



CLASS ONE:

MOVEMENT AND MANEUVER

MOVEMENT IS NOT MANUEVER

BY:

SSG / DS (FMR) C.L. HILL (PEN NAME)





OVERVIEW

The **Infantry Training Model**, especially through the following classes you are going to preview, are created in a way to appeal to anyone. Literally. They were created in the ideology that they could train anyone proficiently in being an Infantry Soldier or Soldier in general.

The color coordination and dashed lines allow a separation for the mind to focus in on a particular paragraph, hence the **BLUE** then **GREEN** color scheme.

That way, rather than it being an all-black color scheme, it would allow the mind to retain the information and if you were copying the notes realize that you were either on track or “off track” in your notes. The use of color coordination overall allows the mind to visualize the material in a way pure black and white, like most doctrine, can’t describe.

The **BLACK OUTLINE** is to allow eye relief, to focus in on the words being presented, and “pop” off the paper.

RED fonts were meant to capture definitions or highlight the overall subject(s) in the paragraph.

PURPLE fonts are my own additions to the descriptions taken from doctrine. Boiling them down into comprehensive understanding of the current class, course, or overall idea.

MAGENTA is used to introduce a topic or offset the color coordination.

The **BLACK BOXES** around each slide represent the ability to print them out and laminate them / paste them to a study board. Everything has a purpose in these classes, and I genuinely hope they make you a more lethal Infantry Soldier / Soldier in general.

As the creator of this course, which ties into the **TISP (Total Infantry Soldier Program)** please print this in color. Trust me...it will make a vast difference. – **SSG C.L Hill**





TACTICAL MOVEMENT AND MANEUVER DEFINITION



“Tactical Movement is the Movement of a unit assigned a tactical mission (we’ll talk more about this later) under combat conditions when not in direct ground contact with the enemy – Movement ENDS when ground contact is made, or the unit reaches its destination.

MOVEMENT IS NOT MANEUVER! Maneuver happens once a unit has made contact with the enemy.”

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(Think like football or soccer; walking to your position on the field is MOVEMENT. Once the ball is dropped or hiked, and you move to blitz the quarterback or move on the pitch....that’s MANEUVER.)

Because Tactical Movement shares many of the characteristics of an offensive action, the battlefield is organized in a manner similar to other offensive actions.





FUNDAMENTALS OF TACTICAL MOVEMENT

*** Make enemy contact with the smallest element possible.**

(WE make contact with the smallest element to hide our numbers)

*** Rapidly develop combat power upon enemy contact**

*** Provide all around security (360°-degree security)**

*** Support the higher unit's concept (goal / plan)**

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*** Report all information rapidly and accurately; strive to gain and maintain contact with the enemy**

*** Requires decentralized execution (meaning it doesn't require micromanaging a.k.a "someone up your ass at all times" unless needed)**

*** The Platoon Leader (PL) (absolutely not...the lead Team Leader (TL) or Squad Leader (SL)) selects the appropriate movement formation based on the likelihood of enemy contact**

*** Maintains contact once contact is made unless ordered to do so otherwise (enemy is defeated or break / broke contact)**





TACTICAL MOVEMENT CRITERIA (M.O.V.E.S.E.C.U.R.E.)

M: Maintain 360° Security

O: Observe unit cohesion through Platoon, Squad, and Team integrity

V: Visual contact / commo maintained

E: Enforce Noise / Light discipline

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S: Screen (screen covers movement, such as smoke or using “cover and concealment”) movement with covered and concealed routes (like I said, “you’re hiding your movements”)

E: Enforce proper speed and maintain momentum

C: Contact with the smallest element

U: Use appropriate movement formations and techniques based on METT-TC

R: Route Selection

E: Enforce proper dispersion (means keep spacing, remember 1 meter ≈ 3 feet ≈ 1 yard)





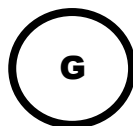
SYMBOLS ON A MAP OR IN DOCTRINE



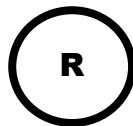
- **TEAM LEADER**



- **AUTOMATIC RIFLEMAN**



- **GRENADIER**



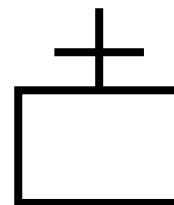
- **RIFLEMAN**



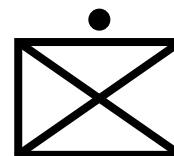
- **SQUAD LEADER**



- **PLATOON LEADER (PL)**



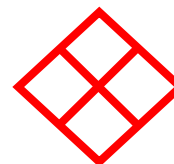
- **PLATOON SERGEANT (PSG)**



- **ONE! INFANTRY RIFLE SQUAD**



- **ONE! INFANTRY RIFLE PLATOON**



- **ONE! ENEMY RIFLE SQUAD**

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FIRE TEAM – WEDGE (MOST COMMON FORMATION USED)

The Wedge is the “basic formation for the Fire Team”. The interval between Soldiers in **The Wedge** formation is normally 10 meters (roughly 30 feet). **The Wedge** formation expands and contracts depending on the terrain. Fire Teams modify **The Wedge** when rough terrain, poor visibility, or other factors make control of **The Wedge** difficult. This normal interval is reduced so all Team members can still see their Team Leader and all Team Leaders can still see their Squad Leader. The sides of **The Wedge** can contract to the point where **The Wedge** resembles a single **File**. Soldiers expand or resume their original positions when moving in less rugged terrain where control is easier.

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In this formation, the Fire Team Leader is in the lead position with their Soldiers echeloned (means at a diagonal) to the right and left behind them. The positions for all, but the Leader, may vary. This simple formation permits the Fire Team Leader to “lead-by-example”. (A good way to practice this as a young Team Leader, or in OSUT, as I would instruct, start the formation...then turn around with your arms up parallel to the marching surface, and make a 45-degree angle and state “get in line with my arms”. It allows your Soldiers to understand being in an echelon to you).

The Leader’s standing order to their Soldier’s is “FOLLOW ME AND DO AS I DO”. When they move to the right, their Soldiers should move to the right. When they fire, their Soldiers should also fire.

When using the “lead-by-example” technique. It is essential for all Soldiers to maintain visual with the Leader (remember, “10 to 2, look at you” when Patrolling...remember this phrase as to look to the horizon scanning from the 10 o’clock to the 2 o’clock and then to the Team Leader).





FIRE TEAM – WEDGE (MOST COMMON FORMATION USED)



The Wedge formation is somewhat of a compromise between the Line and Column formations.

The Wedge formation scores high in terms of firepower forward and protection of the flanks. It's also high in maneuver.

Using The Wedge formation, the patrol can still employ almost all of the weapons forward against an enemy force.

Additionally, since about half of all weapons can be instantly be brought to bear to either flank, this formation proves to be very difficult to ambush or flank.

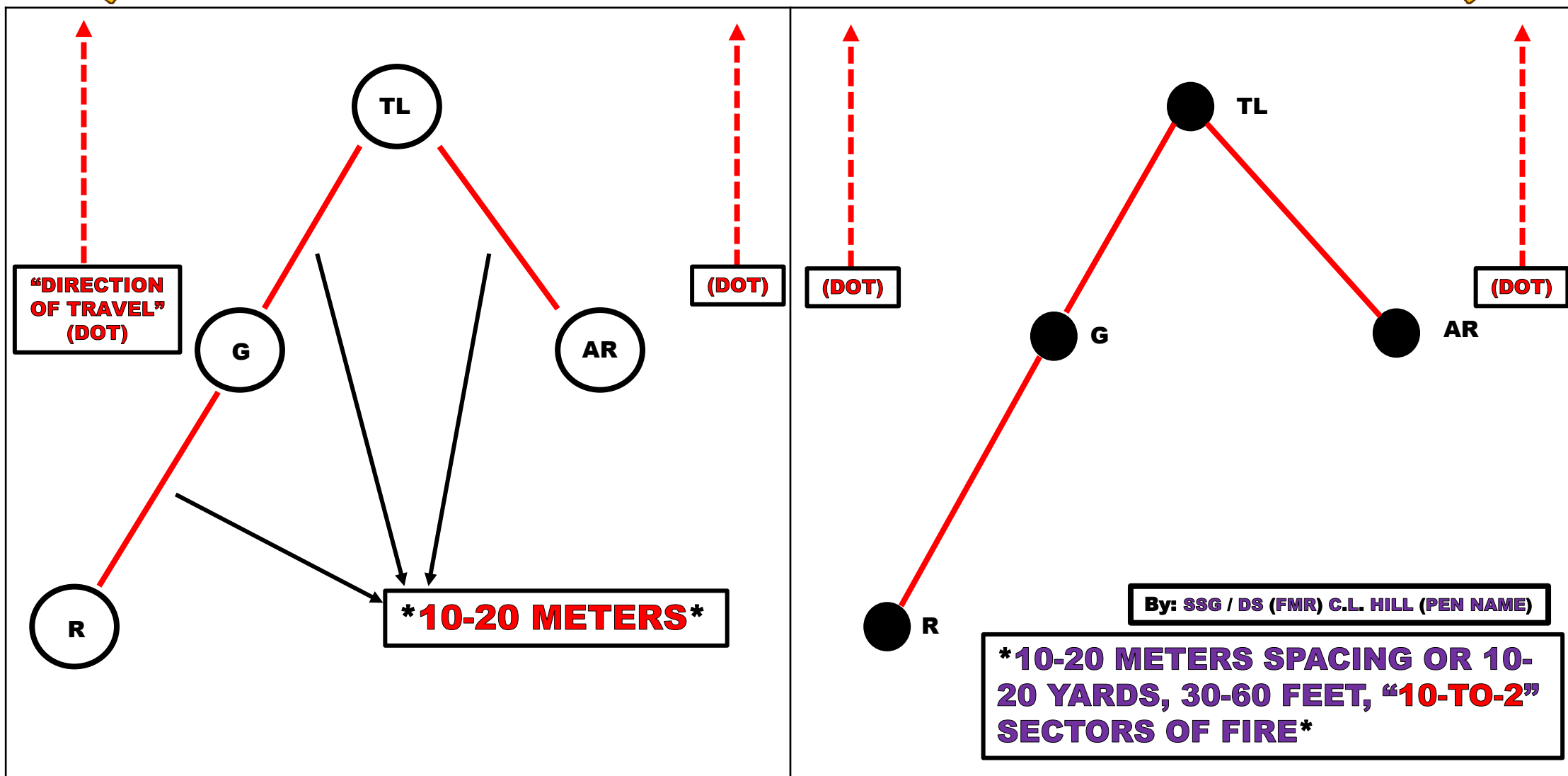
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While pivoting the formation is a bit difficult – especially in steep or heavily vegetated terrain – it is far easier to maneuver The Wedge than a Line formation.



