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MCRP 3-34.1

EMPLOYMENT OF MILITARY POLICE IN COMBAT

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DEPARTMENT OF THE NAVY
Headquarters United States Marine Corps
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FOREWORD

Marine Corps Reference Publication (MCRP) 3-34.1A, *Employment of Military Police in Combat*, contains the doctrine for military police (MP) operations in support of tactical level Marine air-ground task force (MAGTF) combat operations. It consolidates common and unique MP operations into a single source reference for use by commanders and Marines in all elements of the MAGTF who plan and execute tactical level MP combat support operations.

MPs enhance interoperability through liaison and coordination with joint, multinational, host nation, and nongovernmental organizations. Employed as a MAGTF force multiplier, MPs operate across the force continuum to support—

- Training and use of nonlethal weapons and controls.
- Antiterrorism/force protection (AT/FP) operations.
- Noncombatant evacuation operations.
- Civil unrest.
- Specialized functions in accident investigations, criminal investigations, employment of military working dogs (MWDs), physical security, and corrections.

Reviewed and approved this date.

BY DIRECTION OF THE COMMANDANT OF THE MARINE CORPS

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CHAPTER 1
FUNDAMENTALS

MISSION AND SUPPORT CAPABILITIES

The MP mission and capabilities include AT/FP operations, maneuver and mobility support operations (MMSO), area security, law and order, internment operations and nonlethal weapons and controls. Excluding the manpower intensive temporary internment operations, MP can normally conduct these missions simultaneously; however, to maximize limited available MP assets, commanders must prioritize support requirements.

Antiterrorism/Force Protection Operations

The inherent MP capabilities contribute to improving a unit's AT/FP posture. MP conduct assessments to identify vulnerabilities, develop effective AT/FP plans, and provide appropriate training. Support for AT/FP operations is discussed further in chapter 3.

Maneuver and Mobility Support Operations (MMSO)

At tactical levels, effective use of the road network is a key component of the movement function. Military units and HN civilians will compete for space along roadways. To ensure maximum use of sparse road networks, MP perform MMSO to identify primary and alternate routes, monitor route conditions, and keep routes clear for vital military movements. MP support MMSO by expediting forward, lateral, and rear movement of combat, combat support, and combat service support (CSS) resources and by conducting the following security missions: route reconnaissance and surveillance, MSR regulation and enforcement, area damage control, and information collection, reporting, and dissemination. MMSO is discussed further in chapter 4.

Area Security Operations

Units conduct area security operations to reduce the probability or minimize the effects of enemy attacks and also to augment/reinforce units and protect critical functions and facilities. MP area security activities may be performed as specific assignments or conducted concurrently with other warfighting capabilities. Area security operations are discussed further in chapter 5.

Law and Order Operations

The MP law and order operations are conducted to help the MAGTF commander maintain combat effectiveness. During law and order operations, military police establish liaison with HN police and conduct joint patrols with HN or multinational forces to maintain order and conduct security operations, thereby enhancing interoperability. The type of operation determines the requirement for additional MP support. Law and order operations are discussed in chapter 6.

Internment Operations

Internment is the wartime confinement imposed on enemy prisoners of war (EPWs) and civilian internees (CIs). According to the Geneva Conventions, commanders are responsible for the humane treatment of EPWs and CIs. MP corrections provide the commander with the ability to collect, process, guard, protect, account for, and transfer EPWs and CIs, as well as U.S. Military prisoners.

Nonlethal Weapons and Controls

The ability to plan, coordinate, and execute riot and crowd control operations to diffuse potentially lethal situations are vital MP skills that involve extensive coordination and training. Effective planning requires coordination with local civilian/HN authorities to provide complete coverage of all matters pertaining to the operations and ensures that areas requiring joint effort are properly considered.

OBJECTIVES

The MP warfighting capabilities apply across the range of military operations **(ROMO)** and support MAGTF combat, combat support, and CSS operations. See figure 1-1.

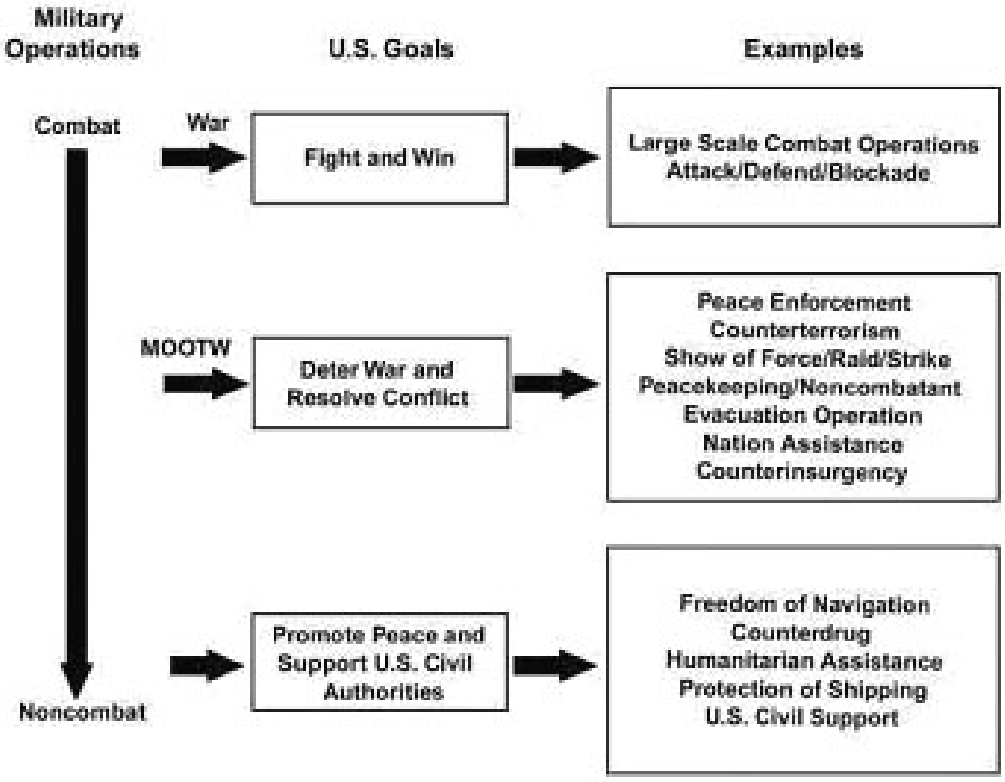


Figure 1-1. Range of Military Operations.

Combat Operations

MP conduct combat operations to keep MSRs and LOC open. MP may be formed into a response force or augment the security force conducting rear area security operations. To allow the MAGTF commander to

keep the ground combat element (GCE) concentrated and operating in the main battle area, MP assist in defeating as much of the rear area threat as possible.

Combat Support Operations

MP provide combat support to facilitate the movement of GCE forces and supplies to the main battle area by conducting route reconnaissance, MSR regulation, and dislocated civilian and straggler control and by aiding in evacuating EPWs and CIs from the main battle area.

Combat Service Support Operations

MP conduct operations to help combat service support elements (CSSEs) provide sustainment to the MAGTF. The MP MMSO and area security operation missions are instrumental to the success of the CSSE. MP provide law enforcement capabilities to assist commanders in maintaining good order and discipline.

SUPPORT TO A MARINE EXPEDITIONARY UNIT OR SPECIAL PURPOSE MAGTF

The primary MP support for a Marine expeditionary unit (MEU) or special purpose MAGTF (SPMAGTF) is an MP detachment assigned to the MEU service support group or CSSE of the SPMAGTF. The MP operations are planned and coordinated with the CSSE staff. The MP detachment is task-organized to provide the MAGTF commander capabilities in—

- Predeployment nonlethal weapons and controls employment training.
  - MP provide the SPMAGTF or MEU commander with tactics and nonlethal weapons employment subject matter experts and train the designated control force on nonlethal capabilities. Nonlethal weapons and controls are discussed further in chapter 8.
- AT/FP planning and assessment.
  - An MP officer assigned to a MEU or SPMAGTF staff is well qualified to function as the MAGTF AT/FP officer, responsible for coordinating AT/FP training, planning, and execution. The MP detachment or cadre provides the commander with force protection capabilities and suggests ways to detect and defeat the terrorist threat, thus supporting mobility and survivability functions.
- Specialized Core Competencies
  - The MP detachment provides the commander capabilities in criminal investigations, accident investigations, and physical security assessments.
- Liaison
  - MP provide the commander liaison capabilities with HN, civil, and military law enforcement agencies to develop a line of communication that will enhance a unit's survivability in a deployed environment.

FORCE CONTINUUM

MP are ideally suited for military operations other than war (MOOTW) due to their unique training and experience. From introductory training through execution of their daily tasks, MP are trained on the force continuum and are adept at using the appropriate level of force when dealing with civilians and noncombatants. In MOOTW, MAGTFs may conduct operations that involve crisis response, humanitarian assistance, peace operations, noncombatant evacuation operations, counterdrug operations, disaster relief, and military support to civilian authorities, as well as domestic support such as law enforcement and combating terrorism. In these operations, MP provide the commander a flexible option and a force that competently functions within the constraints of the force continuum.

Crisis Response

Crisis response may involve peace enforcement and emergency support to civil authorities. The ability of the MAGTF to respond rapidly and appropriately to potential or actual crises contributes to stability. During crisis response operations, military police help plan and execute missions involving civil unrest, law and order operations, and MMSO.

Humanitarian Assistance

Humanitarian assistance (HA) operations relieve or reduce the results of natural or manmade disasters or other endemic conditions such as disease, hunger, or privation in countries or regions outside the United States. The HA provided by the MAGTF is generally limited in scope and duration and is intended to complement efforts of HN civil authorities or agencies with the primary responsibility for providing assistance. The MP support for HA operations may cover a broad range of missions, to include maneuver and mobility support operations and law and order operations. Military police provide a conduit for the commander to establish crucial lines of communications and liaison with joint, combined, and HN law enforcement agencies conducting HA operations.

Peace Operations

These military operations support diplomatic efforts categorized as peacekeeping and peace enforcement operations. MP aid in the safe and successful resolution of peace operations by providing support in the areas of MMSO, area security operations, and law and order operations.

NEOs

These operations are normally conducted to relocate threatened noncombatants from a foreign country. Although principally conducted to evacuate US citizens, noncombatant evacuation operations may also include selective evacuation of citizens from the HN and citizens from other countries. MP support the commander by conducting operations to control civil disturbances, execute searches, and provide security with the appropriate level of force.

Counterdrug Operations

Counterdrug operations support Federal, state, and local law enforcement agencies in their efforts to disrupt the transfer of illegal drugs into the US. The MAGTF support may include providing intelligence analysts, logistical support personnel, and support to interdiction. Customs-trained MP and MWD teams are integral parts of the counterdrug operation support effort.

Disaster Relief and Military Support to Civil Authorities

If permitted by law, these operations provide temporary support to domestic civil authorities when an emergency overtaxes local capabilities. Support to civil authorities can be as diverse as restoration of law and order in the aftermath of riots, protection of life and Federal property, or relief after a natural disaster. MP were essential to the success of the military support provided to civil authorities in the 1992 disaster relief efforts provided during Hurricanes Andrew in Florida and Iniki in Hawaii and in troop deployment during California civil disturbances.

FUTURE OPERATIONS

As the world population grows and migrates to cities and urban areas in the littoral regions, the Marine Corps' future will include challenges in homeland defense, peacetime engagement, forward presence, and crisis response. As national boundaries become less distinct, the face of the enemy will become more unconventional and the criminal element will become a greater threat. Future operations will be characterized by increased interaction between Marines and noncombatants. To keep pace with these challenges, the demand for MP skills will increase. The MP ability to operate across the force continuum with appropriate restraint and authority will provide the MAGTF commander with a host of capabilities that can contribute to the accomplishment of any mission. Changes in the operational environment will cause a shift in the current execution methodology that supports future operational concepts. The MP capabilities such as continuing use of emergent technologies in the area of nonlethal controls, physical security, and electronic security systems provide an adaptive force that can keep pace with these changes. In the future, MP will also enhance the MAGTF AT/FP posture while complementing a reduced logistical footprint.

CHAPTER 2
COMMAND AND CONTROL

SECTION I. EMPLOYMENT METHODOLOGY

Each MAGTF commander may designate a MAGTF provost marshal under the cognizance of the MAGTF assistant chief of staff, operations staff officer (G-3). The MAGTF provost marshal provides the MAGTF commander with MP employment subject matter expertise and coordinates MP activities to ensure the proper allocation of limited resources. The MAGTF provost marshal is responsible for ensuring that MP taskings are made according to the concept of operations and the priorities established by the MAGTF commander.

MAGTF Provost Marshal Responsibilities

- Advise the MAGTF commander on matters pertaining to MP operations.
- Supervise and coordinate MP assets and operations within the MAGTF.
- Coordinate law enforcement matters between major subordinate commands (MSCs).
- Coordinate MAGTF law enforcement matters with other Services and or the HN.
- Coordinate and oversee matters pertaining to EPWs, CIs, and other detained persons.
- Advise the commander on establishing AT/FP measures.

Control Methods

The mission and needs of the MAGTF commander may require the task organization of MP units. Consolidation of MP personnel and resources creates a more robust MP unit capable of executing a wider range of operational missions while allowing greater support flexibility throughout the MAGTF AO. To maintain capabilities, an MP platoon (1 officer and 40 enlisted) is normally the lowest level unit employed. While MP assets are currently resident within each MAGTF element of the Marine expeditionary force (MEF), a variety of control options may be employed to use these limited assets efficiently.

Decentralized Control and Decentralized Execution

This traditional method retains MP units in each MSC element. Military police are under the tactical control of the respective MSC MP commander. They are organic to the MAGTF CE, which provides administrative and logistical support. While this method is the most responsive to the individual MSC commander's needs and is useful when the MAGTF elements may have wide geographic separation, the MAGTF MP capability is diluted, and the ability to rapidly mass MP capability may be difficult to coordinate.

Centralized Control and Decentralized Execution

In this option, MAGTF MP assets are combined to form a provisional MP unit under a single commander. This MP unit provides either general support throughout the MAGTF AO or direct support to subordinate elements. The MAGTF commander retains the ability to shift MP assets as the situation dictates. Normally, MP units do not provide direct support below the GCE, aviation combat element (ACE) or CSSE levels. This method of employment may be best suited in a combat environment where subordinate elements are collocated or share common boundaries. It provides for timely response to a supported element's needs, yet allows the senior MP commander to analyze and direct MP activities. Control difficulties may occur as the AO increases. The MAGTF command element (CE) provides administrative and logistical support.

Centralized Control and Centralized Execution

In this control method, MAGTF MP assets are placed in a provisional MP unit under a single commander (e.g., the MEF provost marshal may be designated as the MEF MP commander); this MP unit provides general support to the MAGTF. While this is the least traditional method of employment, it may be preferred when the MAGTF mission is peacekeeping or humanitarian assistance within a limited area of responsibility. The MAGTF CE provides administrative and logistical support.

Section II. Tactical Command Post Operations

The tactical situation dictates where the MP command post (CP) is usually established near the combat service support operations center (CSSOC) or the rear area operations center (RAOC). The CP should be large enough to accommodate a desk sergeant, an administration clerk, room for equipment not being used, and a situation map.

COMMAND POST TYPES

There are two types of tactical CPs: mobile and semipermanent.

- Mobile Tactical CP - established when mobility is required and usually operates out of the back of a MRC 145 radio vehicle or M998 high back vehicle.
- Semipermanent Tactical CP – established in a CSS rear area operation where mobility is not a factor; usually in tents, office space, or a building. See figure 2-1.

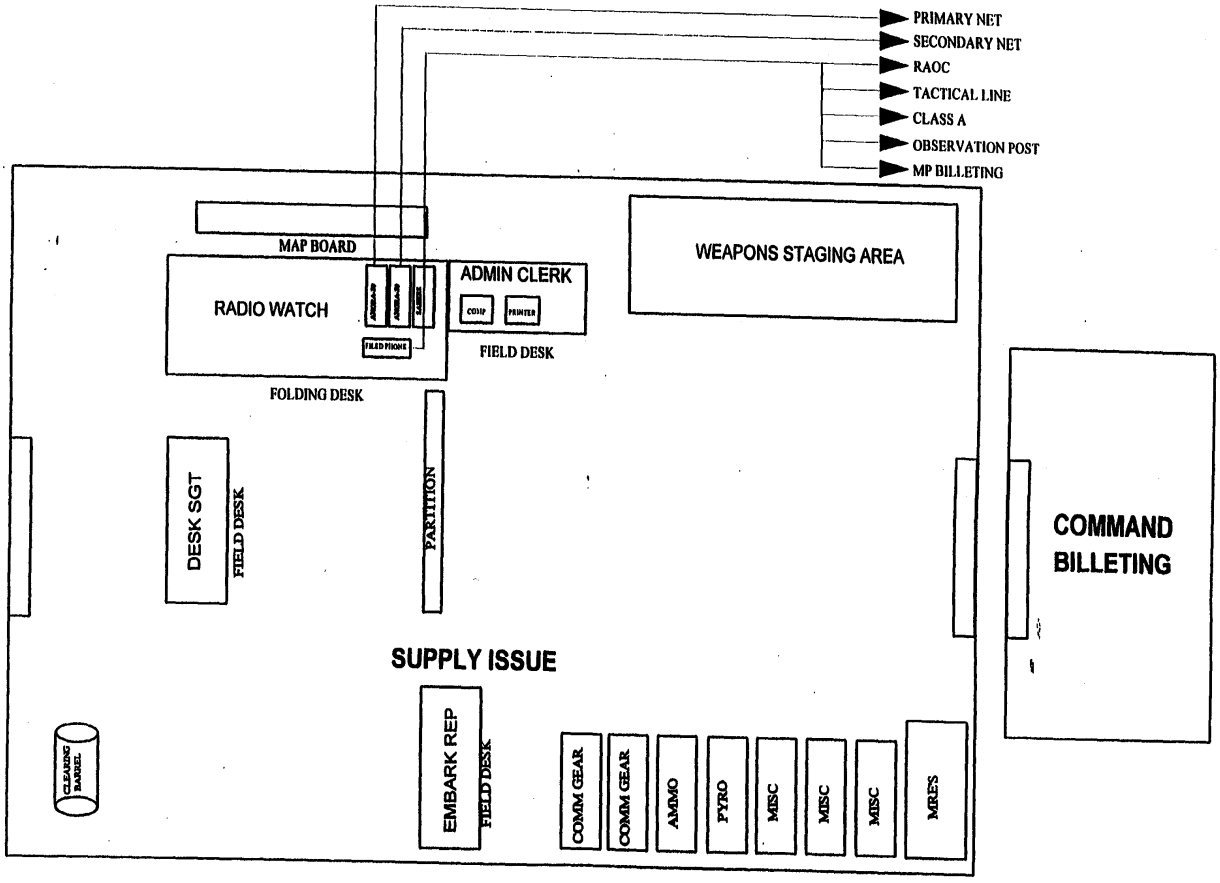


Figure 2-1.

Semipermanent Tactical Command Post

Establishment and Movement

- The senior MP and a security element reconnoiter new sites to select a primary and alternate CP site.

Site Selection

1. Choose a site based on the following characteristics:
   - Easily accessible from the MSR.
   - Accommodates all the units' vehicles and equipment.
   - Firm, well-drained surface.
   - Natural cover and concealment.
   - Is relatively easy to defend.
2. Prepare and secure the site per the unit defense measures section in chapter 5.
3. Establish local security.

Tactical CP Displacement

1. Determine new location.
2. Maintain continuous communication and security with the primary tactical CP.
3. Conduct a leader's reconnaissance
   a. Include the senior MP, platoon sergeant, a headquarters element, and a security element.
4. Once the new location is selected and secure, the new tactical CP assumes control of MP forces.
5. Remaining personnel then move to the new position.

Communications

The tactical CP requires the following communications capabilities:

- A telephone line capable of commercial and DSN calls.
- A tactical telephone line capable of contacting other military units.
- A TA 312 link to--
  - MP billeting or defensive positions at the appropriate unit level.
  - The CSSOC or RAOC if commercial or tactical telephone is not available.
  - MP observation posts or listening posts.

DESK SERGEANT DUTIES

The desk sergeant serves as the central coordinator for all MP communications. In this capacity, the desk sergeant:

- Acts as the net control station.
- Ensures frequencies, call signs, and passwords are verified and passed to the on-coming shift.
- Ensures preventive maintenance checks are conducted on all radios before shift change. Batteries will be replaced as required. Ensure radios remote to another location are also checked.
- Maintains the situation board. The situation board captures current MP operations. As a minimum, he will track--
  - A map with traffic circulation plan and traffic control plan overlays. See appendix A.

        - Primary and alternate frequencies and all challenge and passwords will be listed under the map.
    - The current posting chart.
    - The current mounted and dismounted patrol activity.
    - The location of unit defensive position expressed in a clock position.
    - The MP mission and next higher commander's mission.
    - The current air alert defense posture.
    - The current NBC defense posture.
    - The likely enemy COA.
    - A roster of assigned MP personnel.
    - A serialized inventory of all equipment and weapons.
- Maintain an alphabetical listing of personnel in the unit for notification purposes.

Refer to appendix B for additional specific communication procedures, instructions, and equipment descriptions.

Incident Response

During the initial response to an incident, the desk sergeant will:

- Dispatch MP units to an incident.
- Coordinate the response of other agencies; i.e., fire, ambulance, response forces.
- Make incident notifications in the following priority:
    - Alert posted MPs when appropriate, i.e., change in threat condition or help locate a suspect.
    - The senior MP on duty informs the MP commander.
        - The MP commander notifies the commanding officer as appropriate
    - The CSSOC/RAOC watch officer.

General Operations

The desk sergeant is responsible for vehicle and equipment accountability, dispatching, and maintenance control . In this capacity, he:

- Conducts a serialized inventory of vehicles and equipment before assuming post.
    - Results of the inspection will be recorded in the desk sergeant's journal.
- Reports all lost, damaged, stolen or missing items to the senior MP in the weekly vehicle report.
- Establishes an equipment accountability log to sub-sign equipment issued during the shift.
- Supervises Vehicle NCO coordination with the motor transport (MT) detachment, and determines dispatch procedures.
- Assigns operators to vehicles and ensure equipment rotation to prevent 24 hr operation.
- Ensures vehicles are properly dispatched and inspected.
- Routinely monitors preventive maintenance inspections.
- Ensures the proper paperwork is completed and actions taken to correct vehicle discrepancies.

DUTIES OF THE SENIOR MP ON DUTY

Once initial MP forces are dispatched in response to an incident, the Senior MP on Duty will:

- Respond and assume tactical control until relieved by competent authority.
- Ensure responding forces are properly deployed to control the situation.

MP COMMANDER DUTIES

The MP commander has overall responsibility for the conduct and execution of all MP missions. His specific duties include but are not limited to:

- Establish procedures for the preparation and distribution of MP reports and tickets. Reports and tickets will be forwarded to the individual's command via the chain of command.
- Prepare missing, stolen, lost, report (MLSR), an investigative tool. A copy will be posted with the desk sergeant.

Section III. Use of Force/Rules of Engagement

MPs must possess the capability to apply the proper amount of force to counter a given threat while adhering to specific ROE guidelines. Training and continuous reinforcement help to minimize overcome these issues.

ASSUMPTIONS

MP will be armed and use force in accordance with MCO 5500.6F, Arming Of Security And Law Enforcement (LE) Personnel And The Use Of Force, unless specific arming and ROE are prescribed by the MAGTF commander. All MPs will be trained and understand the procedures for use of force applicable to the specific mission.

- MCO 5500.6F does not apply--
  - In a combat zone (in a time of war)**.**
  - In a designated hostile fire area (not in a time of war).
  - While under operational control of another Federal agency (MPs adhere to that organization's policies).
  - In a civil disturbance area.

FORCE CONTINUUM

The continuum listed below is an example of escalating levels of force against a threat. Nonlethal measures should be employed before the use of deadly force; however, this does not mean that each one of these non-lethal measures must be used before the use of deadly force. The use of force must be proportionate with the situation. The ladder of escalation of force is-

- Presence
- Verbal commands.
- Oleoresin Capsicum (OC) spray.
- Pressure points and come-along techniques.
- Batons.
- Nonlethal munitions.
- MWD.
- Use of deadly force.

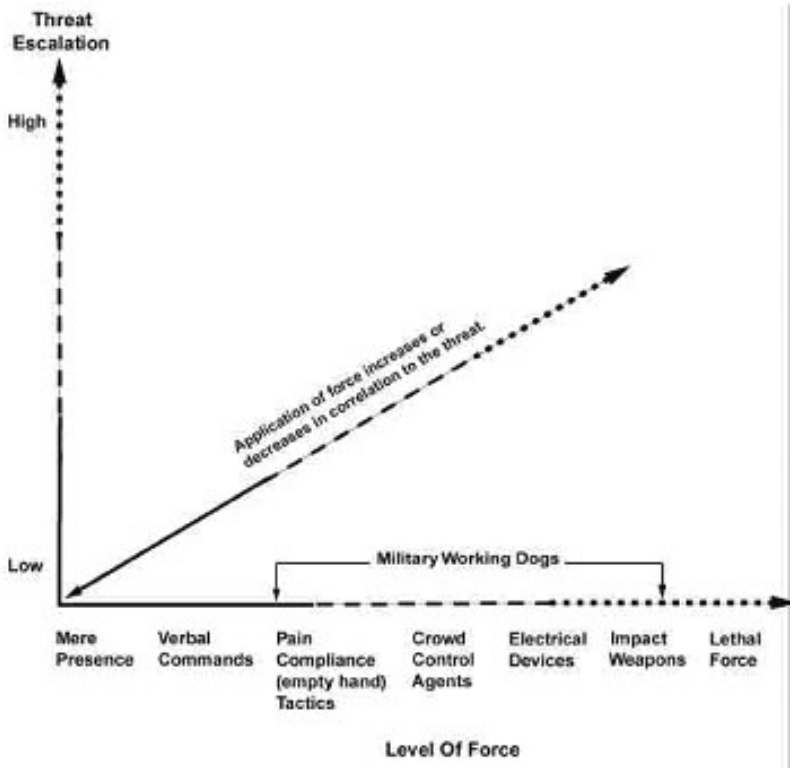


Figure 2-2. Use of Force Continuum.

USE OF DEADLY FORCE

Use of deadly force is justifiable only under conditions of extreme necessity, and only as a last resort, when lesser means have failed or cannot be reasonably employed. Instances where deadly force may be employed are--

- Self-defense.
- In defense of property involving national security to:
- Prevent the felony theft of, damage to, or espionage aimed at property/information specifically designated by the commanding officer or competent authority to be VITAL to national security.
- Prevent the threatened theft of, damage to, or espionage aimed at property/information specifically designated by the commanding officer or competent authority to be of SUBSTANTIAL IMPORTANCE to national security.
- Prevent or interrupt serious offenses against persons. When deadly force reasonably appears necessary to prevent the commission of a serious offense, which threatens death or serious bodily harm to another person.
- Apprehension and escape:
  - To apprehend or prevent the escape of a person when probable cause exists to believe that a person has committed an offense, which deadly force would be authorized.
  - When deadly force appears reasonably necessary to apprehend or prevent the escape of a person who has had access to vital or substantial material and appears to present a threat of theft, damage, or espionage.
  - To prevent the escape of a prisoner when a competent authority has authorized the use of deadly force.
- Lawful order.

Special Instructions On The Employment Of Deadly Force

- See APPENDIX C, Acknowledgement of Specific Instructions Regarding Use of Force Form
- Give an order to halt before a shot is fired (in English and the local language).
- Warning shots are not authorized.
- Although innocent bystanders will be considered, they will not preclude the use of deadly force in extreme situations that involve national security, or interferes with MAGTF missions.
- If the circumstances render it difficult to direct fire with sufficient precision, these situations will not preclude the use of a firearm.
- Fire shots to eliminate the threat.

RULES OF ENGAGEMENT

- **ROEs are easily understood and remembered when they are** clear and brief, tailored to the audience, avoid excessive technical language, and separated by job description.

ROE Sources

ROEs can be derived from a variety of legal and political sources, including but not limited to:

- Domestic law.
- National security policy.
- International law.
- Combatant commanders.
  - The senior MP should request from the MAGTF commander theater specific ROEs.

ROE Purposes

ROEs serve specific purposes in each engagement and shape the force's response in relation to the objectives for that specific situation. Specific purposes include:

- **Political** – ROEs can prevent the expansion of military objectives beyond established political objectives.
- **Military** – ROEs lend to successful mission accomplishment. Balance aggression and the right to self-defense with potential loss of public support, chance of provoking a more powerful enemy, or fighting at an unfavorable time or place.
- **Legal** – ROEs prevent violations of domestic and international law and must consider, for example, the concept of proportionality and the selection criteria for targeting.

ROE Principles

- Coalition ROEs should seek commonality because a single set of rules that applies to all coalition members in a theater of operation is better understood, more effectively implemented, and increases interoperability.
- ROEs must change as the tactical situation changes. Peacetime rules are designed to maintain the peace/deter hostilities while wartime ROEs are designed to WIN!
- Higher command constantly reevaluates the effectiveness of ROE, and publishes changes as necessary.
- Forces may be required to apply ROE in a split second, so simplicity is paramount.
- ROEs can provide restrictive or permissive guidelines on use of force for a given situation.
  - Restrictive ROE Examples:
    - Unattended munitions, mines, and booby traps are forbidden. (how)
    - Do not fire until you see the whites of their eyes. (when and against whom)
  - Permissive ROE Examples
    - A unit may use whatever force it deems necessary to defend itself against a hostile act or hostile intent. (how and when)

- Military aircraft of country "X" operating in a specified area will be considered hostile. (when and against whom)
- Shoot first and ask questions later. (when)
- Shoot first and ask questions later. (when)
- ROEs delineate the circumstances and limitations under which United States forces will initiate and/or continue combat engagement with other forces encountered. (not sure this is the right place – may need to move/rewrite –from DOD dictionary)

WEAPONS CARRIAGE INSTRUCTIONS

Prior to being armed in the performance of security/law enforcement duties, the Marine will-

- Qualify or complete a familiarization course with the weapon/weapon system.
- Receive instruction on the loading, unloading, and clearing the weapon/weapon system.
- As part of deployment training, each Marine will receive "**Use of force**" training focusing on anticipated scenarios and annual sustainment training.
- Know the standard tactical carriage conditions of all primary weapons.
  - The M9 9mm pistol is carried in condition 1 (a fully loaded magazine inserted, round in the chamber, slide forward, safety engaged) with at least one extra fully loaded magazine.
  - The M16A2 Service Rifle is carried in condition 3 (a fully loaded magazine inserted, NO round in the chamber, bolt forward, weapon on safe) with at least one extra fully loaded magazine.
  - Weapons with automatic slide assemblies; i.e., M249 SAW, M240G, M2, and MK19 are maintained in condition 3 (a fully loaded magazine inserted or ammunition belt in the tray, NO round in the chamber, bolt forward, weapon on safe).

Section IV. Noncombatant Evacuation Operations

A NEO is conducted to assist the Department of State (DOS) in evacuating noncombatants, nonessential military personnel, selected host-nation citizens, and third country nationals whose lives are in danger from locations in a host foreign nation to an appropriate safe haven and/or the United States. MP operate within the evacuation control center (ECC) to aid in the processing of personnel for evacuation.

EVACUATION PRIORITY

For organizational purposes all evacuees receive a number priority and classification designator. Colors may be added to simplify identification during evacuation. These categorizations are critical to the smooth execution and success of the operation and are used when identifying,
moving, and locating evacuees.

Major Categories

I (Blue) All American Citizens
II (Green) Alien Immediate Family Members of American Citizens
III (Yellow) Foreign Service National and Third Country National Employees of the US Government
IV (Red) Eligible non-Americans who are seriously ill, injured, or whose lives are in imminent peril (but who do not qualify for a higher priority)
V – Others eligible (as directed by the Ambassador or Joint Force Commander)

Minor Category

A Pregnant women
B Unaccompanied children under 18
C Aged and Infirm
D Adults with children
E Adults 18 or older

ASSUMPTIONS

During NEOs, the US Ambassador is the senior authority for the evacuation and is ultimately responsible for the successful completion of the NEO and the safety of the evacuees.

- Interpreters will be provided to assist in administrative processing.
- The senior MP establishes liaison with HN law enforcement and military forces to coordinate security concerns.
- Explosive ordnance disposal (EOD) teams handle suspected explosive devices.
- The ECC will be spread-loaded during transportation to ensure mission success in the event of losses.

ECC ORGANIZATION AND OPERATIONS

The ECC supports the DOS, which conducts processing, screening, and selected logistic functions associated with emergency evacuation of noncombatants. The number of evacuees, evacuation environment, and location of the evacuation area will determine size and composition of the ECC. The three guiding principles for any ECC are accuracy (everyone is accounted for), security, and speed (processing is accomplished quickly and efficiently). The ECC is task-organized to accomplish the mission. See figure 2-3. The CSSE commander is tasked to organize and operate the ECC.

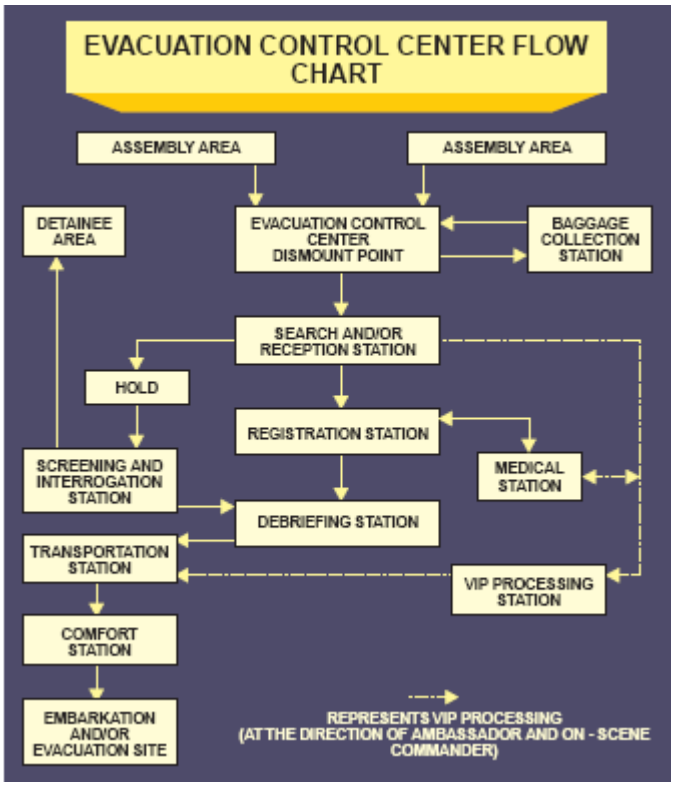


Figure 2-3. ECC Flowchart.

To further understand the responsibilities of ECC sections, the senior MP should refer to to JP (NEO) for detailed descriptions.

Site Selection

The G-3/S-3 coordinates the reconnaissance of an evacuation site. The site recon should include criteria such as:

- Defensibility of site perimeter.
- Ease of crowd control.
- Size of possible landing zones, accessibility to site and proximity to evacuation routes.
- Obstacles requiring removal and special equipment needed to improve site.
- Availability of pre-existing structures with sufficient area and facilities to handle evacuees.

Helicopter Landing Zone/Sea Site

The size and organization of the ECC will vary depending on the commander in charge, the number of evacuees, and the environment. When required or deemed appropriate, the ECC may be conducted aboard amphibious task force (ATF) shipping.

EVACUEE HANDLING

Evacuees will be handled as follows.

General Noncombatant Evacuees

- Evacuees are not enemy prisoners of ear (EPWs). Treat them with dignity and respect while maintaining security.

- Females may only be searched by female Marines or female medical personnel.
- If mission allows, do not separate families.

VIPs

- Expedite evacuation through priority movement.
- Provide guides during evacuation.
- Provide immediate health and comfort items.

Special Considerations

- Plan crowd control procedures to include use of riot control formations/equipment, nonlethal means of force, public address systems, and use of riot control agents.
- Ensure contraband is properly accounted for. Contraband should be maintained in a secure area until properly disposed. The MAGTF commander and the SJA will determine disposal procedures.

Request for Political Asylum and Temporary Refuge

- Asylum may not be granted by evacuation forces.
- Temporary refuge must be provided if the capability exists and the foreign national is in imminent danger.
- Terminate temporary refuge only when directed by higher authority.
- US evacuation forces must not invite foreign nationals to seek asylum or refuge.

Combatants and Infiltrators

- Conduct a careful search of all discovered combatants and infiltrators; specifically look for weapons or military information.
- Segregate from non-combatant evacuees.
- Guard combatants and infiltrators at all times.
- Physically restrain during transportation.
- Turn over to the HN officials.

Section IV. Operational Risk Management Process

Danger is inherent in the nature of military operations. Operational risk management (ORM) is a decisionmaking process that enhances operational capability by reducing risk. The ORM process has five-steps. For an in-depth discussion of ORM, see **MCRP 5-12.1C*, Risk Management.***

CAPABILITIES

The ORM process provides an additional tool for commanders to use in reducing risks inherent in military operations. It is not a complete change in the way we approach the risk management problem, but rather provides a specific methodology for personnel to anticipate hazards and evaluate risk. Just as we have trained our personnel to focus on the mission, we can train our personnel to evaluate risk as part of their decision making process. As personnel are trained in and use the process ORM will become intuitive, being applied automatically as a means to aid in quickly developing an effective COA to accomplish the mission.

LIMITATIONS

The ORM process does not:

1) Remove risk altogether.
2) Sanction or justify violating the laws or environmental concerns.
3) Inhibit flexibility or initiative.
4) Remove necessity for unit tactics, techniques and procedures.

STEP 1, IDENTIFY HAZARDS

- Begin with an outline or chart of all major steps in the operation (operational analysis).
- Conduct a preliminary hazard analysis by listing all hazards associated with each step in the operational analysis along with possible causes for those hazards.

STEP 2, ASSESS HAZARDS

- For each hazard identified, determine the associated degree of risk in terms of probability and severity.
  - Although not required, a risk assessment matrix may be helpful.

Use of a matrix to quantify and prioritize the risk does not lessen the inherently subjective nature of risk assessment. However, a matrix does provide a consistent framework to evaluate risk. Although different matrices may be used for various applications, any risk assessment tool should include the elements of hazard severity and mishap probability. The risk assessment code (RAC) defined by a matrix represents the degree of risk associated with a hazard in relation to these two elements. While the degree of risk is subjective in nature, the RAC accurately reflects the relative perceived risk between various hazards. The **RAC matrix (fig. 2-x)** below is used in naval occupational safety and health assessments. Using the matrix, the RAC is derived as follows.

Hazard Severity

Identify the most severe probable consequence that could occur as a result of a hazard. Severity is defined by potential degree of injury, illness, property damage, loss of assets (personnel, time, money) or effect on mission. The contribution of two or more hazards may increase the overall level of risk. Hazard severity categories are assigned as Roman numerals according to the following criteria:

- **Category I:** May cause death, loss of facility/asset or result in grave damage to national interests.

- **Category II:** May cause severe injury, illness, property damage, damage to national or service interests or degradation to efficient use of assets.
- **Category III:** May cause minor injury, illness, property damage, damage to national, service or command interests or degradation to efficient use of assets.
- **Category IV:** Presents a minimal threat to personnel safety or health, property, national, service or command interests or efficient use of assets.

Mishap Probability

The probability that a hazard will result in a mishap or loss, based on an assessment of such factors as location exposure (cycles or hours of operation), affected population. Experience or previously established statistical information. Mishap probability will be assigned an English letter according to the following criteria:

- Sub Category A. Likely to occur immediately or within a short period of time. Expected to occur frequently to an individual person, item or continuously to a fleet, inventory or group.
- Sub Category B. Probably will occur in time. Expected to occur several times to an individual person, item or frequently to a fleet, inventory or group.
- Sub Category C. May occur in time. Can reasonably be expected to occur some time to an individual person, item or several times to a fleet, inventory or group.
- Sub Category D. Unlikely to occur.

In the RAC matrix below (Figure 2-4), the RAC is expressed as a number that can help determine hazard reduction options.

Hazard Severity	Hazard Mishap Probability			
	A	B	C	D
I	1	2	3	
II, III	1	2	3	4
IV	3	4	5	5

Figure 2-4. Risk Assessment Code (RAC) Matrix.

RAC Key:

1 – Critical
2 – Serious
3 – Moderate
4 – Minor
5 – Negligible

Discussion

In some cases, the worst credible consequence of a hazard may not correspond to the highest RAC for that hazard. For example, one hazard may have two potential consequences. The severity of the worst consequence (I) may be unlikely (D), resulting in a RAC of 3. The severity of the lesser consequence (II) may be probable (B), resulting in a RAC of 2. Therefore, it is also important to consider the less severe consequences of a hazard if they are more likely than the worst credible consequence, since this combination may actually present a greater overall risk.

STEP 3, MAKE RISK DECISIONS

- Develop risk control options.
- Begin with the most serious risk and select controls that will reduce it to a level acceptable to with mission accomplishment.
- With selected controls in place, determine if the benefit of the operation outweighs the risk.
- If the risk outweighs the benefit or if assistance is required to implement controls, communicate with higher authority.

STEP 4, IMPLEMENT CONTROLS

The following measures can be used to eliminate hazards or reduce the degree of risk. These are listed by order of preference.

- Administrative Controls: reduce risks through specific administrative actions, such as-
  - Provide suitable warnings, markings, placards, signs, and notices.
  - Establish written policies, programs instructions and standard operating procedures (SOP).
  - Train personnel to recognize hazards and take appropriate precautionary measures.
  - Limit the exposure to a hazard either by reducing the number of personnel/assets or the length of time they are exposed.
- Engineering Controls: use engineering methods to reduce risks by design, material selection or substitution when technically or economically feasible.
- Personal Protective Equipment: serve as a barrier between personnel and a hazard; should be used when other controls do not reduce the hazards to an acceptable level.

STEP 5, SUPERVISE

Conduct follow-up evaluations of the controls to ensure they remain in place and have the desired effect. Monitor for changes that may require further ORM and take corrective action when necessary.

Section V. Reports

Situational reports are provided by Marines on patrol or operations to higher headquarters to provide the commander with a clear picture of the battlefield.

COMMON GUIDELINES

- Complete all reports in accordance with appendix E.
- Only transmit route related reports by radio when the report information has time priority. Submit all route report information (whether transmitted or not) in written format to the MP tactical CP.
- Give priority over other routine traffic to all reports broadcast over the MP TACNET.
- Assign FLASH precedence to NBC reports and immediately report to the next higher command.

The standard report forms are included in appendix E.

REPORT	OCCASION	REPORT TO	REMARKS
SPOT REP	Enemy contact	MP CP	NA
SALUTE REP	Sighting enemy	MP CP	NA
MEDEVAC REQ.	Wounded/sick peers	MP CP	Prioritize by casualty
ROUTE REPs (include all route reports)	Mission vital route information	MP CP	Report as necessary and submit written
NBC ONE REP	NBC attack	MP CP or any net	FLASH precedence!
EPW REPORT	Daily	Via MP CP to RAOC	NA
ENEMY DEMO REP	Sighting enemy demo	MP CP	Radio immediately
PERSONNEL REP*	Daily/on order	Via MP CP to HQ	Always routine
SUPPLY REQ*	As necessary	MP CP	Standard routine
MINEFIELD REP	Sighting minefield	MP CP	Include diagram in detail

* These reports are unit specific.

Section VI. Fire Support

This section establishes procedures for calling for and adjusting indirect mortar, artillery fire, fixed-wing close air support, and rotary-wing close air support (RWCAS). MPs may call for and adjust indirect fires in support of the CSSE rear area security (RAS) effort and serve as the RAOC's primary forward observer (FO) capability.

ASSUMPTIONS

- The RAOC determines what on-call assets are available for use in the Fire Support Center (FSC).
- The RAOC provides specific procedures for requesting in-direct fire, fixed-wing CAS, and RWCAS. The RAOC is the primary agency where MPs maintain the capability to request and coordinate fire support as FOs.

SENIOR MP DUTIES

- Submit a list of targets, in accordance with the mission fire support plan and the supported unit leader, to the FSC.
- Ensure the operation order (OPORD) for each mission includes a target list of approved targets.
- Ensure all targets on the target list are placed on patrol overlays and all continuous targets are placed on the MP detachment overlay.
- Act as the conduct of fire (COF) net relay from the subordinate unit leader to the RAOC.
- Ensure all fire support coordination measures are portrayed as an overlay in the tactical CP station.
- Ensure range fans for mortars and strip alert times for RWCAS are displayed as an overlay situation board.
- Maintain continuous communications between the fire direction center (FDC) and the RAOC.
  - Proper communication for aviation support is routed from the individual MP, to the senior MP, to the RAOC, to the air officer, to the direct air support center (DASC). However, in a desperate situation and with the proper communication assets, the individual MP could speak directly with the AO or DASC.
  - To request artillery support, proper communication is routed from the individual MP, to the senior MP or FSC (RAOC), to the mortar section. However, as with CAS, in an extreme situation the individual MP could speak directly to the mortar section.
- Serve as a conduit to the RAOC for MP field units serving as FOs.
- When planning MP missions, take available fire support and fire support coordination measures into account and ensure all suspected, likely or known enemy positions are targeted.

PATROL/OPERATING SUBORDINATE UNIT LEADER DUTIES

- Maintain contact with the MP tactical CP.
- Know the call signs and frequencies for the RAOC and RWCAS units.
- Maintain continuous awareness of their location.
- Submit a list of targets to the senior MP after conducting METT-TSL <OK?> and a map reconnaissance for each mission.
- Maintain one pair of military binoculars with range inlays.
- Be able to call for and adjust fire in accordance with the following references:
  - MCWP 3-16.6, Supporting Arms Observer, Spotting, and Controller.

- MCRP 3-16.6A, J-Fire Multiservice Procedures for the Joint Application of Firepower.
- JP 3-09.3, Joint Tactics, Techniques, and Procedures for Close Air Support (CAS).

CHAPTER 3
ANTITERRORISM/FORCE PROTECTION OPERATIONS

The inherent MP capabilities contribute to improving a unit's antiterrorism/force protection (AT/FP) posture. With the ever-changing enemy and environmental situation, MP advise the commander of the probable impact a COA may have on AT/FP. MP conduct vulnerability assessments to identify command areas that are vulnerable to terrorist attack. These assessments and the criminal and tactical information gathered by the MP, MP investigators (MPI), and the NCIS assist in developing an AT/FP plan that is dedicated to safeguarding personnel and property. MP also function as a training cadre to provide AT/FP training.

MP AT/FP PLANNING ROLES

Comprehensive AT/FP plans must be developed and implemented to maximize personnel and asset protection. Plans must clearly describe AT/FP operational responsibilities for permanently or temporarily assigned units and individuals. The MAGTF AT/FP officer serves as an advisor to assist the commander to meet and plan for AT/FP requirement.

MP AT/FP planning roles are--

- Assist in developing AT/FP plans for permanent and temporary operations and exercises.
- Provide recommendations for specific measures and actions to be taken for each force protection condition (FPCON) level.
- Recommend procedures to collect and analyze threat information and threat capability.
- Assess vulnerability to threat attacks.
- Implement procedures to enhance AT/FP threat incident response.
- Maintain liaison with HN and other foreign authorities.

ASSESSMENTS

Threat assessments are essential to the development of an effective AT/FP plan; they form the basis for planning, justify resource expenditures, and contribute to the establishment of specific threat condition (THREATCON) measures. The Navy Antiterrorism Analysis Center prepares area threat assessments to provide the commanders with updated analysis of the threat in a particular area of operations. The local threat assessment may also be obtained via the resident NCIS office.

Vulnerabilities identified during assessment provide justification for establishing FPCON measures and actions. Prior to deployment, a vulnerability assessment must be conducted to identify appropriate force protection measures and to reduce risk.

Vulnerability assessments provide the commander with threat-based analysis and self-assessment tools to evaluate the unit's vulnerability to terrorist attack. In a tactical environment, vulnerability assessments lend themselves to improving stationary asset security and therefore the enhancement of AT/FP posture. *The more vulnerable a unit, the more attractive it becomes to terrorist.*

MP reduce vulnerability to terrorist attack by—

- Focusing on elements directly related to combating terrorism, to include preventing terrorist acts. If prevention fails, MPs must be prepared to limit mass casualties.
- Identifying vulnerabilities that may be exploited by threat groups and recommending options to eliminate or reduce those vulnerabilities.
- Concentrating on areas identified by the commander as essential to mission accomplishment.

TRAINING

Training and education are key factors in reducing terrorists' opportunities to target US forces and are vital parts of the commander's force protection program. Training and education increase an individual's awareness and help focus on terrorism prevention.

All personnel deploying or traveling overseas must receive level I antiterrorism training within 6 months prior to departure. The AT/FP officers are responsible for coordinating and conducting level I training and may use local MPI, NCIS, or specially trained MP to increase the AT/FP awareness level of personnel.

Integration of terrorist scenarios into unit-level training exercises provides practical application of terrorism awareness skills and serves to reinforce force protection readiness within the unit. MP assist in incorporating and coordinating scenarios that—

- Evaluate a unit's ability to detect terrorist surveillance and targeting.
- Implement increased THREATCON security measures.
- Gauge the organization's preparedness to respond to acts of terrorism and attack by traditional conventional forces.

PROTECTIVE SERVICE OPERATIONS

Commanders may task MP with protective service operations to reduce individual or group vulnerability to terrorist attack. MP provide personal security for key government leaders, flag officers, and equivalent civilian dignitaries. MP also coordinate and support HN and foreign law enforcement protective service operations.

CRIME PREVENTION

In combat, MP provide units with advice on crime prevention through a heightened degree of awareness. MP are responsible for investigating and reporting criminal activities that will assist the commander in maintaining unit order and discipline. MP also provide the commander with awareness programs; i.e., instructions and information to recognize, counter, and prevent criminal and terrorist activities.

PHYSICAL SECURITY

Physical security is the protection of critical assets, such as headquarters elements and communication and control activities.

Normally, MP involvement in physical security is limited to providing advice to improve the security in a unit's area of operations. When assisting in security enhancement planning, MP provide advice on the use of physical security equipment that may include--

- Protective lighting.
- Security containers.
- Locking mechanisms.
- Intrusion systems.
- Personal ID.
- Access control.

Movement control.

The challenge to security is influenced partially by the geographic location, size, type, and jurisdiction of the property. The procedures, plans, policies, agreements, systems, and resources committed to safeguard personnel, protect property, and prevent losses also impact security. The physical security portion of security planning is concerned with means and measures designed to achieve a strong physical security and AT/FP posture. The program goal is to safeguard personnel and protect property by preventing, detecting, and confronting unauthorized acts. These unauthorized acts include but are not limited to terrorism, espionage, sabotage, wrongful destruction, malicious damage, theft, and pilferage. **Appendix F contains specific physical security plan information requirements.**

Classification/Security Requirements for Areas

Restricted Areas

Restricted area designation is often associated with areas storing classified information, however there are other valid reasons to establish restricted areas to protect security interests (e.g.: assets or areas identified as mission critical/sensitive; ammunition, arms, and explosives (AA&E); nuclear material; protection of certain unclassified chemicals, precious metals or precious metal-bearing articles; funds; drugs; or articles having high likelihood of theft). There are three types of restricted areas, listed in order of importance: Level Three, Level Two, and Level One. All restricted areas are designated with only a "restricted area" sign, so as not to draw attention to the criticality of an area.

- **Level Three** is the most secure type of restricted area. It may be within less secure types of restricted areas. It contains a security interest that if lost, stolen, compromised or sabotaged would cause grave damage to the command mission or national security. Access to the Level Three restricted area constitutes, or is considered to constitute, actual access to the security interest or asset. Level Three areas include:
  - NBC and special weapons research, testing, storage, and maintenance facilities.
  - Sensitive Compartmented Information Facility (SCIF)
- **Level Two** is the second most secure type of restricted area. It may be inside a Level One area, but is never inside a Level Three area. It contains a security interest that if lost, stolen, compromised, or sabotaged would cause serious damage to the command mission or national security. Uncontrolled or unescorted movement could permit access to the security interest. Level Two areas include:
  - Aircraft hangers, ramps, parking aprons, flight lines, runways and rework areas.
  - Arms, Ammunition, & Explosives (AA&E) storage facilities and processing areas including gun parks and ammunition supply points.
  - Fuel depots and bulk storage tanks.
  - Critical infrastructure to include base clusters.
- **Level One** is the least secure type of restricted area. It contains a security interest that if lost, stolen, compromised or sabotaged would cause damage to the command mission or national security. It may also serve as a buffer zone for Level Three and Level Two restricted areas, thus providing administrative control, safety, and protection against sabotage, disruption or potentially threatening acts. Uncontrolled movement could permit access to a security interest or asset. Level One areas include:
  - Motor pools.

- Fuel issue points.
- Funds and negotiable instrument storage areas.
- MP operations center, electronic security systems monitoring spaces, and MWD facility.
- Level One

Nonrestricted Areas

A nonrestricted area is an area under the jurisdiction of an organization where access is minimally controlled or uncontrolled. Such an area may be fenced or open to uncontrolled movement of the general public. An example of a nonrestricted area is a visitor or employee parking lot that is open and unattended by guards. After working hours it may be closed, patrolled, and converted to a restricted area. Another example is a personnel office where the general public is authorized access during working hours without being required to check in or register with duty personnel. A fence or other barrier may enclose a nonrestricted area. Access is normally minimally controlled. In most cases further security authorization, such as a security clearance would not be required for access. An off base housing area would normally be considered a nonrestricted area. Nonrestricted areas will not be located inside restricted areas.

Minimum Security Measures Required for Restricted Areas

Level Three

- A clearly defined and protected perimeter.
  - The perimeter may be a fence, the exterior walls of a structure or the outside walls of a space within a structure. If the perimeter is a fence or wall, it must be posted with restricted area signs.
- A personnel ID and access control system (an electronic control system with the capability of recording ingress and egress may be used).
  - The use of technology does not replace the requirement for security personnel to control and observe access.
  - All visitors will be logged in and out in an entry/departure log at all times.
- Access restricted to personnel who have duty requirements within and are authorized in writing by the commanding officer.
  - Persons who have not been cleared for access to the security interest contained within a Level Three restricted area may be admitted to the facility with approval, in writing, from the commanding officer. An authorized person will escort such persons at all times.
- When secured, check at least once per 12-hour shift if adequately equipped with an operational intrusion detection system (IDS) or twice per 12-hour shift for those facilities without an IDS.
  - Security force personnel will check for signs of attempted or successful unauthorized entry and for other activity that could degrade the security of the Level Three restricted area.

Level Two

- Same minimum security measures as Level Three facilities.

Level One

- A clearly defined protected perimeter.
  - The perimeter may be a fence, the exterior walls of a structure, or the outside walls of a space within a structure. If the perimeter is a fence or wall it must be posted with restricted area signs per this publication.
- A personnel ID and control system for those personnel assigned to the activity.
- Controlled ingress and egress.
- Controlled admission of individuals (military, civil service, contractors, and official visitors) who require access for reasons of official business, which render a service (vendors, delivery people), and

other visitors as authorized by the Commanding Officer. All visitors will be escorted and the security interest protected from compromise.

- When secured, check at least once per 12-hour shift if adequately equipped with an operational intrusion detection system (IDS) or twice per 12-hour shift for those facilities without an IDS.
- Security force personnel will check for signs of attempted or successful unauthorized entry and for other activity that could degrade the security of the Level One restricted area.

Personnel and Vehicle Administrative Inspections

All instructions designating restricted areas shall include procedures for conducting inspections of persons and vehicles entering and leaving such areas. To be effective, administrative vehicle and personnel inspection operations must be conducted on a random basis. The activity security officer will ensure they are conducted. Procedures will be coordinated with the cognizant staff judge advocate and approved, in writing, by the installation commander/ commanding officer or authorized representative.

Waterway Security

Commanding officers will make every effort to coordinate protection of adjacent waterway areas with the proper agency. Commanding officers will review operations and/or security plans to ensure areas of responsibility/ jurisdiction are properly identified. Liaison between security personnel and local waterway officials should be maintained to ensure designation of limited waterway areas and procedural aspects are kept current.

Nonrestricted Areas

A nonrestricted area is an area under the jurisdiction of an organization where access is minimally controlled or uncontrolled. Such an area may be fenced or open to uncontrolled movement of the general public. An example of a nonrestricted area is a visitor or employee parking lot that is open and unattended by guards. After working hours it may be closed, patrolled, and converted to a restricted area. Another example is a personnel office where the general public is authorized access during working hours without being required to check in or register with duty personnel. A fence or other barrier may enclose a nonrestricted area. Access is normally minimally controlled. In most cases further security authorization, such as a security clearance would not be required for access. An off base housing area would normally be considered a nonrestricted area. Nonrestricted areas will not be located inside restricted areas.

CHAPTER 4
MANEUVER AND MOBILITY SUPPORT OPERATIONS

Aggressive and creative MMSO methods ensure vehicles, equipment and personnel move efficiently and safely over the battlefield. MMSO measures begin by examining mission requirements, conducting map reconnaissance, and developing COAs. Mounted patrols are then tasked with route reconnaissance missions to validate COAs, road traffic capability and other traffic circulation control issues. Circulation control measures such as traffic control points (TCPs), checkpoints, roadblocks and route signing, are implemented to control movement. Routes are continually patrolled to gather intelligence and maintain security.

ROUTE RECONNAISSANCE AND SURVEILLANCE

When conducting route reconnaissance and surveillance missions, military police continually monitor the condition of main supply routes (MSR) by identifying restrictions on terrain, effects of weather on routes, damage to routes, nuclear, biological, and chemical (NBC) contamination, and the presence of the enemy. Military police also identify alternate MSRs. In addition, police report observations, maintain surveillance, and develop the enemy situation. Mobile MP teams also gather information on friendly and enemy activity.

MSR REGULATION AND ENFORCEMENT

Military police enforce the MAGTF commander's MSR regulations and traffic circulation plans to keep MSRs free for priority military movement. To expedite traffic on MSRs, military police use patrolling, traffic control points (TCPs), roadblocks, checkpoints, holding areas, defiles at critical points, and temporary route signs. Effective and efficient employment of traffic control measures move military traffic, stragglers, and refugees through or around potential congestion points.

AREA DAMAGE CONTROL

The MP units support area damage control before, during, and after hostile actions or natural and manmade disasters. While conducting route reconnaissance and surveillance and MSR regulation and enforcement missions, MP identify areas that are damaged. MP also identify areas contaminated by NBC munitions and report this information to the command to affect planning and to facilitate operations.

INFORMATION COLLECTING, REPORTING, AND DISSEMINATION

During the conduct of maneuver and mobility support operations, military police continuously collect and provide information to commanders. While patrolling, military police gather information about the terrain, weather, and activities in the area of operations (AO). They also gather vital operational planning information by routinely talking to military personnel, MSR users, local police, and the populace. A valuable source of information, military police must pass and receive information in a timely manner. During operations, the information flow is continuous between the military police and the intelligence community. Military police gather information based on the commander's priority intelligence requirements.

MMSO TASKS

- Traffic control requires a creative combination of circulation and security measures to expedite movement and protect the flow of mounted and dismounted traffic along the MSR.

- MPs recommend circulation control measures to the MAGTF commander for final approval. Usually, the principal staff officers are the G-3/S-3, G-4/S-4, MT officer, and the rear area security coordinator (RASC).
- MPs conduct liaison with joint, combined coalition, and HN security forces and other appropriate government agencies as required to coordinate circulation efforts.

TCPs

The senior MP determines TCP locations based on information derived from map and route reconnaissance. TCPs--

- Ensure smooth and efficient use of MSRs by monitoring and assisting authorized traffic and providing information to passing units.
- Provide security for MSRs at critical locations or intersections.
- Reroute unauthorized MSR traffic to authorized routes or holding areas.
- Gather and report intelligence.
- Control stragglers and refugee traffic.
- Monitor NBC contamination.

TCP personnel will-

- Understand the general tactical situation and its relationship to their mission.
- Understand and implement critical information on traffic flow/priority.
- Know the location of friendly forces and resupply points.
- Present a professional military appearance. MP will be clean-shaven, with camouflage face paint applied and wearing reflective vests while on TCP duty.
- Prevent personnel from congregating on or near the post.
- Know the exact route of the MSR and all alternate routes.

Security Measures

- Under normal circumstances, one MP team can man a TCP. However, the tactical situation will determine manning/security requirements and the required active and passive security measures.
- The MP vehicle should be placed off the road in a covered and concealed position. Erect camouflage netting/material to allow the vehicle to quickly depart and not interfere with the operation of the mounted weapon system.
- The team leader is responsible for the operation of TCP. The team leader will--
  - Select the specific location for the TCP on the ground.
  - Select locations for individual fighting positions and crew served weapons. (Threat avenues of approach and location of friendly units dictate the principal direction of fire for crew served weapons.) Unless otherwise directed, the M2 .50 caliber (cal) and/or MK 19 remain vehicle mounted and M240G and/or M249 (SAW) are dismounted. Prepare range cards in accordance with **Appendix I** and forward copies to the chain of command.
  - Be intimately familiar with the traffic control plan and the MP mission.
- Ensure one MP is providing security for the MP controlling traffic.
- Unless otherwise directed, the use of permanent barriers is not authorized. The fire team member directs/controls traffic with a flashlight or chemical light during limited visibility.
- Fire team size TCPs are capable of 24-hour operation with resupply coordinated through the tactical CP.

TCP Operations

- One MP is responsible for traffic control duty during TCP operation. The MP monitors and controls traffic with flashlights or chemical lights and a reflective vest.
- Movement priorities are established by the responsible logistics and movement control center (LMCC). Unless otherwise directed, traffic moving toward the front has priority over traffic moving to the rear. Forward moving loaded vehicles, especially ammunition and water, have priority over all other traffic.
- Develop a holding area plan for vehicle or foot traffic to avoid congestion or if traffic needs to be halted.
- During TCP operations, the MP may encounter individuals requesting specific operational information. The following are minimal guidelines for such an event:
  - Direct personnel requesting information out of the traffic flow whenever possible.
  - Establish positive ID and the need to know before any information is passed. Verify ID by checking the Armed Forces ID (AFID) card, trip tickets, **challenge and password or movement credentials.**
  - If identity cannot be verified, request the person's information be checked through the RAOC/CSSOC.
  - Detain unidentified or suspicious personnel until positive ID is made.

Traffic Violations

- The senior MP will prescribe specific instructions for handling traffic violators, which may include--
  - Issuance of DD Form 1408, *Armed Forces Traffic Ticket*.
  - Issuance of a verbal warning and documentation on the desk sergeant journal.
  - Notification of violator's chain of command for further counseling.
- Traffic violations caused by forward moving convoys will be brought to the attention of the convoy commander and corrected on the spot. Further, convoys will not be unnecessarily delayed.
- Should the convoy commander fail to obey the instruction of MP, MP will obtain the individuals name, rank, and unit and report the incident to the respective chains of command. The convoy will not be detained.

SPECIAL TRAFFIC CONTROL MEASURES

The senior MP coordinates the employment of special traffic control measures with the MAGTF commander and LMCC.

Defiles

A defile is established when two-way traffic is reduced to one-way traffic. The number of MPs required to operate the defile is guided by the size of the defile, security requirements, and the amount of traffic.

- Report the location to the RAOC/CSSOC and attempt to establish an alternate two-way route around the defile. This route should not take longer than going through the defile. Nonmission essential traffic will use this route.
- Coordinate with the RAOC/CSSOC to have engineers repair any damage or widen the route.
- Establish TCPs at either end of the defile in an area that facilitates the staging of traffic into holding areas.
- Conduct an area reconnaissance at the defile point if enough MPs are present. The area reconnaissance should be 250-500 m out, to include sweep and secure of all buildings nearby.
- Communication between TCP's is paramount to coordinate vehicle movement. Employ the following techniques:
  - Visual signals. Distance and obstructions permitting, use hand and arm signals, flashlights or chemical lights (Red stop, Green go).

- Hand-held radios or hard wire, i.e., situational awareness beacon with reply (SABER) radios or a TA 312 field phone.
- A flag can be attached to the trail vehicle and removed at either end of the defile as a marking device to signal the end of a convoy.
- MP lead and trail vehicle. This method can be used when the defile is complex and there are sufficient MP vehicles available.

- Disabled vehicles should be removed. When possible, have a recovery vehicle present at the defile.
- A combination of mounted and dismounted patrols should be conducted around the defile.

Checkpoints

A checkpoint is a place where MP inspect vehicular or pedestrian traffic in order to enforce circulation control measures and other laws, orders, and regulations. The primary purpose of a checkpoint is to prevent unauthorized and unnecessary traffic. Checkpoints are also used to ensure convoys are on the correct route, have the proper movement credits and are on schedule.

- The senior MP authorizes the use of checkpoints and determines locations, times, and duration of employment.
- Establish checkpoints in the same manner as a TCP.
- The use of barriers/obstacles to control/stop traffic is authorized.
- The location should be in a position that does not allow traffic to avoid the checkpoint, i.e. around a curve or over a hill. Other traffic control measures may be required to ensure traffic remains on the road.
- Ensure the location provides good fields of fire for security of the checkpoint.
- Local law enforcement agencies will be used, when possible, to assist in the ID of civilian traffic and enforcement of local statutes.
- Use interpreters and/or Marine interrogator/ translator teams as needed.
- Randomly select vehicles for inspection.
- Direct the vehicle off the MSR and into a staging area for inspection.
- EOD personnel can be used to examine suspected explosive devises or handle ordnance. As a minimum the procedure for notifying EOD to respond will be established, as well as notifying MWD.
- UCMJ and Manual for Courts-Martial rules of evidence for search and seizure apply to military personnel. Local status-of-force (SOFA) agreements dictate the procedure for handling civilians.
- Ensure adequate lighting is available to conduct proper searches.
- In addition to the incident complaint report (ICR) and CID documentation, note the inspection will in the MP log.
- Keep an MP log of convoys entering and exiting the checkpoints. Include--
  - Time, date, and convoy serial number.
  - Number of vehicles.
  - Convoy commander name, rank, and SSN.

Roadblocks

A roadblock is used to slow, limit, or stop traffic; limit access to certain areas; and/or channel traffic into a specific area.

- The senior MP authorizes the use of roadblocks.
- Closing public roads and access-ways must be coordinated with local police and government agencies.
- Roadblocks are established in the same fashion as a TCP.
- Make the roadblock easily moveable and visible to drivers. Use concertina, barbed wire, trees, debris, and warning signs. See chapter 5.
- Position the roadblock in a location to gain surprise.

- Tie the roadblock in with existing man-made/natural obstacle to make bypass difficult
- Establish good fields of fire to cover the roadblock.
- When the roadblock is used to channel traffic into checkpoint, place it in a location where vehicle operator cannot turn off or bypass.
- When using a roadblock to close a road, place it in a location that allows vehicle operators to easily and safely turn their vehicle around.
- Roadblocks can be manned or unmanned, depending on the tactical situation.

Straggler Control Points

MPs coordinate straggler control points with the MAGTF G-1/S-1. This control measure is established along the MSR or operated with a TCP to help keep the MSRs clear by assisting lost personnel to find their units.

- Establish straggler control points similar to a checkpoint.
- The location should not allow vehicles the chance to avoid the location and provide enough space for a small vehicles/personnel holding area.
- Maintain a log to record the person's-
  - Name, rank, SSN.
  - Unit.
  - Status, e.g., injuries**.**
  - Status, e.g., in possession of assigned weapon gear.
  - Location and date found.
  - Where the straggler came from and where he was going.
  - Where the straggler was sent.

- Identify by-
  - AFID and uniforms/unit insignia.
  - Bumper marking on vehicles.
  - ID cards or tags.
  - Passes or authorization documents.
  - Radio verification through the RAOC/CSSOC
- Coordinate with the RAOC/CSSOC to determine a location to send the stragglers or arrange for transport.
- MP should know the location of friendly units in order to assist in the relocation of stragglers.
- Apprehend stragglers who appear to be avoiding further service and notify the unit. An ICR will be completed.
- When large umbers of stragglers are intercepted, the post should be manned by at least a squad. A small processing area may need to be established (general purpose [GP] tent and a G-1/S-1 representative to help identify personnel). One team will process, one team will provide security, and the other team will provide relief as required.
- Provide food, water, and medical aid as required.

Refugee Control Points

The purpose of a refugee control point is to keep MSRs free and assist the HN in moving refugee traffic away from the battlefield. MP will coordinate the locations of refugee points with the MAGTF commander.

- Established similar to and with TCP or checkpoints.
- Refugee control points should be positioned at a location, which diverts them off the MSRs and onto designated roadways identified to move civilian traffic.
- Coordinate with the MAGTF G-1/S-1/G-3/S-3/G-4/S-4 and the HN civilian authorities to establish a location for refugees.
- The identity of refugees should be established to prevent the enemy from infiltrating into the rear area.
- Use HN law enforcement and/or interpreter support, criminal investigators, and Marine interrogator translator teams (ITTs) as required.
- Search all personal belongings and vehicles. Use metal detectors and explosive/drug detection MWD teams as available.

Vehicle Holding Areas

Operate holding areas to help regulate the flow of traffic along the MSR. They can be used in conjunction with checkpoints and defiles, to support river crossings or as required by the tactical situation.

- Identify holding areas during the route reconnaissance patrols to support the scheme of maneuver. Site selection considerations:
  - Vehicles need to be dispersed, covered, and concealed from air and ground observation.
  - Easy access to and from area. The first vehicle in is the first vehicle out.
  - The surface is firm enough to hold the weight of the vehicles. Inclement weather could have an adverse affect if the area will be heavily used.
  - Parked vehicles must face the exit to allow them to be quickly driven from the area.
  - A roadway must be established that allows selected vehicles to depart.
  - The area can be easily defended for a short period of time.
- The size of the holding area will dictate the manning requirement. At a minimum, MPs' will—
  - Control vehicle traffic into and exiting the area.
  - Establish a parking plan, coordinating with the convoy commander to park the vehicles. Hand and arm signals, flashlights, and chemical lights will be used as needed to direct traffic.

- Security for the holding area is a unit responsibility. Coordinate with the convoy commander to establish security for the area. MP will conduct mounted/dismounted patrols around the holding area.

Dismount Points

Dismount points limit or eliminate vehicle traffic in certain areas. Vehicles are directed into a parking area where the occupants are required to leave their vehicles and walk to their final destination. Site selection considerations are-

- Allows for vehicle to stop, passengers to dismount, and the vehicles to be parked.
- Is easily accessible from a road.
- Provides good cover and concealment.

Access Control Points

Access control points are used to screen entry into secured areas. A static post positioned to regulate entry into a specific area. Access control point guidelines:

- Erect fighting positions that cover likely avenues of approach.
- Use barriers to slow and regulate traffic flow into and out of the area.
- The senior MP officer will determine specific entry/exit requirements.
- Implement procedures for searching personnel, equipment, and vehicles.
- Search all vehicles before access is allowed. **See appendix G for TCP examples and vehicle search techniques.**
- Use metal detecting wands and inspection mirrors.

Temporary Route Signing

Route signing is the primary method MPs use to regulate the flow of traffic throughout the battlefield. North Atlantic Treaty Organization (NATO) Standardization Agreement (STANAG) 2174, Military Routes and Route/Road Networks, specifies the standards for sign construction and use. Use standard NATO symbols. **See appendix H for route sign examples.**

MPs may emplace temporary signs to identify routes, reroute traffic around problem areas, show drivers the locations of key areas and danger areas and depict TCP location and flow of traffic. MPs can coordinate with engineers to emplace permanent signs.

- The use of signs should be minimized whenever possible. At a minimum, indicate: road intersections, night use, urban area, and the problem areas that require attention.
- Place hazard signs approximately 150 m before the hazard.
- Place regulatory signs where the regulation takes effect.
- Place signs on the same side as the vehicles are traveling about one meter off the traveled way, concealed from aerial view by slanting them slightly forward.
- The height of the sign will be approximately the same height as a man standing; foliage will dictate height in some areas.
- In urban areas, place signs so they are not hidden by vehicle and pedestrian traffic, and cannot be tampered with by children, and illuminated by existing streetlights.
- Place a confirmation sign 150 m beyond critical road junctions.
- Place signs on both sides of the road to guide traffic to and from the forward edge of the battle area (FEBA).
- Color code routes with chemical lights to aid in night ID.

Sign dimensions and material:

- 14” wide and 18” long.
- 12” in (diameter) white circle.
- 5” lettering.

Signs may be constructed out of any available material that is practical.

CHAPTER 5
SECURITY OPERATIONS

Security is a major concern for the MAGTF commander. Enemy forces operate throughout the area of operations to disrupt our CSS operations and seek to divert ground combat forces from the front. MPs play an important role in the execution of the RAS plan to ensure uninterrupted CSS operations. With their mobility and communication capabilities, MP are able to detect, report, and engage enemy activity to prevent and/or slow enemy penetration into the rear area. Also, MP may provide security to critical facilities by establishing an early detection security screen around the area to include security of VIPs.

While performing area security activities, MP help safeguard against unexpected enemy attacks. They monitor likely enemy avenues of approach and landing zones (LZs) or drop zones (DZs) to give early warning of enemy activity. They also assist in the coverage of named areas of interest. MP conduct reconnaissance of routes and bridges and provide map overlays of those routes.

Military police perform security functions throughout the AO to reduce criminal activities and the possibility of sabotage at vital support facilities. They assist in the security of designated critical assets through the use of mounted or dismounted MP patrols, military working dogs (MWDs), and existing technology. Military police are most effective when kept mobile, although they may be tasked to perform static posts such as TCPs, roadblocks, and checkpoints. Their mobility enables them to provide security for lines of communications (LOC) and MSRs. Military police performing area security may be tasked to—

Secure and protect LOC and routes into the AO.
Secure designated critical assets; e.g., expeditionary airfields, combat service support areas (CSSAs), and forward arming and refueling points (FARPs).
Conduct MSR and area reconnaissance and surveillance.
Detect enemy forces operating in the AO.
Disseminate physical security and threat advisories for base and installation defense.

SECTION I. FUNDAMENTALS

ASSUMPTIONS

Usually, the CSSE commander is responsible for RAS and clearly defines the CSSE security requirements. The senior MP coordinates military police activities with the CSSE commander, to allow for the prioritization of missions that best compliment the RAS plan. Individual units are responsible for their own local security.

MISSIONS

Area security missions include, but are not limited to, the following.

Area Reconnaissance and Surveillance

The collective information gathered during mounted and dismounted patrols of key terrain and likely enemy avenues of approach. The focus of reconnaissance and surveillance patrols is to keep commanders informed of changes on the battlefield.

Response Force Operations

MP are the initial responders to threats in the rear area. MP neutralize enemy forces or delay them until a larger response force can respond.

Security for Port and Beach Operations

MP provide access control to the port/beach area and conduct mounted/dismounted patrols in and around the port/ beach area. Security for unit equipment, staging areas, and unit positions rests with the responsible unit commander.

Area Damage Control

MP identify and report both hostile and manmade damage, which inhibits combat and CSS operations. For example, MSRs may become flooded with refugees or an NBC attack may leave areas contaminated and untrafficable. MP report these conditions and implement traffic control measures to reroute traffic and reduce the disruptive effects.

NBC Detection and Reporting

MPs conduct and report limited detection to ensure friendly forces can operate throughout a specified area. See section V of this chapter for additional NBC information.

Air Base Ground Defense

MP may assist in the security of an airbase and/or a forward arming and refueling point (FARP) by providing access control and area patrols. The aviation combat element (ACE) commander is ultimately responsible for ABGD and AT/FP efforts, but normally delegates that authority to the Marine wing support squadron (MWSS) commander designated as the tactical security officer (TSO). Through the squadron aviation ground support operations center (AGSOC), the MWSS commander controls and supervises the operations of the ABGD base defense operations center (BDOC). To assist in these duties, the TSO assigns another officer to oversee ABGD and BDOC operations; due to training and security experience, the MP detachment OIC is normally the officer assigned those duties as the rear area security officer (RASO).

MP FLIGHTLINE SECURITY

Photography of aircraft, personnel, and government property, in restricted areas is unauthorized without air base commander permission. No MP vehicles are permitted on the flightline and aircraft parking aprons, except under the following conditions:

- A bona fide emergency (if MP does not respond; in circumstances that indicate the MP is either disabled or under duress; MP calls for immediate backup; attack on or immediate threat to critical aviation equipment or facilities, including aircraft; human life in immediate danger; etc.).

If the vehicle or its equipment is needed on the flight line (public address (PA) system to hail fishermen/boats; transport prisoner/detainee; emergency gear box to render first aid; block traffic; blue lights at night as a beacon to guide other responding emergency vehicles; etc.).
When ordered by competent authority (watch commander and above) for good cause.
During tactical exercises only when coordinated in advance with air field operations.

Airfield operations is responsible for notifying MP 30 minutes prior to securing/opening the flightline.
Upon notification, MP fully monitor alarm systems or patrol the flightline.

The watch commander/platoon commander checks gates.
Flightline MPs patrol their area in a random manner considering use of cover and concealment at all times.
The positioning of aircraft dictates the emphasis of patrol. Position the sentry to observe all resources within the patrol zone.
Attention to duty while on post is reflected by the MPs general appearance, attitude, and alertness.
Therefore, in addition to the 11 general orders, flightline MPs will--

- Stay within their assigned patrol zone.
- Keep conversations with personnel short, concise, and official.
- Refrain from sitting, eating, smoking, and/or using amplitude modulation (AM)/frequency modulation (FM) radios.
- Patrol in a random manner using cover and concealment.
- Carry a 9mm pistol/30 rounds or a M16/60 rounds and as directed, a 12 gauge shotgun/10 rounds.
- Challenge all persons/vehicles on or near their post.
- Radio the dispatcher once every thirty minutes on the status of the flightline.

Simple Challenge of Personnel (Cooperative)

MP within flightline boundaries will-

Inform the dispatcher of the situation, location and number of personnel.
If possible, assume a covered/concealed position.
Issue the command, “HALT! Who goes there?”
Command the individual to remove their AFID, and advance to be recognized. When they approach, command the individual to place their AFID on the deck and step backwards.
Verify identity by matching the face with the picture on the AFID, and ask the individual a portion of the SSN.
If all the information is correct, render the appropriate greeting and allow the individual to proceed.
Inform the dispatcher the challenge is terminated and that the area is secure.

Complex Challenge of Personnel (Uncooperative/Heightened Threat Conditions)

MP within flight line boundaries will:

Instruct the individual to halt and place his hands in the air.
Immediately notify the dispatcher of the situation, location and number of personnel.
Instruct the individual drop to their knees, lie flat on their stomach with their arms outstretched, palms up, legs spread and toes inboard while waiting for backup.
Properly search and handcuff (if appropriate) the individual when backup arrives.
Identify the individual and transport to a holding area for processing (if appropriate).
Adhere to deadly force requirements set forth in MCO 5500.4

Simple Vehicle Challenge

MP within flight line boundaries will--

Notify the dispatcher. Use cover/concealment, and command the driver to halt. Request backup if necessary.
Command the driver to turn off the engine, set the emergency brake, leave the headlights on, and turn on the dome light (lights pertain to night time only) once the vehicle halts.
Cautiously approach the vehicle and identify the driver and occupants.
Radio the dispatcher that the challenge is terminated, render the appropriate military courtesy, and allow the vehicle to proceed once all individuals are identified.

Complex Vehicle Challenge (Suspicious/Heightened Threat Conditions)

MP within flight line boundaries will--

Perform steps (1) and (2) above for a simple vehicle challenge.
Request backup.
Conduct a high-risk traffic stop.

Reporting the Post

Once the MP determines through challenging that an individual is the officer of the day, staff duty officer, or other superior in the chain of command, the MP reports his post as follows:

Render appropriate military courtesy.
State his name, rank, patrol zone, and the status of the post.
Briefly state any special orders that may be in effect.
Briefly state limits of his post and general responsibilities.

Foreign object damage (FOD) can occur to aircraft or personnel when loose objects are affected by the prop wash or jet engines. Enforce littering regulations.

Occasionally aircraft leak fuel. Report this hazard immediately to the dispatcher. The desk sergeant notifies the unit representative, fire department, environmental department, and joint safety office.

MPs do not normally patrol in areas where units are actively working on aircraft except when ordered by competent authority. For safety reasons, limit presence in these areas to visible and lighted areas, and only for the purpose of transit.

AIRCRAFT CRASH/MISHAPS

In the event of an aircraft crash or mishap, the security of the government personnel and property on board becomes critical and MPs play an important role in the safe, swift recovery of personnel and equipment.

Off-Base Response

The desk sergeant must obtain the following information from the caller if the first report of an aircraft crash/mishap originates from a source other than the airfield operations.

Specific location and time of crash/mishap.
If the aircraft is burning and if it contains hazardous material cargo.
If there are injured military and/or civilians.
Description of aircraft to include letter number markings and colors.

Quickest route to accident location from airfield.
Caller's name and present location, home address, and direct emergency units to the crash/mishap site.

The desk sergeant will immediately notify the operations officer (working hours) to--

Notify Federal Fire Department (FFD) of all pertinent information.
Contact the civilian law enforcement agency whose jurisdiction contains the crash/mishap site.
Continue making notifications per reference.

The senior officer/staff NCO (SNCO) will identify and organize personnel who have responded to the recall and accomplish the following:

Execute timely, safe movement of MP personnel to the crash/mishap sire using the following guidelines:

- Coordinate departure with other responding agencies.
- Use most expeditious route.
- Obey all posted speed limits.
- Keep all vehicles together.

Activate all code devices on vehicles if equipped.

On-Field Response

The desk sergeant will obtain pertinent information from air field operations or other appropriate authority and dispatch one available unit to air field operations, with the following instructions:

Obey all speed limits.
Activate all code devices on the vehicle while moving.
Be cautious of other emergency vehicles responding to the crash/mishap.
Check in with appropriate personnel at the control tower and remain at that location until specific instructions are given.
Report pertinent information and status back to the desk sergeant expeditiously.

All other units will be prepared to respond (if the patrol units have not already responded) with appropriate emergency gear for the crash/mishap site dispatched.

On-Base Response

The desk sergeant will obtain pertinent information from air field operations or other appropriate authority and dispatch nearest available patrol unit directly to the crash/mishap site, with the following instructions:

Obey all speed limits.
Activate all code devices on the vehicle while moving.
Upon arrival at crash/mishap site, report situation to the desk sergeant and be prepared to take appropriate action outlined in paragraph (d) below.

Based upon the initial estimate, the desk sergeant will dispatch appropriate additional units.

Action Taken at Off-Base and On-Base Crash/Mishaps

Upon arriving at an actual crash/mishap site, responding units will be guided by the on-scene commander and the following:

Take action to preserve life.
Establish a security perimeter (normally approximately 500 feet from the crash/mishap area), and an entry control point (ECP) sufficient distance to ensure protection in case of explosion and resulting flying debris, vapors and aircraft material fibers.

Use caution when placing personnel on the downwind side of the crash/mishap site because of the possible presence of the aircraft caustic fibers or hazardous material cargo.
Permit only the following personnel to remain inside the security perimeter:

- On-scene commander (unit representative or air operations personnel).
- Other emergency personnel to include crash fire rescue (CFR), FFD, EOD, medical personnel.
- Duty photograph.
- Federal Aviation Administration (FAA) inspectors.
- Chaplain.
- Representatives of group/squadron involved.
- Aviation safety representatives.
- Facilities maintenance personnel.
- Base PAO personnel only (no civilian media personnel unless escorted by base PAO personnel.

Attempt to locate witnesses and record their names and addresses.
Prevent persons from taking unauthorized photographs.
Security personnel will not release any information to media representatives.

Follow-on Action

The desk sergeant ensures that journal and blotter entries and notifications are completed.

Preservation of voice recordings made in the course of the crash/mishap and MP response.

