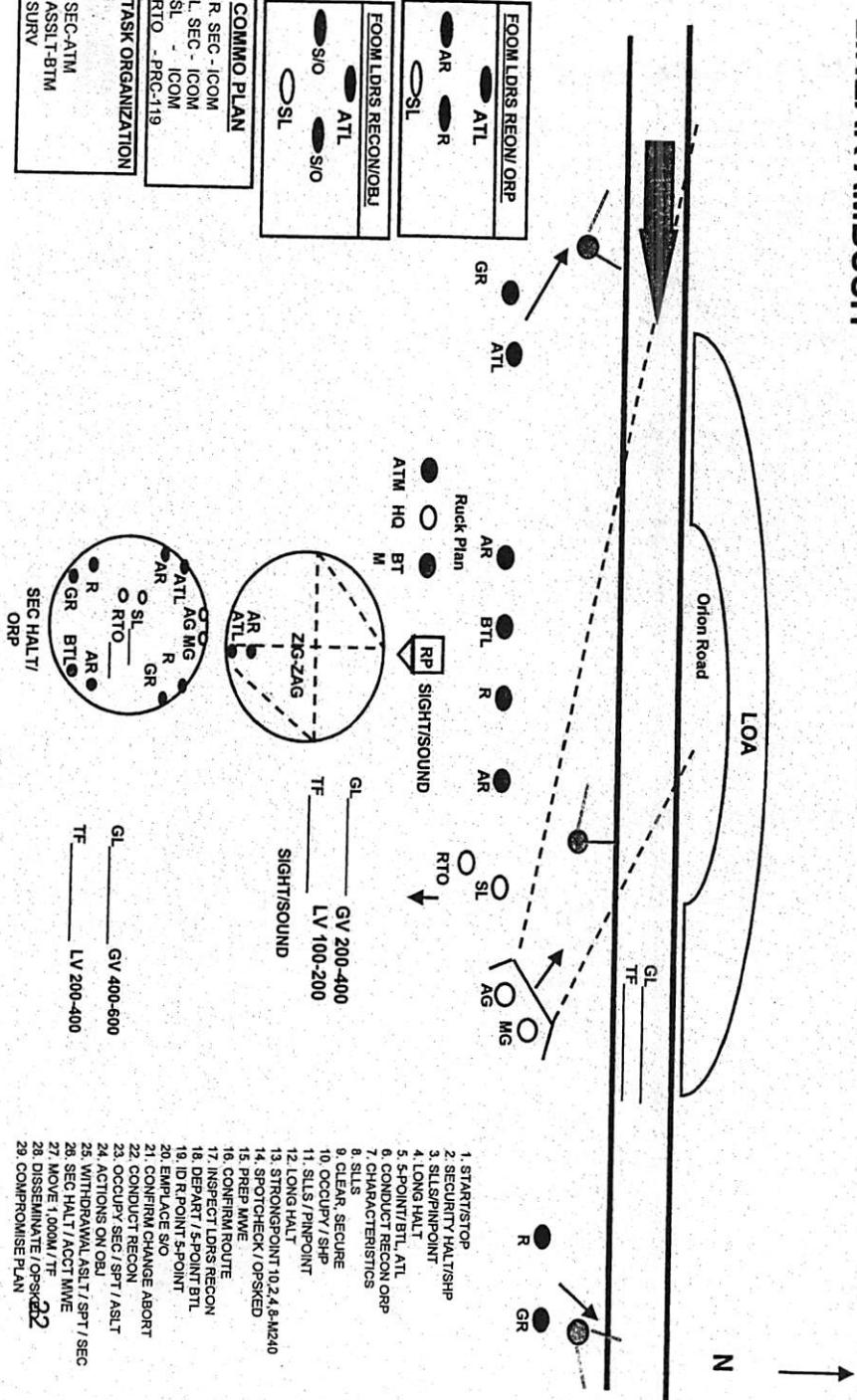
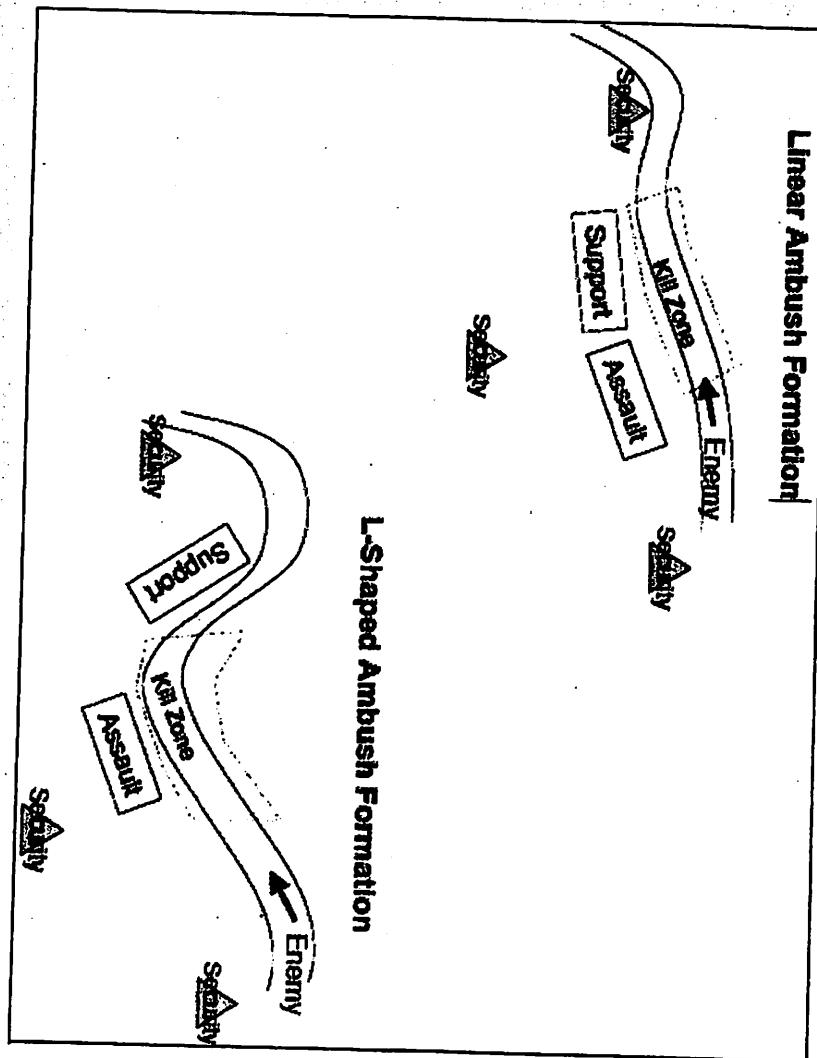


Figure 34. Ambush formations



RAID

Raids are limited objective attacks with a planned withdrawal. Supporting effort efforts execute raids in order to isolate the battalion/company main effort's objective (OBJ). Main

(2) PLANNING CONSIDERATIONS.

a. Minimum force requirements.

b. Phases of the operation.

i. Movement to the objective.

ii. Isolation of the objective and breach.

iii. Secure the foothold.

for MOUT).

(v) Consolidation and Reorganization (C&R).

c. Task organization and responsibilities.

i. Isolation forces:

(a) Secures the DOP.

(b) Blocks avenues of approach to and from the objective.

(c) Positioned first IOT isolates and withdraws last IOT support the infiltration.

(d) Assault forces:

(e) Positions assault close to objective IOT deploy immediately if detected.

(f) Supports itself during the assault or if the support force is ineffective.

(g) Plans detailed direct and indirect fire control and distribution.

(h) Conducts detailed room clearing in MOUT. Manas forward progress.

(i) Executes controlled withdrawal from the objective.

(ii) Support forces:

(j) Positioned following the isolation forces and before the assault force.

(k) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.

(l) Controls rates of fire, cyclic, rapid, sustained, or watch and shoot.

(m) Synchronizes times, shifts, and changes rates of fire on signal.

(n) Overwatches C&R and withdraws of the assault and breach forces.

(o) Positioned following the security and support force.

(p) Pinpoints the point(s) of penetration. Attempts to bypass or breach on a flank or

near the obstacle's terrain anchor.

(q) Prepares and transports breach charges or mechanical breach IOT.

- immediate threat at the breach point.
- (r) Obscures breach point and reduces obstacles at point(s) of penetration.
- (s) Maintains penetration and secures a foothold for assault force.
- d. Location of leader statements (consider decisive critical events and locations).

- (i) Commander where he can best influence the situation.
- (ii) 2IC with support forces.
- (iii) FSO and FSOC where they can best influence the indirect fire execution.
- (iv) Mass HGS, AT weapon, sniper, and nonlethal effects.
- (v) Medical package (METT-TC).
- (vi) Contingency plans (COMPLANS) if compromised (rapid transition from stealth to violence of action/shock effect).

(i) During leader's reconnaissance.

(ii) During occupation or support force.

(iii) During occupation of the assault position.

(iv) Mission abort criteria (consider minimum force requirements).

f. Signal plan. Leaders always plan a primary and alternate signal to:

(i) Initiate supporting fires.

(ii) Withdraw.

(iii) Liftshift fires.

(iv) Initiate assault.

(v) Abort and execute emergency extraction.

(vi) Control isolation force.

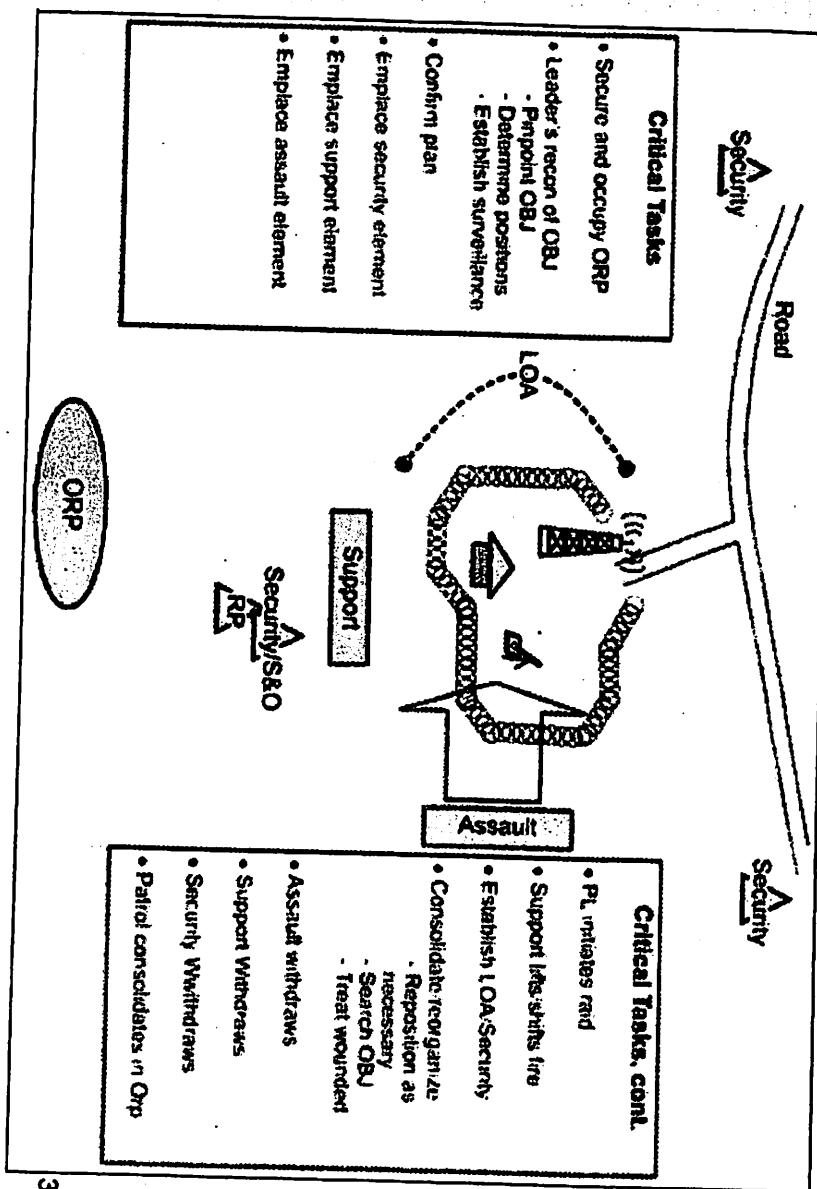
(vii) Commit reserve.

(viii) Threat and noncombatant situations.

h. Other planning considerations.

- (i) Consider integration of vehicles during the isolation, suppression, assault, and withdrawal from the objective. Dismount before, at, or beyond the point of penetration. Leverage situational awareness (FRCBZ) technology, thermal optics, weapons capabilities, and PC transited/casevac platforms inherent to the vehicles.
- (ii) Commander maximizes the C2 effects that four platoon headquarters provide.
- (iii) Maximizes nonlethal effects.
- (iv) Destroy or exit PC as soon as the assault force seizes it. If the assault force waits until C&R, it may never happen.
- (v) Secure only as much of the objective as necessary, for as little duration as necessary beyond the decisive point. Do not waste time and risk casualties that inflict fire observers' detection fires support effects (AW doctrinal minimum safe distances as the assault gains momentum in depth).

Figure 5-6. ACTIONS ON THE OBJECTIVE - RAID



Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

1. Squads and platoons fight through enemy contact at the lowest possible level.
2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.
3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.
4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.
5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-O decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products " in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations
2-166th RTI / PAARNG

Primary Reference: **FM 3-21.8 The Infantry Rifle Platoon and Squad**

Day	Chapter	Assigned Reading	Focus	Areas of Special Interest	
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations	Figure 1-14 pp1-38 through pp1-43	
—	Ch 2	para 2-57 through 2-119	Employing Fires	pp2-1 through pp2-5 pp2-11 through pp 2-23	
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation	pp3-8 through 3-11 pp3-28 – pp3-36 and Table 3-4, Table 3-5	
—	Ch 5	para 5-1 through 5-49	C2 and TLP's	Figure 5-4, 5-5, 5-6 & 5-10	
—	Ch 6	para 6-8 through 6-34	Sustainment	pp6-3 through pp6-6 *Classes of Supply	
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)	Intro to Ops	pp7-1 through 7-10
—		para 7-117 through 7-238	Offensive Ops Part II (VI-IX)	Section IV Platoon Attacks Section VI Special Purpose Attacks	pp7-14 pp7-26 – pp7-31
—	Ch 8	para 8-1 through 8-76	Defensive Ops Part I	Introduction	pp8-2 through pp8-6
—		Para 8-77 through 8-199	Defensive Ops Part II	Section V Occupation & Prep Defensive Techniques	pp8-19 through pp8-23 pp8-24 through 8-31
—	Ch 9	para 9-1 through 9-128	Patrolling (I-II)	pp9-1 through pp9-3	
—		para 9-129 through 9-216	Patrolling (III-VIII)	Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols	pp9-6, para 9-42 pp9-7 through pp9-13 pp9-20, Table 9-1 pp9-22 through pp9-25
—	Appendix A	Machine Gun Employment	Introduction	ppA-1 through ppA-8	
—	Appendix C	Fires Planning	Introduction	ppC-1 through ppC-3	

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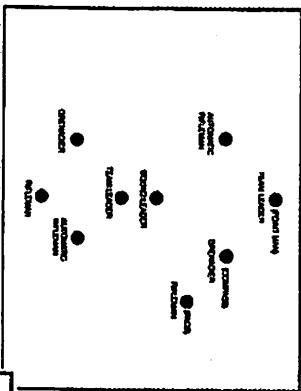
Patrolling Reference Packet (EXTRACT)

JUNE 2015

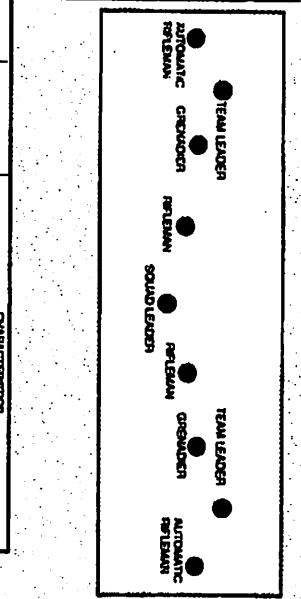
Patrolling:

Movement and Maneuver

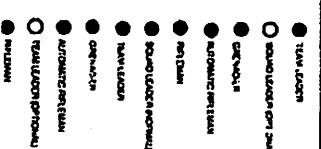
SQUAD COLUMN



SQUAD LINE



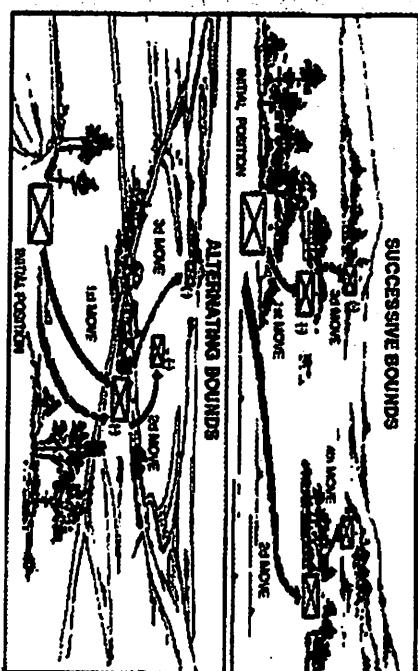
SQUAD FILE



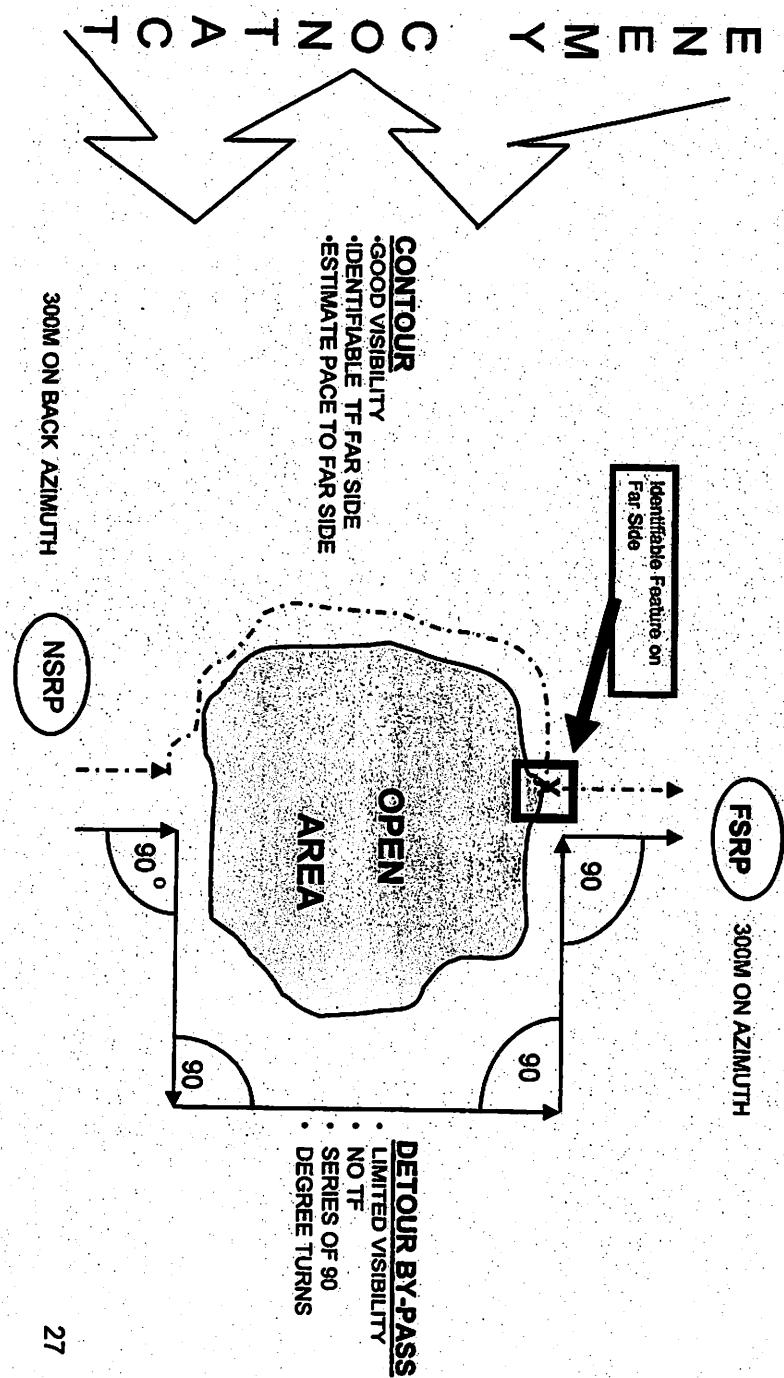
MOVEMENT CONDITION	WHEN NORMALLY USED	CHARACTERISTICS			
		CONTROL	FLEXIBILITY	PRE-COMBAT RESTRICTIONS	
SQUAD COLUMN	SQUAD PRETTY FORMATION	GOOD	PROMOTES MANEUVER CAPABILITY OVER SHORT DISTANCE AND MEDIUM DISTANCE	ALLOWS LARGE VOLUME OF FIRE TO THE FRONT AND LATENT TO THE FRONT	SECURITY
SQUAD FILE	WHEN MAXIMUM FIRE POWER IS REQUIRED TO THE FRONT	NOT AS GOOD AS SQUAD COLUMN	ALL-AROUND MANEUVER CAPABILITY OVER LONG DISTANCE AND MEDIUM DISTANCE	ALL-AROUND VOLUME OF FIRE TO THE FRONT AND LATENT TO THE FRONT	
SQUAD FILE	CLOSE TERRAIN VEGETATION, LIMITED VISIBILITY CONDITIONS	EASIER	LIMITED MANEUVER CAPABILITY OVER FIRE DIRECTION COMMITTED.	GOOD TO THE FRONT AND REAR	
SQUAD FILE	MOST DIFFICULT FORMATION FROM WHICH TO MANEUVER	LEAST	ALLOWS MANEUVER OVER FLANK MASSES MOST FIRE TO THE FRONT AND REAR	GOOD TO THE FRONT LITTLE TO THE REAR AND REAR	

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS				SECURITY
		CONTROL	DISPERSION	SPEED		
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST	
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE	
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST	

Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

FARSIDE

300M ON AZIMUTH

FSRP

FARSIDE RALLY POINT INFO FOR
A KNOWN DANGER AREA

GL

TF

DIR

DIS

GL

TF

1. DESIGNATE NEAR & FAR SIDE
RALLY POINTS
2. SECURE NEAR SIDE &
EMPLACÉ FLANK SECURITY
3. CLEAR FAR SIDE
4. CONTINUE UNIT CROSSING
5. RETRIEVE NEAR SIDE
SECURITY & COMPLETE
UNIT CROSSING
6. ACCOUNTABILITY/HEADCOUNT

NEAR SIDE RP INFO FOR A
KNOWN DANGER AREA

GL

TF

DIR

DIS

300M ON BACK AZIMUTH

NSRP

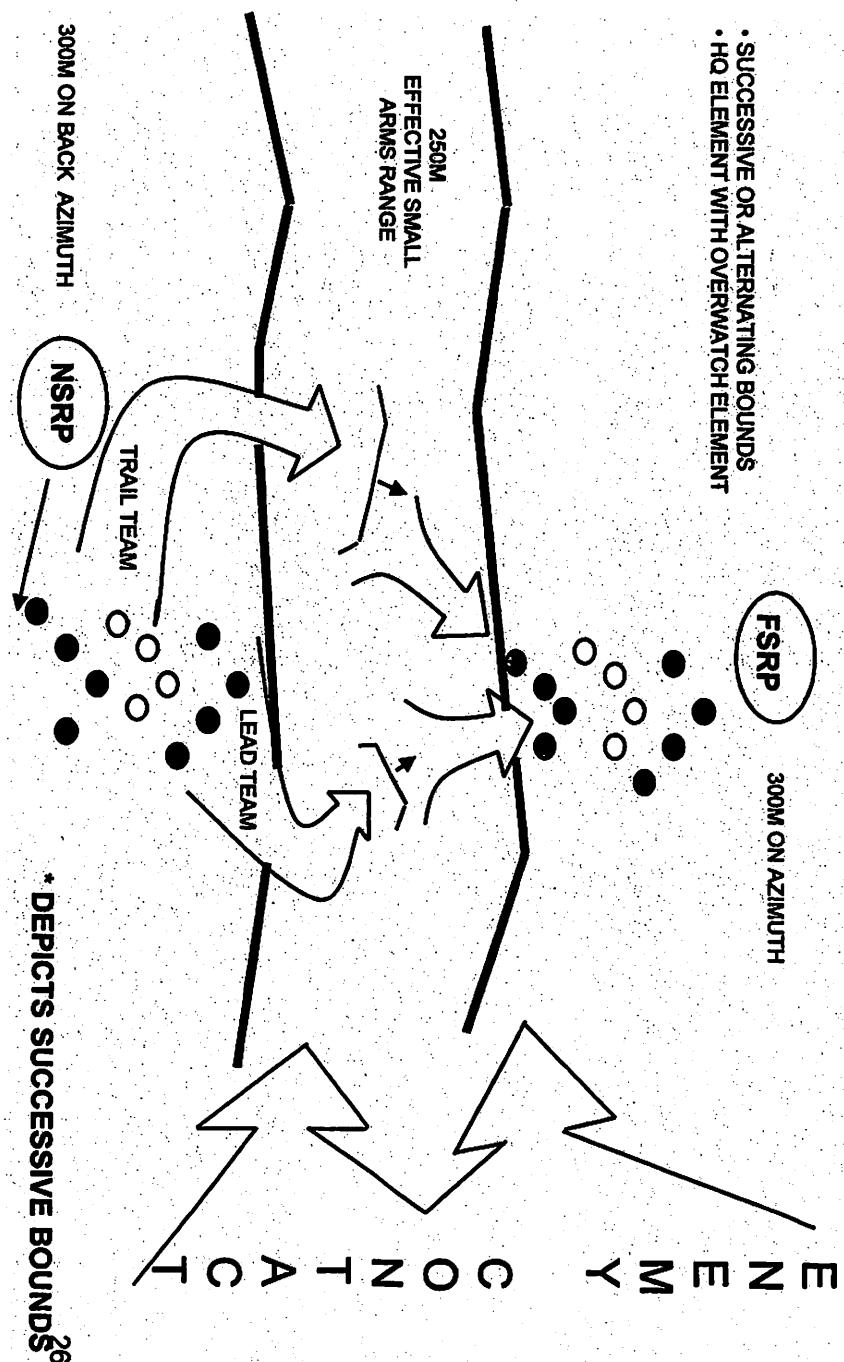
NEAR SIDE

LARGE OPEN DANGER AREA

- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT

FSRP

300M ON AZIMUTH



REACT TO CONTACT

BATTLE DRILL 1

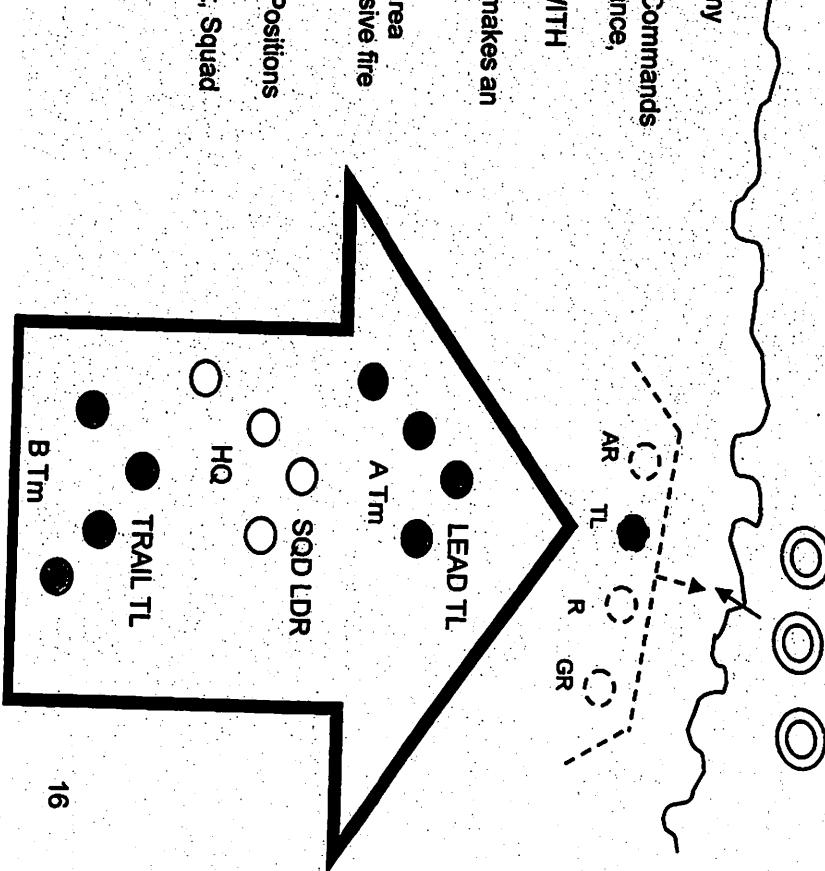
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TM LDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC).
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation

FACTORS OF HIS ASSESSMENT:

- Can Squad move out of engagement area
- Can Squad gain and maintain suppressive fire
- Location of enemy
- Size of enemy force
- Vulnerable Flanks of Enemy/ Friendly Positions
- Covered/ Concealed Flanking Routes

- SQD LDR Determines COA (Break Contact, Squad Attack, ETC.)

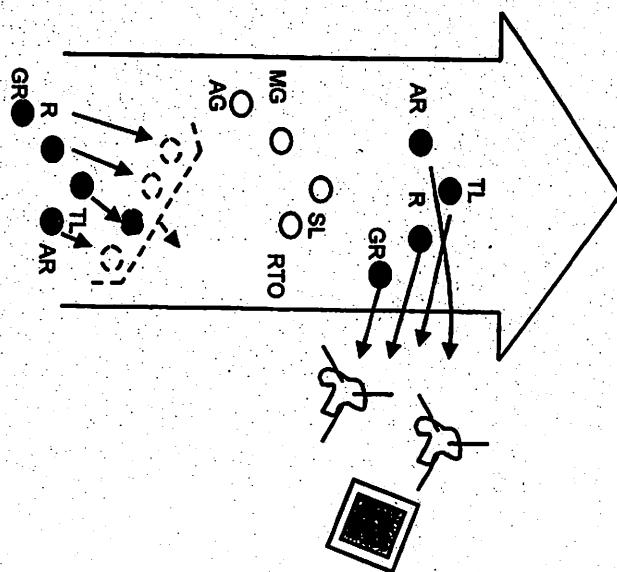
- REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

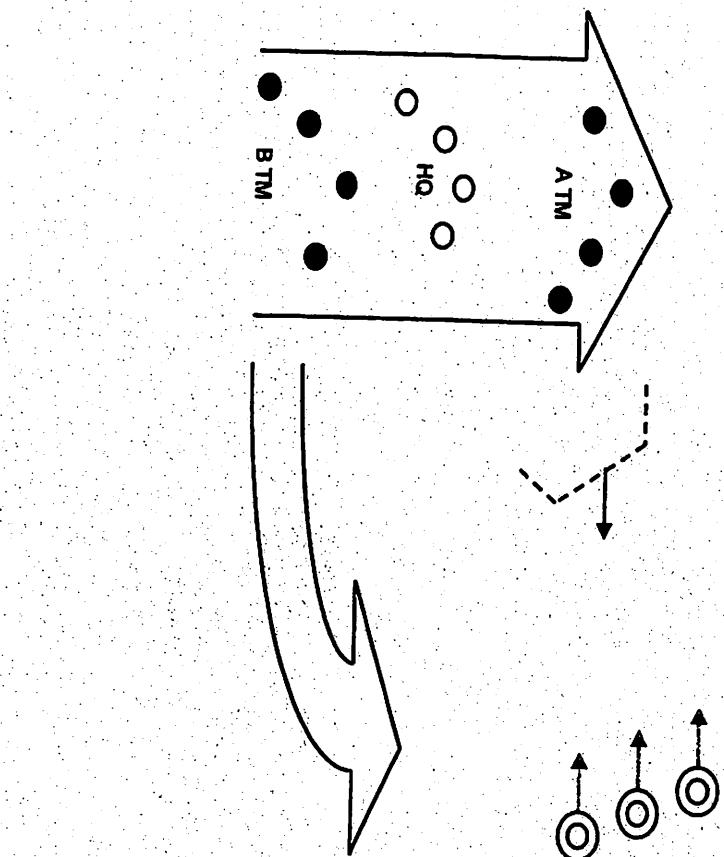
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
- THROW CONCUSSION, FRAG, OR SMOKE GRENADES AFTER EXPLOSION OF GRENADES, ASSAULT THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



REACT TO A FAR AMBUSH

BATTLE DRILL 4-B



MORE THAN 35 METERS

TM IN KILL ZONE (W/OUT ORDERS):
RETURN FIRE

SEEK COVER & CONCEALMENT
SUPPRESS ENEMY (OVERWATCH)

SL ASSESSES SITUATION
DETERMINES COA (FLANK)

TM NOT IN CONTACT:
MOVES ALONG COVERED &
CONCEALED ROUTE & ASSAULTS
ENEMY ON WEAK FLANK

OVERWATCH TM CONTINUES TO
SUPPRESS SHIFTS/CEASE FIRE AS
BOUNDING TEAM ENTERS SECTOR

BOUNDING TEAM CONTINUES TO
ASSAULT THROUGH ENEMY

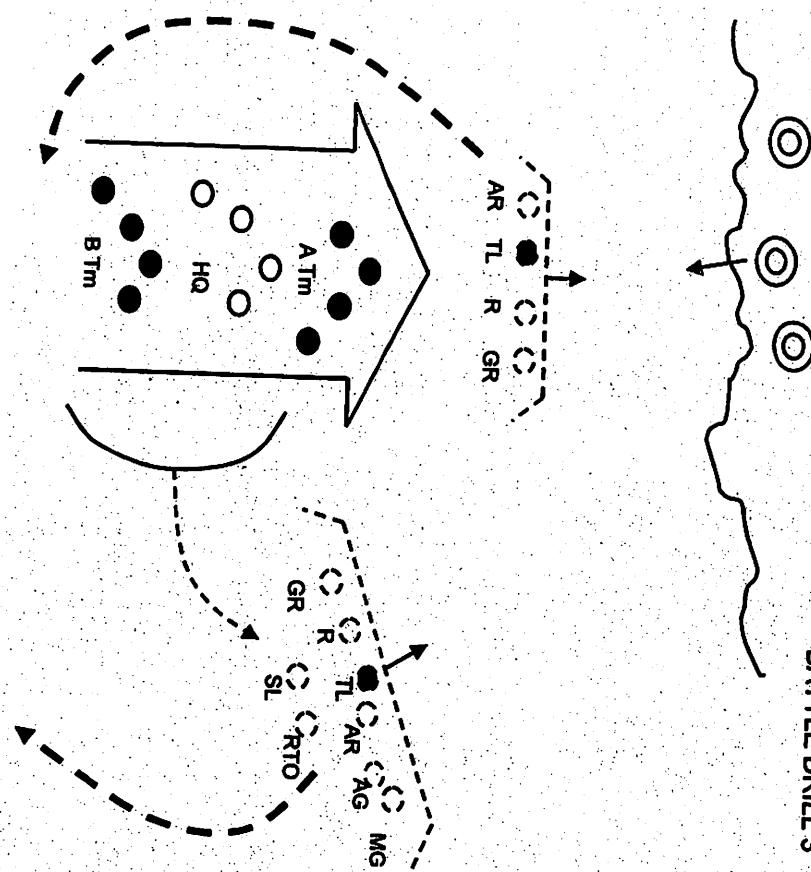
SL MAY REQUEST INDIRECT FIRE

CONSOLIDATE & REORGANIZE

BREAK CONTACT

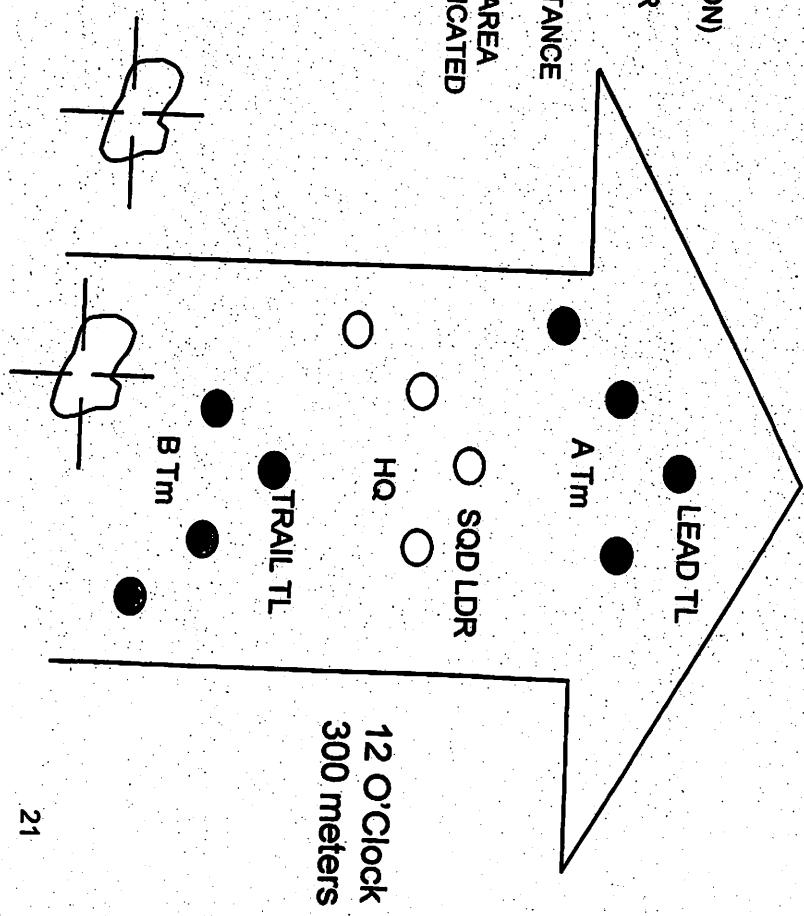
BATTLE DRIFT 3

- SQUAD LEADER ORDERS
“BREAK CONTACT”
 - SQUAD LEADER DESIGNATES
SPT ELEMENT & MANEUVER ELEMENT
 - SL ISSUES DISTANCE &
DIRECTION OR A TERRAIN
FEATURE FOR THE MANEUVER
ELEMENT
 - SBF SUPPRESSES ENEMY
POSITION
 - MANEUVER USES SMOKE TO
MASK MOVEMENT
 - TAKES UP OVERWATCH
POSITION
 - BEGINS TO SUPPRESS
ENEMY
 - SQUAD LEADER DIRECTS SBF TO
BREAK CONTACT
 - SBF USES SMOKE TO SCREEN
MOVEMENT
 - TAKES UP OVERWATCH
POSITION
 - SQUAD CONTINUES TO BOUND
AWAY UNTIL CONTACT IS
BROKEN
 - CONSOLIDATE/ REORGANIZE¹⁸



REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling:
Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance.

You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

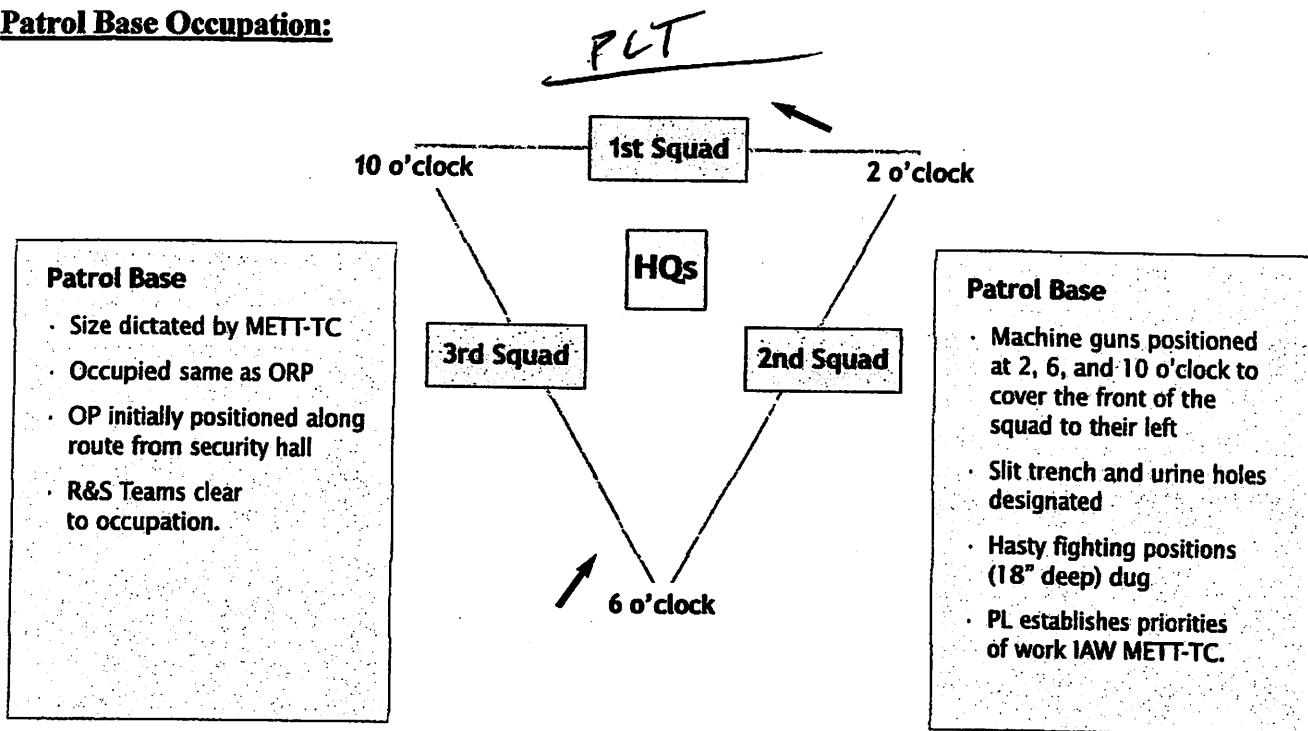
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a “laundry list” of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

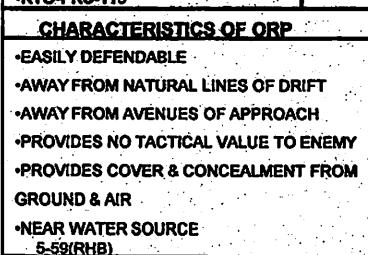
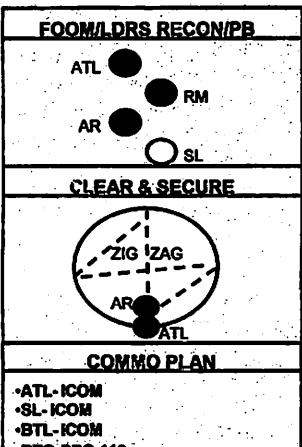
Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.