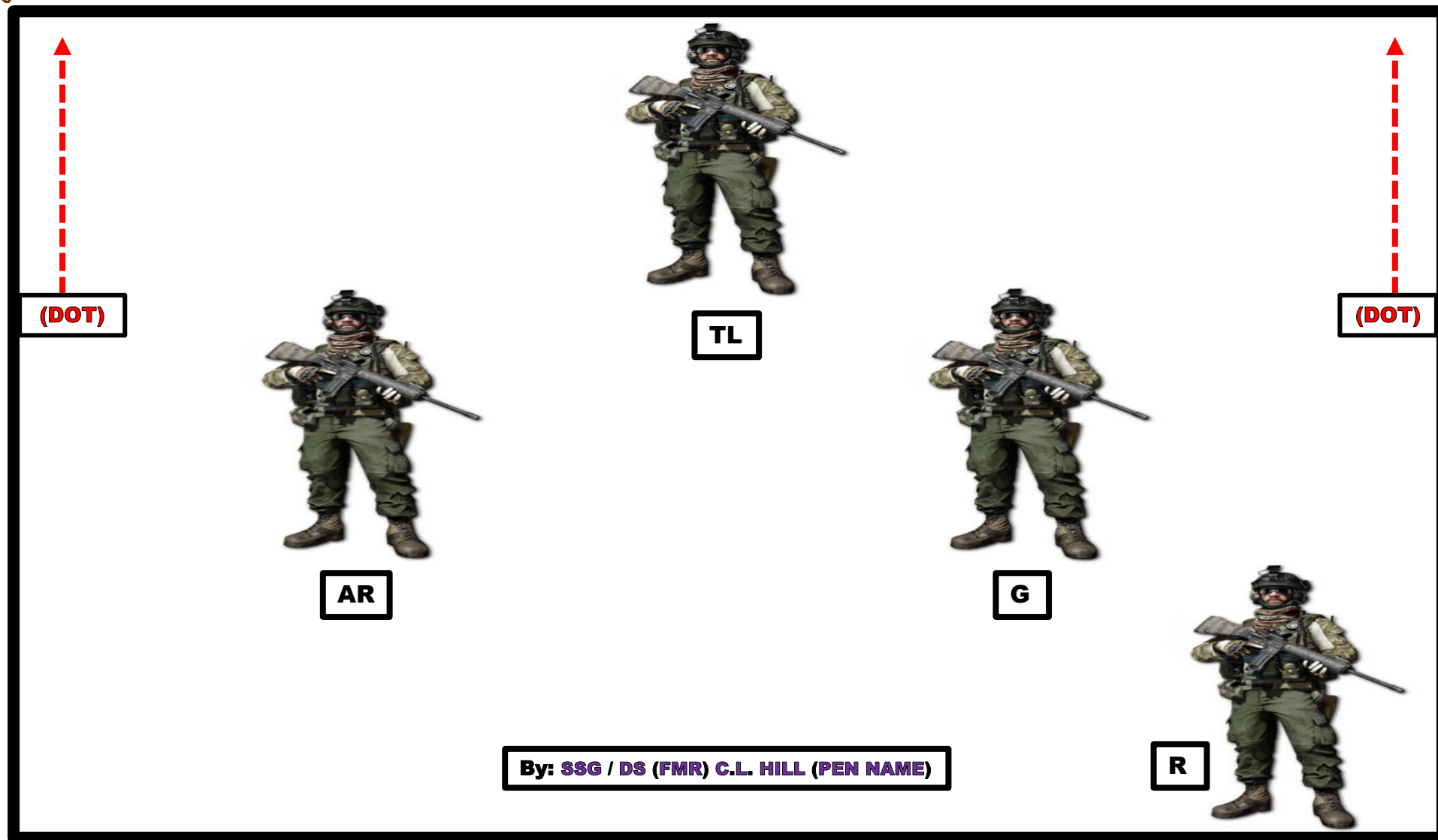


FIRE TEAM – WEDGE (MOST COMMON FORMATION USED)





FIRE TEAM – WEDGE (MOST COMMON FORMATION USED)





FIRE TEAM – FILE

The Fire Team – File has the same characteristics as **The Squad File**. In the event that the terrain is severely restrictive or extremely close, Teams within the Squad may also be in **The File**. This disposition is not optimal for enemy contact but does provide the Squad Leader with maximum control. If the Squad Leader wishes to increase their control over the formation, they move forward to first or second position.

Moving forward also enables them to exert greater morale presence by leading from the front, and to be immediate to make key decisions. Moving a Team Leader to the last position can provide additional control over the rear of the formation.

The File formation lends great ease of **Command and Control (C2)**, maneuvers almost as easily as the individual Soldier, and can employ virtually every weapon to the flank (left/right side).

The File is an excellent choice for moving through difficult terrain. Because **C2** is communicated so easily, **The File** is also ideal is communicated so easily in the **The File** is also ideal for moving in times of limited visibility, such as nighttime.

In battle, **The File** is also ideal for moving in times of limited enemy ambush and has its advantages virtually being able to engage all weapons to the flanks.

Additionally, the formation is ideal for penetrating or flanking an enemy position, a left or right turn allows every Soldier to employ their weapons against the enemy. In this case, **The File** transforms into a **Line** formation – which is excellent for attacking forwards.

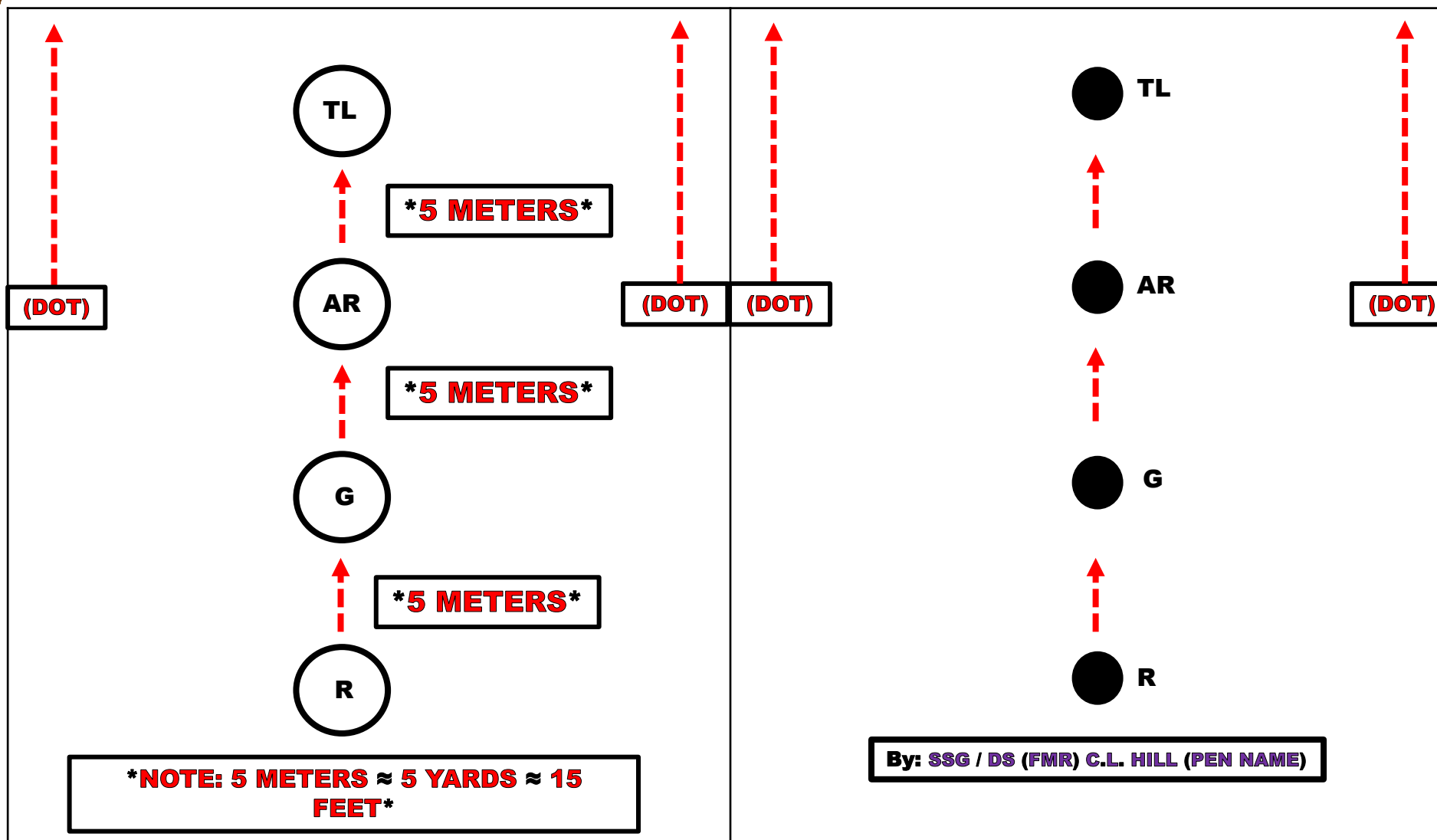
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A disadvantage of **The File** formation is its inability to place adequate fires forwards or backwards of the formation. Soldiers behind the Point Man can't fire forwards or backwards of the formation. If the enemy is able to place significant fires upon **The File** formation, this can prove to be disastrous.



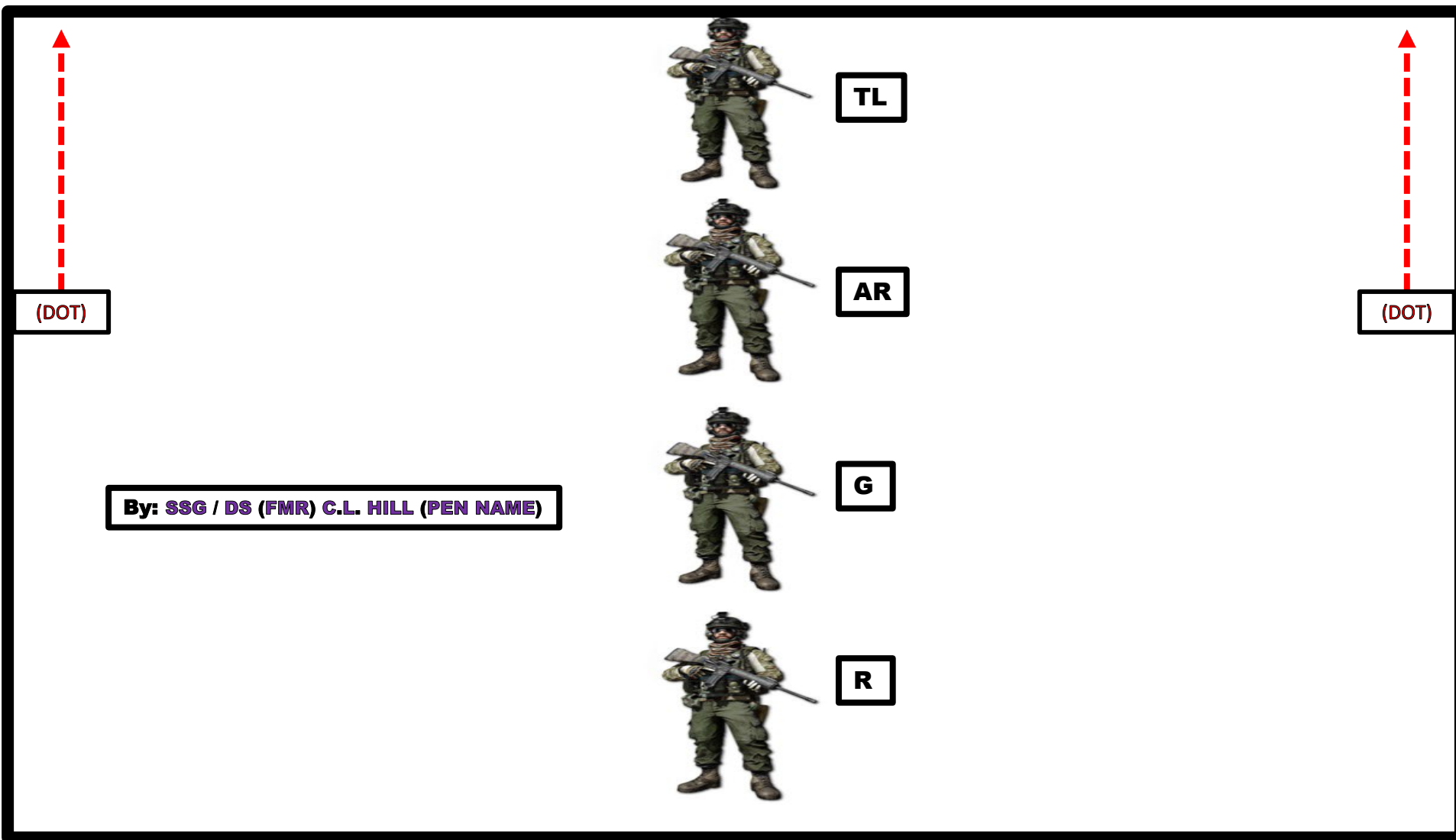


FIRE TEAM – FILE





FIRE TEAM – FILE





FIRE TEAM – LINE



The Line formation places excellent fire power forward, employing virtually 100% of the unit's weapon systems to the front. Additionally, **C2** is easily achieved along a **Line** formation, making **The Line** an excellent choice for frontal assaults against the enemy.

