

**Basic Airsoft Training Handbook**

**July, 2011**

**Version 1.2**



## Foreword

The reason I'm making this handbook is due to my perspective of Airsoft. What really attracts me in Airsoft is not shooting plastic pellets at people and hurting them, but being able to work with people to accomplish an objective using military tactics and techniques. I also enjoy carrying military gear, although with a lot less than the actual weight of what soldiers carry on the field, to understand the physical demand of a soldier. This is also what I'm interested in doing for my dissertation in sports medicine. In addition, I enjoy shooting sports, especially practical shooting, but I can't use a real gun because my home country, Taiwan, outlaws private ownership of firearms. Airsoft provides me the opportunity to pursue my interest without breaking laws.

Since I started participating in Airsoft games in the spring of 2010, I noticed the lack of team work in many teams, even in a national game such as Operation: Climb to Glory at Ft. Drum, NY. The reason, I believe, is not due to lack of knowledge of military tactics and techniques, but appropriate training methodology. In order to fix this problem, I've consulted numerous military materials, such as field manuals and multimedia resources, attended several clinics and seminars, and the highly acclaimed "*Paintball and Airsoft Battle Tactics*" by Larsen et al. I've come to the conclusion that the military materials are very detailed but too complex for average Airsoft players, and the civilian resources lacks a systematic approach to training. This handbook is based on Army Training Circular 7-9: Live-fire Training, but modified so that it can be easily applied to Airsoft gaming.

I hope this handbook will motivate more Airsoft players to seek not only advancing their own skills, but also the collective prowess of their teams.

HOOAH!

Gordon "PMO Gordo" Huang

## Acknowledgement

First, I'd like to thank the nice gentlemen on Western Pennsylvania Airsoft (WPA) Community Forum, such as Angus, Drake5150, Spears (who unfortunately has to leave the sport due to work), and many others, for introducing me to the wonderful sport of Airsoft. Second, I'd like to thank my Selective Assault Force (SAF) teammates: LesPaul, CY72, Cheech, TwoShot, Sunday, Time103, Warlock, DeAtHMaTch, DrummerGunner, and BigBird. Without their participation in the training camp and input, it will be very difficult to complete this handbook. Third, I'd like to thank the Mercer Airsoft Center owner Mr. Whalon for allowing me to build target stands and expand the range on his field.

For Erik on Minnesota Airsoft Association Forum, thank you for showing me the Basic Airsoft Training Course system. It really helps me in designing my own training program and writing this handbook.

For DOC\_MURRAY, Ssgt Fry, [NAVY veteran – Ben?], silvertip83, and miyagi on WPA forum, and Jeem from High Risk Training, you gentlemen are awesome instructors. Thank you for holding the training events and sharing your military or law enforcement knowledge and experience with me. You inspire me to write this handbook and hold a training event for SAF.

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## Table of Contents

Foreword .....	3
Acknowledgement .....	4
1. Introduction .....	7
2. Preparation .....	9
3. Shoot.....	15
3.1 Reload .....	17
3.2 Shooting Positions and Drills .....	21
3.3 Barricade Drills.....	29
4. Communication .....	31
4.1 Arm-and-hand Signals .....	31
4.2 Challenge / Passwords.....	35
4.3 Radio Communication .....	37
5. Individual Movement Technique.....	41
5.1 Individual Movement Technique.....	41
6. Buddy Team Battle Drills .....	45
6.1 React to Contact .....	47
6.2 Knock out a Position / Bunker .....	53
6.3 Break Contact .....	57
6.4 Enter and Clear a Room.....	61
7. Fire Team Battle Drills.....	65
7.1 Fire Team Formations.....	67
7.2 React to Contact .....	71
7.3 Knock out a Position / Bunker .....	75
7.4 Break Contact .....	79
7.5 Enter and Clear a Room.....	83
8. Squad Battle Drills .....	89
8.1 Squad Formations.....	91

8.2 React to Contact .....	95
8.3 Knock out a Position / Bunker .....	99
8.4 Break Contact .....	103
8.5 Clearing Multiple Buildings.....	107
9. After Action Review .....	111
Appendix 1. Training field set up example .....	113
Appendix 2. Target stand .....	114
Appendix 3. Barricade .....	115
Appendix 4. Fire team battle drills run-through set-up example.....	116
Appendix 5. Squad battle drills run-through set-up example .....	117
Appendix 6. Phonetic Alphabet and Numerals .....	118
Appendix 7. Common Prowords.....	120
Appendix 8. AAR Observation Worksheet.....	121
Appendix 9. Improvement Plan Matrix .....	122
References .....	123

## 1. Introduction

The main focus of this handbook is to provide a simple yet effective way to train two Airsoft squads simultaneously. The bulk of the handbook consists of battle drills instead of lengthy description of tactics. Practicing these battle drills once a month or even better, before every game, will help your team become the dominating force during the game. During Airsoft game play, the pace is so fast and the environment is so chaotic that trying to teach your teammate tactics is a futile effort – the enemy will be right at your doorstep before you get everyone understand the concept. Hence, you must get everyone react to battlefield conditions without thinking before the games using the battle drills described in the handbook.

The author wrote this handbook with the intention of conducting a one-day training camp. If time is limited, the readers should focus mainly on Chapter 7 “Fire Team Battle Drills” to reap the most benefit. That being said, the author encourages readers to follow the order of the chapters to conduct their training. Chapter 2 “Preparation” describes the personnel and equipment organization, training site set-up, and an example of training schedule. Chapter 3 “Shoot” helps readers to develop marksmanship. Chapter 4 “Communication” helps readers to communicate effectively with their teammates. Chapter 5 “Individual Movement Technique” demonstrates the skills to move tactically for individual Airsoft operator. Chapter 3, 4, and 5 build the basis for Chapter 6 to 8 “Buddy Team Battle Drills”, “Fire Team Battle Drills”, “Squad Battle Drills”. All training must be evaluated after being conducted, or else the lessons learned will be forgotten. Hence, the final chapter 9 “After Action Review” provides key points for conducting a fruitful AAR.

This handbook is not intended to be a comprehensive manual, but a quick reference to be used while conducting training. The information provided in this handbook is only tip of the iceberg of military tactics, techniques, and procedures, as well as one of the many ways to accomplish tasks. It is intended for newly-formed Airsoft teams as a basis to build their own SOPs. Considering the fact that it is almost impossible to have the whole Airsoft team present at every game, and working with non-affiliated players is the usual case, this handbook will also help conducting last minute practice to incorporate the non-affiliated players into the team. The author also assumed that the readers already have knowledge of most of the individual tasks, so only key points of the tasks are provided. Readers are encouraged to consult the references provided at the end to learn or re-familiarize with the individual tasks.

# Disclaimer: the term “operators” in this handbook refers to Airsoft players applying military tactics, techniques, and procedures to their game play, and is not to be confused with Special Forces operators. The author did not intend to show disrespect to Special Forces operators.

## Note



## 2. Preparation

### 1. Observer / Controller (OC)

- Should be familiar with the content of this handbook and/or beyond
- One per squad if possible
- Squad leaders can act as OCs if a non-affiliated personnel are not available

### 2. Trainee rosters and chain-of-command

#### a. Squad 1

Call sign	Role	Primary weapon
1-1 Actual	Squad Leader	Rifle
1-1 Alpha 1	Alpha Team Leader	Rifle
1-1 Alpha 2	Alpha SAW Gunner	SAW
1-1 Alpha 3	Alpha Grenadier	M203
1-1 Alpha 4	Alpha Rifleman	Rifle
1-1 Bravo 1	Bravo Team Leader	Rifle
1-1 Bravo 2	Bravo SAW Gunner	SAW
1-1 Bravo 3	Bravo Grenadier	M203
1-1 Bravo 4	Bravo Rifleman	Rifle
1-1 Romeo*	RTO	Rifle

1-1 Mike*	Medic	Rifle
*RTO and Medic are optional depending on the game rules		

## b. Squad 2

Callsign	Role	Primary weapon
1-2 Actual	Squad Leader	Rifle
1-2 Alpha 1	Alpha Team Leader	Rifle
1-2 Alpha 2	Alpha SAW Gunner	SAW
1-2 Alpha 3	Alpha Grenadier	M203
1-2 Alpha 4	Alpha Rifleman	Rifle
1-2 Bravo 1	Bravo Team Leader	Rifle
1-2 Bravo 2	Bravo SAW Gunner	SAW
1-2 Bravo 3	Bravo Grenadier	M203
1-2 Bravo 4	Bravo Rifleman	Rifle
1-2 Romeo	RTO	Rifle
1-2 Mike	Medic	Rifle
*RTO and Medic are optional depending on the game rules		

c. Chain-of-command

- i. During combat, any member of the squads may be required to assume command of the squad or the fire team until the chain of command can be re-established
- ii. The squad chain-of-command is
  1. Squad leader
  2. Alpha team leader
  3. Bravo team leader
  4. Alpha SAW gunner
  5. Bravo SAW gunner
  6. Alpha Grenadier
  7. Bravo Grenadier
  8. Alpha Rifleman
  9. Bravo Rifleman
- iii. Assumption of Command. When it is necessary for a new leader to assume command of the squad or the fire team, if and when the situations allows it, he will accomplish the following tasks:
  1. Inform higher headquarters of the change
  2. Reestablish the squad chain of command and ensure all subordinates are made aware of changes
  3. Check the squad's security and the emplacement of key weapons
  4. Check the squad's equipment and personnel status
  5. Pinpoint the squad's location
  6. Assess the squad's ability to continue the mission

3. Gear requirement:

- a. Automatic Electric Gun (AEG) - Your AEG must be of good quality, in good working order and present a realistic appearance

- b. 1 CHARGED Battery (at least one spare recommended)
  - c. 3 or more AEG Magazines of any type: standards, midcaps, or hicaps. If you have more, we suggest you bring them
  - d. 6000 rounds (2 bags) of BBs minimum
  - e. Hydration System or canteen - must be able to carry a minimum of two quarts or more water on your person at all times
  - f. Load Carrying Equipment - any style or type, so long as it's a tactical/military design. Your LCE must be able to carry your 3 AEG magazines and hydration at a minimum. Gear may be any color or camo pattern
  - g. BDU Uniform - any style or camo pattern, as long as it is military. No hunting camo or civilian clothes may be worn during training
  - h. Eye Protection - Must meet ANSI z.81.1 requirements. Full-face is optional. No mesh goggles
  - i. Waiver
  - j. Footwear: Must be military style combat boots. Hiking or other outdoor footwear are acceptable if they present a military appearance (no neon colors). No tennis shoes, cleats, or other civilian type shoes
  - k. Recommended, but not required:
    - i. BB Loader: If you run standard or mid cap mags you should have a speed loader accessible.
    - ii. Food
    - iii. Binocular or monocular: for observing hits and misses during marksmanship training and OPFOR positions
    - iv. Other Gear- Pack everything else you would bring to a large-scale scenario game.
4. Training field (see Appendix 1 for example)
5. Training aids:
- a. Target stands and barricades (see Appendix 2 and 3 for example), or pie plates hanged on trees if wood land is used.
  - b. Air horn: for signaling starting or ending of a scenario.
    - i. One honk: Start of the scenario
    - ii. Two honks: End of the scenario
    - iii. Three honks: Emergency. Take your mags out and clear your chambers. Wait for further instruction.

## 6. Schedule

Time	Event
0900 – 1000	Training field set up, OCs' meeting
1000 – 1030	Roll call, orientation, safety, roster assignments(Chapter 2)
1030 – 1200	Shoot (Chapter 3)
1200 – 1300	Lunch break, radio communication (Chapter 4)
1300 – 1400	Communication (Chapter 4)
1400 – 1600	Move (Chapter 5, 6, 7, 8): crawl-through and walk-through
1600 – 1800	Move (Chapter 7, 8): run-through
1800 - 1900	Site Recovery & Dismissal

## 7. Force-on-force (run-through) training set up

- a. Fire team training – OPFOR consists of a buddy team for each scenario (see Appendix 4 for example)
- b. Squad training - OPFOR consists a fire team for each scenario (see Appendix 5 for example)
- c. Trainee squads alternate roles after one squad complete all scenarios
- d. OPFOR can change their firing sectors or positions, but they must remain in their buildings
- e. There are brief breaks between each scenario for conducting AAR and allowing both sides to reorganize and consolidate

## Note

### 3. Shoot

1. Four rules of gun safety
  - a. Always assume a gun is loaded.
  - b. Never point your gun at anything you do not intend to shoot.
  - c. Be aware of your target and what is beyond it.
  - d. Keep your finger off the trigger until you are on target and ready to fire.
  
2. Other safety rules
  - a. Be aware of ricochets
  - b. Never sweep your muzzle across your teammates.
  - c. When crossing a large obstacle, hand off your gun to your buddy before crossing.
  
3. Drills start with crawl/talk-through and then walk-through. There is no run-through.
  - a. Crawl/Talk-through: The OCs demonstrate the drills and have operators go through the drills with unloaded guns. The emphasis is on proper technique.
  - b. Walk-through: The operators practice the drills with loaded guns. Stationary targets are used. The emphasis now includes marksmanship

## Note



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## 3.1 Reload

### **Task**

- Reload

### **Conditions**

- Given the operators are compelled to reload his guns

### **Standards:**

- Reloaded guns with the technique described

### **Task Steps:**

1. Types of reloads
  - a. Speed reload
    - i. Used when the magazine in the gun runs dry
    - ii. Release magazine catch and drop the magazine
    - iii. Grab a fresh magazine from the most accessible pouch
    - iv. Insert and fire
  - b. Tactical reload
    - i. Used when the magazine in the gun is half-emptied
    - ii. Grab a fresh magazine from a pouch less accessible
    - iii. Cross the magazine with the one on the gun
    - iv. Release the magazine on the gun and rotate your wrist by 90 degrees
    - v. Insert the new magazine and replace the old magazine in the pouch
2. Related techniques
  - a. Indexing the magazines
    - i. Used when there's a lull
    - ii. Bumping fresh magazines to the more accessible pouches
  - b. Magazine, pouches and their positions
    - i. Magazines' concave side should be facing LEFT (if right dominant)
    - ii. Pouches on the left waist (Figure 3-1)

Figure 3-1. Magazine orientation on the waist



- iii. Pouches on the chest rig or vest (Figure 3-2)

Figure 3-2. Magazine orientation on the chest rig or vest



### **Setup Instructions**

- The training is performed on dynamic shooting range (Figure 3-9)

### **Crawl/Talk-through Instructions**

- The OCs demonstrate the techniques first, and then the operators practice them

### **Walk-through Instructions**

- N/A

**Run-through Instructions**

- N/A

**Performance Measures****GO****NO-GO**

1. Performed the reloading drills with smooth movement

\_\_\_\_\_

\_\_\_\_\_

2. Performed the reloading drills without dropping magazines

\_\_\_\_\_

\_\_\_\_\_

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## Note

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## 3.2 Shooting Positions and Drills

### **Task**

- Shooting positions and drills

### **Conditions**

- Given a variety of shooting positions and drills

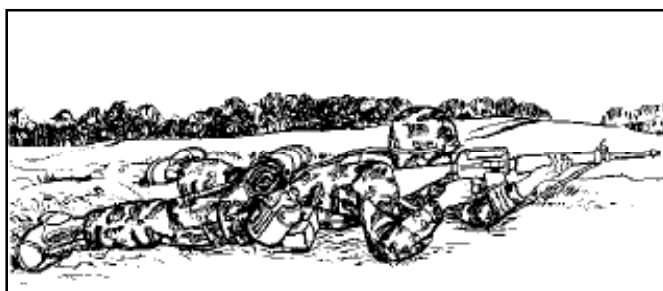
### **Standards:**

- Performed the shooting positions and drills
- Demonstrated marksmanship

### **Task Steps:**

1. Shooting positions
  - a. Prone position (Figure 3-3)
    - i. Keeping a low profile
    - ii. Toes are pointed outward for stability
    - iii. Elbows are providing firm support for the gun

Figure 3-3. Prone position

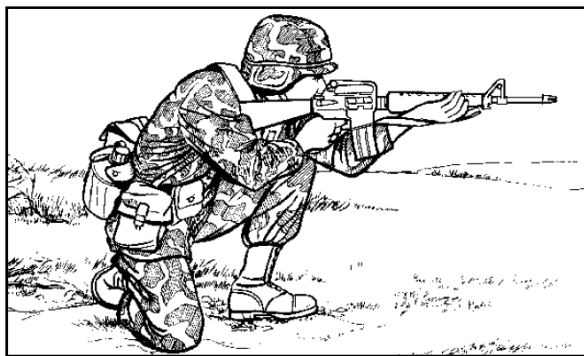


- b. Standing/kneeling positions (Figure 3-4 and 3-5)
  - i. AEG is properly shouldered
  - ii. Weak side foot is forward
  - iii. No “chickenwing”
  - iv. Weak side elbow is pointing down

Figure 3-4. Standing position



Figure 3-5. Kneeling position



- c. High ready (Figure 3-6)
  - i. Front sight is just below the eyes
  - ii. Buttstock is under the armpit
  - iii. Rotates the stock up (not the muzzle down)
  - iv. Best suited for the lineup outside of a building, room, or bunker entrance.

Figure 3-6. High ready position



- d. Low ready (Figure 3-7)
  - i. Muzzle is below the belt line
  - ii. Stock is positioned ready to go into the shoulder
  - iii. Smooth shouldering (don't jerk)
  - iv. Best suited for movement inside of buildings

Figure 3-7. Low ready position



- e. Short-stocking (Figure 3-8)
  - i. Muzzle is pointed forward
  - ii. Rifle buttstock is rested above or on the outside of the upper arm
  - iii. Best suited when using a full-size rifle for room clearing or maneuvering through tight spots

Figure 3-8. Short-stocking



- f. Use of sight
  - i. Avoid getting “tunnel vision”
  - ii. Look over the sight
  - iii. Using tip of the rear iron sight for rapid aimed fire
- g. Shoulder transfer
  - i. Alternate hand positions on the hand guard and grip
  - ii. Lift rifle butt up and transfer to the other shoulder
  - iii. Rifle sling length may need adjusting

## 2. Shooting Drills

- a. Standing to kneeling
  - i. Drop down on strong-side knee
- b. Standing to prone
  - i. Kneel down on both knees
  - ii. Use left hand to break the fall
  - iii. When coming back up, get to kneeling position first and search and assess
- c. React/box drills
  - i. Turn head first to identify and locate the target
  - ii. Turn body to align with the head with explosive movement
  - iii. Bring rifle up at the same time
- d. Moving/move drills
  - i. Yell out “moving” when ready, and move forward when the OCs yell “move”
  - ii. Safety on when moving
  - iii. Stop and fire at the target when the OCs yell “threat”
  - iv. Avoid looking through sight when moving
- e. Lateral movement
  - i. Side step, but do not cross legs
  - ii. Minimize rising and falling of the body
  - iii. Aim in the opposite direction of the movement
- f. Adverse angle movement
  - i. Walking in the lateral direction while turning upper body to face the targets
  - ii. Minimize rising and falling of the body

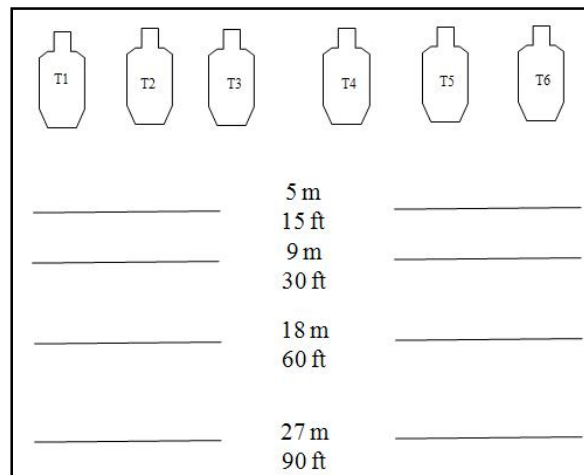


- iii. Need to engage the target earlier if it is presented on the dominant side

### **Setup Instructions**

- The training is performed on the dynamic shooting range (see Figure 3-9)
- The 15-, 30-, 60-, and 90-foot lines are spray-painted on the ground

Figure 3-9. Dynamic shooting range.



### **Crawl/Talk-through Instructions**

- The OCs demonstrate the techniques first, and then the operators practice them

### **Walk-through Instructions**

- The sequence of the drills is show below (Figure 3-10)
- The OCs pair up operators. One operator shoots while the other observes the hits and misses and assists the shooter in adjusting his aim.
- All personnel wear eye protection. The range is “hot” through the entire course.
- Load only 30 rounds in each magazine
- May fire single shots or short bursts. Reload as will. Magazine change order can be initiated.
- When moving forward to the next firing point, make sure weapons are safe and everyone stays on line. All movement forward after 60 feet uses either high ready or low ready

Figure 3-10. Shooting positions and drills sequence

15 Feet
Prone, supported (sandbag) to check sights
Adjust sights and repeat prone, supported
Shooting standing
Reaction/box drills
Lateral movement
Adverse angle movement
30 Feet
Shooting kneeling and standing
Standing to kneeling
Reaction/box drills
Lateral movement
Adverse angle movement
60 Feet
Shooting kneeling and standing
Standing to kneeling
Standing to prone
90 Feet
Shooting kneeling and standing
Standing to kneeling
Standing to prone
Walk and fire from 90 to 15 feet

**Performance Measures****GO****NO-GO**

1. Follow gun safety rules.

\_\_\_\_\_

\_\_\_\_\_

2. Performed the shooting positions and drills with smooth movement.

\_\_\_\_\_

\_\_\_\_\_

3. Demonstrated marksmanship.

\_\_\_\_\_

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**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## Note

### 3.3 Barricade Drills

#### Task

- Barricade drills

#### Conditions

- Given several barricades to utilize for shooting

#### Standards:

- Utilized barricades with proper techniques

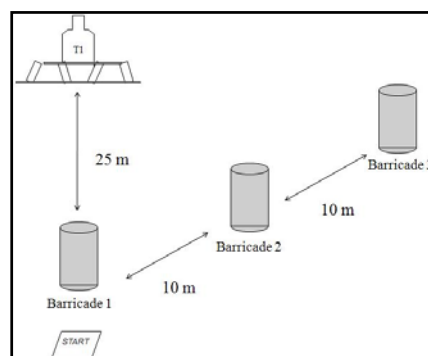
#### Task Steps:

1. Barricades
  - a. Expose only some upper body
  - b. Avoid “chicken wing”
  - c. Transition to left or right shoulder as necessary
  - d. Reload behind cover

#### Setup Instructions

- The training is performed on the dynamic shooting range with barricades (see Figure 3-11)

Figure 3-11. Dynamic shooting range with barricades



**Crawl/Talk-through Instructions**

- The OCs demonstrate the techniques first, and then the operators practice them

**Walk-through Instructions**

- The OCs pair up operators. One operator shoots while the other observes the hits and misses and assists the shooter in adjusting his aim.
- Operators use the prone position for the first barricade, the kneeling position for the second barricade, and the standing position for the third barricade.
- All personnel wear eye protection. The range is “hot” through the entire course.
- Load only 30 rounds in each magazine
- May fire single shots or short bursts. Reload as will. Magazine change order can be initiated.

**Performance Measures****GO      NO-GO**

1. Follow gun safety rules.	_____	_____
2. Expose only some upper body.	_____	_____
3. Reload behind cover.	_____	_____
4. Demonstrated marksmanship.	_____	_____

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## 4. Communication

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### 4.1 Arm-and-hand Signals

#### Task

- Arm-and hand signals

#### Conditions

- Given a requirement to use arm-and-hand signals

#### Standards:







- Performed the proper arm-and-hand signals and formations and actions corresponding to the signals

#### Task Steps:

1. Ensure the operators you are signaling can see you.
2. Perform the visual signals for conversation, formation and action as follows:
  - a. Perform conversation signals (Figure 4-1)





Figure 4-1. Conversation Hand-and-arm Signals

			
Attention	You	Me	I understand

			
I don't understand	Listen or I hear	Watch or I see	Need ammo
			
Door	Window		

b. Perform formation signals (Figure 4-2)




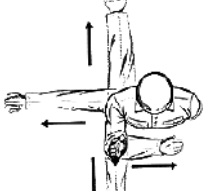




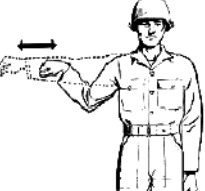
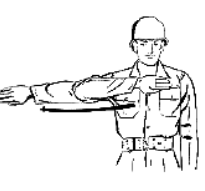


Figure 4-2. Formation Hand-and-arm Signals

			
Wedge formation	File formation	Line formation	Stack up



c. Perform the following action signals (Figure 4-3)

Figure 4-3. Action Hand-and-arm Signals

			
Crouch or Prone	Stop	Freeze	Disperse
			
Come	Hurry up	Cover me	Commence Firing
			
Maneuver to [direction]	Shift fire to [direction]	Cease firing	Rally

3. Perform the formations and actions corresponding to the signals

### **Setup Instructions**

- N/A

### **Crawl/Talk-through Instructions**

- The OCs split the operators in groups of four

- The OCs tell the fire team leaders the actions to perform. The fire team leaders executes the actions using arm-and-hand signals

**Walk-through Instructions**

- N/A

**Run-through Instructions**

- N/A

**Performance Measures****GO****NO-GO**

1. Executed proper conversation signals.
2. Executed proper formation signals.
3. Executed proper action signals.

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## 4.2 Challenge / Passwords

### **Task**

- Challenge / passwords

### **Conditions**

- Given poor visibility

### **Standards:**

- Utilized number combination or running password to identify friend or foe

### **Task Steps:**

1. Ensure the operators cannot see each other
2. Identify friend or foe utilizing number combination, or running password as follows:
  - a. Utilize number combination
    - i. The leader specifies an odd number. The challenge can be any number less than the specified number.
    - ii. The password is the number that must be added to it to equal the specified number, e.g. the number is 7, the challenge is 3, and the password is 4.
  - b. Utilize running password
    - i. The leader specifies a running password
    - ii. This code word alerts a unit that friendly operators are approaching in a less than organized manner and possibly under pressure.
    - iii. The number of Soldiers approaching follows the running password. e.g. if the running password is "Ranger," and five friendly Soldiers are approaching, they would say "Ranger five."

### **Setup Instructions**

- N/A

**Crawl/Talk-through Instructions**

- The OCs split the operators by pairs, and have them practice utilizing number combination or running password

**Walk-through Instructions**

- N/A

**Run-through Instructions**

- N/A

**Performance Measures**

**GO**      **NO-GO**

1. Utilized number combination.

\_\_\_\_\_

2. Utilized running password.

\_\_\_\_\_

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## 4.3 Radio Communication

### **Task**

- Radio communication

### **Conditions**

- Given scenarios requiring radio communication

### **Standards:**

- Entered a radio net, sent a message, and left a radio net using the proper call signs, prowords, and phonetic alphabet and numerals with 100 percent accuracy

### **Task Steps:**

1. Set up radios properly
  - a. Correct channels and / or sub-channels
  - b. Turn off VOX and call tunes
2. Learn the proper prowords, and phonetic alphabet and numerals (see Appendix 6 and 7)
3. Perform the following radio conversation:
  - a. Radio check: Before heading into the field, out on patrol, or after changing the settings on your radio, it is wise to perform a radio check with a member of your team

Sender	Recipient
[Recipient], this is [Sender]; Radio check, over.	<p>[Sender], this is [Recipient]. Reading you loud and clear, over.</p> <p>(If the sender's transmission is clear and understandable)</p> <p>-or-</p> <p>[Sender], this is [Recipient]. Transmission is weak and unreadable. Adjust your radio and try again, over.</p> <p>(If the sender's transmission is unreadable and not clear)</p>
Roger, out.	

- b. SALUTE Reports: SALUTE reports are designed to make reporting enemy activity easier to relay and understand

SALUTE Report	
S	SIZE of enemy force. (Avoid using "squad" or "platoon". Try to use exact numbers)
A	ACTIVITIES of the enemy (If enemy is moving, relay direction and mode of travel. Be specific, e.g. "patrolling 200 feet south of the prison on foot headed north")
L	LOCATION (use rivers, objectives, trails or structures as landmarks when reporting)
U	UNIFORM/UNIT IDENTIFICATION (Describe what they are wearing, and special insignia)
T	TIME (e.g. "Sighted 2 minutes ago at 2040 hrs.")

E	EQUIPMENT the enemy is utilizing. (Leave nothing out, Report all weapon types, how much ammunition they appear to be carrying, any grenades or accessories visible)
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Sender	Recipient
[Recipient], this is [Sender]. Come in over.	[Sender], this is [Recipient]. Send it
[Recipient], this is [Sender]. We have approximately 9 enemy riflemen patrolling 200 feet south of the prison on foot headed north wearing green camouflage. Sighted 2 minutes ago at 2040 hrs. They are carrying m-4 type weapons and a light machine-gun. How copy over?	[Sender], this is [Recipient]. I copy [repeat report]. [Recipient] out.

- c. SITREP Reports: commonly used to describe a current situation in a military Area of Operation is Situation Report, or SITREP. It should include but is not limited to who, how, when, what, where and why

Sender	Recipient
[Recipient], this is [Sender]. Come in over.	[Sender], this is [Recipient]. Go ahead.
[Recipient], this is [Sender]. Standby for SITREP.	[Sender], this is [Recipient]. Ready to copy, send it.
[Recipient], this is [Sender]. We have reached the prison. BREAK. The woods east of the prison have been cleared and we have sustained 2 casualties from enemy forces. BREAK. Our ammunition is low and we need a resupply. How copy over?	[Sender], this is [Recipient]. I copy your SITREP, WAIT ONE.  [Sender], this is [Recipient]. I am sending you ammo, ETA one minute, over.
Roger, out.	

**Setup Instructions**

- Position operational radio sets in different rooms or tents or at least 70 feet apart outside.
- Obtain call signs (as shown in Chapter 2 "Preparation") and radio channels.

**Crawl/Talk-through Instructions**

- The OCs split the operators in pairs and have them practice all radio communication scripts

**Walk-through Instructions**

- N/A

**Run-through Instructions**

- N/A

**Performance Measures****GO****NO-GO**

1. Set up radios properly: correct channels and/or sub-channels, VOX and call tones turned off
2. Entered a radio net, sent a message, and left a radio net using the proper call signs, prowords, and phonetic alphabet and numerals

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**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## 5. Individual Movement Technique

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### 5.1 Individual Movement Technique

#### **Task**

- Individual movement technique

#### **Conditions**

- Given a tactical situation where the operator must approach an enemy position across varied terrain

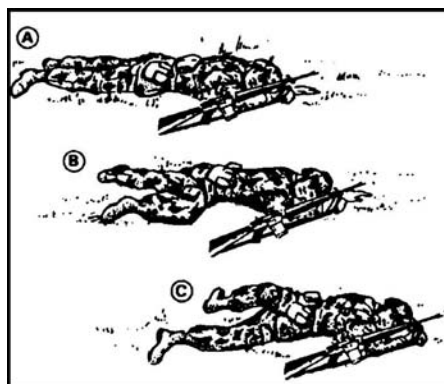
#### **Standards:**

- Performed all four individual movement techniques

#### **Task Steps:**

1. Determine the correct individual movement technique.
  - a. Select the low crawl (Figure 5-1) when—
    - i. The route provides cover or concealment less than 1 foot high.
    - ii. Visibility provides the enemy good observation.
    - iii. Speed is not required

Figure 5-1. Low crawl



- b. Select the high crawl (Figure 5-2) when—
  - i. The route provides cover and concealment.
  - ii. Poor visibility reduces enemy observation.
  - iii. Speed is required, but the terrain and vegetation are suitable only for the low crawl.

Figure 5-2. High crawl



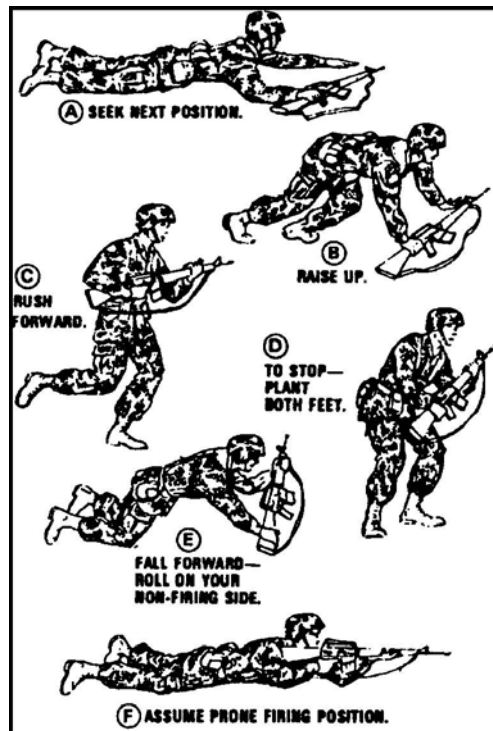
- c. Select the modified high crawl (Figure 5-3) when—
  - i. The route provides cover and concealment.
  - ii. Poor visibility reduces enemy observation.
  - iii. Speed and stealth are required

Figure 5-3. Modified high crawl



- d. Select the rush (Figure 5-4) when—
  - i. You must cross open areas.
  - ii. Time is critical.

Figure 5-4. Rush



### Setup Instructions

- N/A

### Crawl/Talk-through Instructions

- The operators perform all four individual movement technique for 10 meters each

### Walk-through Instructions

- N/A

### Run-through Instructions

- N/A

<b><u>Performance Measures</u></b>	<b><u>GO</u></b>	<b><u>NO-GO</u></b>
1. Used the low crawl	_____	_____
2. Used the high crawl	_____	_____
3. Used the modified high crawl	_____	_____
4. Used the rush	_____	_____

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

## 6. Buddy Team Battle Drills

1. Team work starts with buddy team.
2. Buddy teams are the basis of fire teams, squads, platoons, and companies.
3. Operators must first have a basic knowledge of individual movement techniques, and be comfortable with firing and moving next to one another
4. Operators in a buddy team should practice communicating with each other as well as with their fire team leader
5. Drills start with crawl/talk-through and then walk-through. There is no run-through because the techniques are used again in fire team battle drills.
  - a. Crawl/Talk-through: The OCs demonstrates the battle drills and has operators go through the drills with unloaded guns. The emphasis is on communication and coordination
  - b. Walk-through: The operators practice the battle drills with loaded guns. Stationary paper targets are used. The emphasis now includes marksmanship

## Note

## 6.1 React to Contact

### Task

- React to contact (visual or direct fire)

### Conditions

- The buddy team as part of a notional fire team is stationary or moving in formations
  - The buddy team makes visual contact with the enemy
  - The buddy team receives direct fire from the enemy

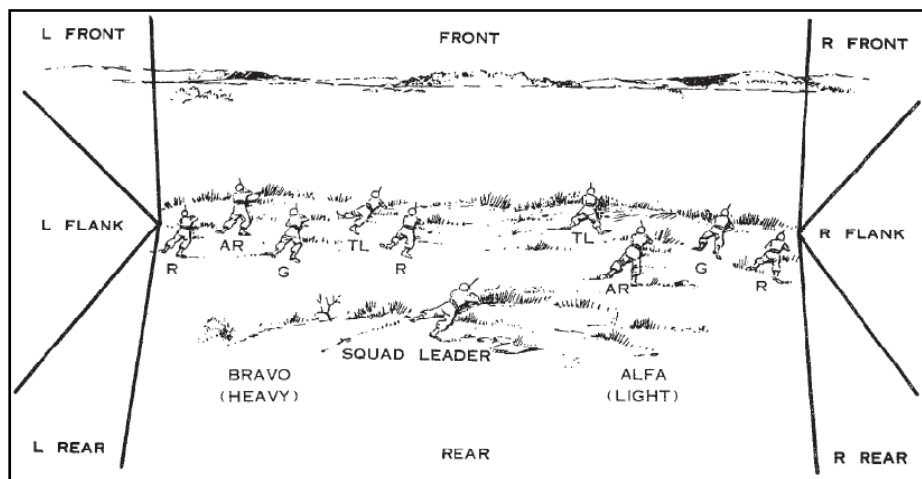
### Standards:

- Visual - The buddy team destroys the enemy with a hasty ambush
- Direct fire - The buddy team immediately seeks cover and returns "well-aimed" fire.

### Task Steps:

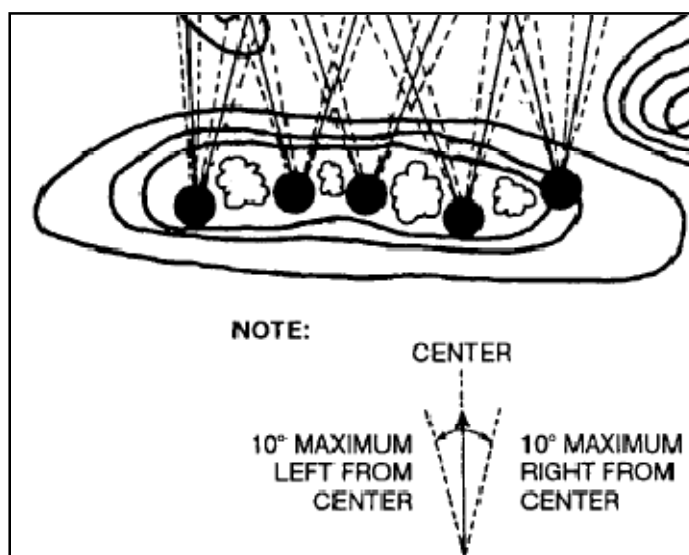
1. Immediately upon making visual contact with the enemy or receiving direct fire, any operator who sees the enemy announces "CONTACT" with a general direction and distance to enemy, e.g. "CONTACT, RIGHT FRONT, 25 METERS." (see Figure 6-1 for directional terminology)

Figure 6-1. Directional terminology



2. When the enemy is unaware of the buddy team's existence, all operators take cover and wait for their fire team leader's instruction. When under fire, all operators take cover and simulate returning fire or return fire. The operators only fire in their sectors depicted below (Figure 6-2) unless instructed by their fire team leader otherwise.

Figure 6-2. Fire distribution



3. The fire team leader can adjust fire as needed. Operators fire in the direction provided by the leader, e.g. "TWO TANGO, RIGHT FRONT, 25 METERS, FIRE." If operators cannot get a good aim of the enemy due to the nature of the cover, they can utilize the "high-low corner technique" as show below (Figure 6-3).



Figure 6-3. High-Low corner technique

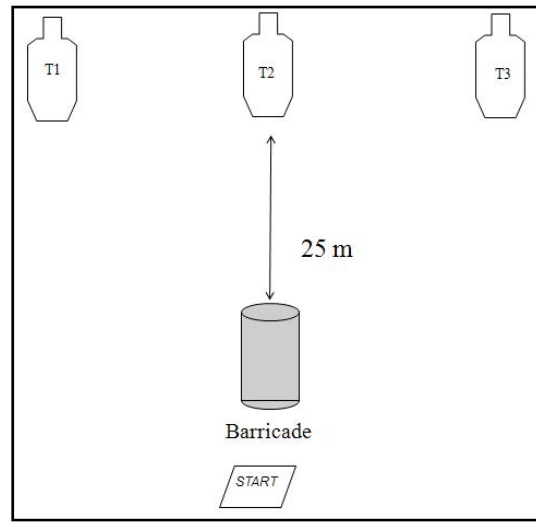


4. All operators discharge rapid fire upon contact. For a rapid rate of fire, the operators count one second between each round or burst, e.g. "BANG-BANG-BANG, one thousand one, BANG-BANG-BANG" (the operator yells out BANG-BANG during crawl/talk-through)
5. As the fire team leader deems the enemy successfully suppressed, he announces: "SUSTAINED FIRE". The operators count four seconds between each round or burst, e.g. "BANG-BANG-BANG, one thousand one, one thousand two, one thousand three, one thousand four, BANG-BANG-BANG". The success of suppressive fire can be determined by:
  - a. The return rate of fire and accuracy of fire from the enemy position
  - b. The amount of friendly casualties
6. If an operator in the buddy team needs to reload or has a malfunction, he announces: "CHECK!" The other operator must take over his sector and increase rate of fire. When the operator completes reloading or fixes the malfunction, he announces: "READY!" They buddy team then return to their previous sectors.

### **Setup Instructions**

- One stationary target is positioned respectively at 12 o'clock, 2 o'clock, and 10 o'clock at 100 feet from the buddy team (see Figure 6-4)
- For walk-through, load only 30 rounds into each magazine

Figure 6-4. Buddy team react to contact battle drill

**Crawl/Talk-through Instructions**

- The operators yell “BANG-BANG-BANG” instead of firing their weapons.

**Walk-through Instructions**

- The fire team leader randomly picks the pairs of targets at each position and directs the operators’ fire until each target is hit.
- The operators attempt to hit their designated targets whenever they fire their weapons

**Run-through Instructions**

- n/a

**Performance Measures****GO**      **NO-GO**

- |   |       |       |
|---|-------|-------|
| 1. Yell out enemy’s locations   | _____ | _____ |
| 2. The fire team leader gives proper directions and rates of fire for the fire team | _____ | _____ |
| 3. Demonstrated fire control and discipline   | _____ | _____ |

<b><u>Performance Measures</u></b>	<b><u>GO</u></b>	<b><u>NO-GO</u></b>
4. Demonstrated marksmanship	_____	_____
5. The fire team leader gives accurate report of the situation	_____	_____

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

## Note

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## 6.2 Knock out a Position / Bunker

### **Task**

- Knock out a position / bunker

### **Conditions**

- The buddy team as part of a notional fire team comes into contact with a enemy behind a cover or in a bunker
- They are instructed by their fire team leader to maneuver and eliminate the enemy

### **Standards**

- The buddy team utilizes fire-and-movement technique to knock out the position / bunker

### **Task Steps**

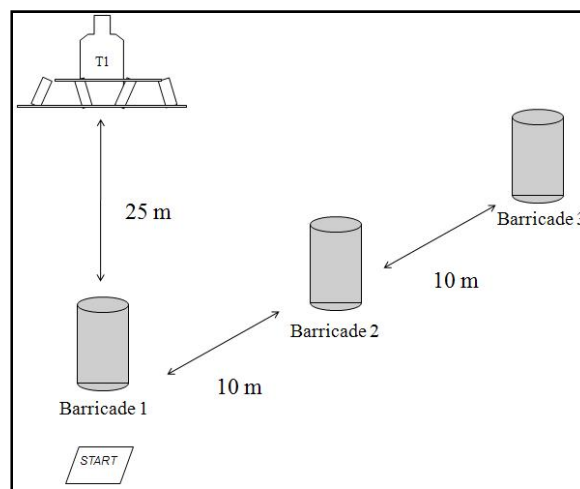
1. The buddy team initiates contact.
2. One operator establishes a base of fire. The operator sustains suppressive fires at the lowest possible level
3. The fire team leader determines that the buddy team can maneuver by identifying
  - a. Enemy positions / bunkers, other supporting positions, and any obstacles.
  - b. Size of the enemy force engaging the buddy team.
  - c. A vulnerable flank of the position / bunker.
  - d. A covered and concealed flanking route to the flank of the position / bunker.
4. The fire team leader communicates the movement plan to the buddy team using oral commands and / or hand signals, e.g. "ALPHA THREE AND FOUR, BOUND TOWARD THE BARRICADE AT THE RIGHT OF THE BUNKER, 20 METERS".
5. The senior operator, as the assaulting element of the buddy team, announces: "MOVING!"

6. The other operator of the buddy team, as the base-of-support element of the buddy team, responds while increasing rate of fire: "MOVE!"
7. The assaulting operator moves toward the next available cover within supporting range of the base-of-fire operator. The cover should be on the covered and concealed route toward the position / bunker. The assaulting operator yells "SET!" when in position. The assaulting operator now becomes the base-of-fire element.
8. The original base-of-fire element now becomes the assaulting element, and move toward the next cover using the "MOVING", "MOVE", "SET" oral commands to coordinate actions.
9. The buddy team continues bounding toward the flank of the position / bunker and take action to knock out the position / bunker
10. If an operator in the buddy team needs to reload or has a malfunction, he announces: "CHECK!" The other operator must maintain his position and provide covering fire. When the operator completes reloading or fixes the malfunction, he announces: "READY!" They buddy team then continue their action.

### **Setup Instructions**

- Barricades or covered positions
- One stationary targets positioned behind the barricade (see Figure 6-5)
- For walk-through, load only 30 rounds into each magazine

Figure 6-5. Buddy team knock out a position / bunker battle drill



**Crawl/Talk-through Instructions**

- The operators yell “BANG-BANG-BANG” instead of firing their weapons.

**Walk-through Instructions**

- The operators attempt to hit their designated targets whenever they fire their weapons

**Run-through Instructions**

- n/a

<b><u>Performance Measures</u></b>	<b><u>GO</u></b>	<b><u>NO-GO</u></b>
1. Selected an appropriate movement route or axis of advance.	—	—
2. Utilized oral commands and /or hand signals to coordinate movement.	—	—
3. Covered the assault element's movement with fire.	—	—
4. Moved only when covered by the base-of-fire element.	—	—

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

## Note



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## 6.3 Break Contact

### **Task**

- Break contact

### **Conditions**

- The buddy team as part of a notional fire team comes into contact with enemy behind cover or in a bunker
- They are instructed by their fire team leader to break contact with the enemy

### **Standards:**

- The buddy team utilizes fire-and-movement technique to break contact

### **Task Steps:**

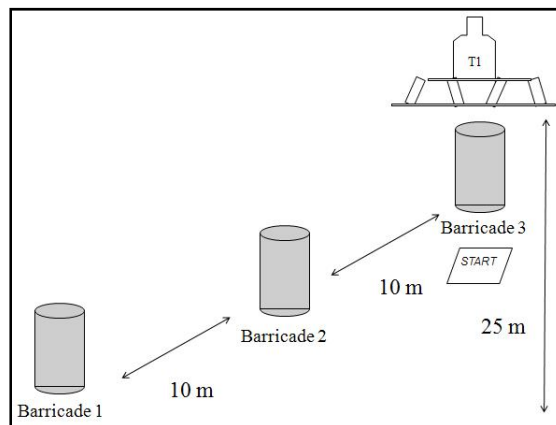
1. The buddy team initiates contact. The buddy team is instructed to break contact with the enemy
2. One operator establishes a base of fire. The base-of-fire operator sustains suppressive fires at the lowest possible level
3. The fire team leader determines that the buddy team can maneuver by identifying
  - a. Enemy positions / bunkers, other supporting positions, and any obstacles.
  - b. Size of the enemy force engaging the fire team.
  - c. A covered and concealed route to break contact with the enemy.
4. The fire team leader communicates the movement plan to the buddy team using oral commands and / or hand signals, e.g. "ALPHA THREE AND FOUR, BREAK CONTACT TO MY LEFT REAR, 50 METERS".
5. The senior operator, as the maneuvering element of the buddy team, announces: "MOVING!"
6. The other operator of the buddy team, as the base-of-support element of the buddy team, responds while increasing rate of fire: "MOVE!"

7. The maneuvering operator moves toward the next available cover within supporting range of the base-of-fire operator. The cover should be on the covered and concealed route toward the position / bunker. The maneuvering operator yells “SET!” when in position. The maneuvering operator now becomes the base-of-fire element.
8. The original base-of-fire element now becomes the maneuvering element, and move toward the next cover using the “MOVING”, “MOVE”, “SET” oral commands to coordinate actions.
9. The buddy team continues bounding toward the location specified by the fire team leader
10. If an operator in the buddy team needs to reload or has a malfunction, he announces: “CHECK!” The other operator must maintain his position and provide covering fire. When the operator completes reloading or fixes the malfunction, he announces: “READY!” They buddy team then continue their action.

### **Setup Instructions**

- Barricade or covered positions
- One stationary targets positioned behind the barricade (see Figure 6-6)
- For walk-through, load only 30 rounds into each magazine

Figure 6-6. Buddy team break contact battle drill



### **Crawl/Talk-through Instructions**

- The operators yell “BANG-BANG-BANG” instead of firing their weapons.

**Walk-through Instructions**

- The operators attempt to hit their designated targets whenever they fire their weapons

**Run-through Instructions**

- n/a

**Performance Measures****GO****NO-GO**

- |  |       |       |
|--|-------|-------|
| 1. Selected an appropriate movement route or axis of advance.          | _____ | _____ |
| 2. Utilized oral commands and /or hand signals to coordinate movement. | _____ | _____ |
| 3. Covered the assault element's movement with fire.                   | _____ | _____ |
| 4. Moved only when covered by the base-of-fire element                 | _____ | _____ |

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

## Note

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## 6.4 Enter and Clear a Room

### **Task**

- Enter and Clear a Room

### **Conditions**

- The buddy team is tasked with entering and clearing a room

### **Standards:**

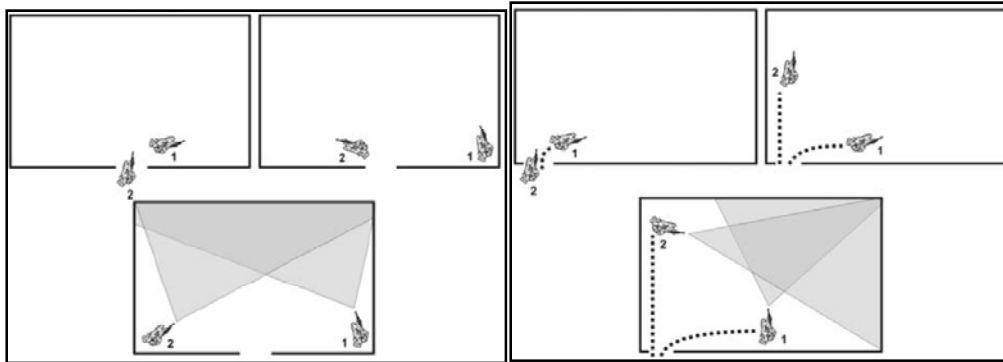
- The buddy team secures and clears the room by killing or capturing the enemy, while minimizing friendly casualties

### **Task Steps:**

1. The buddy team stacks up by the doorway.
2. When #1 is ready, he leans back toward #2
3. When #2 is ready, he leans forward toward #1
4. Following this, there are two conditions
  - a. Deploying hand grenade: #2 signals and announces, "GRENADE". #2 moves forward, cooks off at least one grenades, throws the grenade into the room and announces, "FRAG OUT." The buddy team waits for the grenade to go off.
  - b. Not deploying hand grenade: #2 leans forward toward #1.
5. The clearing team enters and clears the room.
6. The first two operators enter the room almost simultaneously.
  - a. The first operator enters the room and moves left or right along the path of least resistance to one of two corners. He assumes a position of domination facing into the room. During movement he eliminates all immediate threats.

- b. The second operator (normally the team leader) enters the room immediately after the first operator. He moves in the opposite direction of the first operator to his point of domination. During movement he eliminates all immediate threats in his sector (Figure 6-7). Note: If the first or second Soldier discovers that the room is small or a short room (such as a closet or bathroom), he announces, "Short room" or "Short." The clearing team leader informs the third and fourth operators whether or not to stay outside the room or to enter.

Figure 6-7. Points of domination and sectors of fire (buddy team, center door (left figure); corner door (right figure))



7. The senior operator announces "CLEAR" when all enemies are down

### **Setup Instructions**

- A "glass room" marked with barrier tape
- One stationary target positioned at various positions inside the room
- Dummy hand grenade
- For walk-through, load only 30 rounds into each magazine

### **Crawl/Talk-through Instructions**

- Dummy hand grenade is used

### **Walk-through Instructions**

- The OCs randomly pick one operator as the casualty as the operators clear the room
- Dummy hand grenade is used

**Run-through Instructions**

- n/a

**Performance Measures****GO****NO-GO**

- |  |       |       |
|--|-------|-------|
| 1. Moved through point of entry without lagging.                                   | _____ | _____ |
| 2. Took up point of domination in the room.  | _____ | _____ |
| 3. Cleared corner before moving to point of domination.                            | _____ | _____ |
| 4. Move out of point of entry and / or the other operators' path upon taking a hit | _____ | _____ |

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## Note



## 7. Fire Team Battle Drills

1. A fire team is the smallest maneuver element that has command and control.
2. The fire team battle drills integrates collective fires with collective movement techniques.
3. The fire team leader should practice communicating with his operators as well as squad leader
4. Drills start with crawl/talk-through, walk-through, and end with run-through
  - a. Crawl/Talk-through: The OCs demonstrate the battle drills and have operators go through the drills with unloaded guns. The emphasis is on communication and coordination
  - b. Walk-through: The operators practice the battle drills with loaded guns. Stationary paper targets are used. The emphasis now includes marksmanship
  - c. Run-through: The operators conduct force-on-force training against a smaller OPFOR unit (e.g. a buddy team).

## Note

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## 7.1 Fire Team Formations

### **Task**

- Move as a fire team

### **Conditions**

- Given a designated position in a moving fire team

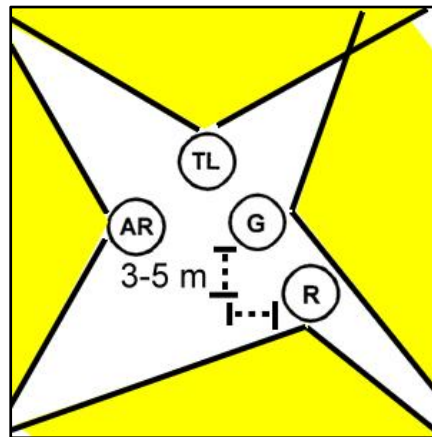
### **Standards:**

- React immediately to the fire team leader's oral commands or hand signals, and change formations accordingly

### **Task Steps:**

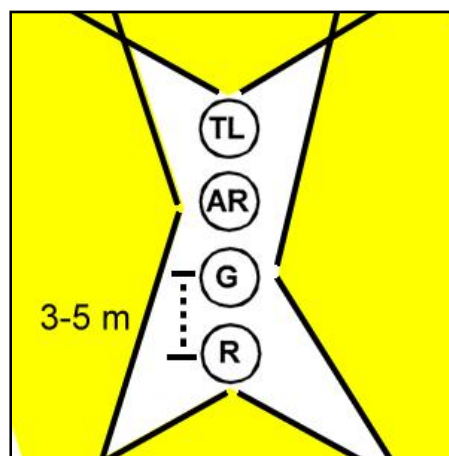
1. Fire team formations describe the relationship of the operators in the fire team to each other. Each operator should maintain a distance of 3-5 meters relative to each other. Each operator must also watch his designated sector, while maintaining visual contact with the team leader for his orders. The forth man should turn and look at the fire team's rear sector every 10 paces when on the move, and face the rear sector at the halt. The third man has the duty to tap the fourth man to alert him when the fire team is on the move again.
  - a. Fire team wedge (Figure 7-1). This is the basic fire team formation, which
    - i. Is easy to control
    - ii. Is flexible
    - iii. Allows immediate fires in all directions
    - iv. Offers all-round local security

Figure 7-1. Fire team wedge



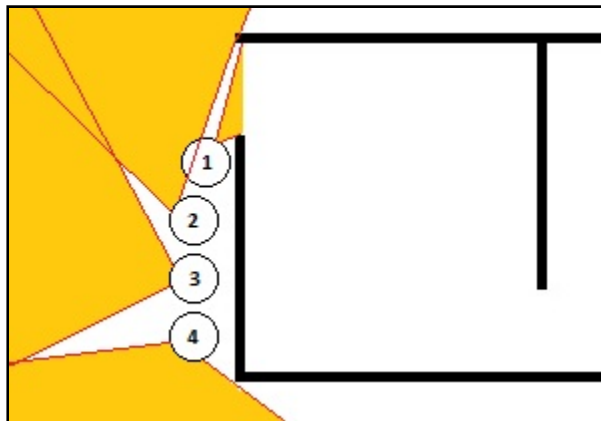
- b. Fire team file (Figure 7-2). The file
- i. Provides maximum control
  - ii. Provides minimum frontage. It is the easiest formation to use in close terrain or vegetation
  - iii. Facilitates speed of movement
  - iv. Is less flexible than the wedge
  - v. Provides immediate fires to flanks, but masks most operators' fires to the front and rear

Figure 7-2. Fire team file



- c. Room clearing stack-up (Figure 7-3).
- i. The first man watched the door, with his weapon pointing at the door knob.
  - ii. The second man provides long security for the front of the stack
  - iii. The third man provides lateral security - for the side of the stack.
  - iv. The fourth man provided rear security
  - v. The operators should maintain close body contact to facilitate communication for room clearing

Figure 7-3. Room clearing stack-up



#### **Setup Instructions**

- N/A

#### **Crawl/Talk-through Instructions**

- The OCs tell the fire team leader the formations to perform. The fire team leader executes the drill using oral commands or hand signals

#### **Walk-through Instructions**

- N/A

#### **Run-through Instructions**

- N/A

**Performance Measures****GO****NO-GO**

1. Maintain the appropriate interval within the formation based on visibility, terrain, and the team leader's instructions and signals.

\_\_\_\_\_

\_\_\_\_\_

2. Maintain visual contact with the team leader.

\_\_\_\_\_

\_\_\_\_\_

3. Watch respective sectors as dictated by each position.

\_\_\_\_\_

\_\_\_\_\_

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

## 7.2 React to Contact

### Task

- React to contact (visual or direct fire)

### Conditions

- The fire team is stationary or moving in formations
  - The fire team makes visual contact with the enemy
  - The fire team receives direct fire from the enemy

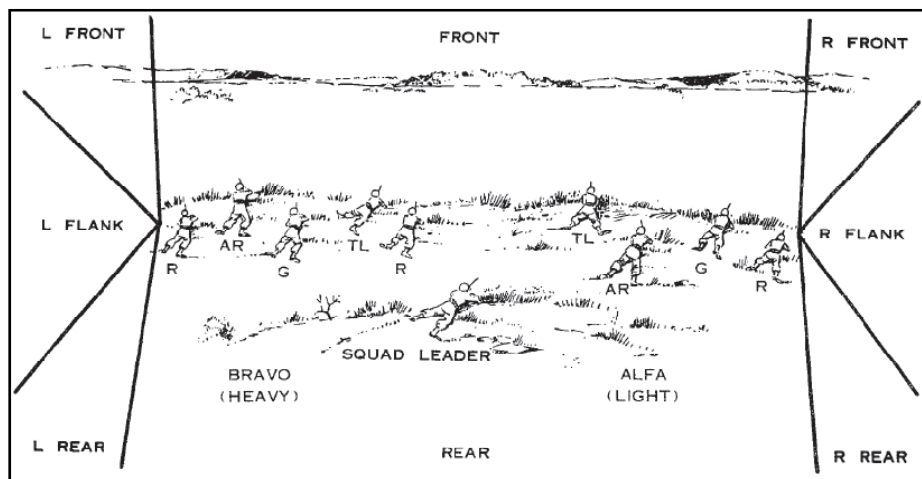
### Standards:

- Visual - The fire team destroys the enemy with a hasty ambush
- Direct fire - The fire team immediately seeks cover and returns "well-aimed" fire. The fire team leader reports the contact to the squad leader.

### Task Steps:

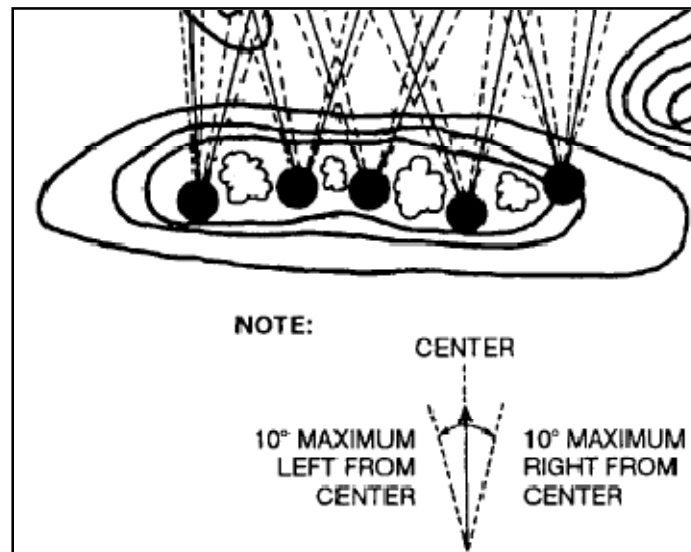
1. Immediately upon making visual contact with the enemy or receiving direct fire, any operator who sees the enemy announces "CONTACT" with a general direction and distance to enemy, e.g. "CONTACT, RIGHT FRONT, 25 METERS." (see Figure 7-4 for directional terminology)

Figure 7-4. Directional terminology



2. When the enemy is unaware of the fire team's existence, all operators take cover and wait for their fire team leader's instruction. When under fire, all operators take cover and simulate returning fire or return fire. The operators only fire in their sectors depicted below (Figure 7-5) unless instructed by their fire team leader otherwise.

Figure 7-5. Fire distribution



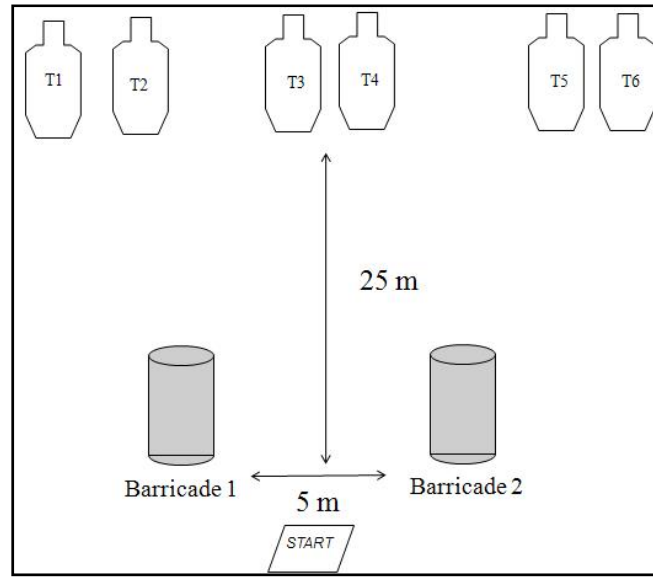
3. The fire team leader can adjust fire as needed. Operators fire in the direction provided by the leader, e.g. "TWO TANGO, RIGHT FRONT, 25 METERS, FIRE."
4. All operators discharge rapid fire upon contact. For a rapid rate of fire, the operators count one second between each round or burst, e.g. "BANG-BANG-BANG, one thousand one, BANG-BANG-BANG" (the operator yells out BANG-BANG during crawl/talk-through)
5. As the fire team leader deems the enemy successfully suppressed, he announces: "SUSTAINED FIRE". The operators count four seconds between each round or burst, e.g. "BANG-BANG-BANG, one thousand one, one thousand two, one thousand three, one thousand four, BANG-BANG-BANG". The success of suppressive fire can be determined by:
  - a. The return rate of fire and accuracy of fire from the enemy position
  - b. The amount of friendly casualties
6. The squad leader approaches the fire team leader and asks for situation report. The fire team leader reports the enemy's size, activity, and location, e.g. "I SEE TWO TANGOS TAKING COVER, RIGHT FRONT, 25 METERS".



### **Setup Instructions**

- Two stationary targets are positioned respectively at 12 o'clock, 2 o'clock, and 10 o'clock at 100 feet from the fire team (see Figure 7-6 )
- For walk-through, load only 30 rounds in each magazine
- For run-through, OPFOR consists of four operators (see Appendix 4 for set up example)

Figure 7-6. Fire team react to contact battle drill



### **Crawl/Talk-through Instructions**

- The operators yell “BANG-BANG-BANG” instead of firing their weapons.

### **Walk-through Instructions**

- The fire team leader randomly picks the pairs of targets at each position and directs the operators’ fire until each target is hit.
- The operators attempt to hit their designated targets whenever they fire their weapons

### **Run-through Instructions**

- The OPFOR must be placed at a tactically possible position
- No spawn for both operators and OPFOR

**Performance Measures****GO****NO-GO**

1. Yell out enemy's locations

\_\_\_\_\_

\_\_\_\_\_

2. The fire team leader gives proper directions and rates of fire for the fire team

\_\_\_\_\_

\_\_\_\_\_

3. Demonstrated fire control and discipline

\_\_\_\_\_

\_\_\_\_\_

4. Demonstrated marksmanship

\_\_\_\_\_

\_\_\_\_\_

5. The fire team leader gives accurate report of the situation

\_\_\_\_\_

\_\_\_\_\_

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## 7.3 Knock out a Position / Bunker

### **Task**

- Knock out a position / bunker

### **Conditions**

- The fire team as part of a notional squad comes into contact with enemy behind cover or in a bunker
- They are instructed by their squad leader to maneuver and eliminate the enemy

### **Standards:**

- Without smoke grenade - The fire team utilizes fire-and-movement technique to knock out the position / bunker
- With smoke grenade - The fire team utilizes smoke to screen its movement to the position / bunker's flank and knock out the position / bunker

### **Task Steps:**

Without smoke grenade –

1. The fire team initiates contact.
2. One buddy team establishes a base of fire. The base-of-fire buddy team sustains suppressive fires at the lowest possible level
3. The fire team leader determines that he can maneuver by identifying
  - a. Enemy positions / bunkers, other supporting positions, and any obstacles.
  - b. Size of the enemy force engaging the fire team.
  - c. A vulnerable flank of the position / bunker.
  - d. A covered and concealed flanking route to the flank of the position / bunker.
4. The fire team leader communicates the movement plan to his fire team using oral commands and / or hand signals, so that one buddy team moves while the other one provides covering fire, e.g. "ALPHA, BOUND TOWARD THE BARRICADE AT THE RIGHT OF THE BUNKER, 20 METERS", "MOVING!"

5. The senior operator of the base-of-fire buddy team, while increasing rate of fire, responds, "MOVE!"
6. The assaulting buddy team moves toward the next available cover within supporting range of the base-of-fire buddy team. The cover should be on the covered and concealed route toward the position / bunker. The fire team leader yells "SET!" when in position. The assaulting buddy team now becomes the base-of-fire element.
7. The original base-of-fire buddy team now becomes the assaulting element, and move toward the next cover using the "MOVING", "MOVE", "SET" oral commands to coordinate actions.
8. The fire team continues bounding toward the flank of the position / bunker and take action to knock out the position / bunker
9. The fire team leader reorganizes his fire team and reports to the squad leader

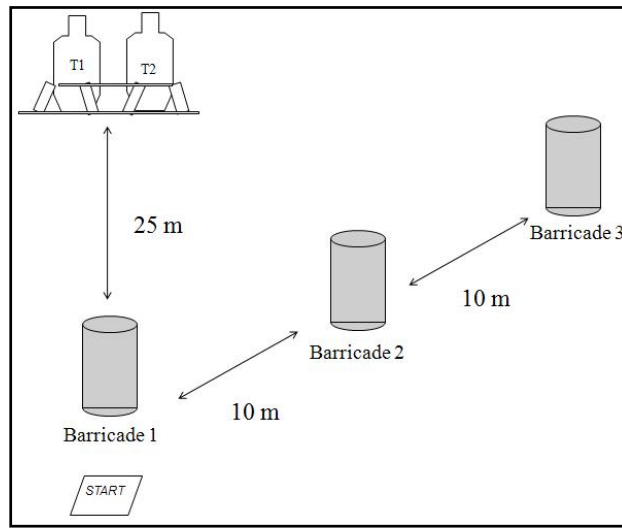
With smoke grenade –

1. The fire team initiates contact.
2. The fire team establishes a base of fire.
3. The fire team leader determines that he can maneuver by deploying smoke grenade to obscure the enemy's vision and moving to a vulnerable flank of the position / bunker
4. The fire team leader deployed smoke grenade and announces "SMOKE OUT".
5. The fire team waits for about 10 seconds for the smoke to develop
6. The fire team moves quickly to the flank of the position / bunker and take action to knock out the position / bunker.
7. The fire team leader reorganizes his fire team and reports to the squad leader

### **Setup Instructions**

- Barricades or covered positions
- Two stationary targets positioned behind a barricade (see Figure 7-7)
- For walk-through, load only 30 rounds in each magazine
- Dummy and functional smoke grenade
- OPFOR consist of two operators

Figure 7-7. Fire team knock out a position/bunker battle drill



### **Crawl/Talk-through Instructions**

- The operators yell “BANG-BANG-BANG” instead of firing their weapons.
- Dummy smoke grenade is used

### **Walk-through Instructions**

- The operators attempt to hit their designated targets whenever they fire their weapons
- Dummy smoke grenade is used

### **Run-through Instructions**

- The OPFOR must be placed at a tactically possible position
- No spawn for both operators and OPFOR
- Functional smoke grenade is used

<b><u>Performance Measures</u></b>	<b><u>GO</u></b>	<b><u>NO-GO</u></b>
1. Selected an appropriate movement route or axis of advance.	—	—
2. Utilized oral commands and /or hand signals to coordinate movement.	—	—
3. Covered the assault element's movement with fire.	—	—
4. Moved only when covered by the base-of-fire element or smoke.	—	—

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## 7.4 Break Contact

### **Task**

- Break contact

### **Conditions**

- The fire team as part of a notional squad comes into contact with enemy behind cover or in a bunker
- They are instructed by their squad leader to break contact with the enemy

### **Standards:**

- Without smoke grenade - The fire team utilizes fire-and-movement technique to break contact
- With smoke grenade - The fire team utilizes smoke to screen its movement to break contact

### **Task Steps:**

Without smoke grenade –

1. The fire team initiates contact. The fire team leader is instructed to break contact with the enemy
2. One buddy team establishes a base of fire. The base-of-fire buddy team sustains suppressive fires at the lowest possible level
3. The fire team leader determines that he can maneuver by identifying
  - a. Enemy positions / bunkers, other supporting positions, and any obstacles.
  - b. Size of the enemy force engaging the fire team.
  - c. A covered and concealed route to break contact with the enemy.
4. The fire team leader communicates the movement plan to his fire team using oral commands and / or hand signals, so that one buddy team moves while the other one provides covering fire, e.g. "ALPHA, BREAK CONTACT TO MY LEFT REAR, 50 METERS", "MOVING!"

5. The senior operator of the base-of-fire buddy team, while increasing rate of fire, responds, "MOVE!"
6. The maneuvering buddy team moves toward the next available cover within supporting range of the base-of-fire buddy team. The cover should be on the covered and concealed route toward the location specified by the fire team leader. The fire team leader yells "SET!" when in position. The maneuvering buddy team now becomes the base-of-fire element.
7. The original base-of-fire buddy team now becomes the maneuvering element, and move toward the next cover using the "MOVING", "MOVE", "SET" oral commands to coordinate actions.
8. The fire team continues bounding toward the location specified by the fire team leader
9. The fire team leader reorganizes his fire team and reports to the squad leader

With smoke grenade –

1. The fire team initiates contact. The fire team leader is instructed to break contact with the enemy
2. The fire team establishes a base of fire.
3. The fire team leader determines that he can maneuver by deploying smoke grenade to obscure the enemy's vision and break contact.
4. The fire team leader deployed smoke grenade and announces "SMOKE OUT".
5. The fire team waits for about 10 seconds for the smoke to develop
6. The fire team moves quickly to the location specified by the fire team leader.
7. The fire team leader reorganizes his fire team and reports to the squad leader

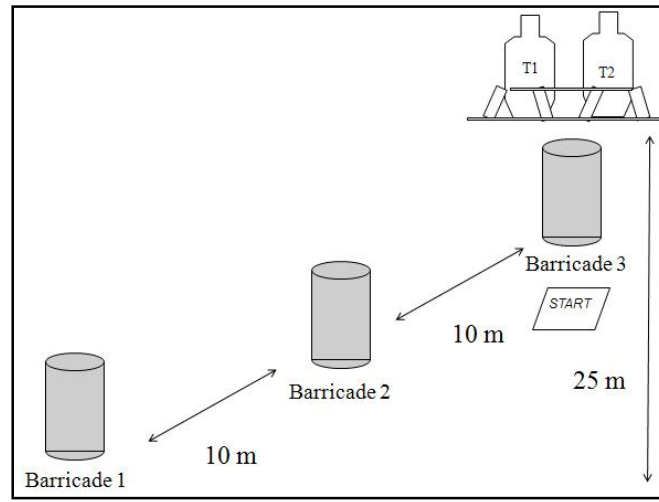
### **Setup Instructions**

- Barricades or covered positions
- Two stationary targets positioned behind the barricade (see Figure 7-8)



- For walk-through, load only 30 rounds in each magazine
- Dummy and functional smoke grenade
- OPFOR consist of two operators

Figure 7-8. Fire team break contact battle drill



### **Crawl/Talk-through Instructions**

- The operators yell “BANG-BANG-BANG” instead of firing their weapons.
- Dummy smoke grenade is used

### **Walk-through Instructions**

- The operators attempt to hit their designated targets whenever they fire their weapons
- Dummy smoke grenade is used
- The OCs randomly pick one or two operators as casualties. The operators must not leave anyone behind.

### **Run-through Instructions**

- The OPFOR must be placed at a tactically possible position
- No spawn for both operators and OPFOR
- Functional smoke grenade is used

<b><u>Performance Measures</u></b>	<b><u>GO</u></b>	<b><u>NO-GO</u></b>
1. Selected an appropriate movement route or axis of advance.	—	—
2. Utilized oral commands and /or hand signals to coordinate movement.	—	—
3. Covered the assault element's movement with fire.	—	—
4. Moved only when covered by the base-of-fire element or smoke.	—	—

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## 7.5 Enter and Clear a Room

### **Task**

- Enter and Clear a Room

### **Conditions**

- The fire team is tasked with entering and clearing a room

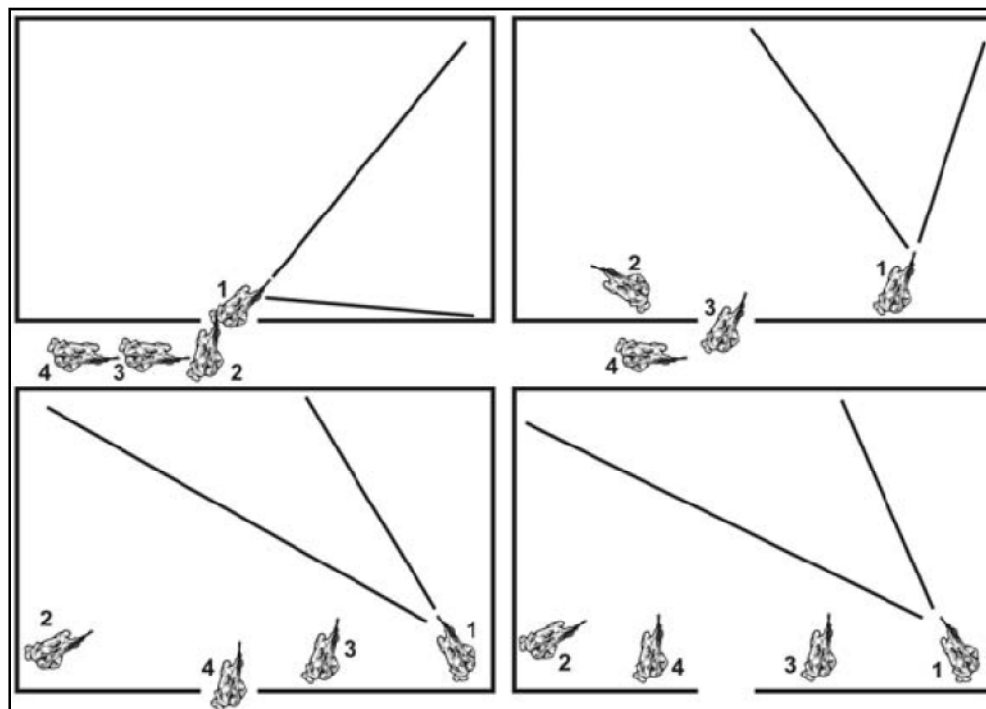
### **Standards:**

- The fire team secures and clears the room by killing or capturing the enemy, while minimizing friendly casualties

### **Task Steps:**

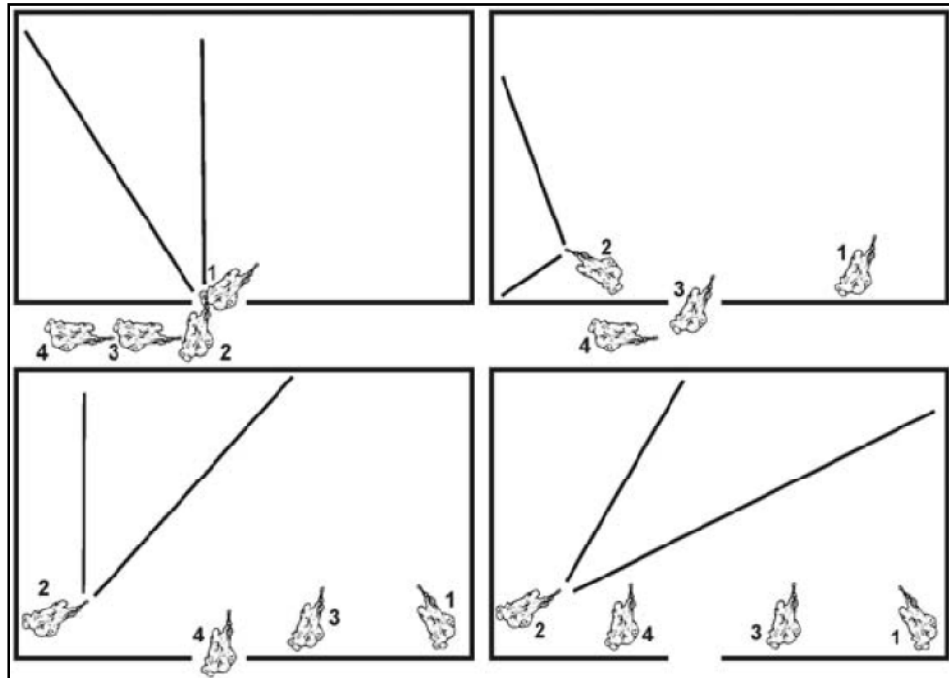
1. The fire team stacks up by the doorway. The rifleman is #1 and the grenadier is #3. If there's a machine gunner, he is #4. The fire team leader is normally #2.
2. When #1 is ready, he leans back toward #2, and #2 pass it on till it reaches to the last operator.
3. When #4 is ready, he leans forward toward #3, and #3 passes it on to #2.
4. Following this, there are two conditions
  - a. Deploying hand grenade: #2 signals and announces, "GRENADE". #3 moves forward, cooks off at least one grenades, throws the grenade into the room and announces, "FRAG OUT." The fire team waits for the grenade to go off.
  - b. Not deploying hand grenade: #2 leans forward toward #1.
5. The clearing team enters and clears the room.
6. The first two operators enter the room almost simultaneously.
  - a. The first operator enters the room and moves left or right along the path of least resistance to one of two corners. He assumes a position of domination facing into the room. During movement he eliminates all immediate threats (Figure 7-9).

Figure 7-9. First man enters a room, followed by team leader



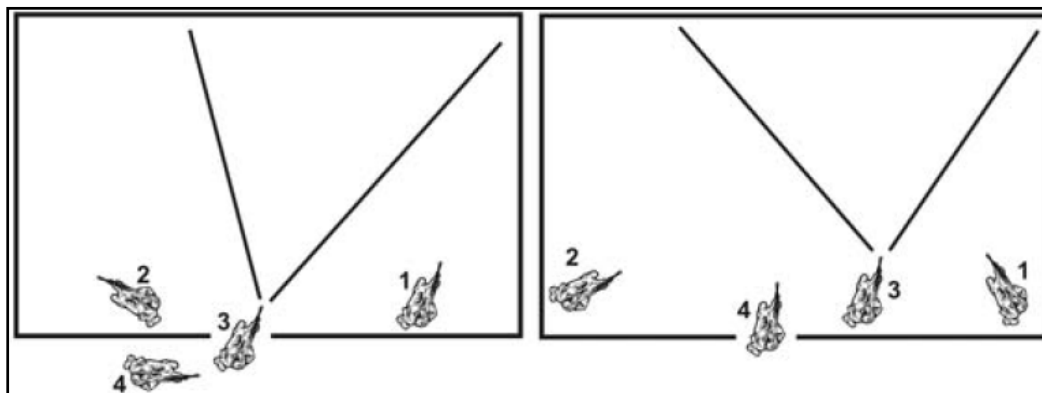
- b. The second operator (normally the team leader) enters the room immediately after the first operator. He moves in the opposite direction of the first operator to his point of domination. During movement he eliminates all immediate threats in his sector. Note: If the first or second Soldier discovers that the room is small or a short room (such as a closet or bathroom), he announces, "Short room" or "Short." The clearing team leader informs the third and fourth operators whether or not to stay outside the room or to enter. (Figure 7-10)

Figure 7-10. Second man (team leader) enters a room



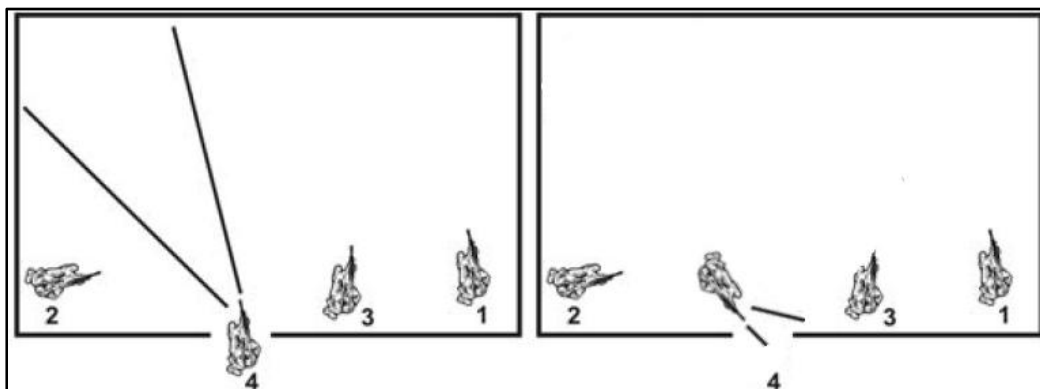
7. The third operator moves opposite direction of the second operator while scanning and clearing his sector as he assumes his point of domination (Figure 7-11).

Figure 7-11. Third man enters a room



8. The fourth operator moves opposite of the third operator to a position that dominates his sector, and turns around covering the point of entry (Figure 7-12).

Figure 7-12. Fourth man enters a room



9. The fire team leader announces "CLEAR" when all enemies are down

### **Setup Instructions**

- A "glass room" marked with barrier tape
- An actual room
- Two stationary targets positioned at various positions inside the room
- For walk-through, load only 30 rounds in each magazine
- Dummy or functional hand grenade
- OPFOR consists of two operators

### **Crawl/Talk-through Instructions**

- Dummy hand grenade is used

### **Walk-through Instructions**

- The OCs randomly pick one operator as the casualty as the operators clear the room
- Dummy hand grenade is used

### **Run-through Instructions**

- Functional hand grenade is used

**Performance Measures****GO****NO-GO**

- |  |       |       |
|--|-------|-------|
| 1. Moved through point of entry without lagging.                                   | _____ | _____ |
| 2. Took up point of domination in the room.  | _____ | _____ |
| 3. Cleared corner before moving to point of domination.                            | _____ | _____ |
| 4. Move out of point of entry and / or the other operators' path upon taking a hit | _____ | _____ |

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## Note



## 8. Squad Battle Drills

1. A squad is the smallest element that has the ability to provide fire power and last on the battlefield for an extended time.
2. The squad training reinforces the basis from fire team training.
3. The squad leader should practice communicating with team leaders as well as squad assets (if available) such as medics, RTO, and etc.
4. Drills start with crawl/talk-through, walk-through, and end with run-through
  - a. Crawl/Talk-through: The OCs demonstrate the battle drills and have operators go through the drills with unloaded guns. The emphasis is on communication and coordination
  - b. Walk-through: The operators practice the battle drills with loaded guns. Stationary paper targets are used. The emphasis now includes marksmanship
  - c. Run-through: The operators conduct force-on-force training against a smaller OPFOR unit (e.g. a buddy team).

## Note

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## 8.1 Squad Formations

### Task

- Move as a squad

### Conditions

- Given a designated position in a moving squad

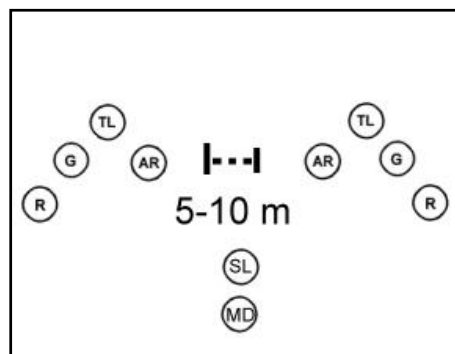
### Standards:

- React immediately to the squad leader's oral commands or hand signals, and change formations accordingly

### Task Steps:

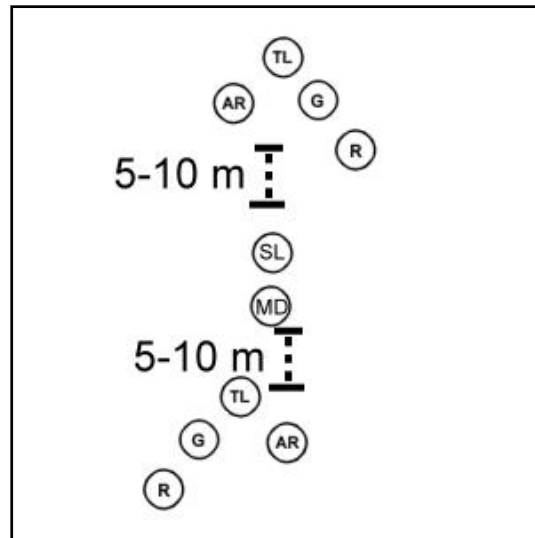
1. Squad formations describe the relationship of the fire teams to each other. Each fire team should maintain a distance of 10 meters relative to each other.
  - a. Squad line (Figure 8-1). This is the basic fire team formation, which
    - i. Is difficult to control
    - ii. Allows greater firepower to the front
    - iii. Can be used to reconnoiter a large area

Figure 8-1. Squad line



- b. Squad traveling overwatch (Figure 8-2). The file
- Provides control
  - Provides less frontage for close terrain or vegetation movement
  - Facilitates speed of movement

Figure 8-2. Squad traveling overwatch



### **Setup Instructions**

- N/A

### **Crawl/Talk-through Instructions**

- The OCs tell the squad leader the formations to perform. The squad leader executes the drill using oral commands or hand signals

### **Walk-through Instructions**

- N/A

### **Run-through Instructions**

- N/A

<b><u>Performance Measures</u></b>	<b><u>GO</u></b>	<b><u>NO-GO</u></b>
1. Maintain the appropriate interval within the formation based on visibility, terrain, and the squad leader's instructions and signals.	_____	_____
2. Maintain visual contact with the squad leader.	_____	_____

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

## Note

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## 8.2 React to Contact

### **Task**

- React to contact (visual or direct fire)

### **Conditions**

- The squad is stationary or moving in formations
  - The squad makes visual contact with the enemy
  - The squad receives direct fire from the enemy

### **Standards:**

- Visual - The squad destroys the enemy with a hasty ambush
- Direct fire - The squad immediately seeks cover and returns "well-aimed" fire. The fire team leader reports the contact to the squad leader.

### **Task Steps:**

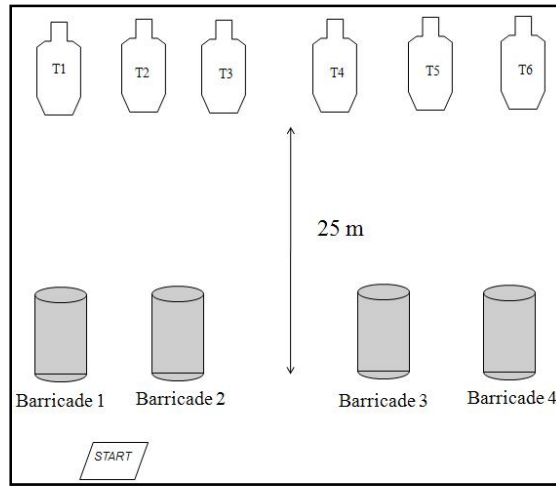
1. Immediately assume the nearest covered positions.
2. Return fire immediately on reaching the covered positions (if receiving direct fire from the enemy).
3. Team leader in contact locate and engage known or suspected enemy positions with well-aimed fire (if receiving direct fire from the enemy), and they pass information to the squad leader.
4. The squad leader moves up to the fire team in contact and links up with its leader.
5. The squad leader determines the next course of action.

### **Setup Instructions**

- Two stationary targets are positioned respectively at 12 o'clock, 2 o'clock, and 10 o'clock at 100 feet from the squad (see Figure 8-3)

- For walk-through, load only 30 rounds in each magazine
- For run-through, OPFOR consists of eight operators (see Appendix 5 for set up example)

Figure 8-3. Squad react to contact battle drill



### **Crawl/Talk-through Instructions**

- The operators are moving in squad traveling overwatch formation, and the trailing fire team is brought up alongside the leading fire team
- The operators yell “BANG-BANG-BANG” instead of firing their weapons

### **Walk-through Instructions**

- The operators are moving in squad traveling overwatch formation, and the trailing fire team is brought up alongside the leading fire team
- The fire team leaders randomly pick the pairs of targets at each position and direct the operators’ fire until each target is hit.
- The operators attempt to hit their designated targets whenever they fire their weapons

### **Run-through Instructions**

- The OPFOR must be placed at a tactically possible position
- No spawn for both operators and OPFOR



<b><u>Performance Measures</u></b>	<b><u>GO</u></b>	<b><u>NO-GO</u></b>
1. Yell out enemy's locations	_____	_____
2. The fire team leader gives proper directions and rates of fire for the fire team	_____	_____
3. Demonstrated fire control and discipline	_____	_____
4. Demonstrated marksmanship	_____	_____
5. The fire team leader gives accurate report of the situation	_____	_____

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## Note

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## 8.3 Knock out a Position / Bunker

### **Task**

- Knock out a position / bunker

### **Conditions**

- The squad comes into contact with enemy behind cover or in a bunker
- They are instructed by their squad leader to maneuver and eliminate the enemy

### **Standards:**

- Without smoke grenade - The squad utilizes fire-and-movement technique to knock out the position / bunker
- With smoke grenade - The squad utilizes smoke to screen its movement to the position / bunker's flank and knock out the position / bunker

### **Task Steps:**

Without smoke grenade –

1. The leading fire team initiates contact.
2. The leading fire team establishes a base of fire. The base-of-fire fire team sustains suppressive fires at the lowest possible level
3. The squad leader determines that he can maneuver by identifying
  - a. Enemy positions / bunkers, other supporting positions, and any obstacles.
  - b. Size of the enemy force engaging the fire team.
  - c. A vulnerable flank of the position / bunker.
  - d. A covered and concealed flanking route to the flank of the position / bunker.
4. The squad leader communicates the movement plan to his fire team leaders using oral commands and / or hand signals, so that one fire team moves while the other one provides covering fire, e.g. "ALPHA, BASE-OF-FIRE", "BRAVO, BOUND TOWARD THE BARRICADE AT THE RIGHT OF THE BUNKER, 20 METERS",

5. The maneuvering fire team continues bounding toward the flank of the position / bunker and take action to knock out the position / bunker
6. The fire team leaders reorganize their fire teams and reports to the squad leader

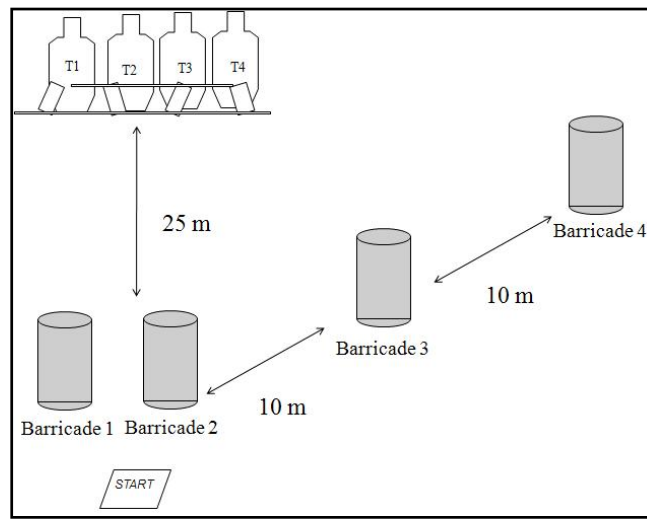
With smoke grenade –

1. The leading fire team initiates contact.
2. The leading fire team establishes a base of fire. The base-of-fire fire team sustains suppressive fires at the lowest possible level
3. The squad leader determines that he can maneuver by deploying smoke grenade to obscure the enemy's vision and moving to a vulnerable flank of the position / bunker
4. The squad leader deployed smoke grenade and announces "SMOKE OUT".
5. The squad waits for about 10 seconds for the smoke to develop
6. The squad moves quickly to the flank of the position / bunker and take action to knock out the position / bunker.
7. The fire team leaders reorganize their fire teams and reports to the squad leader

### **Setup Instructions**

- Barricade or covered positions
- Four stationary targets positioned behind the barricade (see Figure 8-4)
- For walk-through, load only 30 rounds in each magazine
- Dummy and functional smoke grenade
- OPFOR consist of four operators

Figure 8-4. Squad knock out a position/bunker battle drill

**Crawl/Talk-through Instructions**

- The operators yell “BANG-BANG-BANG” instead of firing their weapons.
- Dummy smoke grenade is used

**Walk-through Instructions**

- The operators attempt to hit their designated targets whenever they fire their weapons
- Dummy smoke grenade is used

**Run-through Instructions**

- The OPFOR must be placed at a tactically possible position
- No spawn for both operators and OPFOR
- Functional smoke grenade is used

<b><u>Performance Measures</u></b>	<b><u>GO</u></b>	<b><u>NO-GO</u></b>
1. Selected an appropriate movement route or axis of advance.	—	—
2. Utilized oral commands and /or hand signals to coordinate movement.	—	—
3. Covered the assault element's movement with fire.	—	—
4. Moved only when covered by the base-of-fire element or smoke.	—	—

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## 8.4 Break Contact

### **Task**

- Break contact

### **Conditions**

- The squad comes into contact with enemy behind cover or in a bunker
- They are instructed by their squad leader to break contact with the enemy

### **Standards:**

- Without smoke grenade - The squad utilizes fire-and-movement technique to break contact
- With smoke grenade - The squad utilizes smoke to screen its movement to break contact

### **Task Steps:**

Without smoke grenade –

1. The fire teams initiate contact. The fire team leaders are instructed to break contact with the enemy
2. The fire teams sustain suppressive fires at the lowest possible level
3. The squad leader determines that he can maneuver by identifying
  - a. Enemy positions / bunkers, other supporting positions, and any obstacles.
  - b. Size of the enemy force engaging the fire team.
  - c. A covered and concealed route to break contact with the enemy.
4. The squad leader communicates the movement plan to his fire team leaders using oral commands and / or hand signals, so that one fire team moves while the other one provides covering fire, e.g. "ALPHA, BASE-OF-FIRE", "BRAVO, BREAK CONTACT TO MY LEFT REAR, 50 METERS!"
5. The maneuvering fire team leader announces: "MOVING!"

6. The base-of-fire fire team leader, while increasing rate of fire, responds, "MOVE!"
7. The maneuvering fire team moves toward the next available cover within supporting range of the base-of-fire fire team. The cover should be on the covered and concealed route toward the location specified by the squad leader. The fire team leader yells "SET!" when in position. The maneuvering fire team now becomes the base-of-fire element.
8. The original base-of-fire fire team now becomes the maneuvering element, and move toward the next cover using the "MOVING", "MOVE", "SET" oral commands to coordinate actions.
9. The squad continues bounding toward the location specified by the squad leader
10. The fire team leaders reorganize their fire teams and reports to the squad leader

With smoke grenade –

1. The fire teams initiate contact. The fire team leaders are instructed to break contact with the enemy
2. The fire teams sustain suppressive fires at the lowest possible level
3. The squad leader determines that he can maneuver by deploying smoke grenade to obscure the enemy's vision and break contact.
4. The squad leader deployed smoke grenade and announces "SMOKE OUT".
5. The squad waits for about 10 seconds for the smoke to develop
6. The squad moves quickly to the location specified by the squad leader.
7. The fire team leaders reorganize their fire teams and report to the squad leader

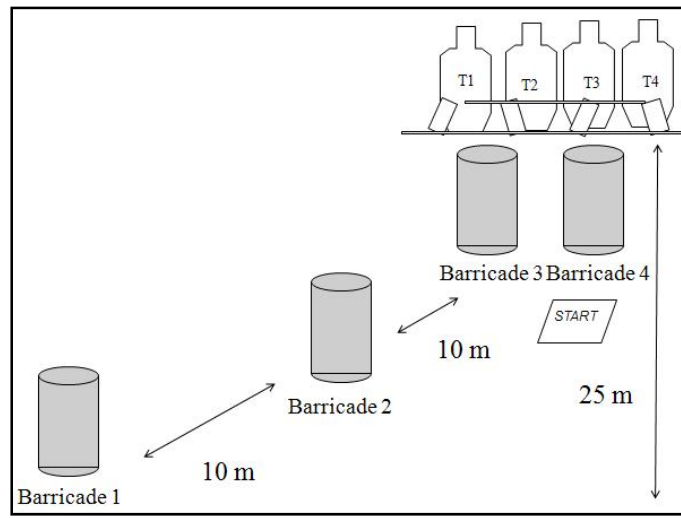
### **Setup Instructions**

- Barricades or covered positions
- Four stationary targets positioned behind the barricade (see Figure 8-5)
- For walk-through, load only 30 rounds in each magazine



- Dummy and functional smoke grenade
- OPFOR consist of four operators

Figure 8-5. Squad break contact battle drill



### **Crawl/Talk-through Instructions**

- The operators yell “BANG-BANG-BANG” instead of firing their weapons.
- Dummy smoke grenade is used

### **Walk-through Instructions**

- The operators attempt to hit their designated targets whenever they fire their weapons
- Dummy smoke grenade is used
- The OCs randomly pick one or two operators as casualties. The operators must not leave anyone behind.

### **Run-through Instructions**

- The OPFOR must be placed at a tactically possible position
- No spawn for both operators and OPFOR
- Functional smoke grenade is used

<b><u>Performance Measures</u></b>	<b><u>GO</u></b>	<b><u>NO-GO</u></b>
1. Selected an appropriate movement route or axis of advance.	—	—
2. Utilized oral commands and /or hand signals to coordinate movement.	—	—
3. Covered the assault element's movement with fire.	—	—
4. Moved only when covered by the base-of-fire element or smoke.	—	—

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## 8.5 Clearing Multiple Buildings

### **Task**

- Clearing multiple buildings

### **Conditions**

- The squad is tasked with entering and clearing multiple buildings

### **Standards:**

- The squad secures and clears the buildings by killing or capturing the enemy, while minimizing friendly casualties

### **Task Steps:**

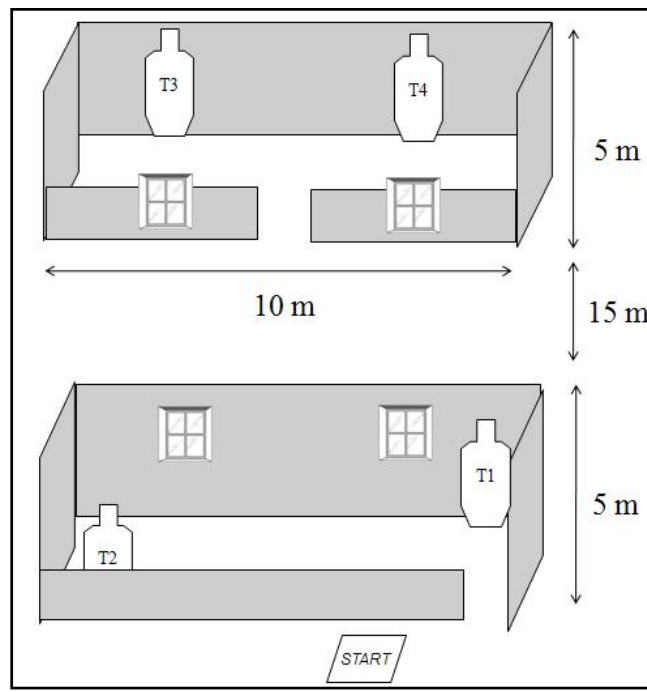
1. The leading fire team initiates contact.
2. The leading fire team establishes a base of fire. The base-of-fire fire team sustains suppressive fires at the lowest possible level
3. The squad leader communicates the movement plan to his fire team leaders using oral commands and / or hand signals, so that one fire team moves while the other one provides covering fire, e.g. "ALPHA, BASE-OF-FIRE", "BRAVO, BOUND TOWARD THE BUILDING AT THE FRONT, 15 METERS",
4. The maneuvering fire team continues bounding toward the entry point of the building.
5. Before the maneuvering fire team enters the building, the squad leader orders shift or cease-fire to the base-of-fire fire team leader using oral commands and / or hand signals, e.g. "ALPHA, SHIFT FIRE TO THE SECOND FLOOR!"
6. The maneuvering fire team enters and clears the building, establishes a base of fire on another building as directed by the squad leader.

7. The original base-of-fire fire team now becomes the maneuvering fire team.

### **Setup Instructions**

- A “glass room” marked with barrier tape (see Figure 8-6 below)
- An actual room
- Two stationary targets positioned at various positions inside the rooms
- For walk-through, load only 30 rounds in each magazine
- Dummy or functional hand grenade
- OPFOR consists of two operators in each building

Figure 8-6. Squad clearing multiple buildings battle drill



### **Crawl/Talk-through Instructions**

- Dummy hand grenade is used

### **Walk-through Instructions**

- The OCs randomly pick one operator as the casualty as the operators clear the room
- Dummy hand grenade is used

**Run-through Instructions**

- Functional hand grenade is used

<b><u>Performance Measures</u></b>	<b><u>GO</u></b>	<b><u>NO-GO</u></b>
1. Selected an appropriate movement route or axis of advance.	_____	_____
2. Utilized oral commands and /or hand signals to coordinate movement.	_____	_____
3. Covered the assault element's movement with fire.	_____	_____
4. Moved only when covered by the base-of-fire element	_____	_____
5. Shifted or ceased fire before entry team moved in.	_____	_____

**Evaluation Guidance:** Score the operator GO if all performance measures are passed. Score the operator NO-GO if any performance measure is failed. If the operator scores NO-GO, show the operator what was done wrong and how to do it correctly.

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## Note

## 9. After Action Review

### **Definition**

- An AAR is a professional discussion of an event, focused on performance standards, that enables operators to discover for themselves WHAT happened, WHY it happened and HOW to sustain strengths and improve on weaknesses.
- It is a tool that leaders and units can use to get maximum benefit from every mission or task in a training event or OP.

### **Objective**

- The objective of an AAR is to improve individual and collective task performance by providing immediate feedback about how the training or tasks could have been done better.

### **Purpose**

- Guide the unit towards achieving training objectives
- Identify lessons learned so they can be applied to subsequent training or task performance
- Increase confidence in unit leaders
- Increase proficiency of all participants

### **Observer-Controller**

- Observer-Controller (OC) is the primary trainer and the AAR facilitator
- OCs should be someone outside of the unit to provide unbiased assessment to leaders and operators, but squad leaders can function as OCs if the option is not available
- OCs should wear the same uniform, camouflage, and equipment as the unit conducting training, while move as the unit moves
- OCs should take notes frequently during each event using the format in Appendix 8

### **AAR Key Points**

- Involve all participants, including OPFOR
- Are conducted during or immediately after each event
- Focus on intended training objective
- Focus on operator, leader and unit performance – avoid gloating an “amazing kill”
- Have unit members describe what happened in their own words
- Use open-ended questions – avoid “yes” or “no” questions
- Ask questions in a way conducive to discussion, e.g. “What happened...” instead of “Why did you...”
- Are related to specific standards

- Determine strengths and weaknesses
- Link performance to subsequent training

### **Format of the AAR**

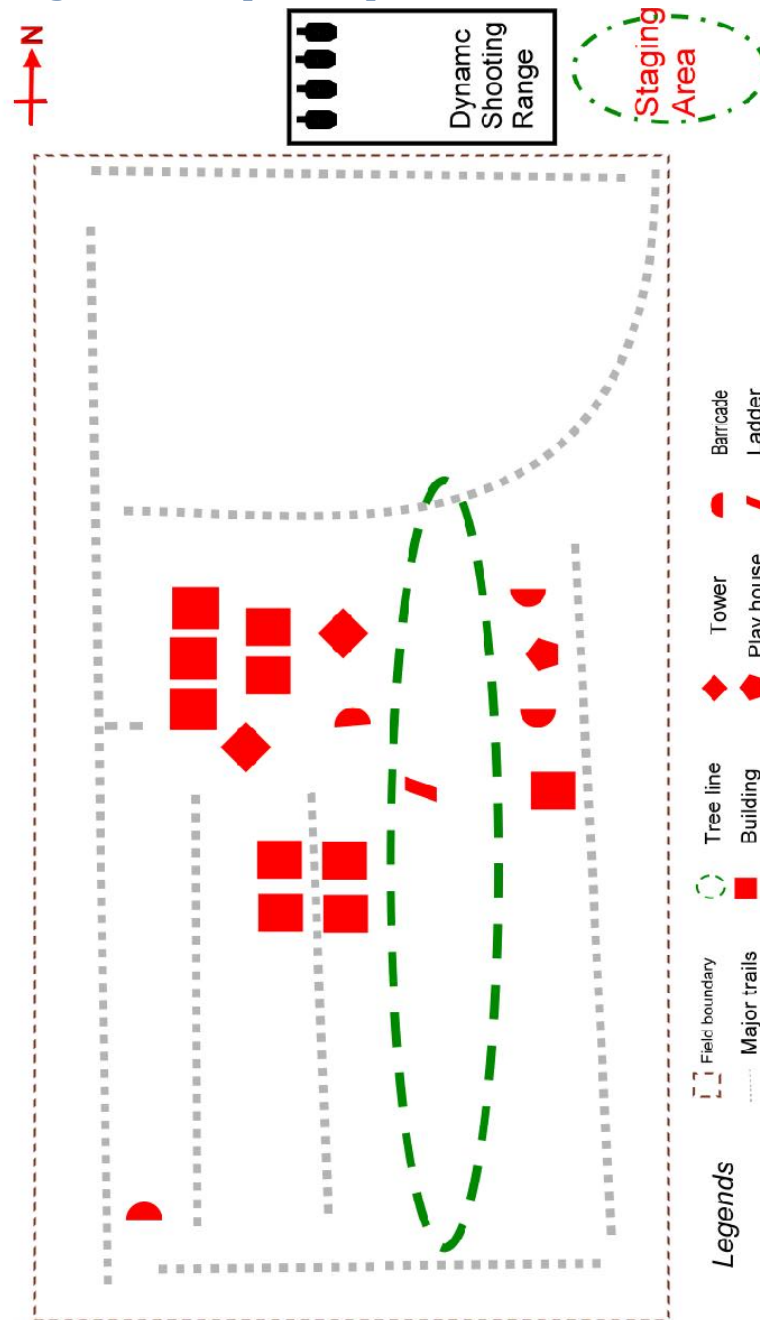
- Introduction and AAR rules (see key points above)
- Review of objectives and intent
  - Training objectives
  - Commander's mission/intent (what was supposed to happen)
  - OPFOR commander's mission/intent
  - Relevant doctrine, tactics, techniques and procedures (TTPs)
- Summary of recent events (what happened)
- Discussion of key issues
  - Chronological order of events
  - Key events/themes/issues
  - Plan, Prep and Execute (technique)
- Discussion of other issues
  - Soldier/ leader skills
  - Tasks to sustain/improve
  - Fratricide
  - Others
- Discussion of force protection/ safety
- Closing comments

### **Following Up**

- Identify tasks requiring retraining (utilize Appendix 9)
- Fix the problem - retrain
- Revise SOPs, integrate into future training plans



