

APPENDIX H

(U) BRITISH VISUAL TRACKER INSTRUCTION COURSE

INTRODUCTION

The purpose of the visual tracker course is to train teams of men capable of following a man or a group of men by interpretation of the signs they have left.

The course, divided into five weeks, is aimed at producing capable and confident teams. To increase the student's confidence, the training is presented in a manner commensurate with the student's ability to learn the art of tracking.

The tracking course trains visual trackers. To follow an enemy or utilize a tracker dog the student must be trained to identify a track. During the five weeks' course the student develops this tracking ability.

COURSE OUTLINE

The first week of training includes a daily physical training program, an introduction to the course, tracking lectures, instruction in tracker reconnaissance patrol techniques, and practical tracking in and around the Jungle Warfare School area. It should be mentioned that the principle training vehicle during the first five weeks is the tracker reconnaissance patrol. Strict discipline is necessary. Breaking the class into workable instructional groups is helpful. The techniques and attitudes learned while training as a reconnaissance element so closely parallel the needs of a combat tracker team that reconnaissance training has become one of our most important training vehicles.

The second week of training is presented in a jungle base camp. This week is designed to provide practice in tracking, basic jungle craft, jungle navigation, identification of booby traps and markings, techniques of observation, lead scout training, and individual overnight bivouac.

Weeks three and four are designed to present typical situation tracking in various types of jungle for five days each week. All techniques are practiced under the supervision of an instructor. As the team progresses the team instructors interfere only to correct gross errors.

The fifth week is the final exercise of the visual tracking course. The students are presented with various enemy incidents and are required to use the enemy tracks as the principle vehicle for gathering intelligence information. The team leaders are left to their own devices to solve all team problems while accomplishing the assigned mission.

During the combat tracker weeks (see App I), the teams are given the added capability of tracker dogs and handlers. These are transition weeks designed to combine visual trackers and tracker dogs by presenting common tracker missions and situations.

Tracking is an art. To teach tracking, the subject must be presented to students in a deliberate and methodical manner. It must be emphasized that the success of this course depends on the ability of instructor personnel to make the student successful from the start. After this initial success, all students must be required to maintain a high standard of training through repetition and practice.

The following course program is the result of the efforts of many individuals, and is the first recorded doctrine outlining a tracking program. The doctrine has been field-tested for less than one year and minor changes occur frequently because of experience in the combat area.

VISUAL TRACKER (VT) LESSON PLAN

Monday - Week 1

Activity:

Practical tracking.

Purpose:

Introduce to the students those basic tracking principles put forth during the morning lecture and present to them our methods of instruction while in the field.

Lessons to be Presented:

- Track-following drill.
- The five Don'ts.
- Factors affecting the sign.
- Basic information to be gained from the track.

Sequence of Events

1. Teams rendezvous at red square. Team instructors orient new students with their positions at red square, emphasizing the coordination that will be necessary for future activity at this point. The duties of the second in command are outlined in reference to ammunition, lunches, truck location, and roll call prior to all motor movements.
2. Team instructors move the team to its tracking area across from red square in the wooded area.
3. If no personnel to play the role of the enemy is available, form the team in a column and lay a looping track at your start point (big track-- plenty of top; ground sign). Discuss signs with students; insure that they can pick out sign.
4. Before starting, explain the question technique of instruction with the unresponding students listening; review the points covered in the lecture.

5. Split the team into workable groups, dictated by the number of instructors, and begin one group following the other.

6. Instructor begins as first tracker, going through the track-following drill and covering all the things the student will be expected to cover when it is his turn to become the tracker.

7. While doing the above, cover the following points:

a. The difference between an opening and a direction opening. An opening is a place that could have been used by man, old or new. A direction opening has evidence or fresh sign indicating that movement by man has taken place recently. (Later to emphasize the above point, run your track into an old track running into and opposite your line of march. Both are openings, but only one has the same direction and freshness you have been following.)

b. What does locating the furthest sign accomplish:

- It shows you are on the track.
- It acts as a limit of march and indicates to you how far forward the track has been cleared with your eyes.
- Acts as last good sign if the tracking is lost after moving to it. This point is one reason to teach movement in bounds and not continuously.

c. Back track with your eyes, to; link up the track; actually check track again.

d. Look through the jungle. This procedure gives the tracker additional security half-way through the drill.

e. Check for exits. If an exit is detected the tracker should move to it when he completes the drill, rather than to his farthest sign; it is easier to check from that point.

f. Survey the track with your eyes; memorize the track. Trackers are looking for noisy vegetation, areas in which they are liable to leave their own tracks, and booby traps. If a tracker cannot properly clear the track to his farthest sign, then he should limit his movement to the distance that can be cleared.

g. Move to the farthest sign, exit, or limit of track properly cleared. This gives tracker additional security for he is to look to the front while moving and a great deal of enemy detection takes place during this movement. Move as a lead scout, not a tracker.