To execute **The Squad Line**, the Squad Leader designates one of the Teams as the Base Team. The other Team cues its movements off the Base Team. This applies when the Squad is in close combat as well. From this formation, the Squad Leader can employ any of the (3) **Movement Techniques** or conduct fire and movement.

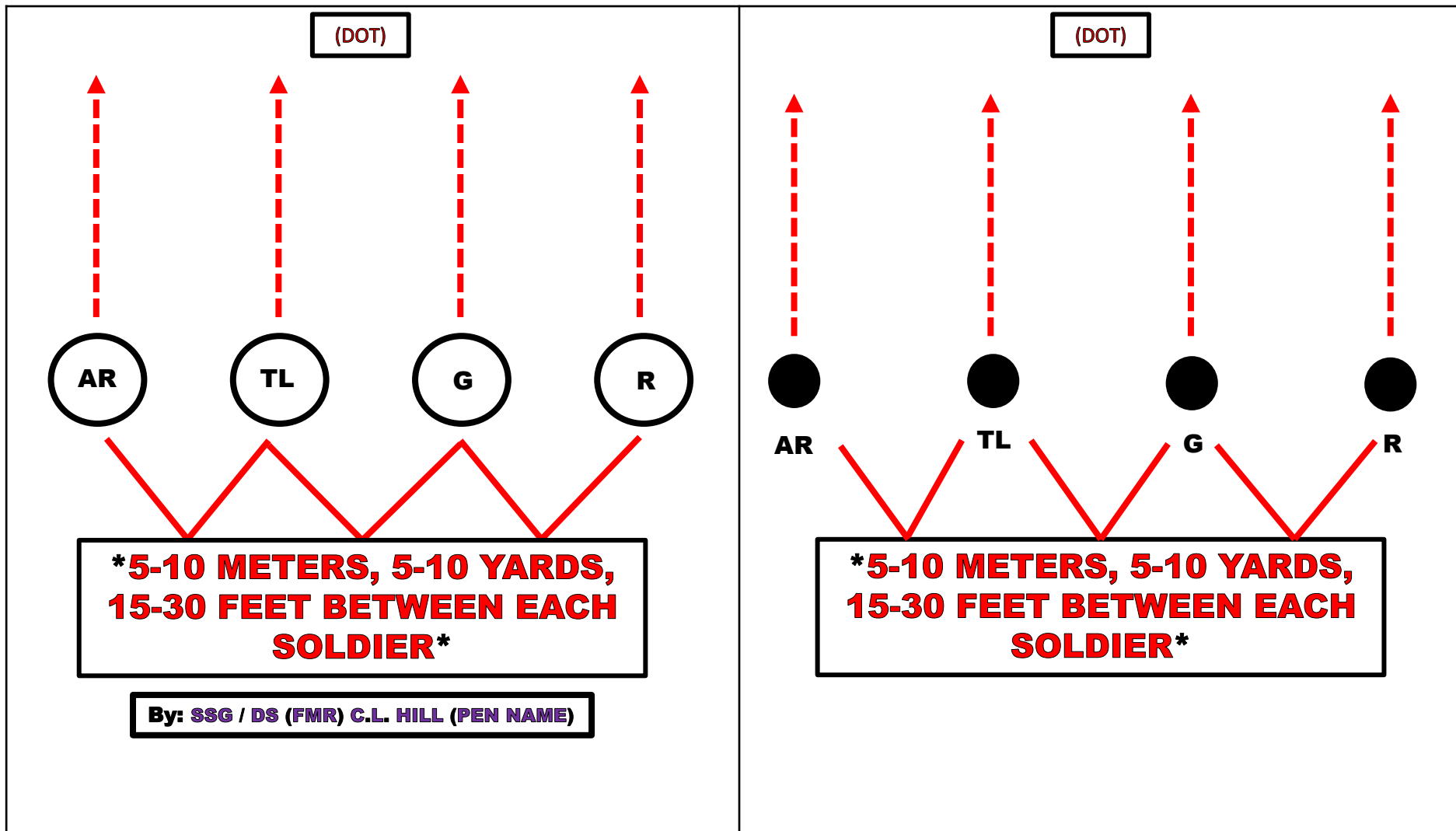
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The disadvantages include a lack of maneuverability, difficult in changing direction, and an almost complete inability to protect the flank. Regardless of the interval distance between each Soldier in **The Line** formation, they are literally lined up in a “**side-by-side**” fashion. This means that only the last Soldier on either flank can engage an enemy force to the sides of this formation.



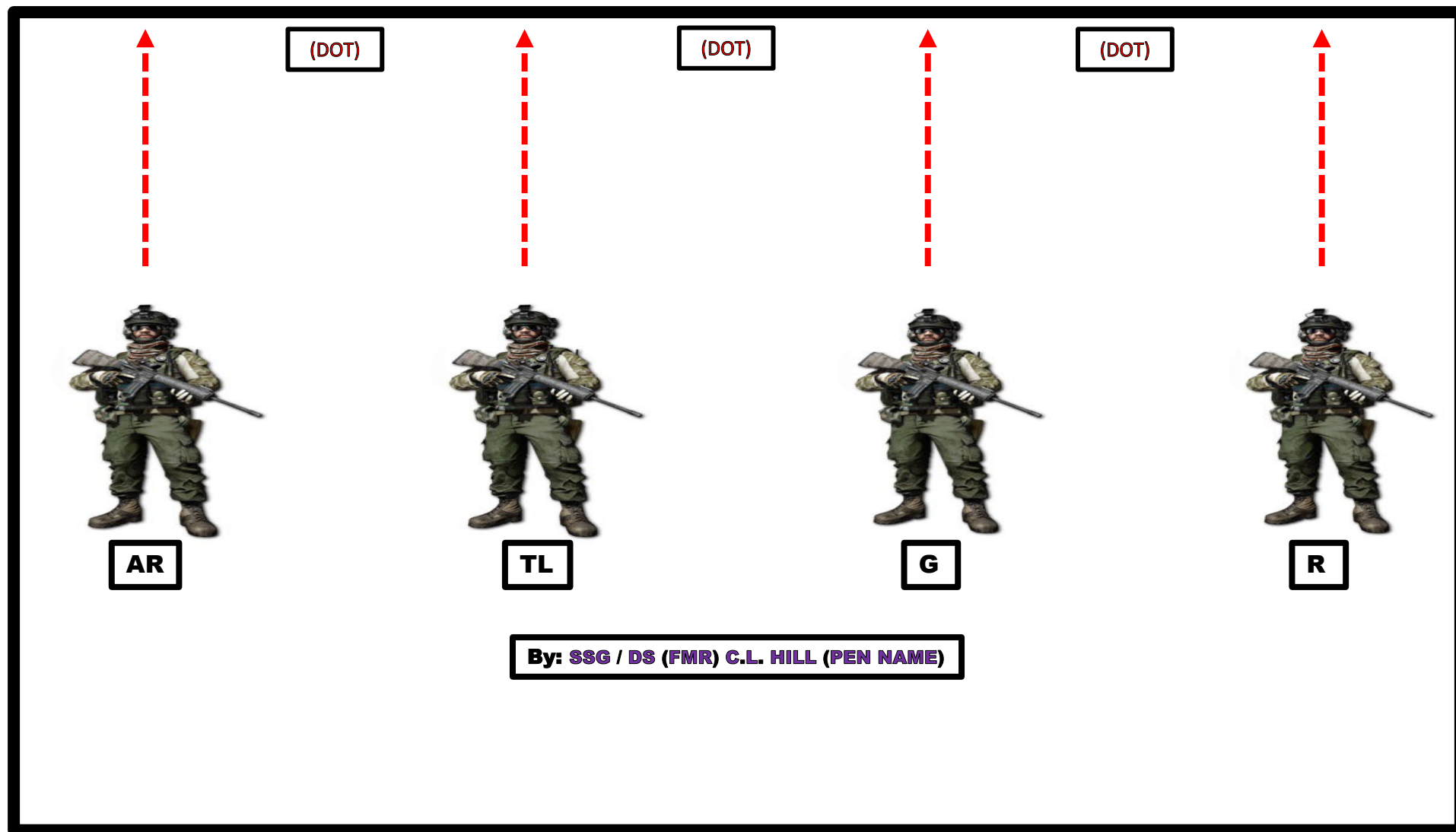


FIRE TEAM – LINE





FIRE TEAM – LINE





FIRE TEAM – DIAMOND

(A.K.A) “THE MODIFIED WEDGE”

The Diamond Formation, also known as the “**Modified Wedge**”, is an acceptable alternate to **the Wedge**. If there are four (**4**) members of the Fire Team, simply place the fourth Soldier last in line directly behind the Point Man (**first man**). If there are (**5**) members of the Fire Team, place the Team Leader in the very middle of the formation also in line with the Point Man and Drag Man (**last man**).

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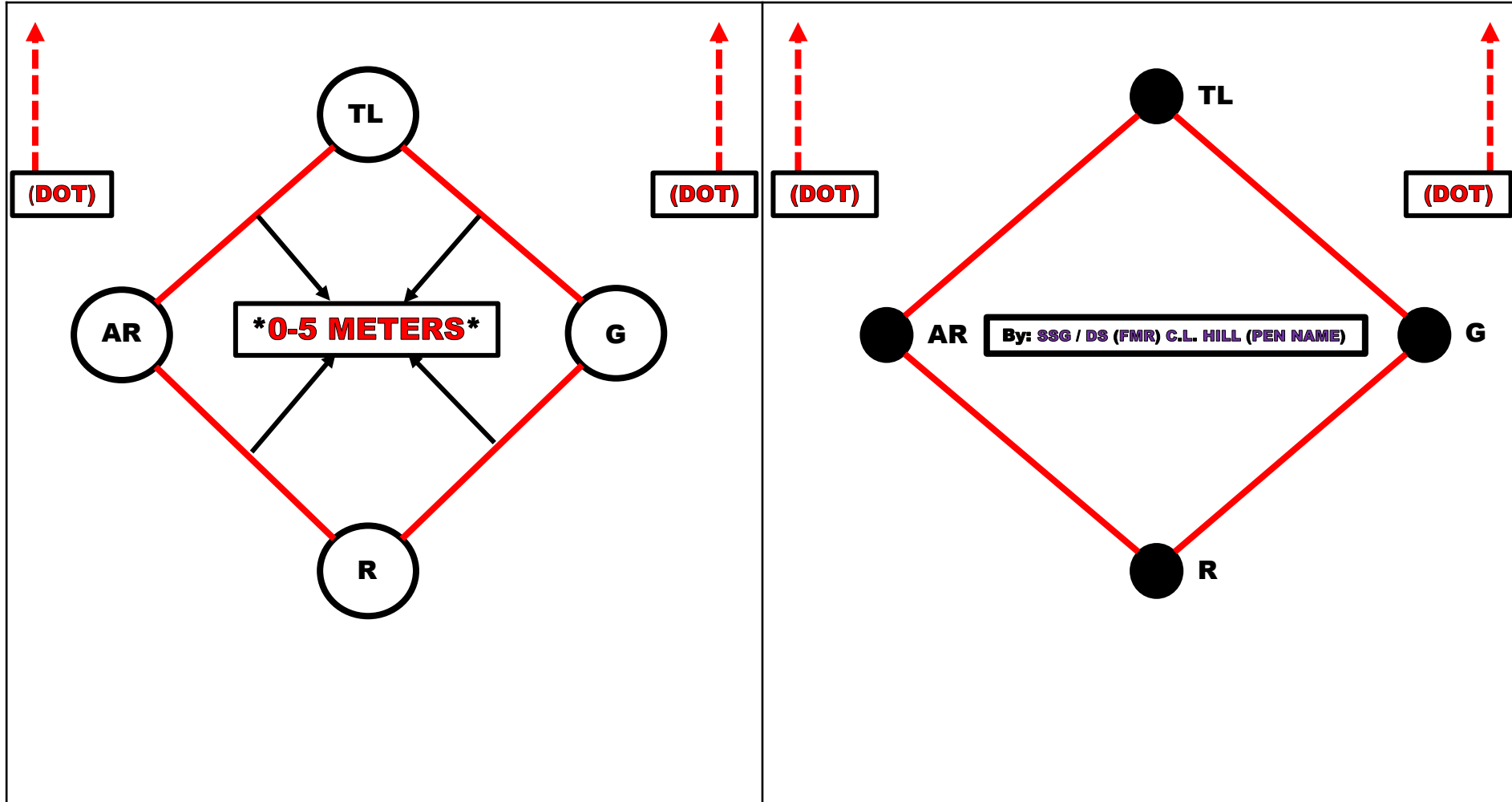
Be warned....the **Diamond Formation** will not allow a maximum deployment of the Fire Team’s weaponry against targets forward of the Patrol. However, it still allows an acceptable percentage of the weapons to be brought bear against an enemy force in front and to the flanks of the formation. The trade-off is that the **Diamond Formation** may move the Fire Team with more **speed**, **change of directions with more ease**, and provide **360-degree security for itself**.





