



VEHICLE STAGING CHECKLIST

□ Doors unlocked (ready to load)				
☐ Engine start check				
☐ Fluid Level check				
☐ Tire check				
☐ Exterior Tie Down check (signs, wire, litter, etc.)				
☐ Tow Rope check (ensure shackle is inside vehicle)				
□ Load Plan checked				
□ water				
□ MREs				
□ Tool Kit				
□ Jack Kit				
□ Trash bags				
□ 2 Body bags				
☐ 3 Exspray kits				
□ cooler w/ice				
☐ Spare tire w/rack				
☐ Spare hand mics				
☐ Spare antenna				
☐ Go Bags checked (inventory sheet)				
□ IED Cordon kit checked (inventory sheet)				
☐ Turret check (handheld stop sign)				
□ RHINO check				
□ DUKE check				
☐ Lights check (including external spotlights)				
☐ Radio/Commo check (proper fills, comsec, all headsets)				
□ FBCB2 check				
☐ Interior cleaned/swept out				
☐ Windows/mirrors cleaned (conduct every long halt)				
☐ TC flashlight check				
□ Additional Items:				



SPARTAN PATROL STANDARDS



Pre-Patrol Standards

- (a) Purpose. Remind all Paratroopers to review patrol fundamentals to avoid complacency during the last 100 days.
- (b) All elements conduct a thorough patrol briefing prior to the start of each patrol. See the minimum requirements listed below.
- (c) Conduct physical rehearsals (not just talk-through) of the following drills:
- (1) Rollover.
- (2) Vehicle fire.
- (3) Door removal / Soldier extraction.
- (4) Vehicle recovery.
- (d) Pre-patrol briefings must include the following information:
- (1) Enemy situation.
- (2) Known hazards / danger areas.
- (3) Mission (Task and Purpose).
- (4) Actions upon enemy contact.
- (5) Rules of Engagement (ROE), Escalation of Force (EOF), and weapons status / orientation.
- (6) Travel route.
- (7) Convoy speed and spacing.
- (8) Emergency breakdown procedures.
- (9) Accident procedures.
- (10) Lost vehicle procedures.
- (11) Locations for medical treatment facilities (MTF) along the route.
- (12) Procedures for calling in medical evacuation, including all frequencies and call signs to be used
- (13) Health threat briefing, including prevention (i.e. heat exhaustion).
- (14) Location / disposition of friendly forces, ISF, and concerned citizen checkpoints.
- (e) PCIs / PCCs will include the following:
- (1) Pre-mission PMCS of the vehicles.
- (2) Conduct commo checks and Duke system checks.
- (3) Inspect weapons, EOF tools, linked ammunition, and ammunition storage.
- (4) Inspect medical equipment.
- (5) Inspect vehicle recovery equipment, including door wrenches, tow straps, and winches.
- (6) Maps and BFT system preparations. Maps may include all checkpoints, start points, release points, and other graphic control measures as deemed necessary by the convoy commander.
- (7) Soldiers' personal protective equipment (PPE).
- (8) Conduct spot check backbriefs to ensure that Soldiers understand the mission and important details about the patrol.
- (f) Upon completion of the patrol, ensure proper clearing procedures are used to prevent negligent discharges. Use the buddy system to ensure that weapons are clear.



1-501 IN (ABN)



MISSION PATROL BRIEF <u>TASK ORG</u>

KEY WEAPONS/ORDER of MOVEMENT

LEAD:
V2:
V3:
V4:
V5:
V6:
V7:
V8:
V9:
V10:
Additional Vehicles:
Special Equipment: (I. E. Duke, Rhino etc.)
Personnel weapons:

	501
7/01	RONIMO



MISSION

ROUTE

- 1. Brief from Map
- 2. Routes (Primary, Alternate, Safe Haven, Hospitals, etc.)
- 3. Distance of each vehicle: 50 M or less in order to stay within the protective range of the DUKE system
- 4. Approximate Travel Time to Destination/Patrol:

SOI	ENEMY SIT: (Last 24 hrs, IEDs, known/suspected)
	(Last 2 i iiio, 1230, infown/saspestea)
	FRIENDLY SIT:
HV	Ts and vehicles on BOLO list in AO (see daily INSUM):
	COMMANDER'S INTENT:





COMMO

COMINIO					
RADIOS: (by Type): HARRIS, ASIP, ICOM, IMBTR					
<u>FREQS</u>					
INTERNAL:					
BN:					
SPECIAL:					
DISMOUNTED FREQS:					
*Ensure that you check in with each Unit TOC when you enter and leave their specific area of operations (AO)					





FSE at FOB ISKAN

CALL SIGN: GERONIMO 70 or 1 GERONIMO 14

FREQ: 76.450

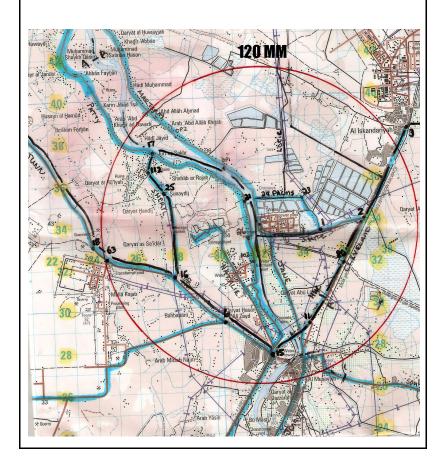
If untrained observer is calling for fires it is important to inform FSE/mortars so that they may walk the fires in.

2 TUBES set up at FOB ISKAN: 120 mm

MAX RANGE: 120 mm HE: 7200 M ILUM: 6700 M

MORTAR: Companies also have 60 \mbox{mm}

MORTAR PLT: call sign: CHAOS 5



CAS/ATK AVN



ATK AVN call sign is: Big Guns



ATK AVN can be coordinated in two ways:

- 1) Prior to an operation
- 2) Troops in contact

In order to utilize ATK AVN you will need:

- 1) Your location by GRID (and any other friendly elements in your area).
- Your location by signal: strobe, VS-17, smoke, IR, etc.
- 3) Enemy location by Degrees
- 4) Enemy location by Distance

CALLING FOR ATK AVN:

- When troops are in contact and you need to call for ATK AVN, contact 1-Geronimo Mike to request support.
- Once 1-Geronimo Mike has confirmed ATK AVN is in the air and on their way to your location, Big Guns will drop to YOUR frequency to coordinate support.
- If you are an untrained FO, let ATK AVN know so that they can better coordinate with you on the ground and give their full support.
- Let ATK AVN know your intent when they arrive on station; locating an enemy, engaging an enemy, etc. This will better facilitate the use of ATK AVN and maximize their support in any given situation.
- Be sure to give constant sitreps throughout their station time to give them better awareness of your developing situation and to assist you to their fullest abilities.



