

Army Cadet Force



Fieldcraft Tactical Aide Memoire

2020 (Version 6)

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QUICK ATTACK ORDERS SLATE (QAOS)

Time (mins)

01	Orders in Min/Now		
----	--------------------------	--	--

This card is a prompt for reacting to contact. Advance to Contact orders must be delivered beforehand.

		Location	Strength	Types	Obstacles
02	Enemy Use Sketch	A.	B.	C.	D.
03	SOM	Left 1 up / Left 2 up / Frontal / Right 1 Up / Right 2 up			

Task Organisation

04	Orbat Changes (e.g. Gun Group)	A.
----	--	----

C/S	Loc (Ref Point)	Axis / Dir (mils mag)
-----	-----------------	-----------------------

05	Suppress	A.	B.	C.
06	Assault	A.	B.	C.
07	Echelon	A.	B.	C.
08	Reserve	A.	B.	C.

QUICK ATTACK ORDERS SLATE (QAOS)

Co-Ord Instructions

09	Assy Area	A. Loc		B. OOM
10	LD	A. Loc		B. Axis
11	FUP	A. Loc		B. Secured by
12	Left Bdry			
13	Right Bdry			
14	H hour	A. Time		B. Signal
15	Direct Fire Support	A. Target	B. Time	C. Type
16	Indirect Fire Support	A. Target	B. Time	C. Type
17	Switch Fire Signal	A. Radio/Smoke/Mini flare/Panel/IR Flash/IR Strobe/LLM		
18	Combat ID	A. Mini flare/Panel/IR Flash/IR Strobe/LLM/Cyalume		
19	FSCM	A. Restricted Fire Lines / No Fire Lines		
20	LOE	A. Loc		

CSS

21	Change To CASEVAC	A.		
22	RV	A.	B.	

23	Command	A.		
24	Summary			
25	Questions			
26	Confirm Time			

WARNING ORDER (SKETCH ON REVERSE)

Situation	
Ground OCOKA	
Enemy	
Friendly Forces	
Probable Mission	
Own Main Effort	
Timings	
H Hr NMB Other	
O Group	
Location	
Time	
CSS	
Changes to SOPs	
Med	
Other	
Acknowledge	

Sketch / Notes

QUICK BATTLE ORDERS (QBOs)

1	PRELIMINARIES	Security of Orders Group (O' Group)	Location	
			Sentries	
			Action on Attack	
		Administration	Introductions	
			Seating Plan	
			Map Folds	
			Model Description	
		Weather	First Light	
			Last Light	
			Forecast	
			Moon State	
			Visibility	
		Task ORG		
		G	Ground in General and Grain of the terrain:	
		R	Ridges and re-entrants:	
		O	Observation posts:	
		U	Undergrowth and Cover:	
		N	No-Go and Slow Areas:	
		D	Dead Ground and darkness/poor Visibility:	

QUICK BATTLE ORDERS (QBOs)

2	SITUATION	Enemy	Strength	
			Weapons	
			Dress	
			Morale	
			Routine	
			Intentions	
		Friendly	2 up & Comd's Intent	
			1 up Comd's intent and main effort	
			Locations of neighbouring forces which may impact mission	
			Fire Support	
Civilians	Friendly / Unfriendly			
	Locations / Tasks			
3	MISSION	To:		
		In order to:		
		Intent		
		Scheme of Movement		
		Main Effort		
		Outline of Phases	This will be a 5 phase operation: 1. Prep Moves 2. Route Out 3. Action in FRV 4. Action on OBJ 5. Withdrawal to FRV	

QUICK BATTLE ORDERS (QBOs)

4	EXECUTION (1)	Prep Moves	Time of Rehearsals			
			Time Out			
			Route to FRV			
			Location of FRV			
			Actions on:	Ambush		
	Breakdown					
	Enemy Contact					
	Casualty					
	EXECUTION (2)	Route Out	Navigation (Detail of Route card)			
			Formation			
			Arcs			
			RV Drills			
			Confirmation and Occupation of FRV			
			Actions on:	Enemy pre-Seen		
				Contact		
Casualty						
Separated						
Lost						
EXECUTION (3)	Action at FRV	Recce	Position			
			Route in			
			Formation			
		FRV Protection	Arcs			
			Signal to open fire			
		Actions on:	Contact			
			Loc by Enemy			
			En Pre Seen			
		FRV Group contacted by enemy				

QUICK BATTLE ORDERS (QBOs)

4	EXECUTION (4)	Action On Objective	Method of Occupation		
			Route in		
			Formation		
			Action when in position		
			Actions on:	Enemy pre-Seen	
				Contact	
				Casualty	
				Enemy Counter Attack	
				POW	
	EXECUTION (5)	Withdrawal (To FRV)	Signal to Withdraw		
			Method of Collapse		
			Route		
			Formation		
			Action on FRV		
Signal to Move Out					
Actions on:			Contact		
			Enemy Pre Seen		
			Casualty		
	Separated				
	Lost				

QUICK BATTLE ORDERS (QBOs)

5	SERVICE SUPPORT	Dress		
		Equipment		
		Weapons		
		Ammunition		
		Rations		
		Medical		
		Prisoners of War		
		Transport		
6	COMMAND & SIGNAL	HQ's	Location	
			Alternative Commanders	
			Movement	
		Communication	Frequencies/Channels	
			Call Signs	
			Reporting Procedures	
		Codes	Code Words	
			Nick Names	
			Nick Numbers	

ROUTE CARD

Leg	From		To		Bearing		Distance	Remarks
	Grid	Location	Grid	Location	Grid	Mag		
1								
2								
3								
4								
5								
6								

ROUTE CARD

Leg	From		To		Bearing		Distance	Remarks
	Grid	Location	Grid	Location	Grid	Mag		
1								
2								
3								
4								
5								
6								

SITREP

When?	
Where?	
What was it?	
What Was it doing?	
What are you going to do about it?	

PATROL REPORT

(PAGE 1)

To		Report Number
From		
Title		
As At (DTG)		

1	Patrol designation	
	Call sign or nickname	
	Parent unit/sub unit	
2	Composition of patrol	
3	Task / Mission	
4	Departure (DTG)	
5	Return (DTG)	
6	Route out / in	

PATROL REPORT

(PAGE 2)

7	Enemy	
	Location (GR) ^[L] _[SEP]	
	Time activity observed (DTG)	
	Strength ^[L] _[SEP]	
	Activity/attitude	
	Weapons and equipment	
	Disposition ^[L] _[SEP]	
	Intentions ^[L] _[SEP]	
	Additional observations	
	Command posts identified	
8	Miscellaneous Information	
9	Results of any encounters	
10	Condition of patrol	
	Casualties	
	Missing	
	Captured	
11	Additional Information and conclusions	

CONTACT REPORT (SALTA/WALTA)

Initial		Hello 0 this is C/S CONTACT , Wait out.			
S/W	Strength of En/Who is Involved				
A	En Activity	What happened?			
L	Location	EF	Use full GR		
		FF	Use full GR		
T	Time	DTG of Contact / Sighting e.g 22 1500 Mar 18			
A	Action of FF	What have you done/intentions? e.g. Clear and Cordon			
Agencies Required (if required)		QRF		Host Nation Forces	
		AVN		Host Nation Police	
		EOD			
		Search			
		Medevac			
		Recovery			
ICP Loc (if required)					
ICP Safe Route (if required)					
En STRENGTH , En ACTIVITY , LOCATIONS , TIME of Sighting, Friendly Action					

CONTACT REPORT

Initial	Hello 0 this is C/S CONTACT , Wait out.
Time of CONTACT/ SIGHTING	
Location of CONTACT/ SIGHTING	
Location of Observer	
Target Description	
Action by Target	
Action by own forces	

MIST(AT) REPORT

This additional MIST(AT) REPORT can be detached
and back loaded with the casualty

**Do not delay launch of MEDEVAC – supply further Information
once is available:**

Zap Number		In Known e.g. C33984		
M	Mechanism of Injury (and what time of known)	(M)	(Time)	
I	Injury or Illness Sustained	(I)		
S	Symptoms and Vital Signs	(S)		
	C – Catastrophic Bleeding	Time	Time	Time
	A – Airway	C	C	C
	B – Breathing	A	A	A
	C – Pulse Rate	B	B	B
	D – Conscious / Unconscious	C	C	C
	E – Other Signs	D	D	D
		E	E	E
T	Treatment Given (e.g. Tourniquet and time applied.)	(T)		
A	Age of the casualty (Adult / Child at least)	(A)		
T	Time of wounding	(T)		
Notes:				
1. Specify if critical medical supplies are needed to be brought in with MEDEVAC.				
2. '9-Line' is not used for requests to move casualties who are killed in action (KIA) at the scene.				