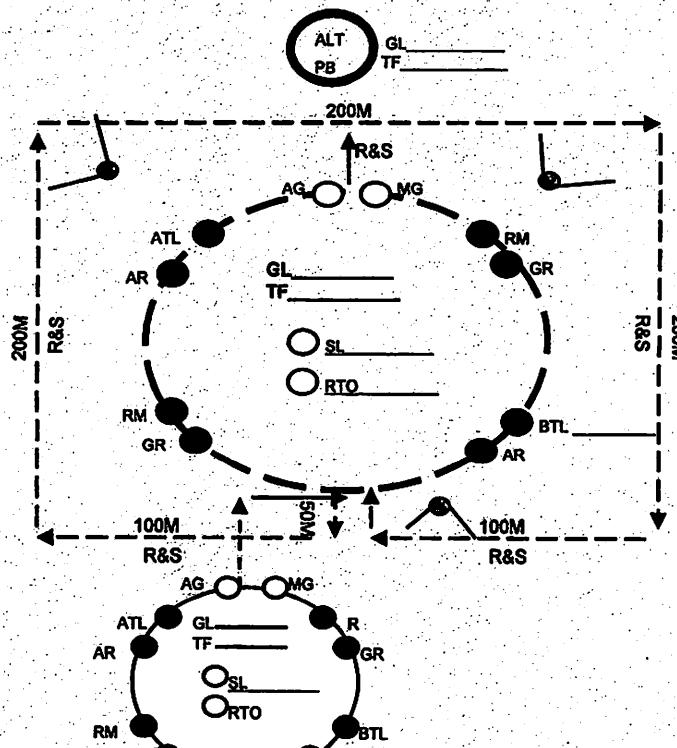


BLACK

GL _____
TF _____
DIR _____
DIST _____



SQUAD PATROL BASE



N

GOLD

GL _____
TF _____
DIR _____
DIS _____

OCCUPATION PLAN

- SECURITY HALT
- SLLS/PINPOINT
- LNG HLT/STNG PNT
- PREP PB CLR TM
- 2-5 PT-BTL/PB CLR TM
- CONDUCT RECON OF PB
- CHARACTERISTICS
- SLLS/CLEAR & SECURE
- OCCUPY PB- SHP/SLLS
- PINPOINT-LNG HLT
- STNG PNT 10,2,4,6,MG
- SPOT CHECK
- 5 PT R/S- GVL/V
- OPSKED

SECURITY PLAN

- SECTOR SKETCH
- ALERT PLAN
- WITHDRAWAL PLAN (BLACK & GOLD)
- EVACUATION PLAN
- ALT PB
- PATROL BASE ACTIVITIES

PRIORITIES OF WORK

- WPNS/NODS/COMMO (50% SEC)
- CHANGE T-SHIRTS/SOCKS/SHAVE/CAMMO
- SLIT TRENCH(50% SEC)
- CHOW
- 50% SEC
- REST (50-33% SEC)

1.1

FIELD PLANNING

- TLPs
- TACTICAL RESUPPLY

SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

GOLD

ALT PB

N ↑

BLACK
ALT PB
DIR
DIST

GL
TF

DIR
DIST

GL
TF

DIR
DIST

FOOM
(MODIFIED WEDGE)

AR RCM
SI GR
RTO

AG O ATL
AR RCM
SI O GR
R O RTO
BTL AR

OCCUPATION PLAN

- CHARACTERISTICS
- SECURITY HALT
- SLLS

- PIN POINT
- LONG HALT/STRONG POINT
- 10, 2, 4⁸

- SPOT CHECK
- PREP M, W, & E

- SPOT CHECK
- CONFIRM ROUTE & DISTANCE

- SHP/MOVE
- OCCUPY/ SLLS

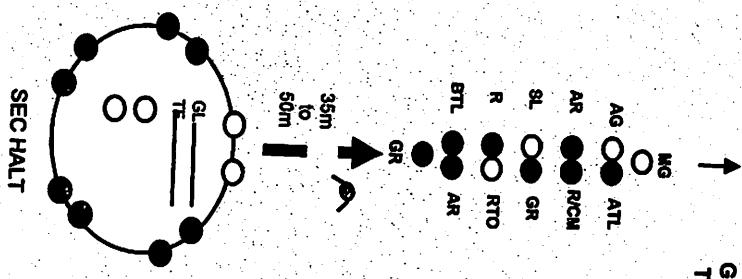
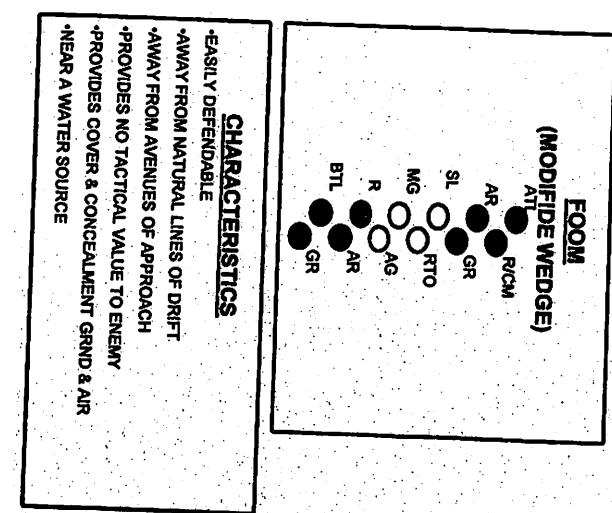
- SPOT CHECK/PIN POINT/ OPSKED
- PRIORITIES: ALT PB (B & G), EVAC,

- ALERT
- REST PLAN (25%)

- STAND TO
- CONFIRM ROUTE

- MOVE TO PB
- PB PRIORITIES

12

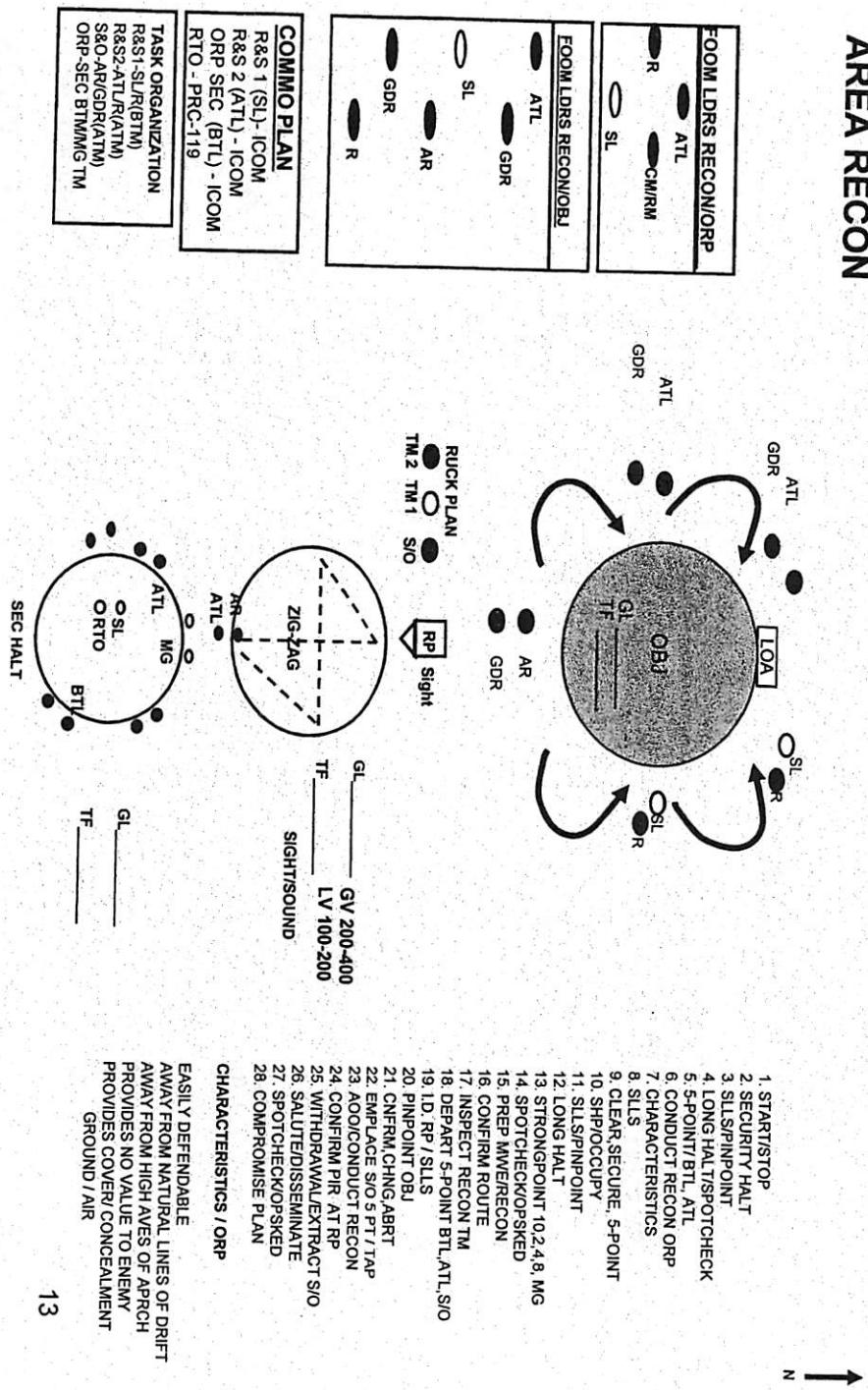


- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT GROUND & AIR
- NEAR A WATER SOURCE

CHARACTERISTICS

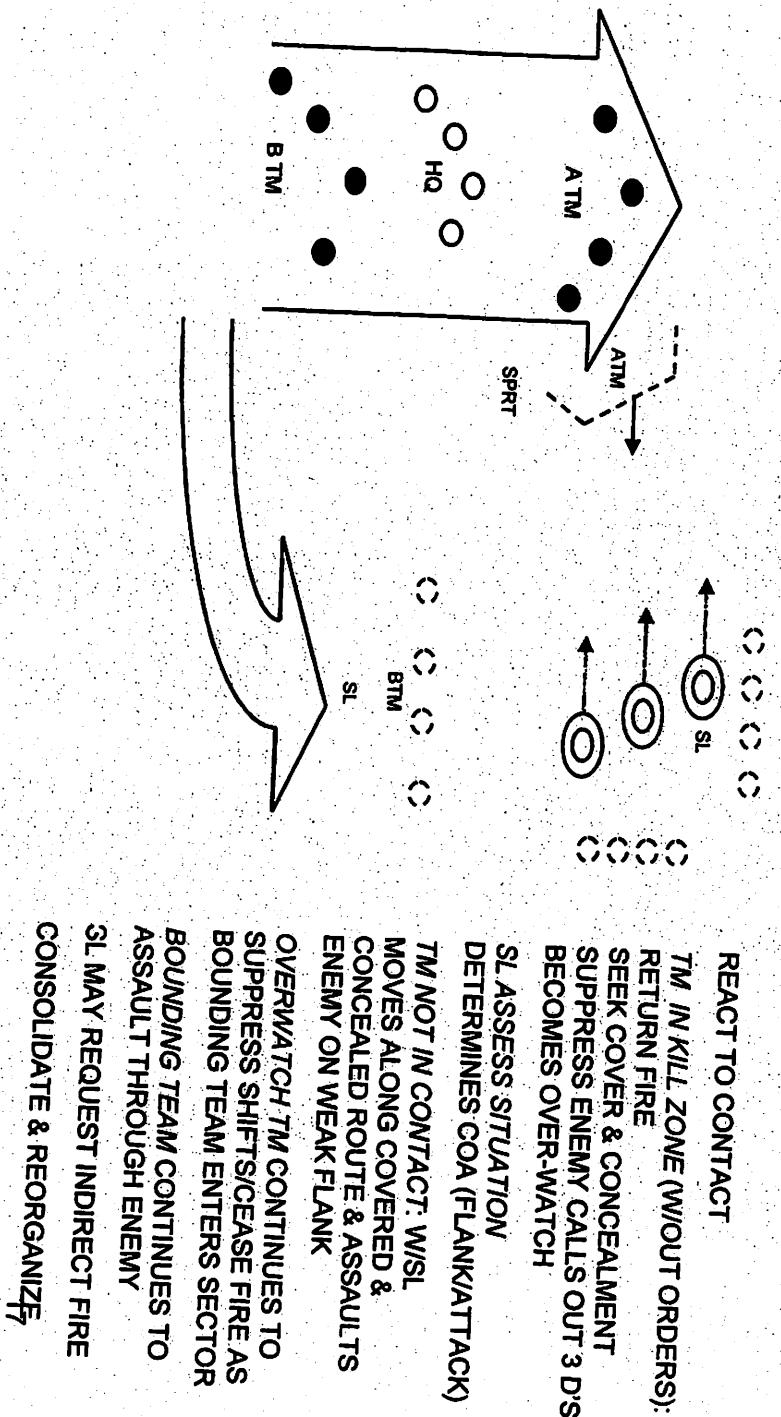
Patrolling: Recon and Common Offense

AREA RECON



SQUAD ATTACK

BATTLE DRILL 1 - A



MOVEMENT TO CONTACT

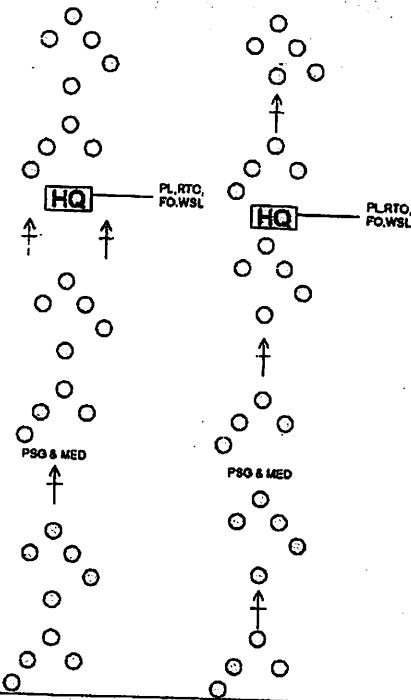
MEETING ENGAGEMENT

Movement Formations:

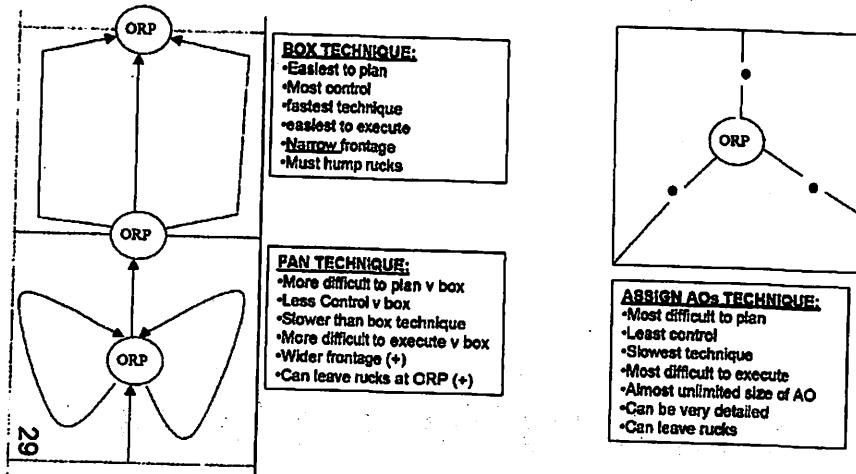
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

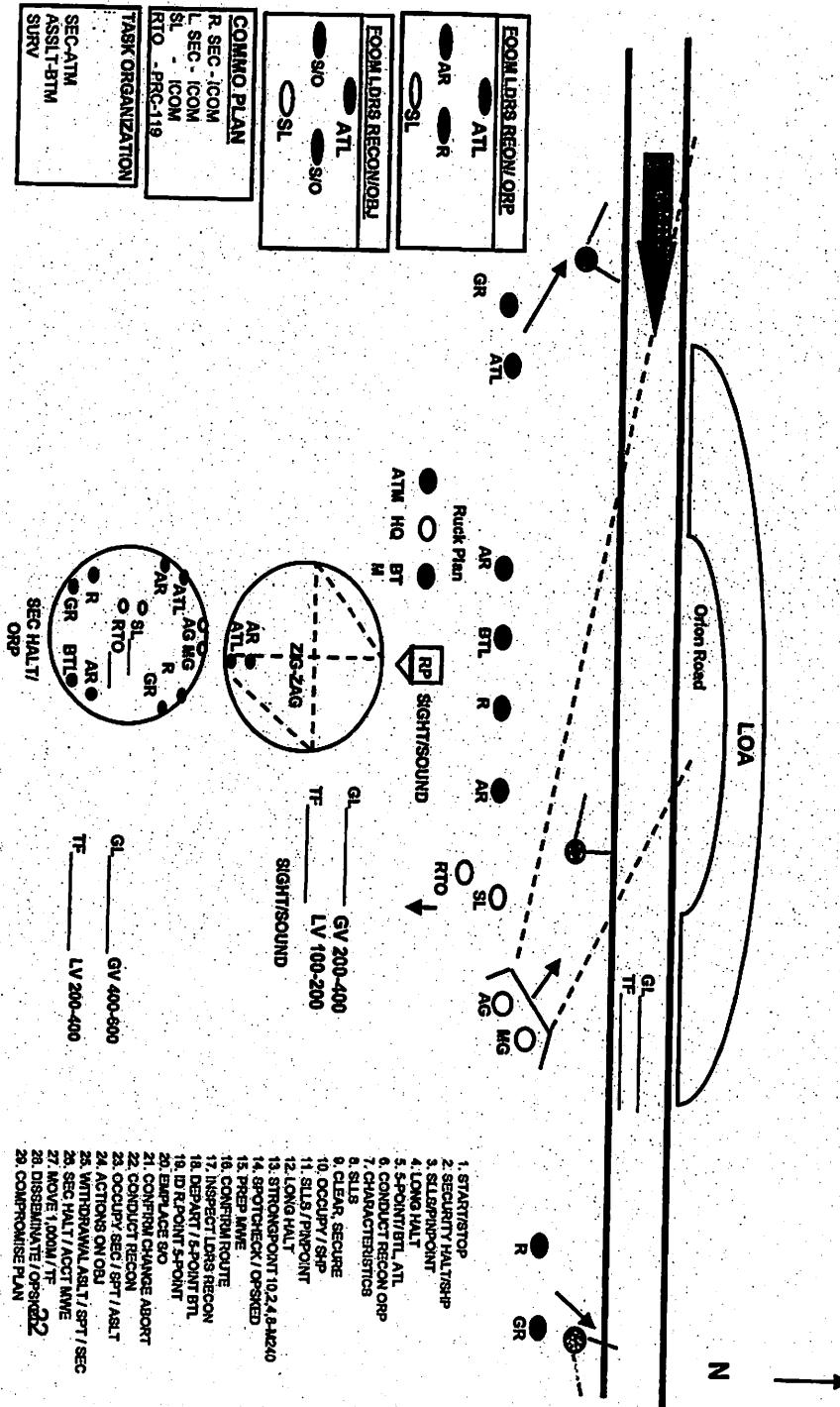
- Traveling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good if enemy contact not likely.
- Travelling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK

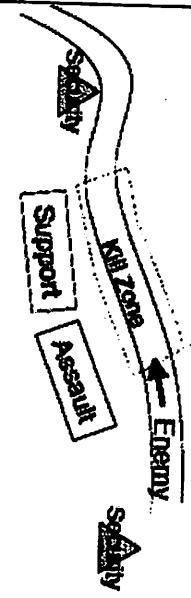


LINEAR AMBUSH

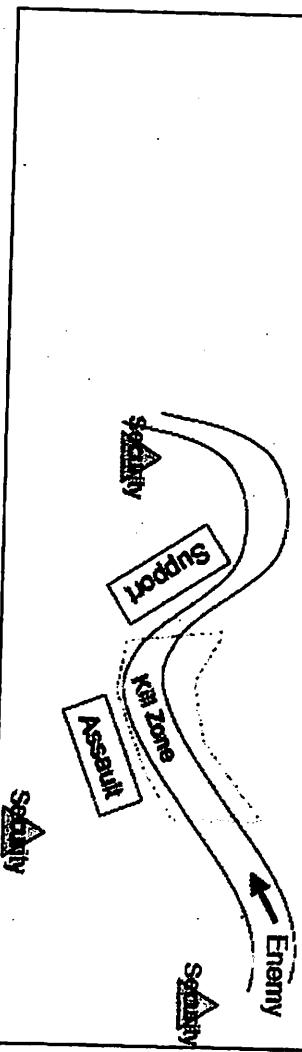


Types of Ambush Formations

Linear Ambush Formation



L-Shaped Ambush Formation



RAID

units execute raids in order to isolate the battalion/brigade main effort's objective (OBJ). Main efforts execute raids in order to destroy personnel/equipment or recover precious cargo (PC).

(2) PLANNING CONSIDERATIONS.

a. Minimum force requirements.

b. Phases of the operation.

i. Movement to the objective.

ii. Isolation of the objective and breach.

iii. Secure the foothold.

iv. Exploit the penetration and clear the OBJ (detailed room clearing).

v. Consolidation and Reorganization (CAR).

c. Task organization and responsibilities.

i. Isolation force:

(a) Secures the OPR.

(b) Blocks avenues of approach to and from the objective.

(c) Positioned first (OT) isolates and withdraws last; IOT supports the infiltration.

(d) Assault force:

(a) Assists to destroy or capture enemy equipment or secure PC.

(b) Positions assault close to objective IOT deploys immediately if detected.

(c) Supports itself during the assault or if the support force is ineffective.

(d) Plans detailed direct and indirect fire control and distribution.

(e) Conducts detailed room clearing in MOUT. Marks forward progress.

(f) Executes controlled withdrawal from the objective.

(g) Positioned following the isolation force and before the assault force.

(h) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.

(i) Controls rates of fire, cyclic, rapid, sustained, or weapon and shot.

(j) Synchronizes fires. Synchronizes fires (FBCB2 technology), thermal optics, weapons capabilities, and PC.

(k) Overwatches C&R and withdrawal of the assault and breach forces.

(l) Breach force:

(m) Positioned following the security and support force.

(n) Participates the point(s) of penetration. Attempts to bypass or breach on a flank or

near the obstacle's terrain anchor.

(o) Prepares and transports breach charges or mechanical breach kit.

(p) Establishes local support by fire position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.

(q) Obscures breach point and reduces obstacle at point(s) of penetration.

(r) Marks penetration and secures a foothold for assault force.

(s) Location of headquarters (consider decisive/critical events and locations).

- 1) Commander where he can best influence the situation.
- 2) 2IC with support forces.
- 3) FSO and FSNGO where they can best influence the indirect fire execution.
- 4) Mass MOSS, AT weapon, sniper, and nonlethal effects.
- 5) Medical package (NETT-TC).
- 6) Confidentiality plans (CONPLANS) if compromised (rapid transition from stealth to violence of action/strike effect).

9. Leader's Reconnaissance.

Whenever tactically feasible, a leader's reconnaissance is critical to mission success.

(i) Avenues of approach to the objective.

(ii) Support by fire position, assault position, breach point, and isolation positions.

(iii) Withdrawal routes.

(iv) Threat and noncombatant situations.

h. Other planning considerations.

(i) Consider integration of vehicles during the isolation, suppression, assault, and

situational awareness (FBCB2 technology, thermal optics, weapons capabilities, and PC

transload/caseless platforms inherent to the vehicles.

(ii) Companies maximize the C2 effects their four platoon headquarters provide.

(iii) Maximize nonlethal effects.

(iv) Destroy or exit PC as soon as the assault force secures it. If the assault force waits

until CAR, it may never happen.

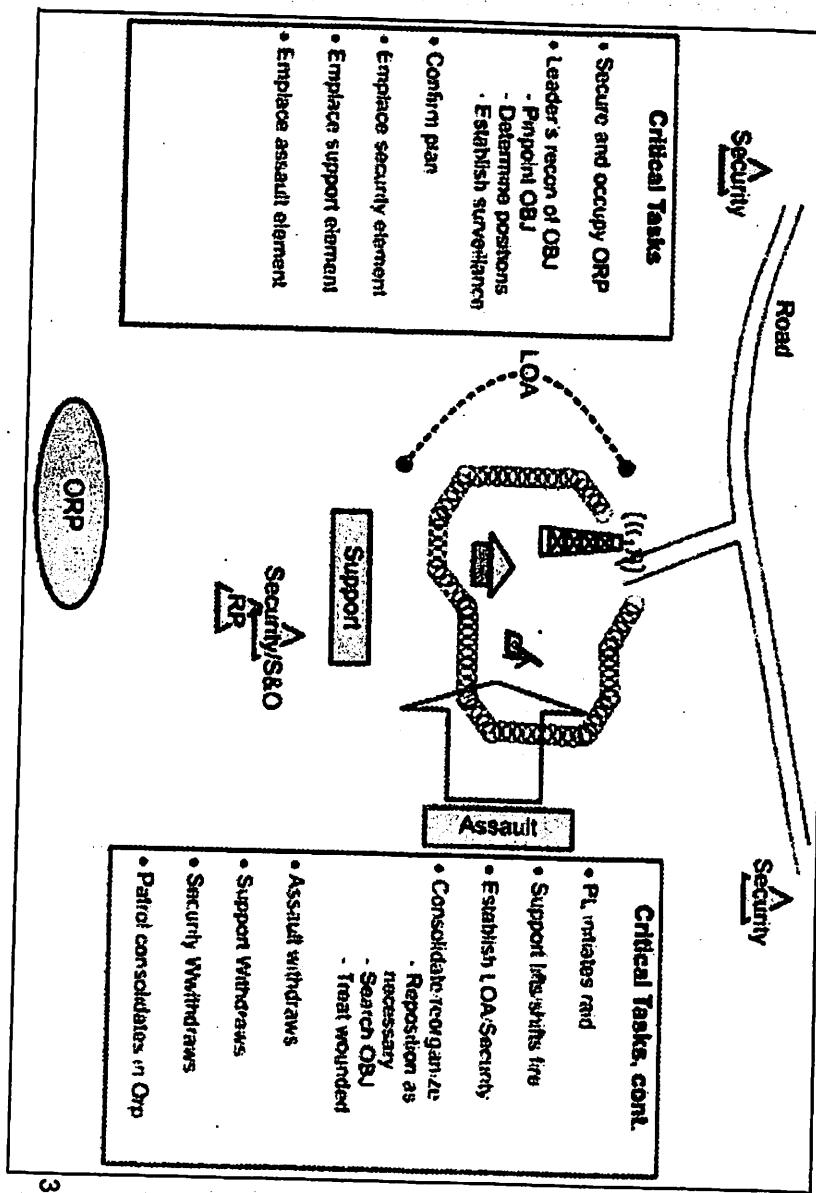
(v) Secure only as much of the objective as necessary, for as little duration as necessary

beyond the decisive point.

(vi) Commanders ensure gun-target line is perpendicular to the direction of attack, and

that indirect fire observes elevation fire support effects (AW doctrinal minimum safe distances as

Figure 5-6. ACTIONS ON THE OBJECTIVE - RAID



Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

- 1. Squads and platoons fight through enemy contact at the lowest possible level.**
- 2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.**
- 3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.**
- 4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.**
- 5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.**

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-0 decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order to facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).

- Review TC 3-21.10 Sections as follows:

- Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products " in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations

2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8 The Infantry Rifle Platoon and Squad			
Day	Chapter	Assigned Reading	Focus	Areas of Special Interest
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations	Figure 1-14 pp1-38 through pp1-43
—	Ch 2	para 2-57 through 2-119	Employing Fires	pp2-1 through pp2-5 pp2-11 through pp 2-23
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation	pp3-8 through 3-11 pp3-28 – pp3-36 and Table 3-4, Table 3-5
—	Ch 5	para 5-1 through 5-49	C2 and TLP's	Figure 5-4, 5-5, 5-6 & 5-10
—	Ch 6	para 6-8 through 6-34	Sustainment	pp6-3 through pp6-6 *Classes of Supply
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-IV)	Intro to Ops
—	Ch 8	para 8-1 through 8-76	Defensive Ops Part II (VI-IX)	Section IV Platoon Attacks Section VI Special Purpose Attacks
—	Ch 9	para 9-1 through 9-128	Patrolling (I-II)	pp7-1 through 7-10 pp7-14 pp7-26 – pp7-31
—		para 9-129 through 9-216	Patrolling (III-VII)	pp8-2 through pp8-6 pp8-19 through pp8-23 pp8-24 through 8-31
—	Appendix A	Machine Gun Employment	Introduction	pp9-6, para 9-42 pp9-7 through pp9-13 pp9-20, Table 9-1 pp9-22 through pp9-25
—	Appendix C	Fires Planning	Introduction	ppA-1 through ppA-8 ppC-1 through ppC-3

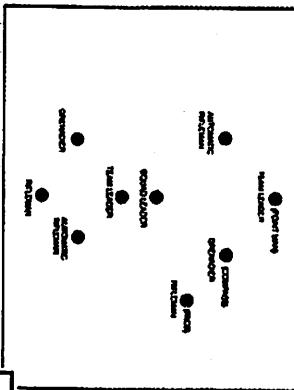
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**Patrolling Reference Packet
(EXTRACT)**

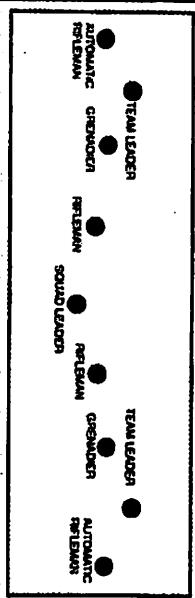
JUNE 2015

Patrolling: Movement and Maneuver

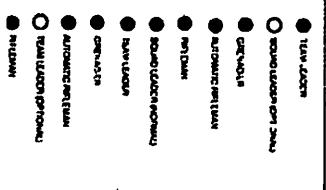
SQUAD COLUMN



SQUAD LINE



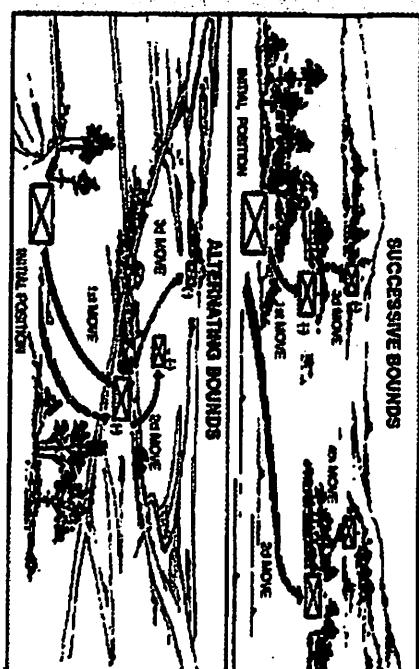
SQUAD FILE



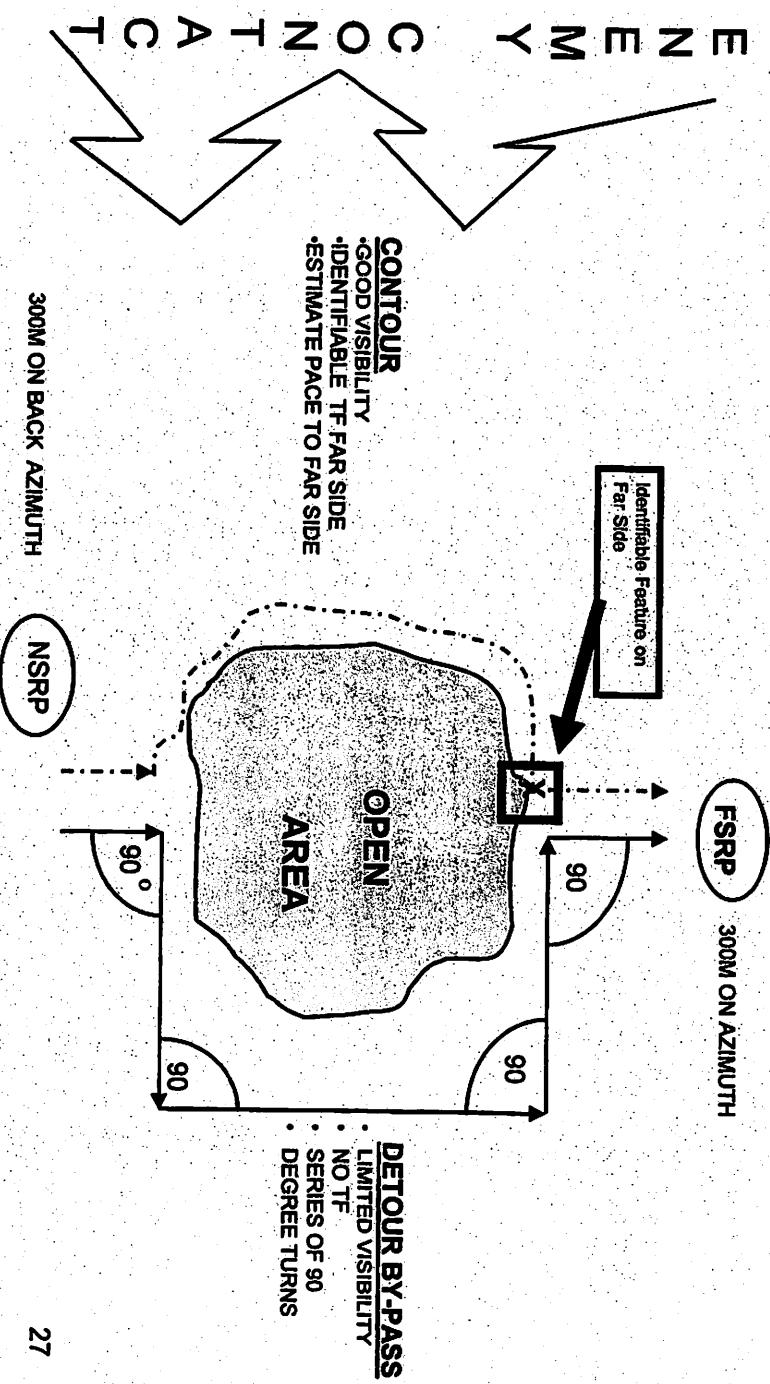
MOVEMENT FORMATION	WHEN USUALLY USED	CHARACTERISTICS			
		CONTROL	FLEXIBILITY	FEAR SUSPENSION	FIRE CAPABILITY
SQUAD COLUMN	SQUAD PRIMARY FORMATION	ODD	FACILITATES MANEUVER, DISORDERS LATERALLY AND DEEPTH	ALLOWS LARGE VOLUME OF FIRE TO THE FRONT, LIMITED VOLUME TO THE REAR	ALL AROUND
SQUAD USE	WHEN MAXIMUM FIRE POWER IS REQUIRED TO THE FRONT	NOT AS LIMITED CAPACITY BOTH FIRE TEAMS COMMITTED	ALLOWS MAXIMUM IMMEDIATE FIRE TO THE FRONT, UNRESTRICTED FIRE TO THE REAR AND REAR	ODD TO THE FRONT, EVEN TO THE REAR	OPTIONAL
SQUAD FIRE	CLOSE TERRAIN, VEGETATION, LIMITED VISIBILITY CONDITIONS	EASIER	ALLOWS IMMEDIATE FIRE TO THE FLANK, UNRESTRICTED FIRE FROM WHICH TO MARKMEN	LEAST	MEDIUM

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS				SECURITY
		CONTROL	DISPERSION	SPEED		
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTESt	LEAST	
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE	
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST	

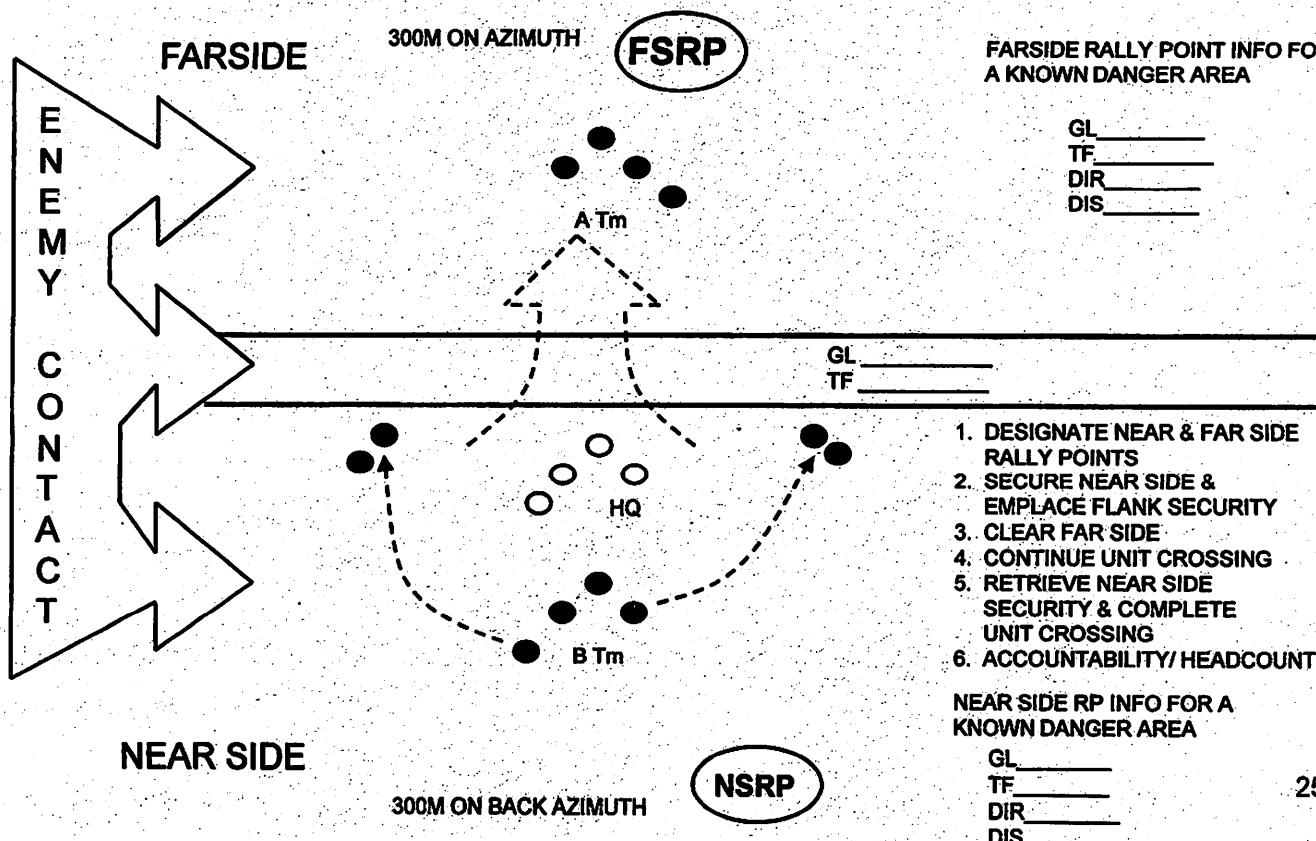
Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

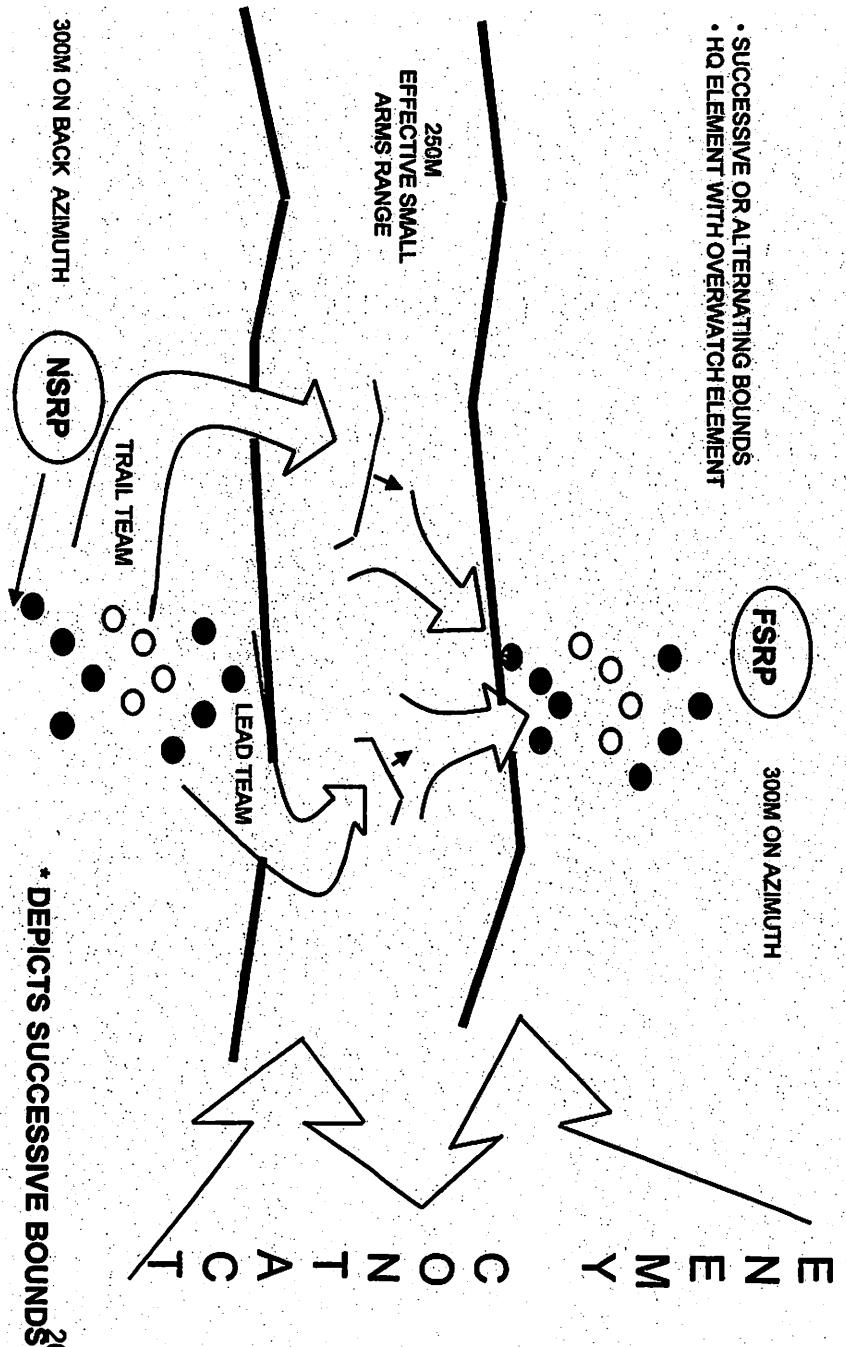


LARGE OPEN DANGER AREA

- SUCCESSIVE OR ALTERNATING BOUNDS
 - HQ ELEMENT WITH OVERWATCH ELEMENT

300M ON AZIMUTH

FSRP



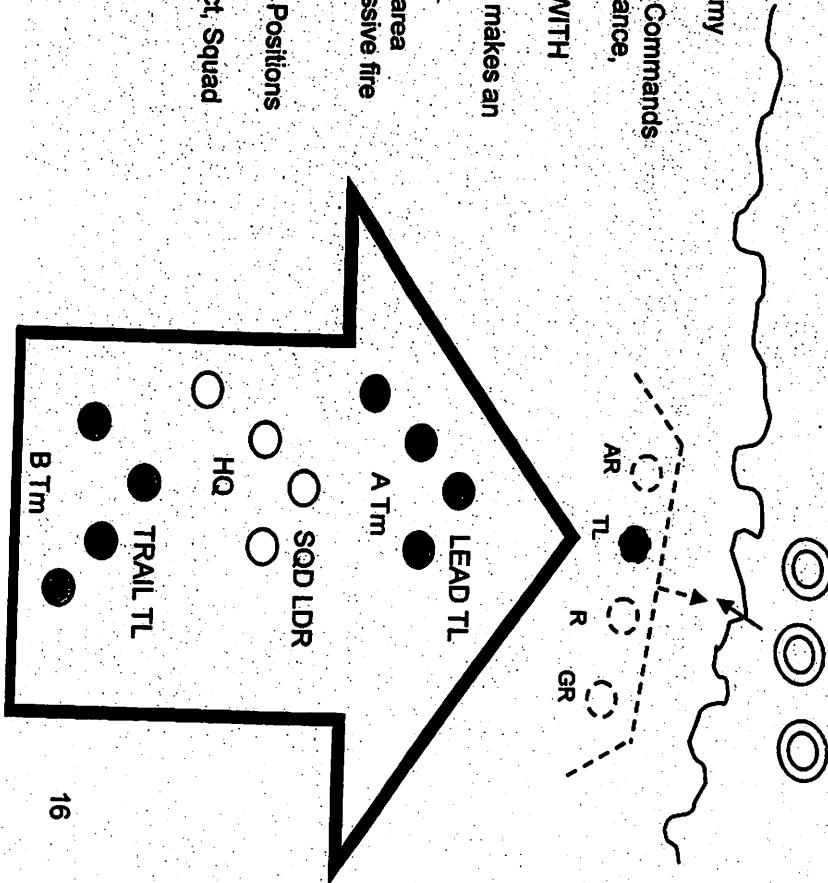
REACT TO CONTACT

BATTLE DRILL 1

- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TM LDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC).
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation.

