

1ST MARINES S&C NO. 00744-66  
COPY 3 OF 4 COPIES

HEADQUARTERS  
1st Marines (~) (Rein)  
3d Marine Division (Rein), FMF  
APO, San Francisco, 96602

3/EM/ram  
3100.1B  
12 July 1966

**SECRET**

From: Commanding Officer  
To: Commanding General, 3d Marine Division (Rein), FMF

Subj: 1ST MARINES SITREP 160 as of 12 July 1966

Ref: 3d Mardiv 3100.1B

Encl: (1) 1st Battalion, 1st Marines SITREP as of 12 July 1966  
(2) 3d Battalion, 1st Marines SITREP as of 12 July 1966

1. In accordance with reference (a), enclosures (1) and (2) are submitted herewith.

2. Box Scores

USMC

KIA 0  
WIA 4  
MIA 0

VC

KIA 2  
WIA 0  
VOC 0  
VCs 21

B. MCMAHON  
By direction

DOWNGRADED AT 3 YEAR INTERVALS;  
DECLASSIFIED AFTER 12 YEARS,  
DOD DIR 5200.10

**SECRET**

**NARRATIVE SUMMARY**  
**1st Bn, 1st Marines**

**1. Late Entries: None**

**2. Contact:**

- A. At 120815H a squad patrol from Company C (BT 107637) received approximately (10) rounds harassing fire (BT 112639). Patrol returned 200-300 rounds 7.62 and 6 rounds M-79. A male VCS was apprehended and later killed as he tried to escape. Age of VC was approximately 33 years old. One VC female, 32 years old was killed in initial burst of fire as she attempted to flee. A second squad sent to blocking position apprehended five VCS attempting to leave village and five more were caught as patrol was returning to PPB. All VCS's will be forwarded to District HQ for interrogation.
- B. At 121230H a platoon from Company D (BT 079635) moving to new PPB apprehended a suspicious 55 year old male. VCS sent to Battalion CP rear for interrogation.
- C. At 121530H a platoon from Company C on a clearing mission apprehended six VCS in the hamlet of Ha My Tay (3) (BT 110620). Hamlet had been swept earlier and it had been noted that no males were present. VCS will be forwarded to District HQ.
- D. At 121945H 1st platoon from Company D via (BT 061631) received approximately (75) rounds S/W fire from an estimated four VC via (BT 056653). Platoon returned fire with (150) rounds S/A and (5) rounds M-79. Area was checked with no further contact.

**3. Miscellaneous**

- a. At 121000H County Fair 1-5 terminated. County Fair 1-6 commenced 121000H.

FOR PERIOD

ORGANIZATION 120000N 0127 TO 120000N 0027 1966 DATE 12 July 1966

DATE/  
TIME

| ACTION + |      |
|----------|------|
| SIZE     | TYPE |

FRD UNIT/  
LOSSES

ENM UNIT/  
LOSSES

INIT  
BY

|                          |            |              |  |  |  |
|--------------------------|------------|--------------|--|--|--|
| <b>MATERIAL CAPTURED</b> |            |              |  |  |  |
| <b>WEAPONS</b>           |            |              |  |  |  |
| <b>IW</b>                | <b>CSW</b> | <b>OTHER</b> |  |  |  |

[illegible]

+ USE TYPE ACTION ABBREVIATIONS SHOWN ON BOX SCORE FORM.

USE REMARKS SECTION FOR ADDITIONAL DESCRIPTION OF CAPTURED MATERIAL IF NECESSARY

REMARKS:

FMFPAC REPRO 1506

**DECLASSIFIED**

DECLASSIFIED

DECLASSIFIED

## OPERATIONS SUMMARY

ORGANIZATION: 1st BN 1st REGT 1st MAE TAOR

11 July 1966

DATE

PERIOD: 01Z TO 00Z

| TYPE ACTION            | FIRE TEAM<br>DAY / NIGHT                                              | SQUAD<br>DAY / NIGHT                                                                             | PLATOON<br>DAY / NIGHT                                                  | COMPANY*1<br>DAY / NIGHT                                                | BATTALION*1                         |
|------------------------|-----------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------|
| SCOUT SNIPER (SS)      | <div><div></div><div>A</div></div> <div><div></div><div>B</div></div> |                                                                                                  |                                                                         |                                                                         |                                     |
| LISTENING POST (LP)    | <div><div></div><div>C</div></div> <div><div></div><div>D</div></div> |                                                                                                  |                                                                         |                                                                         |                                     |
| AMBUSH (AMB)           | <div><div></div><div>E</div></div> <div><div></div><div>F</div></div> | <div><div></div><div>G</div></div> <div><div></div><div>H</div></div>                            | <div><div></div><div>I</div></div> <div><div></div><div>J</div></div>   |                                                                         |                                     |
| RECON PATROL (REC)     | <div><div></div><div>K</div></div> <div><div></div><div>L</div></div> | <div><div></div><div>M</div></div> <div><div></div><div>N</div></div>                            | <div><div></div><div>O</div></div> <div><div></div><div>P</div></div>   |                                                                         |                                     |
| SECURITY PATROL (SEC)  | <div><div></div><div>Q</div></div> <div><div></div><div>R</div></div> | <div><div></div><div>S</div></div> <div><div></div><div>T</div></div>                            | <div><div></div><div>U</div></div> <div><div></div><div>V</div></div>   |                                                                         |                                     |
| SEARCH & DESTROY (S&D) |                                                                       | <div><div></div><div>W</div></div> <div><div></div><div>X</div></div> <div>(COMBAT PATROL)</div> | <div><div></div><div>Y</div></div> <div><div></div><div>Z</div></div>   | <div><div></div><div>AA</div></div> <div><div></div><div>BB</div></div> | <div><div></div><div>CC</div></div> |
| CLEARING (CLR)         |                                                                       | <div><div></div><div>EE</div></div> <div><div></div><div>FE</div></div>                          | <div><div></div><div>GG</div></div> <div><div></div><div>HH</div></div> | <div><div></div><div>II</div></div> <div><div></div><div>JJ</div></div> | <div><div></div><div>KK</div></div> |

REMARKS:

#1 All Company and Battalion size operations will be reported and will be classified as either S/D or CLR as is most appropriate

FMFPAC REPRO 1508

DECLASSIFIED

DECLASSIFIED

## PLANS

## SUMMARY

ORGANIZATION: 1st BN 1st REGT TAOR

12 July 1966

PERIOD: 01Z TO 00Z

DATE

| TYPE ACTION            | FIRE TEAM<br>DAY / NIGHT                                               | SQUAD<br>DAY / NIGHT                                                    | PLATOON<br>DAY / NIGHT                                                  | COMPANY*1<br>DAY / NIGHT                                                | BATTALION*1                         |
|------------------------|------------------------------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------|
| SCOUT SNIPER (SS)      | <div><div></div><div>A</div></div> <div><div></div><div>B</div></div>  |                                                                         |                                                                         |                                                                         |                                     |
| LISTENING POST (LP)    | <div><div></div><div>C</div></div> <div><div>1</div><div>D</div></div> |                                                                         |                                                                         |                                                                         |                                     |
| AMBUSH (AMB)           | <div><div></div><div>E</div></div> <div><div></div><div>F</div></div>  | <div><div></div><div>G</div></div> <div><div></div><div>H</div></div>   | <div><div></div><div>I</div></div> <div><div></div><div>J</div></div>   |                                                                         |                                     |
| RECON PATROL (REC)     | <div><div></div><div>K</div></div> <div><div></div><div>L</div></div>  | <div><div></div><div>M</div></div> <div><div></div><div>N</div></div>   | <div><div></div><div>O</div></div> <div><div></div><div>P</div></div>   |                                                                         |                                     |
| SECURITY PATROL (SEC)  | <div><div></div><div>Q</div></div> <div><div></div><div>R</div></div>  | <div><div></div><div>S</div></div> <div><div></div><div>T</div></div>   | <div><div></div><div>U</div></div> <div><div></div><div>V</div></div>   |                                                                         |                                     |
| SEARCH & DESTROY (S&D) |                                                                        | <div><div></div><div>W</div></div> <div><div></div><div>X</div></div>   | <div><div></div><div>Y</div></div> <div><div></div><div>Z</div></div>   | <div><div></div><div>AA</div></div> <div><div></div><div>BB</div></div> | <div><div></div><div>CC</div></div> |
| CLEARING (CLR)         |                                                                        | <div><div></div><div>EE</div></div> <div><div></div><div>FE</div></div> | <div><div></div><div>GG</div></div> <div><div></div><div>HH</div></div> | <div><div></div><div>II</div></div> <div><div></div><div>JJ</div></div> | <div><div></div><div>KK</div></div> |