MEDEVAC

"9-Line" REQUEST			DTG:	UNIT:
		 D	
1	Location (Grid of HLS)		(1)	
2	Callsign & Freq		(2)	
3	Number of Patients / Precedence		(3) A..... B..... C.....	
	A - URGENT (to be ar R2 or R3 within 60 mins)	B - PRIORITY (to be ar R2 or R3 within 4 Hrs)	C - PRIORITY (to be ar R2 or R3 within 24 Hrs)	
4	Special Equipment Required		(4)	
	A - NONE	B - HOIST	C - EXTRACTION EQUIP	D - VENTILATOR E - OTHER
5	Number of Patients / Type		(5)	
	L - LITTER (Stretcher)	B - AMBULATED (Walking)	E - ESCORTS (e.g. for child patient)	
6	Security of HLS		(6)	
	N - NO ENEMY		E - ENEMY IN AREA	
	P - POSSIBLE ENEMY		X - ARMED ESCORT REQUIRED	
7	HLS Marking Method		(7)	
	A - Panels	B - Pyro	C - Smoke (Colour)	D - None E - Other
8	Number of Patients by Nationality / Status		(8) A..... B..... C..... D..... E..... F..... G..... H.....	
	A - Coalition Forces (CF)	B - Coalition Civilian	C - Non-Coalition Security Forces	
	D - Non-Coalition Civilian	E - Opposing Forces / Detainees	F - Child	
	G - Embedded Interpreter	H - CIVCAS caused by ISAF / CF		
9	HLS TERRAIN / OBSTACLES		(9)	

10 LINER EOD REPORT

1	DTG	Date, Time of Incident / expl e.g. 221500Nov 09		
2	Loc of Explosion	Grid Ref Use full UTM GR		
3	Scene	Description of Items e.g. Buried IED		
4	C/S Activity Prior to incident / Find	Msn, Task, Tpt e.g. Op BARMA		
5	RV Loc & Approach	RV Grid, HLS Grid, Safe Route to RV e.g. AB123456 from West		
6	Incident Comd / POC	C/S of Comd, Name of Incident Comd		
7	Tac Sit	En Activity, Ability to Cordon, Ability to Hold Ground.		
8	Threat	Short: Expl, Targeting of FF Tps Long: Exploitable Items / Removal by EF Secondary Hazards.		
9	Initial Request	Cordon, Evac started, Prot to Pers		
10	Priority	Immediate		
		Urgent Pre Expl		Urgent Post Expl
		Minor	Routine	No Threat
4 C's: Confirm, Clear, Cordon, Control				

SECTION COMMANDER'S CARD

Remarks												
Med (allergies etc)												
B Gp												
Zap No												
Name												

2IC'S CARD

Specialist Kit												
ECM												
Ammo												
WPN Butt												
WPN Ser No												
Name												

SENTRY ORDERS

1	Location of post and neighbouring posts if known.	
2	Tactical situation, including current alert state.	
3	Names of landmarks/reference points.	
4	Length of duty and time of relief.	
5	Route in/out.	
6	Method of relief.	
7	Method of alerting commander/own troops.	
8	Reporting chain.	
9	Concealment.	
10	Dress.	
11	Equipment.	Binoculars and torch. (CWS / Thermal Imaging Sights)
		Communications and alarm system.
		Map, compass, notebook and pen.
		Range Card
12	Arc of observation and fire.	
13	Action on suspicious movement.	
14	Method of challenging.	
15	ROE / Orders for opening fire.	
16	Friendly patrols - times out and in, strengths.	
17	Location of trip flares, wire etc.	
18	Password and time it changes.	

SENTRY ROSTER

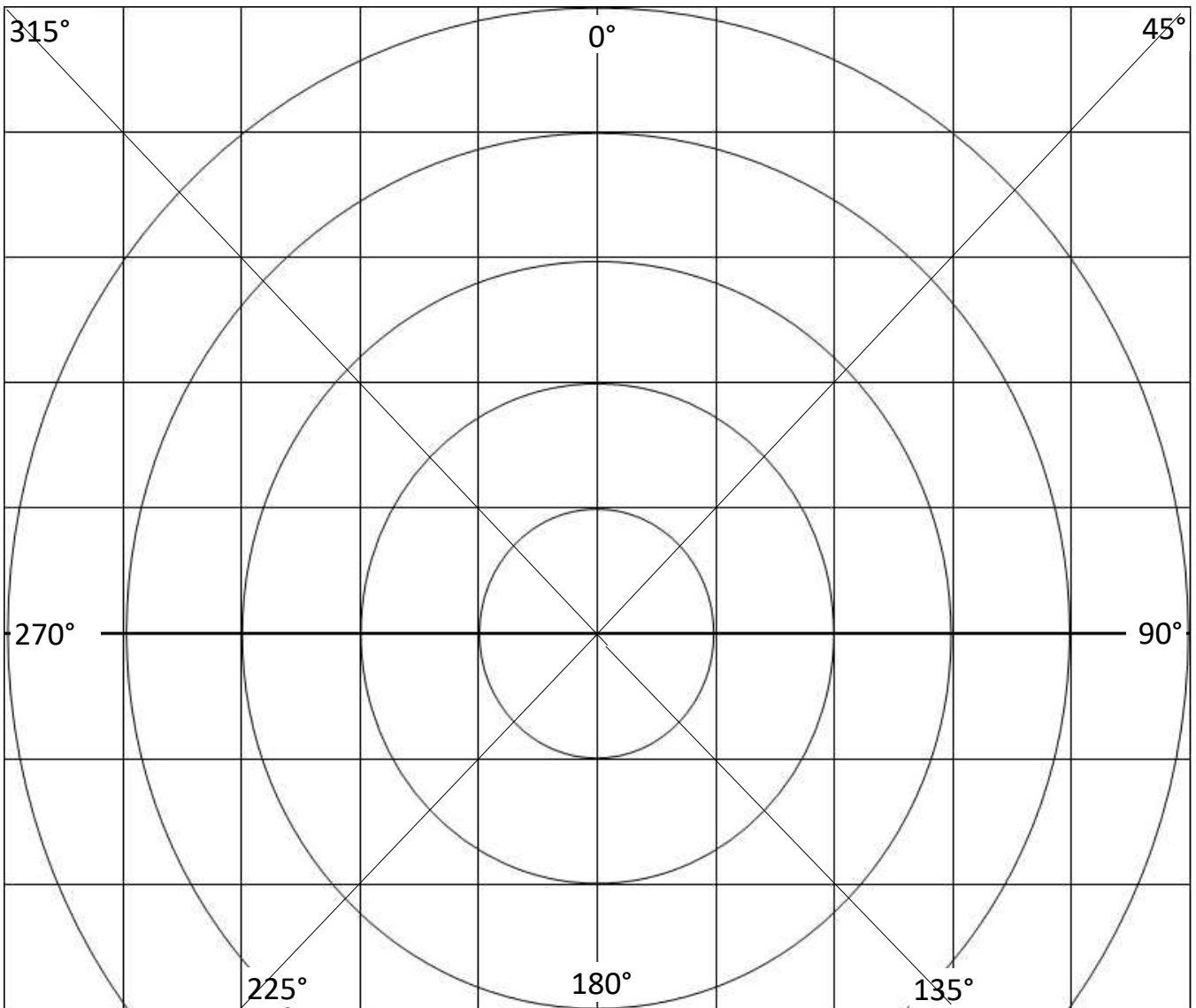
Ser	Time of Duty	Sentry	Ser	Time of Duty	Sentry
1	0000-0100		24	1200-1300	
2	0030-0130		25	1230-1330	
3	0100-0200		26	1300-1400	
4	0130-0230		27	1330-1430	
5	0200-0300		28	1400-1500	
6	0230-0330		29	1430-1530	
7	0300-0400		30	1500-1600	
8	0330-0430		31	1530-1630	
9	0400-0500		32	1600-1700	
10	0430-0530		33	1630-1730	
11	0500-0600		34	1700-1800	
12	0530-0630		35	1730-1830	
13	0600-0700		36	1800-1900	
14	0630-0730		37	1830-1930	
15	0700-0800		38	1900-2000	
16	0730-0830		40	1930-2030	
17	0800-0900		41	2000-2100	
18	0830-0930		42	2030-2130	
19	0900-1000		43	2100-2200	
20	0930-1030		44	2130-2230	
21	1000-1100		45	2200-2230	
22	1030-1130		46	2230-2330	
22	1100-1200		47	2300-0000	
23	1130-1230		48	2330-0030	

SENTRY CHALLENGING PROCEDURE

Serial	Action by Sentry	Action by Person or Group Challenged
1	Alerts their immediate commander of the approach of a person/group and covers movement with their weapon	
2	Waits until the person/group approaching is within audible range, but not so close that the position can be rushed, and then orders him/them to stop with the command ' HALT - HANDS UP '	Halt, raises hands.
3	Orders by voice or sign for one person to approach - ' ADVANCE ONE '	Person or group leader advances towards the sentry position.
4	Allows the unknown person to approach close enough for visual recognition, or to give the challenge in a quiet voice, and then orders him to stop - ' HALT '	Halts.
5	Gives the challenge quietly eg ' BRAVO BRAVO (1) ' - if they do not recognize the person. Only repeat if circumstances warrant, eg windy night.	Gives the reply eg ' ECHO ECHO '
6	If doubtful of the response, ensure that the individual/group keep their distance and then re-challenge.	Gives the reply eg ' ECHO ECHO '
7	Calls the remainder of the group forward, either as individuals: ' ADVANCE ONE ' or altogether: ' ADVANCE ' - as the situation or their orders dictate.	Second unknown person or the remainder of the group, advance to be recognised by the sentry, assisted by the group leader who stays with the sentry until all have passed.