ACTIONS ON



All ACTIONS ON will be METT-TC dependent.

1. REACT TO CONTACT

A. If we receive small arms fire from an unknown position or a far ambush, we will call up a grid, mark the location on the FBCB2, and push through the area.

B. If we receive small arms fire from a known location or a near ambush, up-gunners will gain PID and lay down suppressive fire and we will attempt to maneuver on the enemy and eliminate the threat.

- 2. SNIPER ATTACK: If we receive sniper fire we will immediately take cover and attempt to locate the shooter. We will note the grid, call up to higher, and move through the area.
- 3. IED: In the event of an IED we will push through the blast area, taking up positions at the appropriate distances and access the situation, call up to higher, and look for any triggermen or secondary devices.
- 4. DISABLED VEHICLE: If we have a disabled vehicle, we will rig to tow. If we are unable to tow the vehicle then we will secure all personnel and sensitive items and await support
- 5. MINEFIELD: Convoy will halt and we will ground guide the vehicles back out the same way they came in.





<u>IEDs</u>

IF we spot an IED, WE OWN IT.

Immediately begin your 5 C's.

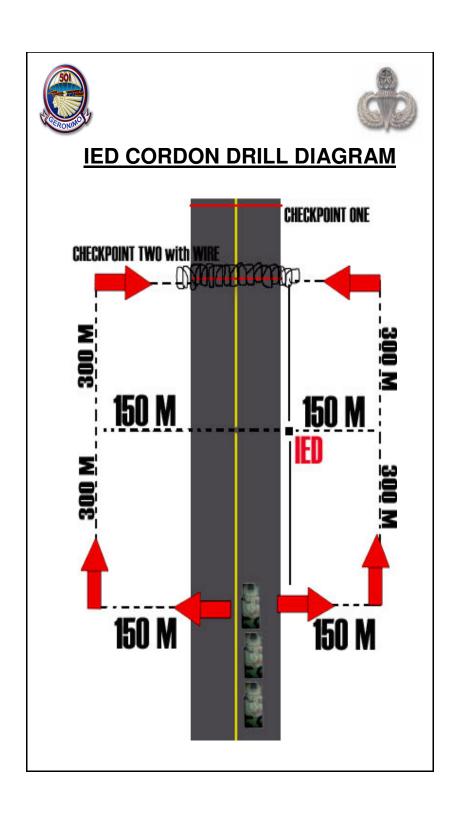
Confirm – Get eyes on (binos) and confirm that the IED is legitimate.

Clear – Check your 5 and 25 when exiting the vehicle.

Call – Report to higher with your 9 Line IED report.

Cordon – Conduct IED clearing drill and cordon off area. IF unable, contact higher for support.

Control – Maintain control of the area until EOD arrives and disarms the device





RULES OF ENGAGEMENT



Current as of:

Everyone will follow their ROE Cards based on current ROE Status

- You may engage the following individuals based on their conduct:
 - a. Persons who are committing hostile acts against CF.
 - b. Persons who are exhibiting hostile intent towards CF.
- 2. These persons may be engaged subject to the following instructions:
- A. Positive Identification (PID) is required prior to engagement. PID is a reasonable certainty that the proposed target is a legitimate military target. If no PID, contact your next higher commander for decision.
- C. Do not target or strike anyone who has surrendered or is out of combat due to sickness or wounds.
- D. Do not target or strike hospitals, mosques, churches, shrines, schools, museums, national monuments, and any other historical and cultural sites, civilian populated areas or buildings <u>UNLESS</u> the enemy is using them for military purposes or if necessary for your self-defense.
- E. Do not target or strike Iraqi Infrastructure (public works, commercial communication facilities, dams), Lines of Communication (roads, highways, tunnels, bridges, railways) and Economic Objects (commercial storage facilities, pipelines) UNLESS necessary for self-defense or if ordered by your commander. If you must fire on these objects, fire to disable and disrupt rather than destroy.
- F. <u>ALWAYS</u> minimize incidental injury, loss of life, and collateral damage



RULES OF ENGAGEMENT



Current as of:

Everyone will follow their ROE Cards based on current ROE Status.

- 3. The use of force, including deadly force, is authorized to protect the following:
- Yourself, your unit, and other friendly forces
- Detainees
- Civilians from crimes that are likely to cause death or serious bodily harm, such as murder or rape
- Personnel or property designated by the OIC when such actions are necessary to restore order and security
- In general, WARNING SHOTS are authorized ONLY when the use of deadly force would be authorized in that particular situation.
- Treat all civilians and their property with respect and dignity. Do not seize civilian property, including vehicles, unless the property presents a security threat. When possible give a receipt to the property's owner.
- 6. You may DETAIN civilians based upon a reasonable belief that the person: (1) must be detained for purposes of self-defense; (2) is interfering with CF mission accomplishment; (3) is on a list of persons wanted for questioning, arrest or detention; (4) is or was engaged in criminal activity; or (5) must be detained for imperative reasons of security. Anyone you detain <u>MUST</u> be protected. Force, up to and including deadly force, is authorized to protect detainees in your custody. You MUST fill out a detainee apprehension card for EVERY person you detain.
- MNC-I General Order No. 1 is in effect. Looting and the taking of war trophies are prohibited.
- 8. ALL personnel <u>MUST</u> report any suspected violations of the Law of War committed by any US, friendly or enemy force. Notify your chain of command, Judge Advocate, IG, Chaplain, or appropriate service-related investigative branch (e.g. CID, NCIS).





ESCALATION OF FORCE - FOR PERSONNEL

If time and circumstances permit, use graduated response measures:

- (1) SHOUT Warnings to Stop (Arabic: "Oogoff")
- (2) SHOW Weapon and intent to use it
- (3) SHOVE Restrain or Detain
- (4) <u>SHOOT</u> Warning Shot (only if deadly force would be authorized)
- (5) **SHOOT** To Eliminate Threat

YOU DO NOT HAVE TO GO THROUGH EACH STEP IF THE SITUATION DOES NOT SAFELY ALLOW!