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## DECLASSIFIED

## INTERMINE OPERATION REPORT

12 July 1966

DATE

ORGANIZATION: 1st BN 1st REGT DA NAME TAOR

PERIOD: 120001H H TO 122500 July 1966

Col 1 TAOR identification if out of assigned TAOR report grid coord

Col 2 Number of sweep/clr teams

Col 3 Total number personnel involved during 24-hour period in sweep/c

Col 4A Number of visual sweeps

Col 4B Number of deliberate sweeps

Col 5 Number of enemy emplaced mines found

Col 6 Number disarmed/deactivated

Col 7 Number destroyed in place.

| Col 1          | Col 2 | Col 3 | Col 4A | Col 4B | Col 5* | Col 6 | Col 7 |
|----------------|-------|-------|--------|--------|--------|-------|-------|
| DA NAME<br>1/1 | 2     | 12    | 2      | 1      | 1      | 0     | 1     |

## \*FOOTNOTE

Location: On top of dike of rice paddy.

Environment: In sandy area

Grid Coord: 065669

Method detected: Security detected by visual means

Type: pressure

Size: 50 caliber

Firing device: Nail, pressure device.

DECLASSIFIED

1/1  
Patrols and Ambushes  
130600H - 140600H *Jul 1966*

| UNIT | TIME      | ALF/TIME    |
|------|-----------|-------------|
| C1   | 0600-1100 | Sqd/C1r     |
| B2   | 0700-1100 | Flt/C1r     |
| A3-3 | 0730-1230 | Sqd/C1r     |
| B2   | 0800-1000 | Flt/C1r     |
| B3B  | 0800-1415 | Sqd/C1r     |
| B1   | 0815-1245 | Sqd/C1r     |
| B1   | 0830-0930 | Flt/C1r     |
| B1A  | 0945-1230 | Sqd/C1r     |
| A3-3 | 1200-1600 | Sqd/C1r     |
| B3   | 1300-1600 | Flt/C1r     |
| B2A  | 1400-1815 | Sqd/C1r     |
| C2   | 1900-2300 | Sqd/C1r/Amb |
| A3-1 | 1900-2330 | Sqd/Sqn     |
| B3-1 | 1930-0530 | Sqd/Amb     |
| C1   | 2000-2100 | Sqd/Amb     |
| B2-1 | 2000-0530 | Sqd/Amb     |
| B3-2 | 2000-0600 | Sqd/Amb     |
| B3C  | 2000-0600 | Sqd/Amb     |
| B2B  | 2015-0530 | Sqd/Amb     |
| A3A  | 2030-0515 | Sqd/Amb     |
| B1-1 | 2035-0545 | Sqd/Amb     |
| B2-2 | 2045-0600 | Sqd/Amb     |
| B1-2 | 2110-0615 | Sqd/Amb     |
| B3B  | 2215-0530 | Sqd/Amb     |
| D1C  | 2330-0615 | Sqd/Amb     |
| C2A  | 2400-0600 | Sqd/Amb     |
| B3C  | 0015-0620 | Sqd/Amb     |
| C1A  | 0030-0530 | Sqd/Amb     |

CONFIDENTIAL

HEADQUARTERS  
1st Battalion, 1st Marines  
1st Marine Division (Rein) MCD  
APO, San Francisco, 96602

3/MEC/tjw  
12 July 1966

REPORT FOR PERIOD 11:00H TO 12:00H

NARRATIVE SUMMARY

1. Listening Post

a. At 11:00H, listening post in front of Battalion perimeter tactical wire, vicinity coordinates BT 774074, received one incoming grenade from approximately thirty feet southeast of the position. No fire was returned as unable to locate exact location of VC. Listening post was withdrawn inside of tactical wire and entire perimeter alerted. One UNSC KIA sustained and treated at Battalion Aid Station; returned to duty. <sup>to 100%</sup>

b. At 11:00H, listening post in front of the Battalion perimeter tactical wire, vicinity coordinates BT 773076, received one incoming grenade near the position. No fire returned as exact position of VC was undetermined. Listening post repositioned near tactical wire. No friendly casualties.

2. Contacts

a. At 12:00H, Company I squad security for civilian survey team, vicinity coordinates BT 081702, discovered three recently captured punji traps that were not in that vicinity the previous day. Squad destroyed punji traps. No friendly casualties.

b. At 12:10H, Company H squad patrol, vicinity coordinates BT 058676, received five to ten rounds small arms fire from left flank 150 meters from the patrol, vicinity coordinates BT 058676. Patrol returned the rounds small arms fire. Area searched with negative results. No friendly or confirmed VC casualties.

c. At 12:10H, Company I Command Post advised by Police Chief of Con Son Hamlet that VC were at coordinates BT 058711. The platoon, guided by Police Chief, swept through area. Three VCs apprehended, two of which were carrying false identification papers. VCs were forwarded to 1ST.

d. At 12:20H, Company H fire team observation post, vicinity coordinates BT 075702, sighted two VC carrying weapons running east seventy-five meters in front of their position. Fire team physically pursued VC and received ten rounds small arms fire wounding both men. 3rd Platoon conducted detailed search of the area with negative results. Two UNSC KIA (medical evacuated).

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e. At 121320H, Company H squad patrol, vicinity coordinates BT 053476, discovered six punji pits approximately three foot deep, all of which were booby trapped with CHICOM hand grenades. Patrol destroyed punji pits and grenades. No friendly casualties.

f. At 121545H a platoon from Company M while clearing (2) AP mines and punji pits at (BT 037668) received 30 rounds S/A fire from an unknown number of VC via (BT 037665) and (BT 032669). Fire was returned. VC fire ceased. Platoon continued mission. A CHICOM grenade was detonated resulting in one USMC WIA (Non Evac). Another grenade was discovered and all were destroyed in place.

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FOR PERIOD

# ORGANIZATION

ORGANIZATION 1970-1971 Q1Z 1971

# TO THE

002

THE NEW YORK PUBLIC LIBRARY  
ASTOR LENOX TILDEN FOUNDATIONS  
1895

DATE 12-14-68PROVINCE/  
COORDINATES

DATE/  
TIME

| ACTION + |      |
|----------|------|
| SIZE     | TYPE |

FRD UNIT/  
LOSSES

ENM UNIT/  
LOSSES

INIT  
BY

|                          |     |       |  |  |  |
|--------------------------|-----|-------|--|--|--|
| <b>MATERIAL CAPTURED</b> |     |       |  |  |  |
| <b>WEAPONS:</b>          |     |       |  |  |  |
| IW                       | CSW | OTHER |  |  |  |

[illegible]

+ USE TYPE ACTION ABBREVIATIONS SHOWN ON BOX SCORE FORM.

USE REMARKS SECTION FOR ADDITIONAL DESCRIPTION OF CAPTURED MATERIAL IF NECESSARY

REMARKS:

FMFPAC REPRO 1506

**DECLASSIFIED**

**DECLASSIFIED**

# OPERATIONS SUMMARY

 ORGANIZATION: 1 BN 6 REGT 1 TAOR

 PERIOD: 01Z TO 00Z
1 DATE 1

| TYPE ACTION            | FIRE TEAM<br>DAY / NIGHT                                  | SQUAD<br>DAY / NIGHT                                        | PLATOON<br>DAY / NIGHT                                      | COMPANY*1<br>DAY / NIGHT                                    | BATTALION*1                         |
|------------------------|-----------------------------------------------------------|-------------------------------------------------------------|-------------------------------------------------------------|-------------------------------------------------------------|-------------------------------------|
| SCOUT SNIPER (SS)      | <div><div></div><div>A</div><div></div><div>B</div></div> |                                                             |                                                             |                                                             |                                     |
| LISTENING POST (LP)    | <div><div></div><div>C</div><div></div><div>D</div></div> |                                                             |                                                             |                                                             |                                     |
| AMBUSH (AMB)           | <div><div></div><div>E</div><div></div><div>F</div></div> | <div><div></div><div>G</div><div></div><div>H</div></div>   | <div><div></div><div>I</div><div></div><div>J</div></div>   |                                                             |                                     |
| RECON PATROL (REC)     | <div><div></div><div>K</div><div></div><div>L</div></div> | <div><div></div><div>M</div><div></div><div>N</div></div>   | <div><div></div><div>O</div><div></div><div>P</div></div>   |                                                             |                                     |
| SECURITY PATROL (SEC)  | <div><div></div><div>Q</div><div></div><div>R</div></div> | <div><div></div><div>S</div><div></div><div>T</div></div>   | <div><div></div><div>U</div><div></div><div>V</div></div>   |                                                             |                                     |
| SEARCH & DESTROY (S&D) |                                                           | <div><div></div><div>W</div><div></div><div>X</div></div>   | <div><div></div><div>Y</div><div></div><div>Z</div></div>   | <div><div></div><div>AA</div><div></div><div>BB</div></div> | <div><div></div><div>CC</div></div> |
| CLEARING (CLR)         |                                                           | <div><div></div><div>EE</div><div></div><div>FE</div></div> | <div><div></div><div>GG</div><div></div><div>HH</div></div> | <div><div></div><div>II</div><div></div><div>JJ</div></div> | <div><div></div><div>KK</div></div> |

REMARKS:

#1 All Company and Battalion size operations will be reported and will be classified as either S/D or CLR as is most appropriate

DECLASSIFIED

# **PLANS [REDACTED] SUMMARY**

 ORGANIZATION:        BN        REGT        TAOR

 PERIOD:        OIZ        TO        OOT       

 DATE       

DECLASSIFIED

| TYPE ACTION            | FIRE TEAM<br>DAY/NIGHT                                                                                                                                                                                                                                                                                        | SQUAD<br>DAY/NIGHT                                                                                                                                                                                                                                                                                                                                                   | PLATOON<br>DAY / NIGHT                                                                                                                                                                                                                                                                                          | COMPANY*<br>DAY / NIGHT                                                                                                                                                                                                                                                                                         | BATTALION*<br>DAY / NIGHT                                                                                         |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| SCOUT SNIPER (SS)      | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>A</span><span>B</span></div> |                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                 |                                                                                                                   |
| LISTENING POST (LP)    | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>C</span><span>D</span></div> |                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                 |                                                                                                                   |
| AMBUSH (AMB)           | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>E</span><span>F</span></div> | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>G</span><span>H</span></div>                                                        | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>I</span><span>J</span></div>   |                                                                                                                                                                                                                                                                                                                 |                                                                                                                   |
| RECON PATROL (REC)     | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>K</span><span>L</span></div> | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>M</span><span>N</span></div>                                                        | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>O</span><span>P</span></div>   |                                                                                                                                                                                                                                                                                                                 |                                                                                                                   |
| SECURITY PATROL (SEC)  | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>Q</span><span>R</span></div> | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>S</span><span>T</span></div>                                                        | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>U</span><span>V</span></div>   |                                                                                                                                                                                                                                                                                                                 |                                                                                                                   |
| SEARCH & DESTROY (S&D) |                                                                                                                                                                                                                                                                                                               | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>W</span><span>X</span></div> <div style="text-align: center;">(COMBAT PATROL)</div> | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>Y</span><span>Z</span></div>   | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>AA</span><span>BB</span></div> | <div style="border: 1px solid black; width: 60px; height: 20px;"></div> <div style="text-align: center;">CC</div> |
| CLEARING (CLR)         |                                                                                                                                                                                                                                                                                                               | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>EE</span><span>FE</span></div>                                                      | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>GG</span><span>HH</span></div> | <div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; width: 30px; height: 20px;"></div><div style="border: 1px solid black; width: 30px; height: 20px;"></div></div> <div style="display: flex; justify-content: space-around;"><span>II</span><span>JJ</span></div> | <div style="border: 1px solid black; width: 60px; height: 20px;"></div> <div style="text-align: center;">KK</div> |

REMARKS:

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## COUNTERMINE OPERATION REPORT

ORGANIZATION: \_\_\_\_\_ BN \_\_\_\_\_ REGT \_\_\_\_\_ TAOR \_\_\_\_\_

PERIOD: 26 H 1st TO 27 H \_\_\_\_\_

DATE

12 JUL 1966

- 120017 261 120017 261 1966**
- Col 1 Taor identification if out of assigned TAOR grid coord
- Col 2 Number of sweep/cir teams
- Col 3 Total number personnel involved during 24 hour period in sweep/cir activities
- Col 4A Number of visual sweeps
- Col 4B Number of deliberate sweeps
- Col 5 Number of enemy emplaced mines found
- Col 6 Number disarmed/deactivated
- Col 7 Number destroyed in place

| Col 1     | Col 2    | Col 3     | Col 4A   | Col 4B   | Col 5    | Col 6    | Col 7    |
|-----------|----------|-----------|----------|----------|----------|----------|----------|
| <u>26</u> | <u>1</u> | <u>26</u> | <u>0</u> | <u>5</u> | <u>0</u> | <u>0</u> | <u>0</u> |

\*FOOTNOTE

Location:

Environment:

Grid Coord:

Method detected:

Type:

Size:

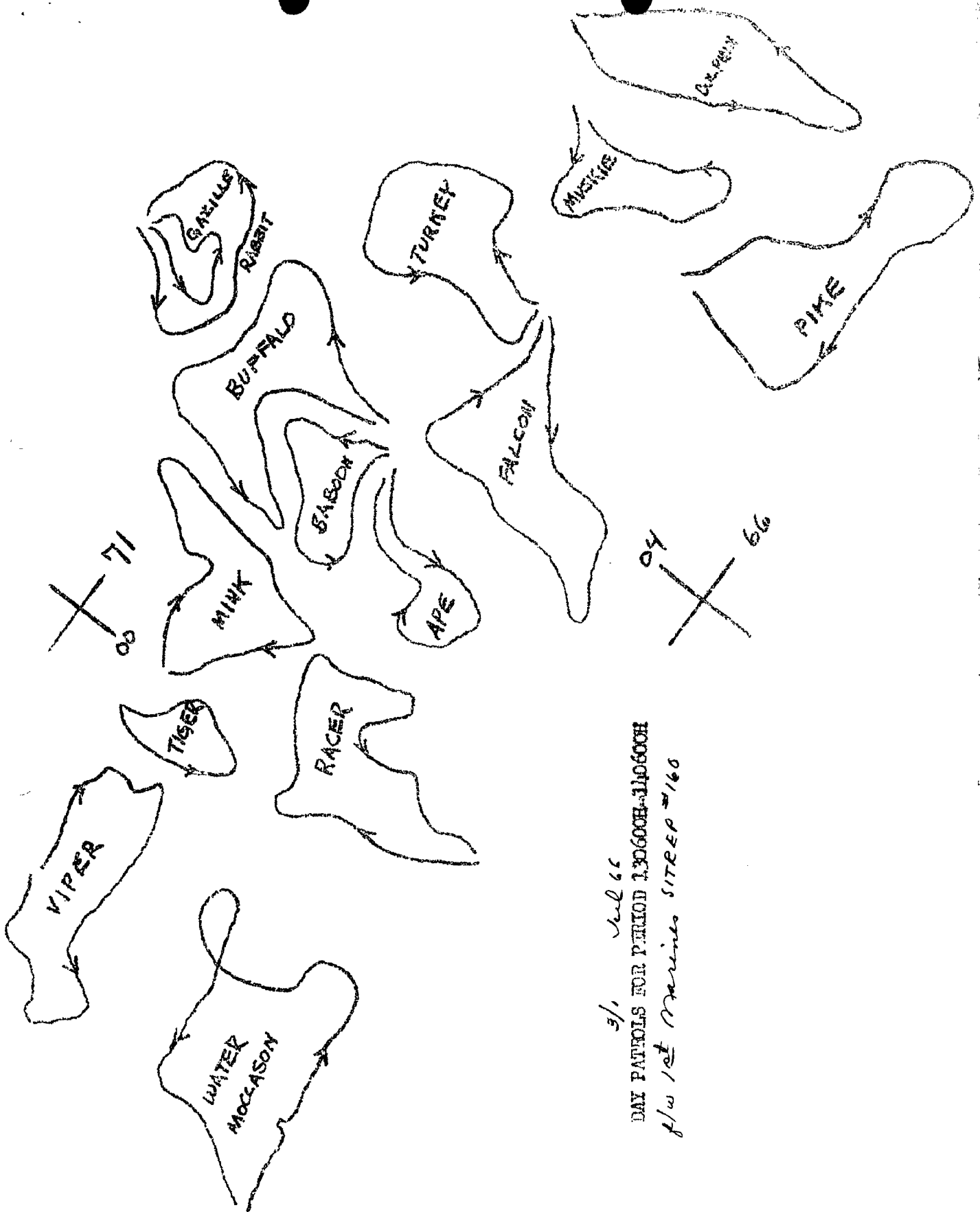
Firing device:

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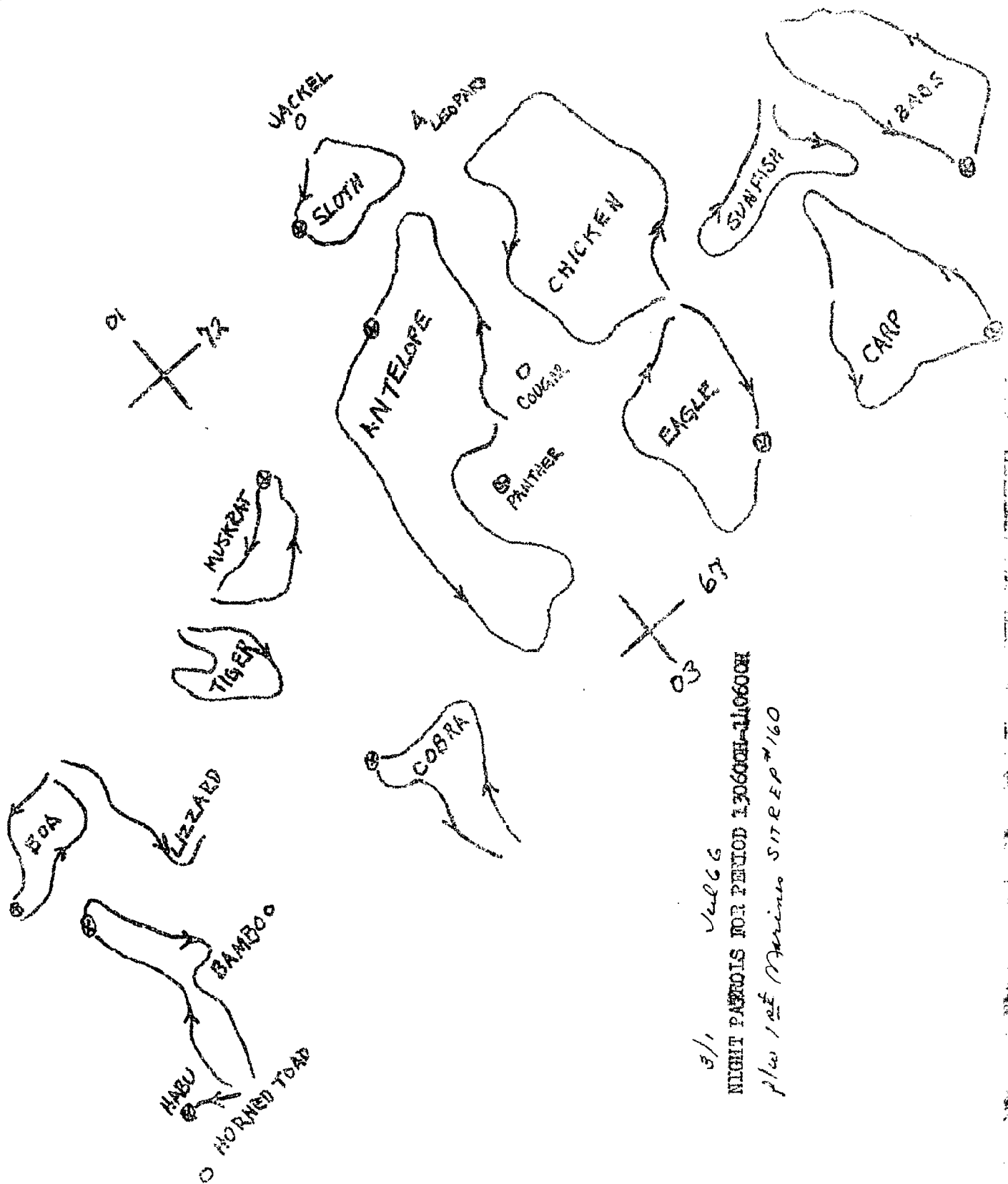
3/1  
PATROLS FOR PERIOD 130600H TO 140600H Jul 66

| NAME             | ACTIVITY      | TOO     | TOR     | SIZE          | TAKEOVER/REMARKS  |
|------------------|---------------|---------|---------|---------------|-------------------|
| <u>COMPANY A</u> |               |         |         |               |                   |
| RABBIT           | PATROL        | 130820H | 131530H | COMBINED SQD  |                   |
| BUFFALO          | PATROL        | 130830H | 131535H | COMBINED SQD  |                   |
| DOG              | PATROL        | 130915H | 131530H | SQD (-)       |                   |
| BABOON           | PATROL        | 130915H | 131530H | SQD (-)       |                   |
| GAZELLE          | PATROL        | 130915H | 131530H | SQD (-)       |                   |
| WINK             | PATROL        | 130900H | 131300H | SQD (REIN)    |                   |
| ANTLOPE          | AMBUSH        | 131910H | 140630H | COMBINED SQD  | 140130H - 140515H |
| SLOTH            | AMBUSH        | 131930H | 140620H | COMBINED SQD  | 132130H - 140500H |
| PANTHER          | AMBUSH        | 132000H | 140630H | COMBINED SQD  | 132200H - 140500H |
| LEOPARD          | OP            | 132000H | 140630H | COMBINED SQD  |                   |
| COUGAR           | LP            | 132000H | 140630H | FIRE TEAM     |                   |
| JACKEL           | LP            | 132030H | 140635H | FIRE TEAM     |                   |
| MUSkrat          | AMBUSH        | 132030H | 140600H | SQD (REIN)    | 132200H - 140500H |
| <u>COMPANY K</u> |               |         |         |               |                   |
| MUSKIE           | PATROL        | 130700H | 131200H | SQD (REIN)    |                   |
| DOLPHIN          | PATROL        | 131100H | 131600H | SQD (REIN)    |                   |
| PIKE             | PATROL        | 131300H | 131900H | SQD           |                   |
| BASS             | AMBUSH        | 132100H | 140600H | SQD (REIN)    | 132230H - 140430H |
| CARP             | AMBUSH        | 132000H | 140615H | SQD (REIN)    | 132200H - 140440H |
| SUNFISH          | PATROL        | 132300H | 140500H | SQD           |                   |
| <u>COMPANY L</u> |               |         |         |               |                   |
| VIPER            | PATROL        | 130900H | 131430H | SQD           |                   |
| TIGER            | PATROL        | 131000H | 131400H | COMBINED SQD  |                   |
| RACER            | PATROL        | 131000H | 131600H | SQD           |                   |
| WATER HOGGASTEN  | PATROL        | 130800H | 131700H | COMBINED SQD  |                   |
| MOA              | AMBUSH        | 132045H | 140630H | FIRE TEAM     | 132200H - 140515H |
| LIZZARD          | PATROL/AMBUSH | 131430H | 140730H | FIRE TEAM     |                   |
| CORRA            | AMBUSH        | 131930H | 140530H | COMBINED SQD  | 132100H - 140400H |
| RAHCO            | AMBUSH        | 131900H | 140600H | COMBINED SQD  | 132100H - 140430H |
| HAEU             | AMBUSH        | 132000H | 140545H | FIRE TEAM     | 132030H - 140500H |
| HORNED TOAD      | LP            | 132030H | 140600H | FIRE TEAM (-) |                   |
| TIGER            | PATROL        | 132100H | 140500H | COMBINED SQD  |                   |
| <u>COMPANY M</u> |               |         |         |               |                   |
| FALCON           | PATROL        | 130900H | 131600H | PLATOON       |                   |
| TURKEY           | PATROL        | 131000H | 131500H | SQD (REIN)    |                   |
| EAGLE            | AMBUSH        | 132000H | 140500H | SQD (REIN)    | 132200H - 140300H |
| CHICKEN          | PATROL        | 131845H | 141100H | SQD (REIN)    |                   |

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5/1 Jul 66  
 DAY PATROLS FOR PERIOD 130600H-140600H  
 f/w 1st Marines SITEP #160



3/1 VUL 66  
 NIGHT PATROLS FOR PERIOD 130600H-140600H  
 plus 1st Marine SITERP #160