

FORMATIONS AND ORDERS OF MOVEMENT



Movement Formations

I. Wedge

- A. Allows team to navigate over open terrain
- B. Formation is set up for bounding and over watch if necessary
- C. Is more secure than a file or modified wedge
- D. Hard to counter track

II. Modified Wedge

- A. Allows team to navigate through semi – restrictive terrain
- B. Increases dispersion for safety
- C. Is more secure than a file

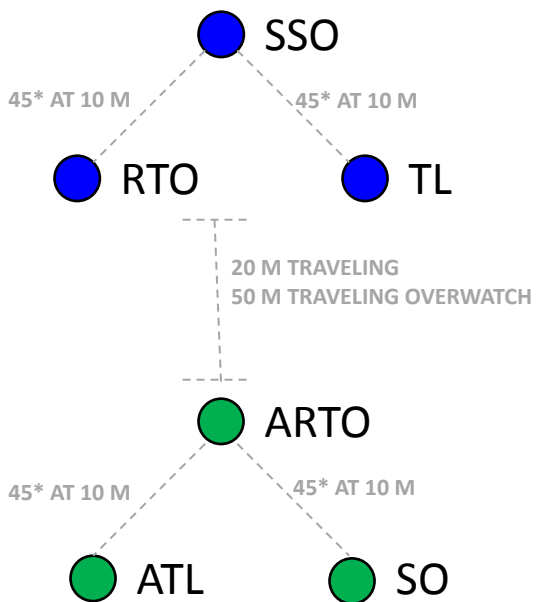
III. File

- A. Allows team to navigate through restrictive terrain
- B. Used to speed movement
- C. Used when visibility is limited
- D. easy to counter track

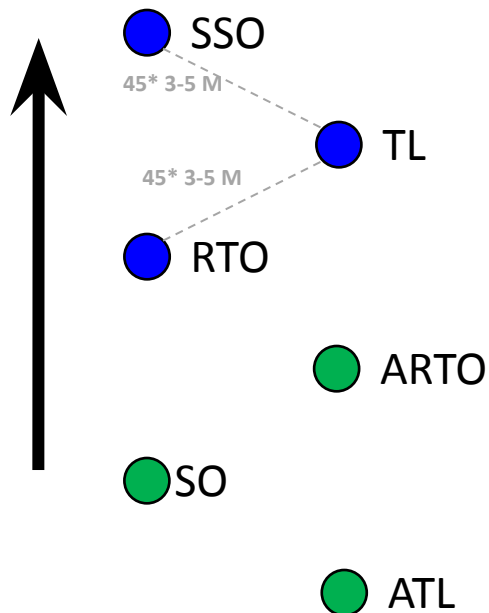
ADMIN NOTES

1. LEADERS POSITION FIXED/UNFIXED
2. Equal distribution of M.W.E
3. 360 DEGREE SECURITY
4. TRAVELING / TRAVELING
OVERWATCH BOUNDING/
OVERWATCH
5. DISTANCE BETWEEN ELEMENTS
VEGETATION/TERRAIN
6. VISIBILITY GV/LV

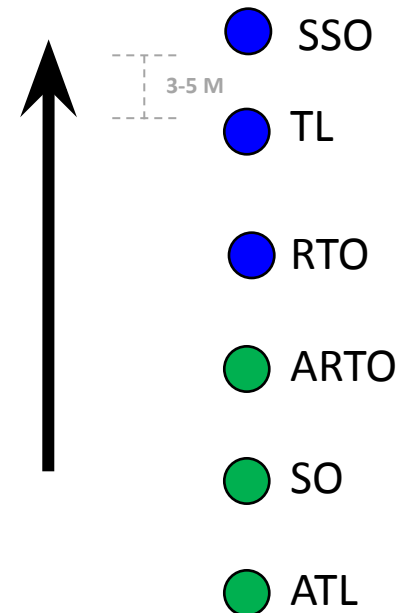
Wedge Formation



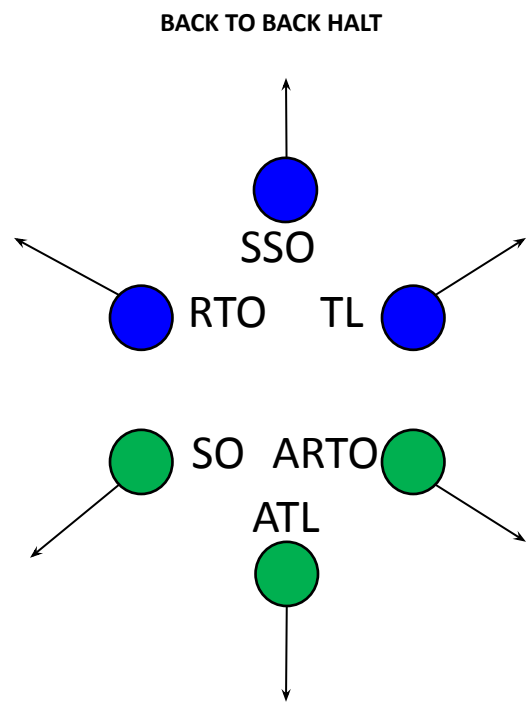
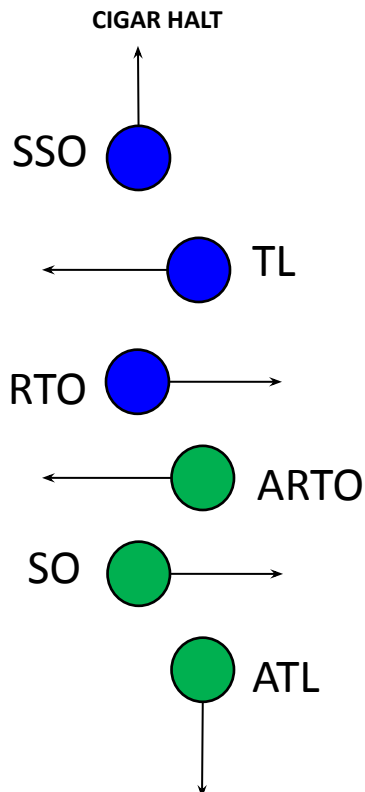
Modified Wedge Formation



File Formation



FORMATIONS AND ORDERS OF MOVEMENT CONT.