ESCALATION OF FORCE - FOR VEHICLES

If time and circumstances permit, use graduated response measures:

- (1) SHOUT Warnings to Stop
 - (Arabic: "Oogoff")
- (2) SHOW Weapon and intent to use it.
- (3) SHOOT Warning Shot single shot at ground
- (4) SHOOT One shot placed in the grill
- (5) SHOOT Destroy Vehicle/Eliminate Threat

ROLLOVER DRILLS

In the event of a vehicle rollover, the following steps should be taken:

- 1 The rear passengers of the vehicle will grab the upgunner and pull him straight across their laps horizontally and hold onto him throughout the roll.
- 2 Once the vehicle has completed its roll, passengers will assess their situation and brace one arm against the vehicle, then release the seatbelt in order to help break their fall.
- 3 Passengers will look for the closest and easiest means of exiting the vehicle. (gunners hatch, rear hatch, or any door if it can be opened, or windshield)
- 4 Once the first man is out he will immediately pick up security. The second man out will assist the rest of the passengers out of the vehicle. From the number three man on, they will immediately pick up security until there is 360 degree security around the vehicle.
- 5 In the vehicle is on fire and cannot be put out with an extinguisher, all passengers will move to a covered and concealed position a safe distance from the vehicle and await support.
- 6 In the event that there are injuries or casualties, they will be treated once security is in place.





WATER EGRESS

When approaching a body of water, passengers should immediately unlock combat locks until they have safely passed the body of water. DO NOT UNDO SEAT BELTS THEY WILL HELP YOU SURVIVE THE ROLLOVER.

If a vehicle rolls over or is pushed into a body of water, passengers should evacuate the vehicle through the nearest opening, the easiest being the gunner's hatch.

If the vehicle is submerged in a body of water, passengers should immediately strip off all body armor and ACH and move to the closest exit.

If unable to evacuate the vehicle, passengers should look for an air pocket within the vehicle and hold steady until support arrives or until they can safely and effectively make their way out of the vehicle.





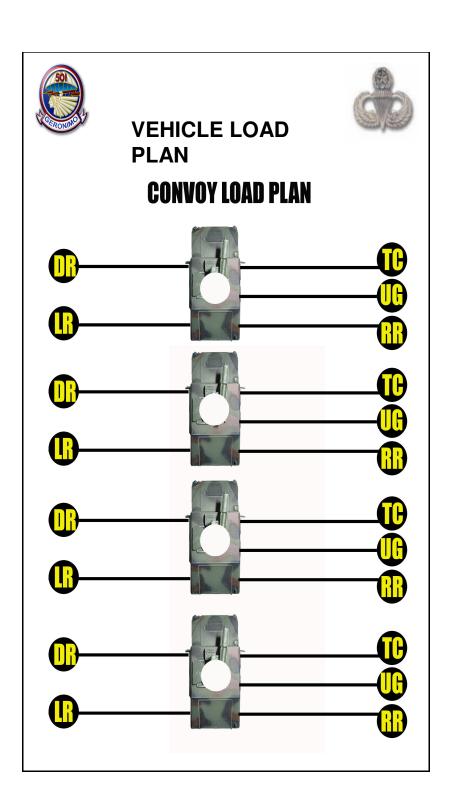
SPECIAL INSTRUCTIONS

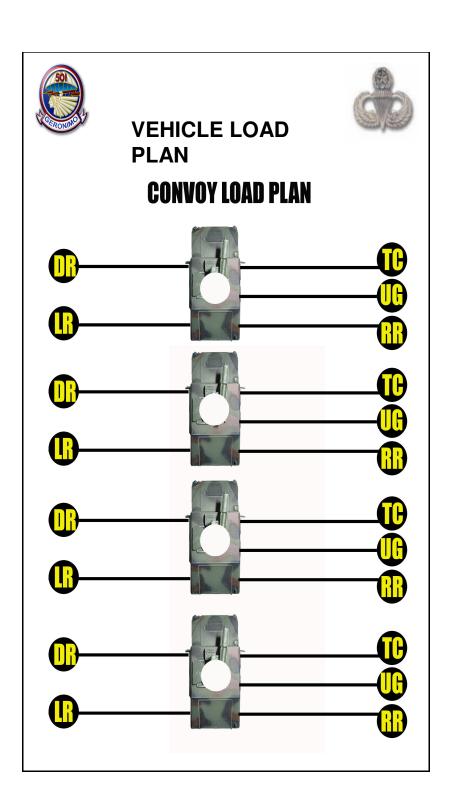
VEHICLE SPEED: is 25 MPH through main roads. Catch up speed is 30 MPH. Speeds may be adjusted according to the situation.

STOP: If STOP is called out over the radio, all vehicles will come to an IMMEDIATE HALT (not a slow, rolling stop). STOP means that someone has spotted something and they need to assess it. DO NOT FLOOD THE RADIO after STOP is called. ALLOW for the person who called stop to get eyes on and report back to the convoy as to what he sees.

LOW WIRES: Be aware of low wires in the area. The lead truck needs to relay to the convoy when approaching low wires so that upgunners may lower their antennas to proceed through the area without damaging infrastructure or themselves.

POSITIVE RELATIONS: with both IA, IP, and Local Nationals is critical to mission success. When passing through a CP, give a friendly wave or nod to the guard working there. You are encouraged to interact and communicate with both IA's, IP's and LN's while on mission. This helps both relations and can generate intel, both of which help the mission as a whole.









STANDARD RANGE CARD For use of this form see FM 7-8. The proponent agency is TRADOC						
SQD PLT CO	May be	used for all types	of direct fire	weapon	s.	MAGNETIC NORTH
NORTH .						
POSITION I	DENTIFICATION		DAT	E		
WEAPON			EACH CIR METERS	CLE EQU	ALS	
NO.	DIRECTION/ DEFLECTION	ELEVATION	RANGE	АММО	DESCR	RIPTION
REMARKS:						

DA FORM 5517-R, FEB 86





CAS 9 LINE BRIEF

1.	IP
2.	HEADING
3.	DISTANCE
4.	TARGET ELEV
5.	TGT DESCRIPTION
6.	TGT LOCATION
7.	TYPE MARK
8.	LOCATION OF FRIENDLIES BY DESCRIPTION (never give your grid coordinate unless talking to SPECTOR)
9.	EGRESS

POLAR CFF

LINE 1- MY GRID LOCATION

LINE 2. – ID/Warning Order

"Eagle 71 this is RED 40, Adjust Fire/FFE, POLAR, over."