DEVELOPING AN AREA SECURITY PLAN

Define unit AO; identify joint, combined, or multinational and civilian security forces operating in your AO.
When possible, operate together to maximize manpower and resources.
Assign subordinate units patrol areas:

- Patrol area using mounted and dismounted patrols.
- Conduct mounted patrols along MSRs and off-road areas identified as likely enemy avenues of approach and key terrain.
- Operate dismounted patrols in and around critical facility locations and friendly unit positions.
- Coordinate all patrol activity in and around friendly positions with the RAOC/BDOC and that unit's operation center.

Conduct aggressive area reconnaissance and surveillance patrols.
Obtain intelligence on threat capabilities and likely COAs, and focus security efforts to detect and counter the threat.
Coordinate with higher HQ and Establish essential elements of information (EEI) to be collected. This information confirms or denies enemy COAs.
Coordinate with HHQ and adjacent units to integrate security measures.
Locate and make contact with friendly forces in your area of operations.
Identify personnel to act as a response force should an enemy force be detected. The purpose of the response force may not be to defeat the enemy, but to delay it until a larger response force can respond.
Brief higher headquarters on the capabilities, limitations, and employment of MP as part of the RAS plan.
Quickly report all enemy contact/activity to HHQ.
ADC measures.

- Passive ADC measures.
  - Disperse personnel and equipment.
  - Use the fighting positions and shelters.

- Wear protective gear (NBC gear or flak jacket).
- Prepare plans to handle ADC operations.
- Plan and coordinate available HN support.
  - Active ADC measures.
- Isolate the affected area by controlling or rerouting vehicle/pedestrian traffic.
- Report action taken using a spot report.
- Take actions to secure critical facilities and sensitive materials.
- Conduct NBC operations.
- Prevent looting and pilferage.
- Render first aid and request MEDEVAC as required.
- Monitor conditions on the MSRs and report conditions to the CSS commander.

- Coordinate supporting arms. See chapter 2.

Section II. Establishing Unit Defensive Measures

ASSUMPTIONS

MPs are normally collocated with an established CSS unit and contribute to the defense by performing area security and as required, man designated fighting positions. In some instances, MPs may establish a tactical CP independent of the CSSE in order to facilitate the defense of the area.

PRINCIPLES OF DEFENSE

Organization on the Ground

The senior MP assigns specific sectors of fire to subordinate leaders and the principal direction of automatic weapons.

Mutual Support

Locate and employ units and supporting weapons to assist one another. Locate fighting positions to enable multiple units to bring an attacking force under fire at once.

Defense in Depth

Select fighting positions and employ fire units in a layered manner to prevent the enemy from quickly penetrating friendly defenses.

Surprise

Use every means available to mislead the enemy as to the true location of positions, strength, and position of weapons.

Knowledge of the Enemy

Knowing the capabilities and limitation of the enemy is crucial to building defenses. Knowing the COAs the enemy is likely to take enables MP to best plan and defeat level I and level II threats.

Defilade

To shield from enemy fire or observation by using natural or artificial obstacles; e.g., i.e., hill, ridge, bank.

SAFE

An acronym is used to describe the priority of work during the initial phase of establishing a hasty defense.

Security

Automatic Weapons Emplacement.

Clear **F**ields of Fire.

Entrench.

ESTABLISHING A DEFENSIVE POSITION

The senior MP will-

Halt the unit in a covered and concealed location to the rear of the defensive position. Local security is established.
Reconnoiter the position along with subordinate leaders and a security element.
Designate fire unit sectors of fire, key weapons systems locations, location of listening posts (LPs)/observation posts (OPs), and designate the CP location. In a company size defensive position, 1st Platoon will assume responsibility from 12:00 to 3:00, 2nd Platoon will occupy 3:00 to 6:00, 3d Platoon will occupy 6:00 to 9:00, and 4th Platoon will occupy 9:00 to 12:00.
Ensure automatic and crew-served weapons position have interlocking fields of fire across the position front, tie in with adjacent units, and cover manmade/natural obstacles. **Appendix I contains an example of fire plan sketch and range data card.**
Position antiarmor weapons on high-speed avenues of approach maximizing the chance of flank shots.
Designate members to act as a react force.
Designate members to install obstacles.
Identify alternate and supplementary positions.
Consolidate subordinate unit leader fire plan sketches and submit to HHQ.
Security elements establish security and occupy defensive positions.

Subordinate units occupy defensive positions using primary and alternate routes. The following is the priority of work:

Designate members to perform security.
Clear fields of fire. Do not over clear foliage.
Dig fighting position.
Physically reconnoiter in front of the position to locate dead spaces.
Make contact with adjacent units to locate a covered and concealed route.
Emplace mines, booby traps, and early warning drives; i.e., trip flares.
Prepare fire plan sketches and aiming stakes.
Prepare overhead cover for fighting positions.
Camouflage position:

- Use camouflage netting to cover all vehicles and equipment. Ensure camouflage does not interfere with the weapon systems or prevent the rapid movement of the vehicle to another position.
- Camouflage is continuous. Subordinate leaders periodically inspect their positions and personnel for proper camouflage.

The communications chief establishes a telephone/wire gun-loop linking subordinate leaders with the CP.

MP CONDUCT OF THE DEFENSE

Conduct aggressive mounted and dismounted patrols.
Engage attacking enemy forces at the maximum effective range of available weapon systems. When available, call for fire mission/CAS will be requested.
Subordinate unit leaders control the rate of fire for their units. The senior MP may order final protective fires (FPFs) to be employed, using the rapid rate of fire, when attacking forces reach the FPF line, and only on order of the senior commander.
Employ all means available to defeat enemy forces that have penetrated friendly lines.

MP COORDINATING INSTRUCTIONS

Do not use vehicle-mounted radio systems in the defense.
Permission to fire the FPF is authorized by the senior MP or HHQ. The primary means of notification will be the landline. Alternate means is radio or voice.
Turn fire plan sketches in to the senior MP 1 hour after assuming defensive positions.
The use of mine, booby-traps, and obstacles must be approved/coordinated with the senior MP and their locations recorded.
Establish a clear chain of command.
Immediately report enemy contact.
Subordinate units contact the tactical CP before entering or exiting friendly lines.
Use guides to lead friendly personnel through unit barrier plans.

Section III. Patrolling

Patrolling provides the commander with information, increases unit security, and on occasion can help to attrite the enemy. Continuous patrolling is vital to the success of the rear area mission. MPs conduct both dismounted and mounted patrols in support of the CSSE. MP dismounted patrols focus primarily on rear area security in the immediate CSS area (CSSA); mounted patrols are intended to extend the eyes of the commander outside of the CSSA.

ASSUMPTIONS

MP will be tasked with providing continuous rear area patrolling operations in support of the CSSE.
A majority of MP patrols will be for security and reconnaissance.
MPs will have vehicle assets such as hardback high mobility multipurpose wheeled vehicles (HMMWVs) to conduct mounted patrols.
The senior MP will determine specific missions for each MP patrol.
The PL will report directly to the senior MP.

DISMOUNTED AND MOUNTED PATROLS

Senior MP Responsibilities

The senior MP will determine patrol requirements based on the stated and implied mission and assign the proper size unit to conduct the patrol based on patrol requirements. He will also provide the PL with all relevant information to include (at a minimum) paragraphs one, two, and three of the five paragraph order format and allow adequate time to prepare for patrol by reverse planning estimate
Finally, the senior MP wil review the PLs plan and preparations and guide him towards mission accomplishment. During the patrol, the senior MP will track the patrol's movements by radio reports on the MP tactical map and maintain the ability to support the patrol by directing **reaction** forces or indirect fire.Finally, upon return of the patrol, the senior MP will debrief the patrol and provide information to the S-2. For the specific patrolling TTPs, refer to MCWP 3-11.3, *Scouting and Patrolling.*

Dismounted Patrols

Mission and asset availability will dictate the method of patrol mobility. On foot, MP can conduct all types of patrols. Dismounted patrols provide very detailed reconnaissance and security capabilities and are preferred to conduct ambush patrols due to their stealthy nature. A dismounted patrol can be as simple as a "walking patrol" of a unit's area to enforce law and order.

Dismounted patrols--

Depart friendly lines in column.
Assemble at the initial rally point (IRP), conduct short halt, and re-form into patrol formation.
Conduct patrols along mission guidelines using checkpoints for references. Report when checkpoints are reached.
Conduct frequent listening halts at irregular times.
Conduct short and long halts as necessary to maintain security and head count.

Designate rally points at least every 200 meters.
Perform actions at the objective:

- Ambush patrols:
  - Stop at final preparation point (FPP), conduct long halt.
  - PL, flanks, security and security unit leader (SUL) inspect ambush site for suitability and placement.
  - PL and SUL emplace flanks with field phones and wire running to the PLs tentative position.
  - SUL remains in place with flanks; PL and security return to patrol.
  - PL places remaining personnel.
  - Claymores, sighting guides, and firing positions are emplaced.
  - Patrol remains motionless and silent until the ambush is executed.
  - Flank nearest enemy will signal the patrol of the approaching target with tugs on the wire.
  - PL executes ambush with his weapon and shouts "FIRE!" when enough of the enemy have entered the kill zone to make the ambush effective.
  - PL calls cease-fire and reinitiates as necessary.
  - Search and EPW teams are sent in.
  - Patrol withdraws to objective rally point (ORP) to regroup and disperse physical PIR material throughout the patrol.
- Area reconnaissance:
  - Stop at FPP, conduct long halt.
  - Divide into reconnaissance and security teams, each responsible for the recon of a specific sector of the objective or providing security for the reconnaissance teams.
  - Conduct a reconnaissance of the objective pursuant to the supported commander's intent.
  - Regroup at the FPP, continue patrol.
- Point reconnaissance.
  - Stop at FPP, conduct long halt.
  - Move by covered and concealed route to good covered and concealed observation position.
  - Observe the objective, taking notes and shooting azimuths to all targets/mission objectives.
  - Withdraw on covered and concealed route to ORP.
- Zone reconnaissance.
  - Stop at FPP, conduct long halt.
  - Divide into reconnaissance teams.
  - Reconnoiter the area, each team covering one "zone" and thoroughly patrolling that zone in a looping, zigzagging or box pattern.
  - Regroup at ORP, distribute PIRs, complete patrol.
- Economy of force:
  - Stop at the FPP, conduct a halt, time permitting.
  - Conduct an attack to seize the objective and immediately establish a defense.
  - Await further orders.
- Other than economy of force patrols:
  - Stop at route reconnaissance patrol (RRP), conduct long halt, contact friendly unit, request guide.
  - Move single file through friendly lines, APL counts in.
  - Entire patrol immediately moves to debrief with senior MP and S-2.
  - PL prepares patrol report in accordance with senior MP and S-2 requirements.

MOUNTED PATROLS

Mission and asset availability will determine the method of patrol mobility. In vehicles, MP can cover a great deal of ground in a short period of time, and carry heavy organic firepower. Mounted patrols are ideal for route reconnaissance, area security, and reconnaissance and surveillance missions. (**See appendix J for vehicle movement techniques**.)

Security Measures

MP will encounter situations requiring special security measures to prevent exposure to enemy observation and/or fire or to engage or report on enemy activity.

Approaching Potential Drop Zone/Landing Zone

Security units are detached to find a gun defilade covered and concealed position with fields of fire covering the DZ/LZ and the route of the reconnoitering unit. Reconnaissance teams approach and enter the DZ/LZ and conduct a zone reconnaissance to determine the suitability of use for enemy forces and possible countermeasures.

Approaching a Potential Defile

Security units are detached to find a gun defilade covered and concealed position with fields of fire covering the near and far sides of the defile. Reconnaissance teams approach the defile on a covered and concealed route and examine the area for potential defile operations and local enemy activity.

Approaching a Bridge/Tunnel

Security units are detached to find a gun defilade covered and concealed position with fields of fire covering both approaches to the bridge and (if possible) the underpass. Reconnaissance teams approach the bridge on a covered and concealed route and conduct the bridge reconnaissance, looking for signs of enemy activity or demolition prior to moving onto the span itself. Units should avoid driving onto a bridge span for reconnaissance purposes when enemy activity is expected; there is usually little cover or concealment on a bridge span.

Approaching Obstacles and Barriers

Security units are detached to find a gun defilade covered and concealed position with fields of fire covering the obstruction and any possible enemy position. Reconnaissance teams approach the area on a covered and concealed route keeping on the alert for enemy activity, deliberate or hasty minefields or ambush sites.

In all situations, MP should be especially watchful of mines, booby-traps, and ambushes in areas leading up to and exiting the above mentioned areas.

ENGAGEMENT TECHNIQUES

Mounted Fire and Maneuver

Marines remain mounted. The entire patrol can fire as a unit, move as a unit or fire on the move as a unit. Subunits can remain stationary to provide stable firing platforms for suppressive fire while other units maneuver.

Mounted/Dismounted Fire and Maneuver

Some units remain mounted, some units dismount. This technique is ideal for providing a heavy suppressive support-by-fire position for a dismounted assault.

Dismounted Fire and Maneuver

All units dismount. This enables the PL to employ all his Marines as infantry, bringing to bear all rifles, grenades and automatic rifles. The obvious drawbacks to this technique are the loss of mobility and firepower of the HMMWVs.

SPECIAL CONSIDERATIONS

Mounted patrols are affected by route trafficability, off-road conditions, and weather.

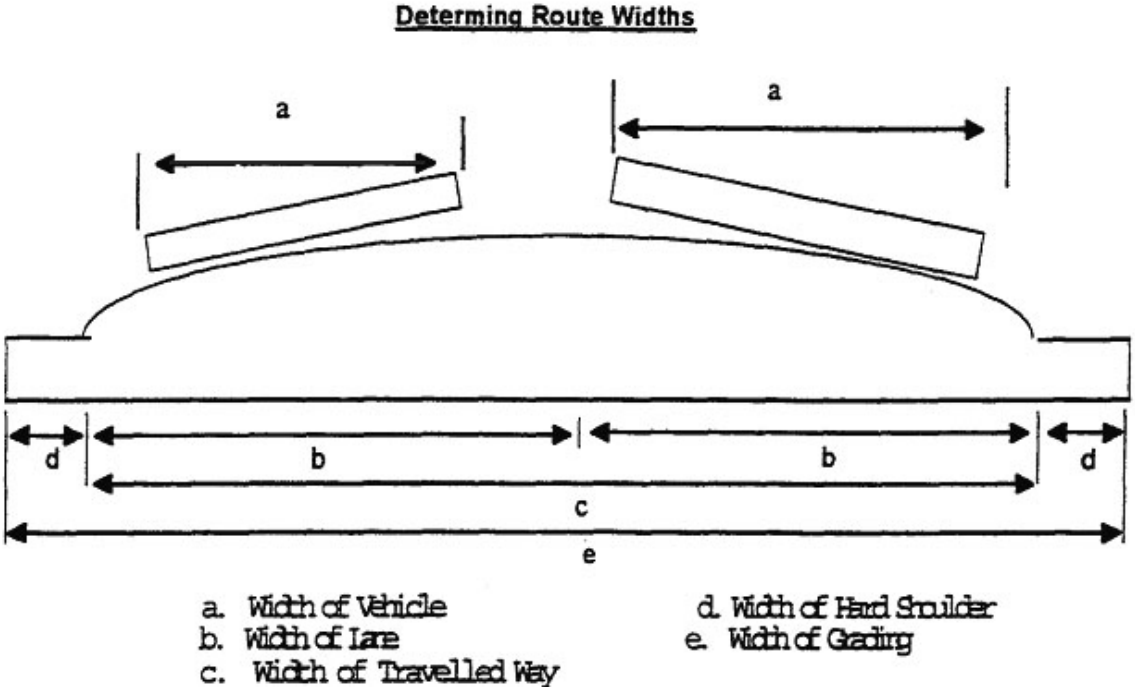
The availability of petroleum, oils, and lubricants (POL) supplies to support the vehicles could affect the mission.

The HMMWV "Hardback" can only withstand 5.56 mm rounds at the thickest point, and is not an armored vehicle.

MEASUREMENT TECHNIQUES AND GATHERING INTELLIGENCE

All patrols are tasked with observing for and obtaining certain mission-oriented information. RRPs are tasked with observing, measuring, and reporting data specific to the reconnoitered route.

Route Widths



Route Type

Designation of a route's ability to stand weather. Use table 5-x to determine.

Type X: all-season/all-weather route.
Type Y: limited all-weather route sometimes closed to maximum traffic load.
Type Z: fair weather route that quickly becomes impassable in adverse weather.

Table 5-1, Route Types.

Flow Possibilities	Width for Wheeled Vehicles	Width for Tracked Vehicles
Isolated vehicles of appropriate width and only in one direction	At least 3.5 m (11.5ft)	At least 4 m (13ft)
Generally one-way only; no overtaking or passing in the opposite direction	3.5 m to 5.5 m (11.5ft to 18 ft)	4m to 6 m (13 ft to 19. 5 ft)
Single flow	5.5 m to 7.3 m (18 ft to 24 ft)	6m to 8 m (I9.5 ft to 26 ft)
Double flow	Over 7.3 m (24 ft)	Over 8 m (26 ft)

Road Surface Material

Table 5-2, Road Surface Material.

Route Type	Material		Symbol
Type X	generally heavy duty	Concrete	k
Type X	generally heavy duty	Bituminous (Asphaltic) concrete (bituminous plant mix)	kb
Type X or Y	generally heavy duty	Paving Brick or Stone	P
Type X or Y	generally heavy duty	Bituminous penetrated macadam, water bound macadam with superficial asphalt or tar cover	pb
Type X or Y	generally medium duty	Bitumen penetrated macadam, crushed rock, or stabilized gravel	rb
Type Y	generally light duty	Waterbound macadam, crushed rock or coral or stabilized gravel	r
Type Y	generally light duty	Gravel or lightly metalled surface	l
Type Y or Z	generally light duty	Bituminous surface treatment on natural earth, stabilized soil, sand-clay, or other select material	nb

Type Y or Z	generally light duty	used when type of bituminous construction cannot be determined	b
Type Z	General light duty	natural earth Stabilized soil, sand-clay, shell, cinders, disintegrated granite, or other select materials	n
Type Z			v

Military Load Classification

Military load classification system is the effect a vehicle has on a road or bridge it is crossing. The effect is the result of a combination of factors including vehicle gross weight, distribution of the vehicle's weight, wheel base, tire size and air pressure, and speed. For MP purposes, broad groups are used.

Average Traffic Routes - Class 60
Heavy Traffic Routes - Class 80
Very Heavy Traffic Routes - Class 120

Overhead Clearance

The maximum vertical distance between a road surface and any overhead obstruction where a vehicle can pass anywhere along the route. Unlimited clearance is denoted by the "infinity" symbol ∞.

Route Classification

Route Classification Formula: A/B/C/D/E/F/G

A = Route width (meters or feet).

B = Route type (X, Y, Z See Figure 4-1).

C = Lowest military load classification (Based on the lowest military load classification of bridges or the worst section of road).

D = Overhead clearance (meters, feet, or infinity symbol).

E = Obstructions to tragic flow (overhead obstruction < 4.3m); reduction in traveled way; gradients > 7%; curves with radii 2.5 m and less; presence of ferries, fords, bridges or tunnels. Though the specific obstruction is not listed in the formula, it will be recorded on the route reconnaissance overlay as an appropriate symbol.

F = Conditions on route (regular, recurrent, and serious snow; flooding)

G = Length of route. (In meters or feet); enclose in parenthesis. Not part of the "textbook" route classification formula!

a. Example 1: 20Ft/Z/40/00 This formula describes a fair-weather route (Z) with a minimum traveled way with of 20ft and a military load classification of 40. The overhead clearance is (00) and there are no

Obstructions to traffic flow. Based on Figure 4-1, this route can accommodate single flow for wheeled and tracked vehicles.

b. Example 2: 20Ft/Z/40/00 (OB) This formula describes a route similar to the one above, however there is an obstruction (OB). The obstruction could be a steep gradient, sharp curve or an overhead clearance less than 4.3 meters. Since the traveled-way width can support single flow wheeled and track vehicles, this route would not be capable of supporting double flow traffic, and thus be considered an obstruction.

c. Example 3: 7m/Y/50/4.6m (OB) This formula describes a limited all weather route (Y) with a minimum traveled-way width of 7 meters, a military load classification of 50, an overhead clearance of 4.6 meters, and an obstruction (OB). The route width is not suitable for double flow wheeled or track vehicles. This width constriction would be indicated (OB) in the route classification formula if the route was going to be used for double-flow traffic.

Example 4: 10.5m/X/120/00 (OB) (W). This formula describe an all-weather route (X) with a minimum traveled-way width of 10.5 meters, which is suitable for double flow traffic for both wheeled and tracked vehicles, a military load classification of 120, unlimited overhead clearance, an obstruction (OB), and regular, recurrent flooding (V).

Road Classification

Formula: a b c d e f g h

Limiting Characteristics	Criteria	Symbol
Sharp Curves	Curves with radii of 25m (82ft) or less; also an (OB)	c
Steep Gradients	gradients 7% or steeper; also an (OB)	g
Poor Drainage	Inadequate ditches, crown, or camber, culverts or ditches blocked, otherwise in poor condition.	d
Weak Foundation	Unstable, loose, or easily displaced material	f
Rough Surface	Bumpy, rutted, or potholed to an extent to reduce convoy speed.	s
Excessive camber or superelevation	Falling away sharply as to cause heavy vehicles to slide or drag to shoulder.	j

a. Limiting Characteristics. This letter will be an A or B. B indicates the presence of limiting characteristics. Figure 4-4 above explains the criteria for limiting characteristics.

b. = Signifies the appropriate symbol for limiting characteristics.

c. = Represents an unknown characteristic (?). Used together with the limiting characteristic to which it refers.

d. = Minimum Width of Traveled Wav. Is expressed in meters followed by a slash and the total width of traveled way to include shoulders. If some type of median or fixed barrier separates the traveled way, the width of each traveled way is noted then the total traveled way. Example: 7 + 7 = 14.

e. Road Surface Material. Is expressed by a letter symbol. See Figure 14-3 above.

f. Road Length. Expressed in kilometers (km) and enclosed in parenthesis.

g. Obstructions. Expressed (OB) as in the route classification formula. The same criteria also applies.

h. Route Conditions. Regular, recurrent, and serious. snow (T); flooding (V).

Note: All measurements in meters!

Example 1: A 5.0/6.2 k This formula describes a road with no limiting characteristics (A) or obstructions, a minimum traveled way of 5.0 meters, a combined width of traveled and shoulders of 6.2 meters, and concrete surface (k).

Example 2: B G S 4/5 I (OB) This formula describes a road with limiting characteristics of steep gradients (g) and rough surface (s), minimum traveled way of 4 meters and a total w/shoulders 5, a gravel or lightly medalled surface (I), and an obstruction (OB).

Example 3: B c (f?) 3.2/4.8 p (4.3km) (OB) (T) This formula describes a road with limiting characteristic of sharp curves (c) and unknown foundation (f?), minimum traveled way of 3.2 meters with a total traveled way w/shoulders 4.8 meters, paving brick or stone surface (p), 4.3 km long, with obstructions (OB), and subject to snow (V).

Example 4: A 7 + 7/20 k This formula describes a dual road with each traveled way 7 meters wide and with an overall width of 20 meters including shoulders and median. It is constructed with concrete (k) and has no limiting characteristics.

ROUTE OBSTRUCTIONS

Factors restricting the type, amount or flow of traffic on a specific route. An (OB) is placed in the route formula if any of the below listed constrictions are present.

Overhead obstructions (bridges, tunnels, overhead power lines or overhanging buildings with clearance of less than 4.3 m).

Reduction in traveled way widths. Widths below standard minimums prescribed for the type of traffic:

- Gradients. Slopes of 7% or greater.
- Curves. Radii of 25 meters (82.5 ft) and less.
- Ferries, Fords, Bridges, and Tunnels
- Special considerations. Some obstructions are temporary or seasonal:
  - Snow. Regular, recurrent, and serious.
  - Flooding. Regular, recurrent, and serious.

Categories of bypass. The ability to negotiate an obstacle. All bridges, tunnels, fords, ferries will be assigned a bypass category and reflected as an overlay symbol on the route reconnaissance report.

- Bypass easy. The obstacles can be crossed in the immediate vicinity without work to improve the bypass.
- Bypass difficult. The obstacles can be crossed within the immediate vicinity, but the bypass will need preparation work prior to use.
- Bypass impossible. Local bypass is impossible.

Ford. A location in a water barrier where the current, bottom, and approaches allow personnel and/or vehicles and other equipment, whose suspension systems remain in contact with the bottom, to cross (not a bridge).

Ferry. A location where traffic and cargo are taken across a river or other water barrier by a floating vehicle.

Percent of Slope

1. Determining the percent of slope and length of grades (7% or greater is an OB).

a. Slope is the ratio of the change in elevation over distance.

b. The clinometer is used to measure the percent of slope.

c. Line of sight and pace method.

(1) With head and eyes level, a Marine stands at the bottom of the slope.

(2) The Marine sights an easily identifiable spot, approximately eye level, on the slope and fixates on the spot.

(3) The Marine walks to the spot and records the number of paces taken.

(4) This procedure is repeated until the top of the slope is reached.

(5) The Marines pace count determines the length of the slope.

(6) The following formula is used to determine the percent of slope:

Vertical Distance (V)= Number of Spots Measured x 1.75 (avg. height of man in meters)

Horizontal Distance (Fn = Number of Total paces x .75.

Formula: Percent of Slope = V/H z 100 .

Example: # Spots: 12; # Paces 300

(12 x 1.75)/(300 x .75) x 100 = %Slope

(21)/(225) x 100 = 8.8% Slope

Curve Radius

1. Determining the radius of road curvature ((R)of 25 meters (82 5 feet) and less is an (OB)).

a. Measure from the centerline (CL) of the road to the centerline of the road at the extremities of the curve (C) using a measuring tape, pace count, or a rope and plumb line.

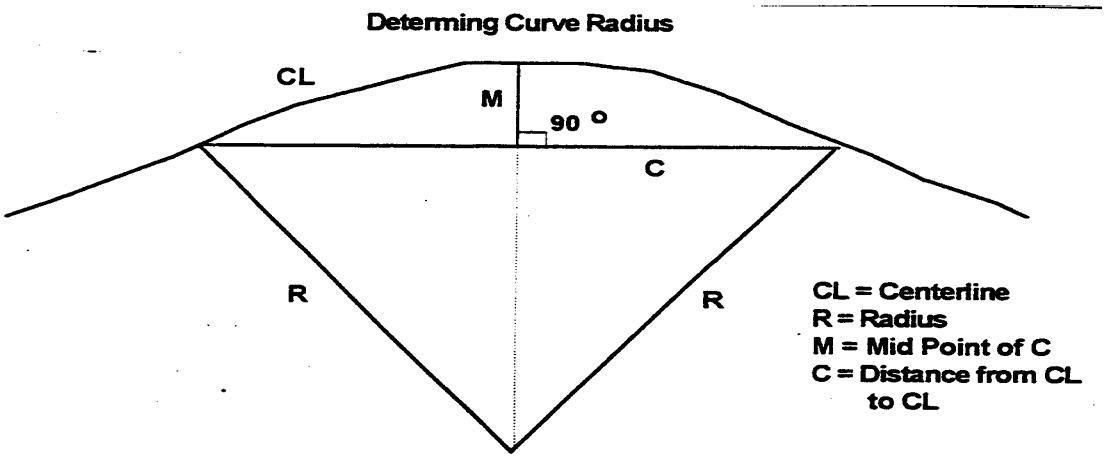
b. Measure perpendicular distance from the center of tape to the centerline of road (M).

c. Use the following formula to determine the radius of curvature:

Formula: R = C^2 + M Example: C = 15m M = 2

8m 2 R = 15^2 + 2 R= 15m

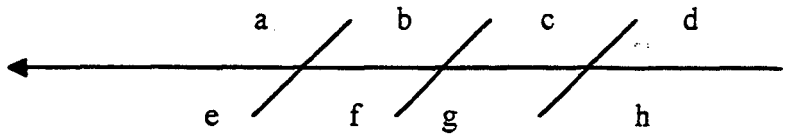
16 2



Fords and Ferries Data

MPs may obtain raw data about fords or ferry crossings for use by engineers. When gathering data, record and report all mission essential data on DA Form 1251, *Ford Reconnaissance Report* and DA Form 1252, *Ferry Reconnaissance Report*.

Fords



a. The serial number of the ford site. HHQ will assign.

b. Type of Ford. V for vehicle; P for pedestrian; VP for both.

c. Stream Velocity. See Appendix N, Patrolling and Tips. A "?" will be used if unknown.

d. Seasonal Limitations. X - No seasonal limitations, except for sudden flooding of limited duration. Y - Seasonal limitation such as serious, recurrent, regular flooding or snow blockage. If the Y symbol is used her, then the route classification formula automatically becomes a Z.

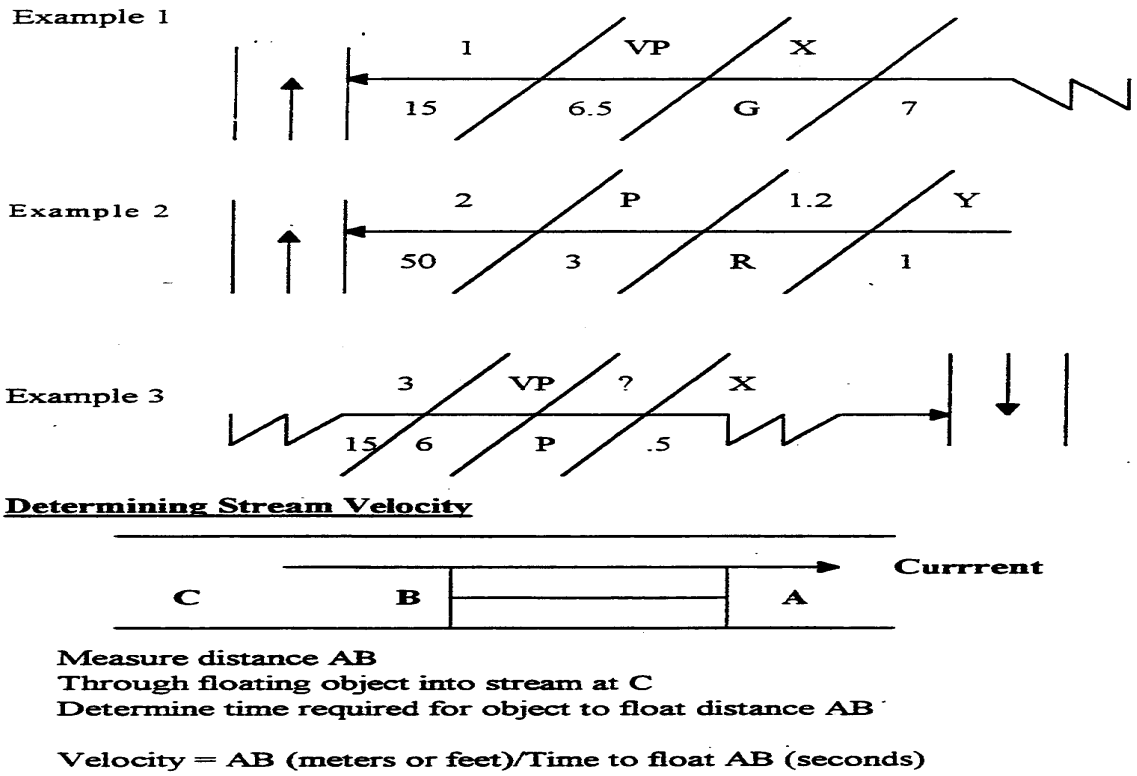
e. Length of Ford. Reflected in meters.

f. Width of the Ford. The approach/exit capabilities and bottom composition will determine the width of the ford. Recorded in meters. This also affects your traveled way width possibilities.

g. Bottom Composition. M –mud, C –clay, S –sand, G –gravel, R –rock, P - artificial paving.

h. Normal Depth. Measured in meters.

Note: The left and right are found by looking down stream. Current direction is important. An irregular line is placed on the corresponding end to represent a difficult approach.

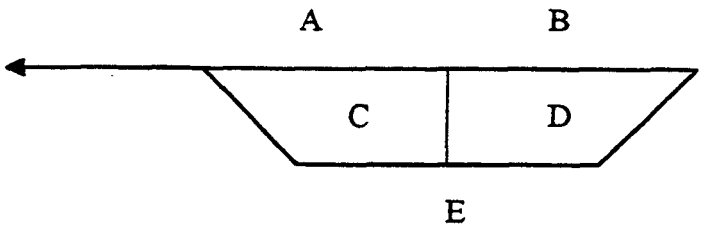


Example 1: Ford # 1 is pedestrian and vehicular with a stream velocity of 1.5 meters per second, no seasonal limitations, 15 meters long, 6.5 meters wide, gravel bottom, .7 meters deep and a difficult approach on the right bank.

Example 2: Ford #2 is a pedestrian with a stream velocity of 1.2 meter per second, seasonal limitations, 50 meters long, 3 meters wide, rock bottom, and easy approaches.

Example 3: Ford #3 is a vehicular ford with stream velocity unknown, no seasonal limitation, 15 meters long, 6 meters wide, artificial paving, and difficult approaches on both sides.

Ferries



a. A= The serial number of the ford.

b. B= The type of ford V –vehicle, P - pedestrian

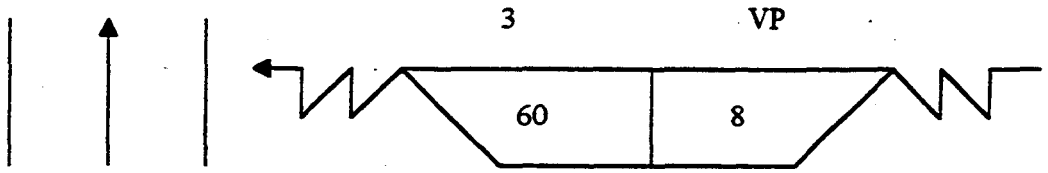
c. C= Military load classification of the ferry deck

d. D= The dead weight of the ferry in short tons

e. E= The turn-around time in minutes

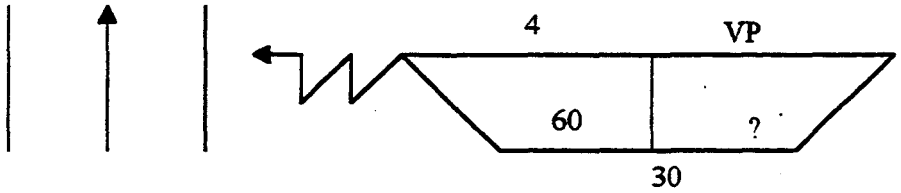
Note: The approach capability is indicated the same as the ford symbol.

Example 1



Example 1: Denotes ferry #3 which is Vehicle and pedestrian with a military load classification of 60, a dead weight capacity of 8 short tons, and a 20 minute turn-around. The approaches are difficult on both banks.

Example 2

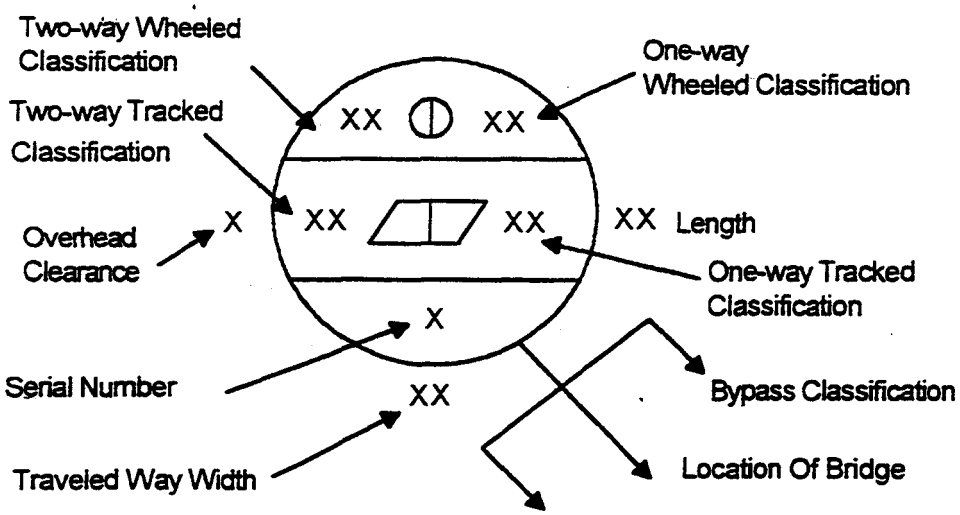


Example 2: Denotes ferry #4 which is vehicle and pedestrian with a military load classification of 60, an unknown dead weight capacity, and a 30 minute turn-around time. The approach is difficult on the right bank.

- Use a "?" to annotate unknown information.
- Record date, time, and grid location.
- Military load classification and slope of approach and exit banks.
- Width of water obstacle.
- Maximum depth. Allow for tides. At no time will a vehicle be driven into the water to "test" conditions or obtain measurements.
- Determine the stream bottom composition (clay, silt, gravel, etc.) in proportion and suitability.
- Estimate the current:
  - Swift: More that 1.5 m/second.
  - Moderate: 1 - 1.5 m/second.
  - Slow: Less that 1 m/second.
- The location of covered and concealed positions.
- Fords and ferries are considered obstructions (OB).
- Radio a ford report (FORDREP) or ferry report (FERRYREP) to the tactical C;
- Assemble the data into a ferry or ford classification formula per instructions.

Bridge Symbol and Data

MPs do not have the technical expertise to conduct a detailed estimate of a bridge's structural integrity and load capabilities. MPs obtain the raw data for the engineers. Use the Bridge Situation Report in appendix E for a bridge reconnaissance.



- Use a "?" to annotate unknown information.
- Record date, time, and grid location.
- Identify the type of bridge.
- Determine the load classification. Most bridges have a sign depicting max weights. If not, note the construction features.
- Determine single and double flow capabilities. This will be influenced by type of vehicle traffic and load classification.
- Physical condition of bridge.
- Minimum width of traveled way.
- Overhead clearance.
- Estimate bypass capability. Is there an ability to ford or ferry?
- Other significant data.

- Damaged bridge locations can be rebuilt. Obtain structural information and extent of damage to aid engineers.
  - Determine special traffic control measure required; i.e., signs, vehicle/personnel holding areas, turn-around areas, defile requirements.
  - Significant terrain features and other security relaxed issues.

Radio a BRIGSITREP to the tactical CP; record all other mission-required information on DA Form 1249, *Bridge Reconnaissance Report*.

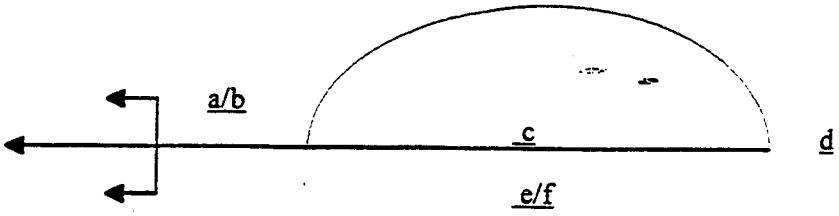
The senior MP will assign each bridge a serial #.

Underpasses and Tunnel Data

Radio a tunnel report (TUNNELREP) to the tactical CP, and record and report all other mission essential data on DA Form 1250, *Tunnel Reconnaissance Report.*

Use a question mark (?) to annotate unknown information.
Record date, time, and grid location.
Type of overpass/tunnel.
Length of underpass/tunnel.
Measure the width of the traveled way in meters by using the rope and plumb line or measuring tape from sidewalk (or appropriate height on wall if sidewalk is trafficable) to sidewalk.

Measure the maximum overhead clearance and maximum clearance by dropping the rope and plumb line from above the obstruction and taking the appropriate reading.
Structural condition.
Approach/exit gradients.
Bypass capability.
Construct the appropriate map symbol.



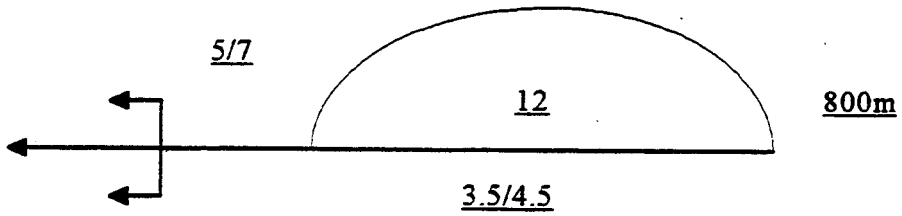
a. Minimum overhead clearance (meters).

b. Maximum overhead clearance (meters).

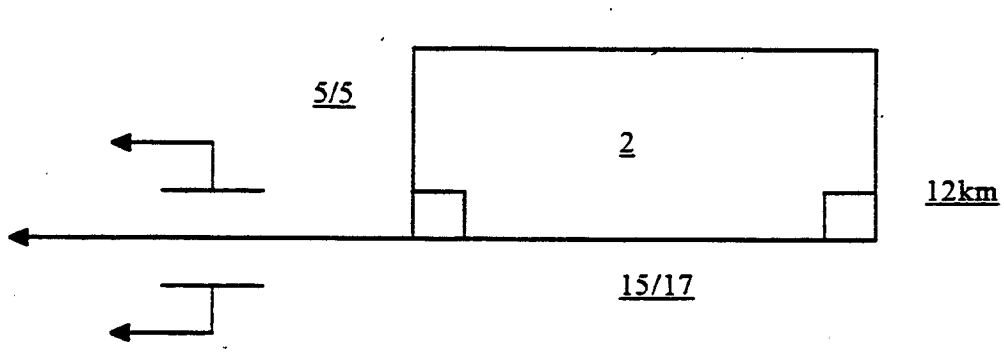
c. Serial number of tunnel.

d. Total length of tunnel.

e./f. Minimum traveled way width and total traveled way width including shoulders. Note: Difficulty of bypass is indicated on the arrow.



Example 1 denotes tunnel # 12 has a minimum overhead clearance of 5 meters and a maximum overhead clearance or 7 meters, a traveled way width of 3.5 meters total traveled way width is 4.5 meters. The tunnel is 800 meters long. The bypass is east.



Example 2 denotes tunnel #2 has a 5 meters minimum/maximum overhead clearance with a 1.5 meter minimum traveled way width and a maximum traveled way width of 17 meters. The tunnel is 12 kilometers in length. The bypass capability is impossible.

Measurements

Identification and Location of the Reconnoitered Route

When possible, the route should begin and end on easily identifiable terrain features.
Mark the route on the map with a beginning and ending grid.
Confirm the route on the patrol by observing route signs and taking resection measurements from easily recognizable terrain features. If a global positioning system (GPS) is available, it should be used to maintain accurate location throughout the patrol.
Take mileage readings at starting and ending grids, ensuring to account for any off-route or nonlinear travel.

Distances Between Easily Recognizable Points (Ground and Map)

Take mileage counts between known points.
Take resection or intersection azimuth readings from known points on the route to off-route map features and determine the percent of slope.

ROUTE RECONNAISSANCE OVERLAY

Route reconnaissance overlays include--

Two sets of grid reference points.
A North-seeking arrow.
Place the overall overlay classification centered in the top and bottom margins.
Reference box containing the following information:

- Name, rank.
- SSN.
- Unit.
- DTG expressed as day time (local) month year; e.g., 12 1930L May 01.
- Map name, edition, and scale.
- Key depicting special symbology.
- Route formulas for all MSRs (axial and lateral).
- Remarks to include all pertinent data on critical points and known, suspected or likely enemy positions.
- All route data recorded on the patrol.

Additional Route Reconnaissance Considerations

During route reconnaissance, MPs gather data to be included in the Intelligence Preparation of the Battlespace (IPB). This data includes but is not limited to:

Check driving times and distances between easily recognized points.
Look for obstruction and restrictions (bridges, tunnels, steep grades, sharp curves, ferries, snow blockage, defiles, flooding, rock slides, battle damage etc.)
Note location and type of possible ambush sites on route.
Terrain from which the enemy could deliver direct or indirect fire to disrupt MSR traffic.
Identify natural defensive areas where MSR traffic could seek shelter from enemy ground or air forces.
Identify areas which restrict/blackout communication.
Locations of bridges and tunnels suitable for demolition.
Locations suitable for holding areas.

Locations suitable for enemy prisoner of war collection points, straggler control points, and displaced citizens control points.
Possible landing and drop zones. Soviet doctrine calls for company size or smaller units to use LZ/DZs up to 10 kms from their objective.
Recent weather effects; i.e., snow, rain, and mud or rock slides.
Unreported damage or new blockages
Uncontrolled traffic congestion; i.e., refugee traffic or slow convoys.
Percent and length of steep grades having a slope of 7 percent or greater.
Curves having a radius of 45 degrees (82.5 ft) or less.
Military load classifications and limiting dimensions of bridges. Include bypass category.
Location and limiting data on ferries, fords, and tunnels. Include bypass category.
Width restrictions (like underpasses) below minimum standards. Include the distance of restriction.
Areas suitable for short halts or bivouac sites that offer easy access to and from the MSR.
Rock fall and slide areas that may present a traffic hazard.
Overhead clearance of less the 4.3 m.
Civilian or military road numbers or other designators.
Other obstructions to traffic.

Section IV. Obstacle and Barrier Operations

Effective use of obstacles and barriers complements and enhances the overall effectiveness of unit defensive measures. Properly employed obstacle and barriers delay and disrupt the enemy's advance. Obstacles and barriers make it hard for the enemy to move in some areas or diverts them into others. It also becomes easier to engage the enemy as he slows to negotiate the obstacle or barrier. **See appendix L**

ASSUMPTIONS

MPs are responsible for constructing the majority of their obstacles and barriers.
The senior MP coordinates with the senior engineer on employing on-call obstacles and barriers.
Engineer and/or heavy haul support will be available for technical support and to assist in constructing a large, complicated obstacle and barrier plan, and to position large obstacles and barriers.
MPs may provide physical security guidance concerning the employment of obstacles and barriers for other units as requested.
The senior MP is responsible for coordinating with HN police and government agencies before obstacles and barriers are employed that disrupt civilian roadways. The tactical situation and local SOFA influence how and where obstacles and barriers may be employed.
The MAGTF commander conveys higher headquarters guidance on employment of mines.

EMPLOYMENT IN THE DEFENSE

The degree in which obstacles and barriers are employed in the defense will depend on the location of the defensive position.

All tactical traffic control measures; i.e., TCPs, checkpoints, roadblocks, and defiles will employ obstacles and barriers to support their defensive position.

The senior MP will-

Through the MAGTF commander, authorize the type/use of obstacles and barriers.
Coordinate the use of all obstacles and barriers affecting civilian roadways with local/HN law enforcement and appropriate transportation/civilian engineering agencies.
Ensure the type and location of obstacles and barriers are depicted on the TCP.
Coordinate, through the CSSOC/RAOC, engineer and heavy haul/lift support.

The platoon sergeant will--

Coordinate with engineers to determine the availability of obstacle material and develop an obstacle/barrier plan
Provide the senior MP an overlay depicting the location and type of obstacle.
Ensure unit security is established while obstacles and barriers are being constructed.
Ensure the obstacle and barrier plan supports the employment of available weapon systems.

Entrances to port facilities and unit positions—

Establish an obstacle plan that prevents vehicles from approaching the entry point at a high rate of speed.
An "S" pattern will be employed using steel or concrete obstacles. The spacing of these obstacles will be determined by the type/size of vehicles using the entry point.
Make the obstacle difficult to bypass by tying it in with existing features.

Cover the obstacle and avenue of approach with fire.
Ensure appropriate signs/warnings/instructions are posted.
Ensure the weapon system can safely engage a vehicle should the entry be penetrated.
The obstacle and barrier plan should trap the vehicle while the MP verifies driver/passenger identity and searches the vehicle.
A board or plywood panel with spikes should be readily available to employ in the roadway.

Obstacles and barriers blocking roadways should—

Be visible to vehicle operators at night; i.e., mark with chemical lights or reflective tape.
Be positioned to allow vehicle operators to safely turn around.
Should be easily moved when used in conjunction with a TCP or checkpoint.
The use of pyrotechnic, i.e., trip flare, as an early warning device is encouraged when such devices are authorized.
Careful consideration should be given when employing obstacles/barriers in roadways to ensure friendly vehicles are not damaged.
Personnel departing/entering friendly lines request permission via the tactical CP, and **should** be guided through the barrier plan.
MPs often emplace concertina wire on a limited scale for temporary holding facilities etc. During emplacement, it is important to observe safety precautions:

- Keep away from face.
- Wear leather gloves or wire gauntlets.
- Hold wire palms down.
- Work as a team.
- Work facing the enemy and from the enemy to the friendly side.

Section V. NBC Operations

See appendix M for detailed NBC operational planning guidance.

ASSUMPTIONS

Enemy forces will not employ nuclear weapons as a first choice weapon.
Enemy forces can employ chemical/biological weapons.
The chemical protective equipment will provide sufficient protection to allow combat operations to continue during a chemical attack.

MISSION-ORIENTED PROTECTION POSTURE ANALYSIS QUESTIONS

What is the mission?
What is the work rate?
How long will the work take?
Is the unit targeted?
What is the warning time?
What is the weather?
What additional protection is available?
Is it day or night?

NBC DETECTION DURING ROUTE RECONNAISSANCE/ROUTINE PATROL

MP teams moving about the battlefield will have the capability to detect and react to an NBC environment.
Each MP team vehicle will have an ABC-**M1**, two M256 kits, one M13 and M258 kit per MP.

Survey the area for--

Dead animals.
Dead persons with no signs of obvious causes of death.
Signs of exposure in fellow Marines.

Upon encountering a suspected NBC environment--

Immediately go to mission-oriented protection posture (MOPP) 4.
Transmit the NBC 1 report.
Attempt to determine the type of agent using the M256 kit and/or bio sampling kit.
If type of agent is determined, report line G of NBC 1 report. (See appendix M)
Mark the area with a NATO marking kit.
Establish a manned or unmanned roadblock preventing access to the contaminated area:

- Place the roadblock upwind and out of the contaminated area in a location to allow vehicles to turn around.
- Clearly mark the roadblock with reflective material.
- Transmit the location of the roadblock to the RAOC/CSSOC via MP tactical CP.

Conduct a route reconnaissance to determine an alternate route around the affected area.

Employ traffic control measures to reroute traffic.

CONDUCTING AN EQUIPMENT SURVEY

Using the M256 Detector Kit

When conducting the test, hold the sampler detector so the wind is blowing toward you. Hold the sampler upwind to avoid vapors from the protective equipment.

1. Open the kit and remove one sampler-detector. Before starting, check the kit and the sampler-detector discard date. Carefully read and follow the instructions.
2. Open the protective bag by tearing along the tear line marked with arrows. Carefully remove the sampler detector. Retain the protective bag for easy reference to the numbered instructions.
3. Handle the sampler carefully. Hold it by the hinged protective strip in the closed position. Do not touch the sampler-detector agent test spots because incorrect test results could be produced. Leave the protective strip in a closed position until step 10 is completed.

CAUTION

The hinged heater assembly (number 4 on the sampler detector) produces hot vapors and is hot to the touch. Protective masks and gloves should be worn when handling the sampler-detector. Keep away from your face and bare skin.

4. Swing the hinged heater assembly away from the square shaped test spot.
5. Pull-off and discard the pull tab (number 1) to expose the Lewisite detecting tablet.
6. Rub the white paper side of the lewisite tablet by rubbing tab (number 2) on the lewisite-detecting tablet. Repeat this rubbing until a mark is visible.
7. Holding the sampler-detector in the vertical position with the number ampoules facing you, finger-crush the four reagent ampoules in the center (number 3). Force the liquid through the formed channels to the test spots to insure wetting.
8. Holding the sampler-detector horizontally, check to make sure that the hinged protective strip is over the test spot. Also make sure the hinged heater assembly is away from the square shaped test spot.
9. Finger-crush one of the two green ampoules (number 4). Immediately swing the hinged heater assembly over the square shaped test spot. Venting any resulting vapor away from your body, leave the heater assembly in place for two minutes. After 2 minutes have elapsed, swing the hinged heater assembly and protective strip away from the test spots.
10. Holding the sampler-detector by the protective strip, expose the test spot to the air (while shielding them from direct sunlight) for 10 minutes.
11. After 10 minutes, finger-crush the second green ampoule (number 4) and swing the heater assembly over the test spot, venting the vapors away from the body. Leave the heater assembly in place for one minute. After one minute, remove the heater assembly from the test spot.
12. Hold the sampler-detector vertically with the test spot down. Finger-crush the remaining two ampoules (number 5). Force the liquid through the channels to the test spots to insure wetting.
    Re-rub the lewisite detecting tablet with the lewisite rubbing tab. Immediately turn the sampler-detector over to determine by observation, safe/danger color comparisons. Using those shown on the M256 instruction cards can also make Safe/danger observation comparisons.

Note: Immediately after the required exposure time, compare the blood agent and lewisite test to your safe/danger observations. Blister ages (H and CX) develop color immediately after all the ampoules have been broken; comparison of nerve agents requires a 2-minute waiting period.

13. At low concentrations, only a slight change in the lewisite-rubbing tablet may be evident. Compare the first rubbing mark with the second before making a judgment. However, yellow and orange colors may occur on the blood agent indicator paper when there are no agents present. A blue or pink color must be present for a positive test

Using M8 Paper

M8 paper is used when the suspected substance is in liquid form (puddles, small drops, or barely visible droplets). There is a sheet of M8 paper in the M256 detection kit.

1. Remove the book of M8 paper from the kit and its protective bag.
2. Tear out a sheet from the book. If perforated, use half a sheet.
3. Blot, do not rub the M8 paper on the suspected liquid agent. Observe for any color change.
4. Compare the color change with the typical colors shown on the inside of the book. Some decontaminates give false positive tests on the M8 paper. The M8 paper may indicate positive results for an area in which decontaminates have been used. Confirm these tests with vapor tests by using the M256 kit.

Testing Vapor with the M256 Kit

Use one box and/or can and a sampler-detector for blood agents and a separate box and/or can and sampler-detector for nerve, blister, and lewisite agents. These tests can be run at the same time if separate boxes and/or cans and sampler detectors are used.

Blood Agent Test

Obtain a box or can, and place it open end down over the suspected liquid agent. This will allow the vapors to concentrate in a small area.
Remove the sampler-detector from the kit.
Open carefully and remove the sampler-detector from the protective bag.
Hold the sampler-detector by the hinged protective strip in a closed position. Keep the hinged protective strip in a closed position to protect the test spots.
Finger-crush only the two ampoules in the center pocket (number 3). There are other ampoules marked 3; do not crush these.
Rotate the sampler-detector holding the spots down. Force the liquid from the ampoules through the formed channels into the blood agent test spots to insure wetting.
Swing the hinged heater assembly and hinged protective strip away from the test spots. Discard the two loose protective strips of paper under the hinged heater assembly. Swing the hinged heater assembly back over the test spot.
Place the sampler-detector under the box or can. Expose the spot for ten minutes. Remove the sampler-detector after ten minutes.
Turn the sampler-detector over and determine safe/danger conditions.

Nerve, Blister, and Lewisite Test

Obtain a box or can, and place it open end down over the suspected liquid agent. This will allow the vapors to concentrate in a small area. Remove the sampler-detector from the kit. Open carefully and remove the sampler-detector from the protective bag while holding the sampler-detector by the hinged protective strip in a closed position. Keep the hinged protective strip in a closed position to protect the test spots.

1. Discard the tab (number 1) to expose the lewisite-detecting tablet.

2. Rub the top half of the white paper side of the lewisite tablet-rubbing tab (number 2) on the lewisite-detecting tablet.
    a. Repeat rubbing until a mark is visible.
    b. Hold the sampler-detector in the vertical position so that the ampoules are pointed down.
3. Finger-crush the two outer reagent ampoules (number 3). Do not crush the two ampoules in the center pocket (number 3).
    a. Rotate the sampler-detector until the test spots are in the down position. Force the liquid from the two outer ampler through the formed channels to the blister agent test spots and the nerve agent test spot to insure wetting.
    b. Check to ensure the hinged protective strip is over the test spots. Hold the sampler-detector horizontally with your left thumb over the center test spot. Swing the heater assembly away from the test spot. Discard the two loose protective strips of paper under the hinged heater assembly.
4. Finger-crush one of the two green ampoules (number 4).
    a. Immediately swing the hinged heater assembly over the test spot.
    b. Vent the vapors away from your body. Leave the hinged heater assembly in place for two minutes.
    c. After two minutes, swing the hinged heater assembly and the hinged protective strips away from the test spats.
    d. Place the sampler-detector with the instructions side facing up under the box/can for ten minutes. After ten minutes remove.
5. Holding the sampler-detector by the hinged protective strip, finger-crush the second green ampoule (number 4). Swing the hinged heater assembly over the test spot. Vent the vapors away from the body, and leave the hinged heater assembly in place for one minute.
6. Swing the hinged heater assembly away from the test spot after one minute.
    a. Hold the sampler-detector test spots down.
7. Finger-crush the remaining two outside ampoules (number 5). Force the liquid down the formed channels to the blister and nerve agent test spots.
8. Re-rub the lewisite tablet running tab (number 2) on the lewisite-detecting tablet next to the first rub mark. Immediately observe for color differences between the two marks.
9. Turn the sampler-detector over to observe the safe/danger conditions.

TACTICAL MP CP

- Coordinate with higher headquarters to determine current enemy NBC threat and MOPP condition.
- Brief subordinate leaders concerning the present NBC threat/condition prior to assuming duty.
- Prepare contingency plans for the evacuation of subordinate units in the event of NBC attack.
- As required, coordinate with HHQ to determine the location for treatment of contaminated personnel.
- Direct the inspection of contaminated food, water, and equipment.
- Designate personnel to perform equipment/personnel decontamination.
- Relay all NBC reports to HHQ.
- Prevent access into contaminated areas by rerouting vehicle/pedestrian traffic.

SUBORDINATE LEADER RESPONSIBILITIES

- Be familiar with **appendix M** when supervising work while MOPP gear is worn.
- Ensure personnel are correctly wearing the appropriate protective gear for the designated MOPP level.
- Ensure personnel are familiar with NBC procedures.

Contamination Considerations

NBC Alarms

- General Alarm. An NBC general alarm will normally be transmitted over radio nets. The alarm "GAS" will not be transmitted over radio nets.
- Local Alarm. The primary alarm will be the siren. The vocal alarm will be "GAS" or "Spray". Alternate alarms are hand and arm and metal on metal. Vehicle horns will not be used.
- "All Clear". "All Clear" will not be passed over the radio net. "All Clear" will be verbally sounded. The audible sound will be a continuous blast for one minute on a vehicle horn. Personnel unmasking is not an "All Clear" signal.

Reports

MPs should report all contamination incidents IAW appendix E. NBC reports will be transmitted over the primary net to higher headquarters. NBC 1 reports will be sent "FLASH" precedence.

Material

Normally, contaminated material will be separated from noncontaminated material until decontamination is complete.
Supplies contaminated by NBC weapons will be separated and suspended from use until decontaminated or disposition is made.

Personnel

Evacuate all NBC casualties separately from non-contaminated personnel.

Section VI. Maritime Prepositioning Force Operations

MP support during a maritime prepositioning force (MPF) operation involves a creative mixture of all MP capabilities. The focus of effort is to support the CSS commander's mission during the offload and throughput of maritime prepositioned equipment and supplies (MPE/S). MP support the CSS commander by providing traffic circulation control, area security, law and order, and possibly EPW/civilian internee (CI) operations.

ASSUMPTIONS

The size of the MP detachment directly correlates to the degree of supportability.
The senior MP will be included in all stages of planning, and be a member of the advance party.
Initially, MP's fall under the operational control of the landing force support party (LFSP) commander. The LFSP will maintain control of CSS operations until the CSS commander assumes control of CSS operations ashore.

MP ROLE IN OFFLOAD PREPARATION

The senior MP or designated representative deploys with the advance party to conduct initial reconnaissance, determine the CP location, and conduct initial liaison with local law enforcement agencies. Upon arrival of the main body, the priority of work will be to--

Recover and account for all embarked gear and personnel.
Provide initial area security. The tactical situation will dictate the degree of security required.
Assist the headquarters commandant to establish critical facilities, i.e., CSSOC/RAOC.
Establish the MP CP in accordance with chapter 2.
Conduct liaison with local security/law enforcement to begin joint and multinational operations.
Establish a TCP and validate primary and alternate MSRs through route reconnaissance.
Conduct route signing in accordance with chapter 4.
Employ traffic control measures to accommodate offload and throughput. See chapter 4.
Establish a TCP for the washdown/retrograde of MPE/S

OFFLOAD

An MPF offload involves the timely offload and distribution of MPE/S. Once a port or beach area has been secured, MPF elements arrive in-theater and marry-up with personnel strategically airlifted in place to conduct the offload and throughput. Ships may be offloaded pier-side or in-stream. (A port operations group (POG) handles pier-side offload operations; a beach operations group (BOG) conducts in-stream offload operations.) The MPE/S proceeds to the movement control center (MCC) and placed in serials for distribution to the appropriate arrival and assembly operations element (AAOE). The MCC controls the rate of distribution. Each AAOE verifies receipt. The AAOE is responsible for the final distribution of MPE/S to the owning unit.

RECONSTITUTION

When an operation ashore is complete, the MPE/S is backloaded aboard MPF shipping in reverse of the offload and throughput operations. A step is usually added between the AAOE and the MCC to conduct agricultural washdown inspections.

SENIOR MP RESPONSIBILITIES

Provide the CSS commander with a written MP estimate of supportability based on stated and implied missions.
Prepare a site survey checklist.
Task-organize an MP detachment to-
Conduct battlefield circulation control (BCC}.
Provide area security.
On order, establish EPW/CI operations.
Provide basic law and order.
Complete an MP OPORD.
Complete a traffic circulation plan and a TCP. This plan establishes traffic flow from the POG or BOG, through the MCC, to each of the MAGTF AAOEs. Identify MSRs leading out of the AAOEs to support the commander scheme of maneuver. Planning should be coordinated with the CSSE commander and movement control officer.
Establish and operate a tactical CP per chapter 2.
Coordinate all security/law enforcement activities. Make liaison with other military and civilian law enforcement agencies operating in the AO. An effort will be made to consolidate security and law enforcement capabilities. Where operationally feasible, MPs operate in a joint and multinational environment.
Coordinate security activity with fleet antiterrorism security teams (FASTs), which maybe assigned to the MPS ships.
Assign patrol zones, static posts, and coordinate mounted and dismounted patrol activities.
Identify an EPW/CI holding location away from the CSSA.
Operate TCPs per chapter 4.

PATROL LEADER RESPONSIBILITIES

Dismounted patrols are conducted in and around unit AAOEs and tactically important areas. The PL will—

- Conduct the patrol in accordance with MCWP 3-11.3, Scouting and Patrolling.

- Coordinate patrol activity with the CSSOC/RAOC via the desk sergeant.
- Make contact with the AAOE operations center watch officer/SNCO, inform that person on the status of the patrol, and obtain a name. The name will be transmitted back to the desk sergeant and recorded in the desk journal.

ADMINISTRATION

ROE/use of force will be in accordance with chapter 2 and the specific ROE published by HHQ. ICRs and issuance of tickets will be per chapter 6.

Section VII. Convoy Operations

All MP convoy operations are conducted by following specific convoy procedures to ensure missions are accomplished safely and securely.

CONVOY OPERATION RESPONSIBILITIES

Convoy Commander

- Receive warning order and initiate planning.
- Analyze the mission and available information to identify specific tasks with respect to key terrain, observation and fields of fire, cover and concealment, obstacles, and avenues of approach (KOCOA) and METT-TSL.
- Review essential elements of friendly information and initiate immediate measures to reduce operations security (OPSEC) indicators.
- Request available intelligence and combat information on the enemy, area of operations, and weather.
- Request maps, aerial imagery and other special topographic products if not already processed.
- Conduct a detailed terrain analysis to identify routes, if possible conduct a leader's reconnaissance.
- Determine the march order.
- Plan a route in based on intelligence and reconnaissance; ensuring the entire route meets the military load classification requirements of the convoy.
- Compute march data to determine rate of march/time/ distance.

  Rate = Distance/Time (R = 100/4, 25 km/hr to move 100 km in 4 hours)
  Time = Distance/Rate (T = 75 / 15 5 hours to drive 75 km at 15 km/hr)
  Distance = Rate X Time (D = 25km/hr X 100km=25km/hr X 4)

- Incorporate required medical support into each convoy; plan MEDEVAC procedures.
- Request engineer support as required.
- Develop a plan for vehicle recovery.
- Designate control measures such as phase lines, checkpoints and holding areas.
- Task-organize convoy elements according to the specific mission.
- Conduct a convoy brief.
- During movement the convoy commander positions himself where he can best control the convoy.
- Make continual estimates of the situation, altering the route as necessary.

- Coordinate supporting arms through direct communication with the forward observer.

Assistant Convoy Commander

Will assist the convoy commander with all planning and organization, assuming command in his absence.

Security Element Commander

Plan the security section of the convoy brief.
Organize and train the security team.
- Conduct detailed rehearsals for reaction to near and far ambushes, breach and other tactical contingencies.
- Ensure all convoy personnel understand their role in any tactical situation.
- Train the breach team and incorporate their rehearsals into the convoy security rehearsals.

Advise the convoy commander on convoy security.
Lead the security element in tactical situations.

Vehicle Commanders

- Ensure vehicle driver follows the correct route.
- Command troops riding in the vehicle in tactical situations with the direction of the security element commander.
- Ensure each Marine in the vehicle has all required gear.
- Ensure vehicle drivers/A-drivers conduct preinspections and prepare vehicles for convoy movement.

DRIVERS

- Follow correct routes.
- Be on the lookout for ambush sites.
- Conduct first echelon maintenance and servicing enroute.
- Ensure proper use and maintenance of the vehicle.
- Vehicle preparation:
  - Perform daily, weekly, and monthly maintenance inspections.
  - Check for all leaks that could cause a malfunction in the vehicles operation or future problems.
  - Check vehicle waterproofing.
  - Inspect vehicles batteries for corrosion, security of mounts, and cables.
  - Inspect tires and inflation. Ensure proper inflation for the area that you are in.
  - Inspect vehicle internal/external loads ensuring proper stowage making sure all gear is strapped down securely.
  - Ensure ring mounts are functional.
  - Vehicles will not be operated with the weapons system mounted unless there is a gunner is in the turret.
  - Ensure the vehicle is SL-3 complete and is in good working order.
  - Ensure ammo is properly stored.
  - The number of fuel cans will not exceed the number of stowage tie downs.
  - Ensure there is adequate water in marked containers and it is separated from fuel.

Senior MP

- Analyze the mission and available information to identify specific tasks.

- Conduct a detailed map/terrain analysis to identify primary/alternate routes, key terrain, and danger areas.
- Identify the distance, estimate time of movement, time and distance to key locations and vehicle movement formations and intervals.
- Time permitting, conduct a leaders reconnaissance.
- Determine march order.
- Ensure there is an effective spread of vehicle mounted weapon systems.
- Prescribe a rate of speed, assembly area, schedule of events and maximum catch up speeds.
- Designate control measures such as phase lines, checkpoints, supplies, equipment, and safety issues.
- Coordinate communication procedures specifying alternate means of communication.
- Plan for the use of NVGs.
- Coordinate the vehicle march with the senior MP and the RAOC/CSSOC.
- Prepare strip maps that identify critical points, danger areas, distance between critical points, mileage ticks on the map, start point, release point, order of march, maximum catch up speed, vehicle intervals and control measures.
- Vehicle and personnel accountability procedures.
- Rehearse/review response options to enemy contact and establish rally points.
- Determine weapons and ammunition purposes.
- Plan for the recovery of disabled vehicles.

SAFETY

- Vehicle operators, A-drivers, and passengers wear seatbelts at all times.
- Gunners in the turret when the vehicle is moving wear body armor, helmet, goggles, and safety strap.
- All personnel in the vehicle wear body armor and helmet properly.
- The vehicle will be prepared for fording before going into deep water.
- No Marine will operate a vehicle without a license.

WEAPONS AND SECURITY EMPLOYMENT

Weapons placement is a vital part of the convoy security plan. Proper weapons employment will enable the convoy to respond quickly to various tactical situations.

Lead

M2, .50 cal machine gun mounted in the turret. The lead vehicle is responsible for security to the front of the convoy. The lead vehicle should maintain a sizable (500m to 1.5 km) buffer between itself and the main body, giving the convoy commander time to react or change routes as required by enemy action.

Main Body

The main body vehicles, to include any 5- ton/Logistics Vehicle Systems (LVSs), should mount a mix of weapons (M2s, M240Gs, M249s) enabling a flexible response from the column.

Trail Vehicles

The trail vehicle, responsible for rear security of the convoy, should mount an Mk-19 to cover dead-space and area targets.

Security Element

The bulk of the security element not mounted on HMMWVs should be positioned in the column where they can best respond to threats to any convoy element.

DAY MOVEMENT

Vehicle operators drive at the prescribed rate of march.
Maintain a minimum of 100 meters distance between vehicles, dependent upon visibility and terrain.
Use lights on all hardball surfaces and major roadways during administrative movements.
See appendix N for further instructions on convoy operations.

NIGHT MOVEMENT

Assistant drivers use AN/PVS-7b night vision goggles (NVGs) to assist the driver.
Maintain dispersion of 10 m between vehicles unless NVGs or ambient illumination are available.
Use familiar roads when possible.
Minimum march rate of 5 mph.

- 5 mph without NVGs.
- 40 mph with NVGs on hard surface road.
- 20 mph with NVGs on unimproved road according to conditions.

Use blackout lights past the line of light.
Use lights during administrative movements.
A ground guide will be used when entering unit positions.

CONTROL OF VEHICLE MOVEMENT

Establish a checkpoint system to report the location of the convoy along the route. This system facilitates monitoring the progress and security of the convoy.
Prior planning is needed to control the movement of routine administrative vehicles. Precautions should include the use of escorts, alternate routes, and staggered departure times.

COMMUNICATIONS

Multiple radios spaced at intervals throughout the column should be available whenever possible. Each radio operator must recognize that his primary job is to give the alert in the event of ambush. Alternate radio operators will be designated in case the primary operator becomes a casualty. Radio, the primary means of communications, should be augmented with preplanned smoke, noise, and visual signals.

HALTS

Convoys should not halt without planning and coordination. Only scheduled halts should be conducted if possible. Unscheduled halts should be strictly regulated.

Scheduled

Plan with consideration to:

An area large enough to accommodate the convoy and to allow for the same dispersion provided by the march interval.
Cover and concealment to the extent available.
Security, to include--

- Air guards.
- Flank, forward, and rear area security.
- Forward and rear point security of the route.
- Alert condition prescribed by convoy commander for duration of halt.
- Appropriate defensive measures for all hands.

Activities at the halt should include--

- Accounting and reorganizing
- First echelon maintenance; e.g., fuel, oil, water or tires.
- Relief or rotation of drivers.

Unscheduled

Lead element reports road restrictions to convoy commander.
Column stops, maintaining vehicle interval and dispersion.
Report obstacles to HHQ and that convoy has stopped.
Report continuation of mission to HHQ.
Schedule is adjusted as necessary.

DISABLED VEHICLES

When a vehicle is disabled during the movement it will not be allowed to halt the progress of the remainder of the convoy. Operators will be instructed to pull off the roadway and to signal all following vehicles forward.

Towing by wrecker is avoided unless, because of the type of failure and/or operational conditions, a tow bar would be unsafe or not capable of towing the vehicle.

The trail officer notifies the convoy commander of all disabled vehicles and advises him of his ability to affect timely repair/recovery. In combat, the decision to destroy vehicles or cargo that cannot be towed or recovered is made by the convoy commander.

When time is available, the vehicle crew and trail personnel should remove critical cargo or parts from any vehicle that is to be destroyed.

IMMEDIATE ACTION

When conducting convoy operations in a hostile environment, no operational area can be considered to be totally secure. Precautionary measures must always be taken into account during the planning, preparation, and conduct of movements.

Passive Security Measures

The following steps are taken to minimize the effects of any attack:

Keep the maximum dispersion that conditions allow.
Spread key vehicles throughout the convoy.
Harden and camouflage vehicles.

Wear body armor and helmet.

Reaction to Ambush

Unblocked

Never halt in the kill zone. All vehicles will rapidly drive out of the kill zone to continue on with the mission. The convoy commander will get casualty/ammunition reports from the vehicle commanders and report to the CP.
The enemy is seldom able to contain an entire convoy in a single kill zone. More frequently, only a part of the convoy, the head, trail or a section of the main body is ambushed. This will allow nonengaged (or less engaged) units to react to the ambush by firing at the rapid rate until the unit in the kill zone is clear.
The security element leader will lead the security element and assume control of the convoy during any tactical situation.

Blocked

All units return fire at the rapid rate.
Security element establishes flank security around any obstacles to enable the breach team to move forward.
Breach-team moves forward to clear the obstacle.
Simultaneously, security element can maneuver to attack the ambushing enemy force, taking extreme caution to avoid being caught in a second ambush. The focus of effort should be on clearing the obstacle and continuing the mission.
If the head (reconnaissance element) becomes decisively engaged, the security element must assist that element with extraction.

Fire and Support

A convoy commander has several different assets available to destroy the enemy.

Direct support/general support (DS/GS) mortars or artillery.
CAS or RWCAS.
Reaction forces.
Nondriving personnel can be utilized to place a heavy volume of fire on the enemy forces as vehicles move out of the kill zone.

Subsequent Actions

Disabled vehicles must be bypassed or pushed out of the way. Follow-on vehicles will pick up occupants of these vehicles.
HMMWVs must not block convoy vehicles by halting in the traveled portion of the road to return fire.
As soon as the enemy has withdrawn, been defeated or the vehicles have made it out of the kill zone the convoy commander will call a temporary halt and reorganize his assets.
Wounded are treated and arrangements are made for evacuation if necessary.
If disabled vehicles cannot be repaired for travel, their cargo should be redistributed if time is available.
If necessary, disabled vehicles are destroyed after removing as many recoverable items as possible. The convoy commander will make all decisions concerning the destruction of vehicles.
A detailed report is made to HHQ.
Full accountability for Marines, equipment, and vehicles is established.
Mission is continued.

Air Defense

Designate one vehicle for aerial lookout.
Give alarm before attack.
Pull off the road in a herringbone formation to avoid presenting a linear target to attacking aircraft.
Concentrate a heavy volume of fire on attacking aircraft.

Mines and Booby Traps

Arrange for engineer support to sweep road.

CONVOY ESCORT

MPs may receive a hasty mission order to escort unmanned/unarmored units from point-to-point. It is necessary to have well established SOPS due to the lack of planning time available to the commander in these situations.

Escort Team Leader

The senior MP of the detail will be the escort team leader. Responsibilities:

Organize and outfit his unit.
Gather all applicable EEI; i.e., route reports and enemy situation.
Write a fragmentary order and prepare a strip-map to include return route to MP HQ.
Locate an easily recognizable and secure holding area where the two units can link-up.
Establish a TCP at the holding area to guide the friendly unit.
Briefi and receive information from the convoy commander prior to departure.
Integrate with the security element commander's security plan. If the convoy commander designates the escort team leader as the security element commander, executing the mission of that billet according to SOP.
Securely escorting the convoy from the start point to the release point.

Assistant Escort Team Leader

Second-in-command, responsible for assisting the escort team leader and assuming command in his absence.
Primarily responsible for logistics requirements.

Composition

The escort team should be made up primarily of hardback or up-armored HMMWV's.

COORDINATING INSTRUCTIONS

The parent unit of the convoy has several vital responsibilities.

Logistics Chief/Company Gunnery Sergeant

Ensure all vehicles are loaded the day prior to stepping off.
Ensure vehicles are loaded in accordance with prescribed vehicle load list/diagram.
Ensure wrecker support is on-call for the convoy.

Headquarters Personnel

Maintain radio contact with the convoy at all times, ensuring timely radio checks are conducted and that proper radio procedures are followed.
Maintain the location of the convoy on the situation map at all times.
Maintain communications with the react force (if available).

Reaction Force Commander

If sufficient forces are available, the unit commander will designate a reaction force with vehicle and weapons assets to support the convoy. The react force commander-

Conducts liaison with the convoy commander and the security force commander to obtain a copy of their orders, strip maps, and intelligence data.
Writes fragmentary orders based on multiple contingencies, using the convoy's signal plan to prevent blue-on-blue contact.
Conducts detailed rehearsals with the react force covering multiple contingencies.
Maintains a point of contact or communications with the HQ element to ensure rapid response. Monitor the convoy net to keep updated on the convoy's situation.
Ensure all vehicles and Marines are prepared to react within the predesignated time allotment.

Section VIII. Vehicle Movement Techniques

Reconnaissance, security and mobility are critical to successful military operations. In support of these requirements, MP conduct MMSO across the full range of military operations.

During peace operations, MP aid the safe flow of food and supplies and authorities with road and highway regulation during disaster relief operations. While performing MMSO functions, MP work closely with the logistic MCC to implement plans for controlling the movement of combat resources along line of communication. In multinational operations, this support integrates available HN and allied force capabilities.

In wartime, military police expedite forward, lateral, and rear movement of forces on the battlefield. To assist the movement of forces across the battlefield, MP operate TCPs and conduct mobile patrols to help stragglers to their respective units. In addition, military police help clear LOC by directing and controlling the movement of civilians whose location or direction of movement may hinder military operations. They provide escorts to move US noncombatants from assembly points to theater embarkation terminals.

The senior MP determines the movement technique based on the likelihood of enemy contact.

Teams travel in column; teams makeup squads and squads makeup platoons. A lead element is positioned forward so only a small unit makes contact with the enemy. The remaining element follows in trace prepared to support the lead element by fire and maneuver. The distance between the lead element and the other vehicles is determined by the likelihood of enemy contact and the terrain.

TACTICAL MOVEMENT PRINCIPLES

Route Reconnaissance and Surveillance

MP conduct route reconnaissance and surveillance operations to assist operational and intelligence collection planning efforts by gathering detailed information on a specific route and it's surrounding terrain. Mobile MP teams record and report the condition of MSRs and other critical roadways to identify weather effects on road surfaces, traffic capability, route damage, NBC contamination, and enemy activity. MP continually monitor MSRs and surrounding terrain to provide early warning of enemy activity to commanders.

In military operations other than war, route reconnaissance is conducted to open new routes to support peace operations, foreign humanitarian assistance or areas devastated by natural or manmade disasters. MP conduct detailed and continuous route reconnaissance to provide updated information to the commander and units traveling the MSRs.

MSR Regulation and Enforcement

To support force movement, MP units enforce MSR regulation plans by controlling traffic activities. Enforcement of these efforts focus on ensuring that only authorized traffic uses controlled MSRs.

The command with jurisdiction over the road network sets the highway regulation plan, which includes MSR regulation plans as well as in engineer route, bridge and tunnel reconnaissance reports. Unit SOPs and command directives also may concern MSR regulations. The logistic and movement control center (LMCC) establishes route classifications using information provided from MP route reconnaissance missions.

MP use TCPs, roadblocks, checkpoints, holding areas, and defiles at critical points to monitor MSRs and enforce command regulations. Mounted MP teams patrol between static posts to observe traffic and road conditions, to gather information on friendly and enemy activity, and to assist stranded vehicles and crews. Changes in road condition and enemy activity along MSRs are reported immediately through MP channels.

MSR Control Measures

While performing MMSO MP permit MSR traffic to flow as smoothly and naturally as possible. To keep traffic moving and to regulate MSRs, MP move traffic through defiles, establish vehicle-holding areas, set up roadblocks, checkpoints, and TCPs, and monitor route signs.

River Crossing Operations

MP support rivercrossing operations by helping to move rapidly across river obstacles. River crossing MP support serves to reduce congestion, speed the crossing, and enable the maneuver forces to maintain momentum. The MP employment for a river crossing is influenced by the battlefield situation.

The number and placement of MPs supporting this operation vary with the size of the force crossing the river and the degree of enemy resistance expected or encountered. MP perform maneuver and mobility support activities leading up to, within the crossing area, and on the entry and exit sides of the river.

To support river crossing operations:

- Establish holding areas.
- Enforce MSR regulations.
- Direct units to proper crossing locations.
- Move units through crossing areas on schedules.
- Support for passage of lines.

Passage of Lines

Moving a maneuver unit through the position of a placed unit that is in contact with the enemy is a critical action. The degree of MP support depends on the commander's needs and the number of MP available. The MP commander, the division logistics staff officer (G-4), and the division G-3 plan and coordinate passage of lines. During passage of lines, MPs may:

- Establish TCPs.
- Escort and guiding vehicles.
- Set up temporary route signs.

Area Damage Control

Area damage consists of downed trees, urban rubble, damaged or destroyed bridges, craters in the road, and contaminated road networks that affect military operations. MPs—

- Enforce emergency restrictions on movement into, within, and out of the affected area.
- Enforce curfews, orders, and movement authorization and prioritization.
- Watch for theft, pilferage or arson against military property.
- Direct dislocated civilians.
- Collect straggles.

ADC measures taken before, during, and after hostile actions and natural or manmade disasters minimize effects and reduce damage. The focus of ADC is to limit the impact on military operations and to the local populace as quickly as possible.

The amount of MP support needed for ADC operations depend on the extent of the damage, the importance of the affected area, and the impact of the damage on military operations. Damage to an area may be so great that roads may be closed and MSR traffic may be rerouted. If roadways are passable, MP conduct MMSO in the affected area. MP conduct route and area reconnaissance to determine the traffic capability of the routes into, out of, and around affected areas.

Straggler and Dislocated Civilian Control Operations

MP conduct straggler control operations to assist commanders in maintaining combat strength by locating and returning stragglers to their units. MP locate stragglers at TCPs, checkpoints, roadblocks, defiles or while on patrol. For large numbers of stragglers, special posts and collecting points are set up along MSRs or MP can operate straggler posts at established TCPs, checkpoints, and roadblocks.

To expedite movement on MSRs, MP conduct dislocated civilian control operations. Although the HN usually takes measures to control the movement of their populations during a conflict, a mass flow of civilians can seriously affect the movement or security of military units. If needed, MP redirect or prevent the movement of civilians when: their location, direction of movement or actions hinder military activity. During control operations, military police direct dislocated civilians to secondary roadways and areas not used by military forces.

Information Collecting, Reporting, and Dissemination

Through information collecting, reporting and dissemination operations, MP contribute to the initial intelligence preparation of the battlespace (IPB). IPB information given by MP follows:

- Terrain that can help or hinders a combat support operation; e.g., presence of water supply for a chemical decontamination point.
- Terrain that can be critical to the area of operations security mission; e.g., presence of potential DZs, LZs communications sites and depot sites.
- Civil-military considerations; e.g., presence of built-up areas, refugee evacuation routes and populated areas sympathetic to the friendly or enemy cause.
- MP contribute to the intelligence cycle by conducting reconnaissance patrols that fill intelligence gaps or update information on critical areas and high-value targets; e.g., after G-3/G-4 planners assign MSRs from the MEF support area forward, MP check the terrain for high value targets. Once identified, critical bridge routes and other high value targets which the enemy will want to destroy, can be surveyed or replacements planned.

Halts

Only the senior MP should call an unscheduled halt, with the exception of frontal enemy contact, vehicle malfunction or other emergencies where the MP involved should request a halt. Procedure:

- Immediately establish local security.
- A-driver dismounts and provides flank security.
- The lead and trail vehicle train mounted weapon systems to the front/rear. Swing elements alternate left to right.
- Air guards.
- Maintain intervals while the column or formation slows to a halt.

- Terrain permitting, each vehicle in column immediately conducts a herringbone, cueing off the lead vehicle.
- Leave engines running while halted unless otherwise instructed.
- The convoy commander could call a herringbone formation or coil formation.