8. The Five Don'ts

- Don't bluff yourself. This point occurs when trackers make up sign and are on a ghost track. Let the students do this to emphasize the point.
- Don't make noise past your visual distance. Best emphasized during the sixth part of the track-following drill. Men must move and operate in the jungle with this point in mind.

- Don't drop your head. Eyes must be used to look downwards. Your head can be moved but in a slow and deliberate way.
- Don't grab vegetation. The tops of small trees telegraph a man's presence if he grabs the bottom of small vegetation.
- Don't continue tracking when exhausted. A tired tracker team tends to be very careless and switched off.

Other Basic Points to Put Out

- Age: determination of age of tracks is an ability gained only through experience.
- Direction: indicated by bent grass, footprints, and smudge marks.
- Speed: usually indicated the reckless appearance of the track, depth of footprints, and choice of route.
- The degree of training is shown by the skill improvement in tracking when proper rest and eating halts are made, and when trackers dispersed or took added precautions upon reaching open areas and obstacles.
- Be informal but fair. Let the student attempt to air all doubts; fair answers will help gain respect and confidence for the instructor.

Tuesday - Week 1

Activity:

Practical tracking.

Purpose:

To create more confidence in tracking ability by presenting various types of signs and introducing the students to quick reaction upon enemy contact.

Lessons to be Presented:

- Track-following drill.
- Don'ts.
- Top and ground sign.
- Sign changes as terrain changes.
- Quick lessons on carriage of weapons.
- Hitting the ground upon seeing the enemy.

Sequence of Events

1. Rendezvous at red square; meet transport.
2. Move to area with enemy (three or four will be sufficient); area designations should be annexed to this sheet.

3. Send enemy 50 meters, dropping a man off every 25 meters to sit on the track easily detected.

4. While enemy is moving out, cover the new lessons of the day: hitting ground upon contact and carriage of weapons.

5. Begin track, asking questions, with half the team tracking the other, or laying two tracks if possible. Allow the students to bunch up thus benefiting from the lead trackers' actions.

6. Rotate all students; allowing all students to track is very important.

7. Hit the ground with them when the lead scout sees the enemy, thus demonstrating how fast you want them to react.

Wednesday - Week 1

Activity:

Practical tracking.

Purpose:

Confidence in tracking and observing the enemy.

Lessons to be Presented:

- Track-following drill and all points covered in past sessions.
- The awareness of looking through the jungle and how easily movement is detected.
- Emphasize how mistakes usually occur as the track runs into a different type of terrain requiring a mental adjustment.
- Let them get a little hasty to emphasize caution.

Sequence of Events

1. Meet at red square for transport.
2. Instructors/enemy/ students move to training area.
3. Brief enemy on sitting on track every 20 meters and remainder of enemy moving on.
4. Have sounds produced by bulk of enemy to emphasize the range of sound.
5. Make track a little more difficult, commensurate with team capability.
6. Track on.
7. Have team enemy leave sign in the main types of terrain where the best evidence of movement can be given:
 - a. Stream bed.
 - b. Up and down banks, gullies.

c. Moist soil, mud, and sand.

d. Thick undergrowth.

8. Explain the use of such terrain in confirming a track.

9. Have enemy shake a bush upon hearing the students and see how close they get before detecting this unnatural action.

10. Eat lunch informally and get to know some of your students; such bull sessions will be impossible later during the more formal portions of the training. Discuss the professional attitude that must be taken throughout the course and include praise up to that point if it is applicable.

11. Carry your garbage (including cigarette butts) -- your example will be worth a 100 warnings.

12. Finish tracking; give a short debrief.

13. It should be noted that a closer relationship between instructor and student leaders seems to better prepare the team leader and second in command for their responsibilities. In the past the trend was toward a strong professional attitude between instructor and students. The result was not very effective for the students were led by the instructor when these duties should have fallen on the team leader and second in command.

Thursday/Friday - Week 1

Activity:

Tactical move to training area and overnight bivouac at the base camp.

Purpose:

To practice reconnaissance patrol techniques covered in morning lecture and demonstrations. To familiarize the students with British rations, bivouac techniques, and practical tracking in rubber.

Lessons to be Presented:

Emphasis will be given to the following points:

1. Halts.

- Listening.
- Rest.
- Communications.
- Meal.
- Bivouac.

2. Obstacle crossing.

- Tactical obstacle.
- Obstacle to movement.

