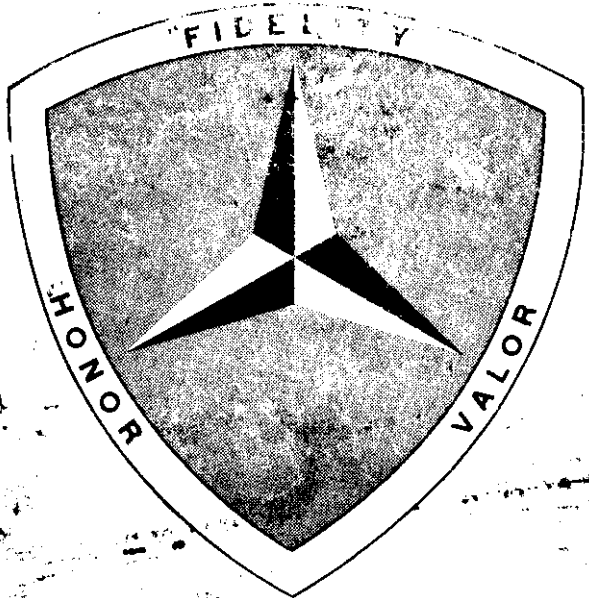


3RD PLT. COMMANDER

COMBAT LEADER'S CHECK LIST



3D MARINE DIVISION

FOREWORD

YOU, AS A SMALL UNIT LEADER, MUST DEVELOP, WITHIN YOUR ORGANIZATION, "BATTLE CRAFT" OF THE HIGHEST STANDARD. WHEN UNITS ARE SENT OUT ON SWEEPS, PATROLS, OR AMBUSHES NOTHING MUST BE LEFT TO CHANCE. THE TASK OF MARINES IN VIETNAM IS ALWAYS ARDUOUS AND OFTEN UNEXCITING, THEY FREQUENTLY SPEND LONG HOURS ON PATROL IN TRYING CONDITIONS WITHOUT A SIGN OF THE ENEMY TO REWARD THEM. IT IS ESSENTIAL THAT WHEN A CONTACT IS MADE ALL THAT IS HUMANLY POSSIBLE IS DONE TO MAXIMIZE THE DESTRUCTION OF THE ENEMY, WITH MINIMUM REPEAT, MINIMUM CASUALTIES ON OUR SIDE. THIS MEANS FIRST CLASS DISCIPLINE AND A HIGH STANDARD OF COMBAT EFFICIENCY. WE CAN AND WILL ACHIEVE THIS GOAL BY ENSURING THAT OUR UNIT LEADERS AT ALL LEVELS ARE PREPARED TO DEAL WITH ANY CONTINGENCY. THE COMBAT LEADERS' CHECKLIST IS DESIGNED TO PROVIDE JUNIOR OFFICERS AND NONCOMMISSIONED OFFICERS WITH A HANDY REFERENCE FOR FIELD USE IN VIETNAM. THE HANDBOOK IS NOT A TRAINING MANUAL, IT IS A REFERENCE WORK BOOK AND SHOULD BE CARRIED BY UNIT LEADERS AT ALL TIMES. IT IS NOT A CURE-ALL, BUT IT DOES PROVIDE INFORMATION THAT IS MOST FREQUENTLY NEEDED.

B. A. Hochmuth

B. A. HOCHMUTH
MAJOR GENERAL, USMC
COMMANDING

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CHAPTER 1

CODE FOR COMBAT LEADERS

1. YOU ARE A LEADER. THE COMBAT EFFICIENCY OF YOUR UNIT DEPENDS TO A GREAT EXTENT UPON YOU AND YOUR ABILITY TO LEAD MEN. YOU MUST BE ABLE TO INFLUENCE THE MEN UNDER YOUR COMMAND SO THAT IN EVERY SITUATION THEY WILL PERFORM THEIR DUTIES AS MARINES. IF YOU ARE TO LEAD MEN INTO BATTLE, THERE ARE CERTAIN QUALITIES YOU MUST DEVELOP.
2. YOU MUST KNOW YOUR JOB. YOU MUST KNOW HOW TO HANDLE YOUR UNIT UNDER MANY VARIED CONDITIONS - IN THE ATTACK, IN THE DEFENSE, AND ON PATROL IN THE JUNGLE, IN BUILT UP AREAS, IN HAMLETS, IN THE OPEN, IN MINED AND BOOBY TRAPPED AREAS - WHEREVER YOUR UNIT IS REQUIRED TO FIGHT. YOU MUST BE SKILLED IN THE USE OF THE WEAPONS WITH WHICH YOUR MEN ARE EQUIPPED. YOU MUST KNOW THE EFFECTIVE RANGES OF THESE WEAPONS AND THE DAMAGE THEY WILL INFLICT UPON THE ENEMY, HIS FORTIFICATIONS, WEAPONS AND EQUIPMENT.
3. YOU MUST TRAIN YOUR MEN. YOU MUST TEACH YOUR MEN WHAT THEY SHOULD KNOW. YOU MUST INSTRUCT THEM IN THE CARE OF THEIR WEAPONS AND EQUIPMENT. YOU MUST PREPARE THEM MENTALLY AND PHYSICALLY FOR THE CONDITIONS THEY WILL ENCOUNTER IN BATTLE. YOU MUST INSTILL IN THEM AN AGGRESSIVE SPIRIT, WHICH WILL MAKE THEM ANXIOUS TO COME TO CLOSE GRIPS WITH THE ENEMY AND DESTROY HIM. YOU MUST BUILD UP IN THEM A FEELING OF COMRADESHIP - A TEAM SPIRIT - THAT WILL MAKE THEM UNBEATABLE IN COMBAT.

4. YOU MUST KNOW YOUR MEN. YOU MUST LEARN ALL YOU CAN ABOUT EACH MAN IN YOUR UNIT - HIS BACKGROUND, HIS GOOD AND BAD POINTS, HIS SKILL IN THE USE OF WEAPONS, HIS PHYSICAL ENDURANCE AND COURAGE. THIS KNOWLEDGE WILL HELP YOU TO PREDICT AND CONTROL THE ACTIONS OF YOUR MEN; IT WILL ENABLE YOU TO MAKE THE MOST OF EACH MAN'S ABILITIES. YOU MUST MAINTAIN THE ESPRIT DE CORPS OF YOUR UNIT BY UTILIZING THE SPECIAL TALENTS OF YOUR MEN AND BY TAKING AN INTEREST IN EACH INDIVIDUAL'S EVERYDAY LIFE.
5. YOU MUST BE AN EXAMPLE TO YOUR MEN - A FIGHTING EXAMPLE. THE BEST WAY TO GAIN THE CONFIDENCE AND RESPECT OF YOUR MEN IS TO SET A GOOD EXAMPLE. YOUR ATTITUDE SHOULD BE ABOVE REPROACH; YOUR PERFORMANCE OF DUTY SHOULD REPRESENT YOUR VERY BEST. YOU MUST BE ABSOLUTELY LOYAL, NOT ONLY TO THE LEADERS PLACED OVER YOU AND YOUR ORGANIZATION, BUT EQUALLY LOYAL TO THE MEN IN YOUR CHARGE. FINALLY, AND MOST IMPORTANT, IT WILL BE YOUR COOLNESS, COURAGE AND DECISIVENESS IN COMBAT THAT WILL INSPIRE YOUR MEN TO FUNCTION AS AN EFFICIENT FIGHTING TEAM.

TOTAL, PROFESSIONAL, SUPERVISED EFFORT = ABSOLUTE PERFORMANCE
(THE GOAL OF COMBAT LEADERSHIP)

CHAPTER -2
COMBAT REPORTS

SIX HOUR SITREP

- A. UNIT LOCATION
- B. SUMMARY OF LAST SIX HOURS
- C. ENEMY CONTACT AND COORDINATES
- D. SIGNIFICANT EVENTS: DISCOVERY WEAPONS, CAVES,
SUPPLIES:
- E. PLANS FOR NEXT SIX HOURS
- F. CASUALTIES (CUMLATIVE) FOR THAT PERIOD
- FR/KIA _____ FR/WIA _____ FR/MIA _____
- EN/KIA _____ EN/KIA _____ VCC _____
- VCS _____

SPOT REPORT

- A. UNIT REPORTING: _____
- B. DATE/TIME/GROUP: _____
- C. COORDINATES: FRIENDLY: _____ ENEMY: _____
- D. BRIEF RESUME: WHAT/WHEN/WHERE
WHY/WHO
- E. ACTION TAKEN: _____
- F. FRIENDLY/KIA: _____
- G. FRIENDLY/WIA: _____
- H. FRIENDLY/MIA: _____
- I. ENEMY/KIA: _____
- J. ENEMY/KIA(PROBABLE): _____
- K. ENEMY CAPTURED: _____
- L. DETAINEES: _____
- M. WEAPONS CAPTURED/DESCRIPTION: _____
- _____
- N. EQUIPMENT CAPTURED/DESCRIPTION: _____
- _____