Countermine Road Driving

- Avoid driving over freshly filled potholes or debris.
- Avoid driving on the shoulder, especially at a bend.
- On dirt roads avoid any discolored patches or fresh earth on the roadway.
- If available, use a mine sweeping team from the combat engineer detachment to clear the roadway prior to movement.
- Sandbags should be placed on the floors of all vehicles and in the beds of all troop carrying trucks at least one layer deep.

Avoiding Observation

- Blackout can be used at night or low light conditions. A driver should tape headlights to avoid accidental illumination. Vehicles without working blackouts lights should have their lights taped with field expedient light filters.
- Hull-down and full defile positions should be used when available to avoid observation and provide cover from enemy fire.
- Use the terrain for protection. Terrain offers natural concealment from enemy observation and cover against fire. Using terrain to protect vehicles is difficult, so, terrain driving should become a habit. It must be used when in contact with the enemy and when contact is possible or expected.

Basic Terrain-Driving Rules

- Use available cover and concealment.
- Avoid sky lining.
- Do not move directly forward from a hull-down position.
- Cross open areas quickly.
- Avoid possible kill zones. Platoons and squads must avoid wide-open spaces, especially were high ground dominates or where terrain can cover and conceal the enemy. They must also avoid obvious avenues of approach into enemy territory. It is better to cross difficult terrain than fight the enemy on his terms. Engineers can work the terrain to improve mobility.
- Take active countermeasures. PLs should use smoke, direct fire, and indirect fire to suppress known or suspected hostile positions. The enemy should never be allowed an open, unhindered shot at mounted or dismounted friendly elements. This calls for constant alertness and thorough planning and coordination.

Vehicle Intervals

- Traveling: 50 m depending on road conditions and visibility or briefed otherwise.
    a. Consider maintaining random intervals to counter observation and predictability.
- Traveling Overwatch and Bounding Overwatch: Enemy and terrain will dictate.
- Blackout: 10 m unless NVGs are used. Maintain 5 mph.
- Ensure all-around security by assigning sectors of fire, staggering and disperse vehicles during halts and make the best use of weapons systems.
- Do not move directly from a covered position.
- Bypass likely ambush sights and danger areas.

- Make contact with the smallest element.
- Organize elements based on METT-T.
- Choose a COA that will help you defeat the enemy, if mission requires.
- Choose a COA that prevents you from becoming decisively engaged with the enemy. MPs will not become decisively engaged unless directed by higher authority.
- Maximize the HMMWV's capabilities of mobility, speed, and firepower.
- Choose your battles according to the mission and if casualties jeopardize mission accomplishment do not engage.

Moving to Contact Immediate Action

- The senior MP will be positioned with the base of fire where he can control the fire.
- The lead element will fix the enemy while the remaining maneuver to destroy the enemy.
- Sniper fire. The lead vehicle will return fire and destroy the target. The trail element will maneuver as required. A dismounted patrol will sweep the area and gather intelligence.
- Indirect Fire. Elements will quickly depart the impact area in formation or, on order, break formation and regroup at the last rally point.

Ambush

- Elements in the kill zone will return fire and move out of the kill zone.
- Elements not in the kill zone will establish a base of fire and support the withdrawal of elements in the kill zone.
- Elements break contact and return to the last rally point.
- The senior MP decides whether to destroy the enemy or break contact.

Crossing Danger Areas

Danger areas are those areas (known enemy positions, roads, trails, streams and open areas) where there is an increased chance of detection and the enemy has a tactical advantage.

- Bounding overwatch is used to cross danger areas.
- The rear element stays on the near side and covers the roadway.
- The lead element crosses the danger area and secures the far side.
- The trace element crosses the danger area.
- The lead element moves ahead and resumes the movement.
- The trace element or lead element size is determined by the convoy commander based on the size of the danger area and the size and strengths of possible enemy elements.

CHAPTER 6
LAW AND ORDER OPERATIONS

Aggressive law and order operations help the MAGTF commander maintain combat effectiveness. MPs assist commanders in curtailing or eliminating criminal activity by enforcing rules and regulations. Just as importantly, MP activities must not hamper the commander's ability to accomplish the tactical mission.

As part of the force protection program, MP enforce laws, directives, and punitive regulations; conduct criminal and accident investigations; and control the civilian populace and resources in accordance with the commander's directive. Law and order missions are:

- Law enforcement.
- Criminal investigations (felony and misdemeanor).
- Accident investigation.
- Crime prevention and physical security.
- US military prisoner confinement.

These operations are often performed in conjunction with maneuver and mobility support and area security operations and include measures necessary to—

- Enforce laws, directives, and punitive regulations.
- Conduct criminal and traffic accident investigations.
- Conduct MP information operations.
- Support customs operations.

LAW ENFORCEMENT

An evolving criminal threat will have an adverse effect on military operations and will require commanders to take actions that will reduce the negative impacts on forces, resources, and operations. As part of this effort, military police enforce laws and appropriate directives of the commander. To further reduce these negative impacts, military police maintain liaison and coordinate with other Department of Defense (DOD) police organizations, HN military and civilian authorities, and multinational police organizations. A coordinated law enforcement effort removes the conditions and opportunities that promote crime, thereby maintaining military discipline and preventing diversion of military resources.

CRIMINAL INVESTIGATIONS

Offenses committed against U.S. Forces and property degrade military discipline, morale, and operational capabilities. These crimes and offenses must be investigated to support the commander's responsibility to protect personnel, supplies, facilities, readiness, and operational capabilities. Depending on the type and seriousness of the offense under investigation, such investigations may be conducted by military police investigators (MPIs) or CID and NCIS, working in coordination with other DOD and HN investigative agencies.

CUSTOMS SUPPORT OPERATIONS

Military police provide the commander a high degree of flexibility through the execution of customs operations. Personnel, equipment, and material entering the customs territory of the United States (CTUS) must meet customs, postal, immigration, agriculture, and other Federal agency requirements. During the redeployment of forces, customs-trained military police, working with joint and U.S. Federal agencies, help ensure compliance with regulations and applicable provisions of international agreements by detecting and investigating violations.

MP INFORMATION OPERATIONS

The MP information operations consist of those measures to collect, analyze, and disseminate information gathered from criminal activities and incidents that disrupt law and order. Military police conduct this function as part of other missions. In an effort to provide the commander with a lawful and orderly environment, military police use this information to redirect mounted and dismounted patrols and MWD teams to high crime and incident areas. Military police also use this information to support the commander's human intelligence (HUMINT) collection plan.

MWD SUPPORT

MWD capabilities significantly enhance the commander's ability to protect forces and assets. MWDs support combat, combat support, and combat service support operations.

Explosive Detection Dogs (EDD)

Dual-certified patrol and explosive detector dogs provide the commander the ability to:

- Detect explosives and tripwires.
- Bypass the enemy in bunkers and built-up areas.
- Conduct flight line security patrols, perimeter patrols, and other appropriate measures.

Specialized Search Dogs (SSD)

SSDs are specially trained to operate off-leash and enhance the ability to detect IEDs while maintaining a safe distance.

ASSUMPTIONS

- MPs deploy with the capability to accomplish the above stated missions and the MAGTF commander establishes mission priorities.
- If school trained investigators (criminal, accident or MWD team) are not available, attempts should be made to provide these services by agreements with local MP units (Army, Navy, Air Force, Coast Guard, other allied service) or HN police agencies.
- The request for MP involvement will be-
  - Commanders seeking MP assistance.
  - An MP personally witnesses a criminal act.
  - The MP receives a report of criminal activity.
- The senior MP will coordinate and assign MP assets to investigation.

CRIMINAL INVESTIGATIONS (FELONY)

Missions

The MPI's mission encompasses several different roles during combat and contingency operations to support unit commanders.

Criminal Investigations

Investigating incidents coinciding with various violations contained within the punitive articles of the Uniform Code of Military Justice is the primary mission of MPI. At a minimum, NCIS will investigate all felonies and crimes likely to be counter to the missions of the MAGTF commander.

Protective Services

Although not a primary assignment, MPI may be assigned as personal protective details for designated military and government officials.

Crisis Negotiations

During a crisis situation involving hostages or barricaded suspects, MPI may conduct negotiations with the suspect to resolve the incident.

Intelligence Gathering

This is not a mission of MPI; however, during if investigations, vast amounts of pertinent intelligence are obtained. This information may provide assistance to other sections within the military and government.

Investigative Procedures

When initiating an investigation, MPI follows a standard course of events:

Notifications

MP should respond to the scene and ascertain facts of the incident and provide crime scene security. Notification of MPI is determined by the seriousness of the incident.

Preliminary Investigations

Preliminary investigations are conducted to determine the scope of the incident and to collect the facts of the incident. This includes, but is not limited to, a crime scene examination, interviews of victims, witnesses, suspects, and the seizure of evidence.

Conducting Investigations

Conduct the investigation utilizing guidance set forth in FM 19-20, *Law Enforcement Investigations*.

Reporting Investigations

MPI generates a Report of Investigation (ROI) on investigations assumed by MPI or investigations referred to the appropriate agency in accordance with the **Marine Corps Law Enforcement Manual, Appendix B** (Investigative Reporting Procedures). Additionally, MPI will conduct the appropriate notification(s) to commands of the units involved in incidents.

Collecting Evidence

Evidence seized as part of on-going investigations should be safeguarded and a proper chain of custody will be maintained. The evidence will be maintained until disposition of the evidence can be authorized by the adjudicative authority involved in the incident.

Testimony

MPIs may be required to testify at courts-martial and nonjudicial punishment proceedings when requested.

Search Authority

During an investigation, an MPI may make liaison with commanders and obtain command authorization for search and seizure of areas controlled by a specific battalion commanders or higher echelon authority. This authorization is based on probable cause (PC), which is based on the fourth amendment of the Constitution.

Search Warrants

During an investigation when leads surface outside the jurisdiction of the military, MPIs may attempt to obtain a search warrant from the local or federal authorities.

Liaison

Throughout the investigations, MPIs contact a vast number of local, state, federal, military, and international law enforcement agencies. Contact is also made with a variety of financial institutions and corporations.

Laboratory Analysis

MPIs have at their disposal several other government agencies, such as the US Army and NCIS laboratories to conduct forensic analysis. These analyses include, but are not limited to, narcotics identification, latent print identification, trace evidence, serology analysis, firearm analysis, tool mark impression analysis, and questioned document analysis.

Polygraph Examinations

MPIs may request NCIS to provide polygraph examinations as an investigative tool. IMPORTANT: All criminal investigations, not assumed by CID, will be investigated by a 5819/MP Investigator or a 5811 MP using the incident complaint report format.
The senior CID agent will-

- As soon as practical establish liaison with the nearest NCIS office to coordinate available technical/ investigative support.
- Assign investigators to cases and coordinate and supervise their activities.
- Assume investigative jurisdiction on all major criminal incidents.
- Defer investigative jurisdiction to NCIS or other law enforcement agencies, on those incidents not within their investigative jurisdiction.
- Obtain a CCN from the desk sergeant and maintain an administrative log of all CID cases.
- Weekly, provide the senior MP with a written synopsis and COA for each on-going CID investigation.
- CID agents will work closely with counterintelligence units and HN police authorities. This will allow for a focus of efforts resulting in useful intelligence.
- Reporting and documentation procedures will be in accordance with applicable orders. Further, criminal statistical data will be maintained and presented upon request of the senior MP.
- Provide the desk sergeant a journal entry.

CRIMINAL INVESTIGATIONS (MISDEMEANOR)

Assumptions

An MP initially responds and conducts the preliminary investigation of all criminal incidents. Major criminal incidents will be referred to MPI for investigation.

MPI is the principal criminal investigative agency during tactical operations. As determined by the local commander and applicable orders, all major criminal offenses will be referred to the NCIS for investigation.

HN and/or other US military investigative resources could be used to lend investigative assistance/ expertise.

Desk Sergeant Duties

- Assign a case control number to all criminal incidents. A log of cases will be maintained and record the--
  - Case control number. **See appendix O.**
  - Nature of offense.
  - Name and unit of subjects.
  - Date received and date sent to unit for disposition.
- Review each ICR and ensure the proper paperwork is completed for investigation.
- Make notifications per chapter 2.

ACCIDENT INVESTIGATION

Assumption

All vehicle accidents will be investigated provided they do not interfere with tactical or mission-essential operations. A school-trained 5813 MOS MP will investigate accidents. The following vehicle accidents require an investigation:

- Accidents resulting in a fatality.
- Accidents involving HN persons and/or property.
- Accidents involving substantial vehicle damage and/or multiple vehicles.
- Minor vehicle accidents do not require formal investigation, but will be reported when practical.

IMPORTANT: If a 5813 accident investigator is not available and/or the MSR must be cleared quickly, a 5811 will complete an ICR.

The senior accident investigator will-

- Assign investigators to cases and coordinated supervise their activities.
- Assume investigative jurisdiction on all traffic accidents.
- Coordinate with HN authorities to obtain/exchange traffic accident information.
- Obtain a CCN from the desk sergeant and maintain an administrative log of all AID cases.
- Conduct investigations in accordance with applicable orders.
- Weekly, provide the senior MP with a written synopsis and COAs for each on-going AID investigation. Further, provide the senior MP with accident statistical data upon request.

MSR Traffic Regulation Enforcement

The primary method of MSR traffic enforcement is issuing verbal or written warnings.

Written Warnings, DD Form 1408, Armed Force Traffic Ticket

- The WHITE copy is retained by the MP and mailed to the violators command.
- The YELLOW copy is filed as a record of the violation.
- The PINK copy is given to the violator.

Verbal Warnings

If the violation is minor and the MP determines a verbal warning is appropriate, he-

- Informs the violator why he/she was stopped.
- Obtains the individuals name, rank, SSN, unit, and telephone number.
- Radios this information to the desk sergeant who will make a desk journal entry.
- Allows the violator to proceed.

Forward Moving Convoys

Forward moving convoys will *not* be ticketed. A verbal warning will be given to the senior convoy member. Follow the guidance listed above and allow the convoy to proceed.

CRIME PREVENTION AND PHYSICAL SECURITY

Crime prevention is accomplished by making units aware of the detrimental effects of criminal activity. The senior MP will provide commanders with instruction and information on recognizing, countering, and preventing criminal activities.

MPs provide advice to unit commanders concerning security for rear area units, particularly those targets of interest to the enemy or criminal elements; e.g., CPs, arms and munitions storage areas, money facilities, C2 centers, and communication facilities.

MWDs

MWDs alert can be used to establish PC. The factual basis of the investigation and the reliability of the MWD are combined to obtain an authorization to search from the responsible commander. Using MWDs to ferret out drugs or contraband that threatens military security and performance is a reasonable means to provide PC when the MWD alerts--

- In a common area, such as a barracks passageway.
- On the air space extending from an area where there is a reasonable expectation of privacy.

The military dog handler will-

- Maintain patrol and explosive records for their MWD.
- Care for their MWD to include feeding, medicating, and reporting any medical problems to the veterinarian and kennel master.
- Maintain a tidy and sanitary kennel area. Maintain an explosive drivers license and attend explosive safety training for handling of MWD explosive scent kit.
- Apply all knowledge obtained in Military Working Dog Handlers Course and from the Kennel Master/Trainer to stay proficient in all training areas.
- Maintain all MWD gear issued to dog teams.
- Maintain all MWD feed and weight charts.

The kennel master will—

- Organize, supervise, and evaluate all operational and training aspects of a MWD section.
- Maintain continual training and certification standards for all MWD teams.
- Support law enforcement agencies and military units with explosive detection support.
- Provide MWD demonstrations when required.
- Provide MWD teams for deployments and TAD, where and when needed.
- Conduct inspections to ensure proper levels of sanitation requirements are met and maintained.
- As the primary explosive training aid custodian, ensure proper security measures are maintained for all training aids.
- Issue all MWD gear and maintain accurate ECRs. Ensure handlers stay current in other Marine Corps training and 5811 training.

SEARCH AND SEIZURE

Probable Cause

Probable cause (PC) to search exists when there is a reasonable belief that a person, property or evidence connected to a crime is located in the place or on the person to be searched.

PC information generally comes from--

- Written statements.
- Credible oral statements communicated in person, or other means of communication.
- Information known by the authorizing official; i.e., the commanding officer.

PC to apprehend a military member exists when--

- A crime has been, is being or is about to be committed; and
- The person to be apprehended is the person who committed the crime.

PC Searches Based Upon Prior Authorization (Mil.R.Evid 315)

Authorization to search an area may be granted by a "Neutral and Detached" commander who has jurisdiction of the area to be searched. As a rule, if that commander is involved in the evidence gathering process he is no longer neutral and detached.

Searches Without Prior Authorization (Mil.R.Evid 315(g))

Exigency Search

Permitted under circumstances demanding some immediate action to prevent the removal or disposal of property believed, on reasonable grounds, to be evidence of a crime.

Insufficient Time

PC exists and there is reasonable belief that the time required to obtain authorization would result in the destruction, removal, or concealment of the property or evidence sought.

Lack of Communication (Mil.R.Evid 315(g)(2))

PC exists and destruction, removal, or concealment of the property or evidence is a genuine concern, but communication with an authorizing official is precluded by military necessity.

Search of an Operable Vehicle (Mil.R.Evid 314(d))

Two factors are controlling. First, a vehicle may easily be removed from the jurisdiction if a warrant or authorization were necessary; and second, the court recognizes a lesser "expectation of privacy" in automobiles. This rule also applies to aircraft, vessels, and tanks, as well as, automobiles and trucks.

Searches Not Requiring Probable Cause (Mil.R.Evid 314)

Searches Upon Entry to and Exit from US. Installations, Aircraft, and Vessels Abroad

Commanders of such areas can authorize searches of person(s) or property to ensure the security, military fitness, or good order and discipline of the command.

Consent Searches (Mil.R.Evid 314(e))

The owner or other person having control over the area to be searched consent to the search. If free and voluntary consent is given, no PC is required. A written consent form will be used.

Stop and Frisk (Mil.R.Evid 314(f))

There are two elements to this rule. First the Stop; the MP has a reasonable suspicion to stop a person(s) for identification; second, should the MP making the stop have reasonable ground to fear for his/her life, a limited frisk or pat down of the person(s) outer-garments is permitted to determine if the person(s) is armed. Further, if the MP has no reason to fear his/her life, a frisk is not authorized.

Search Incident to a Lawful Apprehension (Mil.R.Evid 314(g))

For this search to be admissible, the PC for apprehension must be valid. If there is PC, the MP may search the person and any place that person could reasonably reach.

Emergency Searches to Save Life or for Related Purposes (Mil.R.Evid 314(i))

In emergency situations, searches conducted in an effort to render immediate medical aid, to obtain information that will assist in the rendering of such aid, or to prevent immediate or ongoing personal injury.

Plain View Seizure (Mil.R.Evid 316(d)(4)(C))

When a government official is in a place where they have a lawful right to be, whether by invitation or official duty, evidence of a crime observed in plain view may be seized.

Body Views and Intrusions

Extraction of Body Fluids (Mil.R.Evid 312 & 313)

The nonconsensual extraction of body fluids; e.g., a blood sample is permissible under two circumstances:

- Pursuant to a lawful search authorization.

- Where circumstances show a clear indication that evidence of a crime will be found, and that there is reason to believe that the delay required to seek authorization could result in the destruction of evidence.

Involuntary Extraction

Involuntary extraction of body fluids will be conducted by a person with appropriate medical qualifications.

Intrusion for Valid Medical Purposes (Mil.R.Evid 312(f))

Evidence or contraband obtained from an examination or intrusion conducted for a valid medical purpose may be seized and will be admissible in court-martial. *Note. A chain of custody must be established and maintained.*

Self-Incrimination (Protections of Article 31)

No person subject to UCMJ shall-

- Compel any person to incriminate himself or to answer any questions the answer to which may tend to incriminate him.
- Interrogate or request a statement from an accused or a person suspected of an offense without first informing him of the nature of the accusation and advising him that he does not have to make any statement regarding the offense of which he is accused or suspected, and that any statement made by him may be used as evidence against him in a trial by court-martial.
- Compel any person to make a statement or produce evidence before a military tribunal if the statement or evidence is not material to the issue and may tend to degrade him.

No statement obtained from any person in violation of this article, or through the use of coercion, unlawful influence, or unlawful inducement, may be received in evidence against him in trial by court-martial.

All military persons suspected or accused of an offense will be advised of their rights under Article 31. This advisement will be recorded on a statement of suspect form.

All civilian persons suspected or accused of an offense will be advised of their rights under the 5th Amendment.

The MP administering such rights will read it verbatim from a rights card.

US MILITARY PRISONER CONFINEMENT

Assumption

Whenever possible, US military personnel awaiting trial will remain under the custody of their command. Unit commanders will use organic assets to detain their personnel.

MPs and corrections specialists will be used to detain US military personnel only when they present an immediate hazard to the mission, themselves or others.

US military prisoners requiring confinement will be moved from forward operating units and detained in a temporary detention facility established in the MAGTF rear area.

MP/corrections specialist operating the detention facility will be augmented by personnel from the prisoner's units.

A corrections officer/SNCO will operate the detention facility and supervise the activities of security personnel.

Site Location

- The site should afford the prisoner the same shelter as other Marines.
- Look for an area already constructed; e.g., a tennis court. This will reduce the amount of security construction.
- In some cases, an existing confinement facility may be available; e.g., a local jail.
- Construct a shelter to provide prisoners protection from enemy fire.
- The facility should be inspected and approved by a medical officer.
- The prisoner's unit ensures all confinement papers are completed, and the prisoner is qualified for detention by a medical officer.
- US prisoners will never be detained in the same facility as EPWs or CIs.
- Convicted military prisoners will be evacuated from the theater of operation to a permanent confinement facility as soon as possible.

Corrections Officer/SNCO Duties

The corrections officer/SNCO will--

- Establish a SOP for the operation of the detention facility in accordance with applicable orders.
- Coordinate and supervise the activities of personnel assigned to the detention facility.
- Establish procedures to ensure 100 percent prisoner accountability is maintained.
- Establish procedure to receive and store prisoner personal belonging.
- Maintain statistical data on prisoners assigned.
- Brief the senior MP on detained personnel.

CHAPTER 7
INTERNMENT OPERATIONS

In any conflict, the Geneva Conventions provide for the safe and humane treatment of EPWs and civilians. US policy demands all persons who are captured, interned or held by US forces during a conflict be treated humanely.

Extended internment operations are the responsibility of the U.S. Army, the executive agent for EPWs. Because internment operations are manpower intensive, military police tasked with this mission should be dedicated to performing only this duty. If required, military police are capable of training augmentees to assist them in conducting these operations.

EPW AND CI OPERATIONS

The EPW and CI operations take place during offensive, defensive, and retrograde operations. Some aspect of EPW and CI operations occurs at every organizational level. The commander and supporting staff must conduct careful planning to ensure these operations will not have a negative impact on mission accomplishment. Beginning with the collection points in the forward area, military police process and collect EPWs and CIs for transfer to MAGTF temporary holding facilities. Control of EPWs and CIs is discussed further in chapter 7.

US MILITARY PRISONER OPERATIONS

On the battlefield, military police provide for the temporary confinement and evacuation of U.S. Military prisoners. The MP confinement operations parallel, but are separate from, EPW and CI internment and evacuation operations.

DISLOCATED CIVILIAN AND STRAGGLER CONTROL

As part of internment operations, military police identify and separate dislocated civilians and stragglers from EPWs and CIs. Military police assist, direct, or deny the movement of identified dislocated civilians whose location, direction of movement, or actions may hinder military operations. In concert with joint, allied, and HN forces, military police divert refugees and other dislocated civilians from MSRs. Military police also return stragglers to military control or make other disposition, as appropriate. Mobile patrols and TCP and checkpoint teams accomplish these tasks as part of their day-to-day operations.

POLICY

All persons will be treated according to the Geneva Conventions until their status has been determined. Once in custody, MPs will protect EPWs/CIs from--

- The dangers of the battlefield.
- Natural dangers; e.g., wild animals or severe weather.
- Maltreatment from fellow servicemen, allies, other EPWs/CIs or civilians.

- EPWs/CIs should be protected from acts of intimidation and against insults and public humiliation. This includes news media filming or taking photographs of the EPWs/CIs unless approved by higher headquarters.

Handling and treatment violations of EPWs/CI will be immediately reported via the chain of command.

EPWs/CIs will not normally be held on a ship unless--

- They are captured at sea. They are then moved to the nearest shore facility.
- They are being transferred between land facilities.
- Such action improves their safety and/or health prospects.

Whenever possible, criminal investigators, the S-2 officer and interrogation translator teams (ITTs) assist in the handling, questioning, and processing of all EPWs/CIs.

CONCEPT OF OPERATION

Notionally, this is the process an EPW will take from capture to repatriation:

- The GCE takes EPWs during the attack. MP gather EPWs into a forward collection point until movement to the rear is coordinated.
- MP assume responsibility for EPWs and move them to a holding area in the rear area. Here EPWs are processed and held until released to the US Army or HN authorities.
- Corrections specialists assigned to the operating force augment the MP EPW holding and processing mission as determined by the senior MP.
- The US Army or HN interns EPWs until repatriation.

THE SIX Ss AND A T

Handle EPWs using the six Ss: Search, Secure, Silence, Segregate, Speed, Safeguard, and Tag.

Search

This is done for the safety of the capturing unit and to gather information. All weapons and equipment that could be used as weapons will be confiscated. Maps and documents could be of intelligence use and should be delivered to intelligence personnel immediately. EPWs can retain, protective equipment (helmet, protective mask, etc.) and personal effects including money and valuables. Money and valuables will be removed during later processing.

Secure

Flexi-cuff EPWs during transportation. Remove flexi-cuffs when EPWs are moved over water. The senior MP determines if the need exists to blindfold EPWs for operational security.

Silence

Talking among EPWs is not allowed unless to answer your questions. Talk between recently captured EPWs is usually centered on plans to overpower their captures or escape. By insisting on silence, you decrease their ability to coordinate an escape or prejudice intelligence opportunities. Silence may be an operational necessity. Though gagging is not illegal, it should be used only as a last resort.

Segregate

Segregate EPWs into the following categories: officer, senior enlisted, junior enlisted, and by sex. Segregating EPWs disrupts the chain of command and decreases military effectiveness during the early stages of capture. Civilians will not be held with military personnel.

Speed

As soon as possible, transport EPWs to the rear for processing and further interrogation. Use all available transportation assets returning to the rear. Speedy removal from a familiar area also reduces the chance of escape.

Safeguard

MPs are responsible to safeguard everyone in their custody and any intelligence material found.

Tag

At a minimum, ensure capture tags contain the following information. An * indicates information that should be provided by the capturing unit before acceptance of custody.

- Serial Number. Number each capture tag sequentially. A CSS serial # can be written on the tag if one is already completed.
- Name and Rank of EPW. *
- Service number.
- Date of birth.
- Date of capture. *
- EPWs nationality and unit. *
- Location of capture and capturing unit. *
- Special circumstances of capture. *
- Description of weapons/documents. *

COLLECTION POINT/HOLDING FACILITY

The senior MP determines the best location to establish the collection point/holding facility. Possible locations should be identified during route reconnaissance.

Selecting a Forward Collection Point Site

Establish a forward collection point as depicted in **appendix P.** A forward collection point is usually hastily constructed and near the FLOT (within 5-10 km). The principals of selecting a holding area (see below) apply when selecting a site. The volume of EPWs and rate of transportation will determine the size of the collection point.

- Employ an automatic weapon with the primary intention of preventing escape. Establish fields of fire that do not engage friendly forces.
- Prepare a roster of EPWs for each serial. This roster will be carried by the senior MP escorting the EPWs and delivered to the MP at the holding facility receiving point.

Selecting a Holding Area Location

The location should be well within the CSSA. Existing structures could be used provided they can be properly secured; i.e., fenced in lots or stadiums. Look for flat, clear ground and existing power and water points to tap into. The size will be determined by S-2 estimates of expected EPWs and METT-TSL.

The location should—

- Be close to an MSR. This makes delivery of EPWs and supplies easier.
- Not allow EPWs to gather intelligence while being held.
- Not put EPWs in an unhealthy environment either natural or man-made.
- Not be placed near a legitimate military target.
- Allow for a MEDEVAC landing zone.
- Ensure head facilities and water points for drinking and cleaning are available.

COLLECTION POINT OPERATIONS

MPs maintain positive accountability during all stages of handling EPWs. Maintain a log to document the receipt and transfer of EPWs and their property. Ensure the log contains, at a minimum, the following information:

- Capture tag serial number.
- Name and rank of EPW.
- EPW's unit.
- From whom the EPW was received and date.
- Weapons or personal property (start a chain of custody).
- To whom the EPW was transferred and date.

"Six Ss and a T" are continuous and will be conducted at all levels of EPW/CI transport.

Designate a secure location to store EPW/CI personal items until they can be delivered for final disposition. A MILVAN would be ideal. A strict chain of custody, similar to the procedures for handling evidence, should be established. Transport all items to the holding facility for disposition.

TRANSPORTATION

- When planning for EPW/CI transportation, MPs must consider movement requirements from collection points to the holding area and movement from the holding area to a permanent internment facility.
  - All available should be used.
  - The S-4 will coordinate the use of commercial buses or other modes of transportation.
  - Number of EPWs to transport.
  - Distance to transport and turn-around time.
  - Security escort requirements.
- An EPW roster will accompany each serial. The senior MP of the security element will use this roster to account for all EPWs and give it to the MPs at the holding facility.
- Convoys will not stop unless there is an emergency or length of movement requires a rest stop.
- Allow EPWs to use the head before transportation.
- The security element will have hand-held communication between vehicles.
- MP riders will be in a tactical position to observe each other and all the EPWs in/on the vehicle.

- Vehicles permitting, a lead and trail security vehicle will escort the convoy
- At a minimum, there will be two MPs per transportation vehicle.

Transfer

Transfer procedures must be coordinated with the GCE through appropriate G/S staffs. Further, attempt to establish communication (land-line preferable) to facilitate the transfer procedure.

Coordinate engineer, logistical, and transportation needs through the RAOC/CSSOC.

Coordinate medical treatment procedures through the RAOC/CSSOC to include—

- Medical personnel to triage and provide medical treatment to stabilize wounded EPWs for transportation.
- Procedures for emergency MEDEVAC of seriously wounded EPWs.
- Handling EPWs/CI with infectious diseases.

Determine the personnel requirements for security/operation of the collection point/holding facility and transportation of EPWs/CIs to the holding facility and permanent interment facility.

Ensure EPW operations are capable of sustaining 24-hour operation.

Establish procedures for the final disposition of weapons and contraband. This should be coordinated through the CID and the CSSOC/RAOC.

Coordinate security force augmentation through the CSSOC/RAOC.

HOLDING AREA OPERATIONS

The senior MP determines the best location for the holding area. The MAGTF commander approves the location.

The size of the holding area is determined by G-2/S-2 estimates of anticipated EPWs and METT-TSL. Security force augmentation may be required. The senior MP will anticipate and coordinate these requirements with the MAGTF commander.

Establish a holding facility in accordance with **appendix P.** The holding facility provides for--

- Segregated berthing areas.
- A receiving area.
- An administrative processing area.
- Head facilities.
- Sanitation areas for cleaning.
- Potable water points.
- An area to conduct further questioning.
- A medical treatment area.
- Adequate power supply for security lighting and administrative operations.
- A maximum-security area.
- A secure area to store seized items.
- Protection from the affect of direct/indirect enemy fire.

Receiving Area Stations

- Segregate and stage EPWs awaiting entry into the search stations**.**
- The senior MP escorting the EPWs and an MP at the receiving area will visually account for each EPW using the EPW roster.
- An interpreter will inform the EPWs what is going to happen.
- An MP will escort each EPW through the processing procedure.

Search Stations

- Two MPs will perform a detailed strip search. Clothing and personal belonging will be thoroughly inspected for material of intelligence value, weapons, and contraband.
- ITTs, CID, and local translators will question EPWs. Those possessing intelligence will be moved to another location for further questioning.
- Unless otherwise directed, personal belongings remain with EPWs.
- Weapons and contraband will be seized and tagged for disposition.
- Ideally, immediately transfer EPWs to a permanent internment facility to shower, shave, and disinfect.\
- A medical officer will screen each EPW. Those EPWs requiring further medical examination/treatment will be moved elsewhere.
- Allow EPWs with personal medication to retain such medication if authorized by a medical officer.
- Each EPW retain their own clothing.
- Each EPW will be issued one MRE and a blanket.
- An EPW serial number will be assigned to each EPW; e.g. US-0000001-12JUL95. The first part of the serial number is the nationality, then the processing number. The last part is the date taken prisoner.
- An EPW tag will be prepared and affixed to the EPW's left breast pocket.
- The serial number will be written on the EPW's left hand in indelible ink.
- The EPW's information will be entered into a logbook.
- The EPWs serial number will be annotated on the seized item tagged.
- A clerk will enter EPW's information into a computer database:
- Photograph/fingerprint/height/weight: a determination will be made on the necessity of this step.
- Impound property: EPWs will retain all personal property. These items will be impounded at the permanent internment facility.

A NCO will ensure—

- The EPW tag is properly filled out and attached to the EPW's left breast pocket.
- The serial number is written on the EPW's left hand.
- All administrative actions are complete before moving the EPW to the holding facility.

The escort MP will move the EPW into the holding facility. Another MP will place the EPW into the appropriate area according to classification.

Security

The Senior MP identifies posting requirements and establishes a guard force.
The off-duty security personnel and those working in processing will act as the response force in case of emergency.

Security is based on METT-TSL and includes—

- The number of security personnel.
- Adequacy of holding facility.
- Number of EPWs.

- Morale and physical condition of EPWs.
- Safe fields of fire for automatic weapons.

The Senior also coordinates for:

- Elevated guard posts around the facility.
- A cleared 50 m zone around the facility.
- Necessary lighting:
  - Design perimeter lighting to illuminate the clear zone around the facility.
  - Design area lighting to illuminate the interior of the facility.
  - Design special purpose lighting to illuminate key areas; i.e., the receiving point or spot lights that can be used by the elevated security posts in a random manner.
- Use of MWD teams:
  - Perimeter security.
  - At the receiving point.
  - Guarding work details.
  - Most effective when employed as a psychological deterrent.

Additional considerations:

- Be alert for EPWs causing or inciting problems. When possible, these EPWs will be separated from the others.
- MPs working within the facility will be unarmed.
- Automatic weapons should be employed to cover the perimeter of the facility, and used as a last resort to prevent the escape of an EPW.
- Random and frequent walking patrols will be used around the perimeter.
- A daily inspection will be conducted of berthing areas and the perimeter for signs of escape activity. Be alert for signs of tunneling, weapons, and contraband.
- Accountability formations will be held at reveille, taps, and randomly throughout the day.
- EPWs brought outside the holding facility will be thoroughly searched upon reentry.

TRANSFER OF CUSTODY

The MAGTF commander determines where EPWs will be permanently interned based on operating agreements with the HN and availability of US Army MPs. Ideally, EPWs could be moved directly from forward collection points to the permanent interment facility. As soon as possible, arrangements will be made to transfer the custody of EPWs.

Prepare a roster for each group of EPWs released:

- An MP and the receiving agency conduct a joint inventory to ensure all EPWs are accounted for.
- Turn over personal items removed from the EPWs to the receiving agency. Conduct a joint inventory to ensure all items are accounted for.
- Submit a report to the CSSOC/RAOC concerning the number of EPWs released.

USE OF FORCE AND DEADLY FORCE

During the receiving force process at the holding facility, EPWs will receive a briefing in their language on the use of force and deadly force.

Employ the minimum amount of force to counter the threat and/or prevent the escape of an EPW to include-

- Verbal commands.

- Physical restraint techniques.
- PR-24.
- MWD teams.
- Riot control agents (requires MAGTF commander approval).

Deadly force will be authorized-

- To prevent the death or serious bodily injury of security personnel or another EPW.
- After all lesser means of countering the threat have failed or are impractical to employ.
- After the order to "HALT" is given. Security personnel should be able to issue this warning in the language understood by the EPW. Each EPW will understand the word "HALT" in English.
- When the EPW has cleared the outer perimeter, escape is probable, and all lesser means of force have been used or are impractical.

Submit a daily report to the RAOC/CSSOC on numbers of EPWs handled. Include the-

- Scope of report.
- Total number of EPWs handled and total number of subcategories.
- Number wounded and transported for medical treatment.
- Moral and physical appearance of EPWs.
- Status of supplies; i.e., water, food, and issued items.

CHAPTER 8
NONLETHAL WEAPONS AND CONTROLS

Although riots by foreign nationals against overseas assets and civil disturbances by US citizens require that MP master different laws and regulations, both incidents involve similar techniques. The ability to plan, coordinate, and execute riot and crowd control operations to diffuse potentially lethal situations are vital MP skills that involve extensive coordination and training.

The mission of military forces during civil disturbances is to assist civil authorities in restoring law and order and protecting lives and property. Effective planning requires coordination with local civilian/HN authorities to provide complete coverage of all matters pertaining to the operations and ensures that areas requiring joint effort are properly considered.

ASSUMPTIONS

- All legal matters are directed to, and decided by, the local/MAGTF commander and his/her legal aide.
- ROE were written prior to mission execution. If time does not permit the creation of mission-specific ROEs, Chapter 2 ROE/use of force guidelines serve as operational limiting factors.
- The senior MP maintains a working relationship with local civil authorities, but remains subordinate to the local military commander and takes only military orders and directions from that commander.
- Appropriate time is available for planning and training prior to execution. Riot control operations require specific technical and tactical expertise, and are dangerous undertakings with untrained units/Marines.
- The senior MP executes and is responsible for all planning tasks.
- CID can be assigned to assist with criminal intelligence development.
- The senior MP coordinates/conducts the training of non-58XX personnel augmented from other units as part of the control force.

NONLETHAL CONTROL PRINCIPLES

There are seven control principles, all with equal value except the minimum use of force, which supersedes all others. These principles have the greatest value to the broadest spectrum of operations, but the senior MP may also develop mission-specific principles. Force should be applied incrementally and minimally to accomplish limited tactical objectives. The senior commander on scene will be the only authorizing agency for the selective use of lethal force. For detention and apprehension, see chapter 6.

Minimum Use of Force

In a civil disturbance, military intervention must be considered a last resort. Unlike combat operations where overwhelming firepower is desirable, civil control operations require minimum and disciplined force application to accomplish the mission while maintaining a professional image and public support.

Threat Awareness

Operational success is highly dependent on timely and accurate threat information. MPs must be able to prepare for and respond to threats before they escalate.

Professional Image

In many situations, the demonstrators and the control force are competing for the sympathy of the public. Absolute professionalism based on situational awareness is vital to ensure public support for the operation.

Coordinated Preparation

A variety of municipal, city, county, state, federal (and possibly foreign/military) organizations may play a part in the operation. Detailed coordination prior to execution is vital to ensure all parts work smoothly to support one another.

Operational Unity

Civil disturbance operations may have several type-specific commanders. If actual unity of command cannot be established (one overall commander), operations centers should be co-located.

Public Acceptance

In order to prevent uninvolved civilians from directly or indirectly supporting the demonstrators/ rioters, and to keep the area isolated, it is vital for the public to accept the control force's role allow them to operate. This ties in directly with professional image.

Objectivity-Neutrality

As the object of the operation is the restoration of law and order and not punishment or retribution, control force personnel and commanders must maintain absolute objectivity and neutrality when dealing with the public to maintain public acceptance. Reprisals will be counterproductive.

PLANNING AND TRAINING PHASE

This phase encompasses all preparations before a unit responds to a disturbance. During this phase, the following steps are executed:

Threat Analysis/Intelligence Gathering

Threat analysis and intelligence gathering are fluid, continuous processes that require dedicated effort and resources for success. Conducted primarily by the G-2/S-2, the senior MP must be aware of the threat and play an integral part in analyzing information and disseminating intelligence.

Intelligence and criminal information is gathered targeting intentions, plans, strategies and tactics.

Threat information is gathered and disseminated to identify groups and key individuals that may become crowd/mob leaders. Photographs/drawings of key individuals are disseminated and posted.

Vulnerability information identifying weaknesses and high-risk targets is gathered, and solutions are developed to reinforce vulnerabilities. Key vulnerabilities dictate immediate and detailed response planning.

Operations Planning

Operations planning provides for the primary tasks to be accomplished in controlling a riot/civil disturbance. Operations planning should be centered on a concept of decentralized control to allow for rapid response by on-scene control force commanders, and should continue through deployment. The following steps should be taken to establish SOPs and plans for likely areas of deployment/general situations to supplement general ROE SOP:

- Conduct reconnaissance of areas and routes based on intelligence (if feasible) and create operational plans and overlays.
- Create a plan to isolate affected areas.
- Create a security plan for priority facilities that are vulnerable to dissident activity, that are critical to the well being of the community and that have a political, media or strategic value to the dissidents.
- Create a patrol plan.
- Create plans for crowd control.
- Create plans for the neutralization of special threats.
- Coordinate delineation of command and control for joint operations with civil authorities to include joint patrols, exchange of equipment, etc., maximizing the use of existing civil police operational boundaries.
- Conduct site survey/map reconnaissance for CP location, preferably co-locating with the civil authority's CP. If an Emergency Operations Center (EOC) is established, the CP should be co-located or placed within the EOC.
- Plan for movement to the objective, taking all means of available transportation into account. Route reconnaissance executed during the planning phase should be used to plan specific route approaches.
- Conduct detailed communications planning with the G/S-6 and local/civil authorities. The communications plan must not rely solely upon local/civil communications devices and networks for success.
- Ensure weapons table of equipment (T/E) reflects operational necessity based on mission statement, commander's intent, and ROE. Use of nonlethal measures and legality options should be considered.
- Ensure special control items such as barricades and wire obstacles are pre-fabricated and readily available.
- Prepare a unit alert plan, dictating recall procedures and all T/O and T/E. Establish vehicle and personal load plans in accordance with the mission requirements.

Training

Individual, team, and unit training are vital to the success of any disturbance control mission. Training should be designed to give each individual an understanding of the entire subject area and enable him to function efficiently both individually and as a member of a unit. Training must be sufficiently realistic and intensive to enable Marines to carry out distasteful and dangerous assignments with disciplined response to orders with an objective attitude. One Marine acting outside the bounds of the mission/ROE or failing to respond properly at a critical moment can create a disaster. Training should be based on operational planning.

Weapons and Special Equipment

See appendix Q Every member of the control force must be proficient with his assigned weapon. Special equipment may include, but are not limited to--

- Riot control agent dispensers
  Ladders
  Public address systems
  Shotguns
  Sting Grenades
  Firefighting apparatus
  Sticky foam dispenser
- Cameras
- Grenade launchers
- Ropes
- Night illumination devices
- Sniper rifles
- Grappling Hooks

Exercises

To reinforce training and test its effectiveness, CP and field training exercises should be conducted. Local/civil forces participation helps to establish and reinforce working relationships and develop joint SOPs. The use of Marine "opposition force" (OPFOR) as civilians/rioter role players adds realism.

Unit Training Objectives

Unit training must cover all aspects of civil disturbance operations, and should emphasize-

- Riot control formations and unit movement.
- Combined weapons employment.
- Alert plan and load plan rehearsal.

Special Teams Training

Special teams will be task-organized to respond to mission specific tasks. Special teams training may include--

- Snatch team training.
- Sniper team/designated marksman training.
- Special reaction team (SRT) training.

Alert Phase

May be of short duration or may extend over several days/weeks. Unit is fully prepared and ready to execute the planned mission. Steps to be executed are--

- Execute unit recall procedures.
- Ensure vehicles are pre-loaded and protected and Marines are dressed in the prescribed uniform.
- Ensure weapons, ammunition, riot control agents and munitions are ready for issue.
- Ensure continuous intelligence updates are gathered from the G/S-2 and disseminated to the Marines.
- Ensure intelligence briefings are conducted by the G/S-2 on the local situation and key leaders and organizations.
- Ensure the SJA/adjutant on ROE and general restrictions conducts legal briefings.
- Ensure a public affairs officer briefs the Marines on media relations, releasable information, and "media rules of engagement" (can the Marines talk to reporters, etc.).
- Ensure troops are allowed to rest if time allows.

TASKS

Certain tasks must be accomplished in disturbance control operations to restore law and order/prevent violence. The commander must be flexible and adequately prepare to successfully accomplish a control mission. To do so, he will have to accomplish several operational and integrated tasks.

Operational Tasks

Although these tasks are presented in a logical order, tactical necessity may require a modified execution sequence.

Isolate the Area

By restricting and sealing off the area of a disturbance, the force can prevent disorder from spreading to unaffected areas, prevent the escape of individuals attempting to expand the disturbance, expedite the departure of uninvolved personnel, and ensure unauthorized personnel cannot enter the affected area. In order to isolate an area, several techniques may be employed:

- Barricades and roadblocks. Physical barriers limiting entry and exit, preferably pre-fabricated during the planning stage of the operation. See Section 12 Obstacle and Barrier Operations.
- Perimeter patrols. Established to prevent individuals attempting to bypass barricades and roadblocks from entering, or wanted individuals from departing, the area.
- Pass and Identification Systems. Used to facilitate authorized access and departure to and from the control area. Procedures should be established for press personnel, firefighters, emergency medical personnel, public work crews, and any other personnel authorized by the commander.
- Public Utility Control. Ensure civil authorities retain the means for turning on and off water, electricity, gas, street lights and telephones to support the tactical mission of the control force.

Secure Likely Targets

Certain buildings, utilities and services are critical to the well being of an area or have symbolic meaning (e.g., a US embassy or a control force CP) which makes them likely targets. If assigned the mission of securing likely targets, the senior MP will have to determine where to allocate his assets and coordinate the use of civil assets based on the-

- Importance of the facility to the overall well-being of the installation or community.
- Vulnerability of the facility to acts of violence.
- Intent and capability of the demonstrators.

Control Crowds or Mobs

See **appendix R for specific information.** There are four basic crowd control techniques available to the senior MP. All can be accomplished by a variety of means.

Monitor

Control force teams observe the progress and development of the crowd without becoming physically involved or communicating with the crowd. This enables the commander to gauge the crowd's intent and disposition, and allows him to vary his force as necessary to prepare for likely events.

Disperse

Action taken to fragment a (usually) small crowd. The commander must consider that this action may increase the scope of the disturbance, so control should be established over the routes of dispersal and key personnel should be detained/apprehended. Methods for dispersal include:

- Proclamation.
- Show of force.
- Use of crowd control formations.
- Use of riot control agents.

Contain

Restraining the crowd within the area it is currently occupying, thereby containing aggressive activity. This is a good technique when the apprehension of key individuals is desired. Methods for containment include:

- Crowd control formations.
- Perimeter patrols.
- Barricades.

Block

Physical denial of a crowd's advance upon a facility or area, which is the potential or actual target of the dissidents/instigators. The primary methods for blocking are:

- Crowd control formations, principally the line.
- Easily erected barricades, such as vehicles, concertina wire and water filled barrels.

Establish Control Area

Reducing or eliminating those conditions, which encourage or contribute to the continuation/ outbreak of violence and lawlessness in the controlled area. Acts of violence, particularly looting, arson and vandalism, are significantly reduced when the physical and psychological environment of lawlessness is counteracted.

Looting

May start at any time or place, and is not restricted to any group or type of individual. Extreme caution and the adherence to the principle of minimum force must be observed when dealing with looters. There are many measures that can be taken by civil authorities to prevent looting, and the senior MP should coordinate with the proper personnel to facilitate these measures. Security measures should center on sensitive areas such as liquor and drug stores, or any store that sells guns. It is desirable to keep liquor, drugs and guns out of the hands of rioters. Deadly force is not authorized to control looting.

Arson

Arson is purposefully setting fire to buildings with the intent of destruction. Arson may be committed without apparent motive, and is very dangerous to the community and protected assets. Detection and prevention will be extremely difficult due to the ease of committing the act. Standard physical security measures should be followed, and the civil authorities should make all attempts to keep streetlights illuminated.

Integrated Tasks

Integrated tasks are executed concurrently with the four operational tasks. Some are more important than others. The following list is by no means all-inclusive:

- Gather, record and report information.
- Apprehend law violators.
- Maintain communications.
- Maintain a mobile reserve for flexible response.

- Inform the public to maintain public acceptance and preserve order.
- Protect fire fighting and other civil service operations from violence.

CROWD CONTROL TECHNIQUES

Communications of Interest/Intent

The commander and the senior civil commander should attempt to meet with the leaders of the crowd/key individuals to gather information about their intentions and to attempt to guide their actions towards peaceable results. It may be possible to achieve a compromise or even prevent any form of assembly. The intent of the control forces should not be delivered as an ultimatum, which may further incite the key individuals to violence.

Canalization

Once the leader's intent is understood, it may be possible to canalize the crowd away from sensitive areas by positive or negative deterrents.

Diversion

This is an effort to divert the leadership or the crowd from it's apparent or slated objective. This effort is facilitated if communications exist with the crowd leadership. Techniques may be direct (barricades) or indirect (promoting another area/site).

Cooperation

An attempt to get the leadership to cooperate and intersperse itself between the crowd and the control force. This can be done by setting up negotiations in a strategic location, or appointing the leadership marshals in charge of crowd control.

Proclamation

Establishes the illegal nature of the crowds actions and is an excellent medium to convey the intent of the control force commander. Specific goals/actions should be demanded, but a loose timeline should be given if one is given at all. Public address systems are ideal for making proclamations.

Show of Force

Marching a well-equipped, highly disciplined force into view of the crowd may be all the force necessary to convince the crowd/leadership to cooperate. Show of force may also take the form of patrolling and the manning of static posts.

Crowd Control Formations

Troop formations used to physically break up the crowd, primarily using the riot baton. Once formations are used, the commander must be ready to quickly (but carefully) escalate the level of force in response to crowd reaction.

Apprehension of Crowd Members

The apprehension/ detention of an individual can only be justified if that person is in violation of the law or is an enemy combatant. If possible, civil law enforcement personnel should make apprehensions. If necessary, snatch teams may be task organized from the control force to move into a crowd and make an apprehension/detention. The senior MP must be careful not to send such a small force that the crowd overwhelms it.

Water

Water from a fire hose may be effective in moving small groups on a narrow front such as a street. Personnel applying water should be protected by formations, and in some instances, shields. Use of water on innocent bystanders should be avoided, and an escape route should be provided. If possible, personnel other than firefighters should apply the water to preserve the image of firefighters as "lifesavers".

Riot Control Agents

Riot control agents are a very effective means of crowd dispersal. Effects are temporary and may result in greater violence. Authority for the use of riot control agents rests with the senior commander and in all cases will require Presidential approval before use.

- Area will affect the amount of agent necessary to have the desired effect. Most agents disperse quickly and lose potency in open air.
- Sufficient quantity must be used even in contained areas. Heavy concentrations should be placed on critical points.
- Agents should not be used indoors or in tight, restricted areas to prevent personnel from becoming injured while attempting to escape or from being overcome by agent.
- Weather, such as rain and wind, will have strong effects on agents. Means of dispersal must be carefully weighed in consideration with the weather. Commanders must be careful not to employ agents only to have it blow back on their own Marines.

AREA CONTROL TECHNIQUES

Patrolling

To include mounted, dismounted, waterborne and airborne patrols. The presence of the control force should be felt in all parts of the controlled area.

Restrictions

To include the use of curfew, martial law, and the restriction on the sale of certain goods such as liquor and guns. Extreme restrictions may have an adverse affect on public acceptance and may spread the control force thin with enforcement duties.

NONLETHAL MUNITIONS

The need for less then lethal means has been an issue for the military for quite some time. Because of military involvement in places such as Haiti and Somalia, mission requirements dictated a less than lethal approach. Nonlethal munitions serve many purposes:

- The intent of nonlethal munitions is to modify behavior of aggressors in a hostile environment.
- Nonlethal munitions allow MPs to maintain a margin of safety from the aggressors. The more distance that MP can keep from violent rioters or protesters, the safer the individual Marine. Distance is safety!
- Nonlethal munitions create a pause in confrontation. This pause serves in giving the controlling force an element of surprise to further assess the situation and continue force or decrease force as needed.
- Most importantly, nonlethal munitions give the commander another choice or tool to draw from in his choice of force options. Nonlethal munitions are not a replacement for lethal force!

Types of Nonlethal Munitions

Nonlethal munitions are categorized as nonflexible and flexible projectiles.

- Nonflexible projectiles are generally composed of rigid or semi-rigid material. These projectiles are usually comprised of wood, rubber or dense foam. Examples of nonflexible projectiles are the rubber ball round, fin stabilized round, and the foam baton round.
- Flexible projectiles are generally composed of lead silica, sand filled cloth bags or a membrane containing a gelatin like substance. Characteristically they conform to the contour of the surface they strike. An example of a flexible projectile is the 12-gauge beanbag round.

Nonlethal munitions can be further categorized as single or multiple projectiles.

- Single projectile munitions are rounds that launch one projectile. These rounds are intended for direct fire targets but maybe used for area targets depending on the range.
- Multiple projectile munitions are rounds that launch more then one projectile. These rounds are generally intended for area targets but maybe used for point targets depending on the range.

Characteristics of Nonlethal Hand-thrown Devices

Sting Ball Grenade

Sting ball grenades are employed in the same manner as fragmentation grenades, and the same amount of caution should be taken when using them. It has a soft rubber body topped with a mechanical, M201A1, pull-pin style fuse. Its detonation is summed up below in a seven-step sequence.

- The pin is pulled which releases the spoon.
- When the spoon is released, a small metal "striker" flips over, hitting the primer.
- Once the primer is struck it detonates.
- This ignites a delay element that lasts 1.5 seconds.
- An audible pop will be heard when this is complete, and the fuse or bouchon separates from the rest of the device. This is done to keep the fuse from becoming a projectile.
- As the fuse separates it ignites an additional delay element that lasts 1.3 seconds.
- Finally, an instantaneous build up of pressure causes the soft rubber body of the sting ball grenade to burst releasing 100 .25 caliber rubber pellets, throwing them in all directions.

The maximum effective radius of this device is 2 to 3 m. The minimum safety distance from friendly troops is 4 meters.

Diversionary Device

Unlike the sting ball grenade the diversionary device is not classified as a grenade, because it does not have any projectiles. The body of the diversionary device is made up of cardboard, aluminum, or steel. All of which are specially designed to ensure that upon detonation the body does not become a projectile. Diversionary devices create a temporary state of confusion. They do this by causing an instantaneous and simultaneous combination of light, sound, and pressure, which all happens within 54 milliseconds. This is sometimes referred to as a sensory overload.

A Brilliant Flash of Light

This light is 125 times as bright as the largest "Mid-Life." It is so bright that it bleaches a fluid in your eyes, called rhodopsin. This fluid is essential for low-light visibility. What's even more amazing is the fact that you will still notice these effects through closed eyelids.

A Thunderous Loud Noise

This noise is measured by the decibel (dB) system. A decibel is a unit of measurement used to express the relative difference in power, usually between acoustic and electrical signals. For instance the dB level near the muzzle of an M16A2 is 165 dB. While the dB level of a diversionary device at 3.5 feet away is 183 dB. To the average person 183 dB will sound twice as loud as 165 dB. The sound of the diversionary device lasts only .009 seconds, or 9 milliseconds.

Pressure Wave

As a diversionary device detonates it can increase and/or decrease normal atmospheric pressure, which is 14.667 psi, by +5 psi to -.6 psi. 19.667 psi is the threshold at which less than 1% of the population may sustain permanent hearing damage.

MK 141 MOD O Minimum Safety Range

Because of the potential injury hazard that exists from aluminum shards of the electro-static discharge protective wrapping this, device should not be employed within distances less then ten feet from friendly or unfriendly personnel. The time of delay until this device detonates is 1.340 - 1.840.

Characteristics and Ranges of Nonlethal Munitions

12-gauge Service Shotgun Munitions

Beanbag Round

The bean bag round launches a heavy cordura nylon bag filled with number 9 shot. The effective engagement range on a point target is 30 m. At 50 m primarily an area target should be engaged. This round is considered to be a long-range munition. This munition can be engaged further than any other nonlethal munition. It is very effective and very painful. This round should not be fired at distances closer then 30 m and only shot at center mass unless deadly force is authorized.

Product Specifications:

Length:	2.45 inches
Total Weight:	770 grams
Projectile:	Single bean bag
Number of Projectiles:	1

Primer:	Percussion
Propellant:	Smokeless/3.4 grains
Velocity:	300 FPS
Minimum Range:	30 m
Maximum Range:	50 m
Employment:	Direct fire

Projectile Specifications:

Size:	2 x 1 3/4 inches
Weight:	585-685 grains
Material:	Cordura nylon bag w/#9 shot

Rubber Fin Stabilized Round

This munition has superior accuracy to other types of nonlethal projectiles because it is constructed with fins for stabilization. It's designed to be direct fired and has a hardness of 70 to 80 durometers "A" scale. It is ideally suited for intermediate range crowd control applications. This round should not be fired any closer then 15 m and only shot at center mass unless deadly force is authorized.

Product Specifications:

Length:	2.45 inches
Total Weight:	140 grains
Projectile:	Rubber projectile
# of Projectiles:	1
Primer:	Percussion
Propellant:	Smokeless / 7.7 grains
Velocity:	530 FPS (average)
Minimum Range:	15 m
Maximum Range:	30 m
Employment:	Direct fire

Projectile Specifications:

Length:	1.75 inches
Diameter:	1.7 inches
Weight:	110-120 grains
Material:	Rubber

M203 40 mm Grenade Launcher Munitions

Foam Baton Round

This round contains three projectiles of equal size and shape. They are made out of a dense foam, which have a hardness of 25 plus or minus 10 on the Durometer "A" scale. The effective engagement range of this munition is 5 to 15 m. Because of the unpredictability of the trajectory beyond 15 m, it may become ineffective for its intended purpose. This round can be effective against single or multiple targets. This round should not be fired at distances closer then 5 meters and only shot at center mass unless deadly force is authorized.

Product Specifications:

Length:	4.8 inches
Total Weight:	3.85 ounces
Case Diameter:	1.59 inches
Rim Diameter:	1.721 inches
Propellant:	Smokeless
Projectile:	Foam baton
Number of Projectiles:	3
Velocity:	325 FPS
Minimum Range:	5 m
Maximum Range:	15 m
Employment:	Direct fire

Projectile Specifications:

Length:	1.5 inches
Diameter:	1.5 inches
Material:	Foam rubber
Weight:	250 grains (each)

Rubber Ball Round

There are 22, .60 calibers rubber balls, those range in hardness of 60 durometers "A" scale. Its large shot spread makes this round ideal for crowds and/or multiple targets. This round is designed to be direct fired, but also can be used in skip fire applications. This munition should not be fired at any distance closer then 5 meters and only shot at center mass unless deadly force is authorized.

Product Specifications:

Length:	4.8 inches
Diameter:	1.5 inches
Total Weight:	4.10 ounces
Rim Diameter:	1.721 inches
Case Diameter:	1.59 inches
Propellant:	Smokeless 7.3 grains
Projectile:	.60 cal. rubber balls
Number of Projectiles:	22
Velocity:	325 FPS

Minimum Range:	05 m
Maximum Range:	15 m
Employment:	Direct fire

Projectile Specifications:

Caliber:	.60 cal. each
Diameter:	1.5 centimeters
Material:	Rubber
Weight:	34 grains each

OLEORESIN CAPSICUM SPRAY

Spray Patterns and Methods of Delivery

Spray patterns are defined as how the oleoresin capsicum (OC) is displaced when leaving the nozzle of the OC canister. There are three basic spray patterns used by all manufacturers. They will be employed according to the type of canister and the environment in which they will be used.

- Fog (Cone/Mist)—Smallest particulate size.
- Stream—Larger particulate size.
- Foam—Most concentrated particulate size.

Hand Held Fog/Cone Spray Patterns

This type of pattern is dispersed in a wide formation (similar to a shotgun effect) making it easier to acquire the target. The spray is completely filled with microscopic droplets causing every area around the subject's eyes, nose, and face to be covered.

Full cone patterns are affected more by wind conditions and generally do not have as many spray bursts per canister (due to the nozzle design), or the effective range (3 to 8 feet) as stream patterns.

The minimum spraying distance is 1 meter.

Hand Held Ballistic Stream Pattern

A powerful concentrated stream, which allows a greater range in its delivery system. Use of the stream contains the contamination in a more concentrated area.

The ballistic stream can be used to select an individual in a crowd with greater accuracy and reduce the likelihood of contaminating other subjects or troops, which may be in the area.

This pattern hits the subject with a splash or splatter effect (depending on the distance) giving it an effective range of 3 to 12 feet.

The minimum spraying distance is 36 inches.

Jet Foam Pattern

A powerful fast acting foaming surfactant that coats the face upon contact. This pattern hits with greater impact, has better surface adhesion, reduces cross contamination, and has an effective range of 3 to 5 feet.

- It is designed for climate-controlled environments such as courtrooms, hospitals, schools, and holding facilities. It is easier to see the application during low light conditions.
- The minimum spraying distance is 36 inches.
- Some throwback potential exists and may possibly be inhaled; the product may become slippery on smooth surfaces.

The method of delivery is defined as how the OC is applied to the aggressor depending on the particular spray pattern. The three most effective ways to deliver OC are--

- Up and down. OC is dispersed by spraying in an isolated sweeping motion from the nose to the mouth, dividing the head in half. This method is recommended with the fog spray pattern.
- Side to side. OC is dispensed by spraying in a sweeping motion from ear to ear concentrating on the eyes. This method is recommended with the stream spray pattern.
- Spiral motion. OC is dispensed by spraying in a tight circular motion concentrating on the facial area. This method is recommended with the foam spray pattern.

Types of OC Delivery Systems

High Volume Magnum MK-9

MK-9 Fog Delivery

A full cone spray dispersal system designed to distribute a large quantity of OC into a vast area.

- Contains one pound of OC offering extended ranges (6 to 15 feet) and multiple bursts making it excellent for crowd control.
- Caution must be exercised when using these type units in small confined areas as they could possibly displace the oxygen supply.
- The minimum spraying distance is 6 feet.
- The recommended method of delivery is an isolated controlled motion from nose to mouth.

MK-9 Stream Delivery

Capable of delivering large quantities of OC in a more controlled fashion than fog systems, minimizing cross contamination and respiratory effects.

- The OC particulate will not remain airborne as long as fog deliveries and it is designed to visually impair numerous subjects at distances of 6 to 15 feet.
- Containment should be in place to control multiple subjects who are visually impaired.
- The minimum spraying distance is 6 feet.
- The recommended method of delivery is an isolated controlled motion from ear to ear.

MK-9 Foam Delivery

- A full cone spray dispersal system designed to distribute a large quantity of OC into a vast area.
- It contains 1 pound of OC with an effective range of 6 to 9 feet (in climate-controlled conditions) and is capable of multiple bursts. It is designed for high volume applications in sensitive ventilated enclosed environments such as hospitals and courtrooms.
- Exercise caution when using these type units in small confined areas as they could possibly displace the oxygen supply.
- The minimum spraying distance is 6 feet.
- The recommended method of delivery is an isolated controlled motion in a circular pattern.

MK-21/MK46 "Riot Extinguishers"

- Capable of delivering large quantities of OC in a more controlled fashion than fog systems, minimizing cross contamination and respiratory effects.
- The OC particulate will not remain airborne as long as fog deliveries and it is designed to visually impair numerous subjects at distances of 12 to 30 feet.
- A secure perimeter should be in place to control multiple subjects whose vision is impaired.
- The minimum spraying distance is 12 feet.
- The recommended method of delivery is an isolated controlled motion from ear to ear, above the subject's head. Saturation of clothing may affect the subject's respiratory system without impairing vision.

Hydraulic Needle Effect

The hydraulic needle effect is an important factor to consider when employing OC. This is the consequence of the OC particulates penetrating the soft tissue of the eye. This is due to the correlation between the distance and the amount of pressure (size of the canister) in which it is delivered. Concerns have been raised about the possibility of soft tissue injury, prolonged irritation or possibly infection.

- Because of the possibility of the hydraulic needle effect, minimum safe distances have been established for each delivery system.
- Instances of hydraulic needle effect are rare, but nevertheless should be taken into consideration.
- Safety of the individual employing OC should never be compromised by delaying the use of OC in tactical situations for the concern of a hydraulic needle effect. Let the tactical situation determine the tactical response.

Cross Contamination

Because the OC formulation is heavier than air, the vapor rate of OC is very low and minimizes the possibility of transfer or cross contamination. Vaporization is when a substance changes from a liquid to a gas state and should not be confused with very small droplets or particulate, which may remain airborne such as a fogger.

- These airborne particulates may move across rooms or through ventilation systems and are most prevalent in--
  - Fog delivery systems.
  - Spray nozzles that use conical spray patterns.
- Environmental factors:
  - Wind and rain
  - Fans or ventilation
  - Heat and humidity
- Flammability and carcinogenic properties:
  - Depending on whether a product is oil or water based, there will be a specific requirement for solvents and emulsifiers to ensure even suspension of the capsaicin. It is these ingredients that make up the majority of the formulation and should be closely evaluated for their safety.
  - First Defense OC products are nonflammable and non-carcinogenic. Although propylene glycol (emulsifier) and ethanol (solvent) are used in First Defense OC products, they are not used in sufficient quantity to form carcinogenics nor combust if it comes into contact with a flame or a source of heat.
  - First Defense OC products meet the nonflammability and noncarcinogenic requirement set forth by ALMAR 305/98.

Awareness

- Use early with the element of surprise and prior to escalation of physical contact.
- Communicate with fellow troops when spraying a subject who is in the proximity of or in physical contact with another troop.
- Use code words such as "spray" or "OC". Avoid words like "nuke him".

Target Area/Spray Volume

- The primary target when employing OC is the facial area assuring coverage of the eye zone (eyes, forehead, and brow). The secondary target is the nose and mouth.
- Discharge into facial area using as much as required.
  - If the open eye is contaminated, a one-half to one second burst should be adequate to achieve the desired effects. However, expecting an individual to accurately employ a projector for two bursts of one half second to one second during a confrontation may be unrealistic.
  - In situations where the subject is hit around the eyes, i.e. forehead or cheek, an ample amount of formulation should be employed to ensure that enough fluids are present to carry the OC particulate into the eyes.
  - For multiple opponents, use as much as required to control the situation based upon the threat.

Employment

- Spray the subject until it is determined that the subject is contaminated or that the OC is ineffective and other measures are necessary.
- Command them to get on the ground and end every command with "Do it now."
- Evaluate their response. Repeat steps 1 through 3 if required to escalate or de-escalate force.
- Control them. Avoid pressure/weight on their back.
- Medically check the subject and start decontamination if the situation allows.

NONLETHAL WEAPON EMPLOYMENT CONSIDERATIONS

Distance

As the distance increases, effectiveness and accuracy of the projectile decreases. The selection of the munition will be a contributing factor in the desired level of effectiveness.

Shot Placement

Direct shot placement according to the level of threat presented. When munitions are employed with a nonlethal intent, direct shot placement toward center mass. When munitions are deployed with a lethal intent, the point of aim changes to the head, neck or red areas.

Level Of Threat

An individual’s intentions or the threat that is displayed is a determining factor in the decision to use nonlethal or lethal force. For example, a crowd that is verbally aggressive but posses no weapons presents a

less threat then a crowd throwing rocks and carrying clubs. In situations that present a lesser threat, shot placement and selection of munition become an important issue.

Age

Age effects the decision to employ non- lethal munitions. For example, a group of elderly people generally does not present as great of threat as a group of young men.

Level Of Clothing

The level of clothing affects the nonlethal munitions effectiveness. If heavy clothing is worn the maximum effective range could decrease.

Lethal Capabilities

Lethal capabilities always augment nonlethal munitions. If the situation escalates, deadly force should always be available.

Physical Effects of Nonlethal Munitions

Nonlethal munitions are not intended to kill or seriously injure. Impact munitions are designed to cause physical discomfort, blunt trauma or immediate incapacitation. When a projectile impacts human tissue, its velocity is transformed into energy. There are two basic types of physical consequences that can occur upon impact: blunt trauma and penetrating trauma.

Blunt trauma is the desired effect of impact munitions; an impact from an object that leaves the body surface intact and may cause sufficient (nonlife threatening) reaction to incapacitate the individual.

Damage to the body of the individual will depend largely on the range of the target, where the round strikes the body, and munition selected.

Penetrating trauma is the undesired and unintended outcome for impact munitions. Penetrating trauma leaves an entrance and possibility an exit wound. Penetration from impact munitions could occur primarily from an object striking an area of soft tissue void of any supporting bone structure or muscle mass. Establish minimum safe firing distances to help reduce this effect. Damage to the body depends largely on the range and selection of the munition.

Psychological Effects of Nonlethal Munitions

Nonlethal rounds create a tremendous psychological effect if employed decisively and in a tactical sound manner. The mere presence of a well-disciplined unit that may or may not be firing projectiles inevitably changes an individual's behavior. Two conditions exist because of psychological effects: anxiety and panic.

Anxiety is a fear of the unknown. The crowd may hesitate in their willingness to escalate force because the control forces are armed with weapons. The crowd doesn't know if weapons will contain lethal or nonlethal munitions. It is important not to say what type of ammunition you are employing. This maintains the element of surprise when using nonlethal munitions.

Panic is the emotional or physical reaction to fear. Once the munitions have been employed, the crowd will immediately react by either fleeing the area or retaliating against the controlling force. This is a serious

640 factor considering panic can act as an advantage or a disadvantage for the control force. This largely
641 depends on the mindset and behavioral aspects of the crowd.

APPENDIX A

MAP SYMBOLS AND TACTICAL CONTROL MEASURES

A common language of operational terms and military symbols is necessary so that instructions can be communicated rapidly and with minimum risk of misunderstanding. Overlays are a rapid and an easily understood means by which the commander or his staff may express as operational plea, concept, or friendly or enemy situation. Standardization of techniques is essential. This appendix establishes guidelines for the pictorial representation of units, control measures, and tactical situations. For more on map symbols, see MCRP 5-12A, *Operational Terms and Symbols* or *NATO Standardization Agreement* (STANAG) 2019, *Military Symbols For Land-Based Systems.*

USE OF COLORS

Colors may be used on situation and planning maps. Since multicolor reproduction is often impractical, overlays are normally reproduced in one color only, usually black.

- On one-color overlays, enemy units, and activities are depicted by double lines. When double lines cannot be used, such as with equipment symbols, EN should accompany the symbol.
- Colors in conjunction with military symbols denote the following:
  - Blue or Black. Friendly units and activities.
  - Red. Enemy units and activities.
  - Yellow. Areas of nuclear, chemical, or biological contamination.
  - Green. Reinforcing obstacles.
  - Other. Other colors are used as needed and explained in the legend.

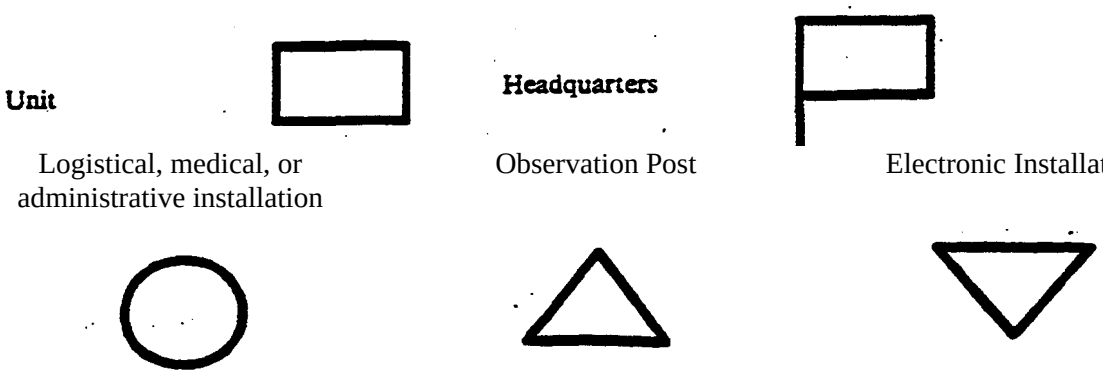
USE OF SOLID AND BROKEN LINES

In general, solid lines are used to depict the location of a unit or a control measure which is is effect and will continue or which is made effective by the order in which it appears: Broken lines show alternate and supplementary positions or locations of units or control measures which are proposed or which will become effective at a future time.

UNITS, INSTALLATIONS, AND ACTIVITIES

Basic Symbol

Geometric figures form the basic symbols which represent units, installations, and activities.



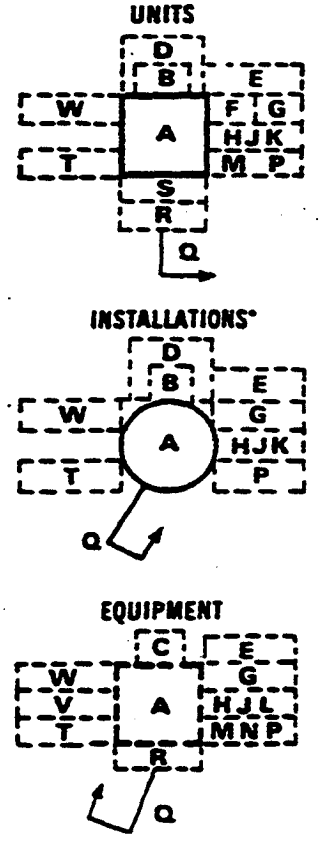
Logistical, medical, or administrative installation

Observation Post

Electronic Installations

Location and Content of Fields

Each basic symbol requires minimal additional information to be clearly understood. This information is conveyed *by* its placement around the ***basic symbol is designated*** fields. Certain of the fields are mandatory and certain are optional. Detailed discussion of the most commonly used fields is contained in succeeding *subparagraphs.*



(1) Mandatory fields. These are fields which must contain information.

A – Role indicator.

B – Size indicator.

C – Unique description.

(2) Conditional fields. These are fields which must contain information, when applicable.

D – Special size indicator.

F – Reinforced or detached.

N – Enemy. Not required when identified by color or double line. Indicated by EN.

(3) Optional fields.

C – Quantity of equipment. For equipment only. Indicated by number of items.

E – Unconfirmed. For enemy only. Indicated by ?.

G – Additional information.

H – Free text. Additional information not covered in other fields.

J – Evaluating rating. See STANAG 2022 for ratings.

K – Combat effectiveness.

L – Signature equipment. Indicated by 1, refers to enemy equipment with an electronic signature.

M – Higher information.

Q – Direction of movement arrow. Represents the direction the symbol is moving or will move.

R – Mobility indicator. Pictorial representative of mobility.

S – Headquarters representation. Identifies unit symbols as a headquarters, such as FWD, MAIN, or ALT.

V – Type of equipment.

W – Date-Time Groups. Seven-digit alphanumeric designation

Unit Size

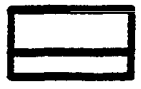
The size of units and installations is shown *by* placing the appropriate size indicator directly above the basic symbol (Field B).

Fire Team		Squad/Crew	
Section		Platoon/Detachment	
Company/Battery		Battalion/Squadron	
Regiment/Group		Brigade	
Division/Wing		Corps/MEF	

Role Indicator

Type or functional symbols are placed inside the basic symbol (Field A). Symbols may be combined with one another to show an exact function or capability. When no functional symbol is

provided, as accepted abbreviation may be written inside the basic symbol.

Infantry		Artillery	
Tank		Assault Amphibian	
Light Armor		Reconnaissance	
Mechanized Infantry		Antitank	
Engineer		Motor Transport	
Supply		Air Defense	
Medical		Communications	
Maintenance		Electronic Warfare	

Reinforcements and Detachments

If a unit is reinforced or has detached elms, this is indicated to the right of the basic symbol in Field F.

Reinforced: (+) or (REIN)

Detached: (-)

With reinforcements and detachments: (-) (+)

Unique Designation and Higher Formation

The identity of the unit is located to the left of the basic symbol in Field T. The unique designation must be consistent with the size indicator. The identity of the higher headquarters is located to the right of the basic symbol in Field M.

Special Size Indicator

A cap drawn is Field D over the size indicator designates a temporary grouping or task force.

Free Tact

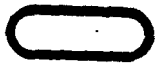
Field H contains additional information not indicated elsewhere. For example:

An infantry battalion reinforced with tanks: 

A water source not fit for human consumption: 

Mobility Indicator

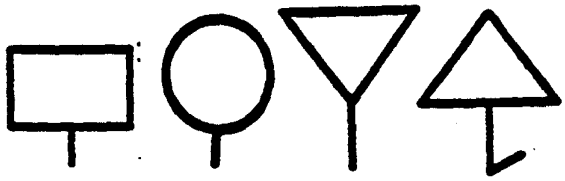
The type of mobility is shown bath the basic unit or equipment symbol is Field R

Amphibians		Over Snow	
Wheeled		Tracked	
Wheeled Cross-Country		Trailer or Towed Vehicle	
Wheeled/Tracked Combination			

Precise Locations

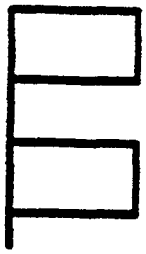
The following methods indicate precise locations:

Basic symbols, other than headquarters, may be placed on a staff which is attended or bent as required. The end of the staff indicates the precise location.

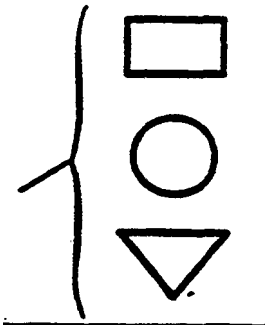


Since the headquarters symbol already includes a staff, this staff is extended or bent as required. The end of the staff indicates the precice location of the headquarters.

If several headquarters are at one location, more thaw one symbol may be placed on a single staff.

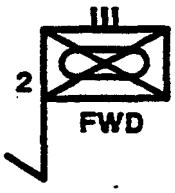


If a group of units or installations other than headquarters is at one location, the grouping of symbols may be enclosed by a bracket and the exact location indicated with a line.



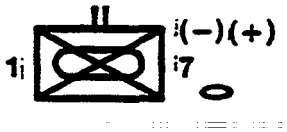
Examples

2d Marines forward CP, on amphibious assault vehicles (AAVs)

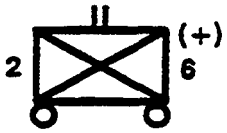


OP? for A Battery, 12th Marines

1st Battalion, 7th marines (minus)(reinforced); mechanized, reinforced with tanks.



2d Battalion, 6th Marines (reinforced), mounted on trucks



1st Platoon, C Company, 1st Battalion, 4th Marines; reinforced with tube-launched, optically tracked, wire-command link guided missiles

Note: In this case, a battalion designator is not necessary because only 1st Battalion contains a C company.

MAGTF SYMBOLS

In spite of the wide range of organizational possibilities, MAGTFs should always be designated as MEF, MEB, or MEU. In these instances where only ground combat or aviation combat traits are deployed, MAGTF designations will not be used.

General

- The intent of the MAGTF specific symbols is to more clearly identify Marine organizations and units is joint and combined operations as well as to emphasize the amphibious assault characteristics of theMAGTF and its GCE.
- Those units that conduct amphibious operations across the beach combat, combat support, and landing support units-have a ∿∿ included in their unit symbol. Those traits that support the operation but cannot conduct assaults across the beach-aviation and logistics traits-have SSS added to their units' symbols.
- These symbols are for use by MAGTF command elements and subordinate units in correspondence with higher or adjacent organizations in joint or combined operations. They are not required to be used within the MAGTF subordinate dements.

Marine Air-Ground Task Forces

MAGTFs formed from Marine Forces Pacific will be assigned odd—numbered numerical designations, while those formed from Marine Forces Atlantic will be assigned even—numbered numerical designations. The basic symbol for a MAGTF is:

Marine Expeditionary Force (MEF)

A MEF will be assigned as even-or odd numbered Roman numeral. For example:

Marine Expeditionary Brigade (MEB)

A MEB will be designated by a single Arabic numeral corresponding to its originating MEF with the exception that MEBs formed from the 4th Division-Wing Team will be designated 2d or 3d MEB:

Marine Expeditionary Unit (MEU)

A MEU will be designated by two Arabic numerals, the first corresponding to the MEF from ***which*** it originates and the second following the odd-even designation. MEUs formed from the 4th Division-Wing Team will be desired in the 40 series:

Ground Combat Elements

The ground combat elements of a MAGTF retain their traditional designations. For example:

Aviation Combat Elements.

Marine Aircraft Wing (MAW)

A MAW retains its official numerical designation when assigned as the aviation combat element of a MEF:

Marine Aircraft Group (MAG)

MAGs formed as the ACE of a MAGTF from an Atlantic area command will be designated by an even digit followed by a zero, such as MAG 20. In the same manner, when formed from a Pacific area command, they will be designated by an odd digit followed by a zero, such as MAG 30. This procedure

assures consistency with present even-odd FMFLant/ FMFPac designations, while assuring that MAG's formed as ACEs of MAGTFs will not be confused with commissioned MAG designations, such as MAG 32:

Reinforced Helicopter Squadron

A reinforced helicopter squadron assigned as the aviation combat element of a MEU retains the designation of the unit that provides the preponderance of assets. For example:

Combat Service Support Elements

Force Service Support Group (FSSG)

The FSSG retains its assigned numerical designation. For example:

Brigade Service Support Group (BSSG)

The BSSG assumes the numeral of the MEB for which it provides CSS:

MEU Service Support Group (MSSG)

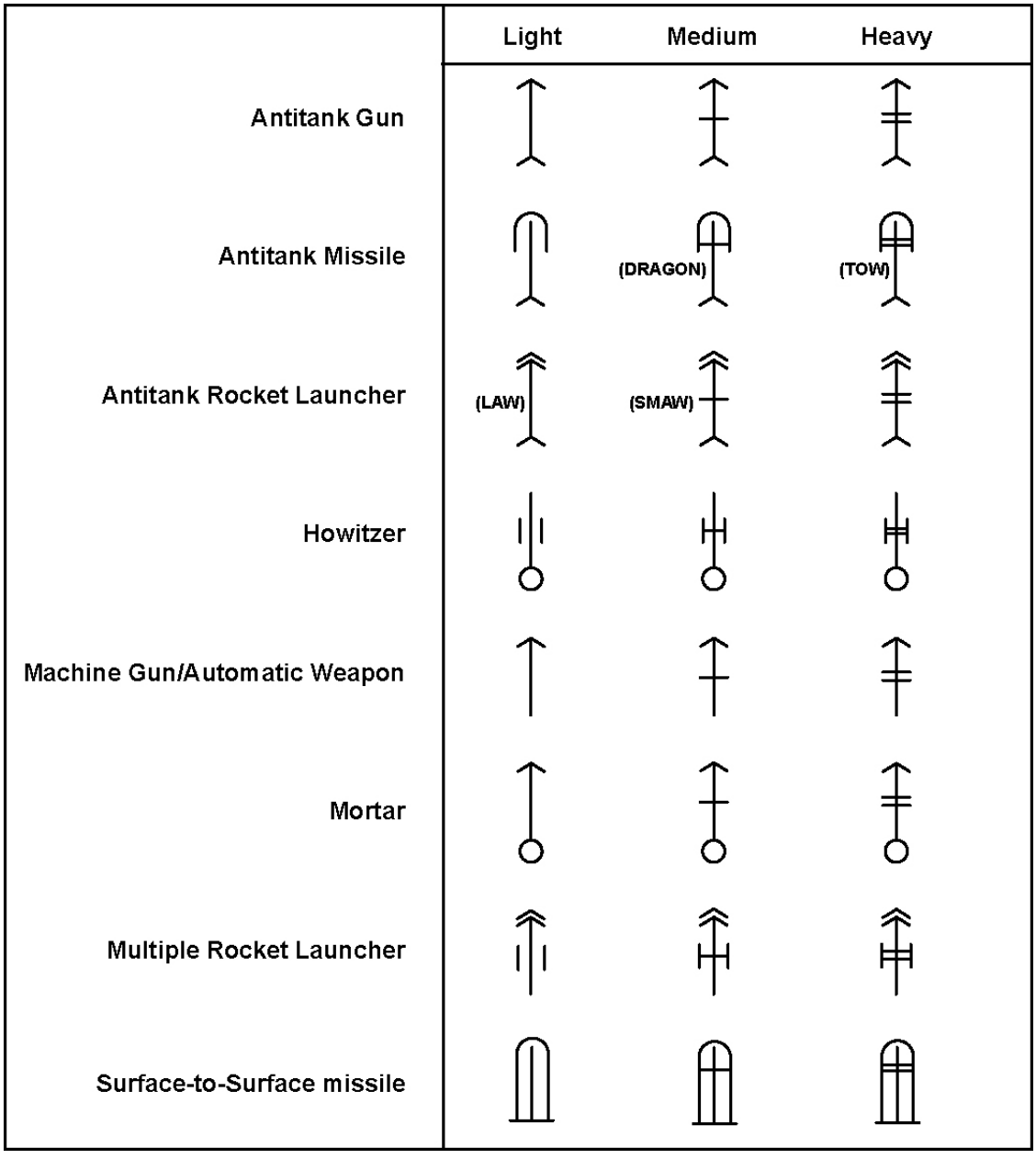
The MSSG assumes the numeral of the MEU for which it provides CSS.