***INTERLOCKING SECTORS OF FIRE 35M

ADMIN NOTES

GOOD VISIBILITY

1. ACTIONS AT THE HALT
2. TEAM LEADER CALLS HALT
3. HAND ARM SIGNAL PASSED
4. SHORT HALT POSTURE (SHP)
5. TEAM MEMBERS CLOSE GAP BETWEEN TEAM MEMBERS
6. SLLS/PINPOINT
7. LONG HALT POSTURE (LHP)
8. EMPLACE CLAYMORES/SPOTCHECK SECURITY
9. ESTABLISH COMMUNICATION IF NEEDED
10. CONDUCT REASONS FOR HALT
11. DISSEMINATE INFORMATION DIS/DIR TO RV/DAR, ORP/OBJ
12. BREAKDOWN LHP REVERSE ORDER
13. MAINTAIN 360 SECURITY
14. PREPARE TO MOVE
15. HEAD COUNT
16. COUNTER TRACK

LIMITED VISIBILITY

1. ACTIONS AT THE HALT
2. TEAM LEADER CALLS HALT
3. HAND ARM SIGNAL PASSED
4. SLLS/PINPOINT
5. LONG HALT POSTURE (LHP)
6. DISSEMINATE INFORMATION DIS/DIR TO RV/DAR, ORP/OBJ
7. PREPARE TO MOVE
8. COUNTER TRACK



ACTIONS AT THE ORP

(Objective Rally Point)

ORP PURPOSE

- MISSION EXECUTION PREPARATIONS

CHARACTERISTICS OF AN ORP/LHP

1. EASILY DEFENDABLE FOR A SHORT PERIOD OF TIME
2. AWAY FROM NATURAL LINES OF DRIFT
3. AWAY FROM HIGH SPEED AVENUES OF APPROACH
4. PROVIDES LITTLE TO NO TACTICAL VALUE TO ENEMY
5. PROVIDES COVER AND CONCEALMENT FROM THE GROUND AND AIR
6. CAN FACILITATE LONG RANGE COMMUNICATIONS

AVOID

- RIDGES
- BUILT UP AREAS
- ROADS/TRAILS
- ENEMY POSITIONS: KNOWN OR SUSPECTED

COMMO PLAN

- TL-148
- ATL-148
- SSO-148
- RTO-117/150

TASK ORG

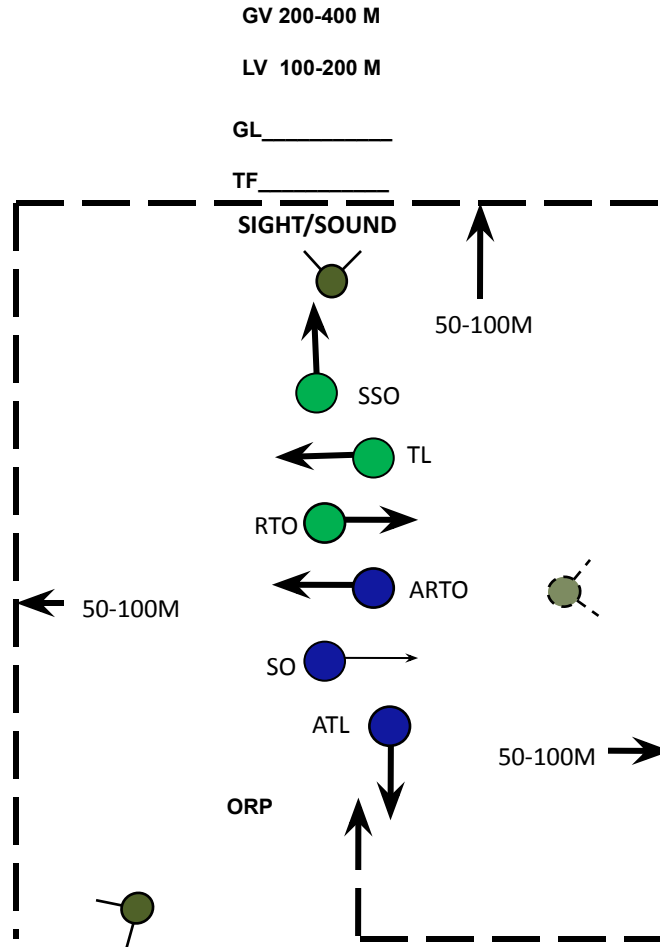
HS-TL,RTO,ARTO

SS/RS-ATL,SSO,SO

LEADERS RECON- TL, SSO, SO

DAR: DESIGNATED AREA OF RECOVERY

RV: RENDEZVOUS POINT



ADMIN NOTES

1. START/STOP
2. ORP LOCATION / TEAM EXECUTES A BROAD DOG LEG/FISH HOOK TO OCCUPY/CHARACTERISTICS OF ORP
3. SHORT HALT POSTURE/SLLS/PINPOINT
4. LONG HALT POSTURE/SPOT CHECK SECURITY
5. TL DISSEMINATES CURRENT LOCATION, DIS/ DIR TO OBJ/NEAREST RV/DAR
6. TL/SSO/SO PREPARE M.W.E FOR LEADERS RECON OF THE OBJ
7. CONFIRM ROUTES
8. FINAL PREP

BASED ON TASK ORG FOR THE MISSION, THERE MAY BE ONLY ONE SURVEILLANCE ELEMENT OR A COMBINED SITE WITH ENTIRE TEAM

ACTION AT THE ORP (LEADERS RECON)



