

## Common Battle Drills for all Infantry Units

[Click to follow link](#)

Breach of a Mined Wire Obstacle (07-3-D9412).....	<a href="#">2</a>
Break Contact (07-3-D9505).....	<a href="#">7</a>
Dismount a Vehicle (07-3-D9506).....	<a href="#">10</a>
Enter a Trench to Secure a Foothold (07-3-D9410) .....	<a href="#">11</a>
Enter and Clear a Room (07-4-D9509).....	<a href="#">16</a>
Establish Security at the Halt (07-3-D9508).....	<a href="#">19</a>
Evacuate a Casualty (Dismounted and Mounted) (07-3-D9507).....	<a href="#">22</a>
Knock Out Bunker (07-3-D9406) .....	<a href="#">24</a>
React to Ambush (Far) (07-3-D9503) .....	<a href="#">27</a>
React to Ambush (Near) (07-3-D9502).....	<a href="#">30</a>
React to Contact (Visual, IED, Direct Fire [includes RPG] ) (07-3-D9501).....	<a href="#">33</a>
React to Indirect Fire (07-3-D9504) .....	<a href="#">37</a>
React to Nuclear Attack (07-3-D9483).....	<a href="#">38</a>
Establish a Hasty Checkpoint (19-4-D0105).....	<a href="#">39</a>
React to a Chemical Attack (03-3-D0035).....	<a href="#">42</a>
React to a Vehicle Rollover (55-5-D0050) .....	<a href="#">44</a>

**TASK:** Breach of a Mined Wire Obstacle (07-3-D9412)

**CONDITIONS (CUE):** The platoon encounters a mine wire obstacle preventing the company's movement. The platoon's forward movement is stopped by a wire obstacle reinforced with mines that cannot be bypassed. The enemy engages the platoon from positions on the far side of the obstacle. This drill begins when the unit's lead element encounters a mined wire obstacle and the unit leader orders an element to breach the obstacle.

**STANDARDS:** The platoon breaches the obstacle and moves all personnel and equipment quickly through the breach. The platoon moves the support element and follow-on forces through the breach and maintains a sufficient fighting force to secure the far side of the breach.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. A platoon's section/squad executes actions on contact to reduce effective fires from the far side of the obstacle.
2. The section/squad in contact--
  - a. Deploys --
    - (1) Returns fire.
    - (2) Seeks cover.
    - (3) Establishes fire superiority.
    - (4) Establishes local security.
    - (5) Platoon sergeant repositions other squads to focus supporting fires and increase observation.
  - b. Reports --
    - (1) Squad leader reports location of hostile fire to platoon leader from base-of-fire position using the SALUTE format.
    - (2) Platoon leader sends contact report followed by a size, activity, location, unit, time, and equipment (SALUTE) report to commander.
3. Evaluate and develop the situation.
  - a. The platoon leader quickly evaluates the situation with using the SITREPs from the squad in contact and his personal observations. At a minimum his evaluation should include includes--
    - (1) Number of enemy weapons or volume of fire.
    - (2) Presence of vehicles.
    - (3) Employment of indirect fires.
  - b. The platoon leader quickly develops the situation by--
    - (1) Conducts a quick reconnaissance to determine enemy flanks.
    - (2) Locates mutually supporting positions.
    - (3) Locates any obstacles that impede the assault or provide some type of cover or concealment.
    - (4) Determines whether the force is inferior or superior.
    - (5) Analyzes reports from squad leaders, teams in contact, or adjacent units.
4. The platoon leader directs the vehicles (if available) and the squad in contact to support the movement of another squad to the breach point.
  - a. Indicates the route to the base-of-fire position.
  - b. Indicates the enemy position to be suppressed.
  - c. Indicates the breach point and the route the rest of the platoon will take.
  - d. Gives instructions for lifting and shifting fires.
5. On the platoon leader's signal, the base-of-fire squad--
  - a. Destroys or suppresses enemy weapons that are firing effectively against the platoon.
  - b. Obscures the enemy position with smoke.
  - c. Continues to maintain fire superiority while conserving ammunition and minimizing forces in contact.

#### **TASK STEPS AND PERFORMANCE MEASURES:**

6. The platoon leader designates one squad as the breach squad and the remaining squad as the assault squad once the breach has been made. (The assault squad may add its fires to the base-of-fire squad. Normally, it follows the covered and concealed route of the breach squad and assaults through immediately after the breach is made.)
7. The base-of-fire squad moves to the breach point and establishes a base of fire.
8. The platoon sergeant moves forward to the base-of-fire squad with the second machine gun and assumes control of the squad.
9. The platoon leader leads the breach and assault squads along the covered and concealed route.
10. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader to support the breach and assault.
11. The breach squad executes actions to breach the obstacle (footpath).
  - a. The squad leader directs one fire team to support the movement of the other fire team to the breach point.
  - b. The squad leader designates the breach point.
  - c. The base-of-fire team continues to provide suppressive fires and to isolate the breach point. (See Figure D9412-1)

**TASK STEPS AND PERFORMANCE MEASURES:**

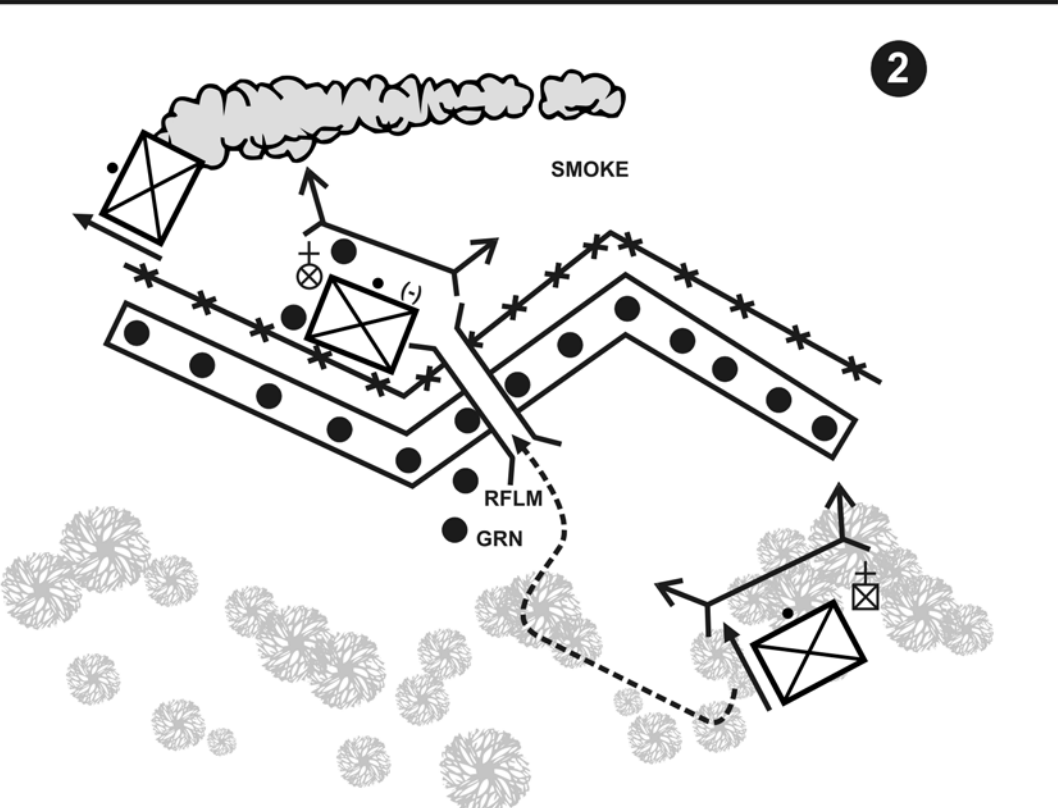
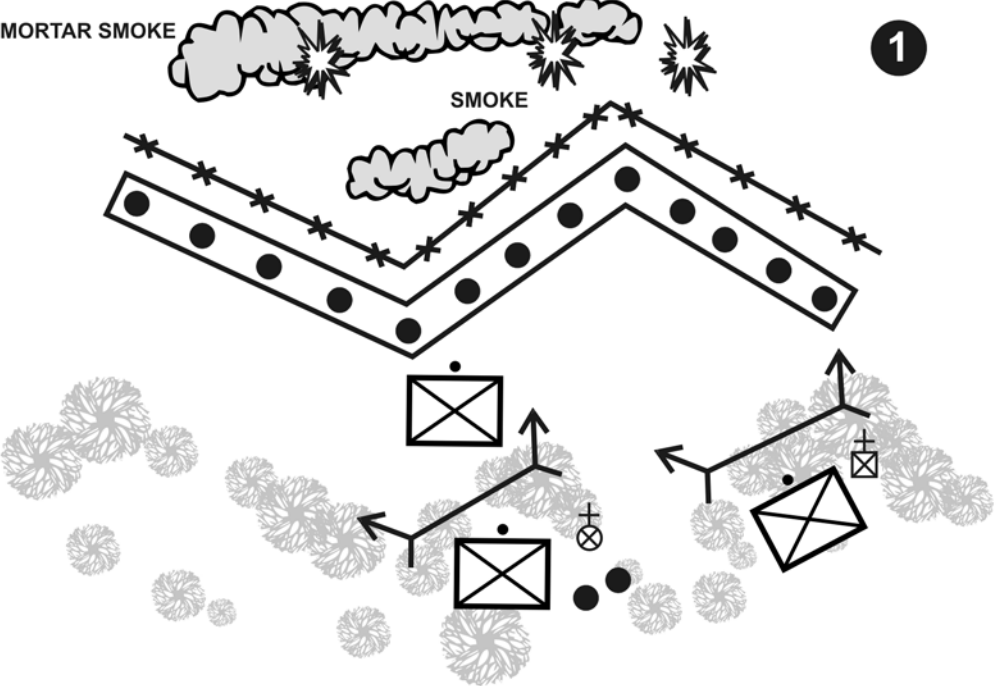


Figure D9412-1. Breach obstacle

d. The breaching fire team, with the squad leader, moves to the breach point using the covered and concealed route.

## **TASK STEPS AND PERFORMANCE MEASURES:**

- (1) The squad leader and breaching fire team leader employs smoke grenades to obscure the breach point. The platoon base-of-fire element shifts direct fires away from the breach point and continues to suppress adjacent enemy positions.
  - (2) The breaching fire team leader positions himself and the automatic rifleman on one flank of the breach point to provide close-in security.
  - (3) The grenadier and rifleman (or the antiarmor specialist and automatic rifleman) of the breaching fire team probe for mines and cut the wire obstacle, marking their path as they proceed. (Bangalore is preferred, if available.)
  - (4) Once the obstacle is breached, the breaching fire team leader and the automatic rifleman moves to the far side of the obstacle using covered and concealed positions. They signal the squad leader when they are in position and ready to support.
  - e. The squad leader signals the base-of-fire team leader to move his fire team up and through the breach. He then moves through the obstacle and joins the breaching fire team, leaving the grenadier (or antiarmor specialist) and rifleman of the supporting fire team on the near side of the breach to guide the rest of the platoon through.
  - f. Using the same covered and concealed route as the breaching fire team, the base-of-fire team moves through the breach and to a covered and concealed position on the far side.
12. The breach squad leader reports the situation to the platoon leader and posts guides at the breach point.
  13. The platoon leader leads the assault squad through the breach in the obstacle and positions it on the far side to support the movement of the remainder of the platoon or to assault the enemy position covering the obstacle.
  14. The breaching squad continues to widen the breach to allow vehicles to pass through.
  15. The platoon leader provides a situation report (SITREP) to the company commander and directs his breaching squad to move through the obstacle. The platoon leader appoints guides to guide the company through the breach point.

## **Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
052-192-3060	Conduct a Breach a Minefield
052-193-1013	Neutralize Booby Traps
071-010-0006	Engage Targets with an M249 Machine Gun
071-025-0005	Correct Malfunctions of an M240B Machine Gun
071-025-0007	Engage Targets with an M240B Machine Gun
071-054-0003	Perform Misfire Procedures on an M136 Launcher
071-054-0004	Engage Targets with an M136 Launcher
071-100-0003	Engage Targets with an M4 or M4A1 Carbine
071-100-0008	Correct Malfunctions of an M4 or M4A1 Carbine
071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
071-311-2130	Engage Targets with an M203 Grenade Launcher
071-312-4029	Correct Malfunctions of an M249 Machine Gun
071-325-4407	Employ Hand Grenades
071-326-0501	Move as a Member of a Fire Team
071-326-0502	Move Under Direct Fire
071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
071-326-0511	React to Flares
071-326-0512	Estimate Range

071-326-0513	Select Temporary Fighting Positions
071-326-5502	Issue a Fragmentary Order
071-326-5503	Issue a Warning Order
071-326-5605	Control Movement of a Fire Team
071-326-5606	Select an Overwatch Position
071-326-5611	Conduct the Maneuver of a Squad
071-326-5630	Conduct Movement Techniques by a Platoon
071-326-5910	Conduct Movement Techniques by an M2 BFV Dismount Platoon
071-329-1006	Navigate from One Point on the Ground to Another Point While Dismounted
071-331-0820	Analyze Terrain
071-410-0010	Conduct a Leader's Reconnaissance
071-410-0019	Control Organic Fires
071-420-0005	Conduct the Maneuver of a Platoon

### **Supporting Products**

The Infantry Rifle Platoon and Squad (FM 3-21.8)

**TASK:** Break Contact (07-3-D9505)

**CONDITIONS (CUE):** (Dismounted/Mounted) - The unit is stationary or moving, conducting operations. All or part of the unit is receiving enemy direct fire. The unit leader initiates drill by giving the order to "Break Contact."