3. Contact drills, for various situations:
 - Enemy fires on team.
 - Enemy and team see each other at the same time.
 - Team sees enemy but is unseen by enemy.
 - Team hears or smells the enemy.
4. Silent signals.
5. Use of British dry rations.
6. Biouvac equipment.
7. Tracking.

Team return to base camp and cook up under direction of team instructors. Team instructor then explains the method of team debriefing, results expected, and the purpose of debriefing. Team briefing is carried out. Students will then sleep out, with one instructor bivouaced with each team. Students rendezvous at first light. Breakfast is cooked under direction of the team instructor, and then all return to the Jungle Warfare School.

Week 2

General

The aims of the second week are:

- To complete theoretical instruction in visual tracking.
- To give practical instruction in visual tracking.
- To teach elementary jungle craft.
- To make students aware of the necessity to detect ambushes and booby traps.

The instruction is given in and around a jungle base camp. Student teams are camped around the central lecture area; camps are not sited tactically. Students make themselves as comfortable as possible, but there is no cutting. At night there is no talking or lights.

Two instructors only from each team sleep in the student area. They may use lights but these must be kept to a minimum. The remaining instructors sleep in the enemy base camp; there are no restrictions on lights in this area.

Instructors carry a safety weapon and belt order whenever they are working with students.

Students carry a rifle and belt order when they are moving and have them immediately available at all other times.

Daily Programs

Day 1

An advance party of instructors will leave with the enemy before students. These instructors will lay out the pace course and receive the students in the base camp. The remaining instructors will brief the teams on the pace course and take them to the base area where they will erect their bivouacs.

The students will then receive a lecture on basic jungle navigation preparatory to the navigation exercise the following day. The remainder of the day will be devoted to practical tracking. The tracks should be easy, with plenty of top sign. Students must use the track-following drill. They must move slowly and quietly and at a tactical distance. Where possible teams should be working in groups of four. One of these groups should be made up from the potential commanders and second in command.

While the instructor will be concentrating on teaching visual tracking, he should check that the students are alert and observing. No attempt is to be made to conceal the enemy at the end of the track. When correcting contact drills, instructor should remember that at this stage the prime aim is to teach visual tracking.

The aim of the night movement exercise is to teach the students to move slowly and quietly by feeling his way with his feet and not his hand. After dark each team will be taken by an instructor down a track to a point approximately 200 meters from the base area. The students will then be dispatched individually at approximately two-minute intervals to return to the base area. Students will wait in the base area until all members of their team have returned.

Day 2

The navigation exercise will be performed in groups, the size of which will depend on the number of available instructors. The exercise is conducted as a point compass course. The following teaching points should be made:

- Relationship between map and ground.
- Necessity of continuously knowing position because of lack of visibility and therefore difficulty in finding position once lost.
- Need for counting ridges and streams and noting their direction and the distance between them.
- Importance of gradients.
Necessary map omissions.

Day 3

The aim of the age-judging lecture and demonstration is to teach the principles of judging age and illustrate these principles with examples.

It is unlikely that the students will be able to judge age accurately at any time during the course.

The practical tracking exercise will be similar to that of Day 1, except that the student must be made to interpret sign other than the artificial top sign. The artificial top sign is to be used as a guide to direction. It may be necessary to have the student describe the sign he sees, and for the instructor to point out any he misses.

The aim of the individual bivouac is to familiarize the student with the jungle, help him detect the unnatural, and teach him to work normally in what would otherwise be a hostile environment. The students must be briefed before being placed out. The amount of separation will obviously depend on the available space and number of students. Students should be placed out by 1730. Any student who is late reporting in the following morning will repeat the exercise.

Day 4

The aim of the booby trap lecture and demonstration is to make the students aware of the booby trap threat and demonstrate some of the warning signs and methods of installation used by the enemy.

The practical tracking exercise will be similar to that of Day 3, except that there should be a reduction in the amount of top sign, and the enemy is to be less obvious at the end of the tracks.

If necessary there will be repeat of the individual overnight bivouac for some students.

Day 5

The aim of the lead scout lecture and demonstration is to show the necessity for alert observation and to demonstrate some aspects of jungle craft.

The aim of the exercise in reading the sign lane is to demonstrate the amount of information that can be gained from a track and to show how a track picture is formed.

Week 3

General

The aims of this week's instruction are:

- Teach and exercise students in advanced visual tracking (difficult tracks and deception)
- Teach and exercise students in detecting ambushes and booby traps.
- Exercise students in jungle craft and patrolling drills.

It is emphasized that most of the daily work is instructional and will be repetitive to achieve uniform standards in all students.

