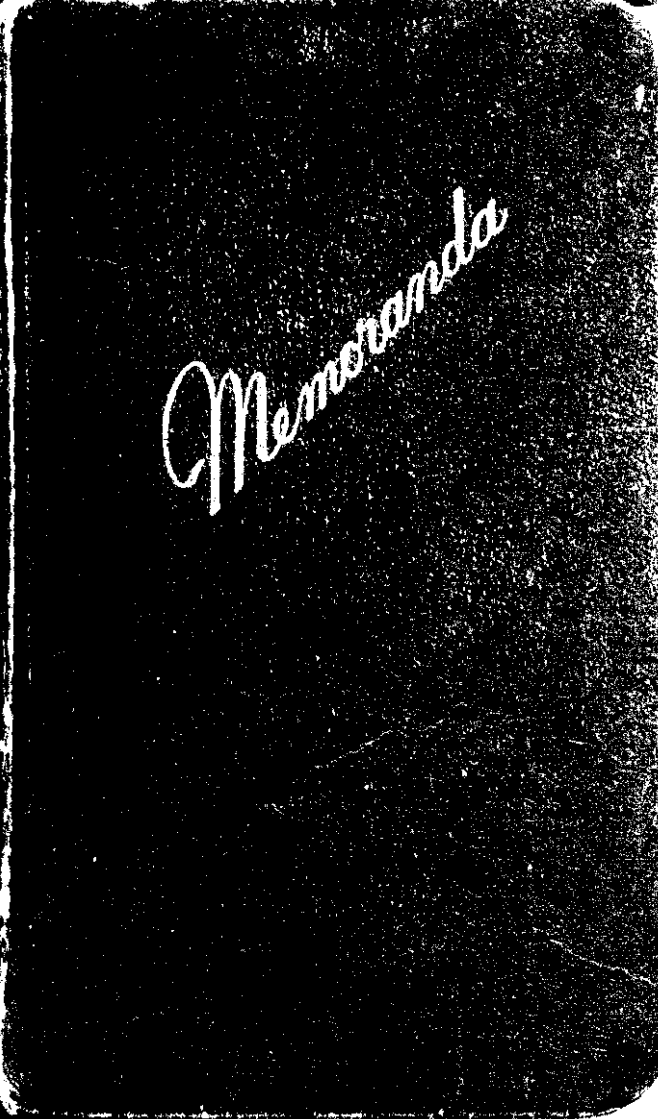

Memoranda

3rd Squad

Carey, Lazar 117874
Bonded, Sherman 206330
DeHart, Thomas 1538481
Hanson, John 7790185
Agnello, Salvatore 1547378
Gray, Michael 1395538
Cobb, Michael 119467
Zintalist, Isaac 1201708
Bergi, Michael 1547958
~~Brumbaugh, James~~
Martin, Jeffery 1195837
~~DeCamp, Thomas 1534628~~
Campbell, Doug 1538668
De Camp, James 1534628

Troop platoon - Objective White 2 dist. - High ground
to north of Red at left obj.
Logistics equipment
Mission - attack at 1400 - White continue attack
Execution: Tanks 1st Med - single axis tank
leading - 1st Platoon left, 2nd platoon right
Points of firing to left
1st Platoon left obj. White
Red Road
Co ordinate - cross 187-1400
Terrain - mountainous - Mud creek FCL - Dismount tree
line 150 meters NW FCL
Approx Weights 50#
180 Call Cities Pioneer 1-6
Panels pl. 3 Alpha

June 17 & 18 (54)

1. Squad leaders work eqp
men - uniform
a. Revelle & Probably T-Shirt
b. PT
2. 2 serving lines -
platoon split
3. K.E.E. & lookout for
4. Weapons
a. Serial Number -
know it
b. Check out men
c. Ration number
4. Keep informed & control.
Have men check in -
know where they are all the time
5. Let platoon sgt. know -
Medical appointment

TRAIN F/RE RANGE

5. See that people are
6. Walk to firing area -
add
7. Leave barracks prep 20
minute prio to firing
8. 5 minutes to go on line
9. Check for live ammo -
GUARD MARTIAL
OFFENSE
10. Check top of boot

Berger - Medical appt.
10:00 AM

~~1st lieut~~ 1 man - Sleeman
~~2nd lieut~~ 1 man
~~3rd lieut~~ 1 man - Delamp

Mail call tomorrow -
collect mail -
Write anytime; cards to Lange
~~Belt~~ Pack, tablet in
locker - Foreman - Kent