**STANDARDS:** (Dismounted/Mounted) - The unit returns fire. A leader identifies the enemy as a superior force, and makes the decision to break contact. The unit breaks contact using fire and movement. The unit continues to move until the enemy cannot observe or place effective fire on them. The unit leader reports the contact to higher headquarters.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Dismounted -
  - a. The unit leader designates an element to suppress the enemy with direct fire as the base-of-fire element.
  - b. The unit leader orders distance, direction, a terrain feature, or last rally point for the movement of the first element.
  - c. The unit leader calls for and adjusts indirect fire to suppress the enemy positions.
  - d. The base-of-fire element continues to suppress the enemy. (See Figure D9505-1)



Figure 9505-1. Break contact (dismounted).

- e. The bounding squad/team uses the terrain and/or smoke to conceal its movement and bounds to an overwatch position.
- f. The bounding element occupies their overwatch position and suppresses the enemy with "well-aimed fire." (See Figure D9505-2)

**TASK STEPS AND PERFORMANCE MEASURES:**

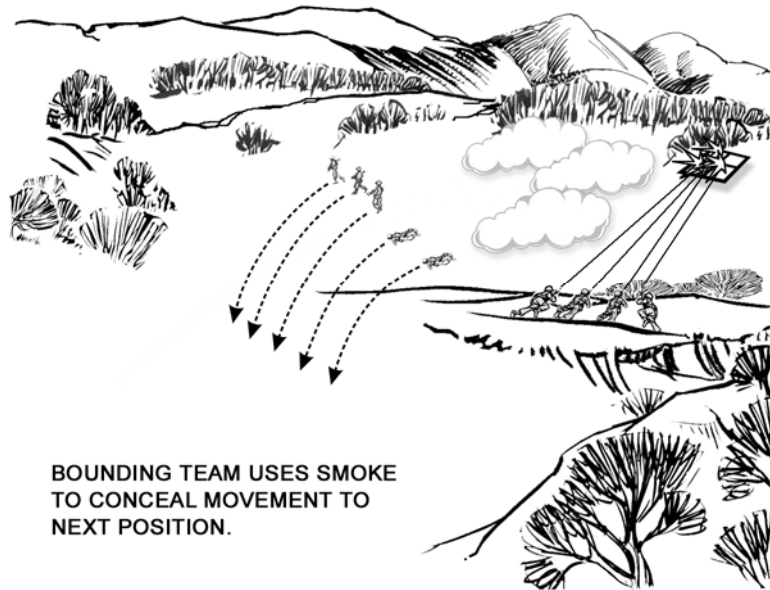


Figure D9505-2. Break contact (dismounted) (continued).

- g. The base-of-fire element moves to its next covered and concealed position. (Based on the terrain and volume and accuracy of the enemy's fire, the moving element may need to use fire and movement techniques). (See Figure D9505-3)

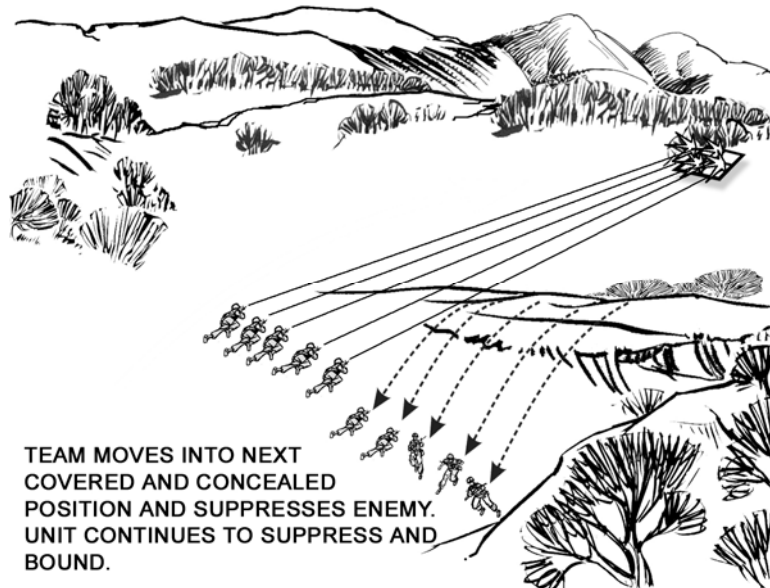


Figure D9505-3. Break contact (dismounted) (continued).

- h. The unit continues to suppress the enemy and bound until it is no longer in contact with enemy.
  - i. The unit leader reports the contact to higher headquarters.
2. Mounted -
- a. The unit leader directs the vehicles in contact to place "well-aimed" suppressive fire on the enemy positions.
  - b. The unit leader orders distance, direction, a terrain feature, or last objective rally point over



**TASK STEPS AND PERFORMANCE MEASURES:**

- the radio for the movement of the first section.
- c. The unit leader calls for and adjusts indirect fire to suppress the enemy positions.
- d. Gunners in the base-of-fire vehicles continue to engage the enemy. They attempt to gain fire superiority to support the bound of the moving section.
- e. The bounding section moves to assume the overwatch position.
  - (1) The section uses the terrain and/or smoke to mask movement.
  - (2) Vehicle gunners and mounted Soldiers continue to suppress the enemy.
- f. The unit continues to suppress the enemy and bounds until it is no longer receiving enemy fire.
- g. The unit leader reports the contact to higher headquarters.

**Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
071-010-0006	Engage Targets with an M249 Machine Gun
071-025-0007	Engage Targets with an M240B Machine Gun
071-030-0004	Engage Targets with an MK 19 Machine Gun
071-054-0004	Engage Targets with an M136 Launcher
071-100-0003	Engage Targets with an M4 or M4A1 Carbine
071-311-2007	Engage Targets with an M16-Series Rifle
071-311-2130	Engage Targets with an M203 Grenade Launcher
071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
071-325-4407	Employ Hand Grenades
071-326-0501	Move as a Member of a Fire Team
071-326-0502	Move Under Direct Fire
071-326-0513	Select Temporary Fighting Positions
071-326-0608	Use Visual Signaling Techniques
071-326-5611	Conduct the Maneuver of a Squad
071-326-5630	Conduct Movement Techniques by a Platoon
071-410-0019	Control Organic Fires
071-420-0005	Conduct the Maneuver of a Platoon
113-571-1022	Perform Voice Communications

**Supporting Products**

The Infantry Rifle Platoon and Squad (FM 3-21.8)

The SBCT Infantry Rifle Platoon and Squad (FM 3-21.9)

Warrior Ethos and Soldier Combat Skills (FM 3-21.75)

**TASK:** Dismount a Vehicle (07-3-D9506)

**CONDITIONS (CUE):** The unit is moving mounted and conducting operations as part of a larger element. The unit is ordered to DISMOUNT and provide security. The unit leader initiates drill by giving the order to "Dismount."

**STANDARDS:** The unit moves to the best covered and concealed position available, which provides protection for the dismounting personnel. When the command DISMOUNT is given, all Soldiers dismount in the order specified and clear the area per unit SOP. (An example technique is the 5-25 meters; each Soldier immediately scans 5 meters around his position and then searches out to 25 meters based on the duration of the halt). Soldiers occupy positions, and vehicle gunners scan for enemy activity.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The unit leader selects a covered or concealed position as the dismount point.
2. The unit leader gives the order to dismount (left or right) over the radio.
3. Vehicle commanders monitor radios and alert the Soldiers in the vehicle.
4. The drivers move their vehicles to the designated dismount point seeking the best cover and concealment available.
5. The driver stops the vehicle and the vehicle commander dismounts and occupies a security position.
6. Soldiers dismount in the specified order, clear the area and move to covered and concealed positions.
7. The vehicles occupy overwatch positions and designated Soldiers man crew-served weapons and scan for enemy activity.
8. Element leaders reposition their Soldiers as needed in overwatch positions.
9. The unit leader reports to higher headquarters.

**Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
071-326-0513	Select Temporary Fighting Positions
071-326-0608	Use Visual Signaling Techniques
071-326-5606	Select an Overwatch Position
113-571-1022	Perform Voice Communications

**Supporting Products**

The SBCT Infantry Rifle Platoon and Squad (FM 3-21.9)  
Warrior Ethos and Soldier Combat Skills (FM 3-21.75)

**TASK:** Enter a Trench to Secure a Foothold (07-3-D9410)

**CONDITIONS (CUE):** The platoon is moving tactically and receives effective fire from an enemy trench. The platoon is ordered to secure a foothold in the trench. The platoon has only organic weapons support available.

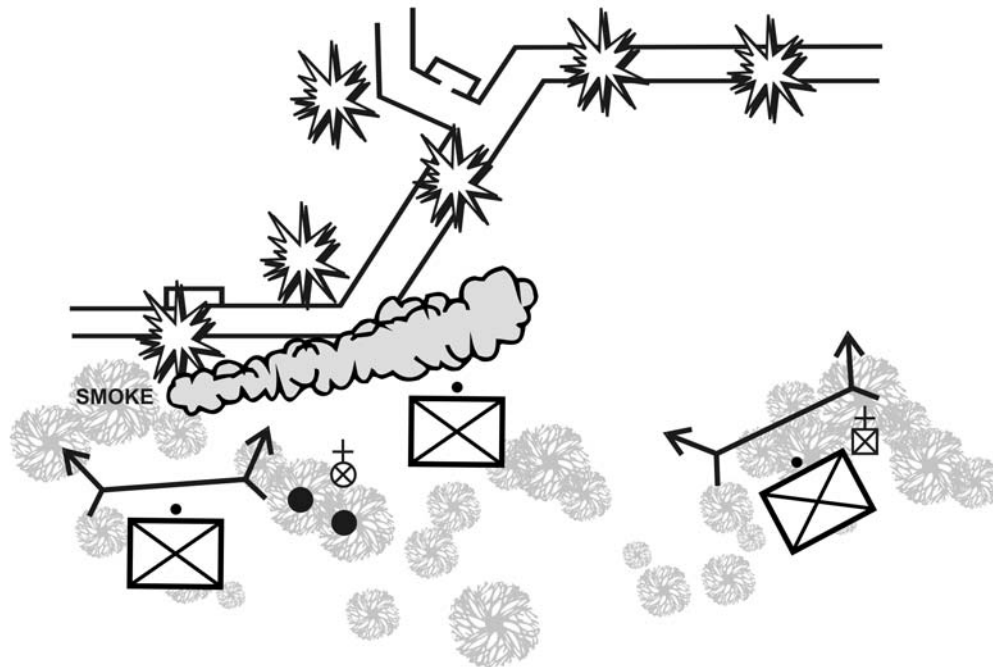
The unit leader initiates drill by giving the order for the assault element to secure a foothold in the trench.

**STANDARDS:** The platoon leader/squad leader quickly identifies the entry point. Platoon/squad secures the entry point, enters the trench and secures an area large enough for the follow-on unit. The platoon maintains a sufficient fighting force to repel enemy counterattack and continue the mission.

**TASK STEPS AND PERFORMANCE MEASURES:**

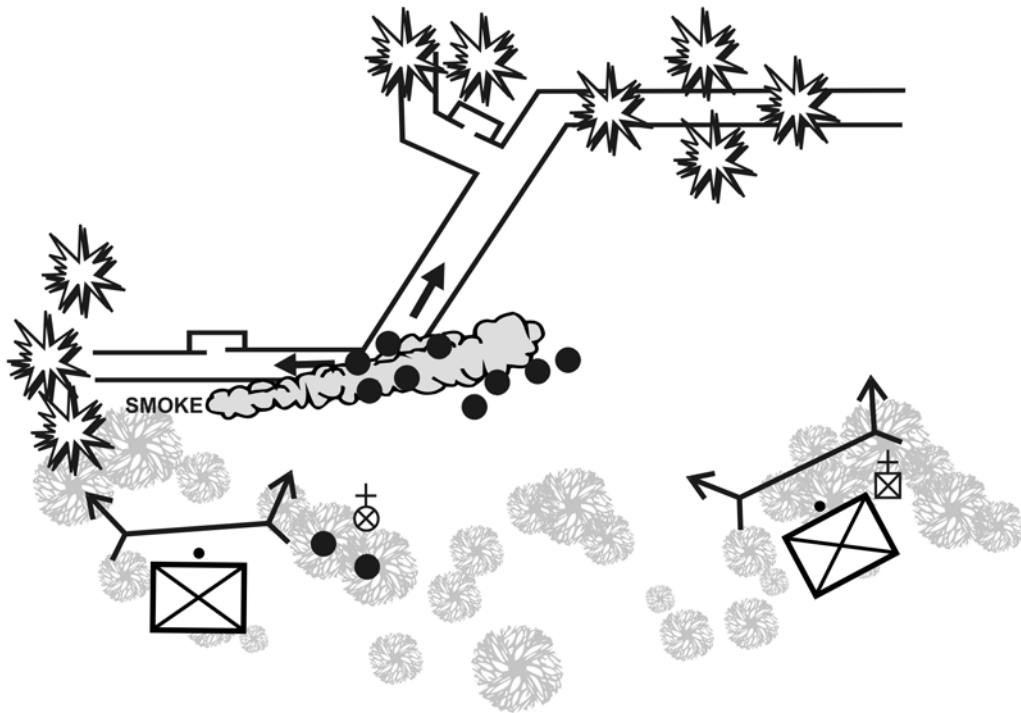
1. A platoon's section/squad executes actions on contact to eliminate or suppress fires from the trench.
2. The section/squad in contact--
  - a. Deploys --
    - (1) Returns fire.
    - (2) Seeks cover.
    - (3) Establishes fire superiority.
    - (4) Establishes local security.
    - (5) Platoon sergeant repositions other squads to focus supporting fires and increase observation.
  - b. Reports --
    - (1) Squad leader reports location of hostile fire to platoon leader from base-of-fire position using the SALUTE format.
    - (2) Platoon leader sends contact report followed by a size, activity, location, unit, time, and equipment (SALUTE) report to commander.
3. Evaluate and develop the situation.
  - a. The platoon leader evaluates the situation using the SITREPs from the squad in contact and his personal observations. At the minimum his evaluation should include--
    - (1) Number of enemy weapons or volume of fire.
    - (2) Presence of vehicles.
    - (3) Employment of indirect fires.
  - b. The platoon leader quickly develops the situation by--
    - (1) Conducts a quick reconnaissance to determine enemy flanks.
    - (2) Locates mutually supporting positions.
    - (3) Locates any obstacles that impede the assault or provide some type of cover or concealment.
    - (4) Determines whether the force is inferior or superior.
    - (5) Analyzes reports from squad leaders, teams in contact, or adjacent units.
4. Choose a COA.
  - a. The platoon leader decides to enter the trench and selects his entry point.
  - b. The platoon leader selects a covered and concealed route to his entry point.
  - c. The platoon leader directs his maneuver element to secure the near side of the entry point and reduce the obstacle to gain a foothold.
  - d. The platoon sergeant repositions the remaining squad to provide additional observation and supporting fires.
5. Executes COA (uses suppress, obscure, secure, reduce, assault [SOSRA] to set conditions for the assault). (See Figure D9410-1)

**TASK STEPS AND PERFORMANCE MEASURES:**



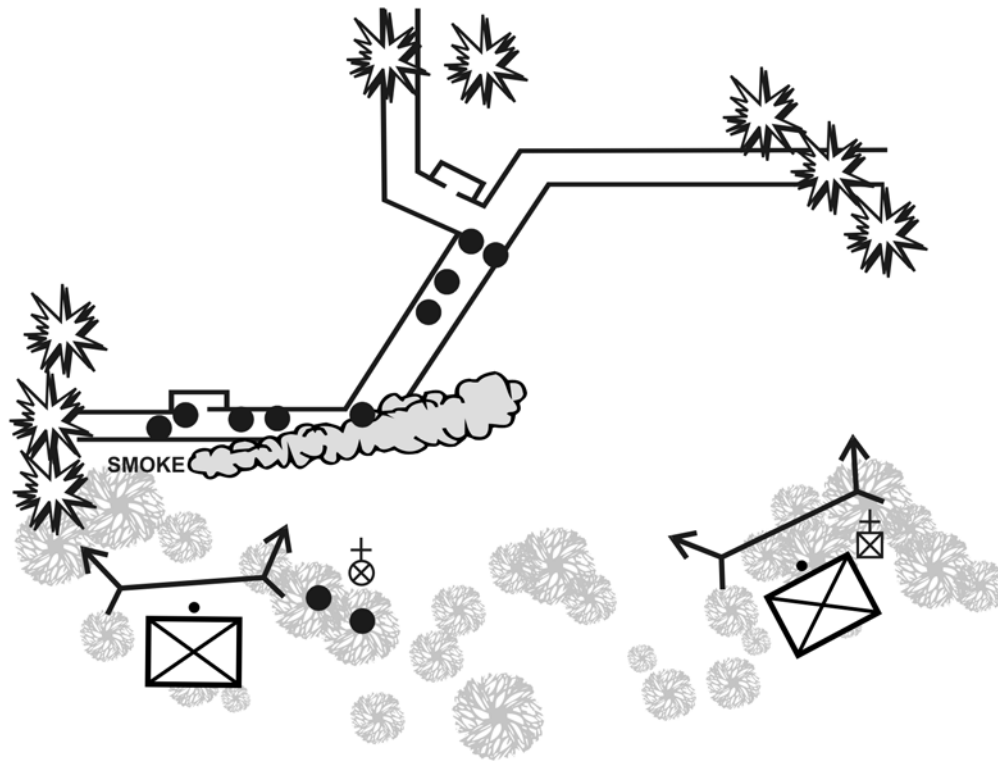
- a. Suppress and obscure.
  - (1) Platoon leader or FO calls for and adjusts indirect fire in support of assault.
  - (2) Platoon sergeant directs base-of-fire squad to cover maneuvering squad.
  - (3) Obscures maneuver element's movement with smoke, if available.
- b. Secures the near side and reduces the obstacle. Maneuver squad clears entry point.
  - (1) Squad leader moves the assaulting squad to last covered and concealed position short of the entry point.
  - (2) Squad leader designates entry point.
  - (3) Base-of-fire squad shifts fires from entry point and continues to suppress adjacent enemy positions.
  - (4) Squad leader uses one team to suppress the entry point and positions the assaulting team at the entry point.
- c. The platoon leader directs FO to shift indirect fires to isolate the OBJ and the base of fire squads to shifts fire as assault squad advances.
- d. Secures the far side and establishes a foothold. (See Figure D9410-2)

**TASK STEPS AND PERFORMANCE MEASURES:**



- (1) The next two Soldiers position themselves against the edge of the trench to roll right and left of the entry point to clear far side of obstacle and establish foothold.
- (2) Engage all identified or likely enemy positions with rapid, short bursts of automatic fire and scanned the trench for concealed enemy positions. The rest of the squad provides immediate security outside the trench.
- (3) Team clears enough room for the squad or to the first trench junction and announces, "CLEAR."
- (4) Squad leader marks entry point in accordance with platoon SOP, then sends next team in to increase the size of the foothold by announcing, "NEXT TEAM IN."
- (5) Team moves into trench and secures assigned area. (See Figure D9410-3)

**TASK STEPS AND PERFORMANCE MEASURES:**



- (6) Squad leader reports to platoon leader that the foothold is secure.
- (7) Platoon leader moves to the maneuver squad leader to assess the situation.
- (8) Platoon sergeant moves forward to control supporting squads outside the trench.
- (9) The platoon leader sends necessary teams to clear an area large enough for the platoon, and then reports to the commander that the foothold is secure and if additional support is needed to continue clearing the trench.

6. The platoon/squad leaders accounts for Soldiers, provides a situation report (SITREP) to higher headquarters, reorganizes as necessary, and continues the mission.

**Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
071-004-0005	Correct Malfunctions of an M9 Pistol
071-004-0006	Engage Targets with an M9 Pistol
071-010-0006	Engage Targets with an M249 Machine Gun
071-025-0005	Correct Malfunctions of an M240B Machine Gun
071-025-0007	Engage Targets with an M240B Machine Gun
071-054-0003	Perform Misfire Procedures on an M136 Launcher
071-054-0004	Engage Targets with an M136 Launcher
071-100-0003	Engage Targets with an M4 or M4A1 Carbine
071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
071-311-2130	Engage Targets with an M203 Grenade Launcher
071-312-4029	Correct Malfunctions of an M249 Machine Gun
071-325-4407	Employ Hand Grenades
071-326-0501	Move as a Member of a Fire Team

071-326-0502	Move Under Direct Fire
071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
071-326-0513	Select Temporary Fighting Positions
071-326-5605	Control Movement of a Fire Team
071-410-0019	Control Organic Fires

**Supporting Products**

The Infantry Rifle Platoon and Squad (FM 3-21.8)

**TASK:** Enter and Clear a Room (07-4-D9509)

**CONDITIONS (CUE):** The element is conducting operations as part of a larger unit and your four Soldier team has been given the mission to clear a room. Enemy personnel are believed to be in building. Non-combatants may be present in the building and are possibly intermixed with the enemy personnel. Support and security elements are positioned at the initial foothold and outside the building. Some iterations of this drill should be performed in MOPP4.

This drill begins on the order of the unit leader or on the command of the clearing team leader.

**STANDARDS:** The team secures and clears the room by killing or capturing the enemy, while minimizing friendly casualties, non-combatant casualties and collateral damage; team complies with Rules of Engagement (ROE). The team maintains a sufficient fighting force to repel an enemy counterattack and continue operations.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The element leader occupies a position to best control the security and clearing teams.
  - a. Element leader directs a team to secure corridors or hallways outside the room with appropriate firepower.
  - b. The team leader (normally the number two Soldier) takes a position to best control the clearing team outside the room.
  - c. The element leader gives the signal to clear the room.

Note: If the element is conducting high intensity combat operations and grenades are being used, the element must comply with the Rules of Engagement (ROE) and consider the building structure. A Soldier of the clearing team cooks off at least one grenade (fragmentation, concussion or stun grenade), throws the grenade into the room and announces, "FRAG OUT." The use of grenades should be consistent with the ROE and building structure. Soldiers can be injured from fragments if walls and floors are thin or damaged.

2. The clearing team enters and clears the room.
  - a. The first two Soldiers enter the room almost simultaneously. (See Figure D9509-1.)

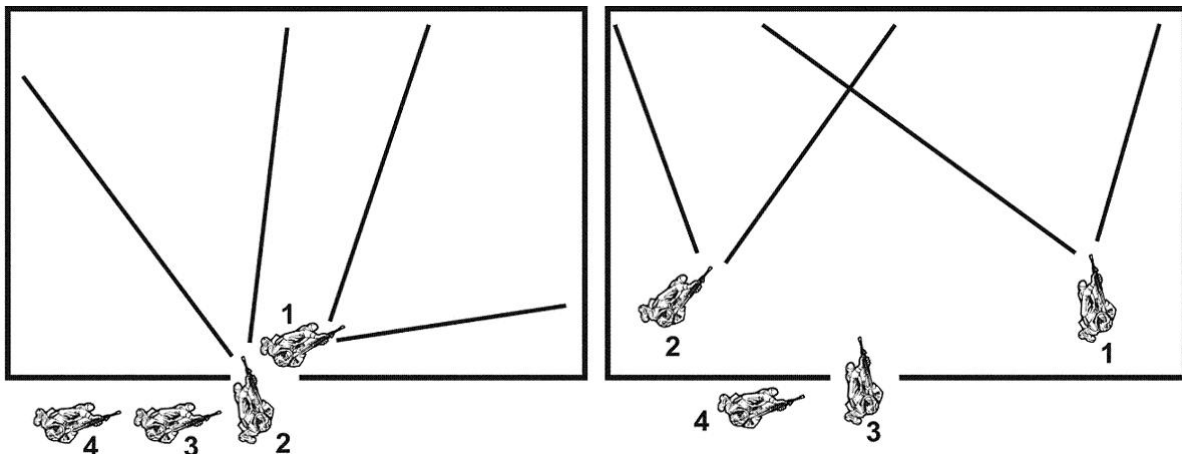


Figure D9509-1. Clear a room-first two Soldiers

- (1) The first Soldier 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.
- (2) The second Soldier (normally the team leader) enters the room immediately after the first Soldier. He moves in the opposite direction of the first Soldier to his point of domination. During movement he eliminates all immediate threats in his sector.

Note: During high intensity combat the Soldiers enter immediately after the grenade detonates. Both Soldiers enter firing aimed bursts into their sectors engaging all threats or hostile targets to cover their

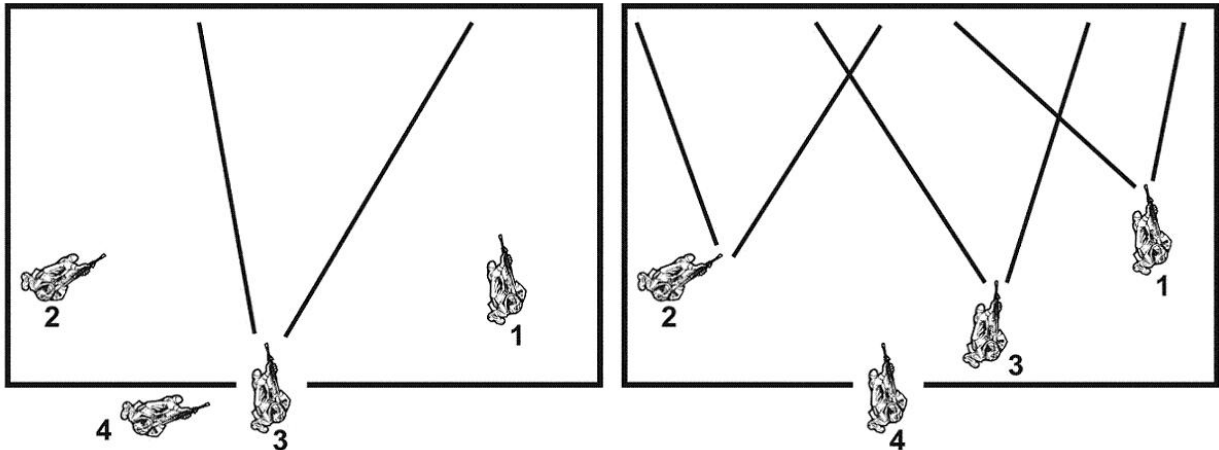


**TASK STEPS AND PERFORMANCE MEASURES:**

entry.

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 Soldiers whether or not to stay outside the room or to enter.

b. The third Soldier moves opposite direction of the second Soldier while scanning and clearing his sector as he assumes his point of domination. (See Figure D9509-2)



c. The fourth Soldier moves opposite of the third Soldier to a position that dominates his sector. (See Figure D9509-3)

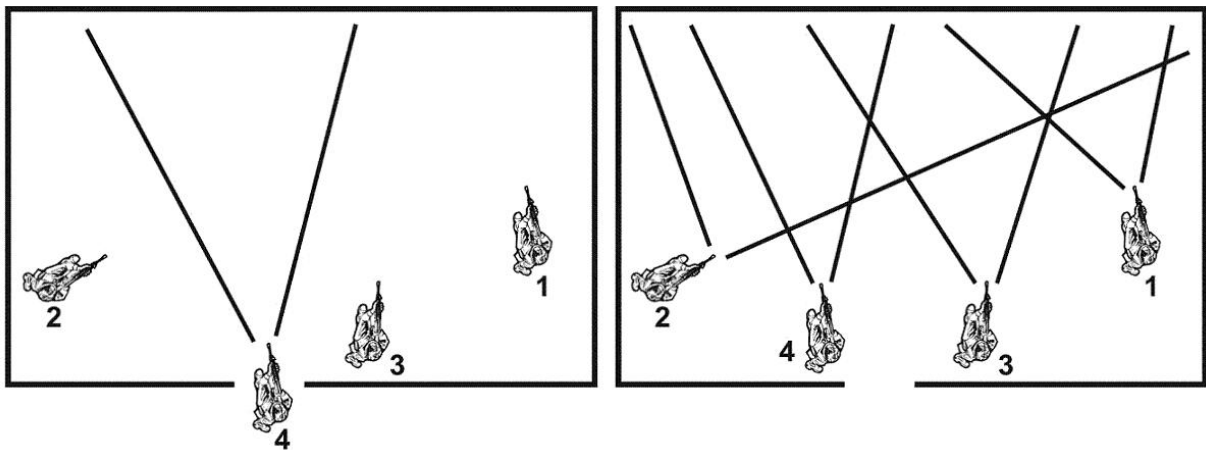


Figure D9509-3. Clear a room-fourth Soldiers

d. All Soldiers engage enemy combatants with precision aimed fire and identify non-combatants to avoid collateral damage.

Note: If necessary or on order, number one and two Soldier of the clearing team may move deeper into the room while overwatched by the other team members.

e. The team leader announces to the element leader when the room is "CLEAR."

3. The element leader enters the room.

- a. Makes a quick assessment of room and threat.
- b. Determines if squad has fire power to continue clearing their assigned sector.
- c. Reports to the unit leader that the first room is clear.
- d. Requests needed sustainment to continue clearing his sector.
- e. Marks entry point IAW unit SOP.

4. The element consolidates and reorganizes as necessary.

**Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
071-004-0005	Correct Malfunctions of an M9 Pistol
071-004-0006	Engage Targets with an M9 Pistol
071-010-0006	Engage Targets with an M249 Machine Gun
071-312-4029	Correct Malfunctions of an M249 Machine Gun
071-326-0557	Select Hasty Firing Positions During an Urban Operation
071-440-0028	Engage Targets During an Urban Operation
071-440-0031	Employ Hand Grenades During an Urban Operation
081-831-1005	Perform First Aid to Prevent or Control Shock
081-831-1046	Transport a Casualty
113-571-1022	Perform Voice Communications

**Supporting Products**

The Infantry Rifle Platoon and Squad (FM 3-21.8)

Combined Arms Operations in Urban Terrain (FM 3-06.11)

**TASK:** Establish Security at the Halt (07-3-D9508)

**CONDITIONS (CUE):** (Dismounted/Mounted) - The unit is moving tactically, conducting operations. An unforeseen event causes the unit to halt. Enemy contact is possible.

This drill begins when the unit must halt and enemy contact is possible or the unit leader initiates drill by giving the order to "Halt."

**STANDARDS:** (Dismounted) - Soldiers stop movement and clear the area per unit SOP. (An example technique is the 5-25 meters; each Soldier immediately scans 5 meters around his position and then searches out to 25 meters based on the duration of the halt). Soldiers occupy covered and concealed positions, maintain dispersion and all-round security. (Mounted) - Vehicle commanders direct their vehicles into designated positions, using available cover and concealment. Soldiers dismount in the order specified and clear the area per unit SOP. (An example technique is the 5-25 meters; each Soldier immediately scans 5 meters around his position and then searches out to 25 meters based on the duration of the halt). The platoon/section members maintain dispersion and all-round security.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Dismounted -
  - a. The unit leader gives the arm-and-hand signal to halt.
  - b. Soldiers establish local security.
    - (1) Assumes hasty fighting positions using available cover and concealment.
    - (2) Inspects and clears his immediate area (Example: using the 5-25 technique).
    - (3) Establishes a sector of fire for his assigned weapon (Example: using 12 o'clock as the direction the Soldier is facing, the Soldier's sector of fire will his 10 o'clock to 2 o'clock).
  - c. Element leaders adjust positions as necessary.
    - (1) Inspects and clears his element area.
    - (2) Ensures Soldiers sector of fire overlap.
    - (3) Coordinates sectors with the elements on his left and right.
  - d. The unit leader reports the situation to higher headquarters.
2. Mounted -
  - a. The unit leader gives the order over the radio to stop movement. (See Figure D9508-1)

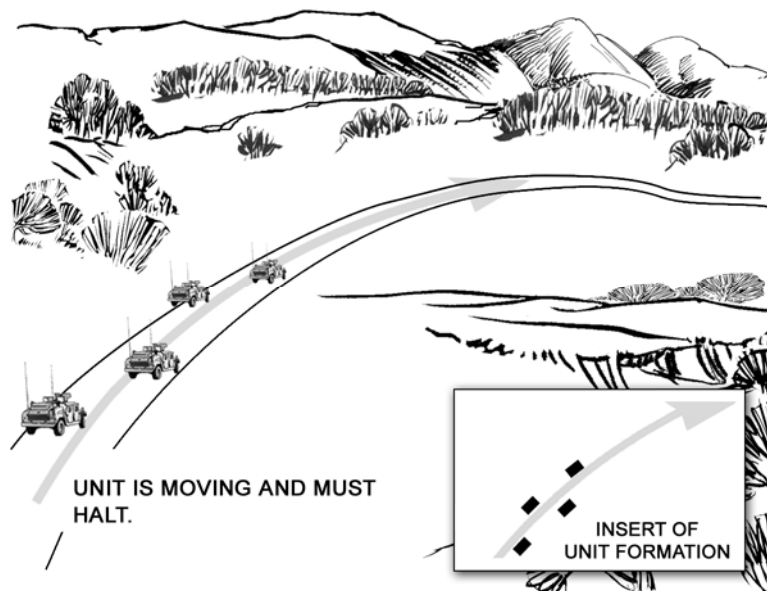


Figure D9508-1. Secure at halt (mounted).

- b. The unit halts in the herringbone or coil formation according to the unit SOP. (See Figure

**TASK STEPS AND PERFORMANCE MEASURES:**  
D9508-2 and D9508-3)

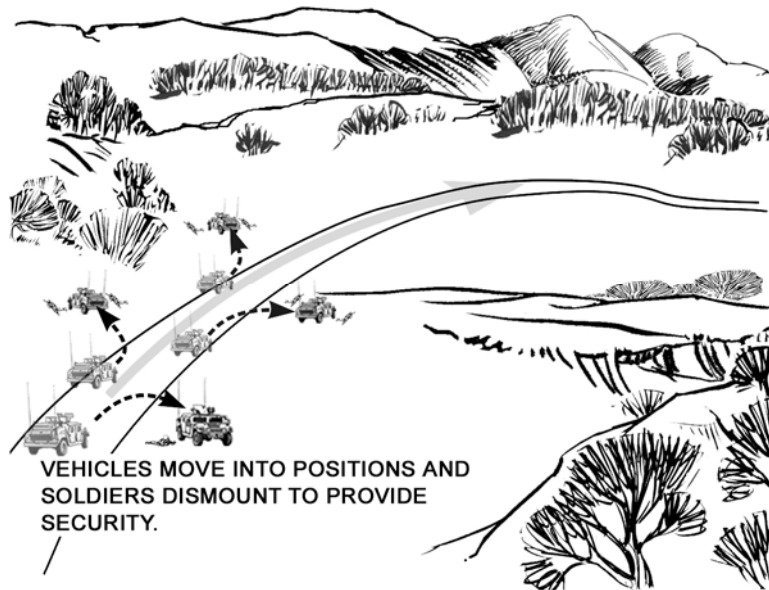


Figure D9508-2. Secure at halt (mounted) (herringbone) (continued).

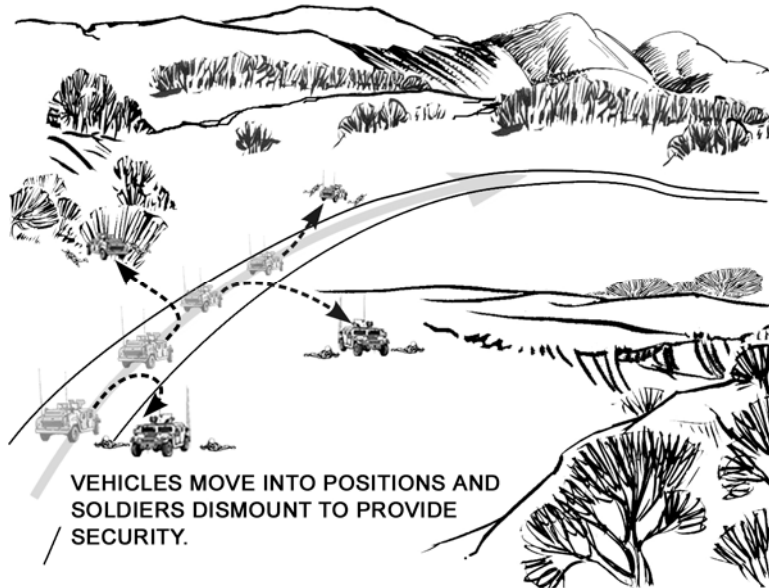


Figure D9508-3. Secure at halt (mounted) (coil) (continued).

- c. Each vehicle commander ensures his vehicle is correctly positioned, using cover and concealment, and the crew served weapon is manned and scanning.
- d. Vehicle commanders order Soldiers to dismount to provide local security.
- e. Soldiers dismount and establish local security.
  - (1) Moves to a covered and concealed position as designated by the leader.
  - (2) Inspects and clears his immediate area (Example: using the 5-25 technique).
  - (3) Establishes a sector of fire for his assigned weapon.
- f. Dismount element leaders adjust positions as necessary.
- g. The unit leader reports the situation to higher headquarters.

**Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
071-326-0513	Select Temporary Fighting Positions
071-326-0608	Use Visual Signaling Techniques
113-571-1022	Perform Voice Communications
551-88M-0005	Operate a Vehicle in a Convoy

**Supporting Products**

The Infantry Rifle Platoon and Squad (FM 3-21.8)  
The SBCT Infantry Rifle Platoon and Squad (FM 3-21.9)  
Warrior Ethos and Soldier Combat Skills (FM 3-21.75)

**TASK:** Evacuate a Casualty (Dismounted and Mounted) (07-3-D9507)

**CONDITIONS (CUE):** The unit is stationary or moving, conducting operations. A Soldier has been injured and must be evacuated. All enemy in the area has been suppressed, neutralized or destroyed and local security is established. Some iterations of this drill should be performed in MOPP4.

This drill begins when a unit member is injured and must be evacuated or the leader directs his personnel to conduct the drill.

**STANDARDS:** The unit suppresses, neutralizes, or destroys the enemy and/or threat (example: Improvised Explosive Device [IED]) and establishes security. Element members conduct first aid and evacuate the casualty without dropping or causing further injury to the casualty. The unit leader, combat medic, or any Soldier requests MEDEVAC if necessary and reports the contact to higher headquarters.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Unit establishes local security in the engagement area or moves out of engagement using all available cover and concealment.
2. Dismounted:
  - a. Any unit member provides initial first aid (self-aid/buddy aid).
  - b. Any unit combat lifesaver provides enhanced first aid or combat medic provides emergency medical treatment if necessary.
  - c. The unit leader, combat medic, or any Soldier request MEDEVAC using the 9-Line MEDEVAC Request if necessary.
  - d. Unit aid and litter team or designated members evacuate casualties to the casualty collection point (CCP) or patient collecting point (PCP) and request MEDEVAC.
    - (1) Removes all key operational items and equipment (maps, simple key loader (SKL)/automated network control devices (ANCD), position-locating devices, laser pointers and all other sensitive items).
    - (2) Accounts for the weapons and ammunition of casualties in accordance with (IAW) the unit SOP.
    - (3) Combat medic completes DD Form 1380, US Field Medical Card and unit leader or any member completes Department of the Army (DA) Form 1156, Casualty Feeder Card.
    - (4) Evacuates casualty to the CCP, PCP or aid station using litters, one or two man carry or by having casualties with minor wounds walk.
3. Mounted:
  - a. Crew/occupants provide initial first aid (self-aid/buddy aid).
  - b. Any unit combat lifesaver, combat medic or designated Soldier move to the vehicle to provide first aid or enhanced first aid (self-aid, buddy aid, and combat lifesaver) and emergency medical treatment (EMT) (combat medic) and then evacuate the casualty.
  - c. Designated Soldiers remove the casualty from the vehicle so as not to cause further injury.
    - (1) Removes all key operational items and equipment (maps, simple key loader (SKL)/automated network control devices (ANCD), position-locating devices, and all other sensitive items).
    - (2) Accounts for the weapons and ammunition of casualties IAW unit SOP.
    - (3) Combat medic completes DD Form 1380, US Field Medical Card and unit leader, or any member, completes Department of the Army (DA) Form 1156, Casualty Feeder Card.
    - (4) Unit evacuates casualty to the CCP or PCP and requests MEDEVAC (9-line MEDEVAC Request) or evacuates directly to the aid station using available vehicle assets.
4. The unit leader reports the contact and casualty(s) in accordance with unit SOP to higher headquarters.

**Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
081-831-0101	Request Medical Evacuation
081-831-1003	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
081-831-1005	Perform First Aid to Prevent or Control Shock
081-831-1007	Perform First Aid for Burns
081-831-1025	Perform First Aid for an Open Abdominal Wound
081-831-1026	Perform First Aid for an Open Chest Wound
081-831-1032	Perform First Aid for Bleeding of an Extremity
081-831-1033	Perform First Aid for an Open Head Wound
081-831-1034	Perform First Aid for a Suspected Fracture
081-831-1046	Transport a Casualty
113-571-1022	Perform Voice Communications
805C-PAD-2060	Report Casualties

**Supporting Products**

The Infantry Rifle Platoon and Squad (FM 3-21.8)

Warrior Ethos and Soldier Combat Skills (FM 3-21.75)

**TASK:** Knock Out Bunker (07-3-D9406)

**CONDITIONS (CUE):** The unit is moving tactically, conducting operations. The enemy initiates contact from concealed bunker network. All or part of the unit is receiving accurate enemy direct fire. Some iterations of this task should be performed in MOPP4.

The unit receives an order to knock out an enemy bunker from which it is receiving fire.

**STANDARDS:** The unit destroys the designated bunker(s) by killing, capturing, or forcing the withdrawal of enemy personnel in the bunker(s). The unit maintains a sufficient fighting force to repel an enemy counterattack and continue operations.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Deploy:
  - a. The squad/team in contact establishes a base of fire.
  - b. Weapons squad leader positions machine gun(s) to reinforce rifle squad in contact.
  - c. Platoon sergeant moves to support-by-fire position and assumes control of the position's fires. (The weapon squad leader repositions another machine gun, as needed, based on METT-TC).
  - d. The squad in contact gains and maintains fire superiority by--
    - (1) Destroys or suppresses enemy crew-served weapons.
    - (2) Continues suppressive fires at the lowest possible level.
    - (3) The platoon forward observer calls for and adjusts indirect fires as directed by the platoon leader.
    - (4) Suppresses the bunker and any supporting positions.
    - (5) The squad employs shoulder launched munitions as required.
  - e. Obscures the enemy position with smoke.
  - f. Establishes security to rear and flanks of support by fire position.
2. Report:
  - a. Submits contact reports.
  - b. Submits SALUTE report to commander.
  - c. Submits situation reports (SITREPs) as needed.
3. Evaluate and develop the situation:
  - a. The platoon leader, his radio telephone operator, and platoon forward observer move forward to link up with the squad leader of the squad in contact.
  - b. The platoon leader evaluates the situation by identifying enemy's composition, disposition and capabilities--
    - (1) Identifies enemy disposition: number and location of enemy bunkers, level of mutual support and overlapping fires between positions, and connecting trenches and protective obstacles.
    - (2) Identifies enemy composition and strength: the number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.
    - (3) Identifies enemy capability to: defend, reinforce, attack, and withdraw.
  - c. Platoon leader develops the situation by determining where he can move to a position of advantage. These include--
    - (1) A vulnerable flank or blind spot to at least one bunker.
    - (2) A covered and concealed flanking route to the flank of the bunker.
4. Develop a COA:
  - a. The platoon leader determines--
    - (1) Which bunker poses the greatest threat.
    - (2) Where the adjoining bunkers are located.
    - (3) Requirement to breach protective obstacles.
  - b. Platoon leader determines where support positions will be placed.
  - c. Platoon leader determines size and make up of assault squad.



## TASK STEPS AND PERFORMANCE MEASURES:

### 5. Execute COA:

- a. Platoon leader directs the supporting element to suppress bunker--
    - (1) Platoon sergeant repositions a squad, a fire team, or a machine gun team to isolate the bunker as well as to continue suppressive fires, as necessary.
    - (2) Forward observer shifts fires, as necessary.
  - b. Assault squad leader executes knock out bunker drill--
    - (1) The assaulting squad, platoon leader, and radio telephone operator moves along the covered and concealed route to an assault position and does not mask the fires of the fire element.
    - (2) Soldiers constantly watch for other bunkers or enemy positions in support of bunkers.
    - (3) The supporting element shifts or ceases fire (direct fire and indirect fire).
    - (4) Assault squad executes knock out bunker drill. Upon reaching the last covered and concealed position,--
      - (a) Buddy team #1 (team leader and the automatic rifleman) remains where they can cover buddy team #2 (grenadier and rifleman).
      - (b) Platoon leader/squad leader shifts supporting fires as required.
    - (5) Buddy team #2 moves to a blind spot near the bunker.
      - (a) One Soldier takes up a covered position near the exit.
      - (b) Other Soldier cooks off a grenade, announces, "FRAG OUT," and throws it through an aperture.
      - (c) After the grenade detonates, the Soldier covering the exit enters first and the team clears the bunker.
    - (6) Buddy team #1 moves to join buddy team #2.
    - (7) The team leader:
      - (a) Inspects the bunker.
      - (b) Marks the bunker IAW unit SOP.
      - (c) Signals squad leader that bunker is clear.
  - c. The platoon leader--
    - (1) Directs the supporting squad to move up and knock out the next bunker.
- OR
- (2) Directs the assaulting squad to continue and knock out the next bunker.
  - (3) Rotates squads as necessary.
- d. The platoon/squad leader accounts for Soldiers, provides a situation report (SITREP) to higher headquarters, reorganizes as necessary, and continues the mission.

## Individual Tasks

<u>Task Id</u>	<u>Task Title</u>
071-010-0006	Engage Targets with an M249 Machine Gun
071-025-0007	Engage Targets with an M240B Machine Gun
071-054-0004	Engage Targets with an M136 Launcher
071-311-2130	Engage Targets with an M203 Grenade Launcher
071-315-2308	Engage Targets with an M16-Series Rifle Using a Night Vision Sight AN/PVS-4
071-325-4407	Employ Hand Grenades
071-326-0501	Move as a Member of a Fire Team
071-326-0502	Move Under Direct Fire
071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
071-326-0510	React to Indirect Fire While Dismounted
071-326-0513	Select Temporary Fighting Positions
071-326-0515	Select a Movement Route Using a Map

071-326-5605	Control Movement of a Fire Team
071-326-5606	Select an Overwatch Position
071-326-5611	Conduct the Maneuver of a Squad

**Supporting Products**

The Infantry Rifle Platoon and Squad (FM 3-21.8)

**TASK:** React to Ambush (Far) (07-3-D9503)

**CONDITIONS (CUE):** (Dismounted/Mounted) - The platoon/squad/section is moving tactically, conducting operations. The enemy initiates contact with direct and indirect fire. This drill begins when the enemy initiates ambush with direct and indirect fire.

**STANDARDS:** (Dismounted) - The unit immediately returns fire and occupies covered and or concealed positions. The unit moves out of the kill zone, locates the enemy position, and conducts fire and maneuver in order to destroy the enemy. (Mounted) - Vehicle gunners immediately return fire on known or suspected enemy positions as the unit continues to move out of the kill zone. The unit leader reports the contact to higher headquarters.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Dismounted - (See Figure D9503-1)

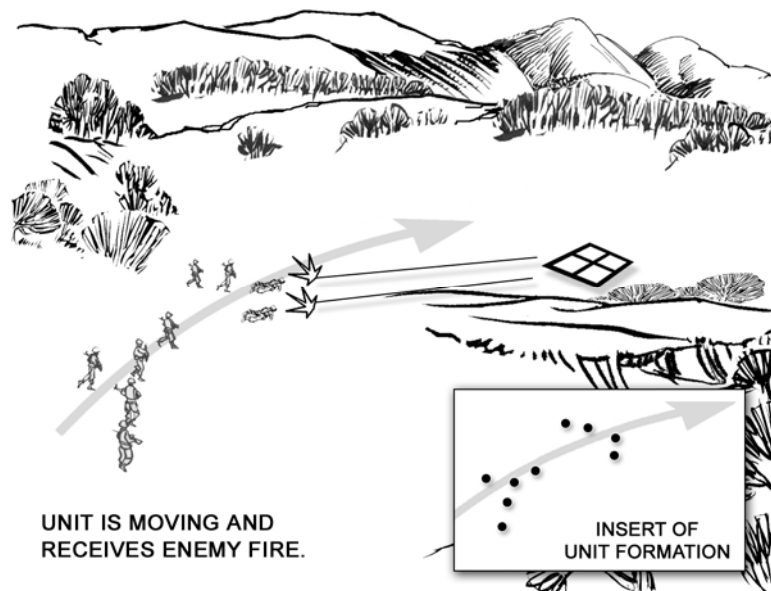


Figure D9503-1. React to ambush (far) (dismounted)

- a. Soldiers receiving fire immediately return fire, seek cover, establish a support by fire and suppress the enemy position(s).
- b. Soldiers not receiving fire move along a covered and concealed route to the enemies flank in order to assault the enemy position. (See Figure D9503-2)

**TASK STEPS AND PERFORMANCE MEASURES:**

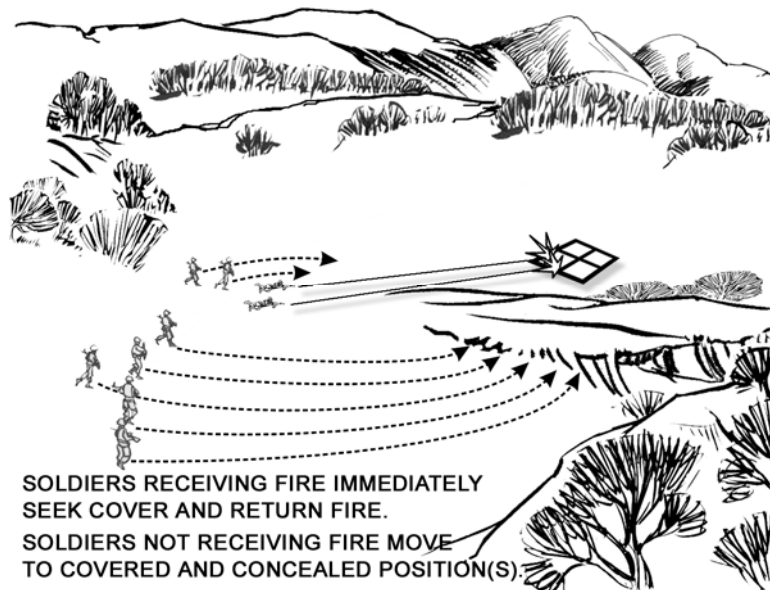


Figure D9503-2. React to ambush (far) (dismounted) (continued)

- c. The unit leader or Forward Observer calls for and adjusts indirect fires and close air support, if available. On order, lifts or shifts fires to isolate the enemy position or to attack them with indirect fires as they retreat.
- d. Soldiers in the kill zone shift suppressive fires as the assaulting Soldiers fight through and destroy the enemy. (See Figure D9503-3)



Figure D9503-3. React to ambush (far) (dismounted) (continued)

- e. The unit leader reports the contact to higher headquarters.
2. Mounted -
- a. Gunners and personnel on vehicles immediately return fire.
  - b. If the roadway is clear, all vehicles proceed through the kill zone.
  - c. The lead vehicle deploys vehicle smoke to obscure the enemy's view of the kill zone.

**TASK STEPS AND PERFORMANCE MEASURES:**

- d. Vehicle commander in disabled vehicles order Soldiers to dismount IAW METT-TC and set up security while awaiting recovery.
- e. The remainder of the unit follows the lead vehicle out of the kill zone while continuing to suppress the enemy.
- f. The unit leader reports the contact to higher headquarters.

**Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
071-010-0006	Engage Targets with an M249 Machine Gun
071-025-0007	Engage Targets with an M240B Machine Gun
071-054-0004	Engage Targets with an M136 Launcher
071-100-0003	Engage Targets with an M4 or M4A1 Carbine
071-311-2007	Engage Targets with an M16-Series Rifle
071-311-2130	Engage Targets with an M203 Grenade Launcher
071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
071-325-4407	Employ Hand Grenades
071-326-0501	Move as a Member of a Fire Team
071-326-0513	Select Temporary Fighting Positions
071-326-5611	Conduct the Maneuver of a Squad
071-410-0002	React to Direct Fire While Mounted
113-571-1022	Perform Voice Communications
551-88M-0005	Operate a Vehicle in a Convoy

**Supporting Products**

The Infantry Rifle Platoon and Squad (FM 3-21.8)  
The SBCT Infantry Rifle Platoon and Squad (FM 3-21.9)  
Warrior Ethos and Soldier Combat Skills (FM 3-21.75)

**TASK:** React to Ambush (Near) (07-3-D9502)

**CONDITIONS (CUE):** (Dismounted/Mounted) - The unit is moving tactically, conducting operations. The enemy initiates contact with direct fire within hand grenade range. All or part of the unit is receiving accurate enemy direct fire.

This drill begins when the enemy initiates ambush within hand grenade range.

**STANDARDS:** (Dismounted) - Soldiers in the kill zone immediately return fire on known or suspected enemy positions and assault through the kill zone. Soldiers not in the kill zone locate and place "well-aimed" suppressive fire on the enemy. The unit assaults through the kill zone and destroys the enemy. (Mounted) - Vehicle gunners immediately return fire on known or suspected enemy positions as the unit continues to move out of the kill zone. Soldiers on disabled vehicles in the kill zone dismount, occupy covered positions, and engage the enemy with accurate fire. Vehicle gunners and Soldiers outside the kill zone suppress the enemy. The unit assaults through the kill zone and destroys the enemy. The unit leader reports the contact to higher headquarters.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Dismounted - (See Figure D9502-1)

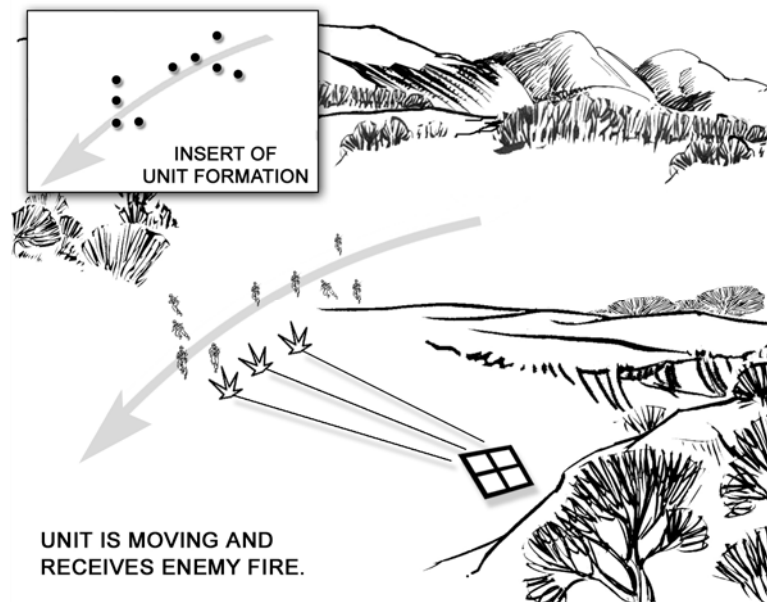


Figure D9502-1. React to ambush (near) (dismounted)

- a. Soldiers in the kill zone execute one of the following two actions:
  - (1) Return fire immediately. If cover is not available, immediately, without order or signal, assault through the kill zone.
  - (2) Return fire immediately. If cover is available, without order or signal, occupy the nearest covered position, and throw smoke grenades. (See Figure D9502-2)

**TASK STEPS AND PERFORMANCE MEASURES:**

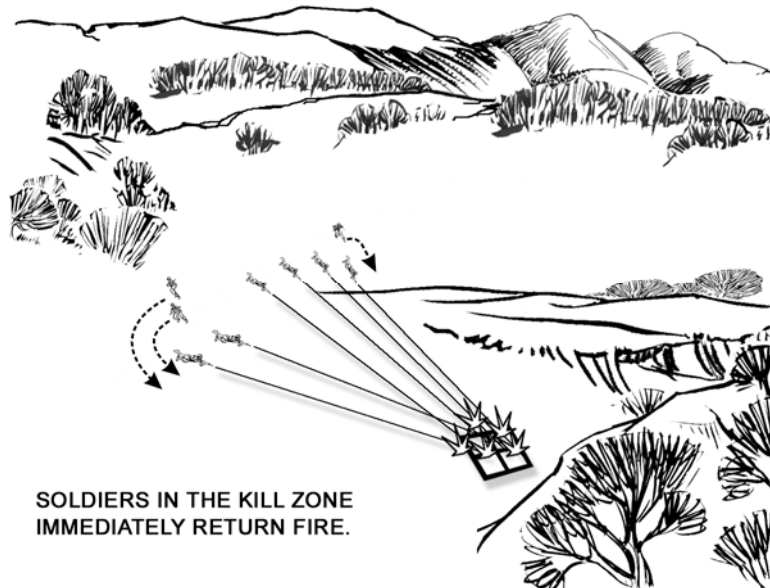


Figure D9502-2. React to ambush (near) (dismounted) (continued)

- b. Soldiers in the kill zone assault through the ambush using fire and movement.
- c. Soldiers not in the kill zone identify the enemy location, place "well-aimed" suppressive fire on the enemy's position and shift fire as Soldiers assault the objective.
- d. Soldiers assault through and destroy the enemy position. (See Figure D9502-3)

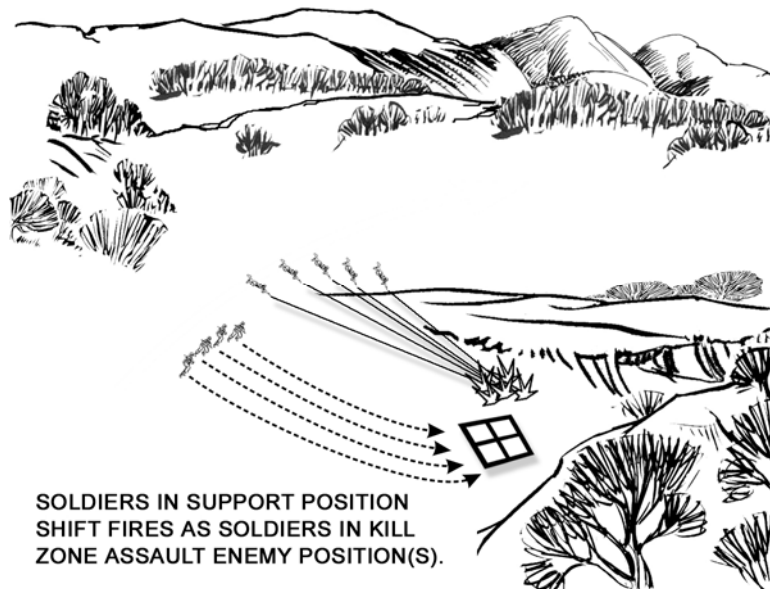


Figure D9502-3. React to ambush (near) (dismounted) (continued)

- e. The unit leader reports the contact to higher headquarters.
2. Mounted
- a. Vehicle gunners in the kill zone immediately return fire and deploy vehicle smoke, while moving out of the kill zone.
  - b. Soldiers in disabled vehicles in the kill zone immediately obscure themselves from the enemy with smoke, dismount if possible, seek covered positions, and return fire.

**TASK STEPS AND PERFORMANCE MEASURES:**

- c. Vehicle gunners and Soldiers outside of the kill zone identify the enemy positions, place "well-aimed" suppressive fire on the enemy, and shift fire as Soldiers assault the objective.
- d. The unit leader calls for and adjusts indirect fire and request Close Air Support IAW METT-TC.
- e. Soldiers in the kill zone assault through the ambush and destroy the enemy.
- f. The unit leader reports the contact to higher headquarters.

**Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
071-010-0006	Engage Targets with an M249 Machine Gun
071-025-0007	Engage Targets with an M240B Machine Gun
071-030-0004	Engage Targets with an MK 19 Machine Gun
071-054-0004	Engage Targets with an M136 Launcher
071-100-0003	Engage Targets with an M4 or M4A1 Carbine
071-311-2007	Engage Targets with an M16-Series Rifle
071-311-2130	Engage Targets with an M203 Grenade Launcher
071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
071-325-4407	Employ Hand Grenades
071-326-0501	Move as a Member of a Fire Team
071-326-0502	Move Under Direct Fire
071-326-0513	Select Temporary Fighting Positions
071-326-0608	Use Visual Signaling Techniques
071-326-5606	Select an Overwatch Position
071-410-0002	React to Direct Fire While Mounted
113-571-1022	Perform Voice Communications

**Supporting Products**

The Infantry Rifle Platoon and Squad (FM 3-21.8)  
The SBCT Infantry Rifle Platoon and Squad (FM 3-21.9)  
Warrior Ethos and Soldier Combat Skills (FM 3-21.75)



**TASK:** React to Contact (Visual, IED, Direct Fire [includes RPG]) (07-3-D9501)

**CONDITIONS (CUE):** Visual (Dismounted) - The unit is stationary or moving, conducting operations. Visual contact is made with the enemy. (Mounted) - The unit is stationary or moving, conducting operations. Visual contact is made with the enemy. IED (Dismounted/Mounted) - The unit is stationary or moving, conducting operations. The unit identifies and confirms an IED or one is detonated. Direct Fire (Dismounted/Mounted) - The unit is stationary or moving, conducting operations. The enemy initiates contact with a direct fire weapon.

This drill begins when visual contact, direct fire or an IED is identified or detonated.

**STANDARDS:** Visual (Dismounted) - The unit destroys the enemy with a hasty ambush or an immediate assault through the enemy position. Visual (Mounted) - Based on the composition of the mounted patrol, the unit either suppresses and reports the enemy position and continues its mission, or the patrol suppresses to fix the enemy position for a follow on assault to destroy him. IED (Dismounted/Mounted) - The unit takes immediate action by using the 5-Cs procedure (confirm, clear, call, cordon, and control). Direct Fire (Dismounted/Mounted) - The unit immediately returns "well-aimed" fire and seeks cover. The unit leader reports the contact to higher headquarters.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Visual (Dismounted) -
  - a. Hasty Ambush
    - (1) Unit leader determines that the unit has not been seen by the enemy.
    - (2) Unit leader signals Soldiers to occupy best available firing positions.
    - (3) The leader initiates the ambush with the most casualty-producing weapon available, immediately followed by a sustained "well-aimed" volume of effective fire.
    - (4) If the unit is prematurely detected, the Soldier(s) aware of the detection initiates the ambush.
    - (5) The unit destroys the enemy or forces them to withdraw.
    - (6) The unit leader reports the contact to higher headquarters.
  - b. Immediate Assault
    - (1) The unit and the enemy simultaneously detect each other at close range.
    - (2) All Soldiers who see the enemy engage and announce "contact" with a clock direction and distance to enemy, example, "Contact three o'clock, 100 meters."
    - (3) Elements in contact immediately assault the enemy using fire and movement.
    - (4) The unit destroys the enemy or forces them to withdraw.
    - (5) The unit leader reports the contact to higher headquarters.
2. Visual (Mounted) -
  - a. The Soldier who spots the enemy announces the contact.
  - b. The element in contact immediately suppresses the enemy.
  - c. The vehicle commander of the vehicle in contact sends contact report over the radio.
  - d. The unit maneuvers on the enemy or continues to move.
  - e. Vehicle gunners fix and suppress the enemy positions.
  - f. The unit leader reports the contact to higher headquarters.
3. IED (Dismounted/Mounted) -
  - a. The unit reacts to a suspected or known IED prior to detonation by using the 5-Cs.
  - b. While maintaining as safe a distance as possible and 360 security, the unit "confirms" the presence of an IED by using all available optics to identify any wires, antennas, detcord or parts of exposed ordinance.
    - (1) Conducts surveillance from a safe distance.
    - (2) Observes the immediate surroundings for suspicious activities.
  - c. The unit "clears" all personnel from the area a safe distance to protect them from a potential second IED.
  - d. The unit "calls" higher headquarters to report the IED in accordance with the unit SOP.
  - e. The unit "cordons" off the area, directs personnel out of the danger area, prevents all military or

**TASK STEPS AND PERFORMANCE MEASURES:**

civilian traffic from passing and allows entry only to authorized personnel.

(1) Soldiers direct people out of the 300-meter minimum danger area.

(2) Identifies and clears an area for an incident control point (ICP).

(3) Soldiers occupy positions and continuously secure the area.

f. The unit "controls" the area inside the cordon to ensure only authorized access.

g. The unit continuously scans the area for suspicious activity.

(1) Identifies potential enemy observation, vantage, or ambush points.

(2) Maintains visual observation on the IED to ensure the device is not tampered with.

**4. Direct Fire (Dismounted) - (See Figure D9501-1)**

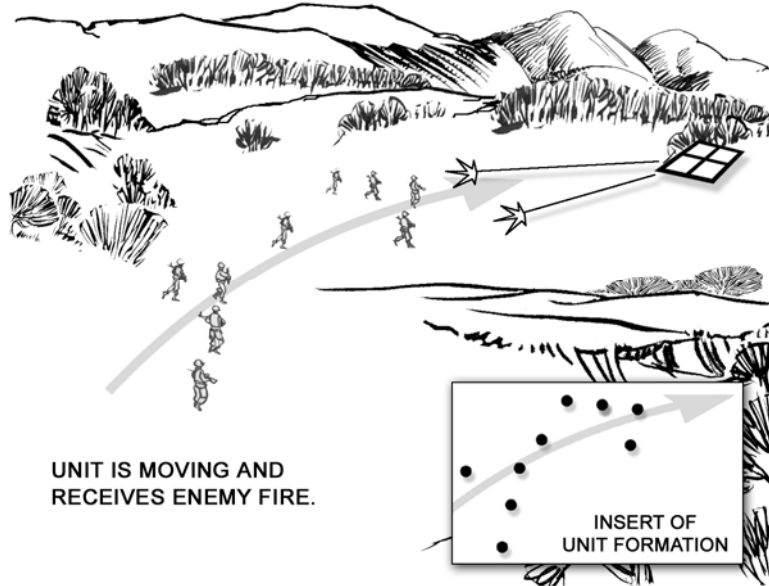


Figure D9501-1. React to contact, direct fire (dismounted)

- a. Soldiers under direct fire immediately return fire and seek the nearest covered positions. Calls out distance and direction of direct fire. (See Figure D9501-2)

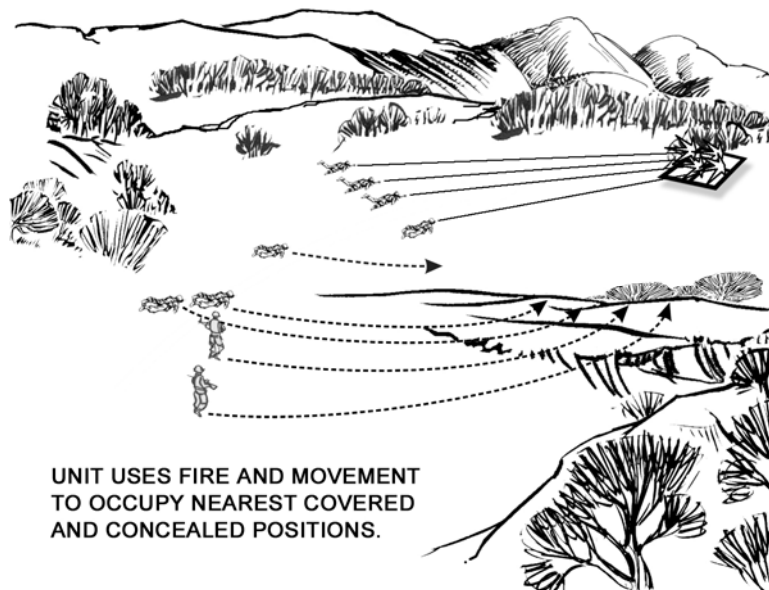


Figure D9501-2. React to contact, direct fire (dismounted) (continued)

## TASK STEPS AND PERFORMANCE MEASURES:

- b. Element leaders locate and engage known or suspected enemy positions with "well-aimed" fire and pass information to the unit leader.
- c. Element leaders control their Soldier's fire by:
  - (1) Marking targets with lasers.
  - (2) Marking the intended target with tracers or M203 rounds.
- d. Soldiers maintain contact (visual or oral) with the Soldiers on their left or right.
- e. Soldiers maintain contact with their team leader and relay the location of enemy positions.  
(See Figure D9501-3)

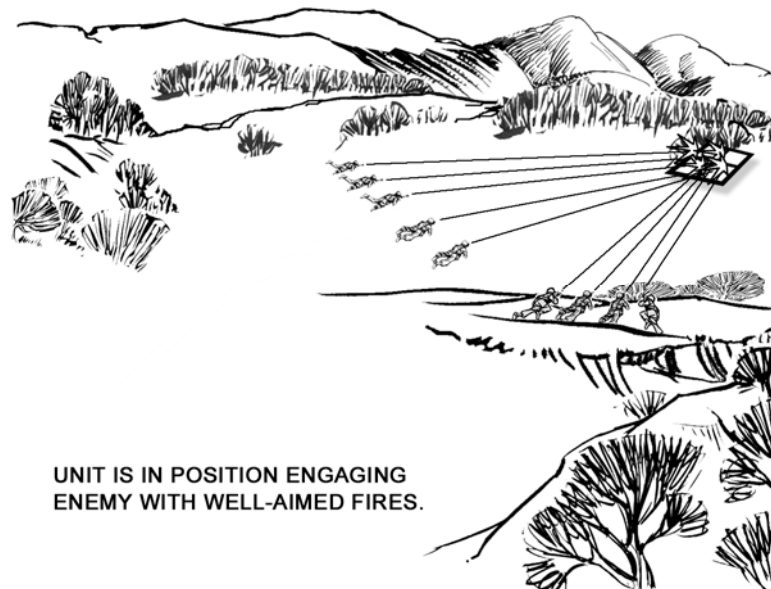


Figure D9501-3. React to contact, direct fire (dismounted)(continued)

- f. The element leaders (visually or orally) check the status of their Soldiers.
  - g. The element leaders maintain contact with the unit leader.
  - h. The unit leader reports the contact to higher headquarters.
5. Direct Fire (Mounted) -
- a. If moving as part of a logistics patrol the vehicle gunners immediately suppress enemy positions and continue to move.
  - b. The vehicle commanders direct their drivers to accelerate safely through the engagement area.
  - c. If moving as part of a combat patrol, vehicle gunners suppress and fix the enemy allowing others to maneuver against and destroy the enemy.
  - d. The leaders (visually or orally) check the status of their Soldiers and vehicles.
  - e. The unit leader reports the contact to higher headquarters.

### Individual Tasks

<u>Task Id</u>	<u>Task Title</u>
052-192-1271	Identify Visual Indicators of an Improvised Explosive Device (IED) (UNCLASSIFIED / FOR OFFICIAL USE ONLY) (U//FOUO)
061-283-6003	Adjust Indirect Fire
071-000-0006	React to Man-to-Man Contact
071-004-0006	Engage Targets with an M9 Pistol
071-010-0006	Engage Targets with an M249 Machine Gun

071-025-0007	Engage Targets with an M240B Machine Gun
071-030-0004	Engage Targets with an MK 19 Machine Gun
071-100-0003	Engage Targets with an M4 or M4A1 Carbine
071-311-2007	Engage Targets with an M16-Series Rifle
071-311-2130	Engage Targets with an M203 Grenade Launcher
071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
071-325-4407	Employ Hand Grenades
071-326-0502	Move Under Direct Fire
071-326-0510	React to Indirect Fire While Dismounted
071-326-0511	React to Flares
071-326-0513	Select Temporary Fighting Positions
071-326-0608	Use Visual Signaling Techniques
071-326-3002	React to Indirect Fire While Mounted
071-410-0002	React to Direct Fire While Mounted
071-420-0005	Conduct the Maneuver of a Platoon
113-571-1022	Perform Voice Communications

### **Supporting Products**

The Infantry Rifle Platoon and Squad (FM 3-21.8)

The SBCT Infantry Rifle Platoon and Squad (FM 3-21.9)

Warrior Ethos and Soldier Combat Skills (FM 3-21.75)

**TASK:** React to Indirect Fire (07-3-D9504)

**CONDITIONS (CUE):** (Dismounted) - The unit is moving, conducting operations. Any Soldier gives the alert, "INCOMING," or a round impacts nearby. (Mounted) - The platoon/section is stationary or moving, conducting operations. The alert, "INCOMING," comes over the radio or intercom or rounds impact nearby.

This drill begins when any member alerts "Incoming," or a round impact.

**STANDARDS:** (Dismounted) - Soldiers immediately seek the best available cover. Unit moves out of area to the designated rally point after the impacts. (Mounted) - When moving, drivers immediately move their vehicles out of the impact area in the direction and distance ordered. If stationary, drivers start their vehicles and move in the direction and distance ordered. The unit leader reports the contact to higher headquarters.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Dismounted -
  - a. Any Soldier announces, "Incoming!"
  - b. Soldiers immediately assume the prone position or move to immediate available cover during initial impacts.
  - c. The unit leader orders the unit to move to a rally point by giving a direction and distance.
  - d. After the impacts, Soldiers move rapidly in the direction and distance to the designated rally point.
  - e. The unit leader reports the contact to higher headquarters.
2. Mounted -
  - a. Any Soldier announces, "Incoming!"
  - b. Vehicle commanders repeat the alert over the radio.
  - c. The leader gives the direction and link up location over the radio.
  - d. Soldiers close all hatches if applicable to the vehicle type; gunners stay below turret shields or get down into vehicle.
  - e. Drivers move rapidly out of the impact area in the direction ordered by the leader.
  - f. The unit leader reports the contact to higher headquarters.

**Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
071-326-0510	React to Indirect Fire While Dismounted
071-326-0608	Use Visual Signaling Techniques
071-326-3002	React to Indirect Fire While Mounted
113-571-1022	Perform Voice Communications

**Supporting Products**

The Infantry Rifle Platoon and Squad (FM 3-21.8)  
The SBCT Infantry Rifle Platoon and Squad (FM 3-21.9)  
Warrior Ethos and Soldier Combat Skills (FM 3-21.75)

**TASK:** React to Nuclear Attack (07-3-D9483)

**CONDITIONS (CUE):** The current enemy situation outlines a threat of tactical nuclear capabilities. With little to no warning, the squad/platoon encounters a brilliant flash of light while conducting tactical operations. Some portion of the unit is moving in assigned area while others are dismounted, either stationary or moving at the time of the attack.

This drill begins when any member sees a brilliant flash of light or leader directs his personnel to conduct the drill.

**STANDARDS:** Dismounted personnel immediately drop to prone positions and take the individual steps necessary to survive the blast. Mounted personnel immediately drop down inside the vehicle and brace themselves for the blast. After the blast wave, security is established.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Personnel react to unwarned nuclear attack.
  - a. Dismounted.
    - (1) All personnel immediately dropped to a prone position and closed their eyes.
    - (2) All personnel immediately--
      - (a) Turn their bodies head-on toward the blast.
      - (b) Place their thumbs in their ears.
      - (c) Cover their faces with their hands.
      - (d) Place their arms under their bodies.
      - (e) Tuck their heads down into their shoulders; keep helmets on and face downward.
    - (3) All personnel stay down until the blast wave passes and debris stops falling.
    - (4) All personnel check for casualties and damaged equipment.
  - b. Mounted.
    - (1) All personnel immediately drop down inside of the vehicles.
    - (2) Before the arrival of the blast wave, all personnel--
      - (a) Close hatches.
      - (b) Turn off radios that are not needed.
      - (c) Brace themselves.
2. Actions taken after blast wave have passed.
  - a. Squad/platoon leader reestablishes the chain of command and communications.
  - b. Personnel give casualties first aid and evacuate them.
  - c. Leader submits an initial CBRN 1 report.
3. The platoon/squad leader accounts for Soldiers, provides a situation report (SITREP) to higher headquarters, reorganizes as necessary, and continues the mission.

**Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
031-503-1018	React to Nuclear Hazard/Attack
031-503-1021	MARK NBC CONTAMINATED AREA

**Supporting Products**

MULTISERVICE TACTICS, TECHNIQUES, AND PROCEDURES FOR NUCLEAR, BIOLOGICAL, AND CHEMICAL (NBC) PROTECTION (FM 3-11.4)

The Infantry Rifle Platoon and Squad (FM 3-21.8)

**TASK:** Establish a Hasty Checkpoint (19-4-D0105)

**CONDITIONS (CUE):** The element receives an order from higher headquarters to immediately establish a hasty checkpoint (CP) at a specific location in its area of operations (AO). The local police or security forces may assist with the operations. Unit has received guidance on the rules of engagement (ROE), rules of interaction (ROI), and escalation of force (EOF). Translators or host nation personnel are attached or available. Some iterations of this task should be performed in MOPP4.

This drill begins when the element leader receives the order from higher headquarters and issues the command to the element to immediately establish a hasty checkpoint (CP) at a specified location, or the element leader directs his personnel to conduct this drill.

**STANDARDS:** The element takes immediate action to construct and establish a hasty checkpoint (CP) IAW with orders from higher headquarters. The checkpoint controls vehicular and pedestrian traffic by limiting entry to and exit from the specified area. The element is briefed on the rules of engagement (ROE), rules of interaction (ROI), and escalation of force (EOF), mission instructions, higher headquarters order, and other special orders. The time required to perform this task is increased when conducting it in mission-oriented protective posture (MOPP) 4.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Element leader receives and issue orders to element to immediately establish a hasty checkpoint at a specific location.

**NOTE:** Establish a hasty checkpoint when the checkpoint will be used for a set period of time, usually a short duration. Hasty checkpoints should be located as to achieve the element of surprise and cannot be seen by approaching traffic until it is too late to withdraw. Good locations for hasty checkpoints are bridges, defiles, highway intersections, reverse slopes of hills, and just beyond sharp curves.

- a. Issues directives and assignments to personnel to immediately set up and construct key elements of a hasty checkpoint.
  - (1) Establish security.
  - (2) Establish security positions or occupy sentry positions.
  - (3) Establish communication.
  - (4) Construct an entry point.
  - (5) Construct approach lanes and protective barriers.
  - (6) Construct search and holding areas.
  - (7) Establish lethal and non-lethal (weapons) overwatch positions.
  - (8) Post warning signs.
  - (9) Final operations briefing and instructions (prior to activating the CP).
- b. Issues time-line for establishing the checkpoint.

2. Element members immediately perform their assigned duties to establish or construct the hasty checkpoint to prepare it for operation (based on the element leader's instructions).

**NOTE:** Security, hasty defensive positions, and establishing comms must be completed first. The remaining hasty checkpoint construction duties and responsibilities are not required to be preformed in sequence and can be completed simultaneously by various element members to speed up the process.

- a. Establish security during the construction of the hasty checkpoint.
- b. Construct hasty defensive positions (all members).
- c. Establish communications with all elements and higher headquarters.
- d. Establish an initial (stand-off) visual search area or zone (only if mission dictates or allows) that is clearly marked with signs for vehicles and/or pedestrians to stop and wait for further instructions prior to approaching the actual checkpoint entrance.

**NOTE:** The initial search zone is a distant visual search area where vehicles and personnel will be ordered (by visual or audio means) to stop at a clearly marked point before they actually enter the checkpoint. This process may allow for the detection of weapons and explosives at a safe distance or cause a person to reveal their intent. Personnel and vehicles can be visually inspected from a predetermined distance (approximately 25 to 100 meters or as the mission dictates) while checkpoint

### **TASK STEPS AND PERFORMANCE MEASURES:**

operators remain behind a protective barrier or vehicle. Personnel will be ordered to exit their vehicle, open their vehicle compartments that can be observed from a distance (trunk, hood, etc), uncover or take out items from their vehicle, open or pull up their overgarments, turn around, and perform any other additional measures according to the SOP. This visual search is conducted prior to bringing personnel and vehicles into the checkpoint for a detailed search. Local support authorities can be utilized for this area. The initial search zone is more applicable to a deliberate checkpoint but can be used for a hasty checkpoint if the mission allows and threat dictates its use.

- e. Construct entry point that can restrict and control the entry of vehicles and/or pedestrians into the hasty checkpoint. Entry point should also provide minimal protection for CP personnel if needed.

NOTE: Hasty checkpoint approach lanes, entry point, protective barriers, holding areas, and search areas can be constructed utilizing readily available materials such as engineer tape, debris, trees, rocks, concertina wire, existing structures, and all other available equipment/material. The element should also use existing culverts, bridges, deep cuts, sharp bends, or dips in the road to create the hasty checkpoint. Ensure that there is adequate lighting for night operations (if applicable).

- f. Create or construct approach (canalization) and deceleration lanes that force traffic to slow down, and directs vehicles and/or pedestrians to the designated areas. This can be done with a system of curves and obstacles vehicles must maneuver around as they approach the CP.
- g. Establish or construct holding areas for detained persons away from checkpoint entrance.

NOTE: The holding and search areas are relatively secure areas where personnel and vehicles are positively identified and a complete detailed search is conducted. Existing structures, vehicles or obstacles are used to isolate vehicles or individuals from others with overwatch protection from weapon positions. Mission may require male and female members to conduct personnel searches (female soldiers should conduct searches of female personnel entering the checkpoint).

- h. Establishes or construct detailed search areas for personnel (male and female) and vehicles.
- i. Establishes lethal and nonlethal overwatch positions where they can observe all areas and approach areas. Crew served weapons will be strategically placed at these locations.
- j. Ensure warning signs are posted.

NOTE: Warning or instructional signs should be posted in the native and English languages in the checkpoint area. Signs should be placed at key locations and distances leading up to CP. Signs should also specify when deadly force is authorized for failure to comply with posted warnings (based on the current SOP, orders, ROE, and EOF).

- 3. Element leader conducts final briefing, after hasty checkpoint is established, and makes notification to higher headquarters (HQ).
  - a. Briefs personnel on key elements of conducting hasty checkpoint operations (prior to putting the CP into operation).
    - (1) Current ROE, EOF, and ROI.
    - (2) Rules regarding search, detention, standoff distances, and the use of force.
    - (3) Actions on contact (mounted and dismounted threats).
    - (4) Procedures for clearing and processing personnel and vehicles through the checkpoint IAW orders and guidance from higher headquarters.
    - (5) Utilizing all available assets and procedures the mission allows to conduct checkpoint operations safely (stand-off distance, obstacles, barriers, warning signs, etc).
    - (6) Searching for high risk and prohibited items (such as weapons, explosives, and contraband).
    - (7) Maintaining security and overwatch support of CP.
    - (8) Ensuring vehicle traffic, movement, and personnel are handled according to current directives and SOP.
  - b. Notifies higher HQ that the hasty checkpoint is established and ready for operations.



**Individual Tasks**Task IdTask Title

191-377-4203

Supervise the Establishment and Operation of a Roadblock/Checkpoint

**Supporting Products**

Military Police Traffic Operations (FM 19-25)

Military Police Operations (FM 3-19.1)

**TASK:** React to a Chemical Attack (03-3-D0035)

**CONDITIONS (CUE):** The element is moving or stationary, conducting operations. The unit is attacked with a chemical agent. Soldiers hear a chemical alarm, observe an unknown gas or liquid, or are ordered to don their protective mask. (Any Soldier gives an oral or visual signal for a chemical attack, or a chemical alarm activates.)(Any Soldier gives an oral or visual signal for a chemical attack, or a chemical alarm activates.)

**STANDARDS:** All soldiers don their protective mask within 9 seconds or 15 seconds for masks with a hood. Soldiers assume mission-oriented protection posture (MOPP) 4 within 8 minutes. The element identifies the chemical agent using M8 chemical detector paper and the M256 detector kit. The squad/platoon leader reports that the unit is under a chemical attack and submits Nuclear, Biological, and Chemical (NBC) 1 Reports to next higher echelon.

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Soldiers don their protective mask.

NOTE: If the Soldiers are using Joint- Service, Lightweight, Integrated, Suit Technology (JSLIST) and hood is not on the mask. The Soldiers are only allotted 9 seconds to don their protective mask.

NOTE: The mask gives immediate protection against traditional warfare agents. The mask may not completely protect you from certain toxic industrial chemicals, but it provides the best available protection to enable you to evacuate the hazard area. You may be required to evacuate to a minimum safe distance of at least 300 meters upwind from the contamination (if possible) or as directed by the commander.

2. Soldiers give vocal or nonvocal alarm
3. Within 60 seconds, Soldiers use the appropriate skin decontamination kit (SDK) for individual decontamination, as necessary.
4. Soldiers assume MOPP 4 within 8 minutes.
5. Soldiers initiate self- or buddy-aid, as necessary.
6. The element identifies the chemical agent using M8 chemical detector paper and the M256 detector kit.
7. The element leader reports the chemical attack to higher headquarters using the nuclear, biological, and chemical (NBC) 1 report.
8. Leaders determine if decontamination is required and requests support, if necessary.
9. The element initiates immediate decontamination within 15 minutes (if necessary).
10. If contamination is present, the squad/platoon marks the area before leaving.
11. The element moves and displaces, as appropriate, or continues its mission.

**Individual Tasks**

<u>Task Id</u>	<u>Task Title</u>
031-503-1005	MAINTAIN YOUR M17-SERIES PROTECTIVE MASK WITH HOOD
031-503-1019	React to Chemical or Biological (CB) Hazard/Attack
031-503-1021	MARK NBC CONTAMINATED AREA
031-503-1031	Use the Chemical Agent Monitor
031-503-1035	Protect Yourself From Chemical and Biological (CB) Contamination Using Your Assigned Protective Mask

031-503-1036	Maintain Your Assigned Protective Mask
031-503-1037	Detect Chemical Agents Using M8 or M9 Detector Paper
031-503-1042	Protect Yourself From CBRN Injury/Contamination When Changing MOPP (Using JSLIST)
071-326-0608	Use Visual Signaling Techniques

**Supporting Products**

MULTISERVICE TACTICS, TECHNIQUES, AND PROCEDURES FOR NUCLEAR, BIOLOGICAL, AND CHEMICAL (NBC) PROTECTION (FM 3-11.4)

**TASK:** React to a Vehicle Rollover (55-5-D0050)

**CONDITIONS (CUE):** Your crew has been thoroughly briefed on mission requirements and all equipment and vehicles are fully prepared for mission to include mission safety, contact with the enemy, vehicle rollovers, MEDEVAC procedures, and vehicle operations near water. All assigned crewmembers are present. You are told your platoon will skirt areas that have not been reconnoitered and are suspected to possess IEDs. While conducting operations in your area of operations, your platoon maneuvers through unfamiliar terrain with road surfaces that are uneven with steep drop-offs along the edge of the roadway. Driver has released the accelerator and has feet firmly set on the floor.

Choose one or more of the following cues to initiate the drill actions:

1. Vehicle is moving alone or as part of a larger force, the driver feels he has lost control of the vehicle and anticipates a rollover.
2. The vehicle operator has driven over a hidden Improvised Explosive Device causing vehicle rollover.
3. Driver has overestimated ability to negotiate a curve resulting in a vehicle rollover.
4. Collision with a friendly (non-hostile) vehicle resulting in vehicle rollover.
5. Collision with hostile vehicle resulting in vehicle rollover while under direct fire
6. Edge of roadway has collapsed sending vehicle into a rollover into a shallow creek bed/canal.

**STANDARDS:** Driver makes every attempt to control vehicle as long as possible. All crew members react to imminent rollover by properly bracing themselves against vehicle hull, or dropping into vehicle cavity and loudly announcing "ROLLOVER, ROLLOVER, ROLLOVER." Assistant driver makes every attempt to assist in pulling gunner into vehicle to prevent injury. Once vehicle movement is halted, all crewmen work simultaneously to determine best point of vehicle egress, and unlock combat locks (as applicable). If rollover involves water, all crewman remove individual equipment, all crewmen assist one-another in releasing any safety harnesses still in place while ensuring coherent orientation and distance of fall (as applicable) as crewman exit vehicle with weapon (if possible).

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Execute Rollover Drill
  - a. Driver
    - (1) Driver attempts to maintain control of steering.
    - (2) Yells, "ROLLOVER, ROLLOVER, ROLLOVER!"
    - (3) Keep hands on the steering wheel, tucks head and chin into chest and braces for impact.
    - (4) Plants feet firmly on the floor.
    - (5) Tucks head and chin into chest and braces for impact.
  - b. Vehicle Commander and Crew-
    - (1) Yells, "ROLLOVER, ROLLOVER, ROLLOVER!"
    - (2) Pulls gunner into cab and holds in place (if assigned).
    - (3) Tucks head and chin into chest and braces for impact.
    - (4) Plants feet firmly on the floor while holding onto a stationary object.
  - c. Gunner (if assigned)
    - (1) Yells, "ROLLOVER, ROLLOVER, ROLLOVER!"
    - (2) Pushes/pulls self down into vehicle.
    - (3) Holds onto stationary object.
    - (4) Tucks head and chin into chest and braces for impact.
2. After rollover has stopped (not in water):
  - a. Driver, VC, and rear crew -
    - (1) Driver turns off motor.
    - (2) Braces one hand on ceiling.
    - (3) Releases seatbelt with other hand and immediately puts both hands on ceiling.
    - (4) Slides out of seat belt.
    - (5) Disconnects headset (if applicable)

### **TASK STEPS AND PERFORMANCE MEASURES:**

- (6) Orients self to nearest exit.
  - (7) Unlocks combat door.
  - (8) Gets door open or tries another door.
  - (9) Exits with weapon.
  - (10) Assists crew to exit.
  - (11) Established security.
- b. Gunner
    - (1) Disconnects headset (applicable).
    - (2) Assesses injuries.
    - (3) Clears and checks weapon for serviceability.
    - (4) Exits vehicle with weapon (if possible). Work as a team to open jammed doors.
    - (5) Assists crew to exit.
    - (6) Established security.
3. When water entry is imminent (whether or not the potential for a rollover exists):
- a. Driver
    - (1) Releases the accelerator.
    - (2) Yells, "WATER, WATER, WATER!"
    - (3) If possible, controls the entry by steering into the body of water.
    - (4) Plants feet firmly on the floor.
    - (5) Keep hands braced on steering wheel with arms extended but not locked.
    - (6) Tucks head and chin into chest and braces for impact.
  - b. Gunner
    - (1) Yells, "WATER, WATER, WATER!"
    - (2) Hushed/pulls self down into vehicle.
    - (3) Tucks head and chin into chest and holding onto a stationary object, braces for impact.
  - c. All other Crew
    - (1) Yells, "WATER, WATER, WATER!"
    - (2) Pulls gunner into cab.
    - (3) Tucks head and chin into chest and braces for impact.
    - (4) Plants feet firmly on the floor while holding onto a stationary object.
4. When the vehicle is stabilized (water):
- a. All Crew
    - (1) Driver turns off motor.
    - (2) Disconnects headset (if applicable).
    - (3) Releases seatbelt; uses caution if upside down.
    - (4) Exits vehicle. (Work as a team to open and brace jammed doors.)
5. If vehicle rolls onto side -
- a. Lower level Soldiers, if able -
    - (1) Unbuckle seat belts.
    - (2) Assist upper Soldiers to unfasten seat belts then carefully lower.
  - b. Crew, if doors are jammed -
    - (1) Exit through hatch or cargo area if possible.
    - (2) Works as a team to open and brace jammed doors.

### **Supporting Products**

HMMWV UPARMORED Emergency Procedures Performance Measures (GTA 55-03-030)  
Composite Risk Management (FM 5-19)