RANGE CARD

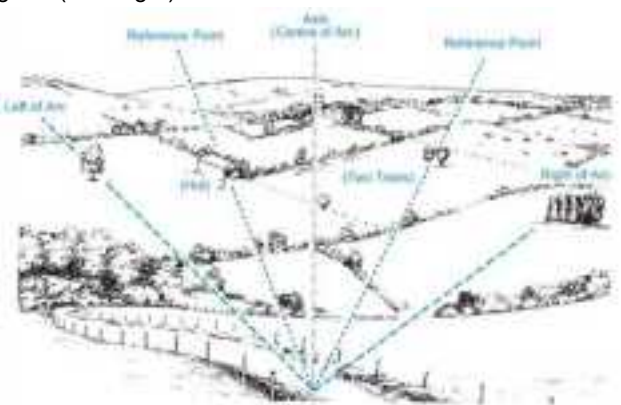
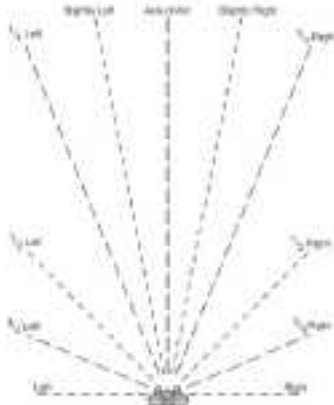

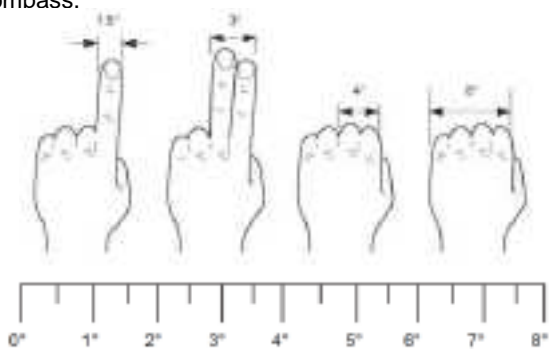
Ser	Grid Ref	Bearing (°)	Trgt Dec	Range (m)	Angle of Sight (°)	Elevation (°)	Own Position GR	
1							Aiming Point	
2							GR	
3							Bearings	
4							Descrip	
5								
6								Range
7							Made out By	
8							Date	
9							Map Sheet	
10								
11							Scale	
12								



FIRE CONTROL ORDERS

Types of fire control order		Considerations with issuing Fire Control Orders	
1. Full 2. Brief 3. Individual 4. Delayed		1. Target 2. Weapons 3. Types of Fire	
Sequence of Fire Control Order		Delivery of Fire Control Order	
G	Group	C	Clear
R	Range	L	Load
I	Indication	A	As an Order
T	Type of Fire	P	With Pauses
Group			
Types of Group			
Rifle Man		Fire Team	
Gun Group		Section	
Range			
Methods of Judging Distance			
Unit of Measure		Appearance	
Aids to judging distance			
Key Ranges		Halving	
If the range to any area or object in an arc is known, it is possible to use that known range to judge the distance to nearby areas or objects. Key ranges may have been obtained using either of the methods of judging distance, by maps or from targets that have already been successfully engaged at specific ranges.		To distances of about 1000 metres it should be possible to select an area, or object about midway between the position and the target and in direct line with it. Since it is generally easier to judge distance to closer objects, use the Appearance or Unit of Measure method to judge the distance to the midway area or object. Doubling this estimation produces a reasonably accurate judgement of range to the intended target. Care must be taken when judging the distance to the half way point as any error at this stage will be doubled in the final solution.	
Bracketing		Group Average	
To use the Appearance or Unit of Measure method to estimate the maximum feasible distance to the object and then the minimum possible distance. The estimate of the actual distance should be set midway between the two extremes eg maximum distance 800 metres; minimum distance 500 metres. Estimated distance = 650 metres.		When in a group, get each cadet individually, to judge the distance to an object using either the Appearance or Unit of Measure method. They can use any of the aids to judging distance that they are familiar with, but the judged distance must be an individual effort. Because some will overestimate and others underestimate, their errors will cancel out. Taking an average of the estimates, an accurate range can often be produced.	

FIRE CONTROL ORDERS

I ndication	
Reference Points	Direct Method
<p>To indicate less obvious targets, a reference point may be used together with the Direct Method and perhaps the words 'above' or 'below' as well.</p> <p>Examples are:</p> <p>a. "300 - Copse (reference point) - slightly right - small bush" (the target).</p> <p>b. "200 - Copse (reference point) - slightly right and below - gate" (the target).</p>	<p>This method is used to indicate obvious targets. The range, where to look and a description of the target are given.</p> <p>Terms used for where to look are:</p> <p>a. 'Axis of arc'. For targets on or very near the axis.</p> <p>b. 'Left' or 'Right'. For targets 90° from the axis.</p> <p>c. 'Slightly', 'quarter', 'half' or 'three quarters' and 'left' or 'right'. For targets between the axis and 'left' or 'right'.</p>
	
Clock Ray Method	Hand Angles
<p>To indicate more difficult targets a reference point together with a clock ray is used. During indication imagine a clock face standing up on the landscape with its centre on the reference point. To indicate a target the range, the reference point and whether the target is to the left or right of it and the appropriate hour on the clock face are given as follows:</p> <p>a. "300 - tower - right - 4 o'clock - small bush - enemy".</p>	<p>Difficult targets at longer ranges may be indicated by using a reference point together with a hand angle eg "300 - copse - left 3°". Left edge of gorse - enemy.</p> <p>To read hand angles the left arm should be outstretched from the shoulder and one eye closed.</p> <p>Individuals vary in their physical measurements and it is essential that every cadet knows their own hand angles. It is possible to measure these in the classroom by using the hand angle scale as shown below. Hand angles with the fingers and thumb opened vary greatly and it is best to obtain personal measurements of these in the field, using a compass.</p>
	
T ype of Fire	
Deliberate	Rapid
Snap	Bursts

Section Battle Drills

1. Preparation For Battle			
P	Protection		
A	Ammunition		
W	Weapons		
P	Personal Cam		
E	Equipment		
R	Radios		
S	Specialist Equipment		
O	Orders		
2. Reaction To Affective Enemy Fire			
a.	Return Fire		
b.	Take Cover		
c.	Return Appropriate Fire		
3. Locating The Enemy			
<p>If enemy is seen, Section Commander issues fire control order to concentrate fire. If Section commander cant see the enemy he would then check to see if anyone else from the section can see by shouting ' HAS ANYONE SEEN THE ENEMY?' They would then deliver target indication.</p>			
G	Group	C	Clear
R	Range	L	Load
I	Indication	A	As an Order
T	Type of Fire	P	With Pauses
<p>Failure to locate the enemy may prevent the section from moving without suffering heavy casualties. It could lead rapidly to loss of initiative by the section and the halting of the platoon advance. There are three stages to this drill:</p> <p>a. Observation. Look in the area from which the fire came. Look for movement, smoke, radio antennas or anything unusual. If nothing is seen after thirty seconds or so, it is unlikely that the enemy will be located by observation.</p> <p>b. Fire. The section commander should give a fire control order to two riflemen to fire shots into likely cover. The rest of the section should keep a careful watch on their arcs of observation. If there is no answering fire, the section commander should try some other likely target.</p> <p>c. Movement. If there is still no reaction by the enemy, as a last resort the section commander should instruct two cadets or a fire team to get up and double a short distance to different cover. They might do this again if no fire is drawn the first time; a cadet getting up and dashing ten metres is a very hard target to aim at. If there is still no enemy reaction, the section can be deemed to be out of contact, so the section commander must consider continuing the advance cautiously, with a fire team in position to provide covering fire.</p>			

Section Battle Drills

4. Suppress The Enemy

The aim of the fire is to suppress the enemy and thereby regain initiative prior to mounting an attack at either section or platoon level. Suppressive fire will also provide cover for withdrawal of casualties, movement off exposed ground or to better fire positions and regrouping. The immediate use of local smoke should be considered to reduce the effectiveness of the enemy's fire. If fire has been opened by the section, the section commander must regain control by shouting "Stop!" before they give their fire control order. This will allow him to allocate tasks to fire teams.

While suppressing the enemy the section commander must decide whether or not the position can be attacked, rather than breaking contact, and if so how best to approach the enemy position. Consideration must be given to the ground between the section and the enemy and what cover is available to be used to the section's tactical advantage. The section commander must consider the characteristics of weapons and how best to employ the LSW gunners to concentrate maximum firepower on the enemy.

5. The Attack

- a. QBO's
- b. The Approach
- c. The Assault
- d. The Exploitation (Fight Through)

6. The Re-Group

Regroup to take when the section can't assault any further due to:

- a. Enemy resistance,
- b. Casualties,
- c. Lack of ammunition
- d. The mission has been achieved.

The Re-Group Is carried out covering the following:

P	Protection
A	Ammunition
C	Casualties
E	Equipment
S	Searches
S	Sit Rep (Situation Report)
D	Dig in / Deploy
O	Orders

Platoon Battle Drills

Platoon Battle Drill 1. Battle Preparation

Signals	Confirm the signals to be used for communication within the platoon. One man in each section should be detailed as 'link' man to watch the platoon commander at all times.
Formations	Ground and enemy dependent.
Control	The platoon commander must always be able to exercise control and their actions must ensure that each element of their platoon is mutually supporting. Platoon HQ could be kept together but is normally split to preserve command capacity and to allow the platoon sergeant to either step-up or anticipate logistic tasks for the reserve.

Platoon Battle Drill 2. Reaction to any Section Coming Under Effective Enemy Fire

Stage 1	<p>Section under fire carried out RTR. Then:</p> <ol style="list-style-type: none">The platoon commander sends a contact report to the company commander.He then moves into a position of observation. In particular they should try to locate depth or supporting positions.The platoon sergeant moves the rest of the platoon as far forward as possible but keeping them out of the fire fight.As soon as the rear sections have been placed behind cover by the platoon sergeant they should summon the two section commanders and hold them ready to go to an 'O' group. The platoon sergeant should use battle procedure intelligently and attempt to read the battle. They should seek to anticipate, but not second guess the platoon commander. Tactical dispositions should be balanced but positioned to effectively transition quickly into the attack. This is key to achieving tempo.
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Platoon Battle Drills

Stage 2	<ul style="list-style-type: none">a. When the platoon commander realises that the enemy position is too strong for the section to attack, they should carry out a quick estimate.b. Having gained situation awareness they should send the runner to the platoon sergeant with a warning order giving:<ul style="list-style-type: none">(1) Situation - details on enemy and ground.(2) Mission - as much detail as known.(3) Timings - H Hour in particular.(4) 'O' Group RV and time.(5) CSS - essential matters only.(6) Acknowledge - acknowledgement will be by radio. (Easily remembered by mnemonic SMTOCA).c. He might then order the point section to act as fire section or extract it to give greater depth.d. He should then report their intentions to the company commander.
Stage 3	<ul style="list-style-type: none">a. As soon as the runner arrives with the sections out of contact the platoon sergeant should:<ul style="list-style-type: none">(1) Send the two rear section commanders to the 'O' group RV with the runner.(2) Move the rest of the platoon to the platoon RV using the most suitable tactical formation.(3) Ensure protection of platoon and push out linkmen for returning commanders.(4) Implement the administrative/grouping changes given in the Warning Order.(5) Organise the platoon into the correct order of march.b. The platoon commander is simultaneously moving to the 'O' group RV, where they will issue battle orders.