FACTORS OF HIS ASSESSMENT:

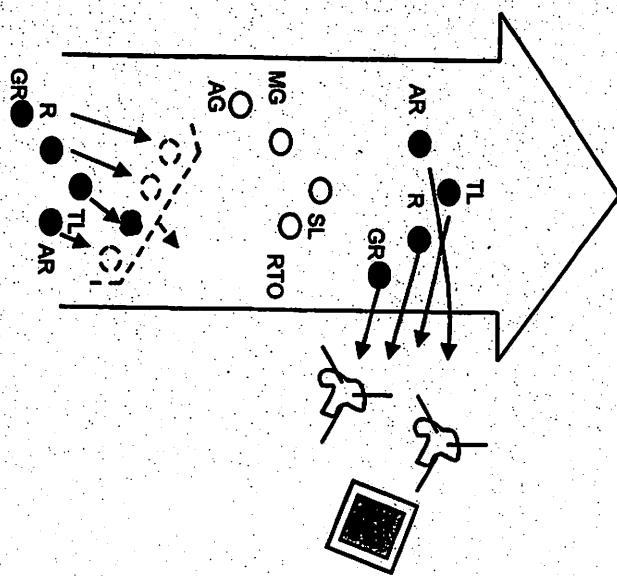
- Can Squad move out of engagement area
- Can Squad gain and maintain suppressive fire
- Location of enemy
- Size of enemy force
- Vulnerable Flanks of Enemy/ Friendly Positions
 - Covered/ Concealed Flanking Routes
- SQD LDR Determines COA (Break Contact, Squad Attack, ETC.)
- REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

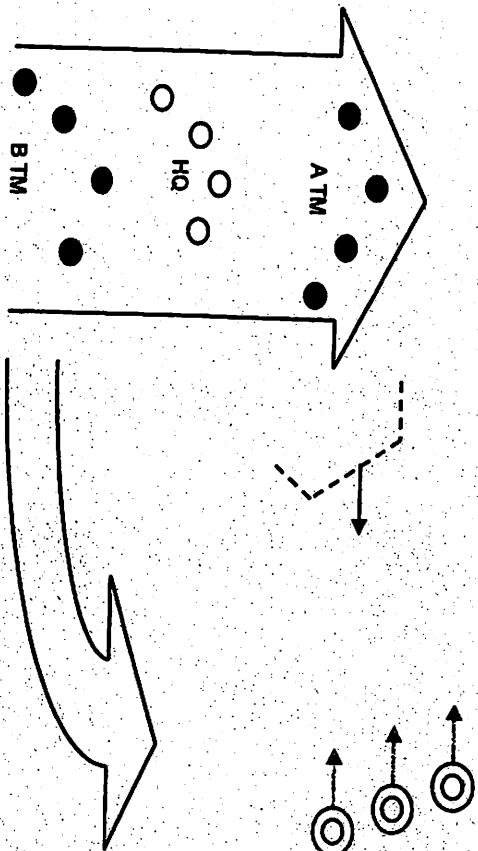
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
 - THROW CONCUSSION, FRAG, OR SMOKE GRENADES
 - AFTER EXPLOSION OF GRENADES, ASSAULT
 - THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



REACT TO A FAR AMBUSH

BATTLE DRILL 4-B



MORE THAN 35 METERS

TM IN KILL ZONE (W/OUT ORDERS):
RETURN FIRE

SEEK COVER & CONCEALMENT
SUPPRESS ENEMY (OVERWATCH)

SL ASSESSES SITUATION
DETERMINES COA (FLANK)

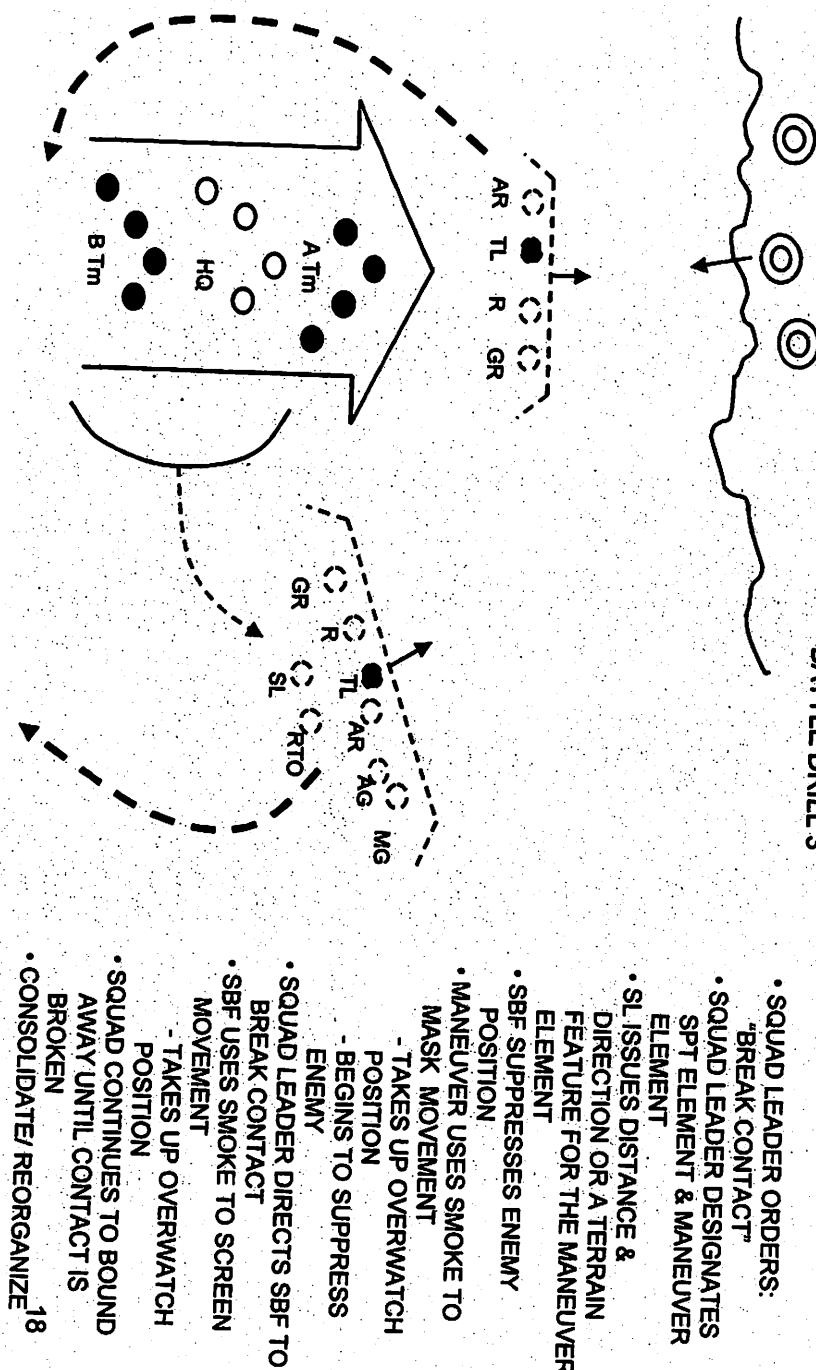
TM NOT IN CONTACT:
MOVES ALONG COVERED &
CONCEALED ROUTE & ASSAULTS
ENEMY ON WEAK FLANK
OVERWATCH TM CONTINUES TO
SUPPRESS SHIFT/CEASE FIRE AS
BOUNDING TEAM ENTERS SECTOR
BOUNDING TEAM CONTINUES TO
ASSAULT THROUGH ENEMY

SL MAY REQUEST INDIRECT FIRE

CONSOLIDATE & REORGANIZE

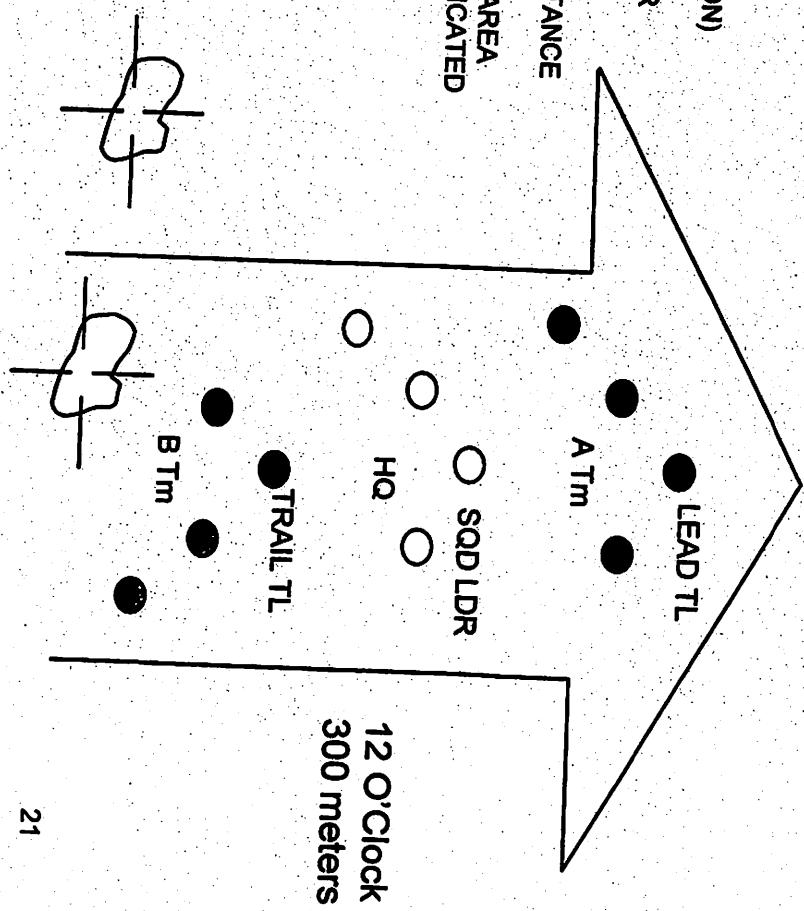
BREAK CONTACT

BATTLE DRILL 3



REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling: Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance.

You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

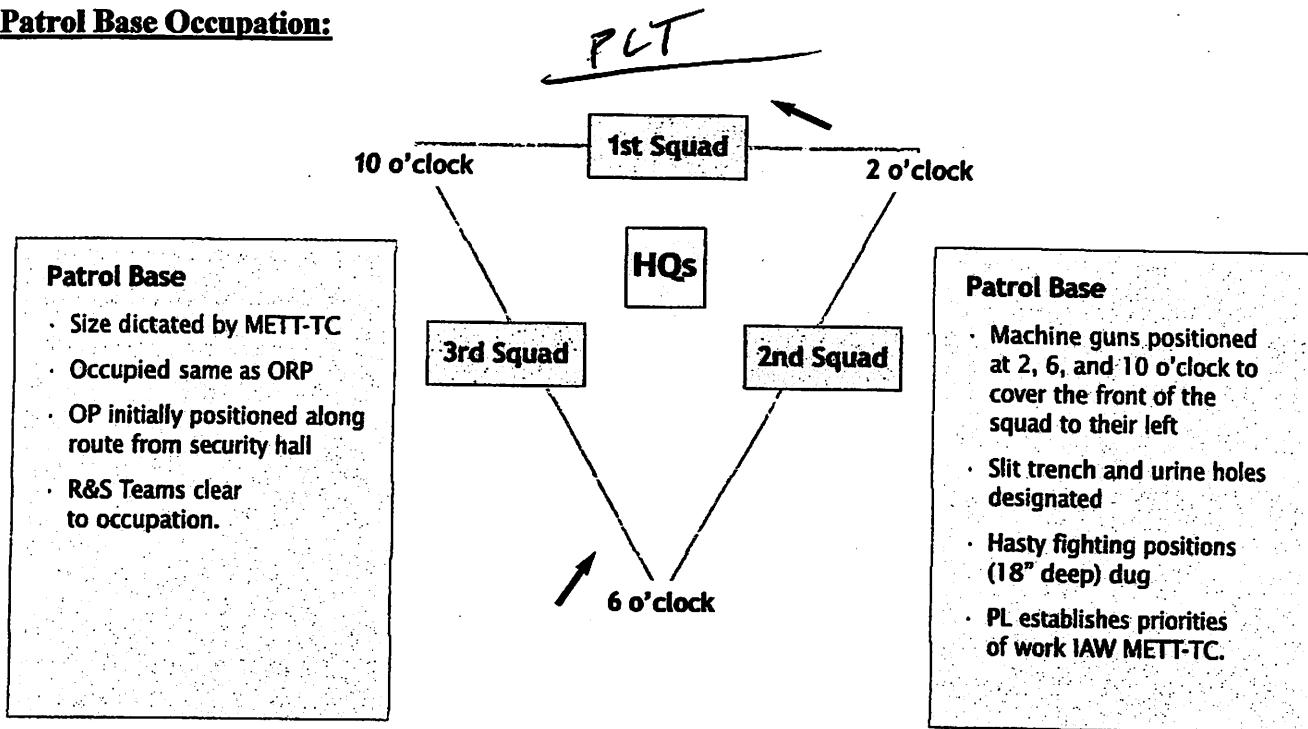
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a “laundry list” of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base’s defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

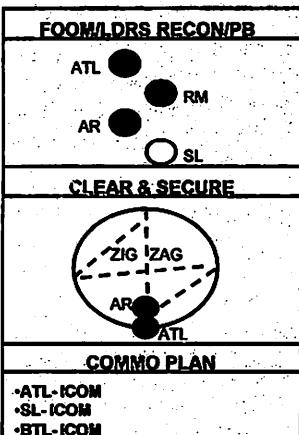
Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.



BLACK

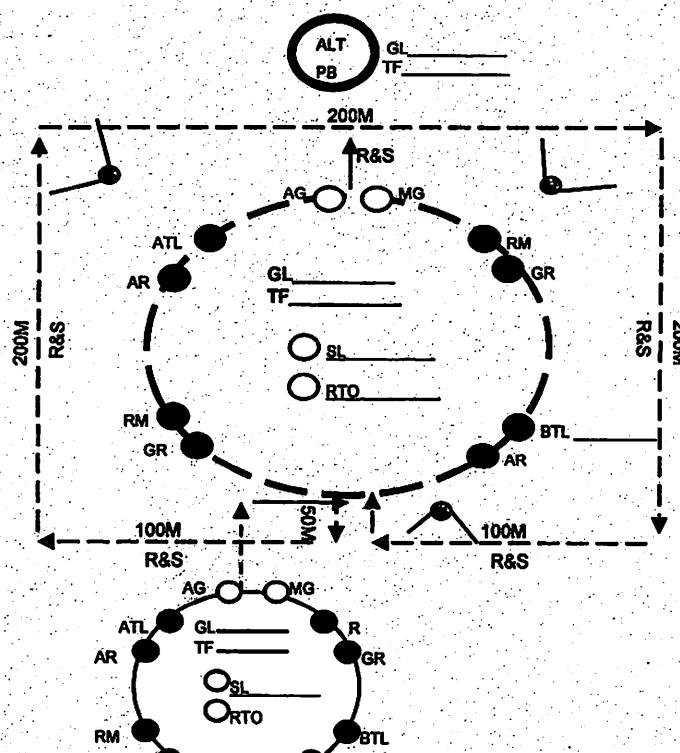
GL _____
TF _____
DIR _____
DIST _____



CHARACTERISTICS OF ORP

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT FROM GROUND & AIR
- NEAR WATER SOURCE
5-59(RHB)

SQUAD PATROL BASE



N

GL _____
TF _____
DIR _____
DIS _____

OCCUPATION PLAN

- SECURITY HALT
- SLLS/PINPOINT
- LNG HLT/STNG PNT
- PREP PB CLR TM
- 2-5 PT-BTL/PB CLR TM
- CONDUCT RECON OF PB
- CHARACTERISTICS
- SLLS/CLEAR & SECURE
- OCCUPY PB - SHP/SLLS
- PINPOINT-LNG HLT
- STNG PNT 10,2,4,8,MG
- SPOT CHECK
- 5 PT R/S- GVLV
- OPSKE

SECURITY PLAN

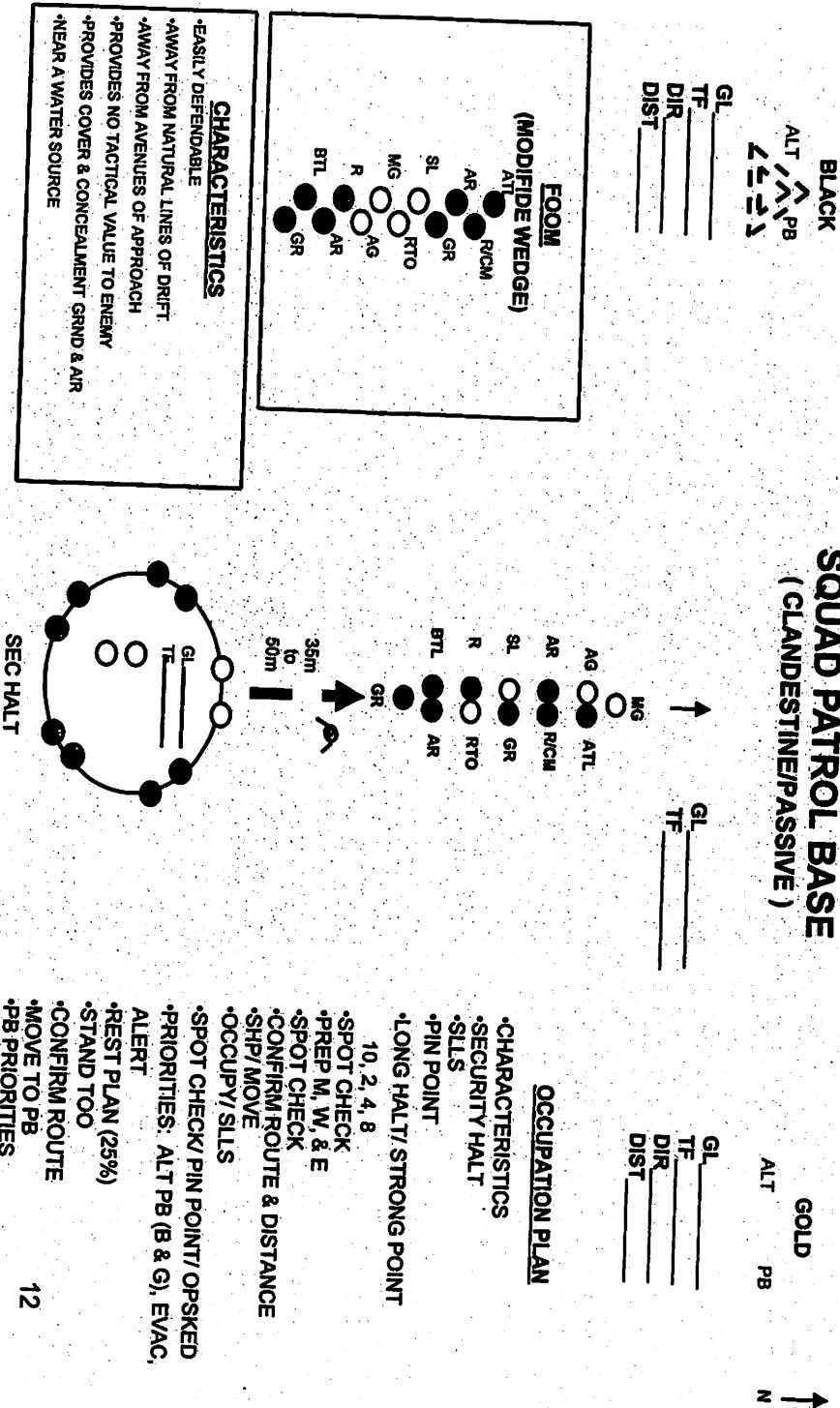
- SECTOR SKETCH
- ALERT PLAN
- WITHDRAWAL PLAN (BLACK & GOLD)
- EVACUATION PLAN
- ALT PB
- PATROL BASE ACTIVITIES

PRIORITIES OF WORK

- WPNS/NODS/COMMO (50% SEC)
- CHANGE T-SHIRTS/SOCKS/SHAVE/CAMMO
- SLIT TRENCH(50% SEC)
- CHOW
- 50% SEC
- REST
- 50-33% SEC)

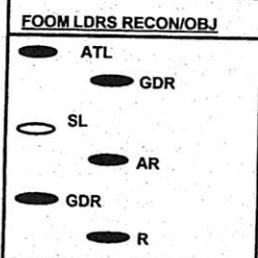
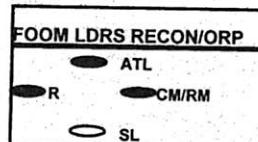
FIELD PLANNING 1.1
-TLPs
-TACTICAL RESUPPLY

SQUAD PATROL BASE (CLANDESTINE/PASSIVE)



Patrolling: Recon and Common Offense

AREA RECON

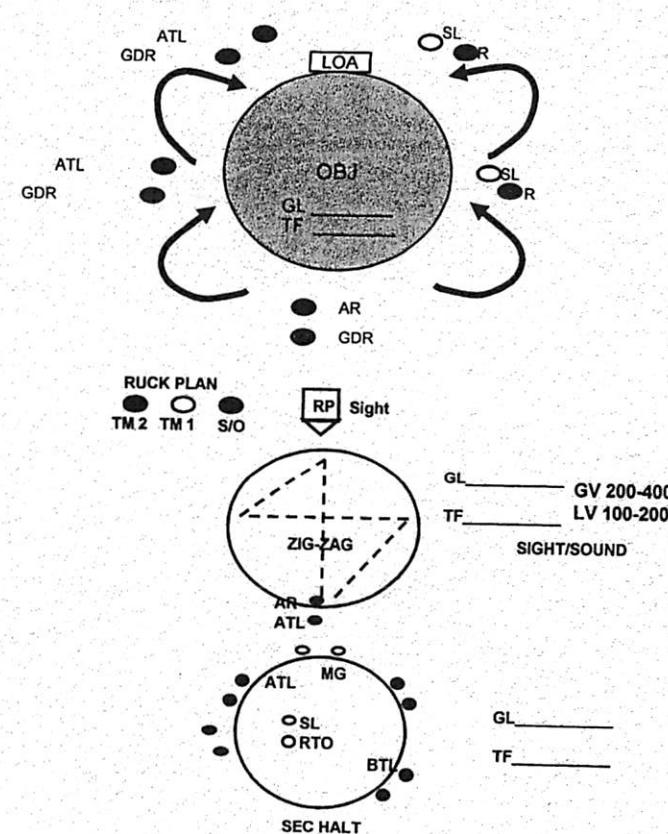


COMMO PLAN

R&S 1 (SL) - ICOM
R&S 2 (ATL) - ICOM
ORP SEC (BTL) - ICOM
RTO - PRC-119

TASK ORGANIZATION

R&S1-SL/R(BTM)
R&S2-ATL/R(ATM)
S&O-AR/GDR(ATM)
ORP-SEC BTM/MG TM



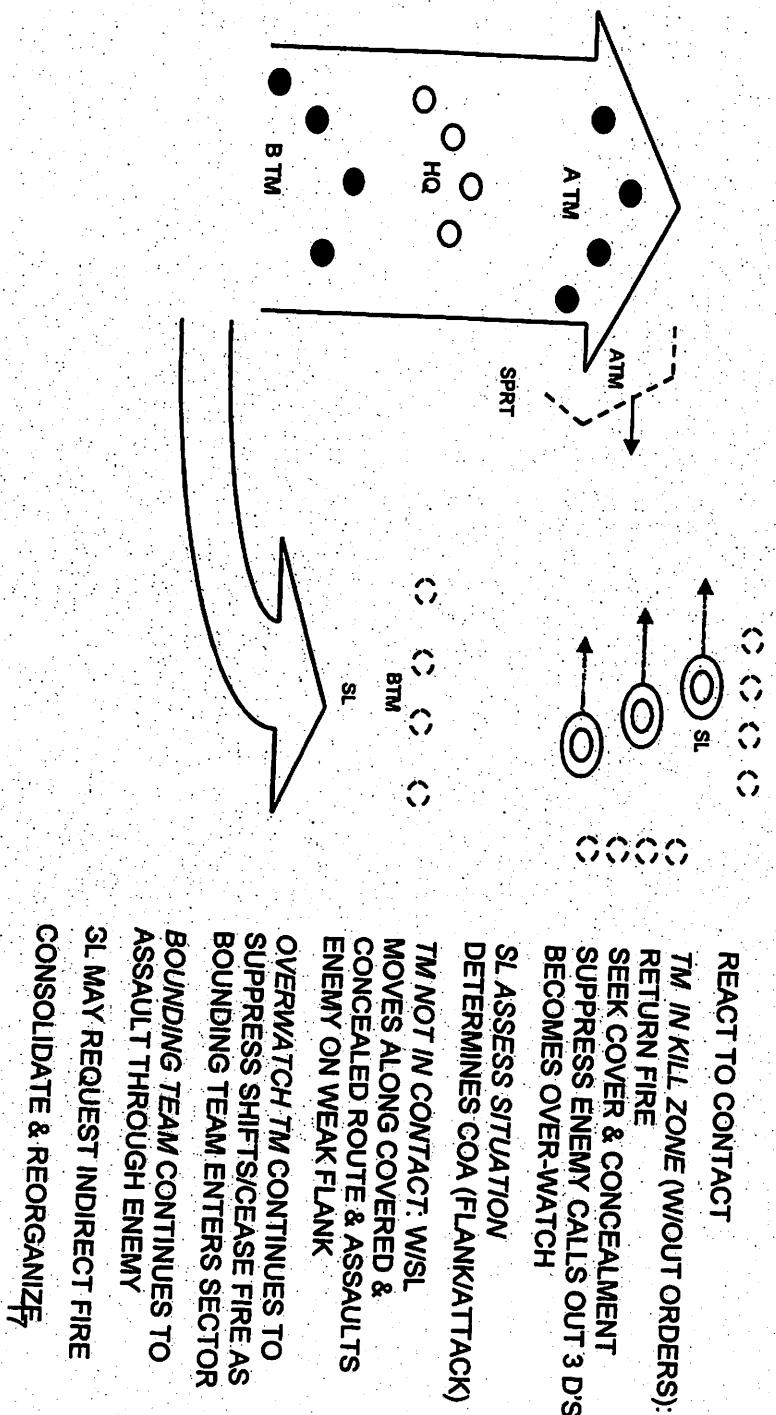
1. START/STOP
2. SECURITY HALT
3. SLLS/PINPOINT
4. LONG HALT/SPOTCHECK
5. 5-POINT/BTL, ATL
6. CONDUCT RECON ORP
7. CHARACTERISTICS
8. SLLS
9. CLEAR, SECURE, 5-POINT
10. SHP/OCCUPY
11. SLLS/PINPOINT
12. LONG HALT
13. STRONGPOINT 10,2,4,8, MG
14. SPOTCHECK/OPSKED
15. PREP MWE/RECON
16. CONFIRM ROUTE
17. INSPECT RECON TM
18. DEPART 5-POINT BTL, ATL, S/O
19. I.D. RP / SLLS
20. PINPOINT OBJ
21. CNFRM, CHNG, ABRT
22. EMPLACE S/O 5 PT / TAP
23. AOO/CONDUCT RECON
24. CONFIRM PIR AT RP
25. WITHDRAWAL/EXTRACT S/O
26. SALUTE/DISSEMINATE
27. SPOTCHECK/OPSKED
28. COMPROMISE PLAN

CHARACTERISTICS / ORP

EASILY DEFENDABLE
AWAY FROM NATURAL LINES OF DRIFT
AWAY FROM HIGH AVES OF APRCH
PROVIDES NO VALUE TO ENEMY
PROVIDES COVER/ CONCEALMENT
GROUND / AIR

SQUAD ATTACK

BATTLE DRILL 1 - A



MOVEMENT TO CONTACT

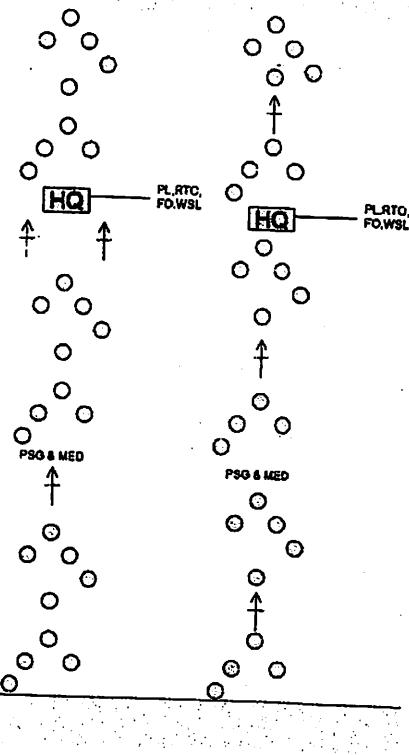
MEETING ENGAGEMENT

Movement Formations:

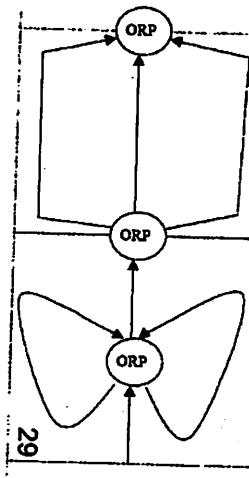
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

- Traveling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good # enemy contact not likely.
- Traveling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK

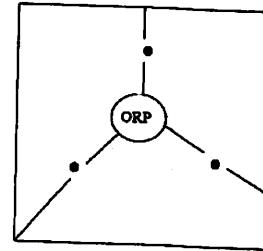


BOX TECHNIQUE:

- Easiest to plan
- Most control
- fastest technique
- easiest to execute
- Narrow frontage
- Must hump rucks

FAN TECHNIQUE:

- More difficult to plan v box
- Less control v box
- Slower than box technique
- More difficult to execute v box
- Wider frontage (+)
- Can leave rucks at ORP (+)



ASSIGN AO's TECHNIQUE:

- Most difficult to plan
- Least control
- Slowest technique
- Most difficult to execute
- Almost unlimited size of AO
- Can be very detailed
- Can leave rucks

LINEAR AMBUSH

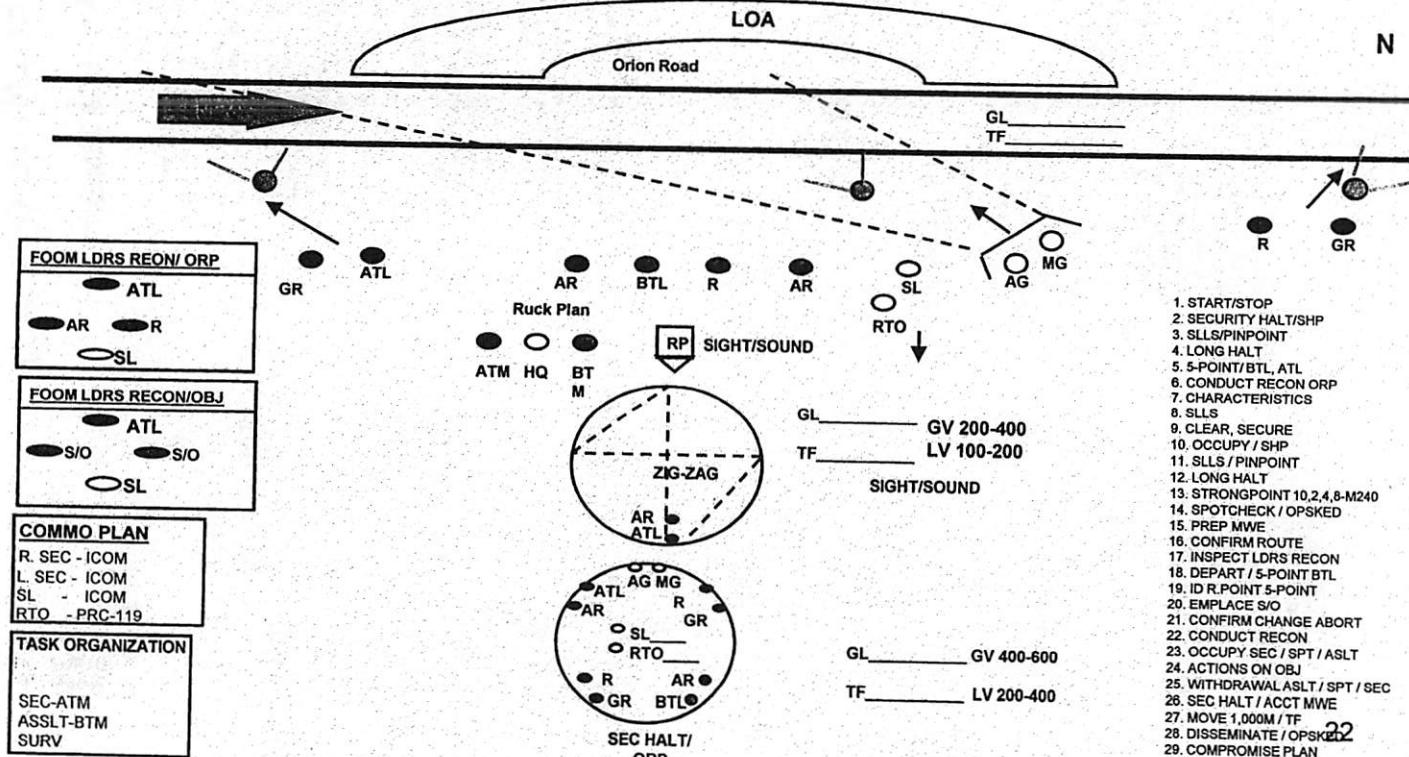
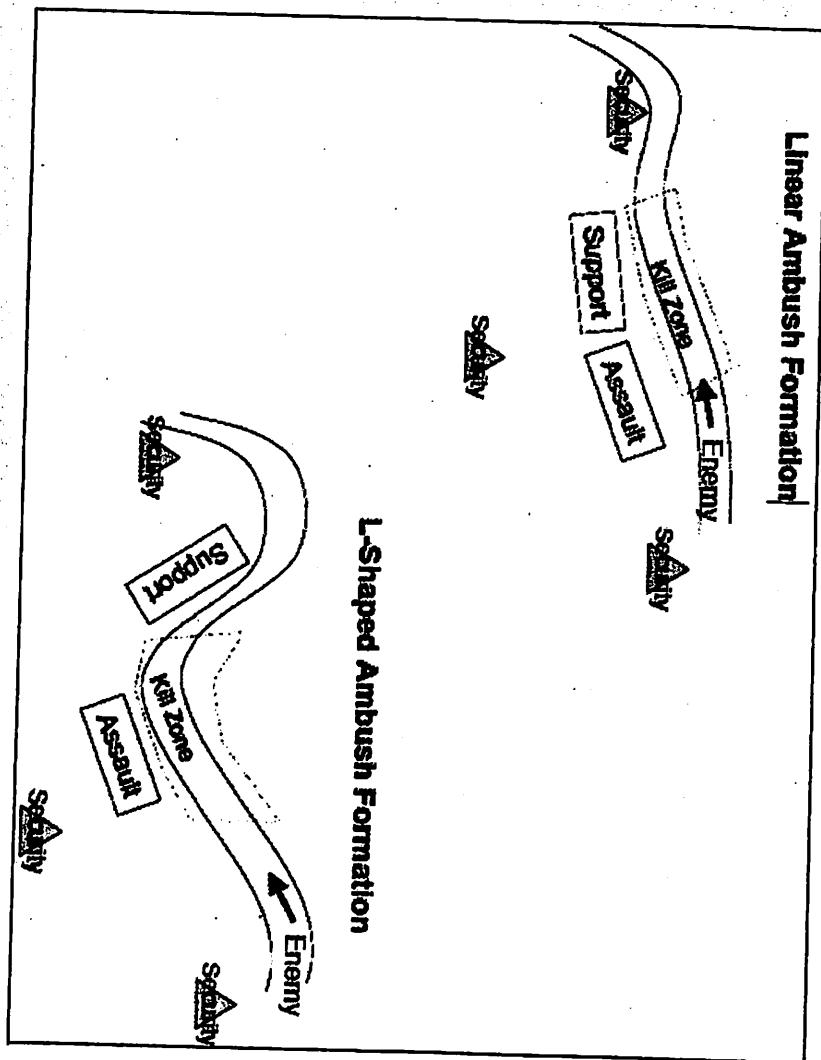


Figure 6-4. Ambush Formations



RAID

units execute raids in order to isolate the battlefield from main effort's objective (OBJ). Main efforts execute raids in order to destroy personnel/equipment or recover precious cargo (PC).

(2) PLANNING CONSIDERATIONS.

a. Minimum force requirements.

b. Phases of the operation:

- (i) Movement to the objective,
- (ii) Isolation of the objective and breach,
- (iii) Secure the foothold,
- (iv) Exploit the penetration and clear the OBJ (detailed room clearing).

for MOUT.

(v) Consolidation and Reorganization (C&R),

c. Task organization and responsibilities,

(i) Isolation force:

(a) Secures the OPR,

(b) Blocks avenues of approach to and from the objective,

(c) Positioned first IOR isolates and withdraw last IOR support the infiltration,

(d) Assault force:

(a) Assists to destroy or capture enemy equipment or secure PC,

(b) Positions assault close to objective IOR deploy immediately if detected,

(c) Supports itself during the assault or if the support force is ineffective,

(d) Plans detailed direct and indirect fire control and distribution,

(e) Conducts detailed room clearing in MOUT. Meets forward progress,

(f) Executes controlled withdrawal from the objective.

(ii) Support force:

(a) Positioned following the isolation forces and before the assault force,

(b) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize,

(c) Controls rates of fire, cyclic, rapid, sustained, or watch and shoot,

(d) Plans detailed direct and indirect fire control and distribution;

(e) Overwatches CCR and withdraws if the assault and breach forces,

(f) Positioned following the security and support force,

(g) Pinpoints the point(s) of penetration. Attempts to bypass or breach on a flank or

(h) Near the obstacle's terrain anchor.

(i) Prepares and transports breach charges or mechanical breach kit,

(j) Establishes focal position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.

- (k) Obscures breach point and reduces obstacle at point(s) of penetration,
- (l) Marks penetration and secures a foothold for assault force,
- (m) Location of headquarters (consider decisive/critical events and locations).