GROUND EQUIPMENT.

Weapons

Symbols are used to indicate the type, location, and number of weapons or groups of weapons. When a weapon symbol appears on a map or overlay, the base of the shaft indicates the location of the weapon.

- To indicate the size of the weapon, add horizontal bars to the shaft of the basic weapon symbol: one bar for medium and two for heavy.
-
- If a weapon has a high trajectory, add a O to the base of the shaft. For antitank weapons, add a ^ to the base of the shaft.



Vehicles

Assault Amphibian Vehicle

Tank

Light Armored Vehicle

Armored Personnel Carrier

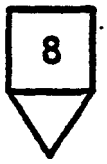
Cavalry Vehicle

Armored Vehicle Laying Bridge (AVLB)

MANEUVER CONTROL MEASURES

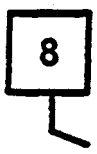
Checkpoint

Used to control the movement of units or to establish . points at which units must report to HHQ. Numbered randomly.



Contact Point

Normally used in the offense or while moving. Need not be numbered sequentially.



Coordinating point

Normally used along lateral boundaries in the defense, or while stationary.

Linkup Point.

Occupied by the stationary force in a linkup operation.

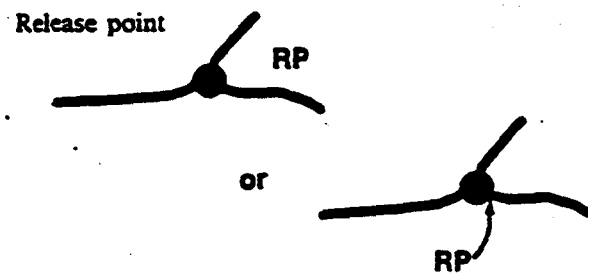
Passage pointActual point for unit to pass through in passage of lines. Should be unoccupied area between elements.

Rally point

Commonly used during patrols at small-unit level. Numbers need not be sequential.

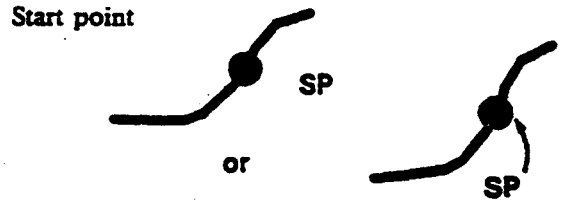
Release point (RP)

Letters RP to the right of the dot. For clarity, RP may be placed elsewhere with as arrow to indicate the dot.



Start point (SP)

Letters SP to the right of the dot. For clarity, SP may be placed elsewhere with as arrow to the dot.

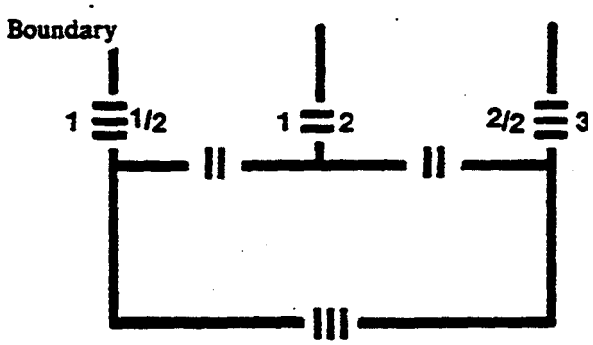


LINES

Boundary

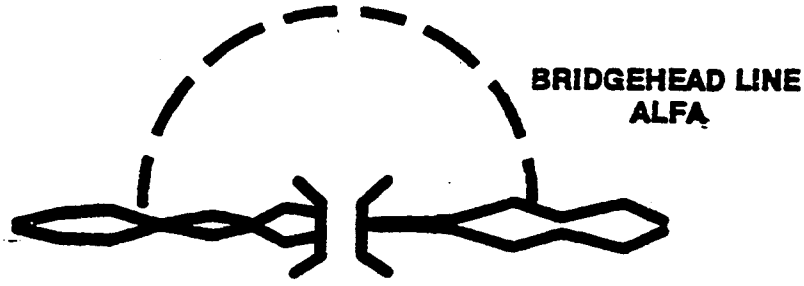
Lateral boundaries are lines with a size indicator placed on the boundary to show the size and designation of the highest echelons that have the boundary in common. If the units are of unequal size, the sire indicator of the larger unit is shown and the designation of the smaller unit is given completely. A unit's area of responsibility attends to the forward and rearward limits of its lateral boundaries.

When used, a rear boundary *shows the size* indicator of the smaller or subordinate unit rather than the larger unit of which it is a part. Rear boundaries normally are established only for battalions and larger:



Bridgehead line

On the enemy side of the obstacle. Should be at sufficiently extended distance to prevent enemy direct fire and observation of the crossing site:



Final coordination line (CL)

Normally used at company level and below:

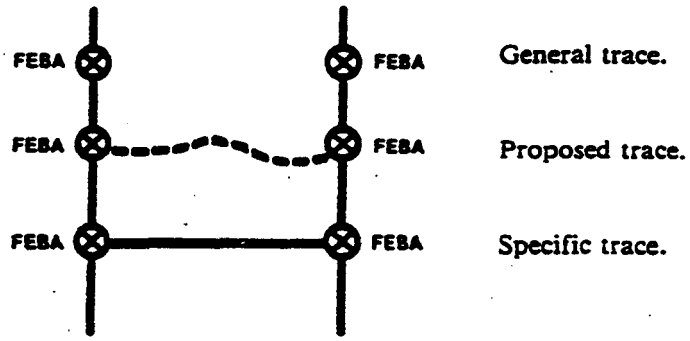
FINAL CL———————————FINAL CL.

Force beachhead line (FBHL)

Delineates the area that must be seized, occupied controlled by the landing force. Not meant to restrict maneuver:

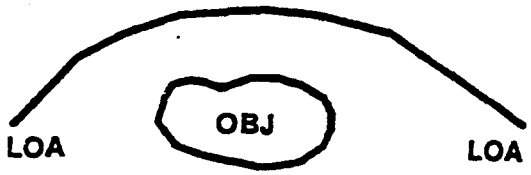
Forward edge of the battle area

Coordinating points on lateral boundaries:



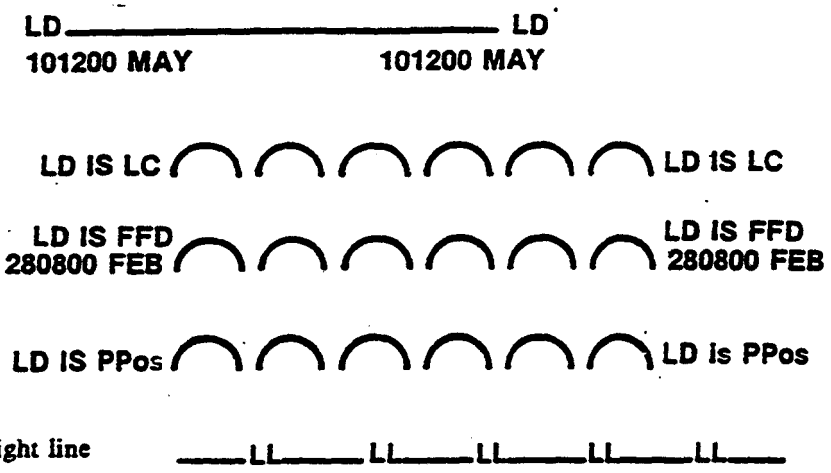
Limit of advance (LOA)

Commonly used during night attacks or other circumstances when restriction of movement is necessary for safety or control:



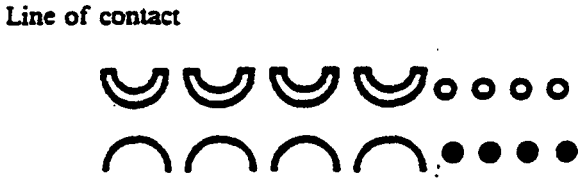
Line of departure (LD)

The LD may be designated as a specified line, the line of contact, the line of forward friendly positions, or as the present friendly positions at the time of attack:



Line of contact

May show the trace of forward friendly and/or enemy dispositions. Dots represent lightly held or patrolled areas:



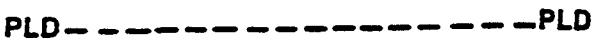
Phase line (PL)

Identified by code name. Used to coordinate the movement of units. Units report to HHQ We arrival of leading elements at the PL but are not required to halt at or occupy the PL unless instructed. Located on identifiable terrain.

Note: PL was used previously for patrol leader.

Probable line of deployment

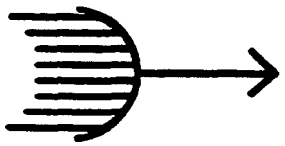
Used in a night attack.



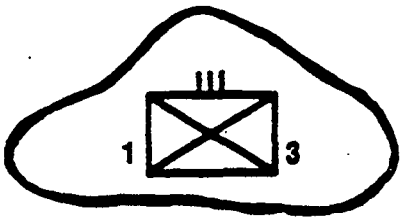
c. Areas

Ambush

Point of arrow at the ambush location. Hash marks indicate the orientation of the ambush.



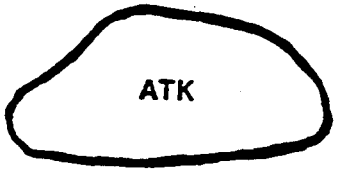
Assembly area



Assault position

Used for final preparations for the assault. Should offer cover and concealment. The attacking force should spend as little time as possible in the assault position. May include a letter, number, unit, or code name designator.

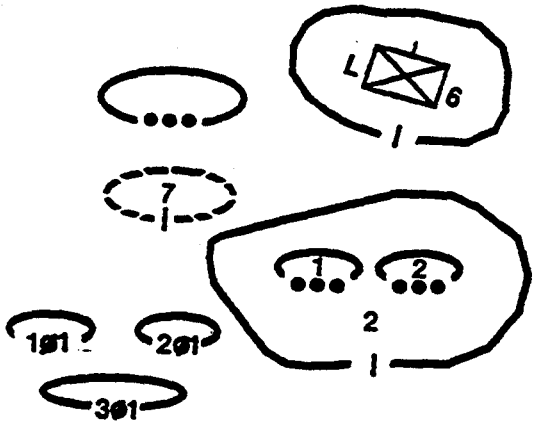
Attack position



Battle position

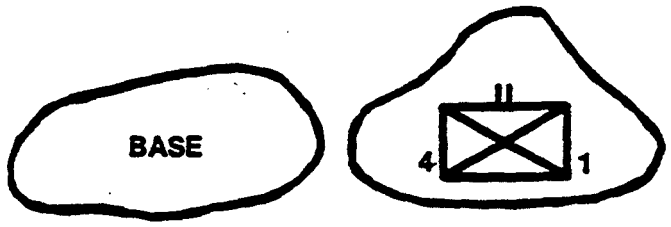
Used in defense or delaying action. Appropriate size indicator located at rear of position. Unit symbol may be included within the position. Battle positions may be identified by number.

Within a battle position (BP), subordinate units may be assigned smaller BP's. For example, within company BP 2 platoons may occupy BP 2-1 and BP 2-2.



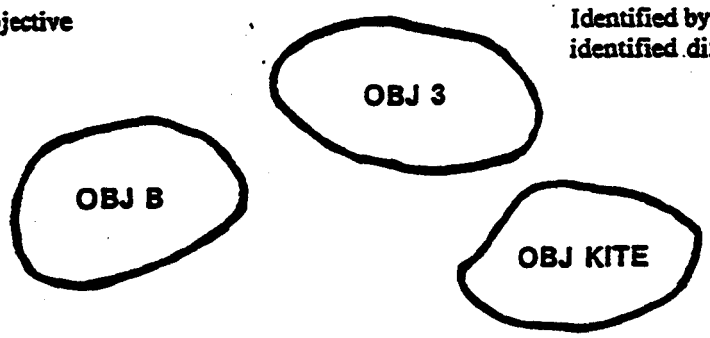
Combat base

A secure location in a forward area from which operations are projected and supported. Normally occupied by units not smaller than battalions.



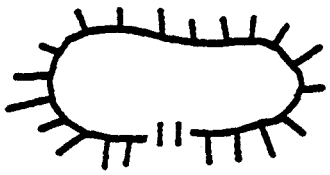
Objective

Identified by number, letter, or name. Objectives are identified differently at successive echelons.



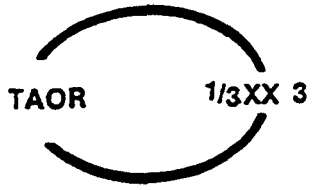
Strongpoint

May have size indicator or unique designation.



Tactical area of responsibility

An area assigned, normally to a battalion or larger force, for control of forces and coordination of support.



d. Movement, Activity, and Directional Measures

Attack arrowhead

Single arrowhead is the general symbol indicating an attack.

Main attack.

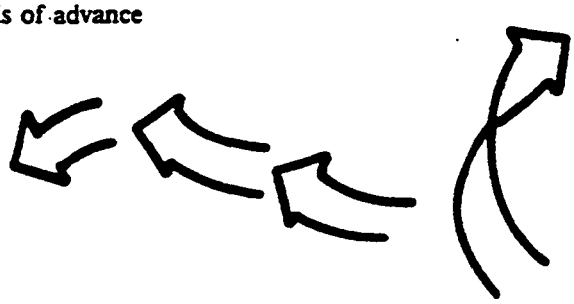
Supporting attack.

Feint.

1

Axis of advance

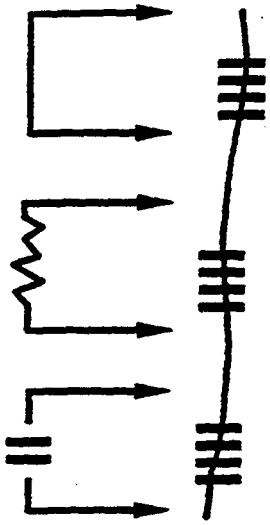
Twisted axis indicates helicopterborne movement. Symbol may be repeated at intervals to show axis of movement.



2

Bypass

Shown as a bracket enclosing a portion of a route that must be bypassed and indicating the trafficability of that portion.



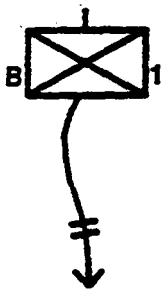
Bypass easy.

Bypass difficult.

Bypass impossible.

3

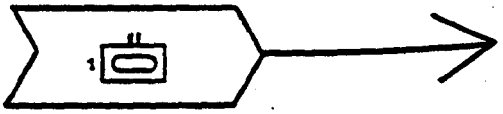
Delaying action



Arrow shows direction of movement. Cross bars do not denote any actual positions but are always placed near the arrowhead.

Direction of attack

Follow and support



Used to indicate a unit that will follow in trace of another unit and will be prepared to support, reinforce, or assume the mission of the advance unit. Unit identification included as necessary.

Infiltration lane

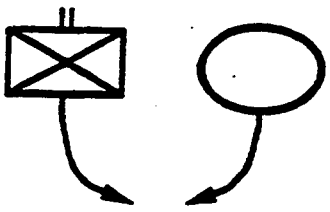
Unit designation should be located within the lane. If appropriate, date-time group may be included.

INFILTRATION 1/7

Reconnaissance or security

When used to delineate an actual route, the symbol should follow the center of the route. Often used as a general mission indicator. The security mission performed may be indicated beneath the unit symbol.

Withdrawal Route



FIRE SUPPORT COORDINATION MEASURES

Lines

Coordinated fire line (CFL)

Does not have to be easily recognizable on the ground, but is especially important for firing unit and FSC maps.

Fire support coordination line

Must be easily recognizable on the ground, especially from the air.

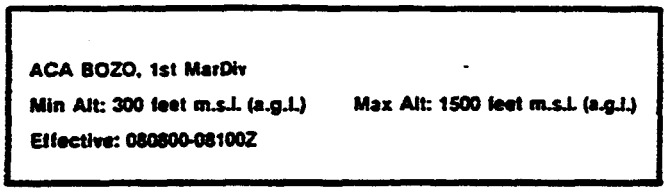
Restrictive fire line (RFL)

In red to ensure maximum visibility to all maneuver and fire support unit commanders. Must be easily recognizable on the ground to all units.

b. Areas

Airspace coordination area (ACA)

In red on firing unit and FSC maps. Any geometric shape can be used to describe the lateral boundaries. Minimum and maximum altitudes are expressed either as mean sea level (m.s.l.)-or above ground level (a.g.l.).



Note: Change m.s.l. and a.g.l. to MSL and AGL, respectively.

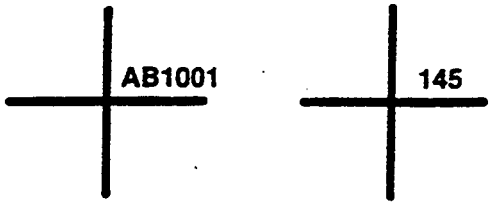
Free fire area (FFA)

Always includes the date-time groups of the commencement and termination of FFA status.

Restrictive fire area (RFA)		In red. Inclusion of establishing authority is important for possible clarification or modification requests.
No fire area (NFA)		In red. Effective date-time groups important.

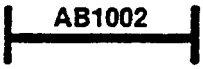
c. Targets

Point target/target reference point



Used for targets that can be covered by the normal sheaf of a firing unit. Center of cross is the center of the target. Numbered sequentially from an assigned block.

Linear target

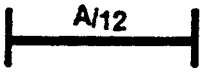


Used to fully cover a wide or long target. Long axis of the target is covered by the line, numbered like point targets.

Area targets

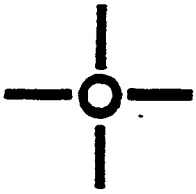
May be rectangular, circular, or irregular, but must be limited in size; otherwise they are more appropriately assigned a group of targets.

Final protective fire (FPF)



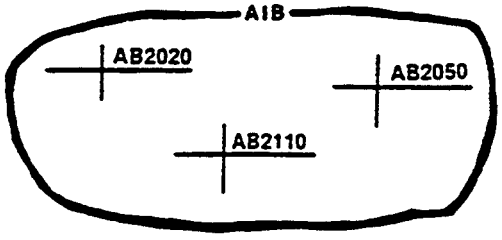
Similar in appearance to linear targets, but identified by firing unit on maneuver unit overlays, by target number on fire support overlays.

Special targets



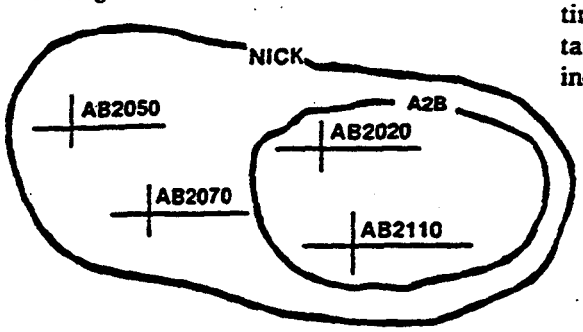
Nuclear or chemical munitions.

Group of targets



All targets contained in group are fired simultaneously, but not necessarily by the same unit. Can contain any combination of other types of targets (point, linear, group, etc.) except series. Given alphanumeric designator.

Series of targets



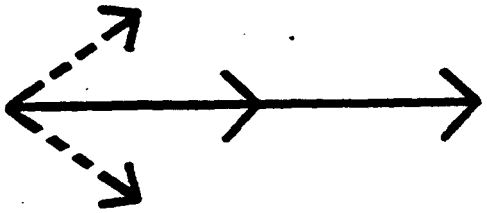
Targets fired in numerical order within the series, timing specified on scheduling worksheet. May contain other series, groups, or any combination of individual targets. Designated by code name.

1

d. Fire Planning

Direction of fire

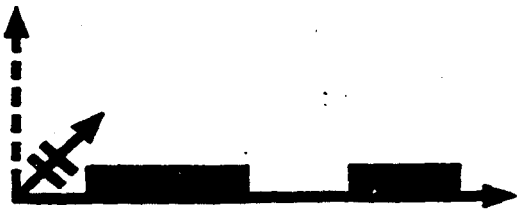
Always represented by a solid arrow. The weapon symbol is placed midway along the shaft of the arrow in order to avoid confusion with similar weapon symbols. Often combined with sector of fire symbols. A principal direction of fire (PDF) is assigned to crew-served weapons in the defense when no final protective line can be assigned.



PDF with sectors of fire.

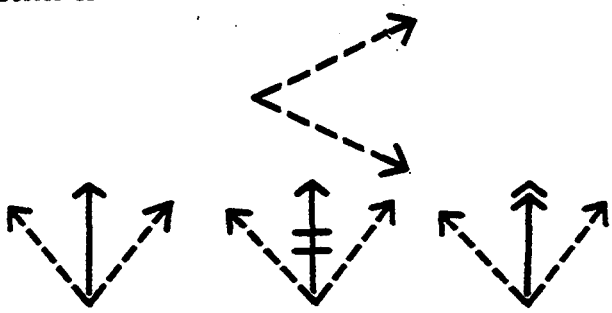
2

Final protective line (FPL)



A modified direction of fire line that designates grazing fire with heavy shading and dead space with open spaces between shaded areas. The FPL is one of the lateral limits of fire and the other limit is denoted like other sectors of fire. If more than one weapon is assigned the same FPL, the number of weapons is noted within the angle of the sector of fire.

Sector of Fire



Graphically represents the left and right lateral limits assigned to crew—served weapons in stationary positions. Use broken lines for both current and planned sectors of fire.

Weapon symbols are normally included with the sector of fire symbol.

AVIATION SYMBOLS

A combination of standard symbols and various letter designations is used to depict aviation units. A ∞ is used for all units other than helicopter. A ∞ is used for units organic to a helicopter group.

Function Designation

A letter system identifies aircraft squadrons by function. All other units are identified by an abbreviated title that indicates organization and function. The following is used to identify aircraft squadrons:

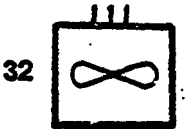
- First Letter.
  - V - Fixed-wing.
  - H - Helicopter.
- Second Letter.
  - M - Marine.
- Third and Fourth Letters.
  - A - Attack.
  - (AW) - All weather.
  - F - Fighter.
  - G - In-flight refueling.
  - H - Heavy helicopter.
  - L - Light helicopter.
  - M - Medium helicopter.
  - O - Observation.
  - P - Photo reconnaissance.

- Q - Electronic warfare.
- R - Transport.

Units

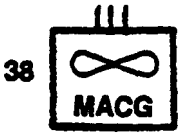
2d Marine Air Wing

Marine Aircraft Group 32

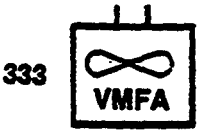


Marine Aircraft Group 16

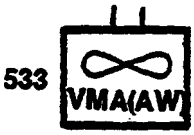
Marine Air Control Group 38



Marine Fighter/Attack Squadron 333

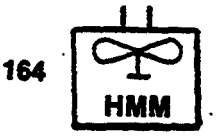


Marine Attack (All Weather) 533

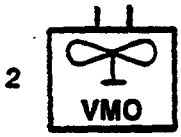


Detachment, Marine Tactical Reconnaissance Squadron

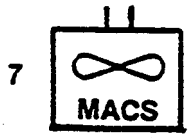
Marine Medium Helicopter Squadron 164



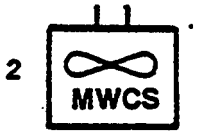
Marine Observation Squadron 2. (Note: Although it flies fixed-wing aircraft, VMO belongs to a helicopter group.)



Marine Air Control Squadron 7



Marine Wing Communications Squadron 2



Aircraft

Fixed-wing

Fighter:  Attack/bomber: 

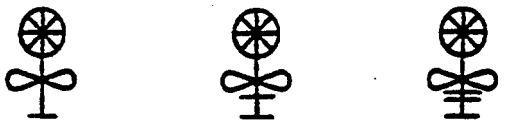
Observation/reconnaissance:

Transport:

Helicopter

Attack: 

Transport:

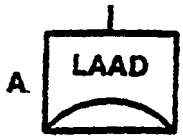


Light Medium Heavy

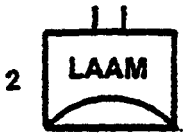
Air Defense

Units

Low altitude air defense battery:



Light antiaircraft missile battalion:



Weapons

Air defense gun:

Surface-to-air missile:

COMBAT SERVICE SUPPORT SYMBOLS

Role Indicators

General supply (all losses). Used when the specific nature of the installation is not known.

Class I. Subsistence items:

Class II. Clothing, individual equipement, tentage, organization and tool sets:

Class III. Petroleum, oil and lubricants:

Class IV. Construction:

Class V. Ammunition:

Class VI. Personal demand.

Class VII. Major end items:

Class VIII. Medical materiel:

Class IX. Repair parts:

Class X. Materiel to support nonmilitary programs:

Multiple classes (but not all). List all available classes by number below the general (all classes) symbol

Collecting Points

Size indicator and unique designation can be added as necessary.

Civilian

Graves registration

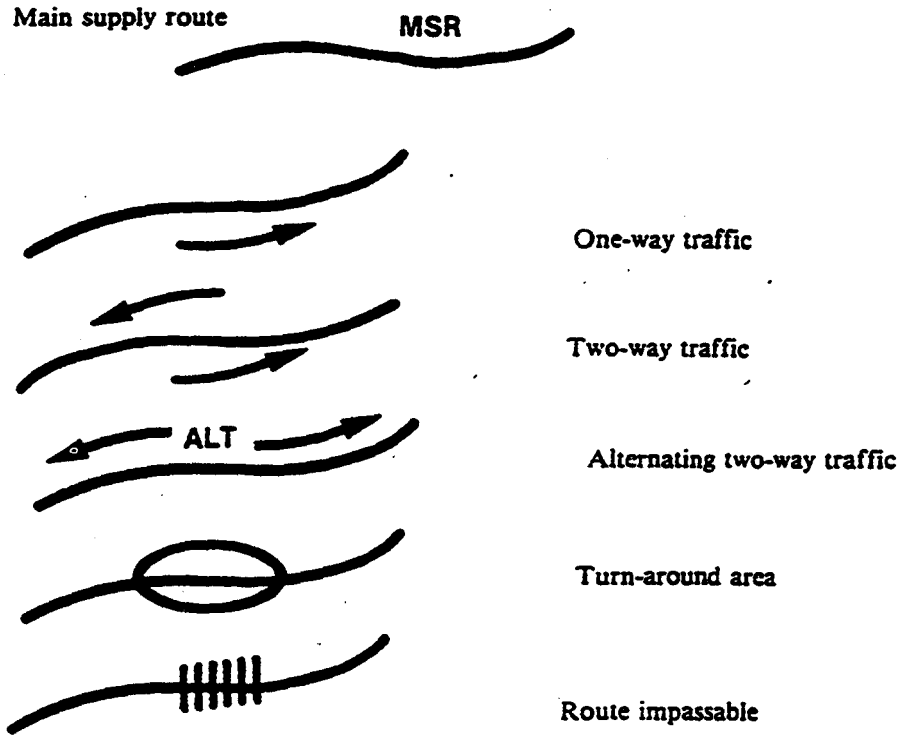
Graves registration

Salvage

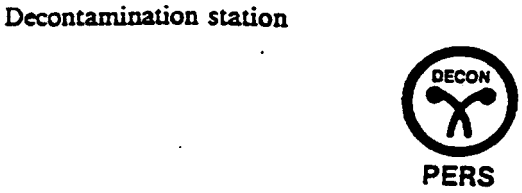
Stragglers

Miscellaneous Symbols

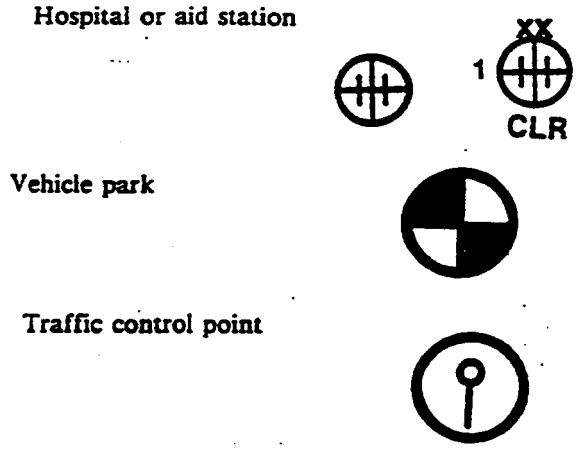
There may be more than one *MSR* in a unit's zone. MSRs can be identified by code names or numbers when necessary:



Below symbol, indicates personnel, equipment, or both:



Indicates unit as appropriate. CLR designates facility as a clearing station:



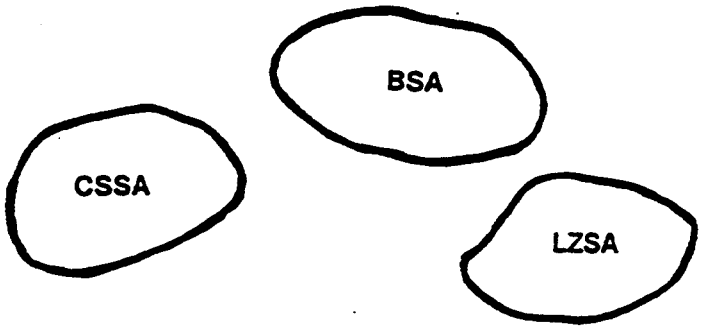
Indicates potability or condition as necessary:

Water

AREAS

Combat service support area

Encompasses entire area and CSSA may contain collection and supply point symbols. Accurate depiction is especially important for planning the defense of the area. Unit designation is included as necessary. May be more specifically identified as a beach support area or an LZ support area.



Large-scale logistical operations, especially dealing with maritime pre-positioned materiel:

Marshalling area

OBSTACLES AND MISCELLANEOUS

Obstacles

Mine Note: each symbol denotes the location of an individual mine:

Abatis

Boobytrap

Fortified line

Mine Note: Each symbol represents the location of an individual mine.

Antipersonnel (APERS) mine.

Antitank mine.

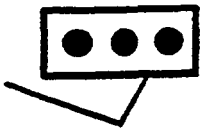
Mine of unspecified or unknown type.

APERS mine with a tripwire attached.

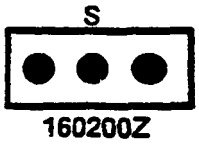
Scatterable antipersonnel minefield with self-destruct date-time group. Scatterable mines are denoted with an S above the appropriate symbol.

APERS minefield. Note: when drawn to scale, the outline of the minefield must be accurate, but the location of specific mines is necessary only for the detailed minefield map.

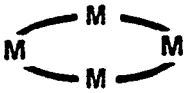
Arrow used to indicate exact location.



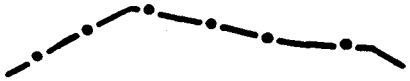
Scatterable antitank minefield with date-time group of self-destruct time.



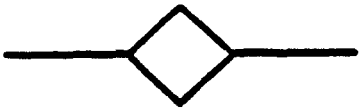
Nuisance minefield.



Protective minefield.

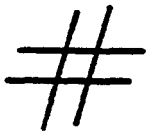


Nonexplosive antitank barrier

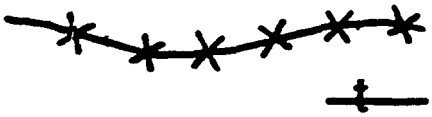


Obstacle line

Road block (In Place)



Wire



Barbed Wire

Trip Wire

Miscellaneous

Phony

Always used in conjunction with another symbol.

Bridge or gap

Ferry

Ford

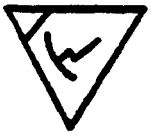
Lane

Radio relay

Sensors

Microphone line

Radar

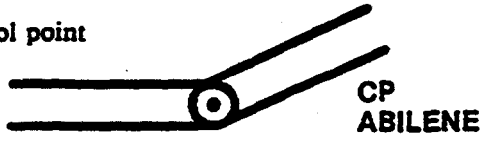


Ground surveillance radar

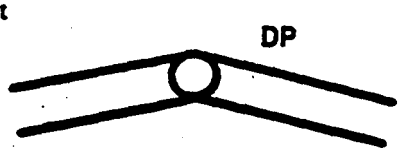
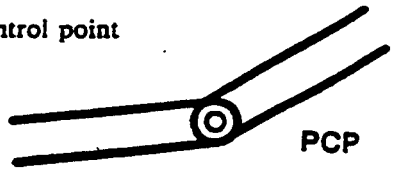
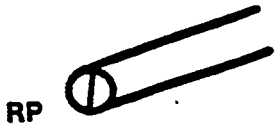
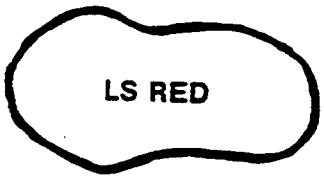
Counterbattery radar

Air defense radar

Control point



Identified by a code name.

Departure point		Labelled **DP**.
Initial point		A cross enclosed in a circle labelled **IP** located at the landward end of a helicopter lane.
Penetration control point		Concentric circles labelled **PCP** centered over the point where the helicopter lane crosses a coastline.
Rendezvous point		Split circle labelled **RP** located at the seaward end of a helicopter lane.
Forward arming and refueling point		Forward logistic support area established and run by an aviation commander.
Helicopter lane		Solid lines depict lateral limits. Assigned code names. Connected by control points.
Landing/pickup zone		General area for helicopter landing or pickup; code named after species of bird.
Landing/pickup site		Specific site for helicopter landing within a landing zone, named after colors.

NUCLEAR, BIOLOGICAL, AND CHEMICAL SYMBOLS

Chemically (G) contaminated area: 

(In yellow)

Biologically (BIO) contaminated area: 

(In yellow)

Radioactive area: 

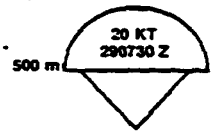
Intensity in rad/hr may be shown inside the triangular signs of the iso-intensity curve. BF is time beginning fallout; EF is time end of fallout.

Planned nuclear fire:

(Height of burst ***is meters)*** (Target number)

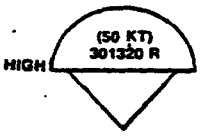
(Firing unit and DTG to be executed) (Weapon type and yield)

Nuclear detonation:

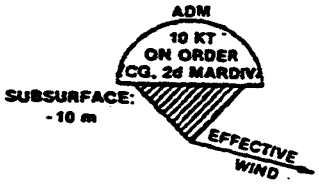


Exact information shown when possible; foot of stem at ground zero.

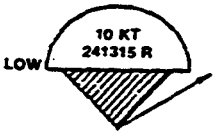
Proposed but not scheduled.



Yield in brackets when not accurately known. Approximate height shown when not accurately known.



(In green) ADM above the symbol is used to denote atomic demolition munition. For a planned, friendly ADM, the release authority is shown in place of the DTG.



Fallout producing (stem shaded) and prevailing wind shown.

Toxic chemical minefield: Type of agent shown outside of symbol

Mixed AT, AP, and toxic chemical mines: Tripwire and boobytrap symbols added as needed.

DESCRIPTION OF LOCATIONS, AREAS, AND BOUNDARIES

Use of Maps

- In order to avoid confusion in the designation of place names when there are various editions of a map relating to the same area, the following will be shown at the top of the document:
  - Map series number (and country or geographic area, if required).
  - Sheet number (and name, if required).
  - Edition.
  - Scale (if required).
- This information can be shown as indicated in the following examples:
  - Map Series Number: M 501 Europe
  - Sheet: NM 32-1 (ESSEN)
  - Edition: I-DMG
  - Scale: 1:250,000

Security

The location of headquarters, units, dumps, and other installations wi11 only be mentioned in a communication or document if this communication or document can be transmitted to the addresses by a method ensuring the appropriate security. Locations of headquarters, units, dumps, and other installations will not be included in addresses unless necessary to ensure correct delivery.

Names of Places

- Names of places will be written in block capitals exactly as spelled on the maps in use. The addition of a grid reference will almost always be necessary. In this case, six figure grid references must not be used when four figures are sufficient. In certain areas, for which mapping material does not allow the use of coordinates, latitude or longitude designations will be used instead.
- When a grid reference code is used, the names of places which it indicates must not be shown in clear in the same message.

Locations and Points on the Ground

- Locations and points on the ground may be described either:
  - By grid coordinates.
  - By giving the distance and direction from a simple reference point; eg., Crossroads 1,000 yards (or 1,000 meters) southwest of church tower of NAPIERVILLE (square 623.
- In written orders and reports, grid coordinates will always be used the first time the designations, of a point or location is given. Thereafter, coordinate will be gives only whey such repetition ensures greater clarity.

Direction

A direction can be indicated either by two points or by angular measurement reading clockwise from a reference direction. In the latter case, directions will be given as from true, magnetic, or grid north and

the type used wil1 always be specified. The unit of angular measurement used; ie., mils or degrees, is normally specified, but may be omitted when there is no probability of misunderstanding.

Roads. Tracks, and Railways.

- Roads, tracks, and railways will be described by the names of places located on them. Care must be taken to name enough places to make sure that the right road can be identified. The word road, track or railway will proceed, not follow, the place names; eg., road LAPRAIRIE-DELSON, not LAPRAIRIE-DELSON road.
- When movement is involved, the route will be designated by a sequence of points of the rotor named in the direction of movement. When no movement is involved, the sequence of points named will be from left to right or rear to front, assuming that the person designating the route is facing the enemy. Cardinal points may be added if required.

Boundaries

Boundaries will be dated by easily distinguishable terrain feature in the sequence in *which* they occur on the ground. They will be described from rear to front during an advance and from front to rear in defense and withdrawal. If generally parallel to the front; eg., rear boundaries, they will be described from left to right, facing the enemy. Cardinal points may be added if required.

Describing Boundaries

When describing boundaries between units and formations, the words inclusive or exclusive will be used. These words should be used before the place to which the refer. The description of a boundary will state specifically to which unit or formation an area or a point is inclusive or exclusive**.** For example:

1st and 2d battalion are advancing together. The interbattalion boundary will, therefore, be described from rear to front. The most concise way of listing the various references comprising the boundary is to link them with one of the units/formations concerned, thus:

Boundary(ies)	exclusive LAPRAIRlE	6134
1st Battalion	exclusive Crossroads	621352
	inclusive Wood	624366
	exclusive Road LAPRAIRIE-DELSON	5238

Areas

An area will normally be described by taking the northernmost polar first and giving the remaining points in clockwise order.

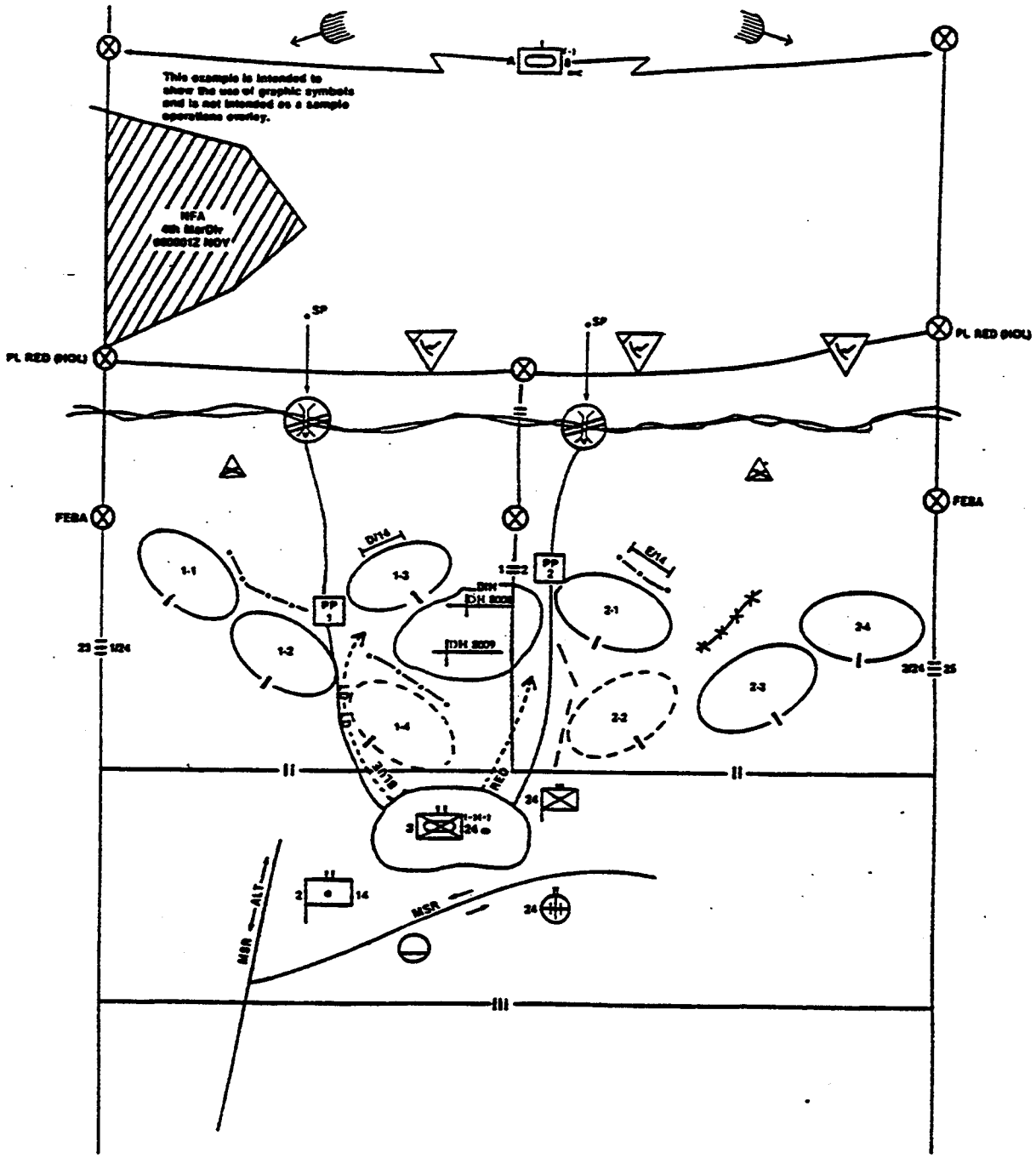
Positions

Positions will be described from left to right and front to rear facing the enemy. To avoid confusion, cardinal points may be used to describe flanks, rather than right or left.

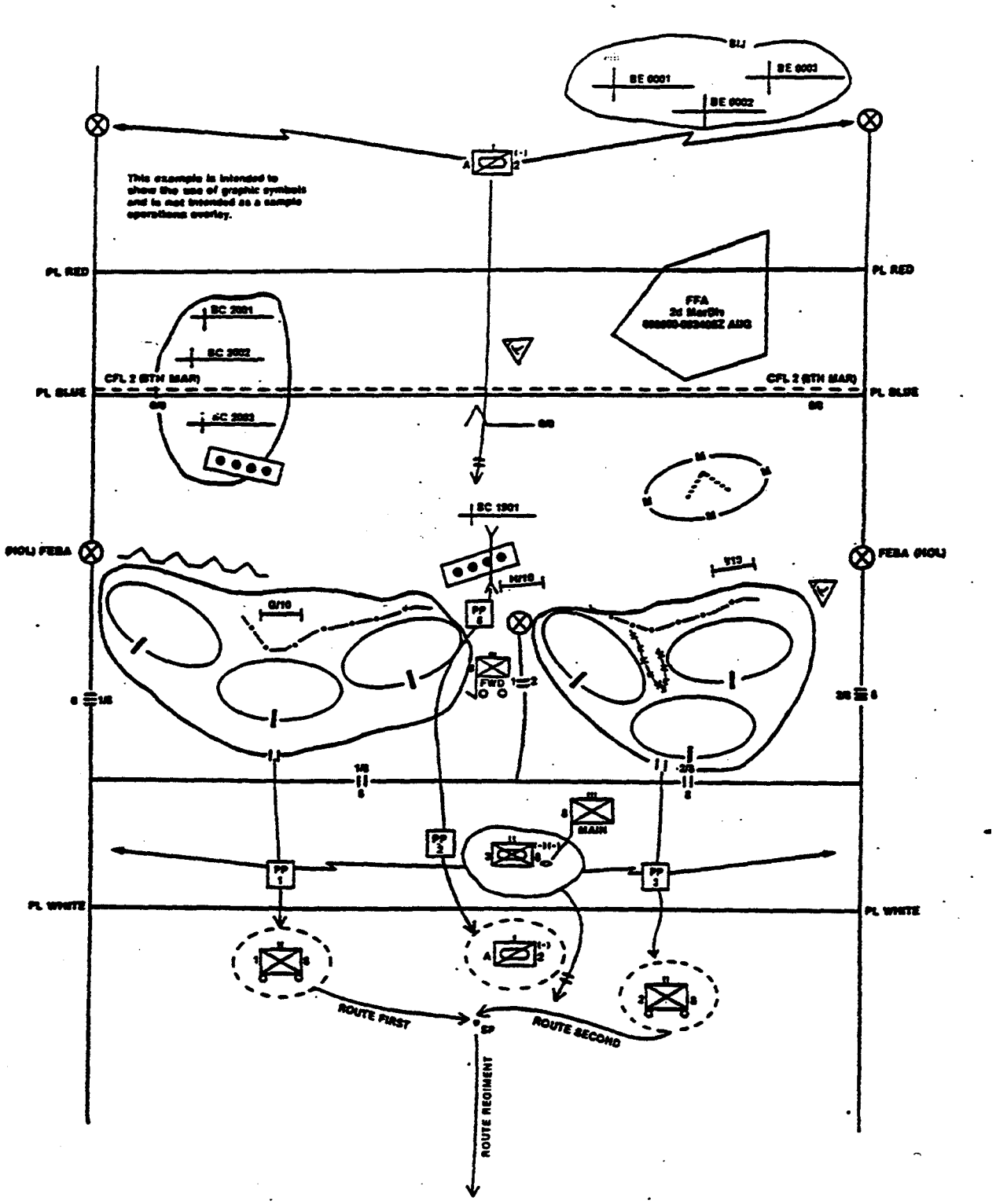
SAMPLE OVERLAYS

- a. Sample Overlay for an Attack.
- b. Sample Overlay for a Defense.
- c. Sample Overlay for a Withdrawal.

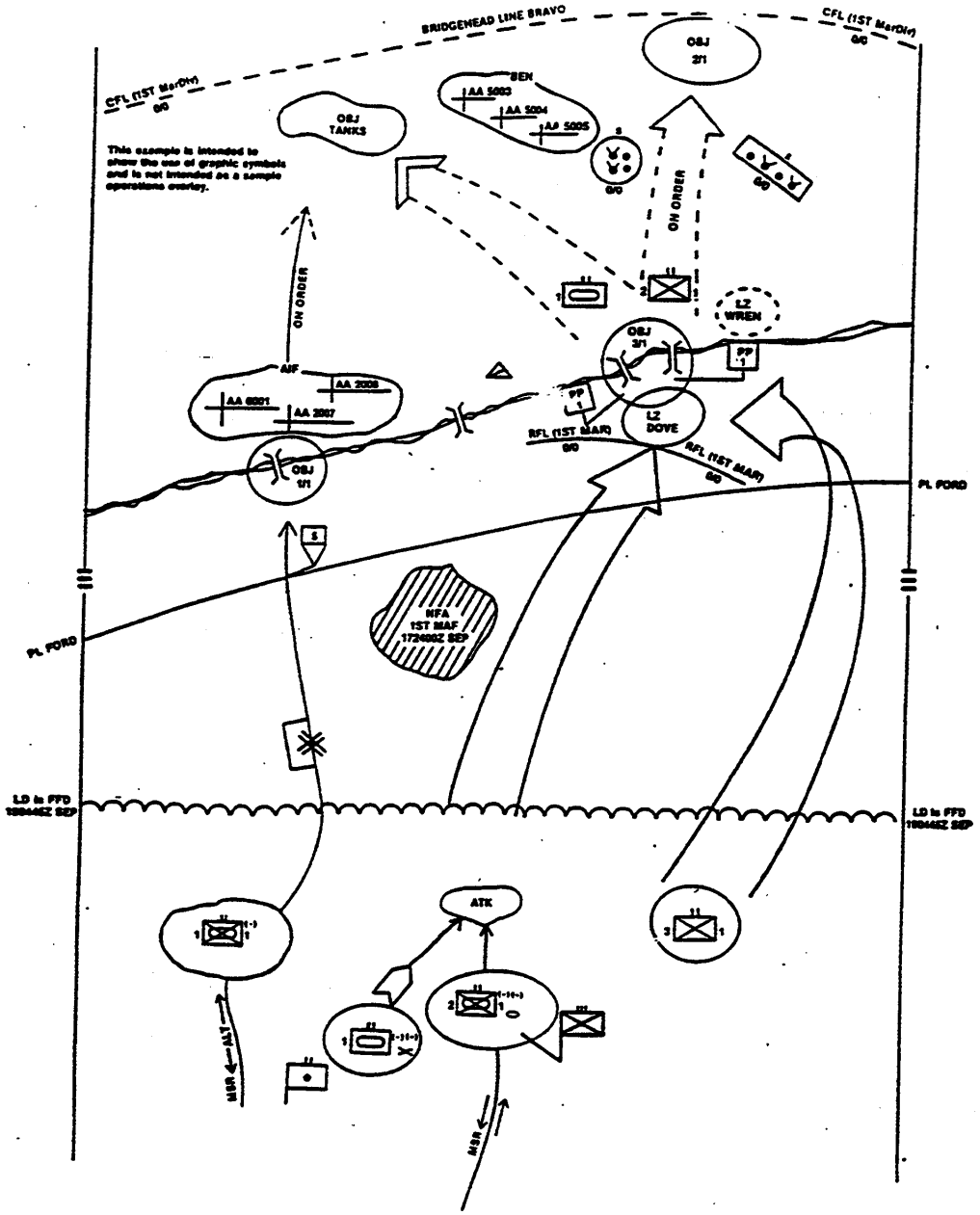
Sample Overlay for a Defense



Sample Overlay for a Withdrawal



Sample Overlay for an Attack



APPENDIX B
COMMUNICATIONS EQUIPMENT

To provide SOPs for the establishment of communication systems for MP operations and COMSEC.

Systems will be designed to support communication between the MP tactical CP, HHQ, and subordinate static/mobile post. A communication link will be established with HN/local enforcement agencies as required.

PROCEDURES

Assumptions

Communications Chief

- The MP communications chief will ensure the following tasks and responsibilities are conducted.
- Ensure communication equipment is accounted for and PM conducted.
- Communication equipment maintenance will be performed on a weekly basis.
- Provide the necessary proficiency training to company personnel to ensure they can maintain, operate, and communicate properly with each piece of communications equipment used by this company.
- Provide a net control station (NCS) for the tactical CP.
- Ensure required Communications Security Material System (CMS) material is available in sufficient quantity to maintain effective COMSEC during the operation.
- Coordinate with HHQs concerning operating frequencies and communication policies, which could influence the operation.
- Ensure frequencies, call signs, and authentication codes are provided to each subordinate unit as required. Positive control measures will be employed to prevent unauthorized disclosure.
- Install, operate, and maintain wire communications as required.
- Ensure communication is maintained throughout the mission. Communication discrepancies will be expeditiously repaired.
- Ensure radio batteries are turned into the communication company battery NCO for proper disposal.

Phonetic Alphabet

For identifying any letter of the alphabet, the standard phonetic alphabet will be used.

COMMAND AND CONTROL SYSTEMS

Pro-words

Pronounceable words or phrases with an assigned meaning, used to expedite communications on both radio and telephone circuits. Pro-words possess no security value and are considered plain language. MPs will be familiar with and utilize pro-words at all times to decrease transmission time and ensure nets do not become crowded with low-priority traffic. The following are some of the most commonly used pro-words:

- ALL AFTER: The portion of the message to which I have reference is all which follows.
- ALL BEFORE: The portion of the message to which I have reference is all that which proceeds.

- BREAK: Indicates the separation of the text from other portions of the message.
- FIGURES: Numerals or numbers to follow.
- I READ BACK: The following is my response to your instructions to read back.
- THIS IS: This transmission is from the station that is identifying itself.
- UNKNOWN STATION: The identity of the station with whom I am attempting to establish communications is unknown.
- WAIT: I must pause for a few seconds.
- OUT: This is the end of my transmission to you and no answer is required or expected.
- OVER: This is the end of my transmission to you and respond as necessary.
- ROGER: I have received your last transmission satisfactorily.
- SAY AGAIN: Repeat (never use "repeat", as this may be confused with the same call for fire command by the net controller for a fire mission) all or part of your last transmission.
- SILENCE: Cease transmission immediately. Silence will be maintained until instructed to resume.
- SILENCE LIFTED: Resume normal transmissions. Silence can be only be lifted by the imposing station or higher authority.
- I SPELL: I will spell the following word phonetically.

Circuit Discipline

Discipline on the radio is important to the success of the mission. The following rules and regulation must be adhered to while operating on a radio.

- No transmission shall be made that has not been authorized by proper authority.
- No violations of imposed radio silence.
- No unofficial conversations between operators.
- No excessive tuning or testing.
- No transmitting operator's personal call sign or name.
- No unauthorized use of plain language.
- No use of other than authorized pro-words.
- No profane, indecent or obscene language.
- All messages will be written down prior to transmission (tempo depending).
- Transmission will be kept to the minimum possible length.
- Prior to transmission, operators will listen to the net traffic to ensure their transmissions do not interfere with other station's transmissions.

PREVENTATIVE MEASURES

General

- The following tactical measures should be taken in consideration when transmitting or receiving on radio nets.
- Keep radio transmissions to a minimum.
-
- Use pro-words as much as possible.
- Use alternate means of communication when possible.
- Use Cryptographic equipment and fills to secure transmissions.
- Change frequencies, call signs, and operation codes daily.

- f. Use an encryption sheet to pass potentially compromising information over uncovered nets. Such information might be grid coordinates, casualties, and time of attack.
- Conduct authentication procedures.

AUTHENTICATION AND ENCRYPTION

General

Authentication is the means by which a station may establish its authenticity. Authentication systems are designed to protect communication systems against fraudulent transmission, enable transmitting stations to distinguish between authentic and bogus stations. Message authentication will be used routinely on all NON-SECURE circuits. Encryption is a means of coding messages decipherable only by individuals with a communications-electronics operating instructions (CEOI).

When to Authenticate

- Any station suspects imitative deception on any circuit. Authentication may be advisable on encrypted circuits to ensure a message has not been falsified.
- Challenged to authenticate.
- Directing radio silence or breaking radio silence. Radio silence will not be broken just to authenticate.
- Transmitting operating instructions which affect the military situation.

Authentication and Encryption Procedure

- Challenge and replay authentication.
  - A challenge consists of two letters randomly selected. The first letter would be found on the set indicator column (far left), and the second letter would be found to the right of the first letter somewhere in the line.
  - The reply to the challenge is the code letter found directly under the second letter of the challenge.
  - If there is no line under the challenge letter, go back to the top of the chart and use the first line.
  - EXAMPLE:

F	MHU	RDX	SIO	JPK
G	FYT	KLO	NBU	SAW

O3J, this is S4M over.

S4M, this is O3J, authenticate "FO", over.

O3J, this is S4M, I authenticate "U", over.

S4M, this is O3J, roger, send your traffic, over.

REMEDIAL ACTIONS

Procedures for Remedial Action

If an MP experiences interference on the net, he will:

- Not assume the station is the target of hostile electronic warfare. The first action conducted should be to remove the radio antenna. If the problem does not continue, the radio operator may assume that the station is being effected by electronic warfare.
- Not announce or indicate he believes he is being jammed.
- Keep operating, but speak slowly and authenticate all stations.
- Send high precedence traffic on another net, but also continue operating on the jammed net.
- Use alternate frequency as a last resort.
- Submit a time of interference, unit affected, frequency(s) affected, type of interference (TUFT) report via a secure net.
  - TUFT Report. This is the format for a meaconing, intrusion, jamming, and interference (MIJI) report used to inform higher authority when experiencing interference.

    T - Time of interference

    U - Unit affected

    F - Frequency(s) affected

    T - Type of interference (jamming, imitative deception)

Bead Window

Routine conversations on non-secure circuits are lucrative sources of information to the enemy. Certain information is more sensitive than others. Essential elements of friend information (EEFI) are specific items of information which could degrade the security of military operations. The BEADWINDOW procedure is a method used to warn users on none secure circuits that they are divulging or about to divulge sensitive information.

- Every effort must be made to avoid disclosure of EEFIs over unsecured circuits.
  - Radio operators will be familiar with BEADWINDOW procedures.
  - A copy of EEFI's will be posted near all uncovered radio circuits.

Bead Window Procedure

- BEADWINDOW reports will be immediately issued by the NCS or any station detecting the disclosure of EEFIs on an unsecured radio circuit.
- The NCS/station monitors/detects a station disclosing EEFIs.
  - The NCS/station immediately makes the following transmission: "(call sign of disclosing station) THIS IS (call sign of reporting station), BEADWINDOW ZERO ONE. OVER".
  - The disclosing station replies: "(reporting station call sign) THIS IS (disclosing station call sign) ROGER, OUT."
  - There is no discussion of the BEADWINDOWS infraction over an unsecured circuit. If it is necessary to discuss the infraction, it will be done over a secure circuit.
- Current EEFIs
  - Friendly or enemy positions. Movement or intended position movement. Position, course, speed, altitude, or destination of any air, sea, or ground unit.
  - Friendly or enemy capabilities or limitations: Capabilities composition or identity. Capabilities, limitations, or significant casualties to special equipment. Weapons systems, sensors, unit or personnel. Percentages of fuel/ammunition remaining.
  - Friendly or enemy operations, intentions, progress, or operational results: Information pertaining to assault objectives, mission participants, or logistical intentions.

- Friendly or enemy intentions, progress, results, or reports concerning electronic warfare or countermeasures.
- Friendly or enemy key personnel: Movement, location, identity of flag officers, distinguished visitors, etc..
- Friendly or enemy COMSEC procedures: Linkage of codes or code words with plain language. Compromise of changing frequencies or line numbers. Compromise of encrypted/classified call signs. Incorrect authentication procedures.
- Inappropriate transmissions: Other information transmitted over a circuit requiring greater security protection.

- Gingerbread. A procedural term used to warn net operators that enemy forces are attempting net intrusion through Imitative Electronic Deception (ICD). This procedure may also be used to if the situation warrants (i.e., crypto gear has been reported stolen, lost or captured).

Gingerbread Procedures

- GINGERBREAD is the term used to warn net operators that enemy forces are attempting net intrusion through ICD.
- Enemy radio operators can be exceptionally adept at entering our circuits. Radio operators/supervisors must be constantly alert for signs of ICD.
- When an operator suspects intrusion or irregularities in net procedures, the operators will:
  - a. Announce "GINGERBREAD" on the net.
  - b. Use authentication to verify the authenticity of stations passing/receiving on the net, especially for messages which are directive in nature.
  - c. Make an appropriate logbook entry.
  - d. Notify the watch supervisor and the S-6 immediately.
- Covered voice radio circuits are usually exempt from the "GINGERBREAD" procedures. However, "GINGERBREAD" procedures may be used if the situation warrants i.e., crypto gear has been reported stolen, lost, or captured.

COMMUNICATIONS EQUIPMENT

To familiarize Marines with the capabilities and applications of communications gear by establishing step by step instructions for operating and maintaining gear.

AN/PRC-119

Man-packed VHF SINCGARS radio.

Frequency Range:	30.000 - 87.975 MHz
Channels:	2320
Channel Bandwidth:	25 - kHz increments
Preset Channels:	Six plus cue and manual frequency settings
Operating Modes:	Cipher / Plain Text / Data / Frequency Hopping
Operating Range:	5-10 Kilometers or 3-5 Miles
RF Power Output:	Four variable settings: 500 MW / 160 MW / 4 W / 50 W
Power Source:	BA-5590

- SL-3 Components:
  - Man pack antenna, AS 3683
  - Receiver-transmitter, RT-1523B
  - Handset, H-250
  - Battery box, CY-8523A
  - Battery, BA-5590
  - ALICE pack
  - Man pack antenna, AS-4266
- Set-up procedures:
  - Clean all connection surfaces.
  - Open battery cover, and insert BA-5590 battery. Re-secure battery cover.
  - Unscrew antenna cover, and screw in desired antenna.
  - Push H-250 handset onto one of the handset sockets.
- Trouble Shooting:
  - Clean all connectors with eraser.
  - Check battery life.
  - Check tightness of all connections.
  - Check line of sight (LOS) to nearest radio for obstructions/out of range?

AN/VRC-88

AN/VRC-88 is mounted in a vehicle mount with a powered antenna.

Frequency Range:	30.000 - 87.975 MHz
Channels:	2320
Channel Bandwidth:	25 - kHz increments
Preset Channels:	Six plus CUE and Manual frequency settings
Operating Modes:	Cipher / Plain Text / Data / Frequency Hopping
Operating Range:	10-40 km with amplifier
RF Power Output:	Four variable settings: 500 MW / 160 MW / 4 W / 50 W
Power Source:	Vehicle power

- SL-3 Components:
  - Vehicular antenna AS-3900 series
  - Loudspeaker LS-671/U
  - Receiver/transmitter RT-1523 (C)/U
  - Control-monitor (optional)
  - CVC helmet VIC-2 (Optional)
  - Handset H-250/U
  - Amplifier-adapter
  - Alternate loudspeaker LS-671/U
  - Mounting base MT-6352/VRC
  - Cable assembly, special purpose electrical W-4
  - Cable assembly, radio frequency CG-3855/VRC
  - Cable assembly, special purpose electrical W-2

- Carrying case, radio
- Antenna, man pack AS-3683/PRC
- Battery box CY-8523A/PRC

- Set-up procedures:
  - Insert receiver/transmitter (R/T) into mounting bracket, connecting sockets.
  - Mount amplifier-adapter in the mounting base.
  - Attach W-4 cable from R/T to amplifier-adapter.
  - Install loudspeaker on mounting bracket.
  - Connect CG-3855 cable to antenna lead.
  - Install handset/CVC helmet/earphones.
  - Install antenna.

Trouble Shooting. See AN/PRC-119

AN/MRC-145

Twin boosted very high frequency (VHF) radio mounts with an SL-3 M-1038 HMMWV.

Frequency Range:	30.000 - 87.975 MHz
Channels:	2320
Channel Bandwidth:	25 - kHz increments
Preset Channels:	Six plus CUE and manual frequency settings
Operating Modes:	Cipher / Plain Text / Data / Frequency Hopping
Operating Range:	10-40 km
RF Power Output:	Four variable settings: 500 MW / 160 MW / 4 W / 50 W
Power Source:	Vehicle power

- SL-3 Components:
  - Two (2) Vehicular antenna AS-3900 series
  - Loudspeaker LS-671/U
  - Two (2) Receiver/Transmitter RT-1523 (C)/U
  - Control-Monitor (optional)
  - CVC Helmet VIC-2 (Optional)
  - Handset H-250/U
  - Amplifier-adapter
  - Power amplifiers AM-7238
  - Alternate loudspeaker LS-671/U
  - Mounting Base MT-6352/VRC
  - Two (2) Cable assembly, special purpose electrical W-4
  - Two (2) Cable assembly, radio frequency CG-3855/VRC
  - Two (2) Cable assembly, special purpose electrical W-2

- Set-up procedures:
  - Insert R/Ts into mounting brackets, connecting sockets.
  - Mount amplifier-adapters in the mounting base.
  - Attach W-4 cable from R/T to amplifier-adapter.
  - Mount one power amplifier into amplifier adaptor, one into the power amplifier mount.
  - Install loudspeakers on mounting bracket.

- Connect both CG-3855 cable to antenna lead.
- Install handset/CVC helmet/earphones.
- Install antennas.

AN/GRA-39

Provides the capability of remotely controlling a radio set up to a distance of two (2) miles, using standard field wire. The AN/GRA-39 provides three types of operations: telephone communications between the remote and local control unit operators, radio transmission and reception from the remote control position, as well as a buzzer system to alert one another.

- SL-3 Components.
  - C-2328 - Remote control unit
  - C-2329 - Local control unit
  - H-250 - Handset
  - CW-598 - arrying bag, cotton
  - Sling, - carrying (2) Canvas strips
- Setup
  - Install 6 BA-3030 (D-cell batteries) in the local unit.
  - Install 6 BA-3030 in the remote unit.
  - Connect the remote unit to the local unit using standard field wire.
  - Connect the remote unit to the AN/PRC-119 with the audio connector from the remote unit to the audio connector on the AN/PRC-119.
  - Turn "ON" the remote and the local unit.
  - Attempt a line check with the radio operator at each end.
  - Attempt a radio check on the net.
- Troubleshooting
  - Ensure the common field wire is connected at both ends.
  - Clean audio connectors on the AN/PRC-119, local unit, and remote unit.
  - Ensure all connectors are properly connected.
  - Ensure both units are "ON".
  - Ensure batteries are not dead. Listen for side tone in handset.
  - Spin batteries in bottom of both units if batteries are new.

OE-254

Long range field antenna.

AN/PIQ-5

Portable public address system that permits amplifying the human voice sufficiently so commands or instructions may be understood by personnel over distances too far for the unaided voice to be understood, or in locations where noise interferes with message intelligibility. Commonly known as a bullhorn.

- SL-3 Components
  - Bullhorn
  - Carrying case
  - Hand microphone with cable connected to bullhorn.
- Setup procedures.

- Install ten (10) BA-3030 batteries into the back of the AN/PIQ-5 by taking the back plate off and following the instructions on the inside of the plate.
- Replace the back plate.
- Depress the trigger switch in the handle or push the button on the hand microphone.
- Adjust the volume. The volume button is located on the hand microphone.

- Troubleshooting.
  - Ensure batteries are installed correctly.
  - Ensure volume is high enough.
  - Replace batteries if needed.

TA-312

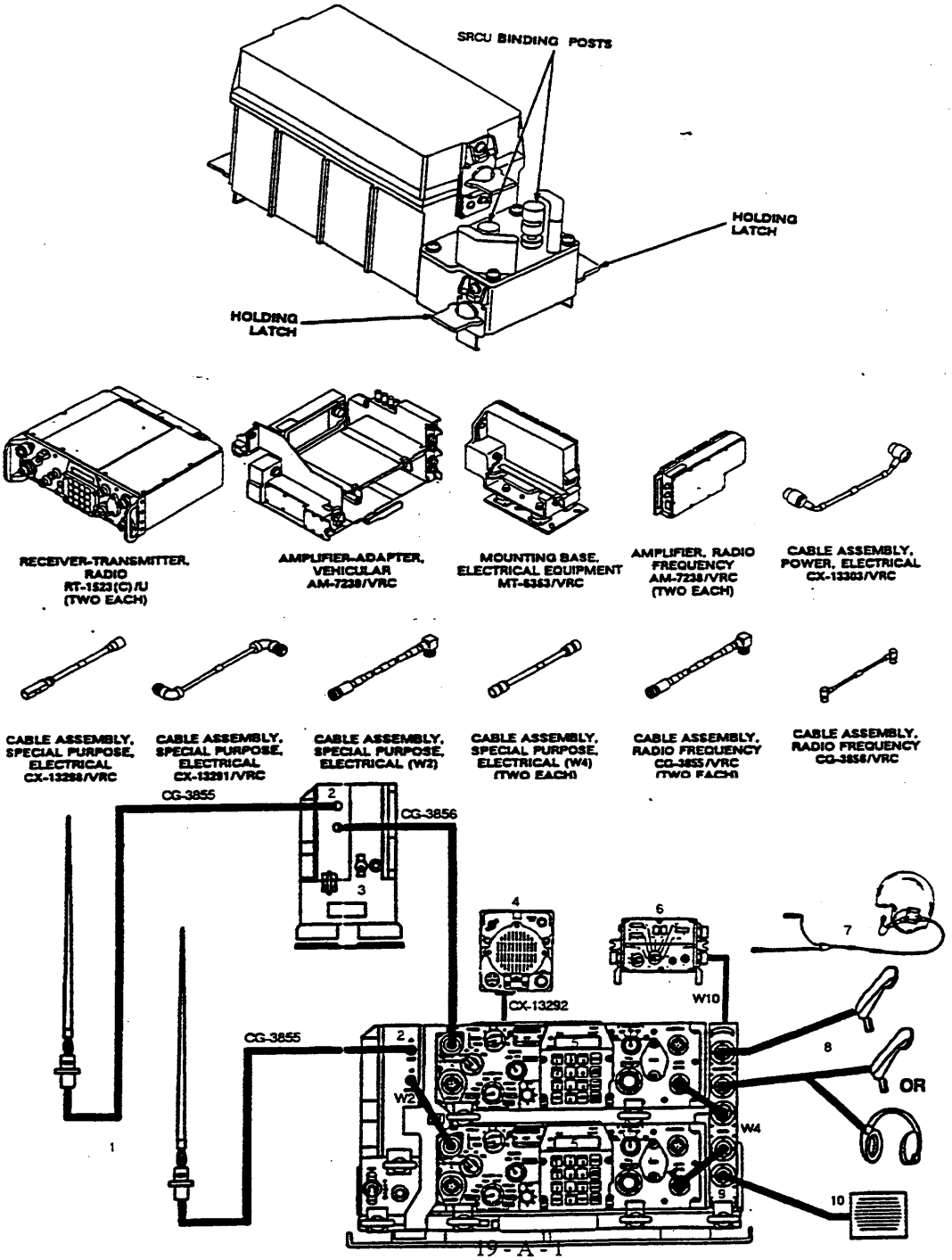
A two-wire, battery operated field telephone. It can be used in a series with other TA-312s ("gun loop"), TA-312 to TA-312 to switchboard.

- SL-3 Components.
  - TA-312
  - Carrying case
  - Strap, cotton web

- Setup Procedures.
  - Open the battery compartment cover and latch positioned on the top and in the middle of the phone.
  - Install two BA-3030 batteries.
  - Close the battery compartment cover and latch.
  - Ensure the internal-external switch is in the proper position. Internal is BA-3030 power, external is for an outside power source.
  - Connect the line binding posts with common field wire that is connected to another phone or a switchboard.
  - Turn the hand generator positioned on the side at least six (6) times. This sends a signal to the other piece of equipment (TA-312, switchboard) at the other end of the common field wire.
  - Pick up the handset and press the push-to-talk button and attempt to talk.

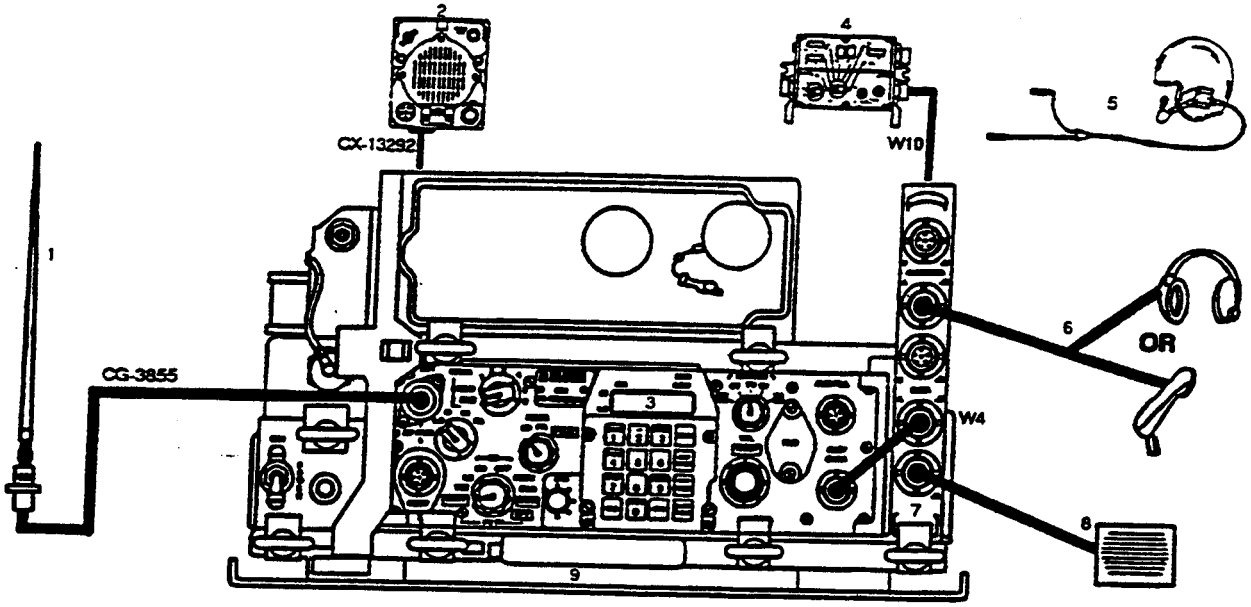
- Troubleshooting.
  - Ensure batteries are good by listening for side tone in handset.
  - Ensure one battery is facing up and one battery is facing down.
  - Change batteries if they are bad.
  - Ensure line-binding posts are connected to the common field wire.
  - Ensure the external-internal switch is in the correct position.

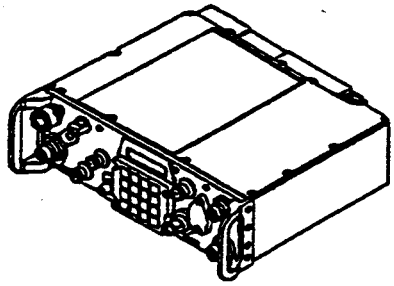
1 # COMMUNICATIONS EQUIPMENT



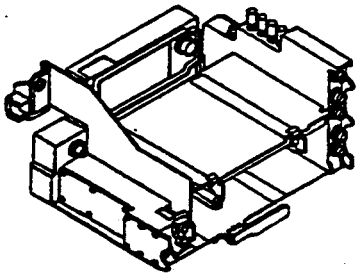
19 - A - 1

2

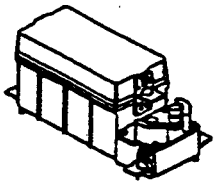




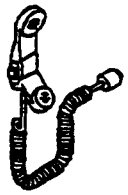
RECEIVER-TRANSMITTER, RADIO RT-1523(C)/U



AMPLIFIER-ADAPTER, VEHICULAR AM-7239/VRC

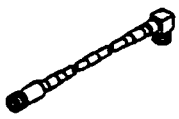


BATTERY BOX CY-8523A/PRC

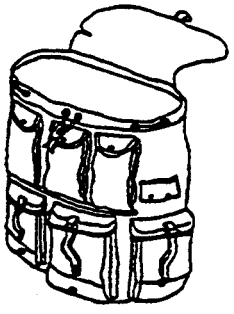


HANDSET H-250/U

CABLE ASSEMBLY, SPECIAL PURPOSE, ELECTRICAL (W4)



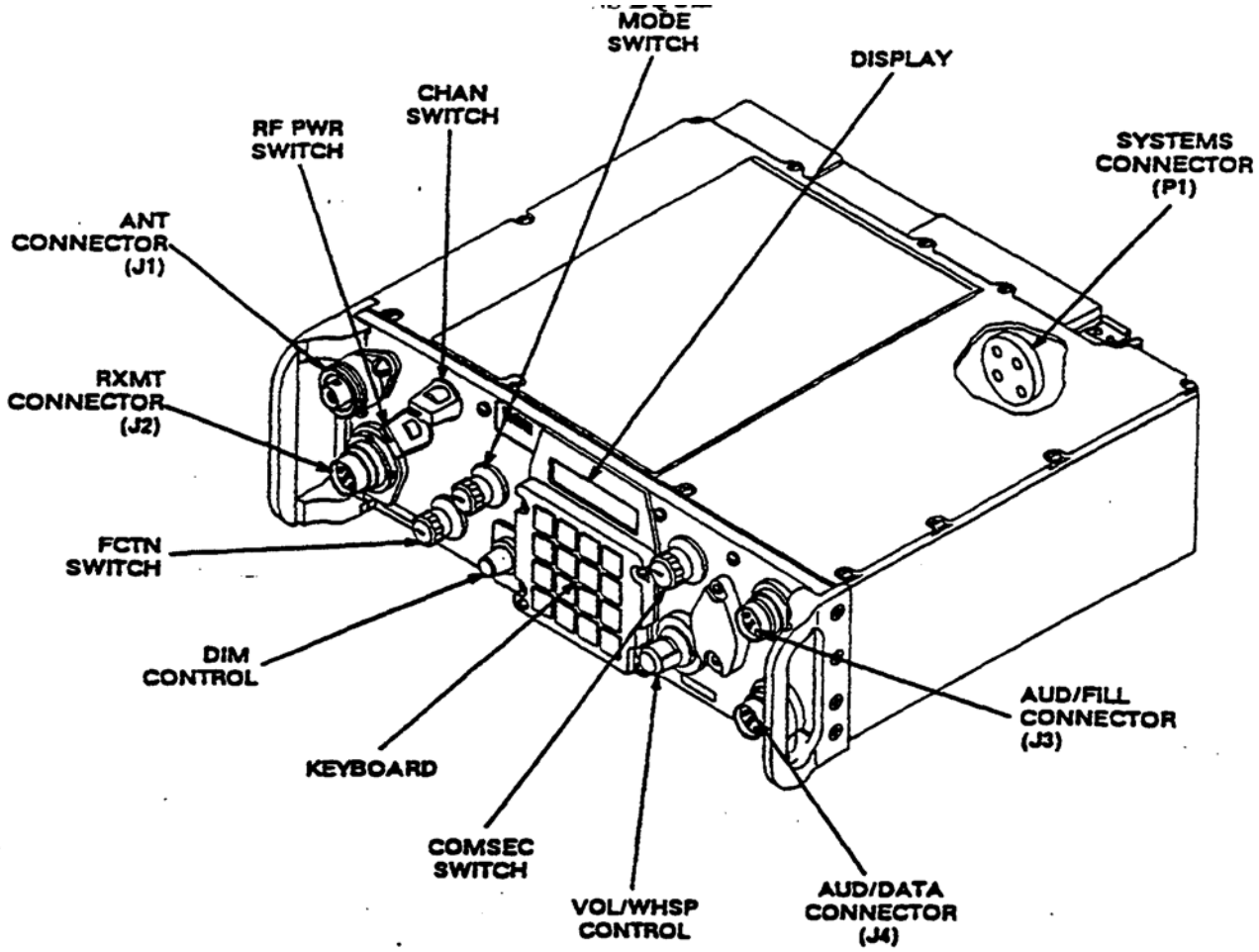
CABLE ASSEMBLY, RADIO FREQUENCY CG-3855/VRC

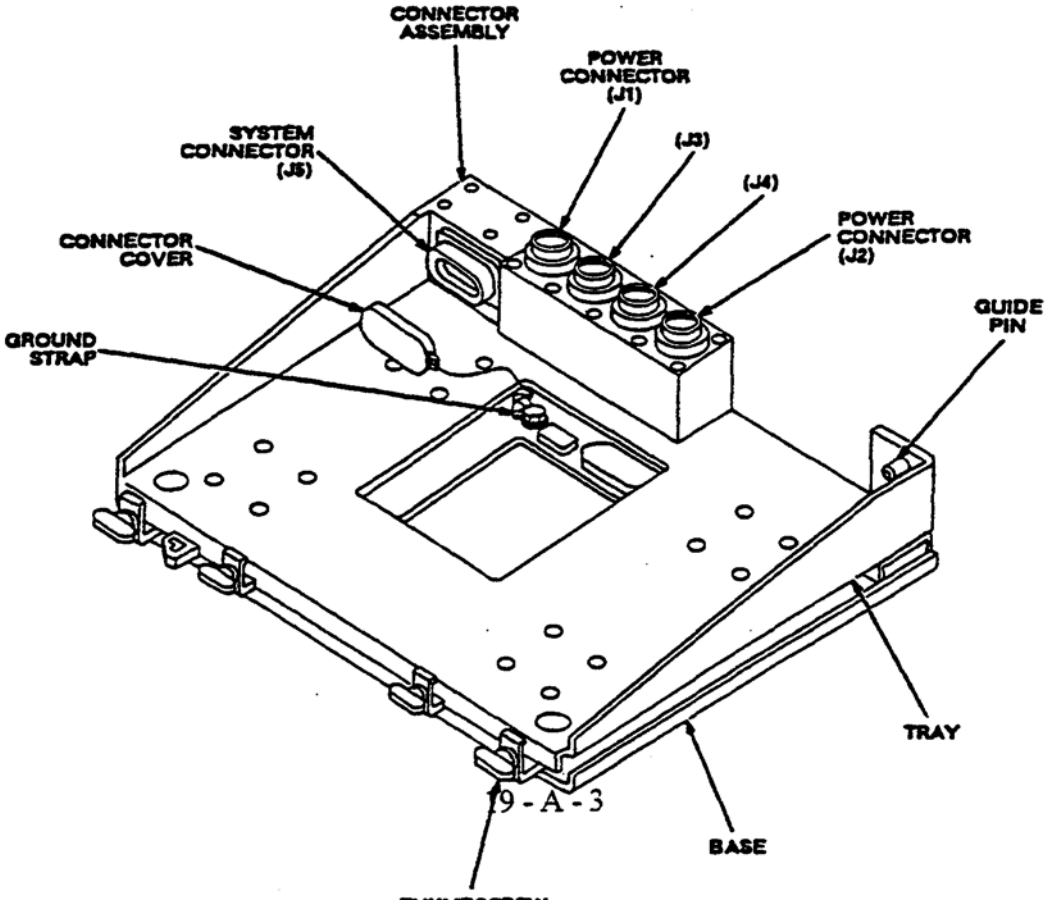


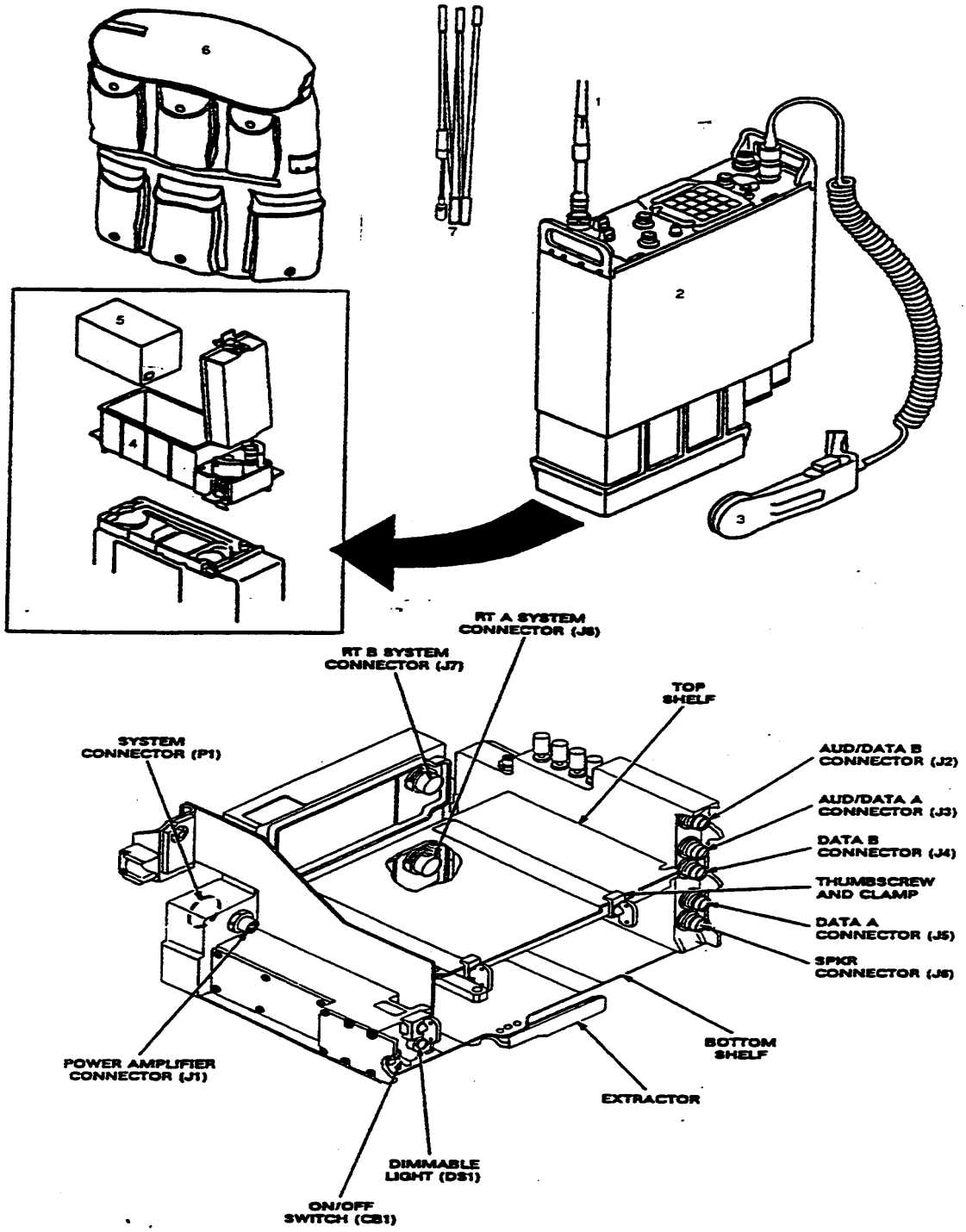
CARRYING CASE, RADIO

ANTENNA, MANPACK AS-3883/PRC

1


MODE SWITCH
DISPLAY
CHAN SWITCH
RF PWR SWITCH
SYSTEMS CONNECTOR (P1)
ANT CONNECTOR (J1)
RXMT CONNECTOR (J2)
FCTN SWITCH
DIM CONTROL
KEYBOARD
COMSEC SWITCH
VOL/WHSP CONTROL
AUD/FILL CONNECTOR (J3)
AUD/DATA CONNECTOR (J4)


CONNECTOR ASSEMBLY
POWER CONNECTOR (J1)
SYSTEM CONNECTOR (J5)
(J3)
(J4)
CONNECTOR COVER
POWER CONNECTOR (J2)
GUIDE PIN
GROUND STRAP
TRAY
BASE


6
7
1
2
3
5
4
RT A SYSTEM CONNECTOR (J6)
RT B SYSTEM CONNECTOR (J7)
TOP SHELF
SYSTEM CONNECTOR (P1)
AUD/DATA B CONNECTOR (J2)
AUD/DATA A CONNECTOR (J3)
DATA B CONNECTOR (J4)
THUMBSCREW AND CLAMP
DATA A CONNECTOR (J5)
SPKR CONNECTOR (J6)
BOTTOM SHELF
POWER AMPLIFIER CONNECTOR (J1)
EXTRACTOR
DIMMABLE LIGHT (DS1)
ON/OFF SWITCH (CB1)

1
2

APPENDIX C

INDIVIDUAL'S ACKNOWLEDGMENT OF SPECIFIC INSTRUCTIONS FOR ARMED SECURTITY AND LAW ENFORCEMENT PERSONNEL REGARDING THE USE OF FORCE

_____	_____	_____	_____
Print Name (Last, First, MI)	Rank	SSN	Date

Acknowledge your understanding of each statement by placing your initials in the space provided.