Platoon Battle Drills

Platoon Battle Drill 3. The Attack

The platoon commander should give Quick Battle Orders (QBO) to their 'O' group. QBO must only contain information essential to the mission and cover essential changes to any previous orders.

At the end of their orders, the platoon commander with their 'O' group rejoins the rest of the platoon in the platoon RV where they should give the platoon sergeant quick orders, while the section commanders are giving orders to their sections.

The Approach

To the FUP

The Assault

- Assaulting Section
- Fire Support
- Reserve

The Fight Through

Eliminate enemy threat on Objective

Platoon Battle Drill 4. Reorganisation

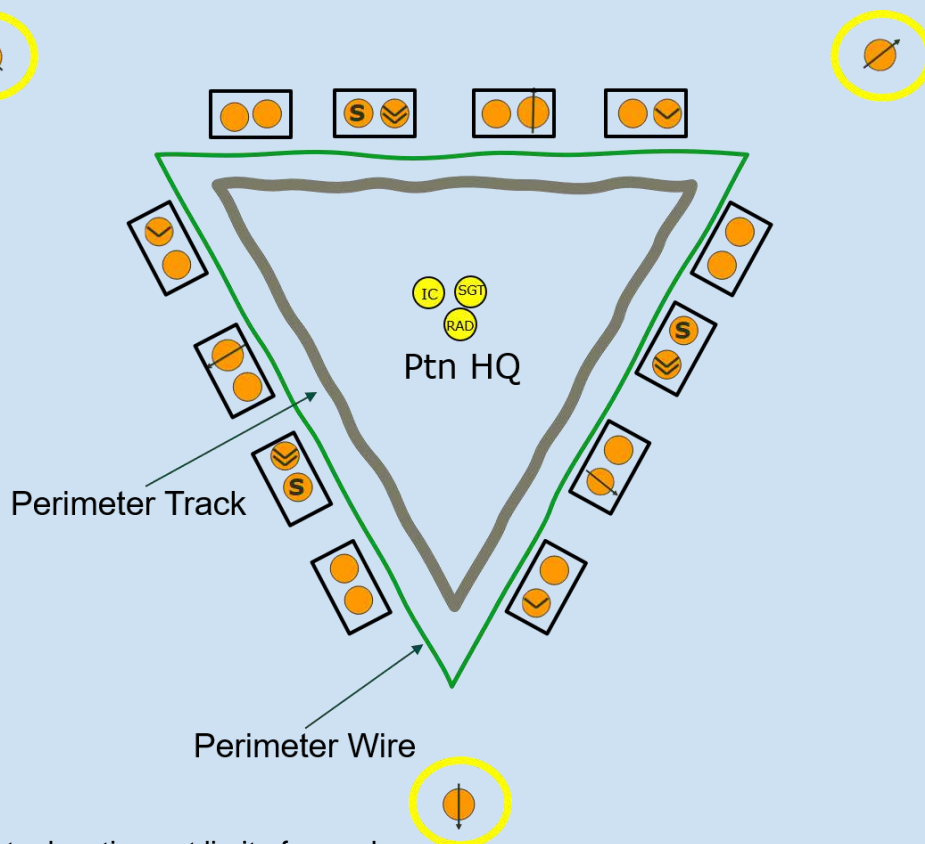
- a. Protect the platoon against possible counterattack.
- b. Redistribute manpower, weapons and ammunition.
- c. Treat and evacuate casualties.
- d. Search the position.

PATROL HARBOURS

Serial	Consideration	Check List
1	Sequence	<ol style="list-style-type: none"> 1. Selection 2. Occupation 3. Clearance Patrols 4. Sentries 5. Work Routine
2	Selection	<ol style="list-style-type: none"> 1. Mission 2. Map/air photos/patrol reports 3. Air/ground recce 4. Distance from habitation 5. Access to water 6. Easily defended 7. Max cover from ground and air 8. Routes in and out 9. Good comms
3	Occupation	<ol style="list-style-type: none"> 1. Break track if necessary 2. Snap ambush 3. Recce 4. Loc of 6 and 12 o'clock 5. Test comms 6. Lay perimeter wire 7. Sects occupy 8. Adopt fire positions/cover arcs of fire 9. PI Comd checks position 10. Select ERV
4	Clearance Patrols	<ol style="list-style-type: none"> 1. Ptl per sect deploy to cover arc 2. Ptls out through neighbouring LSW, in through own. 3. Limit of visibility and sound 4. Report to PI Comd on return
5	Sentries	<ol style="list-style-type: none"> 1. Day light - posted beyond limit of noise during work routine. One sentry min. May require Cover/Back Up sentry on apex in position (2) on diagram 2. Night - two sentries at each apex scrape. comms to PI HQ (radio, cord, line) 3. Rosters for sects and PI HQ.

PATROL HARBOURS

Serial	Consideration	Check List
6	Work Routine	<ol style="list-style-type: none"> 1. Prep stand-to positions, shell scrapes 2. Clear perimeter path/fields of fire 3. Sighting of tripflares, arc markers 4. Dig latrines 5. Comms cord from sentries to LSWs/Sect Comds 6. Comms cord Sect Comds to PI Comd 7. Confirmatory Orders by PI Comd 8. PI Sgts point - feeding/sleeping 9. Sentry rosters, track/battle disc 10. Resupply, rubbish, weapon cleaning, water ptls/resupply, 11. admin for future ops
7	Hasty Harbour	<ol style="list-style-type: none"> 1. Occupied for short periods for admin, orders, during recce phase prior to occupying a hbr/ambush site, or as an FRV 2. Clearance ptls not deployed 3. Sentries remain within perimeter 4. No perimeter wire, scrapes or shelters
8	Threat	<ol style="list-style-type: none"> 1. High - all admin/sleeping takes place in scrapes 2. Low - admin can take place inside track plan SEP



NOTES:

- (1) Daytime sentry locations at limit of sound.
- (2) Night sentry locations and stand to location for D Team LSW during Day.
- (3) Night Stand to location for D Team LSW.

AMBUSH

Categories Of Ambush	
1	Deliberate Ambush
2	Immediate Ambush
Principles of Ambush	
1	Intelligence
2	Security
3	Surprise
4	Concentration of Fire Power
Ambush Site Considerations	
1	Known enemy routes in forward and rear areas.
2	Administrative areas, supply and water points. In counter insurgency operations the approaches to a village or cultivated area and known or suspected food dumps or arms caches are particularly suitable.
3	Areas where a marked change of vegetation occurs, such as the junction of forest and grassland.
4	Probable lines of enemy withdrawal after a successful attack by our forces
5	The approaches to our own base camps, and defensive positions.
6	The withdrawal route from an ambush site to catch an enemy follow-up.
Grouping	
Killing Group	Cut Of Group
Tasks:	Tasks:
To cover the chosen killing area and to spring the ambush.	<ol style="list-style-type: none"> 1. To give warning of enemy approach from the flanks. 2. To hinder enemy escape. 3. To give flank and rear protection to killing group. 4. To defeat enemy flanking counterattack. 5. To protect the remainder of the ambush party during a hasty withdrawal.
Size:	Size:
<ol style="list-style-type: none"> 1. Section ambush, four cadets. 2. Platoon ambush, a minimum of one section. More could be used but this will depend on how many other groups are needed and whether there is an ambush base. 	<ol style="list-style-type: none"> 1. Section ambush, a total of four men (two men on each flank). 2. Platoon ambush, one section (one fire team on each flank). 3. Rear Protection. Consideration must be given to an FRV / rear protection group, possibly commanded by the platoon sergeant.
Composition:	
The killing group should contain the ambush commander and whatever weapon mix is deemed most suitable, remembering that maximum use of firepower is a key principle of ambushing.	

AMBUSH

Lay out of Groups	
Basic Ambush	Area Ambush
<p>When, because of the ground, there is only one likely approach, a group may be sited in depth with all round defence at a place on that route which gives good concealment. This is a basic ambush. It is used when the area ambush is impossible or as part of an area</p> <ol style="list-style-type: none"> 1. Triangular Ambush 2. T Ambush 3. Linier Ambush 	<p>When there is more than one approach all must be covered. Approaches should be covered in depth to catch the enemy scattering from the ambush position. Such an ambush is called an area ambush. It consists of a series of basic ambushes, each with its own commander, sited as part of an overall plan to trap a particular enemy party. The ambush party moves to a dispersal point, which normally is the FRV, from where groups move by selected routes to their positions. The ambush commander must take great care to ensure:</p> <ol style="list-style-type: none"> (1) That each group is positioned in the correct place. (2) That each group knows the locations of all the other groups. (3) That there is no risk of groups being in each other's arcs of fire.
<p>Triangular Ambush</p>	<p>T Ambush</p>
<p>Linier Ambush</p>	<p>Area Ambush</p>

TYPES OF PATROLS

Reconnaissance Patrols

1. A reconnaissance patrol is used to gain information on the enemy, preferably without their knowledge.
2. Reconnaissance patrols gain information by observation and stealth. Their composition is the minimum strength required for the task and must be a balance of concealment and the ability to deal with an incident such as CASEVAC. Recce patrols avoid fighting except in self defence or to take advantage of an unusual opportunity.
3. The tasks of reconnaissance patrols include:
 - a. Collecting topographical information.
 - b. Locating enemy positions.
 - c. Obtaining details of enemy positions and obstacles.
 - d. Obtaining information on enemy equipment, habits and movement.
 - e. Checking our own defences and obstacles.

Standing Patrols

1. Standing patrols are established to give warning of enemy movements by watching likely approaches and covering dead ground. They will normally provide information that will be used to execute an existing contingency plan but must be prepared to be involved in the execution using its own resources:
 - a. They watch and listen on likely enemy approaches.
 - b. Cover dead ground both in front of and between defended localities.
 - c. Cover obstacles which cannot be covered from the main position.
 - d. In mobile defence, prevent infiltration into unoccupied hides or battle positions.
2. Standing patrols move into position using stealth and try to remain concealed until they are required to engage or withdraw. They should be equipped with weapons appropriate to the terrain and nature of the enemy threat. The standing patrol has many similarities to an OP. The main differences are in the tasking, the standing patrol may be tasked to observe but will normally have an action associated with the observation task that it is expected to be able to carry out whereas an OP will usually only observe and report for others to act.

TYPES OF PATROLS

Fighting Patrols

1. A fighting patrol is tasked to harass, ambush, attack or create a diversion. A fighting patrol might be called a Raid. The tasks that fighting patrols may be given include:
 - a. Denying enemy patrols freedom of action
 - b. Harassing or disrupting enemy working parties.
 - c. Distracting enemy attention as part of a deception plan.
 - d. Carrying out raids.
 - e. Anti-vehicle and anti-personnel ambushing.
 - f. Protecting reconnaissance and working parties of other arms and OPs.
 - g. Act as a standby patrol.
2. Standby patrols are a form of fighting patrol. The type of tasks which standby patrols may be given include:
 - a. Providing assistance to other patrols after a contact (with casualties etc).
 - b. Taking over the task of a patrol incapacitated by a contact.
 - c. Following up contacts.
 - d. Carrying out further tasks as a result of information gained from patrols on the ground.
3. A standby patrol should be provided for all patrols deployed; one standby patrol could be prepared to support several patrols in its area. Depending on the situation, the standby patrol might remain in the firm base, or deploy forward to a harbour so as to be able to provide more immediate support. Since they operate after contacts with the enemy, standby patrols must be equipped as a fighting patrol.
4. The standby patrol commander should liaise with the patrol commander they are supporting and attend their patrol orders group in order to obtain full details of the plan and possible assistance required.

TIBUA AIDE MEMOIRE

OFFENSIVE OPERATIONS

Components of TIBUA Attack

Phase 1	Investment
Phase 2	The Break In
Phase 3	Securing Objectives
Phase 4	The Clearance
Phase 5	Reorganisation

Platoon Level Considerations

A	Simple Planning
B	Control
C	Thoroughness
D	Momentum
E	Covering Fire
F	Resupply

Planning and Preparation

Battle Preparation

A	Equipment:	
	(1)	Minimal kit – maintain freedom of movement
	(2)	Coloured Markers:
		RED FLOT(Forward Location of Own Troops) Entry Point (Not Clear)
		BLUE Booby traps
		YELLOW Casualty
		GREEN Entry point Clear / House Clear
C	Ammunition	
	(1)	Additional Ammunition
	(2)	Smoke to cover movement
D	Medical	
	(1)	Personal first aid kits
	(2)	Casualty collecting points
	(3)	Nominated Medics
E	Feeding	

TIBUA AIDE MEMOIRE

HOUSE CLEARING – SECTION LEVEL	
Section Drill for Clearing a House	
The Section will be organised as follows:	
Command	
Fire Support Group	
Assault Groups	

Points to include in orders:	
A	Point of Entry
B	Position for Covering Fire
C	Route to Assault
D	Method of Entry
E	Sequence of Room Clearance
F	Flank Support

SEQUENCE FOR ROOM CLEARANCE	
A	Fire support group deploys to a position to cover the point of entry. (The group may need covering fire and smoke during their move.)
B	The point of entry is made by use of established entry points such as doors, ground floor windows etc.
C	After a grenade has been 'posted' through the entry point the assault group enter and clear the first room. A pre arranged signal will be made to the section commander outside, once this is done. See Para 02345 (in the intro)
D	Command group and remaining assault groups enter the cleared room, leaving a linkman to the fire support group and the platoon commander. The section commander then indicates next objective.
E	The assault groups alternately clear remaining rooms under the direction of the section commander, until the whole building is secured.
F	The section should keep going until it has run out of manpower or has reached the limit of exploitation. A message must be sent to the platoon commander that either the area is clear, or the next section needs to be echeloned through and continue the clearance. Radios will remain the primary method of communication if available to the cadets but must be backed up by linkmen.
G	Reorganisation by the section may take place either inside or outside the house depending on the tactical situation. The section must cover likely enemy counterattack routes or take up a new position to cover the section's next move forward.

TIBUA AIDE MEMOIRE

HOUSE CLEARING – PLATOON LEVEL	
Platoon Drill for Clearing a House	
The Platoon will be organised as follows:	
A	Assault Section
B	Fire Support Group
C	The Reserve
D	Command Group

Points to include in orders:	
A	Point of Entry
B	Position for Covering Fire
C	Route for Assault Section
D	Method of Entry
E	Limit of Exploitation
F	Reorganisation
G	Boundaries
H	Evacuation of Casualties, PW, etc...
I	Actions to be taken with civilians
J	The Company Plan
k	Ammunition re-supply

STREET CLEARING	
A	Two sections work in parallel along opposite sides. Their advance will be controlled by the platoon commander.
B	The sections move forward alternately giving fire support to each other.
C	Section commanders are to liaise with the platoon commander prior to launching onto a new building in order to coordinate adequate fire support and de- conflict the direction of attack. During the clearance additional manpower may need to be flexed to support individual sections. Each cleared building must have sufficient manpower dedicated to it to secure vulnerable points preventing enemy counter attacks.
D	Sections advance from house to house by working through buildings or back gardens and keeping away from the open street exposed to enemy fire. Safe routes must be marked by the lead sections and followed by the remainder of the platoon. Each house is entered and cleared systematically. There must be thorough reorganisation in each house as it is cleared, including outhouses and cellars. Reorganisation should be based on the ground floor. Holding dominating buildings, isolating empty buildings by fire will help to stop enemy infiltrating into houses already cleared.

TIBUA AIDE MEMOIRE

DEFENSIVE OPERATIONS

Components for Defence of a build up Area:

A	Perimeter Force
B	Disruption force
C	Main Defend Area (MDA) Force
D	A Central Reserve

Planning and Preparation

Planning

A	Information – Advantage of local knowledge
B	Obstacles – Slow and channel enemy to killing areas
C	Time – To prepare obstacles and strongpoints

Preparation

A	General – Platoon strength, strong point locations, counter attack force etc...
B	Strong Points
C	Tactical Requirements:
	(1) Size of Area to defend
	(2) Surroundings
D	Tactical Factors:
	(1) Occupation of rooms to be pairs - minimum
	(2) Ground entry points covered by surveillance and fire – or blocked off internally
	(3) Troops must not be concentrated into single locations, where single shell strike your immobilise.
	(4) Troops to be deployed tactically in adjacent buildings to provide mutual fire support
	(5) All occupied buildings should have access routes covered.

PERSONAL FIELD KIT

ORDER	SERIAL	EQUIPMENT
CEFO	1	Magazines.
	2	Water bottle.
	3	The mess tins
	4	Knife, fork and Spoon (KFS).
	5	Rifle Cleaning Kit
	6	Rations
	7	Gloves
	8	Comms Cord
	9	Torch (with red filter)

ORDER	SERIAL	EQUIPMENT
CEMO	1	Hexamine cooker.
	2	Remainder of rations
	3	Boot cleaning kit, spare laces.
	4	Socks, foot powder.
	5	Spare shirt.
	6	Two pairs of spare pants.
	7	ECW kit/issued fleece.
	8	Waterproofs.
	9	Ground sheet / Poncho (with tent pegs and bungees).
	10	Sleeping bag.
	11	Cover sleeping bag (Bivi Bag).
	12	Sleeping mat.
	13	Washing, shaving kit and towel.
	14	Sandbag
	15	Plastic bag for rubbish

TACTICAL CHECKLIST

Serial	Factor	Check List
1	Personal Camouflage	Why Things are Seen: Shape Silhouette Texture Shadow Spacing Movement
		1. Exposed skin camouflage 2. Clothing and equipment 3. Weapons and equipment usable 4. Maintenance of camouflage 5. Use of shadow
2	Concealment	1. Fire positions 2. Observation 3. Cover 4. Trench dimensions 5. Observation of arcs 6. Engagement of enemy 7. Track discipline 8. Hide drills/discipline
3	Weapons	1. Carriage 2. Correct ammo scales 3. Sights checked 4. Serviceable and clean 5. Ancillaries and cleaning kit 6. Security and Daily checks
4	Clothing and Equipment	1. Correct dress 2. Webbing fits properly 3. Ammo readily available 4. Equipment packed 5. correctly and noiseless 6. Items carried as per SOP 7. Ancillary equipment secure
5	Signals	1. Equipment serviceability 2. battery state, spares 3. Frequencies, address groups 4. Callsign known 5. Correct signals instructions 6. Security and carriage 7. Radios properly manned 8. Use of BATCO

WEAPON SAFE HANDLING RULES

Ser	Rule
1	A weapon must never be pointed at anyone in any circumstances.
2	A weapon must always be handled so that it points in such a direction that there is no danger if a round is accidentally fired.
3	Whenever a weapon is picked up which has not been under an individual's direct supervision it must be examined to make sure it is not loaded i.e Normal Safety Precautions (NSPs) must be carried out.
4	Whenever a weapon is handed to someone else the recipient must first be shown that it is unloaded (clear). The recipient must insist that he is shown that the weapon is unloaded.
5	The muzzle of a weapon must never be rested against any part of the body.
6	A weapon must be in the unloaded state prior to traveling in a vehicle or during non-tactical moves on foot.
7	A cadet must never be allowed to fire a weapon unless he/she has been instructed and practiced in its use under supervision. A period of revision should be conducted on the weapon prior to live firing.
8	When conducting training with weapons, cadets should, at all time, carry their weapon with sling fitted, except when undergoing parade ground drill.