TASK ORG

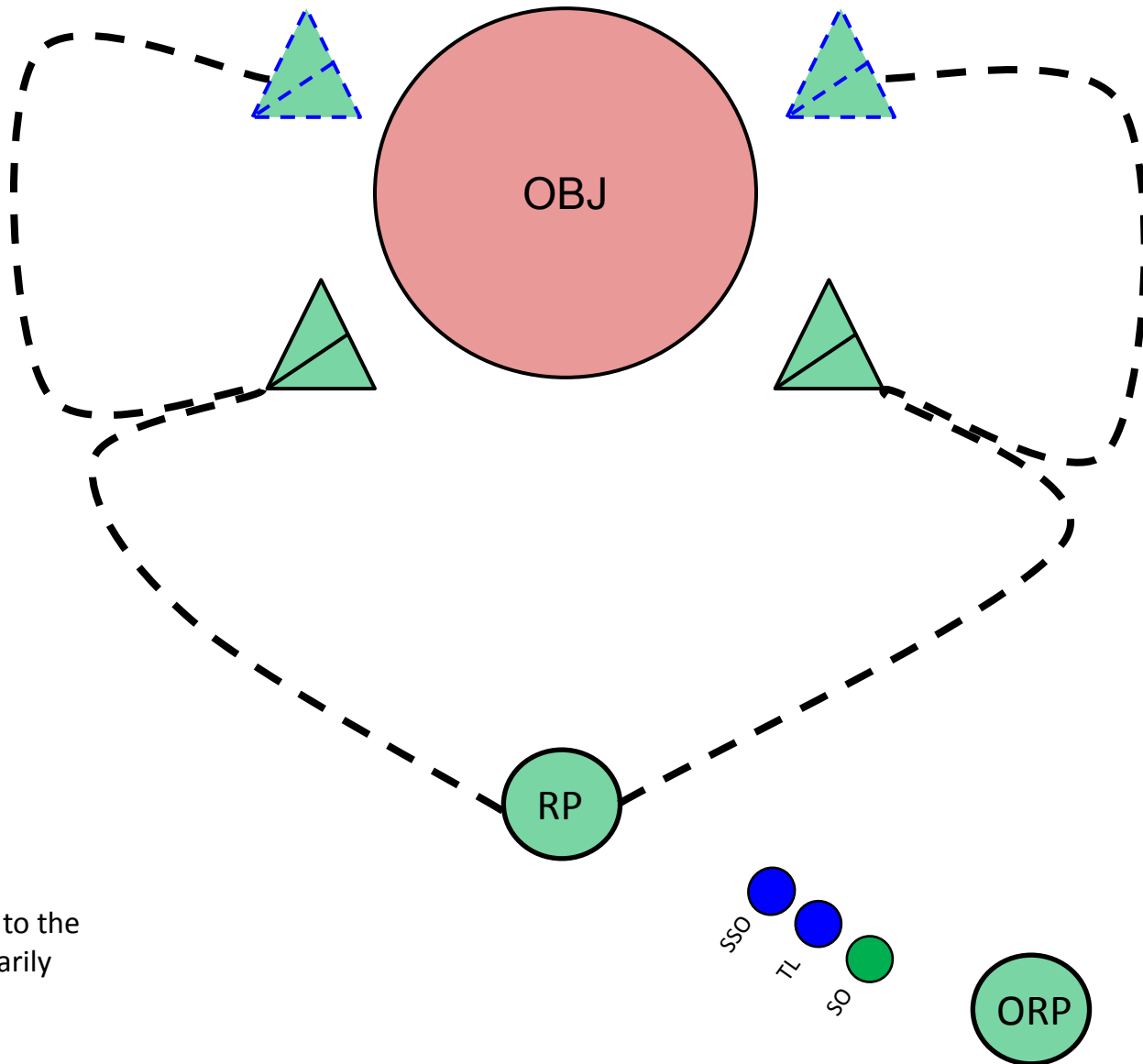
LEADERS RECON- TL, SSO, SO

STANO/EQUIP

CAMERA W/ TRIPOD, SCOPES,
BINOS, NVGS, RADIOS, D2
KITS

ADMIN NOTES

9. TL/SSO/SO DEPART TO CONDUCT LEADERS RECON OF OBJ
10. PINPOINT OBJ/CONFIRM/CHANGE OR ABORT
11. PRI/ALT SURV SITE, PRI/ALT HIDE SITE
12. URBAN LEADERS RECON
13. CONFIRM RELEASE POINT/SLLS
14. FAR/NEAR RECOGNITION SIGNAL
15. DISSEMINATES / PREPARE EQUIPMENT
16. BREAK DOWN ORP
17. TEAM MOVES TO RP / COUNTER TRACK ORP
18. COMPROMISE PLAN