- (i) Commander where he can best influence the situation.
- (ii) 2IC with support forces.
- (iii) FSO and FSNGO where they can best influence the Indirect fire execution.
- (iv) Mass HCs, AT weapon, sniper, and nonlethal effects.
- (v) Medical package (NETT-TCI).
- (vi) Contingency plans (CONPLANS) if compromised (rapid transition from stealth to

i. Victories or actions (stock effect):

(i) During leaders' reconnaissance,

(ii) During occupation of the objective,

(iii) During occupation of support force,

(iv) Mission abort criteria consider minimum force requirements;

i. Signal plan. Leaders consider minimum force requirements;

(i) Initiate supporting fires,

(ii) Withdraw,

(iii) LRR fires,

(iv) Initiate assault,

(v) Abort and execute emergency extraction,

(vi) Warn main effort of approaching threat,

(vii) Control isolation force,

(viii) Commit reserve,

9. Leader's Reconnaissance. Detailed reconnaissance is critical to mission success.

Whenever tactically feasible, a leader's reconnaissance determines or confirms:

(i) Avenues of approach to the objective,

(ii) Support by fire position, assault position, breach point, and isolation positions,

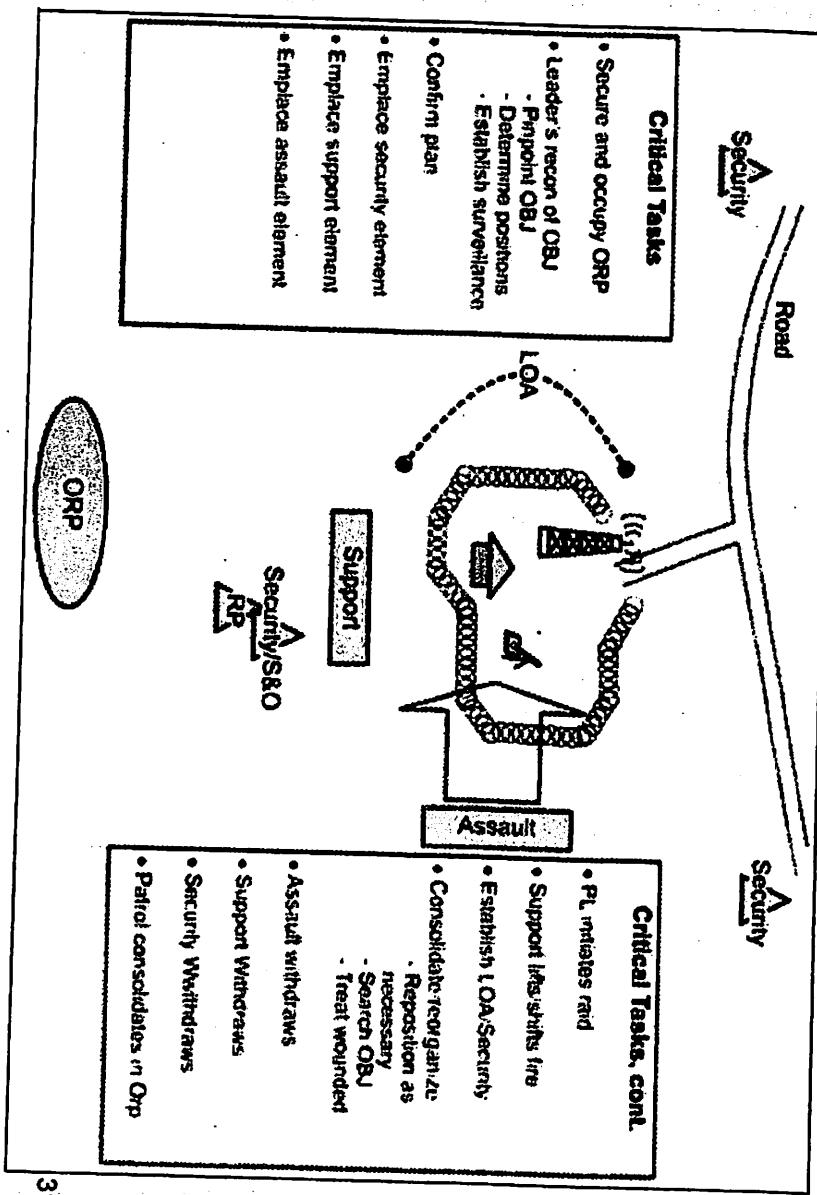
(iii) Withdrawal routes,

(iv) Threat and noncombatant situations,

(v) Other planning considerations,

- (i) Consider integration of vehicles during the isolation, suppression, assault, and withdrawal from the objective. Disrupt before, at, or beyond the point of penetration. Leverage situational awareness (FBCB2) technology, thermal optics, weapons capabilities, and PC transformation/assault platforms inherent to the vehicles.**
- (ii) Compromises maximize the C2 effects that four platoon headquarters provide.**
- (iii) Maximize nonlethal effects.**
- (iv) Destroy or seal PC as soon as the assault force secures it. If the assault force waits until C&R, it may never happen.**
- (v) Secures as much of the objective as necessary, for as little duration as necessary beyond the decisive point.**
- (vi) Commanders ensure gun-target lines perpendicular to the direction of attack, and that indirect fire observes echelon fire support effects (AW doctrinal minimum safe distances as**

Figure 6-6. ACTIONS ON THE OBJECTIVE - RAID



Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

1. Squads and platoons fight through enemy contact at the lowest possible level.
2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.
3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.
4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.
5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-O decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products " in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations

2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8 The Infantry Rifle Platoon and Squad		
Day	Chapter	Assigned Reading	Focus
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations
—	Ch 2	para 2-57 through 2-119	Employing Fires
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation
—	Ch 5	para 5-1 through 5-49	C2 and TLP's
—	Ch 6	para 6-8 through 6-34	Sustainment
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)
—	Ch 8	para 7-117 through 7-238	Offensive Ops Part II (VI-IX)
—	Ch 9	para 8-1 through 8-76	Defensive Ops Part I
—		Para 8-77 through 8-199	Defensive Ops Part II
—		para 9-1 through 9-128	Patrolling (I-II)
—		para 9-129 through 9-216	Patrolling (III-VIII)
—	Appendix A	Machine Gun Employment	Introduction
—	Appendix C	Fires Planning	Introduction

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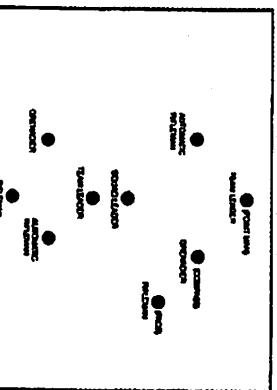
**Patrolling Reference Packet
(EXTRACT)**

JUNE 2015

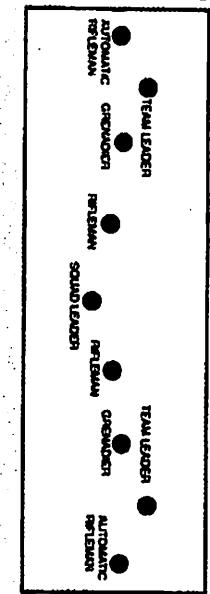
Patrolling:

Movement and Maneuver

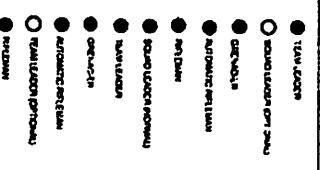
SQUAD COLUMN



SQUAD LINE



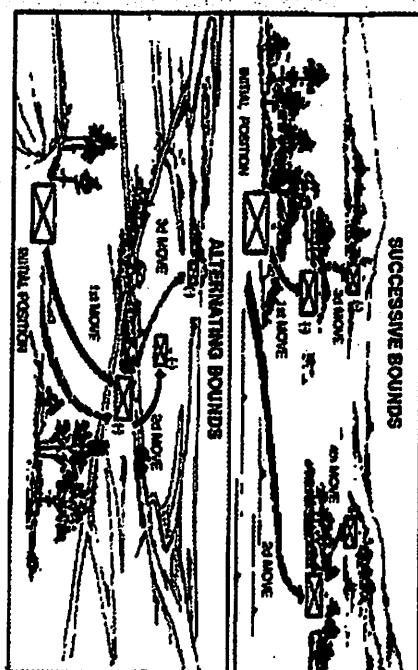
SQUAD FILE



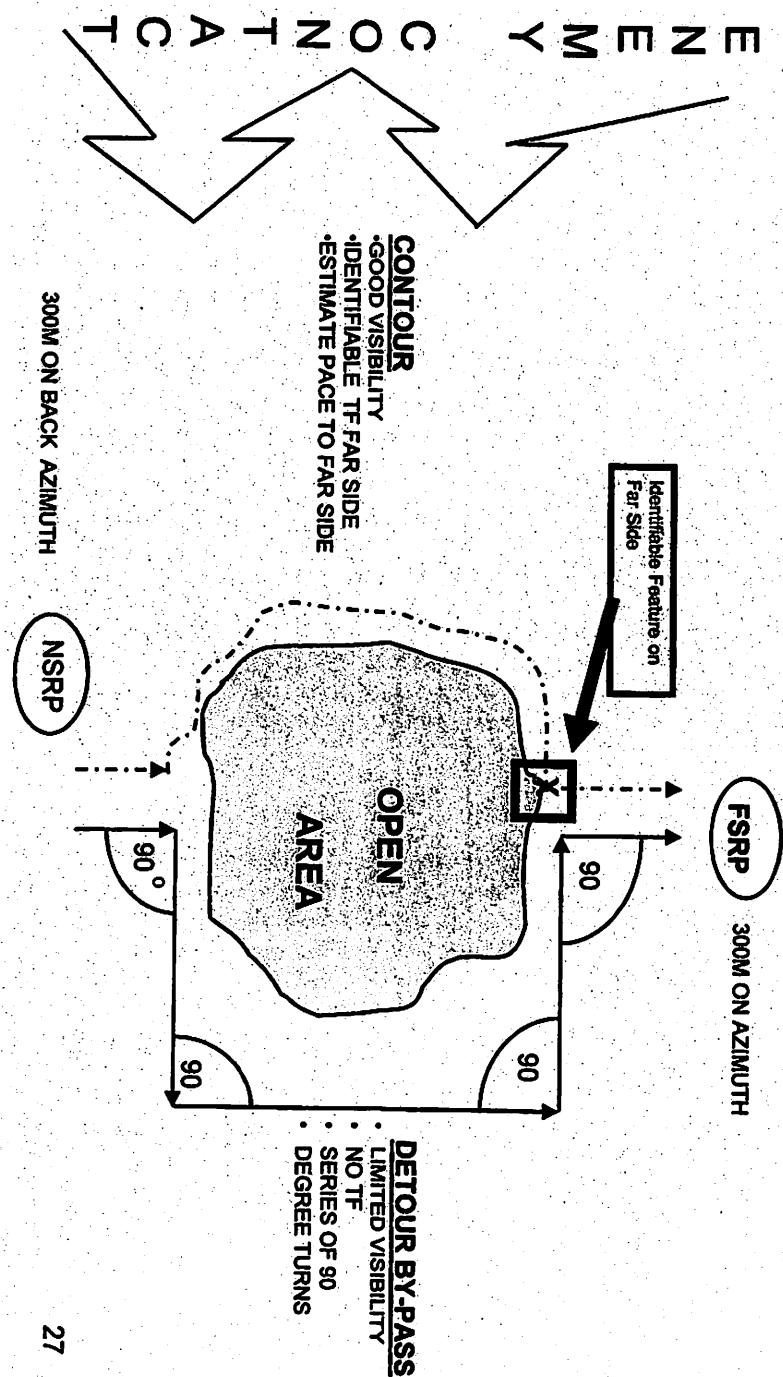
MOVEMENT FORMATION	WHEN NOT ONLY USED	CHARACTERISTICS		
		CONTROL	FLAMMABILITY	PURE CARBONATE RESTRICTIONS
SQUAD COLUMN	SQUAD PRIMARY FORMATION	GOOD	MAINTAINED	ALLOWS LARGE VOLUME OF FIRE TO THE FRONT, BUT LIMITED VOLUME LATERALLY AND DEPTH
SQUAD USE	WHEN MAXIMUM FIRE POWER IS REQUIRED TO THE FRONT	GOOD	MAINTAINED	ALLOWS LARGE VOLUME OF FIRE TO THE FRONT, BUT LIMITED VOLUME LATERALLY AND DEPTH
SQUAD FILE	CLOSE TERRAIN, VEGETATION, LIMITED VISIBILITY CONDITIONS	EASIER	NOT AS GOOD AS SQUAD COLUMN	ALLOWS MAXIMUM IMMEDIATE FIRE TO THE FRONT, BUT LIMITED FIRE TO THE REAR
SQUAD	MOST DIFFICULT FORMATION FROM WHICH TO MANEUVER	LEAST	NOT AS MANEUVERED CAPABILITY BOTH FIRE TEAMS COMMITTED	GOOD TO THE FRONT, BUT LIMITED FIRE TO THE REAR

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS				SECURITY
		CONTROL	DISPERSION	SPEED		
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST	
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE	
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST	

Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

FARSIDE

300M ON AZIMUTH

FSRP

FARSIDE RALLY POINT INFO FOR
A KNOWN DANGER AREA

GL

TF

DIR

DIS

A Tm

GL
TF

E N E M Y C O N T A C T

NEAR SIDE

300M ON BACK AZIMUTH

NSRP

1. DESIGNATE NEAR & FAR SIDE
2. RALLY POINTS
3. SECURE NEAR SIDE & EMPLACE FLANK SECURITY
4. CLEAR FAR SIDE
5. CONTINUE UNIT CROSSING
6. RETRIEVE NEAR SIDE SECURITY & COMPLETE UNIT CROSSING
7. ACCOUNTABILITY/HEADCOUNT

NEAR SIDE RP INFO FOR A
KNOWN DANGER AREA

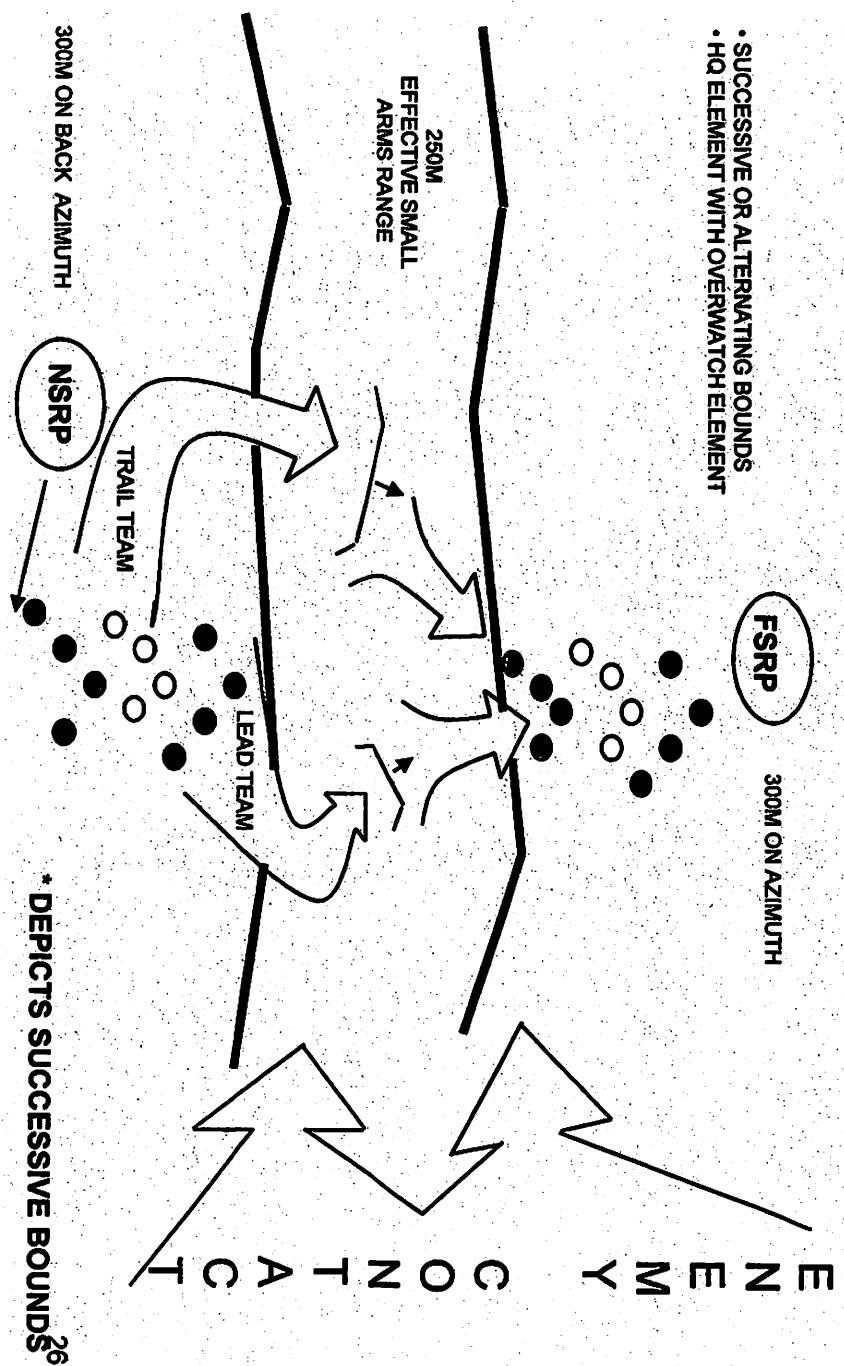
GL
TF
DIR
DIS

LARGE OPEN DANGER AREA

- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT

FSRP

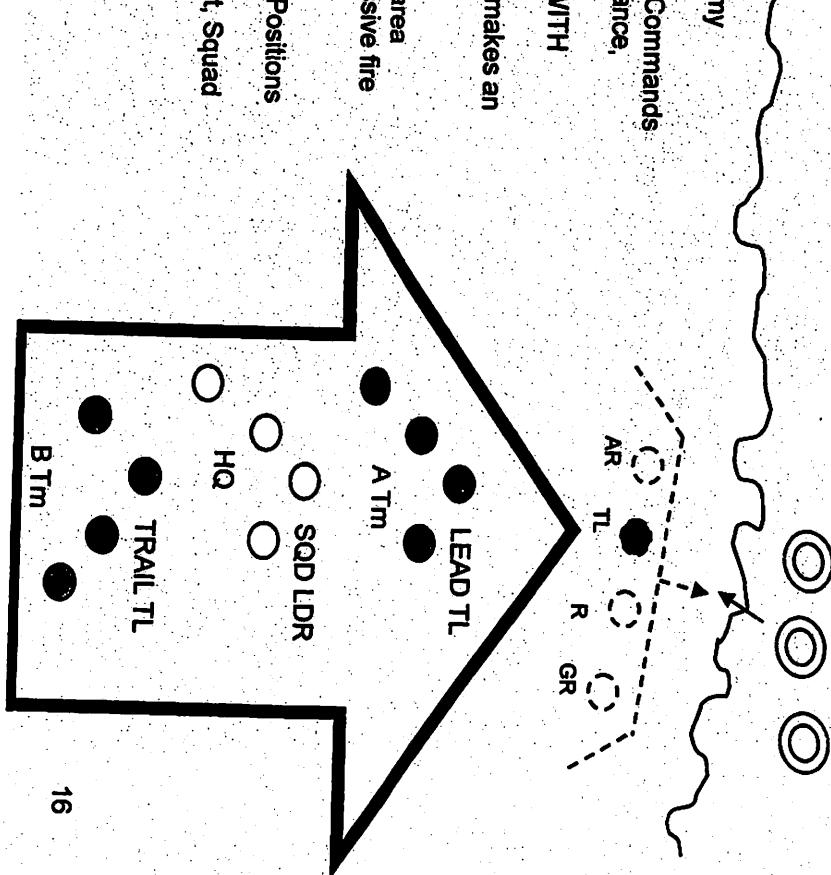
300M ON AZIMUTH



REACT TO CONTACT

BATTLE DRILL 1

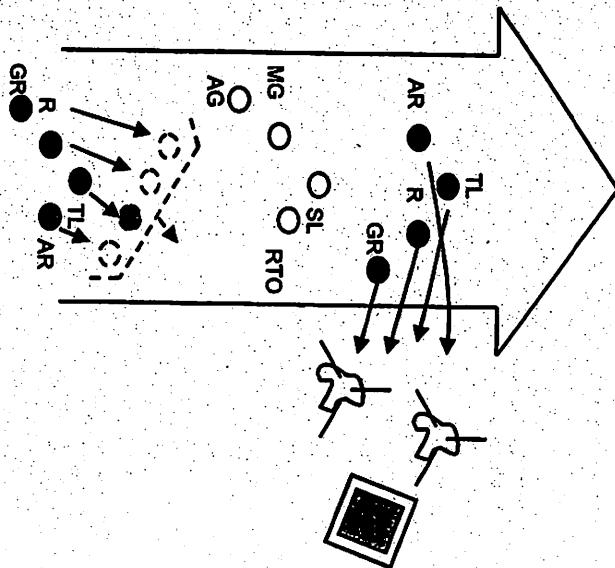
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TMLDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC).
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation.
- FACTORS OF HIS ASSESSMENT:
 - Can Squad move out of engagement area
 - Can Squad gain and maintain suppressive fire
 - Location of enemy
 - Size of enemy force
 - Vulnerable Flanks of Enemy/ Friendly Positions
 - Covered/ Concealed Flanking Routes
- SQD LDR Determines COA (Break Contact, Squad Attack, ETC.)
- REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

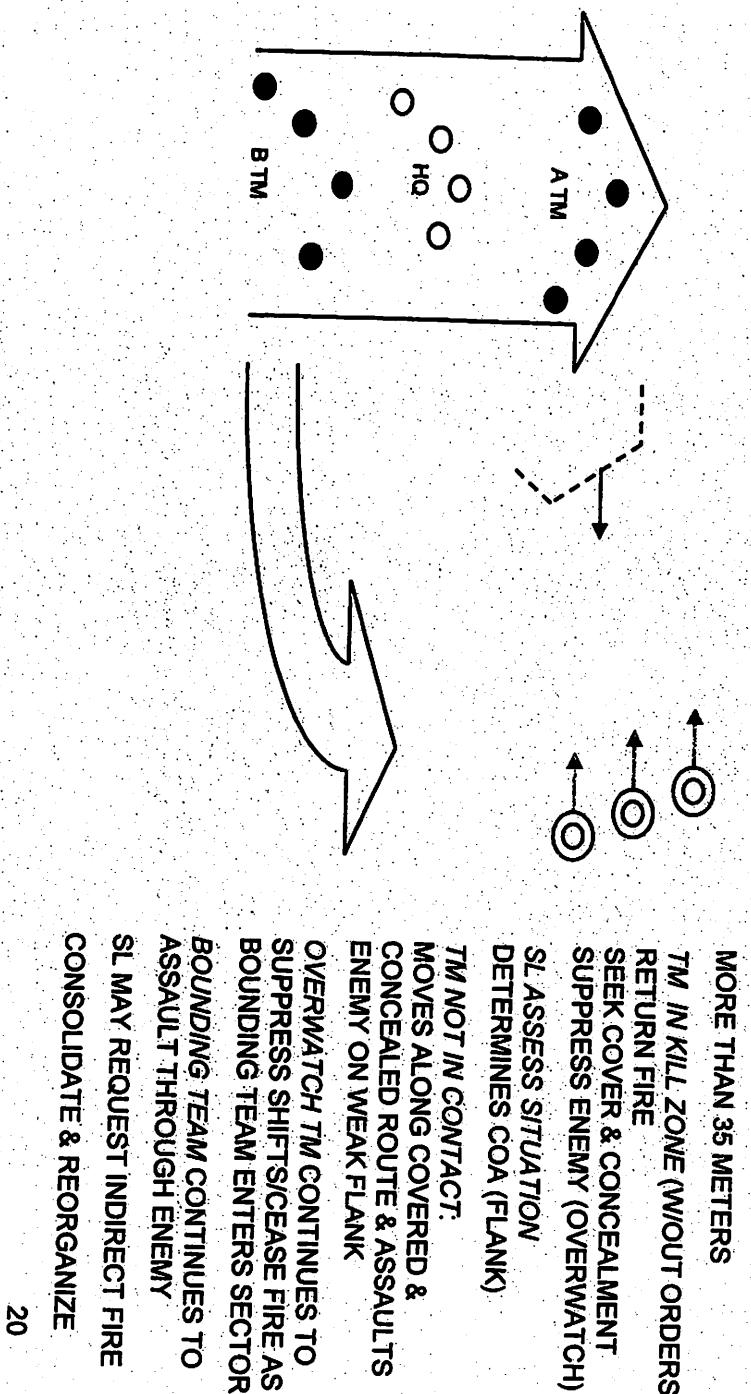
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
- THROW CONCUSSION, FRAG, OR SMOKE GRENADES AFTER EXPLOSION OF GRENADES, ASSAULT THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



REACT TO A FAR AMBUSH

BATTLE DRILL 4-B



BREAK CONTACT

BATTLE DRILL 3

SQUAD LEADER ORDERS:

"BREAK CONTACT"

- SQUAD LEADER DESIGNATES SPT ELEMENT & MANEUVER ELEMENT

- SL ISSUES DISTANCE & DIRECTION OR A TERRAIN FEATURE FOR THE MANEUVER ELEMENT

- SBF SUPPRESSES ENEMY POSITION

- MANEUVER USES SMOKE TO MASK MOVEMENT

- TAKES UP OVERWATCH POSITION
 - BEGINS TO SUPPRESS ENEMY

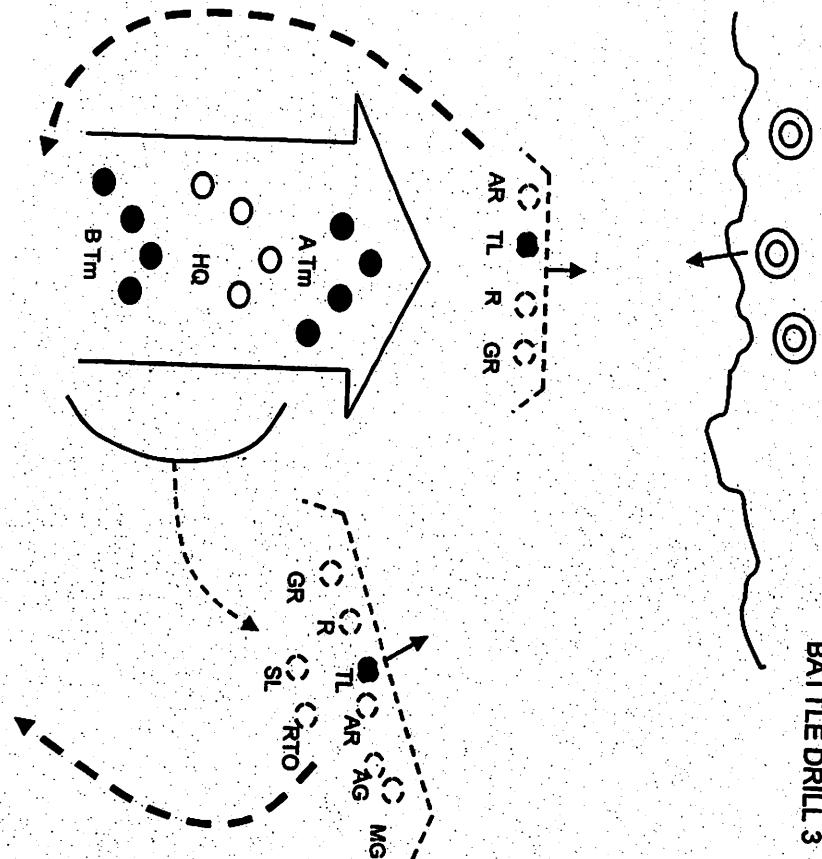
- SQUAD LEADER DIRECTS SBF TO BREAK CONTACT

- SBF USES SMOKE TO SCREEN MOVEMENT

- TAKES UP OVERWATCH POSITION

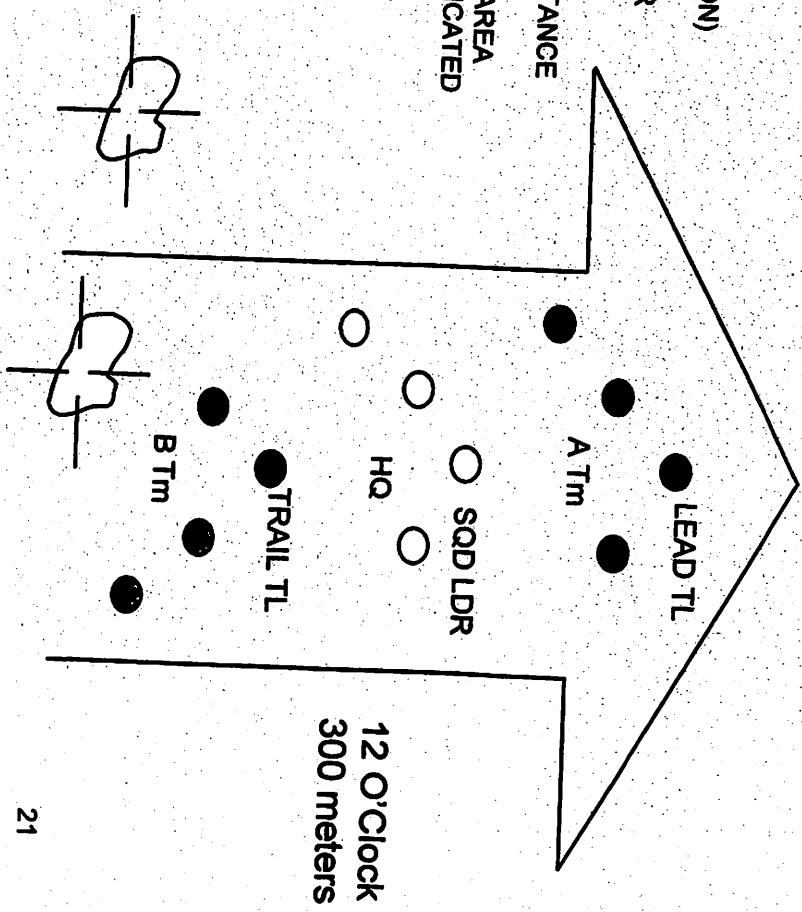
- SQUAD CONTINUES TO BOUND AWAY UNTIL CONTACT IS BROKEN

- CONSOLIDATE/ REORGANIZE¹⁸



REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling:
Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance. You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

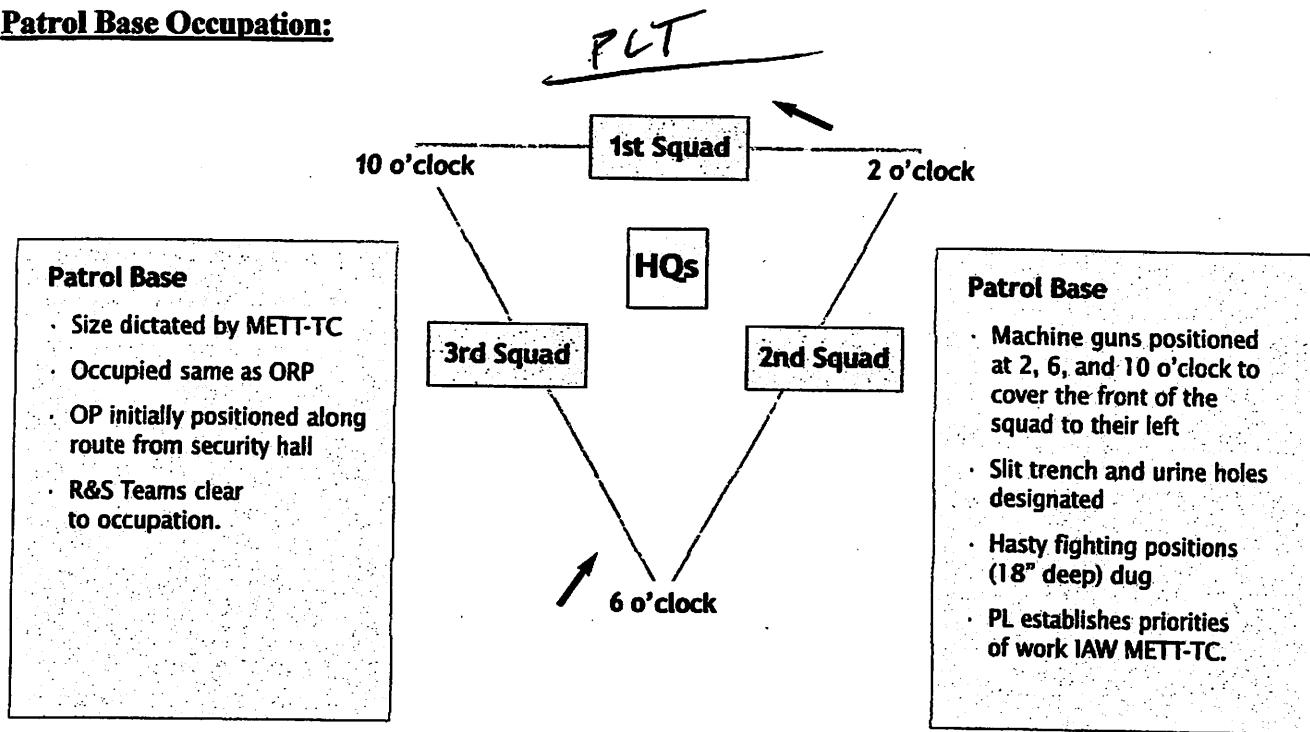
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a "laundry list" of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

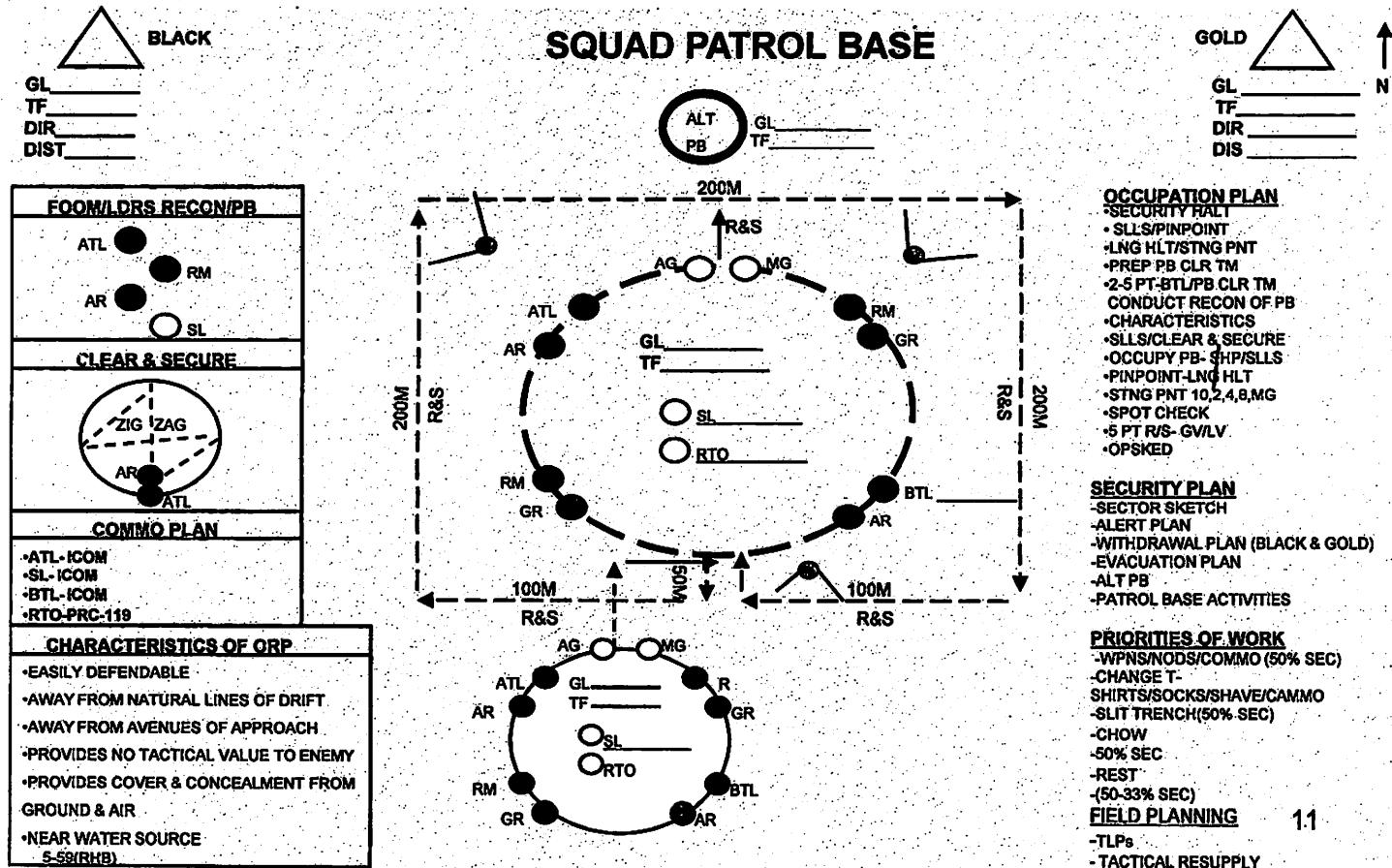
The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.



SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

GOLD

ALT PB

N

GL
TF
DIR
DIST

GL
TF
DIR
DIST

ALT
PB

↑

(MODIFIED WEDGE)
FOOM

ATL RCM
AR GR
SL RTO

AG ATL
AR RCM
SL GR
R RTO
BTL AR

OCCUPATION PLAN

- CHARACTERISTICS
- SECURITY HALT
- SLLS

PIN POINT

LONG HALT/STRONG POINT

10, 2, 4, 8

- SPOT CHECK
- PREP M, W, & E

SPOT CHECK

CONFIRM ROUTE & DISTANCE

SHP MOVE

OCCUPY/SLLS

SPOT CHECK/PIN POINT/OPSKD

- PRIORITIES: ALT PB (B & G), EVAC, ALERT

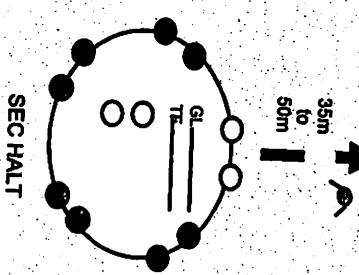
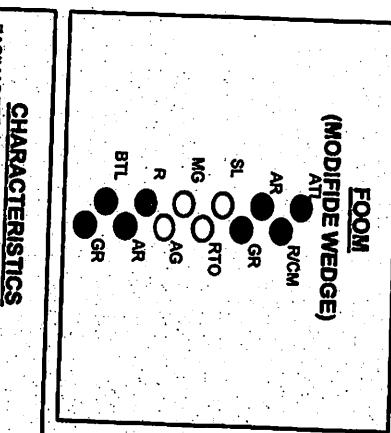
REST PLAN (25%)

STAND TO

CONFIRM ROUTE

MOVE TO PB

PB PRIORITIES

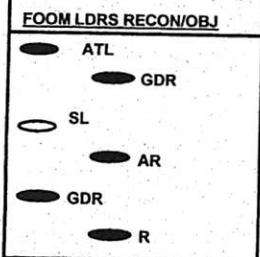
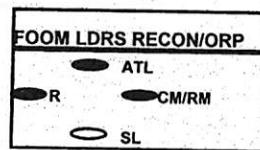


- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT GROUND & AIR
- NEAR A WATER SOURCE

CHARACTERISTICS

Patrolling: Recon and Common Offense

AREA RECON

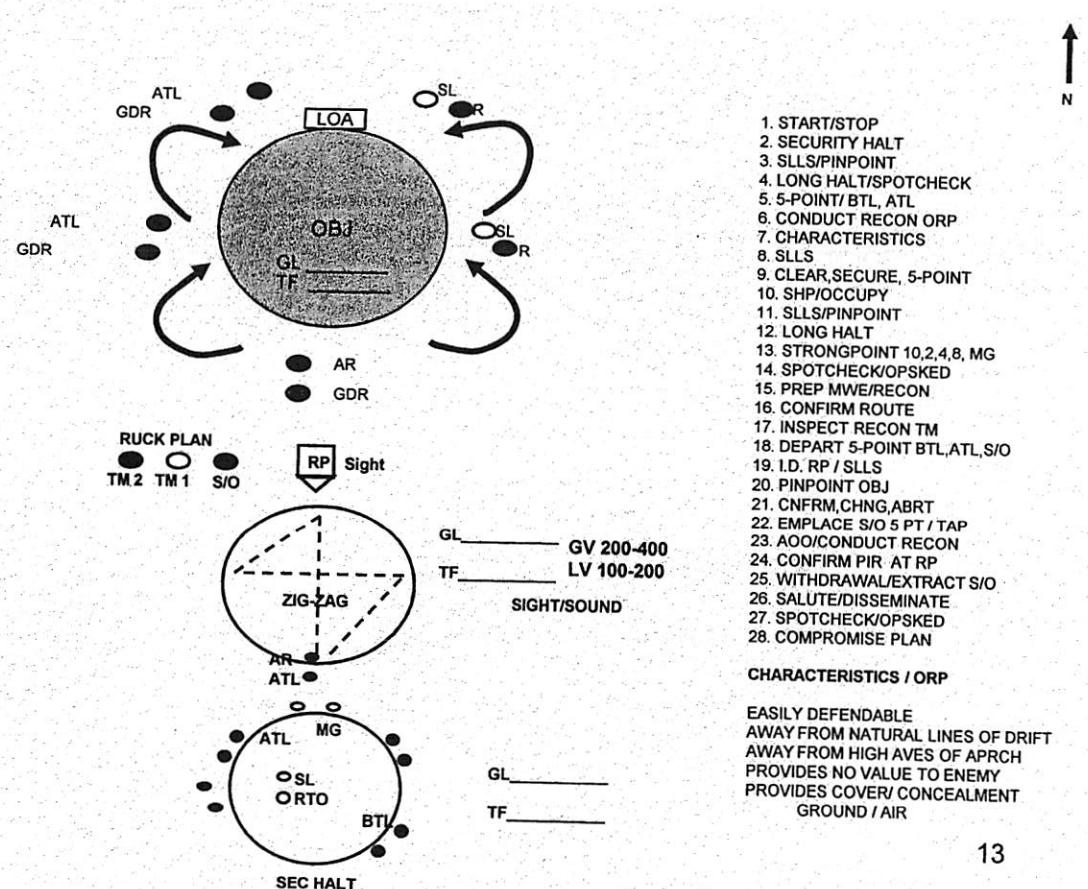


COMMO PLAN

R&S 1 (SL) - ICOM
 R&S 2 (ATL) - ICOM
 ORP SEC (BTL) - ICOM
 RTO - PRC-119

TASK ORGANIZATION

R&S1-SL/R(BTM)
 R&S2-ATL/R(ATM)
 S&O-AR/GDR(ATM)
 ORP-SEC BTM/MG TM



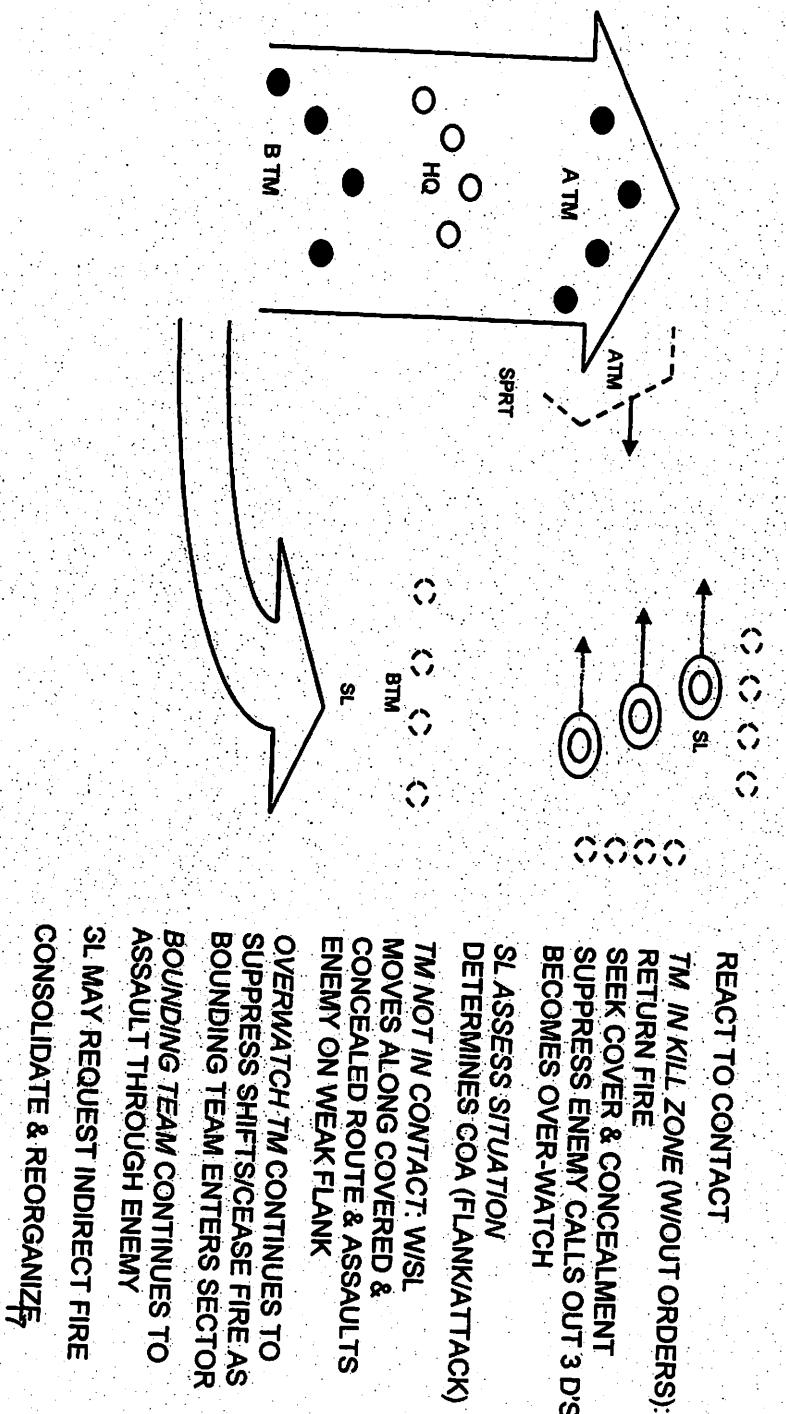
1. START/STOP
2. SECURITY HALT
3. SLLS/PINPOINT
4. LONG HALT/SPOTCHECK
5. 5-POINT/ BTL, ATL
6. CONDUCT RECON ORP
7. CHARACTERISTICS
8. SLLS
9. CLEAR,SECURE, 5-POINT
10. SHP/OCCUPY
11. SLLS/PINPOINT
12. LONG HALT
13. STRONGPOINT 10,2,4,8, MG
14. SPOTCHECK/OPSKEED
15. PREP MWE/RECON
16. CONFIRM ROUTE
17. INSPECT RECON TM
18. DEPART 5-POINT BTL,ATL,S/O
19. ID. RP / SLLS
20. PINPOINT OBJ
21. CNFRM,CHNG,ABRT
22. EMPLACE S/O 5 PT / TAP
23. AOO/CONDUCT RECON
24. CONFIRM PIR AT RP
25. WITHDRAWAL/EXTRACT S/O
26. SALUTE/DISSEMINATE
27. SPOTCHECK/OPSKEED
28. COMPROMISE PLAN

CHARACTERISTICS / ORP

EASILY DEFENDABLE
 AWAY FROM NATURAL LINES OF DRIFT
 AWAY FROM HIGH AVES OF APRCH
 PROVIDES NO VALUE TO ENEMY
 PROVIDES COVER/ CONCEALMENT
 GROUND / AIR

SQUAD ATTACK

BATTLE DRILL 1 - A



MOVEMENT TO CONTACT

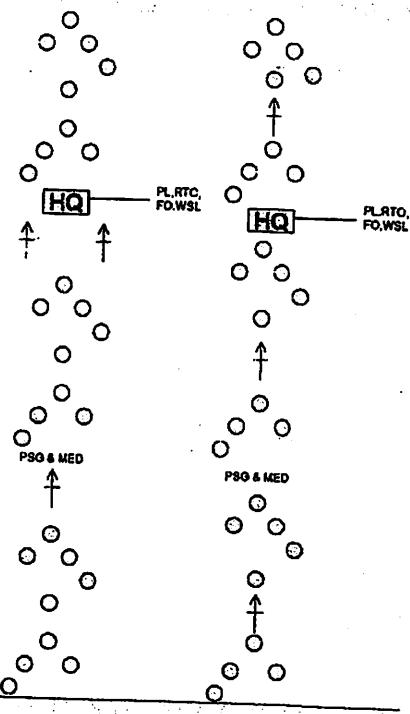
MEETING ENGAGEMENT

Movement Formations:

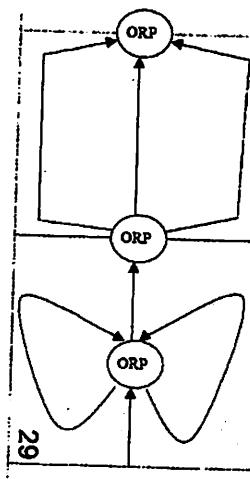
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

- Travelling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good if enemy contact not likely.
- Travelling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK

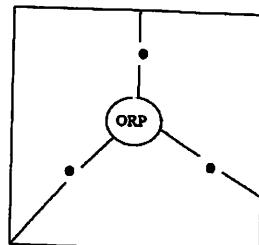


BOX TECHNIQUE:

- Easiest to plan
- Most control
- Fastest technique
- easiest to execute
- Narrow frontage
- Must hump rucks

FAN TECHNIQUE:

- More difficult to plan v box
- Less control v box
- Slower than box technique
- More difficult to execute v box
- Wider frontage (+)
- Can leave rucks at ORP (+)



ASSIGN AO's TECHNIQUE:

- Most difficult to plan
- Least control
- Slowest technique
- Most difficult to execute
- Almost unlimited size of AO
- Can be very detailed
- Can leave rucks

LINEAR AMBUSH

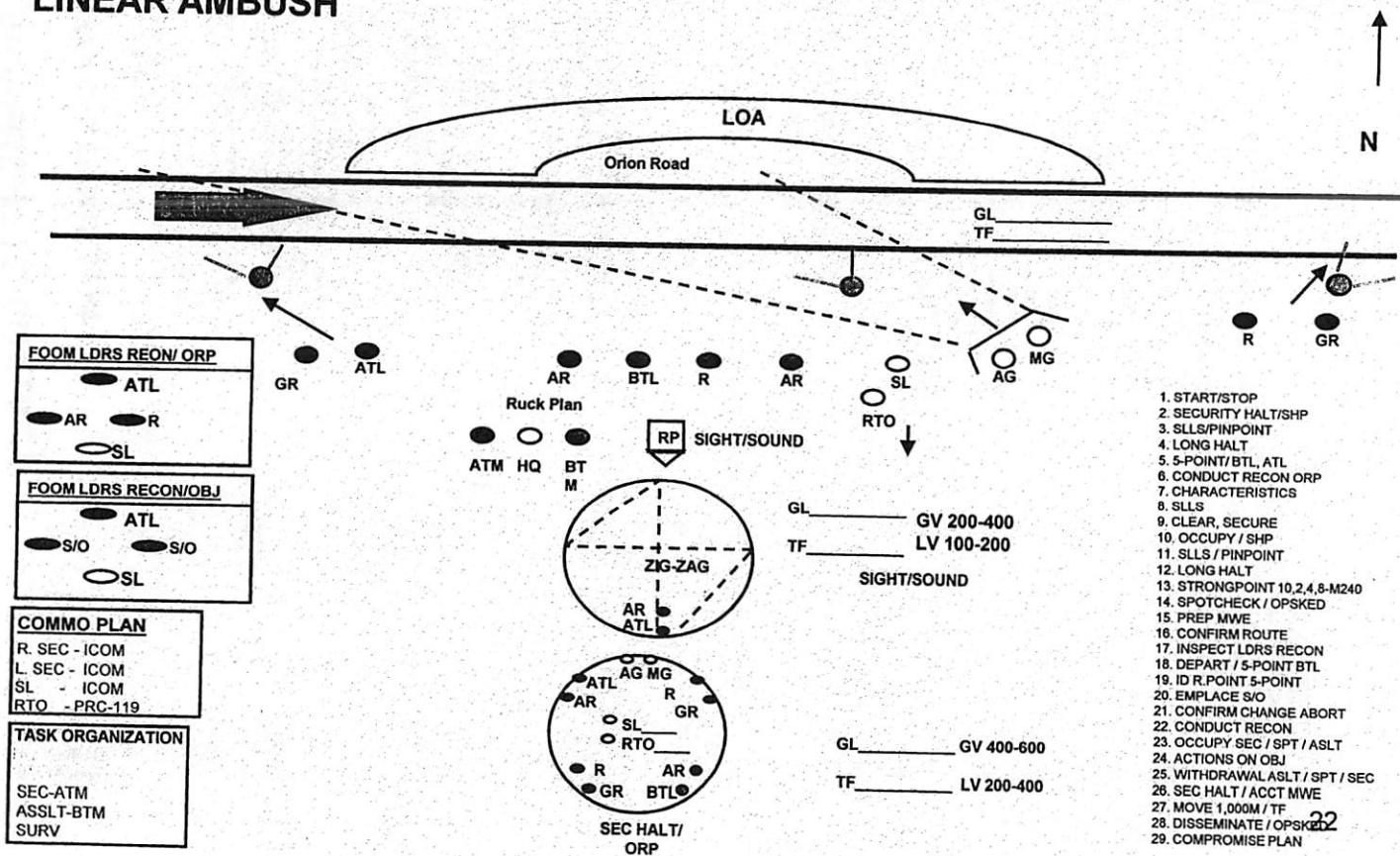
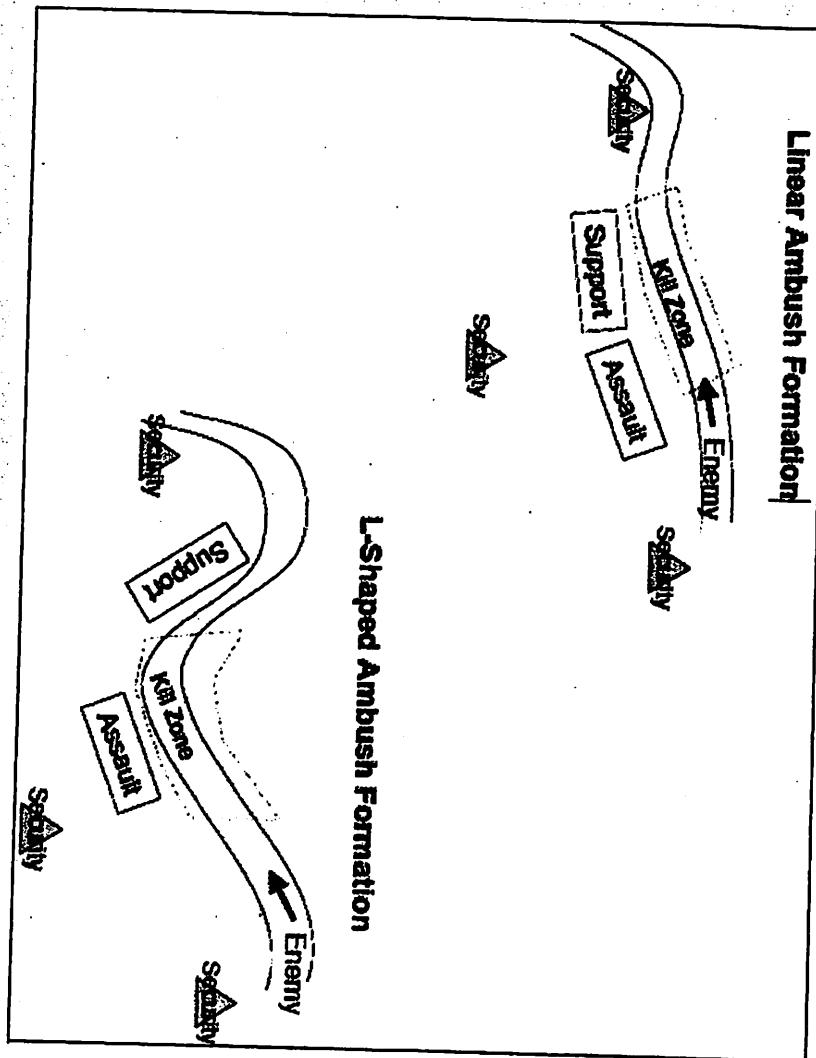


Figure 9.4 Ambush formations



RAID

Raids are limited objective attacks with a planned withdrawal. Supporting effort units execute raids in order to isolate the battalion/company main effort's objective (OBJ). Main efforts execute raids in order to destroy personnel/equipment or recover precious cargo (PC).

(2) PLANNING CONSIDERATIONS.

- a. Minimum force requirements.
- b. Phases of the operation.
 - (I) Movement to the objective.
 - (II) Isolation of the objective and breach.
 - (III) Secure the foothold.
 - (IV) Exploit the penetration and clear the OBJ (detailed room clearing for MOUT).
 - (V) Consolidation and Reorganization (C&R).
 - (VI) Withdrawal.
- c. Task organization and responsibilities.
 - (I) Isolation force:
 - (a) Secures the ORP.
 - (b) Blocks avenues of approach to and from of the objective.
 - (c) Positioned first IOT isolate and withdrawn last IOT support the extraction.
 - (d) Assault force:
 - (a) Assaults to destroy or capture enemy/equipment or secure PC.
 - (b) Positions assault close to objective IOT deploy immediately if detected.
 - (c) Supports itself during the assault or if the support force is ineffective.
 - (d) Plans detailed direct and Indirect fire control and distribution.
 - (e) Conducts detailed room clearing in MOUT. Marks forward progress.
 - (f) Executes controlled withdrawal from the objective.
 - (III) Support force:
 - (a) Positioned following the isolation force and before the assault force.
 - (b) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.
 - (c) Controls rates of fire: cyclic, rapid, sustained, or watch and shoot.
 - (d) Plans detailed direct and indirect fire control and distribution.
 - (e) Synchronizes fires. Shifts/lifts and changes rates of fire on signal.
 - (f) Overwatches C&R and withdrawal of the assault and breach forces.
 - (IV) Breach force:
 - (a) Positioned following the security and support force.
 - (b) Pinpoints the point(s) of penetration. Attempts to bypass or breach on a flank or near the obstacle's main anchor.
 - (c) Prepares and transports breach charges or mechanical breach kit.
 - (d) Establishes local support by fire position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.
 - (e) Obscures breach point and reduces obstacles at point(s) of penetration.
 - (f) Marks penetration and secures a foothold for assault force.
 - d. Location of leaders/elements (consider decisive/critical events and locations).

- (I) Commander where he can best influence the situation.
- (II) 2IC with support force.
- (III) FSO and FSNCO where they can best influence the indirect fire execution.
- (IV) Mass MGS, AT weapon, sniper, and nonlethal effects.
- (V) Medical package (METT-TC).

- e. Contingency plans (CONPLANS) if compromised (rapid transition from stealth to violence of action/shock effect).

- (I) During leaders' reconnaissance.
- (II) During isolation of the objective.
- (III) During occupation of support force.
- (IV) During occupation of the assault position.
- (V) Mission abort criteria (consider minimum force requirements).
- f. Signal plan. Leaders always plan a primary and alternate signal to:
 - (I) Initiate supporting fires.
 - (II) Withdraw.
 - (III) Lift/shift fires.
 - (IV) Initiate assault.
 - (V) Abort and execute emergency extraction.
 - (VI) Warn main effort of approaching threat.
 - (VII) Control isolation force.
 - (VIII) Commit reserve.

- g. Leader's Reconnaissance. Detailed reconnaissance is critical to mission success. Whenever tactically feasible, a leaders' reconnaissance determines or confirms:

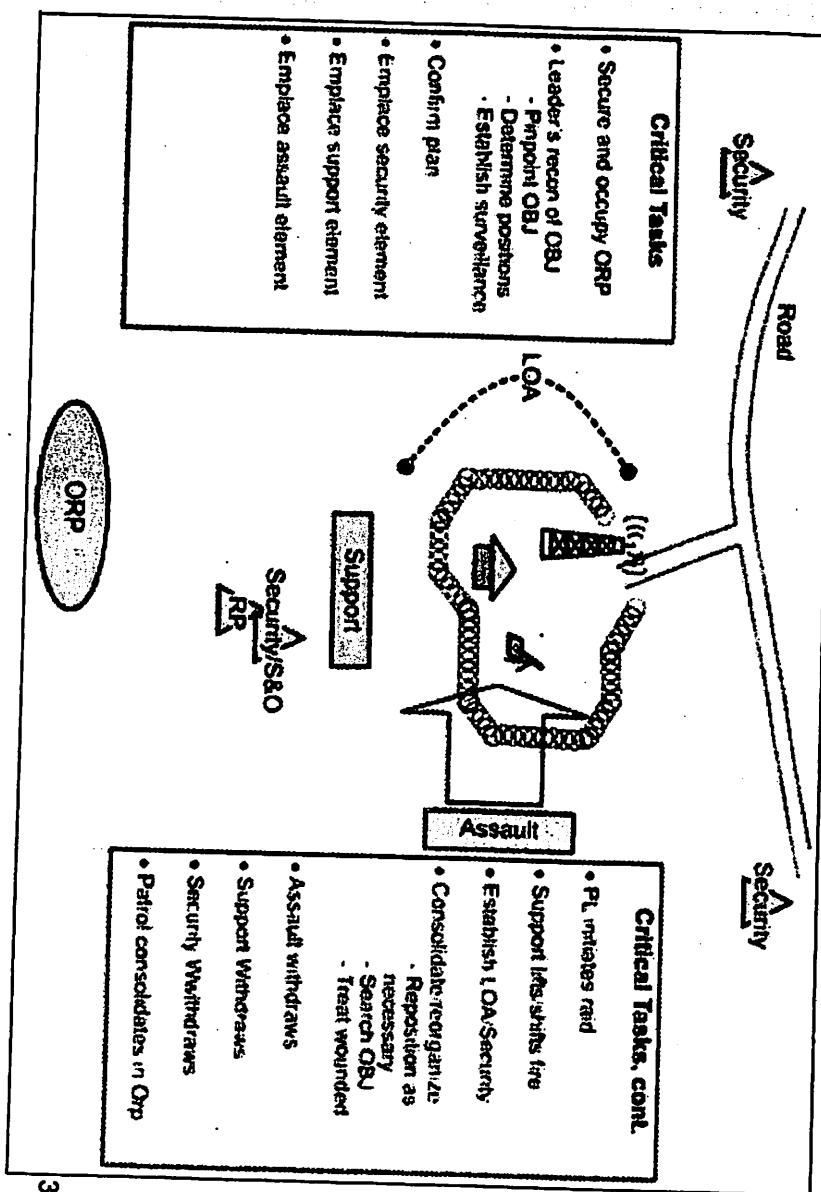
- (I) Avenues of approach to the objective.
- (II) Support by fire position, assault position, breach point, and isolation positions.
- (III) Withdrawal routes.
- (IV) Threat and noncombatant situations.

- h. Other planning considerations.
 - (I) Consider integration of vehicles during the isolation, suppression, assault, and withdrawal from the objective. Dismount before, at, or beyond the point of penetration. Leverage situational awareness (FBCB2) technology, thermal optics, weapons capabilities, and PC transload/casevac platforms inherent to the vehicles.
 - (II) Companies maximize the C2 effects that four platoon headquarters provide.
 - (III) Maximize nonlethal effects.

- (IV) Destroy or exfil PC as soon as the assault force secures it. If the assault force waits until CER, it may never happen.
- (V) Secure only as much of the objective as necessary, for as little duration as necessary IOT complete the mission (destruction or PC recovery). Do not waste time and risk casualties beyond the decisive point.

- (VI) Commanders ensure gun-target line is perpendicular to the direction of attack, and that indirect fire observers echelon fire support effects IAW doctrinal minimum safe distances as the assault gains momentum in depth.

Figure 5-2. ACTIONS ON THE OBJECTIVE - RAID



Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

1. Squads and platoons fight through enemy contact at the lowest possible level.
2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.
3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.
4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.
5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-0 decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products" in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations
2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8 The Infantry Rifle Platoon and Squad			
Day	Chapter	Assigned Reading	Focus	Areas of Special Interest
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations	Figure 1-14 pp1-38 through pp1-43
—	Ch 2	para 2-57 through 2-119	Employing Fires	pp2-1 through pp2-5 pp2-11 through pp 2-23
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation	pp3-8 through 3-11 pp3-28 – pp3-36 and Table 3-4, Table 3-5
—	Ch 5	para 5-1 through 5-49	C2 and TLP's	Figure 5-4, 5-5, 5-6 & 5-10
—	Ch 6	para 6-8 through 6-34	Sustainment	
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)	pp6-3 through pp6-6 *Classes of Supply Intro to Ops
—	Ch 8	para 7-117 through 7-238	Offensive Ops Part II (VI-IX)	Section IV Platoon Attacks Section VI Special Purpose Attacks
—	Ch 9	para 8-1 through 8-76	Defensive Ops Part I	pp7-14 pp7-26 – pp7-31
—	Ch 9	para 8-77 through 8-199	Defensive Ops Part II	Introduction Section V Occupation & Prep Defensive Techniques
—	Ch 9	para 9-1 through 9-128	Patrolling (I-II)	pp8-2 through pp8-6 pp8-19 through pp8-23 pp8-24 through 8-31
—	Ch 9	para 9-129 through 9-216	Patrolling (III-VIII)	pp9-1 through pp9-3 Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols
—	Appendix A	Machine Gun Employment	Introduction	pp9-6, para 9-42 pp9-7 through pp9-13 pp9-20, Table 9-1 pp9-22 through pp9-25
—	Appendix C	Fires Planning	Introduction	ppA-1 through ppA-8 ppC-1 through ppC-3

UNCLASS // FOUO

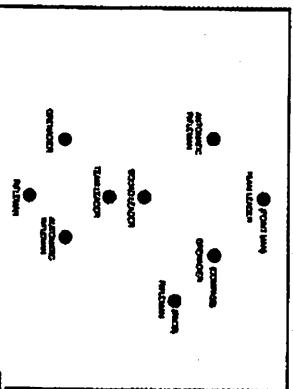
Patrolling Reference Packet (EXTRACT)

JUNE 2015

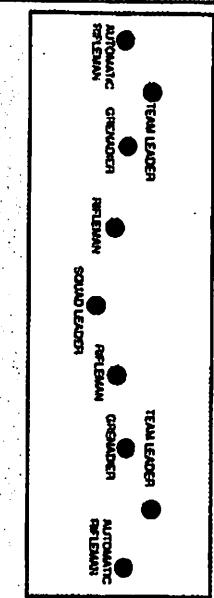
Patrolling:

Movement and Maneuver

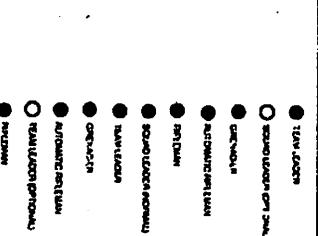
SQUAD COLUMN



SQUAD LINE



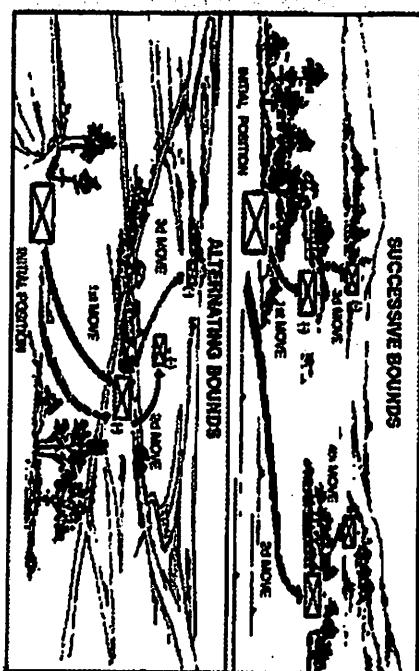
SQUAD FILE



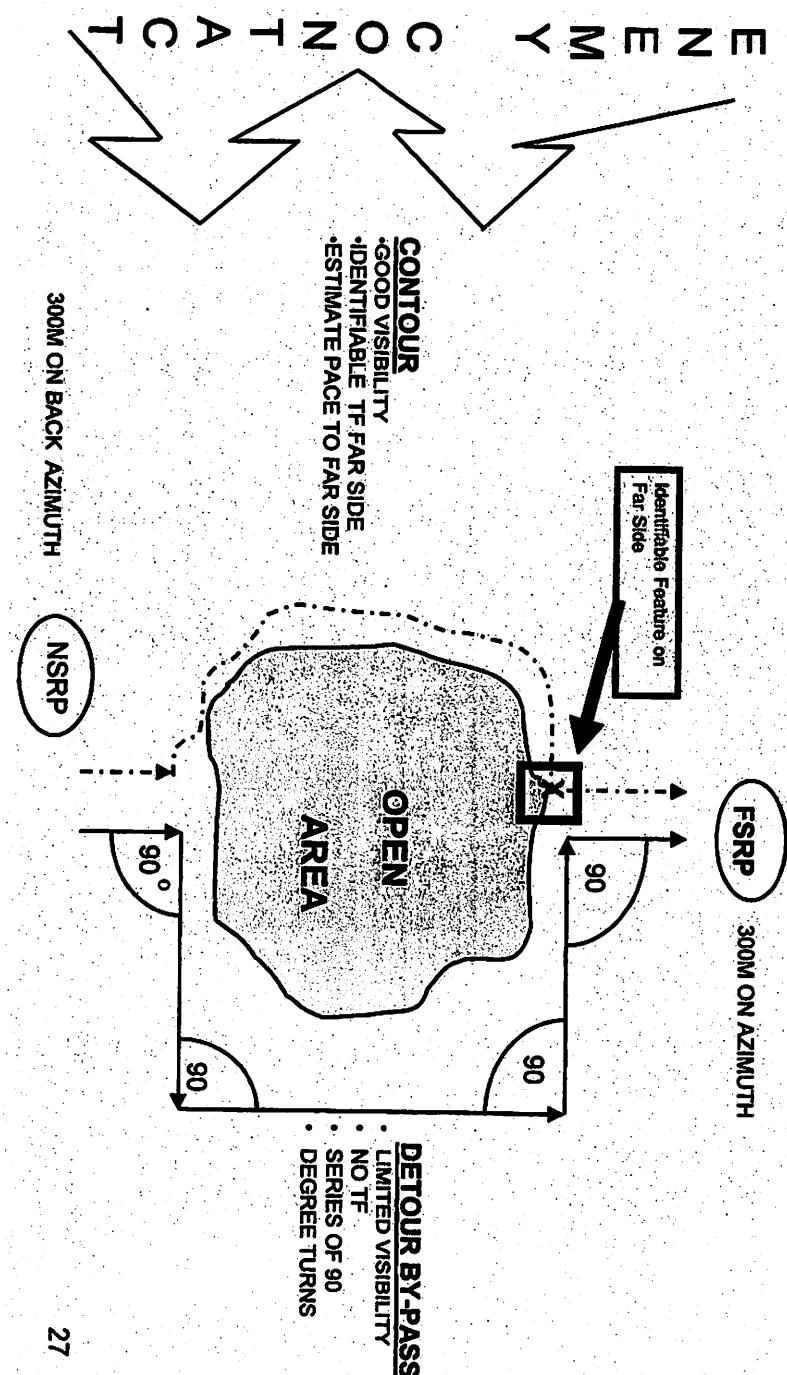
FORMATION	WHICH POSITION USED	CONTROLS	FLUIDITY	CHARACTERISTICS	FIRE CAPACITY	RESTRICTIONS	SECURITY
SQUAD COLUMN	SQUAD PRIMARY FORMATION	ODD	GOOD	FACILITATED MANEUVER GODS IS NOT AS LIMITED IN DEPTH	ALLOWS LARGE NUMBER OF FIRE TEAMS TO FIRE FRONT AND REAR	ALL ROUND DEFENSE	NO DEFENSE FOR FLANK
SQUAD LINE	CLOSE TERRAIN VEGETATION, LIMITED VISIBILITY CONDITIONS	EASIST	MOST DIFFICULT FORMATION FROM WHICH TO MANEUVER	NOT AS MANEUVER CAPACITY BOTH FIRE TEAMS COMMITTED	ALLOWS MANEUVER BUT EASY FIRE TO THE FRONT	GOOD TO THE FRONT, LITTLE TO THE FLANKS AND REAR	NO DEFENSE FOR FLANK

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS			
		CONTROL	DISPERSION	SPEED	SECURITY
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE
BOUNDANG OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST

Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

FARSIDE

300M ON AZIMUTH

FSRP

FARSIDE RALLY POINT INFO FOR
A KNOWN DANGER AREA

GL

TF

DIR

DIS

A Tm

GL
TF

1. DESIGNATE NEAR & FAR SIDE

RALLY POINTS

2. SECURE NEAR SIDE &

EMPLACÉ FLANK SECURITY

3. CLEAR FAR SIDE

4. CONTINUE UNIT CROSSING

5. RETRIEVE NEAR SIDE

SECURITY & COMPLETE

6. UNIT CROSSING

ACCOUNTABILITY/HEADCOUNT

NEAR SIDE RP INFO FOR A
KNOWN DANGER AREA

GL

TF

DIR

DIS

NEAR SIDE

300M ON BACK AZIMUTH

NSRP

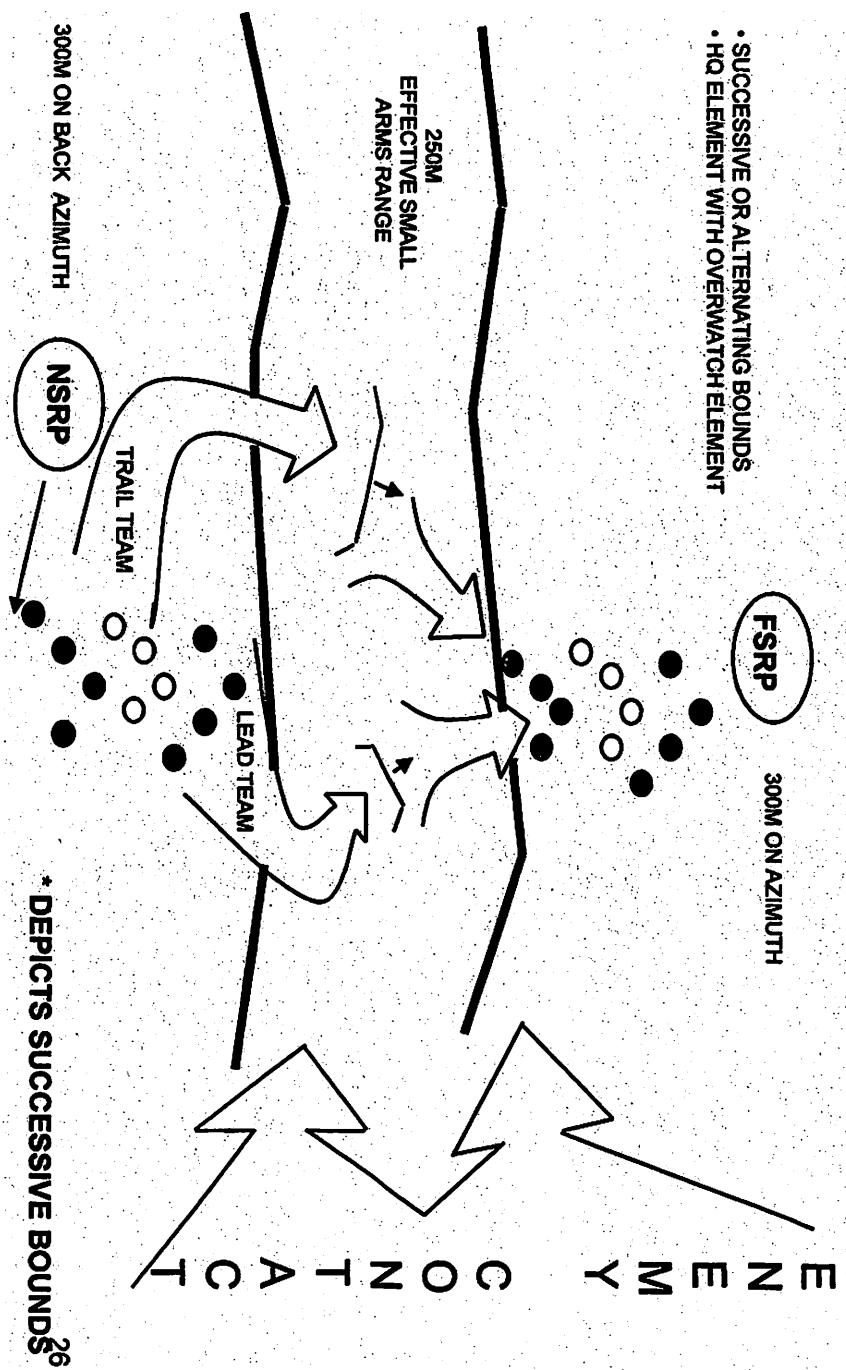
25

LARGE OPEN DANGER AREA

- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT

FSRP

300M ON AZIMUTH



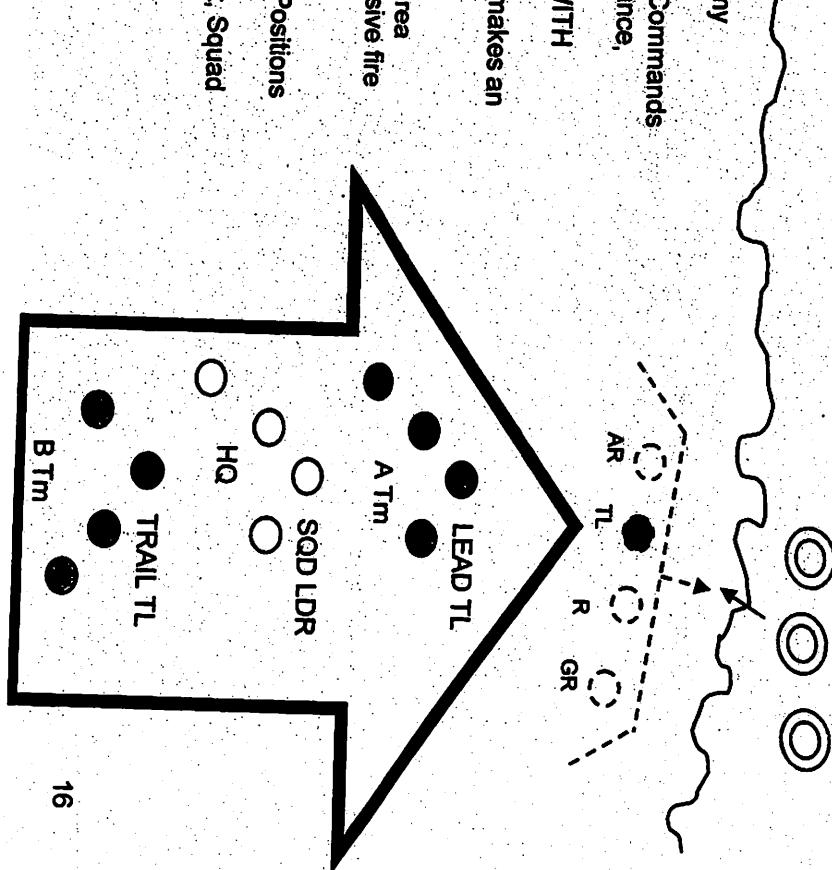
REACT TO CONTACT

BATTLE DRILL 1

- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TMLDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC)
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation.

FACTORS OF HIS ASSESSMENT:

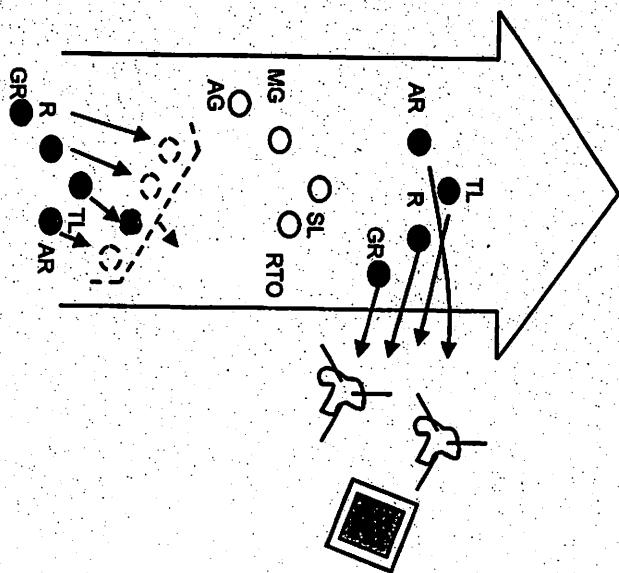
- Can Squad move out of engagement area
- Can Squad gain and maintain suppressive fire
- Location of enemy
- Size of enemy force
- Vulnerable Flanks of Enemy/ Friendly Positions
- Covered/ Concealed Flanking Routes
- SQD LDR Determines COA (Break Contact, Squad Attack, ETC.)
- REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

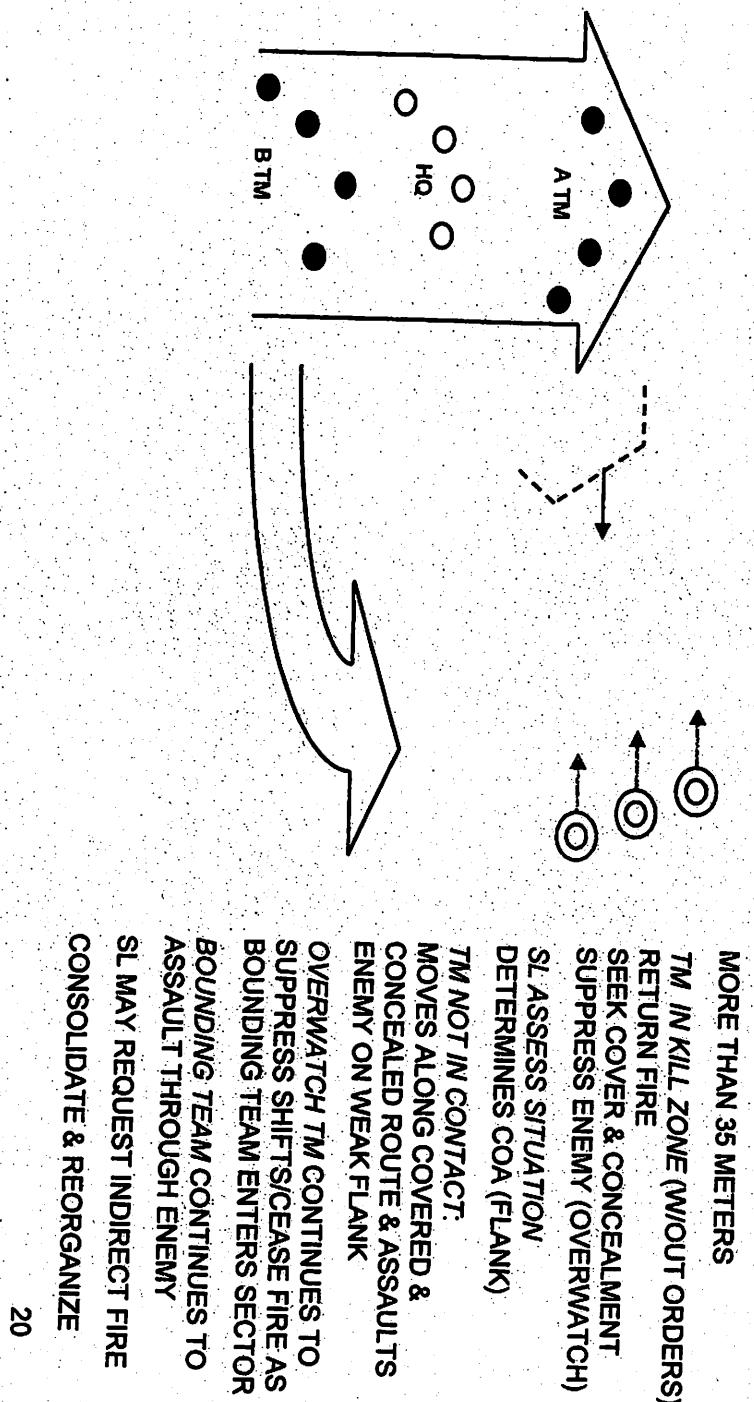
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
 - THROW CONCUSSION, FRAG, OR SMOKE GRENADES
 - AFTER EXPLOSION OF GRENADES, ASSAULT
 - THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



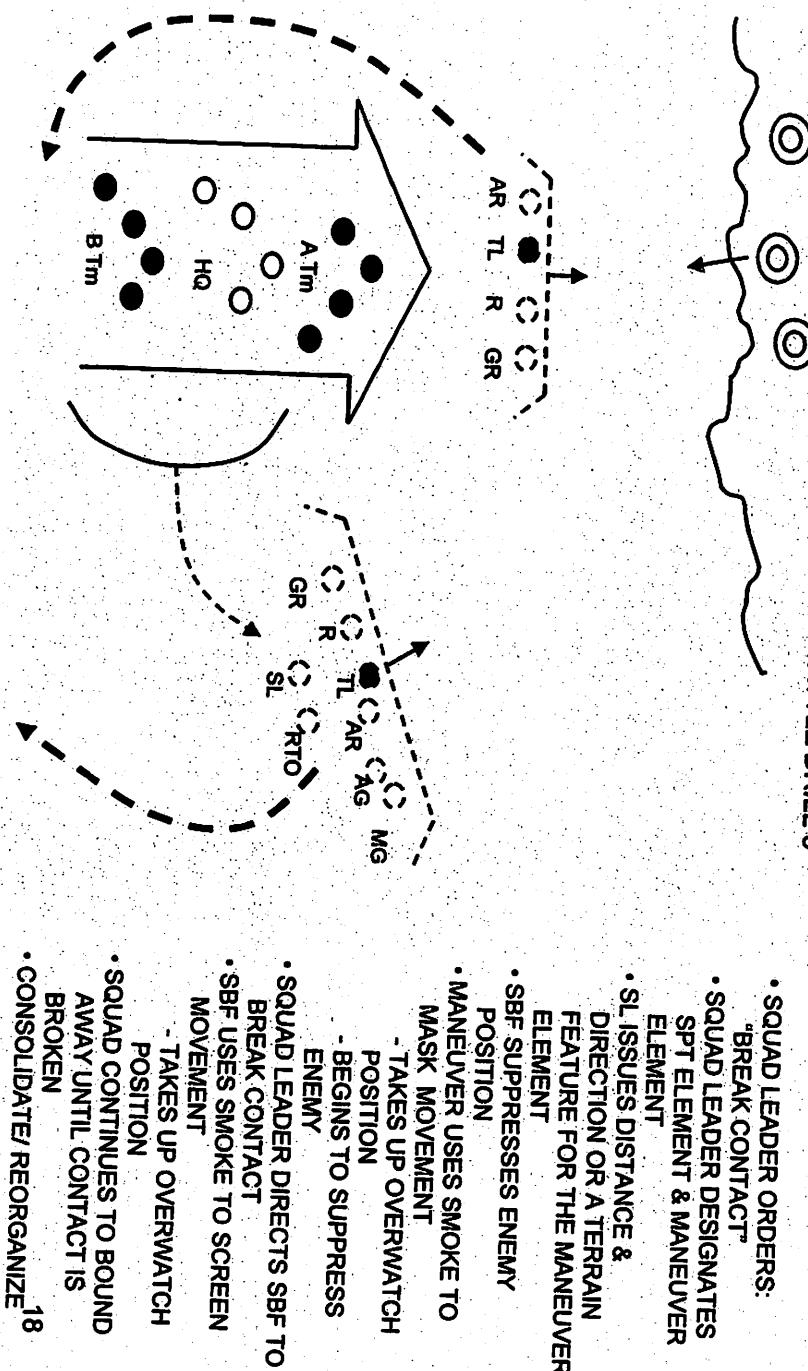
REACT TO A FAR AMBUSH

BATTLE DRILL 4-B



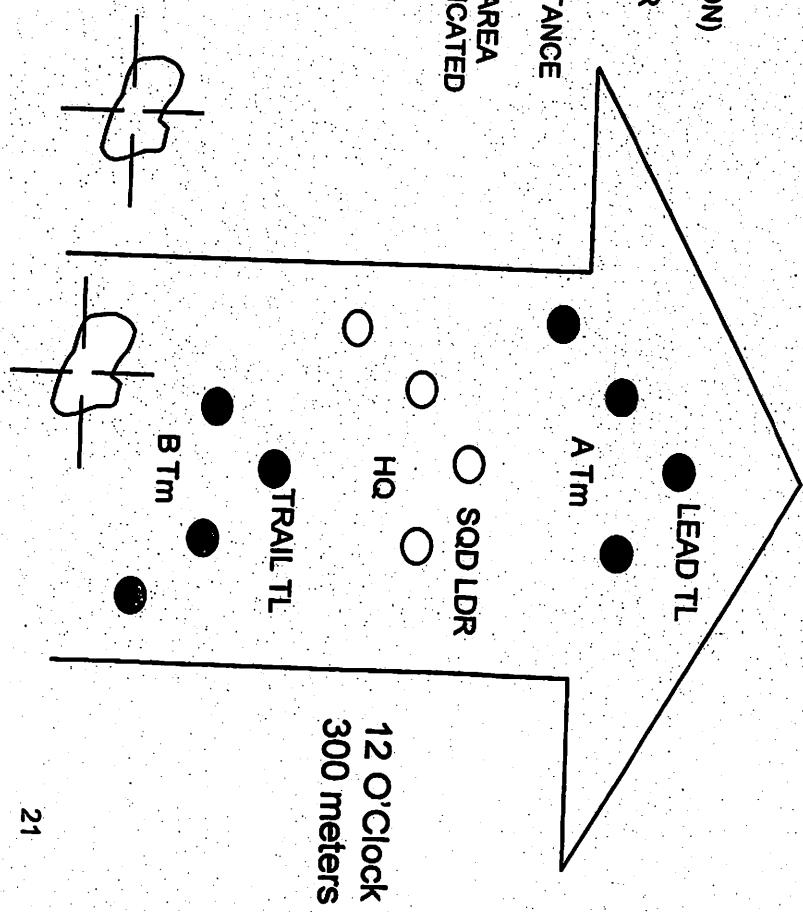
BREAK CONTACT

BATTLE DRILL 3



REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling:
Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance. You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

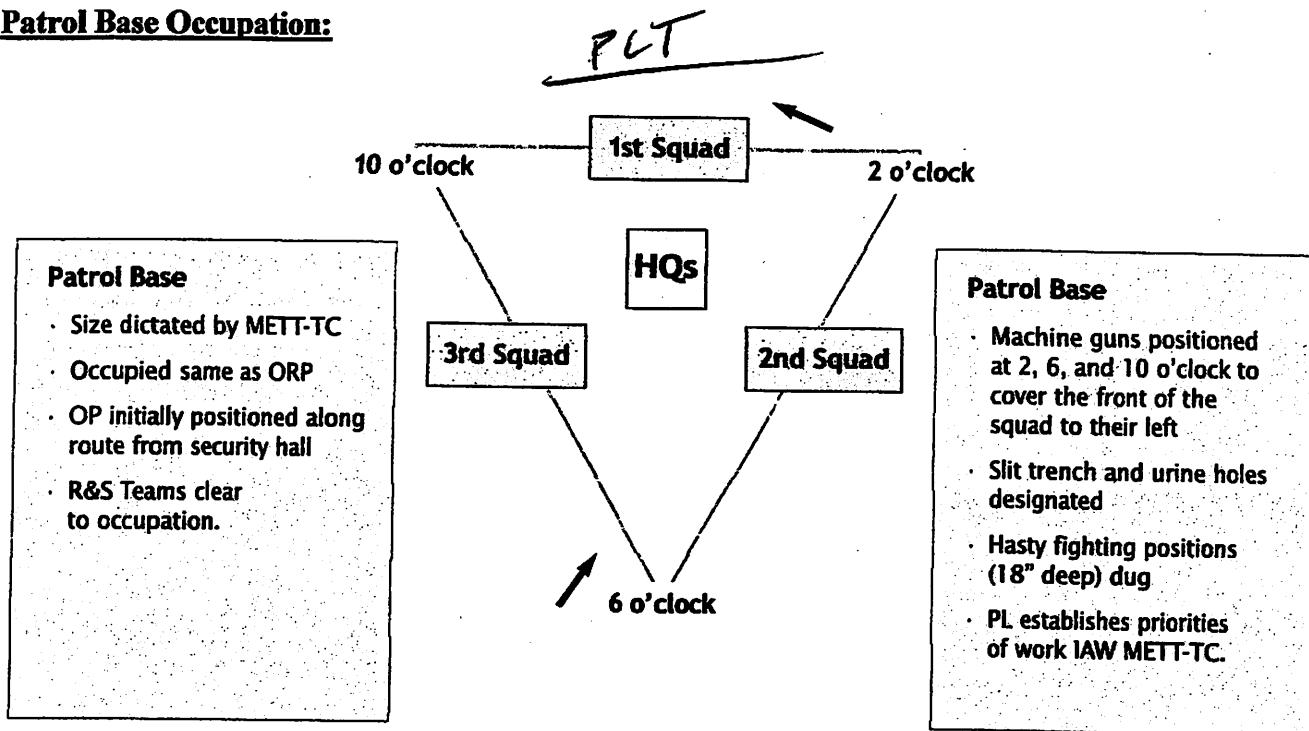
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a “laundry list” of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

Patrol Base Operations Summary:

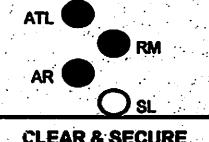
Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.



BLACK

GL _____
TF _____
DIR _____
DIST _____

FOOM/LDRS RECON/PB



CLEAR & SECURE



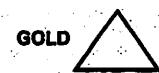
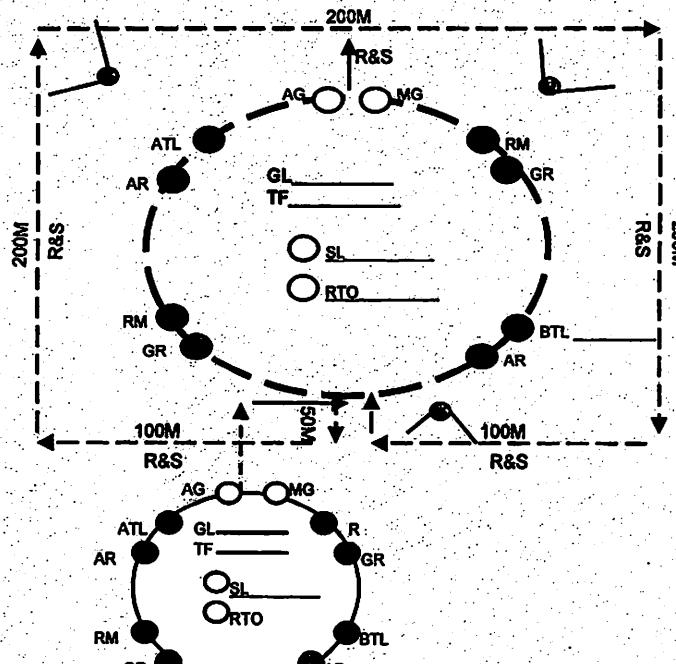
COMM PLAN

- ATL-ICOM
- SL-ICOM
- BTL-ICOM
- RTO-PRC-119

CHARACTERISTICS OF ORP

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT FROM GROUND & AIR
- NEAR WATER SOURCE
5-59(RHB)

SQUAD PATROL BASE



GL _____
TF _____
DIR _____
DIS _____

OCCUPATION PLAN

- SECURITY HALT
- SLLS/PINPOINT
- LNG HLT/STNG PNT
- PREP PB CLR TM
- 2-5 PT-BTL/PB CLR TM
- CONDUCT RECON OF PB
- CHARACTERISTICS
- SLLS/CLEAR & SECURE
- OCCUPY PB- SHP/SLLS
- PINPOINT-LNG HLT
- STNG PNT 10,2,4,8,MG
- SPOT CHECK
- 5 PT R/S- GV/LV
- OPSKED

SECURITY PLAN

- SECTOR SKETCH
- ALERT PLAN
- WITHDRAWAL PLAN (BLACK & GOLD)
- EVACUATION PLAN
- ALT PB
- PATROL BASE ACTIVITIES

PRIORITIES OF WORK

- WPNS/NODS/COMMO (50% SEC)
- CHANGE T-
- SHIRTS/SOCKS/SHAVE/CAMMO
- SLIT TRENCH(50% SEC)
- CHOW
- 50% SEC
- REST
- (50-33% SEC)

FIELD PLANNING

1.1

- TLPs
- TACTICAL RESUPPLY

SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

GOLD

ALT PB

N

BLACK
ALT PB
 $\angle \leq \Rightarrow$
GL
TF
DIR
DIST

GL
TF

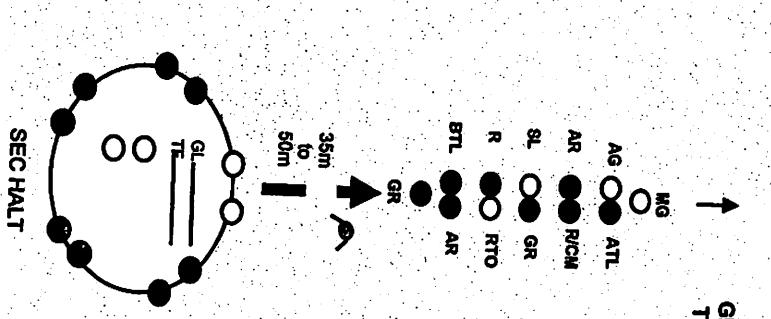
GL
TF
DIR
DIST

FOOM (MODIFIED WEDGE)



OCCUPATION PLAN

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRAFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT GROUND & AIR
- NEAR A WATER SOURCE



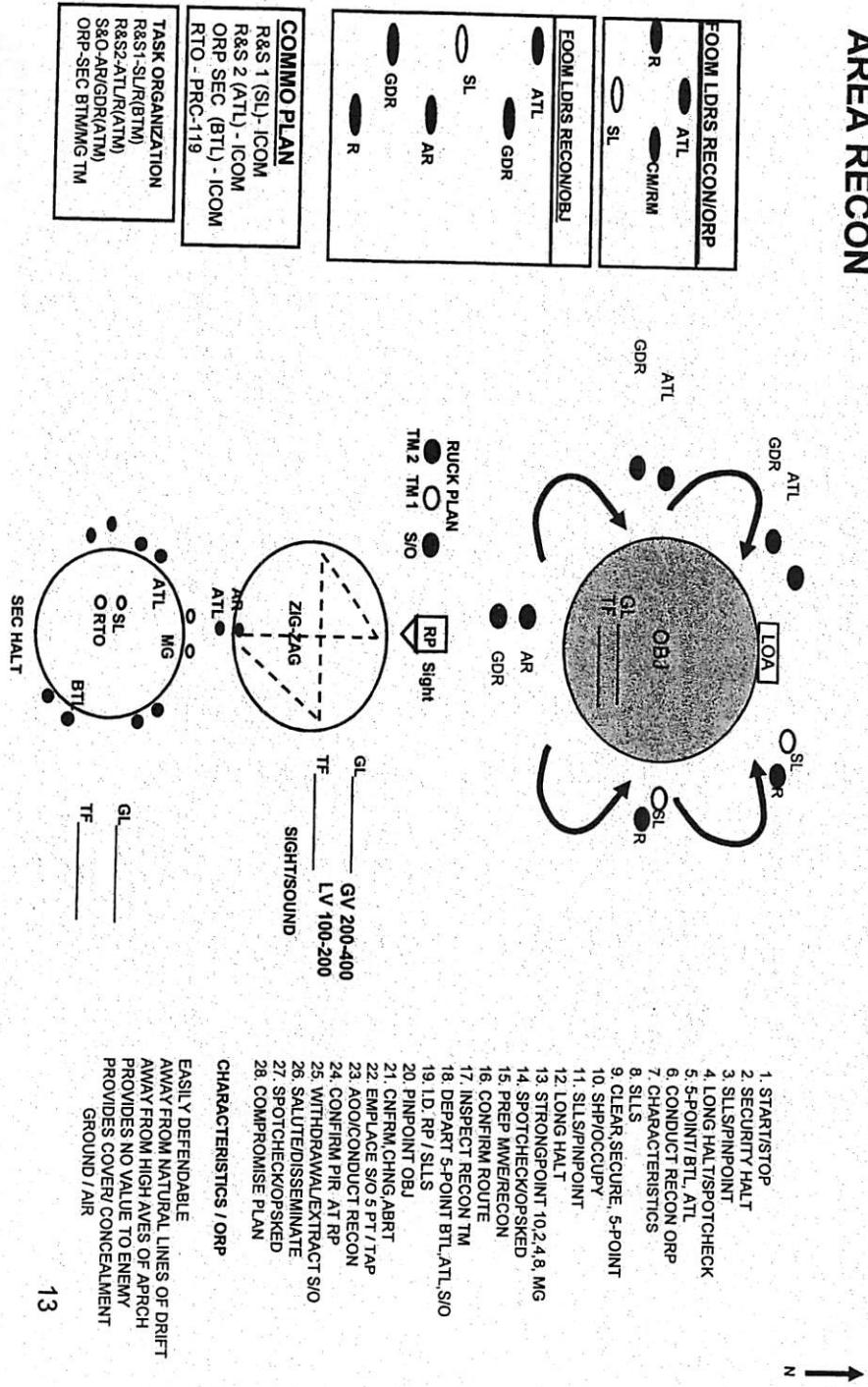
CHARACTERISTICS

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRAFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT GROUND & AIR
- NEAR A WATER SOURCE

Patrolling:

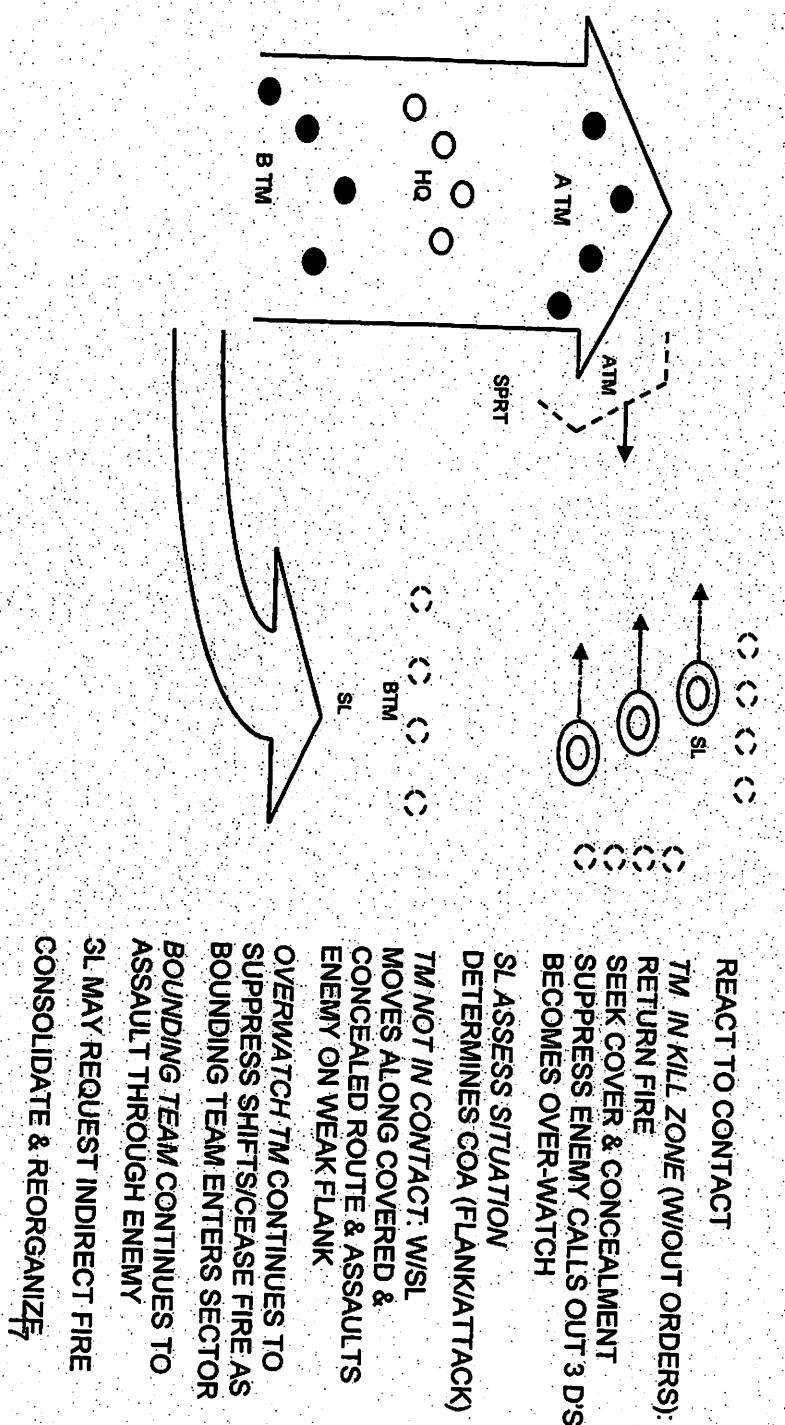
Recon and Common Offense

AREA RECON



SQUAD ATTACK

BATTLE DRILL 1-A



MOVEMENT TO CONTACT

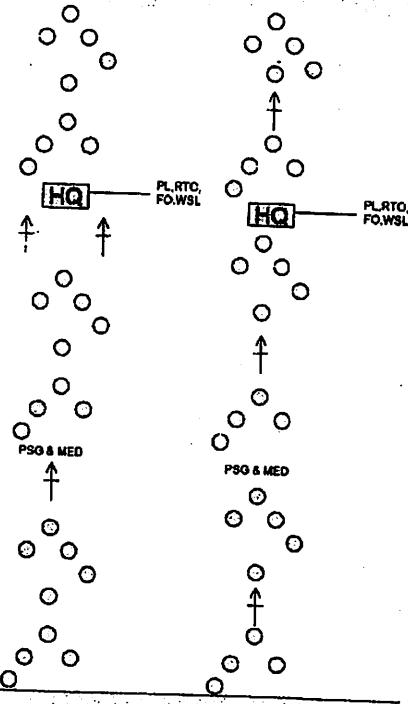
MEETING ENGAGEMENT

Movement Formations:

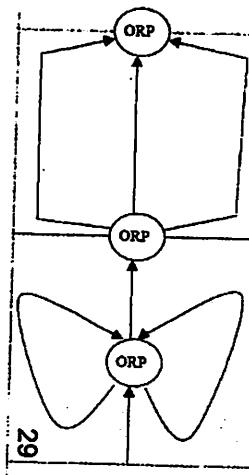
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

- Traveling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good if enemy contact not likely.
- Traveling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK

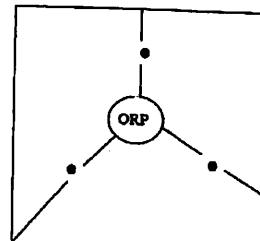


BOX TECHNIQUE:

- Easiest to plan
- Most control
- fastest technique
- easiest to execute
- Narrow frontage
- Must hump rucks

FAN TECHNIQUE:

- More difficult to plan v box
- Less Control v box
- Slower than box technique
- More difficult to execute v box
- Wider frontage (+)
- Can leave rucks at ORP (+)



ASSIGN AO_a TECHNIQUE:

- Most difficult to plan
- Least control
- Slowest technique
- Most difficult to execute
- Almost unlimited size of AO
- Can be very detailed
- Can leave rucks

LINEAR AMBUSH

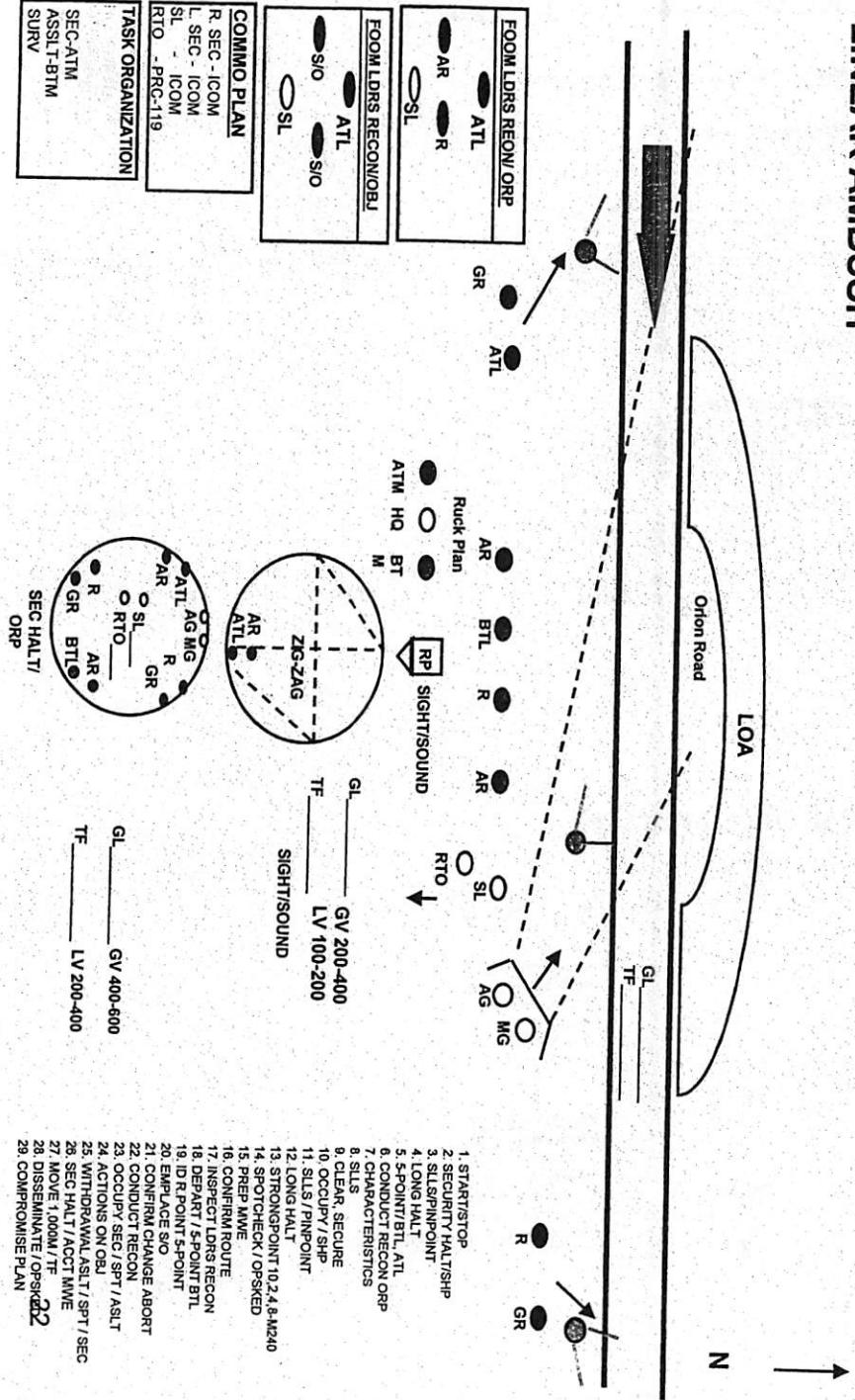
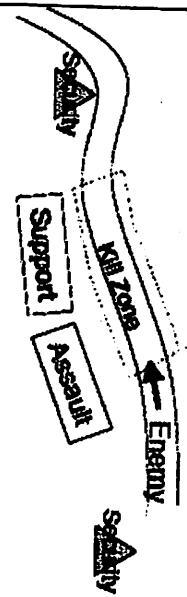
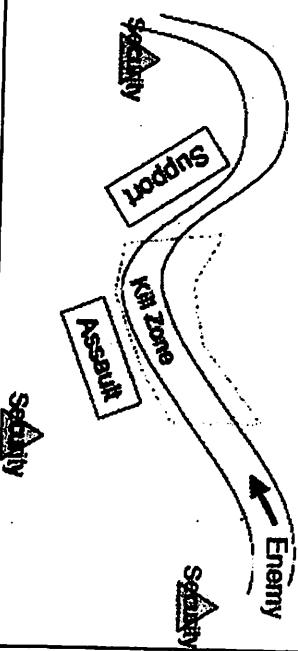


Figure 2. Ambush formations

Linear Ambush Formation



L-Shaped Ambush Formation



RAID

Raiders are limited objective attacks with a planned withdrawal. Supporting effort efforts execute raids in order to isolate the battlefield or company main effort's objective (OBJ). Main

(2) PLANNING CONSIDERATIONS.

a. Minimum force requirements.

b. Phases of the operation.

(i) Isolation of the objective.

(ii) Securing the foothold.

(iii) Exploit the penetration and clear the OBU (detailed room clearing

(iv) Consolidation and Reorganization (CAR).

(v) Withdrawal.

c. Task organization and responsibilities.

i. Isolation force:

(a) Secures the ORP.

(c) Positioned first IOT isolate and withdraw last IOT support the extraction.

(a) Assaults to destroy or capture enemy equipment or secure PC.

(b) Positions assault closer to objective IOT deploy immediately if detected.

(c) Supports itself during the assault or if the support force is ineffective.

(d) Plots detailed direct fire control and distribution.

(e) Conducts detailed room clearing in MOUT. Manas toward progress.

(f) Executes controlled withdrawal from the objective.

(g) Positioning after the isolation force.

(h) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.

(i) Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.

(j) Controls rates of fire, cyclic, rapid, sustained, or watch and shoot.

(k) Controls detailed direct, indirect, sustained, or watch and shoot.

(l) Synchronizes times, Shifts shifts and changes rates of fire on signal.

(m) Overwatches C&R and withdrawal of the assault and breach forces.

(n) Breach force:

(o) Positioned following the security and support force.

(p) Pinpoints the point(s) of penetration. Attempts to bypass or breach on a flank or

(q) Prepares and transports breach charges or mechanical breach kit.

(r) Establishes local support by fire position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.

(s) Obscures breach point and reduces detection at point(s) of penetration.

(t) Marks penetration and secures a stronghold for assault force.

d. Location of leader/elements (consider decisive critical events and locations):

- i. Commander: where he can best influence the situation.
- ii. 2IC with support forces.
- iii. FSO and FSNO where they can best influence the indirect fire execution.
- iv. Mass HQS, AT weapon, sniper, and nonlethal effects.
- v. Medical package (METT-TC).
- vi. Contingency plans (CONPLANS) if compromised (rapid transition from stealth to violence or action/strike effect).

i. During occupation of the objective.

(ii) During occupation of support force.

(iii) During occupation of the assault position.

(iv) Mission abort criteria (consider minimum force requirements).

i. Signal plan. Leaders always plan a primary and alternate signal to:

(i) Initiate reconnaissance.

(ii) Withdraw.

(iii) Unload fires.

(iv) Initiate assault.

(v) Abort and execute emergency extraction.

(vi) Control liaison forces.

(vii) Commit reserve.

(viii) Commit reserves.

g. Leader's Reconnaissance. Detailed reconnaissance is critical to mission success.

Whenever tactically feasible, a leader's reconnaissance determines or confirms:

(i) Avenues of approach to the objective.

(ii) Support by fire position, assault position, breach point, and isolation positions.

(iii) Withdrawal routes.

(iv) Threat and noncombatant situations.

h. Other planning considerations.

(i) Consider integration of vehicles during the isolation, suppression, assault, and withdrawal from the objective. Disintegrate before, at, or beyond the point of penetration. Leverage situational awareness (FBG/B2) technology, thermal optics, weapons capabilities, and PC

(ii) Compromises maximize the C2 effects that four platoon headquarters provide.

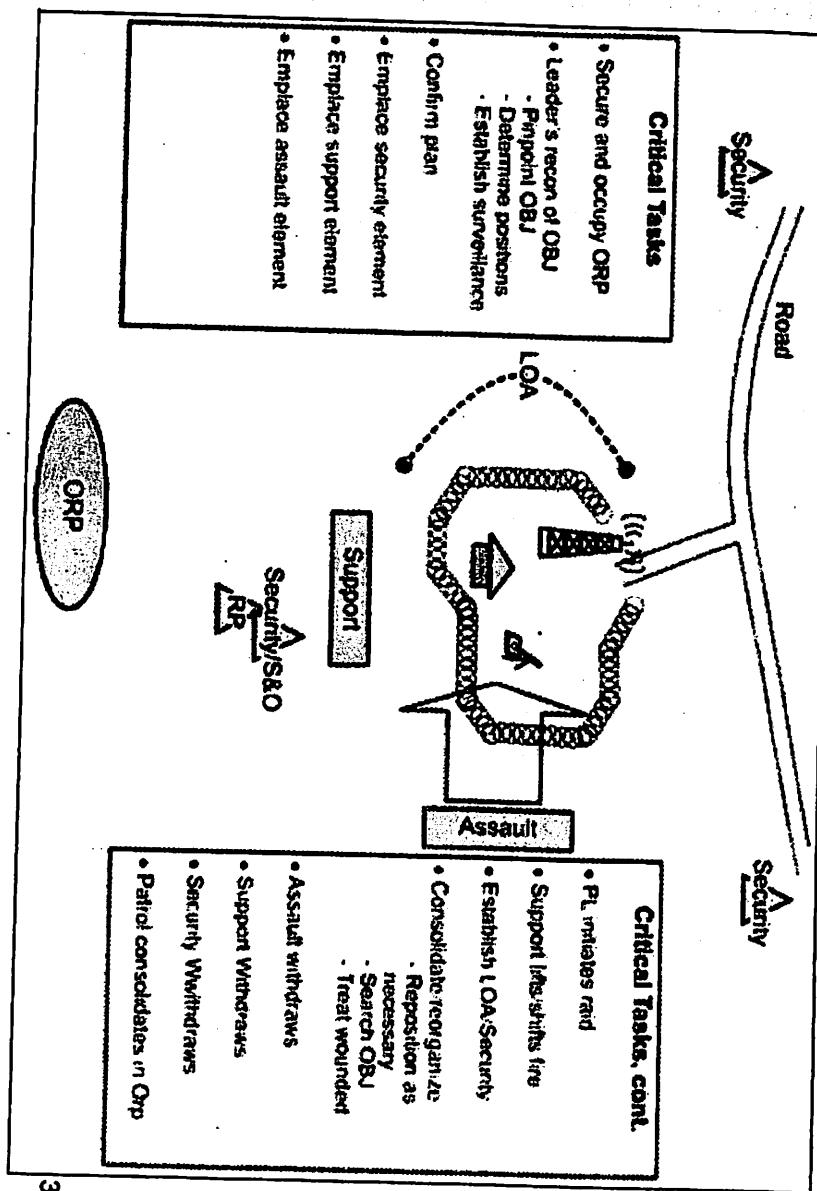
(iii) Maximize nonlethal effects.

(iv) Destroy or exit PC as soon as the assault force seizes it. If the assault force waits until CAR, it may never happen.

(v) Secure out as much of the objective as necessary, for as little duration as necessary beyond the decisive point.

(vi) Commanders ensure gun-target line is perpendicular to the direction of attack, and the assault gains momentum in depth.

Figure 5-6. ACTIONS ON THE OBJECTIVE – RAID



Patrolling:

References and Professional Development RCOA's

Infantry tactics build on the following five principles:

1. Squads and platoons fight through enemy contact at the lowest possible level.
2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.
3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.
4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.
5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-0 decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products " in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations
2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8	The Infantry Rifle Platoon and Squad		
Day	Chapter	Assigned Reading	Focus	Areas of Special Interest
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations	Figure 1-14 pp1-38 through pp1-43
—	Ch 2	para 2-57 through 2-119	Employing Fires	pp2-1 through pp2-5 pp2-11 through pp 2-23
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation	pp3-8 through 3-11 pp3-28 – pp3-36 and Table 3-4, Table 3-5
—	Ch 5	para 5-1 through 5-49	C2 and TLP's	Figure 5-4, 5-5, 5-6 & 5-10
—	Ch 6	para 6-8 through 6-34	Sustainment	pp6-3 through pp6-6 *Classes of Supply
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)	Intro to Ops
—	Ch 8	para 7-17 through 7-238	Offensive Ops Part II (VI-IX)	Section IV Platoon Attacks Section VI Special Purpose Attacks
—	Ch 8	para 8-1 through 8-76	Defensive Ops Part I	pp7-14 pp7-26 – pp7-31
—	Ch 9	para 8-77 through 8-199	Defensive Ops Part II	Introduction
—	Ch 9	para 9-1 through 9-128	Patrolling (I-II)	Section V Occupation & Prep Defensive Techniques
—	Ch 9	para 9-129 through 9-216	Patrolling (III-VII)	pp9-1 through pp9-3
—	Appendix A	Machine Gun Employment	Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols	pp9-6, para 9-42 pp9-7 through pp9-13 pp9-20, Table 9-1 pp9-22 through pp9-25
—	Appendix C	Fires Planning	ppA-1 through ppA-8 ppC-1 through ppC-3	

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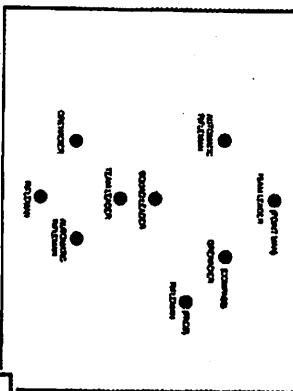
Patrolling Reference Packet (EXTRACT)

JUNE 2015

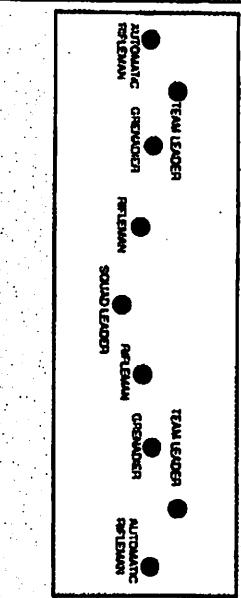
Patrolling:

Movement and Maneuver

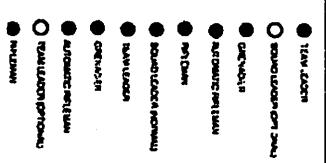
SQUAD COLUMN



SQUAD LINE



SQUAD FILE



MOVEMENT FORMATION	WHEN NORMALLY USED	CHARACTERISTICS			
		CONTROL	FIDELITY	FEAR CHARACTERISTICS	RESTRICTIONS
SQUAD COLUMN	SQUAD PRIMARY	0000	Facilitates maximum control over squad members.	Allows large volume of fire to the front.	All-around security.
SQUAD LINE	CLOSE FORMATION, LIMITED VERSITY CONDITIONS.	EASIER	NOT AS GOOD AS SQUAD COLUMN	ALLOWS MAXIMUM FIRE POWER IS REQUIRED TO THE FRONT	0000 TO THE FRONT, LITTLE TO THE RAYS AND REAR.

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS			
		CONTROL	DISPERSION	SPEED	SECURITY
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST

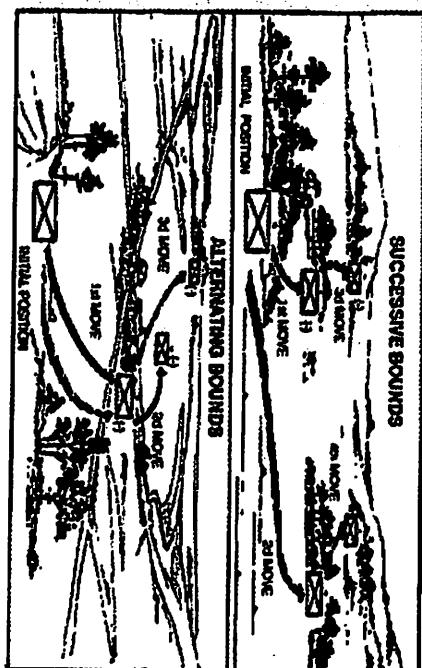
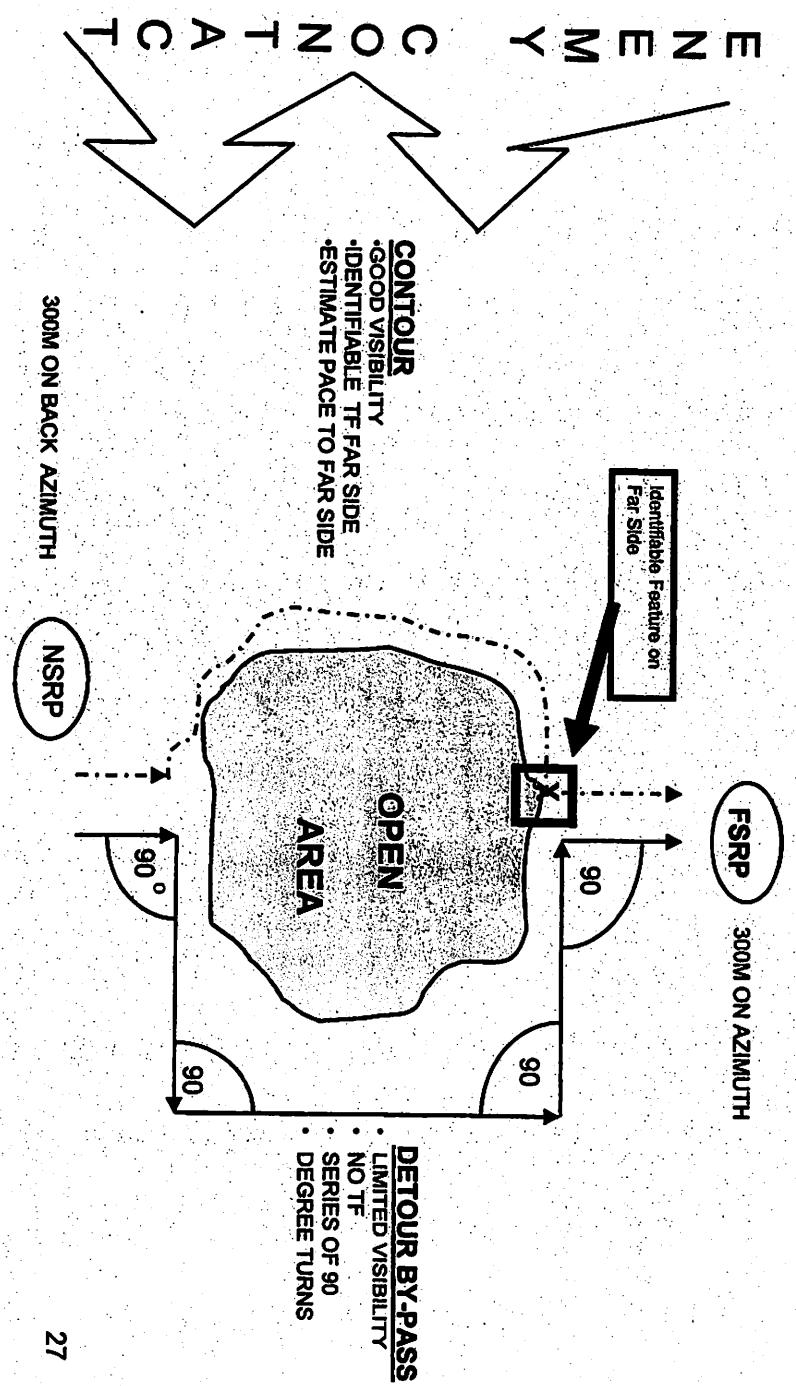


Figure 2-18. Movement techniques and characteristics.

CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

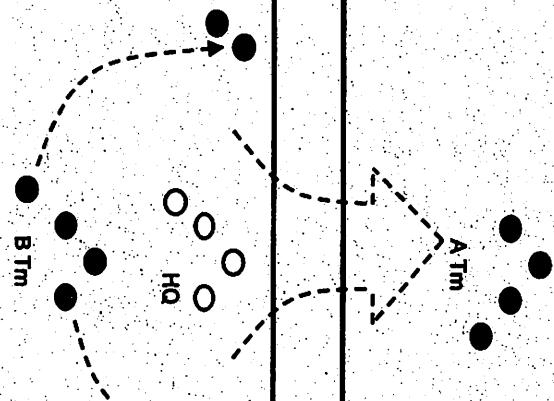
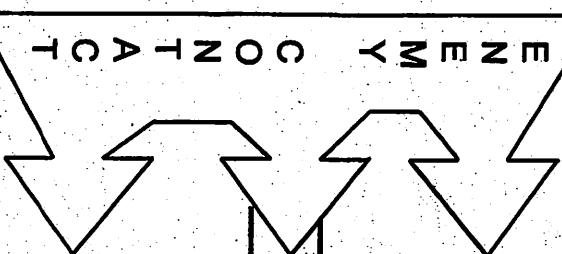
FARSIDE

300M ON AZIMUTH
A KNOWN DANGER AREA

FSRP

FARSIDE RALLY POINT INFO FOR
A KNOWN DANGER AREA

GL _____
TF _____
DIR _____
DIS _____



NEAR SIDE

1. DESIGNATE NEAR & FAR SIDE
2. RALLY POINTS
3. SECURE NEAR SIDE & EMPLACE FLANK SECURITY
4. CLEAR FAR SIDE
5. CONTINUE UNIT CROSSING
6. RETRIEVE NEAR SIDE SECURITY & COMPLETE UNIT CROSSING
7. ACCOUNTABILITY/HEADCOUNT

NEAR SIDE RP INFO FOR A
KNOWN DANGER AREA

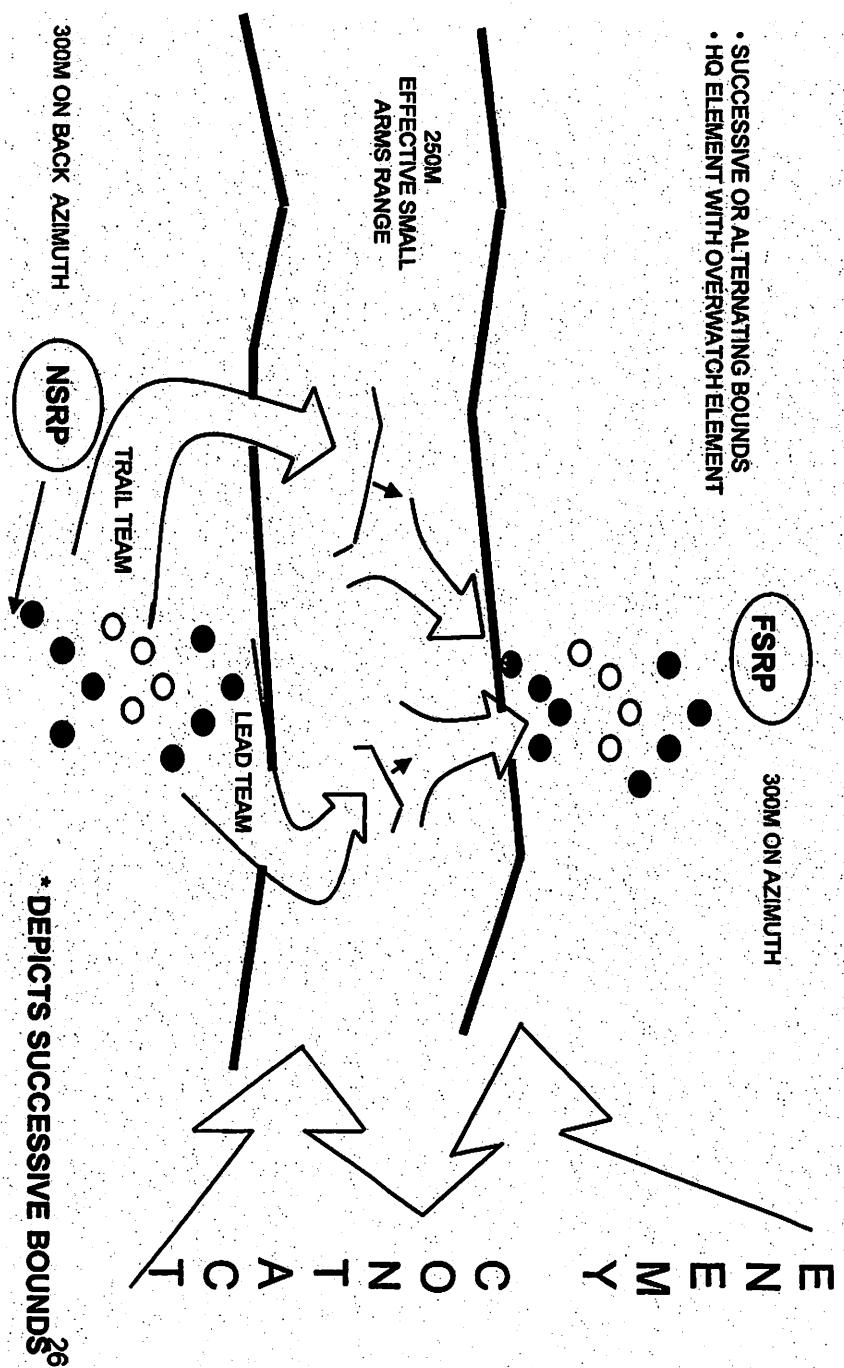
300M ON BACK AZIMUTH

NSRP

GL _____
TF _____
DIR _____
DIS _____

LARGE OPEN DANGER AREA

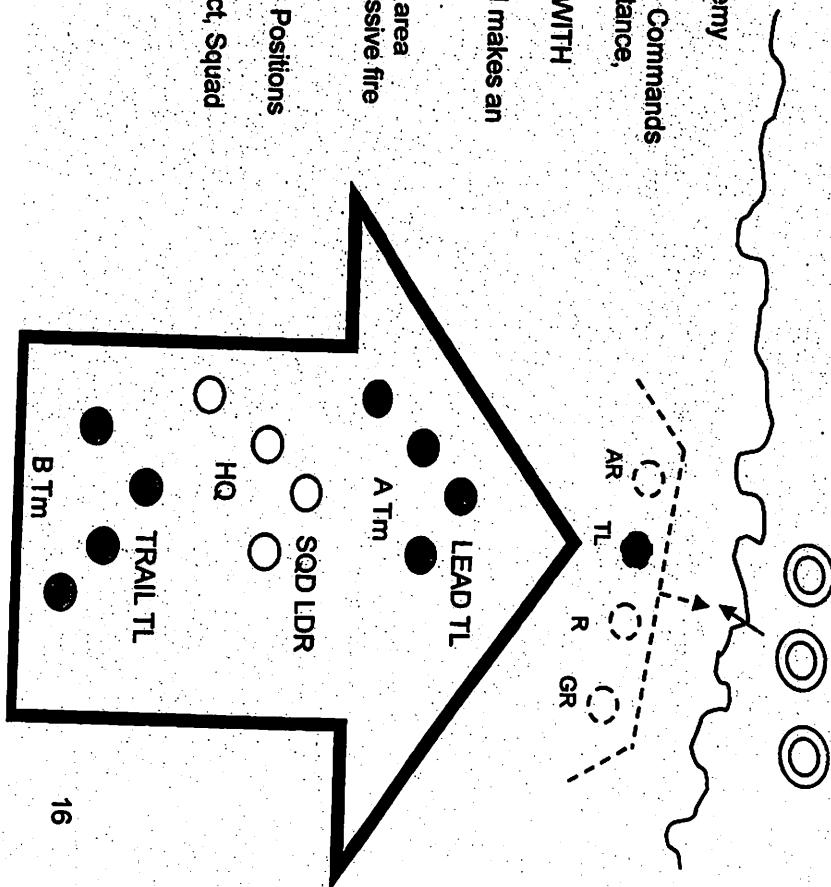
- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT



REACT TO CONTACT

BATTLE DRILL 1

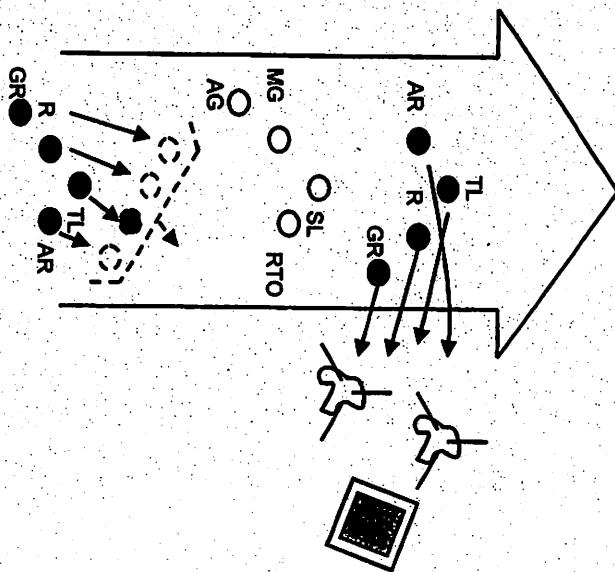
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TM LDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC)
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation
- FACTORS OF HIS ASSESSMENT:
 - Can Squad move out of engagement area
 - Can Squad gain and maintain suppressive fire
 - Location of enemy
 - Size of enemy force
 - Vulnerable Flanks of Enemy/ Friendly Positions
 - Covered/Concealed Flanking Routes
 - SQD LDR Determines COA (Break Contact, Squad Attack, ETC.)
- REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

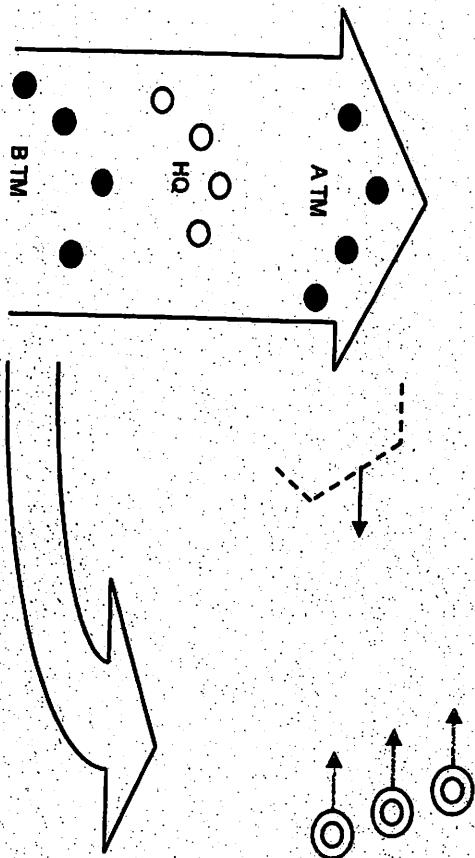
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
RETURN FIRE IMMEDIATELY
- SEEK NEAREST AVAILABLE COVER
- ASSUME PRONE POSITION
- THROW CONCUSSION, FRAG, OR SMOKE GRENADES
- AFTER EXPLOSION OF GRENADES, ASSAULT
THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
IDENTIFY ENEMY LOCATION
- PLACE ACCURATE SUPPRESSIVE FIRE
- SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO
ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT
IS BROKEN
- CONSOLIDATE AND REORGANIZE



REACT TO A FAR AMBUSH

BATTLE DRILL 4 - B



MORE THAN 35 METERS

TM IN KILL ZONE (W/OUT ORDERS):
RETURN FIRE

SEEK COVER & CONCEALMENT
SUPPRESS ENEMY (OVERWATCH)

SL ASSESSES SITUATION

DETERMINES COA (FLANK)

TM NOT IN CONTACT.

MOVES ALONG COVERED &
CONCEALED ROUTE & ASSAULTS

ENEMY ON WEAK FLANK

OVERWATCH TM CONTINUES TO
SUPPRESS SHIFTS/CEASE FIRE AS
BOUNDING TEAM ENTERS SECTOR

BOUNDING TEAM CONTINUES TO

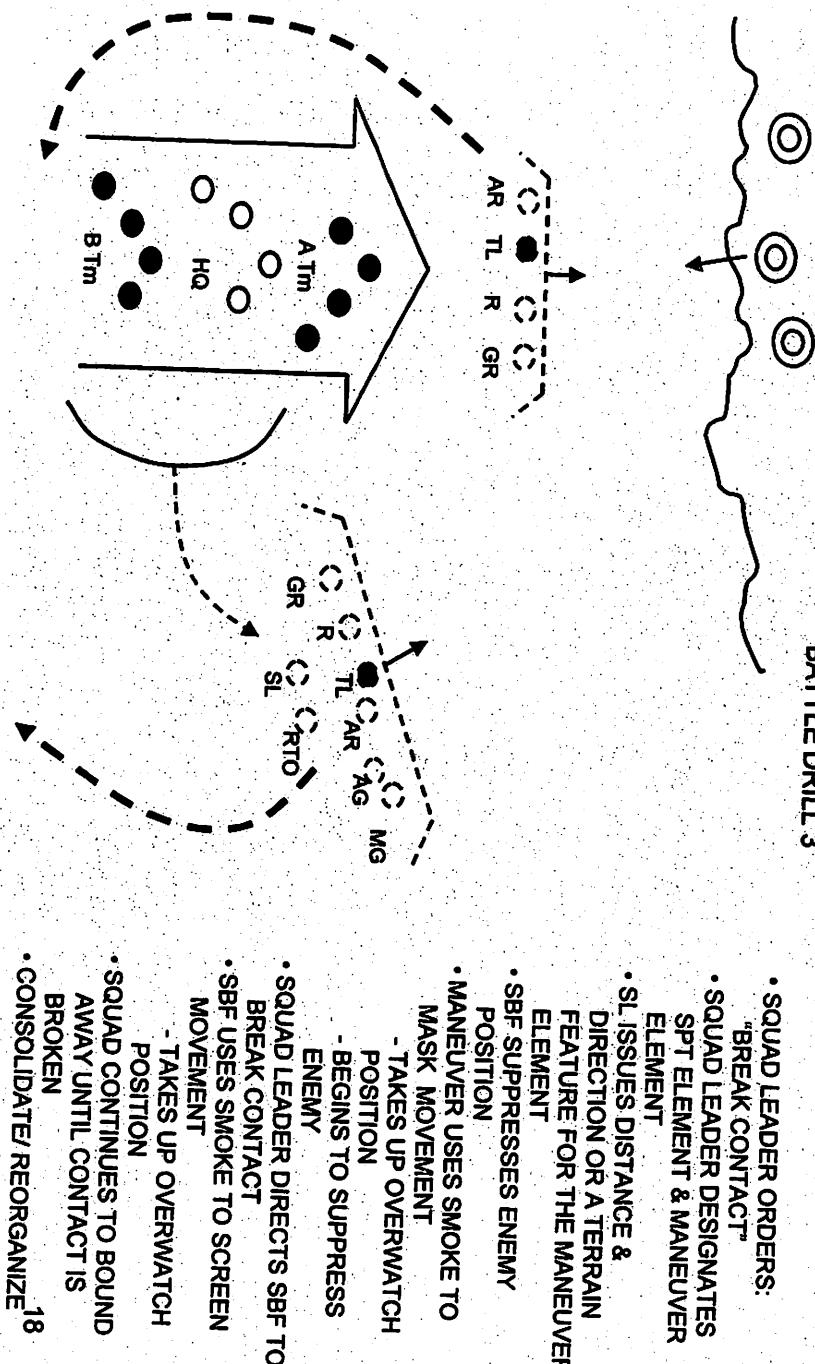
ASSAULT THROUGH ENEMY

SL MAY REQUEST INDIRECT FIRE

CONSOLIDATE & REORGANIZE

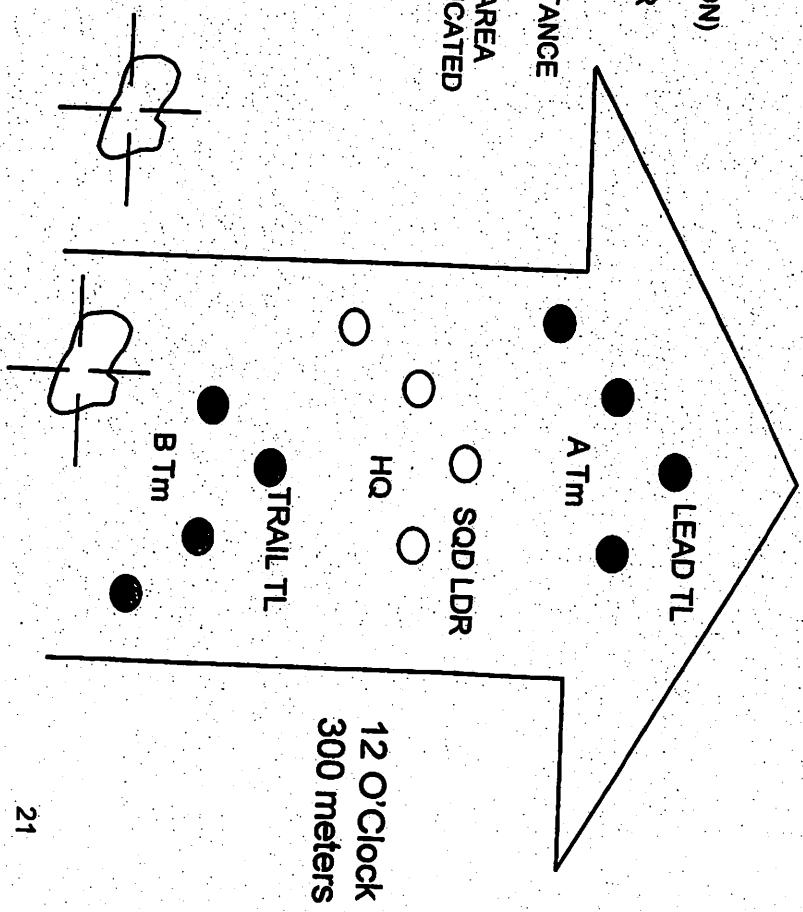
BREAK CONTACT

BATTLE DRILL 3



REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



**Patrolling:
Patrol Base Operations**

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance.

You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

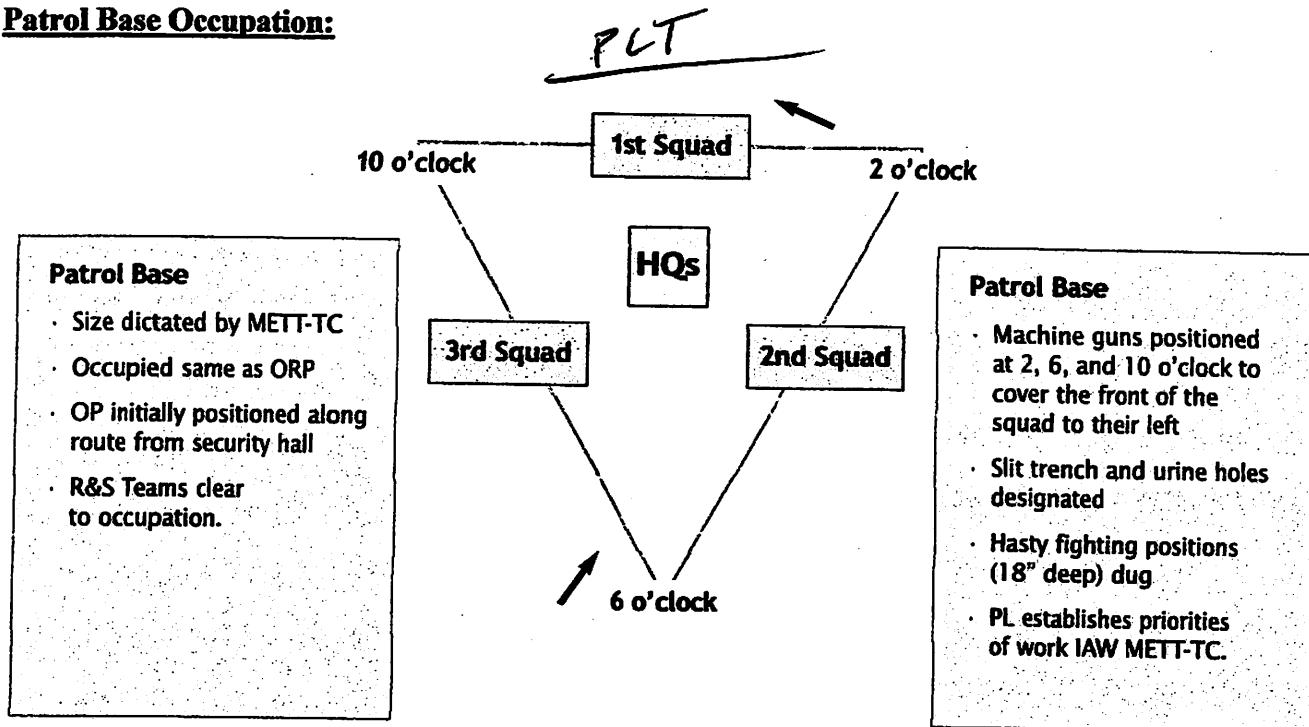
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a “laundry list” of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).

3. Communications

You must continuously maintain communications with higher headquarters, OPs, and within the unit. You may rotate duties among the patrol's radio telephone operators (RTOs) to allow continuous radio monitoring, radio maintenance, to act as runners for you, or to conduct other priorities of work.

4. Mission Preparation and Planning

As the patrol leader, you will use the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

5. Maintenance Plan

Ensure that machine guns, other weapon systems, communication equipment, and night vision devices (NVDs) are not all broken down at the same time for maintenance. (Don't break down more than 25 percent at any time.) Redistribute ammunition. (Soldiers should not disassemble their weapons at night.)

6. Sanitation and Personal Hygiene Plan

The platoon sergeant ensures the platoon slit trench is dug and marked at night with a chemical light inside the trench. Squad leaders designate squad urine areas. Soldiers should do the following daily: shave; brush teeth; wash face, hands, armpits, groin, and feet; change socks; and darken (polish) boots. Soldiers ensure that the platoon leaves no trash behind.

7. Mess Plan

No more than half of the platoon should eat at one time, and Soldiers will typically eat one to three meters behind their fighting positions.

8. Rest/Sleep Plan

Make sure your Soldiers rest as necessary to prepare for future operations.

9. Water Resupply

The platoon sergeant coordinates for in-place water resupply if available. If not, he organizes a watering party. The party coordinates water drop, can refill, purification or carries canteens to nearest available water source in an empty rucksack if needed.

10. Sterilization

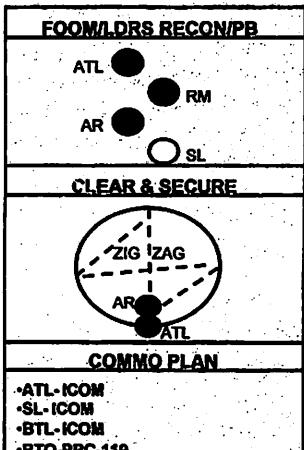
Sterilize the patrol base when the patrol leaves it. Note that squads have the same requirements with their squad patrol base as do platoons.

Patrol Base Operations Summary:

Organizing a patrol base is a complex task, but it's critical to successful patrolling. Many things go into choosing the proper location, from identifying favorable and unfavorable terrain to noting factors that will make defense and communication easier. Occupying the patrol base requires step-by-step actions. Once the base is established, setting and conducting work priorities also demand care. As with all your work, paying attention to details is essential. It will keep you and your Soldiers safe and ensure that your platoon can accomplish your mission.

BLACK

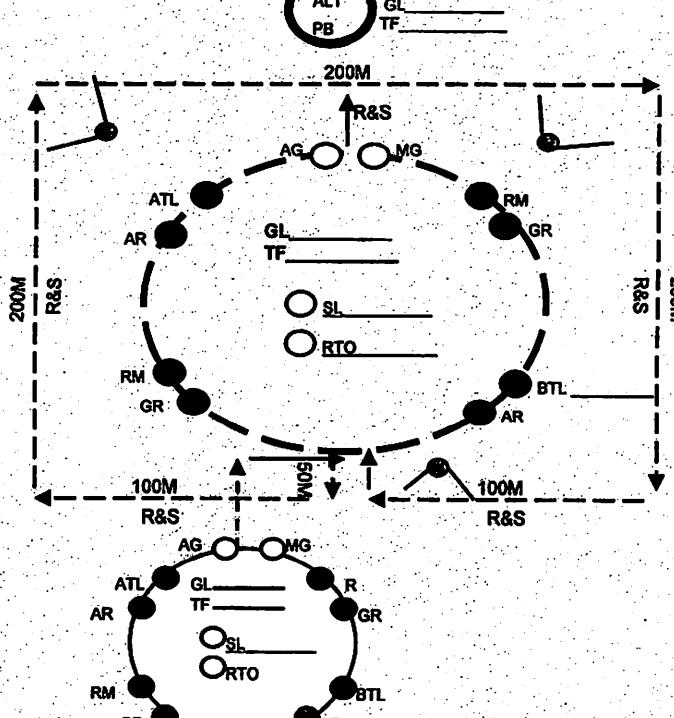
GL _____
 TF _____
 DIR _____
 DIST _____



CHARACTERISTICS OF ORP

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT FROM GROUND & AIR
- NEAR WATER SOURCE
5-59(RHB)

SQUAD PATROL BASE



GOLD

GL _____
 TF _____
 DIR _____
 DIS _____

OCCUPATION PLAN

- SECURITY RLT
- SLLS/PINPOINT
- LNG HLT/STNG PNT
- PREP PB CLR TM
- 2-5 PT-BTL/PB CLR TM
- CONDUCT RECON OF PB
- CHARACTERISTICS
- SLLS/CLEAR & SECURE
- OCCUPY PB - SHPS/SLLS
- PINPOINT-LNG HLT
- STNG PNT 10,2,4,6, MG
- SPOT CHECK
- 5 PTR R/S- GVLV
- OPSKED

SECURITY PLAN

- SECTOR SKETCH
- ALERT PLAN
- WITHDRAWAL PLAN (BLACK & GOLD)
- EVACUATION PLAN
- ALT PB
- PATROL BASE ACTIVITIES

PRIORITIES OF WORK

- WPNS/NODS/COMMO (50% SEC)
 - CHANGE T- SHIRTS/SOCKS/SHAVE/CAMMO
 - SLIT TRENCH(50% SEC)
 - CHOW
 - 50% SEC
 - REST
 - (50-33% SEC)
- FIELD PLANNING** 1.1
- TLPs
 - TACTICAL RESUPPLY

SQUAD PATROL BASE (CLANDESTINE/PASSIVE)

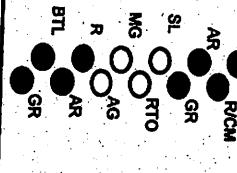
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ALT / \ PB
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GOLD
ALT _____
PB _____

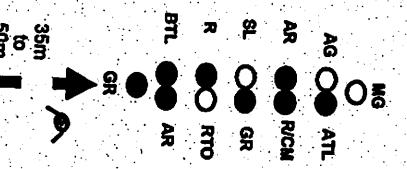
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(MODIFIED WEDGE)



OCCUPATION PLAN

- CHARACTERISTICS
- SECURITY HALT
- SLLS
- PIN POINT
- LONG HALT/STRONG POINT
- 10, 2, 4, 8
- SPOT CHECK
- PREP M, W, & E
- SPOT CHECK
- CONFIRM ROUTE & DISTANCE
- SHP/MOVE
- OCCUPY/SLLS



PRIORITIES: ALT PB (B & G), EVAC,

ALERT

REST PLAN (25%)

STAND TO

CONFIRM ROUTE

MOVE TO PB

12

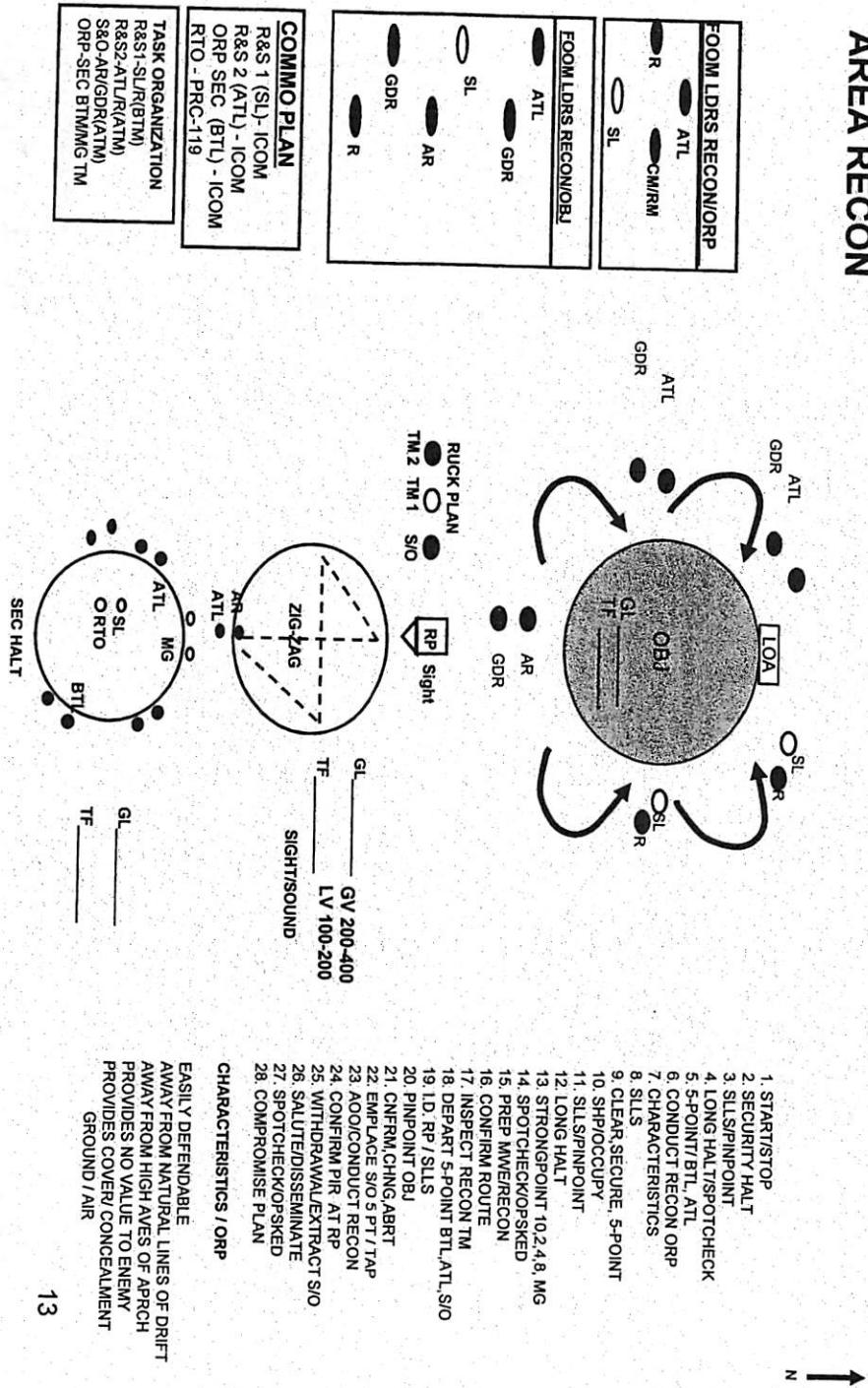
CHARACTERISTICS

- EASILY DEFENDABLE
- AWAY FROM NATURAL LINES OF DRIFT
- AWAY FROM AVENUES OF APPROACH
- PROVIDES NO TACTICAL VALUE TO ENEMY
- PROVIDES COVER & CONCEALMENT GRND & AIR
- NEAR A WATER SOURCE

Patrolling:

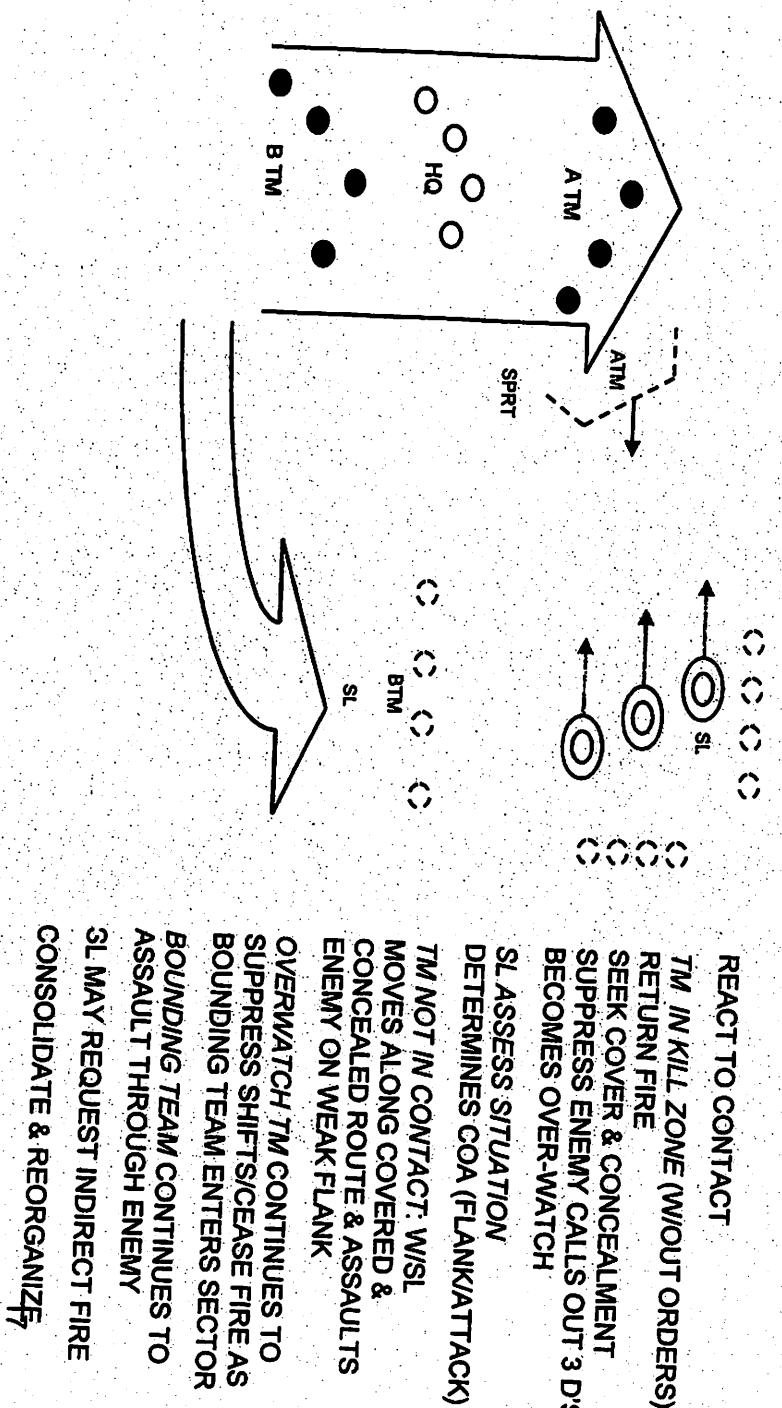
Recon and Common Offense

AREA RECON



SQUAD ATTACK

BATTLE DRILL 1 - A



MOVEMENT TO CONTACT

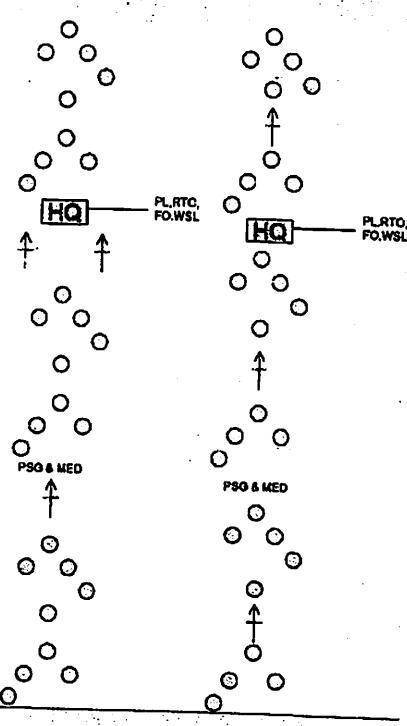
MEETING ENGAGEMENT

Movement Formations:

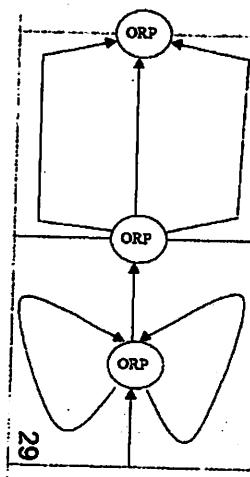
- Platoon Column: Good for speed and control, but minimal firepower to the front.
- Platoon Line: Poor speed and control, but maximum platoon firepower to the front.
- Platoon Wedge or Vee: Speed and control are better than in a line, but not as good as a column. Platoon Vee is especially effective when combined with bounding overwatch.
- Platoon File: Not a good technique if contact is expected.

Movement Techniques:

- Traveling: Faster and easier to control, but does not always facilitate making contact with the smallest element possible. Good if enemy contact not likely.
- Traveling Overwatch: Fast, but harder to control. Allows lead squad to make contact without committing the main body.
- Bounding Overwatch: Slow, but affords the best security. Best technique when contact is expected.



SEARCH AND ATTACK

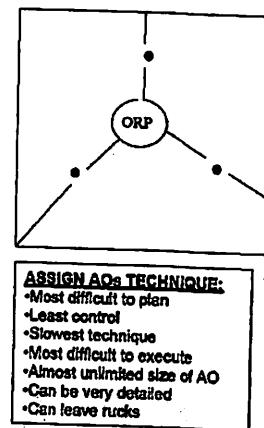


BOX TECHNIQUE:

- Easiest to plan
- Most control
- fastest technique
- easiest to execute
- Narrow frontage
- Must hump rucks

FAN TECHNIQUE:

- More difficult to plan v box
- Less control v box
- Slower than box technique
- More difficult to execute v box
- Wider frontage (+)
- Can leave rucks at ORP (+)



ASSIGN AO's TECHNIQUE:

- Most difficult to plan
- Least control
- Slowest technique
- Most difficult to execute
- Almost unlimited size of AO
- Can be very detailed
- Can leave rucks

LINEAR AMBUSH

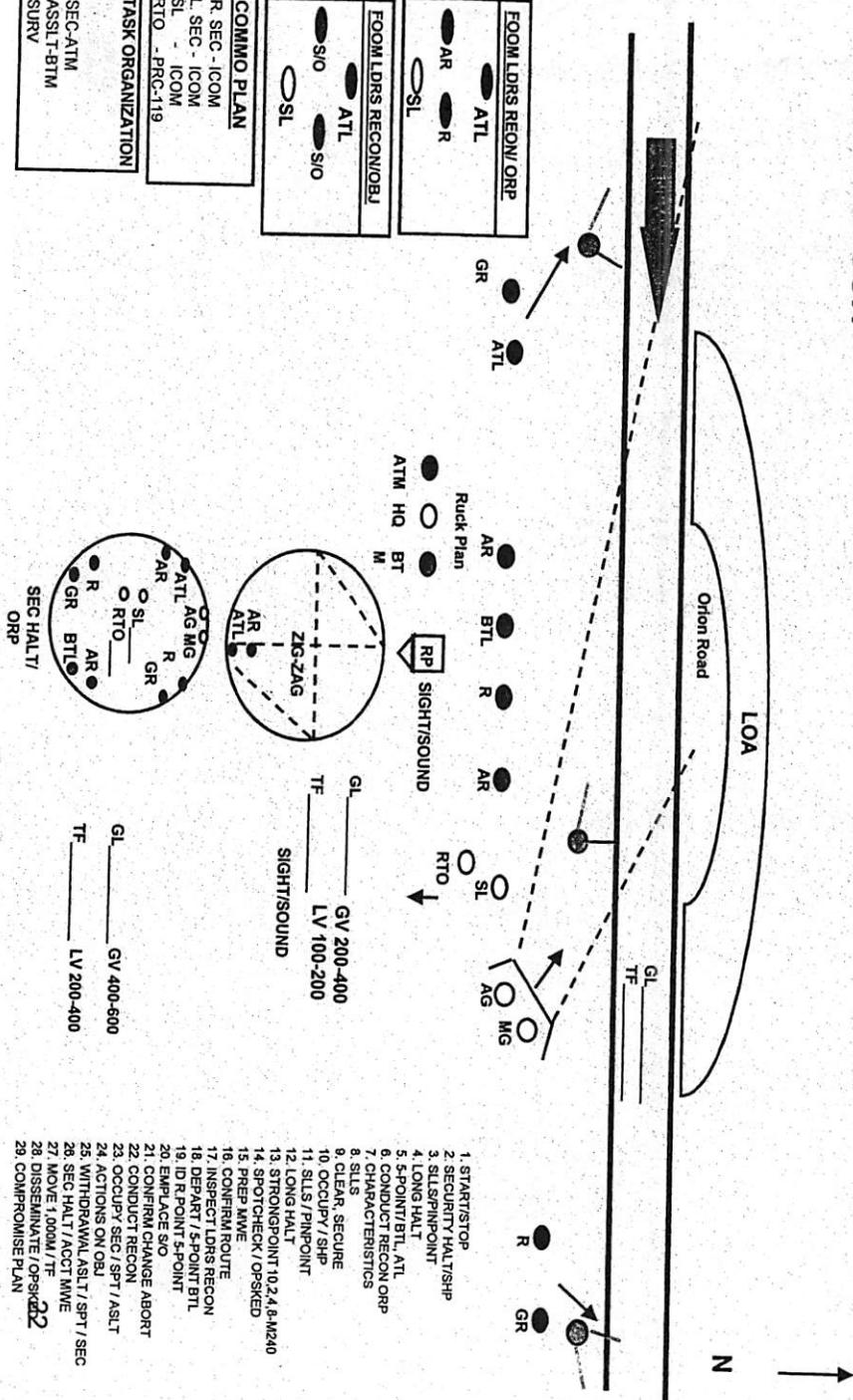
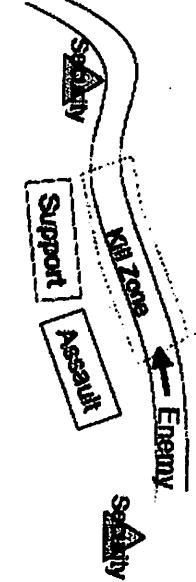
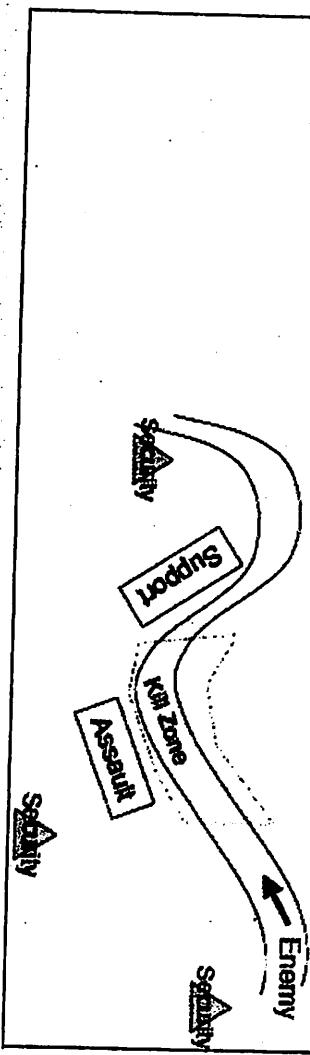


Figure 7.4 Ambush formations

Linear Ambush Formation



L-Shaped Ambush Formation



RAID

Raid are limited objective attacks with a planned withdrawal. Supporting effort effects execute raids in order to destroy personnel/equipment or recover precious cargo (PC).

(2) PLANNING CONSIDERATIONS.

a. Minimum force requirements.

i. Phases of the operation.

ii. Isolation of the objective and breach.

iii. Secures the foothold.

iv. Exploit the penetration and clear the OBU (detailed room clearing).

v. Consolidation and ReOrganization (C&R).

vi. Task organization and responsibilities.

1. Isolation force:

2. Security force:

3. Blocks avenues of approach to and from the objective.

4. Positioned first IOT isolate and withdraw last IOT support the extraction.

5. Assaults to destroy or capture enemy equipment or secure PC.

6. Supports itself during the assault or if the support force is ineffective.

7. Plans detailed direct and indirect fire control and distribution.

8. Conducts detailed room clearing in MOUT. Marks forward progress.

9. Executes controlled withdrawal from the objective.

10. Positioned following the isolation force and before the assault force.

11. Initiates with crew-served or HE weapons to destroy, suppress, or neutralize.

12. Controls rates of fire; cyclic, rapid, sustained, or water and shot.

13. Syncronizes fires. Shifts fires and changes rates of fire on signal.

14. Overwatches C&R and withdrawal of the assault and breach forces.

15. Positioned following the security and support force.

16. Pinpoints the point(s) of penetration. Attempts to bypass or breach on a flank or

- near the obstacle's terrain anchor.
- (c) Prepares and transports breach charges or mechanical breach kit.
- (d) Establishes local support by fire position(s) to destroy, suppress, or neutralize the immediate threat at the breach point.
- (e) Observes breach point and reduces obstacles at point(s) of penetration.
- (f) Marks penetration and secures a foothold for assault force.
- (g) Location of leaders/staff elements (consider decisive tactical events and locations).

1. Commander where he can best influence the situation.
 2. CIC with support force.
 3. FSO and FSNCO where they can best influence the indirect fire execution.
 4. Medical package (METT-TC).
 5. Contingency plans (CONPLANS) if compromised (rapid transition from stealth to violence of action/shock effect).

6. During leaders' reconnaissance.
 7. During occupation of the objective.
 8. During occupation or support force.

9. Mission abort criteria (minimum force requirements):
 i. Signal plan. Leaders always plan a primary and alternate signal to:

(i) Initiate supporting fires.
 (ii) Withdraw.

(iii) Lethal fires.
 (iv) Initiate assault.

(v) Abort and execute emergency extraction.

(vi) Warn main effort of approaching threat.

(vii) Control isolation force.

(viii) Commit reserve.

10. Whenever tactically feasible, a leaders' reconnaissance is critical to mission success.
 i. Avenue of approach to the objective.

ii. Support fire position, assault position, breach point, and isolation positions.

11. Threat and noncombatant situations.

12. Other planning considerations.
 i. Consider integration of vehicles during the isolation, suppression, assault, and withdrawal from the objective. Disrupt before, at, or beyond the point of penetration. Leverage situational awareness (FBCB2 technology, thermal optics, weapons capabilities, and PC transload/casevac platforms inherent to the vehicles).

ii. Companies maximize the CO effects that four platoon headquarters provide.

iii. Maximize nonlethal effects.

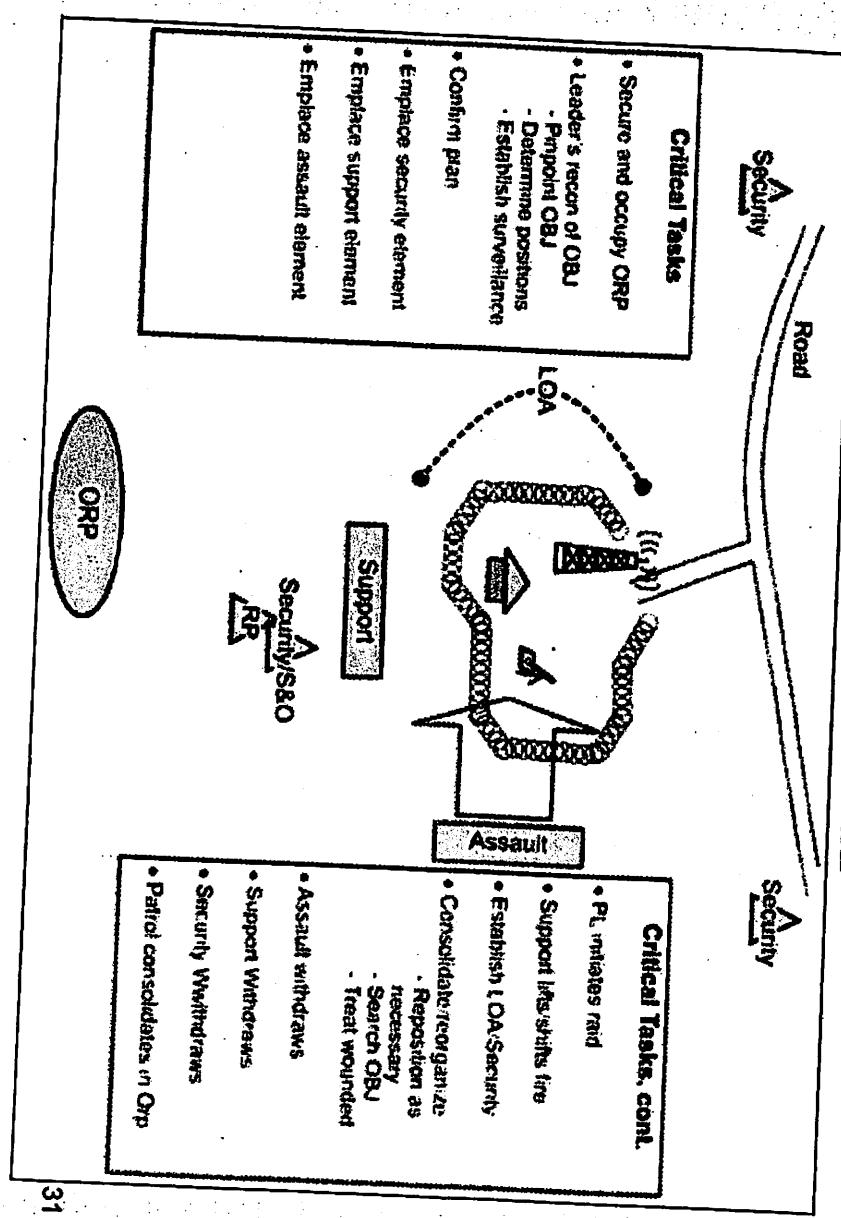
iv. Destroy or exit PC as soon as the assault force secures it. If the assault force waits until C&R, it may never happen.

v. Secures only as much of the objective as necessary, for as little duration as necessary.

vi. Commanders ensure gun-target line is perpendicular to the direction of attack, and

that indirect fire observes echelon fire support effects (AW doctrinal minimum safe distances as the assault gains momentum in depth).

Figure 5-6. ACTIONS ON THE OBJECTIVE - RAID



**Patrolling:
References and Professional Development RCOA's**

Infantry tactics build on the following five principles:

- 1. Squads and platoons fight through enemy contact at the lowest possible level.**
- 2. Squads in contact must establish effective suppressive fire before they or other squads can maneuver. If the squad cannot move under its own fires, the platoon must attempt to gain suppressive fires and then maneuver against the enemy position.**
- 3. Platoons and squads will fight as organized with fire teams and squads retaining their integrity. Even buddy teams stay the same. The team leader and the automatic rifleman form one buddy team, and the grenadier (M203) and a rifleman form the other buddy team.**
- 4. Success depends upon all soldiers understanding what the platoon is trying to do and the specific steps necessary to accomplish the mission.**
- 5. The platoon leader never waits for the squad in contact to develop the situation. Anytime a fire team makes contact, the platoon also begins taking action. That way the platoon can quickly provide additional support, maneuver to take up the assault, or follow-up on the success of the squad that made contact.**

OCS PH III Patrol Leader Improvement General RCOA 's

- Take time to incorporate lessons learned from your multiple exposures to the TLP process (different leaders, different styles, different tasks, etc).
- Review the detailed sub-steps of each of the 8-Steps in the TLP Process in order to ensure that you fully understand how to apply them in the context of a Squad and/or Platoon "mission" context.
- Review roles and responsibilities of key leaders such as: Platoon Leader, Platoon Sergeant, Squad Leader and Team Leader, in order to better understand "who" to "task" with "what" when making initial TASK-O decisions, developing a "tentative plan" and during times when delegation of specified tasks is critical to time management and decentralized execution.
- Develop and/or improve existing template for orders production. If you do not already have a suitable "crib sheet", we recommend you develop one. This may mean "cutting the fat" out of the template you are already using, or creating a new, streamlined version.
- Develop a general, standardized timeline template from which you can easily begin to backwards plan by plugging in H-minus time hac's in order facilitate better time management under pressure.
- Review Chapters 1, 2, 4 and 5 of SH 21-76
 - Review Battle Drills for the following Squad and Platoon Level common offensive and defensive operations: React to Contact, Break Contact, React to Ambush, Conduct Platoon Attack. Though you are not being evaluated on the efficacy of the specific "tactics" you employ, reviewing and better understanding how all of the components of the Platoon fit into each of these battle drills may further assist you with the process of developing a suitable "tentative Plan".
- Review Chapters 3 and 9 of FM 3-21.8
 - Review Patrolling fundamentals such as: Movement Techniques, Aid and Litter/CASEVAC , Types of Patrols and patrol planning considerations. Furthermore, reviewing operations such as Conduct Ambush, Conduct Link Up and Conduct Patrol Base Operations (in addition to the standard WTBD's) provides similar benefits to those discussed above on the topic of "battle drills" and will help you to "complete the plan" in more detail (simply by improving your understanding of the doctrinal concepts you're going to apply when planning your mission(s)).
- Review TC 3-21.10 Sections as follows:
 - Develop a list of Squad level, task-specific standard operating procedures for common collective tasks such as: Actions on Contact (DF/IDF), Movement formations based on METT-T/C, TASK-O for special teams common to most patrols, CASEVAC operations, Actions on Objective (offensive, Battle-Drill Based) pre-combat checks (include both GP equipment and mission specific equipment and information), as well as a "standardized" supply request to support common sustainment and signaling needs.

Chapter 2

2-19	Conduct PLT Attack	2-27	Conduct PLT Raid
2-118	Conduct PLT Area Recon	2-148	Conduct PLT Consolidation and Re Organization

Chapter 3

3-10	React to Contact	3-16	Break Contact	3-41	React to Near Ambush
3-50	Knock out Bunker	3-56	Establish Security at the Halt	3-80	Evacuate a Casualty

***Developing an "outline" for each tactical task above that can be quickly adapted into a "tentative plan" upon receipt of the mission will help streamline your TLP process in the field 10 fold.*

- Use "Intro to Squad and Platoon Tactical Operations" handout as a guide to help you close knowledge-gaps not identified elsewhere (Attached)
- Ensure you understand which portions of Paragraphs 3, 4 and 5 of the operations order must be "nested" together in order to provide you with the necessary command and control of your personnel and their resources in order to execute your completed plan as you envision it.
- Conduct one or more practical exercises wherein you: Receive a "mock mission", complete a full WARNO, Complete a full OPORD and brief (to yourself or a peer) your "scheme of maneuver" on a simple sketch (or sand table) . If you conduct a PE more than once, you are encouraged to time the event in order to identify key time management concerns in an effort to facilitate better application of the 1/3-2/3 rule during field planning.
- Seek feedback and input from peer(s) regarding briefing method(s), template(s) and SOP's in order to assist you with honing your skills and streamlining your "products" in order to mitigate/avoid "paralysis by analysis".
- Finally—and perhaps most importantly—Avoid concerning yourself with "passing or failing an evaluation". Rather, focus your efforts on successfully completing the "mission" at hand. A mission-command mentality will help you ensure that you've used the TLP and Orders production processes correctly to get the job done, rather than simply "checking boxes" that result in an incoherent or insufficiently coordinated plan. Applying a "mission command" mentality in everything you do will dramatically improve the completeness and comprehensiveness of your overall plans and orders going forward.
- Conduct planning and orders production rehearsals at her discretion.

Seek clarification from peers, instructor and/or PTO staff when confused about the application of the TLP/Orders process at each level prior to PH III

Introduction to Squad and Platoon Tactical Operations

2-166th RTI / PAARNG

Primary Reference:	FM 3-21.8 The Infantry Rifle Platoon and Squad			
Day	Chapter	Assigned Reading	Focus	Areas of Special Interest
—	Ch 1	para 1-197 through 1-233	Doctrinal Hierarchy of Operations Offensive Operations	Figure 1-14 pp1-38 through pp1-43
—	Ch 2	para 2-57 through 2-119	Employing Fires	pp2-1 through pp2-5 pp2-11 through pp 2-23
—	Ch 3	para 3-32 through 3-43	Formations Route Selection and Navigation	pp3-8 through 3-11 pp3-28 – pp3-36 and Table 3-4, Table 3-5
—	Ch 5	para 5-1 through 5-49	C2 and TLP's	Figure 5-4, 5-5, 5-6 & 5-10
—	Ch 6	para 6-8 through 6-34	Sustainment	
—	Ch 7	para 7-1 through 7-116	Offensive Ops Part I (I-V)	pp6-3 through pp6-6 *Classes of Supply Intro to Ops
—	Ch 8	para 7-117 through 7-238	Offensive Ops Part II (VI-IX)	Section IV Platoon Attacks Section VI Special Purpose Attacks
—	Ch 8	para 8-1 through 8-76	Defensive Ops Part I	pp7-14 pp7-26 – pp7-31
—	Ch 9	para 8-77 through 8-199	Defensive Ops Part II	Introduction
—	Ch 9	para 9-1 through 9-128	Patrolling (I-III)	Section V Occupation & Prep Defensive Techniques
—	Ch 9	para 9-129 through 9-216	Patrolling (III-VII)	pp9-1 through pp9-3
—	Appendix A	Machine Gun Employment	Introduction	Selection of Rally Points Section II Combat Patrols Conducting a point Ambush Section III Recon Patrols
—	Appendix C	Fires Planning	Introduction	ppA-1 through ppA-8 ppC-1 through ppC-3

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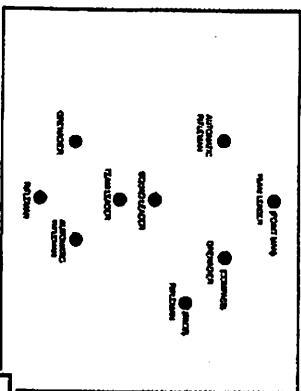
Patrolling Reference Packet (EXTRACT)

JUNE 2015

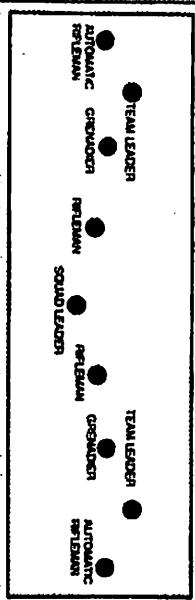
Patrolling:

Movement and Maneuver

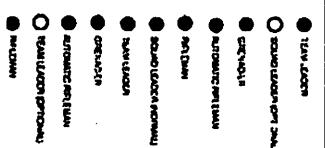
SQUAD COLUMN



SQUAD LINE



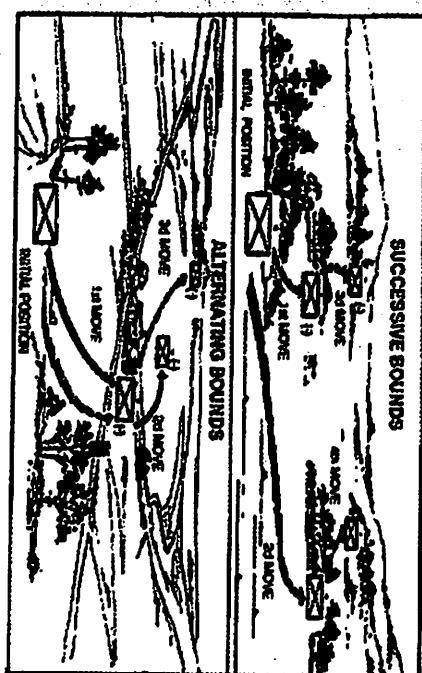
SQUAD FILE



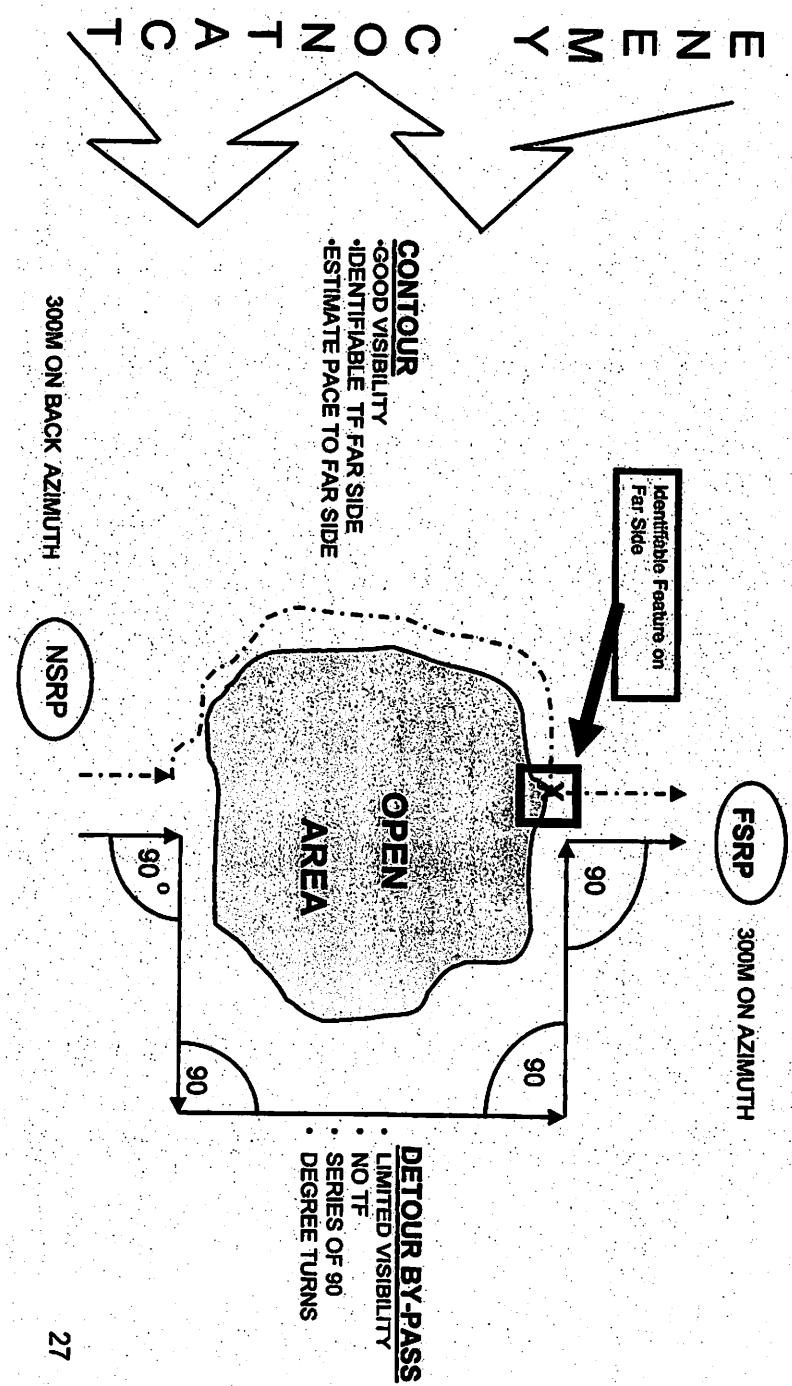
MOVEMENT FORMATION	WHEN NOT USED	CHARACTERISTICS		
		CONTROL	FEEDIBILITY	RESTRICTIONS
SQUAD COLUMN	SQUAD PRIMARY	GOOD	FACILITATED MANEUVER, GOOD SIGHTING LARGE AREA OF REACH	ALLOWS LARGE VOLUME OF FIRE TO THE FLANK— LIMITED VOLUME TO THE FRONT
SQUAD LINE	NOT AS GOOD AS SQUAD COLUMN	GOOD	LIMITED MANEUVER CIRCUMSTANTIAL BOTH FOR TEAMS AND DEPTH	ALLOWS MANEUVER ALLOWS MORE FIRE TO THE FRONT
CLOSE TERRAIN VEGETATION, LIMITED VISIBILITY CONDITIONS	EASIER	MOST DIFFICULT FOR FORMATION FROM WHICH TO MANEUVER	ALLOW BALANCED FIRE TO THE FLANK MASS MOST FIRE TO THE FRONT AND REAR	GOOD TO THE FRONT, UNITLE TO THE FLANKS AND REAR

MOVEMENT TECHNIQUES	WHEN NORMALLY USED	CHARACTERISTICS				SECURITY
		CONTROL	DISPERSION	SPEED		
TRAVELING	CONTACT NOT LIKELY	MORE	LESS	FASTEST	LEAST	
TRAVELING OVERWATCH	CONTACT POSSIBLE	LESS	MORE	SLOWER	MORE	
BOUNDING OVERWATCH	CONTACT EXPECTED	MOST	MOST	SLOWEST	MOST	

Figure 2-18. Movement techniques and characteristics.



CROSSING A SMALL OPEN AREA



LINEAR DANGER AREA

FARSIDE

300M ON AZIMUTH

FSRP

FARSIDE RALLY POINT INFO FOR
A KNOWN DANGER AREA

GL

TF

DIR

DIS

A Tm

GL
TF

1. DESIGNATE NEAR & FAR SIDE

RALLY POINTS

2. SECURE NEAR SIDE &

EMPLACÉ FLANK SECURITY

3. CLEAR FAR SIDE

4. CONTINUE UNIT CROSSING

5. RETRIEVE NEAR SIDE

6. SECURITY & COMPLETE

- UNIT CROSSING

- ACCOUNTABILITY/HEADCOUNT

NEAR SIDE RP INFO FOR A

KNOWN DANGER AREA

NEAR SIDE

300M ON BACK AZIMUTH

NSRP

GL

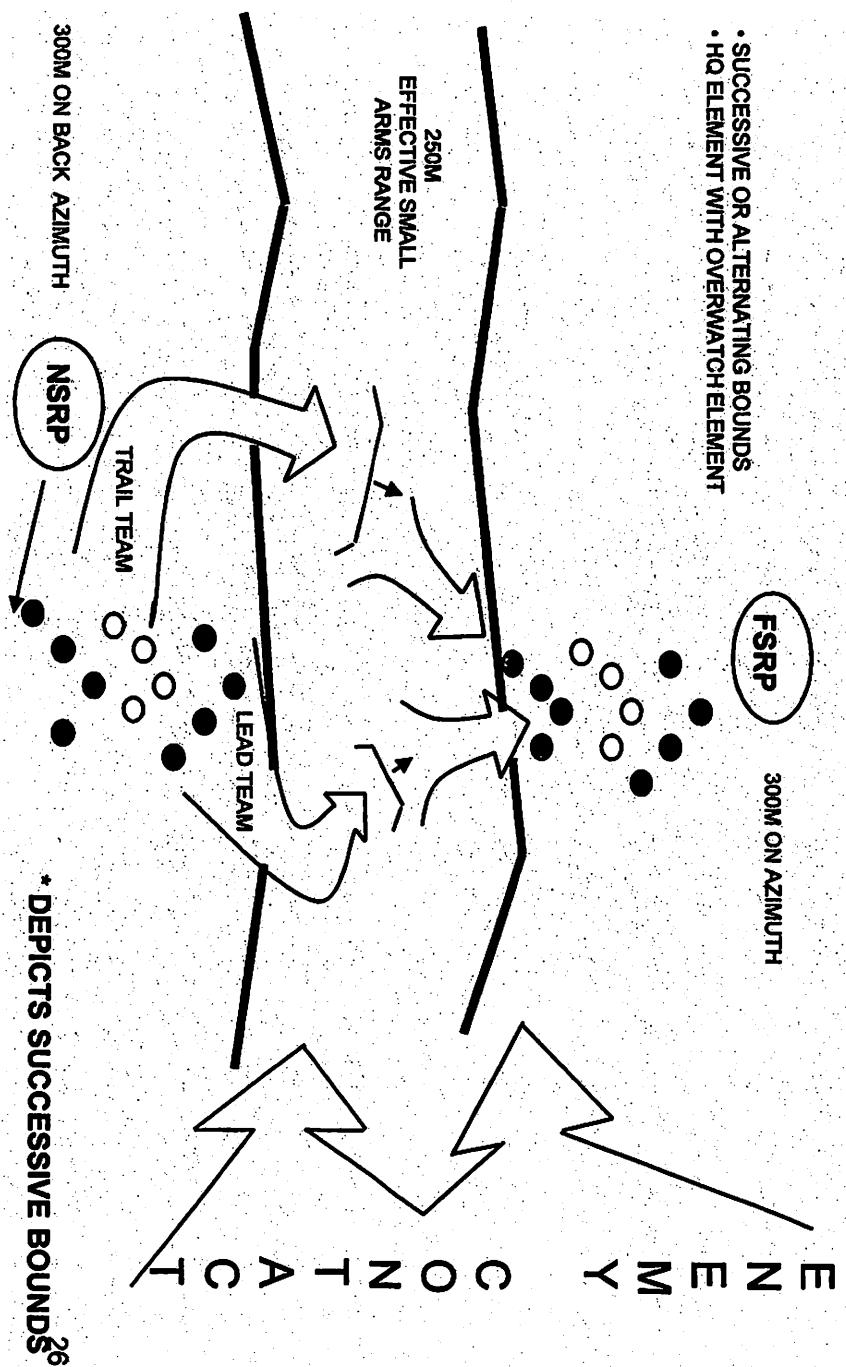
TF

DIR

DIS

LARGE OPEN DANGER AREA

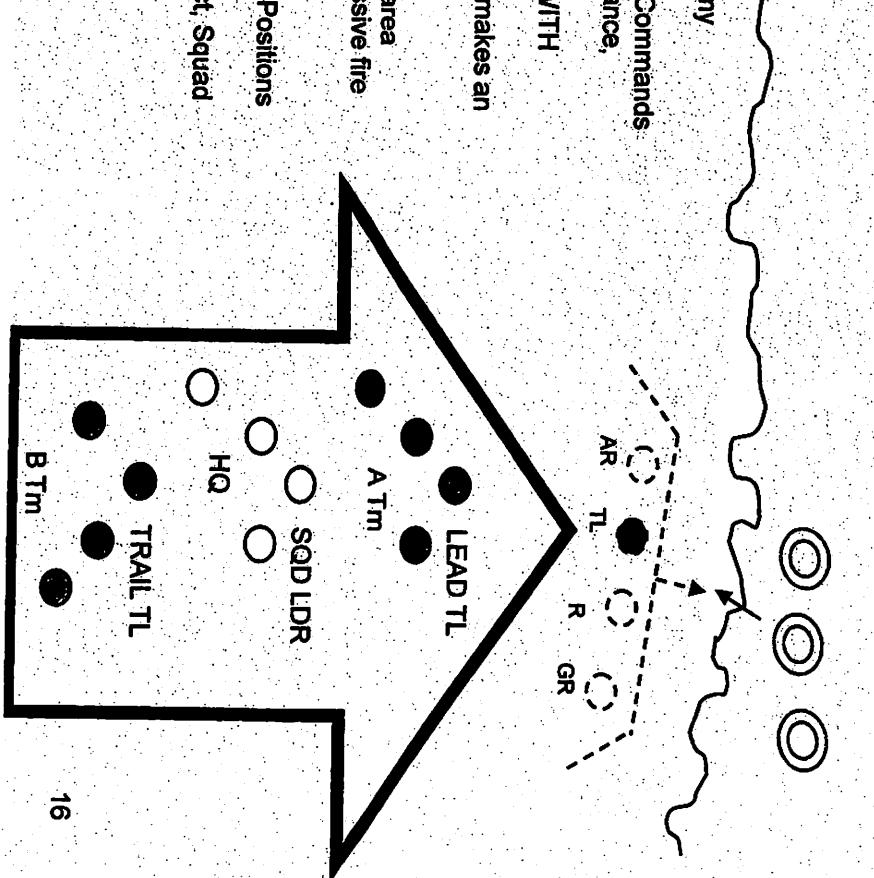
- SUCCESSIVE OR ALTERNATING BOUNDS
- HQ ELEMENT WITH OVERWATCH ELEMENT



REACT TO CONTACT

BATTLE DRILL 1

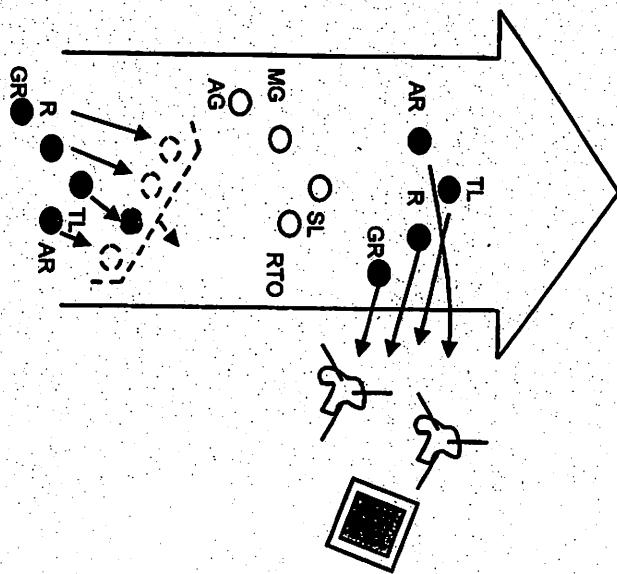
- SEEK NEAREST COVER
- RETURN FIRE (known or suspected enemy locations)
- TM LDRS CONTROL Fires by using Fire Commands
- REPORT ENEMY SITUATION (3D's Distance, Direction, Description)
- MAINTAIN CONTACT (VISUAL/ ORAL) WITH Team Members (SFC)
- SQD LDR Moves to Team in Contact and makes an Assessment of the Situation.
- FACTORS OF HIS ASSESSMENT:
 - Can Squad move out of engagement area
 - Can Squad gain and maintain suppressive fire
 - Location of enemy
 - Size of enemy force
 - Vulnerable Flanks of Enemy/Friendly Positions
 - Covered/Concealed Flanking Routes
- SQD LDR Determines COA (Break Contact, Squad Attack, ETC.)
- REPORT SITUATION TO PL



REACT TO A NEAR AMBUSH

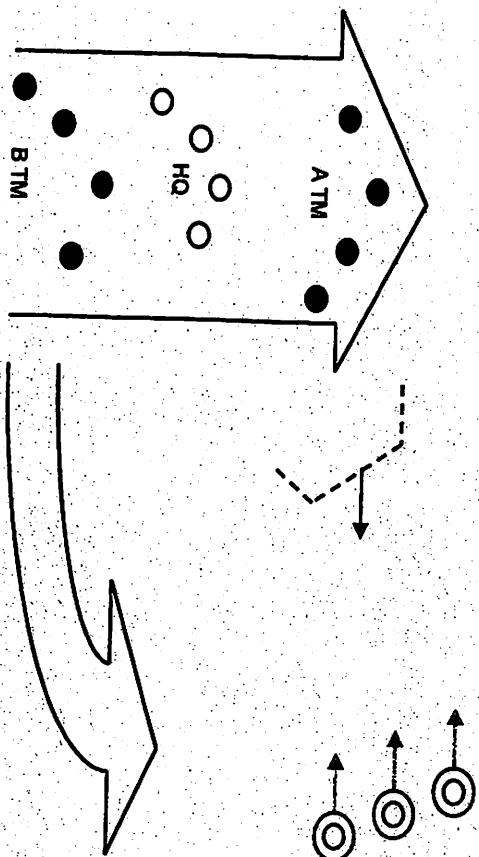
BATTLE DRILL 4

- WITHIN HAND GRENADE RANGE - 35 METERS
- SOLDIERS IN THE KILL ZONE: (WITHOUT ORDERS)
 - RETURN FIRE IMMEDIATELY
 - SEEK NEAREST AVAILABLE COVER
 - ASSUME PRONE POSITION
- THROW CONCUSSION, FRAG, OR SMOKE GRENADES AFTER EXPLOSION OF GRENADES, ASSAULT THROUGH AMBUSH USING FIRE AND MOVEMENT
- SOLDIERS NOT IN KILL ZONE:
 - IDENTIFY ENEMY LOCATION
 - PLACE ACCURATE SUPPRESSIVE FIRE
 - SHIFT FIRES AS ASSAULT BEGINS
- SOLDIERS IN KILL ZONE CONTINUE TO ASSAULT TO ASSAULT TO ELIMINATE AMBUSH OR UNTIL CONTACT IS BROKEN
- CONSOLIDATE AND REORGANIZE



REACT TO A FAR AMBUSH

BATTLE DRILL 4-B



MORE THAN 35 METERS

TM IN KILL ZONE (W/OUT ORDERS):
RETURN FIRE

SEEK COVER & CONCEALMENT
SUPPRESS ENEMY (OVERWATCH)

SL ASSESS SITUATION

DETERMINES COA (FLANK)

TM NOT IN CONTACT:
MOVES ALONG COVERED &

CONCEALED ROUTE & ASSAULTS
ENEMY ON WEAK FLANK

OVERWATCH TM CONTINUES TO
SUPPRESS SHIFT/CEASE FIRE AS
BOUNDING TEAM ENTERS SECTOR

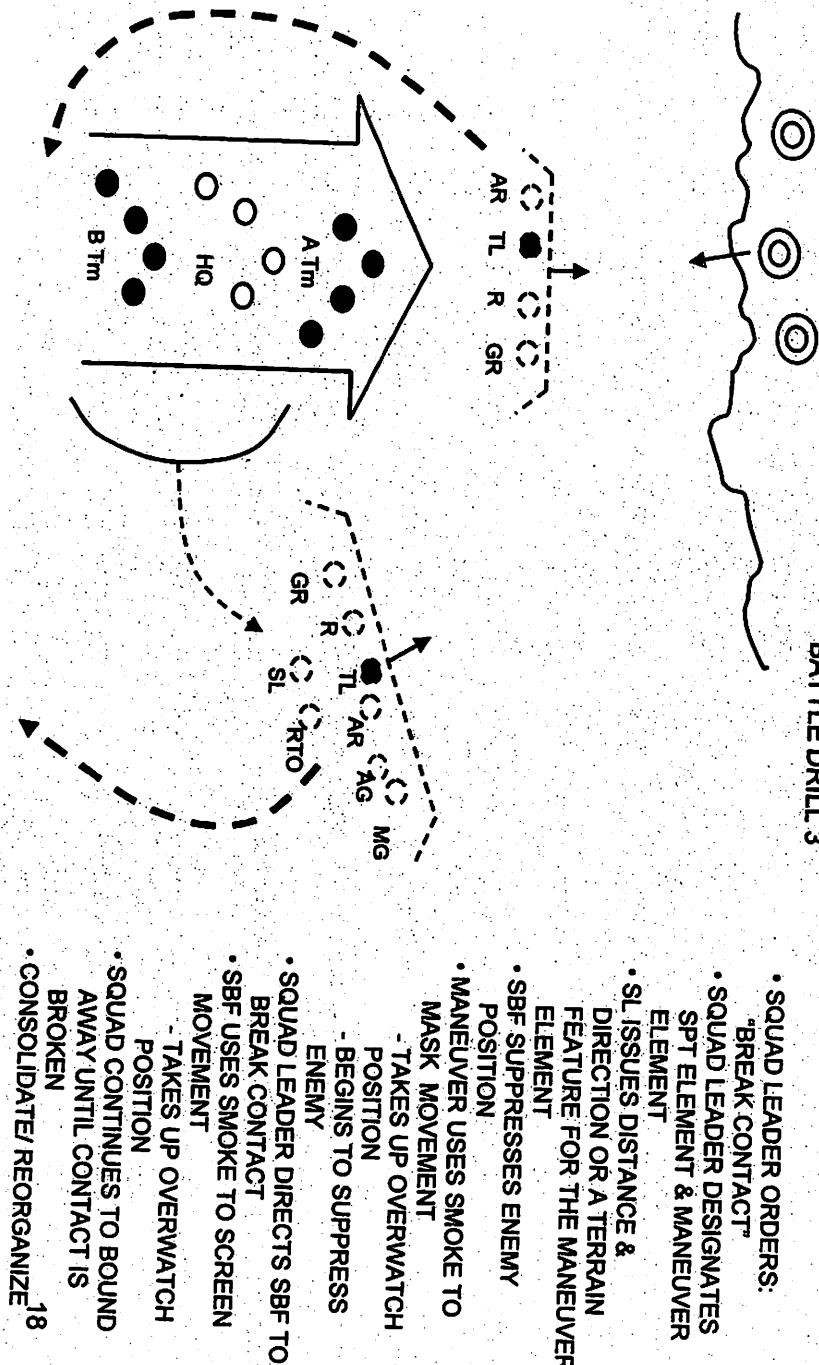
BOUNDING TEAM CONTINUES TO
ASSAULT THROUGH ENEMY

SL MAY REQUEST INDIRECT FIRE

CONSOLIDATE & REORGANIZE

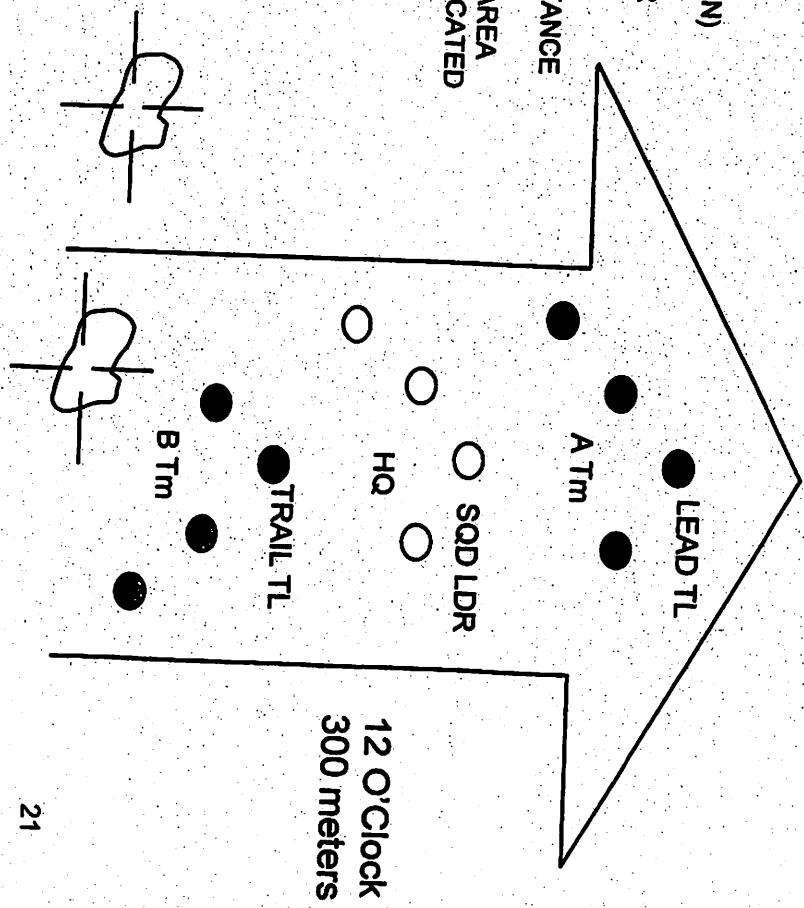
BREAK CONTACT

BATTLE DRILL 3



REACT TO INDIRECT FIRE

- ANY SQUAD MEMBER DETECTING INCOMING (WHISTLE OR EXPLOSION) GIVES ALERT: "INCOMING!"
- ALL SQUAD MEMBERS SEEK COVER IN THE PRONE WITHIN 2 SECONDS
- AFTER INDIRECT FIRE IMPACTS, SL GIVES THE DIRECTION AND DISTANCE TO MOVE WITHIN 2 SECONDS
- SQUAD RUNS OUT OF THE IMPACT AREA IN THE DIRECTION & DISTANCE INDICATED
- MOVE MINIMUM 300M
- CONSOLIDATE AND REORGANIZE



Patrolling: Patrol Base Operations

Refresher: Patrol Base Operations

Key Points To Cover:

- 1 The Purpose of a Patrol Base
- 2 Planning Considerations
- 3 Patrol Base Occupation
- 4 Patrol Base Activities

The Purpose of a Patrol Base:

When you occupy a patrol base it should be for no longer than 24 hours, except in an emergency. Your platoon or squad should never use the same patrol base twice.

Platoons and squads use patrol bases to:

- stop all movement and avoid detection
- hide during a long, detailed reconnaissance of an objective area
- eat, clean weapons and equipment, and rest
- plan and issue orders
- reorganize after infiltrating an enemy area
- have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

As the patrol leader, you will select the tentative site from a map or by aerial reconnaissance. You will need to confirm the site's suitability and secure it before occupation. You must also select an alternate patrol base site, which your patrol will use if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

Planning Considerations:

When you plan for a patrol base, you must locate it in a way that allows the unit to accomplish its mission. You must also consider passive and active security measures. When doing so, you should select the following kind of terrain:

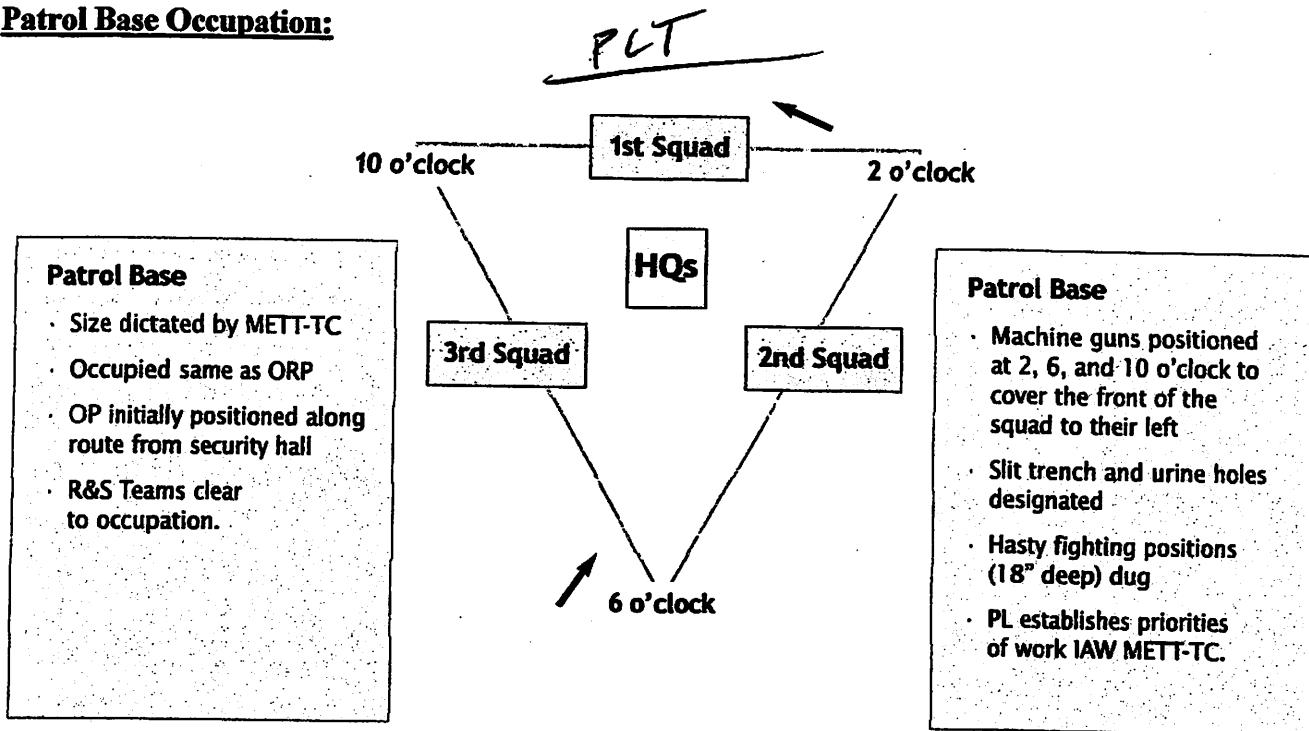
- terrain that the enemy would probably consider of little tactical value
- terrain that is off the main lines of drift
- difficult terrain that would make foot movement difficult, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground
- terrain near a source of water
- terrain that can be defended for a short period and that offers good cover and concealment.

In addition to choosing the right terrain, you should also plan for:

- observation posts (OP)
- communication with your observation posts
- defense of the patrol base
- withdrawal from the patrol base, to include withdrawal routes and a rally point or rendezvous point or alternate patrol base
- a security system to make sure that specific Soldiers are awake at all times
- enforcement of camouflage, noise, and light discipline
- the conduct of required activities with minimum movement and noise.

What you avoid is as important as what you choose in your planning. Be sure to avoid known or suspected enemy positions; built-up areas; ridges and hilltops (except as needed for maintaining communications); roads and trails; and small valleys.

Patrol Base Occupation:



When you establish a patrol base for a platoon-size element, use the following steps:

1. Reconnoiter the patrol base and establish it in the same way as an objective rally point (ORP), except that your platoon will enter at a 90-degree turn (Figure 14.1). This action depends on your METT-TC analysis. If there is nothing to gain by doing this step—for example, if your unit is operating in flat desert terrain—then you need not do it.
2. Leave a two-man OP at the turn. The platoon sergeant and the last fire team should get rid of any tracks from the turn into the patrol base.
3. Move the platoon into the patrol base as shown in Figure 14.1. Squads generally occupy a cigar-shaped perimeter. Platoon-sized patrols generally occupy a triangle shaped perimeter.
4. Make sure all squad leaders move to the left flank of their squad sector.
5. You and the support element or weapons squad leader start at 6 o'clock and move in a clockwise manner, inspecting and adjusting the perimeter. You meet each squad leader at that squad's left flank. If you and the support element leader find a better location for one of the machine guns, reposition it.
6. After you have checked each squad's sector, each squad leader sends a two-man reconnaissance and security (R&S) team to report to you at the command post (CP).
7. You issue the three reconnaissance and security (R&S) teams a contingency plan and reconnaissance instructions. Remind them that they are looking for the enemy, water, built-up areas or human habitat, roads and trails, and any possible rally points.
8. Each R&S team departs from the left flank of its squad's sector and moves out a given distance and direction. It reenters at the right flank of its own squad. (Squads occupying a patrol base on their own do not send out R&S teams at night.) The R&S team should prepare a sketch of the squad's front and report to you at the CP. The patrol remains at 100 percent alert during this reconnaissance. The distance the R&S team moves away from the squad's sector will vary, depending on the terrain and vegetation (anywhere from 200 to 400 meters).

9. If you feel that the platoon may have been tracked or followed, you may elect to wait in silence at 100 percent alert before sending out the R&S teams.
10. Once all squad leaders from the R&S teams have completed their reconnaissance, they report back to you at the CP.
11. You then gather the information from your three R&S teams and determine if the platoon will be able to use the location as a patrol base.

Patrol Base Activities:

Work priorities are not a “laundry list” of tasks. Rather, they consist of a task, a given time, and a measurable performance standard. For each work priority, issue a clear standard to guide the successful accomplishment of each task. Designate whether the work will be controlled in a centralized or decentralized manner.

If you determine that you can use the area for a patrol base, you must establish or modify defensive work priorities to set up the patrol base's defense. You will also need to pass along other information, such as the daily challenge and password, frequencies, and call signs. After receiving instructions, squad leaders return to their squads, give out the information, and begin the work priorities.

Priorities of work (minimum):

1. Security, Reconnaissance and Fires
2. Withdrawal Plan (*Black/Gold/Emergency RP*)
3. Communications & Alert Plan
4. Mission Preparation & Follow on Operations Planning
5. Maintenance Plan (*by priority: Security, Follow-on Mission, Sustainment, all other*)
6. Sanitation and Personal Hygiene Plan
7. Mess and Mess Planning (6/12/24/36)
8. Rest / Sleep Plan
9. Water Resupply Plan
10. Sterilization T3

These priorities of work will be as specific, detailed and adaptive as the situation requires. At a minimum, they will usually include the following sub-tasks:

1. Security

Prepare to use all passive and active measures to cover 100 percent of the perimeter 100 percent of the time, regardless of the percentage of weapons used to cover that 100 percent of the terrain

- Readjust after R&S teams return, or based on the current work priority (such as weapons maintenance)
- Employ all weapons, elements, and personnel to meet the conditions of the terrain, enemy, or situation
- Assign sectors of fire to all personnel and weapons—develop squad sector sketches and a platoon fire plan
- Confirm the location of fighting positions for cover, concealment, observation, and fields of fire
- Use only one point of entry and exit. Maintain noise and light discipline at all times—squad leaders supervise the placement of aiming stakes and ensure Claymores are set out
- Each squad establishes an OP and may quietly dig hasty fighting positions.

2. Withdrawal Plan

Designate which signal to use if contact is made (for example, colored star cluster), the order of withdrawal if forced out (for example, squads not in contact will move first), and the rendezvous point for the platoon (if the platoon is not to link up at an alternate patrol base).