LINE 3- MY GRID LOCATION

LINE 4- DISTANCE AND DIRECTION TO TARGET

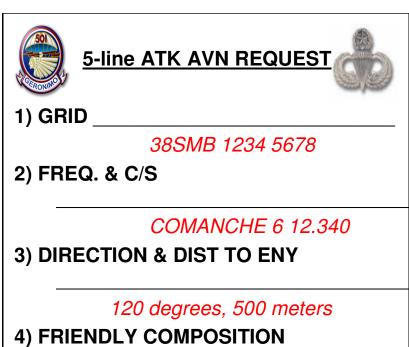
"Direction one five zero degrees/Mils, Distance seven hundred meters."

LINE 5 – TARGET DESCRIPTION

"Enemy Platoon in the Open."

LINE 6- COMMAND OF EXECUTION INSTRUCTION

"IMMEDIATE SUPPRESSION" or "FIRE FOR EFFECT" or "FIRE ON MY COMMAND"



1 SQD of dismounts and 4 Vs

5) ENEMY COMPOSTION

5 dismounts with machine gun



MEDEVAC (9-Line)



FIRST FIVE LINES & NATURE OF INJURIES ARE MANDATORY

(Grid Location of Pick-Up Site:
F	Radio Freq/Call Sign and Suffix:
N	Number of Patients by Type:
,	A. Urgent B. Urgent Surgical C. Priority D. Routine E. Convenience
5	Special Equipment Needed:
,	A. None B. Hoist C. Extractor D. Ventilator
N	Number of Patients by Type:
#	Litter #Ambulatory
S	Security of Pick Up Zone & Forces Present:
N	N. No Enemy Troops in Area
	P. Possible Enemy Troops in Area, Use Caution
E	E. Enemy Troops in Area; Approach with Caution
5	S. Enemy Troops in Area; Armed Escort Required
	Method of Marking: (DAY) Orange VS-17 Panel/Smoke(color)/Signal Mirro NIGHT) IR strobe/PAC4/PEQ2
	A. VS-17 Panels Pyro Smoke (color) None E. Other
F	Patient Nationality and Status
	A. US Military
	3. US Civilian
	C. Non US Military
	D. Non US Civilian E. Other
•	Other
N	NBC Contamination
١	Nuclear B. Biological C. Chemical
١	





IED/UXO 9 LINE

1.	Date-Time-group:
	When the item was discovered
2.	Report Activity and Location:
	Unit and grid location of the IED/UXO
3.	Contact Method:
	Radio frequency, call sign, POC, and telephone number
4.	Type of Ordnance:
	Dropped, projected, placed, or thrown. Give the number of items
5.	NBC Contaminations:
	If present, be as specific as possible.
6.	Resources Threatened:
	Equipment, facilities, or other assets threatened.
7.	Impact on Mission:
	Short description of current tactical situation and how the UXO/IED affects the status of the mission
8.	Protective Measures:
	Any measures taken to protect personnel and equipment
9.	Recommended Priority:
	Immediate, Indirect, Minor, No Threat.





VEHICLE RECOVERY 9 LINE

	<u> </u>
1.	Type of Vehicle:
	HMMWV, LMTV, FUELER, etc.
2.	Bumper Number:
	A33
3.	Grid Location:
	38SMB 1234 5678
4.	Best Avenue of Approach:
	RTE BIRD to 28th Street
5.	Recovery Site Marking:
	VS17, IR chem, etc
6.	Situation:
	a. Vehicle Symptoms: ie. What is vehicle doing/not doing
_	b. Vehicle Stuck: How bad?
7.	Callsigns and Freqs:
	Comanche 6 12.345
8.	Security of Route:
	Squad securing the turn onto 28th Street.
9.	Security of Location:
	3 x Gun trucks securing the site along with one SQD.
	_
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RECOVERY BATTLE DRILL

OPERATOR/CREW ACTIONS

Refer to Operator's manual
 Operator level troubleshooting
 ie; shift selector in neutral
 Self recovery
 Like vehicle recovery



If that fails

REPORT TO YOUR COMPANY:

Vehicle Location Situation Personnel



COMPANY ACTIONS

-Receive and verify report
-Request recovery
-Disposition of Ammo,
sensitive items, and personnel
-Contact Easy X-ray requesting
Maintenance support (USE RECOVERY 9-LINE)





CCA PROCEDURES



Common Net: Command Net

Coordination of Ahs will be decentralized down to the lowest level of a unit in direct enemy contact.

AIRCRAFT CHECK-IN

AIRCRAFT

- 1. Unit/Call Sign
- 2. Number & Type of AH
- 3. Position/ETA
- 4. Ordnance
- 5. Time on station
- 6. Task & Purpose if already given

GROUND ELEMENT

- 1. Your Call Sign and Composition
- 2. Your Location (front trace/how marked)
- 3. Location and Composition of Enemy
- 4. Mission (Task & Purpose Be Specific and update often)
- 5. Scheme of Maneuver
- 6. Clearance of Fires
- 7. UAS/IDF A2C2 measures

Ground Force Leader in Contact is the Clearance Authority for Close Fires



CCA TERMINOLOGY



INBOUND – AHs are initiating their attack

HOT - the unit is prepared to fire

COLD – the unit will not fire

CLEAR – AH is out of the fan of fire; ground unit is clear to go "HOT"

LASER-ON – Laser on Target

LASER-OFF - Laser is off

SPOT – Pilot's confirm laser on target

ROPE – Draw figure 8 overhead with IR pointer

SEQUENCE TO DECONFLICT FIRES

- 1. Ground Unit engages the target, if desired
- 2. Ahs call "INBOUND" and begin their run-in
- 3. Ground Unit/FO calls "COLD" and ceases fire/shifts fire
- 4. AH calls "HOT" and engages target
- 5. AH calls "CLEAR" when out of the fan of fire; Ground Unit/FO calls "HOT" as required
- 6. The sequence is repeated as needed



AH TARGET HAND-OVER 5-LINE



LINE 1 – (ID/Request for CCA)