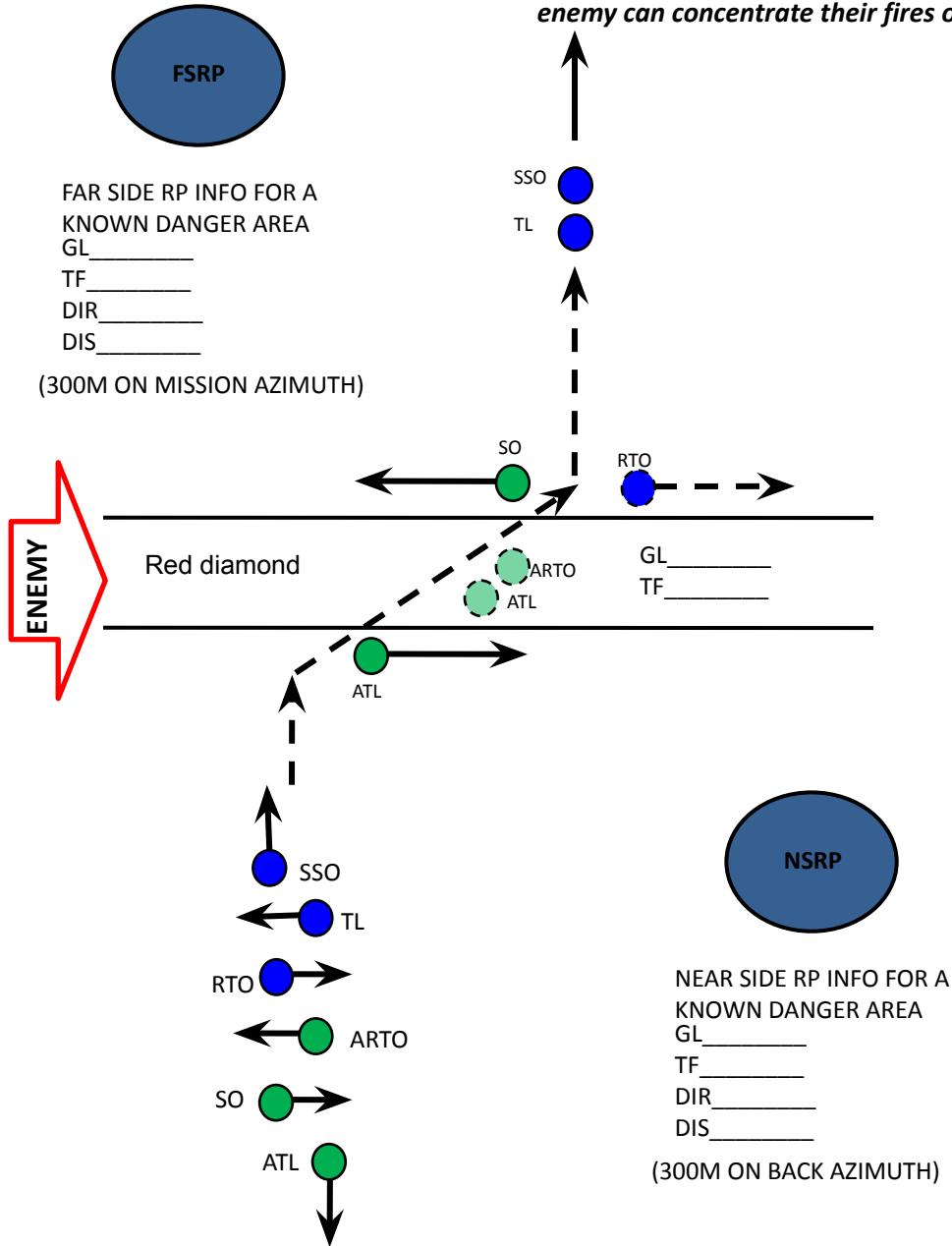


RP- Half the distance from the ORP to the OBJ or out of **SIGHT** but not necessarily out of **SOUND** of the OBJ.

LINEAR DANGER AREA



"A Linear danger area can be defined as a danger area that has a long axis where the enemy can concentrate their fires on your unit as you cross it."



ADMIN NOTES

1. Route planning considerations
2. Known versus Unknown
3. Rally point characteristics (EAAPP)
4. Crossing points (Good / Bad)
5. Man-made LDA
 - Roads
 - Vehicle/Foot trails
 - Railroad tracks
 - Clear cut areas
6. Natural
 - Streams/creeks/riders
 - Erosion ditches
 - Large Game trails
7. Active/Inactive
8. Halt
9. 360 degree security
10. SLLS / Pinpoint
11. Recon LDA
12. During recon, TL determines whether LDA is:
 - Man-made or natural
 - Known or unknown
 - Active or inactive
13. TL will also identify a crossing point and suitable location for the left and right flank security elements.
14. Recon element returns and disseminates
15. Emplace near and far security
16. Point out crossing points and ensure flank security sees crossing point
17. Emplace security
18. Team crosses LDA
19. SSO clears 20 by 20 meter area
20. ATL breaks down security



LINEAR DANGER AREA

TECHNIQUE 2

FARSIDE
300M ON AZIMUTH
FLOATING RP



FAR SIDE RP INFO FOR A KNOWN DANGER AREA

GL _____
TF _____
DIR _____
DIS _____

ADMIN NOTES

1. Route planning considerations
2. Known versus Unknown
3. Rally point characteristics (EAAPP)
4. Crossing points (Good / Bad)
5. Man-made LDA

Roads
Vehicle/Foot trails
Railroad tracks
Clear cut areas

6. Natural
- Streams/creeks/ivers
- Erosion ditches
- Large Game trails

7. Active/Inactive
8. Halt
9. 360 degree security
10. SLLS / Pinpoint
11. Recon LDA
12. During recon, TL determines whether LDA is:
 - Man-made or natural
 - Known or unknown
 - Active or inactive

13. TL will also identify a crossing point and suitable location for the left and right flank security elements.
14. Recon element returns and disseminates
15. Emplacing security
16. Team crosses the LDA
17. SSO clears 20 by 20 meter area
18. ATL breaks down security
19. Actions on enemy contact