Uniform - fatigues, hat,
boots; web belt - canteen
& ammo pouches; no
pack, but suspenders, wear
poncho on pack or belt
Don't roll up fatigue -
use blouse

~~Train fire Report~~
~~Discipline Theo~~

Five magazines - no rifle
Train for book

5:30 - Regular Uniform
for PT - 6:00 fall in
two squads in each
serving line
Policing up

Back of tents, buttoned
ends of tents

Live ammo rifle
Dont loose rifle
Remember serial numbers
Keep men together

LEAVE AMMO & Pass
~~On range~~
Meal before

I. Given Armed Guard (Sentry
the C.O. Corporal Outpost) entry pt. (1000 yds
II. Company Commander at
up C.O.
III. Forward defence force Company
IV. Reserve / lower unit,
artillery performing infantry role.
I. 60 / 40 / 0 - 1000 meter footdrill
space between these jobs.
III. Defence Remarks
A. Key terrain, routes of
approach - field of fire.
B. Security
1. Patrol
2. LP's
3. Radar

4. Sensing devices
5. Enemy devices - Explosive
non-explosive
6. Early warning
C. Physical support
D. Area security & defense - people set up security etc, eg LPs
E. Defense in depth
F. Prohibited
G. Inspector
H. Time available - set up defense first, keep improving it as situation & intelligence permits
I. Weapons - use of appropriate force, keep people alert

Safety Rules

1. Locked / safety on at all time
2. Keep weapon off ground down range at all times
3. Never turn on a rifle range
4. Assume all weapons are loaded at all times
5. Place weapon on safe / for-pod
6. Picking up unfamiliar or common knowledge thing
7. Case him - all Cadets may give stop & see unsafe act.

Marking targets

1. Reference point - prominent terrain features in relation to target
2. Reference point

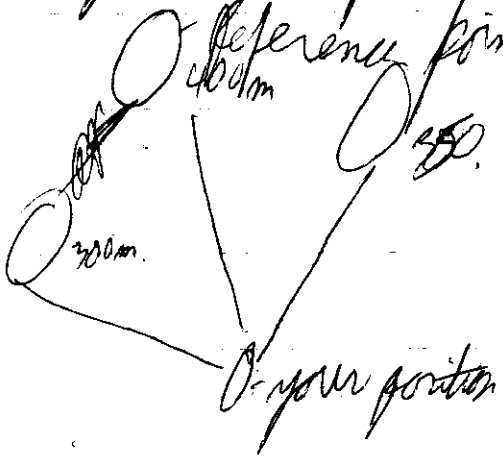
Two point type

1. Personal survival
2. Systematic
   a. Traverse all the way across - 90° or max to meter stretch

Estimating Range

1. Stepping of distance to terrain feature - judging
   a. Different people take different step sizes
2. Mental unit of measure of 100 meters - Up to 600 meters
3. Report that estimate distance of midpoint, then double it
4. Appearance of objects
   a. Personnel & vehicles - training course
      (1) Remember amount of detail

Documenting / Information
Range card



Then shoot azimuth on compass.

Payment

June 20, 1970 - 2015, 2442

(4-2 means)

Listed PX

Suntan lotion
Soap
Cotton balls

Platoon Leader Course 25

Hard nosed, but not trying to make enemies, but stand up for what is right. No back talk or defiance, do as you are told.
Treat me as you would treat a cadet officer at school.
Yes & Sir; look sharp
I will listen to suggestions but I will not take orders. In lieu of all else I am Indian
If need correction, my cadet experience would do so that my subordinates

Sections 1 - 1st Platoon
Section 2 - 3rd & 4th squads

Light out 10:30 - tonight
Lock and lights

Platoon Drill - 22-5.
Know how to move men.
Eat at cadet officer table.
5 minutes between movements

5:45 - [illegible] set
6:00 [illegible]
6:15 back to barracks
be there at 6:15.
7:25 - Fall in full dress
7:30 - Move out in column of twos - Company
50 meters between platoons
Route step after the

(cont'd)

5 minute lecture on ~~Parade of Flags, helmets~~ glasses

Move to bleachers - 1st, 2nd, 3rd, 4th - fall out into the bleachers - get them in order

Juice break - 10:00 - back to bleachers afterward

12:00 - Rank 2-B
3rd, 4th, 1st, 2nd
Eating order at 2-B

1:30 - Formed for class - juice drunk during class

1:00 hours - leave ~~marked~~ early - courtesy to company area - 50 meters, col. of 2's.