"Bluewolf 6 this is RED 40, Request CCA"

LINE 2 – (Target Location)

"Target one eight zero Degrees/200 Meters"

LINE 3 – (Target Description/Method of Marking)

"Enemy troops in the open moving towards my position, marked by IZLID"

LINE 4 – (Friendly Position/Method of Marking)

"My position marked by IR strobe"

LINE 5 – (Restrictions/Clearance of Fires)

"Danger Close all friendlies behind my position"



FRIENDLY MARKING



DEVICE	С	DAY	NVG
Swing light		Х	Х
Thermal Tape	х		
Panel Marker		х	
Glint Tape	Х		х
Laser Marker	х		х
GPS Grid	х	Х	Х
IR Markers	х		Х
MRE Heaters	х		
Pengun Flare: will not be aimed at the AH		x	х
Signal Mirror		х	
Smoke Grenade		х	х
Star Cluster		х	х
Terrain Feature	Х	х	х



TARGET MARKING



DEVICE	С	DAY	NVG	TIS
Laser Markers	Х		Х	
Bearing/Distance from GPS grid	Х		X	
Terrain Feature		Х	X	Х
40mm Illum (GND shot)		Х	Х	Х
40mm Smoke X X X AH ATTACK HEADINGS				



AH RUN-IN HEADINGS TO THE TARGET SHOULD BE EITHER FROM BEHIND OR NEAR PARALLEL TO THE FRIENDLY FRONT-

LINE TRACE.



DANGER CLOSE ENGAGEMENTS

Stating "DANGER CLOSE" in the 5-Line:

The GROUND FORCE LEADER accepts increased risk and has taken appropriate measures to protect his troops (under cover, accurate marking, etc)

AH CREWS will not attack targets within danger close range unless the GROUND FORCE LEADER STATES "DANGER CLOSE"

AH ENGAGMENT RULES

DANGER CLOSE ORDINANCE delivery inside the 0.1 percent PROBABILITY OF INCAPACITATION (PI)
Distance will be considered "DANGER CLOSE"

The Supported Ground Force Leader accepts responsibility for this risk. REF: JP3-09.3.

<u>WEAPON</u>	DANGER CLOSE		MAX EFFECT
.50 Cal	150M	1500M	
30mm	40M	1700M	
2.75 RKT	240M	7000M	
Hellfire	105M	8000M	



HELLFIRE CONSIDERATIONS



- CCA procedures are primarily used for AH .50 cal, 30mm, & 2.75 rocket direct fire engagements
- AH CREWS determine the appropriate weapon system for each engagement
- HELLFIRE is suitable for engaging point targets (vehicles, bunkers, etc.)
- No modification to the 5-Line is required unless the Ground Unit (COLT/GLID) laser designates for the AH

GROUND UNIT LASER DESIGNATION

- 1. Add the following in the 5-Line remarks:
 - a. "HELLFIRE"
 - b. Designator's Laser/PRF code
 - c. Laser-to-target Line (LTL) in degrees
 - d. Designator's Location
- 2. AH calls "READY"
- 3. Designating Ground Unit calls "LASER-ON"
- 4. AH calls "SHOT" and fires; Designator continues lasing until HELLFIRE impact



MEDIA ON THE BATTLEFIELD



Journalism is a business which serves a vital role in keeping the public informed. An important factor in military operations, media has a significant effect, influencing world opinion and national policy.

As with any group, there are good and bad journalists. Most are responsible professionals trying to gather the facts, impressions, and human interest of a story. All are very competitive and "timeliness" in news gathering is critical to their success.

Types of Media:

PRINT MEDIA – explores an issue in-depth **PHOTOGRAPHERS** – want powerful storytelling images.

ELECTRONIC MEDIA (radio/TV) – limited by "air time" and tend to highlight and summarize, often with sound bites

HOMETOWN MEDIA – want the "local" angle

FOREIGN MEDIA – may require extra patience, reach an international audience and shape world opinion

WE MUST ENGAGE MEDIA TO TELL OUR STORY!





OPERATIONAL SECURITY (OPSEC)

Media will usually be "credentialed" and have an issued media "access" badge. If they do not, refuse access or comment; alert your chain of command and PAO of their presence.

Our no. 1 risk comes from divulging information that may provide tactical or operational intelligence value to an enemy.

If you are not sure if a topic is classified or sensitive, don't talk about it.

If you accidentally say something classified, ask the reporter not to use it and explain why. Also, report it through the chain of command.

Ask the local PAO for copies of approved media badges.

Be careful of assuming "friendships." Journalists are professionals with loyalty to their news organizations and the "story."

USE COMMON SENSE.



TIPS FOR SUCCESS



- A journalist's job is to ask questions you manage the answers.
- Remain in control of the interview; control your answers, your emotions, and the amount of time you give to an interview.
- Speak at your level of expertise.
- Keep your comments brief and to the point.
- Print reporters will take notes; slow down, let them write; use the brief pauses to think.
- One technique for journalists is to vary the questioning; 'hard soft soft hard...'
- Another technique used is to 'challenge' you and look for an emotional or heated response.
- When presented with multiple questions, answer only one at a time.
- Don't be pressured by silence.



MORE TIPS FOR SUCCESS

- Take a few, slow, deep breaths before you start; it increases oxygen to the brain.
- Be yourself! Be honest! Look Sharp!
- If you can't comment, tell the reporter why. For example: "For reasons of security for fellow paratroopers..."
- Tell your story and how you contribute to the mission.
- Don't use Army acronyms, technical terms, or Army jargon; people back home won't understand you. Use general terms.
- Complete your answer within 30 seconds if possible, then elaborate or expand as needed.
- The best defense is a good offense. Be proactive. Accentuate the positive.





ADVANCED TECHNIQUES

Before any response, pause and think about your answer. Pauses will not appear in print or on camera.

State your position or feelings upfront, it will keep your mind oriented during the interview.

Project energy and confidence; use open, friendly body language.

Journalists are looking for great quotes, so be prepared to give them something useful.

Provide interesting examples or measures of success.

Have three or four messages and drive them throughout the interview. Use these messages to summarize at the end.





TECHNIQUE – BRIDGING

Journalists are genuinely asking for either the status of an event or the human side of a story (how someone was affected).

Answer the reporter's questions with their needs and your messages in mind.