1. **Circumstances for which Deadly Force is Authorized**. I am justified in using the boa with which I am armed to apply deadly force only under conditions of extreme necessity, when all other means have failed or cannot be reasonably employed and only as a last resort. If such is the case, I may use deadly force:

a.____ To protect myself or others if I reasonably believe that I or they are in imminent danger of death or serious bodily harm.

b.____ To prevent acts which or the escape of those who reasonably appear to me to threaten property or information designated by my commanding officer as vital to national security.

c.____ To prevent the actual theft or sabotage of property that is, of itself, dangerous to others (i.e., explosives, weapons, ammunitions, etc.), when it appears reasonably necessary to do so.

d.____ To prevent or interrupt the commission of a serious offense involving violence which threatens death or serious bodily harm and is a continued threat to the safety of others.

e.____ To effect the apprehension or prevent the escape of an individual when *there* is probable cause to believe that he has either committed a serious offense involving violence or threatened death or serious bodily harm and is a continued threat to the safety of others.

f.____ When it appears reasonably necessary to prevent the escape of a prisoner provided I have probable cause to believe that the escaping prisoner poses a threat of serious bodily harm to security/ law enforcement personnel or others.

2. **Additional Specific Instructions**.

a.____ I will obey the orders of competent authority to employ deadly force when:

(1) Provided with sufficient information to determine that the circumstances warrant the application of deadly force.

(2) There is clear identifying information on the individual against whom deadly force is to be applied.

b.____ I will not fire my weapon if I might injure innocent bystanders, unless fired in protection of nuclear weapons.

c.____ I am prohibited from firing warning shots.

d.____ I will remove my pistol from my holster only when:

(1) The use of deadly force is imminent, or to affect the apprehension of a suspect I believe to be armed or dangerous, or to gain control of a dangerous situation.

(2) Firing at the range or accomplishing other required training.

(3) Ordered to do so by competent authority.

(4) Returning it to storage.

(5) Cleaning it in an authorized area.

e.____ I will chamber a round in my rifle or shotgun only when:

(1) The use of deadly force is imminent or to affect the apprehension of a suspect I believe to be armed or dangerous, or to gain control of a dangerous situation.

(2) Firing at the range or accomplishing other required training.

(3) Ordered to do so by competent authority.

f.____ I will not point any firearm at any person, except:

(1) When confronted with a situation in which deadly force would be authorized.

(2) During on-duty reaction drills, only after I have checked the firearm and it has also been checked by my supervisor to ensure that no rounds are in the weapon.

g.____ If I chamber a round in a rifle or shotgun, or remove my pistol frown the holster, proper notifications will be made and a statement of force form will be completed. I may chamber a round *or* remove my pistol from its holster and point my weapon at someone:

(1) If directed by or after obtaining permission from competent authority.

(2) If confronted with a situation in which deadly force would be authorized, and the situation does not allow time to obtain permission.

h.____ When clearing a firearm, I *will* follow current policies and procedures pertaining to firearms handling, clearing, and safety. I will ensure that:

(1) No weapon is cleared without a supervisor (corporal or above) present and clearing is accomplished only in the designated area (i.e., clearing barrel).

(2) When drawing a weapon from the armory/arms room, rounds will not be drawn until the weapon is property cleared.

(3) When returning a weapon to the armory/arms room, rounds will always be properly accounted for and turned in prior to clearing the weapon, unless a round has been chambered.

(4) Any violation of these policies or procedures is immediately reported to the proper authority.

i.____ I am prohibited from using a privately owned firearm or ammunition on duty.

j.____ During training exercises and testing, I will check my firearm and have it double checked by a supervisor, to ensure that no live rounds are in the weapon and that there is no magazine inserted in the weapon.

k.____ I will comply with these principles when using nonlethal weapons or techniques such as handcuffs, baton, chemical spray, military working dog, motor vehicle, etc, in such a manner that could cause death or serious bodily harm.

Acknowledgement. I have been instructed on the use of deadly force per MCO 5500.6E and acknowledge that I understand the basic rules for the use of force and weapons safety. I am aware of all areas aboard this installation that have been designated by the commanding officer as vital to national security for which the use of deadly force may be authorized.

_____ _____

Date Signature

APPENDIX D
EVACUATION DEBARKATION FORM

Name (Family may be grouped on one sheet):_____

Age/Sex and Relationship:_____

Citizenship Room/Compartment:

Occupation:_____

Name of Employer:_____

Home of Record:_____

In the event of accident/disaster, please notify (next of kin):

_____

Complete Name:_____

Relationship:_____

Complete Address:_____

Phone Number:_____

Injury/Disease:_____

Any entry in this space will be brought to the attention of a member of the medical section immediately.

Original and one copy retained by registration section. One copy to US embassy/consulate officer; one copy to OIC embarkation section; and one copy to ship concerned.

APPENDIX E
LIST OF REPORTS

BRIDGE SITUATION

Addressee:_____ "THIS IS" _____ Originator. "BRIDGE SITUATION, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Map sheet)			
BRAVO: (Date and time of information collected)			
CHARLIE: (Location [UTM grid])			
DELTA: (Type of bridge [use symbols])			
ECHO: (Single flow classification)			
FOXTROT: (Double flow classification)			
GOLF: (Physical condition of bridge)			
HOTEL: (Minimum width of traveled way)			
INDIA: (Overhead clearance)			
JULIET: (Bypasses)			
KILO: (Other significant information)			
DTG: (Date-time group of message)			"OVER".

DAM AND SLUICE REPORT

Addressee:_____ "THIS IS" _____ Originator. "DAM AND SLUICE REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Map sheet)			
BRAVO: (Date and time of information collected)			
CHARLIE: (Location [UTM grid])			
DELTA: (Type)			
ECHO: (Dimensions)			
FOXTROT: (Condition)			
GOLF: (Additional information)			
DTG: (Date-time group of message)			"OVER".

ENEMY DEMOLITION REPORT

Addressee:_____ "THIS IS" _____ Originator. "ENEMY DEMOLITION'S REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Map sheet)			
BRAVO: (Date and time of information collected)			
CHARLIE: (Location [UTM grid])			
DELTA: (Type of target destroyed)			
ECHO: (Size of gap)			
FOXTROT: (Possible bypass routes and necessary time and gear to bypass)			
GOLF: (Other information useful for crossing)			
HOTEL: (Enemy weapons or surveillance bearing on site)			
DTG: (Date-time group of message)			"OVER".

ENEMY MINEFIELD/UNIDENTIFIED MINEFIELD

Addressee:_____ "THIS IS" _____ Originator. "ENEMY MINEFIELD/UNIDENTIFIED MINEFIELD, OVER."

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Map sheet)			
BRAVO: (Date and time of information collected)			
CHARLIE: (Location [UTM grid])			
DELTA: (Grid reference of extremities)			
ECHO: (Depth of minefield)			
FOXTROT: (Enemy surveillance bearing on minefield)			
GOLF: (Estimated time to clear minefield)			
HOTEL: (Estimated material and equipment to clear minefield)			
INDIA: (Routes for bypassing minefield, if any)			
JULIET-YANKEE: (Grid reference of lanes [entry and exit], if any)			
ZULU: (Other information about minefield)			
DTG: (Date-time group of message)			"OVER".

ENEMY PRISONER OF WAR REPORT

Addressee:_____ "THIS IS" _____ Originator. "EPW REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Number of EPWs captured since last report/cumulative total)			
BRAVO: (Number of civilian internees held since last report/cumulative total)			
CHARLIE: (Number of civilian internees detained since last report/cumulative total)			
DELTA: (Number of unaccompanied minors [less than 18 years old] held/detained since last report/cumulative total)			
ECHO: (Nationality of EPWs captured since last report/cumulative total)			
FOXTROT: (Armed service of EPWs captured since last report/cumulative total)			
GOLF: (Number of EPWs evacuated since last report/cumulative total)			
HOTEL: (Number of EPWs by nationality awaiting evacuation within last 24 hours)			
INDIA: (Name and place to be evacuated to)			
JULIET: (Number of EPWs in US medical channels)			
KILO: (Number of EPWs in US intelligence channels)			
LIMA: (Number of EPWs located at specific locations)			
MIKE: (Number of EPW losses since last report/cumulative total)			
NOVEMBER: (Unit that captured EPW, how obtained if not captured since last report)			
OSCAR: (Coordinator at site where EPWs are held)			
PAPA: (Name/unit requesting EPW evacuation)			
QUEBEC: (Location/time number of EPW to evacuation)			
ROMEO: (Point of contact [name, rank, title, phone, etc])			
DTG: (Date-time group of message)			"OVER".

FERRY SITUATION

Addressee:_____ "THIS IS" _____ Originator. "FERRY SITUATION, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Map sheet)			
BRAVO: (Date and time of information collected)			
CHARLIE: (Location [UTM grid])			
DELTA: (Military load classification of approaches)			
ECHO: (Possibilities of concealment and cover)			
FOXTROT: (Width of water obstacle)			
GOLF: (Depth of water at the banks to include tidal information)			
HOTEL: (Stream velocity)			
INDIA: (Slope on bank approaches and bank conditions)			
JULIET: (Holding area for road and water transport)			
KILO: (Additional information [max # of rafts, existing equipment, etc])			
DTG: (Date-time group of message)			"OVER".

FORD REPORT

Addressee:_____ "THIS IS" _____ Originator. "FORD REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Map sheet)			
BRAVO: (Date and time of information collected)			
CHARLIE: (Location [UTM grid])			
DELTA: (Minimum width)			
ECHO: (Maximum depth)			
FOXTROT: (Steam velocity)			
GOLF: (Type of bottom)			
HOTEL: (Maximum percentage of slope on bank entrances and exits)			
INDIA: (Military load classification)			
JULIET: (Other information)			
DTG: (Date-time group of message)			"OVER".

MEDEVAC REQUEST

Addressee:_____ "THIS IS" _____ Originator. "MEDEVAC REQUEST, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Urgent – must be moved immediately to save life or limb or to prevent a complication of a serious illness)			
BRAVO: (Priority – requires prompt medical care. Must be picked up within 24 hours)			
CHARLIE: (Routine – minor injury, KIA, must be picked up within 72 hours)			
DELTA: (Airborne medical assistance required/not required)			
ECHO: (Pick up coordinates)			
FOXTROT: (LZ frequency and call sign [encrypt if required]))			
GOLF: (LZ secure/not secure)			
HOTEL: (Description of zone)			
INDIA: (Diameter in feet)			
JULIET: (Obstruction height)			
DTG: (Date-time group of message)			"OVER".

NBC 1 REPORT

Addressee:_____ "THIS IS" _____ Originator. "FLASH, FLASH, FLASH NBC1 REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Precedence/Classification)			
BRAVO: (Location of observer)			
CHARLIE: (Direction of attack from observer)			
DELTA: (Date/time beginning of attack)			
ECHO: (Date/time end of attack)			
FOXTROT: (Location of attack)			
GOLF: (Type of agent/attack/burst [air, surface, unknown])			
DTG: (Date-time group of message)			"OVER".

OBSTACLE REPORT

Addressee:_____ "THIS IS" _____ Originator. "OBSTACLE REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Map sheet)			
BRAVO: (Date and time of information collected)			
CHARLIE: (Location [UTM grid])			
DELTA: (Type)			
ECHO: (Enemy weapons that have action on the obstacle)			
FOXTROT: (Additional information)			
DTG: (Date-time group of message)			"OVER".

ROUTE CLOSED REPORT

Addressee:_____ "THIS IS" _____ Originator. "ROUTE CLOSED REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Map sheet)			
BRAVO: (Date and time of information collected)			
CHARLIE: (From grid reference)			
DELTA: (To grid reference)			
ECHO: (Reason for road closure)			
FOXTROT: (Estimated duration)			
GOLF: (Detour from grid [ ] to grid [ ])			
DTG: (Date-time group of message)			"OVER".

ROUTE OPEN REPORT

Addressee:_____ "THIS IS" _____ Originator. "ROUTE OPEN REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Map sheet)			
BRAVO: (Date and time route opened)			
CHARLIE: (From grid reference [ ])			
DELTA: (To grid reference [ ])			
ECHO: (Military load classification # of route)			
FOXTROT: (Minimum width)			
DTG: (Date-time group of message)			"OVER".

1 Route Recon Report

Addressee:_____ "THIS IS" _____ Originator. "ROUTE RECON REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Narrowest width of route expressed in meters or feet)			
BRAVO: (Route type [type X-all weather route, hardtop], [type Y-all weather route limited traffic due to weather, GRAVEL], [type Z-Fair weather route, DIRT])			
CHARLIE: (Military route [LOAD] classification, worst section of road or lowest bridge classification will dictate class)			
DELTA: (Lowest overhead clearance expressed in meters or feet)			
ECHO: (Obstructions. Factors which restrict the type, amount or speed of traffic flow)			
FOXTROT: (Special conditions, snow blockage [T]: flooding [W])			
DTG: (Date-time group of message)			"OVER".

2

3

SALUTE REPORT

Addressee:_____ "THIS IS" _____ Originator. "SALUTE REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Size)			
BRAVO: (Activity)			
CHARLIE: (Location			
DELTA: (Unit)			
ECHO: (Time)			
FOXTROT: (Equipment)			
GOLF: (Remarks, source, evaluation)			
DTG: (Date-time group of message)			"OVER".

SPOT REPORT

Addressee:_____ "THIS IS" _____ Originator. "SPOT REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Unit/event)			
BRAVO: (Date and time of event reported)			
CHARLIE: (Location)			
DELTA: (Unit movement. Objective secured)			
ECHO: (Action taken)			
FOXTROT: (Friendly KIA)			
GOLF: (Friendly WIA)			
HOTEL: (Enemy KIA)			
INDIA: (Enemy KIA)			
JULIET: (EPW)			
KILO: (Detainees)			
LIMA: (Weapons captured)			
MIKE: (Equipment/documents captured)			
DTG: (Date-time group of message)			"OVER".

TUNNEL REPORT

Addressee:_____ "THIS IS" _____ Originator. "TUNNEL REPORT, OVER"

The Addressee answers, and the Originator provides the following information:

FLASH	IMMEDIATE	PRIORITY	ROUTINE
TOP SECRET	SECRET	CONFIDENTIAL	UNCLASSIFIED
ALPHA: (Map sheet)			
BRAVO: (Date and time of information collected)			
CHARLIE: (Location [UTM grid])			
DELTA: (Length)			
ECHO: (Width)			
FOXTROT: (Overhead clearance)			
GOLF: (Gradient)			
HOTEL: (Type of tunnel)			
INDIA: (Condition)			
JULIET: (Bypass)			
KILO: (Other information)			
DTG: (Date-time group of message)			"OVER".

1

ROAD RECONNAISSANCE REPORT
(FM 5-36)

DATE

TO: *(Headquarters ordering reconnaissance)*

FROM: *(Name, grade and unit of officer or NCO making reconnaissance)*

1. MAPS	a. COUNTRY	b. SCALE	c. SHEET NUMBER OF MAPS	2. DATE/TIME GROUP *(Of signature)*

SECTION I - GENERAL ROAD INFORMATION

3. ROAD GRID REFERENCE		4. ROAD MARKING *(Civilian or Military number of road)*	5. LENGTH OF ROAD *(Miles or kilometers, specify)*
FROM	TO		

6. WIDTH OF ROADWAY *(Feet or meters, specify)*	8. WEATHER DURING RECONNAISSANCE *(Include last rainfall, if known)*

7. RECONNAISSANCE	
DATE	TIME

SECTION II - DETAILED ROAD INFORMATION
(When circumstances permit more detailed information will be shown in an overlay or on the mileage chart on the reverse side of this form. Standard symbols will be used.)

9. ALINEMENT *(Check one ONLY)*		10. DRAINAGE *(Check one ONLY)*	
	(1) FLAT GRADIENTS AND EASY CURVES		(1) ADEQUATE DITCHES, CROWN/ CAMBER WITH ADEQUATE CULVERTS IN GOOD CONDITION
	(2) STEEP GRADIENTS *(Excess of 7 in 100)*		
	(3) SHARP CURVES *(Radius less than 100 ft (30m))*		(2) INADEQUATE DITCHES, CROWN/ CAMBER OR CULVERTS, ITS CULVERTS OR DITCHES ARE BLOCKED OR OTHERWISE IN POOR CONDITION
	--DIENTS AND SHARP CURVES		

11. FOUNDATION *(Check one ONLY)*			
	(1) STABILIZED COMPACT MATERIAL OF GOOD QUALITY		(2) UNSTABLE, LOOSE OR EASILY DISPLACED MATERIAL

12. SURFACE DESCRIPTION *(Complete items 12a and b)*

a. THE SURFACE IS *(Check one ONLY)*

	(1) FREE OF POTHOLES, BUMPS, OR RUTS LIKELY TO REDUCE CONVOY SPEED		(2) BUMPY, RUTTED OR POTHOLED TO AN EXTENT LIKELY TO REDUCE CONVOY SPEED

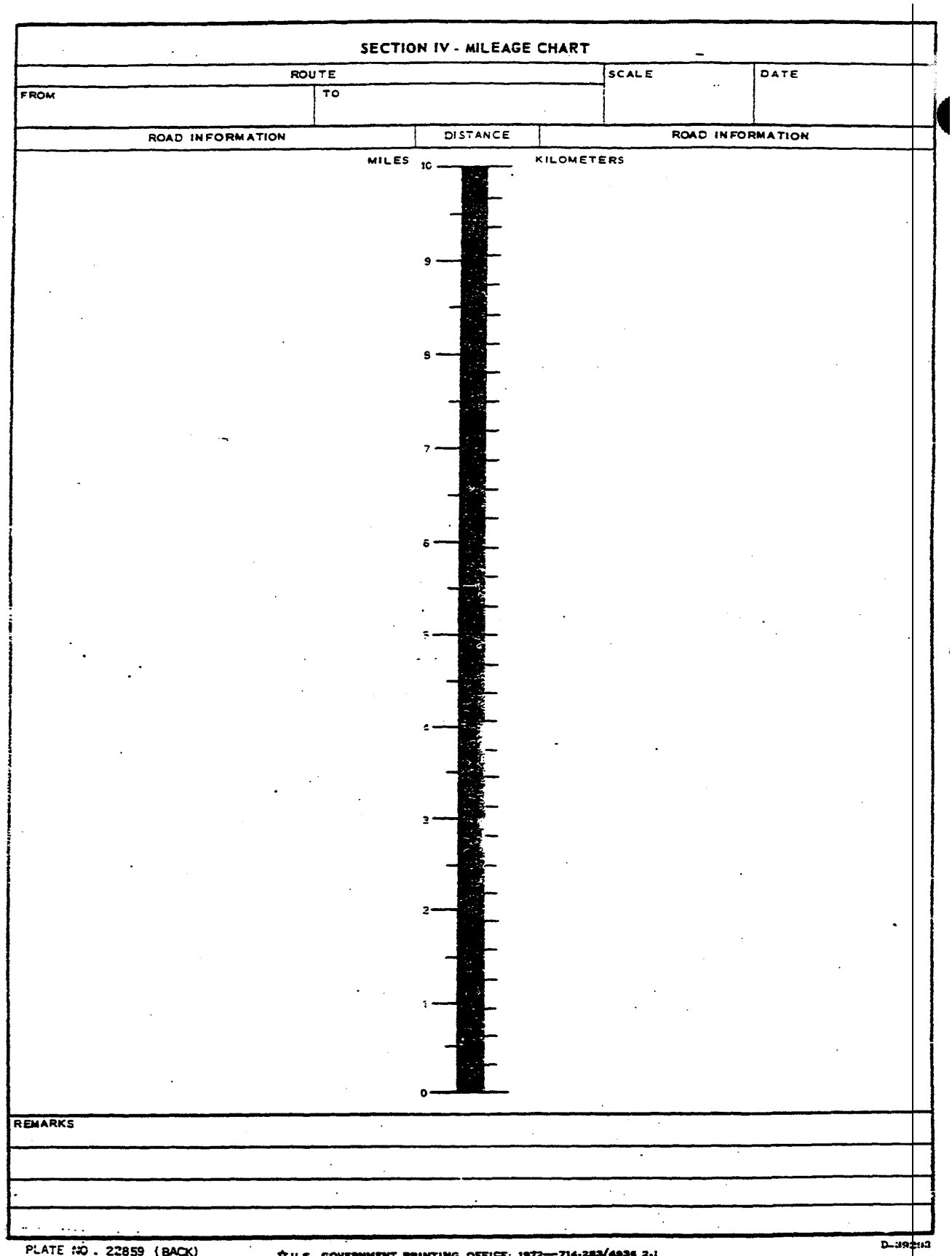
b. TYPE OF SURFACE *(Check one ONLY)*

	(1) CONCRETE		(6) WATERBOUND MACADAM
	(2) BITUMINOUS *(Specify type where known)*:		(7) GRAVEL
			(8) LIGHTLY METALLED
	(3) BRICK *(Pave)*		(9) NATURAL OR STABILIZED SOIL, SAND CLAY, SHELL, CINDERS, DISINTEGRATED GRANITE, OR OTHER SELECTED MATERIAL
	(4) STONE *(Pave)*		(10) OTHER *(Describe)*:
	(5) CRUSHED ROCK OR CORAL		

SECTION III - OBSTRUCTIONS
(List in the columns below particulars of the following obstructions which affect the traffic capacity of a road. If information of any factor cannot be ascertained, insert "NOT KNOWN")
(a) Overhead obstructions, less than 14 feet or 4.25 meters, such as tunnels, bridges, overhead wires and overhanging buildings.
(b) Reductions in road widths which limit the traffic capacity, such as craters, narrow bridges, archways, and buildings.
(c) Excessive gradients (Above 7 in 100)
(d) Curves less than 100 feet (30 meters) in radius
(e) Fords

SERIAL NUMBER a	PARTICULARS b	GRID REFERENCE c	REMARKS d

DA FORM 1 JUL 60 1248 PREVIOUS EDITION OF THIS FORM IS OBSOLETE. S/N 0101-518-1000 PLATE NO. 22859 (FRONT)


SECTION IV - MILEAGE CHART
ROUTE
SCALE
DATE
FROM
TO
ROAD INFORMATION
DISTANCE
ROAD INFORMATION
MILES
KILOMETERS
10
9
8
7
6
5
4
3
2
1
0
REMARKS
PLATE NO. 22859 (BACK)
☆ U.S. GOVERNMENT PRINTING OFFICE: 1972—714-283/4936 2-1

1

TUNNEL RECONNAISSANCE REPORT
(FM 5-36)

DATE

TO: *(Headquarters ordering reconnaissance)*

FROM: *(Name, grade and unit of reconnaissance officer)*

1. ROUTE OR LINE		2. FROM *(Initial Point)*	3. TO *(Terminal Point)*	4. DATE/TIME *(Of signature)*
HIGHWAY	RAILROAD			

5. MAP SERIES NR	6. SHEET NUMBER	7. GRID REFERENCE		8. TUNNEL NUMBER
		TYPE	COORDINATES	

9. LOCATION FROM NEAREST TOWN			10. TYPE *(Subaqueous, Rock, Soil)*
DISTANCE	DIRECTION	NAME OF NEAREST TOWN	

11. NAME *(Mountain or Water feature)*	12. LENGTH	13. NUMBER OF TRACKS	14. ROADWAY WIDTH

15. CLEARANCE		16. GRADE *(Percent)*	17. ALINEMENT *(Straight or radius of curve)*
VERTICAL	HORIZONTAL		

18. LINING *(Material)*	19. PORTALS *(Material)*	20. VENTILATION *(Type)*

21. DRAINAGE

22. CHAMBERED FOR DEMOLITION	23. COMPLETED *(Year)*	24. CONDITION *(Check appropriate box)*
☐ YES ☐ NO		☐ EXCELLENT ☐ GOOD ☐ FAIR ☐ POOR

25. BYPASS

26. ALTERNATE CROSSING

27. APPROACHES

28. IN-TUNNEL RESTRICTIONS

29. GEOLOGIC DATA

DA FORM 1 JAN 86 1250

S/N 0101-LF-618-3000

S/N 0101-LF-618-3000
33. REMARKS (Attach photograph)
31. PORTAL VIEW
SCALE
1 SQUARE =
32. CROSS-SECTION OF BORE
SCALE
1 SQUARE =
30. PLAN AND PROFILE
PLAN SCALE
1 SQUARE =
PROFILE SCALE
1 SQUARE =
HOR.
VERT.

TUNNEL RECONNAISSANCE REPORT
For use of this form, see FM 5-36; the proponent agency is TRADOC.

DATE: 29 Aug 84

TO: (Headquarters ordering reconnaissance): Cdr, ATTN: S-2, 21st Engr Bn

FROM: (Name, grade and unit of reconnaissance officer): CHARLES CLARK 2LT Co A 21st Engr Bn

1. ROUTE OR LINE		2. FROM (Initial Point)	3. TO (Terminal Point)	4. DATE/TIME (Of signature)
HIGHWAY: VA 617	RAILROAD: NA	UT 122 864	UT 097 899	301700 Aug 84

5. MAP SERIES NR	6. SHEET NUMBER	7. GRID REFERENCE TYPE	7. GRID REFERENCE COORDINATES	8. TUNNEL NUMBER
V 734	5561 III	1:50,000	UT 098888	T-1

LOCATION FROM NEAREST TOWN: DISTANCE	DIRECTION	NAME OF NEAREST TOWN	10. TYPE (Subsequent, Rock, Soil)
10 km	NW	Ft. Belvoir VA	Rock

11. NAME (Mountain or Water Feature)	12. LENGTH	13. NUMBER OF TRACKS	14. ROADWAY WIDTH
Accotink Mountains	100 m	NA	7.5 m

15. CLEARANCE: VERTICAL	HORIZONTAL	16. GRADE (Percent)	17. ALINEMENT (Straight or radius of curve)
6 m	8 m	3%	Straight

18. LINING (Material)	19. PORTALS (Material)	20. VENTILATION (Type)
Concrete	Stone	Natural

21. DRAINAGE: Excellent

22. CHAMBERED FOR DEMOLITION	23. COMPLETED (Year)	24. CONDITION (Check appropriate box)
☐ YES ☒ NO	1908	☐ EXCELLENT ☒ GOOD ☐ FAIR ☐ POOR

25. BYPASSABILITY: Easy on East (Ft Belvoir side)
Difficult on West

26. ALTERNATE CROSSING: Backlick Road to Shirley Highway

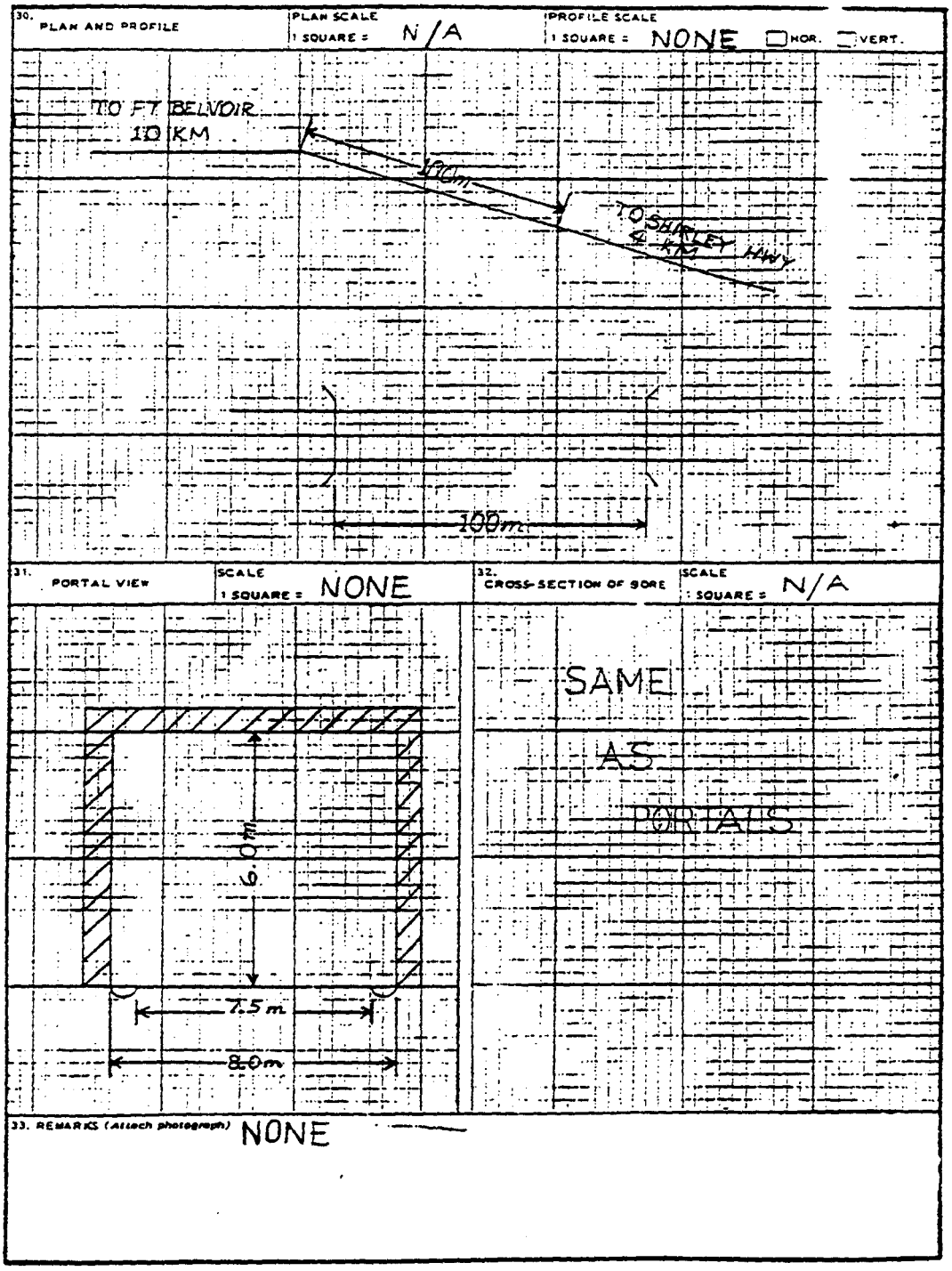
27. APPROACHES: Good, 3% Entrance, Exit is level

28. IN-TUNNEL RESTRICTIONS: Not to be used for double-flow, tracked because traveled way width not to standard. No lighting in tunnel.

29. GEOLOGIC DATA: Unknown — Possibility of slides at entrances.

DA FORM 1 JAN 86 1250

1


30. PLAN AND PROFILE
PLAN SCALE 1 SQUARE = N/A
PROFILE SCALE 1 SQUARE = NONE
HOR.
VERT.
TO FT BELVOIR 10 KM
100m
TO SHIRLEY 4 KM HWY
100m
31. PORTAL VIEW
SCALE 1 SQUARE = NONE
6.0m
7.5 m
8.0m
32. CROSS-SECTION OF BORE
SCALE 1 SQUARE = N/A
SAME AS PORTALS
33. REMARKS (Attach photograph) NONE

2

FORD RECONNAISSANCE REPORT
For use of this form, see FM 5-36; the proponent agency is TRADOC.

DATE: 29 Aug 84

TO: (Headquarters ordering reconnaissance): Cdr, ATTN: S-2, 21st Engr Bn

FROM: (Name, grade and unit of reconnaissance officer): Ronald Perrin
RONALD PERRIN, SFC, Co A, 21st Engr Bn

1. ROUTE NUMBER	2. FROM (Initial Point)	3. TO (Terminal Point)	4. DATE/TIME (Of signature)
Virginia 617	UT 122864	UT 097899	291800 Aug 84

5. MAP SERIES NUMBER	6. SHEET NUMBER	7. GRID REFERENCE		8. FORD NUMBER
		TYPE	COORDINATES	
V 734	5561 III	1:50,000	UT 100886	1

9. LOCATION FROM NEAREST TOWN			10. CROSSING (Name of stream or other body of water)
DISTANCE	DIRECTION	NAME OF NEAREST TOWN	
14 Km	SE	Ft. Belvoir, VA	Accotink Creek

11. CHARACTERISTICS OF CROSSING

WATER LEVELS	WIDTH	DEPTH	VELOCITY	DATE	SEASON OR MONTH(S)
TODAY	7.3 m	.5 m	1.5m/sec	29 Aug 84	
LOW	6.1m	.3m	1.1m/sec	14 Jun 80	
MEAN	7.3m	.5m	2m/sec		
HIGH	8.4m	1.8m	2.2m/sec		

12. BOTTOM: ☐ SAND ☑ GRAVEL ☐ STONE ☐ OTHER (Specify):

13. APPROACHES: ☐ FIRM ☐ SOFT ☑ PAVED

14. SLOPE RATIO: 3:1

15. TYPE OF PAVEMENT: Bituminous

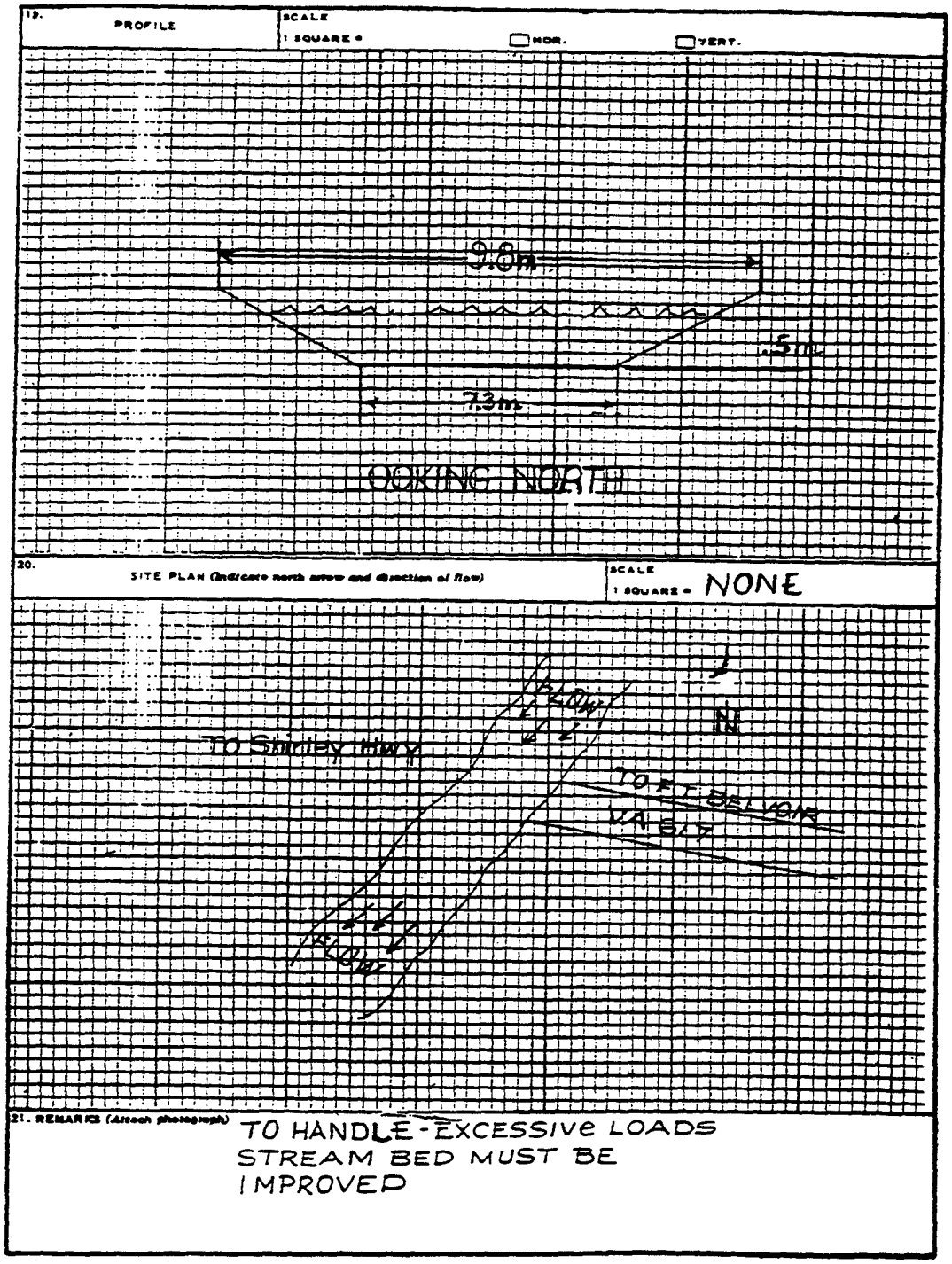
16. USABLE WIDTH: 7.3 m

17. HAZARDS (Flash floods, quicksand, etc.): UNKNOWN

18. REMARKS (Description of Approach Roads, Guide Markers, Depth Gages, etc.)

The bottom is loose gravel, 9.8 m long, 7.3 m wide, .5m deep, with a velocity of 1.5 m/sec. There appear to be no seasonal limitations. Approach conditions on both banks are easy. All measurements with a 100-meter tape measure. A yard stick was used to measure depth.

DA FORM 1 JAN 88 1251


19. PROFILE
SCALE
1 SQUARE =
HOR.
VERT.
9.8m
.5m
7.3m
LOOKING NORTH
20. SITE PLAN (Indicate north arrow and direction of flow)
SCALE
1 SQUARE = NONE
N
To Shirley Hwy
21. REMARKS (Attach photograph)
TO HANDLE-EXCESSIVE LOADS
STREAM BED MUST BE
IMPROVED

FORD RECONNAISSANCE REPORT
(FM 5-36)

DATE –

TO: (Headquarters ordering reconnaissance)

FROM: (Name, grade and unit of reconnaissance officer)

1. ROUTE NUMBER	2. FROM (Initial Point)	3. TO (Terminal Point)	4. DATE/TIME (Of signature)

5. MAP SERIES NUMBER	6. SHEET NUMBER	7. GRID REFERENCE		8. FORD NUMBER
		TYPE	COORDINATES	

9. LOCATION FROM NEAREST TOWN			10. CROSSING (Name of stream or other body of water)
DISTANCE	DIRECTION	NAME OF NEAREST TOWN	

11. CHARACTERISTICS OF CROSSING

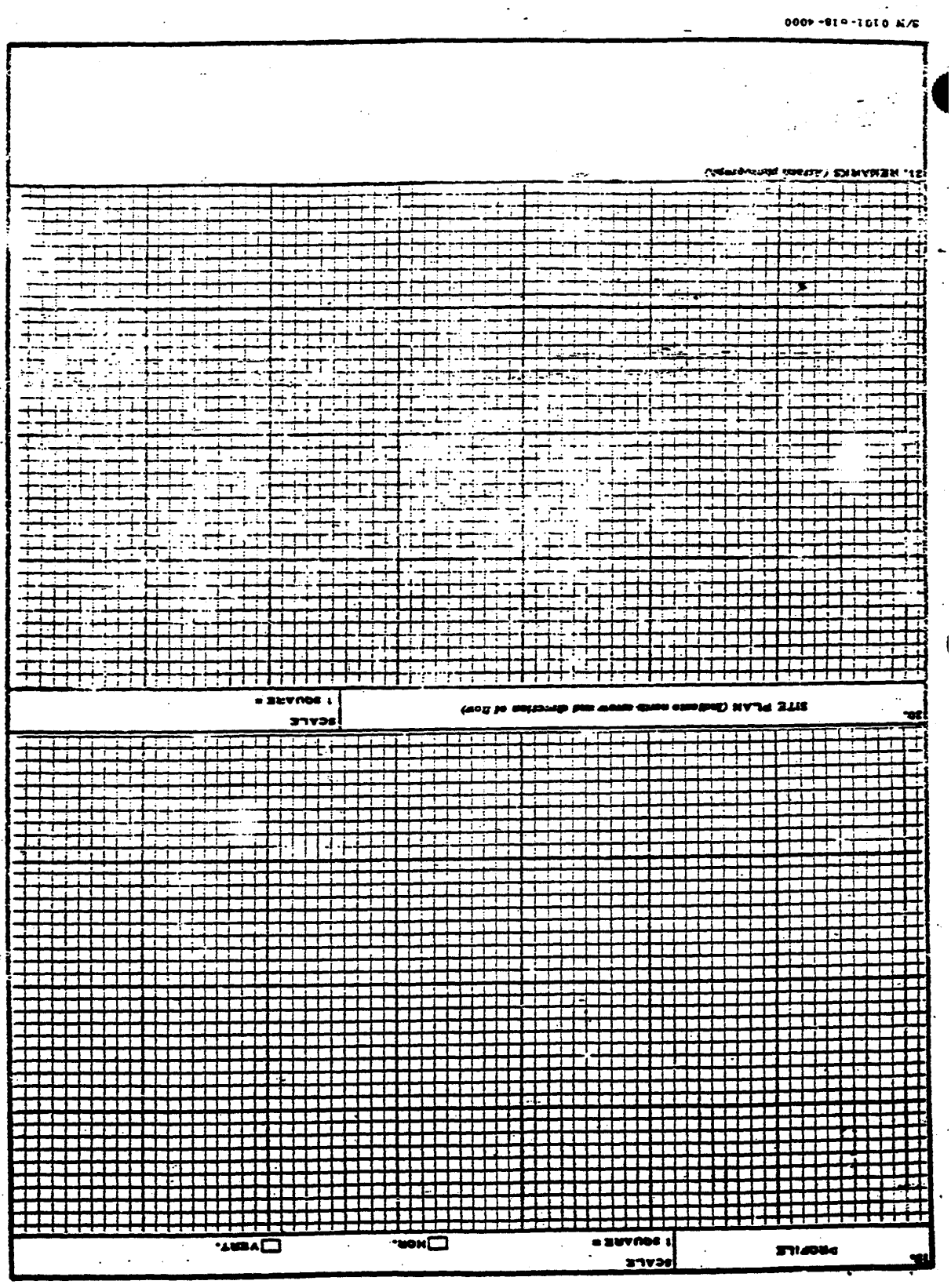
WATER LEVELS	WIDTH	DEPTH	VELOCITY	DATE	SEASON OR MONTH(S)
TODAY					
LOW					
MEAN					
HIGH					

12. BOTTOM	13. APPROACHES	14. SLOPE RATIO
☐ SAND ☐ GRAVEL ☐ STONE ☐ OTHER (Specify):	☐ FIRM ☐ SOFT ☐ PAVED	

15. TYPE OF PAVEMENT	16. USABLE WIDTH	17. HAZARDS (Flash floods, quicksand, etc.)

18. REMARKS (Description of Approach Roads, Guide Markers, Depth Gages, etc.)

DA FORM 1251 S/N 0101-618-4000



FERRY RECONNAISSANCE REPORT
(FM 5-36)

DATE

TO: *(Headquarters ordering reconnaissance)*

FROM: *(Name, grade and unit of reconnaissance officer)*

1. ROUTE OR LINE		2. FROM *(Initial Point)*	3. TO *(Terminal Point)*	4. DATE/TIME *(Of Signature)*
HIGHWAY	RAILROAD			

5. MAP SERIES NR	6. SHEET NUMBER	7. GRID REFERENCE		8. FERRY NR	9. CLASS
		TYPE	COORDINATES		

10. LOCATION FROM NEAREST TOWN			11. CROSSING *(Name of stream or body of water)*
DISTANCE	DIRECTION	NAME OF NEAREST TOWN	

12. LIMITING FEATURE *(Condition of vessels, terminals, floods, low water, freezing, tides etc.) (Seasons and Dates)*

13. WATER LEVELS *(Depths)*			14. CROSSING TIME	15. LENGTH
LOW	MEAN	HIGH		

16. VESSEL FEATURES *(Attach photographs)*

UNITS	CONSTRUCTION TYPE	PROPULSION METHOD			LENGTH	BEAM	DRAFT	TONNAGE		CAPACITY		
		TYPE	UNITS	HP				GROSS	NET	PASS	VEHICLE	R.R. CARS

17. TERMINAL FEATURES

DIRECTION OF BANK	NAME	SLIP			DOCKING FACILITIES	APPROACHES				
						HIGHWAY			RAILROAD	
		WIDTH	DEPTH	CAPACITY		SURF	LANES	CLASS	TRACKS	SIDING
N E S W N										
N E S W N										

18. REMARKS *(Amplify above details. Note obstructions, navigational and other pertinent data)*

DA FORM 1 JAN 55 1252 0101 619 5000

1

FERRY RECONNAISSANCE REPORT

For use of this form, see FM 5-36; the proponent agency is TRADOC.

DATE: 18 Aug 84

TO: (Headquarters ordering reconnaissance): Cdr, ATTN: S-2, 21st Engr Bn

FROM: (Name, grade, and unit of reconnaissance officer): H. L. Dugan, H L DUGAN, SFC, CoA, 21st Engr Bn

1. ROUTE OR LINE		2. FROM (Initial Point)	3. TO (Terminal Point)	4. DATE/TIME (Of Signature)
HIGHWAY: VA 617	RAILROAD: NA	Lorton VA	Hoby MD	181900 Aug 84

5. MAP SERIES NR	6. SHEET NUMBER	7. GRID REFERENCE		8. FERRY NR	9. CLASS
		TYPE	COORDINATES		
V 734	5661 III	1:50,000	UT 134830	1	45

10. LOCATION FROM NEAREST TOWN			11. CROSSING (Name of stream or body of water)
DISTANCE	DIRECTION	NAME OF NEAREST TOWN	
8 Km	East	Lorton, VA	Potomac River

12. LIMITING FEATURE (Condition of vessels, terminals, floods, low water, freezing, tides etc.) (Seasons and Dates): River freezes in winter months

13. WATER LEVELS (Depths)			14. CROSSING TIME	15. LENGTH
LOW	MEAN	HIGH		
3.2 m	4.7 m	7.6 m	20 minutes	1 Km

16. VESSEL FEATURES (Attach photographs)

UNITS	CONSTRUCTION TYPE	PROPULSION METHOD			LENGTH	BEAM	DRAFT	TONNAGE		CAPACITY		
		TYPE	UNITS	HP				GROSS	NET	PASS	VEHICLE	M.A. CARS
2	Open	Diesel	2	610	22.5m	1.6m	1.6m	85	85	200	8 Maximum	NA

17. TERMINAL FEATURES

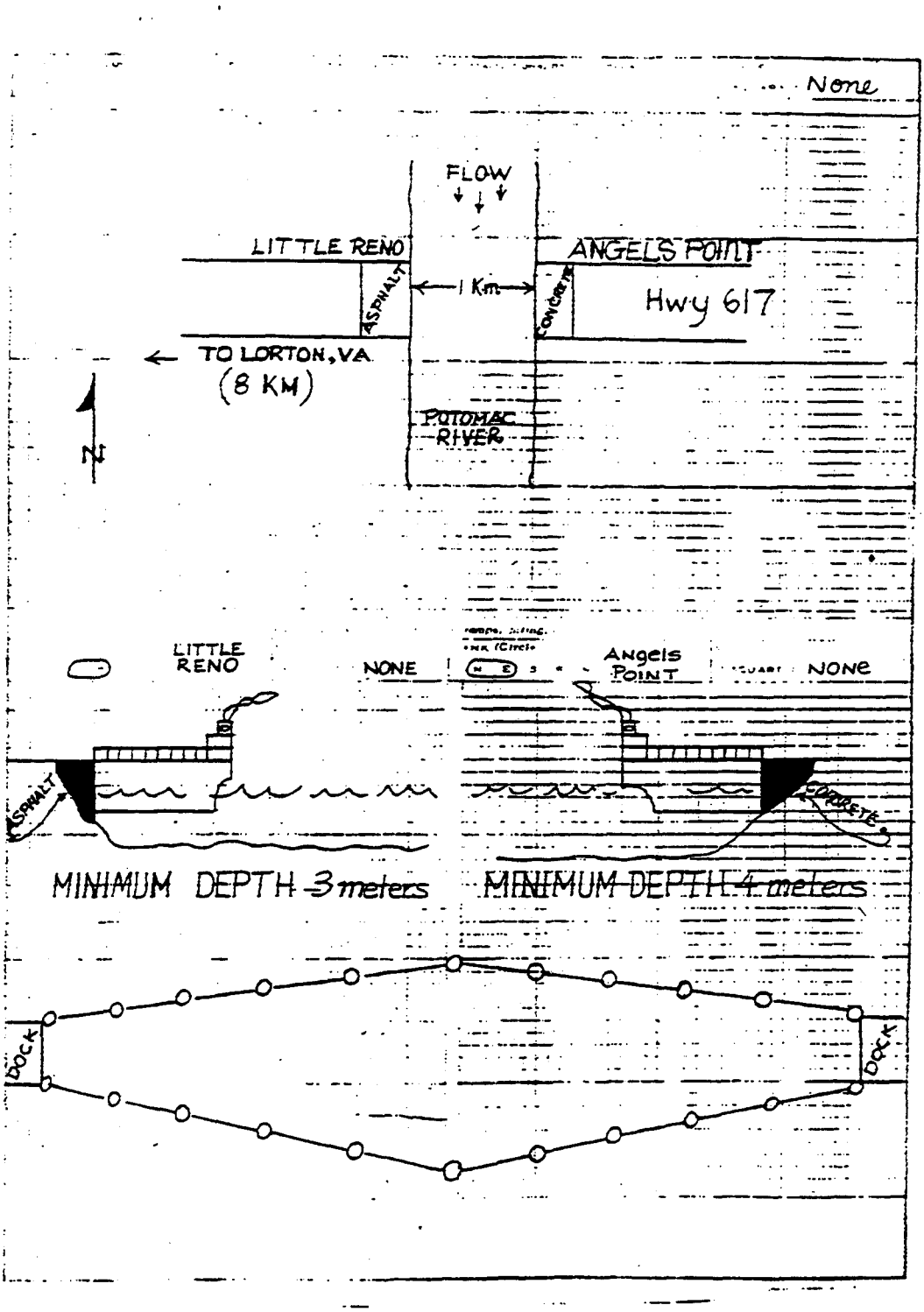
DIRECTION OF BANK	NAME	SLIP			DOCKING FACILITIES	APPROACHES				
		WIDTH	DEPTH	CAPACITY		HIGHWAY			RAILROAD	
						SURF	LANES	CLASS	TRACKS	SIDING
N E (S) W N	Little Reno	13.2m	3m	1	Good	Asphalt	2	45	NA	NA
(N) E S W N	Angels Point	14m	4m	1	Good	Concrete	2	55	NA	NA

18. REMARKS (Amplify above details. Note obstructions, navigational and other pertinent data)

Anchorage shown on back uses 30.5 cm piles, spaced approximately 10 meters, center to center

DA FORM 1 JAN 80 1252

2


None
FLOW
LITTLE RENO
ANGELS POINT
ASPHALT
1 Km
CONCRETE
Hwy 617
TO LORTON, VA
(8 KM)
N
POTOMAC RIVER
LITTLE RENO
NONE
Angels Point
NONE
ASPHALT
CONCRETE
MINIMUM DEPTH 3 meters
MINIMUM DEPTH 4 meters
DOCK
DOCK

APPENDIX F
PHYSICAL SECURITY PLAN

1. Purpose. State the purpose of the plan.

2. General. Mission and size of the installation, average population of Marines and family members, overall daily population including civilian personnel.

3. Area Security. Identify overall size of the installation, to include inhabited and uninhabited areas. Identify restricted and non-restricted areas, buildings, and other structures considered critical. Provide requirements for resource protection and established priorities for their protection.

4. Control Measures. Detail established restrictions on ingress/egress into critical areas (e.g., guards, badge systems, etc.) in accordance with applicable orders.

a. Access Control.

(1) Installation access control requirements.

(a) Individual.

1. Military personnel.
2. Family members.
3. Civilian Employees.
4. Maintenance personnel
5. Contractor personnel.
6. Vendors.

(b) Vehicle. (Registration, including state and/or host country. Policy on administrative inspection of military and privately owned vehicles.

(2) Restricted and non-restricted areas.

(a) Restricted area access requirements for individuals:

1. Military personnel.
2. Family members.
3. Civilians.
4. Maintenance.
5. Contractors.
6. Vendors.

(b) Restricted area access requirements for vehicle:

1. Military and government owned vehicles.
2. Privately owned vehicles.
3. Emergency vehicles.
4. Taxis, buses, etc.

b. Material Control.

(1) Inbound

(a) Requirements for admission of material and supplies.

(b) Search and inspection of material for possible sabotage/terrorist hazards.

(c) Special controls on delivery of supplies and/or personnel shipments in restricted areas.

(d) Established controlled holding areas and safe havens for classified, AA&E, and hazardous material.

(2) Outbound

(a) Required documentation

(b) Transfer areas for controlled, classified, AA&E, and hazardous material.

5. Aids to security.

a. Protective barriers.

(1) Natural.

(2) General.

(a) Fencing.

1. Clear zone requirements.
2. Maintenance.
3. Perimeter ingress/egress points (gates).
4. Gatehouses. (Location, hours of operation, construction)

(3) Specific barriers.

(a) Stationary.

1. Type.
2. Current placement.
3. Maintenance requirements.

(b) Mobile.

1. Type.
2. Current placement and/or staging area.
3. Deployment schedule.

4. Support requirements for deployment.
5. Maintenance requirements.

b. Protective Lighting.

(1) Placement.

(2) Maintenance.

(3) Power failure contingency plan.

(4) Uninterrupted power sources.

(5) Emergency lighting systems.

(a) Stationary.

(b) Mobile.

1. Staging Area.
2. Maintenance requirements.
3. Deployment schedule.
4. Support requirements for deployment.

c. Electronic security systems.

(1) Alarm control center.

(2) Use and monitoring.

(3) Alarm response policy.

(4) Alarm response drills.

(5) Training requirements.

(6) Component testing requirements.

(7) Component testing schedule.

(8) Maintenance responsibilities.

(9) Power failure contingency plan.

(10) Uninterrupted power sources.

6. Security Forces.

a. Table of organization.

b. Tour of duty.

c. Posts.

(1) Stationary.

(2) Mobile.

d. Available resources (e.g., SRT, MWD, CID, Auxiliary.)

e. Equipment.

(1) Weapons.

(a) Training.

(b) Qualification requirements.

(2) Vehicles.

(3) Support Equipment (hand irons, flashlight.)

f. Communications.

(1) Monitoring location.

(2) Authorized users.

(3) Authorized frequencies.

(4) Shared frequencies.

(5) Mobile assets (vehicle & portable.).

(6) Location of support equipment (repeaters, etc.).

APPENDIX G
TRAFFIC CONTROL POINT EXAMPLES

VEHICLE SEARCH TECHNIQUES

MPs will conduct vehicle searches under two broad categories: if a vehicle has evident value subsequent to lawful apprehension or impoundment, or if the MP is conducting a vehicle inspection during the operation of a checkpoint or before allowing entry into a specific area.

Evidence

A vehicle search to obtain evidence will be a detailed search supervised and/or conducted by a criminal investigator. Time is normally not a factor.

Time

A vehicle inspection is more time sensitive, but should be conducted in a thorough, systematic manner. Here the MP is looking for illegal/contraband items or explosive devices. The following principles should be followed:

- If directed by the senior MP, the driver and passengers will be searched.
- Examine luggage and parcels within the vehicle.
- Inspection mirrors will be used to examine the under-carriage.
- The search will begin and end in the same location.
- If more than one MP is conducting the search, each will have a specific area to search. For example, one MP checks the exterior while the other checks the interior.
- The MP will NEVER flip levers or switches, or open compartments. The driver will be directed to do this.
- Look for items that do not appear to have a mechanical purpose.
- Look for wiring or items that look new or unsoiled.
- A security overwatch will be provided for the MP conducting the search.
- The senior MP will coordinate the use of narcotic/explosive detection dogs.

Conducting the Search

The vehicle can be divided into four broad groups; exterior, interior, trunk, and engine compartment.

Trunk

- Under and around spare tire.
- Tool box.
- Luggage.
- Partition between trunk and rear seat.
- Under floor matting.
- Spare tire housing under vehicle.

Engine Compartment

- Items taped to hood or bulkhead.
- All containers.
- Oil and air filters.
- Behind sound-proofing.
- Front grill.
- Heater.
- Suspicious wiring or pieces of equipment.

Interior

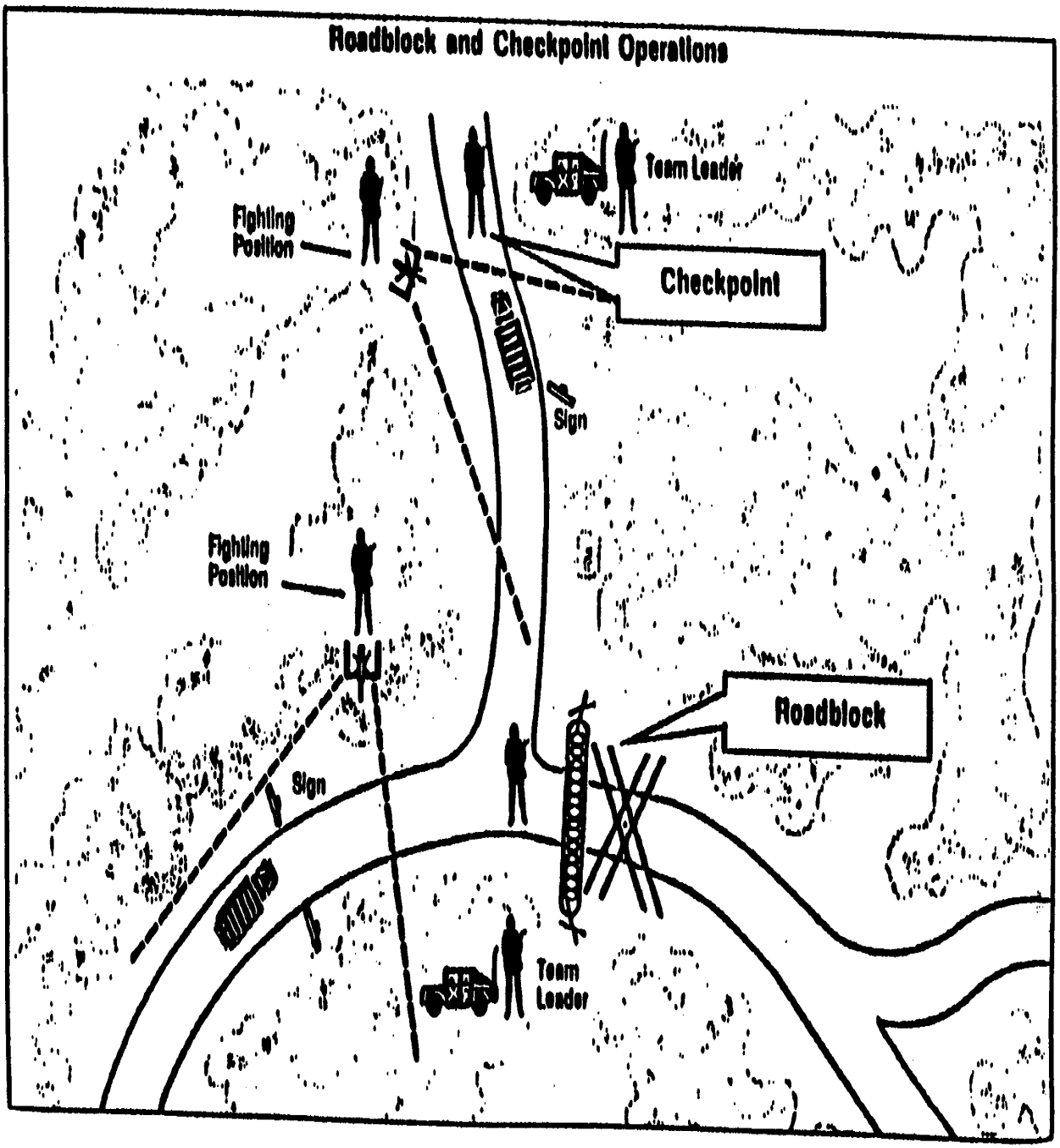
- Behind dash.
- Fittings such as radio/ cassette.
- Glove compartment/ash tray.
- Behind panels.
- Under floor mats.
- In, under, and between seats and cushions.
- Luggage and/or parcels.
- Roll down windows.
- Toys or decorative animals.
- False ceiling.

Exterior

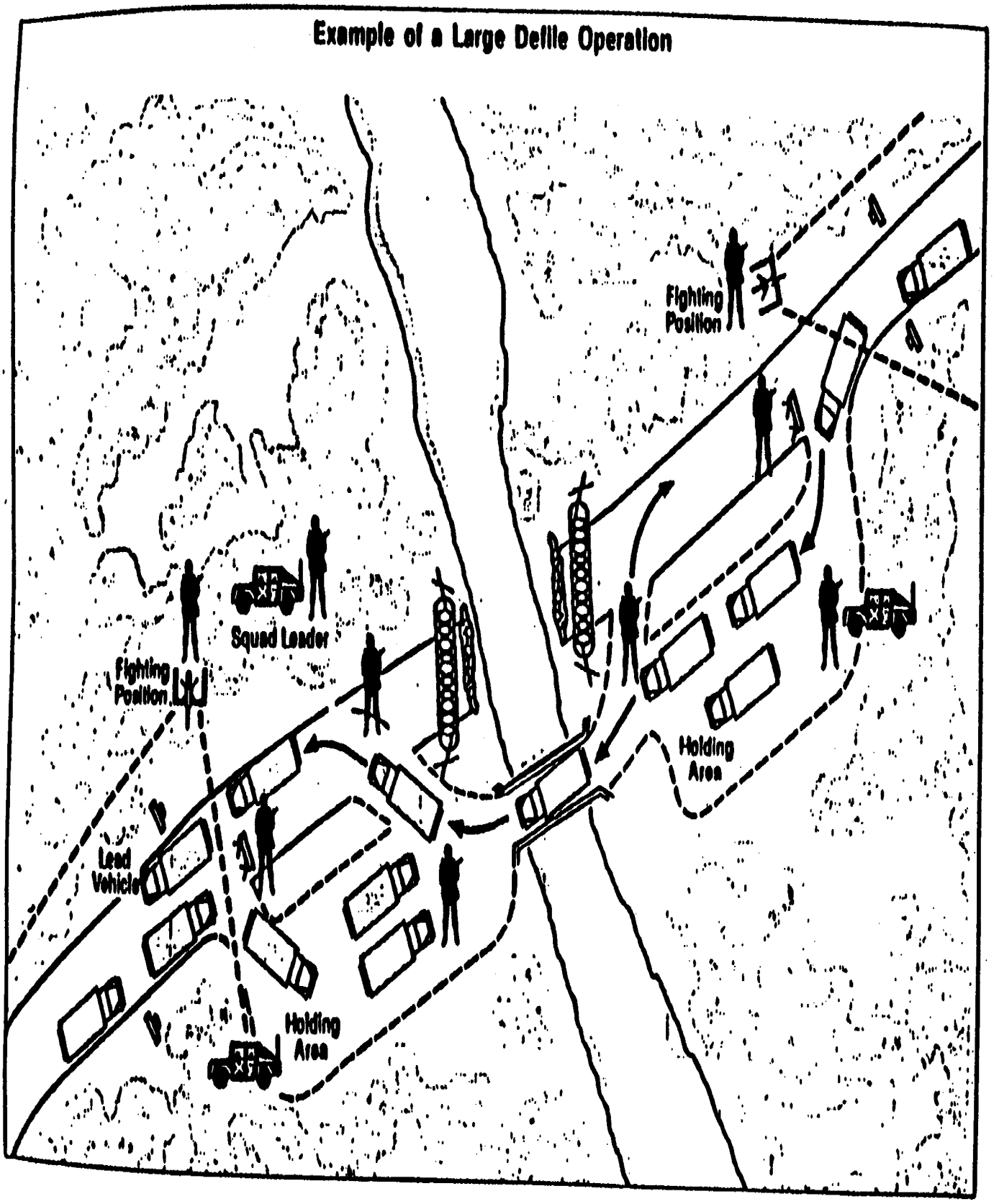
- Wheel wells.
- Behind bumper.
- Headlights.
- Hubcaps.
- Undersides

Other Areas.

- Space between body and cab.
- External stowage area/bins.
- Wooden bodies, false floors and sides.
- Space between rear double wheels.
- Wheel chocks or other items that could be hollowed out.

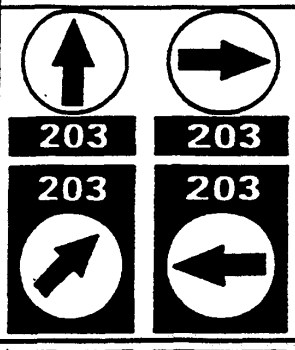
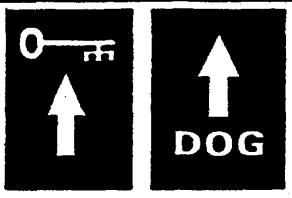
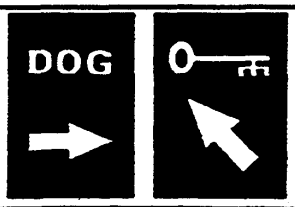
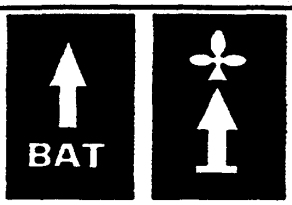
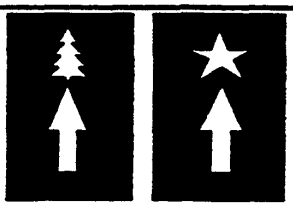
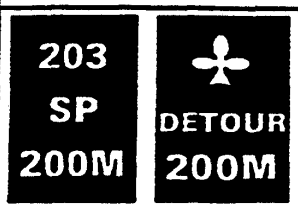

Roadblock and Checkpoint Operations
Team Leader
Fighting Position
Checkpoint
Sign
Fighting Position
Roadblock
Sign
Team Leader

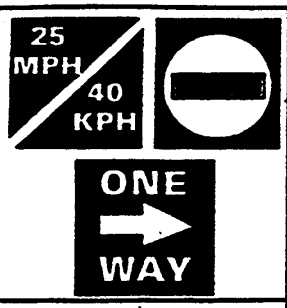
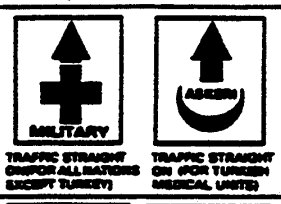
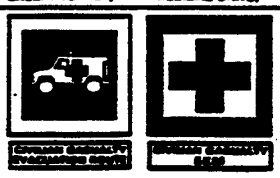
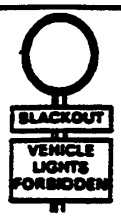
1


Example of a Large Defile Operation
Fighting Position
Squad Leader
Fighting Position
Holding Area
Lead Vehicle
Holding Area

2

APPENDIX H
ROUTE SIGN EXAMPLES

Type	Examples	Description	Purpose	Placement
DIRECTION INDICATOR		White, 30-centimeter diameter disk with black directional arrow; ID number or name is mounted below disk. OR White disk on black rectangular board.	Indicates direction; identifies route or name.	At intersections where roads merge and where routes separate.
GUIDE SIGNS Signs used together at important road junctions.		Rectangular; symbols in white on black background; includes directional arrow and route number, name, and/or symbol.	Indicates locations, distances, directions, routes.	Where needed.
WARNING SIGNS Signs used together at important road junctions.		Same as above.	Shows correct direction to take at route junctions.	A sufficient distance (50-100 meters) before a junction to allow drivers to make the turn safely. On roads where speed is restricted, signs may be placed 25 meters before junction.
CONFIDENCE SIGNS		Same as above.	Reassures drivers that they are still on the correct route. Used in urban areas to assure drivers that they are following the correct route. Also used on long stretches of road where it is unnecessary to use warning and confirmation signs for a considerable distance.	Where needed.
CONFIRMATION SIGNS		Same as above.	Lets drivers know they are on correct route after changing direction.	Just after turns, but visible while making turn (if possible).
COUNTDOWN SIGNS		Same as above.	Warns of significant locations: start points, release points, beginnings and ends of routes, link routes, MSR junctions, and blackout areas. Anything requiring a major change to movement.	Series of 3 signs at 100-meter intervals before the designated location.

Type	Examples	Description	Purpose	Placement
REGULATORY SIGNS		Military equivalent of civilian signs like STOP and YIELD.	Regulates and controls traffic on a route.	Where needed. Posted by Engineers and considered permanent.
HAZARD SIGNS		Yellow, diamond-shaped background with info printed in black.	Indicates traffic hazards:dangerous corners, steep hills, crossroads. Rarely used in COMMZ as civilian signs usually suffice; military signs will be used in combat zone.	Where needed. Posted by Engineers and considered permanent.
MILITARY CASUALTY EVACUATION ROUTE SIGNS	 TRAFFIC STRAIGHT ON(FOR ALL NATIONS EXCEPT TURKEY) TRAFFIC STRAIGHT ON (FOR TURKISH MEDICAL UNITS)	Rectangular white background with red directional arrow, cross, or crescent; word MILITARY; unit or subunit designation; and other information like national markings. OR	Indicates evacuation route for military casualties. Directional disk with 4 segments cut out to form a cross, or directional disk with a crescent cut out. Include same information.	Where needed.
CIVILIAN CASUALTY EVACUATION ROUTE SIGNS		Blue Geneva conventions info sign. Includes ambulance in white with red cross or crescent. Includes words CIVILIAN CASUALTY EVACUATION ROUTE beneath sign in host nation language.	Indicates civilian casualty evacuation routes.	Along routes for civilian traffic. Designated by host nation.
BLACKOUT WARNING SIGNS		Based on Geneva conventions hazard warning sign. Legend and distance on rectangular plaque beneath warning sign.	Indicates beginning of blackout area.	Same as warning signs.
BLACKOUT ENFORCEMENT SIGNS		Geneva conventions prohibitory sign; plaque beneath says VEHICLE LIGHTS FORBIDDEN.	Indicates a blackout is in effect.	Every 100 meters along the blackout route.
BLACKOUT RELAXATION SIGNS		Same as blackout warning sign.	Indicates end of blackout area.	At the end of the blackout route.