Daily Programs

Day 1

The first few tracks (up to approximately lunch time) are to review the students and thus should be moderately easy. After this the amount of artificial top sign must be reduced. The enemy ambushes are to be obviously camouflaged so that the students can be exercised in detecting camouflaged positions.

Day 2

The main aim is to familiarize the students with possible deception tactics. While the pure tracking should not be made easy, instructors must take care that the combination of tracks and deceptive tactics does not present the student with a problem beyond his capability. The following deceptive tactics are to be used:

- Sharp turn round a big tree.
- Crossing a log, back-tracking, and then walking along the log.
- Sharp turn before a relatively clear area.
- Fade out.

Initially, the student will be told which tactic is going to be used against him. When he detects the deception the instructor must ensure that the student fully understands the sign which indicates deception.

An overnight track may be laid at the team instructor's discretion.

Day 3

This day is similar to Day 2 but includes instruction in booby traps. These traps are to be signed using the signs taught during Week 2.

No attempt is to be made to include deception, booby traps, and difficult tracks at the same time. This will be done later. Any two may be included in the same track.

The base camp will be nontactical. There will be a debrief in the evening.

Day 4

This is a repeat of Day 3. The enemy ambush positions should be camouflaged. Tracks will be longer and include such "incidents" as meal break/ smoke break, etc. These should not be manned by the enemy, but are designed to exercise the team in forming a track picture.

On completion, the students will go into individual bivouac areas by teams.

Summary

This week is the primary track-teaching week. There are a considerable number of skills the students will be practicing for the first time. Care must be taken to ensure that:

- There is a uniform level of knowledge among the students.
- Students do not lose confidence by presentation of problems beyond their capabilities.

Week 4

Aims of Exercise

To practice all those points presented in the previous weeks' instruction. All principles must be developed during this week.

Outline

Four teams independently, in a fluid situation on one continuous track. The emphasis must be placed on the following teaching points:

- Track-finding and verification.
- Deception tactics.
- Tracker reconnaissance patrol techniques.
- Base camp reconnaissance.
- Developing track picture.
- Navigation.
- Booby traps.
- Presenting students with real enemy situations (sound of a confident enemy in his base camp).
- Survival lecture.

Summary

The instructors must turn over to the student leaders the maximum of responsibility; students must be allowed to work out all problems on their own. Get involved only when you feel it will benefit the team. This is the final instructional week and all problems must be discovered and solved. The team must be prepared to meet all problems that will be presented in Week 5.

Week 5

Introduction

This week is designated to sum up the teaching of the previous four weeks of the visual tracking course. It is designated to present students with realistic situations that they must solve themselves without having instructors moving with them.

Aim

The purpose of this week's instruction is:

- Tracking and Patrolling.
- Team work.
- Contact drills.
- Rendezvous.
- Detecting booby traps.
- Navigation.
- Reconnaissance.

Scope

The exercise concept is adaptable to four or five teams working simultaneously, each one being faced with the same problem at approximately the same time in a different area.

Concept of Exercise

The exercise is divided into four legs or phases to cover four nights.

First Phase

The first phase begins Monday morning; team is put on immediate standby from 0800 Monday morning. Situation report comes in from

Province of an enemy ambush, carried out by guerrillas on road at grid coordinates XX. The team is briefed and taken out by transport to area by one instructor. At the site, one instructor fully briefs team on details of ambush, and the team is then left to its own devices to mount follow-up.

- Length of leg approximately 2500 meters.
- Leg finishes when team rendezvous with friendly partisan.

Second Phase

This phase will begin either Monday or Tuesday morning. A partisan gives information to the team of enemy group having moved through a road or bridge and seen to be carrying sabotage materials. The team should search the area on the basis of the information given to find food cache and explosives left for other regional guerrillas. The explosives are handed over to partisans or carried by the team; the team continues the follow-up:

- Leg approximately 2000 meters long.
- End of leg is another meeting with friendly partisan who gives information that enemy patrols were seen to concentrate and move off in a certain direction.

Third Phase

This phase is similar to the others except that the team knows it is tracking a larger force. If asked, the partisan will give information that covers size, dress, equipment, speed, and alertness of patrol. On this phase the team will encounter booby traps of various types, plus a number of delay snipers who shoot and scoot; this should tell the team that the enemy know they are being tracked and they could need support should they encounter a large enemy force. Leg finishes with the team coming upon an enemy force in the harbor area late Wednesday afternoon. The team calls headquarters and requests aerial fire support. A chopper strike is simulated by a jeep moving along the control road, throwing thunder flashes into enemy camp, and then moving off after neutralizing camp. When the team calls up support, it is instructed to move into enemy camp at completion of strike. The enemy flees, and the team is met by two instructors who simulate the support group choppered into the enemy area. This third leg is approximately 3000 meters long.

Fourth Phase

The fourth phase begins late Wednesday afternoon. Reconnaissance missions indicate that the enemy camp is in grid square X. The camp must be found and a full reconnaissance carried out. The team must then rendezvous at a simulated chopper pad. The essential lesson is to carry out full reconnaissance and rendezvous at the specified time or the mission will be a failure.

The information to be gained includes possible routes in and out; size of force in camp; and a detailed plan of the camp with all relevant information on weapons and habits.

This phase should be completed when a correct drill is carried out early Friday morning at the chopper landing point.

Control

Although the students are on their own, the whole exercise is strictly controlled by the use of:

- Fully briefed instructor partisans at designated control points which are, in fact, the ends of each leg.
- A large control road running parallel with the laid tracks.
- Use of a radio to determine the position of each team from situation reports.

Each phase is dependent on the speed with which the patrol team covers each leg; the first leg gives the main guideline as to whether the other legs can be completed. The plan is flexible enough to allow partisan instructor to alter timings before allowing the teams to move on to the next leg.

In the case of the fourth phase, the rendezvous after the reconnaissance can be altered to fit the position and speed of the teams.

Partisan Forces

A week prior to this exercise a province situation is built up for the teams with information concerning regional guerrillas and partisan forces working for a special ARVN unit in the area. The partisan must be pictured as having a special type of headwear for recognition purposes, while all other groups are considered enemy.

APPENDIX I

(U) BRITISH COMBAT TRACKER TEAM THREE-WEEK INSTRUCTION COURSE

WEEK 1

Aim

The aim of the week's training is to introduce the tracker dog to the visual trackers, teach elementary tracker team tactics, and clarify the advantages and disadvantages in the utilization of visual trackers and tracker dogs.

Program Outline

Day 1.

Day 1 begins with a lecture introduction to combat tracker team practices. The aim of this lecture is to describe the composition of the team, individual duties of team members, and sequence of events during a follow-up.

Next a background information lecture on war dog is given by the training officer of the 2 War Dog Training Unit. A demonstration of working tracker dogs is given; this is not a tactical demonstration of a combat tracker team.

Films of ambush and war dogs are shown to give examples of operational employment of war dogs.

A demonstration of a combat tracker team shows the sequence of events of a team working a track, including some of the formations used.

Day 2.

The activity of Day 2 emphasizes a practical follow-up. The aim of this day's training is to demonstrate the dog. Teams provide their own personnel to simulate the enemy. All members of the teams are to follow, in turn, directly behind the dog and observe the dog working. After this, they will never watch the dog. Tracks should be approximately 400 meters long. No attempt should be made to slow down the dog, in order that the team can see that the danger of running into an ambush is increased with speed.

The lecture and film on CTT tactics and "Keeping the Peace, pt III" are to suggest basic tactics.

Day 3.

The aim of this day is to practice tactical movement and contact drills. Enemy is provided. The dog handlers particularly will need training to standardize with the remainder of the team.

A night tracking exercise is included to prove that the dog can track at night. It is to be emphasized that this will rarely be operationally acceptable. The difficulties to be brought out are:

- Necessity for daylight to find start of track.
- Difficulty of the dog handler in reading his dog.
- Noise made.
- Danger of running into an ambush.
- Difficulty of finding the track once lost.

Day 4.

Practical follow-up; an enemy is provided. This is a fully tactical follow-up. Tracks should be approximately 1000 meters long. Halts are to be taken when necessary and the correct drill carried out. Teams and enemy are not to fraternize during halts.

Day 5.

An overnight track is to be followed. The tracks laid this day are to include such simple deception as dividing track into two, making sharp turns, and dead ends. On completion of the exercise there is to be a debrief when all, particularly the dog handlers, are encouraged to talk about their problems.

WEEK 2

Program Outline

Day 1.

Teams in moving vehicle are ambushed. This acts as first mission stimulator. It also has the advantage that the tracker teams may see the enemy, which will aid in first track identification. Trucks are hit by five to seven enemy. Smoke is thrown and the enemy vacate the position and move out swiftly.

The team should secure and neutralize enemy position. The purpose of this exercise is that when they sweep the position it will give them an appreciation of the damage to the track that friendlies will often produce. The team must develop a plan of security around position to emphasize the fact that they may have to do it.

The team should count enemy positions to gather information about the enemy and link their tracks to determine escape routes.

The track is checked out visually and confirmed. This is best done on terrain that affords abundance of sign, such as creek beds, heavy grass areas, banks, and muddy areas.

The track should be followed visually only for a minimal distance, and then the dogs should be used after confirmation.

If a track link-up fails, a coordinated search for the enemy track must be executed. For instance, the visual trackers try to cut the track by skirting the area around the ambush position, searching probable area of escape first. The team must have visual contact with the searching party to act as support.

The easiest and fastest exit routes that could have been used should be checked first. These should be run out until it is certain that no one has escaped by these tracks. The track must be travelled to a part that would show sign if anyone had used it. Locals should be asked but the questioner should be highly skeptical of information gained; such questioning is good for an indicator only.

It should be emphasized that the combat tracker team must close the gap between itself and the enemy by using caution and skill; the team must make its follow-up plan quickly. The dog must have the correct track pointed out - do not be careless. As the time lapse increases between incident and follow-up the possibility of boobytraps being used to slow you up increases. If you are on the scene quickly for follow-up, the possibility of snipers being used to slow you up increases.

After the team neutralizes the ambush position a situation report is forwarded to headquarters and instructions are requested. The net is left open for later transmission of follow-up plan.

When the track is confirmed, the dog is placed on the track and follow-up begins.

Three hundred meters from the incident the team receives sporadic sniper fire (three rounds only), which slows the team up. The instructor emphasizes after contact that the first two or three men should carry tracer rounds placed every other round in magazine. Snipers are hard to locate and the tracers would indicate to the rest of the team where the enemy is located.

The follow-up continues; support should be ready to take over; more emphasis should be placed on trees; tactical distance increases. After 800 meters the track splits slightly. The dog will cut between tracks or pick one of them. The instructor later makes this incident known so that the students become aware that the dog does not always indicate when the track splits; visual trackers must be alert. VTs must be switched on.

The follow up continues and ends. The team will have experienced the following:

- Seen the dog work in open terrain.
- Seen the dog cut a small split track.
- Found and confirmed a track.
- Witnessed destruction of track in an ambush position.
- Experienced sniper fire.

• Tracked near locals.

The enemy is found sitting in the open near Kampong, resting. The students shoot first or call up support. It should be emphasized that if the enemy goes into the village, the support should search the village; if the team goes into the village, they should have support all around it.

Day 2.

This day's exercise includes tracking from a mortar position. The team estimates the approximate location of the mortar position, cuts track, and follows. Four illumination rounds will be fired into the perimeter in each team's sector from a two-inch mortar during predesignated time periods the night before. Each team will be designated a sector prior to the exercise. Team instructors will throw thunder flashes 15 seconds after each round is fired to simulate exploding rounds.

The team leader and his assistant shoot azimuth to his mortar position to get direction. At first light the team moves out to locate position. To best locate the position the team should travel to approximately 100 meters short of the estimated position. Search across its front; then move around to the back of the estimated position. This will cut the exit route used and the track can then be back-tracked into the position.

The base plate position is found. The team should estimate numbers (equipment and weapons leave evidence). A small bivouac area is found; positions should be counted and condition estimated. Exit track should be confirmed and follow-up started.

Incorporate normal deception (where enemy have gone for water, etc.).

Follow-up brings team to open area where team must adopt an open formation.

Contact is set up in terrain where dog alerts; visual trackers can safely advance and reconnoiter the alerted area. A boobytrap should be set as a warning device. If the team calls support, the instructor goes forward and informs enemy they have been detected.

After the enemy has been disposed of, the team and the visual trackers move into the area by bounds, locate track, and continue follow-up.

During this exercise simple detection tactics should be used, such as walking along a narrow canal, backtracking and jumping across or walking a short distance in shallow water. The object is not to lose the team but to give them faith in the dog's ability to overcome deception. Therefore, deception must be simple but easy to identify as deception. No contact should be made with the enemy on this exercise until the final ambush. If the team does not detect the ambush, hit them hard with a well planned and executed ambush.

Day 3.

This day's exercise includes a mining incident. The team moves to the exercise area before first light to mount follow-up from a mining

incident that took place at 2200 hours the preceding night. The team begins the follow-up when it is light enough to track. Visual trackers find the bomb crater and the wire leading into the detonation position. The team finds the track and begins follow-up; a situation report is sent.

Two hundred meters down the track extra wire, empty rounds, containers, tape are buried; dog will possibly alert on it. It should be emphasized that the VC often bury equipment to be picked up later. To find his rifle is as beneficial as finding him for he is out of action for a while.

The follow-up continues with the following activities:

- Come to enemy bivouac area.
- Call up support to secure area of bivouac.
- Visual trackers search camp, team supporting.
- Boobytraps are found and bivouacs counted.
- The track out of camp is found and confirmed.
- Track leads to an area where the enemy is caught resting.
- Team calls up support unit to neutralize them.
- Map is captured giving the route of an enemy patrol that will be used the next day.
- HQ will later direct the team to be in on the ambush of that patrol.