Politely 'agree' or 'disagree' with the journalist's assertion, then, 'Bridge' your message using a verbal bridge, such as;

- "...let's look at it from a broader perspective..."
- "...there's another consideration..."
- "...keep in mind the real success here..."
 - ...and state your message or example.

Deliver an interesting "soundbite": 5-10 seconds comment telling the 'Sparta Airborne Story'.





PROFESSIONALISM

You set an example. Your comments will be viewed by many as representative of the Army and the Spartan Airborne Brigade.

Consider everything you say to journalists as "On the record".

As a representative of the Spartan Airborne Brigade, our integrity, credibility and trust must never be in question.

Be honest. There's nothing wrong with saying, "I don't know," or "I can't discuss that."

Less than truthful answers will only heighten a reporter's curiosity and interest.

Generally, if you treat the media fairly and with respect, they will treat you in the same way.

If you have questions, contact your:

4-25 BCT(A)

Public Affairs Office (PAO)

384-2723

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OFFICE OF THE	(AMC to GROUND CMDR)
Ground Call S	- - Sign/Freq:
1. Team Com	p (Number & Type):
2. Aircraft Cur	rrent Location:
3. Munitions A	vailable:
4. Station Tim	e (w/20 mins. Reserve):
5. Night Capa	bilities (NVS, NVGs, IR Pointers):
ATTACK BRII	EF (GROUND to AIR)
	ESCRIPTION:
1. TANGET D	EGOTH HON.
2. TARGET L	OCATION (HDG/Distance from known point of friendlies):
3. METHOD (DF MARKING TARGET (smoke, laser, tracer, IR pointer, etc.):
4. LOCATION	OF FRIENDLIES (reference the target or grid coordinate):
5. METHOD (OF MARKING FRIENDLIES (smoke, VS17, etc.):
6. DESIRED	TARGET EFFECT:
7. GROUND	CMDRS INITIALS/DTG:
8. REMARKS	:
TOT/TTT:	
LTL:	
ELEVATION:	
ARTY/MORT	ARS GTL:
EGRESS DIR	ECTION:

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- □ 1x C.A.T Tourniquet (unwrapped from plastic)
- ☐ 1x Emergency Trauma
 Dressing
- ☐ 1 pair of Latex Gloves
- ☐ 1 Nasopharyngeal Airway (28 F or Larger)
- □ 1x Compressed Gauze
- ☐ 1x Roll Medical Tape
- ☐ 1x HEMCON Bandage
- ☐ 1x QUICKCLOT Sponge



Vehicle First Aid Kit

(min 1 per vehicle, does not replace WALK)

1X BAG, 1C3, COMBAI CASUALTY CARE
5x ATROPINE INJECTION AQUEOUS TYPE 0,7ML SYRINGE WITH NEEDLE
5x DIAZEPAM INJECTION USP 5MG/ML 2ML SYRINGE-NEEDLE UNIT AUTO INJ
ADAPTER CATHETER TO LUER SYRINGE SHORT LOCKING 5S
1 ROLL ADHESIVE TAPE SURGICAL POROUS WOVEN 3 INCHES BY 10 YARDS 4S
1x AIRWAY NASOPHARYNGEAL 9 MM ID 12MM OD KINK RES SMOOTH RD EDGES 10S
3x BANDAGES MUSLIN COMPRESSED OLIVE DRAB 37X37X52" TRAING W/SAFTY PINS
1 EA BANDAGE ELASTIC FLESH ROLLED NONSTERILE 6"X4.5YDS 12S
2 ROLLS BANDAGE GAUZE COTTON 6 PLY WHITE 4.5" WIDE 4.1 YDS LONG
2x BANDAGE KIT ELASTIC
5 EA BANDAGE ADH. 75X3" FLESH/CLEAR STER DRESS AFFIXED TO PLAS ADH100S
4 EA CATHETER IV INTROCAN SAFETY 18GAX1-1/4"LG WINGED NDL TEFLON 200S
1 EA CATHETER-NDL UNIT IV 14GAX3.25" LUER HUB AND NDL GUARD RADPQ 50S
1 EA DRESSING FIRST AID FIELD CAMOUFLAGED 11.5-12"W 11.5- 12"LG ABS
2 EA DRESING OCCLUSIVE ADHESIVE CLEAR 4.75X4" 5S
4 EA GLOVE PATIENT EXAMINING & TREATMENT SZ 10 LG PURPLE 4.3 MIL 100S
2 EA HETASTARCH IN LACTATED ELECTROLYTE INJECTION, 500ML
1 ADMINISTRATION SET INFUSION PUMP VENTED/UNVENTED
1 LUBRICANT SURGICAL 5 GRAM 144S
2 ORAL REHYDRATION SALTS USP 27.9 GM FOIL PACKET 125 PER PACKET
6x PAD ISOPROPYL ALCOHOL IMPREGNATED NONWVN COTTON/ RAYON WHITE 200S
6x PAD POVIDONE-IODINE INPRE STER COTTON/ RAYON 2X1.375" BROWN 100S
1 PR SISSORS BANDAGE 7.25" LG AND TO HDL 1.50" CUT LG BLUNT PTS CRS
1 SPLINT UNIVERSAL ALUM 36"O/A LG 4.25"W GRAY & OLIVE DRAB REUSE
1 EA SYRINGE AND NEEDLE HYPODERMIC SAFETY 3 ML 23 GA STER DISP 25S
1 TOURNIQUET NONPNEUMATIC ADULT 14X1" BLD TAKING DSGN RUBBERO/A
TOURNIQUET COMBAT APPLICATION ONE-HANDED
1 EA TUBE DRAINAGE SURGICAL PENROSE 1"X18" RUBBER RADIOPAGUE STER 6S

CLEARING BARREL PROCEDURES
ALL WEAPONS CLEARING WILL BE OBSERVED BY FIRST LINE
SUPERVISOR AND ALL CLEARING WILL BE DONE BY BUDDY TEAM