May Reading

80 mills - 17 degrees distance of 6 paces

160 mills
closed fist

130
4

100 mills - three fingers

Target 1 left wood tower - 200 meters
Target 2 Bushy tree - Tree mole
Target 3 - Firgate left
Target 4 - Road with tree
Target 5 - White sign
Target 6 - Bushy tree to right
Target 7 - Left wood tower
Target 8 - Right wood tower
Target 9 - 122; range 200 meters
Target 10 - 190°; range 500 meters

140°
170°
165°
185°

For next Friday we will be cleaning weapons
Fatigues web belt
canteen, cover, ruck
poncho straps
Boots

Off the face out of boots

Six fire teams 1st platoon
Fire team 182 - 3 PT -
fire team two
50 push ups 60 sit ups
how many people are going tomorrow

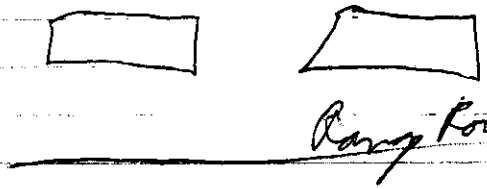
Flying leader equipment helmet
in locker - grease chalk mark

Phase I - 30 min
Phase II - 45 min +
4 stations

Bring: (cadet)
Belt - poncho
Entrenching tool
Steel helmet (pot) poncho
Silverware / ~~knife~~ poncho
Provide mess for detail
Clean latrine area
Clean mess hall
Buckets
45 cal - afternoon

Inspector for ammo
& ~~fuses~~ fuses

Steel helmet no packs
no silverware, no
ammo pouch



Fall from middle to end of
five life - 7 point

M16

I Front
A. Flash suppressor
1. Open
2. Closed
B. Front sight post
II Rear
A. Receiver
1. Takedown pin
B. Forward assembly
C. Dust cover

III. Weight 7.6 lbs fully loaded

Rifled Mag 6.5
Empties Mag .2

Ball/tracer/1
3250 fps

2653 max range
460 max effective
700-800 [illegible]

Rear sight 0-30
308/500 meters (Long)

Malfunction

Bolt charging handle
Tap [illegible] tray
Lock charg handle
[illegible] chamber

Assembly & disassembly
Bolt forward
Remove sling
Remove [illegible]
Remove take down [illegible]
go all the way out
Remove receiver pivot pin -
upper flower
Pull charging handle to
rear
Remove retaining pin
DON'T LOSE

Air pressure bolt skyway
Remove cam pin turn
turn bolt out of upper
Pull bolt from bolt carrier
Pull firing pin spring
out of bolt with firing pin

US Pistol - only formed
instructor for OTC

I. Basic sidearm of many officers
A. MP, Armor, Combat support
B. US Army officer after
graduation

II FM 23-25 - Basic
reference for US

III. Pistol gun training more
dangerous

IV. Three safeties
A. Grip
B. Thumb on hammer
half way back
C. Trigger
not pulled until ready to fire

D Keep fingers outside trigger guard unless firing

VI Basic positions
A Raised pistol positions
1 1, 12, 15 o'clock position of shoulder
2 Head erect to the front
3 Firm grip trigger guard
4 Good pistol grip - Tang web between thumb and index finger
5 Keep thumb off hammer

B Standing
1 Range pistol
2 Feet apart 45°
3 Natural position (motor)
4 Freedom of movement in shoulder joints
5 Ten seconds maximum
6 Lock wrist and elbow
7 Maximum effective 50 meters
8 Stop breath in throat while
9 BRASS
r e l g
e l w q u
q q c e
t r k e
b l z

10. Front part complete fill each right V. Clockwise - counter Motion.

Dry Forms

I. Slight movement in slight alignment can keep sleeper

II. No window elevation

III. Slight alignment

IV. Front right side covered by the rear right

V. Cover right after alignment fill with Lodge

VI. Hand position fingers extended on line

VII. Thumb can be aside or on top of middle finger

VIII. Trigger

IX. Breathe - normal - apart
set out - look ground ahead
at rest - relax weapon
lower - loading - pull
Release - soft - look knees
spread feet about
18 inches apart - face
target - naturally
shift entire body
left - for 2 seconds
place safety in safe
position - grasp weapon
with right hand - load
Aim - pointing muzzle
Squeeze - trigger - control sight alignment & picture
Shoot + take up slack
Squeeze - sound shot surprise

X Close eye
XI. Lower position of rifle or
front sight blade
XII. Shot safety

Nomenclature

I. Automatic fire
A. Semi-automatic
B. Magazine
C. 50 meter max effective
D. 1500 max

II. Safety - Positive safety
A. Grip safety
B. Thumb safety
C. Safety lock

III. Functioning
A. Loading
B. Chambering
C. Feeding
D. Locking
E. Firing
F. Unlocking
G. Extracting
H. Ejecting

IV. Immediate action
A. Fail to fire
B. Otherwise something wrong with weapon

V. Fresh mag release
10 second delay reduction
Grasp mag - tap
VI. Marksmanship
A. Hold & Control
Centered, repeated point
B. Clear, concise, complete

Office of Personnel Operations

Field Telephone

TA-1/PT - Hand Generator
WD1 wire
Push to talk - release to hear
Manual goes with it
Range 22-25 kilometers
Three options CB LB, CS,
CB headset
FM 24-20
Manual for TA-312/PT
Remark field manual

Switchboard

SB-993 GT
Sig line
Infantry unit - rifle
Weapons platoon leader
Operator manual

SB-22/PT
Batteries (flashlight)
Push to talk
Generate site name
Ring 9
Operator manual
FM 7-20

Wire laying & recovery

22-B telemetric radio telephone
W-110 signal power wire

Needed for
Field Manual 24-20
procedure for laying

Rules
1. Layout to protect position
2. Speed
3. Safety
4. Identify

MX 306 C - 1 mile of W/ wire - operated by one man

CE II - operated by one man 1/4 mile

Manual on CE II

TE 33

Five Means of Communication at Rifle Company Level

I Radio - offensive & defensive

II Wire - static defensive positions most always

III Messengers long messages from one place to another

IV Visual - smoke grenade flare, gun shots

V Sound - artillery simulators, whistles

Systems of Communication

I. [illegible] Telephone
II. [illegible] Telephone, PRC 88
III. [illegible] set PRC 88
PRC 25

Company

I. GRC125 (Weapons station)
II. GRC 25 - Co
III. VRC 46 & 50
IV. GRC 65
V. [illegible] at Company level

PRC 88 } Battalion
PRC 65 } Covered

Communication Security

I. Three areas
II. Physical security
1. Person armed
2. Safe
B. 1. Encryption of text
2. Authentication confidential
C. Cryptographic device
1. Code, cipher, crypto system
III. [illegible]
A. SOI - [illegible]
B. SSI - Standing Signal
Instruction Operating
Term SOI is good.
C. [illegible] understand SOI

IV. Authentication
A Challenge - two characters
Message Presidence

I. Routine (R

II. Priority (P)

III. Immediate O

IV. Flash (Z)

AN PRC 84

Squad or staff officers
range decreased
400 meters, range
Squad radios, PRC

AN/PRC 25

Portable, lightweight, battery operated
Designation, AN/PRC 125 a
vehicle
24.7 lbs
Provides three channels
Can be retrofitted to armor,
artillery, inter-company
communications
30-87.99 mhz
12 different channels can
be selected into

Military Frequency - Four digit
51, 00, 29, /
foot head in or other
hemorrhage
Take time to conduct

First Aid

I. Heat injury
A. Heat exhaustion
1. loss of water & salt
2. Dizzy, faint, vomit, unconscious
3. Lay him up shade, comfort
cool three-5 continuous hours
B. Heat cramps
1. loss of salt
a. Pain or muscular discomfort
abdominal wall
b. Remove water & salts

C. Heat stroke
1. Skin becomes dry
2. Extreme high body temperature
3. Sink all our
of restimat
a. Get temp down cold
water pack - ice if
possible
b. Remove clothing pour
liquid on him
c. Get professional help
II. 10 after till rounds fatalities
or Heat Plan
A. Medicine improved
B. Helicopter quick for
evacuation
III. Refrey - treating people
Medical professional - people know
first aid.

IV. Life saving steps
A. Stop bleeding
a. Clear air passageway
C. Protect wounds
D. Prevent or treat for shock

V. Shock
A. Symptoms
1. Trembling person
2. Cool, clammy damp skin, sometimes glassy eyes
3. Pulse rapid & weak
4. Eyes dilated
5. Sluggish
B. Treatment
1. Make him comfortable
2. Tell him he'll be all right
3. Elevate feet
4. Cover him
5. Keep him warm or cool
6. Turn head to side
7. Abdominal wound or head wounds do not treat for shock

VI. Poisonous snakes
A. Affect nervous - blood system
1. Affect lymph glands
2. Cause large swollen
3. Weak pulse
4. Weak slow breathing
B. Four types
1. Rattlesnake
a. Stop find out
2. Water moccasin
3. Coral snake 1-3 hours
4. Copperhead - copper colored
C. Treatment
1. Restrict & immobilize
slow heart down
2. Apply tourniquet between heart

poultice

2. bite — not to point of
3. Kill snake for identification
4. Evacuation
5. If bite is on fasten con-
tourniquet above - ice
6. Shock - some step
bathing
VI. Control of bleeding -
arterial blood through
A. Use pressure ... pad covering
B. Protect from further
infection
C. Splints
1. Use part of ammo box
rifle, any material that
immobilize that portion
of body
2. Should be firmly in
place.

3. Knot against splint
or otherwise
4. Splint upper portion of
leg to ... ankle
if long splint is not
available
5. One leg could be used
as splint against another
6. ...
VII. Artificial Respiration
A. ... remain calm
B. Handle gently
C. Seek medically trained
people
D. Antiseptics
1. Second count
2. Make sure air
passages are clear - ...
false teeth, plate

Breathing important

3. Loosen clothing on chest and neck

E Four methods of oxygen

☆ 1. Mouth to mouth/nose

Jaw lift

a. Tilt head back

b. Neck & legs always

c. Keep pillow, coat, field jacket to protect

d. Head injury always suspect

e. Three minute time limit

f. Pinch of nose

g. Blow into mouth

h. Watch chest rise

i. Repeat 12 times a minute

k. Turn head to side

l. Flip to stomach

2. Mouth to mouth two hand jaw lift

a. Use chest to pump

3. Mouth to Nose (child)

a. Make seal

b. Put fingers on mouth

4. Chest pump arm lift

a. Bleeding wound

b. Serious facial injury

5. Back pressure arm lift

6. Remove vomit, mucus, vomiting could be fatal from artificial respiration

7. Don't stop aid just because heart beating

Groups no larger than
before dispersing like kids

CBR (Chemical, Biological, Radiological)

First Aid

I. Preventive
A. M-17 protective mask put on if in doubt
II. Wave of chem attack
A. Artillery rounds
B. Hand grenade
C. Rocket
III. Agent
A. Nerve
1. Pinpoint pupils
2. Runny nose
3. Difficult breathing
4. Tightness of chest
5. Vomiting
6. Convulsions
7. Must be done first
Three injections
8. Two injections one every ten minutes no more - have med in 15 seconds you're
9. Use needle stab to man
B. Blistering agent
1. Irritate throat lungs
2. Immediate pain from eyes or skin
3. Blood shot eyes
4. Reddened skin
5. Blister
6. M-13 decontaminate kit

a. One eater that
normally feeds [illegible]
c. Two large prints [illegible]
d. Use rest to empty bladder
e. Inability for dr
clothes
f. [illegible] large out for aggressive
7. W-H - for aggressive,
but not attempt to [illegible]
they attack.
C. Biological agent
1. Use [illegible] aggressive
clothing do not wear
2. Facial wipe
3. Effects last for 48 hours
to

D. Biological detection
1. Immunization
2. Medical training -
education personal hygiene
3. Water purification food
a. Anti-human
b. Anti-animal
c. Anti-virus
d. Protective mask
E. Radiation
1. Call medic after days
him under tree

II. Detection
A. Using eagle for warning
B. Chem. detection kit
1. Penetration (PL) - eggshell
2. Air sample
3. Detector tube set to [illegible]
reacts [illegible] with [illegible]

4. Detection paper
a. Wait 1/2 hr after last exposure
b. Send to lab (6a) not (6)
c. (6) - Blood - type & rad
d. Urine (4) prego exam
UA most likely

B. Biological exposure
1. Produced in company
2. FM 21-48 (appendix) - list of items, shortages
3. At least one person
4. Send bottle to medical officer
5. Thyroid - Iodine pill
6. Tablet
7. Protect with iron - 1-2 hrs

C. Radiological
1. Pocket dosimeter - 1 per company - 2 per platoon - one for PL, one for PSG
2. Measure amount of radiation in body (or air)
3. Rad (roentgen) - Intensity measured in roentgens per hour
4. Check once a week - depth dose for months 2 per week
5. Dose rate meter 1M 174/176
a. Aerial ground survey - how much person
b. 0-500 - 5 rads per hr.
c. Chaps
d. Strap around neck - keep off from ground
e.

3. Radio Corps Monitors instruments
1. Food, personnel, equipment
2. Head to toe - protective apparel having patches of ~~body~~ ~~fire~~ flame shown
II. Flame fuel expedient something in the field flame weapon - make a big wad of flame
A. Devices or grenades of approach - flames close off attacker
B. Napalm (thickened fuel)
1. Thickener gives help
2. More clingy than
3. ~~Gasoline~~ Little thinner than gelled for flame throwers
4. Mixed in 55 gallon drum
5. Containers - plastic bags, plastic & metal last longer
6. Shock effect
C. Det cord fuze cord
1. Set off with blasting caps
2. Use electric
D. Electric fuse as enemy approaches
E. 1. Battery
2. Use electric flashlight - hook trip wire or ~~tripwire~~ tripwire
3. Burster - pro type pull off flame
H. Blasting caps set off ignition
I. Use experimental type
K. Load 10,000 ft per second
L. Bury container approx 45°

M. Cloth or plywood

M-60

Stock group.
~~Butt group~~
~~Barrel group~~
Lower group
~~Trigger housing group~~
Operating rod group -
FM 23-67

(M-2 recommendation) 50 Caliber Machine gun
Browning Automatic
Length - 65" M-3 tripod.
w/ 26 lbs
2000 yd max range
2000 max effective

USO-500 rpm
2930 ft per second -
muzzle velocity

After screwing target
back up two clicks
for left expansion.

Read article for
left expansion & Click
back

When tracking up
click, try not to go past,
then use go.

Tapping - Try to fire shot -
at base of gun - should not
fire, Try fire second time
if both fire, take back plate

off, turn on clock to left at
a time, if neither fire the first
last turn rudder under
back plate to the right

EARLY LEFT, LATE
RIGHT.

Techniques of Fire pp 60

I Characteristics of fire
A. Trajectory - curve increases
with range. maximum
ordinate increases with
range.
B. Type of fire - each round
takes slightly different trajectory
C. Beaten zone - area where
one of fire - elliptical

D. Danger
2

II. Classes - ground
A. Grazing fire - level
or with sloping terrain
B. Searching fire
C. Frontal fire - long axis
of beaten zone at right
angles to target
D. Enfilading fire - against
flank
E. Plunging fire - other than
target
Enfilade fire - beaten zone
covers target.

II With respect to gun
A. Fire - firing arm
B. Traversing fire - change of target -
C. Elevating fire - distribute ~~width~~ depth by change of range
D. Traversing & elevating fire - width & depth both 4-6 mils
E. Swing & traverse - ~~speed~~ T&E mechanism - time of needed speed
F. Free gun - ~~range~~ changes in deflection & width traverse

III. Sector of fire
A. Range card (one for gun, one for PC)
1. Gun position
2. Arrow symbol for machine gun
3. Final protective line target #
4. Target # 2 - direction for fire
5. Target # 3 - direction for fire right
6. Target #4 -

9/5

6:00 - First call

6:30 - formation; equipment ground

XO - give demerits

~~to the theatre - front left~~

~~one other~~ ~~Wrdlest~~

Clear gate - 0730

8:15 - to range; ~~form~~

~~form in left perimeter~~

~~three eight pairs~~ & other trucks

9:00 - 10:00 - Range 17 - formation right away

~~from range~~ cancelled; no turn

10:00 - to another range - Qual. - fire break @ Zero 173 - clear

11:00 - another range lunch

2:00 - instruction

Silhouettes & other equipment

Squad bays for chow

be ready for fire chow gear

4:45 - chow

M-79 Grenade Launcher

Smoke effective casualty radius
Dpo fuse - three meter
for impact
30 meter minimum

Spin Setback - 28 meter
350 meter against area
target
150 meter max eff.
for point

2 per rifle squad
Basic load - 18 per
Operation

Hang-fire delay in Ammo

Ground deadspace
three, ammo design of

Claymore Mine (M18A1)

I All branches use it
II Characteristics
A Directional fixed fragmentation
B Used against mass troops
or small vehicles
C Optimum range 50 meters
moderately effective - 100
meter
D Dangerous to 250 meters
E Backblast danger etc
16 meters to rear

Hand Grenade M 26A1

Safety lever
Fuse
Spring
safety pin
Body of Grenade
Explosive
Detonator
Fragmentation
Bursting charge

Cradle grenade body

Bazooka
Rocket
launcher
AT
Weapon

105 mm

90 mm

M72 LAW

90mm

Projectile forward section
Propellant charge
Obturator
Tracer
Fuze

Projectile Fuze
Point detonating
Delay
Tracer

Projectile
Cartridge case
Propelling charge
Primer

Fin assembly
Rotating band
Shell body
Bursting charge
Fuze

Bore Sighting

90 mm @ 100 yds most accurate
6 rounds 2 rounds apart
Rear sight, tape, wipe
sphere then center
of disc of bore

90 mm early fired weapon
2200 rounds greater range
Aperture range for
shooting - drops, distant plan
Rear target for upper right
hand quarter (1/4)

Screen tape covering
bubble on 106 to get sight
radial straight - bore
sight cross to front rear
upper right hand quarter

Max Format @ 1/100
rounds
No sight correction bubble
on 90 mm - 106 mm -
most accurate

Bore with 50
caliber sighting weapon -
not 2# machine gun ammo
used special weapon

1100 meters - working 50
caliber 1/106 come closer
together
Rear sight
1 round 1/100 meters -
small adjustment

Up to 600 meter sight
progressive - used for
five meters

Mortar

Indirect fire weapon
100 pound projectile / one
all year
4733 meter range
Direct sight 36 x 12 meter
Smooth bore
Bore exp
[illegible] explosive,
[illegible] phosphorous,
[illegible] - burning
effect burns into bone

Heavy Mortar Platoon
Section
6-20 per minutes - after
stabilized - white
Determination round

Guard July 5

Forward Observer

Football field - with 1000 yd or
less

Burst / bang method - on
set round - time between first / last / Heavy
Speed / round - 350 miles per hour

Mil Relation formula

OT x Mil = width / lateral shift
Mil - angular measure -
conversion mil to meters
One yard, at 1000 yds mile
6400 mils per circle

Milton Fireworks

OT - Observer target
OT factor 6 if range is 2000
Notes -

OT factor x Mils = Width
6 x 90 = 180 meter

$OT = \frac{RG}{1800}$

Fire finger spread at arm length 3 Mils
Thumb - 180 "
Four finger - 15 "
Three Center - 100
Index Middle X
Index - 30

Initial Fire Request.

Element
1. Observer identification
2. Warning order - FIRE MISSION
3. ~~Fire direction~~ target
4. Description of target - specific
5. Method of engagement
   a. Type of adjustment
      1. Area
      2. Precision
   b. Type of trajectory
      1. Low angle
      2. High angle
   c. Ammunition
   d. Distribution of fire
      1. Converged
      2. Range (lateral) (Area)
6. Method of fire and control
   Fire: Platoon Right/Left Section

at any command

Control: FDC, Adjust Fire
FFE cannot observe Adjust Fire

Fire for Effect

Correction

(Right) × (Drop) × (Left) × (Add)

0-1000 meter - minimum shift 100

1000-2000 - minimum change 200

Greater than 2000 - 400 minimum

Bracketing method - uses a lot of ammo; instead of doing that, second round beyond target - bracket splitting

Fire Direction Center

Section leader responsible for center - coordinating, computing, etc.

Responsible for safe prosecution (method of fire)

Determine priority of fire

Mortar team - FO - eye of mortar team

Gunner - muscle

3 FDC assets [illegible] determine direction of fire

FDC & gunner basically plan each other

Each gun assigned to meteor M16 plotting board.

Vernier scale - used for exact reading - left for tick marks for deflection - right for azimuth

Mounting azimuth - direction degrees are pointing - for platoon gun should be pointed in same direction

Distance (Range)
Direction (Azimuth)

Low angle & high angle fire
Low L - high flat trajectory
High L - High angle "
Long hang direction lever, when vertical
H & L often used to control the position

Azimuth - scale board used is azimuth

First letter - mounting azimuth
Deflection - aiming post reference point
Aiming point used because target often cannot be seen.

Deflection of [illegible] mils
2800 -

As ajustable sight deflection
deflection from 2800.

81mm mortar

75 meters closest range
3 meter range

Weight with M-23 base plate 115, with M-3 93-2 lbs.

Firing pin only removable part

Barrel weighs 40 lbs. right
lugs on groove part
Barrel chamber keeps
Front lug from spinning when

M-23 base plate 47 lbs.
35 meters sight radius
FM 23-9
Mortar rounds
a little over 9 lbs
M68 training round
11 lbs.

4.2 mortar
69 lbs
24 and 8 gloves
4500 max range
600 min range

Artillery never in reserve

Divisional Artillery

I HQ & HQ Battery
A. 3 155 self-propelled howitzers
B. 1 & 11
C. 1 towed 105 battalion
D. 1 & more 155 battalion
II. Four mission
A. Direct support
1. Until Edgett
B. Reinforcing
C. Reinforcing and general support
D. General support
III. Direct
IV. Support ground firing
V. Artillery team
A. FO - Eyes for
B. FDC - Brain & nerve center
C. Firing battery - Muscle

BO meter [illegible] radios

Berry
Flynn Sgt
Ellis
Rogers
Brooks
Moore
Berger
Hanson PL
Sherman
Zimbrick
Close
Stanziger Sgt
Brenner
Hall

2.

VI. ~~Attacking~~

A. Battalion support brigade

B. Artillery ~~of~~ brigade give it to them

C. Five needed tasks

~~Flexibility~~ enough to support a diverse front that is up to 50 kilometers

a. Must be able to mass available unit

b. Support ground operations with no under all condition

c. Continuous accurate fire

d. Distant fire ~~and~~ support

e. Incoming fire

VII. Forward observer procedures

A. Equipment

1. Map target

2. Delegate appropriate

a. One mil-fire artillery

~~a. Must~~ range of [illegible] 100 meters

3. Binoculars

a. Bump target above

b. Using reticle pattern

discharge between burst target

c. Work formula

1. N - distance to target

2. O - ~~direction~~

3. R - ~~direction~~

4. M - mil on

Report

D. Spotting fire using spotting rounds

VII. Call for fire
A. Adoption
B. Warning order
C. Target location
D. Nature of target
E. Method of engagement
F. Fire & control - how sound delivered by many guns, when

VIII. Subsequent fire commands
A. Lateral shift
B. Range shift
C. Method of fire, control, ammo, change from adjust to effect

IX. Reference point
A. 273 - Pole
B. 245 to right of pole - R of tree
5 18 - Small stump

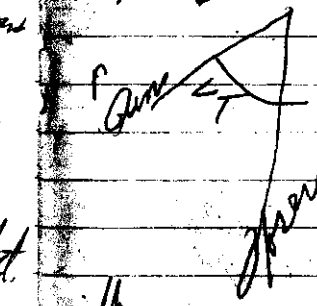
C. Right 257 mill - R Flank
0765

X. Fire for effect - battery one round from each gun - 6 guns

XI. At my command - possibly 1 minute / wait

XII. FO, party - each report to direct.

XIII. Bracketing



Fire direction Center

I. Artillery employed [illegible] terrain features [illegible]
A. [illegible] of elevation - [illegible]
B. Vertical [illegible] - [illegible]
C. Gradient of [illegible]
1. Computes Sight Elevation
D. Solution to gunnery problem
See E. 1. Locate battery, [illegible] common reference system
See 2. Chart data
3. Transform chart data to firing data
4. Apply firing data
E. [illegible] vertical [illegible]
1. Parallel lines - numbered same grid values on map

F. Chart data
1. Range between battery and target
2. Direction from battery to target
a. Using deflection protractor
(1) Range divided into 100 yd increments
(2) Protractor - 100 mil arc
(3) Two scales: azimuth
(a) Upper - deflection
(b) Lower azimuth
(c) As azimuth increases, deflection decreases
(d) Read to within one mil of arc

Field Fortification

I. Responsibility
A. Security
C. Coordination & Communication
B. Construction

II. Principle
A. Employment/weapons
B. Protection
C. Simplicity
D. Economy
E. Progressive deployment
F. Camouflage
G. Ingenuity

III. Positions
A. Fighting
B. Foxhole
C.
D. U

1. Target grid
(1) Left or right
2. Azimuth scale
c. Deflection-amount of L.
d. Observation instrument
6. Firing data
1. Elevation - nearest 1/mil
2. Sight
$S = \frac{V_1}{R}$ (range) (natural unit) nearest 10 mils
OT factor (range in thousands)
4. Projectile & powder units
5. Fuze setting
I. Bullet, remedial - amount of powder given charge.
J. With height of burst, rounded to nearest five mils.
K. ~~Range~~ 140 (Range)

Observation

I. Direct
A. Use of eyes
1. Simple scope
2. telescope, etc.

II. Indirect
A. Radar
B. Photograph

Fire & Maneuver

Formations

I. Squad column/line formation
A. Firing troops in column or
Wedge
B. Column
Left flank
b. Echelon (right)
c. Normal (open)

II. Patrol
File - a little faster
Maneuver fast, but
good security

Weapons Squad

I. 2 to 3 grenadiers protect
with rifle men.

II. Normally attached to
the rifle squad

Search & Clear

I. Mission
A. Search for & clear enemy
B. Remove logistics