The team is then told to move to loading zone for extraction. En-route to the loading zone enemy dressed as locals ambush the team. This emphasizes the fact that you never relax until extracted from a hostile area.

Day 4.

This day's exercise consists of a follow-up after accompanying an ambush. From information gained on the last mission, an ambush of an enemy patrol is ordered. The combat tracker team goes along in case any enemy escape the ambush (the team will actually conduct the ambush). The ambush is triggered; the enemy breaks fast, dropping some equipment. The team must decide what to do with it and determine if it is boobytrapped (they carry it along). One casualty and other equipment are left along the way to indicate that the enemy is in a hurry.

One man is dropped off by the enemy to serve as a sniper.

The main team objective is to overcome obstacles and close the gap between the team and the enemy.

WEEK 3

Aim

The aim of the third week's exercise is to complete the combat tracker course by practicing all the principles presented in the course.

Principal Lessons to be Presented

The principal lessons to be presented include:

- Situations as outlined in training instruction.
- Increased track difficulty.
- Introduction of more difficult deception.
- The problems involved in coordinating with a support element.

Summary

The exercises this week must present all the points that will properly prepare the team members for operations in Vietnam. Team debriefs are to be used to ensure that operational problems are fully understood, and possible solutions worked out.

APPENDIX J

(U) PHYSICAL TRAINING PROGRAM FOR BRITISH VISUAL TRACKER AND COMBAT TRACKER TEAM COURSES

Tuesday, Week 1	Fitness Run	20 minutes
	Demo & PE on log drill	10 minutes
	Push-up	10 repetitions
	Body twist	5 repetitions
	Sit-up	15 repetitions
	Knee bends	10 repetitions
	Leg lifts	2 minutes
Wednesday, Week 1	Fitness run	25 minutes
	Log drills	10 minutes
	Body twist	7 repetitions
	Eight-count push-up	8 repetitions
	Back lift	5 minutes
	Fireman' s carry	remainder
Thursday, Week 1	Fitness run	30 minutes
	Introduction to guerrilla exercises	
Monday, Week 2	Fitness run	35 minutes
	Log drills	5 minutes
	Leg wrestling	5 minutes
	Body twist	10 repetitions
	Sit-up	15 repetitions
Monday, Week 3	Fitness run	35 minutes
	Log drills	10 minutes
	Body twist	10 repetitions
	Leg lifts	2 minutes
	Duck walk	15 yards
Monday, Week 4	Body twist	10 repetitions
	Fitness run	35 minutes
	Leg wrestling	5 minutes
	Indian wrestling	5 minutes
	Sit-up	20 repetitions
Monday, Week 5	Fitness run	35 minutes
	Team 1IC and 2IC initiate individual team PT	
Monday, Week 6	Fitness run	40 minutes
	Same as Monday, Week 5	

APPENDIX J (concluded)

Tuesday, Week 6	Fitness run Guerrilla exercises	40 minutes
Wednesday, Week 6	Fitness run Log drills	40 minutes
Thursday, Week 6	Fitness run Team 1IC and 2IC initiate individual team PT	40 minutes
Monday, Week 7	Fitness run	50 minutes

APPENDIX K

(U) WAR DOG NOTES FOR COMBAT TRACKER TEAMS

USEFULNESS OF WAR DOGS

Disadvantages

- They require daily care and maintenance.
- They require regular continuation training.
- After a change of handlers they are nonoperative for a period.

Advantages

They are superior to anything so far produced by modern technology because they have acute senses of hearing and smell, in a comparatively compact and mobile package; they can be trained to use these senses in various ways.

GENERAL POINTS

- The term war dog includes all dogs used by the British Army.
- War dogs are not pets.
- A firm bond between handler and dog is essential.
- No one other than its handler should feed or pet a war dog or in any other way weaken the allegiance of the dog to its handler.

BASIC REQUIREMENTS FOR THE SUCCESSFUL USE OF WAR DOGS

- Dog - fit and well trained.
- Handler - fit, keen, know his dog and its capabilities and limitations.
- Task - dog used for the purpose for which it has been trained.

BASIC STANDARD FOR A TRAINED WAR DOG

- Physically fit.
- Agile and bold.
- Not gun shy
- Fully obedient
- Capable and dependable in the role for which it has been trained.

BASIC OBEDIENCE COMMANDS

- Heel
- Sit
- Down
- Stay
- Come
- Leave

TYPES OF WAR DOGS

- Guard
- Security
- Tracker
- Infantry patrol
- Casualty finding
- Search
- Mine detecting
- Arms recovery
- Messenger

SCENT

- Air scent - floating freely in the air.
- Ground scent - adhering to, or in the air close to, the ground or low vegetation.