M4/M16	
Soldier	Leader
Places barrel of weapon into clearing barrel visually inspects selector lever to ensure it is on safe and states, "Weapon Safe"	Visually inspects selector lever after Soldier to ensure it is on safe and states, "Weapon Safe"
Removes magazine and hands magazine to Leader stating "Magazine"	Receives magazine from Soldier and states, "Magazine"
Locks bolt to rear and observes the ejection of round and states, "Round" as it ejects	Observes the ejection of round and states, "Round" after recovering the ejected round
Inspects chamber to ensure it is clear and states "Chamber Clear" upon verifying it is clear	Inspects chamber after Soldier and verifies it is clear and states, "Chamber Clear" (use white light in limited visibility)
Places barrel of weapon into clearing barrel and depresses bolt catch on weapon allowing the bolt to go forward	Observes to ensure Soldier places the barrel of his weapon into the clearing barrel and allows the bolt to go forward
Rotates selector switch from safe to semi and squeezes trigger, charge the weapon one time and rotates selector lever from Semi to Safe and states, "Weapon Safe"	Observes Soldier actions and visually verifies that the weapon is on Safe after Soldier executes and states, "Weapon Safe"
M203	
Soldier	Leader
Clears M4/M16 first (see above)	Ensures M4/M16 is cleared first (See above)
Depresses release button and pushes barrel forward, securing round in hand and places safety on Safe and states, "Weapon Safe"	Observes Soldier actions and receives ejected round and verifies safety on safe and states, "Weapon Safe"
Inspects breech to ensure it is clear and states, "Breech Clear"	Inspects breech after Soldier to ensure it is clear and states,



M9	
Soldier	Leader
Visually inspect decocking/safety lever is on safe and states, "Safe"	Visually inspect decocking/safety lever is on safe and states, "Safe"
Removes magazine and hands magazine to Leader and states, "Magazine"	Receives magazine from Soldier and states, "Magazine"
Locks slide to the rear and inspects chamber to ensure it is clear and states, "Clear"	Inspects chamber after Soldier to ensure it is clear and states, "Clear"
Places muzzle in clearing barrel, allows the slide to go forward and squeezes trigger	Observes Soldier actions
Places the decocking/safety lever on safe and states, "Safe"	Visually inspects decocking/safety lever to ensure it is on safe and states, "Safe"
MK 19	
Soldier	Vehicle Commander
Verifies weapon is on safe and	
states, "Safe"	Verifies weapon is on safe and states, "Safe"
states, "Safe" Raises cover assembly and lifts and removes the ammunition belt from the feed tray and states, "Belt"	Verifies weapon is on safe and states, "Safe" Observes Soldier lift the cover assembly and remove the ammunition belt from the feed tray and states, "Belt"
Raises cover assembly and lifts and removes the ammunition belt from the feed tray and states,	observes Soldier lift the cover assembly and remove the ammunition belt from the feed



CLEARING BARREL PROCEDURES ALL WEPONS CLEARING WILL BE OBSERVES BY FIRST LINE SUPERVISOR AND ALL CLEARING WILL BE DONE BY BUDDY TEAM

M240B/M249	
Soldier	Vehicle Commander
Verifies the safety is in the Safe position and states, "Safe"	Verifies the safety is in the Safe position and states, "Safe"
Raises cover assembly and lifts and removes the ammunition belt from the feed tray and states, "Belt"	Observes Soldier lift the cover assembly and remove the ammunition belt from the feed tray and states, "Belt"
Lifts feed tray and inspects chamber to verify it is clear and states, "Clear"	Inspects the chamber after Soldier to verify it is clear and states, "Clear"
Lowers feed tray cover and cover assembly ensuring he locks assembly	Observes the Soldier lower the feed tray and cover assembly locking it in place
Places safety on Fire position squeezes the trigger and rides the bolt forward and states, "Safer"	Observes the Soldier actions and once the bolt is ridden forward states, "Safe"
M2	
Soldier	Vehicle Commander
Unlocks the bolt latch release and raises the cover and states, "Cover"	Observes Soldier unlock the bolt latch release and the cover being lifted and states, "Cover"
Lifts and removes the ammunition belt from the feed tray and states, "Belt"	Observes Soldier remove the ammunition belt from the feed tray and states, "Belt"
Pulls back on charging handle and observes chamber and T slot to ensure they are clear and states, "Clear"	Observes the chamber and T slot after soldier to ensure they are clear and states, "Clear"
Rides the bolt forward and lowers the cover and states, "Safe"	Observes the Soldier ride the bolt forward and lower the cover and states, "Safe"



WEAPONS CLEARING





PCIs - Medical



- ☐ 1 x WALK / PLT (goal is 1 / vehicle)
- ☐ Medic Aid Bag
- ☐ Vehicle 1st Aid Kit (Combat Casualty Care bag)
 - \square 5 x Atropine Injection 0.7mL w/ needle
 - □ 5 x Diazepam Auto-Injector
 - ☐ 1 x Roll 3" Adhesive Tape
 - ☐ 1 x Airway

N DEVELOPMENT



LDR CARDS





PCIs - Vehicle



☐ Fluid Level check
□ Vehicle Refueled
☐ Interior cleaned/swept out
☐ Tire check
☐ Windows, Windshields, Mirrors Cleaned (@ every long halt)
□ Engine start check
□ Exterior Tie Down check (signs, wire, litter, etc.)
☐ Tow Rope check (ensure shackle is inside vehicle)
□ 1 x Tow bar / PLT
□ Load Plan checked
□ Roll of C-Wire
☐ 3 DOS water, MREs, cooler w/ ice
□ Tool Kit
□ Jack Kit
□ Trash bags
□ 2 Body bags
☐ 2 Exspray Kits / PLT
□ 2 x Litter / PLT
☐ Spare tire w/rack
□ Go Bags checked (inventory sheet)
☐ TC flashlight check
☐ Medical Kit PCIs Complete (see Card)
☐ IED Cordon kit checked (inventory sheet)
☐ Turret check (handheld stop sign)
□ RHINO check
□ DUKE check
☐ Lights check (including external spotlights)
☐ Radio/Commo check (proper fills, comsec, all headsets)
□ Spare antenna
☐ Spare hand mics
☐ BFT check (1 / Convoy min. prefer 2 systems)
□ Мар



PCIs - Commo



□ Radios Mounted & secured
□ 1 x Power Amp Radio / Truck (minimum)
□ Connections cleaned
□ 1 × ANCD / PLT
□ Comms Check Complete
□ Comms with PLT
□ Comms with Co
□ Frequncies Programmed
□ PLT
□ co
□ BN
☐ MEDEVAC Primary & Alt
□ BFT
□ DAGR/PLGR turned on
☐ Transceiver turned on
☐ SATCOM & GPS showing GREEN / AMBER
☐ Tracking current position
☐ FIPR to CO & BN CPs confirmed
☐ All necessary graphics loaded
□ COMMEX Complete (see card)
☐ Dismounted Radios Checked
□ Batteries
☐ Long-Whip Antenna with base
☐ Freqs loaded
□ Commo checks
☐ Hand mike present
□ ANCD tied-off
☐ All loaded in RTO pack



