

MASTER  
LESSON PLAN

1966

INSTRUCTIONAL UNIT: Detection of Trip Wires, Booby Traps, Mines, etc.

TYPE: Lecture/Performance

TIME ALLOTTED: TBA

CLASS PRESENTED TO: Students of Scout Dog School

TOOLS, EQUIPMENT, & MATERIAL: Trip Wire, Artillery Simulators, Grenade Simulators, Flares, etc.

PERSONNEL: TBA

INSTRUCTIONAL AIDS: Dog & Equipment

REFERENCE:

STUDY ASSIGNMENT: None

STUDENT UNIFORM & EQUIPMENT: Duty, Notebook & Pencil

TROOP REQUIREMENT: TBA

I. Presentation:

A. Introduction:

(1) Attention Step: By use of a joke appropriate to class gain the students attention. Tie in w/previous hours of instruction, and in specialized training. We are about to begin the critical portion of this training. If you recall the class presented to you on psychology and have observed your dogs during training you will know that most dogs react differently under various conditions.

(2) Objective: During this block of instruction you will be given an understanding of techniques and methods used to train your dog.

(3) Reason: As many of you know BOOBY TRAPS, MINES, and HOME MADE DEVICES, have been used during wars for many years. These devices can KILL, DISABLE, HARASS, and worst of all affect the morale of the fighting unit. You will encounter many mines in Vietnam, therefore it is imperative that you apply yourself and pay strict attention. Although your dog is capable of detecting some of these devices, it is the ability of you to read your dogs alerts that may mean the success of your mission, or the possibility of you tripping a mine, DESTROY\*  
ING YOUR DOG, YOURSELF, OR SOME PATROL MEMBERS. (REMEMBER YOUR DOG IS NOT INFALLIBLE).

II. Explanation:

(1) Explain methods and techniques of teaching dogs to detect on mines, booby traps, and trip wires.

a. Preparatory Steps:

1. Dog should be under voice, and gesture control.
2. Dog should work slow and on loose leash.
3. Handler should walk slow, be alert, and observe dog at all times.

4. Leash should be tight on left wrist.
5. Weapon should be in right hand in ready position.
6. Dog should sit on a whispered command/or sit by a slight tug of the leash.

b. Change Over Procedures:

1. Place dog in sitting position.
2. Straddle Dog and brace him w/knees and legs.
3. Place harness on dog, buckle harness, hold harness firmly, unsnap leash from choke chain, and snap leash on harness.
4. Give command (Search) only once.
5. Patrol cautiously, slowly and be alert.
6. Keep an eye on your dog at all times.

(2) Booby Traps, Mines, Wires:

- a. Attach booby trap, simulator, flare, etc to a bush or a tree.
- b. Run your wire 20-30 ft along trail and attach to tree so instructor can set off explosion if necessary.
- c. If dog alerts sit dog and praise him.
- d. Disarm Booby Trap then walk around it giving praise to dog in an appreciative tone of voice.
- e. In many instances dogs will not alert on first patrol, make the dog sit (at a safe distance) away from booby trap, and instructor should set off booby trap. (This method should work for most dogs).
- f. Some dogs will require different methods such as, tripping the wire and setting off the charge, in many instances the above methods will work for most dogs.
- g. At the sound of the explosion the handler should jerk, tug, or pull his dog backward and command sit. Thus the dog will associate the alert and the explosion with the desired response to sit.
- h. After the first few exposed problems, the booby traps should be buried.
- i. Never run the dog on the same traps or area too often as the dogs will associate that with a given area, and be less alert in a different environment.
- j. Always include scent, sound or sight alerts on decoys in the same problem along with booby traps so that the dog will maintain his proficiency.
- k. Every handler should study his dog carefully, as some dogs alert on human scent by freezing, tense body, and remain locked on, while others may lunge forward in an aggressive attitude, attempting to seek and pursue the decoy. Others through repetition may automatically assume the sitting position.
- l. Alerts on booby traps, mines, etc. may vary with each dog, some may crouch, refuse to proceed, while others may jump back, with some assuming the sitting position. A typical example of this occurred on an actual ambush patrol as follows:

On the night of 12 Oct 65, with elements of "C" Co, 2/18 Inf, 1st Inf Div(US)(Scout Dog Team, Alf 433 R, 3d ARVN Scout Dog Platoon) refused to proceed along a trail during an ambush patrol. Upon checking the alert the Squad Leader discovered a trip wire stretched across the trail. Had the SDT not been employed, this patrol would have sustained casualties.

(3) FUNJI PITS, MIN TRAPS, etc.

- a. Dig a large hole approximately 6x6 and 3 ft deep.
- b. Cover hole carefully and camouflage so that it blends with natural terrain.
- c. If dog alerts sit dog, and praise him.
- d. Approach hole carefully, uncover it, then praise dog and go around.
- e. Most dogs will not alert the first time, in this case let the dog fall into the hole. This surprises most dogs, who after the first encounter associate this act with danger.

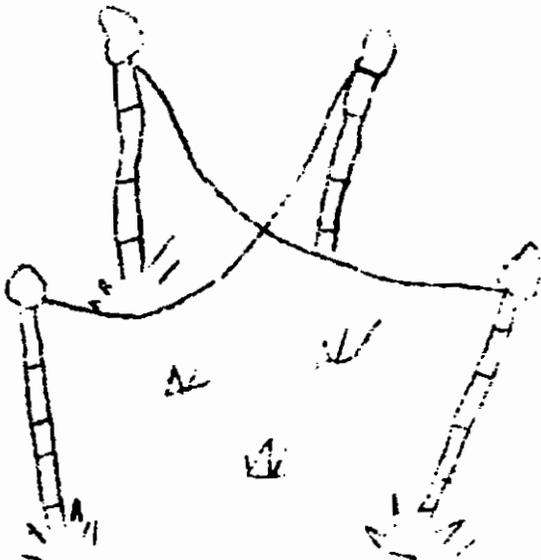
f. Observe your dog very carefully at all times, to determine his reaction. Many dogs will stop, crouch down, or attempt to jump. Some may try to go right or left to by pass the danger area. Handlers should command their dogs to sit, upon reading their alerts.

g. Regardless of what type of an alert or indication your dog displays, he should be rewarded for his performance.

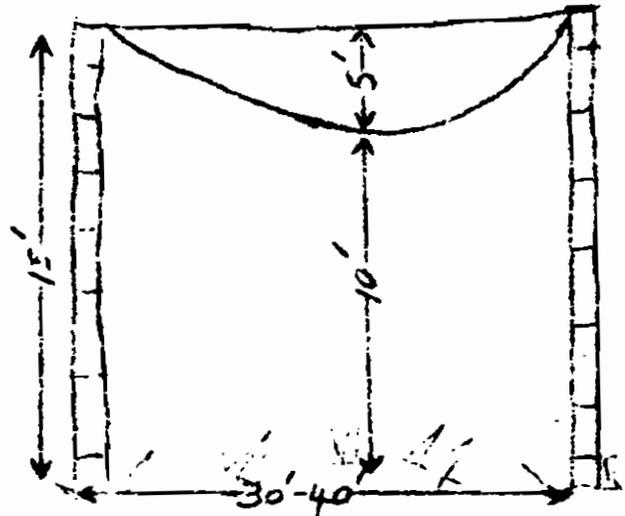
III. Summary:

- (1) Restatement: Restate all main points covered during class.
- (2) Appeal: Re-motivate class by re-emphasizing the importance of this training.
- (3) Introduction: Introduce next class.

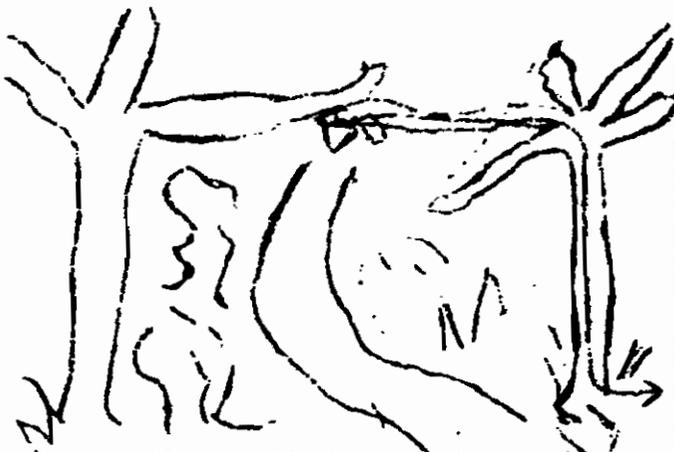
TRIP WIRES, BOOBY TRAPS, MINES, etc.



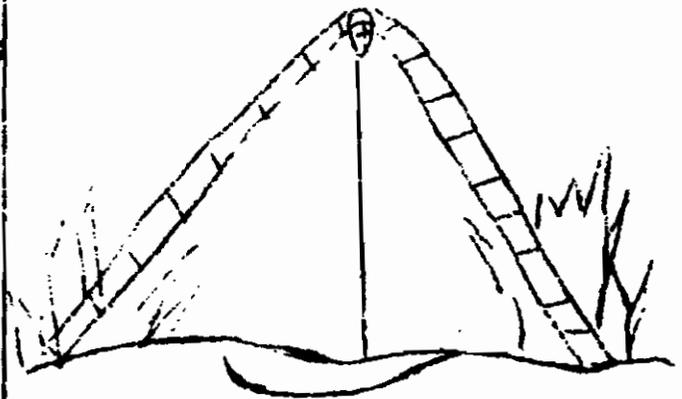
Grenades fastened to large punji stakes on likely helicopter landing zones are detonated when the helicopter sits down on the wires.



An anti-personnel trap for men riding on top of tanks or outside of other vehicles. Two grenades are hanging from a wire suspended between two camouflaged poles.



Artillery, Mortar rounds overhanging from limbs.



Bamboo arch across trail, activated by tripping the wire.