NEARSIDE
300M ON BACK AZIMUTH

FLOATING RP

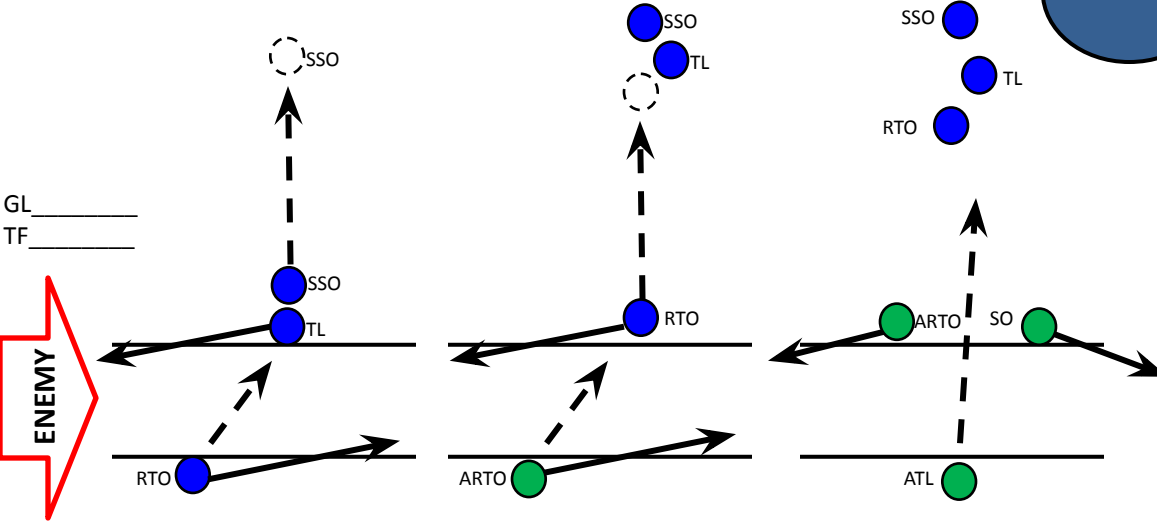


NEAR SIDE RP INFO FOR A KNOWN DANGER AREA

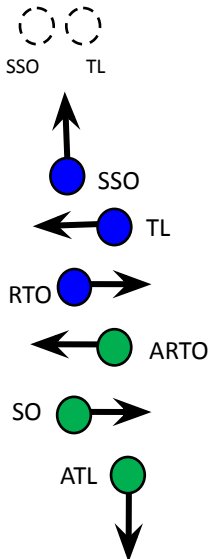
GL _____
TF _____
DIR _____
DIS _____

LEFT AND RIGHT SECURITY MUST BE MAINTAINED AT ALL TIMES

- AVOID CROSSING ON AZIMUTH
- AVOID CROSSING AT INTERSECTIONS
- COUNTER TRACK BASED ON METT-TC



GL _____
TF _____



CROSSING A SMALL OPEN AREA

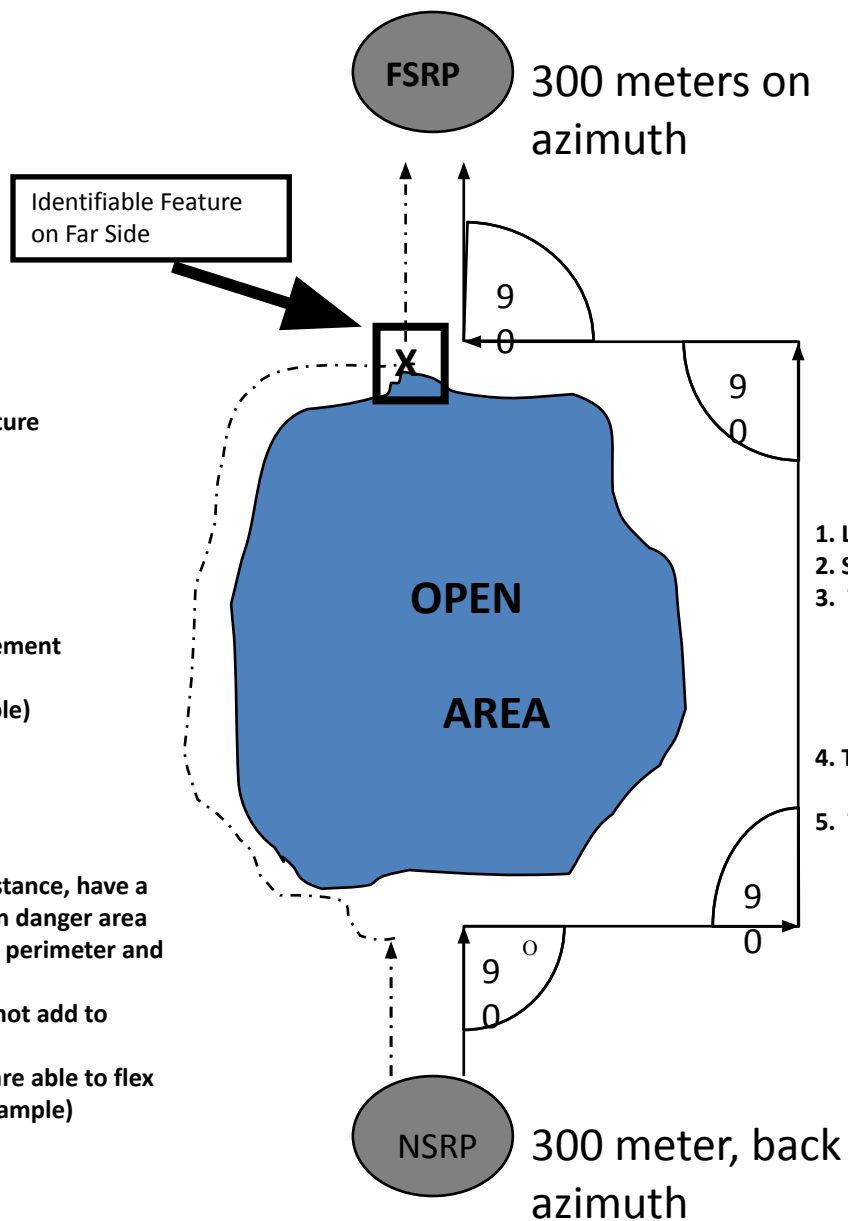
“Never plan your route to go through an open danger area.”

ADMIN NOTES

1. Route planning considerations
2. Floating rally points
3. Near side rally point (NSRP); 300 back azimuth
4. Far side rally point (FSRP); 300 on azimuth
5. Avoid danger areas
6. Conduct a detailed map study
7. Time factors
 - Have time?
 - Do not have time?
8. Actions at the potential danger area
9. SSO gives hand and arm signal to halt
10. Team assumes 360° security and short halt posture
11. TL spot checks perimeter
12. SLLS
13. Pinpoint
14. Recon the potential open danger area
15. TL assesses the situation and considers
 - Is this an open danger area?
 - Does he have enough time to move his element around it?
16. Small open danger areas (two methods available)

Contour

1. Most preferred
2. Must have an identifiable feature, estimate distance, have a covered and conceal route around the open danger area
3. TL and SSO confirm information, move back to perimeter and disseminate
4. TL confirms pace count, pace man (SO1) does not add to current pace.
5. Move out, 25 meters away; team/individuals are able to flex
6. Far side reached; add TL's estimate to pace (Example)
7. Continue mission