CHARICTERISTICS OF THE L92A2 CADET GP RIFLE

The L98A2 Cadet GP (5.56mm) Rifle is a self-loading, magazine fed weapon which is capable of firing single rounds producing:

- a. Quick and accurate fire at short range opportunity targets. Handling Instructions: For MOD Use by MOD Cadet Forces Only
- b. Accurate, rapid fire at ranges up to 300 metres and accurate deliberate fire at longer ranges.
- c. Effective section fire at ranges up to 600 metres.

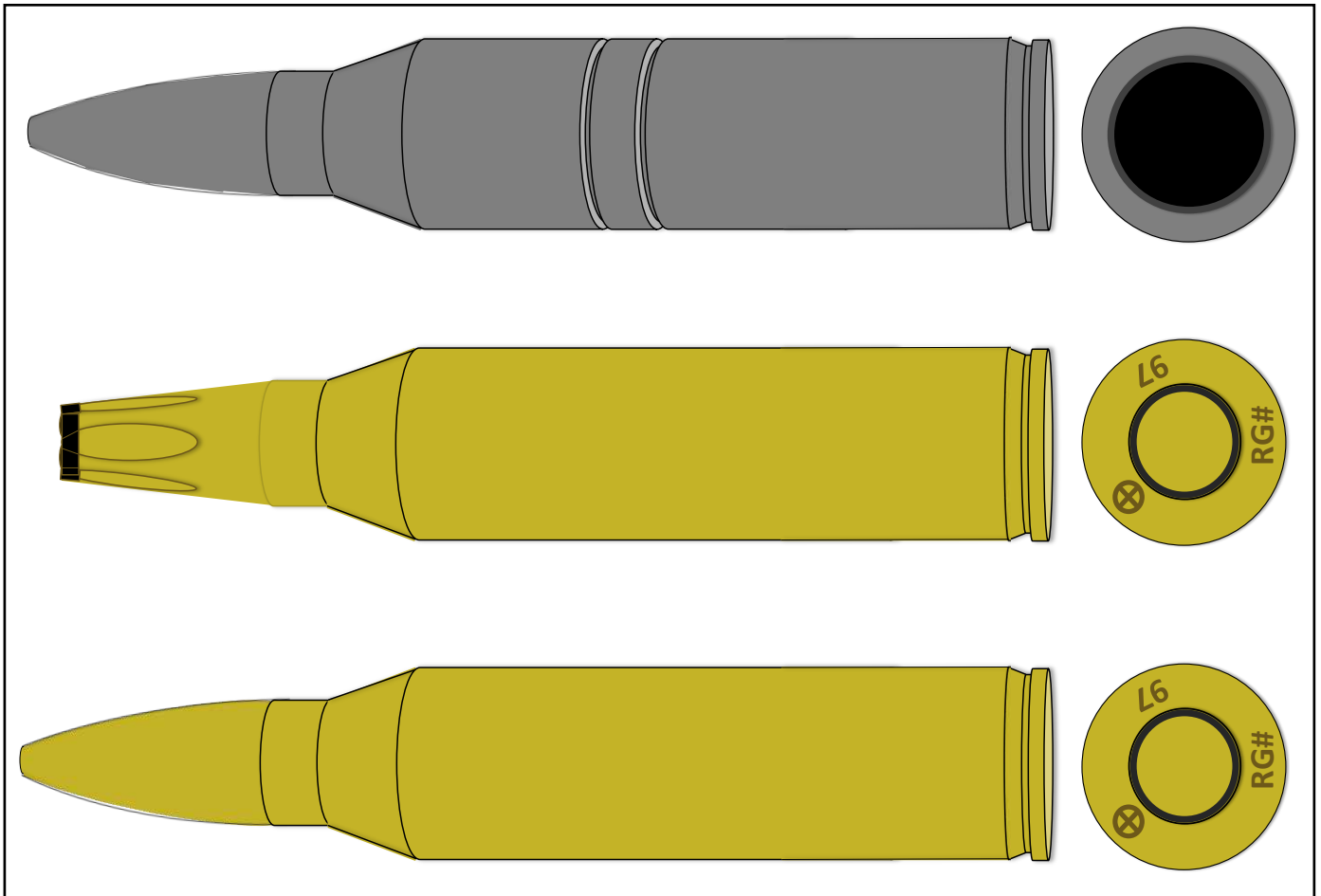
With its self-loading capability and a 30 round magazine, a high standard of fire control and discipline is necessary to prevent wastage of ammunition.

WEAPON CLEANING KIT



Ser	Part Description
A	Oil Bottle
B	Two Piece Cleaning Rod
C	Cleaning Rod Handle
D	Barrel Extension Cleaner
E	Combination Tool
F	Chamber Barrel Extension Brush
G	Muzzle Cover
H	GP wire Brush
I	GP Soft Brush
J	Pull Through
K	Bore Brush
L	Gas Block Brush

TYPES OF AMMUNITION



Care of Ammunition and Magazines

Serial	Rule
1	Always look after your ammunition, keep it dry and free from oil.
2	Never let it lie the direct rays of the sun as this can cause inaccuracies.
3	Never use a round as a tool.
4	Tampering with ammunition is dangerous and forbidden.
5	If a round is damaged, do not attempt to fire it. Place it to one side and hand it to one of the Adult Instructors.
6	Magazines are to be inspected regularly. Damaged magazines will cause stoppages.

MARKSMANSHIP PRINCIPLES

Position and Hold Must Be Firm Enough To Support the Weapon

Nine Key Point Check

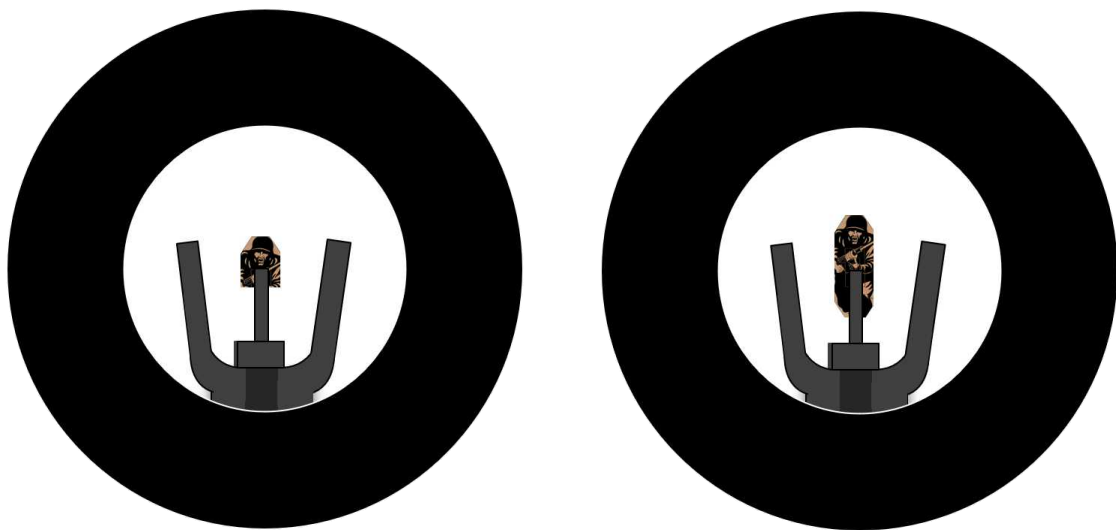
1. Leg Position
2. Butt Position
3. Left Hand
4. Left Elbow
5. Right Hand
6. Right Elbow
7. Head Position
8. Relaxation in Position
9. Breathing

The Weapon Must Point Naturally at the Target without Undue Physical Effort

Use body to move position by pivoting on elbow and magazine. By pivoting on elbow this will enable you to move the point of aim so you are naturally pointing at the centre of the target.

N.B. Do Not Muscle the rifle into position

Sight Alignment and Sight Picture Must be Correct



The Shot Must Be Released and Followed Through Without Disturbing the Position

Shot release need to tie in with your breathing pattern. Sight picture must be correct on the natural pause after the exhale before breathing back in.

Trigger Operation:

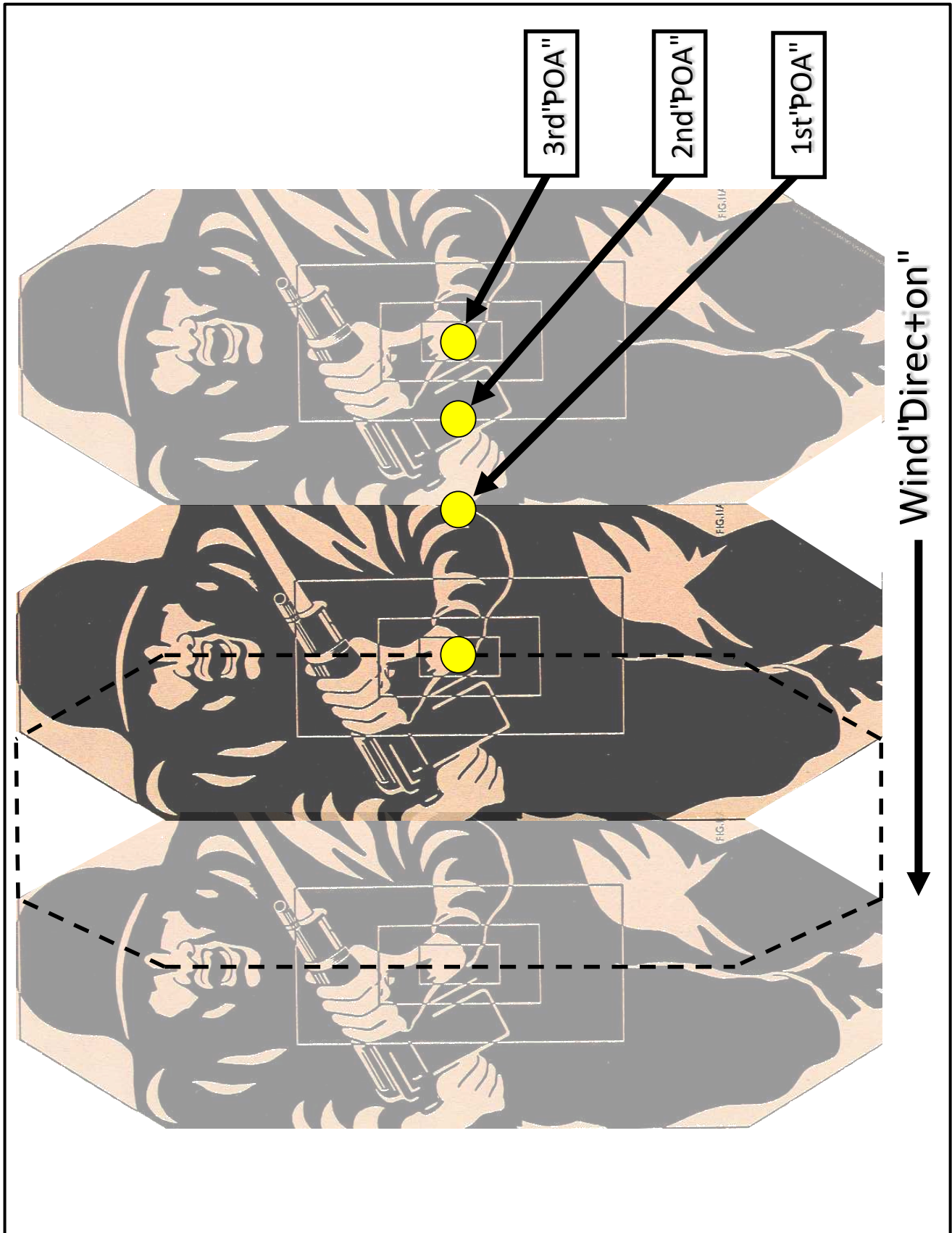
First Pressure. Put the safety catch to Fire (F) and place the forefinger on the trigger, ensuring that the finger is not in contact with the side of the pistol grip. Take up the slack until resistance is met. It is important that this action is smooth and the trigger is not snatched.

Second Pressure. Continue to apply steadily increasing pressure, as long as the aim picture is correct, until the shot is fired. Pressure must be applied directly to the rear to avoid disturbing natural alignment.

Follow Through. When the shot is fired, the trigger is held to the rear for a second or two. This should prevent any movement of the barrel caused by the firer relaxing or raising their head.

Declaration of Shot. The follow through process also allows the firer to observe the sight picture at the moment of firing, which may indicate errors in shot release. With experience the firer should also be able to note the direction of movement of the foresight and if it is not consistent with previous shots, they should inform their shooting coach.

AIMING OFF AND MISS DRILLS



Standard Operating Procedures

1. General Actions on:

Light:

- Instant (Trip Flare) - Go to ground, Cover eyes.
- Delayed (Para Illum) – Dash to cover, Go to ground, Cover Eyes

Vehicle Approach:

- Take Cover Off Road or Track, Cover Eyes from Headlights.

Lost:

- If anyone gets lost during training, stay in location. Section will pick up.

Separation:

- *If anyone is separated, move to last R.V. and wait to be picked up.*

I.E.D:

On Discovery of I.E.D. or Suspected I.E.D. The following sequence must be followed:

- a. **Confirm** – *It's a device...*
- b. **Clear** - *Out all personnel from immediate area:*
 - (1) *Hand Held – 80 to 120m.*
 - (2) *Car - 200m.*
 - (3) *Large Vehicle 400m.*
- c. **Cordon** – *Off Area*
- d. **Control** – *Cordoned area to ensure no one enters.*

**Section Cdr to Radio through 10 liner EOD report.*

Minor Casualty:

- Casualty must self-administer first aid and move in to cover. They must maintain battlefield awareness and their own protection until such a time as they are able to re-join their grouping

Major Casualty:

- **In Contact** – Move Casualty to axis, inform Platoon Sergeant for Pick up.
- **Not in Contact** – Move Casualty to Platoon Sergeant's location

Casualty to be extracted through CASEVAC procedure, following MEDEVAC 9 liner.

Standard Operating Procedures

2. General Actions on:

Prisoners of War (PW):

All PW's are to be dealt with in line with the Geneva Convention. They are to be handled FIRM but FAIRLY.

- a. **Secure at the point of capture, disarm, search and ensure their safety.**
- b. **Captured on route to FUP** Secure and move to Platoon Sergeant
- c. **Captured in FUP** – Secure and move to Platoon Sergeant if time or scenario permits. It may be necessary to leave them guarded until a work party can come forward and collect them.
- d. **Captured Crossing the line of departure** – Secure and move to cover. If guarding them will have detriment on the operation they are to be by-passed and the chain of command informed.
- e. **Captured during the Assault** – Secured and taken forward to regroup where they are then processed and moved to the Platoon Sergeant.
- f. **Captured during the exploitation** – Secured and taken forward to re-org where they are then processed and moved to the Platoon Sergeant.

NB. PW's are to be treated in exactly the same manner even if voluntarily surrendering

****N.B. All General Points are to be applied across all other SOP's Below:***

3. Patrol Base Defence, Actions On:

Enemy Approach:

- Sentries to challenge approach through the normal procedures. If enemy continue to advance, then engage.

Enemy Contact:

- Sentries are to engage enemy threat and 'stand to' all other troops within PB.
- Platoon Commander to Take Charge and deliver QBOs
- Rule of Engagement must be observed.

Civilian Approach:

- Sentries to challenge approach through the normal procedures.

Civilian Aggression:

- Maintain professionalism, be firm, but only use force if required.

None arrival of Sentry Relief:

- Use PRR to inform Section Cdr / Pltn Sgt. Wait for relief.

Standard Operating Procedures

4. RECCE and Standing Patrols, Actions On:

Enemy Pre Seen:

- a. Go to nearest cover, observe enemy activity. Sect Cdr to allocate specific tasks to observe:
 - (1) Strength
 - (2) Weapon Types
 - (3) Morale
 - (4) Ranks
- b. Radio through sighting and confirm Grid and strength of enemy party.
- c. Await QBO's

Enemy Contact:

- a. React to enemy fire (RTR)
- b. Await QBOs
- c. Break contact
- d. Withdraw to last RV
- e. Radio through SALTA report.

Ambush:

- a. React to enemy fire (RTR)
- b. Try to get out of killing area
- c. Re-organisation of section
- d. Assault ambush.
- e. Radio through SALTA report.

5. Orders Group (O Group)

Enemy Contact:

- a. Destroy Map
- b. Assume stand to positions and engage enemy as directed.
- c. Commander to take control and react accordingly to QBOs.

Standard Operating Procedures

6. Prep Moves, Actions On:

Enemy Pre Seen:

- a. Go to nearest cover, observe enemy activity. Sect Cdr to allocate specific tasks to observe:
 - (1) Strength
 - (2) Weapon Types
 - (3) Morale
 - (4) Ranks
- b. Radio through sighting and confirm Grid and strength of enemy party.
- c. Await QBO's

Enemy Contact:

- a. React to enemy fire (RTR)
- b. Await QBO's
- c. Break contact
- d. Withdraw to last RV
- e. Radio through SALTA report.

Ambush:

- a. Try to get out of killing area
- b. Re-organisation of section
- c. Assault ambush.
- d. Radio through SALTA report.

7. Route Out, Actions On:

Enemy Pre Seen:

- a. Go to nearest cover, observe enemy activity. Sect Cdr to allocate specific tasks to observe:
 - (1) Strength
 - (2) Weapon Types
 - (3) Morale
 - (4) Ranks
- b. Radio through sighting and confirm Grid and strength of enemy party.
- c. Await QBO's

Standard Operating Procedures

8. Route Out, Actions On:

Enemy Contact:

- a. React to enemy fire (RTR)
- b. Await QBO's
- c. Break contact
- d. Withdraw to last RV
- e. Radio through SALTA report.

Ambush:

- a. Try to get out of killing area
- b. Re-organisation of section
- c. Assault ambush.
- d. Radio through SALTA report.

9. Arrival at FRV,

RECCE Party, Action On:

Enemy Pre Seen:

- a. Go to nearest cover, observe enemy activity. Sect Cdr to allocate specific tasks to observe:
 - (1) Strength
 - (2) Weapon Types
 - (3) Morale
 - (4) Ranks
- b. Radio through sighting and confirm Grid and strength of enemy party.
- c. Await QBO's

Enemy Contact:

- a. React to enemy fire (RTR)
- b. Await QBO's
- c. Break contact
- d. Withdraw to last RV
- e. Radio through SALTA report.

Ambush:

- a. Try to get out of killing area
- b. Re-organisation of section
- c. Assault ambush.
- d. Radio through SALTA report.

Standard Operating Procedures

10. Arrival at FRV,
Rear Protection
Enemy Contact: <ul style="list-style-type: none">a. React to enemy fire (RTR)b. Await QBOsc. Break contactd. Withdraw to last RVe. Radio through SALTA report.
Recce Group No Return: <ul style="list-style-type: none">a. Try Commsb. Wait 30minsc. Move back to RV.
11. Action On Objective
Enemy Contact: <ul style="list-style-type: none">a. React to enemy fire (RTR)b. Await QBO'sc. Break contactd. Withdraw to last RVe. Radio through SALTA report.
Enemy strength greater than estimated: <ul style="list-style-type: none">a. HOLD and inform Platoon Commander.b. Receive QBO'sc. Provide Fire Supportd. Reserve to launch on to objective
Enemy Counter Attack: <p>If enemy are to counter attack position once taken:</p> <ul style="list-style-type: none">a. Launch section in reserve to assault enemy attack.b. Provide fire support for assaulting section.
Abort: <p>If enemy strength is overwhelming casualties are great or if ground is not safe to move through, then command group will abort the mission and call the withdrawal.</p>

Standard Operating Procedures

12. Withdrawal (To FRV)

Enemy Pre Seen:

- a. Go to nearest cover, observe enemy activity. Sect Cdr to allocate specific tasks to observe:
 - (1) Strength
 - (2) Weapon Types
 - (3) Morale
 - (4) Ranks
- c. Radio through sighting and confirm Grid and strength of enemy party.
- d. Await QBO's

Enemy Contact:

- a. React to enemy fire (RTR)
- b. Await QBO's
- c. Break contact
- d. Withdraw to last RV
- e. Radio through SALTA report.

Enemy Follow Up:

- Carry out snap ambush under section commanders QBOs

13. Route Back

Enemy Pre Seen:

- a. Go to nearest cover, observe enemy activity. Sect Cdr to allocate specific tasks to observe:
 - (1) Strength
 - (2) Weapon Types
 - (3) Morale
 - (4) Ranks
- b. Radio through sighting and confirm Grid and strength of enemy party.
- c. Await QBO's

Enemy Contact:

- a. React to enemy fire (RTR)
- b. Await QBO's
- c. Break contact
- d. Withdraw to last RV
- e. Radio through SALTA report.

Standard Operating Procedures

14. Route Back

Ambush:

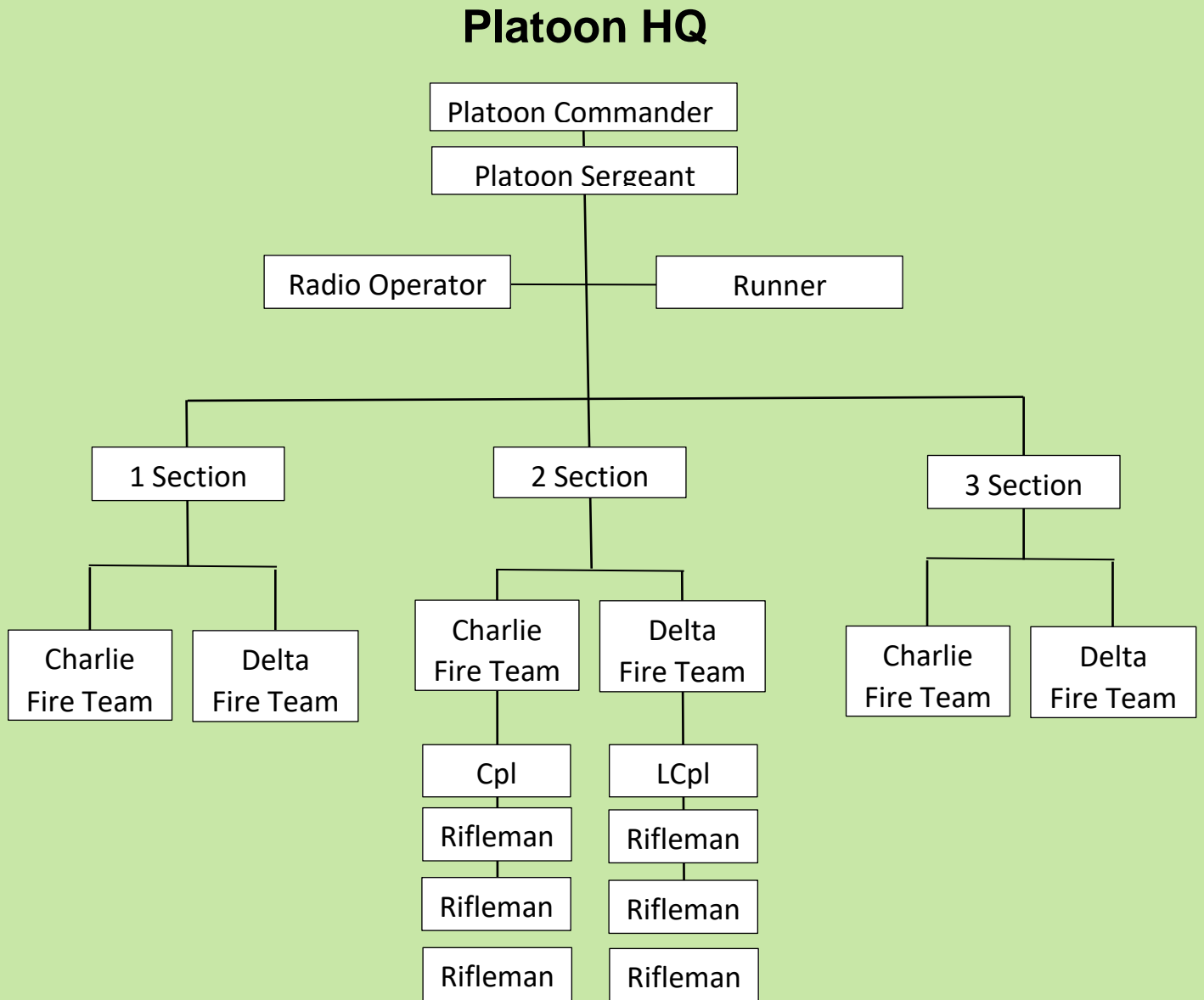
- a. Try to get out of killing area
- b. Re-organisation of section
- c. Assault ambush.
- d. Radio through SALTA report.

Enemy Follow Up:

- Carry out snap ambush under section commanders QBOs

Organisation & Grouping

Structure of Platoon.



Organisation & Grouping

Platoon Commander

The platoon commander is responsible to the company commander for the training, operation, discipline, administration and welfare of their platoon. In general terms it is their duty to ensure that:

1.	All tasks allotted to the platoon are properly carried out.
2.	They have a thorough knowledge of, and can implement, platoon training techniques, tactics and administration.
3.	They have a thorough knowledge of platoon battle procedure.
4.	Their platoon is well trained.
5.	A high standard of discipline and morale is maintained.
6.	They know everything about each of their cadets, particularly their individual strengths and weaknesses, and have an understanding of their personal problems.
7.	They advise the company commander on the career management and development of their platoon personnel.
8.	They and their cadets keep fit.
9.	A high standard of both collective and personal hygiene is maintained.
10.	They inspect their cadets regularly to see that they are properly clothed and equipped, their weapons and equipment are kept clean and in good working order and that they are not carrying impeding injuries (for example, blisters, chafing, etc).
11.	A proper balance is maintained between work and rest periods.

Radio Operator

The Radio operator will:

1.	Provide and maintain communications.
2.	Carry and operate the radio.
3.	Maintain the radio in perfect order at all times.
4.	Carry out duties similar to a rifleman
5.	If the platoon commander is fully occupied with their duties, look after their kit and ensure that their meals are prepared.

Organisation & Grouping

Platoon Sergeant

The platoon sergeant is the platoon 2ic and as such must be conversant with all the duties of the platoon commander. In the absence of the platoon commander they will command the platoon. They are also responsible to the platoon commander for the day-to-day administration of the platoon. Their duties include:

1.	A proper balance is maintained between work and rest periods.
2.	Maintenance of the platoon roll book and duty rosters.
3.	Assisting the platoon commander in maintaining a high standard of discipline and morale within the platoon.
4.	Supervising the training done by section commanders.
5.	The collection and distribution to sections of ammunition, rations, water and other stores and supplies.
6.	To organise and supervises the evacuation of casualties and Prisoners of War (PW).
7.	Personnel Accountability. Check numbers with section 2ICs at RV Points and FRV.
8.	Manage Platoon Security

Runner

There is no platoon runner on establishment although in many operations there is a very important role for them. If a runner is required they must come from one of the rifle sections, Their duties are:

1.	To carry messages (verbal or written) from the platoon headquarters to company headquarters, adjacent platoons or to the sections.
2.	To act as a relief radio operator
3.	To carry out duties similar to a rifleman.
4.	If the platoon commander is fully occupied with their duties, to look after their kit and ensure that their meals are prepared.

The Rifleman

The rifleman should be able:

1.	To carry out all tasks allotted to him.
2.	To be proficient at: weapon handling and marksmanship, fieldcraft and first aid.
3.	To keep their arms and ammunition clean and in good working order.
4.	To see that their clothing and equipment are clean and in good repair.

Organisation & Grouping

Section Commander

The section commander has similar responsibilities to their section as the platoon commander has to their platoon. When the section is operating as two fire teams they will command the 'Charlie' fire team. Generally it is their duty to ensure that:

1.	All tasks allotted to their section are carried out efficiently.
2.	They have a thorough knowledge of section battle procedure and infantry skills.
3.	Their section is well-trained.
4.	The highest standard of discipline is maintained within the section.
5.	They know the strength and weaknesses of each of their cadets and have an understanding of their personal problems.
6.	Their section maintains arms, ammunition, clothing and equipment in good order.
7.	Their cadets observe all orders on health and hygiene.
8.	The section duty roster is properly kept and carried out.

Section 2IC

The 2ic will understudy the section commander in all duties. They will be responsible for administering the section when the section commander is occupied with other tasks. They command the second 'Delta' fire team of the section. Other responsibilities include:

1.	Number off section
2.	Account for all personnel in section at each check point.
3.	Log all weapon serials and butt number for section
4.	Support Section Commander in ensuring all personnel within section maintain weapon, personal hygiene, equipment and feeding.
5.	Help to arrange Sentry Rosters and ensure they are carried out.



Illustrations, documents and information used to help produce this Aide Memoire include the following:

1. Cadet Training Fieldcraft and Tactics Pamphlet
2. Cadet Training Skill At Arms, L98A2 Cadet GP Rifle (5.56mm)
3. Army Slate Cards