SERIOUS INCIDENT REPORT (SIR)

1. TYPE OF INCIDENT.
2. TIME AND DATE OF INCIDENT.
3. LOCATION OF INCIDENT.
4. NAME, GRADE, AND ORGANIZATION OF INDIVIDUAL RENDERING REPORT.
5. NAME OF PER(S) INVOLVED, TO INCLUDE VICTIMS, ALLEGED OFFENDERS(S) AND WITNESSES, INCLUDING INFORMATION AS TO THEIR:
 - A. GRADE OR TITLE
 - B. FIRST NAME, MIDDLE INITIAL, LAST NAME.
 - C. SERVICE NUMBER.
 - D. ORGANIZATION OR ADDRESS.
 - E. SEX AND DATE OF BIRTH.
 - F. IF CIVILIAN, INDICATE THEIR STATUS, I.E., DAC, DEPENDENT, IN PLACE OF SERVICE NUMBER.
6. A COMPLETE NARRATIVE SUMMARY OF FACTUAL INFORMATION CONCERNING THE INCIDENT. WHEN INDICATED BECAUSE OF THE NATURE OF THE INCIDENT, THE EXTENT OF INJURIES TO PERSONNEL AND ESTIMATED DOLLAR VALUE OF DAMAGES OF LOSS WILL BE INCLUDED.
7. STATUS AND LOCATION OF PERSONNEL INVOLVED.
8. DESIGNATION OF THE ORGANIZATION OR OFFICES, MILITARY AND CIVILIAN CONDUCTING THE INVESTIGATION.
9. STATEMENT AS TO ACTUAL OR ANTICIPATED REACTION, BY THE CIVIL POPULACE TO THE INCIDENT AND NEWS ITEMS RELATIVE TO THE INCIDENT.
10. INCLUDE A STATEMENT THAT THE LOCAL G-2 OR INTELLIGENCE OFFICER (HAS) (HAS NOT) BEEN NOTIFIED OF THIS INCIDENT.
11. ADDITIONAL INFORMATION, IF APPLICABLE
12. STATE FURTHER COMMAND ACTION CONTEMPLATED: PREVENTIVE, DISCIPLINARY, CLAIMS, CIVIC ACTION/CIVIL AFFAIRS, CONDOLENCE SOLATIUM ETC.
13. TERMINAL REPORT: (THIS IS FINAL REPORT; NO FURTHER REPORT WILL BE SUBMITTED UNLESS SUBSEQUENT INVESTIGATION OR DEVELOPMENTS WARRANT).

SERIOUS INCIDENT REPORT - REASONS FOR SUBMISSION

- A. INJURY, DEATH OR MISTREATMENT TO NON-COMBATANTS IN COURSE OF TACTICAL OPERATIONS.
- B. SIGNIFICANT DAMAGE TO VIETNAMESE PROPERTY.
- C. RIOTS OR OTHER DISORDERS RESULTING FROM AMERICAN ACTIONS.
- D. INVOLVEMENTS WITH MILITARY OR CIVILIAN PERSONNEL OF A FOREIGN POWER IN A CRIMINAL INCIDENT OF IMMEDIATE OR POTENTIALLY SERIOUS SIGNIFICANCE FROM A POLITICAL, MILITARY, OR PUBLIC RELATIONS STANDPOINT.
- E. DISCIPLINARY OR SERIOUS INCIDENTS WHICH, BECAUSE OF THEIR NATURE OR THE PERSONNEL INVOLVED, MAY BE REASONABLY EXPECTED TO AROUSE PUBLIC INTEREST, OR WHICH ARE OF SUFFICIENT IMPORTANCE TO RECEIVE WIDE SPREAD PUBLICITY.

EXPLOSIVE DEVICE REPORT

A. REPORTING UNIT: _____

B. DATE/TIME/GROUP: _____

C. COORDINATES: _____

D. DESCRIPTION OF PERSONNEL/UNITS INVOLVED: _____

E. TACTICAL SITUATION: _____

F. RESULTS OF DETONATION: _____

G. TYPE OF DEVICE: _____

H. SIZE OF DEVICE (EST): _____

I. IDENTIFICATION OF CONTAINER: _____

J. METHOD OF DETONATION: _____

K. LOCATION/POSITION OF DEVICE: _____

A. IN RELATION TO GROUND

B. IN RELATION TO TERRAIN FEATURE

L. IF DEVICE IS CONCEALED/CAMOUFLAGED (DESCRIBE): _____

M. BRIEF WORD PICTURE OF DISCOVERY: _____

N. GRAPHIC (SKETCH)

O. STETCH INDICATING METHOD OF EMPLOYMENT/POSITIONING.

P. SKETCH OF ANY WARNING MARKERS IN AREA.

CAPTURED EQUIPMENT TAG

DATE/TIME

LOCATION

CAPTURING UNIT

CIRCUMSTANCES OF CAPTURE----IF EQUIPMENT IS CAPTURED WITH
A POW THE EQUIPMENT SHOULD BE FORWARDED TO HIGHER HEAD-
QUARTERS WITH HIM UNDER A SEPARATE TAG.

POW CAPTURE TAG

DATE/TIME

LOCATION

CAPTURING UNIT

DOCUMENTS: YES _____ NO _____

CIRCUMSTANCES OF CAPTURE----- IF EQUIPMENT IS CAPTURED WITH A
POW THE EQUIPMENT SHOULD BE FORWARDED TO HIGHER HEADQUARTERS
WITH HIM UNDER A SEPARATE TAG.

PATROL DEBRIEFING REPORT

DATE:

PATROL DESIGNATOR:

MAPS:

A. SIZE AND COMPOSITION OF PATROL:

B. TASK (MISSION):

C. TIME OF DEPARTURE:

D. TIME OF RETURN:

E. ROUTES OUT AND BACK:

F. TERRAIN:

G. ENEMY (SIZE, ACTIVITY, LOCATION, UNIT, TIME, EQUIPMENT):

H. MAP CORRECTIONS:

I. MISCELLANEOUS INFORMATION:

J. RESULTS OF ENCOUNTERS WITH THE ENEMY (PRISONERS AND DISPOSITION, IDENTIFICATION, ENEMY CASUALTIES, CAPTURED DOCUMENTS AND EQUIPMENT):

K. CONDITION OF PATROL:

L. CONCLUSIONS AND RECOMMENDATIONS:

REPORTING ENEMY INFORMATION

INFORMATION ON THE ENEMY REQUIRES ACCURATE AND QUICK REPORTING OF THE WHAT, WHERE, AND WHEN TO INCLUDE:

<u>ELEMENTS</u>	<u>EXAMPLE</u>
<u>SIZE</u>	ESTIMATED 14 ENEMY
<u>ACTIVITY</u>	MOVING SOUTH IN COLUMN
<u>LOCATION</u>	VICINITY GRID COORDINATES 456789
<u>UNIT</u>	RED PATCH ON LEFT SHIRT SLEEVE
<u>TIME</u>	SIGHTED 221540H
<u>EQUIPMENT</u>	SMALL ARMS, 2 ARS ILMG, ALL ARE WEARING HELMETS
<u>REMARKS</u>	

SHELL, BOMB AND MORTAR REPORTS (STANDARD FORM)

SHELLREP _____ OR _____ MORTREP _____ OR _____
BOMBREP _____ STATE WHICH

- A. FROM (UNIT, USE CURRENT CALL---SIGN OR CODE NAME)
- B. POSITION OF OBSERVER (MAP REFERENCE PREFERRED: ENCODE IF THIS DISCLOSES LOCATION OF A HEADQUARTERS OR IMPORTANT OBSERVATION POST)
- C. GRID OR MAGNETIC (STATE WHICH)
BEARING/AZIMUTH
- D. TIME FROM (DURATION) TIME TO
- E. AREA SHELLED, MORTARED OR BOMBED (MAP REFERENCE IN CLEAR)
- F. NUMBER AND NATURE OF GUNS, MORTARS.
- G. NATURE OF FIRE (REGISTRATION, BOMBARDMENT, HARRASSMENT, ETC.
- H. NUMBER AND TYPE OF SHELL, BOMBS, ETC.
- I. TIME OF FLASH TO BANG.
- J. DAMAGE.

CHAPTER 3
PLANS AND ORDERS

TROOP LEADING STEPS

1. BEGIN PLANNING

2. ARRANGE FOR:

3. MAKE RECONNAISSANCE: (EXAMINE THE GROUND. IF NECESSARY
CHANGE PRELIMINARY PLAN)

4. COMPLETE PLAN: (RECEIVE RECOMMENDATIONS, COMPLETE
ESTIMATE, CHANGE PRELIMINARY PLAN AS NEEDED, ANNOUNCE
CONCEPT, PREPARE ORDER)

5. ISSUE ORDER: (INCLUDE ORIENTATION ON TERRAIN, IF POSSIBLE)

6. SUPERVISE

ESTIMATE OF THE SITUATION

1. MISSION
2. SITUATION AND COURSES OF ACTION
 - A. WEATHER, TERRAIN, COMPARISON OF ENEMY AND FRIENDLY SITUATION
 - B. ENEMY CAPABILITIES
 - C. OWN COURSES OF ACTION
3. ANALYSIS OF OPPOSING COURSES OF ACTION
(ANALYZE EFFECTS OF EACH ENEMY CAPABILITY IN EACH OF OWN COURSES OF ACTION)
4. COMPARISON OF OWN COURSES OF ACTION (SUMMARIZE ADVANTAGES OF OWN COURSES OF ACTION)
5. DECISION (WHO, WHAT, WHEN, WHERE, HOW AND WHY)
 - M-MISSION
 - E-ENEMY
 - T-TERRAIN AND WEATHER
 - TROOPS AND FIRE SUPPORT
 - THE SMALL UNIT LEADER'S MENTAL ESTIMATE

OPERATION ORDER

1. SITUATION

- A. ENEMY FORCES: SITUATION, CAPABILITIES, INDICATIONS.
- B. FRIENDLY FORCES: MISSION AND LOCATION OF HIGHER, ADJACENT AND SUPPORTING UNITS.
- C. ATTACHMENTS AND DETACHMENTS: UNITS ATTACHED TO OR DETACHED FROM YOUR UNIT BY HIGHER HEADQUARTERS, AND EFFECTIVE TIME.

2. MISSION. STATE THE MISSION OF YOUR UNIT.

3. EXECUTION.

IN FIRST SUBPARAGRAPH GIVE SUMMARY OF THE TACTICAL PLAN OR OPERATION CONCEPT.

IN SUCCEEDING SUBPARAGRAPH ASSIGN MISSIONS TO EACH ORGANIC AND ATTACHED UNIT.

IN THE NEXT TO LAST SUBPARAGRAPH DESIGNATE AND ASSIGN MISSIONS TO RESERVE (NOT NORMALLY USED AT PLATOON LEVEL).

IN LAST SUBPARAGRAPH LIST COORDINATING INSTRUCTIONS COMMON TO TWO OR MORE SUBORDINATE UNITS.

4. ADMINISTRATION AND LOGISTICS. SUPPLY, EVACUATION, TRANSPORTATION, SERVICE. PERSONNEL AND MISCELLANEOUS.

5. COMMAND AND COMMUNICATION/ELECTRONICS.

- A. SIGNAL INSTRUCTIONS AND INFORMATION
- B. COMMAND POSTS, LOCATION OF COMMANDER.

PATROL PLANNING STEPS

1. PLAN USE OF TIME
2. STUDY SITUATION
3. MAKE MAP STUDY
4. COORDINATE (CONTINUOUS THROUGHOUT)
5. SELECT MEN, WEAPONS, AND EQUIPMENT.
6. ISSUE WARNING ORDER
7. MAKE RECONNAISSANCE
8. COMPLETE DETAILED PLANS
9. ISSUE PATROL LEADER'S ORDER
10. INSPECT AND REHEARSE

PATROL ORDER

GROUND ORIENTATION (USE MAPS, MODEL, RECON PHOTOS)

I. SITUATION

A. ENEMY

- (1) SIZE
- (2) WEAPONS
- (3) LOCATION
- (4) IDENTIFICATION
- (5) HABITS
- (6) FORMATIONS

B. FRIENDLY FORCES

- (1) LOCATIONS? IDENTIFICATION
- (2) PATROL ACTIVITY
- (3) AMBUSH POSITIONS
- (4) TASKS

C. ATTACHMENTS & DETACHMENTS

- {1} DIRECT SUPPORT
- {2} ATTACHMENTS
- {3} GENERAL SUPPORT

2. MISSION (WHO, WHAT, WHEN, WHERE)

3. EXECUTION

A. CONCEPT OF OPERATIONS: (SET FORTH IN BROAD TERMS THE MANNER IN WHICH YOU INTEND THE PATROL TO BE EXECUTED BY OUTLINING THE GENERAL SCHEME OF MANEUVER AND THE NUMBER OF PHASES OF OPERATION)

B. PHASES OF OPERATIONS: (WILL VARY ACCORDING TO MISSION)

PHASE I - MOVE TO EMBARKATION/LOADING AREA

PHASE II - MOVE INTO OP AREA

PHASE III - ESTABLISHMENT OF PATROL BASE

PHASE IV - PATROL PLAN/AMBUSH PLAN

PHASE V - REASSEMBLY AND/OR RETURN

(1) PHASE I - MOVE TO EMBARKATION/LOADING AREA

- A. COMPOSITION OF PATROL
- B. METHOD OF TRAVEL AND ALLOCATION TO VEHICLES/HELICOPTERS
- C. REFER TO MOTOR TRANSPORT CONVOY ORDERS

(2) PHASE II - MOVE INTO OP AREA

- A. ROUTES BOUNDARIES
- B. FORMATIONS AND POSITIONS OF GUIDES
- C. RALLY POINTS/CHECK POINTS
- D. ACTION ON CONTACT - ENEMY/CIVILIANS
- E. ACTION IF LOST
- F. ACTION ON OBSTACLES/HALTS
- G. SIGNALS
- H. TIMES

(3) PHASE III - ESTABLISHMENT OF PATROL BASE

- A. AREA, TIME
- B. BREAK TRACK
- C. RECON
- D. OCCUPATION
- E. PERIMETER CHECK
- F. SECURITY PATROLS
- G. SECURITY POSTS

H. WORK PERIOD

- (1) TRENCHES
- (2) PERIMETER VINE AND PATH/COMMUNICATION VINE
- (3) FIELDS OF FIRE
- (4) SHELTER CONSTRUCTION/LATRINES REFUSE PITS

I. WITHDRAWAL OF SECURITY POSTS, POST SENTRIES

J. ROUTINE

K. ALERT

(4) PHASE IV - - PATROL PLAN/AMBUSH PLAN

A. ROUTES/BOUNDARIES (DESCRIBE IN DETAIL EACH LEG BY DISTANCE, AZIMUTH, TERRAIN FEATURES)

B. RALLY POINTS/CHECK POINTS

C. FORMATION

D. ALTERNATE ROUTES

E. FIRE SUPPORT

F. DESCRIPTION OF OBJECTIVE

G. ACTION AT OBJECTIVE

H. ACTIONS ON ENEMY CONTACT/AMBUSH

I. WEATHER CONDITIONS

J. INFORMATION REQUIRED

K. TIMINGS

L. REARSAL

M. REFER TO AMBUSH ORDER

(5) PHASE V - RESUPPLY AND/OR RETURN

A. ROUTE-BOUNDARIES

B. DROP ZONE/LANDING ZONE LOCATIONS

- C. ACTION AT DROP ZONE/LANDING ZONE
 - D. TIMINGS/DATES
 - E. DEBRIEF (SEE PATROL DEBRIEFING REPORT)
- C. COORDINATING INSTRUCTIONS
- (1) TEST WEAPONS
 - (2) INSPECTION
 - (3) TIMINGS/DEPARTURE/ARRIVAL
 - (4) INSTRUCTION RELATIVE TO FIRE SUPPORT
 - (5) CAMOUFLAGE

4. ADMINISTRATION AND LOGISTICS

- A. ORDNANCE
- (1) TYPE AND DISTRIBUTION
 - (2) GRENADES/SMOKE-HE-RIFLE ILLUMINATION
 - (3) MINES AND BOOBY TRAPS
 - (4) EXPLOSIVES
- B. RATIONS (NUMBER OF MEALS TO BE CARRIED)
- C. EQUIPMENT AND DRESS
- (1) PACK/CARTRIDGE BELT/ENTRENCHING TOOL
 - (2) SPARE BOOTS AND CLOTHING
 - (3) STRING
 - (4) SPECIAL EQUIPMENT OR SEE E. BELOW
- D. WEAPONS. TYPE AND DISTRIBUTION, M-14, M-14 MODIFIED, M79, M60, 3. ROCKET, M-72, 60MM MORTAR, SHOTGUN, PISTOLS, GRENADE LAUNCHER.
- E. SPECIAL EQUIPMENT
- (1) SAWS
 - (2) COMPASSES, MAPS, PHOTO, PROTRACTORS

- (3) CAMERA, FILM
- (4) NIGHT ILLUMINATING EQUIPMENT
- (5) MARKER PANELS
- (6) BINOCULARS

F. MEDICAL

- (1) SALT TABLETS
- (2) STRETCHER
- (3) FOOT POWDER
- (4) INSECT REPELLENT
- (5) MALARIA PILLS
- (6) FIRST AID PACKS
- (7) WATER PURIFICATION TABLETS
- (8) CORPSMAN

G. CASUALTY PLAN

H. PRISONER PLAN

5. COMMAND AND COMMUNICATION/ELECTRONICS

A. COMMUNICATIONS WITH COMMAND POST

- (1) TYPE
- (2) WHERE USED
- (3) CODE WORDS AND MEANING
- (4) CALL SIGNS

B. COMMUNICATIONS WITH SUPPORTING ARMS

C. INTRAPATROL COMMUNICATIONS

- (1) VISUAL
- (2) AUDIBLE
- (3) PYROTECHNIC
- (4) CODES

- D. CHALLENGE AND PASSWORD
- E. CHAIN OF COMMAND
- F. LOCATION OF PATROL LEADER

QUESTIONS

TIME CHECK

AMBUSH ORDER

IN ADDITION TO PATROL ORDERS

I. EXECUTION (GROUND ORIENTATION - ROUTES TO BE USED)

- A. TYPE OF AMBUSH
- B. ORGANIZATION OF UNIT -- ASSAULT ELEMENT, SUPPORT ELEMENT, SECURITY ELEMENT
- C. POSITION OF GROUP/DIRECTION OF FIRE
- D. CONCEALMENT
- E. TIME AMBUSH ON POSITION
- F. METHOD USED TO OCCUPY POSITION
- G. ACTION IF AMBUSH IS DISCOVERED
- H. SEARCH
- I. WITHDRAWAL ROUTES
- J. ASSEMBLY AREA
- K. RETURN

2. ADMINISTRATION AND LOGISTICS

- A. RELIEFS
- B. ADMIN AREA
- C. COOKING
- D. PRISONERS
- E. SPECIAL EQUIPMENT
- F. PERSONNEL
- G. CIVILIAN
- H. ILLUMINATING EQUIPMENT
- I. INSPECTION OF ALL EQUIPMENT
- J. REHEARSAL

3. COMMUNICATIONS, COMMUNICATION/ELECTRONICS

- A. SIGNALS TO COMMENCE FIRE
- B. SIGNALS TO CEASE FIRE
- C. SIGNAL TO SEARCH
- D. SIGNAL FOR SEARCH TEAMS TO WITHDRAW
- E. SIGNAL FOR AMBUSH GROUP TO WITHDRAW TO ASSEMBLY AREA
- F. COMMUNICATIONS BETWEEN AMBUSH POSITION AND ADMIN AREA
- G. TYPE OF COMMUNICATION EQUIPMENT TO BE CARRIED

MOTOR TRANSPORT CONVOY ORDERS

IN ADDITION TO PATROL ORDER

I. EXECUTION

- A. DISTRIBUTION OF MEN TO VEHICLES
- B. DISTRIBUTION OF WEAPONS/LOCATION OF SPECIAL EQUIPMENT
- C. APPOINTMENT AND DUTIES OF VEHICLE COMMANDERS AND VEHICLE GUARDS
- D. ORDER OF MARCH
- E. ARMOR - LOCATION
- F. SPEED
- G. DISTANCE BETWEEN VEHICLES
- H. ACTION TO BE TAKEN IN THE EVENT OF AMBUSH
- I. BREAKDOWN
- J. COORDINATING INSTRUCTIONS
- L. TIMING
- M. MAINTENANCE OF CONTACT
- N. ACTION TO BE TAKEN IS CONTACT IS BROKEN
- O. REHEARSAL

2. ADMINISTRATION AND LOGISTICS

- A. LOADING OF EQUIPMENT
- B. WEAPONS
- C. AMMUNITION
- D. GRENADES
- E. SMOKE GRENADES ON EACH VEHICLE
- F. MEDICAL

3. COMMAND AND COMMUNICATION/ELECTRONICS

- A. POSITION OF COMMANDER
- B. CHAIN OF COMMAND
- C. RUNNERS
- D. SIGNALS

CHAPTER 4

FIRE REQUEST PROCEDURE

<u>ELEMENTS</u>	<u>EXAMPLE</u>
(1) IDENTIFICATION OF OBSERVER	(1) FO BRAVO ONE
(2) WARNING ORDER	(2) FIRE MISSION
(3) LOCATION OF TARGET (USE A OR B) A. TARGET COORDINATES, AZIMUTH TO TARGET B. YOUR LOCATION, AZIMUTH AND RANGE TO TARGET	(3) A. GRID 654832 AZIMUTH 170 ⁰ , OR B. MY POSITION HILL 250, AZIMUTH TO TARGET IS 170 ⁰ RANGE IS 1500 METERS
(4) NATURE OF TARGET (DESCRIPTION)	(4) TWO MACHINEGUNS DUG-IN
(5) CONTROL A. AT MY COMMAND OBSERVER ADJUSTS FIRE AND GIVES THE COMMAND FIRE AFTER FDC SAYS READY B. WILL ADJUST OBSERVER CAN AND WILL ADJUST FIRE.	(5) WILL ADJUST

CHAPTER 5

PATROL ORDER TIPS

A. PLANNING AND PREPARATION

(1) ASSIGN EVERY MEMBER OF PATROL AN AREA OF RESPONSIBILITY. DO NOT FORGET TO APPOINT A MAN TO OBSERVE OVERHEAD AND TO THE REAR.

(2) HAVE MORE THAN ONE MAN DESIGNATED AS PACER, AND USE THE AVERAGE PACE OBTAINED FROM BOTH.

(3) USE THE POINT MAN AS A POINT AND NOT AS A COMPASS MAN; HE IS PRIMARILY CONCERNED WITH SECURITY. HAVE THE SECOND OR THIRD MAN RESPONSIBLE FOR NAVIGATION. ON LARGE PATROLS POINT SQUADS MAY BE USED.

(4) ON SMALL PATROLS THE SECOND IN COMMAND SHOULD SEND THE COUNT FORWARD AFTER EACH EXTENDED HALT OR PASSAGE OF AN OBSTACLE. ON LARGE PATROLS USE THE CHAIN OR COMMAND TO ACCOUNT FOR MEN.

(5) IN GIVING THE PATROL ORDER, VISUAL AIDS ARE OF GREAT VALUE, I.E., A BLANKET BOARD, BLACK BOARD, SAND TABLE, OR EVEN JUST A SKETCH USING A STICK AND CLEARED PIECE OF GROUND MAY BE USED.

(6) MAKE A GOOD MAP RECONNAISSANCE; KNOW YOUR ROUTE FROM MEMORY PRIOR TO DEPARTURE.

(7) CONSIDER THE USE OF SEEMINGLY IMPASSABLE TERRAIN IN PLANNING YOUR ROUTE, AS YOU WILL BE LESS LIKELY TO ENCOUNTER THE ENEMY. INSURMOUNTABLE NATURAL OBSTACLES ARE VERY RARE.

(8) AVOID ALL HUMAN HABITATIONS.

(9) IN MOUNTAINOUS TERRAIN PLAN TO UTILIZE RIDGE LINES FOR MOVEMENT WHENEVER POSSIBLE. STAY OFF THE SKYLINE.

(10) IN PLANNING A ROUTE, DO NOT FORGET TO USE OFFSETS WHEN APPLICABLE. AN "OFF-SET" IS A PLANNED MAGNETIC DEVIATION TO THE RIGHT OR LEFT OF THE STRAIGHT-LINE AZIMUTH TO AN OBJECTIVE. IT IS USED TO VERIFY YOUR EXACT LOCATION (EITHER TO THE RIGHT OR LEFT) IN RELATION TO THE OBJECTIVE.

(11) IN ISSUING THE PATROL ORDER UNDER PAR 3C GIVE SPECIFIC ACTION TO BE TAKEN AT EACH DANGER AREA AS DETERMINED BY THE PATROL LEADER.

(12) WHEN ENEMY WIRE IS ENCOUNTERED, CUT ONLY WHEN NECESSARY. MAKE A PROPER RECONNAISSANCE FIRST.

(13) THERE ARE SEVERAL ACCEPTABLE METHODS OF CROSSING ROADS. WHATEVER THE METHOD USED, THE BASIC PRINCIPLES OF RECONNAISSANCE AND SECURITY APPLY. SOME OF THE ACCEPTED METHODS ARE:

(A) PATROL CAN FORM A SKIRMISH LINE AND ADVANCE ACROSS THE ROAD ON THE DOUBLE.

(B) ENTIRE PATROL CAN FORM A FILE, FOLLOWING THE MAN'S FOOTSTEP IN FRONT TO MINIMIZE DETECTION OF FOOTPRINTS.

(C) MEN CROSS THE ROAD A FEW AT A TIME UNTIL PATROL IS ACROSS.

CROSSING ROADS IN ENEMY TERRITORY IS MERELY A MATTER OF COMMON SENSE. EACH SITUATION MAY DICTATE A DIFFERENT METHOD. YOU WILL NOT VIOLATE THE ESTABLISHED PROCEDURES PROVIDING YOU APPLY THE PROPER RECONNAISSANCE PRIOR TO CROSSING THE ROAD: ESTABLISH ADEQUATE SECURITY AND MOVE SILENTLY AND QUICKLY TO AVOID DETECTION. A MAIN POINT OF CONSIDERATION IN ANY ROAD CROSSING IS CONTROL OF YOUR UNIT.

(14) CROSSING A STREAM IS SIMILAR TO CROSSING ROADS, RECONNAISSANCE AND SECURITY ARE BOTH NECESSARY

(15) SELECT CHECK POINTS FROM MAP RECONNAISSANCE PRIOR TO DEPARTURE AND CONFIRM THEIR LOCATION ON THE GROUND AS RALLY POINTS AS PATROL PASSES OVER THEM.

(16) WHEN NECESSARY TO INFILTRATE ENEMY LINES, A RALLY POINT SHOULD BE PRESELECTED BEHIND ENEMY LINES. AN ALTERNATE POINT SHOULD ALSO BE SELECTED IN EVENT THE FIRST POINT IS OCCUPIED BY THE ENEMY.

(17) WHEN PREPARING EQUIPMENT LIST, CONSIDER FRAGMENTATION, WHITE PHOSPHOROUS, CONCUSSION, SMOKE, AND THERMITE GRENADES.

(18) LIGHT AUTOMATIC WEAPONS ARE GOOD FOR NIGHT PATROLS. AVOID TAKING SEVERAL DIFFERENT TYPES OF WEAPONS ON PATROL, AS IT MAKES AMMUNITION REDISTRIBUTION DIFFICULT.

(19) DEVELOP SMALL INDIVIDUAL SURVIVAL KITS AND CARRY THEM ON ALL PATROLS.

(20) TEST FIRE AUTOMATIC WEAPONS PRIOR TO DEPARTING ON PATROL TO INSURE THEIR PROPER FUNCTIONING.

(21) A LENGTH OF ROPE, WHICH CAN BE EASILY CARRIED SECURED AROUND WAIST, HAS MANY USES ON PATROL; SECURING PRISONERS, AIDING IN CLIMBING OR DESCENDING OBSTACLES, CROSSING RIVERS, ETC.

(22) CARRY GLOVES TO PROTECT HANDS FROM BRIARS AND SCRATCHES.

(23) BLACKJACKS CAN BE MADE OUT OF SAND, SOAP OR STONE FILLED SOCKS.

(24) A GARROTE CAN BE USED FOR KILLING A SENTRY OR CAPTURING A PRISONER. USE AN INSULATED WIRE IF YOU WANT TO CAPTURE A PRISONER.

(25) KEEP THE CUTTING EDGE OF THE ENTRENCHING TOOL EXTREMELY SHARP. IT IS A GOOD SILENT WEAPON AND CAN BE USED IN LIEU OF A MACHETTE.

(26) A RAZOR BLADE OR SHARP KNIFE AND PIECE OF CORD IS A GOOD SUBSTITUTE FOR A SNAKE BIT KIT.

(27) A CANDLE OR CAN OF STERNO PLACED UNDER A PONCHO IS A GREAT AID IN KEEPING WARM, PARTICULARLY IF USED IN CONJUNCTION WITH A DEEP SLIT TRENCH.

(28) TWO PIECES OF LUMINOUS TAPE, EACH ABOUT THE SIZE OF A LIEUTENANT'S BAR, WORN ON THE BACK OF THE COLLAR, GREATLY AIDS IN CONTROL AND MOVEMENT ON DARK NIGHTS. TURN COLLAR DOWN IF CLOSE TO ENEMY. PIECES OF LUMINOUS TAPE CAN ALSO BE WORN ON THE CAP BUT REVERSE THE CAP IF NEAR THE ENEMY.

(29) BOTH IN DAY OR NIGHT CARRY AND USE BINOCULARS WHENEVER PRACTICAL.

(30) TAKE ONE OR MORE PONCHOS ON PATROL; THEY CAN BE USED A LITTERS, FOR CONSTRUCTING RAFTS, TO CONCEAL LIGHTS, AND AS SHELTERS.

(31) CARRY EXTRA DRY SOCKS ON PERSON AT ALL TIMES.

(32) CARRY A SHARP KNIFE. IT IS BEST CARRIED CONCEALED IN THE BOOT OR SHOULDER HOLSTER.

(33) CARRY TWO OF EACH OF THE SMALL ITEMS OF EQUIPMENT SUCH AS FUSE CRIMPERS AND WIRE CUTTERS.

(34) ADDITIONAL BATTERIES FOR BOTH FLASHLIGHT AND RADIO SHOULD BE CARRIED ON LONG PATROLS.

(35) CONSIDER USE OF SCOUT DOGS IF THEY ARE AVAILABLE FOR USE.

(36) SUSPENDERS SHOULD IN MOST CASES BE WORN WHEN WEARING THE CARTRIDGE BELT, AR BELT OR PISTOL BELT.

(37) ALWAYS CARRY CLEANING EQUIPMENT FOR INDIVIDUAL WEAPONS ON PATROLS REGARDLESS OF THE LENGTH, TYPE, OR NATURE OF THE MIS-

SION. CHECK TO SEE THAT THE OILER IS FULL. PATCHES CARRIED IN THE STOCK OF THE RIFLE WILL PREVENT CLEANING EQUIPMENT FROM RATTLING.

(38) TAPE RIFLE SLING TO WEAPON TO PREVENT NOISE AND SNAGGING. SLINGS MAY BE USED AS "ROPES", TO SECURE SPLINTS, AND AS TOURNIQUETS. INSURE THAT TAPE ON WEAPON DOES NOT HINDER THE OPERATION OF THE PIECE.

(39) SOOT, PASTE, AND OTHER TYPES OF CAMOUFLAGE MATERIAL SHOULD BE USED FREELY. ATTENTION SHOULD BE GIVEN TO ALL EXPOSED SKIN INCLUDING THE BACK OF THE NECK, BEHIND THE EARS, AND THE BACKS OF THE HANDS.

(40) A CLEAR ACETATE SHEET PLACED OVER LUMINOUS TAPE CAN BE USED TO MAKE ROUGH STRIP MAPS AT NIGHT. THE MAP WILL GLOW IN THE DARK MAKING THE USE OF LIGHTS UNNECESSARY. USE A GREASE PENCIL SO THAT ANY INFORMATION CAN EASILY BE ERASED.

(41) LIGHT MACHINE GUN AMMUNITION, MINUS THE BOX, CAN BE CARRIED CONVENIENTLY IN THE COMBAT PACK SUSPENDED FROM THE CHEST. IF NECESSARY, IT CAN BE FED INTO THE GUN FROM THE PACK.

(42) IF NECESSARY TO LEAVE A WOUNDED MAN TO BE PICKED UP LATER, LEAVE ANOTHER MAN WITH HIM, IF POSSIBLE. WALKING WOUNDED SHOULD RETURN ON THEIR OWN TO FRIENDLY LINES, IF POSSIBLE. WHEN IN CLOSE ENEMY CONTACT REMOVE WOUNDED FROM IMMEDIATE DANGER AREAS BEFORE TREATING.

(43) ALL SIGNALS TO BE USED ON PATROL SHOULD BE PREARRANGED AND KNOWN TO ALL MEMBERS. KEEP SIGNALS SIMPLE AND TO A MINIMUM.

(44) AVOID USING THE PASSWORD FORWARD OF FRIENDLY LINES. PLAN AN ALTERNATE PASSWORD OR SIGNAL TO BE USED THERE.

(45) SOUND SIGNALS, SUCH AS TAPS ON THE RIFLE BUTT, ARE PRACTICAL WHEN USED IN SMALL PATROLS BUT ARE IMPRACTICAL WHEN USED IN LARGE PATROLS.

(46) OVER SHORT DISTANCES, SUCH AS THE WIDTH OF A ROAD, THE COMPASS CAN BE USED FOR SIGNALLING AT NIGHT. A PIECE OF LUMINOUS TAPE CAN ALSO BE USED FOR THIS PURPOSE.

(47) WHEN POSSIBLE ARRANGE TO HAVE A LIGHT AIRCRAFT RECONNOITER AHEAD OF YOUR PATROL TO KEEP YOU INFORMED OF ANY ENEMY ACTIVITY OR AMBUSHES, ALONG YOUR ROUTE.

(48) WHEN A RECONNAISSANCE IS TO BE MADE, THE PATROL LEADER OR DESIGNATED REPRESENTATIVE SHOULD BE ACCOMPANIED BY AT LEAST ONE OTHER RESPONSIBLE MAN.

(49) PRIOR TO ARRIVAL AT THE COMMAND POST OR OUTPOST THROUGH WHICH YOU PLAN TO PASS, HAVE A LIST OF COORDINATING QUESTIONS PREPARED.

(50) COORDINATE FULLY WITH OUTPOST PERSONNEL THROUGH WHOSE POSITION YOU ARE DEPARTING.

(51) PRIOR TO DEPARTING ON PATROL, HOLD A REHEARSAL ON TERRAIN SIMILAR TO THAT ON WHICH YOU WILL LATER BE OPERATING. COVER ALL DETAILS.

(52) PATROL LEADER SHOULD INSURE THAT ALL EQUIPMENT IS CHECKED BEFORE DEPARTING. HAVE A COMMUNICATION CHECK BEFORE DEPARTING.

(53) FOLD AND PREPARE MAPS BEFORE LEAVING TO FACILITATE MAP CHECKS WHILE EN ROUTE.

(54) PRESET COMPASSES PRIOR TO DEPARTURE IF PERSONNEL ARE NOT PROFICIENT AT SETTING THE COMPASS IN THE DARK.

(55) CHECK TO SEE THAT GRENADES CARRIED CAN BE REACHED EASILY.

(56) IF POSSIBLE REMAIN IN DARKNESS UNTIL ALL PATROL MEMBERS BECOME ACCUSTOMED TO THE DARKNESS.

B. EXECUTION

A. MOVEMENT.

(1) WHEN MOVING AT NIGHT TAKE ADVANTAGE OF ANY NOISES, SUCH AS WIND, VEHICLES, PLANES, SHELLING, BATTLE SOUNDS, AND EVEN SOUNDS CAUSED BY INSECTS.

(2) STAY OFF ROADS AND TRAILS FOR MOVEMENT UNLESS THEIR USE IS DEEMED ABSOLUTELY NECESSARY.

(3) WHENEVER POSSIBLE USE TERRAIN FEATURES TO GUIDE ON.

(4) USE STARS TO AID IN NAVIGATION. WHEN DOING SO, HOWEVER CONFIRM YOUR LOCATION PERIODICALLY WITH A COMPASS.

(5) THE NIGHT METHOD OF USING THE COMPASS CAN OFTEN BE USED DURING DAYTIME IN DENSE TERRAIN TO FACILITATE MOVEMENT.

(6) WHEN IN CLOSE PROXIMITY TO THE ENEMY MAIN BATTLE POSITION, AVOID LATERAL MOVEMENT ACROSS ITS FRONT.

(7) CONSIDER USE OF SUPPORTING WEAPONS TO AID IN NAVIGATION. USE ARTILLERY, MORTAR, .50 CAL, OR RECOILLESS MARKING ROUNDS.

(8) USE THE FLASH-BANG METHOD TO DETERMINE YOUR DISTANCE FROM THE IMPACT AREA WHEN USING MARKING ROUNDS IN ORDER TO FIX YOUR LOCATION IN RELATION TO THE OBJECTIVE.

(9) WHEN MEN CANNOT STAY AWAKE ON SECURITY AND AT HALTS, MINIMIZE THE NUMBER OF HALTS AND MAKE THE MEN ASSUME A KNEELING RATHER THAN PRONE POSITION.

(10) WEAPONS SHOULD NORMALLY BE CARRIED AT A READY POSITION.

(11) NEVER THROW TRASH ON GROUND WHILE ON PATROL. BURY AND CAMOUFLAGE IT TO PREVENT DETECTION BY THE ENEMY.

(12) DURING HALTS AT NIGHT IN TERRAIN IN WHICH CONTROL IS DIFFICULT, HALT THE PATROL IN PLACE, FACE IN THE DIRECTION OF RESPONSIBILITY, AND KNEEL.

(13) BETWEEN MAIN BATTLE POSITIONS OR WHENEVER IN CLOSE PROXIMITY TO THE ENEMY THERE SHOULD BE ABSOLUTELY NO SMOKING. BEHIND THE ENEMY MAIN BATTLE POSITION SMOKE ONLY WITH CAUTION. CONTROL SMOKING DAY OR NIGHT.

(14) DO NOT JEOPARDIZE SECURITY BY LETTING EAR FLAPS AND HOODS INTERFERE WITH THE HEARING ABILITY OF THE PATROL.

(15) WHEN ON PATROL PASS SIMPLE INSTRUCTIONS; GIVE TIME FOR DISSEMINATION; THEN EXECUTE.

(16) KEEP TALKING TO A MINIMUM. USE ARM AND HAND SIGNALS TO THE MAXIMUM.

(17) WHEN RECONNOITERING ENEMY POSITIONS, KEEP COVERING FORCE WITHIN SUPPORTING DISTANCE OF RECONNAISSANCE ELEMENT.

(18) DO NOT MARK MAPS WITH FRIENDLY INFORMATION. MAPS MAY BE MARKED WITH ENEMY INFORMATION.

(19) WHEN POSSIBLE WHILE ON LONG PATROLS, ALLOW MEN TO SLEEP; HOWEVER, MAINTAIN PROPER SECURITY.

(20) REGARDING FRIENDLY AGENTS SUCH AS PARTISANS, NEVER TAKE THE ENTIRE PATROL TO MAKE CONTACT WITH THEM. HAVE ONE MAN MAKE THE CONTACT AND COVER HIM.

(21) KNOW THE METHOD OF FINDING THE NORTH STAR; AND KNOW THE WATCH AND SUN METHOD OF FINDING NORTH.

(22) THE BEST NIGHTS FOR PATROLS ARE DARK, RAINY, AND WINDY NIGHTS.

(23) DO NOT LET THE IMPORTANCE OF PERSONAL COMFORT ENDANGER THE PATROL AND THE ACCOMPLISHMENT OF THE MISSION.

CHAPTER - 6

EQUIPMENT CHECK-OFF LIST

A. INDIVIDUAL BASIC EQUIPMENT

1. PONCHO
2. TROUSERS AND JACKET, UTILITY OR JUNGLE
3. CAP, UTILITY AND/OR RAIN
4. FIELD PACK, COMBAT
5. CANTEEN, W/CAPS AND CARRIERS
6. UNDERWEAR AND SOCKS
7. JUNGLE/SURVIVAL KIT
8. MAGAZINES
9. AMMUNITION POUCHES
10. SUSPENDERS
11. BOOTS, JUNGLE
12. TOILET ARTICLES
13. INSECT REPELLENT, FOOT POWDER, FUEL, RATIONS HEATING, PURIFICATION TABLETS
14. MACHETE W/SCABBARD
15. HELMET
16. FLAK JACKET
17. ENTRENCHING TOOL W/CASE
18. K-BAR AND/OR POCKET KNIFE
19. NORMAL ARMS AND AMMUNITION

B. UNIT EQUIPMENT

1. PACKBOARDS
2. BOTTLES OF SALT
3. ROPE AND/OR STRING
4. COMPASS, MAG, LENSATIC W/CASE
5. FILES (FOR MACHETE)
6. FLASHLIGHTS
7. TA-1
8. PRC-25 W/BATTERY
9. EXTRA RADIO BATTERIES
10. COMM WIRE
11. GRENADE LAUNCHER
12. BINOCULARS
13. EXTRA MAPS/PROTRACTOR

C. SPECIAL EQUIPMENT

1. SAWS
2. CAMERA, FILM
3. NIGHT ILLUMINATING EQUIPMENT
4. SET PANEL MARKER
5. ADHESIVE TAPE
6. GREASE PENCILS, AERIAL PHOTOS
7. WEAPONS, SHOTGUNS, 50 CAL. MACHINE GUN, EXTRA M-79, GRENADES, RIFLE, SIGNAL GROUND STAR CLUSTER, STARLIGHT SCOPE

CHAPTER 7

PERSONAL HYGIENE TIPS

1. UNIFORMS

DO NOT CUT OFF OR SHORTEN SLEEVES OF FATIGUE UNIFORMS. KEEPING THE FOREARMS COVERED PREVENTS CUT AND INFECTIONS CAUSED BY DENSE UNDER BRUSH AND REDUCES THE INCIDENCE OF MOSQUITO BITES.

2. FOOD

LOCAL PRODUCE MUST BE PROPERLY CLEANED AND PREPARED. ALL LOCAL VEGETABLES MUST BE SOAKED IN CHLORINATED WATER FOR THIRTY MINUTES AND CLEANED BEFORE EATING. FRUITS MUST BE PEELED BEFORE EATING.

3. WATER

A. BOIL OR TREAT ALL WATER USED FOR DRINKING. ALL WATER IN VIETNAM MUST BE ASSUMED TO BE NON-POTABLE AND MUST BE BOILED OR DISINFECTED WITH CHLORINE OR IODINE BEFORE DRINKING. WHEN USING WATER PURIFICATION TABLETS, USE ONE TABLET PER CANTEEN IF THE WATER IS CLEAR, TWO IF THE WATER IS CLOUDY. PERMIT THE WATER TO STAND 30 MINUTES BEFORE DRINKING. WATER USED TO MAKE ICE SHOULD BE TREATED IN THE SAME MANNER.

B. DRINK MORE WATER. THE BODY REQUIRES MORE WATER IN A TROPICAL CLIMATE TO REPLACE BODY FLUIDS LOST DUE TO HEAT AND HUMIDITY. CARRY TWO CANTEENS OF WATER IN FIELD OPERATIONS AND DRINK AS MUCH WATER AS YOUR BODY REQUIRES. HOWEVER, YOU SHOULD DRINK IN SMALL AMOUNTS TO AVOID THE POSSIBILITY OF STOMACH CRAMPS.

4. INSECTS

A. USE INSECT REPELLENT FREELY. INSECT BORNE DISEASES COMMON IN VIETNAM ARE MALARIA, DENGUE FEVER, AND PLAGUE. THE ONLY SURE WAY TO PREVENT CONTRACTING THESE DISEASES IS NOT TO GET BITTEN BY DISEASE-BEARING INSECTS. LIBERAL USE OF INSECT RE-

PELLENT AND THE USE OF MOSQUITO NETS WILL ASSIST IN THE PREVENTION OF INSECT BITES.

B. TAKE THE ANTIMALARIA TABLET WEEKLY. MOST MALARIA CAN BE PREVENTED IF THE ANTIMALARIA TABLET IS TAKEN FAITHFULLY ONCE A WEEK. COMMANDERS MUST ESTABLISH A SPECIFIC DAY OF THE WEEK FOR ALL PERSONNEL WITHIN THEIR COMMAND TO TAKE THE ANTIMALARIA TABLET.

5. SNAKES

A. TREAT ALL SNAKE BITES AS POISONOUS. IF AN INDIVIDUAL IS BITTEN BY A SNAKE, TAKE NO CHANCES; CONSIDER THE SNAKE BITE TO BE POISONOUS. IF POSSIBLE, KILL AND KEEP THE SNAKE SO THAT IT CAN BE IDENTIFIED AND THE PROPER ANTI-VENOM SERUM GIVEN. BE SURE ALL PERSONNEL ARE FAMILIAR WITH FIRST AID PROCEDURES FOR SNAKE BITE.

6. LEECHES

A. AVOID LEECH BITES. LEECHES LIVE IN WATER OR ON MOIST JUNGLE UNDERGROWTH. BEFORE ENTERING STREAMS, CANALS OR RIVERS, TIGHTEN JACKET CUFFS TO THE WRISTS AND FASTEN THE BOTTOM OF TROUSER LEGS OUTSIDE THE BOOT. APPLY INSECT REPELLENT TO UNCOVERED PORTIONS OF THE BODY AS THEY WILL LEAVE THEIR HEADS IN THE BITE AND THUS CAUSE INFECTION. INSECT REPELLENT, SALT TABLETS, CHEWING TOBACCO, TOUCHED TO THE HIND SIDE OR HEAT (FROM A CIGARETTE FOR EXAMPLE) WILL CAUSE THEM TO RELEASE THEIR GRIP AND DROP OFF. IF THESE REMEDIES ARE NOT AVAILABLE, REMOVE THE LEECH CAREFULLY, ATTEMPTING TO REMOVE HIS HEAD. SEEK TREATMENT FROM YOUR UNIT MEDICAL PERSONNEL.

7. FUNGUS

TAKE MEASURE TO PREVENT FUNGUS INFECTIONS. SUPERFICIAL FUNGUS INFECTIONS SUCH AS "JOCK ITCH" AND ATHLETES FOOT ARE QUITE COMMON IN A TROPICAL CLIMATE. CLEANING AND DRYING OF ARMPITS, GROIN AND FEET WHENEVER POSSIBLE WILL HELP PREVENT FUNGUS INFECTIONS AS WELL AS FREQUENT CHANGES OF CLOTHING AND SOCKS. APPLY FOOT POWDER DAILY. IF FUNGUS PERSISTS OR WORSENS, SEEK PROPER MEDICAL ATTENTION.

8. SUNSTROKE

A. KNOW THE SYMPTOMS OF SUNSTROKE. THEY ARE:

- (1) FLUSHED FACE
- (2) DRY SKIN
- (3) SPOTS BEFORE EYES
- (4) HEADACHE
- (5) HIGH TEMPERATURE

B. IF SUNSTROKE IS KNOWN OR SUSPECTED, TREAT IN THE FOLLOWING MANNER:

- (1) REMOVE INDIVIDUAL FROM SUN
- (2) LOOSEN CLOTHING
- (3) ELEVATE HEAD AND SHOULDERS
- (4) APPLY COOL COMPRESSES OR BATHE PATIENT IN COOL WATER
- (5) GIVE PATIENT COOL SALT WATER.

9. HEAT EXHAUSTION

A. KNOW THE SYMPTOMS OF HEAT EXHAUSTION. THEY ARE:

- (1) DIZZINESS
- (2) NAUSEA
- (3) CHAMPS
- (4) PALE FACE

(5) COLD CLAMMY SKIN

(6) WEAK PULSE

B. IF HEAT EXHAUSTION IS KNOWN OR SUSPECTED, TREAT IT IN THE FOLLOWING MANNER:

(1) MOVE PATIENT TO SHADE

(2) LOOSEN CLOTHING

(3) GIVE PATIENT COOL SALT WATER

CHAPTER 8

FIRST AID

A. THE FOUR LIFE SAVING STEPS FOR THE TREATMENT OF ALL WOUNDS AND INJURIES.

1. STOP THE BLEEDING. APPLY PRESSURE TO WOUND WITH CASUALTIES OWN FIRST AID DRESSING. ELEVATE WOUNDED PART IF PRESSURE DOES NOT STOP THE BLEEDING (CAUTION: SPLINT SUSPECTED FRACTURES BEFORE ELEVATING). IF PRESSURE AND ELEVATION DO NOT STOP BLEEDING, OR IF BLOOD IS SPURTING FROM WOUND, APPLY TOURNIQUET BETWEEN WOUND AND HEART. TIGHTEN TOURNIQUET TO LIMB TO KEEP TOURNIQUET FROM UNWINDING. A TOURNIQUET SHOULD NOT BE LOOSENED BY ANYONE EXCEPT COMPETENT MEDICAL PERSONNEL. LEAVE TOURNIQUET EXPOSED IF CASUALTY HAS NOT BEEN CLEARLY MARKED TO INDICATE THAT A TOURNIQUET HAS BEEN APPLIED.

2. CLEAR THE AIRWAY. POSITION CASUALTY IN CHIN UP POSITION WITH HEAD TILTED BACK. CLEAR MOUTH AND THROAT OF FOREIGN MATTER. IF CASUALTY IS HAVING TROUBLE BREATHING START ARTIFICIAL RESPERATION IMMEDIATELY.

3. PROTECT THE WOUND. DO NOT TRY TO CLEAN THE WOUND. COVER IT WITH CASUALTIES OWN FIRST AID DRESSING. WRAP THE TAILS OF DRESSING AROUND IT TO EXERT EVEN PRESSURE OVER ENTIRE SURFACE AND COVER EDGES TO KEEP OUT DIRT.

4. PREVENT AND TREAT SHOCK. SHOCK IS A CONDITION OF GREAT WEAKNESS OF THE BODY AND CAN RESULT IN DEATH. AN INJURY, EITHER WITH OR WITHOUT BLEEDING, CAN CAUSE SHOCK. A PERSON IN SHOCK

MAY TREMBLE AND APPEAR NERVOUS, MAY BE THIRSTY, MAY BECOME VERY PALE, WET WITH SWEAT AND PASS OUT. SHOCK MAY NOT APPEAR FOR SOME TIME AFTER AN INJURY. TREAT FOR SHOCK BEFORE IT OCCURS. MAKE COMFORTABLE, LOOSEN BELT AND CLOTHING, HANDLE GENTLY. POSITION WITH HEAD AND SHOULDERS LOWER THAN REST OF BODY IN ORDER THAT BLOOD MAY FLOW TO BRAIN (UNLESS THERE IS A HEAD OR CHEST INJURY; SPLINT FRACTURES BEFORE MOVING). KEEP WARM BY WRAPPING WITH BLANKETS, PONCHO, ETC., PLACE UNDER AS WELL AS OVER CASUALTY. IF UNCONSCIOUS, PLACE ON SIDE OR BELLY WITH HEAD TURNED SLIGHTLY TO ONE SIDE. IF CONSCIOUS AND NO BELLY WOUND, REPLACE LOST FLUID BY GIVING WATER TO WHICH CONTENTS OF A SALT AND SODA PACK HAVE BEEN ADDED OR COFFEE, TEA, COCOA, SOUP OR PLAIN WATER. NO ALCOHOL---IT IS NOT A STIMULANT THESE FIRST AID STEPS ARE NOT "ALL INCLUSIVE" BUT ARE PRESENTED AS THOSE MEDICAL MEASURES WHICH AN INDIVIDUAL MARINE CAN CARRY OUT FOR HIMSELF OR ANOTHER MARINE BEFORE EMERGENCY TREATMENT CAN BE GIVEN BY A DOCTOR OR CORPSMAN.

NOTE: GENERAL RULE

CALL FOR A CORPSMAN AND/OR ADMINISTER FIRST AID AND CONTINUE WITH YOUR ASSIGNED MISSION. DO NOT BUNCH UP AROUND THE CASUALTY, ONLY ONE MAN IS NORMALLY REQUIRED TO ASSIST WITH FIRST AID.

CHAPTER - 9

MAINTENANCE TIPS

1. PREVENTIVE MAINTENANCE IS THE RESPONSIBILITY OF UNIT LEADERS AT ALL LEVELS. LISTED BELOW ARE SOME BASIC CONDITION INDICATORS WHICH ARE COMMON TO ALL EQUIPMENT AND WEAPONS.

- A. GENERAL CONDITION (USE YOUR EYES, EARS, NOSE, TOUCH)
- B. PRESENCE OF REQUIRED PUBLICATIONS.
- C. LUBRICATION: YOU HEAR THE WEAR.
- D. PREVENTIVE MAINTENANCE RECORDS.
- E. PARTS SUPPLY, STORAGE AND CONDITION
- F. CLEANLINESS: YOU CAN FEEL THE WEAR.

2. WHETHER LEADING A FIRE TEAM OR A COMPANY YOU ARE RESPONSIBLE FOR THE CONDITION OF ALL YOUR EQUIPMENT.

CHAPTER 10

MALFUNCTIONS/CORRECTIVE ACTION FOR M-16 RIFLE

THE FOLLOWING CHART LISTS SOME OF THE MORE COMMON MALFUNCTIONS, CAUSES, AND CORRECTIVE ACTIONS TO BE TAKEN.

<u>MALFUNCTION</u>	<u>CAUSE</u>	<u>CORRECTIVE ACTION</u>
BOLT FAILS TO LOCK TO THE REAR AFTER THE LAST ROUND	<ol style="list-style-type: none"> 1. FAULTY MAGAZINE 2. BROKEN BOLT LATCH 3. LOOSE BOLT CARRIER KEY 	<ol style="list-style-type: none"> 1. REPLACE MAGAZINE 2. REPLACE BOLT CATCH OR SPRING 3. TIGHTEN BOLT CARRIER KEY CAP SCREWS
FAILURE TO FEED	<ol style="list-style-type: none"> 1. BINDING BOLT AND BOLT CARRIER 2. RESTRICTED GAS TUBE OR KEY 3. RESTRICTED BUFFER 4. LOOSE BOLT CARRIER 	<ol style="list-style-type: none"> 1. DISASSEMBLE AND CLEAN (ON A NEW WEAPON ONE OR TWO DROPS OF OIL ON THE PISTON RINGS WILL REMEDY THIS TROUBLE) 2. DISASSEMBLE AND CLEAN 3. DISASSEMBLE AND CLEAN. INSPECT FOR BURRS 4. SEE (3) ABOVE
FAILURE TO CYCLE WITH SELECTOR SET AT AUTOMATIC	<ol style="list-style-type: none"> 1. BROKEN AUTOMATIC SEAR OR SPRING 2. FAULTY SELECTOR LEVER 3. LOOSE BOLT CARRIER 	<ol style="list-style-type: none"> 1. REPLACE FAULTY PART 2. REPLACE 3. TIGHTEN CAP SCREWS
FAILURE TO FIRE	<ol style="list-style-type: none"> 1. BROKEN FIRING PIN 2. FAULTY SELECTOR 3. BROKEN DISCONNECTOR SPRING 4. MISALIGNED OR WORK TRIGGER OR HAMMER SPRING 	<ol style="list-style-type: none"> 1. REPLACE 2. REPLACE 3. REPLACE 4. REPLACE
FIRES WITH SAFETY SET ON SAFE	<ol style="list-style-type: none"> 1. FAULTY SAFETY LEVER 	<ol style="list-style-type: none"> 1. REPLACE
WITH SAFETY LEVER ON SEMI, FIRES WHEN TRIGGER IS RELEASED	<ol style="list-style-type: none"> 1. FAULTY OR MISALIGNED TRIGGER PIN 	<ol style="list-style-type: none"> 1. REPLACE

CHAPTER II

MED-EVAC GUIDELINES

A. THE DETERMINATION AS TO WHETHER THE MED-EVAC IS TO BE CLASSIFIED AND PASSED THROUGH AIR REQUEST CHANNELS AS ROUTINE, PRIORITY, OR EMERGENCY RESTS WITH THE GROUND COMMANDER ON THE SCENE. THE FOLLOWING GENERAL CLASSIFICATION CRITERIA WILL BE CAREFULLY OBSERVED:

(1) EMERGENCY. CRITICAL WOUND, INJURY OR ILLNESS, JUDGED TO REQUIRE IMMEDIATE EVACUATION AS A MATTER OF LIFE OR DEATH.

(2) PRIORITY. SERIOUS WOUND, INJURY OR ILLNESS, JUDGED TO REQUIRE EARLY HOSPITALIZATION BUT NOT REQUIRING IMMEDIATE EVACUATION AS MATTER OF LIFE OR DEATH. IF AN INJURY IS ROUTINE BUT WILL KEEP THE UNIT FROM ACCOMPLISHING THEIR ASSIGNED MISSION WHILE WAITING FOR A MED-EVAC THEN IT SHOULD BE UPGRADED TO PRIORITY.

(3) ROUTINE. WOUND, INJURY OR ILLNESS OF A MINOR NATURE WHICH REQUIRES THE ATTENTION OF OTHER THAN LOCALLY AVAILABLE MEDICAL RESOURCES. THIS CLASSIFICATION WILL ADDITIONALLY BE NORMALLY APPLIED FOR EVACUATION OF DECEASED PERSONNEL AND FOR TRANSFER OF PATIENTS BETWEEN MEDICAL FACILITIES.

B. CRITERIA TO BE USED IN DETERMINING EMERGENCY HELICOPTER EVAC OF CASUALTIES.

(1) SECURITY OF THE LZ AND FREEDOM FROM INTERDICTING ENEMY FIRE:

(A) IF INSECURE, MOVEMENT OF EVACUEES TO A SECURE AREA WILL BE ATTEMPTED.

(B) IF MOVEMENT IS IMPOSSIBLE EVERY EFFORT WILL EXERTED TO UTILIZE SUPPRESSIVE FIRE BY LOCAL UNIT SMALL ARMS, AND/OR SUPPORTING FIRE.

(2) COMMUNICATION BETWEEN THE GROUND COMMANDER AND AIRCRAFT IS ESSENTIAL TO EXCHANGE PERTINENT INFORMATION.

(3) PROVIDE ASSISTANCE TO PILOT IN LOCATING THE PICKUP POINT, USE OF HOIST SHOULD ONLY BE UNDERTAKEN WHEN THE TERRAIN AND VEGETATION MAKES LANDING IMPOSSIBLE.

(4) THE GROUND COMMANDER'S DECISION THAT AN EMERGENCY EVACUATION BY HELICOPTER IS REQUIRED, WILL BE BASED ON THE FOLLOWING:

(A) CASUALTY IS UNCONSCIOUS WITH HEAD WOUNDS

(B) THE CASUALTY IS IN SHOCK

(C) THE CASUALTY IS ACTIVELY BLEEDING

(D) THE CASUALTY HAS SUFFERED LOSS OF AN ARM OR LEG, OR ABDOMINAL WOUND

(E) THE CASUALTY IS EXPERIENCING DIFFICULTY IN BREATHING AND/OR HAS A PENETRATING CHEST WOUND.

(F) THE CASUALTY IS PARALYZED

(5) RARELY WILL AMBULATORY CASUALTIES REQUIRE EMERGENCY HELICOPTER EVACUATION.

CHECK LIST OF HELICOPTER EVACUATION INFORMATION

- A. MED-EVAC HELD THIS IS (CALL SIGN)
- B. (TYPE OF SIGNAL) WILL BE POPPED AT YOUR COMMAND
- C. RECOMMEND YOU MAKE APPROACH FROM (COMPASS DIRECTION) DUE TO (ENEMY POSITION OR OBSTICLES) TO (COMPASS DIRECTION) OF ZONE
- D. TERRAIN OF LZ IS (DESCRIPTION)
- E. NUMBER OF CASUALTIES AND TYPES OF WOUNDS