Detour Bypass Method

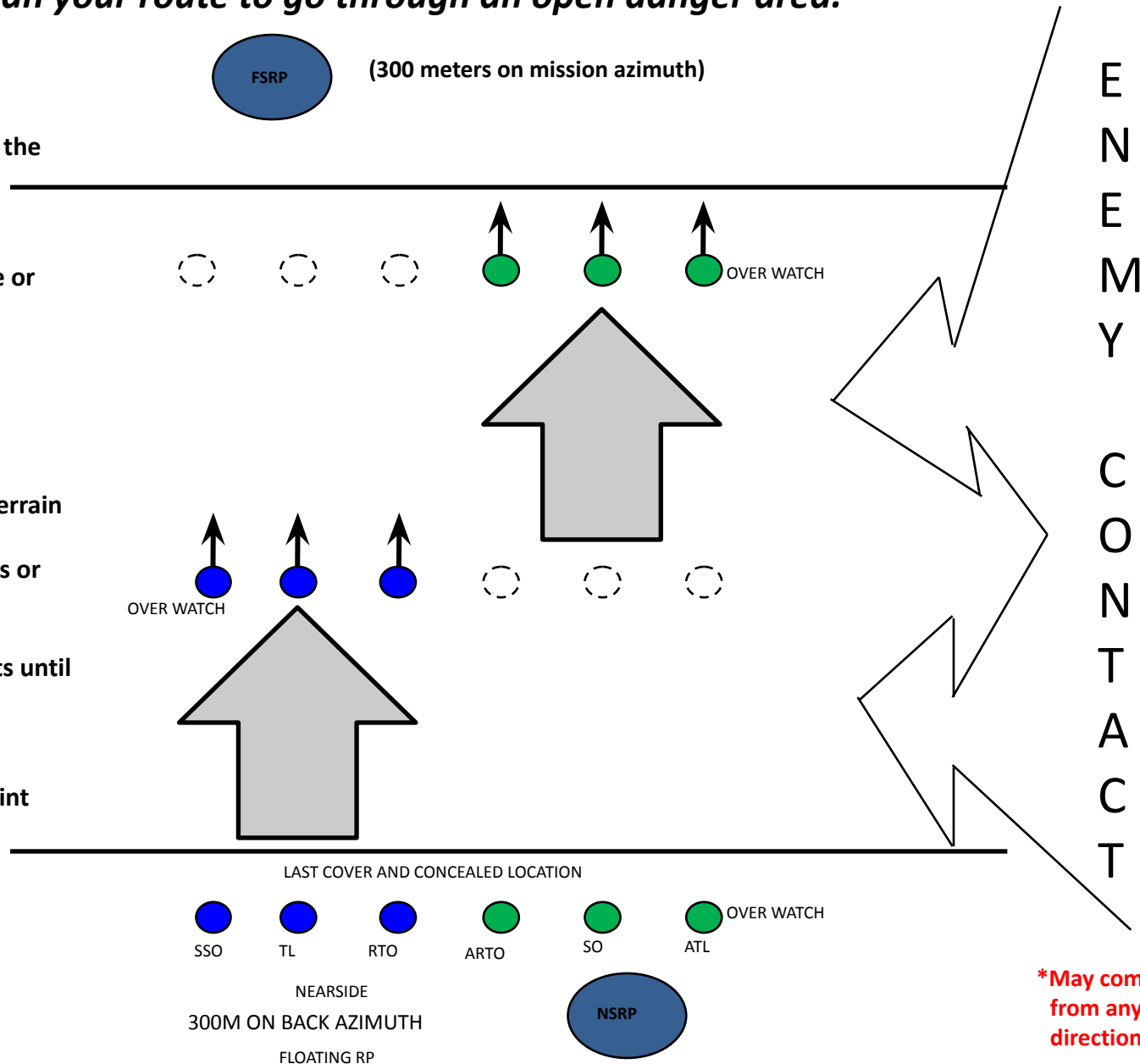
1. Least preferred
2. Series of 90° turns
3. TL and SSO determine that
 - There is no identifiable feature
 - They cannot see the far side
 - Are under periods of limited visibility
4. TL and SSO confirm information, move back to perimeter and disseminate
5. TL confirms pace count, pace man (SO1) does not add to current pace.

LARGE OPEN DANGER AREA

“Never plan your route to go through an open danger area.”

ADMIN NOTES

1. Time will determine how you engage the danger area.
2. TL must consider
 - Routes
 - Bounding Over-watch (successive or alternating)
 - Over-watch positions
3. Types of bounds
 - Successive bounds
 - Alternating bounds
4. Using successive bounds
 - TL gives distance, direction and terrain feature
 - TL contact ATL via FM, H/A signals or other signals
6. The TL controls movement of elements until out of the danger area.
7. Actions on enemy contact
 - Break Contact and conduct E&R
 - Team leader will call out Rally Point (Team echoes)
 - Execute rally point procedures



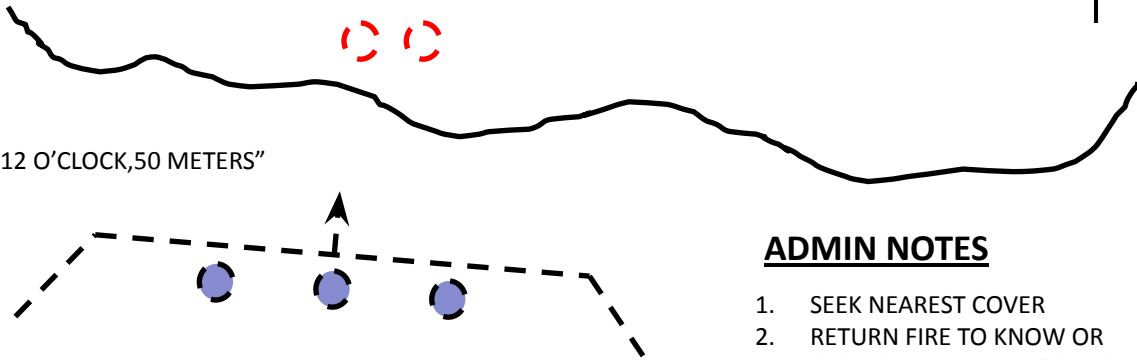
***May come from any direction**

*** DEPICTS SUCCESSIVE BOUNDS**

REACT TO CONTACT



" 2 ENEMY SMALL ARMS, 12 O'CLOCK, 50 METERS"



ADMIN NOTES

1. SEEK NEAREST COVER
2. RETURN FIRE TO KNOW OR SUSPECTED ENEMY LOCATION
3. TL/ATL CONTROLS TEAM USING FIRE COMMANDS
4. REPORT ENEMY SITUATION "3 D'S DISTANCE/DIRECTION/DESCRIPTION"
5. MAINTAINS CONTACT (VISUAL/ORAL) WITH TEAM USES "SFC"
6. TL MAKES AN ASSESSMENT OF THE SITUATION
7. TL DETERMINES COA BREAK CONTACT

FIRE COMMANDS

ALERT: TL ALERTS TEAM MEMBER TO RECEIVE FURTHER INSTRUCTIONS "RTO"

DIRECTION: TL POINTS W/ WEAPON OR ARM, USES TRACERS, OR GIVES GENERAL DIRECTION "12 O'CLOCK"

DESCRIPTION: TL DESCRIBES TARGET " 2 ENEMY SMALL ARMS"

RANGE: TL INFORMS HIS TEAM THE RANGE TO THE TARGET "50 METERS"

RATE OF FIRE: TL TELLS HIS TEAM WHAT RATE OF FIRE HE WANTS HIS TEAM TO ENGAGE THE ENEMY WITH " CYCLIC/RAPID/SUSTAINED"

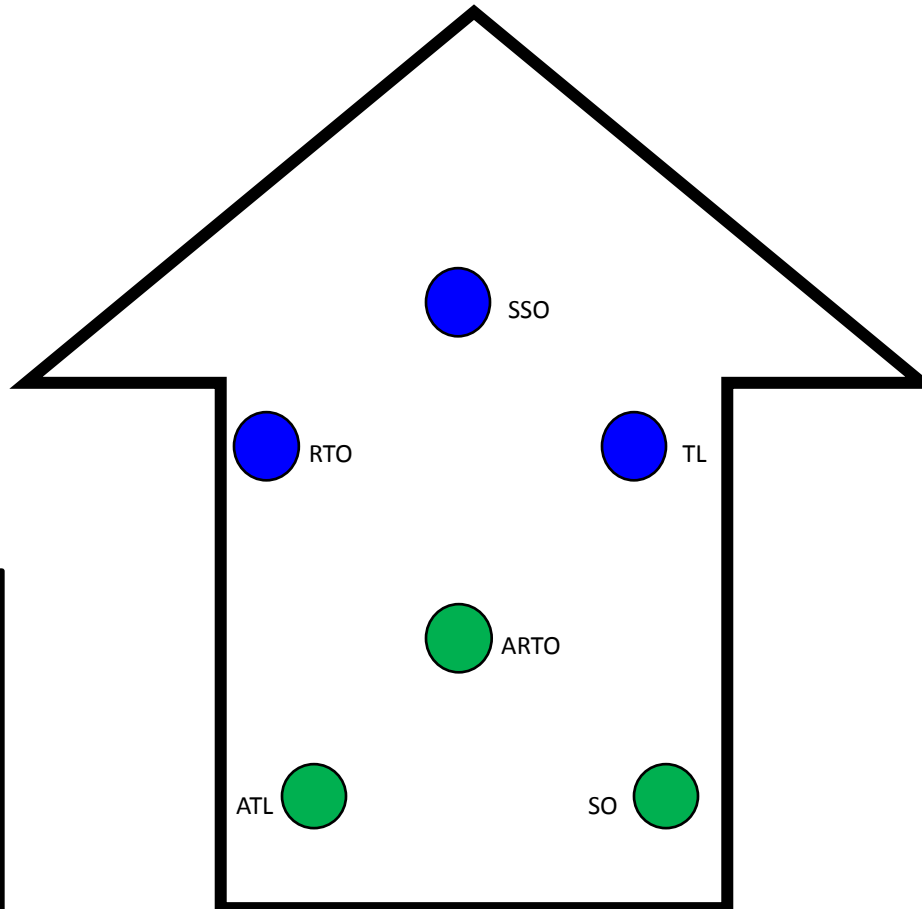
COMMAND TO FIRE: TL TELLS THE SOLDIER WHEN TO FIRE, SINCE THEY ARE IN CONTACT, IF TL WANTS THE TEAM MEMBER TO FIRE IMMEDIATELY AFTER HE HAS THE IDENTIFIED TARGET, TL JUST SAYS "FIRE"

TECHNIQUE OF FIRE

SEARCH: SEARCH FOR KNOWN OR SUSPECTED ENEMY LOCATIONS IN YOUR SECTOR OF FIRE

FIRE: ENGAGE THE KNOWN/SUSPECTED LOCATIONS IF DECISIVELY ENGAGED

CHECK: CHECK THE MAN AND SITUATION TO YOUR LEFT/RIGHT/REAR TO CHECK FOR COMMANDS FROM THE LEADERSHIP, ALSO TO MAINTAIN SITUATIONAL AWARENESS

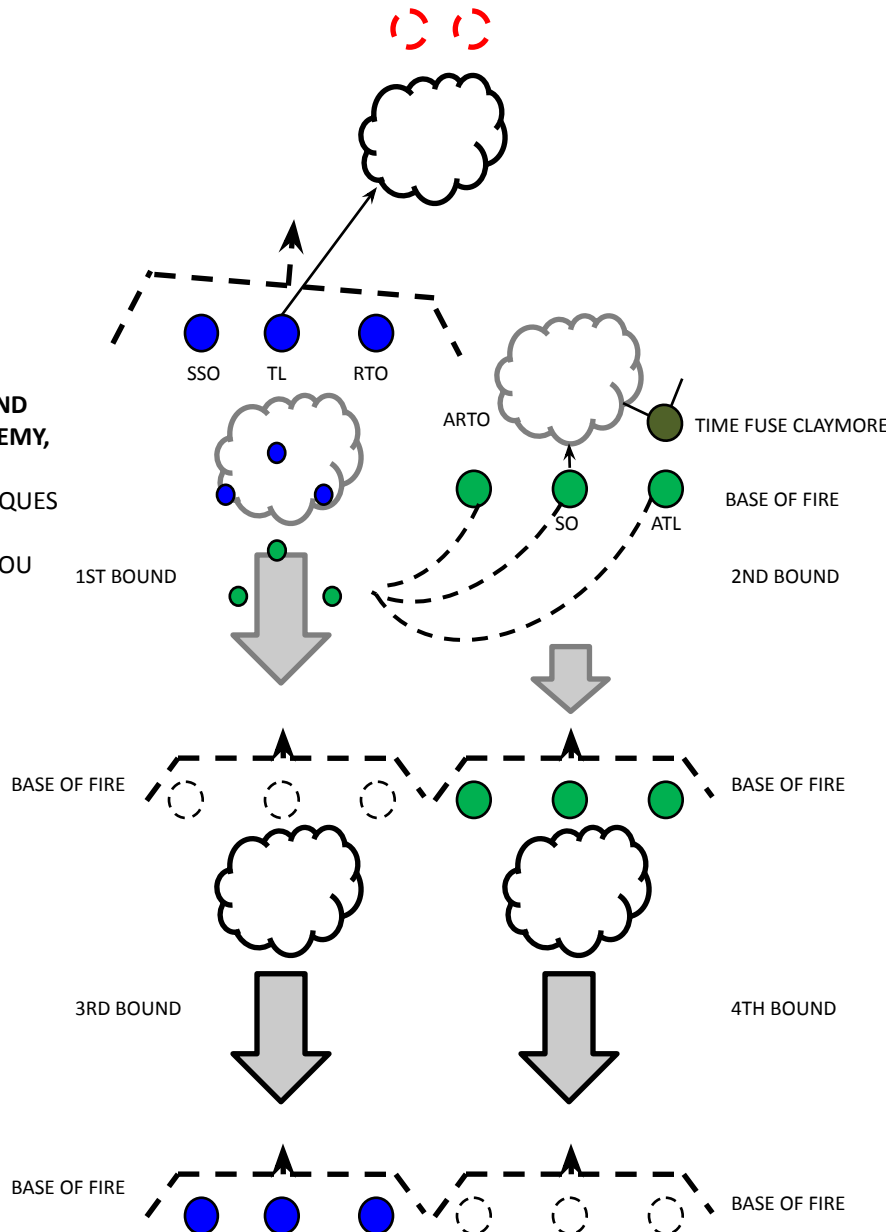


BREAK CONTACT



ADMIN NOTES

1. TEAM REACTS TO CONTACT, LEAD ELEMENT GETS ONLINE, TRAIL ELEMENT UNMASK LEFT/RIGHT
2. TL DETERMINES COA / BREAK CONTACT
3. TL IDENTIFIES THE BASE OF FIRE ELEMENT
4. MANUEVER ELEMENT THROWS SMOKE TO CONCEAL TEAMS MOVEMENT
5. MANUEVER ELEMENT BOUNDS BACK TO A COVERED AND CONCEALED POSITIONS, PICKS UP THE BASE OF FIRE
6. SECOND MANUEVER ELEMENT THOWS SMOKE TO CONCEAL MOVEMENT
7. SECOND MANUEVER ELEMENT BOUNDS BACK TO COVERED AND CONCEALED POSITIONS, PICKS UP THE BASE OF FIRE
8. TEAM IS NO LONGER RECEIVING EFFECTIVE FIRE FROM THE ENEMY
9. TEAM MOVES AN ADDITIONAL 300M L/R/REAR OR NEXT MAJOR TERRAIN FEATURE AWAY
10. ESTABLISHES 360 SECURITY
11. RE-ESTABLISHES THE CHAIN OF COMMAND IF NECESSARY
12. CONSOLIDATES/REORGANIZES
13. REDISTRIBUTE AND RESUPPLY AMMUNITION AND MISSION ESSENTIAL EQUIPMENT
14. TREAT CASUALTIES AND EVACUATE WOUNDED
15. ESTABLISHES COMMUNICATIONS AND REPORTS THE SITUATION TO HIGHER
16. TEAM CONTINUES MISSION IF FEASIBLE



REASONS TO BREAK CONTACT

- TEAMS MISSION CALLS FOR AVOIDING CONTACT
- TEAM IS OUT NUMBERED OR IN A VULNERABLE POSITION
- ENEMY HAS OVER WHELMING FIRE POWER, SUCH AS CREW SERVED WEAPONS
- UP AGAINST A SNIPER

PRINCIPLES OF BREAK CONTACT

1. VIOLENCE OF ACTION TO KILL AND SUPPRESS THE ENEMY
2. USE SMOKE AND CLAYMORES (**WIND DIRECTION, LOCATION OF THE ENEMY, TIME TO MANUEVER**)
3. CONTROL AND USING IMT TECHNIQUES
4. DROP RUCKS AS A LAST RESORT
5. DON'T FIRE UNLESS FIRED UPON YOU ARE ONLY GIVING YOUR POSITION AWAY
6. REHEARSALS (MAN DOWN, RTO DOWN)

- **RELOADING OF MAGAZINES:** EVERYONE CHANGES THEIR MAGAZINES ON THE MOVE

- **MALFUNCTIONS:** IMMEDIATELY CONDUCTS CORRECTIVE ACTIONS ON THE MOVE

- **SAFETY:** EVERYONE KEEPS WEAPONS ON SAFE DURING BOUNDS

REACT TO INDIRECT FIRE



ADMIN NOTES

1. Team yells “INCOMING” when initial indirect fire is received.
2. Immediately, get down and seek cover.
3. After rounds impact, TL determines direction and distance for Team to move
4. TL determines direction and distance based on
 - The direction of travel.
 - The direction of incoming fire (if known).
 - Possible obstacles and terrain.
 - The enemies most probable course of action (MPCOA).
5. TL commands **“12 o'clock, 300 meters”**;
6. Team echoes command and double times in that direction/distance
7. Get into buddy teams and assist all injured team members out of the impact area
8. TL and ATL maintain contact visually and orally
9. Change direction due to possible FO.
10. TL and ATL maintain control and ensure use of proper movement techniques
11. Move a minimum of 300 meters.
12. Establish security halt
13. Consolidate and reorganize.
 - 360° Security, ACE, CoC, Key WPNS, Ammo, SITREP
14. Continue mission if feasible.

“Incoming!”

“12 o'clock, 300 meters”