TRACKER DOG

Capabilities

- Worked on a harness and an 18-foot tracking rope.
- Fully obedient.
- Trained to follow human scent (ground scent).
- Can begin tracking from the scent at a footprint or disturbed ground, or by being cast.
- Under reasonable conditions can begin tracking on a 24-hour cold scent and follow it over varying terrain; the fresher the scent the more chance of success.

- Once started on a track can differentiate between the scent of the quarry and the scent of other people who may cross this track.
- Will normally work an average track at the speed of a brisk walk.
- Should be fit enough to track for two days.
- Under favorable conditions will indicate silently to its handler when it is nearing the enemy.
- Can track both day and night.

Limitations

- Can not give verbal information regarding the enemy.
- Under trying conditions may go off a track temporarily to get water.
- When required to work a track for a long period under difficult conditions its ability may deteriorate.
- The speed at which the handler works the dog on a track is controlled by the team commander.
- If there should be a check at the rear of the column it is preferable for most dogs to be allowed to continue tracking slowly rather than halting them, and then starting them tracking again, but tactical considerations take priority.

Tracking Considerations

The dog will not always go where the enemy tracks can be seen. It is working on scent, not sight, and scent can drift.

If there should be a check in the track and the dog casts for scent, all the team, except the dog handler and his coverman, must remain still, even if the dog comes close to their legs. Team members must watch their respective area of responsibility, not the dog.

Night tracking is difficult for the handler because he cannot see and read his dog. The handler should have a luminous mark on his back to enable the coverman to keep contact with him.

Tracking situations:

- Sharp turns.
- Dead ends.
- Drifting scent.
- Cutting corners.
- Back tracking
- Track fade out.
- Up or down streams.
- Track split.

INFANTRY PATROL DOG

Use With A Combat Tracker Team

Although not part of a combat tracker team, the infantry patrol (IP) dog can be of assistance under certain conditions while following a track or if the team is used in a reconnaissance role.

Capabilities

- Can be worked by day either on an 18-foot pilot rope or loose.
- Can be worked by night on an 18-foot pilot rope.
- Will give silent indication of anyone in its vicinity, both when patrolling or when static.
- Can detect at a minimum range of 20 yards under unfavorable but workable conditions.

Limitations

- Cannot differentiate between friend and enemy.
- Cannot be used if conditions are extremely unfavorable.

Actions to be Taken on an Indication by an IP Dog

- Immediate ambush; the enemy may be approaching.
- If enemy does not appear within reasonable time, work the dog forward.
- If dog gives no further indication, the target is no longer in the vicinity.
- If the dog does alert again it shows that a source of human scent is still in the vicinity, either people or something which has recently been in contact with humans.

APPENDIX I.

(U) HAND AND ARM SIGNALS FOR COMBAT TRACKER TEAMS

To standardize the hand and arm signals used by students the signals described below are to be taught and used.

The number of signals has been kept to a minimum. They are designed to facilitate the passage of information and as executive signals to start drills. Signals like the obstacle signal, which may be used to indicate a clearing, a river, or a trail or road, have a broad meaning.

There may be a requirement for additional signals, but instructors must obtain authorization from the commanding officer before teaching them. It should be remembered that for the list to be practical it must be brief and not include signals for what should be automatic drills. Authorized signals are shown in Table IX.

TABLE IX (U). AUTHORIZED HAND AND ARM SIGNALS

Signal	Meaning
Clenched fist, thumb up	OK, on track
Clenched fist, thumb down	Enemy
Clenched fist, two fingers upright and crossed	Obstacle
Open hand, fingers together (usually shoulder high)	Halt
Open hand, fingers together, moving from rear to front	Advance
Clenched fist, two fingers on opposite shoulder	Team commander
Clenched fist, three fingers on opposite upper arm	Team second in command
Clenched fist, two fingers patting lips	Smoke halt
Clenched fist, one finger pointing down throat	Meal halt
Clenched fist, held against ear, like holding a hand set	Communication
Open hand, fingers together, back of hand against opposite ear	Bivouac
Cupped hand, fingers apart pointing up, thumb on outside	Boobytrap
Clenched fist, two fingers in inverted V	Rendezvous
(Any) Number of fingers opened from clenched fist	(Any) Number of minutes
Rifle in shoulder pointed in appropriate direction	Cover me
Clenched fist, one finger on tip of nose	Tracker dog
Spreadeagled hand on top of head	Scout dog
Clenched fist, two fingers extended stroking throat	Visual tracker

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