Military Route Guide Signs

Detour Signs

Or
Detour of Axial Route Rearward
Traffic Turn Right

Or
Detour of Lateral Route
Turn Right

Directional Disks

Warning and Enforcement Signs

EXAMPLES OF MSR NAMES

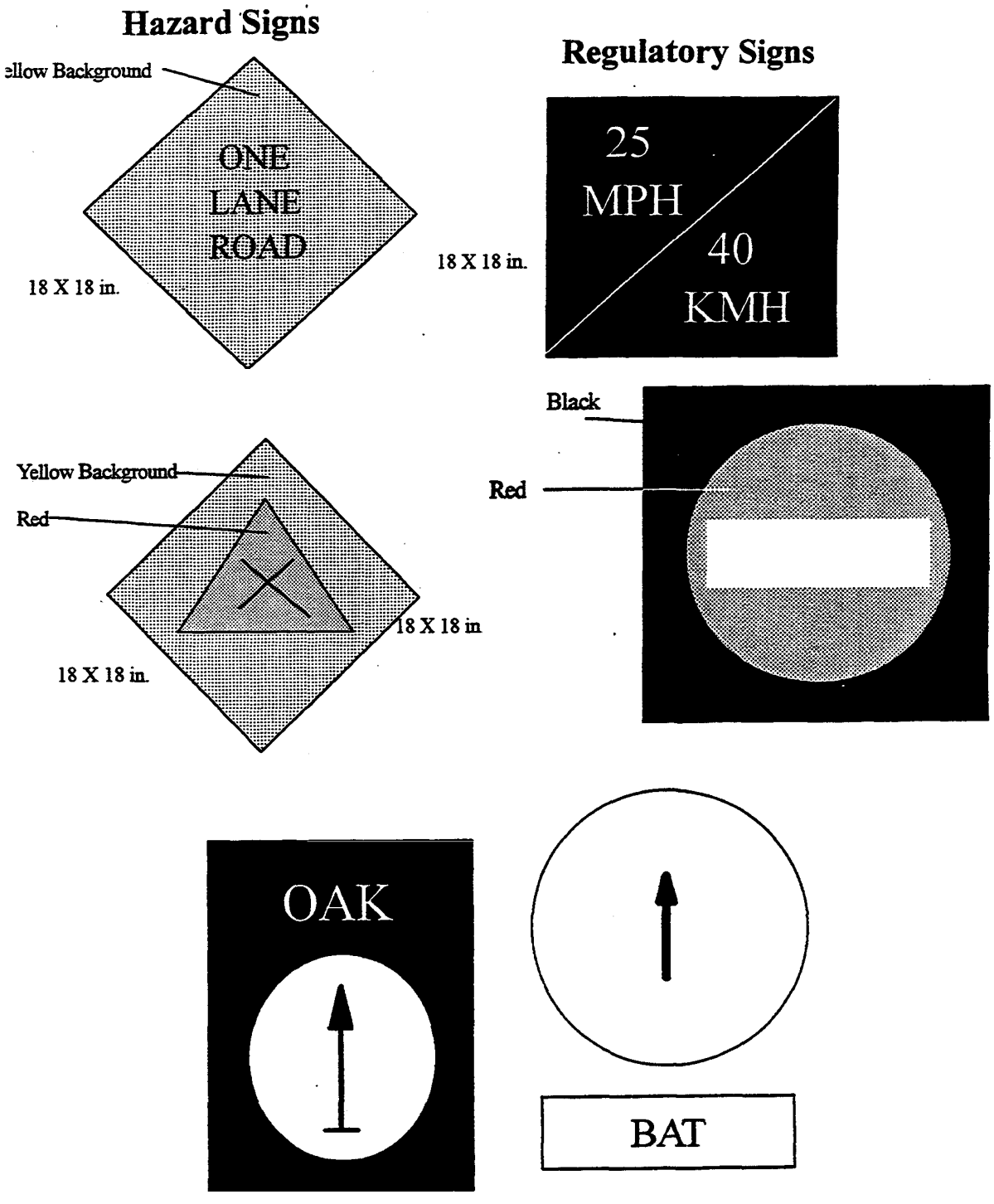
Listed below are examples of *Axial Routes*:

ELM	DATE	BAY	FIG	FIR	PALM
PINE	OAK	ASH	CORK	PEAR	

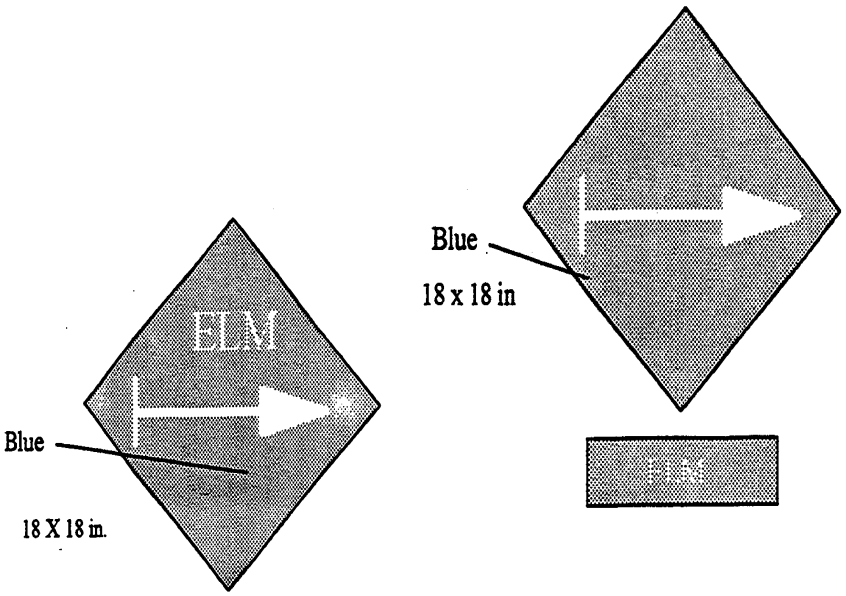
CLUB (PIC)	STAR (PIC)	TREE (PIC)	SPADE (PIC)
HEART (PIC)	DIAMOND (PIC)	BIRD (PIC)	SHARK (PIC)
MOON (PIC)			

Listed below are examples of *Lateral Routes:*

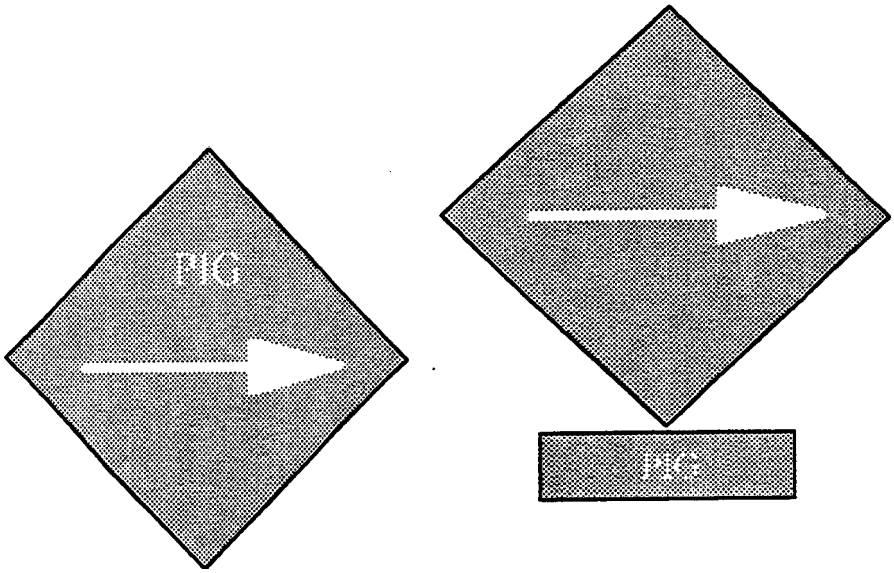
RAT	ANT	DOG	PIG	CRAB	HAWK
COW	BULL	GOAT	BAT	CAT	KIWI



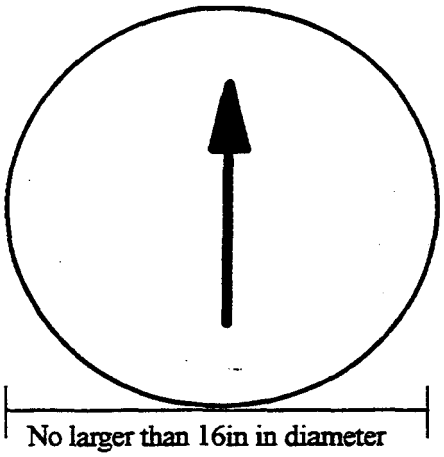
Military Route Guide Signs

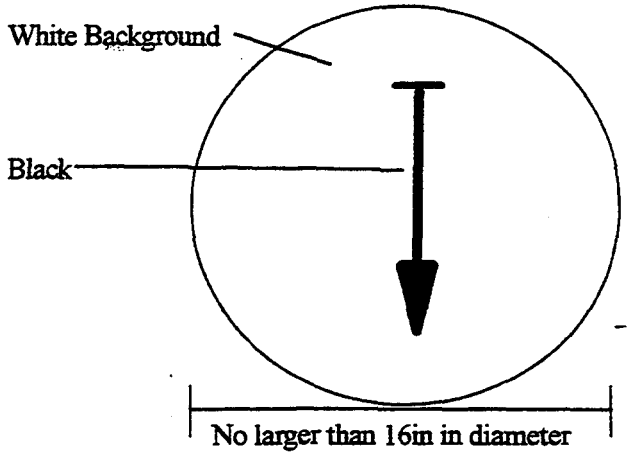


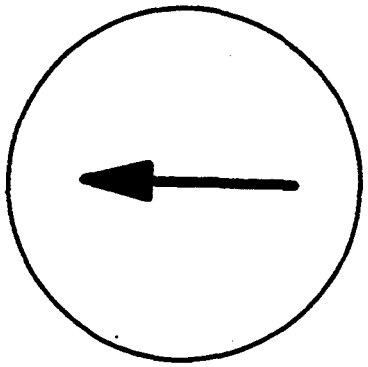
Detour of Axial Route Rearward Traffic Turn Right



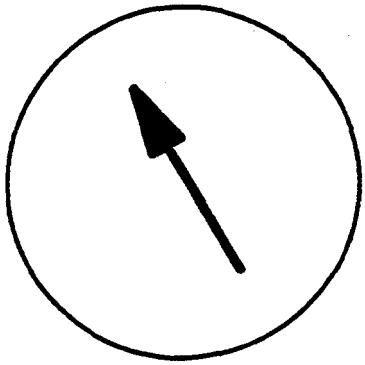
Detour of Lateral Route Turn Right


No larger than 16in in diameter

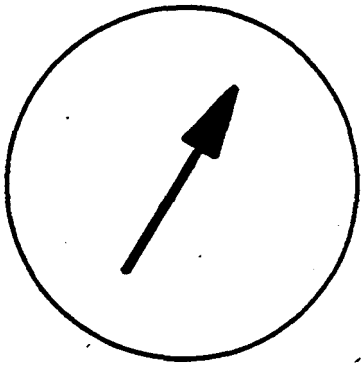

White Background
Black
No larger than 16in in diameter



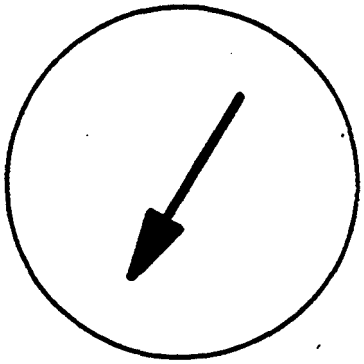
Left Turn



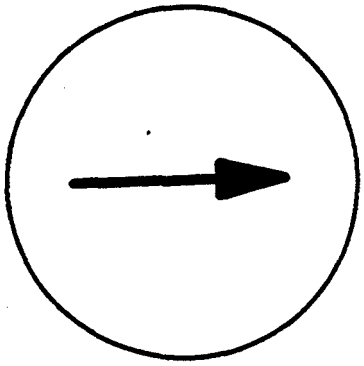
Fork Left



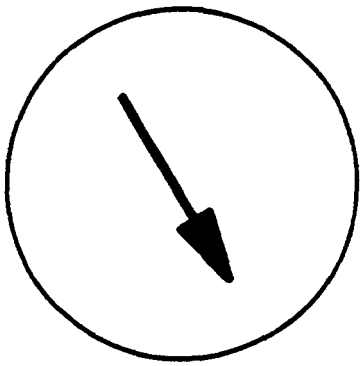
Fork Right



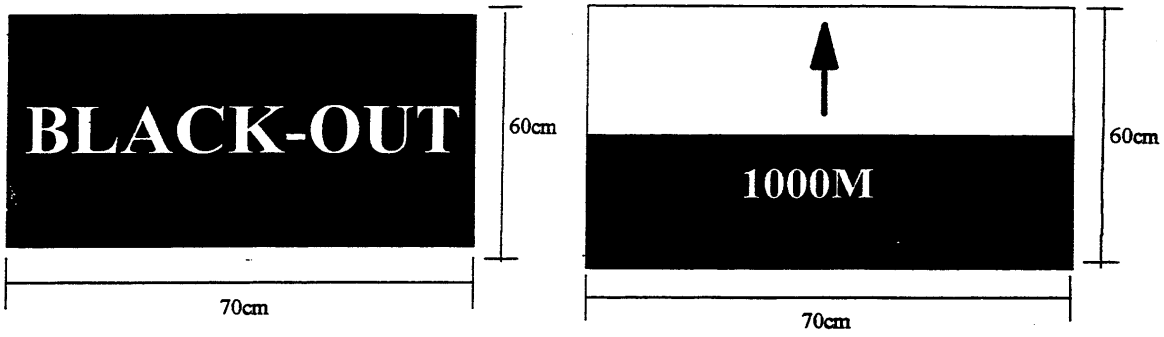
Sharp Turn Left



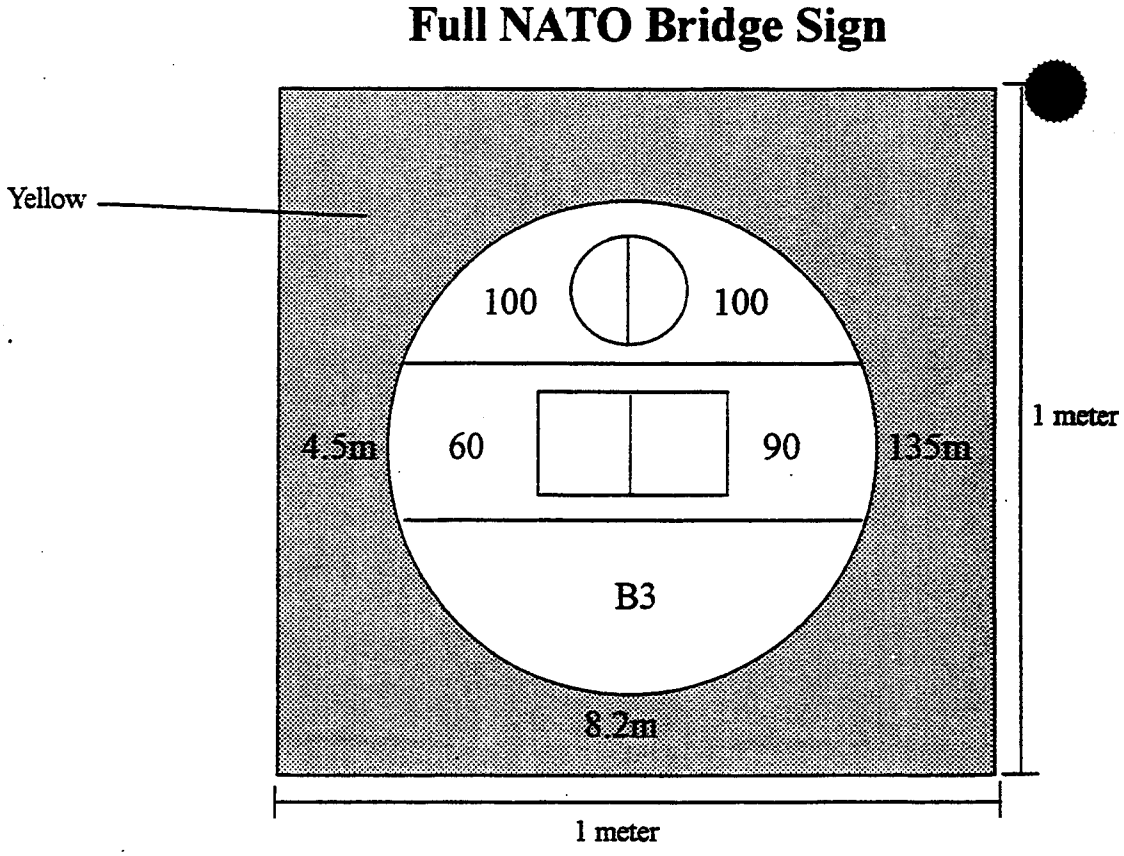
Right Turn



Sharp Turn Right



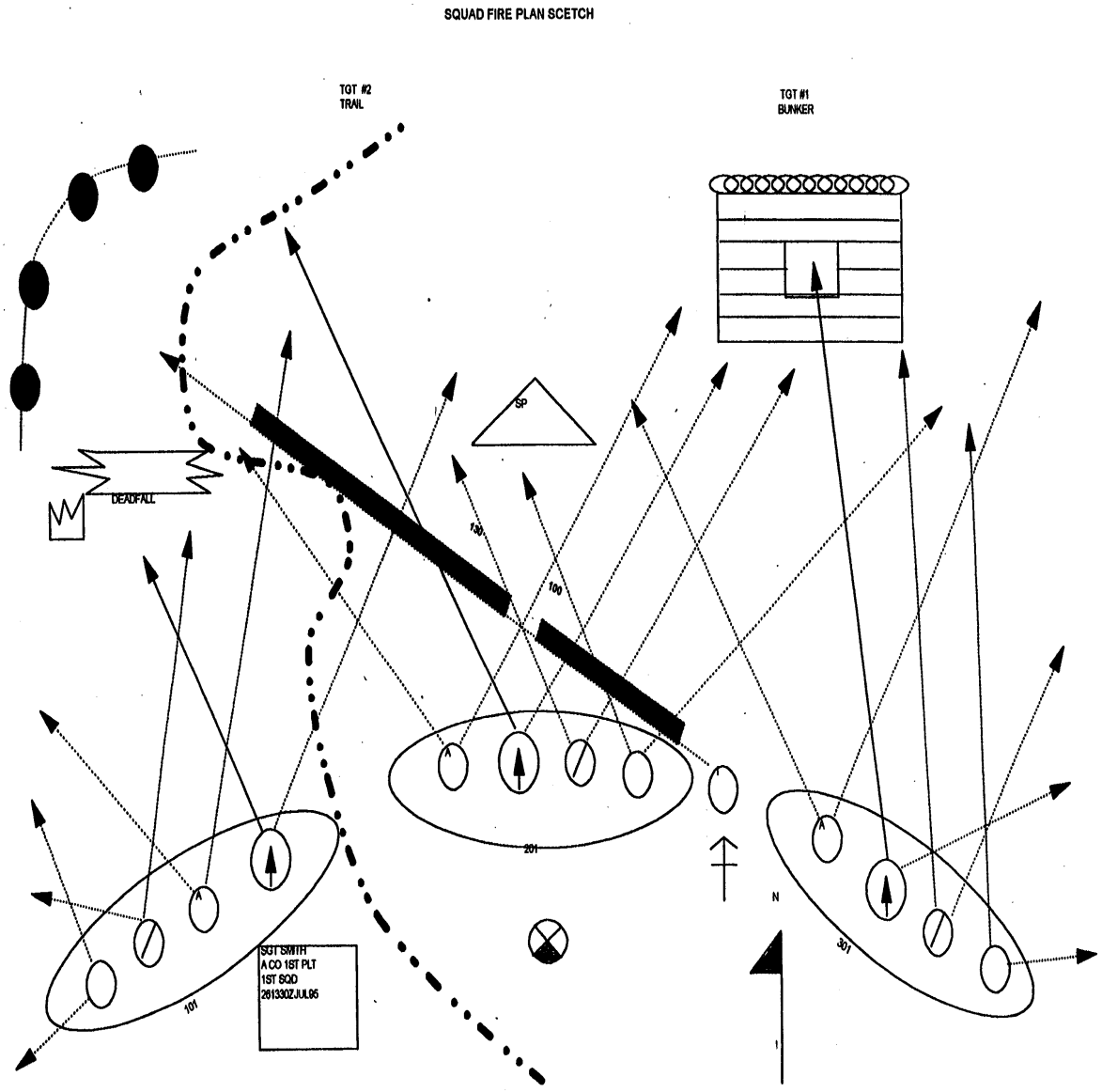
35

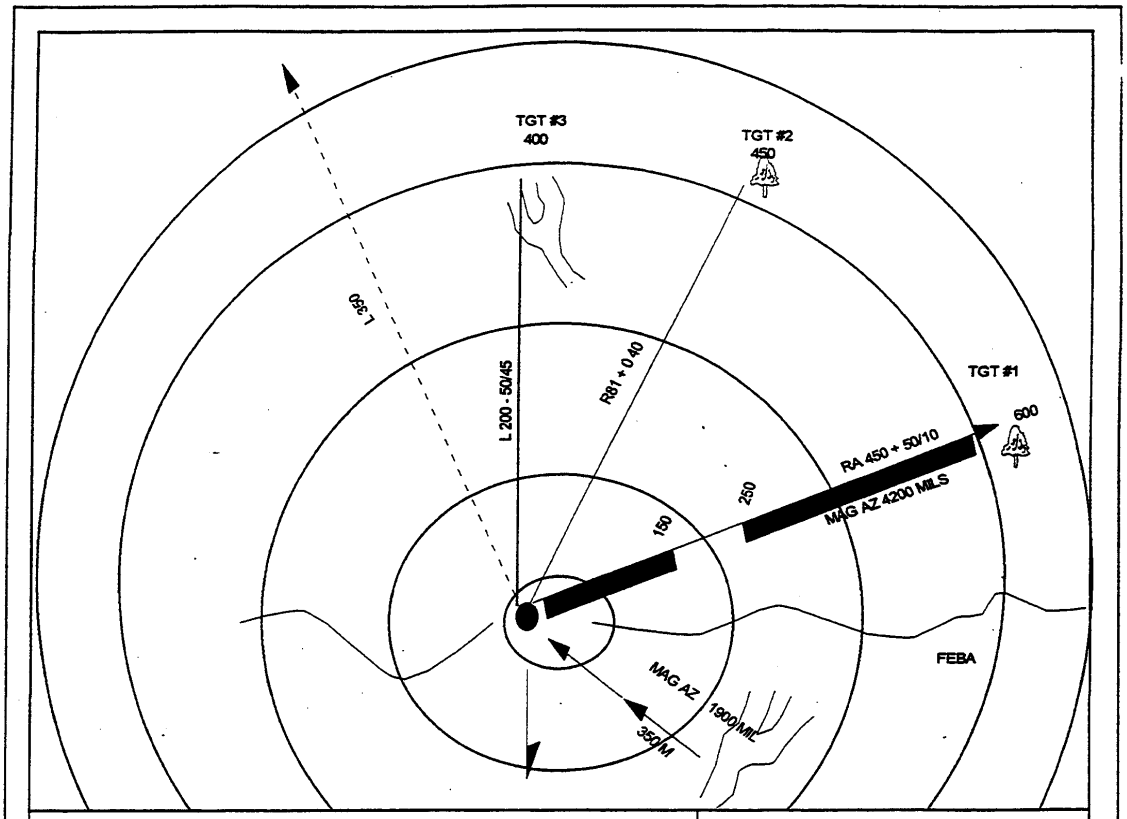


36

37 **Warning and Enforcement Signs**

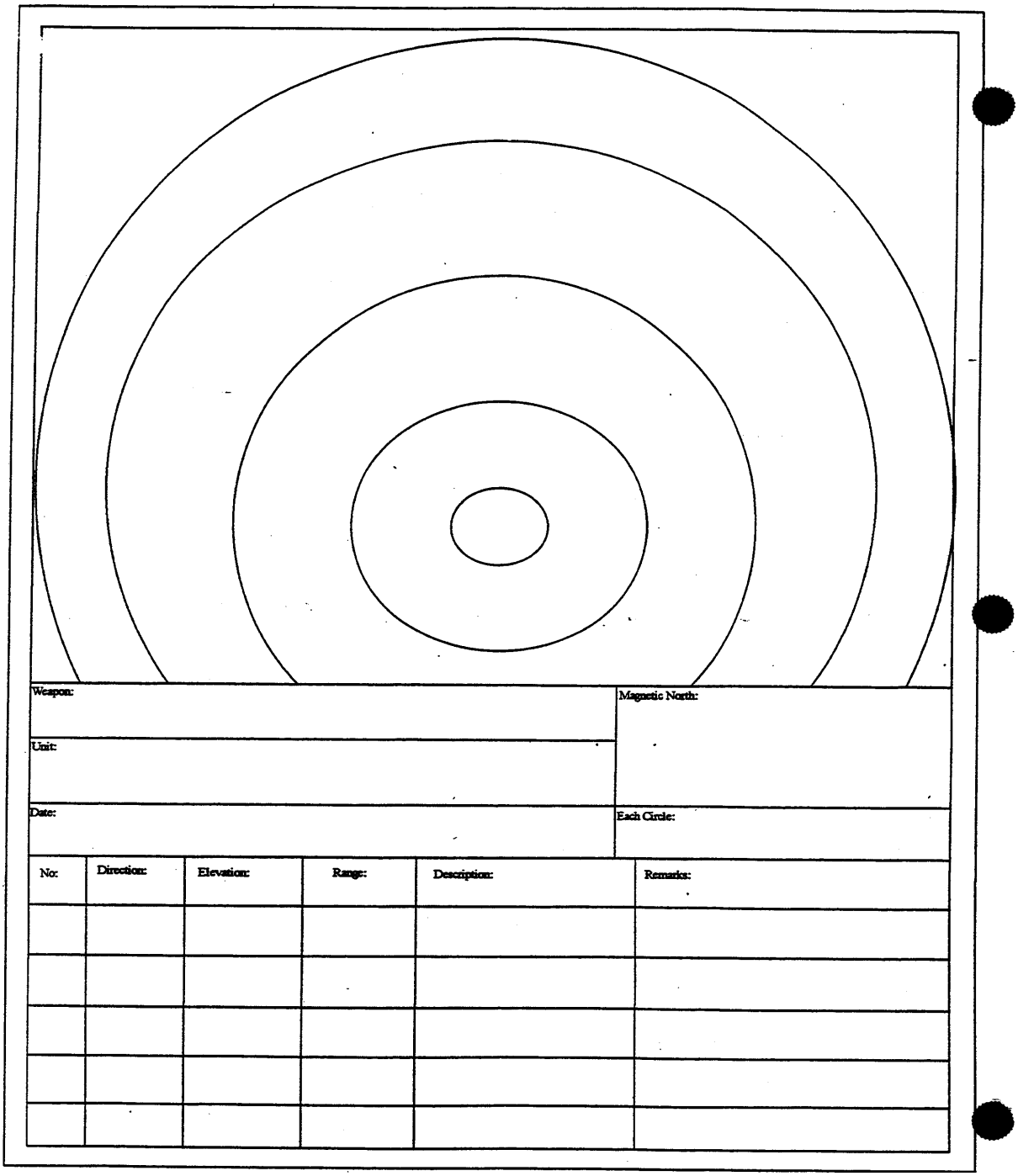
APPENDIX I
EXAMPLE FIRE PLAN SKETCH AND RANGE DATA CARD





Weapon: 240G MACHINEGUN	Magnetic North:
Unit: 1ST SQD, 1ST PLT, MP COMPANY	
Date: 12 SEP 96	Each Circle: 100 METERS

No:	Direction:	Elevation:	Range:	Description:	Remarks:
1	4200mils	+50/10	600m	TREE	FPL
2	810mils	+0/40	450m	TREE	N/A
3	200mils	-50/45	400m	DIRT PATH	N/A



Weapon:	Magnetic North:
Unit:	
Date:	Each Circle:

No:	Direction:	Elevation:	Range:	Description:	Remarks:

6
7

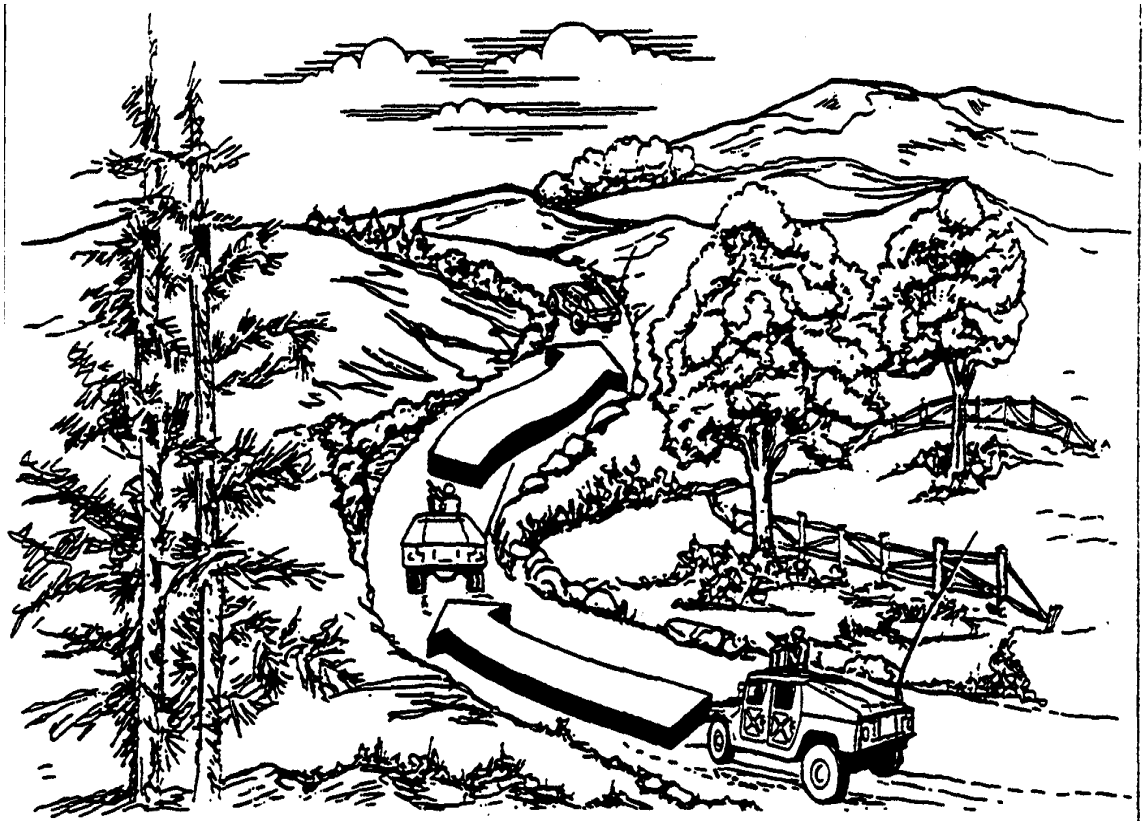
APPENDIX J
VEHICLE MOVEMENT TECHNIQUES

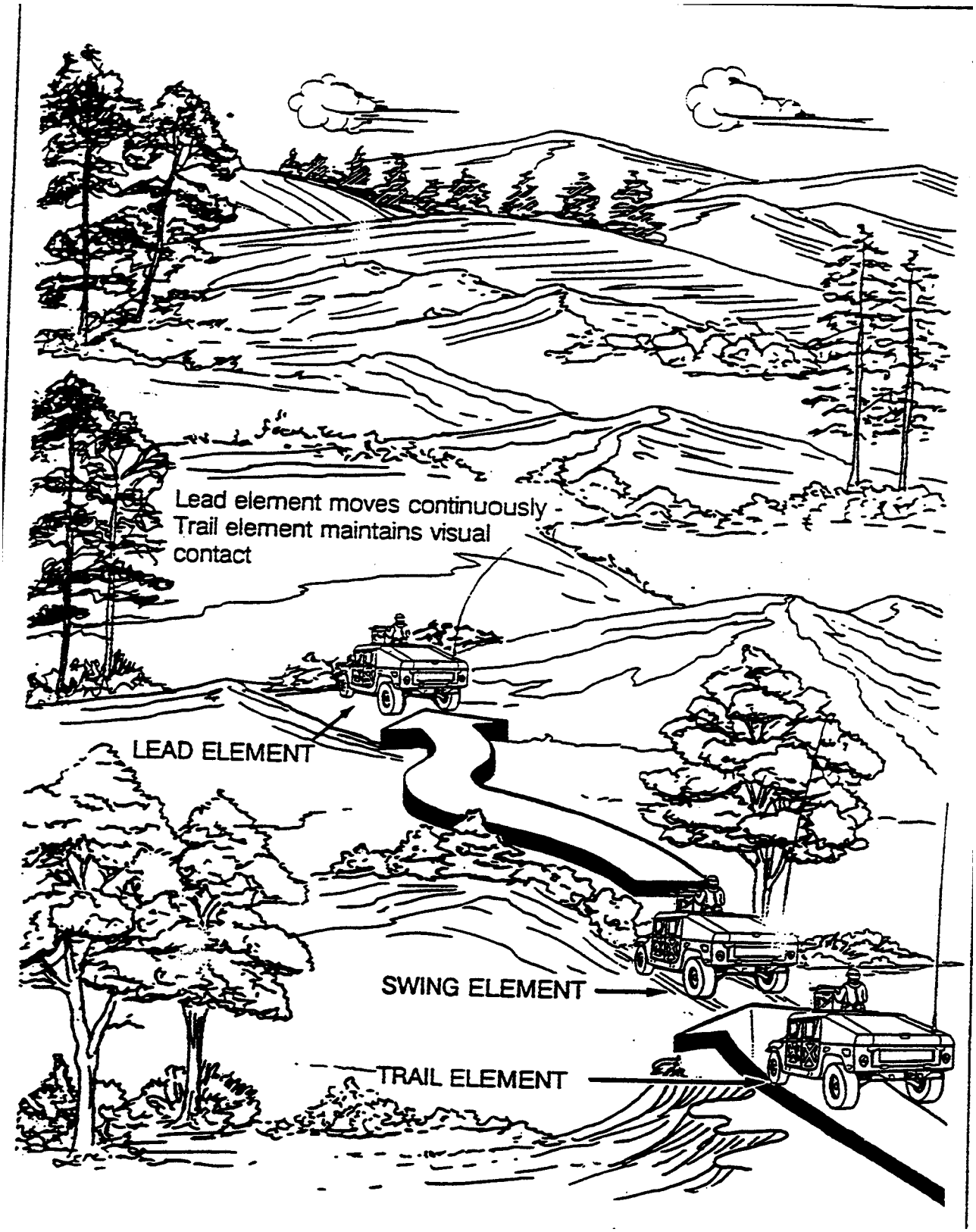
Likelihood of Contact	Movement Technique
Not Likely	Traveling
Possible	Traveling Overwatch
Expected	Bounding Overwatch

MOVEMENT TECHNIQUES AND LIKELIHOOD OF CONTACT

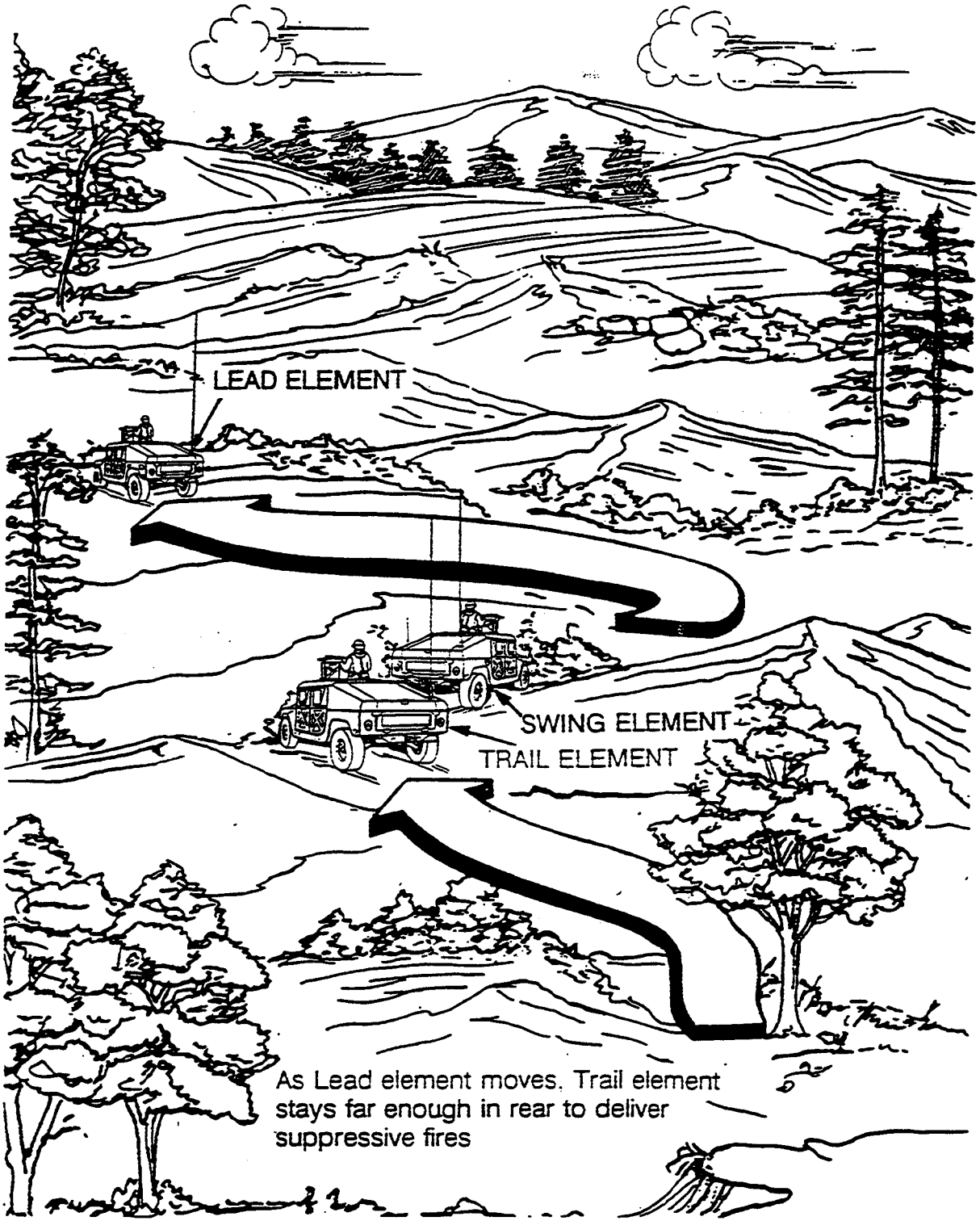
Lead and trail elements move together -movement is fast but not secure.

Speed is important - vehicles maintain a distance of about 50 meters traveling technique.

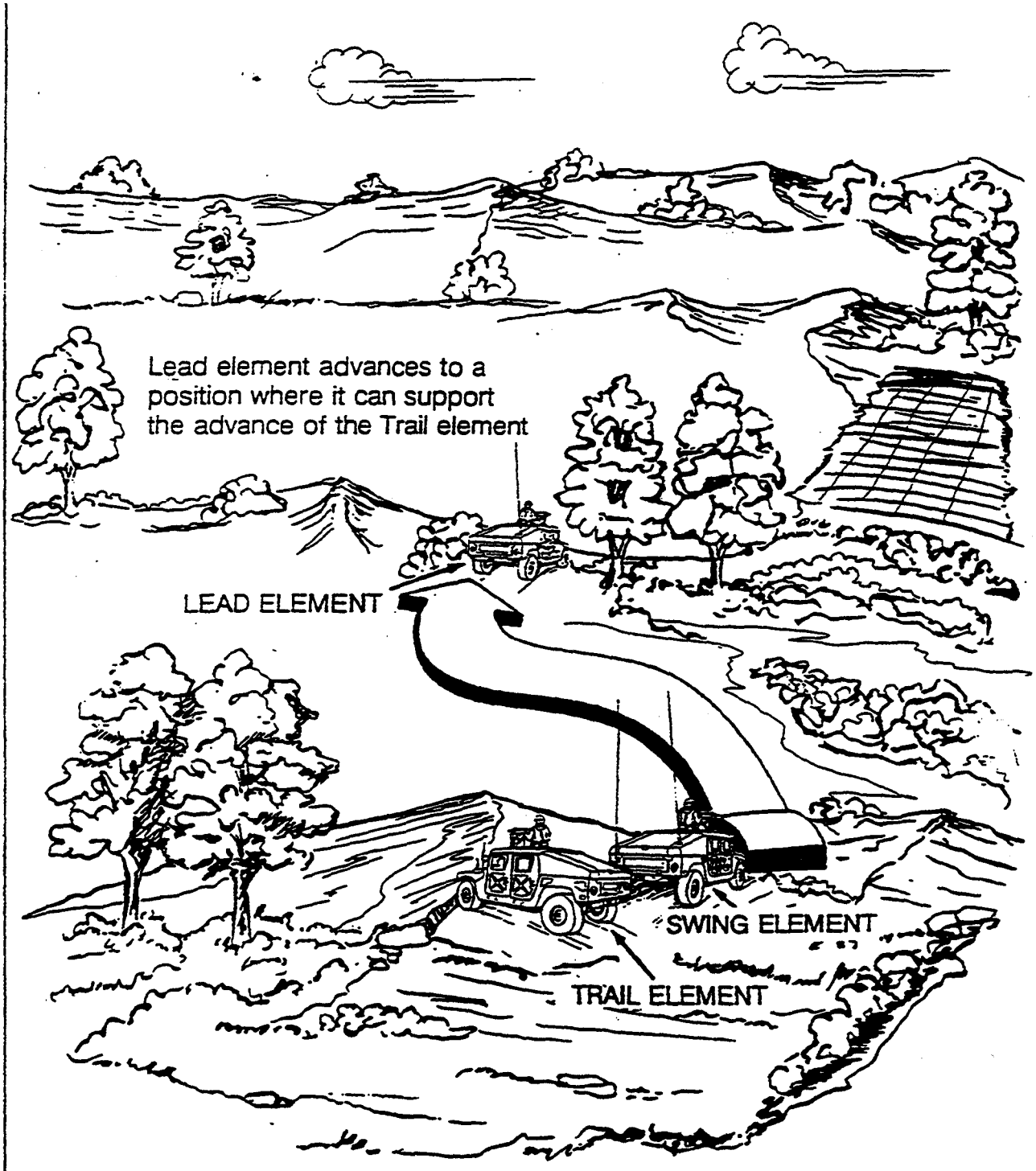




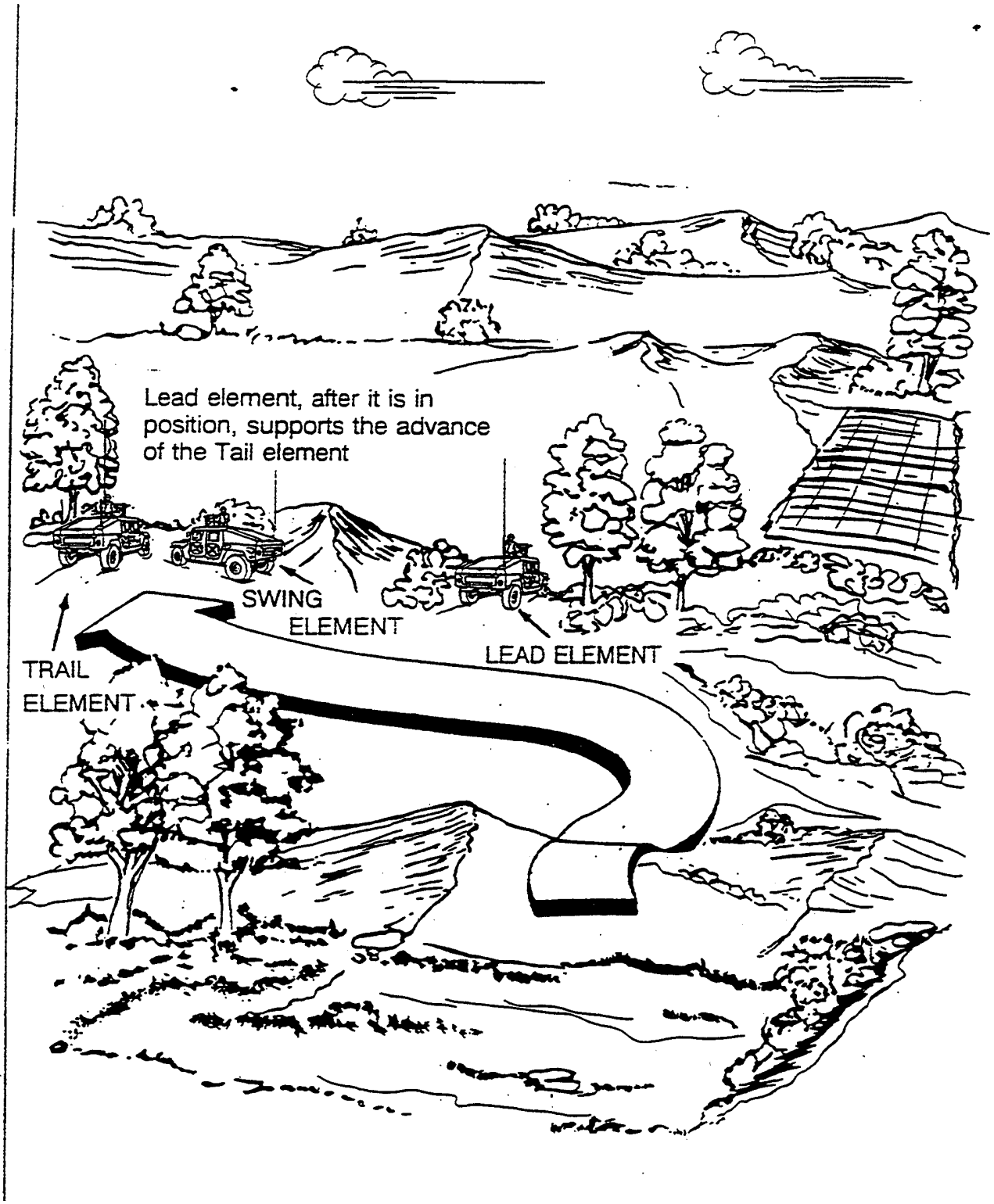
Three-team traveling overwatch technique (step 1).



Th
ree-team traveling overwatch technique (step 2).



Three-team bounding overwatch technique (step 1).



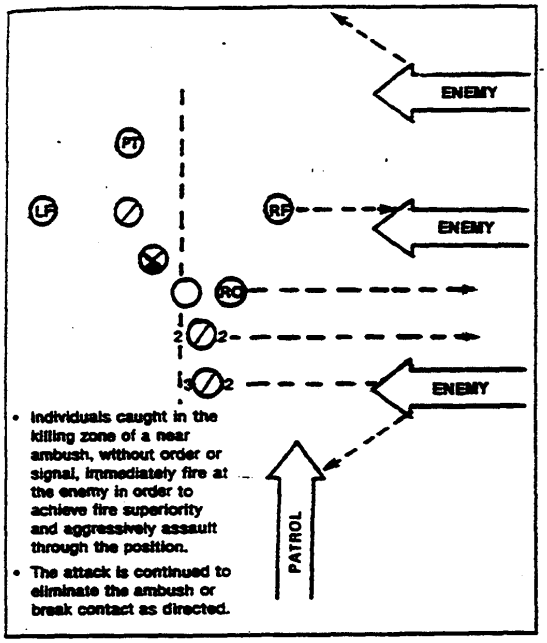
Three-team bounding overwatch technique (step 2).

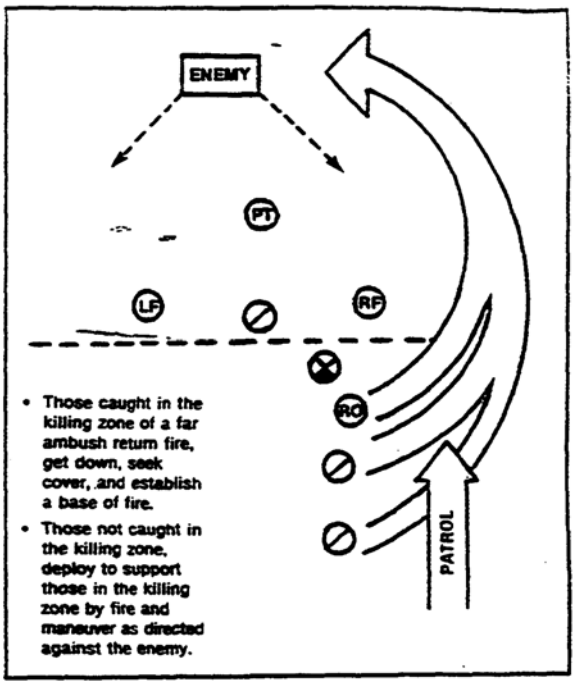
Three-team bounding overwatch technique (step 3).

APPENDIX K
PATROLLING AND TIPS

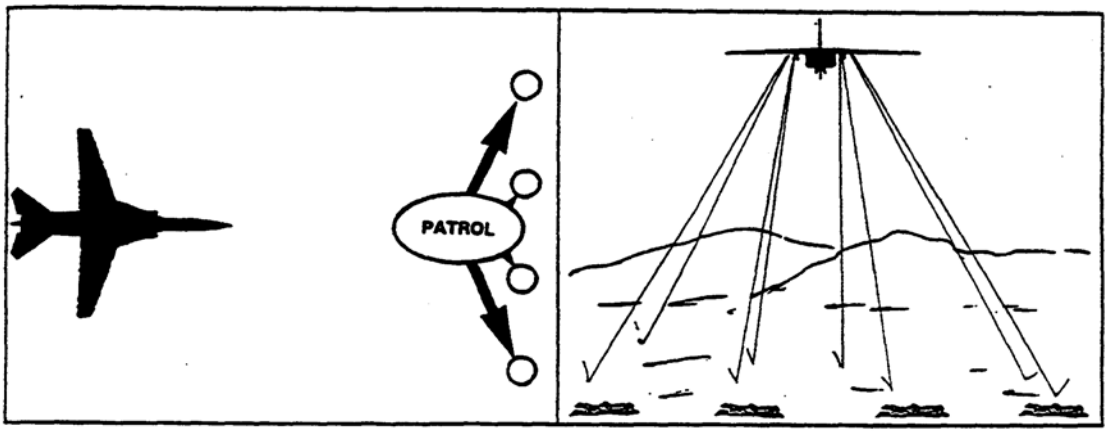
TASK ORGANIZATION

IMMEDIATE ACTIONS

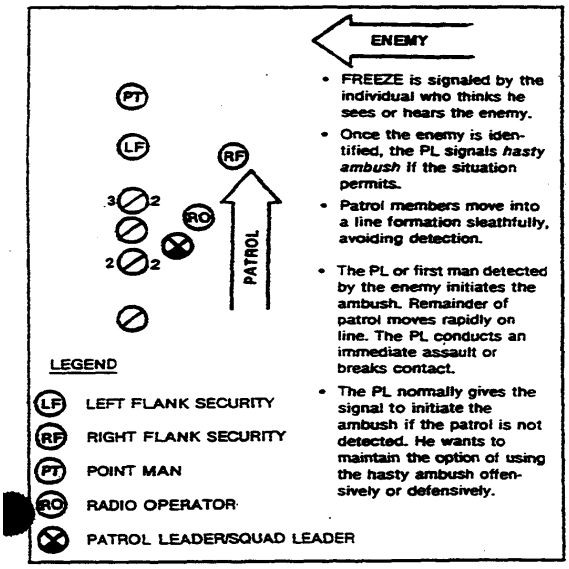




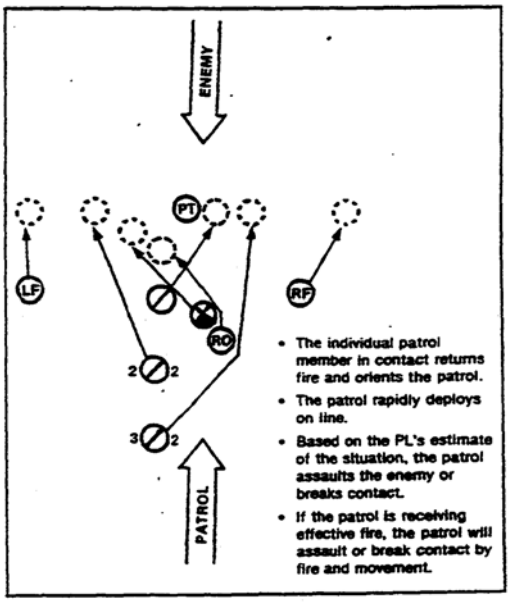
Immediate Action Drill Near Ambush **Immediate Action Drill Far Ambush**



Immediate Action Drill Air Attack



Immediate Action Drill Hasty Ambush



Immediate Action Drill Immediate Assault

TYPES OF AMBUSHES

Interlock with fire from the long side. This formation is very flexible. It can be established on a straight stretch of a trail or road (see Figure 1 and 2) or at a sharp bend in a trail or road (see figure 3).

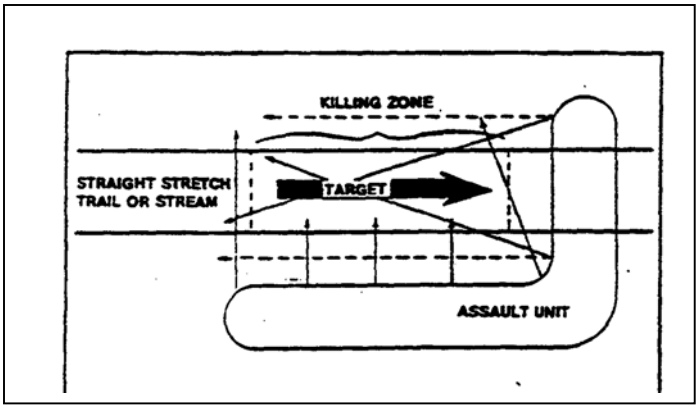


Figure 1. "L" Formation-Destruction Ambush.

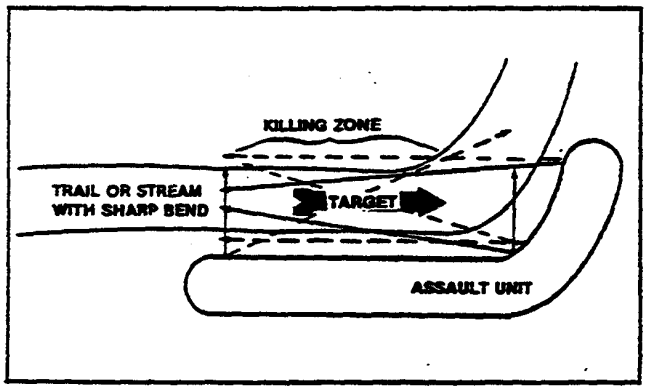


Figure 2. "L" Formation-Destruction Ambush.

When appropriate, fire from tire short side can be shifted to parallel the long side if the enemy attempts to assault or escape in the opposite direction. In addition, the short side prevents escape in its direction and reinforcement from its direction. (See Figure 3)

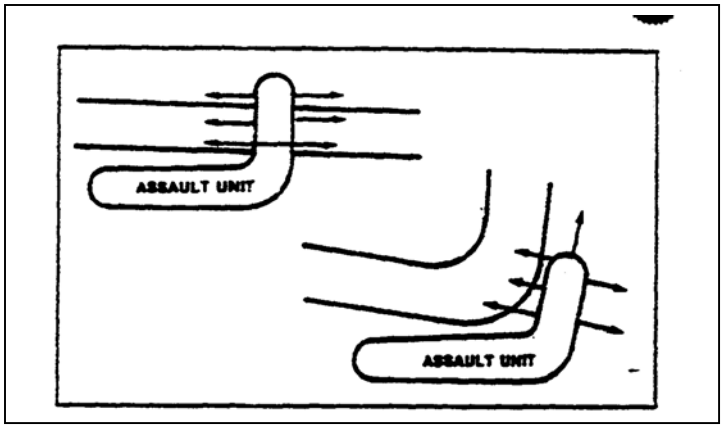


Figure 3. "L" Formation short leg prevents escape or reinforcement.

The "Z" formation is another variation of the line formation. The assault unit is deployed as in the "L" formation, but with an additional side so that the formation resembles a "Z". The additional side may serve any of the following purposes. (See Figure 4)

- To engage a force attempting to relieve or reinforce the kill zone.
- To seal the end of the killing zone.
- To restrict a flank.
- To prevent envelopment.

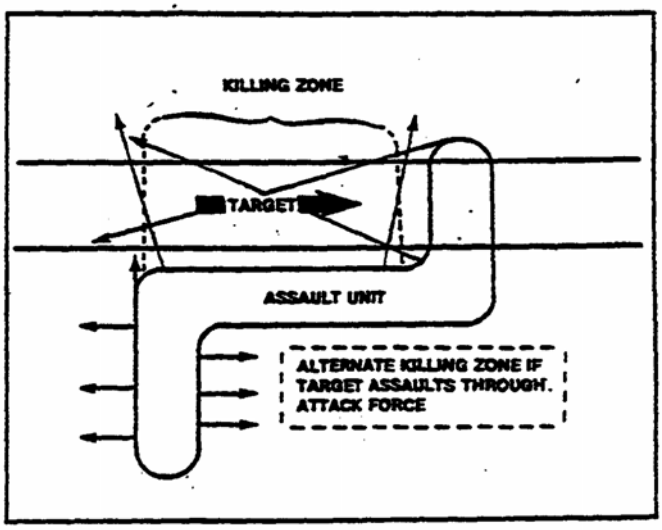


Figure 4. "Z" Formation-Destruction Ambush.

In the "T" shaped formation, the assault unit is deployed across and at right angles to the enemy's route of movement so that it and the enemy form a "T" (See Figure 5). This formation can be used day or night to establish an ambush to interdict movement through open, hard to seal areas.

A small force can use the "T" formation to harass, slow, and disorganize a larger force. When the lead elements of the enemy are engaged, they will normally attempt to maneuver right or left to close with the ambush. Mines and other obstacles placed to the banks of the killing zones slow the enemy's movements and permit the ambush force to deliver heavy fire and withdraw without becoming decisively engaged.

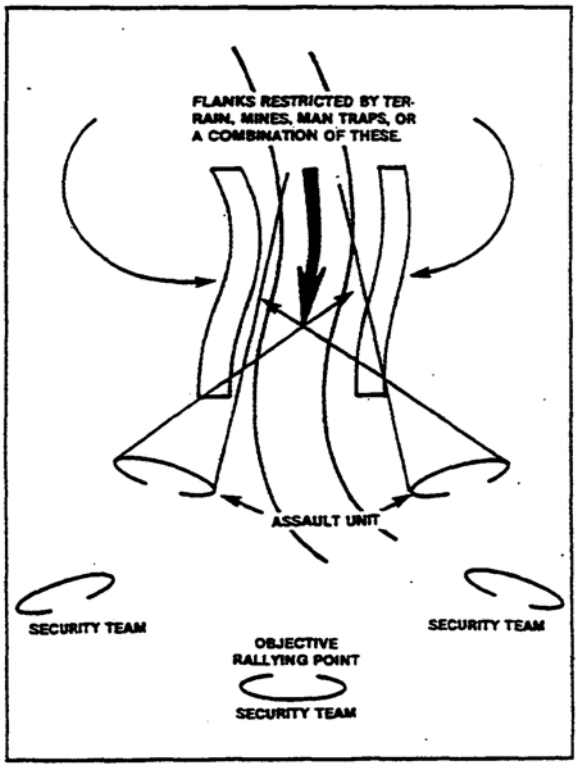


Figure 5. "T" Formation - Harassing Ambush.

The "T" formation can be used to interdict small groups attempting night movement across open areas. For example, the assault unit is deployed along an avenue of approach with every second man facing the opposite direction. The attack of the enemy approaching from either direction requires only that every second man may shift to the side of the formation. Each man fires only to his front and only when the enemy is at a very close range. Attack is by fire only and each man keeps the enemy under fire as long as it remains on his front.

If the enemy attempts to escape in either direction along the killing zone, each man takes him under fire as he comes into his sector of fire. The "T" formation is very effective at halting infiltration. But it has one chief disadvantage; there is a possibility that the ambush will engage a superior force at night while spread out. Use of this formation must, therefore, fit the local enemy situation. (See Figure 6).

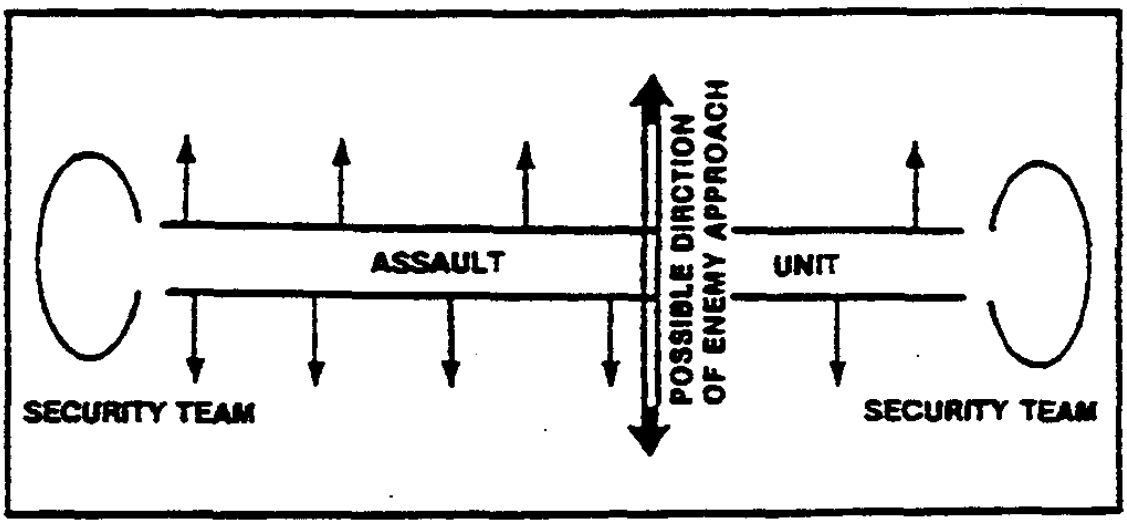


Figure 6. "T" Formation-Harassing Ambush Target Approach from Either Direction

The "V" shaped formation is deployed along both sides of the enemy's route of movement so that it forms a "V"; care is taken to ensure that neither group (within the "V" fires into the other. This formation subjects the enemy to both enfilading sad interlocking fire. The "V" formation is best suited for fairly open terrain but can also be used in close terrain. When established in close terrain, the legs of the "V" close in as the lead element of the enemy force approaches the apex of the "V'", and opens fire at a close range. Here, even more than in open terrain, all movement and fire must be carefully coordinated to ensure that the fire of one leg does not endanger the other. The wider separation of forces makes this formation difficult to control, and there are few sites that favor its use. Its main advantage is that it is difficult for the enemy to detect the ambush until it is well into the killing zone. (See Figures 7 and 8).

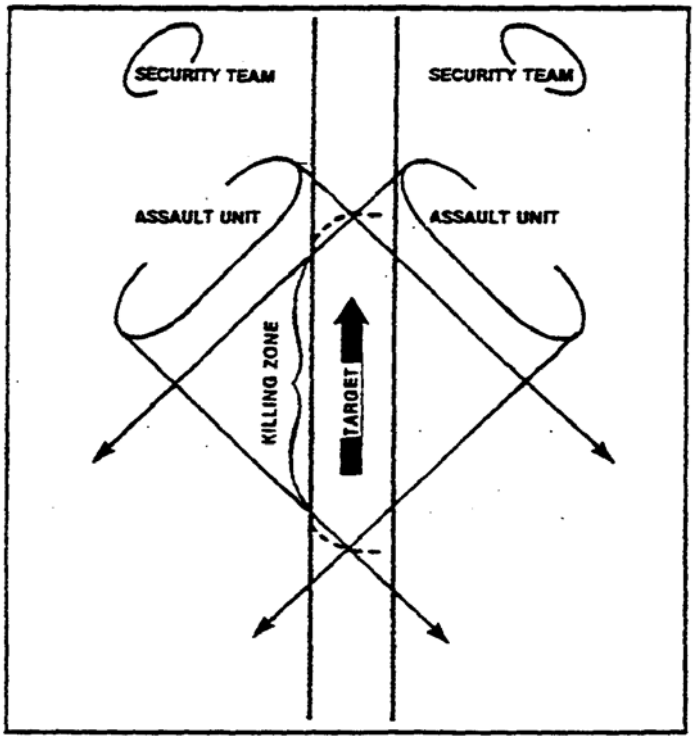


Figure 7. "V" Formation Open Terrain. (in mountain terrain where plunging fire is obtained, legs may be closed in nearly parallel to the killing zone.)

The triangle is a variation of the "V" formation and can be varied in three ways:

Closed Triangle Formation

(See Figure 9). The assault unit is deployed in three teams, positioned so that they form a triangle. An automatic weapon is placed at each point of the triangle and positioned so that it can be shifted quickly to interlock with either of the others. Men are positioned so that their sectors of fire overlap. Mortars may be positioned inside the triangle. When deployed in this matter, the triangle ambush becomes a small unit's strong point, which is used to interdict night movement through open areas. When enemy approach is likely to be from any direction, this formation provides all-around security, and security forces are deployed only when they can be positioned so that if detected by an approaching enemy, they will not compromise the ambush. Attack is by fire only, and the enemy is allowed to approach within close range before fire is opened. The advantages of the closed triangle formation are:

- Ease of control.
- All-around security.
- The enemy approaching from any direction can be brought under fire of at least two automatic weapons.

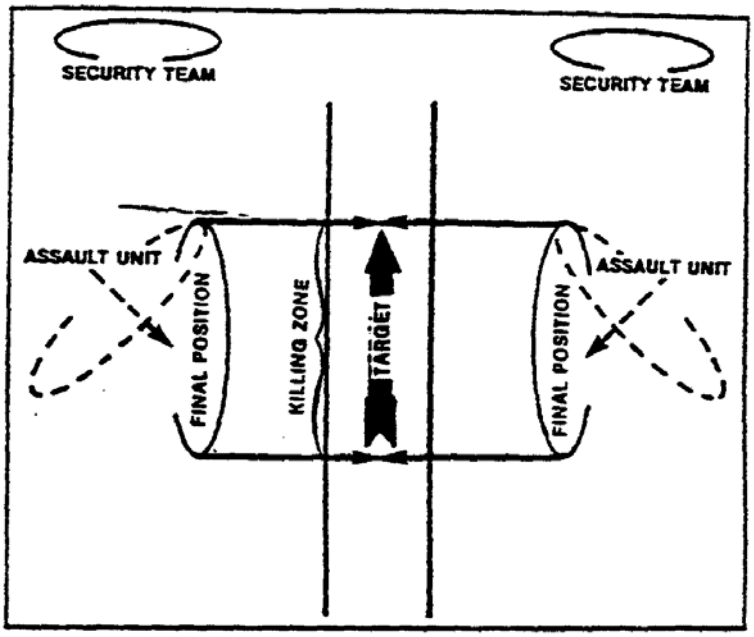


Figure 8. "V" formation - Close Terrain. (Legs in close as target approaches apex of 'V". Must be carefully coordinated and controlled to ensure that legs do not fire into each other.)

Disadvantages are:

- Requires a force of platoon size or larger to reduce the danger of being overrun by an unexpectedly large force.
- One or more sides of the triangle may come under enfilade fire. The lack of dispersion, particularly at the points, increases the danger from enemy mortar fire.

Open Triangle Harassing Formation

This variation of the triangle ambush is designed to enable a small force to harass, slow, and inflict heavy casualties upon a large force without itself being decisively engaged. The assault unit is deployed is three teams, positioned so that each team becomes a corner of a triangle containing the killing zone. When the enemy enters the killing zone, the team to the enemy's front opens fire on the leading element. When the enemy counterattacks, the group withdraws and the team to the enemy's flank opens fire. When this team is attacked, the team to the opposite flank opens fire. This process is repeated until the enemy is pulled apart. Each team reoccupies its position, if possible, and continues to inflict the maximum damage possible without becoming decisively engaged. (See Figure 10)

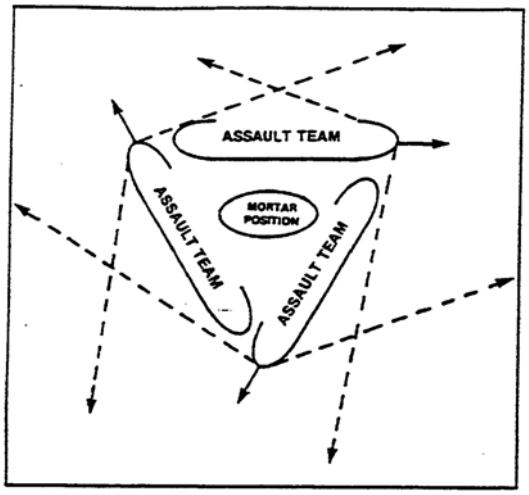


Figure 9. Closed Triangle Formation - Night Harassing Ambush.

Open Triangle Destruction Formation

The assault unit is again deployed in three teams, positioned so that each team is a point of the triangle, 200 to 300 meters apart. The killing zone is the area within the triangle. The enemy is allowed to enter the killing zone; the nearest team attacks by fire. As the enemy attempts to maneuver or withdraw, the other teams open fire. One or more teams, as directed, assault or maneuver to envelop or destroy the enemy. (See Figure 13)

As a destruction ambush, this formation is suitable for platoon-size or larger ambush forces. A smaller force would be in too great a danger of being overrun. Another disadvantage is that control, in assaulting or maneuvering, is very difficult. Very close coordination and control are necessary to ensure that assaulting or maneuvering teams are not fired on by another team. The ambush site must be a fairly level open area which provides concealment around its border for the ambush force.

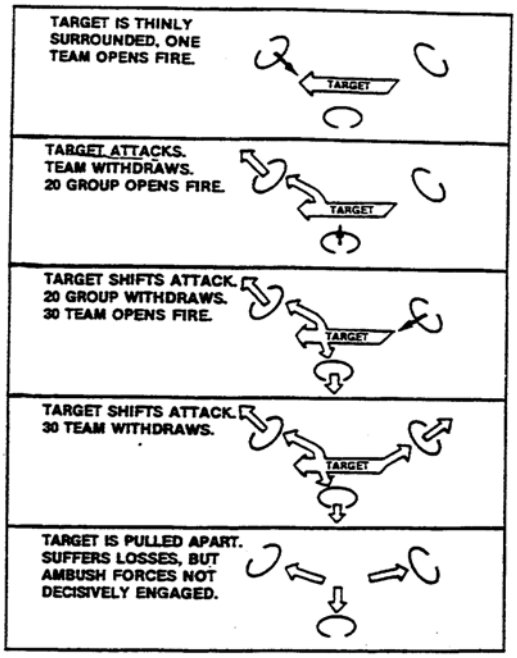


Figure 10. Open Triangle Formation - Harassing Ambush.

The Box Formation

The "box" formation is similar in purpose to the open triangle ambush. The assault unit is deployed in our teams, positioned so that each team becomes a corner of a square or rectangle containing the killing zone. It can be used for a harassing or destruction ambush in the same manner as the variations of the open triangle formation.

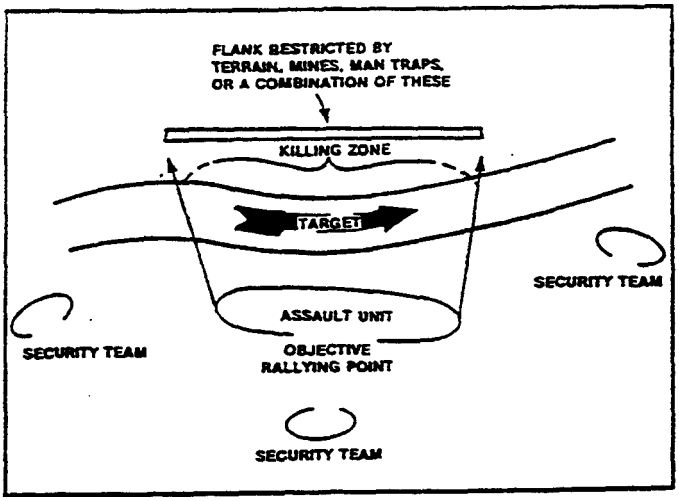


Figure 11. Line Formation - Harassing or Destruction Ambush.

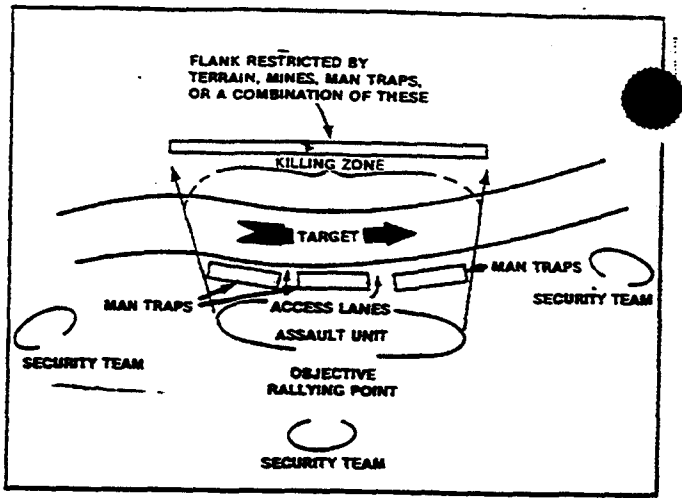


Figure 12. Line Formation - Destruction Ambush - Access Lanes for Assault of Target.

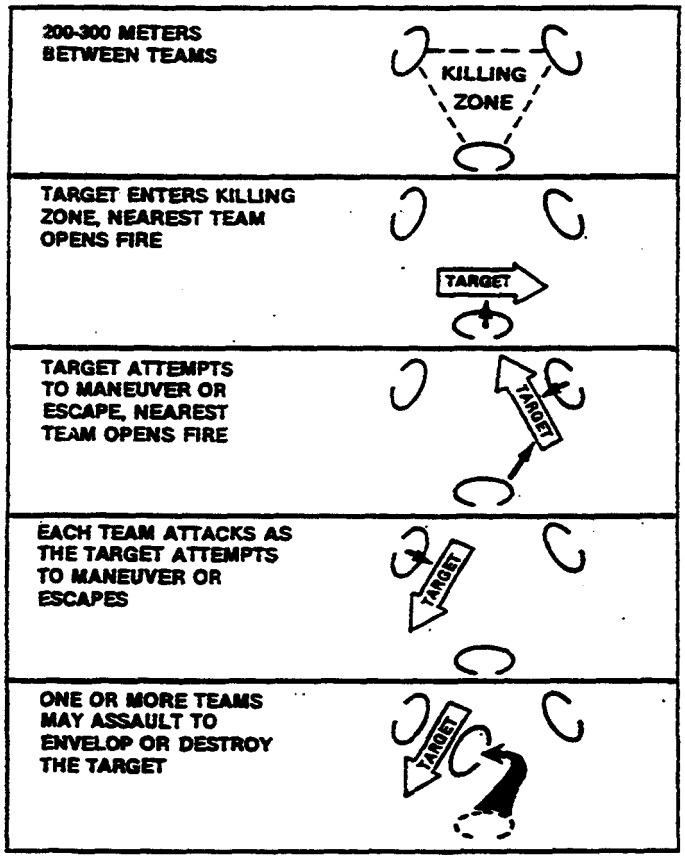


Figure 13. Open Triangle Formation - Destruction Ambush.

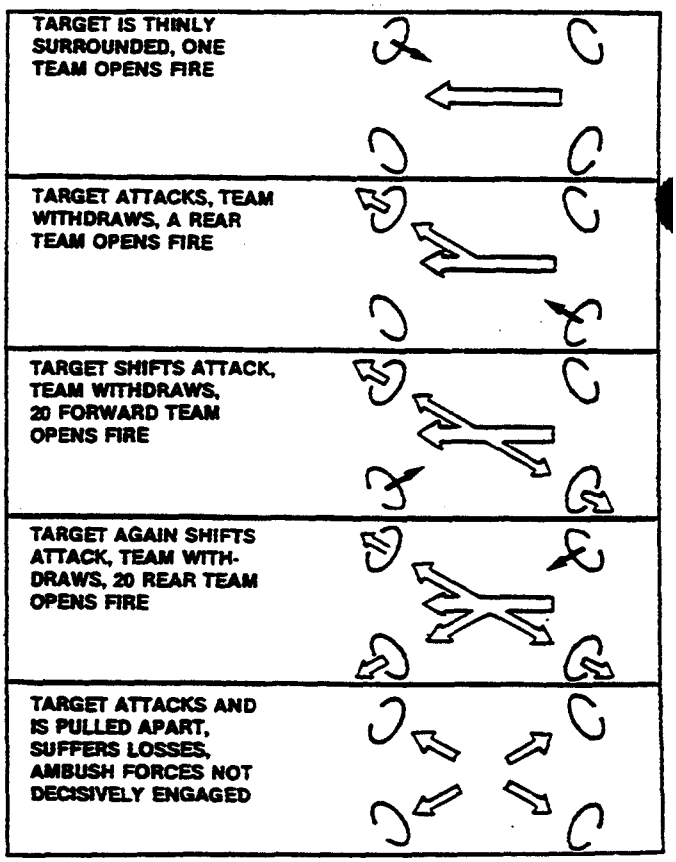


Figure 14. Box Formation - Harassing Ambush.

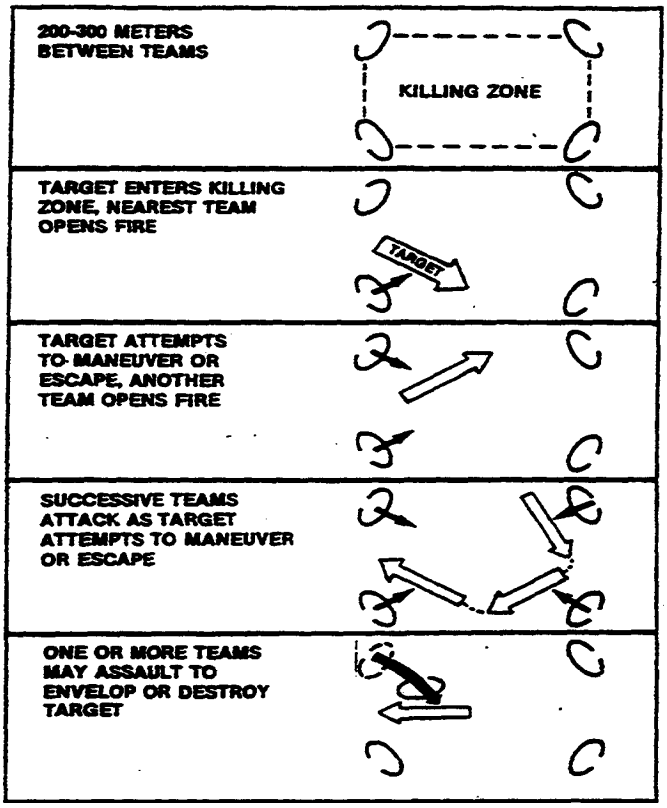


Figure 15. Box Formation - Destruction Ambush.

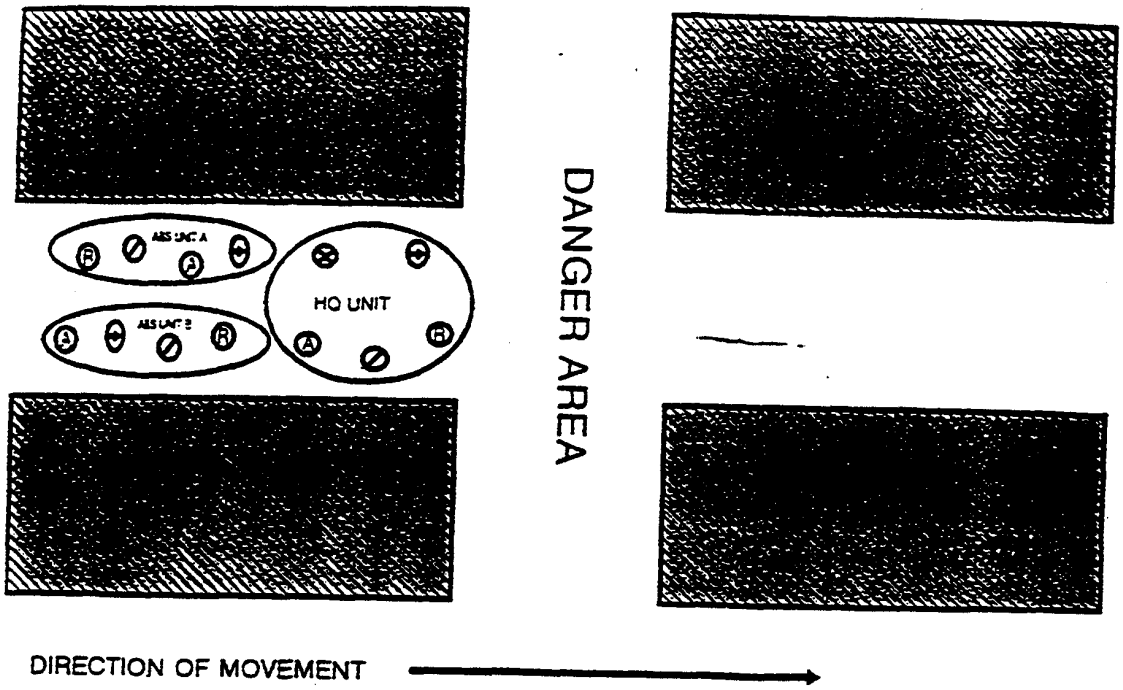
CROSSING DANGER AREAS

A designated two Marine element (consisting of one Marine from each A&S team) move through the HQ unit and establish respective firing positions on the heir side of the danger area covering the patrol's near side Banks. They are followed by a second pair (again, one Marine from each A&S team) who move across the far side of the danger area and establish respective 5 ring positions covering the patrol's far safe flanks. (See figure below)

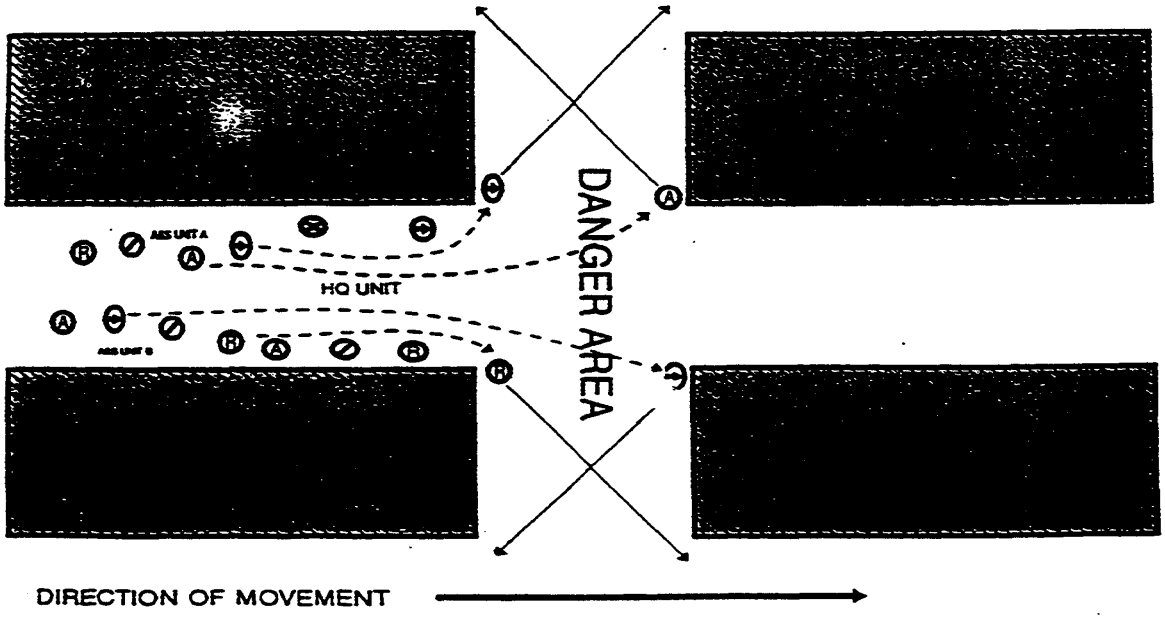
Once near and far side flank security is established, the headquarters unit then hard targets across to far side of the danger area.

The remaining A&S team members then cross the danger area and join the HQ unit on the far side

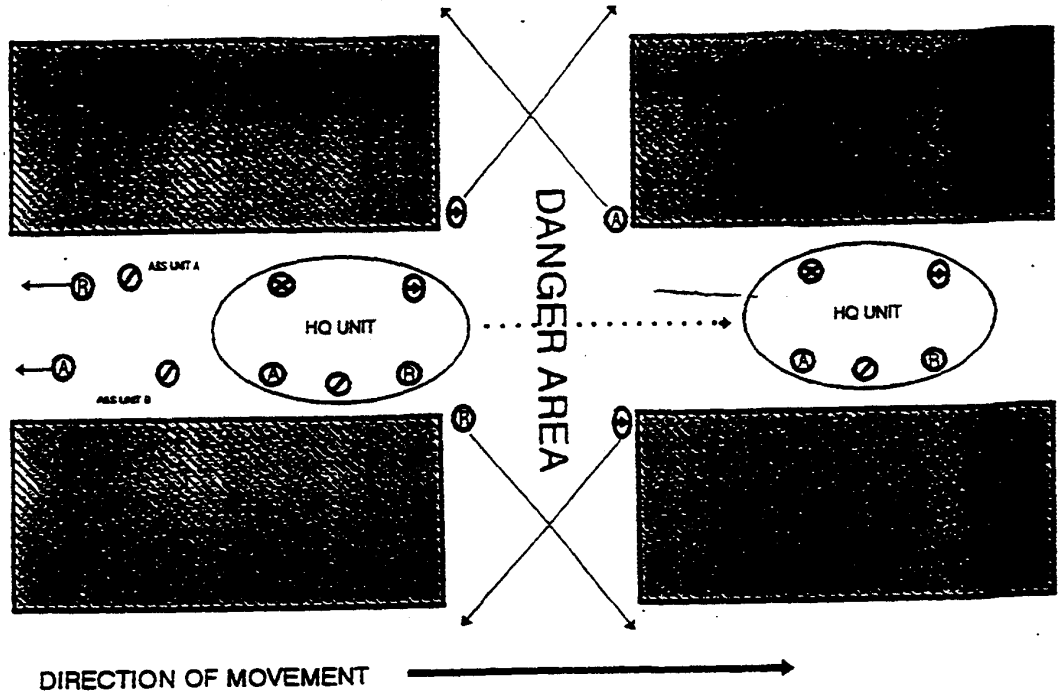
Once the trail A&S team members cross the danger area, they take up rear security and cover the movements of the near and far side flank security teams as they return to their positions in the patrol formation. The near side security team should collapse back fast, followed by their far-side counterparts. The patrol then resumes its advance away from the danger area.



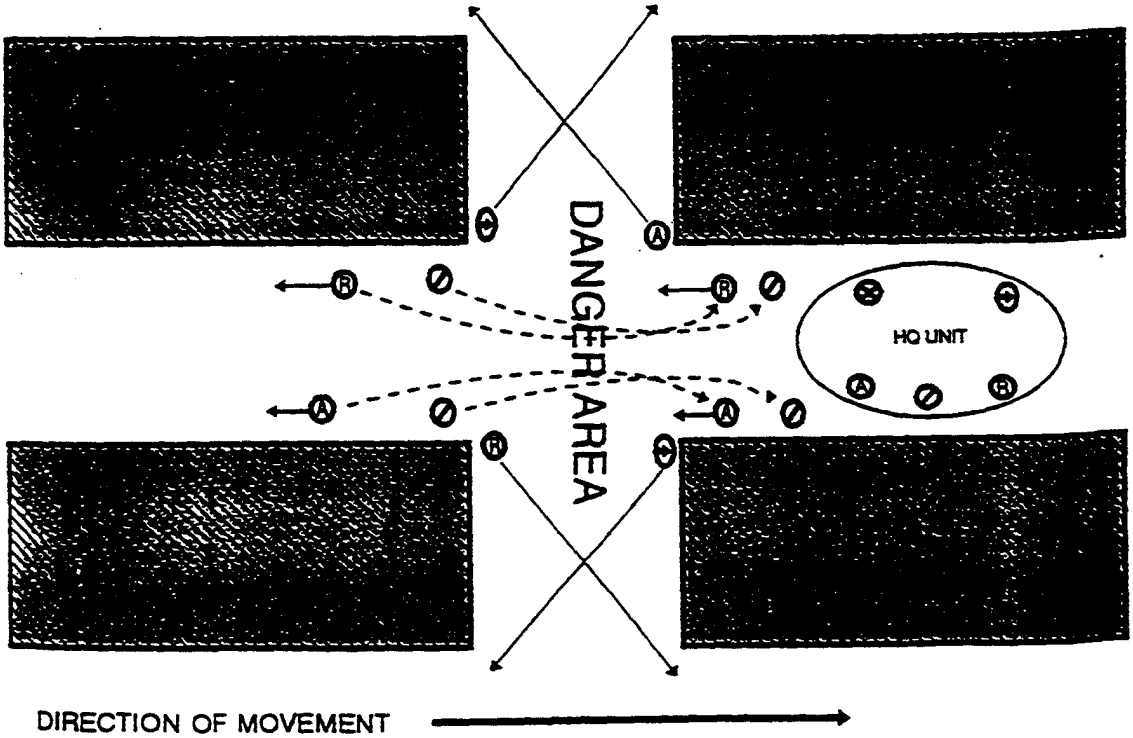
Section I. Concerns (1)



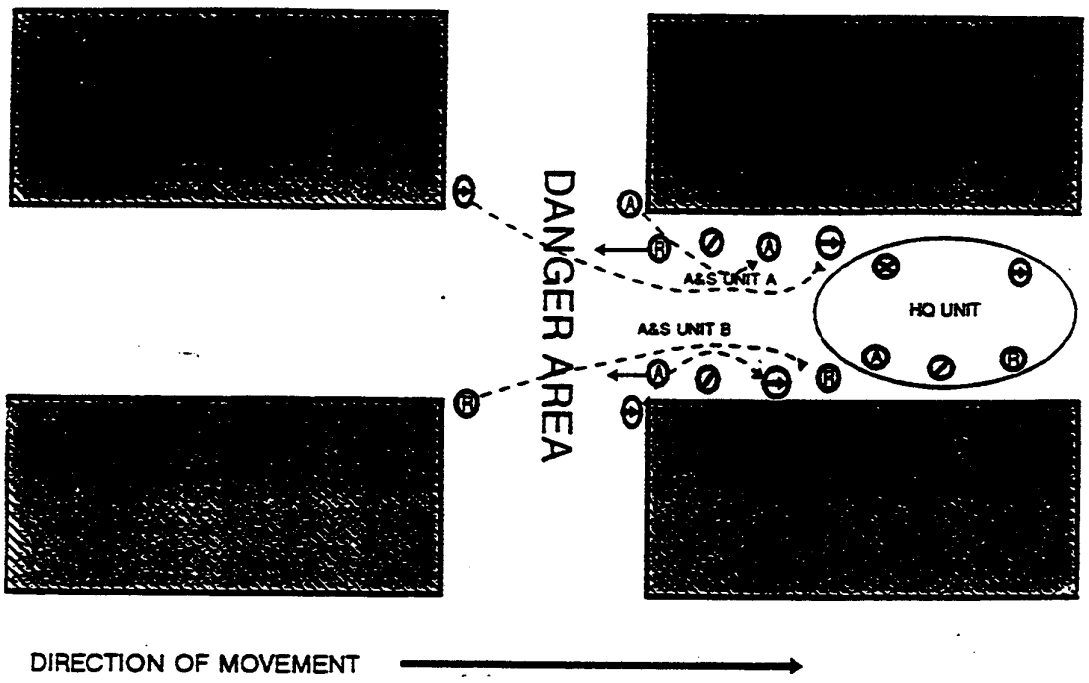
Section I. Concerns (2)



Section I. Concerns (3)



Section I. Concerns (4)



Section I. Concerns (5)

Interacting with Local Populations

Urban patrols must interact with the local populace. Patrols are at first a novelty to the civilians but can quickly become an unwelcome one. The movement of the patrol must be fast enough to prevent the enemy from massing their fires upon it, but deliberate enough to ensure adequate security, minimal support etc.. Patrol members must realize that they are usually the only Marine the local population will deal with and that inappropriate comments or acts could lead to the deterioration of the rapport between the U.S. and the general population. Marines must remember that the vast majority of the individuals they will come in contact with are noncombatants attempting to survive in trying political, economic, and social situations.

Hostile Incident Indicators

Hostile incidents often stem to occur spontaneously, but there are indicators that can alert Marines in imminent danger. The most obvious indicators are the sudden absence of normal routine, patterns and attitudes of the local populace or the presence of abnormal activity. Some examples are:

- Observers on roof tops, in windows, etc., who are obviously threats to the patrol.
- The unusual absence of pedestrian traffic, people on porches, etc.
- Stores, markets, or street vendors closed suddenly without explanation
- Dramatic change is civilian attitude toward patrol members
- Unfamiliar individuals or vehicles within tire patrol area
- Unfamiliar vehicles parked in rim patrol area.
- Road blocks

- Children throwing rocks at patrols to possibly draw the patrol's attention away from a more serious event such as a deliberate ambush.
- Vehicles riding unusually low due to overloading (ferrying people, weapons, explosives)

Section II. Patrol Order

PATROL ORDER

Introduction and Definitions

Purpose

To provide a format enabling the Patrol Leader to organize and present all necessary patrol information to his subordinates.

General

The patrol order format ensures that all team members are well informed, and ensures that they know their individual duties in relation to the mission. Patrol orders are necessarily detailed.

Procedure

If time permits, the Patrol Leader will issue a Warning Order (See TAB A2), and write a full Five Paragraph Order. A terrain model will be made in accordance with the patrol area/zone/route, and the order will be issued over the terrain model.

Orientation: (from vantage point) Date:

_____

Break out map Time:_____

That way is north

Present location is grid coordinate _____

Observe Terrain Model

Key Terrain **Objective Areas**

GC_____ Obj#:_____

GC_____ Obj#:_____

GC_____ Obj#:_____

VEGETATION:

Control Measures

Trace of friendly lines Fire support coordination MSRS

_____ _____

Point of departure FSCL:_____

_____ CFL:_____

RFL:_____

Point of reentry Rally points

_____ IRP:_____ ORP:_____

Checkpoints

#___ GC_____ #___ GC_____

#___ GC_____ #___ GC_____

#___ GC_____ #___ GC_____

Situation

Enemy

Composition/disposition/strength:

_____
_____
_____
_____

Most probable course of action:

_____
_____
_____
_____

Friendly

Higher mission:

_____
_____
_____

Adjacent

Left/right:	(Unit/location/mission)
1. / /	1. / /____
2. / /	2. / /____
3. / /	3. / /____

Front/rear:

1. / /	1. / /____
2. / /	2. / /____
3. / /	3. / /____

Supporting: Fire support (Unit/location/[GS/DS/Attach])

1._____/_____/_____

2._____/_____/_____

3._____/_____/_____

4._____/_____/_____

Security

1._____

2._____

3._____

Attachments: (Unit/Time Effective)

1._____/_____ 2._____/_____

3._____/_____ 4._____/_____

5._____/_____ 6._____/_____

Detachments: (Unit or Marines/Time Effective)

1._____/_____ 2._____/_____

Mission (Patrol Type/Who–What–When–Where–Why)

_____
_____
_____

Execution

Concept of Operations

Scheme of maneuver:

_____
_____
_____

Fire support plan (machineguns/60mm/81mm/artillery/air/naval/gun)

_____
_____
_____

Tasks

Security unit/unit leader (enroute)/at objective

_____
_____
_____

Assault unit/unit leader (enroute)/unit leader (at objective)

_____
_____
_____

Headquarters unit /unit leader (enroute)/unit leader (at objective)

_____
_____
_____

Supporting unit /unit leader (enroute)/unit leader (at objective)

_____
_____
_____

APL

_____
_____
_____

Navigator

_____
_____
_____

Coordinating Instructions

Time of departure_____ Time of return_____

Patrol route: primary/alternate

From GC (IRP)	FOR	To CKPT#	At GC
From CKPT#	FOR	To CKPT#	At GC
From CKPT #	FOR	To CKPT#	At GC
From CKPT #	FOR	To CKPT#	At GC
From ORP	FOR	To OBJ	At GC
From OBJ	FOR	To ORP	At GC
From ORP	FOR	To CKPT#	At GC
From CKPT 4-	FOR	To CKPT#	At GC
From CKPT #	FOR	To CKPT#	At GC
From CKPT #	FOR	To CKPT#	At GC
From CKPT#	FOR	To RRP	At GC

Organization for movement (diagram/terrain model)

_____
_____
_____

Security during movement:

Flanks:_____ Rear:_____

Front:_____ Overhead:_____

Security during halts:

_____
_____
_____

Actions at danger areas:_____

Linear:

_____
_____

Cross-compartment:

_____
_____

Obstacles:

_____
_____

Actions upon contact:_____

Hasty ambush:

_____
_____

Contact (left/right):

_____
_____

Contact (front/rear):

_____
_____

Far/near ambush:

_____
_____

Departure of friendly lines:

_____
_____

Reentry of friendly lines:
_____
_____

Actions at rally points:
_____
_____

Actions in the objective area:
_____
_____

Debriefing:
_____
_____

MOPP level: _____

Administration and Logistics

Ammunition (Rounds Per Man/Per Gun)

Riflemen:_____ Automatic riflemen:_____

M-203s:_____ M-60E3:_____

Attachments:_____

Special Ordnance

Pyrotechnics:

Type:_____#:_____ Color:_____

Type:_____#:_____ Color:_____

Type:_____#:_____ Color:_____

Smoke:

Type:_____#:_____ Color:_____

Type:_____#:_____ Color:_____

Type:_____#:_____ Color:_____

Grenades_____ /AT-4_____

Claymores_____ /NVGs_____

Explosives_____

Resupply/when_____ Where:_____ How:_____

Chow:_____ Water:_____

Handling/KIA_____ WIA_____

Corpsman LOC_____ Aid station _____

Special equipment _____

Command and Signal

Signal

Brevity code (SOP)

_____/_____/_____/_____

Call signs/CEOI day:_____ Change time:_____

Frequencies:	BN TAC	CO TAC	COF	Other
Primary:	_____	_____	_____	_____
Alternate:	_____	_____	_____	_____

Use hand and arm signals/messenger/visual within patrol

Command

Chain of command_____

Location of patrol leaders_____

Are there any questions? Time is now_____

WARNIING ORDER

PATROL PLANNING

Begin Planning

- Begin reverse planning—start from step off time/work back to current time
- Conduct an estimate of the situation (METT-T)
- Issue warning order to assistant patrol leader (APL)

Arrange Reconnaissance

- Conduct a map reconnaissance/choose reconnaissance route and objectives
- Choose reconnaissance team (usually PL/RO/2 security)
- Arrange with forward unit commander for passage through friendly lines
- Issue five point contingency plan to APL
  - where you are going
  - others going on reconnaissance
  - time you will be gone
  - what to do if you don't return
  - actions on enemy contact

Make Reconnaissance

Conduct reconnaissance looking for information that will assist you in completion of the planning.

Complete the Planning

Based on reconnaissance decide:

- task organization
- routes to the objective area
- observation points / point of attack / form of maneuver/ type of ambush/ return routes
- necessary fire support
- prepare final five paragraph order

Issue the Order

- Construct terrain model
- Gather marines in team order around terrain model
- Issue order to entire patrol
- Answer questions

Supervise

- Conduct inspections
- Conduct detailed rehearsals
- Conduct final rehearsal and final inspection

PATROLLING TIPS

Preparation

- Understand your mission; keep your plan simple but thorough.
- Make a detailed map study. Know the terrain in your objective area. On short patrols, memorize your route. For long patrols, select terrain features to help you keep oriented. A piece of acetate over luminous tape can be used to make a rough sketch or strip map. The sketch map will glow in the dark and make the use of lights unnecessary. Use a grease pencil to write on the sketch map so marks can be easily erased.
- Consider the use of difficult terrain when planning your route. Impassable terrain is very rare.
- When your patrol is to infiltrate the enemy area, select a primary and alternate rendezvous point.
- Consider all types of grenades: fragmentation, CS, white phosphorous, concussion, smoke, high explosive, high explosive airburst, anti-armor, antipersonnel, dual purpose (antipersonnel/antiarmor), and CS for the M203 grenade launcher.
- Reconnaissance patrols should carry at least one automatic weapon. It provides valuable sustained firepower.
- Avoid taking weapons requiring different types of ammunition.
- Clean, check, and test fire all weapons before departure.
- Carry gloves to protect hands.
- Carry at least two flashlights and two of such critical items as compasses, binoculars, wire cutters and fuse crimpers.
- Carry an extra flashlight and radio batteries on long patrol.
- Every man should carry two canteens and a poncho.
- Ponchos can be used to make litters, construct rafts, conceal lights, and as shelters.
- Have every man carry an extra pair of socks.
- A length of rope, which can be secured around the waist, can be used for binding prisoners, climbing or descending obstacles, and crossing streams.
- Consider the use of snipers and scout dogs.
- Two pieces of luminous tape worn on the back of the collar aid in control and movement on dark nights. Turn the collar down when near the enemy. The tape can also be worn on the back of the cap, but cover or remove it when near the enemy.
- Use friction tape to secure rifle swivels, sling, dog tags, and other items which might rattle.
- Be sure to camouflage the back of your neck, behind your ears, and the backs of your hands.
- Provide for security by assigning every man an area of responsibility.
- Designate at least two pacers and use the average of their individual counts.
- Fold maps before departing so they can be more easily handled.
- Preset compasses before departing. Preset more than one compass for each setting required.
- Take your subordinate leaders with you on your reconnaissance.
- Prearrange and rehearse all signals to be used. Keep signals simple.
- Plan time for your patrol members to accustom their eyes to the dark if you have a night patrol.
- Use visual aids in issuing your patrol leader’s order (sketch on the ground or a ration box). A properly used visual aid may make the difference between success and failure of the patrol.
- Do not carry maps marked with formation that might aid the enemy.
- Conduct rehearsals, if time permits, on terrain similar to that over which you will operate. Conduct day and night rehearsals for a night patrol.
- Inspect your patrol carefully before rehearsals and before departure. Question your Marines to check their understanding of the action planned.
- Retain fire team and squad integrity when organizing the patrol.

Execution

- On small patrols, the count should be sent up automatically after each halt or passage of a danger area. In large patrols, use the chain of command to account for men.
- Use the point for security and not for navigation; however, a navigator may accompany the point.
- Check navigation frequently.
- On long patrols, change point and compass men occasionally.
- Use an alternate challenge and password outside friendly lines.
- In mountainous terrain, use ridgelines to guide movement whenever possible, but do not move along ridgetops.
- Weapons are always carried at the ready position.
- Cut the enemy wire obstacles only when necessary. Make a reconnaissance first.
- When moving at night, take advantage of any noises such as wind, vehicles, planes, battle sounds, and even sounds caused by inspects.
- Do not move on roads and trails unless absolutely necessary.
- Over short distance, the compass can be used for signaling at night. A piece of luminous tape can also be used.
  - Crossing roads in enemy territory is a matter of common sense. Each situation may dictate a different method. You will not violate established procedures if you properly reconnoiter before crossing the road. Establish adequate security and move silently and quickly to avoid detection. A main point of consideration in any road crossing is the control of your unit. Some method used are:
  - Patrol can form a skirmish line and move quickly and quietly across the road in a single bound.
  - The entire patrol can form a file, following the footsteps of the man in front in order to minimize footprints.
  - Men cross the road a few at a time until the entire patrol is across.
  - Erase all footprints after the patrol has crossed the road regardless of the method used.
- Crossing streams is similar to crossing roads; reconnaissance and security are necessary.
- When it is necessary to leave a wounded Marine to be picked up on your return trip, leave another Marine with him. Walking wounded either continue or return on their own to friendly areas. When near the enemy, remove the wounded from the immediate area before applying first aid.
- Avoid all human habitations.
- Bypass enemy positions or obstacles by offsetting around them. Stay oriented by moving at right angles for specified distances. If you are moving on an azimuth of 360 and wish to bypass an obstacle or position, change direction 90 degrees and move for 100 meters, change direction back to 360 degrees and you are back to your original route. Do not attempt to slide around or by the enemy position or obstacle. This procedure may result in a lost patrol.
- Break contact with the enemy by the clock system, by fire and maneuver, or by a combination of both.
- Know your location at all times. A relatively slight error can cause you to miss your objective or your point of reentry into the friendly area.

Miscellaneous

- Keep the cutting edge of the entrenching tool extremely sharp. It is a good silent weapon and can be used instead of a machete.
- A garrote (a strangling device) can be used for killing a sentry.
- Do not jeopardize security by letting ear flaps and hoods interfere with hearing.
- Keep talking to a minimum. use hand and arm signals to the maximum.

- When reconnoitering enemy positions, keep the security element within supporting distance of the reconnaissance element.
- Never throw trash on the ground.
- Dark, rainy, and windy nights are best for patrols.
- Prepare for mission accomplishment even with casualties by:
  - Giving the complete patrol order to all patrol members.
  - Questioning members during inspections on duties of other teams and elements.
  - Switching individuals, teams, and elements during rehearsals.
- Ensure that each member knows the general direction of friendly lines and how to navigate there without a compass.

ROUTE RECONNAISSANCE SYMBOLS

ROUTE CLASSIFICATION SYSTEM

ROUTE CLASSIFICATION SYSTEM (CONTINUED)

ROUTE RECONNAISSANCE KIT

- Two (2) sets of colored overlay pens of varying color and thickness
- Five (5) sheets laminated 8 I/2" x 11" lined white paper
- Ten (10) sheets of 18" x 24" plastic overlay material
- Ten (10) laminated copies of DA form 1248 Road Reconnaissance Report
- Ten (10) laminated copies of DA form 1249 Bridge Reconnaissance Report
- Ten (10) laminated copies of DA form 1250 Tunnel Reconnaissance Report
- Ten (10) laminated copies of DA form 1251 Ford Reconnaissance Report
- Ten (10) laminated copies of DA form 1252 Ferry Reconnaissance Report
- Two 25 meter lengths of 1/2" line weighted with 10 oz. plumb and marked each meter with colored ribbon
- One (1) folding one meter ruler
- One (1) twelve inch ruler with metric markings
- Two (2) map protractors
- One (1) Joint Plotter
- One (1) Surveyors Compass w/ Fine Point Black Alcohol Pen
- Two (2) laminated Engineer Cards
- One (1) Engineers Clinometer

Additional Equipment:

- One (1) 35mm camera with film
- One (1) laser range finder
- Route signs as necessary
- Police tape/engineer tape

SAMPLE PATROL AND ROUTE RECONNAISSANCE OVERLAY

PREPARING A PATROL OVERLAY

General

A patrol overlay graphically depicts the route traveled by a patrol. The patrol leader will prepare a patrol overlay for each patrol.

Patrol Overlay

Each patrol overlay will contain the following information:

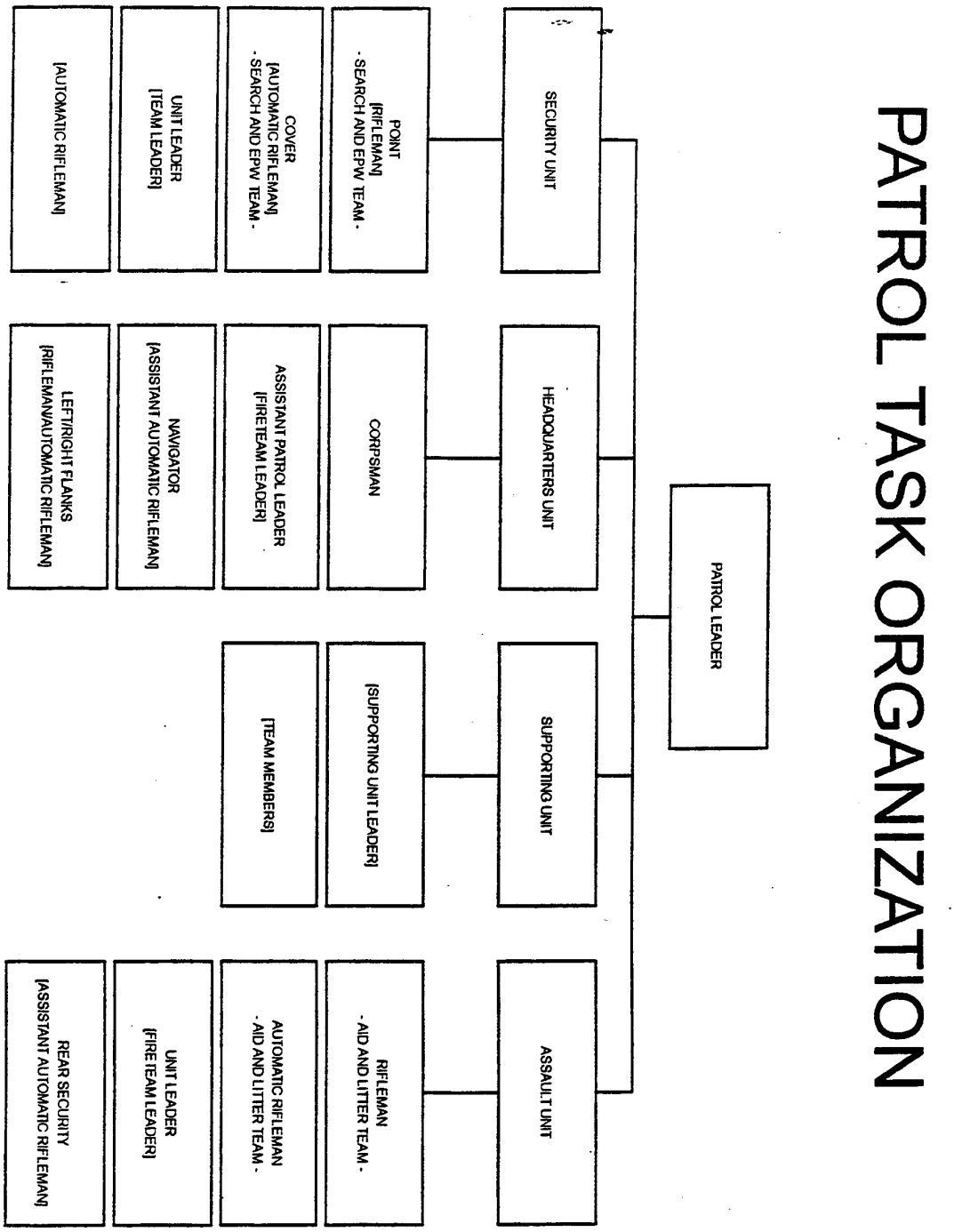
- Two sets of grid reference points.
- A North seeking arrow.
- Overall classification of the overlay will be place centered in the top and bottom margins.
- Reference box containing the following information:
  - Name, Rank.
  - SSN.
  - Unit:
  - Date Time Group expressed as Day Time (local) Month Year or 12 1930L May 95.
  - Map Name; Edition, Scale.
  - Key: Depicting special symbology.
  - Mode of travel (Foot or Vehicle) and distance traveled.
  - Estimated time of departure and return.

Location of Friendly Forces.

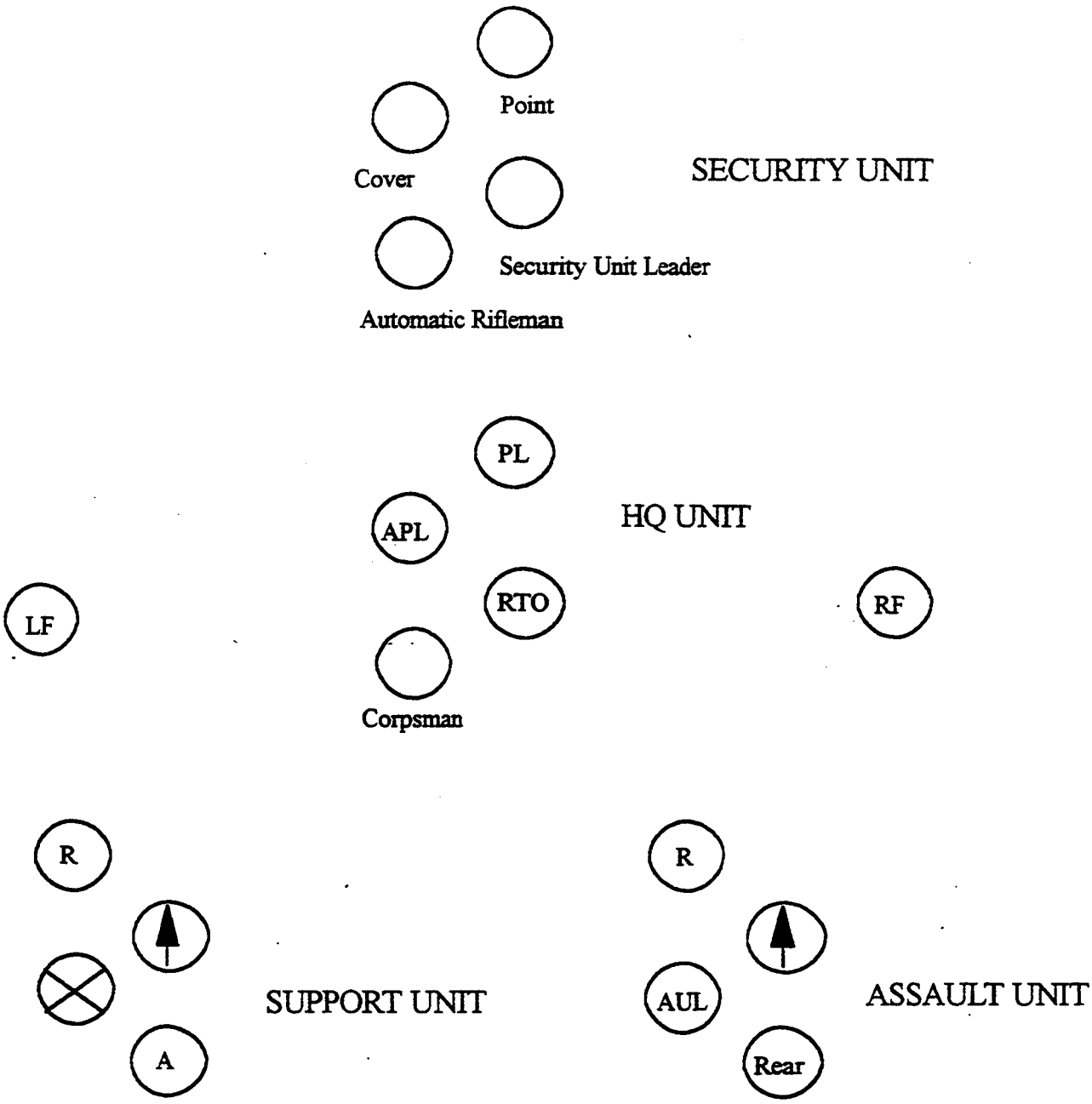
Location of Checkpoints or Ambush Sites

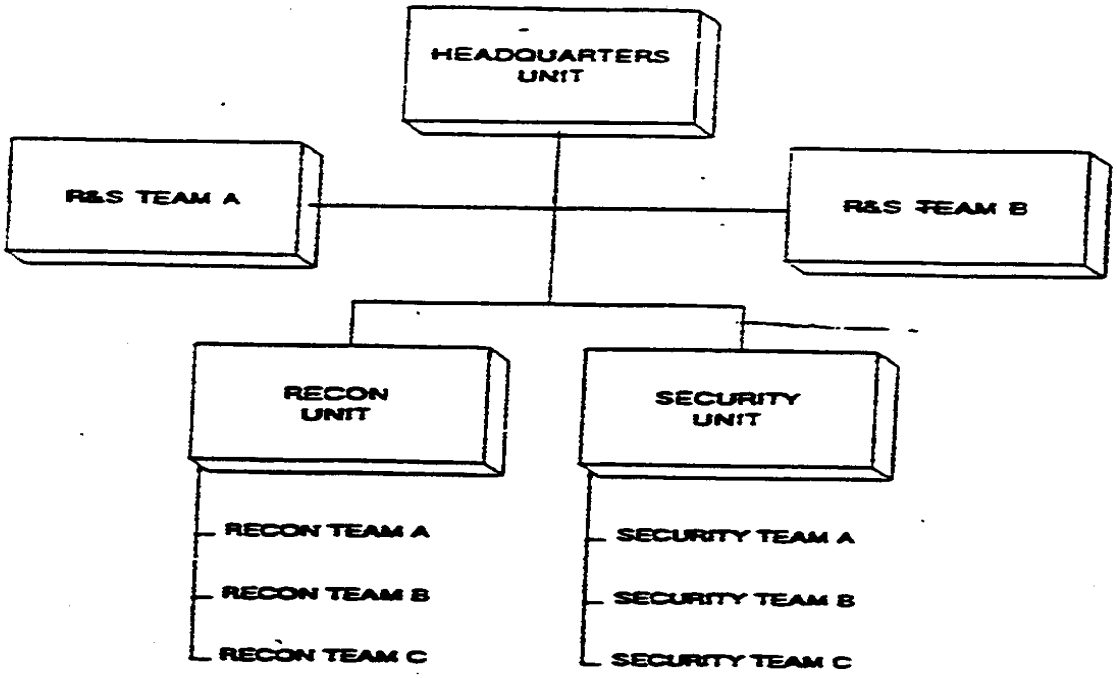
The patrol leader is responsible for providing the TCP this overlay before departure and immediately upon return. See the Enclosures.

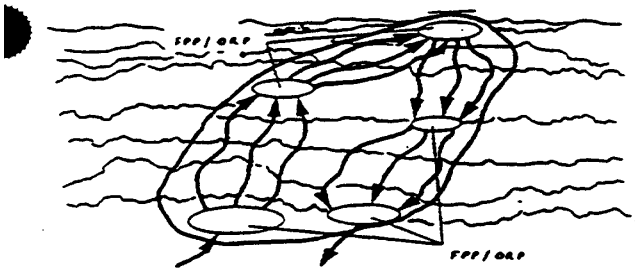
SAMPLE PATROL AND ROUTE RECON OVERLAY

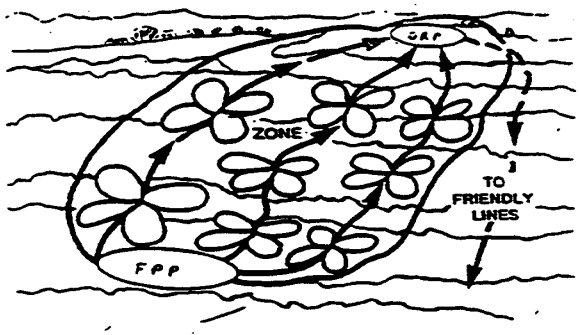

PATROL TASK ORGANIZATION
PATROL LEADER
SECURITY UNIT
HEADQUARTERS UNIT
SUPPORTING UNIT
ASSAULT UNIT
POINT
[RIFLEMAN]
- SEARCH AND EPW TEAM -
COVER
[AUTOMATIC RIFLEMAN]
- SEARCH AND EPW TEAM -
[AUTOMATIC RIFLEMAN]
UNIT LEADER
[TEAM LEADER]
[ASSISTANT AUTOMATIC RIFLEMAN]
LEFT/RIGHT FLANKS
[RIFLEMAN/AUTOMATIC RIFLEMAN]
CORPSMAN
ASSISTANT PATROL LEADER
[FIRE TEAM LEADER]
NAVIGATOR
[ASSISTANT AUTOMATIC RIFLEMAN]
[SUPPORTING UNIT LEADER]
[TEAM MEMBERS]
RIFLEMAN
- AID AND LITTER TEAM -
AUTOMATIC RIFLEMAN
- AID AND LITTER TEAM -
UNIT LEADER
[FIRE TEAM LEADER]
REAR SECURITY
[ASSISTANT AUTOMATIC RIFLEMAN]

1

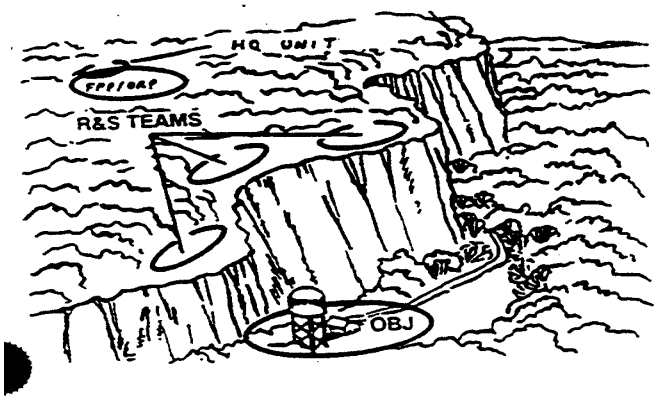

Point
Cover
SECURITY UNIT
Security Unit Leader
Automatic Rifleman
PL
APL
HQ UNIT
RTO
LF
RF
Corpsman
R
SUPPORT UNIT
A
R
AUL
ASSAULT UNIT
Rear



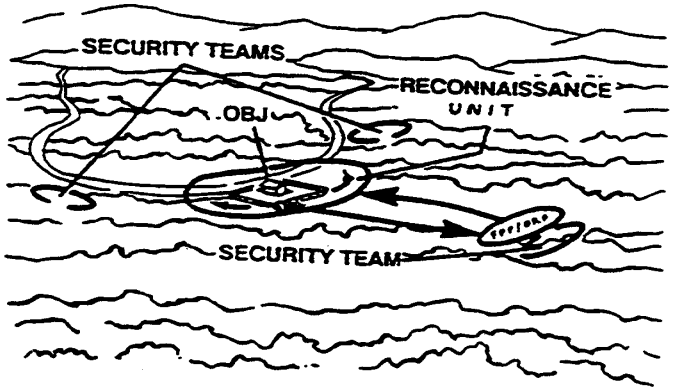




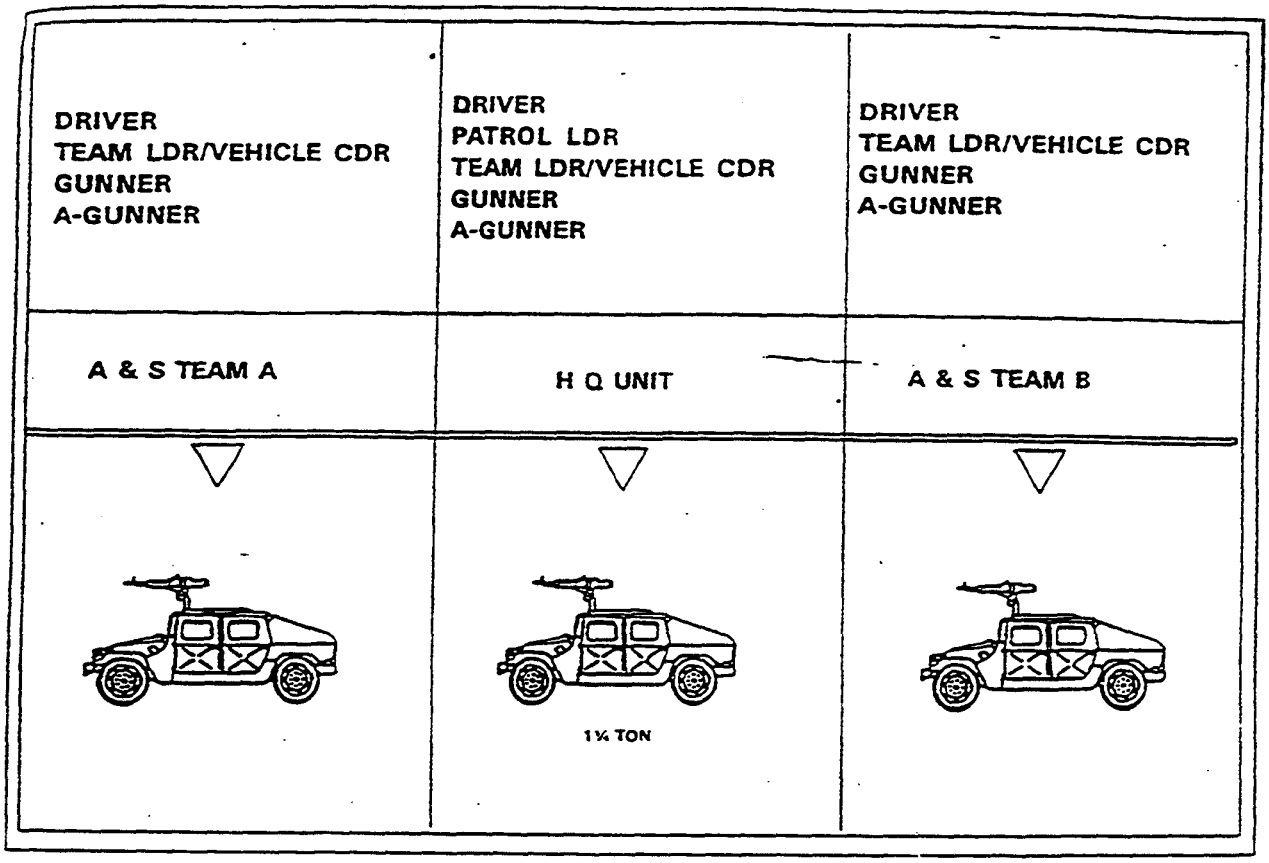
Zone Recon: Converging routes method

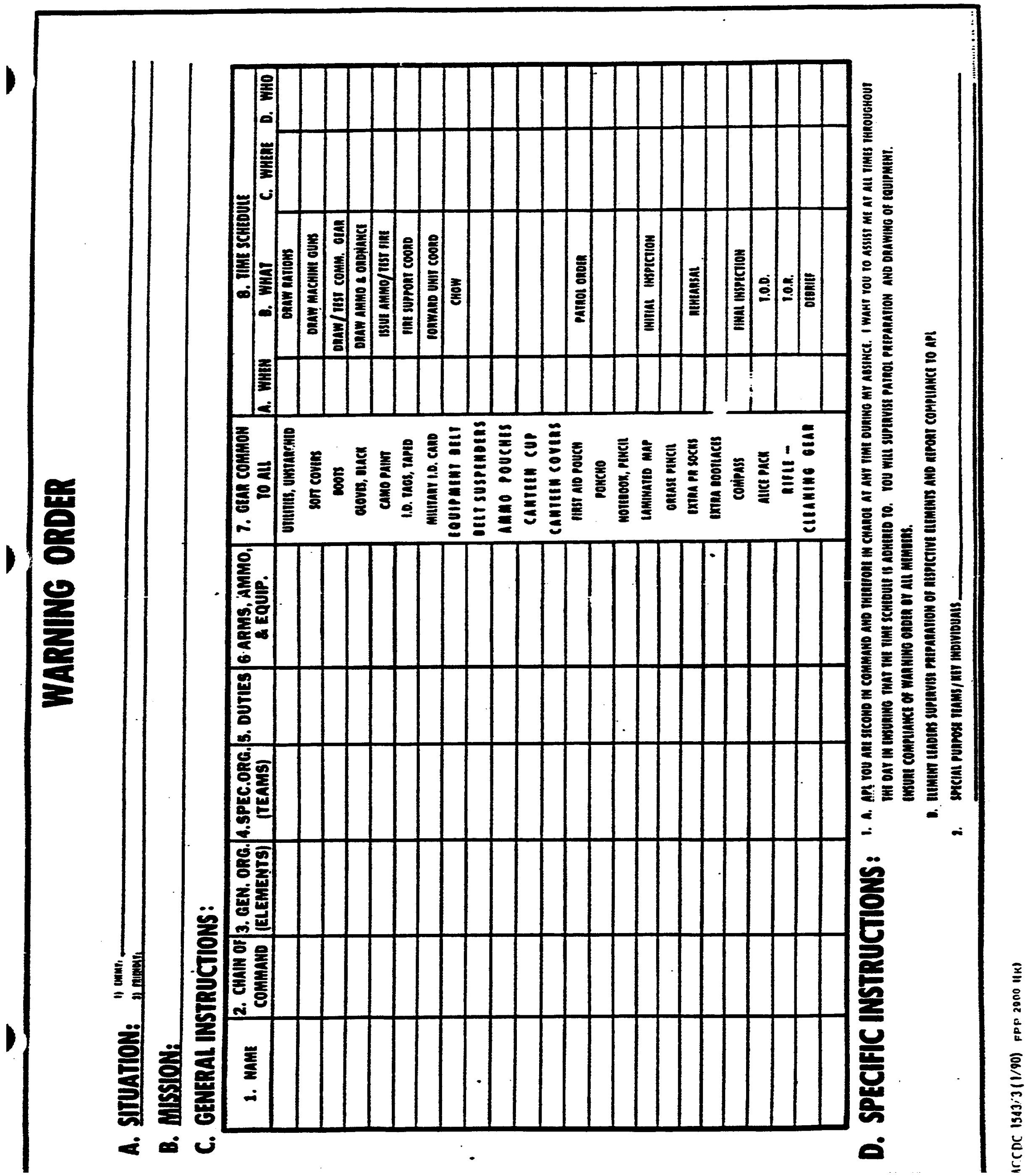


Area Recon: Combined recon and security teams



Area Recon: Separate security and reconnaissance uni


DRIVER
TEAM LDR/VEHICLE CDR
GUNNER
A-GUNNER
DRIVER
PATROL LDR
TEAM LDR/VEHICLE CDR
GUNNER
A-GUNNER
DRIVER
TEAM LDR/VEHICLE CDR
GUNNER
A-GUNNER
A & S TEAM A
H Q UNIT
A & S TEAM B
1¼ TON



WARNING ORDER

A. SITUATION: 1) ENEMY: 2) FRIENDLY:

B. MISSION:

C. GENERAL INSTRUCTIONS:

1. NAME	2. CHAIN OF COMMAND	3. GEN. ORG. (ELEMENTS)	4. SPEC.ORG. (TEAMS)	5. DUTIES	6. ARMS, AMMO, & EQUIP.	7. GEAR COMMON TO ALL	8. TIME SCHEDULE A. WHEN	B. WHAT	C. WHERE	D. WHO
						UTILITIES, UNSTARCHED		DRAW RATIONS		
						SOFT COVERS		DRAW MACHINE GUNS		
						BOOTS		DRAW/TEST COMM. GEAR		
						GLOVES, BLACK		DRAW AMMO & ORDNANCE		
						CAMO PAINT		ISSUE AMMO/TEST FIRE		
						I.D. TAGS, TAPED		FIRE SUPPORT COORD		
						MILITARY I.D. CARD		FORWARD UNIT COORD		
						EQUIPMENT BELT		CHOW		
						BELT SUSPENDERS				
						AMMO POUCHES				
						CANTEEN CUP				
						CANTEEN COVERS				
						FIRST AID POUCH		PATROL ORDER		
						PONCHO				
						NOTEBOOK, PENCIL				
						LAMINATED MAP		INITIAL INSPECTION		
						GREASE PENCIL				
						EXTRA PR SOCKS		REHEARSAL		
						EXTRA BOOTLACES				
						COMPASS		FINAL INSPECTION		
						ALICE PACK		T.O.D.		
						RIFLE –		T.O.R.		
						CLEANING GEAR		DEBRIEF		

D. SPECIFIC INSTRUCTIONS: 1. A. APL YOU ARE SECOND IN COMMAND AND THEREFORE IN CHARGE AT ANY TIME DURING MY ABSENCE. I WANT YOU TO ASSIST ME AT ALL TIMES THROUGHOUT THE DAY IN ENSURING THAT THE TIME SCHEDULE IS ADHERED TO. YOU WILL SUPERVISE PATROL PREPARATION AND DRAWING OF EQUIPMENT. ENSURE COMPLIANCE OF WARNING ORDER BY ALL MEMBERS.

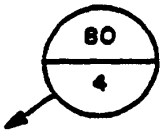
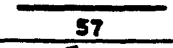
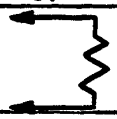
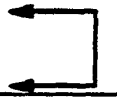
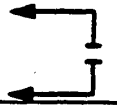
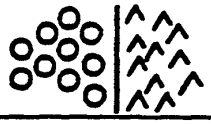
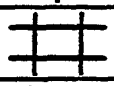
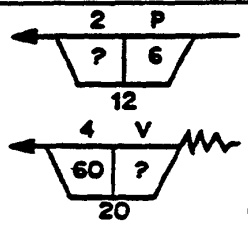
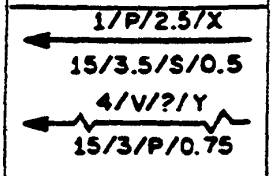
B. ELEMENT LEADERS SUPERVISE PREPARATION OF RESPECTIVE ELEMENTS AND REPORT COMPLIANCE TO APL.

2. SPECIAL PURPOSE TEAMS/KEY INDIVIDUALS ____

MCCDC 1543/3 (1/90) FPP 2900 (IK)

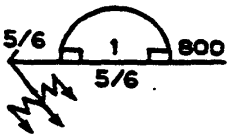
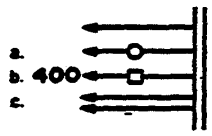
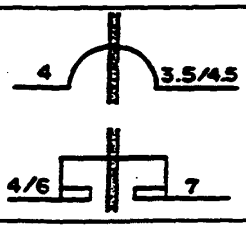
Warning Order

ROUTE RECON SYMBOLS

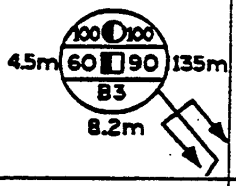
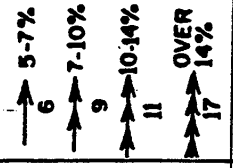
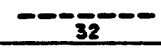
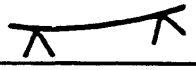
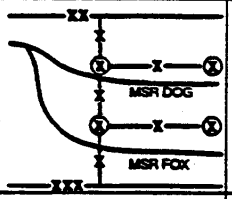
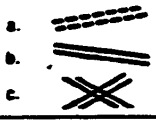
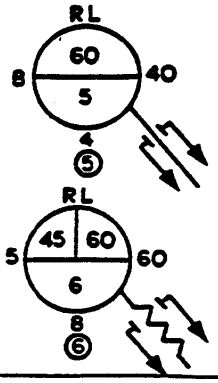
EXPLANATION	SYMBOL	REMARKS
1. **ABBREVIATED BRIDGE SYMBOL**		Use this symbol only when map scale does not permit use of the full NATO bridge symbol. If this symbol is used, DA Form1249 must be submitted. Draw arrow to map location of bridge. Show bridge serial number in lower portion of symbol and military load classification for single-flow traffic in upper portion. If there are separate load classifications for tracked or wheeled vehicles, show the lesser classification. Underline classification number if width of overhead clearance is below minimum standard.
2. **AXIAL ROUTE**		Use a solid line and identify the route by an odd number.
3. **BYPASS DIFFICULT**		Use when the obstacle can be crossed in the immediate vicinity, but some work to improve the bypass is necessary.
4. **BYPASS EASY**		Use when the obstacle can be crossed in the immediate vicinity by a US 2 1/2-ton truck (or NATO equivalent) without work to improve the bypass.
5. **BYPASS IMPOSSIBLE**		Use when the obstacle can be crossed only by repairing or constructing a feature, or by detouring around the obstacle.
6. **CIVIL OR MILITARY ROUTE DESIGNATION**		Write the designation in parentheses along the route.
7. **CONCEALMENT**		Show roads lined with trees by a single line of circles for deciduous trees and a single line of inverted Vs for evergreen trees. Show woods bordering a road by several rows of circles for deciduous trees and several rows of inverted Vs for evergreen trees.
8. **CRITICAL POINTS**		Number, in order, and describe critical points on DA Form 1711-R. Use critical points to show features not adequately covered by other symbols on the overlay.
9. **DAMAGE OR DESTRUCTION**		
10. **FERRY** *Ferry Type* P – pedestrian V – vehicular		Draw arrow to the map location of the ferry. The data above the symbol shows, in order, the left approach, ferry serial number, ferry type, and right approach. The data inside the symbol shows, from left to right, the military load classification and the dead weight capacity in tons. The number below the symbol shows the turnaround time in minutes. A question mark indicates unknown information. Show difficult approaches by zigzag lines and easy approaches by a straight line
11. **FORD** *Ford Type* P – pedestrian V – vehicular		Draw arrow to the ford location. The data above the line shows, in order, the left bank approach, the ford serial number, ford type, stream velocity (in meters per second) seasonal limitations, and right bank approach. Difficult approaches are represented by zigzag lines corresponding in position to shore where approach is located. Straight lines identify an easy approach. The left and right banks are determined by looking downstream. The data below the line shows, in order, length, width, bottom type, and depth. All measurements are in meters. *Seasonal Limiting Factors:* X – none, Y – significant. ? – Unknown information. *Bottom Type*: M –mud, C –clay, S –sand, G –gravel, R –rock, P –artificial paving.

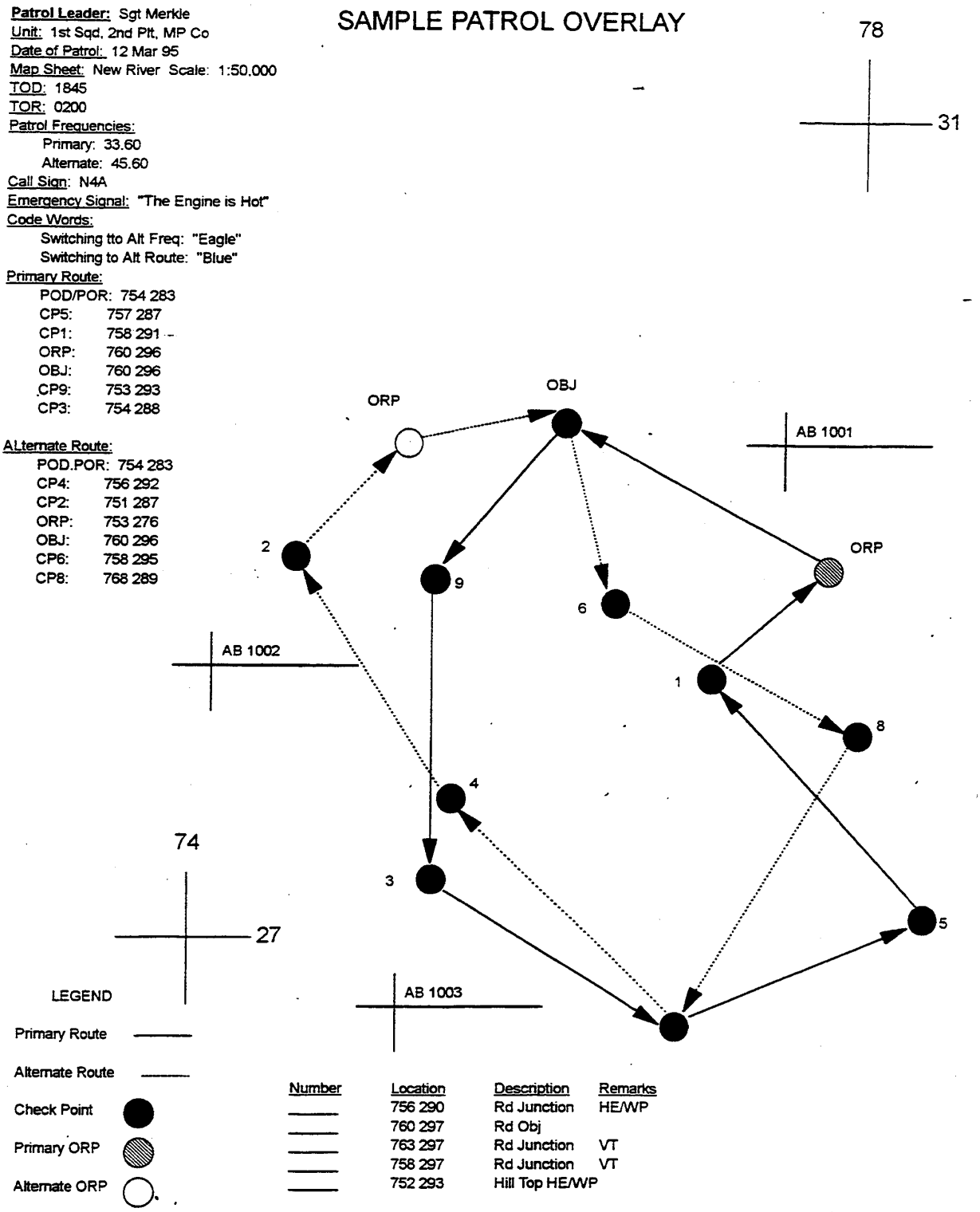
Route Recon Symbols

ROUTE CLASSIFICATION SYSTEM

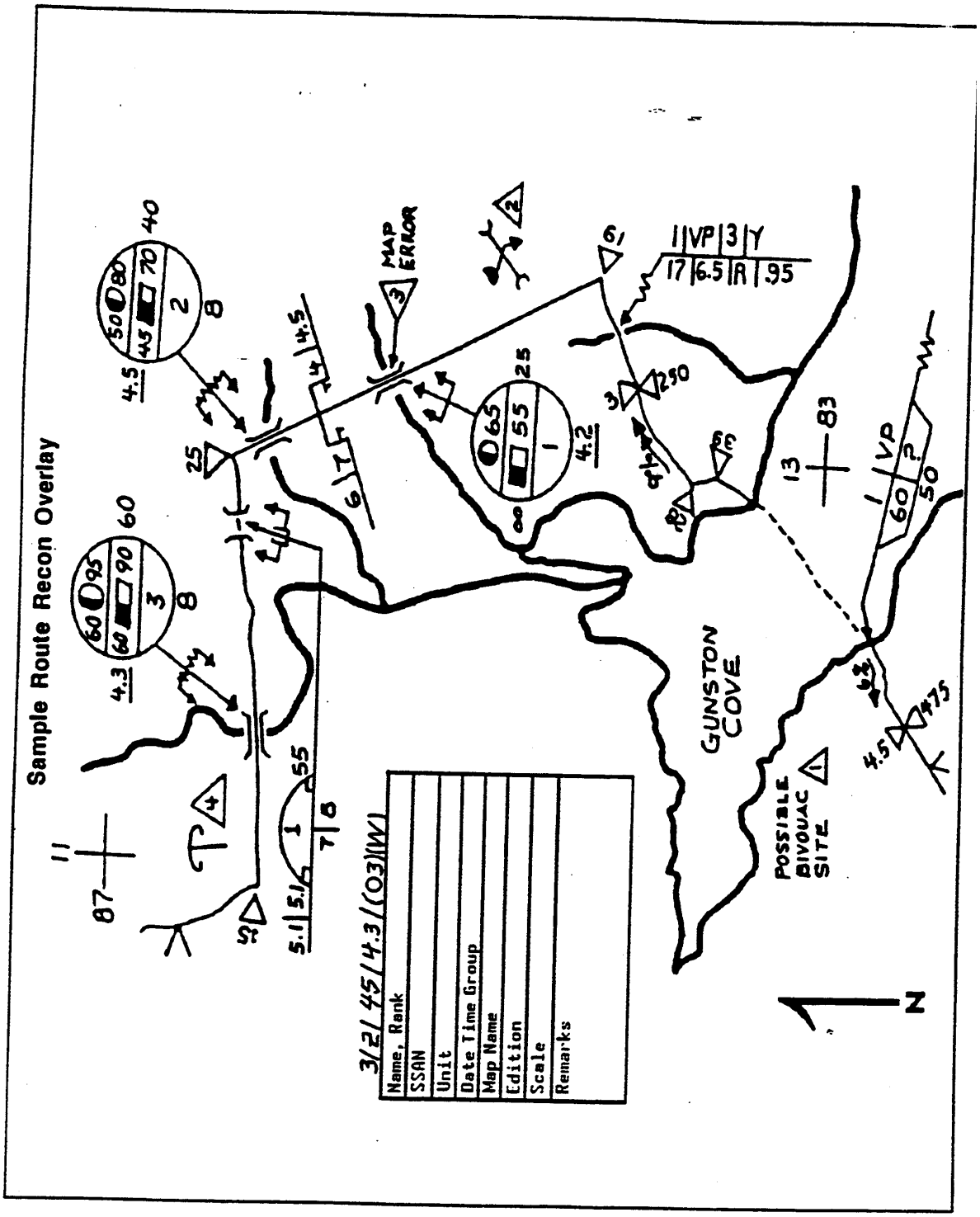
EXPLANATION	SYMBOL	REMARKS
22. ROUTE CLASSIFICATION FORMULA	10.5m/X/120/00 6m/Z/30/4.1m/(OB) 9m/Y/40/5m/(OB)(W)	Express the formula in order of route width, route type, military load classification, minimum overhead clearance, obstructions (if present) and special conditions. *Route Types:* X –all-weather , Y –limited all-weather route, Z –fair-weather route *Special Conditions:* (T) -Regular snow blockage, (W) -Regular flooding
23. SERIES OF SHARP CURVES		Point vertex of triangle at the first curve in the series. Indicate the number of curves in the series (left) and the radius of the sharpest curve (right).
24. SHARP CURVE		Point vertex of triangle to map location of curve and indicate the radius of the curve, in meters, outside the triangle. A curve of 45 meters or less must be reported on the overlay, and a curve of 25 meters or less is an obstruction.
25. TRAFFIC CONTROL HEADQUARTERS		
26. TRAFFIC CONTROL POST		
27. TUNNEL		Draw arrow to map location of tunnel. Place bypass condition symbol on arrow. Show minimum and maximum overhead clearances to the left of the symbol, the tunnel serial number inside the symbol, and the total tunnel length to the right of the symbol. Below the symbol, show the traveled way width. If sidewalks are present, follow with a slash and the total traveled way, including sidewalks. Underline the traveled way if the road entering the tunnel is wider than the traveled way of the tunnel. Use a question mark to show unknown information.
28. TURNOUT The symbol may be amplified as follows: a. Wheeled vehicle b. Tracked vehicle c. A length of road exceeding 1 km.		Use this symbol to show the possibility of driving off the road. Draw the arrow in the direction of the turnout (right or left of road). For wheeled vehicles, draw a small circle on the shaft of the arrow. For tracked vehicles, draw a small square on the shaft of the arrow and place the length of the turnout, in meters, at the tip of the arrow. When the turnout is longer than 1 kilometer, use double arrows.
29. UNDERPASS CONSTRICTIONS– arched or rectangular		Draw the symbol over the road. Place the width of the traveled way, in meters, to the left of the symbol. If sidewalks are present, follow the traveled way width with a slash and the total width, including sidewalks. Underline the traveled way width if the road entering the underpass is wider than the underpass traveled way. Show the overhead clearance, in meters, to the right of the symbol. Show both minimum and maximum overhead clearances, if different.
30. UNKNOWN or doubtful information	?	
31. WIDTH CONSTRICTION		The number at the left shows the narrowest width of the constriction, and the one at the right is the total constricted length. Both dimensions are in meters.

Route Recon Symbols

EXPLANATION	SYMBOL	REMARKS
12. FULL NATO BRIDGE SYMBOL		Indicate wheeled vehicles in the upper third of the symbol with the two-way wheeled classification at the left and the one-way wheeled classification at the right. Show tracked vehicles in the center third of the symbol with the two-way tracked classification at the left and the one-way tracked classification at the right. Place the bridge serial number in the lower third of the symbol. Draw the arrow to the location of the bridge and show bypass conditions on the arrow shaft. Place traveled way width below the symbol, overhead clearance to the left of the symbol, and overall length to the right of the symbol.
13. GRADES		Show the actual percent of grade to the right of the symbol. Any grade of 7 percent or more is an obstruction. Include in the route classification formula. Arrows point uphill; the length of the arrow represents the length of the grade if the map scale permits.
14. LATERAL ROUTE		Use a broken line and identify the route by an even number.
15. LIMITS OF SECTOR		Show the beginning and ending of a reconnoitered section of a route or road with this symbol.
16. MAIN SUPPLY ROUTE		Route is labeled "MSR" and is assigned a code name.
17. OBSTACLES a. Proposed block b. Prepared but passable c. Completed block		Place the center of the symbol over the location of the blocked part of the route. Use parallel broken lines for a proposed block, parallel lines for a prepared but passable block, and crossed lines for a completed block.
18. CLEARANCE		Overhead clearance unlimited.
19. PARKING AREA		
20. RAILROAD GRADE CROSSING		Use this symbol to show a level crossing where passing trains would interrupt traffic flow. If there is a power line present, show its height, in meters, from the ground. Underline the overhead clearance if it is less than 4.3 meters.
21. RAILWAY BRIDGE SYMBOL		Place RL above the symbol to indicate a railway bridge. At the left of the symbol show the overhead clearance. Show the overall length of the bridge at the right of the symbol. Indicate the traveled way width below the symbol and underline it if it is below standard for the classification. Inside the symbol, show the bridge classification in the upper half. If the class is different for single- and double-flow traffic, show single flow on the left and double flow on the right. Place the railway bridge serial number in the lower half of the symbol. Draw an arrow to the map location of the bridge. On the arrow shaft, indicate the ease of adapting the bridge for road vehicle use. A zigzag line means it would be difficult to adapt, and a straight line means it would be easy to adapt. Place the bypass symbol on the arrow shaft to indicate bypass conditions.



Sample Patrol and Route Recon Overlay


Sample Route Recon Overlay
GUNSTON COVE
POSSIBLE BIVOUAC SITE
MAP ERROR
3/2/45/4.3/(03)(M)
Name, Rank
SSAN
Unit
Date Time Group
Map Name
Edition
Scale
Remarks
N

18

APPENDIX L
OBSTACLE AND BARRIER EXAMPLES

TRIPLE STANDARD CONCERTTNA FENCE

General

Of the wire harriers a platoon or squad may build, the most common is the triple standard concertina fence. It is built of either barbed wire concertina or barbed tape concertina. There is no difference in building methods.

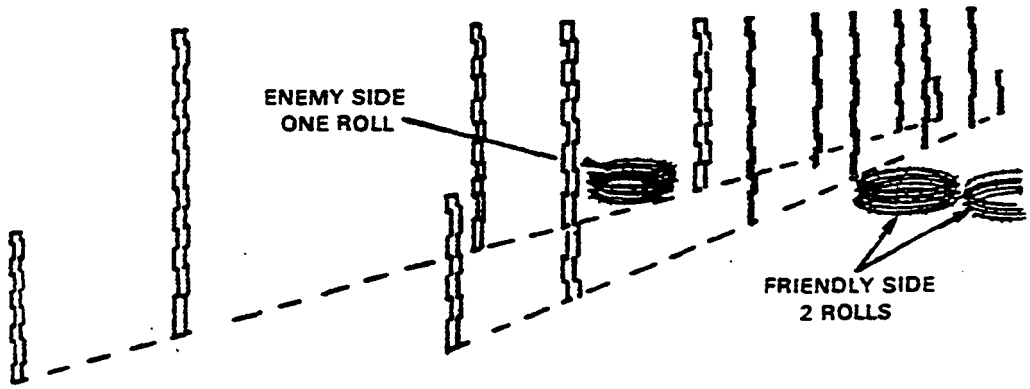
Material and Labor

The material and labor requirements for a 30 meter fence are:

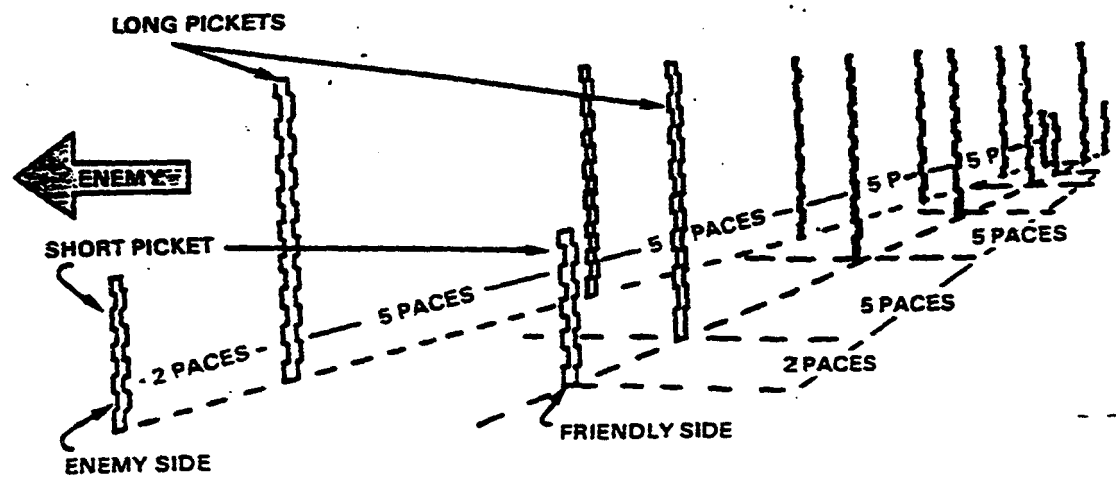
Long pickets	160
Short pickets	4
400 meter reels of barbed wire	3
Rolls of concertina	59
Staples	317
Man hours to erect	30 (or 1 platoon hour)

To Construct a Triple Standard Concertina Fence

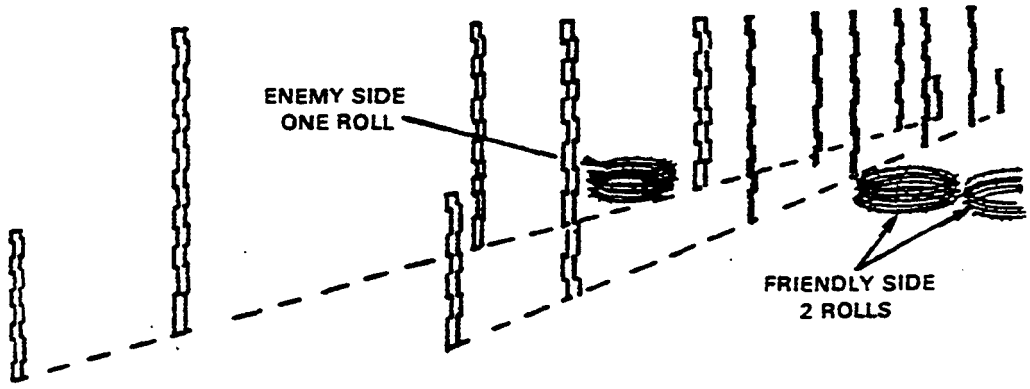
- Lay out and install all pickets from left to right (as you face the enemy). Put the long pickets five paces apart, and the short (anchor) pickets two paces from the end of the long pickets. Lay out two rows of pickets. These rows are offset and are placed 3 feet apart.
- Now lay out all rolls of concertina. Place a roll in front of the third picket on the enemy side, and two rolls to the rear of the third picket on the friendly side. This step is repeated for every fourth picket thereafter.
- Install the front row of concertina and horizontal wire. Place the concertina over the pickets as shown. Run the horizontal wire from the picket across the tip of the concertina. Fasten it to the concertina and stakes. Anchor it at both ends with the short pickets.
- Install the rear row of concertina and horizontal wire using the same procedure used for the front row.
- Install the top row of concertina, first connecting the rolls of concertina together. Then place this row on top of the first two rows. Secure the top row by fastening it to the horizontal wires of the front and rear rows. Telephone wire, rope, or any other material can be used to secure the rolls and rows together.


ENEMY SIDE
ONE ROLL
FRIENDLY SIDE
2 ROLLS

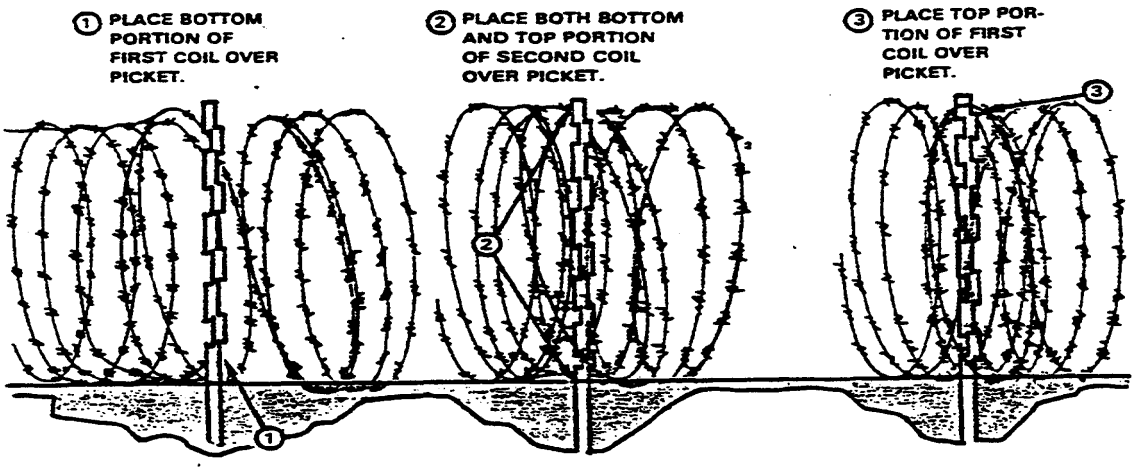
30


LONG PICKETS
ENEMY
SHORT PICKET
5 PACES
5 PACES
5 PACES
5 PACES
5 PACES
2 PACES
2 PACES
FRIENDLY SIDE
ENEMY SIDE

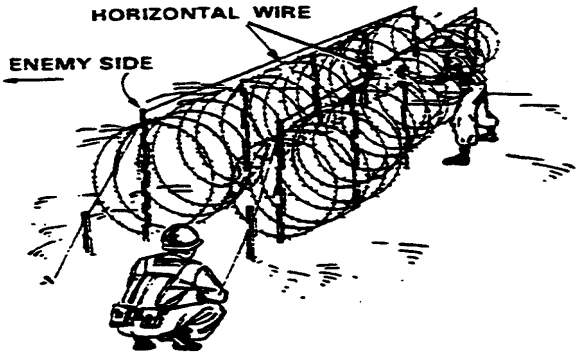
31


ENEMY SIDE
ONE ROLL
FRIENDLY SIDE
2 ROLLS

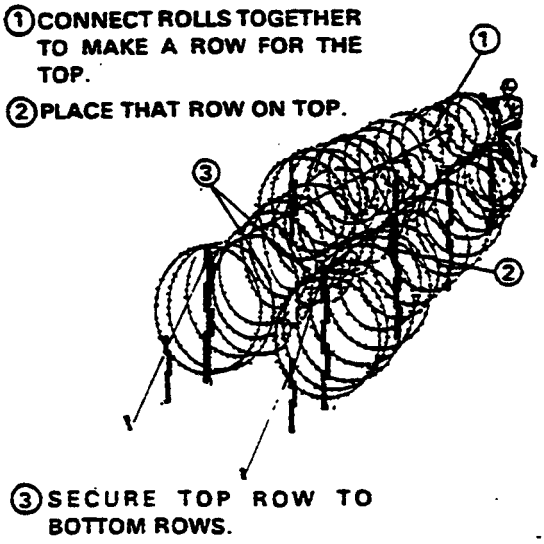
32


① PLACE BOTTOM PORTION OF FIRST COIL OVER PICKET.
② PLACE BOTH BOTTOM AND TOP PORTION OF SECOND COIL OVER PICKET.
③ PLACE TOP PORTION OF FIRST COIL OVER PICKET.

33

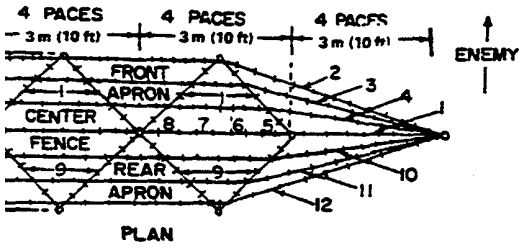

HORIZONTAL WIRE
ENEMY SIDE

34

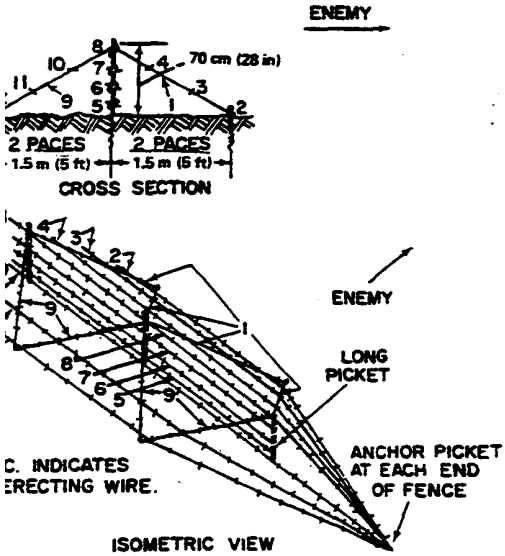

①CONNECT ROLLS TOGETHER TO MAKE A ROW FOR THE TOP.
②PLACE THAT ROW ON TOP.
③SECURE TOP ROW TO BOTTOM ROWS.

35

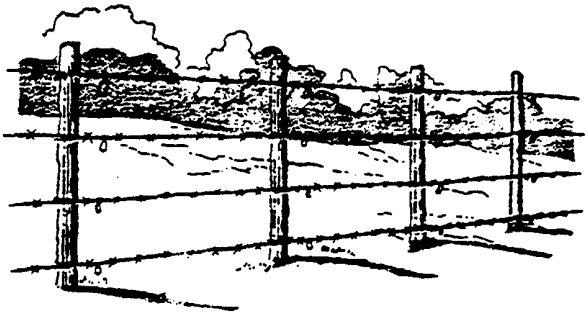
36



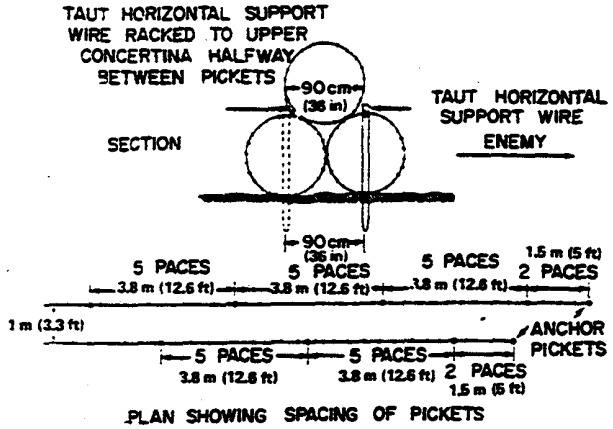
LL PICKETS POINT
ON FROM WHICH
BEING ERECTED.



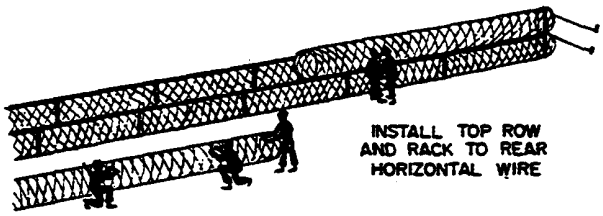
Double apron fence.



Four-strand cattle fence as viewed from the enemy side.



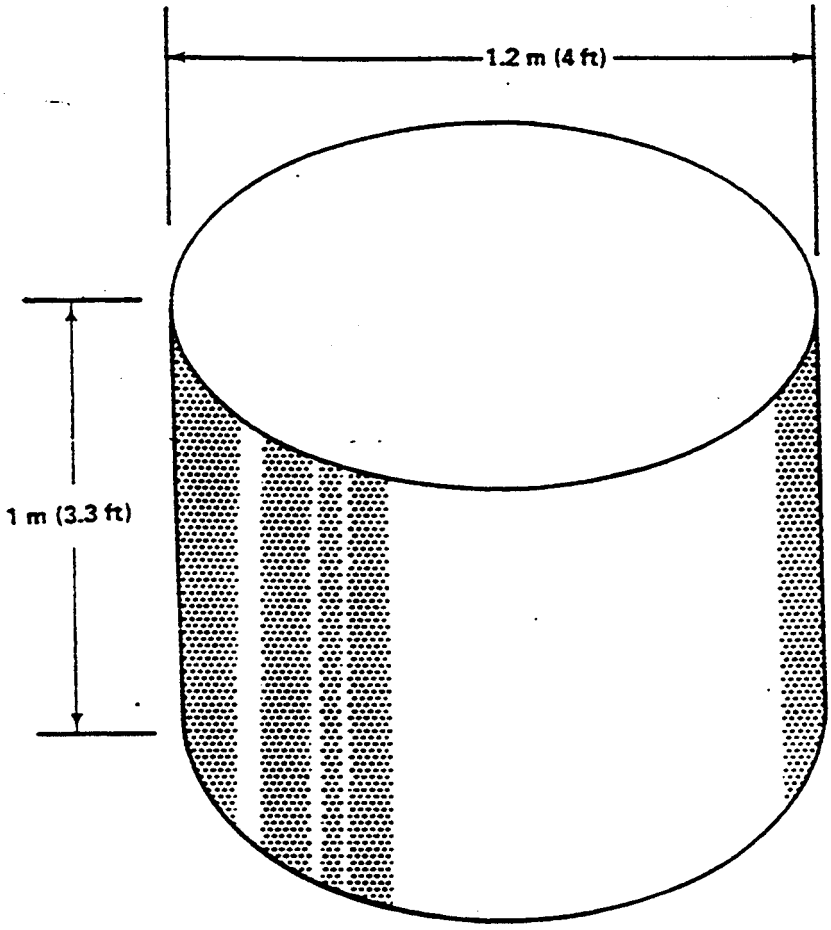
Triple standard concertina fence.



Installing concertina.

36

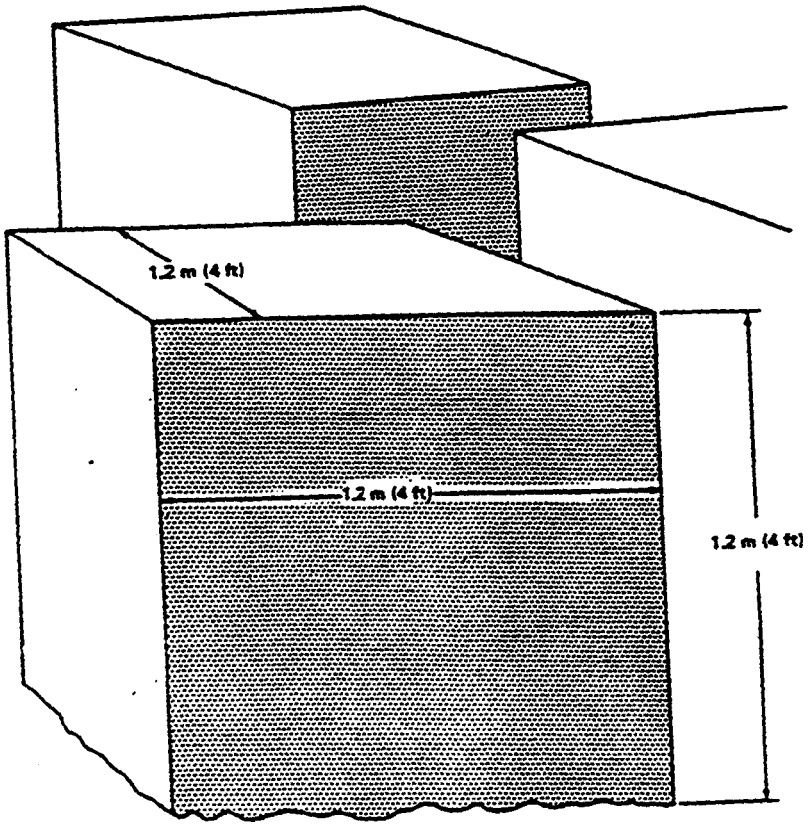
37



Concrete cylinder.

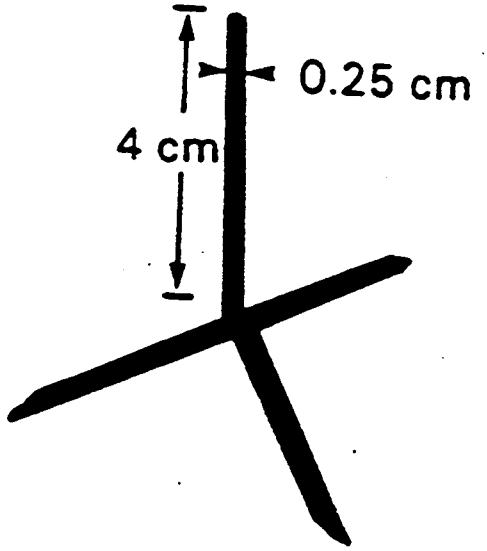
37

38 **Concrete Cylinder**

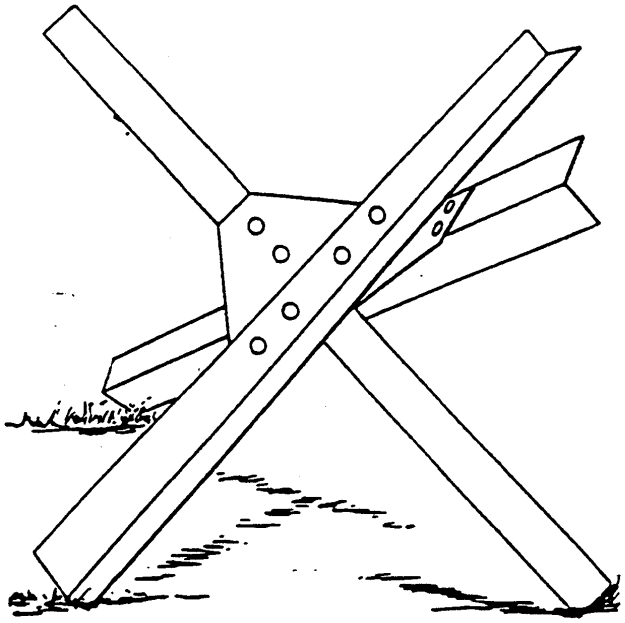


Concrete cubes.

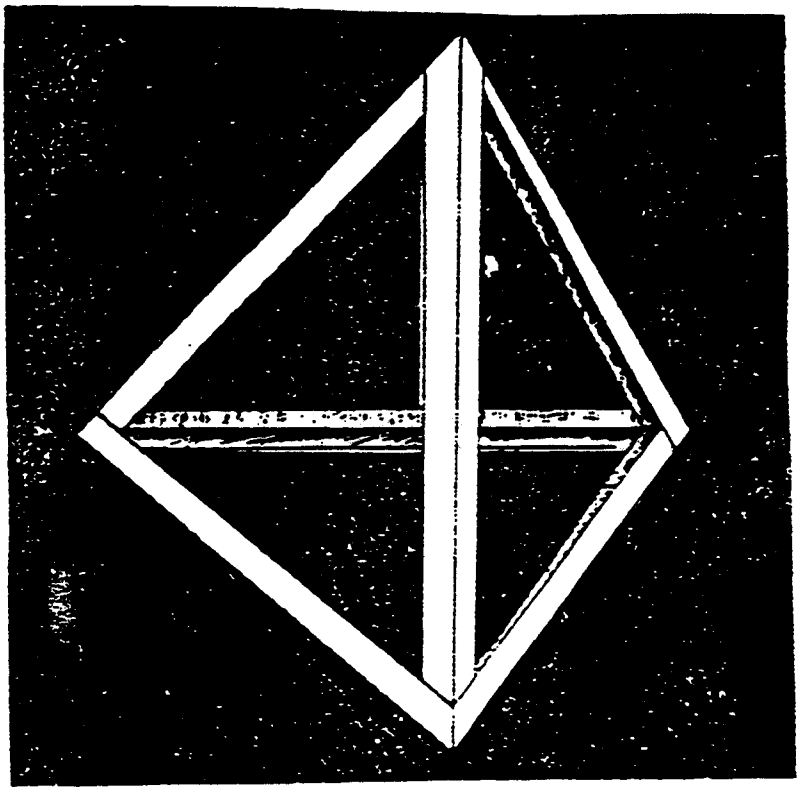
Concrete Cube



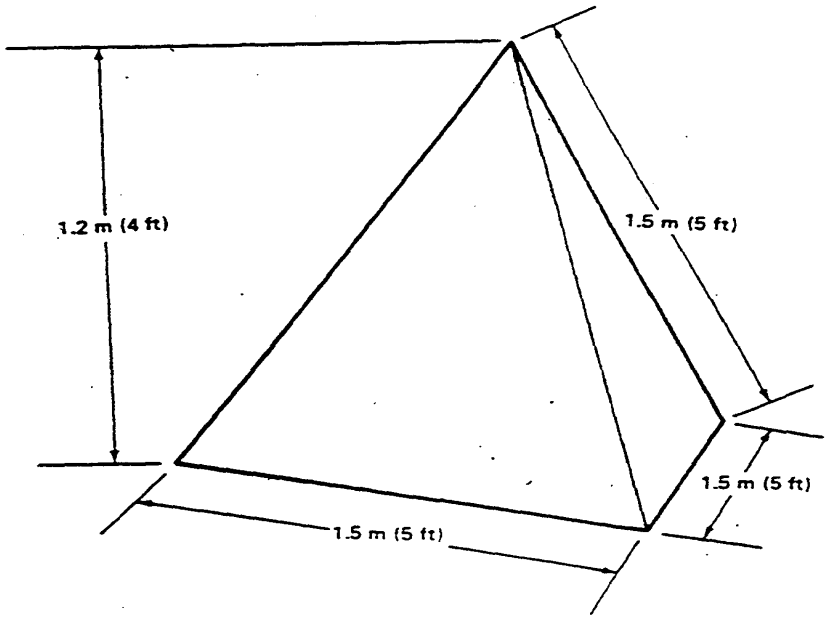
Caltrop



Hedgehog

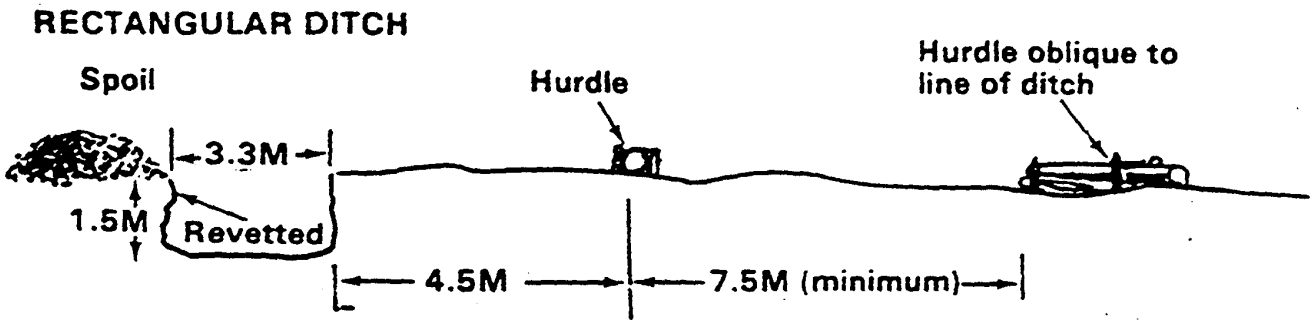


Tetrahedron

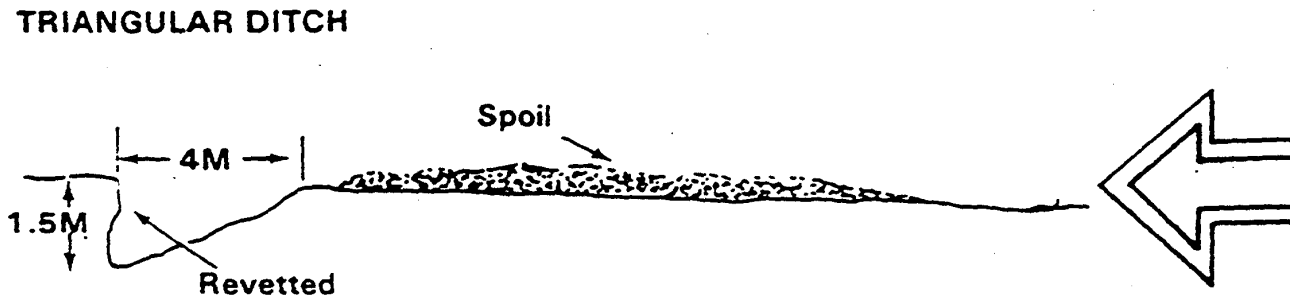


Concrete tetrahedron.