FIRE TEAM – DIAMOND

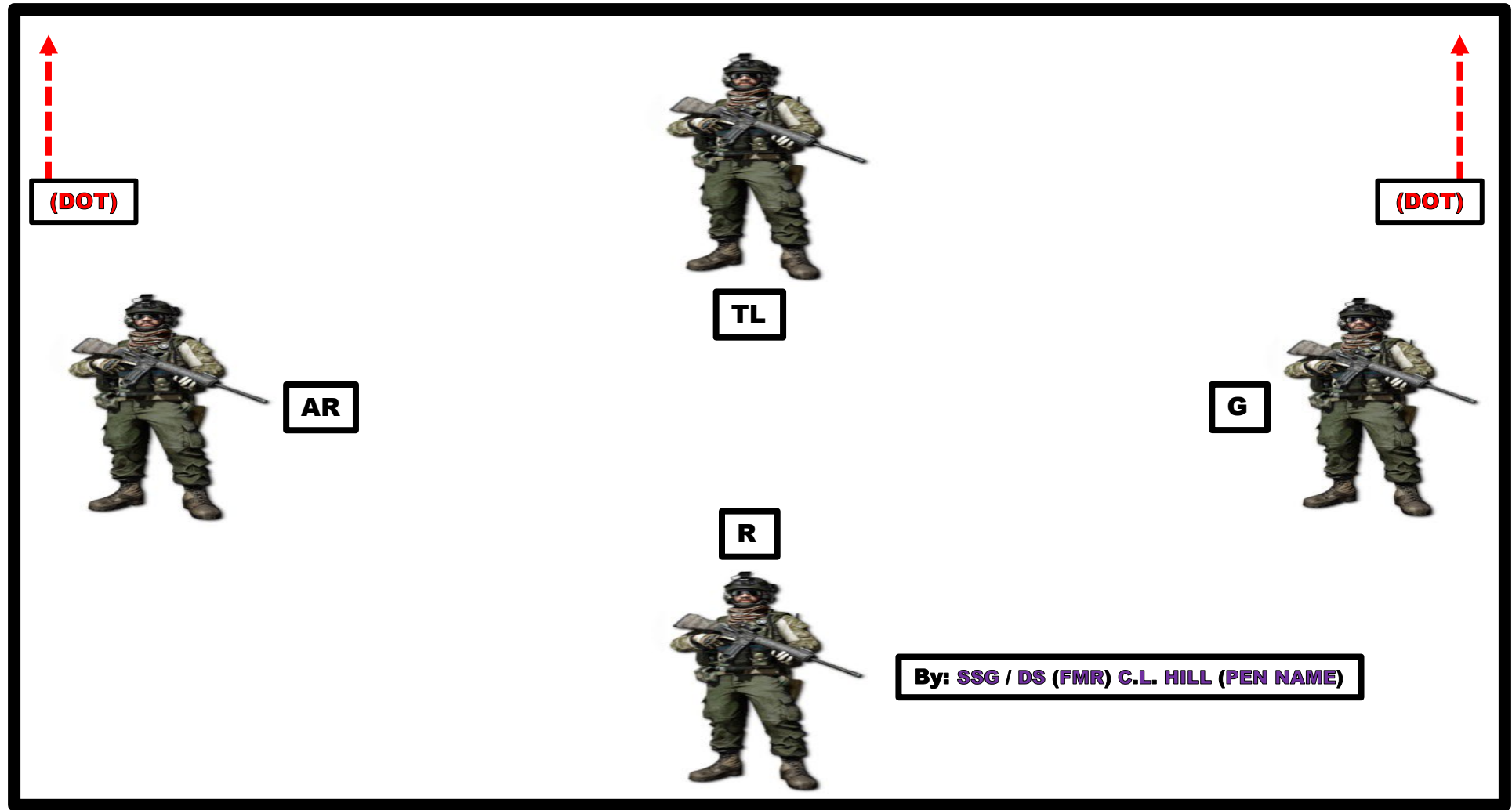
(A.K.A) “THE MODIFIED WEDGE”





FIRE TEAM – DIAMOND

(A.K.A) “THE MODIFIED WEDGE”





VARIATION OF THE FILE **(A.K.A) “STAGGERED COLUMN OR FOOT MARCH FORMATION”**

When the Patrol uses a road or a developed path, they will form two **(2)** lines, one on each side of the road. This is achieved by alternately assuming a position based on the opposite side of the road from the Soldier in front of you. Simply, if the Point Man takes the **LEFT SIDE**, then the next Soldier takes the **RIGHT SIDE**, and the next Soldier takes the **LEFT SIDE**, and so on in a very “**zigzag pattern**”.

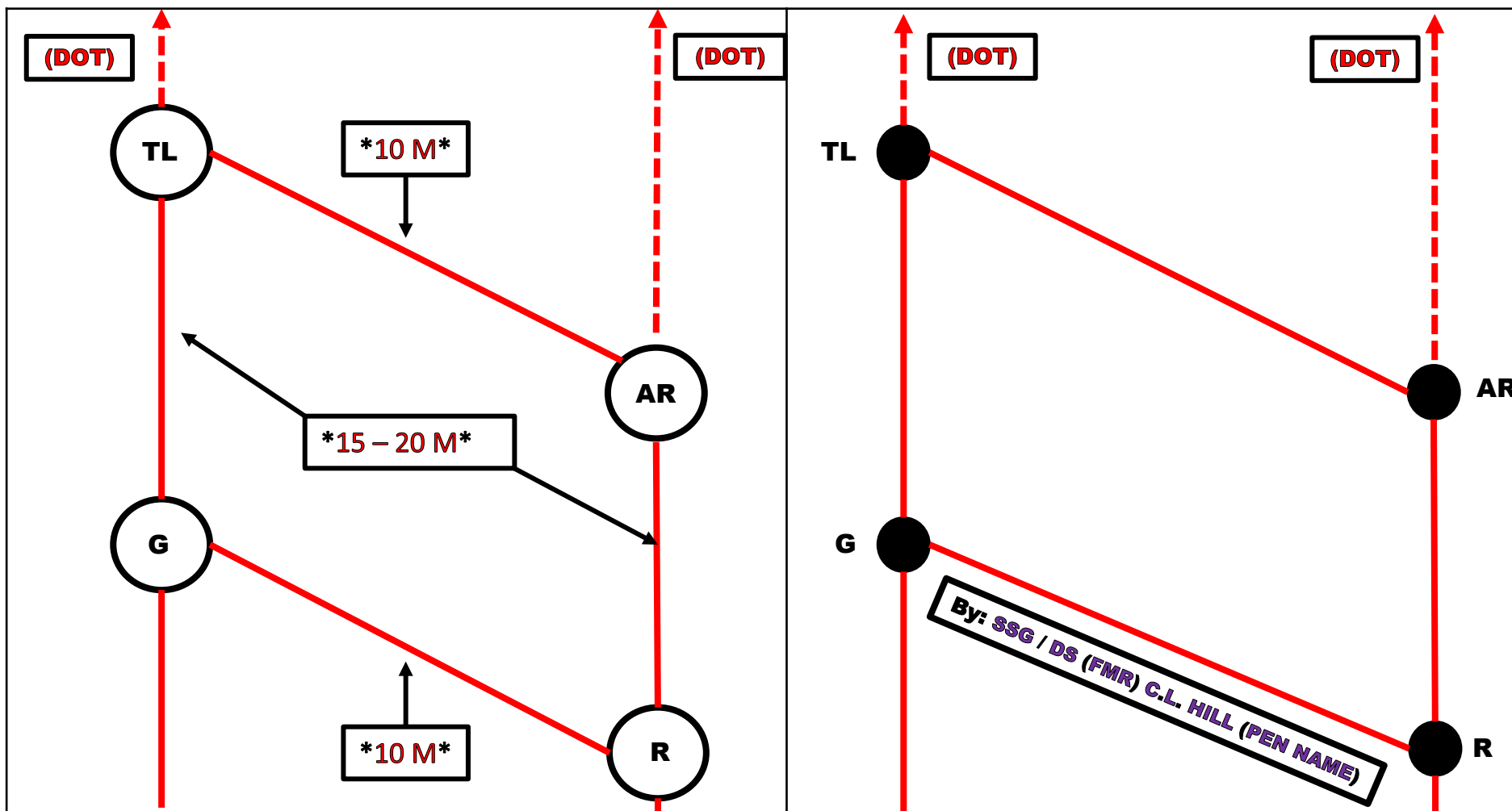
This forms two **(2)** columns, on to the **RIGHT SIDE** of the road, and one to the **LEFT SIDE** of the road. Otherwise, the **Staggered Column** functions like the **Column File** (there's a thousand different formations, if you wish to learn about the more “doctrinal” formations, look in **ATP 3-21.8** or the 1990's Infantry Field Manual **FM 7-8**).

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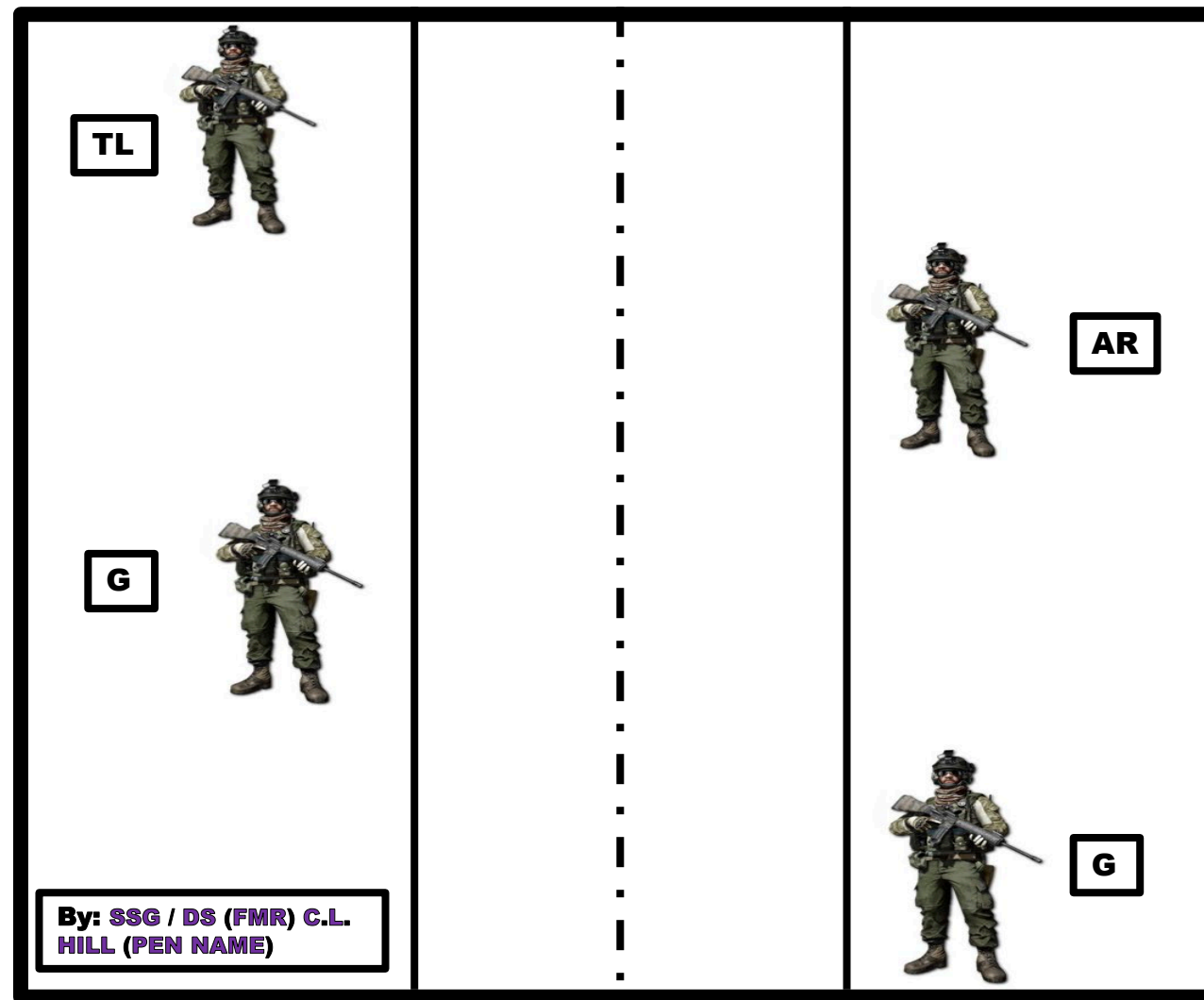


VARIATION OF THE FILE (A.K.A) “STAGGERED COLUMN OR FOOT MARCH FORMATION”



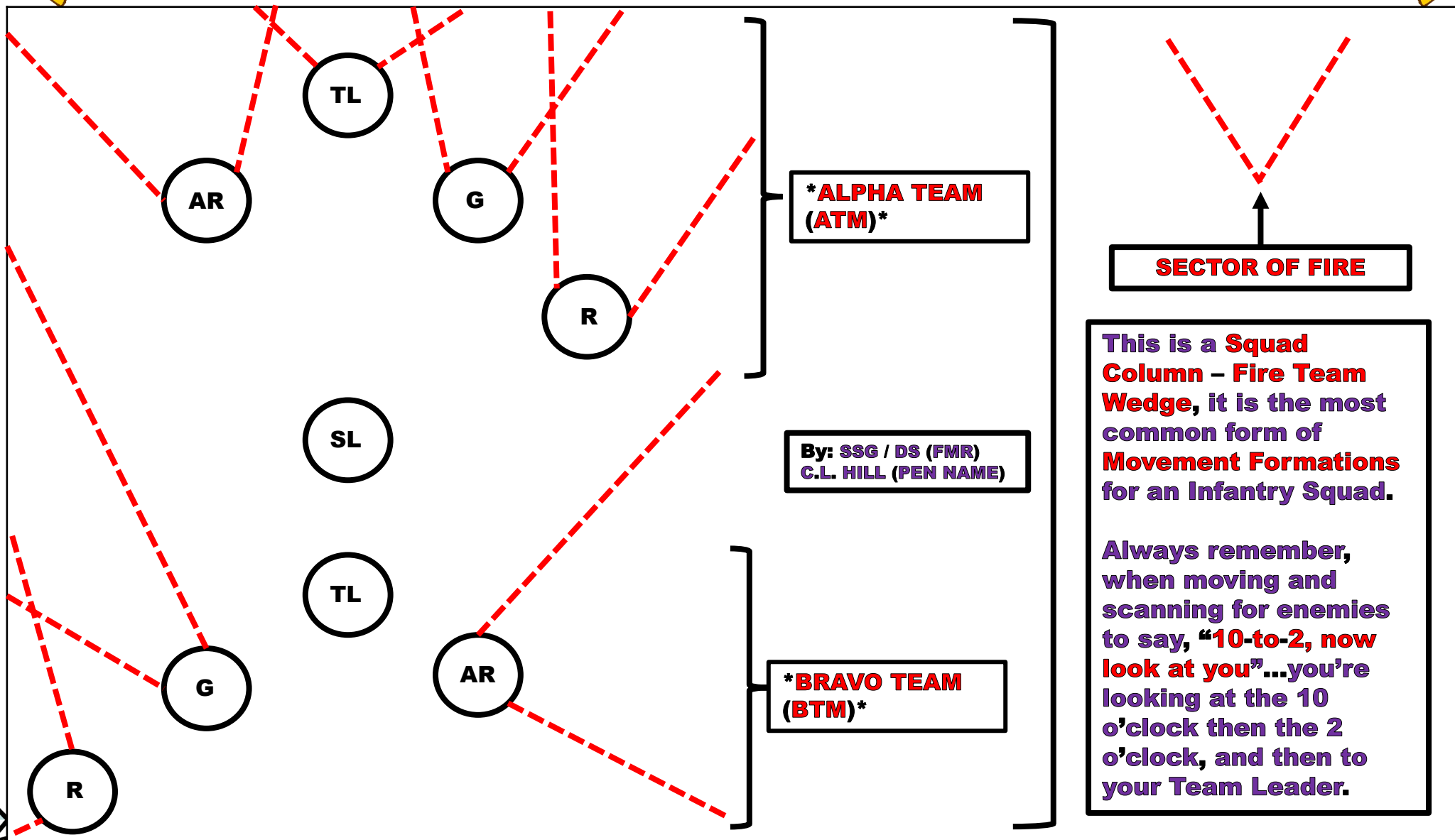


VARIAION OF THE FILE **(A.K.A) “STAGGERED COLUMN OR FOOT MARCH FORMATION”**



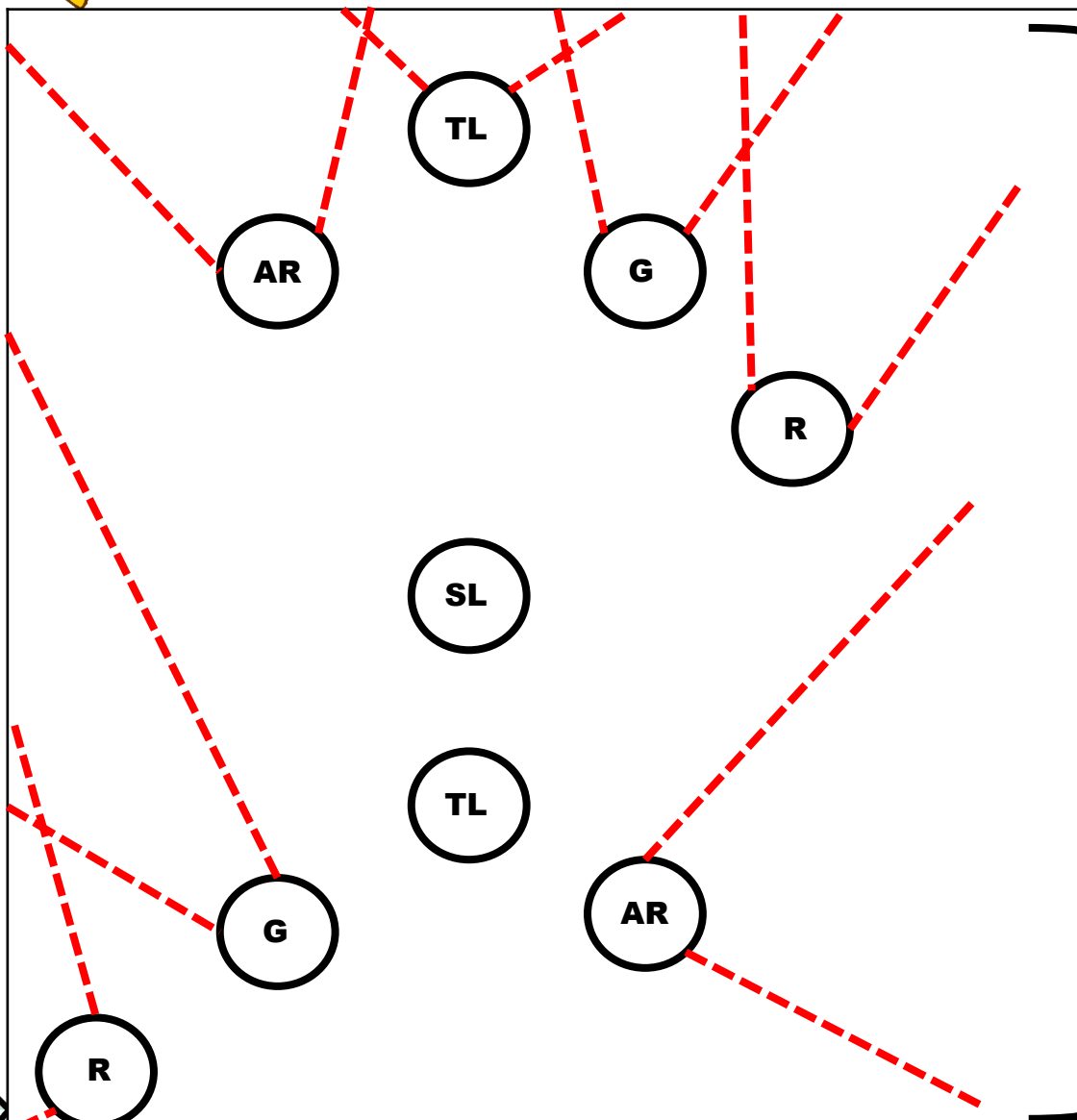


SQUAD COLUMN – FIRE TEAM WEDGE



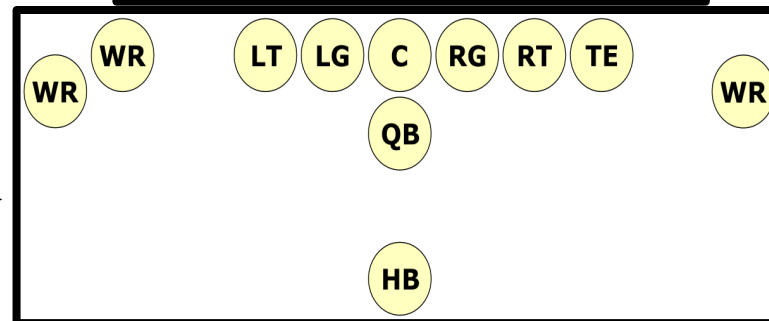


SQUAD COLUMN – FIRE TEAM WEDGE



Common People “Tactical Formations / Tactical Movement”
a.k.a
“Football or Soccer”