PCIs - CREW



□ CONVOY PLAN
□ PREFERED: CREW every other vehicle in convoy
☐ MINIMUM: 2 CREW for 5 vehicles
□ PRIOR TO VEHICLE STARTUP
□ Ensure all cables connected and kink free
☐ GPS cable
☐ Antenna Cable
☐ Remote to Main Cables
☐ Primary Unit Checks
☐ Switches to REMOTE, RUN, red cover down
☐ Nothing within 3" of unit
□ AFTER ENGINE STARTUP
☐ Remote switches to PWR ON, STBY, red cover down
□ After 10-15 seconds green light should blink (if not see Troubleshooting)
□ UPON ROLLING OUT GATE/SECURE AREA
☐ Remote Switches to PWR ON, RUN, red cover down
□ TROUBLESHOOTING
☐ IF get red fault light on startup
☐ PWR OFF, wait 10 seconds, PWR ON
☐ If problem not resolved can cycle power 3-4 times.
lue If problem persists then see EWO for fix.
☐ IF A FAULT APPEARS WHILE ON PATROL DO NOT TURN THE UNIT OFF AS IT STILL PROVIDES SOME PROTECTION. SEE EWO IMMEDIATELY UPON RETURN.



PCIs – Dismounted Operations

☐ Geronimo Standard Uniform	
□ IBA Complete	
☐ Neck & Groin Protectors	
☐ Side SAPI	
☐ Front & Rear Plates	
☐ Gloves	
□ Eye Pro (Shaded & Clear)	
☐ Ear Plugs	
□ ACH	
□ ID Tags	
☐ Camelbak full with Water	
☐ 6 x DACO Cards	
☐ IFAK or GC4 Pouch Complete	
□ NVGs Complete	
□ 2 x sets of Batteries	
☐ Functions Check	
□ Mounts to Helmet	
☐ Tied down	
□ Weapon System	
☐ Laser Check	
□ Extra Batteries for Laser and Optic	
☐ M68 Functions	
☐ Optics & Laser Tied-down	
□ Basic Load of Ammo present	
□ Commo	
☐ Checks IAW Commo Card	
☐ ICOM radio check	
□ Spare ICOM batteries present	
□ SQD Equipment	
□ SKEDCO	
☐ Breech Kit	
□ EPW Kit	
□ TSE Kit	



PCIs – Arctic Operations



	and an
□ Arctic	c Uniform Complete
	□ ECWCS clean & serviceable
	□ ICW Boots serviceable
	□ Balaclava
	□ Gloves
	□ Polypro Complete
	□ No Cotton t-shirts
☐ Arctic	c Ruck Complete
	$\hfill \Box$ Full sleeping system (balck bag, Gortex, and green bag)
	□ VB Boots
	□ Socks 2 pr.
	☐ Toilet Articles
	□ Polypro Top & Bottom
	□ Poncho Liner
	□ Waterproof Bag
	☐ Black Gloves w/ Inserts
	□ Neck Gaiter
	☐ Fleece Top
	□ MREs x 2
	□ Sleep Pad
	□ Arctic Mittens
	□ Balaclava
	□ Tactical Equipment



PCIs – Arctic Operations



Scow-Sled
Ten-man tent w/ liner
Telescopic Pole
Center Pole baseboard
Door Poles x 2
9' Rope x 3
Metal Tent Pegs x 18
Yukon stove w/ base plate
Burner Plate w/ drop valve & fuel line
Stove Pipes
5 gal fuel can
Fuel can adapter assembly w/ breather tube
Repair Kit (fuel line, burner plate,etc.)
Fuel Tripod
5 gal Water can
Lantern
Extra mantles x 4
Propane Fuel Bottles x 2
Fire Extinguisher
120' rope
Harnesses x 4
27' Rope
Squad Stove (MSR Stove)
Squad Cook Set
Book of Matches
Candles x 2
Large Trash bags x 5
Toilet Paper x 2
D-handle coal shovel x 2
Small Snow shovel x 2
Large Snow Shovel x 1
Pick/Mattock Handle x 2
Pick head
Mattock Head
Axe
Hammer x 2
Machete w/ sheath x 2
Bowsaw w/ blade x 2



PCIs – Airborne Operations



CRONING	1-225
□ Soldier Uniform & Equipment	
□ ID Card	
□ ID Tags	
□ ACH serviceable (2 x trap pads, 4 x oval pads, 1 crown pad)	x
□ Summer or Winter Uniform IAW OPORD	
☐ Knee pads	
☐ Elbow Pads	
☐ Ear Pro	
☐ Air Items Complete	
QRS attached to ruck	
☐ Hook-Pile Tape Lowering Line	
☐ H Harness Complete & Rigged	
☐ All Items tied-down IAW ASOP	
□ Ruck Complete IAW packing list	
□ Other	
☐ Assembly Aid IAW ASOP/OPORD	
□ Soldier Knowledge	
□ Soldier knows AA location	
☐ Soldier knows Assembly Aid	
□ Soldier knows Mission	
□ Soldier knows # of pax jumping	

COMMEX CARD

0	From	То	Method
0	BN	Comms Green	
0	BN TOC	BDE	P:
0	BN TOC	BDE	A:
0	BN TOC	BDE	C:
0	BN TOC	BDE	E:
0	BN TAC	Comms Green	
0	BN TAC	BN TOC	P:
0	BN TAC	BN TOC	A:
0	BN TAC	BN TOC	C:
0	BN TAC	BN TOC	E:
0	CO/PLT	Comms Green	
0	CO/PLT	BN TOC	P:
0	CO/PLT	BN TOC	A:
0	CO/PLT	BN TOC	C:
0	CO/PLT	BN TOC	E:
0	CO/PLT	Comms Green	
0	CO/PLT		P:
0	CO/PLT		A:
0	CO/PLT		P:
0	CO/PLT		A:
0	CO/PLT		P:
0	CO/PLT		A:
0	CO/PLT		P:
0	CO/PLT		A: