



270 MP CO “GUNSLINGERS”

TACSOP and LEADER’S GUIDE



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SECTION 1: GENERAL

COMMANDER'S VISION:

The 270th MP CO will be prepared to defeat any enemy, anytime, anywhere, under any conditions, and will accomplish all assigned missions. Our trademark will be leadership development, professionalism, and setting the standard. Our Soldiers are professionals who refuse to quit, thrive in the face of adversity, and care more about the Country, the unit, and each other than they do themselves.

UNIT MISSION:

To provide close support to combat units, civilian law enforcement, or other civil authorizes within an assigned area of operations by executing the three MP disciplines. Military Police are Soldiers first, are disciplined, physically and mentally tough, trained, and proficient in combat tasks and battle drills. The 270 MP CO supports the CA ARNG and Army by being prepared to police, safeguard communities, maintain good order and discipline, reduce crime, protect individual rights and liberties, and enable the rule of law.

SOLDIER'S CREED:

I am an American Soldier.

I am a Warrior and a member of a team.

I serve the people of the United States and live the Army Values.

I will always place the mission first.

I will never accept defeat.

I will never quit.

I will never leave a fallen comrade.

I am disciplined, physically and mentally tough, trained and proficient in my warrior tasks and drills. I always maintain my arms, my equipment and myself.

I am an expert and I am a professional.

I stand ready to deploy, engage, and destroy the enemies of the United States of America in close combat.

I am a guardian of freedom and the American way of life.

I am an American Soldier.

PRIDE HONOR DISCIPLINE: COMPANY SHIELD/PATCH. The Shield with a Spear/arrow pointing to the top right are the symbol of Ares/Mars; the Greek/Roman Gods of War. Ares was also known as a god of warriors, courage, warfare, and the father of victory. Mars was considered the most powerful god, even though Jupiter was his king (the father of the gods) and was the protector of Soldiers. Incorporating this symbol on your person when "going into battle:" -Brings strength when embroiled in a heated debate or battle IOT see to the finish. -Bolsters confidence when you are proposing a new idea and need your point to be driven home to your audience. -When you need enthusiastic inspiration.

Embossed on the shield are three letters; P. H. D; Pride. Honor. Discipline.
The CDR's leadership philosophy.

BASIC RESPONSIBILITIES WITHIN THE COMPANY

Company Commander (CDR): Ultimately accountable for everything that does or does not happen in the unit. This includes mission planning, collective training, property accountability, and overall unit readiness. Ensuring Soldiers are trained and ready for combat IS "Soldier care."

Company 1SG (1SG): Responsible for individual training, enforcing discipline, resolving Soldier issues, and enforces company SOPs.

Company XO: Assists the CDR by overseeing maintenance, support and sustainment, physical security, administration and the Command Supply Discipline Program. Assumes command in the absence of the CDR.

Operations SGT (OPNS SGT): Plans, organizes, operational missions and company tasking. Prepares, revises, maintains, and publishes unit plans, OPORDs, graphics, policies, and SOPs. Tracks unit, elements, numbers, etc.

Platoon Leader (PL): Ultimately accountable for everything that the platoon (PLT) does or fails to do. Responsible for platoon training, discipline, equipment, and personnel readiness. Maintains accountability and serviceability of assigned equipment, enforces discipline, and promotes morale.

Platoon Sergeant (PSG): Responsible for the daily operations of the PLT and ensures the execution of the PLT physical fitness program, individual readiness program, and PLT equipment maintenance. Coordinates resources, supervises individual and team training, and enforces standards and discipline.

Squad Leader (SL): Responsible for the health, welfare, and safety of Soldiers assigned to the squad. Ensures Soldiers meet standards of individual/team training, PT, equipment maintenance, property accountability, and appearance. Enforces discipline and execution of PL guidance. Knows their Soldiers, where they are, their deployability status, and what issues they have (if any) that would prevent them from deploying.

Team Leader (TL): Responsible for the health, welfare, and safety of Soldiers assigned to the team. Assists the SL to ensure Soldiers meet standards of individual/team training, PT, equipment maintenance, property accountability, and appearance. Enforces discipline and execution of PL guidance. Responsible for the control and tactical employment of the team and applicable MP vehicle.

Soldiers (SM): Responsible to attend scheduled training to include any MOSQ or required ASI/SQI training, maintain physical fitness levels, and maintain medical readiness (to include meeting dental and medical readiness standards). Is prepared to meet the needs of the nation and state and keeps chain of command informed as to changes in their availability.

TROOP LEADING PROCEDURES: Leaders are expected to Conduct Troop Leading Procedures (TLP) for every task or mission related tasks or operation no matter how simple or complex the action is.

1. **Receive the mission** (can be via verbal or written order): Quickly analyze the mission and ask any questions you may have, remember 1/3 - 2/3 rule.
2. **Issue a Warning Order:** Give as soon as possible so that subordinate leaders can prepare their soldiers for movement. (NOTE: Step 4 can be started at this time).
3. **Make a tentative plan:** analyze - METT-TC, OACOK, various courses of action (COA), and higher's mission and OPORD.
4. **Initiate necessary movement:** This includes moving into the AO where the mission will be conducted, sending out elements to secure any special equipment that will be needed, conducting maintenance or supply activities, conducting PCCs, etc.
5. **Conduct reconnaissance:** Use any/all means available - map (at min), ground, aerial & satellite photos (Google).
6. **Complete the plan:** Make changes to your tentative plan (due to recon, new information, etc.), identify specific tasks for subordinate elements.
7. **Issue an Operation Order:** Everyone must know the plan, especially the mission and your intent, get feedback from subordinates. PLT OPORD should be understood by every Soldier in PLT.
8. **Supervise:** Conduct rehearsals of your plan, throw in contingencies such as NBC, Sniper, ambush, etc. Conduct PCIs.

GUNSLINGER MEDIA CARD

- You are a member of the military when doing an interview; remember OPSEC.
- You do not have to talk to the media if you do not want to.
- Stay in "your lane". Speak about what you have done or witnessed. Don't spread rumors or gossip.
- Think before you speak. Collect your thoughts and make a short, coherent statement.
- Don't get tricked into answering leading questions regarding policies or politics. If you don't understand the question, ask for clarification.
- Maintain eye contact with the reporter; ignore the cameras. Avoid jargon and acronyms.
- Your country is proud of you and wants to hear your story.

You may discuss:

- Name, unit and hometown and job while deployed.
- You may discuss past conventional operations by Code Name.
- You may discuss the mission (in generalities), purpose and results.
- You may discuss your personal experiences.
- You may discuss those items approved by the State PAO.

You may not discuss:

- Ongoing operations (**except in DSCA environment**), exact dates or details of future deployments/movements.
- Avoid details of casualties –use "we took some casualties. They were committed and made huge sacrifices and we honor them by continuing with our mission."
- Do not discuss politics. You represent the Army. Remain apolitical.

Guideline—if you don't want your grandmother to know about it, it is probably not appropriate to tell the media.

RISK REDUCTION CONTROL MEASURES

Risk Management:

- Leaders perform risk management at every level, prior to and during every mission or training event. **IDENTIFY, ASSESS, AND CONTROL** risk. Follow the steps in figure 1:

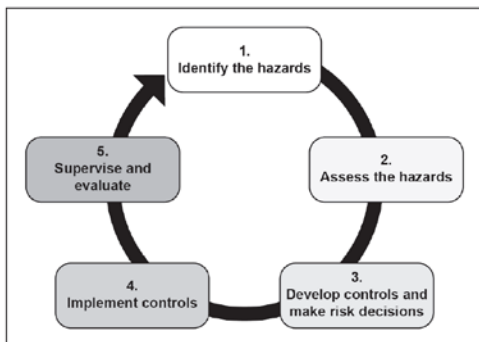


Figure 1.

- Deliberate Risk Assessment Worksheet (DD Form 2977), IAW ATP 5-19 Risk Management, will be completed and briefed prior to conduct of all training. Will be forwarded to CDR IOT get signed at the appropriate level.

Overall Heat/Cold/Allergy Prevention: Soldiers with previous heat/cold injuries will be identified and marked per this TACSOP.

Heat Injury Prevention:

- PSG/SLs/TLs monitor and enforce hydration and fluid intake per figure 2 below (and FM 7-22 Physical Readiness Training, Appendix D).

Heat Category	WBGT Index, (F°)	Easy Work		Moderate Work		Hard Work	
		Work (min)	Water Intake (Qt/h)	Work (min)	Water Intake (Qt/h)	Work (min)	Water Intake (Qt/h)
1	78-81.9	No Limit (NL)	½	NL	¾	70	1
2 (Green)	82-84.9	NL	½	150	1	65	1 ¼
3 (Yellow)	85-87.9	NL	¾	100	1	55	1 ¼
4 (Red)	88-89.9	NL	¾	80	1 ¼	50	1 ¼
5 (Black)	> 90	180	1	70	1 ½	45	1 ½

- NL can sustain work for at least 4 hours in the specified heat category.
- Fluid needs can vary based on individual differences (plus or minus ¼ qt/hr) and exposure to full sun or full shade (plus or minus ¼ qt/hr)

Figure 2.

Heat Injury Prevention (continued):

- When in field or during training: Soldiers carry a hydration pack or have a water bottle available at all times when training (unless directed).
- Leaders will limit the consumption of “energy drinks” and other high sugar-high caffeine beverages when in field.
- Sunblock will be utilized when training outside.
- “Buddy” method will be utilized.
- Understand “Heat” injuries can happen in low temperatures.
- Leaders/buddies will monitor their Soldiers for signs of heat related injuries:

DEHYDRATION	HEAT EXHAUSTION	HEAT STROKE	WATER INTOXICATION HYPONATREMIA
Dark urine	Dizziness	Profuse sweating	History of heavy water consumption
Headache	Headache	Convulsions/ chills	Confusion
Weakness	Nausea	Vomiting	Vomiting liquid (no food)
Cramps	Weakness	Confusion/mumbling	Convulsions
Dry mouth	Clumsy/unsteady walk	Combative	Clear urine (despite work or heat)
Rapid heartbeat	Muscle cramps	Loss of consciousness	

Figure 3.

Cold Injury Prevention:

- PSG/SLs/TLs monitor Soldiers for symptoms: Shivering, dizziness, slow speech, confusion, altered vision, unconsciousness, irritability, stumbling, etc.
- During periods of cold, leaders enforce:
 - Soldiers wear uniform properly (layers worn loosely)
 - Soldiers eat properly and often
 - Soldiers stay active but avoid overheating
 - Stay dry / change wet clothes
 - Get rest
 - Buddy/NCO observation and checks
- **DEHYDRATION IS AS LIKELY IN COLD WEATHER AS WARM/HOT WEATHER.**

RISK REDUCTION.

During General Training, Operating Military/Personal Vehicles:

- Kevlar/ACH, eye pro (minimum) will be worn at all times when riding in military vehicles; subject to increase on order.
- Obey traffic laws any time they are behind the wheel of any vehicle.
- At no time will Soldiers drink and drive.
- Utilize seat belts when riding in any vehicle.
- Wear reflective clothing when conducting PT.
- Utilize bug spray when conducting training in the field.
- Conduct self “tick checks” when time permits.
- Soldiers will not sleep under or near the wheels on any vehicle.
- Ground guides will be utilized when moving vehicles in or near field sleeping areas.

REACT TO HEAT CASUALTY:

MOVE victim to cool location (e.g., shade, A/C car, building)

ASSESS victim to determine type of EHI

- Signs/symptoms
- Hydration (knots in 550 cord method) to check for hyponatremia
- Risk level (red beads or risk factors)
- Mental status (for heat stroke)

Anyone can do a mental status check by asking the following questions

- What is your name?
 - What month is it? What year is it?
 - Where are we/you?
 - What were you doing before you became ill?
- Designate single person to continue monitoring

DECIDE which heat injury and take proper management approach

- Heat Exhaustion: rest in shade, rehydrate
- Heat Stroke: begin rapid cooling, evacuate immediately
- Hyponatremia: evacuate immediately

EVALUATE other Soldiers and adjust training as necessary

SECTION 2: UNIFORM / LOAD PLAN / MARKING / SIGNALS

COMPANY UNIFORMS (unless changed by order)

APFU (Army Physical Fitness Uniform). Subject to downgrade, weather dependent. Black uniform; wear out of gray PFU is 30 SEP 2017.

Short sleeve shirt (black) (long sleeve shirt depending on weather)

Shorts (black)

Pants (black)

Wind-breaker (black)

Black fleece cap

ACU (Garrison).

Transition from ACU-UCP (Universal Camouflage Pattern) to ACU-OCP (Operational Camouflage Pattern). From 20150701 through 20190930:

		1 July 2015 to 30 September 2019		
During Transition	Uniform Name	Army Combat Uniform in Universal Camouflage Pattern	Flame Resistant Army Combat Uniform in Operation Enduring Freedom Camouflage Pattern	Army Combat Uniform in Operational Camouflage Pattern
	Camouflage Pattern	Universal Camouflage Pattern (UCP)	Operation Enduring Freedom Camouflage Pattern	Operational Camouflage Pattern
	Headgear Camouflage Pattern	Universal Camouflage Pattern (UCP)	Operation Enduring Freedom Camouflage Pattern	Operational Camouflage Pattern
	T-shirt Color	Sand	Sand or Tan 499	Sand or Tan 499
	Belt Color	Sand	Sand or Tan 499	Sand or Tan 499
	Boots Color	Sand	Sand or Coyote Brown	Sand or Coyote Brown
	OCIE Camouflage Pattern	Universal Camouflage Pattern (UCP)	Universal Camouflage Pattern, Operation Enduring Freedom Camouflage Pattern, or Operational Camouflage Pattern; however, All components of OCIE ensembles will be of the same camouflage pattern	

1 July 2015 to 30 September 2019 is the uniform transition period. In this window, Soldiers will wear combinations of the three uniforms above, as indicated, until the mandatory possession date of 1 October 2019 when the entire Army will be in the Operational Camouflage Pattern Army Combat Uniform.

Starting 20191001:

		1 October 2019 to TBD	
NLT 1 Oct 19	Uniform Name	Army Combat Uniform in Operational Camouflage Pattern	
	Camouflage Pattern	Operational Camouflage Pattern	
	Headgear Camouflage Pattern	Operational Camouflage Pattern	
	T-shirt Color	Tan 499	
	Belt Color	Tan 499	
	Boots Color	Coyote Brown	
	OCIE Camouflage Pattern	Operational Camouflage Pattern	

COMPANY PACKING LIST. Used for all operations, drill, AT and QRF activations.
Subject to additions as required.

WORN / AVAILABLE	RUCK	A-BAG
Garrison Uniform	Sleep System, Comp. 3 piece	ACU Cap
L&E Gear:		Boots (pair)
-holster, radio, M9 mag	Wet weather bag	T-Shirt x 2
-cuffs, case & key,	ACU top	Socks x 2
-flashlight, baton & holster	ACU bottom	Underwear x 2
-2nd Chance Vest	T-Shirt x 3	PFU Pants
Kev/ACH w/cover & band	Socks x 3	PFU Jacket
- ¹ Name tape, blood type,	Underwear x 3	PFU Shirt (SS)
-BR #	Bras (females) x 3	PFU Shorts
Eye pro (day and night)	Towel	Black Fleece Cap
Ear pro	Wash Cloth	Running Shoes
Knee pads	Personal Hygiene Kit; enough for 5 days min:	Socks Athletic x 2
Elbow pads (optional)		Wet Weather Bottom
Gloves, tactical	-Powder(e.g. gold bond)	(weather dependent)
IFAK (med pouch on person)	-Soap	Bras (females) x 2
	-Tooth paste/brush	Laundry bag
	-Deodorant/Antiperspirant	Civilian Clothes (1 set)
² CAT Tourniquet (right calf pocket)	Personal meds; enough for 1 week of opns	
IOTV or IBA		
Following attached to vest or armor:	Sun Screen	
	Shower Shoes	
-M4 pouch (2x2 mag min)	Poncho	
-M9 pouch (1x2 mag min, can be attached to drop leg)	Weapon Cleaning Kit	
	Wet Weather Top	
	Hvy Poly-Pro top/btm	
-PROMASK	Light Poly-Pro top/btm	
-Flashlight	PT Belt	
-Notebook and pen/pencil	Tent- Light Fighter	
-Water source attached (hydration pack or 2 canteens)	Pad Lock	
	E-Tool	
	Work gloves, leather	
- ³ Prior injury marking		

NOTE: 1) These items are optional and would have to be a personal purchase. 2) During combat operations only, or when otherwise designated. 3) See below for prior injury marking.

Prior Hot/Cold/Bee Injury Marking: Soldiers with previous cold, hot, or bee sting injuries will mark their field gear with the following color(s) in the three locations:

- Cold weather injury with blue tape.
- Hot weather injury with red tape.
- Bee sting injury/allergy with yellow tape.
- (or any combination of the three)

FRONT OF IOTV/IBA ON RIGHT SIDE OF NAME TAPE:



ON RIGHT BOOT, BOTTOM-MOST LACE; AND BACK OF IOTV/IBA ON CARRYING HANDLE OR CAMEL BACK HANDLE (WHICH EVER IS MORE VISIBLE):

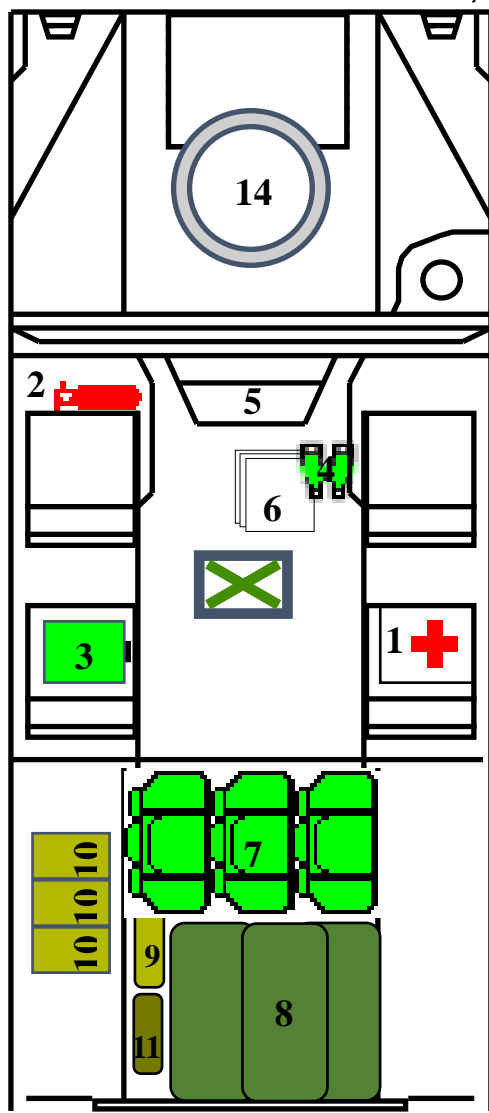


QRF PACKING LIST (Additional/Other Essential Items): Applicable section will create a “to-go” box with items. When in doubt, **BRING EVERYTHING.**

TOC BOX / EQUIPMENT / SUPPLIES		MAINTENANCE
Flood/flash lights	Grease Pens	2 (+) of the following:
Batteries (for all equip)	Map Pens (perm)	HMMWV Tires (x4 min)
Bull-Horn	Dry erase pens/sets	HMMWV Batteries
Wpn Cleaning Supplies	Permanent Markers	Alternators
4 surge protectors	Extra toner for printer	Serpentine Belts
550 Cord (bolt)	Page protectors	Signal Light Bulbs
100mph tape (2 rolls)	Broom sm. (TOC)	Headlights
Masking Tape	Clorox Wipes	Turn Signals
Paper (white)	Cradle Point/Wifi	Mirrors
Lg. pads of paper	Acetate	POL(antifreeze, oil, etc)
Razors (disposable)	Self-Stick Laminate	Tow-bar
Feminine Hyg. Prods.	RG Vests Orange (for all others)	
Green RG Vests (Ldrs)	Stop/Slow Paddles	
LMTV / OTHER		
Tent (GP Medium)	Weapon Rack(s)	2 pallets
¹ Water Buffalo (and or →)	² LMTV Trailer	Tarps
Generator (towed)	OE254	White boards (x3 min)
Tables, spare (x2 min)	Light kit (1 min)	Guidon
Cones (x6)		

NOTE: 1&2, Water buffalo is priority for DSCA operations specifically, and will be brought to all operations. The LMTV trailer will also be brought since the generator can be towed via HMMWV.

LOAD PLAN: Basic Load Plan for HMMWV. Subject to change upon receipt of mission.

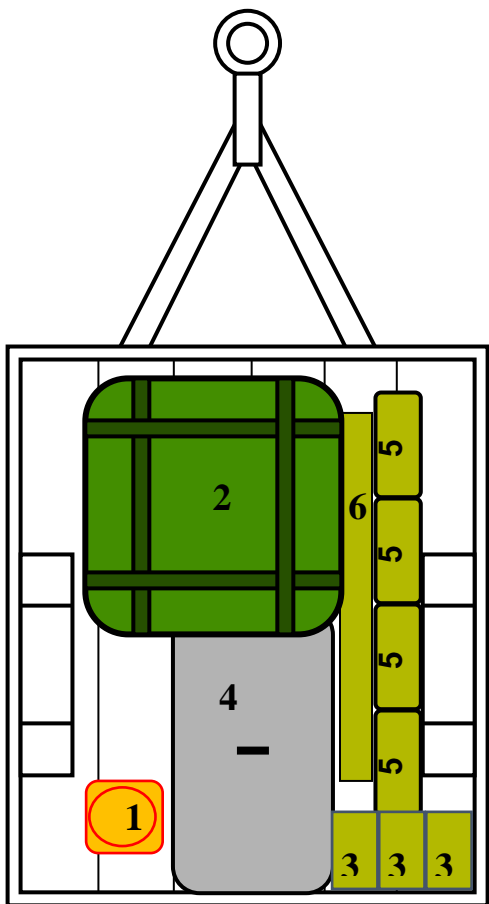


1. First Aid Kit
2. Fire Extinguisher
3. Tool Kit/Bag
4. Binoculars
5. SINGARS/Radio (filled and prepared)
6. Strip Map(s)
7. Ruck Sacks
8. Duffel Bags
9. 5 Gallon Water Can
10. MREs
11. 5 Gallon Fuel Can
12. Cots (x3, under rucks)
13. Pioneer tools (under duffels)
14. Concertina Wire (mission dependent)
15. Fuel (full)

15

12, 13

LOAD PLAN (continued): Basic Load Plan for HMMWV Trailer. Subject to change upon receipt of mission.



1. Cones
2. Generator
3. Extra MREs (3 cases min)
4. Team Riot Control Equipment
5. Fuel Cans (if generator), Water Cans if not
6. Light set
7. (not shown) Other equipment as needed
8. (not shown) Litter, 1 per PLT

PCC / PCI: Pre-Combat Checks (PCC) are conducted by TLs and SLs. **Pre-Combat Inspections (PCI)** are conducted by PLs and PSGs. See OPORD for any changes to this checklist. ***SI checks ("SYSTEMS CHECK") will be conducted at all halts and prior to any movement.

Individual	Check	Driver/Vehicle Preparation (continued)	Check
Equipment Packed IAW with TACSOP / Load Plan / Packing List		Warning Triangles stowed/ present	
Kit complete, serviceable and IAW this SOP		Fire Extinguisher	
Eye / Ear Pro		Vehicle Topped off	
First aid pouch		Loaded IAW load plan	
Ammunition pouches		POL products including weapons oil	
Canteen/Camelback - FULL		5 gallon can of water (full)	
CAT in right calf pocket		5 gallon can of fuel (full)	
Kevlar/ACH with camo cover and band / name tape		Rags	
Protective Mask w/carrier		Tools (present)	
Night vision functional w/ extra batteries		Strip Map on-hand	
Flashlight functional w/ extra batteries and lens filters		Convoy route and plan briefed	
Current MOPP implemented		Convoy Flag / signage on vehicle (if front, rear, of Convoy CDR vehicle)	
Weapon(s) at appropriate arming level		Trailer properly hooked / brakes off	
Optical Inserts (if applicable)		SQUAD LEADER/SECTION SGT	Check
ID Card, ID Tags, Driver's License		Personnel / Equipment Accounted For	
MREs'		Sensitive item list updated and confirmed	
Ammunition		PCC Completed	
Hot/Cold/Bee Sting Injuries Marked		Vehicles loaded IAW Load Plan	
Soldier knows the unit's mission (task and purpose)		MOPP Level known and disseminated	
SM knows Who, what, when, where, and why; PIR		Section Status to Platoon Sergeant	
SM knows Challenge and Password		Who, what, when, where, and why; PIR – Briefed	
Driver/Vehicle Preparation	Check	Task and Purpose Briefed	
PMCS comp, -10 manual, dispatch and current 5988-E or 2404 on hand		Challenge and Password briefed	
Radios loaded and checked		MRE's Issued	
BII/tools present and serviceable		Ammo Basic Load Issued	
First Aid Kit		Applicable SI tied down	

PCC / PCI Continued:

Communications Equipment	Check	Vehicle Commander	Check
Equipment Accounted For		Confirm vehicle is prepared	
Radios, loaded and radio checks complete		Radios operational	
Frequencies (per OPORD)		PMCS comp, -10 manual, dispatch and current 5988-E or 2404 on hand	
Generator (if present)	Check	Vehicle Topped off	
All BII on hand (Grounding rods, Tools, Fire extinguishers)		Extra fuel and POL	
PMCS comp, -10 manual, dispatch and current 5988-E or 2404 on hand		Grease Pencils	
Generator Topped off		Note Book available	
Extra fuel and POL		Pens/Pencils available	
Gunner / Crew Served	Check	Maps and overlays	
WPN Clean and functional		Binoculars	
Spare Barrels, Cleaning Kit's on-hand as applicable		Crew Served Weapons mounted correctly	
Tripod w/T&E mechanism, Bipod stowed		Ammunition Basic Load	
WPN Mounted properly		Vehicle Load Plan Verified	
Function Check compl.		Convoy Number on Vehicle	
Platoon Sergeant	Check	Convoy Flag / signage on vehicle (if front, rear, of Convoy CDR vehicle)	
Personnel and equipment Accounted For		1SG	Check
Individual PCI Completed		Personnel and equipment Accounted For	
By serial number Sensitive item list accurate		PERSTAT to BN S-1 / SI to BN S3 / LOGSTAT to BN S4	
Veh loaded IAW Load Plan		Veh loaded IAW Load Plan	
Expendable Supplies on hand		Expendable Supplies on hand	
Operation Equipment		Defense/ AA Plan Established and Rehearsed	
Maps, Updated		Range Cards Complete	
Compasses		Camouflaged (positions/Veh)	
Pens, etc		Vehicles (during PMCS)	
Sleep Plan Established/known		Repack equipment not in use / police area	
Class V Issued		Field Sanitation enforced	
PLT Status to 1SG		Hand Washing enforced	
MRE's Issued		Casualty collection identified	
Noise and light discipline enforced		Early warning devices employed	
Platoon Leader (PL)		Noise and light discipline enforced	
Ensure all PLT level PCC / PCIs are complete		Sleep / Feeding Plans Established	
Perform PLT PCI			

BAG / EQUIPMENT MARKING

Duffle bags will be marked with PLT color on the handle and on the top strap:
Rolling duffles will be marked similarly; modify as needed due to styles of bag.













All personal equipment, gear, etc., will have Soldier's name printed on tape or other method, on item to ensure accountability.

KEVLAR / ACH, T-SHIRT:

1. ACH/HELMET: Helmets should be marked with the following on the camo-band or sewn to the cover; Last Name; Blood type; Battle roster number (1st initial of the last name and last four of SSN).
2. T-Shirts (tactical): When in a tactical / combat environment, the following information will be written/stenciled on the center / chest of the uniform T-Shirt; Battle roster number; Blood type; Any Allergies (e.g. PEN for penicillin, LATEX for latex, EGG for eggs, PEANUT for peanut, BEE for bee sting); or NKA for no known allergies.

Platoon Identification:

PLT	VISUAL SYMBOLS	COLOR
1 PLT	  OR	RED
2 PLT	  OR	WHITE
3 PLT	  OR	BLUE
4 PLT	  OR	GREEN
HQ PLT	  OR	BLACK

CALL SIGNS: Company Internal

CO = Gunslinger 6

1SG = Gunslinger 7

XO = Gunslinger 5

HQ PL = Gunslinger 5-6

Mechanic = Gunslinger 5-5

Supply = Gunslinger 5-4

Commo = Gunslinger 5-2

CO TOC / OPNS = Gunslinger X-ray

1 PLT PL = Gunslinger 1-6

1 PLT PSG = Gunslinger 1-7

1 PLT Medic = Gunslinger 1 Mike

RTO = Gunslinger 1-6 Romeo

1SL = Gunslinger 1-1

2SL = Gunslinger 1-2

3SL = Gunslinger 1-3

1SQD A TM LDR = Gunslinger 1-1A

1SQD B TM LDR = Gunslinger 1-1B

2SQD A TM LDR = Gunslinger 1-2A

2 PLT PL = Gunslinger 2-6

2 PLT PSG = Gunslinger 2-7

2 PLT Medic = Gunslinger 2 Mike

RTO = Gunslinger 2-6 Romeo

3 PLT PL = Gunslinger 3-6

3 PLT PSG = Gunslinger 3-7

3 PLT Medic = Gunslinger 3 Mike

RTO = Gunslinger 3-6 Romeo





4 PLT PL = Gunslinger 4-6

4 PLT PSG = Gunslinger 4-7

4 PLT Medic = Gunslinger 4 Mike

RTO = Gunslinger 4-6 Romeo

MISSION SIGNALS / MARKING (pyro, sound, visual, etc.)

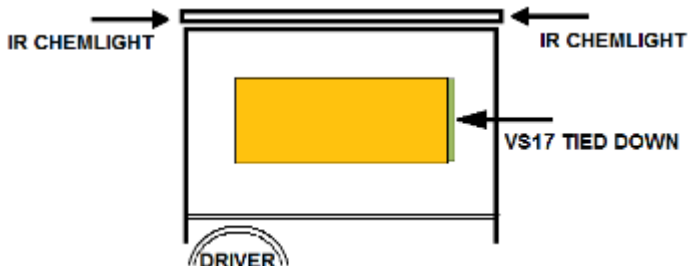
WHEN USED	MEANING / DEFINITION	VERBAL / SOUND	VISUAL	PYRO	SMOKE
All	Sensitive item check	"SYSTEMS CHECK"			
All	Full, by serial number sensitive item check	"FULL SYSTEMS CHECK"			
All	Casualty (real world)	5+ quick whistle		Red Star	Red
DET-OPNs	Escaping detainee (Detainee OPNs)	3 short whistle blasts			
Off	Fire / Initiate Support By fire	1 long whistle / Weapon fire			
Off	Shift fire (movement to contact)	2 long whistle	White fox-tail	Green Star	Green
Off	Lift fire (movement to contact)	3 quick whistle	VS17 strip fox-tail	Amber Star	Yellow
Urban OPNS	Command; All members report status	"STATUS"			
Urban OPNS	Command; Room is clear	"CLEAR"	White EN tape from window		
Urban OPNS	Command; Coming out of a cleared room or building	"COMING OUT"			
Urban OPNS	Command; Coming into a room or building	"COMING IN"			
Urban OPNS	Entry Point (external); 24" red square, right of entry point (EP)				
Urban OPNS	Entry Point (inside bld); 24" box, any medium, right side of EP.				
Urban OPNS	Medic Needed; 24", Yellow square, right side of EP				
Urban OPNS	Medic Needed, any medium, right side of EP (inside box)				

Urban OPNS	Room Clear (inside bld); 24" box with X, right side of door; can also be EP		☒		
Urban OPNS	EPW (inside bld); any medium, right side of door (inside EP box)		↓		
Urban OPNS	Booby Trap, do not enter inside/outside of bld, right side of door (any medium)		▽		
ALL	Sleeping Areas (ground)		White EN tape w/ chemlgt		

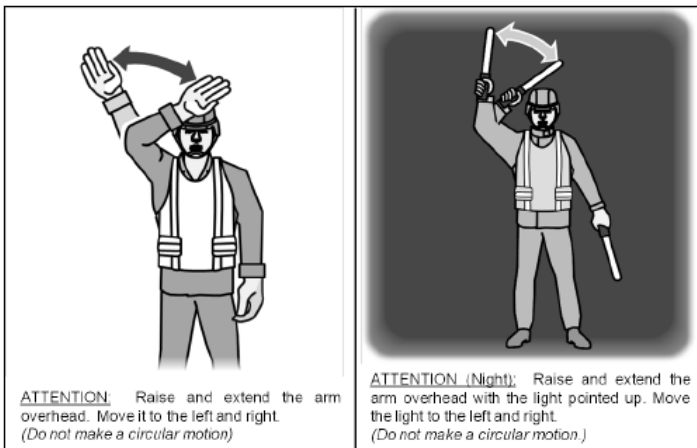
NOTES/Legend: All = All Missions. DET-OPNS = Detention Operations or other detainment activities. Off = Offense or Offensive Actions. Def = Defense or defensive actions. Urb = Urban terrain or MOUT operations.

Non-Standard vehicle MEDEVAC: Tactical situation dictates, non-standard evacuation vehicles should be marked to indicate that they are carrying casualties.

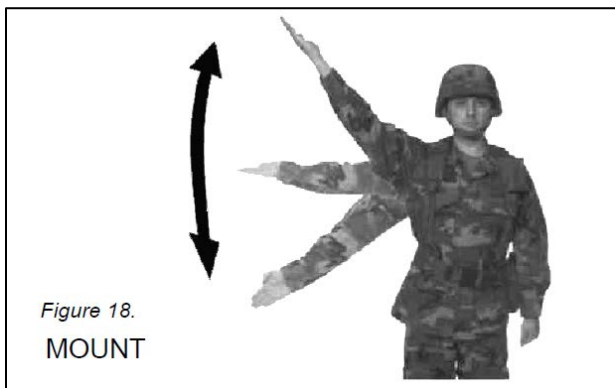
- Day: VS17 panel will be placed on hood or roof of vehicle orange side up to indicate that the vehicle is carrying casualties.
- Night: Two IR chemical lights will be placed the top corners of the hood or brush guard of the front of the vehicle, one for the driver's side and one for the passenger's side.



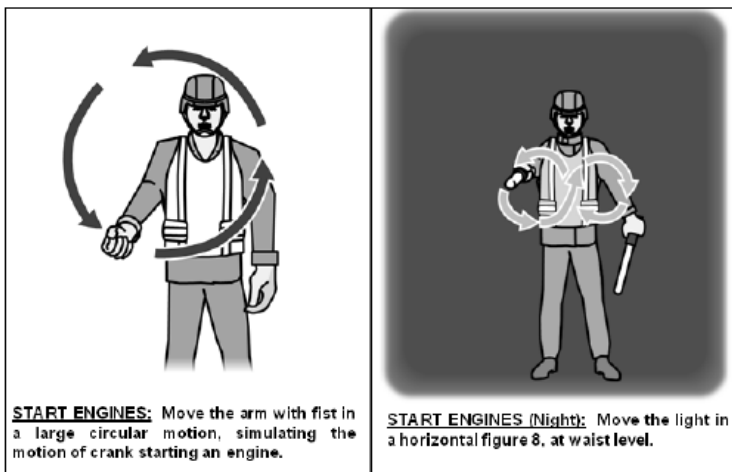
HAND AND ARM SIGNALS (basic - see applicable section for H&AS for specific drills): MOUNTED SIGNALS



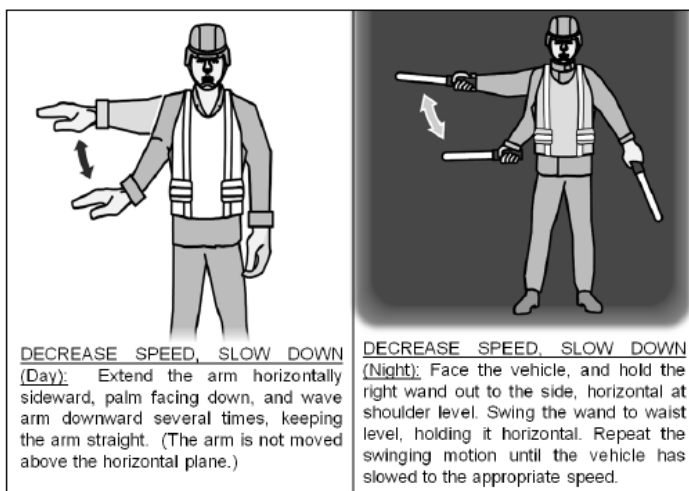
SIGNAL FOR ATTENTION.



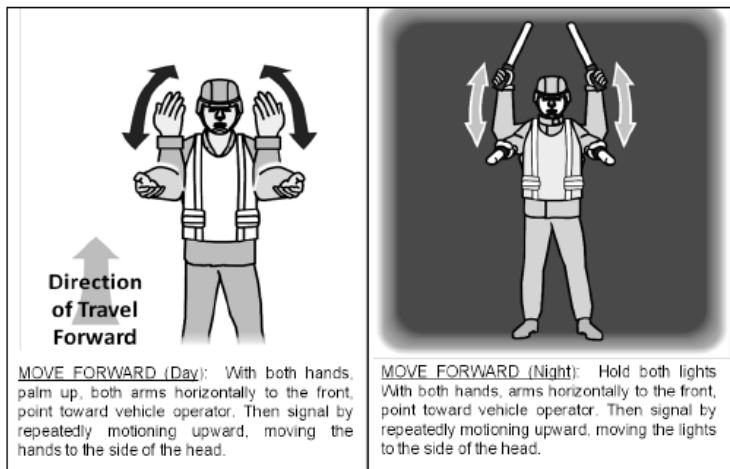
MOUNT UP



START ENGINES



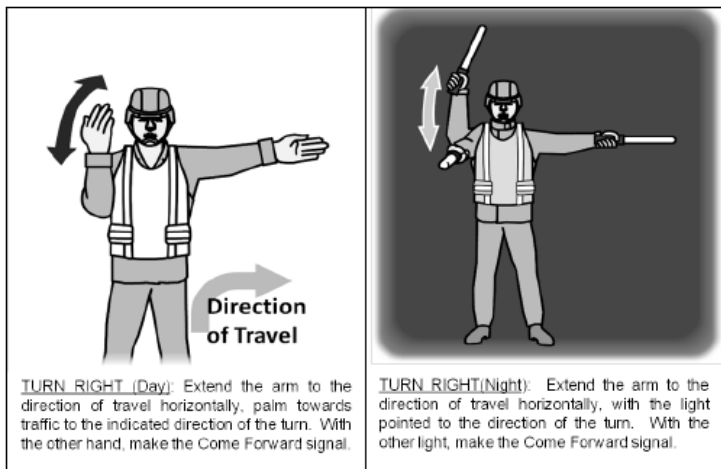
REDUCE SPEED / SLOW DOWN



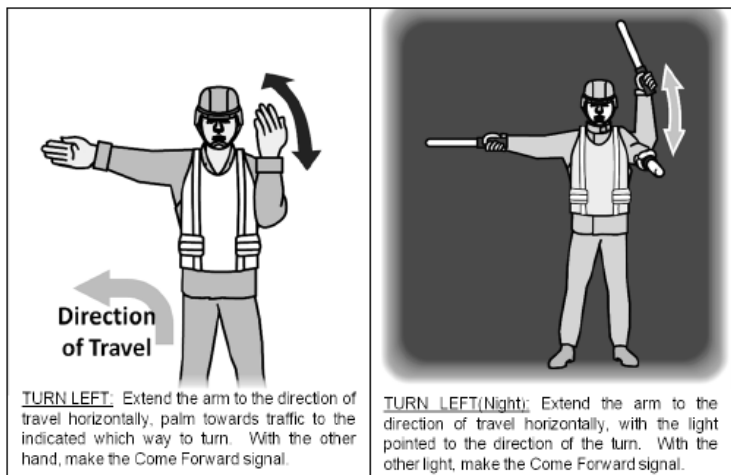
MOVE FORWARD



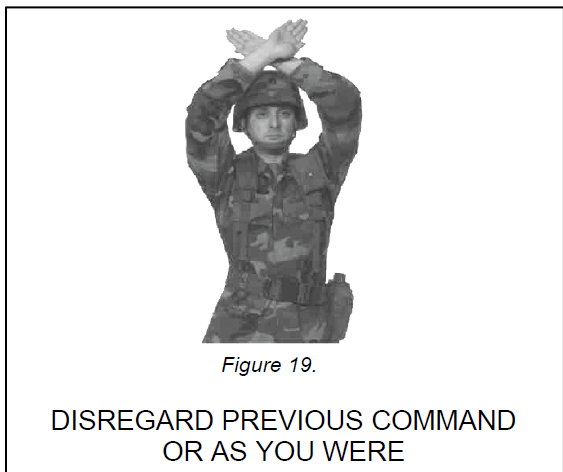
MOVE BACKWARD



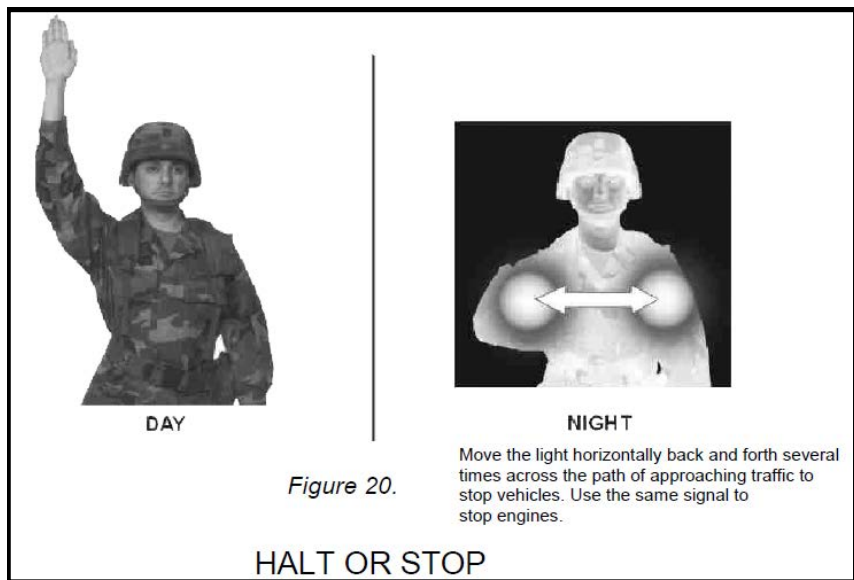
SIGNAL FOR RIGHT TURN



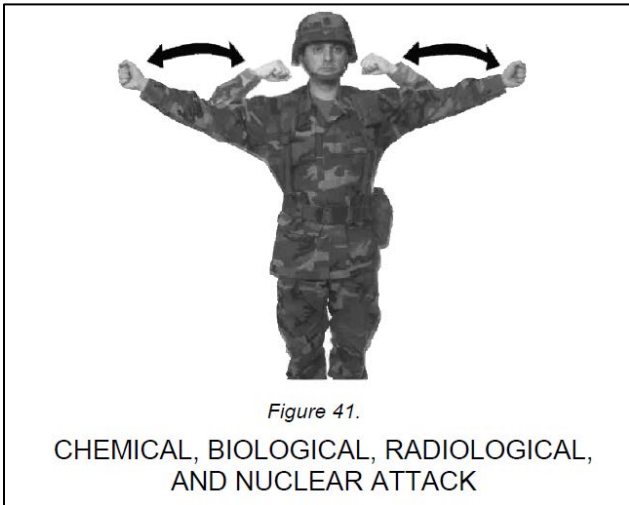
LEFT TURN



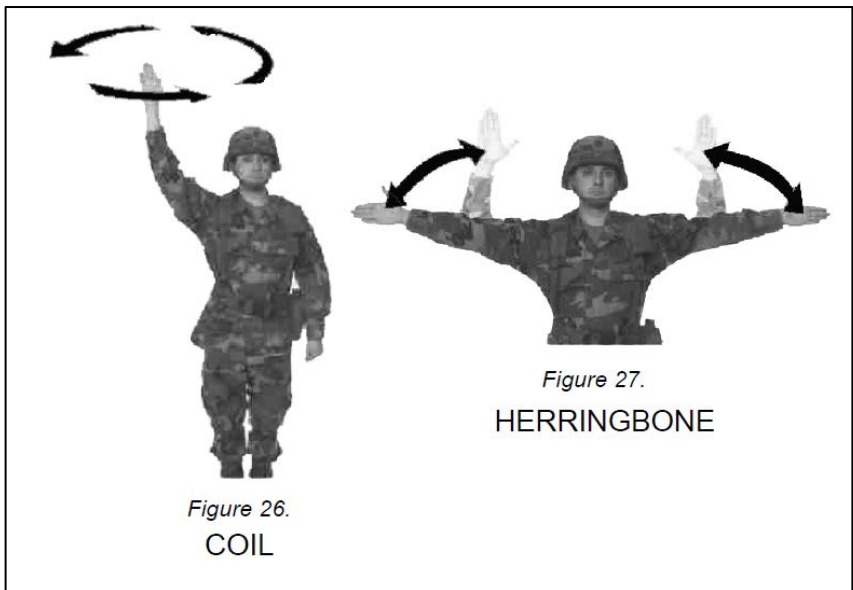
DISREGARD PREVIOUS / AS YOUR WERE



HALT OR STOP



“GAS-GAS-GAS” (CBRN-E ATTACK)

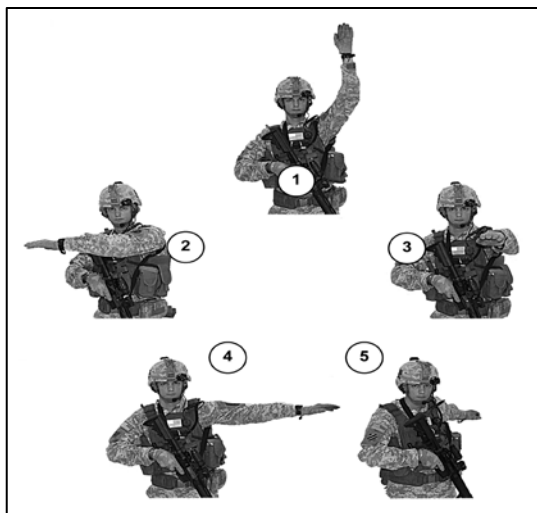


COIL / HERRINGBONE FORMATION

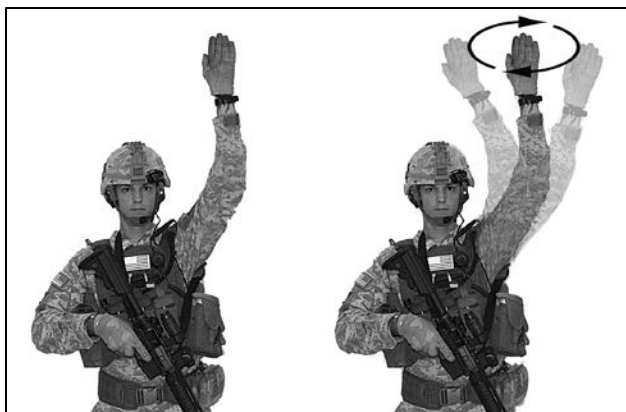
DISMOUNTED HAND AND ARM SIGNALS

(1) Extend the arm horizontally

(2-5) Wave the arm and hand to the front, left, right, and rear



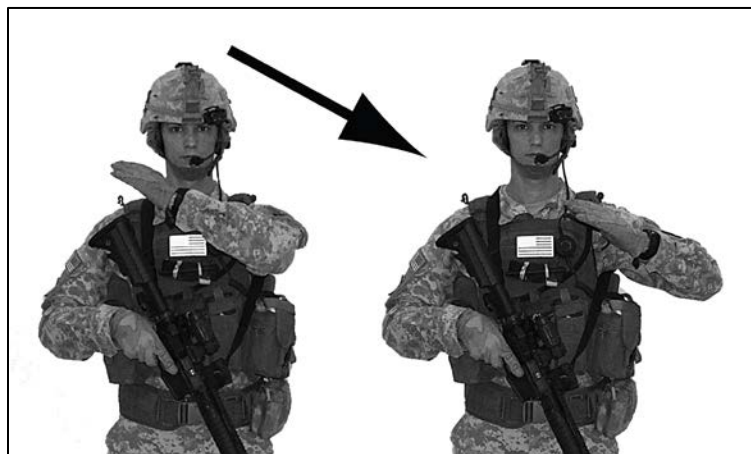
DISPERSE



RALLY "ON ME"



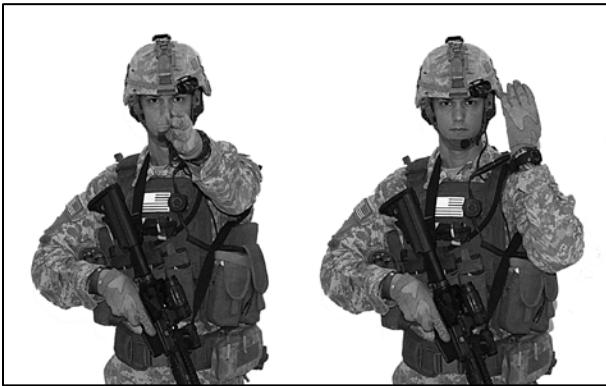
ENEMY IN SIGHT (HOLD FIRE UNTIL 1) ENGAGED, OR 2) DIRECTED TO FIRE)



DANGER AREA



FREEZE (“HALT” IS WITH AN OPEN PALM)



Join Me, Follow Me, or Come Forward

SECTION 3: OPERATIONS SECTION

OPERATIONS SECTION RESPONSIBILITIES;

- Assist the Commander in command and control of the company.
- Maintain the current operations map and situational awareness to include PERSTAT, LOGSTAT, vehicle status, mission location(s), through-put, etc.
- Serves as the company net control station for incoming and outgoing messages.
- Reports information to company and adjacent units.
- Maintains a log of all incoming and outgoing messages on DA Form 1594, and ensures receipt and acknowledgement of all messages.
- Monitor and coordinate sustainment for the company and attached elements.
- Answers all calls from the battalion unless directed specifically to the Commander.
- Responds for the Commander when he doesn't answer.
- Acts as a middleman for any calls directed to a unit or within a unit.
- Conduct PMCS on all equipment.
- Ensure vehicles are loaded and secured in accordance with approved load plans.
- Completing and updating company sector sketches.
- Assist with completion of company orders (OPORD) and briefing (e.g. setting up sand tables).
- Create company TOCSOP.
- Man and run the company Tactical Operations Center (TOC) IAW Company TOCSOP.

TOC Functions;

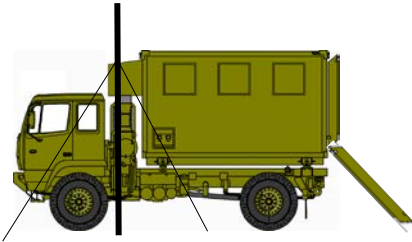
There are six basic TOC functions:

- (1) Receive information
- (2) Distribute information
- (3) Analyze information
- (4) Submit recommendations to the commander
- (5) Integrate resources
- (6) Synchronize resources

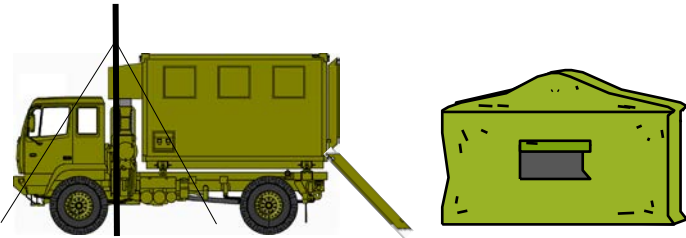
TTPs on tracking / things to track: Upon activation, OPNS will remind PLTs to track potential personal issues and when they might become a problem (days, weeks, etc.; e.g. WHEN does the SM have to go home);

- Family issues/problems that might arise.
- School issues/problems that might arise to include classes, labs, etc.
- Military School dates.
- Family problems / care issues.

OPERATIONS SET-UP; note, park LMTV so door is/will be away from sun's travel.
CP – SHORT (<36 hrs); TOC van only. OE254 attached to side of LMTV (unless mission dictates).



CP – MEDIUM (<36 hrs/or inclement weather); TOC van and GP Medium tent. OE254 attached to side of LMTV (unless mission dictates). Use additional LMTV as supply/storage space as needed.



CP – LONG; (48+ hrs); TOC van and GP Medium tent. OE254 attached to antenna mount of LMTV. Use additional LMTV as supply/storage space as needed.

BATTLE TRACKING: Track at a minimum:

Boots on ground. Overall numbers broke down by unit (e.g. 270, 149 (Attached), 870, etc.), and Soldiers forward and Soldiers rear (e.g. "4/3"). # and type of Soldier (e.g. MP and Support), # of weapons, sensitive items, and vehicles by type. Track OVERALL numbers.

SM by mission / location. Overall numbers broke down by location only, and Soldiers forward and Soldiers rear (e.g. "4/3"). Name/contact info of OIC/NCOIC of loc, # and type of Soldier (e.g. MP and Support), # of weapons, sensitive items, and vehicles by type. Track OVERALL numbers by LOCATION/MISSION.

Movements. What movements are taking place; unit, # personnel, mission, destination, SP, expected RP, actual RP.

SECTION 4: QRF (QUICK REACTION FORCE) OPERATIONS / DRILLS

The QRF Mission was made for ARNG Soldiers and is why we exist; to support, defend and help the people in our communities when they are in need.

General Requirements:

QRF must be capable of supporting local, state, and federal authorities with an initial response force package within 6 hours (REDCON 1).

QRF elements will deploy within 6 hours and self-sustain for up to 72 hours.

Failure to respond to any activation by governor can be considered a violation of Article 146, CMVC, and you could be considered AWOL.

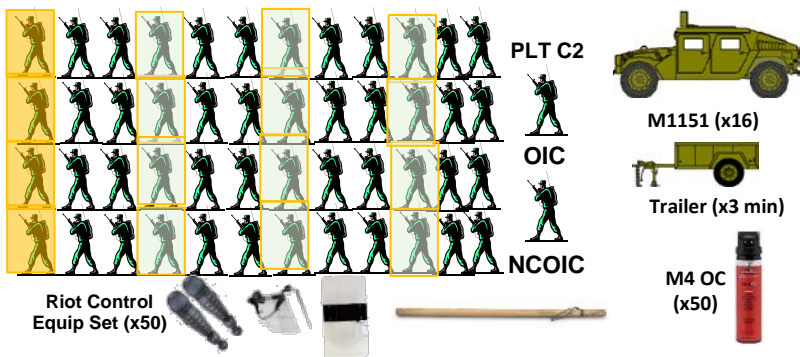
Soldier Responsibilities: Due to the importance of the QRF mission, Soldiers are expected to:

- (1) Have a dependable POV.
- (2) Have a telephone and be reachable 24/7; or notify their CoC when they are unavailable (e.g. out of state/country).
- (3) Be MOSQ and or state available.
- (4) Be qualified on individual weapon.
- (5) Be medically deployable (waivable at the Company Commander level)

The unit will issue an employer letter to all Soldiers upon activation.

QRF Force Package Minimum: 2 x's (50 MOSQ MPs each; 100 total); or broken down further depending on numbers of organic personnel present.

48x Military Police, w/ 2nd Chance-vest and MP Belt (w/ pouches)



QRF C2 and Support Package Minimum: (any MPs in the C2/Support Package DO NOT count toward the 100 MP QRF requirement)

C2 Cell



TF
CDR



NCOIC



OPNs
NCOs



LOG
NCO



Maint
NCO



Mechanics



Medics



Drivers / Support SM
(MOS immaterial)



Wrecker



Contact Truck



Command Post



C2 Vehicles
(x2) M1151



LOG-Truck x2 and Trailer



Generator



Water Buffalo



3X DOS MREs

Support package vehicles will transport QRF/MP Soldiers when unit is lacking M1151 lift capabilities.

Minimum ADVON Package: Departs with applicable personal equipment and maintains communications will company OPNS (personnel should be taken from C2/Support package if possible).



ADVON OIC
(XO)



OPS
NCO



Driver / RTO



M1151

EDRE (EMERGENCY DEPLOYMENT READINESS EXERCISE) RESPONSIBILITIES

Commander (CDR): Contact and coordinate with the JOC to verify current RUF; Incident Command Post location; Incident Commander point of contact; authorization to go direct with I.C; update JOC, BN as needed. Briefs OPORD;

RUF overview; Convoy Safety Brief; and ensures OPNS has received an overview of mission requirements and all information pertaining to the mission for OPORD preparation.

1SG: Ensure EDRE process runs smoothly; unit strength; coordinate maintenance; coordinate with mess; coordinate supply.

XO: Be prepared to act as liaison/ADVON OIC; oversees and ensures ADVON draws applicable weapons, basic load, MREs and equipment and is prepared to depart; prepared to push ADVON NLT N+2.

Readiness NCO: Receives alert and notifies CO leadership; O/O executes everbridge notification; takes charge of EDRE check in process upon arrival to armory; assume control and communications once OPNS departs to the incident site.

OPNS NCOIC: Track notification (with Readiness NCO) status, numbers of personnel and status of combat power, reporting to CDR and BN as required. Identify route with rally points, phase lines, recovery areas, and link up site.

Track SP times, Phase Lines crossed and/or Rally Points, arrival times, vehicle breakdowns, coordinate recovery of vehicles and relay all information to the Joint Operations Center, higher command, and the CDR. Track all serialized sensitive items. Ensure that all essential TOC equipment is ready for deployment.

Supply SGT: Prepare Vault for Weapon Issue and issue weapons and ammunition IAW the EDRE process. Prepare and confirm all classes of supply to include contacting BN, BDE and or USPFO as needed.

Motor SGT: Prepares and dispatches vehicles. Delegates mechanics IOT conduct minor repair of deficiencies or deadline vehicles in accordance with that vehicles PMCS. Prepares SATS trailer (mission dependent), contact truck and wrecker.

COMMO SGT: Verify with Operations that a request for radio frequencies has been submitted to the Brigade S6; issue applicable coms/SINCGAR/BKs, etc; oversee and supervise communications check and assist with instillation of the FBCB2 vehicle set; assist OPNS with battle tracking.

NBC SGT: Identify MOPP level for the mission; prepare M40 Masks for issue; assist OPNS with battle tracking.

Food Service SGT: Load Contingency Items onto LMTV; issue/ensure first 24hrs worth of contingency rations are issued; work with supply SGT to coordinate contract feeding material for any mission over 72 hours.

Medical SGT Lead: Coordinate with Supply Section for QRF Medical Push Packs; distribute medical supplies to PLT medics; ensure each chalk has at a minimum 1 litter; ensure that Medics have copies of LOD paperwork (DA Form 2173) in mission documentation; identify closest hospital to the AOR. Verify with higher command what medical facility is authorized for use.

Platoon Leader(s): Ensure notification has gone out to subordinates; develop action plan for drawing PLT gear and preparing PLT to deploy. BPT take charge of 50 person QRF force package (that may not be completely PLT organic); ensure accountability of Soldiers and equipment; receive OPORD brief from higher and spot check RUF guidelines; disseminate OPORD and PLT specific information to SQD Leaders; ensure that all serial numbers for all sensitive items have been submitted to OPNS and that all leaders have a copy of the PLT serial number list. Ensure that a safety brief has been conducted before SP time; report SP time, Phase lines crossed, and vehicle breakdowns to OPNS while en route to AOR.

Platoon Sergeant: Ensure notification has gone out to subordinates; report PLT notification status to OPNS; conduct Pre-Combat Inspection and Pre-Combat Checks; ensure that Squad Leaders understand their assignments, post Platoon Leader brief; track serial numbers for sensitive items and PLT equipment.

First Soldiers (NCO, Officer or Soldier) to Arrive following Notification: Designate 1 Soldier to set up arrival/accountability station (which will become STATION 1), and take accountability of all Soldiers on ground at that time, and continue to write down names as they arrive. Additional Soldiers begin EDRE set up by setting up station tables.

First NCO(s) to Arrive following Notification: Take charge of the EDRE set up and begin setting up EDRE stations according to this TACSOP.

Soldiers: Prepare self for possible activation in response to civil unrest, or civil emergency; ensure unit/CoC has good contact number(s) for you; contact CoC if you are traveling out of town (5+ hours travel from armory). Acknowledge notification to their chain of command; move to armory as fast (safely) as possible with required "to-go" bags (5 days of uniforms and personal items); prepare self for activation.

TTPs for screening Soldiers:

When Soldiers arrive and in process, ensure to check them for any issues that will require them to return to HS, e.g. child care issues; family issues, illnesses, injuries; police/LE academies; labs or other specific college courses (not general ed); high cost, previously purchased, family vacations/events; military schools; etc.

NOTIFICATION:

The following are the schedule of events following QRF notification. The applicable times are meant to be both GOALS and REQUIREMENTS.

TIME	TASK / GOAL	REPORTS / TRAVEL	
		FROM	TO
N	"Notification"; unit alerted.	JOC/BN	270 MP CO
N+10 min	CDR contacts CO Leadership	CDR	CO Leadership
N+20 min	PLT Leadership begins notification	PLT Leadership	SM
N+30 min	NLT: Everbridge Alert to Unit	RNCO	SM
N+1hr	First SM arrive at armory; sets up/ man's check-in station until relieved.	Various	270 MP CO
N+1.25-2hr	CO Leadership Arrives at Armory	Various	270 MP CO
N+1.5hr	Coordination IOT get IC info, and up to date SITREP	CDR	JOC/BN
N+1.5hr	NLT: RNCO/TNCO (AGR) begins tracking/reporting numbers	RNCO/ TNCO(AGR)	CDR/BN
N+1.5-3hr	Additional SM arrive; begin EDRE set-up / preparing own equipment	Various	270 MP CO
N+2 hr	Verifies RUF w/COP	CDR	OPNS
N+2-2.5hr	Oversees EDRE station set-up completion	1SG	270 MP CO
N+2.75	NLT: OPNS begins tracking/reporting numbers	OPNS	CDR/BN
N+2.75	NLT: Starts OPORD / Convoy request	OPNS	OPNS
N+2.75	PLTs conduct official accountability and implements TLPs	270 MP CO	270 MP CO
N+3	SM begin rotating through stations (EDRE station set-up complete)	270 MP CO	270 MP CO
N+3.75	NLT: Personnel designated QRF and assigned to elements (if not maintaining PLT integrity)	OPNS	270 MP CO
N+4	PLTs conduct PCC/PCIs, layouts, and vehicle checks; stage vehicles as applicable	270 MP CO	270 MP CO
N+4.5	OPORD / Convoy Brief to unit	CDR	270 MP CO
N+5	XO/ADVON Departs IOT link up with IC	ADVON	IC
N+5	REDCON 3; continue rehearsals and final checks	270 MP CO	270 MP CO
N+6	REDCON 1	270 MP CO	270 MP CO

Order of march: ADVON; Serial 1 (with CDR); Serial 2 (with Log vehicles/OPS van); Serial 3 (with 1SG, wrecker/maintenance).

CHECK-IN STATIONS AND PROCESS

ARRIVAL: First Soldier, NCO or Officer on ground will stand at the front door, and take ranks and names as Soldiers arrive. This position will eventually become STATION 1, however the Soldier at the arrival position will remain in place until relieved. **ALL SOLDIERS MUST BE ACCOUNTED FOR BEFORE BEGINNING ANY OTHER PREPARATION ACTIVITIES.**

Personnel who arrive at the armory will begin setting up EDRE stations.

STATION 1: CHECK-IN (do not proceed to any station until you have checked in). To be located as near front door as possible.

Once check-in is initiated and the EDRE stations are set up, **ALL SOLDIERS WILL STOP WHAT THEY ARE DOING AND CHECK IN AGAIN.**

1. Establishes real time accountability and provides guidance to Soldiers arriving. AGR/FTM should pre-stage rosters on GKO. Sign In Roster Based on:

- a. Readiness Management Tool's Federal Available Roster
- b. Readiness Management Tool's State Available Roster

2. Check In.

a. Check-In NCO/SPC

(1) Front load ADVON.

(2) Ensures rosters are completed.

(3) Distributes Processing Packet.

(4) Sends updates to OPNs at 20 and 50 past the hour. *(these will be used to create QRF TMs, SQDs, and PLTs)

b. Soldier Signs In on Sign In Roster.

c. Receives Processing Packet.

d. Verifies information on packet.

e. Proceeds to station 2 and or 3.

Once checked in, proceed to station 2 or 3.

STATION 2: ADMIN (or SM can go to station 3).

1. Station will have a running CAARNG computer with RCAS open.

2. FTM will prepare in-processing packets. Packets will include everything required on EDRE checklist.

3. Station NCO/SPC:

a. Front load ADVON personnel.

b. Verifies possession of current and valid ID Card

c. Verifies possession of current and valid Civilian Driver's License

d. Updates NOK information onto RCAS as required.

4. Soldier:

a. Validates addresses and Phone Numbers as shown on RCAS and provides updated info as applicable.

b. Completes DD Form 2760, Lautenberg Act Statement.

STATION 3: MEDICAL; Station NCO/SPC will validate Soldier's medical availability.

- a. Front load ADVON personnel.
- b. Determine and annotate Soldier's MND Status (non-waiverable). Soldiers determined to be MND will remain and assist as needed until QRF elements have SP'd.
- c. Make copies of any medical profiles Soldier possesses.
- d. Make copies of any prescription/medications Soldier possesses.
- e. Complete Medical Fitness Statement Form.

Once stations 2 and 3 are complete and SM has been validated, proceed to station 4.

STATION 4: PERSONAL WEAPONS DRAW / SI DRAW (not until stations 2 and 3 are complete). Arms room.

1. Purpose: The purpose of this section is:

- a. To insure 100% accountability of all sensitive items and equipment.
- b. To issue weapons and equipment ISO QRF mission.
- c. To insure weapons are not issued to Soldiers who fall out of tolerance unless on order by the Commander, Executive Officer, Liaison Officer or as ordered from Higher Headquarters (HHQ) ISO QRF missions.

2. M4 carbines, M16A2 rifles without locking mechanisms will be issued:

- a. On order by the Commander or Executive Officer.
- b. In the event of a shortage of FMC weapons.
- c. As required to fill mission.

3. The primary weapons to be issued are M4 carbines, M16A2 rifles and M9 pistols. Machine guns will only be issued on order by the Commander, Executive Officer, Liaison Officer or as ordered from Higher Headquarters (HHQ) ISO QRF missions.

4. Supply Section will insure prefilled DA 2062's are completed with:

- a. Front load ADVON personnel.
- b. Weapon/Equipment Description.
- c. Weapon/Equipment Admin Number.
- d. Weapon/Equipment Serial Number.

5. Optics will be assigned as follows:

- a. PVS-14 Night Vision Goggles
- b. ACOG (Squad Marksmen and Key Leadership)
- c. CCO

STATION 5: MASK DRAW. CBRNE cage.

STATION 6: VEHICLE DISPATCH (if assigned as driver). Maintenance office.

1. Purpose: The purpose of this section is:

- a. To insure vehicles are dispatched to licensed drivers
- b. Provide mechanical support to vehicles to insure fully mission capable (FMC) status.
- c. Provide guidance/recommendation to CO CDR regarding "circle X" deficiencies.

2. Motor Sergeant will:

a. Front load ADVON personnel.

b. Dispatch using manual DA Form 2401 (Organizational Control Record for Equipment) IOT expedite dispatch process (however digital/GCSS-A dispatches are preferred).

Section 7: Communication/Signal.

1. Purpose: The purpose of this section is:

a. To insure 100% accountability of all Communications equipment.

b. To issue communications equipment ISO QRF mission.

2. Communications Section:

a. Ensure prefilled DA 2062's are completed with:

(1) Communication Equipment Description.

(2) Communication Equipment Admin Number.

(3) Communication Equipment Serial Number.

STATION 7: COMMO DRAW (if assigned as TC and or driver). Commo cage.

STATION 8: AMMUNITION DRAW (if issuing ammunition). Main supply room.

a. Ammunition will be the last station to process.

b. Soldiers will be responsible to load their own magazines.

c. Speed loaders will be provided IOT maximize efficiency.

d. Basic load is as follows:

(1) 5.56mm 7 Full Magazines (3 if DSCA)

(2) 9mm 3 Full Magazines (3 if DSCA)

(3) Shotgun 5 rounds

(4) Taser 2 cartridges

STATION 9: PLT CoC verification SM has completed all stations and can continue with preparations. Once loaded, PLT Leadership will confirm Soldiers have completed all stations, have applicable equipment issued to them, and can continue with mission prep. Report #s and submit by name SN rosters to OPNS.

**QRF PLTS WILL CONDUCT FULL LAYOUTS, IN QRF
PLTS/SQDS, OF SOLDIER EQUIPMENT AND
ACCOUNTABILITY OF SENSITIVE ITEMS, AT N+5; NOT
SOONER.**

**AS SOLDIERS ARRIVE, THEY WILL BE ASSIGNED TO
TEAMS, ACCOUNTABILITY OF EQUIPMENT/WPNS WILL BE
TAKEN, AND THEN ASSIGNED TO PLTS.**

PLS WILL CONFIRM.

READINESS CONDITION (REDCON) LEVELS

REDCON-1 (full alert; unit ready to move and fight)

The following conditions and procedures apply:

- i. All personnel are alert and prepared for immediate action/departure.
- ii. Vehicles are loaded and secured, and weapons are manned.
- iii. All Soldiers are in the correct Force Protection Uniform.
- iv. Engines are running, and vehicles are ready to move.

REDCON-1 (-) (one minus) (full alert; unit prepared to move in less than 5 minutes)

This level is the same as REDCON-1 except that engines are shut down.

REDCON-2 (full alert; unit prepared to move within 15 minutes)

The following conditions and procedures apply:

- i. Equipment is stowed (except as required).
- ii. Vehicles as staged (though minimally manned).
- iii. Communications systems are monitored.
- iv. All weapons and ammo are ready.
- v. All PCCs/PCIs are completed.

REDCON- 3 (prepared to move within 30 minutes)

The following conditions and procedures apply:

- i. All Soldiers have their gear serviceable and close at hand.
- ii. All Soldiers in the duty uniform.
- iii. Rehearsals completed.
- iv. Re-supplies complete (if reset).
- v. PMCS on all equipment completed.
- vi. Inventories complete; Sensitive item rosters complete and turned

into OPNS.

REDCON- 4 (prepared to move in one hour)

The following conditions and procedures apply:

- i. Maintain communications higher CP
- ii. Communications and Blue Force Tracker are operational, if applicable.
- iii. Risk assessment reviewed by higher CP (if last minute mission).
- iv. Convoy brief complete.
- v. Soldier & Leader back briefs completed.

vi. PMCS ongoing.

REDCON-5 (prepared to move in two + hours) Refit is needed; using the unit to this time would involve medium or high risk, unless steps are taken to reduce risk.

REDCON-6 (prepared to move in 6 hours - fighter management cycle).

The following conditions and procedures apply:

- i. Soldier "to-go" bags ready in case of QRF activation.
- ii. Soldiers and unit have taken preliminary maintenance and administrative steps to prepare for possible activation.

ARMING ORDER MATRIX.

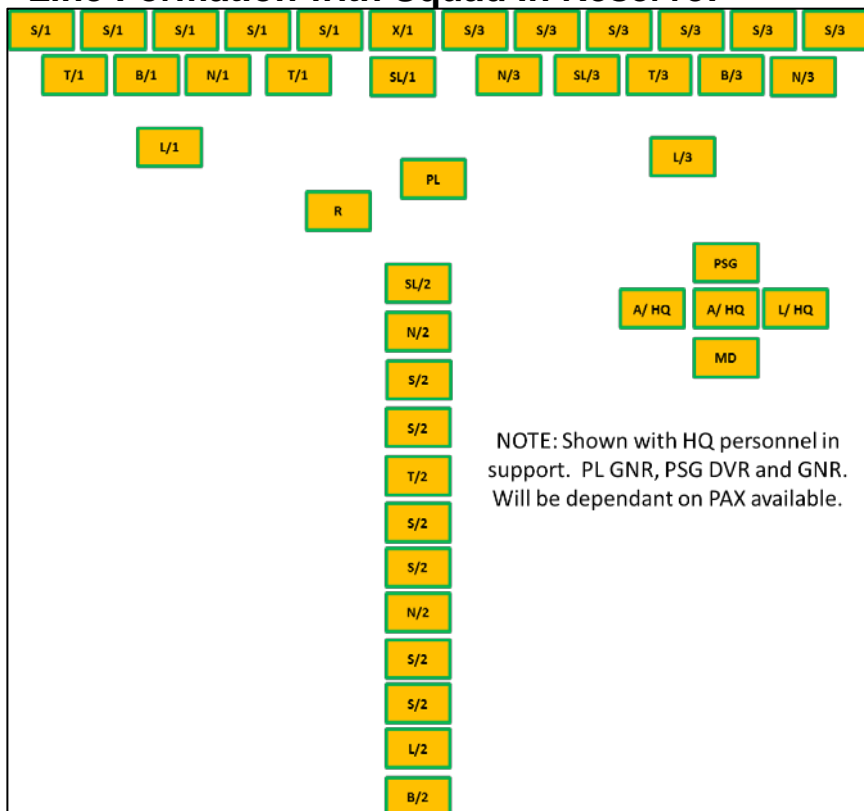
ARMING ORDER	RIFLE	PISTOL	MAGAZINE	CHAMBER	BAYONET
GREEN	MODIFIED LOW READY	IN HOLSTER	AMMO POUCH	EMPTY	NOT FIXED
AMBER	MODIFIED LOW READY	IN HOLSTER	IN WEAPON	EMPTY	OPTIONAL
RED	MODIFIED LOW READY	IN HOLSTER	IN WEAPON	LOCKED/ LOADED	OPTIONAL

CIVIL DISTURBANCE / CONTROL FORMATIONS

PL = Platoon Leader	N = NLW (Nonlethal Weapon, can be changed depending on weapons mix/availability; is TL)
PSG = Platoon Sergeant	L = Lethal Over Watch
MD = Medic	G = Grab Team/Search Team
SL = Squad Leader	A = Ammo Runner/Additional Baton/Grab team/ Litter Bearer
X = Base Man (Shield, DVR or GNR)	R = PL DVR
S = Shield (DVRs/GNRs)	
B = Baton (Extra DVRs/GNRs)	
T = Team Leader with Baton	

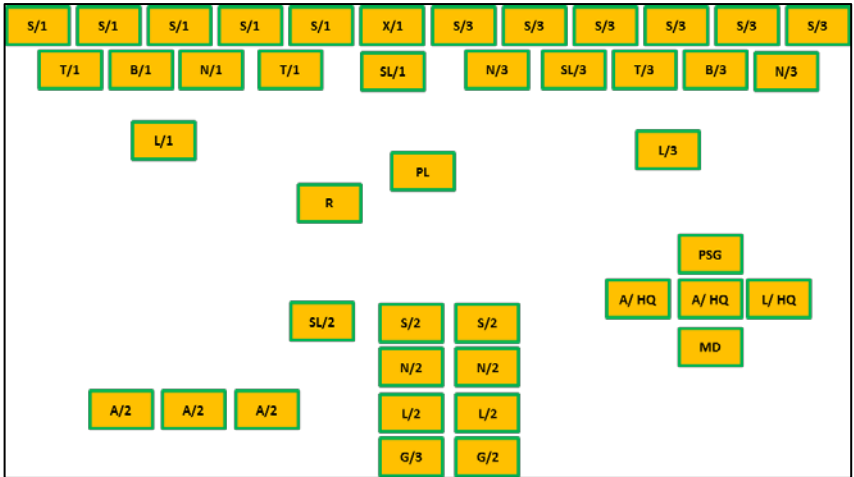
Key/Legend to Formations:

Line Formation with Squad In Reserve:



NOTE: Shown with HQ personnel in support. PL GNR, PSG DVR and GNR. Will be dependant on PAX available.

Line Formation with Squad In Support:

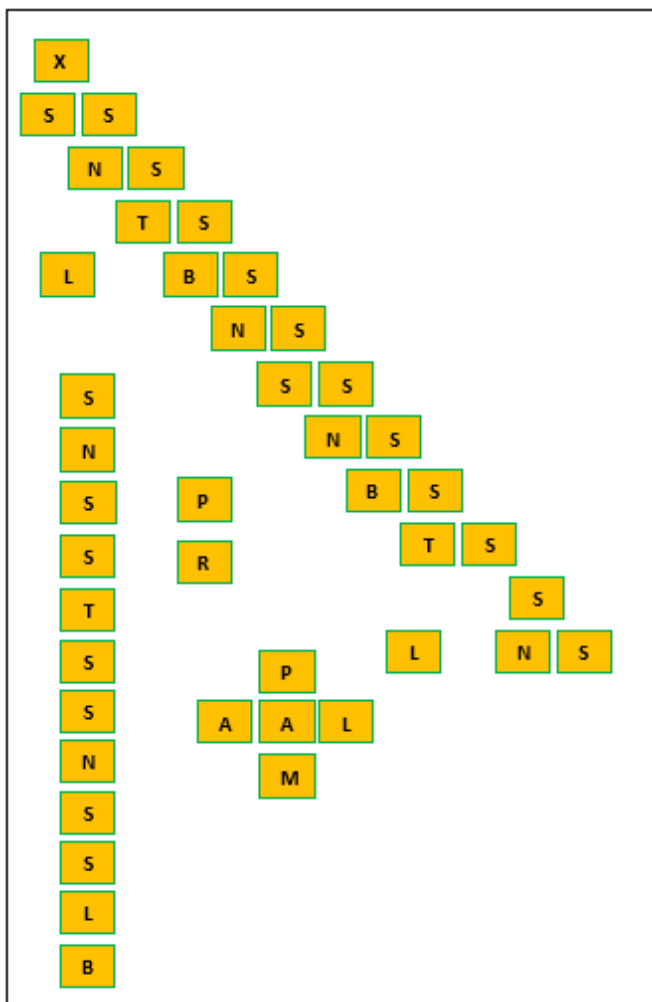


NOTE: The Squad in "Reserve" can be transitioned to the squad in "Support" as needed.

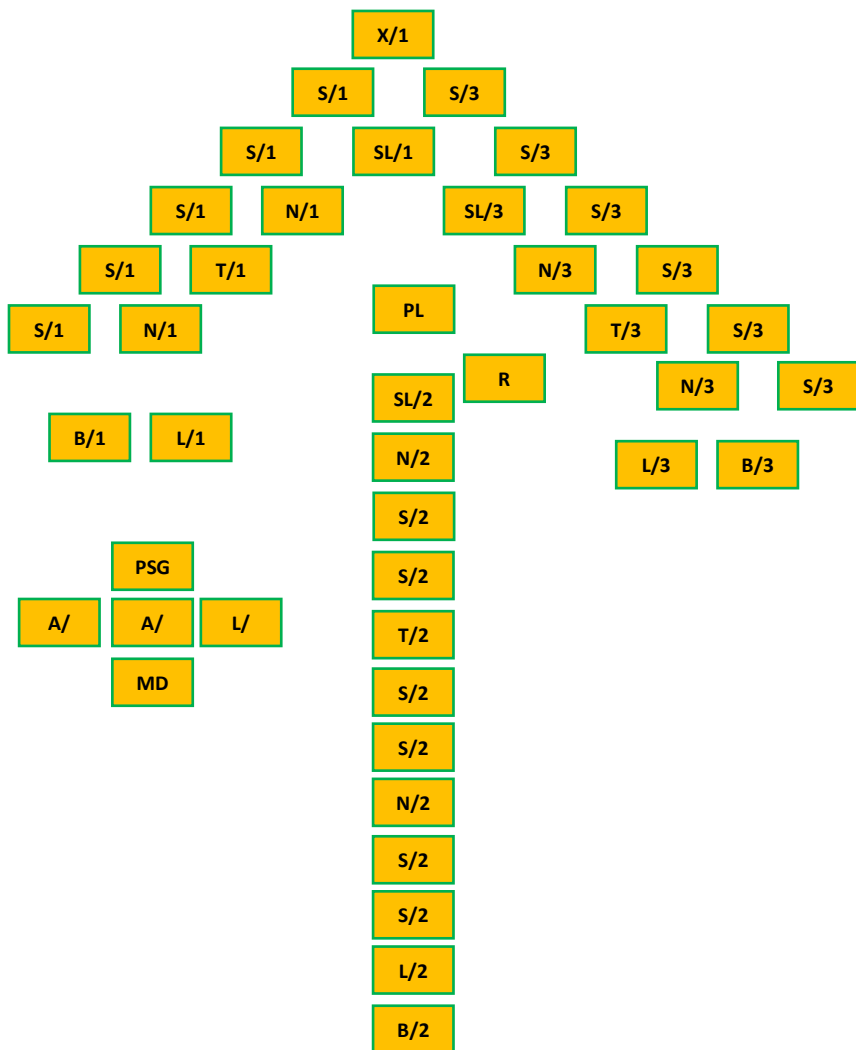
TLs with NLWs can be transitioned to batons depending on weapons mix/availability.

Extraction team should never be more than 10 m behind the PL IOT respond.

ECHELON **RIGHT** FORMATION WITH 1 SQUAD IN RESERVE

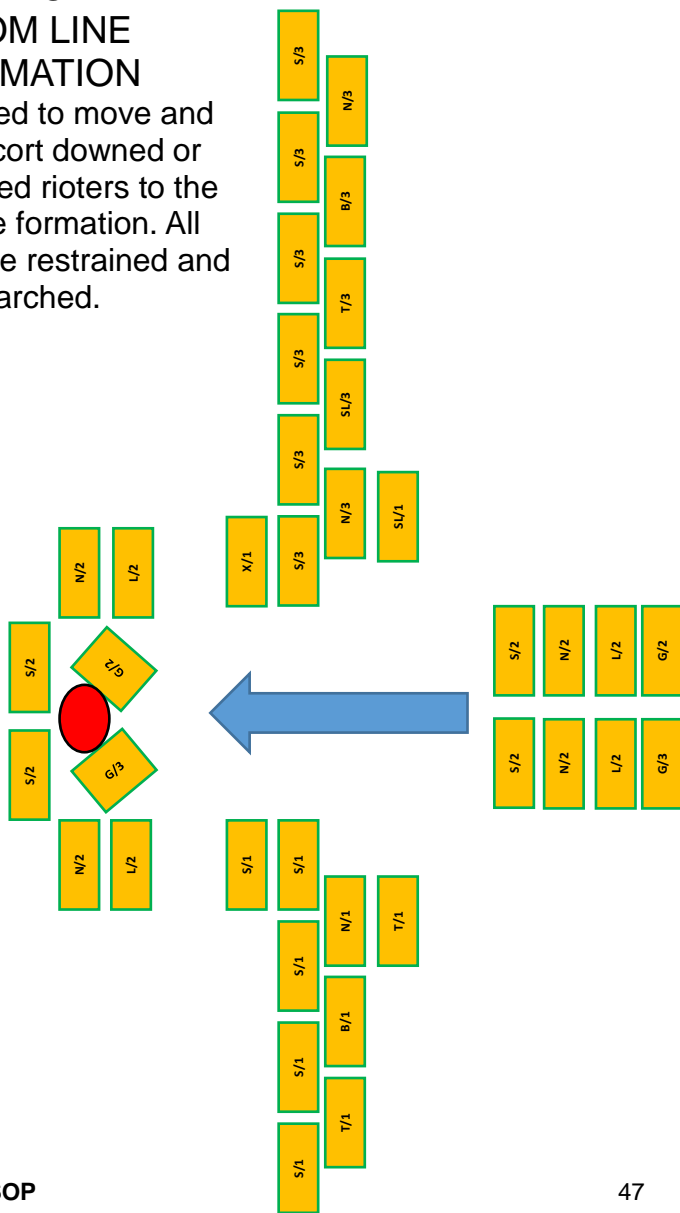


WEDGE FORMATION WITH 1 SQUAD IN RESERVE

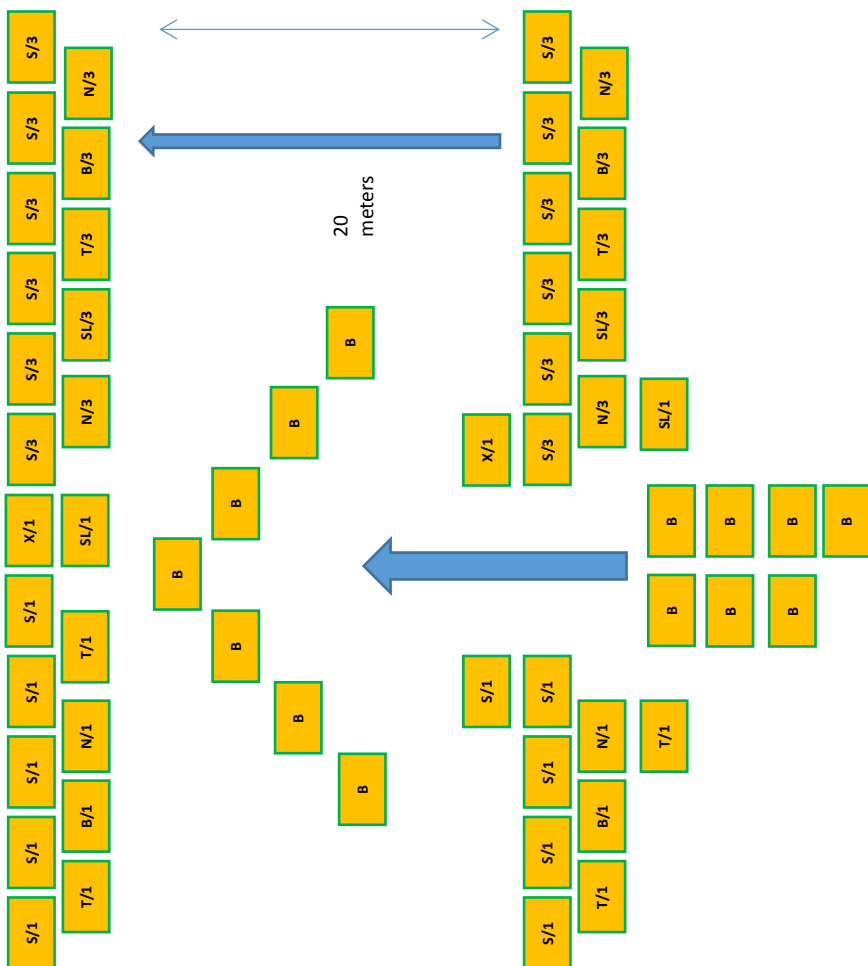


EXTRACTION TEAM FROM LINE FORMATION

NOTE: Used to move and detain/escort downed or incapacitated rioters to the rear of the formation. All rioters will be restrained and searched.



CROWD CLEARANCE (BATONS) FROM LINE FORMATION: Used IOT gain ground quickly. Team (3-7 persons) move forward with batons swinging, moving crowd back. Stops 20 m out, gets on line. Shield line moves forward and envelopes them, reforming shield wall.



SECTION 5: CONVOY OPERATIONS

CONVOY BRIEF (CONUS / ADMIN MOVE)

Movement Convoy #: _____

References: _____

(maps, relevant docs)

TASK ORG: _____

(Internal org – CC, Order of March, roll call)

1. SITUATION:

a. Enemy Forces:

(1) Weather. Brief General forecast and road conditions.

(2) Light Data. Brief EENT, % Illumination, MR, MS, BMNT.

(3) Discuss enemy. Current INTSUM, Identification of enemy (if known). Composition/capabilities/ strength/ equipment. Location (hot spots highlighted on map).

b. Friendly Forces:

(1) Operational support provided by higher headquarters (if any).

(2) Quick reaction forces (QRFs); MP escorts/rat patrols; Fire Spt (ID type, call sign and freq)

c. Attachments from outside of the unit (in convoy).

d. Adjacent units or units in control of sectors in which you are traveling (Element names, locations frequencies and call signs)

2. MISSION: (WHO, WHAT, WHEN, WHERE, WHY): (WHO) WILL CONDUCT A NLT... IVO/Along... IOT...

3. EXECUTION:

a. Concept of Movement: (General overview) (who) CONDUCTS

(what) BY TACTICAL VEHICLE, IN (#) MARCH UNITS, CROSSING SP AT (time)

MOVING BY (type of road surface) ARRIVING AT (destination), NLT (time).

b. Tasks to subordinate units. (tasks to specific elements; review manifest).

c. Coordinating Instructions: (Instructions for ALL units)

(1) **Order of march** (spacing of units/serials/location of spt elements)

(2) **Routes** (Strip map displayed separately; includes SP, checkpoints, rally points, refuel points, mandatory halts, RONS, traffic control points. Mileage to each should be indicated.)

(3) Additional movement issues:

(a) Intervals: Day, (distance); in Traffic, (distance); at Night/Limited Vis, (distance); From Civ Vehs, (distance):

(b) Speed, (convoy); Max Catch-up, (in MPH)

(c) What Lane to travel in

(4) Accidents; (actions during an accident)

(5) Uniform: (for movement)

(6) Actions at danger/hazard areas (SOPs or BD to be rehearsed); (e.g. Lead vehicle ID's hazard to element)

(7) Rules of Engagement: (for speaking to civilians; e.g. Convoy/Serial CDR to speak to authorities or others involved in accident)

(8) SAFETY/RISK MANAGEMENT (see risk assessment and mitigation measures)

(a) Overall Risk.

(b) Head lights on during all movements.

(c) Seatbelts worn at all times.

(d) Ground guides.

(e) Security at Halts: (how/when)

(f) Rotate Drivers; (how/when)

(g) Rest Halts: (where/when)

(h) No Smoking: (where/when they can)

(i) Only guards and Maintenance allowed on traffic side of vehicle.

4. REVIEW TIMELINE

a. Rehearsals: (when/on what/where)

b. Load Vehicles: (when)

c. REDCON 1; (when)

d. SP: (when)

e. ETA/RTB/Arrival: (when)

5. SERVICE SUPPORT: (Provides the critical logistical information required to sustain the convoy during the operation. Also includes combat service support instructions and arrangements that support the operation).

a. Ration/Water Plan: (how will you resupply)

b. Ammunition: (individual/combat loads/tracer mix): (any changed)

c. Medical: (internal treatment/evac procedures other than SOP and external procedures/spt)

d. **Petrol, Oil and Lubricants:** (internal and external; refueling stops)

e. **Maintenance/Recovery:** (internal and external; location)

f. **Breakdowns:** (see below)

g. **Remain Over Night (RON) Facilities;** (if staying overnight)

6. **COMMAND AND SIGNAL:** (states where command and control nodes and key leaders will be located during the operation)

a. **Commander (s)/Positioning** (manifest):

b. **Communications** (manifest): Call Signs

c. **Signals:** (primary/alternate other than SOP)

d. **Frequencies;** (primary and alternates)

e. **Reports** (individual to higher and when): (e.g. SP, CPs, hazards, SALT, etc.)

7. **QUESTIONS**

8 **BACK BRIEF**

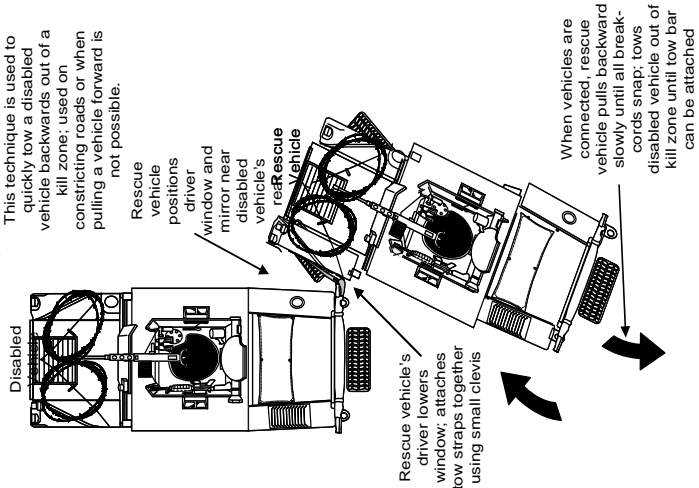
RECOVERY PROCEDURES

CONUS/ADMIN

1. For any breakdowns during convoy operations: **AMP:** Alert convoy/serial CDR; **M**ove to/pull to a safe stopping location, pull as far onto shoulder/off roadway as possible; **P**lace emergency flashers; contact higher
2. Convoy CDR determines courses of action (self recover, wait for maintenance, contact FMS). See dispatch books for FMS recovery numbers.
3. Transfer SI to working vehicle.
4. Leave 2 SM with broke down vehicle. Ensure they have contact information and communication with recovery assets.
5. Main convoy/serial continues mission; OPNs makes plan to retrieve vehicle and or SM.

COMBAT/TRAINING: Pre-stage tow-straps on outside of vehicles.

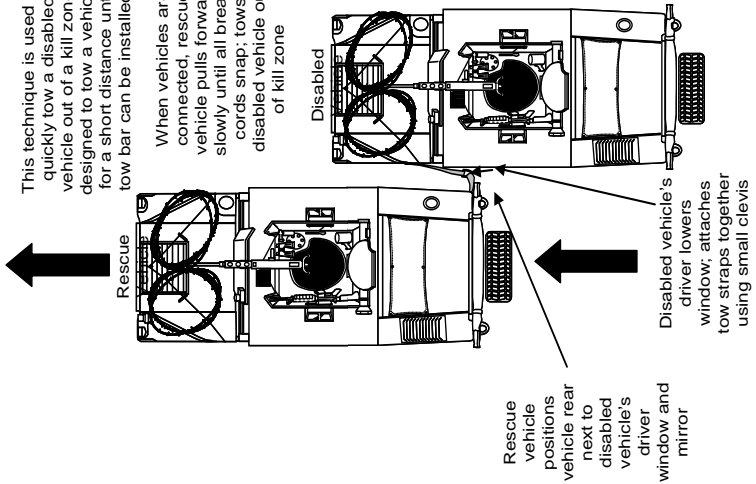
Towing a Disabled M-1114 Rearward Using Rigged Tow Straps:



Towing a Disabled M-1114 Using Rigged Tow Straps:

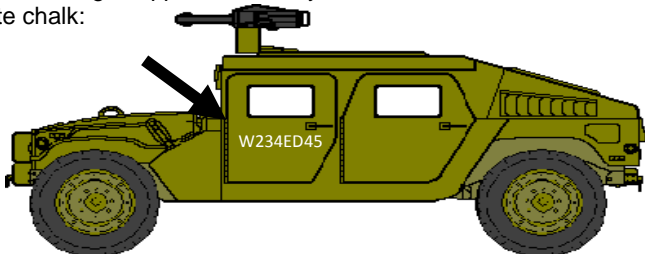
This technique is used to quickly tow a disabled vehicle out of a kill zone; designed to tow a vehicle for a short distance until a tow bar can be installed.

When vehicles are connected, rescue vehicle pulls forward slowly until all break-cords snap; tows disabled vehicle out of kill zone



VEHICLE MARKING FOR ADMIN CONVOY OPERATIONS:

ALL Vehicles traveling in approved convoy will be marked on driver AND TC doors in white chalk:



Front and rear vehicles will have applicable signage (CONVOY) as well as appropriate flag secured to the driver side mirror (BLUE flag for lead vehicle, GREEN flag for rear vehicle, and BLACK/WHITE diagonal flag for convoy commander).

SECTION 6: DRILLS AND OTHER MILITARY OPERATIONS

QUARTERING PARTY; Procedures. (Task 63-2-4008)

1. Quarters party tasks:

a. Move to AA on assigned route(s).

(1) When moving into the area, the quarters party halts the vehicle approx 300-400 meters upwind of the bivouac site.

(2) Dismount and sweep across the area

(3) A three man team is left back with the vehicles for security.

b. Quarters party/ADVON confirms characteristics for assembly area, and recons the site and route(s) used to approach and occupy.

(1) Cover and concealment (from direct fire and overhead cover).

(2) Adequate exits and entrances.

(3) Good drainage; e.g. ground surface able to support veh movement.

(4) Enough space for adequate dispersion.

b. Maintain security.

(1) Maintain 360 degree security as team secures the area.

(2) Check/probe for mines/booby traps as needed, sweeping 200-300 meters past the proposed perimeter; fall back to perimeter online.

c. Report all critical information to higher

2. Prepare AA / actions for QP at AA:

a. Mark entrances, exits, and internal routes.

b. Clear dead-space and maintain local security.

c. Check for NBC contamination

d. Establish communications.

e. Mark and clear obstacles.

f. Mark vehicle positions for main body, and initial sectors of fire to ensure there will be 360 security.

g. Mark bypasses (external).

3. Facilitate main body movement into AA upon arrival. (see AA procedures)

ASSEMBLY AREA PROCEDURES.

1. Upon arrival at AA, the PLT/sections:

a. PLT representative/guide will be standing by at RP to receive and guide into place IOT not stop/bog down at RP.

b. Company establishes 100% security and begin priorities of work:

(1) Identifying engagement areas (EAs) where the commander wants to engage and destroy the enemy.

(2) Planning fire control measures, such as TRPs, trigger lines, and final protective fires to support the EAs.

(3) PLTs position key weapon systems to engage into the EAs and TRPs and develop range cards and sector sketches.

(4) Positioning observers/OPNs who can see both targets and trigger lines.

(5) Designating and clearing fields of fire.

(6) Preparing primary fighting positions based on the anticipated fighting conditions, such as the time of day and weather conditions (and training area restrictions).

(7) Emplacing wire obstacles and surveying indirect fire targets to support these obstacles.

(8) Providing concealment and camouflage for fighting and survivability positions as they are constructed.

(9) Installing night and limited-visibility aids, such as thermal hot spots and chemical lights on TRPs during daylight.

(10) Updating range cards and sector sketches as required.

(11) Positioning the reserve.

(12) Continuing to improve the defense.

(13) Designating hide positions and rehearsing movements to and from fighting positions. (Units may place their combat and tactical vehicles in hide positions at any time while preparing the defensive position.)

c. O/O reduce to REDCON 2.

d. Green 2 ("Full Systems Check") report.

2. Arrival +30 min:

a. O/O Reduce to REDCON 3; reduce security as needed (75, 50, 33% etc.).

b. Confirm NBC alarms set.

c. Sector sketches turned in to OPNS.

d. Begin setting up trains equipment/OPNS tent (HQ section).

e. Continue to improve position.

(1) Preparing alternate fighting positions (if training area permits).

(2) Designating and preparing supplementary positions (if training area permits).

(4) Establishing contact points with any adjacent units so that the defensive efforts of both units can be tied together.

(5) Complete emplacing wire for communications.

(6) Prestock ammunition in revetments or bunkers where it can survive the enemy and preparatory fires.

(7) Rehearse movements under daylight and limited-visibility conditions to/from all positions.

3. Arrival +60 min:

a. O/O reduce to REDCON 4.

b. Complete perimeter fire plan. Establish roving guards / patrols IOT cover dead space from crew served systems.

c. Priorities of work:

(1) TLPs

(2) Weapon/vehicle maintenance.

(3) LOGPAC organization/vehicle uploads

(4) Implement rest/meal plan

(5) Continue to improve position; e.g. cover and concealment

LIMITED VISIBILITY GUIDELINES:

1. OPNs will establish vehicle start/run times.

2. Do not use any active sources (chemlights, flashlights, etc.) when illumination is 40% or greater. May use active measures when illumination is lower than 40% or conditions reduce visibility below safe conditions. Priority for use:

a. IR chemlight (taped for one direction visibility)

b. Visual chemlight (taped for one direction visibility)

c. Flashlight (taped pinhole/red lens)

d. Vehicle blackout markers

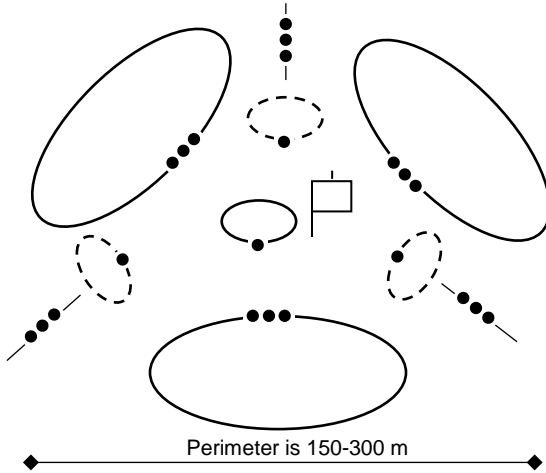
3. Limit smoking during limited visibility.

4. Limit needless talking or work during limited visibility.

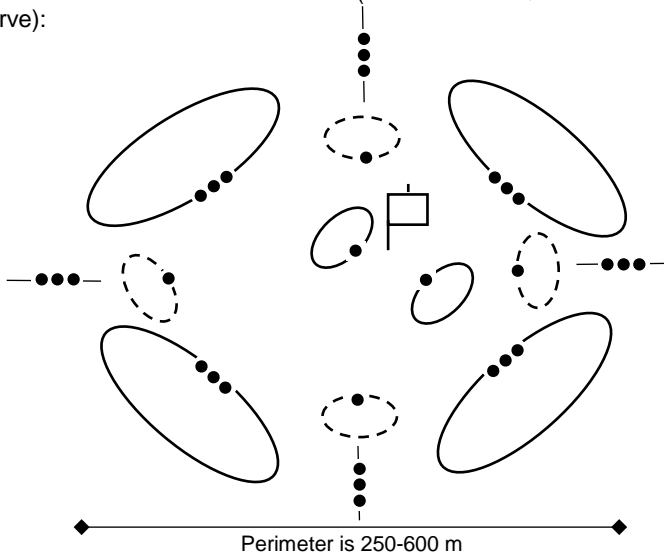
ASSEMBLY AREA SECTOR ASSIGNMENTS: METT-CP dependent, the following will be the standard sector assignments for the PLTs.

“12:00” = ENY most likely avenue of approach determined by the QP.

Assignments for a 3 x PLT AA / Defense (one or more SQDs will be designated as reserve):



Assignments for a 4 x PLT AA / Defense (two or more SQDs will be designated as reserve):



RANGE CARDS AND SECTOR SKETCHES:

Range Cards. Use DA Form 5517. Individual responsibility.

1. Made for every weapon position on the perimeter with a sector of fire.
2. Continually assessed and updated.
3. Range cards will have/annotate (two copies):
 - a. Sectors of fire including; primary, secondary, final protective line (FPL),
 - b. Dead space
 - c. Target Reference Points (TRP)
 - d. Maximum engagement line (typically max effective range of wpn system used)
 - e. Weapon reference point (easily recognized point/terrain feature)
 - f. Direction (taken by lensatic compass) and elevation (on T&E)
 - g. Ranges to reference points, buildings etc., on card
 - h. Ammunition used (e.g. MK19 vs. 50 cal vs. 7-62, etc.)
 - i. SQD/PLT designation of person making card
 - j. Time card was created as well as updated
 - k. Remarks/legend

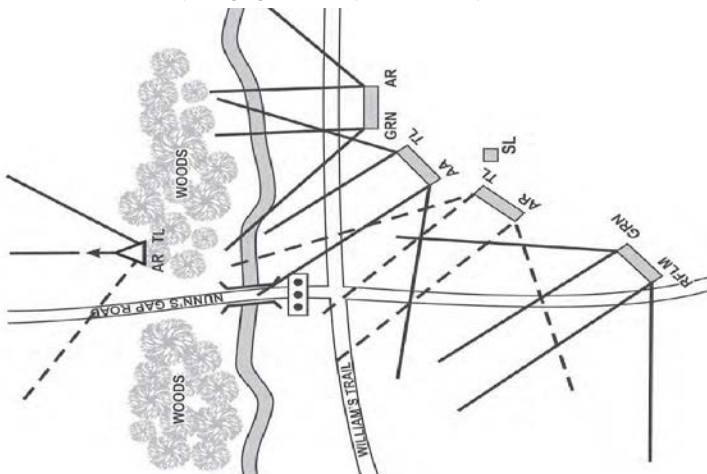
STANDARD RANGE CARD		MAGNETIC NORTH	
For use of the form see ATP 3-21.8, the proponent agency is TRMADOC.			
May be used for all types of direct fire weapons.			
SCD A22	PLT 2	CO C	
POSITION IDENTIFICATION		DATE MARCH 2015/11:40 HRS	
WEAPON M2 C-21		EACH CIRCLE EQUALS 400 METERS	
PRIMARY A22			
NO.	DIRECTION/DEFLECTION	ELEVATION	DESCRIPTION
L	350°/5800M	0M	FARMHOUSE
R	105°/920M	+10M	R/SIDE WOODLINE
1	640M	+30M	TOW2 RP-HILLTOP
2	5910M	+10M	TOW2 TRP-ABOZ RJ
3	60M	-10M	TOW2 TRP-ABOZ2 RJ
REMARKS:			
4 WRP - RJ AT 13629411, 100° AT 320M			

Sector Sketch: Squad, Platoon, Company. Leader responsibility.

1. Range cards build SQD sector sketch, which builds PLT.
2. Two copies are made; one kept in position and the other sent "higher."
3. SQD and PLT sector sketches will be drawn as close to scale as possible and will show;
 - a. Main terrain features in the area of operation and the range to each.
 - b. Each primary position and type of weapon in each position.
 - c. Engagement area or primary and secondary sectors of fire covering each position.
 - d. M240B and M249 machine gun final protective line or principle direction of fire.
 - e. Reference points and TRPs in the area of operation.
 - f. Observation post locations.
 - g. Dead space, mines, obstacles.
 - h. Maximum engagement lines for all weapon systems.
 - i. TRP.

Additionally, PLT sector sketches will have:

- a. Primary and secondary sectors of fire or engagement areas.
- b. Direct Fire Planning and Control
- c. Primary, alternate, and supplementary vehicle and squad positions.
- d. Position and area of left/right unit vehicles.
- e. Priority engagement by weapon system and crew.



VEHICLE SEARCHES: Methodical – Same Way Every Time.

STEP 1: Remove driver (if present).

- a. Search driver.
- b. Driver open all compartments (under guard)
- c. Secure driver.

STEP 2: Search undercarriage (ZONE 1); Start at left-front wheel (star).

- a. With mirror, or;
- b. SM crawl under vehicle (better).

STEP 3: Conduct cursory external search; start at left-front wheel (ZONE 2), continue in a clockwise manner around entire vehicle. Look for obvious devices, items visible through windows, etc. End at left-front wheel.

STEP 4: Conduct thorough vehicle search; Begin searching ZONE 2, left-front wheel/well moving clockwise across the front grill of the vehicle, ending at the right front corner.

STEP 5: Search engine compartment; front to back.

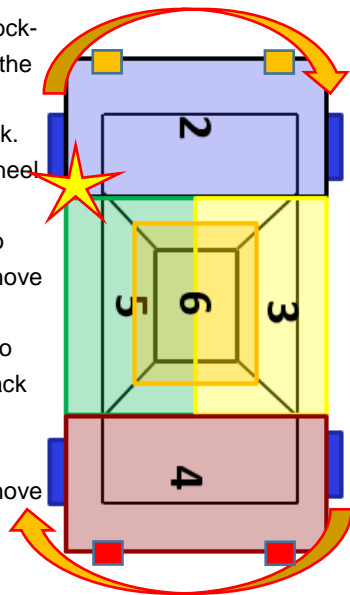
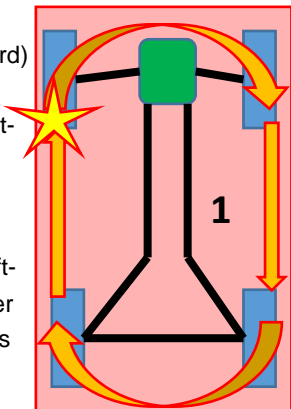
STEP 6: Complete search of ZONE 2 with right wheel/wheel well.

STEP 7: Search front interior (ZONE 3), as far into ZONE 5 as you can. Continue to roof (ZONE 6), move to rear interior (ZONE 3) into ZONE 5 if possible.

STEP 8: Search exterior ZONE 4, from right rear to left rear, and then search truck/cargo area from back to front.

STEP 9: Search rear interior (ZONE 5), as far into ZONE 3 as you can. Continue to roof (ZONE 6), move to front interior (ZONE 5) into ZONE 5 if possible.

STEP 10: Complete ZONE 5 exterior search at ZONE 2, left-front wheel.

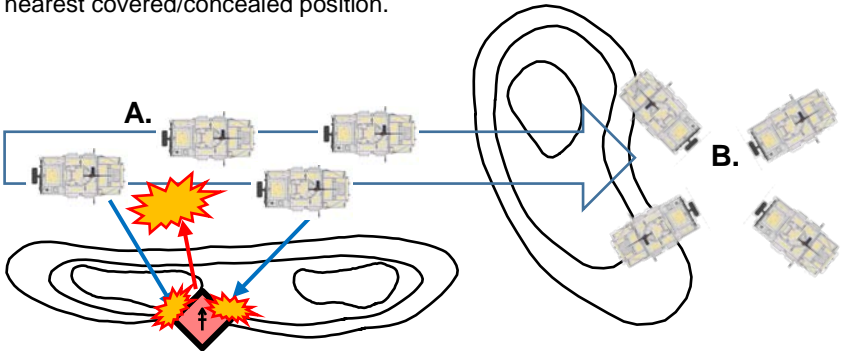


Manning and security is mission dependent.

BATTLE DRILLS

REACT TO CONTACT / AMBUSH WHILE MOUNTED (NO VEHICLE DISABLED)

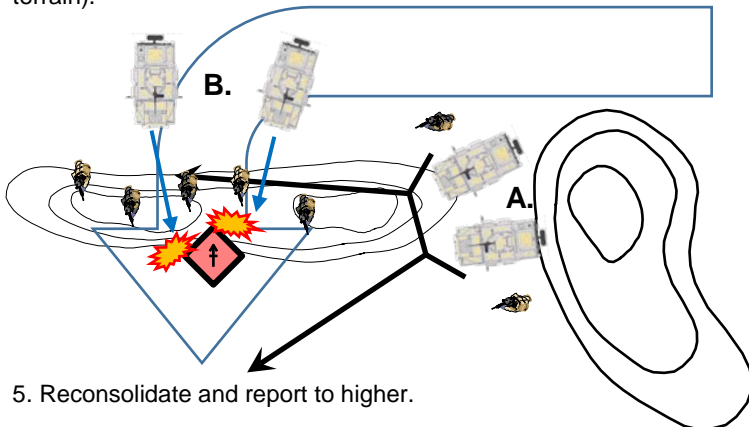
1. ENY initiates contact. **A.** Gunner(s) return fire to suppress; **B.** SQD moves to nearest covered/concealed position.



2. SL sends SALT to HQ and assesses combat power.

3. SL determines COA: destroy, suppress, or bypass (break contact). If break contact, move to rally point to and reorganize.

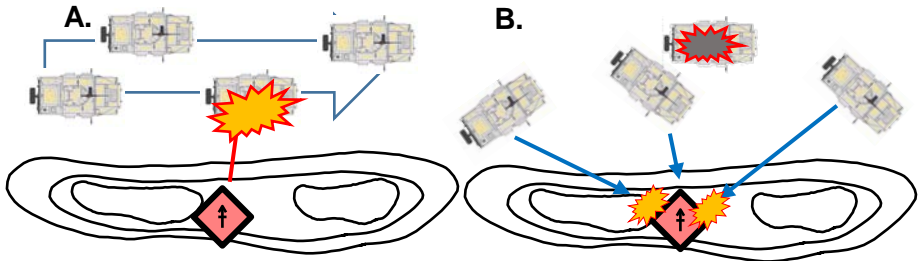
4. SL determines to destroy/suppress; **A.** Support Team lays down suppressive fire. **B.** Assault team sweeps area (mounted or dismounted as required by terrain).



5. Reconsolidate and report to higher.

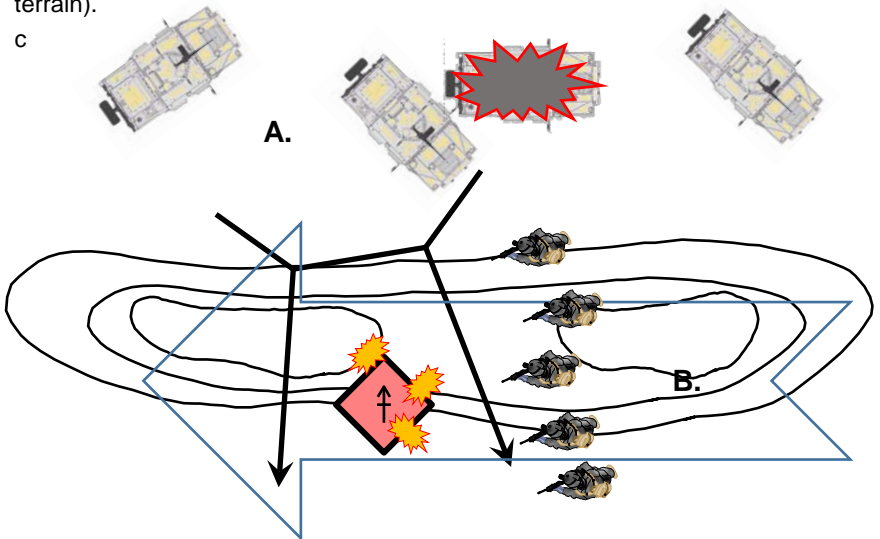
REACT TO CONTACT / AMBUSH WHILE MOUNTED (VEHICLE DISABLED)

1. **A.** ENY initiates contact and disables vehicle. **B.** Gunner(s) return fire to suppress; vehicles take position to best suppress ENY while covering disabled vehicle; disabled vehicle suppresses, pops smoke, and begins cas-care.



3. SL sends SALT, and determines COA: destroy, suppress, or recover vehicle and break contact. If break contact, continue to suppress and begin recovery procedures.

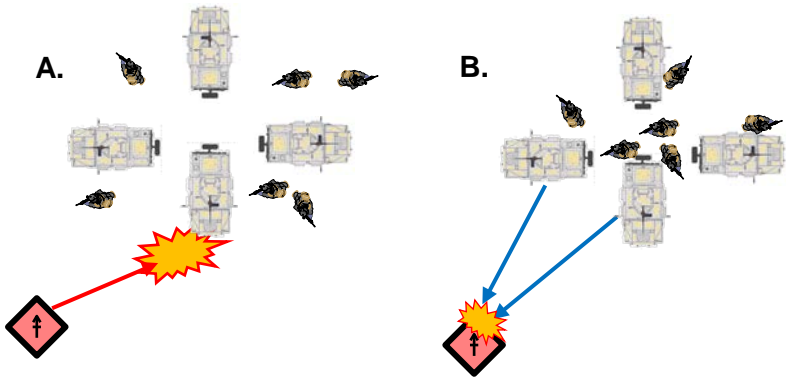
4. SL determines to destroy/suppress; **A.** Support Team lays down suppressive fire. **B.** Assault team sweeps area (mounted or dismounted as required by terrain).



5. Reconsolidate, treat casualties, and recover disabled vehicle.

REACT TO CONTACT WHILE DISMOUNTED / AT HALT

1. **A.** ENY initiates contact when SQD at halt or dismounted. **B.** Seek cover behind vehicles, buildings, etc.; gunners with PID suppress.



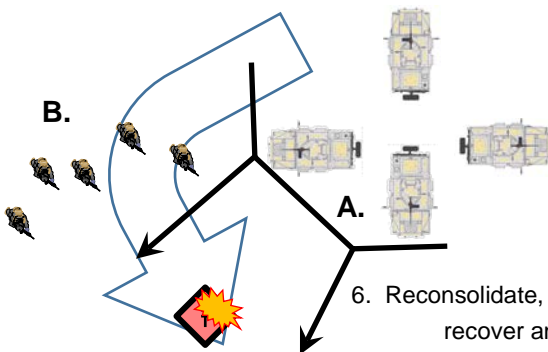
2. SL sends SALT; Soldiers suppress and begin casualty care on any wounded.

3. SL assesses situation and determines a COA: destroy, suppress, or break contact.

4. If ENY is 100 + meters away (far) or in a building, SQD should break contact by continuing to suppress ENY positions, load personnel and any wounded into vehicles, and move to rally point to and reorganize. Determine if SQD should conduct React to Contact Drill.

5. If ENY is within hand grenade range (near) and accessible, SL can determine to destroy/suppress;

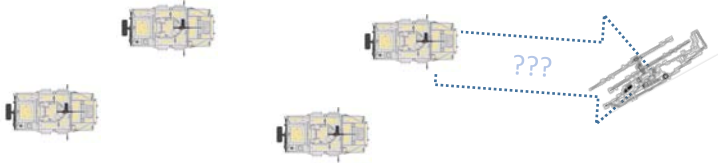
A. Support Team lays down suppressive fire. **B.** Assault team sweeps area (mounted or dismounted as required by terrain).



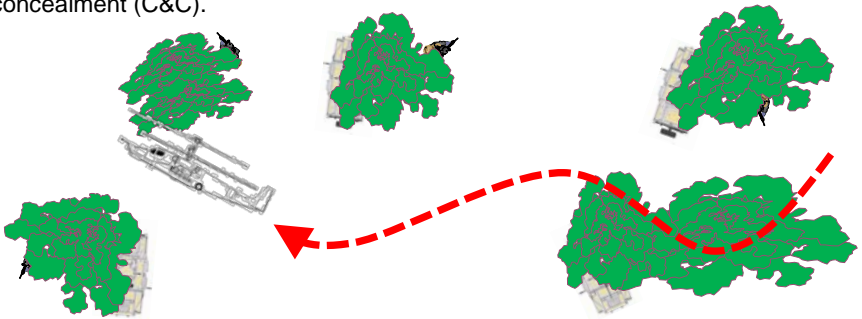
6. Reconsolidate, treat casualties, and recover any disabled vehicles.

REACT TO ENEMY AIR ATTACK

1. A squad member identifies a possible hostile aircraft and notifies squad.
2. SL must ID aircraft as friendly or ENY; sends SALT to HQ.



3. DRVs move to cover (METT-TC dependent) / overhead concealment (if available); disperse vehicles off the road/route in a herringbone formation.
4. Dismount rapidly and take up firing positions using available cover and concealment (C&C).



5. If the aircraft is identified as hostile the squad will:
 - a. Return fire if being fired on. (Begin firing about two football fields in front of the nose of a fixed-wing aircraft and one-half a football field in front of the nose of a rotary wing aircraft).
 - b. Remain in a C&C position if not being fired on.
6. If aircraft is identified as friendly or unable to be identified squad will:
 - a. Remain in a C&C position and notify HQ if being fired upon.
 - b. Continue with the mission if not being fired on.
7. Re-consolidate at the vehicles, assess damages, and treat casualties.
8. SL submits SALUTE to HQ.

ACTIONS AT HALTS (all halts outside of wire for any reason):

1. Conduct 5m (meter) check: Any stop 5 min or less:

- Prior to dismounting, immediately scan up to 5m around the entire vehicle for IEDs (open doors if need be to look under vehicle). Dismount when all clear.
- Conduct 25m check** immediate visual check for IEDs around entire vehicle.
- Conduct 25m “back” check**, looking for IEDs back toward vehicle (IEDs may not be camouflaged from rear).
- Continuous scanning:** Maintain 360 degree security while looking out to and beyond 200m (sniper check). Search for duct clouds, muzzle flashes. Scan near-to-far, high to low. Use optics if available.
- If going to be halted for extend period, search beyond 25m from vehicle.

SHORT HALT “DO”:

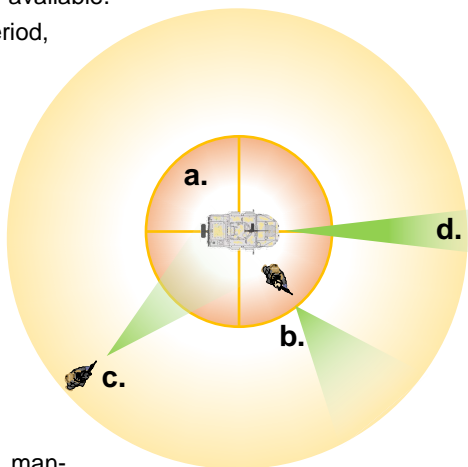
- Clear choke points/ danger areas before stopping.
- Maintain spacing / proper interval.
- Move around when dismounted.
- Be aware of ambush sites (e.g. draws switchbacks, etc)
- Scan, scan, scan.

SHORT HALT “DON'T”:

- DON'T stop over culverts, potholes, man-holes, etc.
- DON'T bunch-up; either vehicles or when dismounted.
- Stay static when dismounted or in turret.

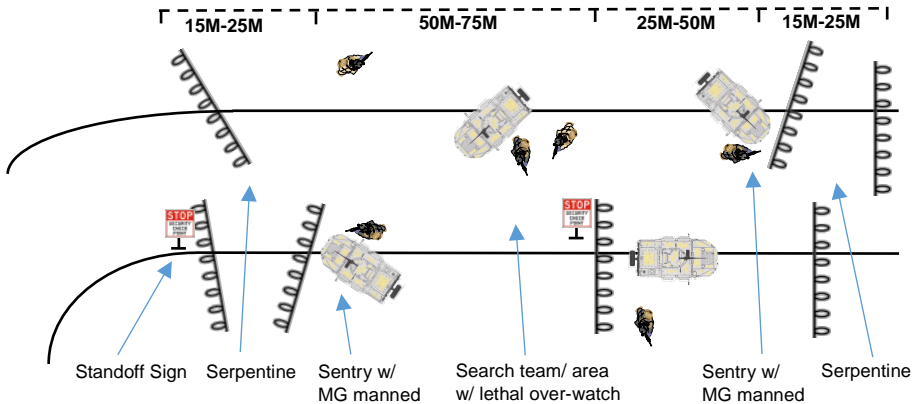
LONG HALT: Sam as short halt, including;

- Deliberate 5/25 checks (thorough-thorough-thorough).
- Adjust heavy weapons to cover avenues of approach.
- Drivers stay with vehicles, outside, near driver's door; all passengers should exit and take up covered security positions away from vehicle.
- On site leader will determine if civ-vehicle traffic will be allowed to pass.



ESTABLISH A HASTY CHECKPOINT/TCP (H-CP) (SQUAD):

1. SQD receives order to establish H-CP at specific location. Locate IOT achieve “surprise” and cannot be seen by approaching traffic; e.g. entrances to bridges, defiles, reverse slopes, beyond sharp curves. SL assigns duties to SQD prior to departure.
2. Upon arrival, establish security and clear area. Once established SQD members perform assigned duties.
3. Establish hasty defensive positions.
4. Establish signage; standoff visual search area / stop prior to entrance *if terrain allows; sign to stop for search. Other signs can be added as needed.
5. Construct entry point to restrict and control movement with concertina wire, spikes, caltrops, etc.
6. Establish search area with lethal/nonlethal over-watch of avenues of approach and search area(s).
7. Establish search areas.
8. SL inspects positions, reports to HQ that H-CP is in operation and “opens” H-CP. Maintain police intelligence on veh/persons going through CP.
9. DSCA: NCOIC/OIC of TCP will wear yellow reflective vest.

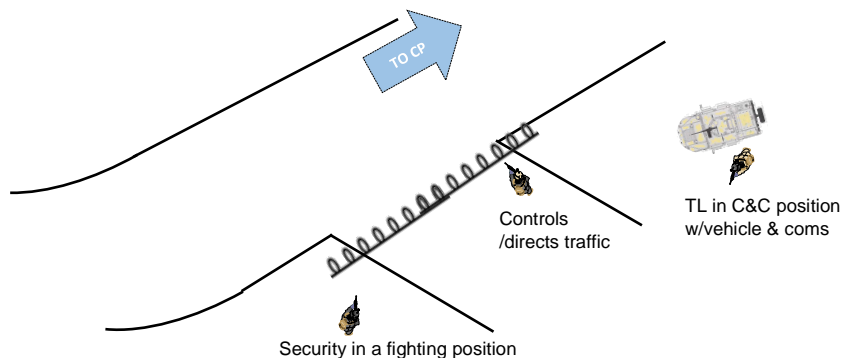


H-CP Equipment:

- | | | |
|---------------------------------|--------------------------------|------------------------------------|
| 1. STOP Signs x2 min | 7. Flash lights (search) x2 | 13. Tow chains |
| 2. Paddle (STOP-GO) x2 | 8. Whistles x2 | 14. Detainee/evidence forms x20 ea |
| 3. Concertina Wire x6 min | 9. Megaphone x1 | 15. Zip ties/flex cuffs x20 |
| 4. Spike strip/Caltrops x25 min | 10. Current contraband list | 16. Rubber gloves x20 |
| 5. Wand lights x3 min | 11. Search wands(personnel) x2 | 17. Safety vests (DSCA) |
| 6. Search mirrors x2 | 12. Fire extinguisher | |

ESTABLISH A ROADBLOCK (TM): Used to divert traffic to a CP; prevent local populace from aiding the enemy; stop black market transportation of contraband; etc.

1. SQD receives order to designate MP Team IOT establish roadblock at specific location. Locate IOT prevent drivers from being able to bypass or turn off; e.g. locations that provide natural barriers, defiles, reverse slopes. SL assigns duties to Team prior to departure.
2. Upon arrival, establish security and clear area.
3. Place barricades and any other obstacles that prevent bypass.
4. Reinforce natural obstacles.
5. Position team vehicle away from roadblock in an over-watch position.
6. Position MP Team members.
7. Maintain police intelligence on veh/persons going by RB.



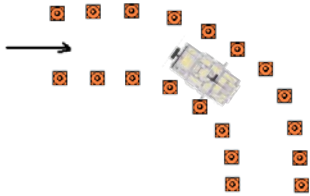
RB Equipment:

1. Concertina Wire x2 min
2. Spike strip/Caltrops x10 min
3. Signage for directing traffic
4. Current BOLO list.

DRIVERS (DVRs) TRAINING (TNG): Everyone is licensed, on everything

1. Basic drivers training is the responsibility of the TEAM LEADER. TLs annotate details about the DVR TNG so it can be added to the training/license packet. **Use and update the 270 MP CO Drivers Training Log.**
2. Drivers training concentrates on 3 areas: PMCS, hooking up trailers, and vehicle operation (driving). MPs will be trained on HMMWV, ASV, LMTV. Support Sections will be trained on HMMWV, LMTV, ASV.
3. When time allows (white space during training day), the following courses to be set up in motor pool and TLs will go through with new / inexperienced DVRs.
4. Drivers training stations. Can be done with all vehicles, with and without trailers.

a. Tight turn.



b. Serpentine.



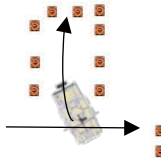
Can be done forward and in reverse.

c. Advanced Serpentine.



d. Backing.

Both with and without ground guide.



SECTION 7: ADDITIONAL REFERENCES / REPORTS / FORMATS

CONTACT REPORT:

Issued immediately upon contact. Alert takes priority over all other communications traffic.

Format: Reporting unit; "CONTACT;" short description of threat; description of location; "OUT."

Example: "THIS IS GUNSLINGER 1. CONTACT. SNIPER. NORTHBOUND ROUTE BLUE, SOUTH OF CP 15. OUT."

SPOT REPORT: SALT

Size: The number of sighted personnel, vehicles/type, or other equipment.

Activity: What the threat is doing.

Location: Grid coordinates. NOTE: Report the center of mass of identical, closely grouped items. Otherwise, report multiple grid coordinates of traces (from _____ to _____).

Time: Time the activity was observed.

Example:

YOU – "GUNSLINGER XRAY, THIS IS GUNSLINGER 23. SPOTREP FOLLOWS, PREPARE TO COPY, OVER."

THEM – "GUNSLINGER 23, THIS IS GUNSLINGER XRAY, SEND IT, OVER."

YOU – "ONE BRDM, STATIONARY, ORIENTED SOUTH AT GRID MS289546; 1725 HOURS; CONTINUING TO OBSERVE, OVER."

AFTER ACTION REVIEW (AAR) Format:

1: ENSURE ALL PARTICIPANTS ARE PRESENT.

2: WHAT WAS SUPPOSED TO HAPPEN? Restate training objectives

3: WHAT ACTUALLY HAPPENED? Ensure to enlist participation of all

4: WHAT WENT RIGHT OR WRONG? Participants established strong & weak points of their performance. No limit.

5: HOW CAN WE IMPROVE NEXT TIME? Participants establish what they should do different next time.

***Ensure the PARTICIPANTS are the ones doing most of the talking; the person giving the AAR is just a moderator who guides the discussion

9 LINE MEDEVAC REQUEST

LINE 1	Location of pick-up site; GRID
LINE 2	Frequency & Call Sign at pick-up site
LINE 3	Number of Patients by Precedence;
	a. Urgent (non-surgical); evac within 2 hours
	b. Urgent-Surgical; need immediate surgical care
	c. Priority; evac within 4 hours
	d. Routine; evac within 24 hours
	e. Convenience; evac when possible
LINE 4	Special Equipment Required; A- None, B- Hoist, C- Extr. Equip, D- Ventilator
LINE 5	Number of Patients by TYPE: L + # of litter A + # of ambulatory (walking)
LINE 6	Wartime: Sec at Pick-up site; N- No enemy in area, P- Possible enemy, E- Enemy in AO, use caution X- Enemy troops in area, armed escort required
LINE 7	Marking at pick-up site: A- Panel, B- Pryo Sig, C- Smoke, D- None, E- Other
LINE 8	Patient Status and Nationality: A-US/Coa Mil, _____ B-US/Coa Civ, _____ C-Non-Coa Soldier, _____ D-Non-Coal Civ, _____ E-EPW, _____ F-High Value Target, _____
LINE 9	Wartime: NBC Contamination: N , B, or C
	Peace: Terrain Description. i.e. power-lines to west;

9 LINE IED/UXO REPORT

Line 1	Date/time discovered
Line 2	Reporting Activity (UIC) Location (verified w GPS)
Line 3	Contact method: of reporting unit, radio freq/call sign, telephone #
Line 4	Type of munitions (dropped, projected, placed, or thrown)
Line 5	NBC contamination
Line 6	Resources threatened; MSR, ASR, local road/population, nothing
Line 7	Impact on mission; will impeded travel, danger to locals, none
Line 8	Protective measures taken; cordon off, searched area, etc...
Line 9	Recommended priority (Immediate, indirect, minor, or no threat)

POLICE INTELLIGENCE: Items of PI that should be reported to OPNS.

- Number and type of vehicles stopped. Report identifying markings, license plate number, and any signs displayed on the vehicle.
- Number of passengers in the vehicle. Report nationality, age, and sex mix of passengers.
- Type and quantity of cargo.
- Point of origination and destination of vehicle.
- Stated reason for travel by passengers.
- Description of arms, ammunition, explosives, and sensitive items found and confiscated from the vehicle.
- Possible or actual sightings of weapons, explosives, or threat forces by the passengers.
- Condition of passengers (general health, dress, attitude).
- Anything unusual reported by the passengers.

CALL FOR FIRE

Call For Fire: POLAR

-- (them) this is (you) , my location follows, prepare to copy, BREAK;

-- (location, 6 to 10 dig grid) _____,
OVER:

-- (type of mission; ADJUST FIRE, IMMEDIATE SUPPRESSION, FIRE FOR EFFECT) _____ Polar, OVER:

-- Distance (meters) _____, Direction (say "MAGNETIC" if degrees, "MILS" if...), Up/Down (if more than 35m in elevation difference),
OVER:

-- (description of target/location of target; "Troops in the tree-line", etc...),
OVER: They will send, "SHOT, OVER", when rounds are inbound...

-- (you send) SHOT, OUT: to let them know you heard that rounds are inbound -- (they will send) SPLASH, OVER: to let you know rounds should impact within 3-5 seconds -- (you send) SPLASH, OUT: when you observe rounds impact. *** Send DID NOT OBSERVE if you don't see the impact

(1) (if mission had desired effect, you send) End of mission, (+ what happened? Enemy destroyed/suppressed, and the # dead) :

(2) (if rounds missed, adjust rounds with) Shift (Left / Right) _____ (don't forget OT factor, 0-1500= 1, 1500-2500= 2, etc...take # and X's by observed mils), ADD / DROP _____ (mils) _____, Repeat,
OVER: **** once rounds on target, see (1)

Call For Fire: GRID MISSION

-- (them) this is (you) , (type of mission; should be FIRE FOR EFFECT or IMMEDIATE SUPPRESSION **if adjust fire, must call in with your location), OVER:

-- Grid (6-8 digit grid) _____, OVER:

-- (description of target), OVER:

Call for Fire: SHIFT FROM A KNOWN POINT

-- (them) this is (you) , Shift (name of known point or TRP), OVER:

-- Direction (you to known point) _____, Right / Left _____ (x's OT factor) _____, Add / Drop _____, OVER:

-- (target description) _____, OVER: --** See (1) above

LEADER'S REFERENCE CARD

<p>3 MP DISCIPLINES:</p> <ol style="list-style-type: none"> 1. Security and Mobility Support 2. Police Operations 3. Detention Operations 	<p>CLASSES OF SUPPLY:</p> <p>I – Subsistence II – Clothing, Tools, etc. III – Petroleum, Fuel IV – Construction Mat. V – Ammunition VI – Personal Demand VII – Tracked Vehicles VIII – Medical Supplies IX – Repair Parts X – Supplies for non-mil prgms</p>	<p>IMPORTANT PUBS:</p> <p>ADP 3-0. Unified Land Operations. ADP 4-0. Sustainment. ADP 5-0. The Operations Process. ADRP 3-0. Unified Land Operations. ADRP 3-07. Stability. ADRP 3-37. Protection. ADRP 3-90. Offense and Defense. ADRP 7-0. Training Units and Developing Leaders. AR 525-13. Antiterrorism. AR 735-5. Property Accountability Policies. ATP 3-06.20. Multi-Service Tactics, Techniques, and Procedures for Cordon and Search Operations. ATP 3-37.2. Antiterrorism. ATP 3-39.10. Police Operations. ATP 3-39.20. Police Intelligence Operations. ATP 3-39.30. Security and Mobility Support. ATP 3-39.33. Civil Disturbances. ATP 4-25.12. Unit Field Sanitation Teams. ATTP 3-06-11. Combined Arms Operations in Urban Terrain. FM 3-21.10. The Infantry Rifle Company. FM 3-22.9. Rifle Marksmanship, M16/M4 Series Weapons. FM 3-22.27. MK 19, 40-mm Grenade Machine Gun, MOD 3. FM 3-22.65. Browning Machine Gun, Caliber .50 HB, M2. FM 3-22.68. Crew-Served Machine Guns, 5.56-mm and 7.62-mm. FM 3-39. Military Police Operations. FM 3-63. Detainee Operations. FM 3-90-1. Offense and Defense. ST 19-31B. United States Army Military Police Field Training Manual. STP 19-31B1-SM. Soldier's Manual, MOS 31B, Military Police, Skill Level 1. STP 19-31B24-SM-TG. Soldier's Manual and Trainer's Guide for MOS 31B, Military Police, Skill Levels 2/3/4.</p>
<p>5 S AND T TECHNIQUE:</p> <ul style="list-style-type: none"> -Search -Silence -Segregate -Speed -Safeguard -Tag 	<p>TACTICAL CONVOY PRINCIPLES:</p> <p>360° security- all-around visibility for situational awareness with interlocking sectors of fire and mutual support.</p> <p>Deterrence. Present a menacing, aggressive, and professional posture demonstrating a willingness to engage.</p> <p>Agility. Adapt to conditions.</p> <p>Unpredictability. Minimize enemy ability to predict the time, route, composition, or purpose of the convoy.</p>	
<p>OPERATIONAL ENVIRONMENT (OE): (PMESII-PT)</p> <p>Political, Military, Economic, Social, Information, Infrastructure, Physical environment, Time</p>	<p>OACOK:</p> <p>O –Observation A –Avenues of Approach C –Cover & Concealment O –Obstacles K –Key terrain</p>	
<p>FORMS:</p> <p>DA Form 1156. Casualty Feeder Card. DA Form 2062. Hand Receipt/Annex Number. DA Form 2662-R. EPW Identity Card. DA Form 2665-R. Capture Card for Prisoner of War. DA Form 2823. Sworn Statement. DA Form 3161. Request for Issue or Turn-In. DA Form 3946. Military Police Traffic Accident Report. DA Form 3975. Military Police Report. DA Form 3997. Military Police Desk Blotter. DA Form 4137. Evidence/Property Custody Document. DA Form 5513. Key Control Register and Inventory. DA Form 5517-R. Standard Range Card. DA Form 5987-E. Motor Equipment Dispatch (EGA). DA Form 5988-E. Equipment Maintenance and Inspection Worksheet (EGA). DD Form 200. Financial Liability Investigation of Property Loss. DD Form 2745. Enemy Prisoner of War (EPW) Capture Tag.</p>	<p>7 ARMY VALUES</p> <p>L –Loyalty D –Duty R –Respect S –Selfless Service H –Honor I –Integrity P –Personal Courage</p>	

WEAPON REFERENCES

U.S. WEAPONS SYSTEMS CAPABILITIES										
TANKS	Main Gun Range (M)	APC / IFV	Main Gun Range (M)	Crew – Troops	ANTITANK	Effective Range (M)	ATK Helo	Weapons	FIXED WING	Fixed Weapons and Hardpoints
M1	105 mm 1800 +	LVTP-5	.50cal 2200+	3 – 34	AGM-114 Hellfire	5000 +	AH-1Huey Cobra	20 mm Gatling, TOW, 2.75 Rockets, 40 mm	A-10 Thunderbolt 2	30mm Gatling, 11 HP
M1A1	120 mm 2500+	LVTP-7	.50cal 2200+	3 – 25	M220 TOW-2	3750	AH-64 Apache	30mm Gun, Hellfire, 2.75 Rockets	A-37 Dragonfly	7.62mm Gatling, 6 HP
M1A2	120 mm 2500+	M113A1/2	.50cal 2200+ Dragon 1000	2 – 11	M220/BGM-71 TOW	3750	OH-58 Kiowa	TOW, Hellfire, 2.75* Rockets, Stinger	A-4 Skyhawk	2x20mm, 5 HP
M551	155 mm 3750	M113A3	.50cal 2200+ Dragon 1000	2 – 7	M47 Dragon	1000	UH-1 Iroquois (14 PAX)		A-6 Intruder	6 HP
M60A1	105 mm 1800 +	M2	25 mm 3000, TOW 3750	3 – 7			Blackhawk UH-60 (14 PAX)	.50cal, M-60, 7.62mm MiniGun, Hellfire	A-7 Corsair II	2x20mm, 8 HP
M60A3	105 mm 1800 +	M3	25 mm 3000, TOW 3750	3 – 3					AC-130U Spectre	105mm; 40mm; 25mm Gatling
									AV-8 Harrier	6 HP
ADA SYSTEM	CAL / TYPE	MAX RANGE	ADA RANGE (M)	MORTAR	CALIBRE / RANGE (M)	ARTILLERY	TYPE / CALIBER	RANGE (M)		
M163(SP) M167 (T)	20 mm Gatling	4500	1200	L16 ML / M252	81mm 5650	L118 / M119	105 mm Towed How	17200 / 20000	F-104 Starfighter	20mm Gatling, 6 HP
M42 Duster	SP Twin 40 mm	9475	5000	M19	60 mm 1814	M101 / M102	105 mm Towed How	11500 / 15100	F-111 Aardvark	6 HP
FIM-43 Redeye	IR MANPAD		5500	M125 (SP) M29	81 mm 4737	M107	175 mm SP Gun	32700	F-14 Tomcat	20mm Gatling, 6 HP
FIM-92 Stinger	IR MANPAD		8000	M106 (SP) M30	107 mm 6800	M108	105 mm SP How	15000	F-15 Eagle	20mm Gatling, 10 HP
Avenger	IR MANPAD	?	?	120 mm 7700		M109 (SP) M198 (T)	155 mm How	18100 / 30000	F-16 Falcon	20mm Gatling, 7 HP
M730 Chaparral	IR		12000	FASCAM	SIZE	M110 (SP) M115 (T)	203 mm How	21300	F-4 Phantom II	6 HP
MIM-104 Patriot	Command		160000	VOLCANO	1125M x 125M	M114	155 mm How	14600	F-5 Tiger	2x20mm, 7 HP
MIM-14B Nike-Herc	Command		145000	GATOR	650M x 200M	M59	155 mm Gun	22000	F-8 Crusader	4x20mm, 6 HP
MIM-23 Hawk	Semi Active		32000	MOPMS	70M x 35M	?	MRLS	30000	F/A-18 Hornet	1 x20mm Gatling, 9 HP
				RAAM / ADAM	400M x 400M					

MOPP LEVELS

MOPP Equipment	MOPP Ready	MOPP 0	MOPP 1	MOPP 2	MOPP 3	MOPP 4
Mask	Carried	Carried	Carried	Carried	Worn ¹	Worn
Over- garment	Ready ³	Available ⁴	Worn ¹	Worn ¹	Worn ¹	Worn
Vinyl Overboot	Ready ³	Available ⁴	Available ⁴	Worn	Worn	Worn
Gloves	Ready ³	Available ⁴	Available ⁴	Available ⁴	Available ⁴	Worn

¹ In hot weather coat or hood can be left open for ventilation.

² The CPU is worn under ACUs

³ Must be available to the soldier within two hours. Second set available in 6 hours.

⁴ Within arms reach of soldier.