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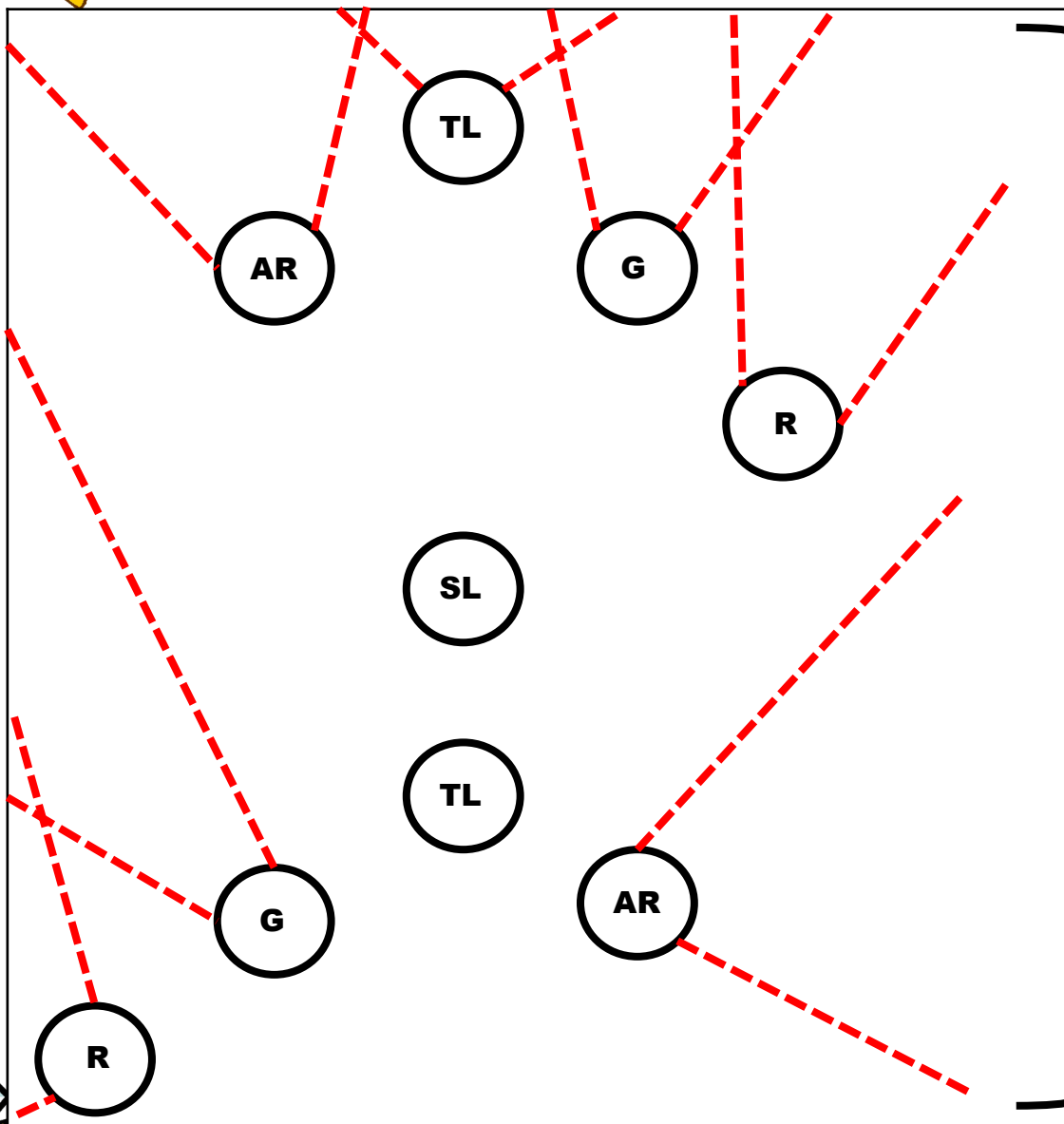


NOTE: Remember, we fight a **3:1 odds** with the enemy, so if there’s **9 Soldiers** in a Squad, anything higher than **3 enemy Soldiers** we wouldn’t “typically” engage because **$9/3 = 3$** , but **$9/4 = 2.25$** which means less than a **3 Soldier difference of superiority**. Essentially, we need to have **3x times as many Soldiers to theirs in an engagement**.





SQUAD COLUMN – FIRE TEAM WEDGE

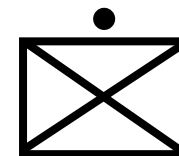
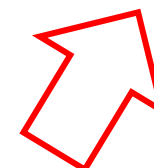
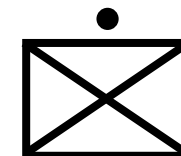


EQUALS!!!!!!
(=)

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These are what we call “**Overlay Graphics**”, so when you see “**boxes**” moving in manuals or doctrine like this...

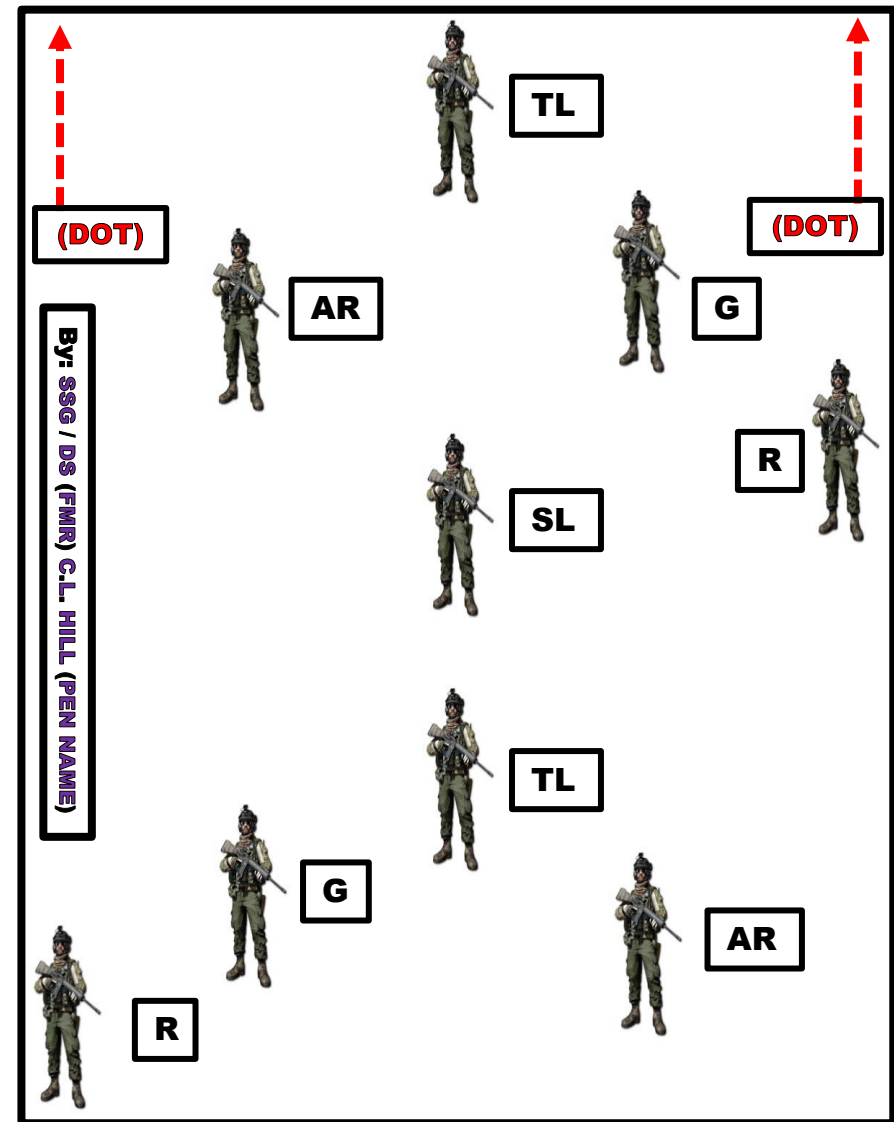
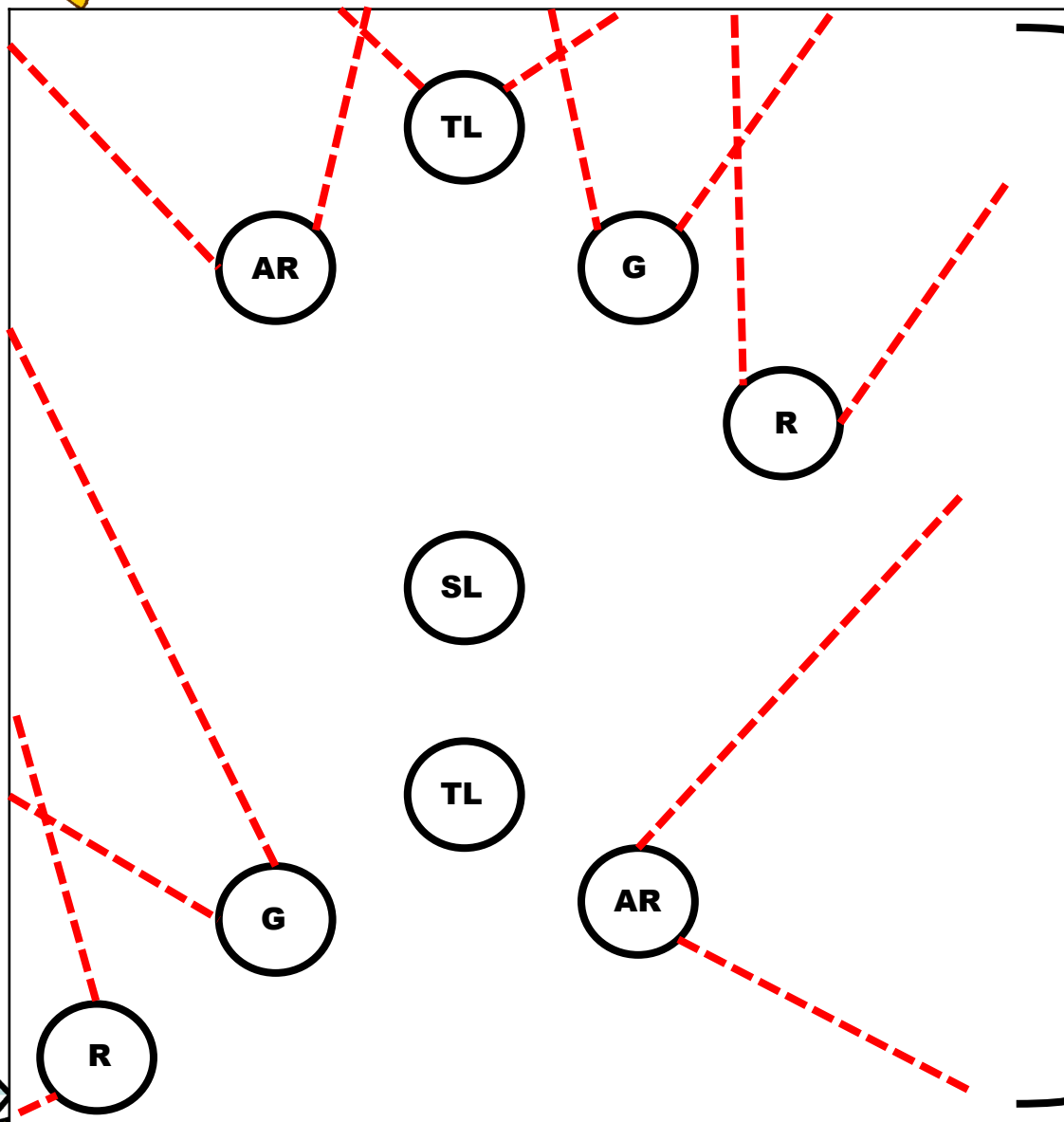


Squads, Platoons, Companies, etc. are **MOVING!!!!**



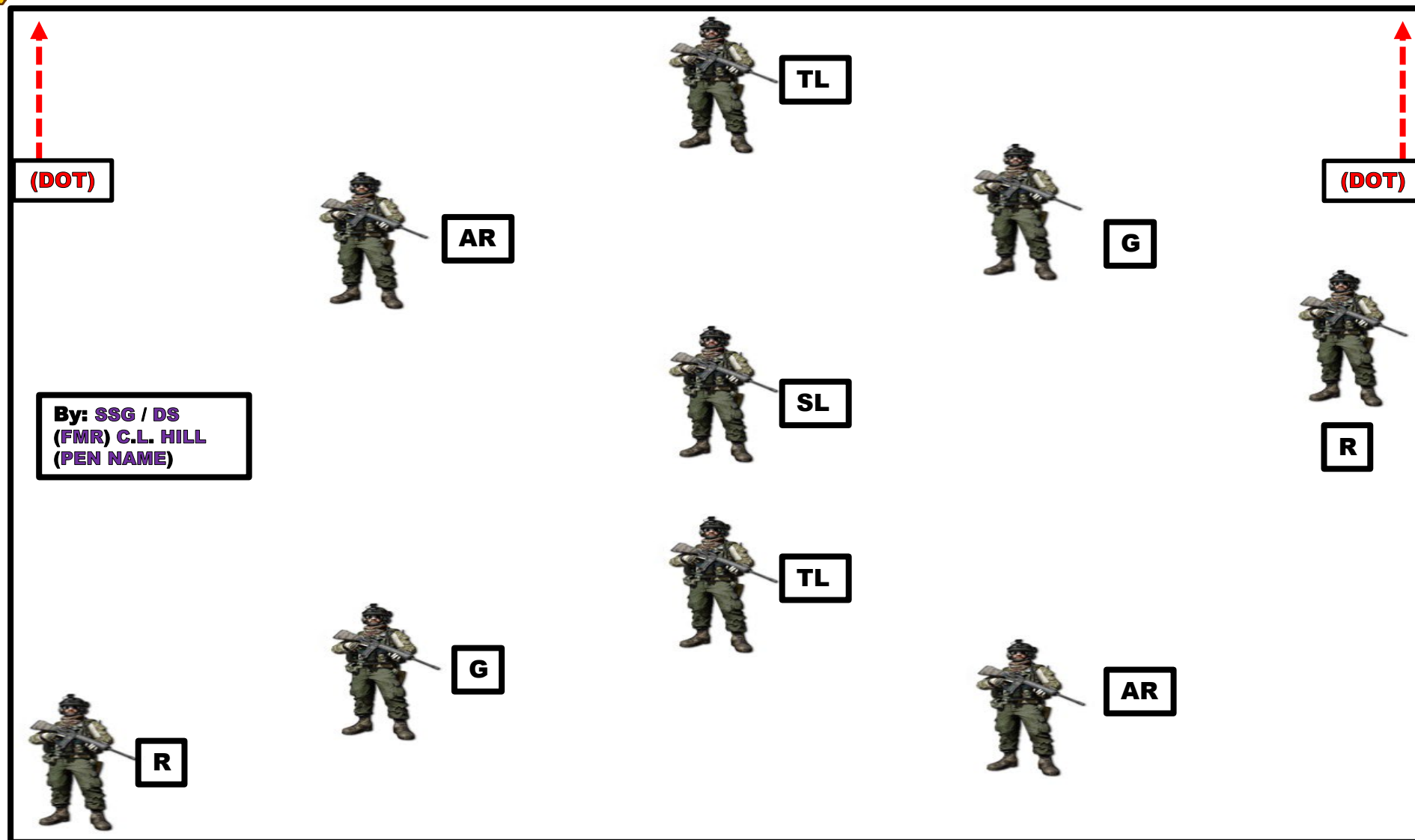


SQUAD COLUMN – FIRE TEAM WEDGE





SQUAD COLUMN – FIRE TEAM WEDGE





MOVEMENT TECHNIQUES



“Movement Techniques are NOT! fixed formations. They refer to the distances (20±, 50±, and Bounding) between Soldiers, Teams, and Squads when there is: “no contact, possible contact, and imminent (no shit, you’re about to be, or are being shot at) contact”.”

Think of Movement Techniques to Movement Formations in these aspects:

Movement Formations are the chosen formation to **MOVE** across a Battlefield. While **Movement Techniques** are the **DISTANCE** to move the **Formation**. A **Movement Technique** is chosen on whether the Football Team will **Run, Pass, or Hail Mary**. With a **Run** you’re going to have, in respect to the defense, be super close, with a **Pass** you’ll have the midfield spaced, with a **Hail Mary** you’re going to have the back field spaced way far back.

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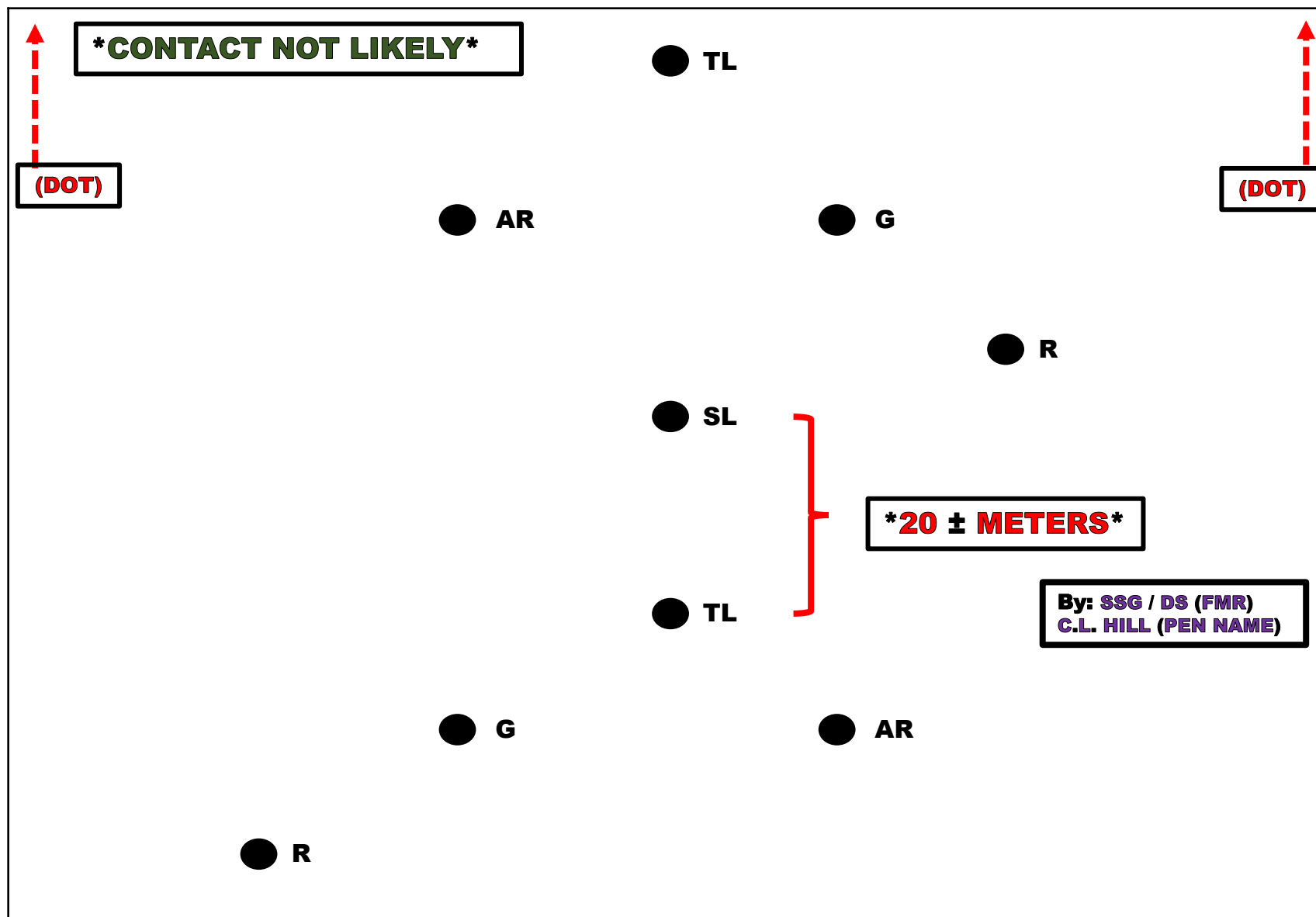
Technique is the DISTANCE.

Formation is the MOVEMENT.



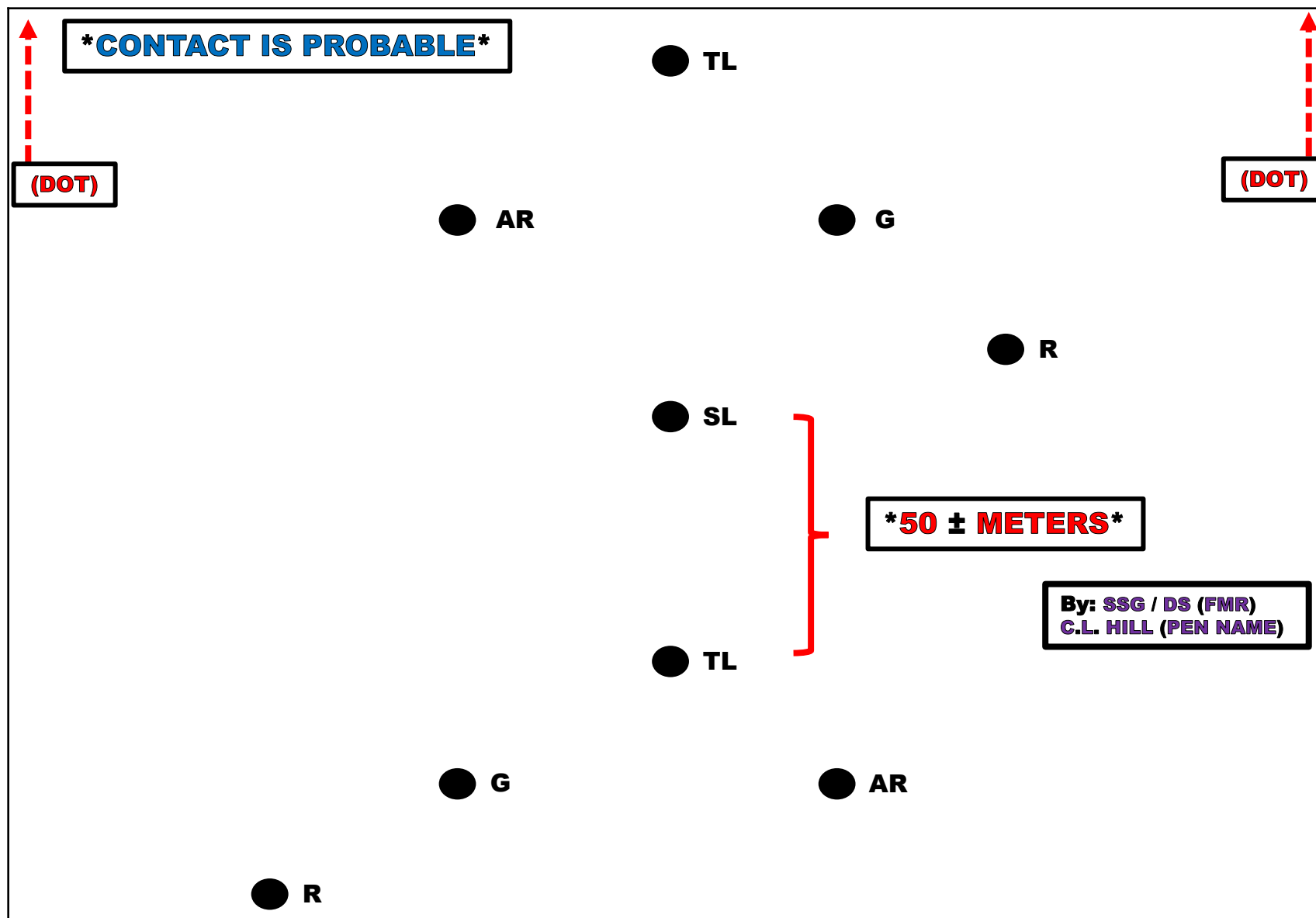


MOVEMENT TECHNIQUES - “TRAVELING”





MOVEMENT TECHNIQUES - “TRAVELING OVERWATCH”





MOVEMENT TECHNIQUES - “**BOUNDING OVERWATCH**”

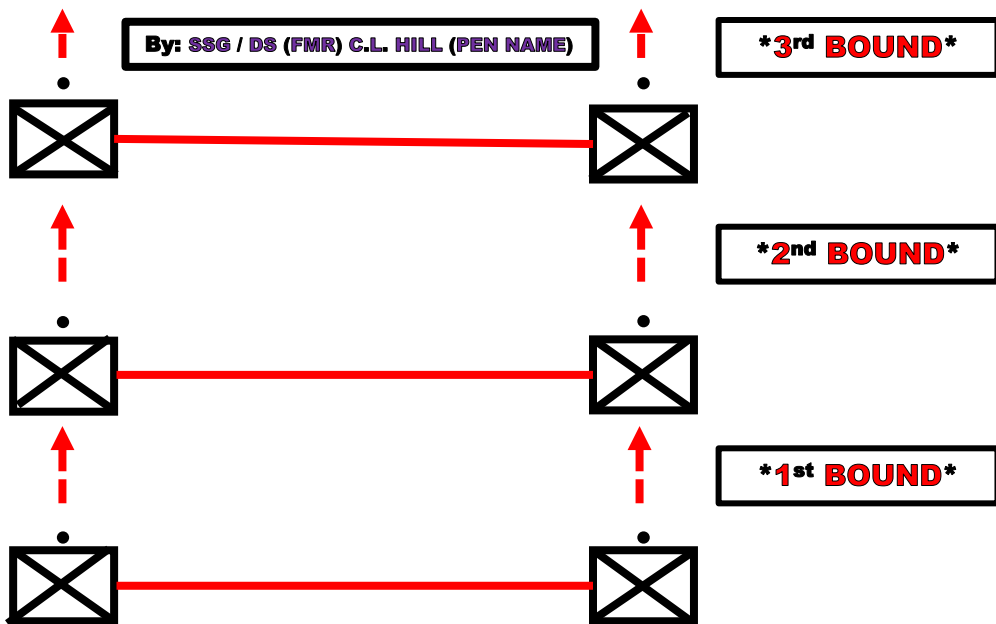


BOUND IS ESSENTIALLY LEAP-FROGGING BUT!...AS BATTLE BUDDY TEAMS, FIRE TEAMS, AND OR AS AN ENTIRE SQUAD.

YOU'RE GETTING SHOT AT OR ABOUT TO BE

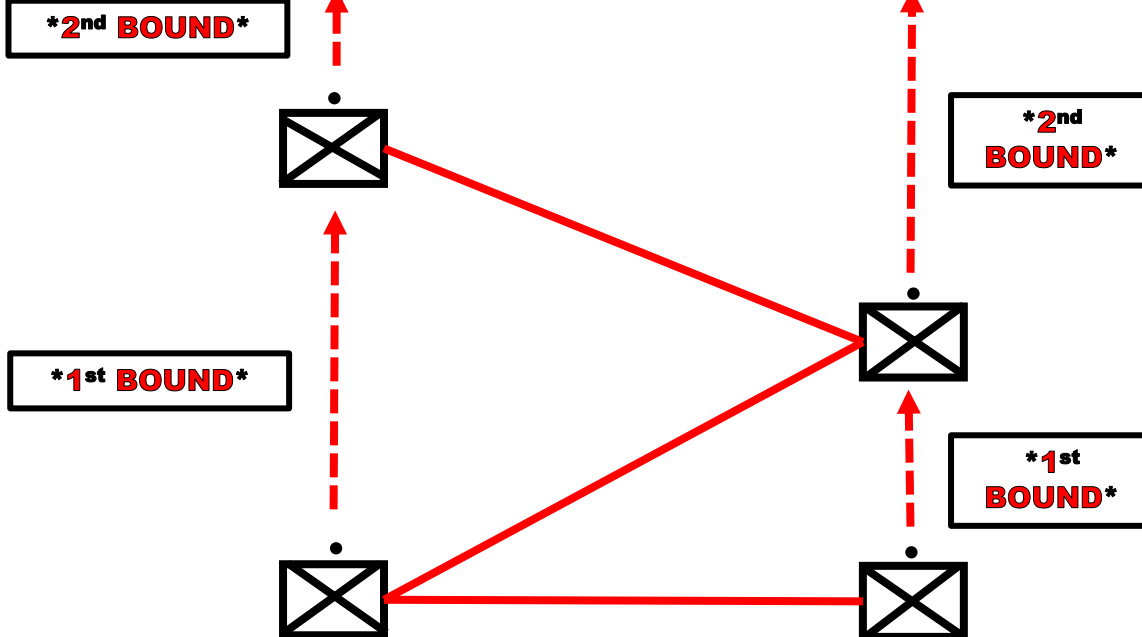
SUCCESSIVE: It's literally ass backwards, with successive bounding you get on-line rather than “**successively**” moving past your buddy.

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YOU'RE GETTING SHOT AT OR ABOUT TO BE

ALTERNATE: It's leap frogging or “staggered” bounding, simply put.

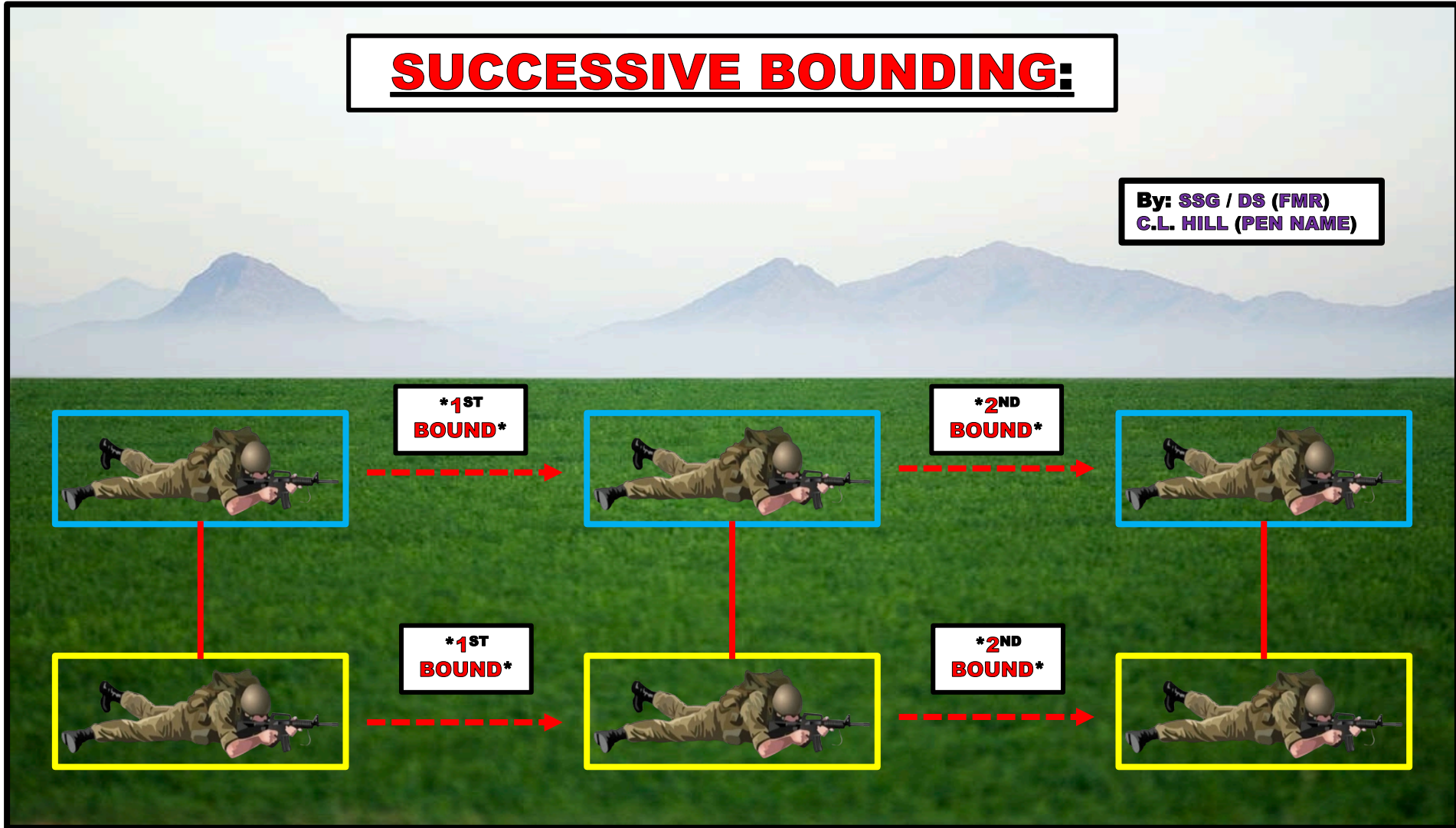




MOVEMENT TECHNIQUES - “**BOUNDING OVERWATCH**”

SUCCESSIVE BOUNDING:

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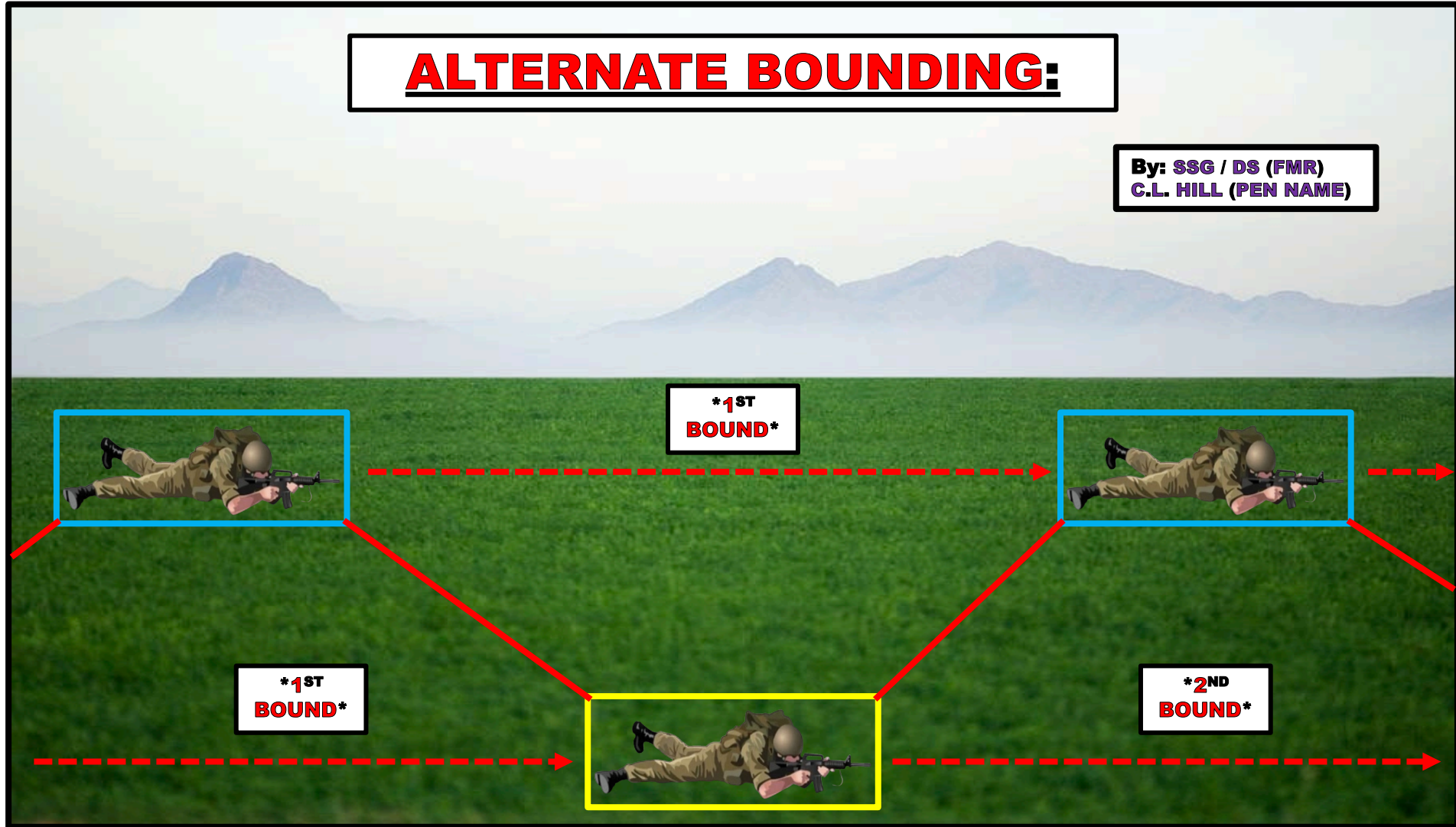




MOVEMENT TECHNIQUES - “**BOUNTING OVERWATCH**”

ALTERNATE BOUNDING:

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C.L. HILL (PEN NAME)**





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