## Appendix 1. Training field set up example

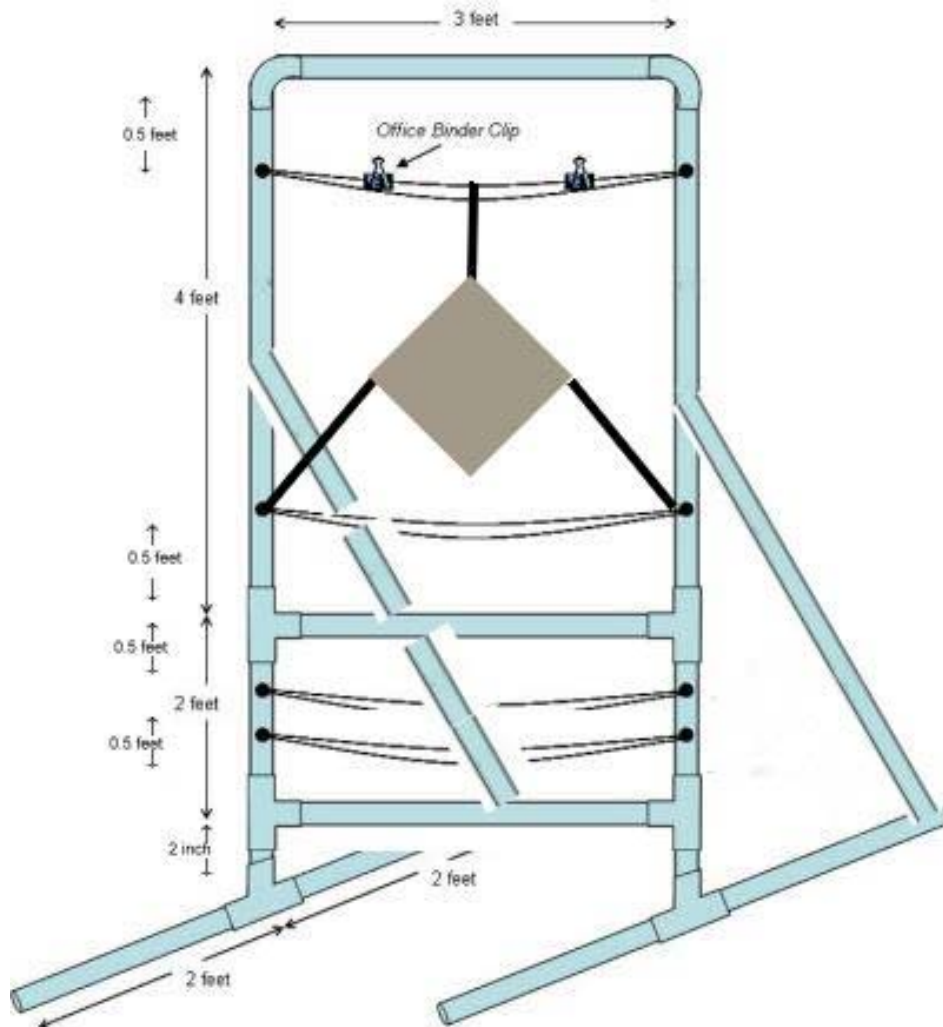


Note: The map is the general illustration of Mercer Airsoft Center

1915 Mercer-West Middlesex Rd, Mercer, PA 16137 - (724) 301-0347

Contact: [Administrator@mercerairsoftcenter.com](mailto:Administrator@mercerairsoftcenter.com)

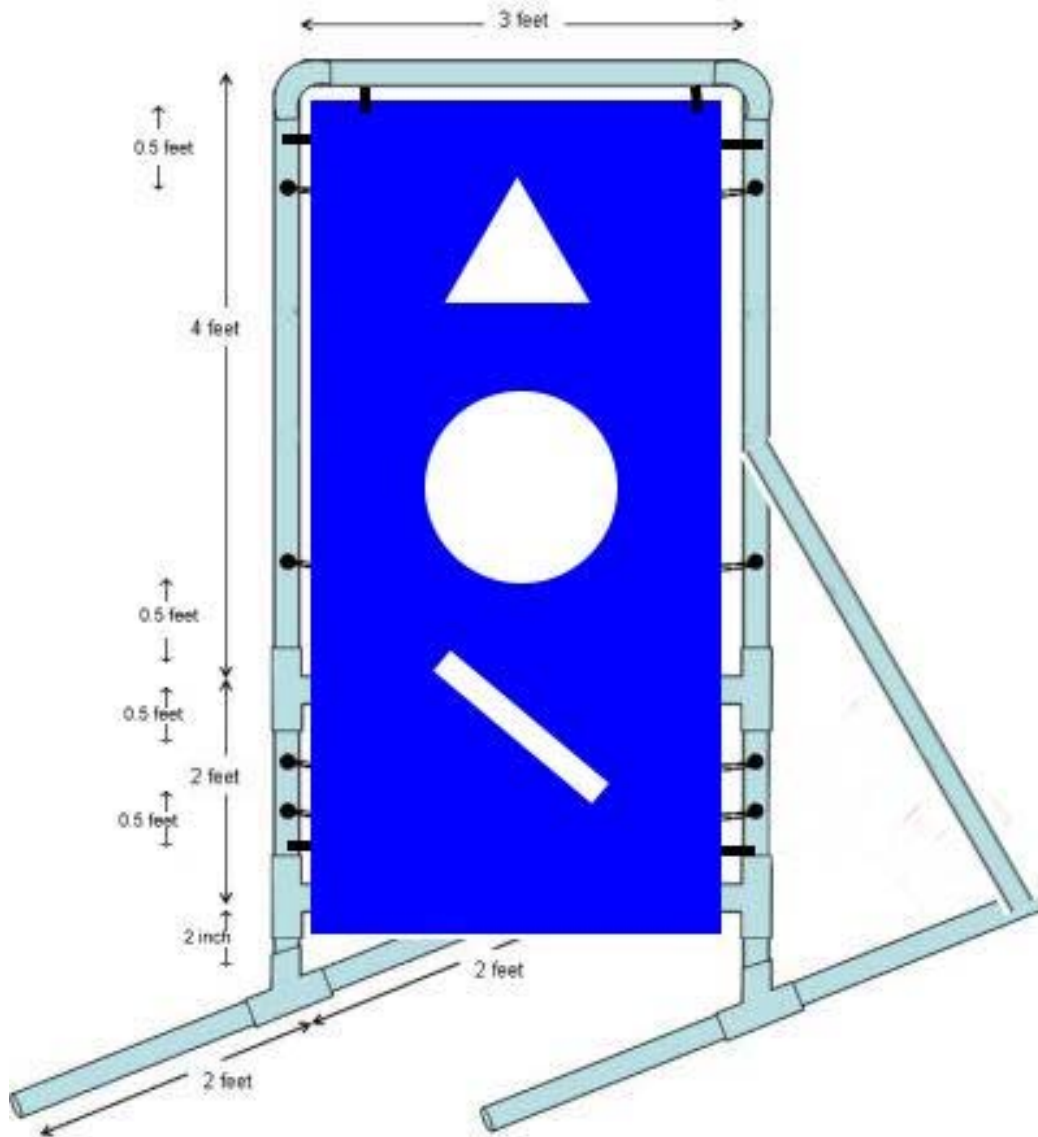
## Appendix 2. Target stand



Note: See the link below for construction instruction:

<https://docs.google.com/viewer?a=v&p...NWlxODJk&hl=en>

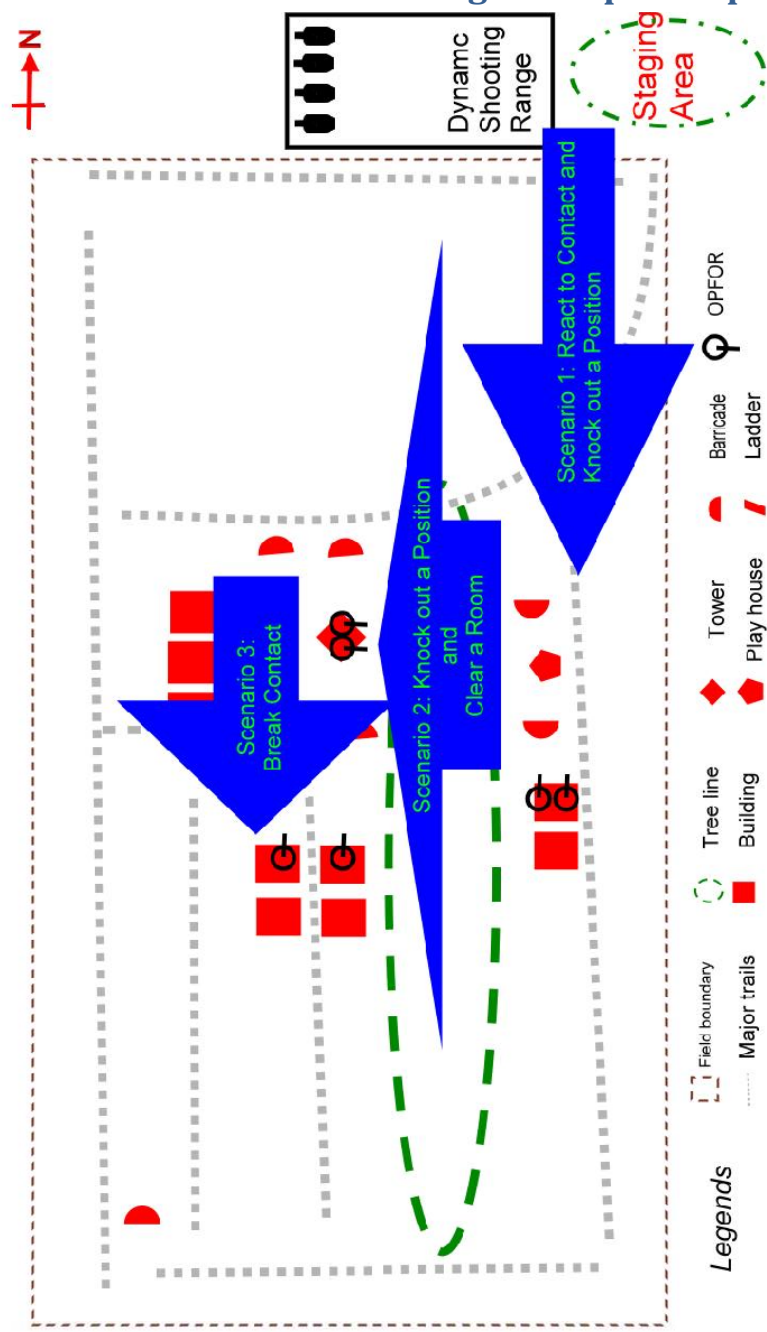
### Appendix 3. Barricade



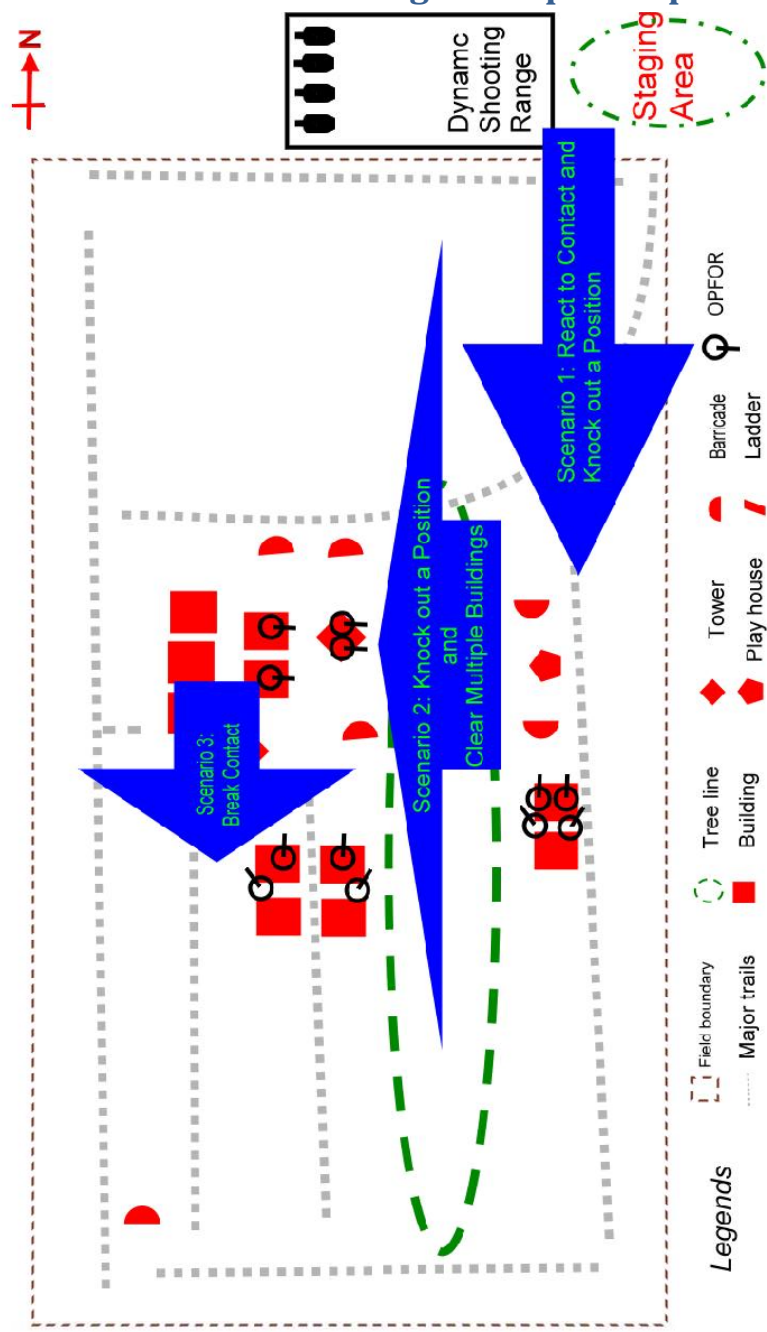
Note: See the link below for construction instruction:

<https://docs.google.com/viewer?a=v&p...NWlxODJk&hl=en>

Appendix 4. Fire team battle drills run-through set-up example



Appendix 5. Squad battle drills run-through set-up example



## Appendix 6. Phonetic Alphabet and Numerals

Letter	Word	Pronunciation
A	ALFA	AL-FAH
B	BRAVO	BRAH-VOH
C	CHARLIE	CHAR-LEE or SHAR-LEE
D	DELTA	DELL-TAH
E	ECHO	ECK-OH
F	FOXTROT	FOKS-TROT
G	GOLF	GOLF
H	HOTEL	HOH-TELL
I	INDIA	IN-DEE-AH
J	JULIETT	JEW-LEE-ETT
K	KILO	KEY-LOH
L	LIMA	LEE-MAH
M	MIKE	MIKE
N	NOVEMBER	NOVEM-BER
O	OSCAR	OSS-CAH
P	PAPA	PAH-PAH
Q	QUEBEC	KEH-BECK
R	ROMEO	ROW-ME-OH
S	SIERRA	SEE-AIR-RAH
T	TANGO	TANG-GO

U	UNIFORM	YOU-NEE-FORM or OO-NEE-FORM
V	VICTOR	VIK-TAH
W	WHISKEY	WISS-KEY
X	XRAY	ECKS-RAY
Y	YANKEE	YANG-KEY
Z	ZULU	ZOO-LOO

Figure	Word	Pronunciation
1	ONE	WUN
2	TWO	TOO
3	THREE	TREE
4	FOUR	FOW-ER
5	FIVE	FIFE
6	SIX	SIX
7	SEVEN	SEV-EN
8	EIGHT	AIT
9	NINE	NINE-ER
0	ZERO	ZE-RO

## Appendix 7. Common Prowords

Prowords	Translation
<b>OVER</b>	This is the end of my transmission to you and a response is necessary. Go ahead, transmit
<b>OUT</b>	This is the end of my transmission to you and no answer is required or expected
<b>BREAK</b>	Indicates the separation of the text from other portions of the message
<b>SAY AGAIN LAST</b>	Receiver requests sender to repeat last segment of (or whole) transmission
<b>CORRECTION</b>	Sender corrects info in message
<b>DISREGARD</b>	Transmission is in error. disregard it
<b>I READ BACK</b>	Sender is requesting receiver to read back the following in transmission
<b>I SAY AGAIN</b>	Sender is repeating transmission or portion indicated
<b>I SPELL</b>	I will spell the next word phonetically
<b>ROGER</b>	I have received your last transmission satisfactorily
<b>WAIT</b>	I must pause for a few seconds
<b>WAIT OUT</b>	I must pause for longer than a few seconds
<b>WAIT "#"</b>	I must pause for "#" of minutes. (example, "wait 1", implies receiver to wait 1 minute)
<b>WILCO</b>	I have received your signal, understand it, and will comply (to be used only by the addressee, since the meaning of ROGER is included in that of WILCO, the two prowords and <b>NEVER</b> used together)
<b>INTERROGATIVE</b>	I am asking a question in the following sentence.



## Appendix 8. AAR Observation Worksheet

**Training/exercise title:**

**Event:**

**Date/time:**

**Location of observation:**

**Observation (player/trainer action):**

**Discussion (tied to task standard if possible):**

**Recommendations (indicate how the unit could have executed the task(s) better or describe training the unit will need to improve future performances):**

Appendix 9. Improvement Plan Matrix

TASKS	RECOMMENDATIONS	IMPROVEMENT ACTIONS	RESPONSIBLE PARTY	COMPLETION DATE									

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