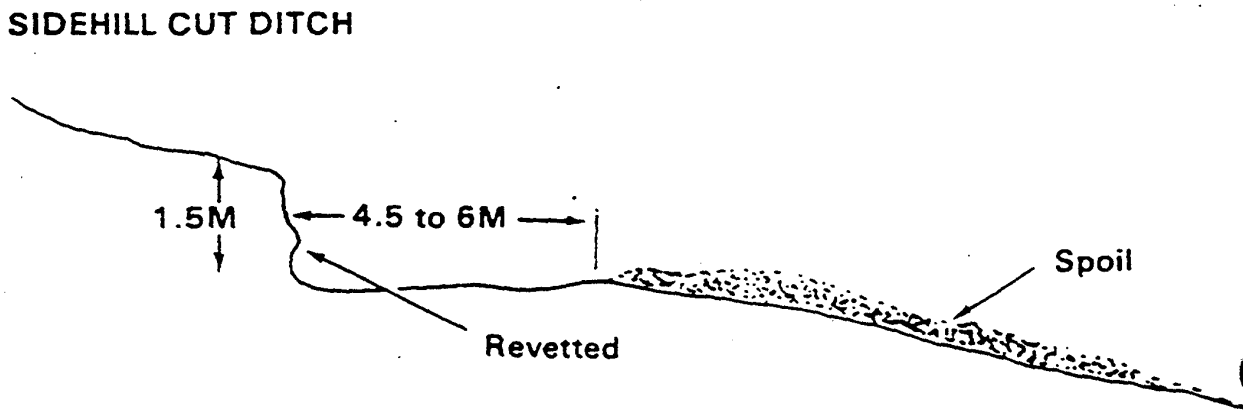
48 **Concrete Tetrahedron**



49

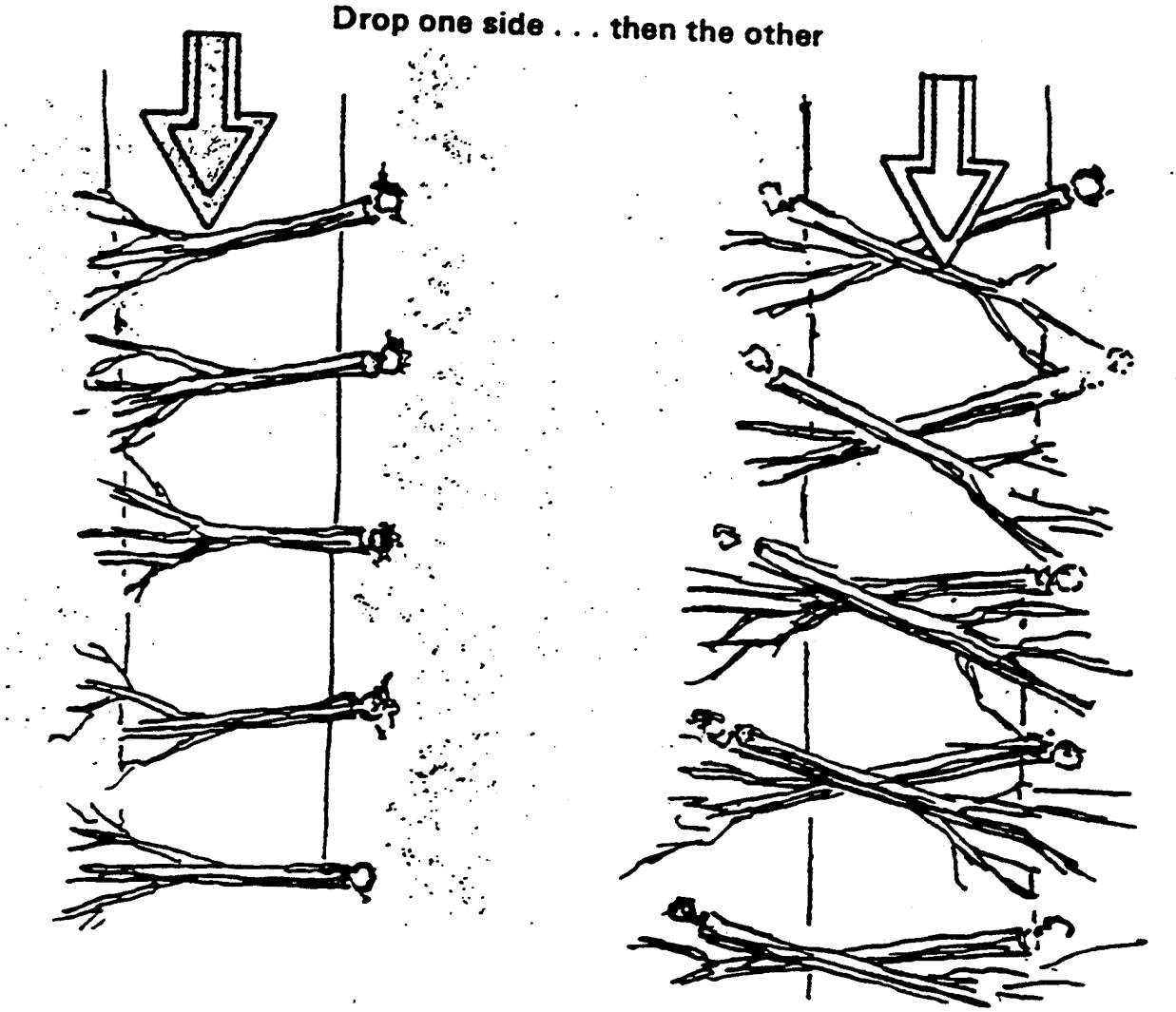


50

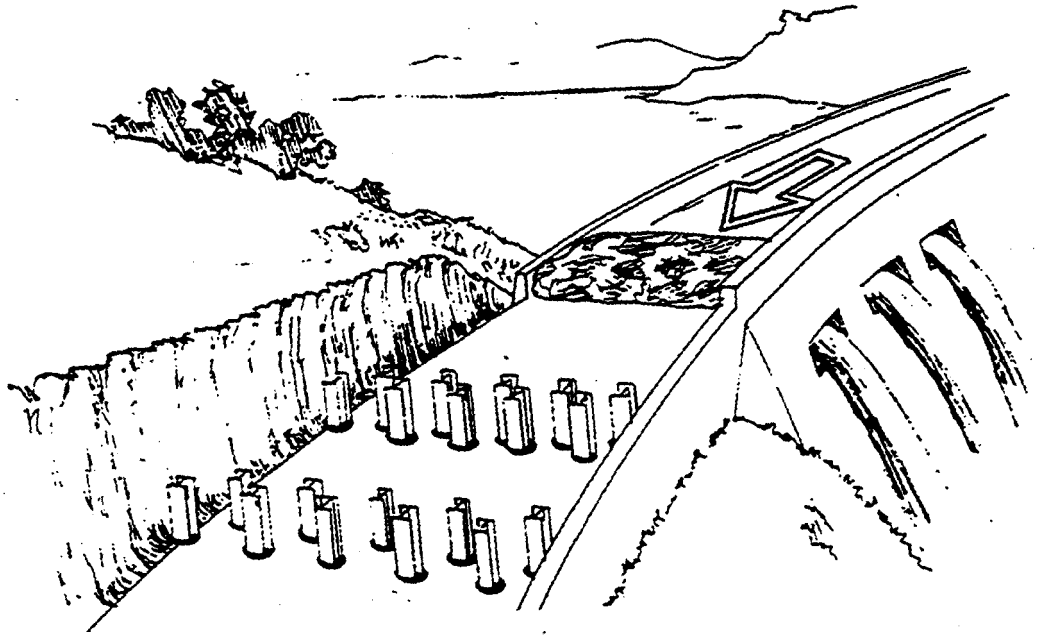


51

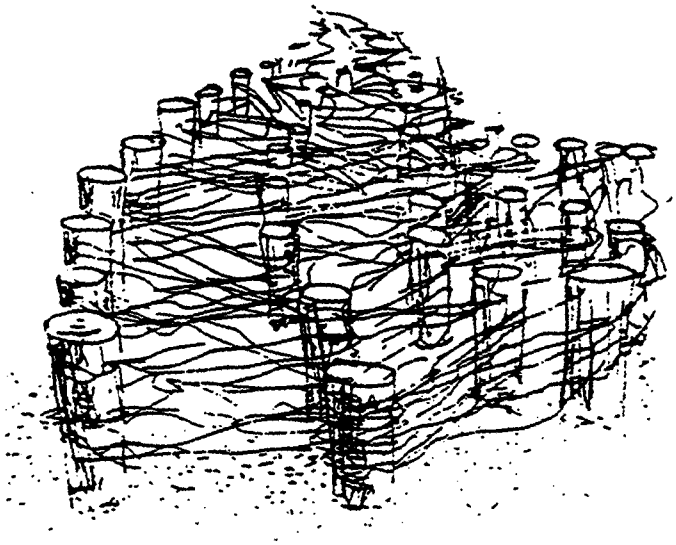
52 **Log Hurdles**



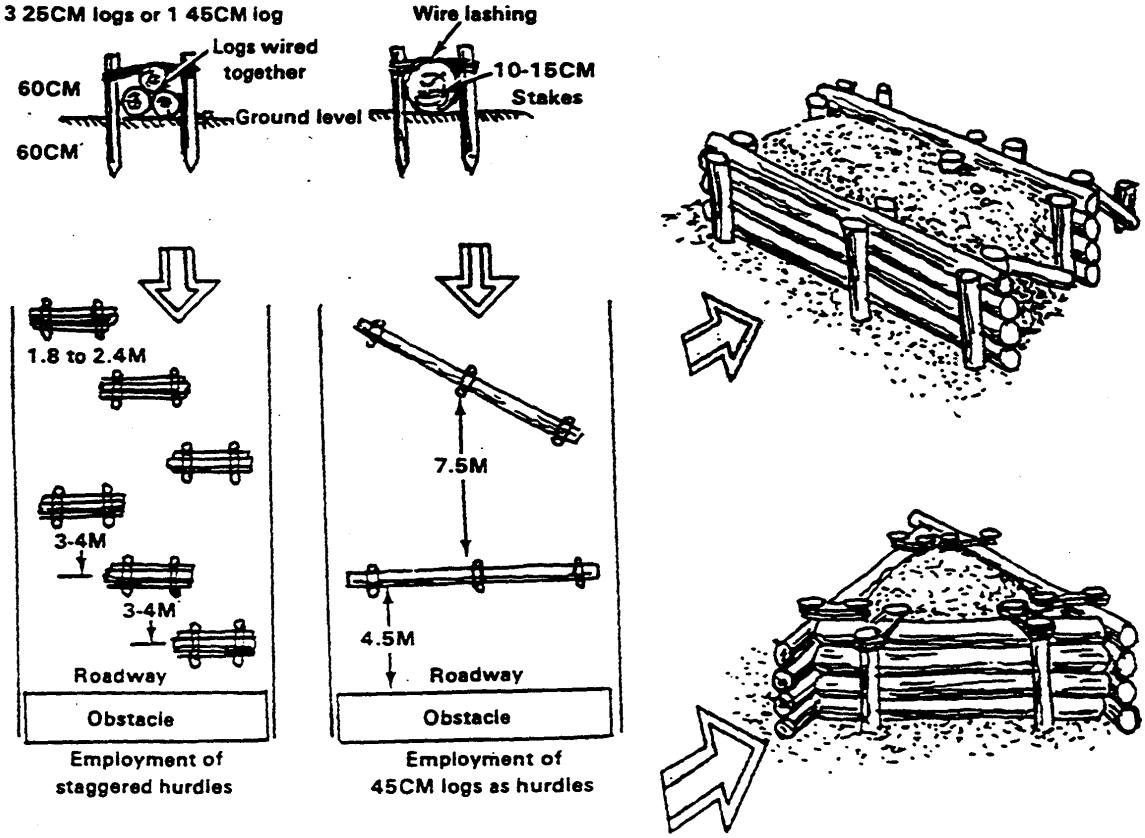
Log Cribs



55



56


3 25CM logs or 1 45CM log
Logs wired together
60CM
60CM
Ground level
Wire lashing
10-15CM Stakes
1.8 to 2.4M
3-4M
3-4M
Roadway
Obstacle
Employment of staggered hurdles
7.5M
4.5M
Roadway
Obstacle
Employment of 45CM logs as hurdles

57


OBSTACLE SYSTEM
B
B
C
A
D
A
B
Key:
A. Antipersonnel mines
B. Antitank mines
C. Booby traps
D. Road crater

APPENDIX M
NBC OPERATIONAL PLANNING

MOPP LEVELS PLANNING AND GUIDANCE

Table M-1. MOPP Levels.

MOPP	Overgarment	Overboots	Mask with Hood	Gloves
0	Readily Available	Readily Available	Carried	Readily Available
1	Worn, Open or Closed	Carried	Carried	Carried
2	Same as MOPP 1	Worn	Carried	Carried
3	Same as MOPP 1	Worn	Worn	Carried
4	Worn, Closed	Worn	Worn	Worn

Section I. Mission Oriented Protective Posture (MOPP) and Planning Guidance

MOPP 0

The MOPP gear is readily available (i.e., within the work area, vehicle, fighting position, or the like) and the protective mask is carried. MOPP Zero is appropriate when the enemy has an NBC employment capability but chemical warfare has not begun or when troops are first deployed outside the theater of operation. MOPP 0 allows Marines to be free of the burden of wearing the CPOG and mask and yet have them readily available.

MOPP 1

The chemical protective overgrarment (CPOG), jacket and blouse, is worn. In hot weather, the CPOG can be worn directly over the underwear and the jacket may be left open for ventilation, but the trousers should be kept closed. For Marines, in MOPP 1, the reaction time needed to adopt MOPP Four Protection against an attack is cut in half; from eight minutes to four.

MOPP 2

Chemical protective overboots are added. The overboots take about three to four minutes to put on; once a Marine is in MOPP 2. The Marine can go to higher levels of MOPP in a matter of seconds. In hot weather, the jacket may be left open for ventilation, but the trousers remain closed.

MOPP 3

The protective mask and hood are added making protection almost complete, but interference with the ability to perform becomes significant. The mask and hood restrict vision; heat stress becomes a major

factor; and a greater risk of heat exhaustion exists. In hot weather, Marines may open the overgarment jacket and roll the hood for ventilation, but the trouser should remain closed.

MOPP 4

Total Protection

- Hands are protected with the rubber gloves, the hood and the jacket are completely closed up.
- Upon the attainment of MOPP 1 the following actions will occur:
  - Effect maximum dispersion of material issued.
  - Ensure all individual protective equipment is issued.
  - Alert decontamination teams.
  - Prepare contingency locations for decontamination.
  - When under NBC attack, advise higher headquarters using the reports in ANNEX Y???.
  - Adverse effect of wearing MOPP gear when in level three or four.
    - Consider the physical effects:
      - Elevated body temperature will cause a rapid decrease in performance.
      - Dehydration can be rapid. A Marine can lose up to one quart of fluid per hour.
      - Wearing the hood impairs heating.
      - The mask makes speech difficult to understand.
    - Consider the psychological effects:
      - Claustrophobia.
      - Disorientation.
      - Distorted body sensations.
      - Confusion.
  - Actions taken to minimize adverse effects
      - Plan for tasks to take longer.
      - Take breaks more frequently and for longer periods of time.
      - Ensure Marines increase water intake to avoid dehydration heat injuries.
      - Speak slowly
      - Hold the microphone close to the voicemitter when using radios.
      - Repeat orders to ensure that they are understood.
      - Wear MOPP gear directly over underwear in hot weather.
      - Move Marines to a contamination-free area for short unmasking periods and eating.

57 **Table M-2. Threat Chemical Agents.**

Type of Agent	Symbol	Means Of ID	Symptoms in Man	Effects on Man	Rate of Action	How Normally Disseminated	Protection Required	Decontamination
I Nerve	GA GB GD V	M256, M18A2, M19, M8/M9 Paper	Difficult breathing, sweating, drooling, nausea, vomiting, convulsion, and dim vision.	Incapacitate at low concentrations; kills if inhaled or absorbed through the skin or eyes.	Very rapid by inhalation, slower through skin. Delayed through skin; rapid through eyes.	Aerosol or vapor	Protective mask and protective clothing. Protective mask and protective clothing.	STB slurry; household bleach; 10% lye or washing soda; DS2; steam and ammonia in confined area; hot, soapy water; M258 series kit.
Blood	AC CK	M256 M18A2 M19	Rapid breathing, convulsions, and coma.	Kills if high concentrations are inhaled.	Rapid	Aerosol or vapor.	Protective mask.	None needed in field.
Blister	HD HN HL L CX	M256 M 18A2 M19 M8/M9 Paper	No early symptoms. Searing of eyes and stinging of skin. Powerful irritation of eyes, nose, and skin.	Blisters skin and respiratory tract; can cause temporary blindness. Some agents sting and form wheals on the skin.	Blisters delayed hours to days; eyes effect more rapid. Mustard, lewisite, and phosgene oxime very rapid.	Liquid or droplets	Protective mask and clothing	STB, DS2, household; bleach, M2-8 series kit. Try lye, fire; wash with soap and water.

58

59

59 **Table M-3. Threat Chemical Toxins.**

Type of Toxin	Means of ID	Symptoms in Man	Effects on Man	Rate of Action	How Normally Disseminated	Protection Required	Decontamination
Myco-toxin	None	Vomiting, eye and skin irritation, dizziness, bloody diarrhea, and	Can incapacitate or kills, depending on concentration.	Rapid	Dust, droplets, aerosols, smokes or covert means.	Protective mask and protective clothing.	Soap and water, bleach, M258-series kit, STB, and DS2.
Entero-toxin	None	Rapid breathing, convulsions, and coma	Primarily incapacitates, assuming proper first aid is conducted	Rapid	Same as above	Same as above	Same as above
Botulinum-toxin	None	No early symptoms. Searing of eyes and stinging of skin. Powerful irritation of eyes, nose, and skin.	Kills	Delayed	Same as above	Same as above	Same as above
Under these conditions, any reasonable work/rest periods will suffice to prevent heat casualties. Under these conditions, work time will be severely limited and even very short periods of work could result in heat casualties. Warning. This table is intended as a guide only.							

60

61 **Table M-4. MOPP Levels and Work Schedule.**

62

Temperature Ranges					
MOPP Level	Work Rate	-70ºF -21ºC	70-79ºF 21-26ºC	80-89ºF 27-32ºC	90+º +33ºC
1	LOW	a	a	a	a
1	MODERATE	a	a	60/20	40/50
1	HEAVY	a	60/15	40/25	30/50
2	LOW	a	a	a	50/50
2	MODERATE	a	a	50/35	30/60
2	HEAVY	60/30	45/30	25/30	b
3	LOW	a	a	a	60/30
3	MODERATE	a	60/20	40/35	30/50
3	HEAVY	40/20	35/30	b	b
4	LOW	a	a	a	60/30

4	MODERATE	a	60/20	40/35	30/50
4	HEAVY	40/20	35/30	b	b

Under these conditions, any reasonable work/rest periods will *suffice to* prevent heat casualties.

Under these conditions, work time will be severely limited and even very short periods of work could result in heat casualties.

Warning. This table is intended as a guide only.

Table M-5. MOPP Levels and Work Schedule (Maximum).

Temperature Ranges					
MOPP Level	Work Rate	-70ºF -21ºC	70-79ºF 21-26ºC	80-89ºF 27-32ºC	90+º +33ºC
1	LOW	a	a	a	a
1	MODERATE	a	a	a	100
1	HEAVY	a	a	110	50
2	LOW	a	a	a	a
2	MODERATE	a	a	a	65
2	HEAVY	a	170	65	45
3	LOW	a	a	a	a
3	MODERATE	a	60/20	140	55
3	HEAVY	200	35/30	55	50
4	LOW	a	a	a	80
4	MODERATE	a	60/20	65	40
4	HEAVY	60	35/30	40	30

Under these conditions, fatigue caused by exertion will probably be the limiting consideration rather than body heat buildup.

Warning. This table is intended as a guide only.

Note. Well trained, acclimated, physically fit personnel will require shorter less frequent rest periods.

63

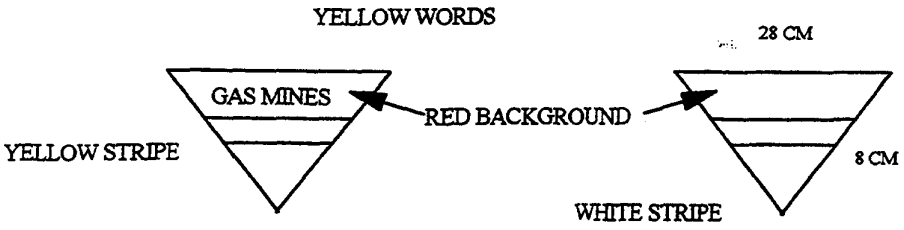
64 ## US AND NATO MARKERS

65 ### Table M-6. Colors of the US and NATO Marking.

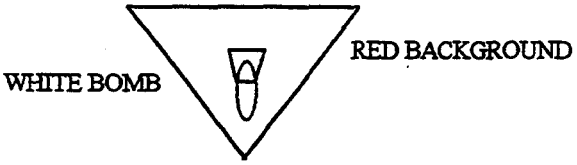
Danger	Primary Color	Secondary Colors Markings/Inscription
Radiological contamination	white	none/black
Biological contamination	blue	none/red
Chemical contamination	yellow	none/red

Chemical minefields (or barriers)	red	yellow stripe/yellow
Minefields (or barriers) other than chemical	red	none/white
Booby trapped area	red	white stripe/none
Unexploded munition	red	white bomb/none

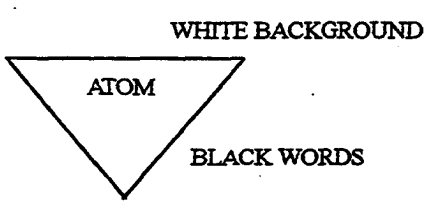
US AND NATO MARKERS



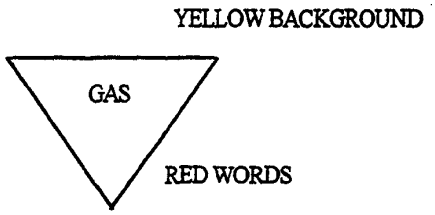
Chemical Munitions **Booby Traps**



Unexploded Munitions

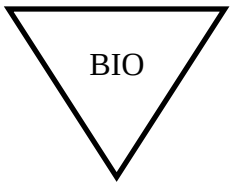


Radiological



Chemical

Blue Background
Red Words



Biological

APPENDIX N
CONVOY OPERATIONS

ROAD MOVEMENT TABLE to OPORD 10-3-10 Armor), Ref: Map, series M501, sheet NM32-5 (FRANKFURT AM MAIN), edition 2-AMS, 1:250,000 time zone used throughout the order: Alpha

Table N-1. General Date.

Speed:	24 kph
Rate of March:	20 kph
Open Column	
Traffic Density:	15 vpk
Time Gaps:	2 min between MU.
Halts:	SOP
Route:	Annex A, Strip Map
From:	FRIEDBURG MA812610
To:	KLEINLUDER NB385005
Main Routes to SP:	Hy 3 to Hy 275.
Critical Points:	Start Point: RJ275 at MA839754(FAUERBACH)
	Release Point: RJ254 at NB383038
	Other critical points: RJ257 and 275 at MA989780 (RANSADT)
	RJ275 and 254 at NB278102 (LAUTERBACH)
Route classification:	6 x 60.
Main Routes from RP:	Un-numbered secondary routes.

March Unit No.	Date	Unit	No. Of Veh	Load Class Hv Veh	Critical Points (Ref)	Due (hr)	Clear (hr)	Remarks
(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)
Qtr Party	4 Aug	S1,Comm Plt, HHC XO, Co A, B, C, CI III and IV, tks, aid/ evac veh	7	14				Move by Infiltration
Recon	4 Aug	Scout Plt	10	11				Move by

Party								Infiltration
MU1	4 Aug	Co A 3X 3X 3X	25 18 60 12	50 .9 3.0 .6	SP CP 1 CP 2 RP	0700 0754 1054 1130		1-1/4 ton qtr pty, Sup rk to Bn tns Atch: 2 CI III trks, 1 aid/evac veh. PST: 6 min

CONVOY BRIEFING

- Introduction and location of all key personnel. Key personnel consists of the following:
  - Advance officer/NCO.
  - Advance party.
  - Pace setter.
  - Trail officer.
  - Trail maintenance officer/NCO.
  - Other personnel as required (security element commander, convoy commander, assistant commander and reconnaissance elements). Time permitting, a terrain model will be prepared.
- Maps, supplemented if necessary by strip maps marked with route, halt points, distance tick marks, etc.
- Destination.
- Road and weather conditions and forecast covering time of convoy.
- Route.
- Rate of march and intervals.
- Radio frequencies and signals.
- Planned halts.
- Final brief on breakdowns, ambush/air attack, procedures to follow if a break in convoy develops, mines and boobytraps.
- Other special instructions.
- Control measures, to include:
  - Distance, time, rate of movements, etc., are controlled as follows:
  - Critical points such as road junctions and intersections.
  - Location of planned halts.

VEHICLE INSPECTION CHECKLIST

- Performs driver maintenance daily during movement.
- Checks for fuel and oil leaks.
- Checks vehicle waterproofing.
- Inspects vehicle batteries.
- Inspects tie down devices to see that vehicles are secured.
- Inspects for deterioration due to dampness and seawater.
- Inspects tires.
- Ensures vehicle engines are started daily.
- Schedules training for review of surf driving and cold/hot weather.
- Inspects loads to guard against pilferage and to determine that lashing and fittings are properly secured.
- Ensures ring mounts are fully functional and complete.
- Establishes a schedule for vehicle preparation and inspection prior to movement ashore.
- Installs items of special equipment required by operations plans; e.g., tire chains, ring mounts, shields, and fording gear.

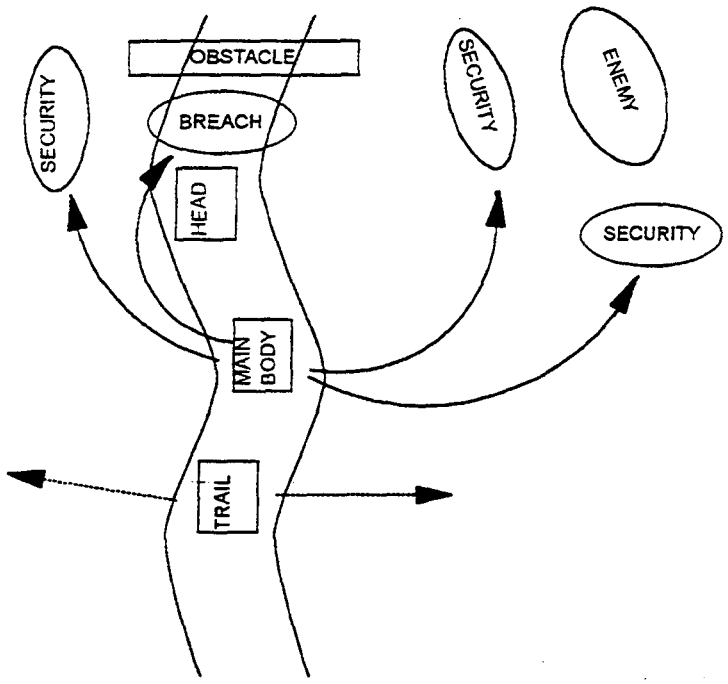
- Ensures crew served weapons are cleaned, inspected, and installed.
- Ensures ammunition is allocated for crew served weapons.

PREPARE FOR A MOTOR MARCH

- Utilize a terrain model, sketch, or other training aids when briefing the order
- Allow an opportunity for questions and comments.
- Brief all drivers prior to the movement on the situation; actions to be take at the various critical points, and the location of key leaders.
- Ensure a thorough understanding of critical signals.
- Ensure that drivers are trained for driving under any special road conditions required (ice, snow, sand, mud, fording, and difficult terrain) and for vehicle recovery in sand, mud, and snow.
- Stage according to the march order.
- Maintain dispersion and irregularity of formation.
- Ensure that the time spent in the staging area is minimal.
- Establish local security to include air defense.
- Rehearse major actions with all units and personnel participating (immediate action drills, nighttime movement, actions at danger areas, and air defense skills).
- Conduct a command post exercise (CPX) or a staff rehearsal.
- Issue ammunition and special equipment and conducts maintenance checks, LTI's, and preoperation checks on required equipment and vehicles.
- Provide time for final maintenance. No mechanically defective vehicle will be sent.
- Conduct final inspection for all personnel and equipment to ensure that prescribed items are available, serviceable, and carried correctly, and that all personnel understand all required aspects of the mission.
- Conduct final brief for key leaders to include a zone inspection, planning, preparing, and operation brief; alerts units that a missile attack is imminent or in progress (ZIPPO) brief for pilots if helicopters are involved in the movement.

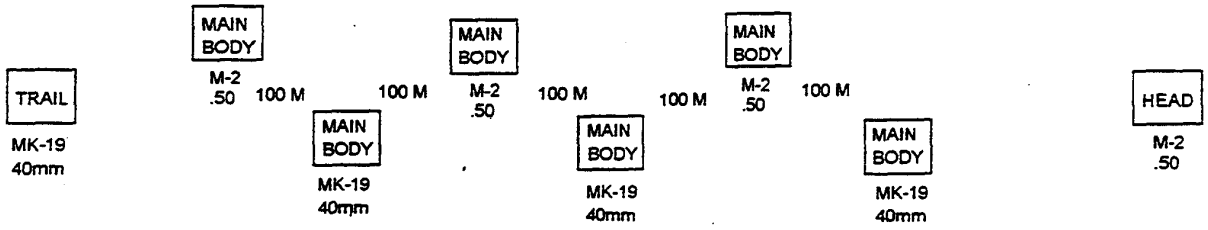
IMMEDIATE ACTION DRILLS AND CONVOY OPERATIONS

BLOCKED AMBUSH

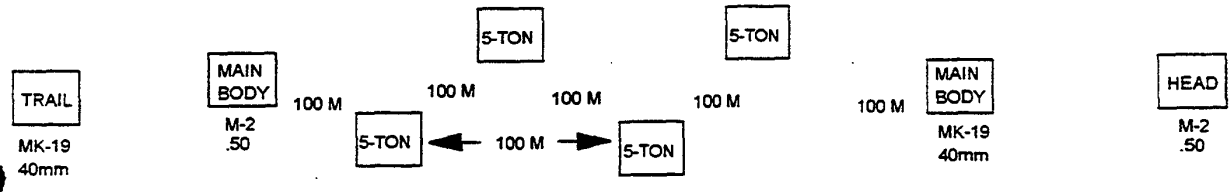


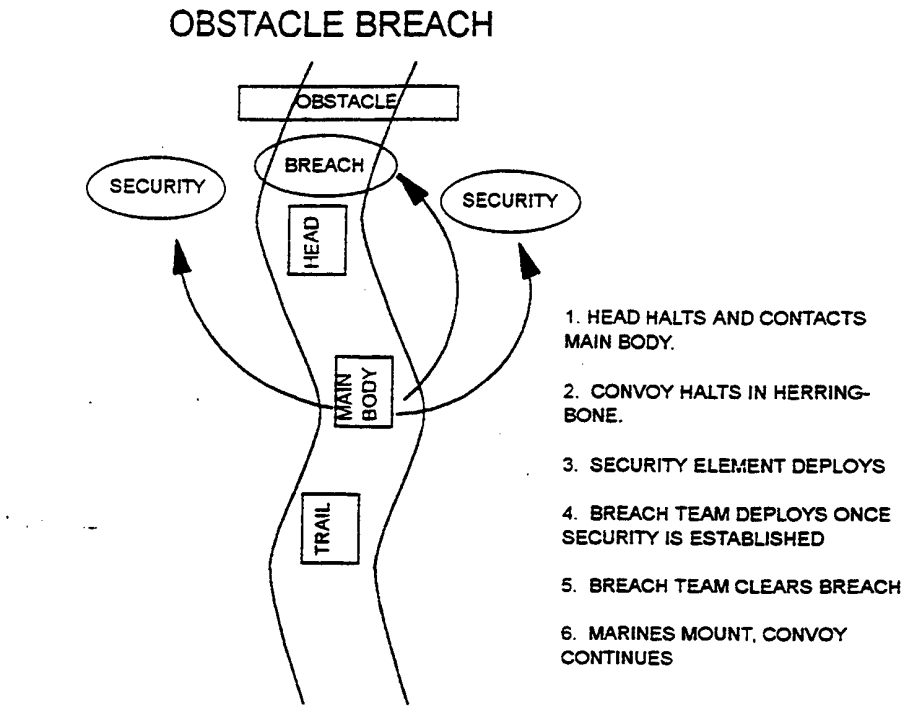
1. HEAD HALTS UNDER FIRE AND RETURNS FIRE AT THE RAPID RATE (TAKES COVER).
2. OTHER ELEMENTS FIRE AT RAPID RATE TO SUPPRESS THE ENEMY (IF IN SIGHT)
3. COLUMN EXECUTES HERRINGBONE.
4. SECURITY ELEMENT DEPLOYS TO SECURE THE BREACH SITE AND ENGAGE THE ENEMY.
5. BREACH TEAM DEPLOYS AND CLEARS BREACH.
6. ENEMY DESTROYED OR SECURITY UNIT DISENGAGES AND REJOINS CONVOY.
7. CONVOY CONTINUES MISSION.

STANDARD MP CONVOY



MP ESCORTED CONVOY




OBSTACLE BREACH
OBSTACLE
BREACH
SECURITY
SECURITY
HEAD
MAIN BODY
TRAIL
1. HEAD HALTS AND CONTACTS MAIN BODY.
2. CONVOY HALTS IN HERRING-BONE.
3. SECURITY ELEMENT DEPLOYS
4. BREACH TEAM DEPLOYS ONCE SECURITY IS ESTABLISHED
5. BREACH TEAM CLEARS BREACH
6. MARINES MOUNT, CONVOY CONTINUES

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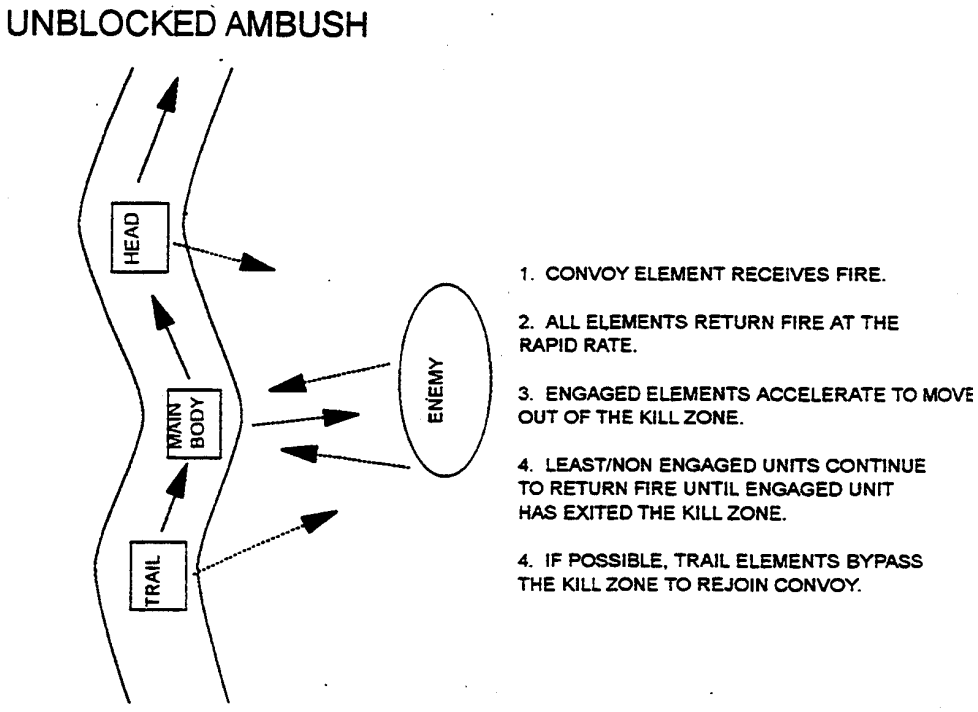
UNBLOCKED AMBUSH
HEAD
MAIN BODY
TRAIL
ENEMY
1. CONVOY ELEMENT RECEIVES FIRE.
2. ALL ELEMENTS RETURN FIRE AT THE RAPID RATE.
3. ENGAGED ELEMENTS ACCELERATE TO MOVE OUT OF THE KILL ZONE.
4. LEAST/NON ENGAGED UNITS CONTINUE TO RETURN FIRE UNTIL ENGAGED UNIT HAS EXITED THE KILL ZONE.
4. IF POSSIBLE, TRAIL ELEMENTS BYPASS THE KILL ZONE TO REJOIN CONVOY.

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APPENDIX O
CASE CONTROL NUMBERS AND MILITARY POLICE FORMS

7H	Accidental Death
11X	Accidental Shooting
8X	Adultery
11A	Affray
7G	Aggravated Assault
12B	Aircraft Accidents
10X	Alarm Activation
4K	Alteration of Certificates of Training Course Completion
4K	Alteration of Official Documents (US Government)
4K	Alteration of Personnel Performance Reports (US Government)
13B	Animal Bites
13X	Animal Neglect
6A	Arson
7G	Assault
7G	Assault with the Intent to Commit Murder
8F	Assault with the Intent to Commit Rape
8G	Assault with the Intent to Commit Sodomy
8B	Assault with the Intent to Commit Sodomy with a Child
8B	Attempted Carnal Knowledge with a Child
7G	Attempted Murder
8B	Attempted Rape of a Child
7X	Attempted Suicide
6V	Auto Theft Non Government Vehicle
6S	Auto Theft Government Vehicle
10B	Being in an Unauthorized Restricted Area
6C	Black-Market
7B	Bomb Threat
4H	Bribery

33	4E	Bribery (Pay And Allowance)
34	6N	Burglary
35	8B	Carnal Knowledge with a Child
36	7L	Child Abuse
37	7L	Child Neglect
38	7L	Child Maltreatment
39	8B	Child Pornography
40	8B	Child Sex Abuse
41	9X	Command Authorized Search
42	8B	Communicating of Obscenities Toward a Child
43	11G	Communicating a Threat
44	11E	Concealed Weapon
45	7H	Conspiracy to Commit Murder
46	11X	Contempt Order
47	6G	Counterfeiting
48	4B	Credit Card Crime
49	12A	Crime Prevention Survey
50	6M	Customs
51	6L	Damage of Mail Facilities
52	6U	Damage to Government Property
53	6U	Damage to Personal Property
54	6U	Damage to Private Property
55	7H	Death
56	11B	Deserter
57	11A	Domestic Disturbance
58	11A	Domestic Violence
59	11A	Disorderly Conduct
60	11A	Drunk and Disorderly
61	11X	Driving on Base Revocation
62	11X	Driving on State Revocation
63	11X	Driving on Base Suspension
64	11X	Driving on State Suspension
65	11D	Driving Under the Influence
66	11D	Driving While Intoxicated
67	7H	Excusable Homicide

68	7E	Extortion
69	13X	Endanger Species
70	11X	Failure to Comply
71	11A	Failure to Disburse
72	4X	Failure to Pay Just Debt
73	4B	False Claims (Pay and Allowance)
74	7P	False Official Statement
75	4B	False Reimbursement Voucher (Pay and Allowance)
76	4E	False Statement (Pay and Allowance)
77	7P	False Swearing
78	4F	Falsification of Personnel Records
79	7T	Fatal Traffic Accident
80	10A	Fires
81	7T	Fleeing the Scene of a Traffic Accident
82	6X	Found Ordnance
83	9G	Forensic Examination
84	4K	Forgery of Checks (US Government) and Personal
85	4K	Forgery of Credit Card (Personal)
86	4K	Forgery of Letters (US Government)
87	4K	Forgery of Money Orders (US Government)
88	4K	Forgery of Orders for Delivery of Money or Goods (US Government)
89	4K	Forgery of Property Records (US Government)
90	4K	Forgery of Receipts (US Government)
91	8X	Fraternization
92	4X	Fraud Use ATM Card
93	4T	Fraud Use of CHAMPUS (US Government)
94	4T	Fraud Use of Commercial Telephone Service (US Government)
95	4X	Fraud Use of Credit Card
96	4T	Fraud Use of Gasoline Credit Card (US Government)
97	4T	Fraud Use of SERVMART Charges (US Government)
98	4K	Fraud Use Telephone Calling Card
99	4G	Fraud Admin of US Property
100	4F	Fraudulent Advancement
101	4F	Fraudulent Appointment
102	4F	Fraudulent Discharge

103	4G	Fraud Disposal of US Property
104	4F	Fraudulent Enlistment
105	4F	Fraudulent Examination
106	4X	Fraudulent Insurance
107	4G	Fraud Procurement of US Property
108	4F	Fraudulent Separation
109	4X	Fraud Use of Base Registration (Visitor Pass)
110	4X	Fraudulent Use of Base Registration (DoD Decal)
111	4X	Fraudulent Use of Drivers License
112	4X	Fraudulent Use of State Registration
113	11G	Harassing Phone Calls
114	7T	Hit and Run Traffic Accident
115	7H	Homicide
116	8G	Homosexual Acts
117	6N	Housebreaking
118	10A	House Fire
119	6S	Illegal Possession of Government Property
120	6S	Illegal Sale of Government Property
121	11C	Impersonations
122	4E	Improper Disbursement of Government Funds (Pay and Allowance)
123	8B	Incest with a Child
124	8B	Indecent Acts with a Child
125	8D	Indecent Assault
126	8B	Indecent Assault with a Child
127	8X	Indecent Exposure
128	8B	Indecent Exposure with a Child
129	12B	Industrial Accidents
130	12A	Industrial Security Surveys
131	6U	Injury Real/Personal Proper
132	7N	Introduction of Habit Forming Drugs
133	7N	Introduction of Marijuana
134	7N	Introduction of Narcotics
135	7N	Introduction of Restricted Drugs
136	7H	Involuntary Manslaughter
137	7K	Kidnapping

138	6R	Larceny of Ammunition (US Government)
139	6R	Larceny of Explosives and Other Destructive Devices (US Government)
140	6R	Larceny of Firearms (US Government)
141	6S	Larceny of Government Property
142	6T	Larceny of Personal Property
143	6V	Larceny of Non-Government Vehicle
144	6S	Larceny of Decal
145	8D	Lascivious Liberties with an Adult
146	8D	Lewd Assault
147	13A	Licensing Violation (Wildlife Conservation)
148	6U	Loss of Government Property
149	6U	Loss of Personal Property
150	6L	Loss of Postal
151	13C	Lost Animals
152	11F	Lost Person
153	7C	Magistrates Order
154	6X	Malicious Mischief (Government)
155	6X	Malicious Mischief (Personal)
156	11H	Malingering (Not Amounting to Attempted Suicide)
157	12B	Medical Emergency
158	13C	Missing Animals
159	11F	Missing Person
160	7H	Murder
161	7N	Narcotics
162	7H	Natural Death
163	12B	Natural Disasters
164	7H	Negligent Homicide
165	11A	Neighbor Dispute
166	11X	No Insurance
167	11X	No Operators License
168	11G	Obscene Phone Calls
169	8B	Obscene Phone Call with a Child
170	11X	Obstructing a Police Officer
171	10X	Off Limits Establishments
172	7C	Order for Arrest

173	8X	Pandering
174	7P	Perjury
175	12A	Physical Security Inspections and Surveys
176	11X	Personal Non Grata
177	13A	Poaching
178	9B	Polygraph
179	7N	Possession of Habit Forming Drugs
180	7N	Possession of Marijuana
181	7N	Possession of Narcotics
182	7N	Possession of Restricted Drugs
183	6L	Postal
184	8X	Prostitution
185	9A	Protective Services
186	11G	Provoking Speeches and Gestures
187	11X	Prowler
188	12A	Physical Security Surveys
189	8F	Rape
190	8B	Rape of a Child
191	6U	Reckless Destruction of Government Property
192	6U	Reckless Destruction of Personal Property
193	11X	Reckless Driving
194	11X	Resisting a Police Officer
195	11B	Returned to Military Control
196	6L	Rifling of Postal
197	7R	Robbery
198	11F	Run Away or Missing Adult/Child
199	8D	Sexual Assault/Abuse/Adult
200	8B	Sexual Assault/Abuse/Child
201	6S	Shoplifting of Government Property
202	6T	Shoplifting of Personal Property
203	7G	Simple Assault
204	8G	Sodomy
205	8B	Sodomy with a Child
206	11X	Solicitation
207	7H	Solicitation to Commit Murder

208	8B	Solicitation to Engage in a Sex Act with a Child
209	9X	Special Inquiry
210	11X	Speeding
211	7P	Subornation of Perjury
212	7H	Suicide/Not Attempted
213	7X	Suicide Gestures
214	6S	Theft of Government from Non-Appropriated Fund Activities
215	6V	Theft of Motor Vehicle (Personal)
216	6T	Theft of Personal Property
217	6L	Theft of Postal
218	14A	Traffic Accident—Collision with Pedestrian
219	14B	Traffic Accident—Collision with Pedacyclist
220	7T	Traffic Accident—Hit And Run
221	14C	Traffic Accident—Single Motor Vehicle Collision with a Fixed Object
222	7T	Traffic Accident Involving Death (when Negligence is Not Attributed to Any Living Person)
223 224	7H	Death—Used For Investigations Involving Homicide, to Include Voluntary Manslaughter and Involuntary Manslaughter
225	14D	Traffic Accident—Multiple Motor Vehicle Collision
226	14E	Traffic Accident—Single Motorcycle Collision
227	14F	Traffic Accident—Multiple Motorcycle Collision
228	14G	Traffic Accident—Non-Collision
229	14C	Traffic Accident—Single with Animal
230	7X	Training Accidents
231	7N	Transfer of Habit Forming Drugs
232	7N	Transfer of Marijuana
233	7N	Transfer of Narcotics
234	7N	Transfer of Restricted Drugs
235	13X	Trees (Cutting Down)
236	10B	Trespassing
237	7L	Unattended Child
238	7H	Unattended Death
239	11B	Unauthorized Absence
240	7N	Unauthorized Purchase of Habit Forming Drugs
241	7N	Unauthorized Purchase of Marijuana

242	7N	Unauthorized Purchase of Narcotics
243	7N	Unauthorized Purchase of Restricted Drugs
244	7N	Unauthorized Use of Credit Card (Personal)
245	4T	Unauthorized Use of a Credit Card (Government)
246	4X	Unauthorized Use of a Credit Card (Personal)
247	11X	Underage Alcohol Consumption
248	6N	Unlawful Entry with a Dwelling
249	10B	Unlawful Entry with a Non-Dwelling
250	11E	Unlawful Possession of Weapon
251	10B	Unsecure Property (Trespassing)
252	7N	Use of Habit Forming Drugs
253	7N	Use of Marijuana
254	7N	Use of Narcotics
255	7N	Use of Restricted Drugs
256	7H	Voluntary Manslaughter
257	8B	Voyeurism with a Child
258	7C	Warrant for Arrest/Failure to Appear/Magistrates Order
259	11E	Weapons
260	6U	Willful Destruction of Government Property
261	6U	Willful Destruction of Personal Property
262	4X	Worthless Check
263	6L	Wrongful Delay of Postal
264	6L	Wrongful Delivery of Postal
265	6U	Wrongful Destruction of Government Property
266	6U	Wrongful Destruction of Personal Property
267	6U	Wrongful Destruction (Vending (Machines)
268	10B	Wrongful Entry into an Area
269	11E	Wrongful Possession of Pyrotechnics and Explosive Devices
270	6L	Wrongful Use of Postal

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MILITARY POLICE FORMS

Incident Complaint Form (Opnav 5527/1)—*Document Incidents and Complaints*.

Traffic Accident Report (Opnav 5527/1a)—*Supplemental Report to an ICR for Traffic Accidents*.

Voluntary Statement Form (Opnav 5527/2)—*Statement of Witness*.

Military Suspect's Acknowledgment and Waiver of Rights (Opnav 5527/3)—*Documents Advisement of Military Suspects Rights*.

Civilian Suspect's Acknowledgment and Waiver of Rights Form (Opnav 5527/4)—*Documents Advisement of Civilian Suspects Rights*.

Telephonic Threat Complaint (Opnav 5527/8)—*Document Telephonic Threats i.e., Bomb Threats, Nuisance Calls*.

Desk Journal (Opnav 5527/19)—*Chronological Listing of MP Activities*.

Field Interview Card (Opnav 5527/21)—*Documents MP Contact with Suspicious Person(s)*.

Evidence Custody Document (Opnav 5527/22)—*Records Acquisition, Chain of Custody, and Disposition of Items Seized by MPs*.

DD Form 629, Receipt for Prisoner or Detained Person—*Documents the Release of a Detained Person or Prisoner*.

DD Form 1920, Alcohol Influence Report—*Documents the Information on a Person Under the Influence of Alcohol*.

Statement of Force/Use of Detention Space—*Documents the Use of Force, Medical Treatment, as a Result of Force and/or Prior/During Detention, a Record of Detention, and Inspection Record*.

CRIMINAL INVESTIGATION DIVISION FORMS

Command Authorization For Search And Seizure (Opnav 5527/9)—*Commanding Officer Signs Form Granting Permission to Search*.

Affidavit for Search Authorization (Opnav 5527/10)—*Sworn Statement of Facts for Search Authorization.*

Permissive Authorization for Search and Seizure (Opnav 5527/16)—*Documents a Person(s) Voluntary Consent to Search*.

Authority to Release Medical Information and Record (Opnav 5527/14)—*Documents Permission to Obtain Said Information.*

Consumer Consent and Authorization for Access to Financial Information (Opnav 5527/13)—*Used to Obtain Access to Financial Information.*

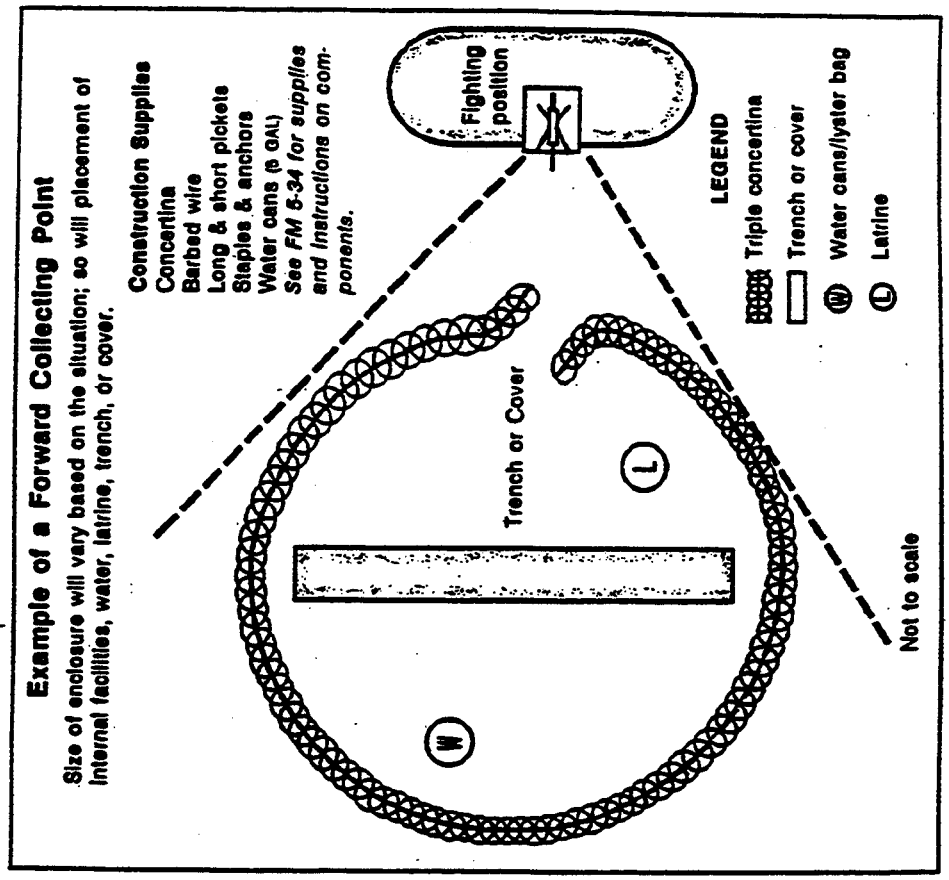
APPENDIX P

COLLECTION POINT AND HOLDING FACILITY EXAMPLES

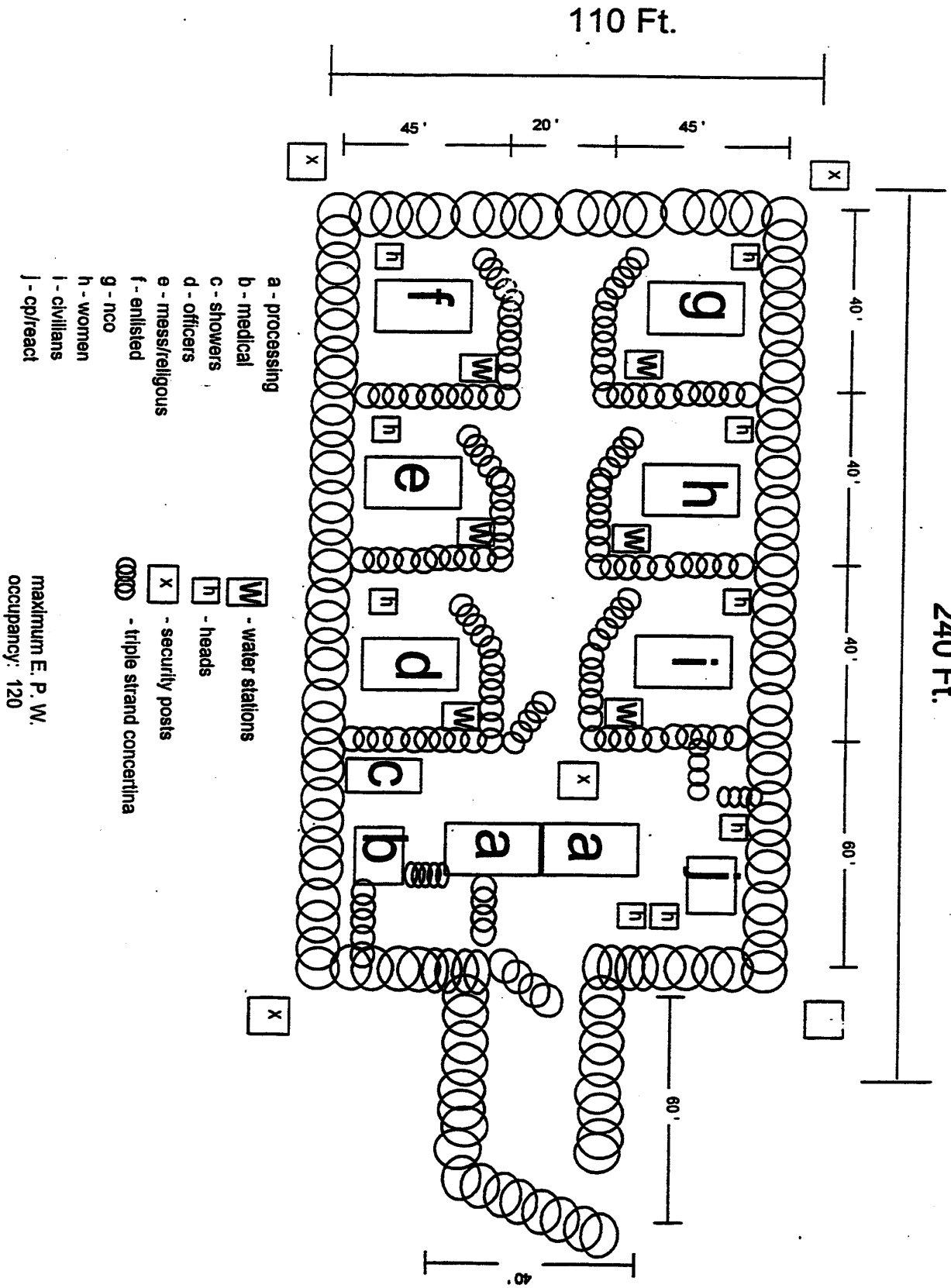
BILL OF MATERIALS FOR EPW COMPOUND

The below list is a minimum bill pf materials for an EPW Compound that can house no more than 120 EPWs:

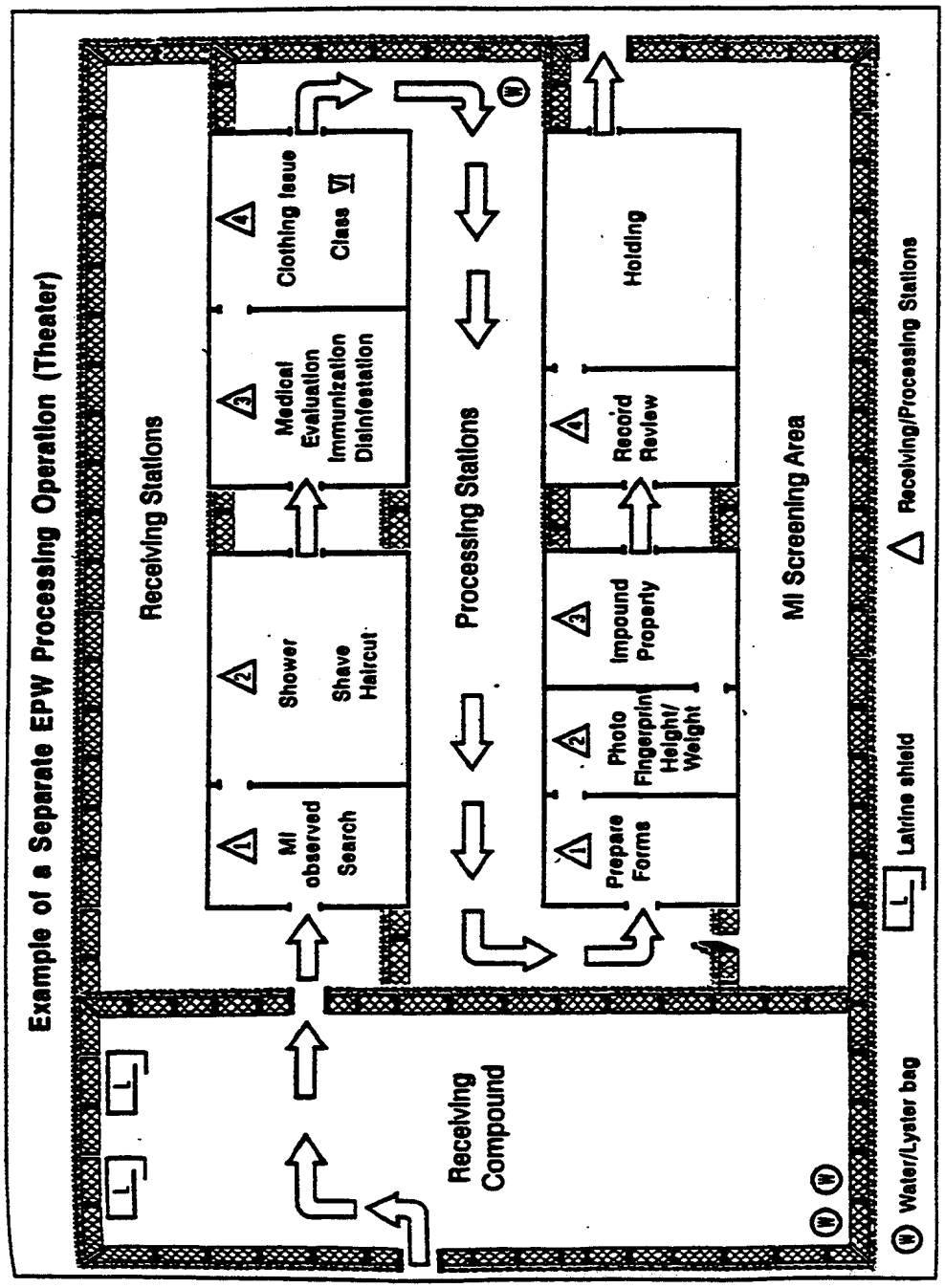
GP Tents	08
CP Tents	03
Portable Heads	09
Water Bulls	07
Engineer Stakes	110
Concertina	145 Rolls
4”x4”x16’ Lumber	30
2”x4”x12’ Lumber	50
16 Penny Nails	25 1bs
Lap Top Computer	01
Printer	01
Field Desk SL-3 Complete	08
Baber Kit	01
Wash Basin (for mesh facilities)	01
Steel Post Driver	02
Sledge Hammer 10lbs	02
Engineer Tape	03 Rolls

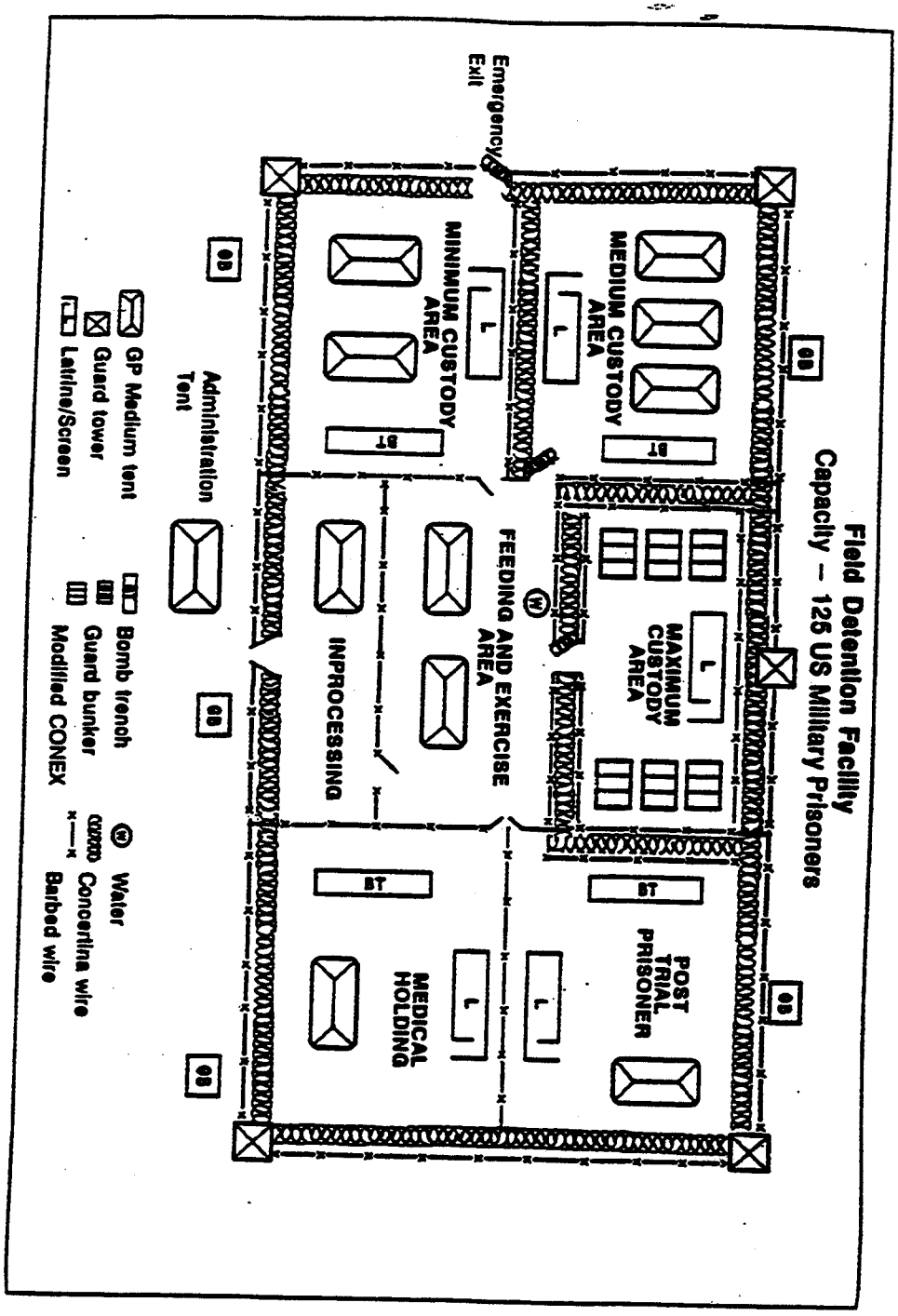

Example of a Forward Collecting Point
Size of enclosure will vary based on the situation; so will placement of internal facilities, water, latrine, trench, or cover.
Construction Supplies
Concertina
Barbed wire
Long & short pickets
Staples & anchors
Water cans (5 GAL)
See FM 5-34 for supplies and instructions on components.
Fighting position
LEGEND
Triple concertina
Trench or cover
Water cans/lyster bag
Latrine
Trench or Cover
Not to scale

1


110 Ft.
45'
20'
45'
240 Ft.
40'
40'
40'
60'
60'
40'
a - processing
b - medical
c - showers
d - officers
e - mess/religous
f - enlisted
g - nco
h - women
i - civilians
j - cp/react
W - water stations
H - heads
X - security posts
- triple strand concertina
maximum E. P. W. occupancy: 120

2


Example of a Separate EPW Processing Operation (Theater)
Receiving Stations
Processing Stations
MI Screening Area
Receiving Compound
1 MI observed Search
2 Shower Shave Haircut
3 Medical Evaluation Immunization Disinfestation
4 Clothing Issue Class VI
1 Prepare Forms
2 Photo Fingerprint Height/ Weight
3 Impound Property
4 Record Review
Holding
Latrine shield
Receiving/Processing Stations
Water/Lyster bag


Field Detention Facility
Capacity – 125 US Military Prisoners
Emergency Exit
MEDIUM CUSTODY AREA
MINIMUM CUSTODY AREA
MAXIMUM CUSTODY AREA
FEEDING AND EXERCISE AREA
INPROCESSING
MEDICAL HOLDING
POST TRIAL PRISONER
Administration Tent
GP Medium tent
Guard tower
Latrine/Screen
Bomb trench
Guard bunker
Modified CONEX
Water
Concertina wire
Barbed wire

7

APPENDIX Q
MILITARY POLICE WEAPONS SYSTEMS AND EMPLOYMENT

INTRODUCTION

Purpose

To establish SOPs for MP weapons systems and employment.

General

MPs use a wide variety of weapons systems to accomplish the four primary missions. An MP must have working knowledge of all the weapons systems available so that they may be employed in the offense, defense, and law enforcement roles. This knowledge is to include nomenclature, operation, laying techniques, and general weapons tactics.

WEAPONS

General

Impact weapons are meant to be nonlethal weapons. As always, deadly force is only authorized as a last resort with these weapons.

Batons

PR-24. The PR-24 is a side handle baton made of polypropylene. It is 24 inches in length and weighs 24 ounces. Knowledge of this weapon, parts and techniques of use are essential for MPs.

Nomenclature

Grip End

Short Portion

Short Handle

Long End

Long Extended End

Knob

PR-24 Expandable. The PR-24 expandable comes to a full length of 24 inches, like that of its predecessor the PR-24. The difference is that it collapses to a length of no more than 8 inches.

Nomenclature

Grip End

Short Portion

Short Handle

Long End

Long Extended End

Knob

ASP[define]. Different than that of both the PR-24 and the PR-24 expandable, the ASP has no short handle. This weapon varies in length form 18 inches to 26 inches. It folds up to 8 inches and when employed uses centrifugal force to lock to its full length. The weapon is made of stainless steel.

Nomenclature.

Grip Portion

Grip End

Long Extended Portion

Long Extended End

Riot Baton. This weapon is used to physically push back crowds of people or steer them in a certain direction.

Nomenclature.

Grip Portion

Grip End

Long Extended Portion

Long Extended End

Chemical Weapons

OC Spray. This weapon renders most individuals helpless. It gives the eyes, face, mouth and any other areas exposed to the agent an overwhelming burning sensation. Once you have sprayed an individual he is your responsibility.

CS Gas. This weapon is employed in two ways, the first being that of launching it into a crowd or angry mob to disburse the individuals. The second way is that of launching or throwing it into a building to clear the building of hostile individuals. When employed this chemical agent may induce burning of the skin, tearing of the eyes and vomiting.

Weapons Handling Rules

- Treat every weapon as if it were loaded.
- Never point a weapon at anything that you do not intend to shoot.
- Keep your finger straight and off the trigger until you intend to fire.
- Keep your weapon on safe until you intend to fire.

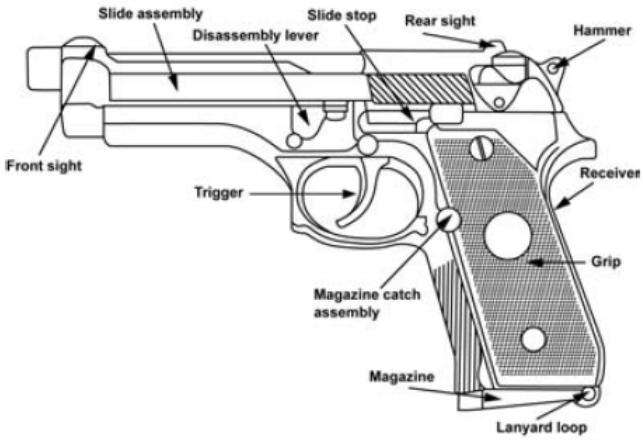
Clearing Barrel

In noncombat situations all firearms will be cleared of ammunition in the clearing barrel. A NCO or higher must supervise clearing barrel operations. The clearing barrel must consist of a 55-gallon drum cut at the top, filled 2/3 of the way with sand, angled at a 45 degrees, and reinforced with sandbags. Field expedition clearing barrels can be made for all MP CP operations and will be approved by the senior MP.

M9 Service Pistol

Characteristics

The M9 pistol is a semiautomatic, magazine-fed, recoil-operated, double-action pistol.



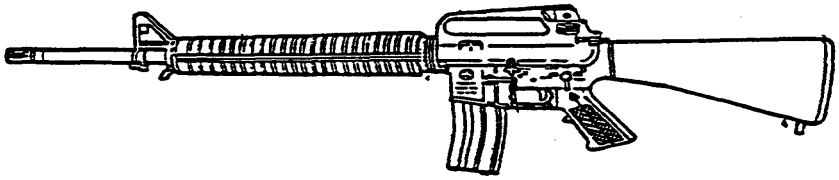
Nomenclature

Caliber-	9mm
Max Effective Range-	50 m
Muzzle Velocity-	3100 feet per second
Safety Features-	Three position safety lever
Magazine-	15 rounds

M-16A2 Rifle

Characteristics

The M-16A2 rifle is a light weight, air cooled, magazine-fed, gas operated, shoulder-fired weapon capable of firing semiautomatic or three round burst by use of a selector lever.



Nomenclature

Caliber-	5.56mm
Length-	39-3/8 inches
Max Effective Range-	550 meter point 800-meter area
Max Range-	3534 meters
Loaded Weight-	8.73 lbs
Muzzle Velocity-	3100 feet per second
Safety Features-	Three position safety lever
Magazine-	30 rounds
Cyclic Rate of Fire-	800 rounds per minute
Rate of Fire-	12-15 rounds per minute
Semiautomatic-	45 rounds per minute
3-Round Burst-	90 rounds per minute

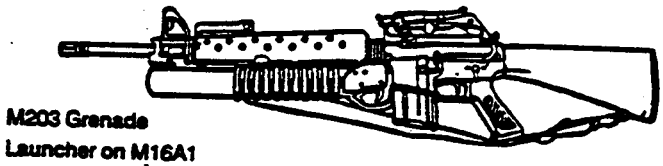
Shotgun

Military Police use a variety of different types of shotguns. The basic weapons handling procedures described within this section will be applied to all shotguns employed.

M-203 Grenade Launcher

Description

The M-203 is a single-shot, breech-loaded, large bore weapon aimed by use of a leaf or quadrant sight.



M203 Grenade Launcher on M16A1

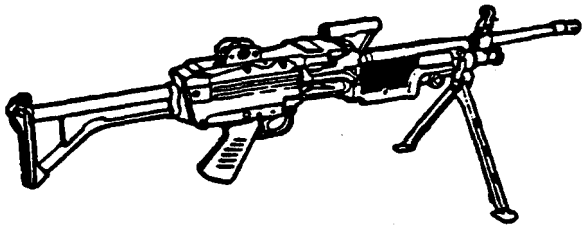
Nomenclature

Caliber-	40mm
Max. Effective Range-	350 meters
Max. Range-	400 meters
Safety Features-	Trigger safety

M-249 SAW

Description

The M-249 is a belt-fed, automatic, air-cooled, gas-operated, open bolt weapon.



Nomenclature

Caliber-	5.56mm
Length-	40.87 inches
Max. Effective Range-	1000 meters
Max Range-	3600 meters
Loaded Weight-	22.08 lbs loaded
Safety Features-	Push-button safety
Magazine-	200 round assault box 30 round M-16 magazine
Cyclic rate of fire-	725/1000 rds/min
Sustained rate of fire-	85 rds/min
Rapid Rate of Fire-	200 rds/min

M-240G

Description

The M-240G is a 7.62 mm, air-cooled, belt-fed, gas operated, automatic weapon.

Nomenclature

Length-	49 in
Weight-	24.2 lbs
Max Range-	3725m
Max Effective Range-	1800m
Grazing Fire-	600m
Rates of Fire:	
Sustained-	100rpm
Rapid-	200rpm
Cyclic-	650 to 950rpm

Types of Rounds

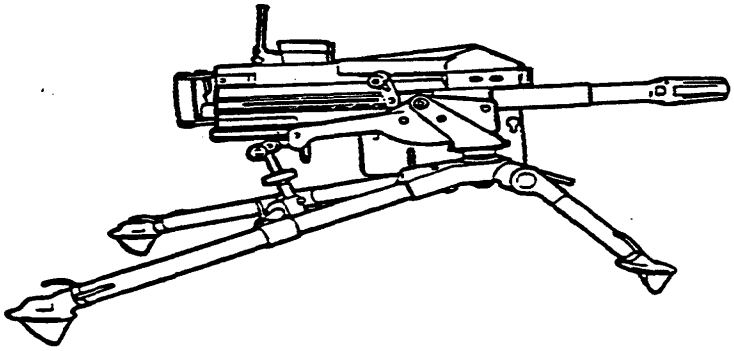
- Ball
- Tracer

- Armor Piercing
- Practice
- Dummy

MK-19 Automatic Grenade Launcher

Description

The Mk-19 MOD 3 is an air-cooled, blow back operated, belt feed, fully automatic weapon featuring a barrel that prevents cook off even after long periods of firing.



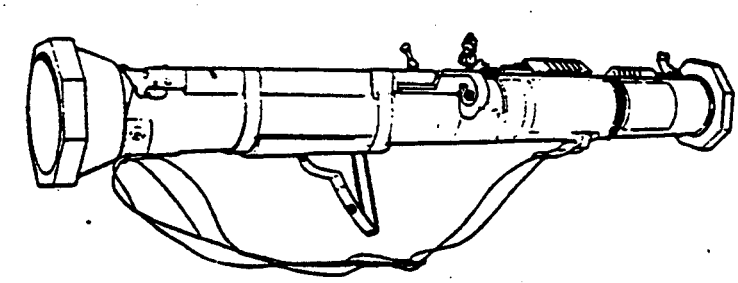
Nomenclature

Caliber-	40mm
Max. Effective Range-	1500m
Max. Range-	2212m
Weight-	75 lbs
Muzzle Velocity-	795 ft/sec
Safety Features-	Safety on rear assembly
Magazine-	Belt-fed
Cyclic Rate of Fire-	300 rds min

M-136 (AT-4)

Description

The AT-4 is a lightweight, self-contained, disposable, antiarmor weapon.



Nomenclature

Caliber-	84mm
Max. Effective Range-	50 meters
Max. Range-	500 meters
Safety Feature-	Shipping safety pin, cocking lever, and safety lever

M-2 .50 Caliber Machinegun

Description

The M-2 is a belt feed, air-cooled, recoil-operated, crew-served machinegun capable of firing single shot and automatic fire.

Nomenclature

Caliber-	50
Length-	65 inches
Max. Effective Range-	1830m
Max. Range-	7400m
Safety Features-	None
Magazine-	Belt-fed
Cyclic Rate of Fire-	450-550 rpm
Sustained Rate of Fire-	40 rpm
Rapid Rate of Fire-	400 rpm

Types of Rounds

- Ball
- Tracer
- Incendiary
- Armor Piercing
- Armor Piercing Incendiary
- Armor Piercing Incendiary Tracer
- Blank
- Dummy

CREW SERVED WEAPONS EMPLOYMENT

Assumptions

Machine gun gunnery is an exacting science that requires years of practice to master. General knowledge is assumed, and detailed firing procedures (e.g., overhead fire, indirect fire, etc.) are not widely utilized by Fleet Marine Force MP units.

General Employment

To be most effective, a machinegun should be employed from a tripod mount on the ground, using a traversing and elevating mechanism.

While a machine gun may be employed from a vehicle mount on the move, this lessens the accuracy of fire and generally decreases the survivability of the vehicle and personnel. When the gun must be employed from a vehicle, the leader seeks a firing position that provides the greatest possible degree of cover for the vehicle and crew. Crews should be trained to remove the gun from the vehicle mount and employ it from a tripod even during temporary halts.

Employment Considerations in the Defense (Acronym: PIC-M-DEEP)

P-air the guns together to create mission redundancy.

I-nterlocking fields of fire to ensure a solid defense and effective engagement areas.

C-oordinate Fires for maximum effectiveness.

M-utuallv Supporting positions to protect the guns and create redundancy in the defense.

D-efilade the guns for maximum protection from fire.

E-nfilade fire established against likely enemy approaches.

E-conomy of fire with ammunition and placement of weapons.

P-rotect the guns from the enemy by tucking them in between other fighting positions and making maximum use of cover and concealment.

Initial Fire Commands (Acronym: ADDRAC)

Fire commands are used by the small unit leader to direct the fire of his guns.

A-lert (size of unit to fire)

D-irection (only when not obvious)

D-escriptoion (only when not obvious)

R-ange (range to target/center of target in hundreds of meters)

A-ssignment/Method - (division/manipulation/rate)

C-ontrol (method of control of the guns firing)

EXAMPLE: "Squad!" / "Direct Front!" / "Squad In Open!" / "Two Hundred Meters!" "Number One Left Half/ Number Two Right Half!" / "Rapid Rate!" / "At My Command!" ("FIRE")

Sectors of Fire

In the defense, machine guns are assigned sectors of fire, the inner limits of which are usually, but not always, the bands of grazing fire placed along the final protective line (FPL). The sector of fire should not exceed 800 mils (45 degrees). The machine gun unit is responsible for engaging the enemy within its sector, subjecting him to fire as he approaches, and finally forcing him to pass through coordinated bands of grazing fire before he can make his assault. When the sector of fire does not include an FPL, a principle direction of fire (usually along an avenue of approach) or a zero line is assigned. The zero line is the line that bisects the sector and points towards a distinctive landmark in that area.

Laying an FPL

Heavy Machine Guns

he gunner lays the gun in the direction of the FPL and zeroes the traversing dial in the T&E. He then selects an aiming point on the FPL at a range of approximately 700 meters and places his center of aim on that point.

General Purpose Guns on Tripod

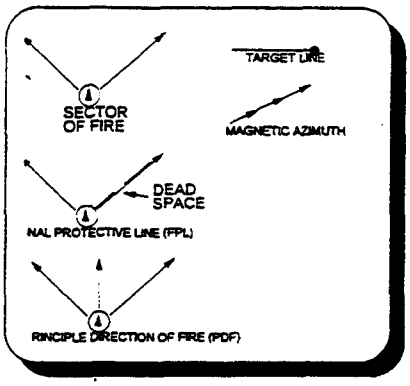
- The gunner centers the traversing hand wheel mechanism and zeroes the traversing micrometer.
- Upon determining along which limit of the sector the FPL is to lie, the gunner sets the traversing slide toward that end of the traversing bar which is opposite the direction of the FPL.
- He then lifts the rear legs of the tripod and aligns the muzzle in the approximate direction of the line. By so doing, he obtains the maximum angle of traverse away from the FPL in the direction of the targets in his sector.
- For elevation, the gunner lays the gun on an aiming point on the FPL at a range of approximately 700 meters.
- He notes the sign and the first number whose graduation is visible above the elevating hand wheel on the elevating screw scale, then obtains the number on the elevating micrometer dial toward which the indicator is pointing.
- A combination of these numbers, when replaced on the gun, allows the gun to be laid for the same elevation.

Range Cards

A range card is a rough sketch or drawing that serves two purposes: a record of firing data and a document for defensive fire planning. Each gun makes a range card in duplicate on any material available. One copy remains at the firing position, and one goes to the unit commander for use in creating a fire plan sketch. Revisions and improvements are made and data is updated as necessary.

- Procedure. (see example)-
  - Draw a dot to signify the position of the gun.
  - Draw a magnetic north arrow through the gun position.
  - Find a prominent terrain feature behind the weapon in relation to the FLOT, draw a magnetic azimuth from the feature to the gun dot and record the azimuth in mils and the distance in meters along the line.

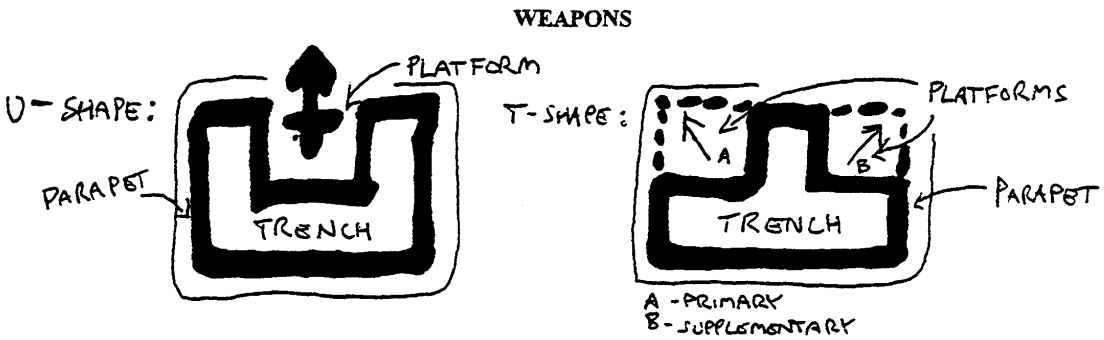
- Record in information box: gun number / unit designation / date. For security reasons, no higher unit designation than company is shown.



- FPLs: Identify and, if possible, walk the FPL to record data. Signify the FPL on the card with a shaded line with an arrow at the end, leaving gaps to denote dead space. Record the distance to, and number, the target at the end of the FPL. Then record the distance at either end of any dead space, the T&E reading of the gun on the FPL, and the magnetic azimuth in mils of the FPL.
- PDF: Identify and, if possible, walk the PDF to record data. Signify the PDF as a solid line with an arrow at the end. Record the range to the near end of the avenue of approach. Record the T&E reading and the magnetic azimuth in mils of the PDF.
- Designate and record sector limits with a dashed line, naming them left or right. Record the direction reading from the T&E data.
- Designate and record other easily recognizable terrain features or targets within the sector. Number them sequentially, and mark them with a line leading from the gun to a drawing depicting the target as in the example. Record the range to the target and the T&E data.
- Sketch in the general FLOT line to assist your superior in creating a fire plan sketch.

Fighting Positions

Machineguns will be employed in the defense from either a "T" shaped or "U" shaped fighting position. See diagram:



Firing From a Vehicle

When firing from a vehicle, if possible fire along the long axis of the vehicle in relation to the enemy. The suspension of the vehicle will absorb the recoil of the gun with minimal rocking motion. When fired perpendicular to the vehicle, the recoil of the gun (especially the heavy

machineguns) will tend to rock the vehicle, spoiling the aim of the gunner. Ideally, the vehicle should be defiladed and the weapon fired to the rear of the vehicle to take maximum advantage of the high mobility multipurpose wheeled vehicles (HMMWVs) limited armor.

M-240G General Employment

Offense

Employ the M-240G in mass from a support-by-fire position from which they can provide a heavy volume of accurate suppressive fires. If an observer can rapidly adjust the guns on target, the base of fire can be positioned in defilade for protection.

Defense

When the terrain allows grazing fire, the M-240G should generally be employed on the flanks and assigned interlocking FPLs across the unit's front. When the situation does not allow this, the M-240G should be assigned PDFs along likely avenues of approach, which they can cover, with a heavy volume of fire.

Heavy Machine gun General Employment

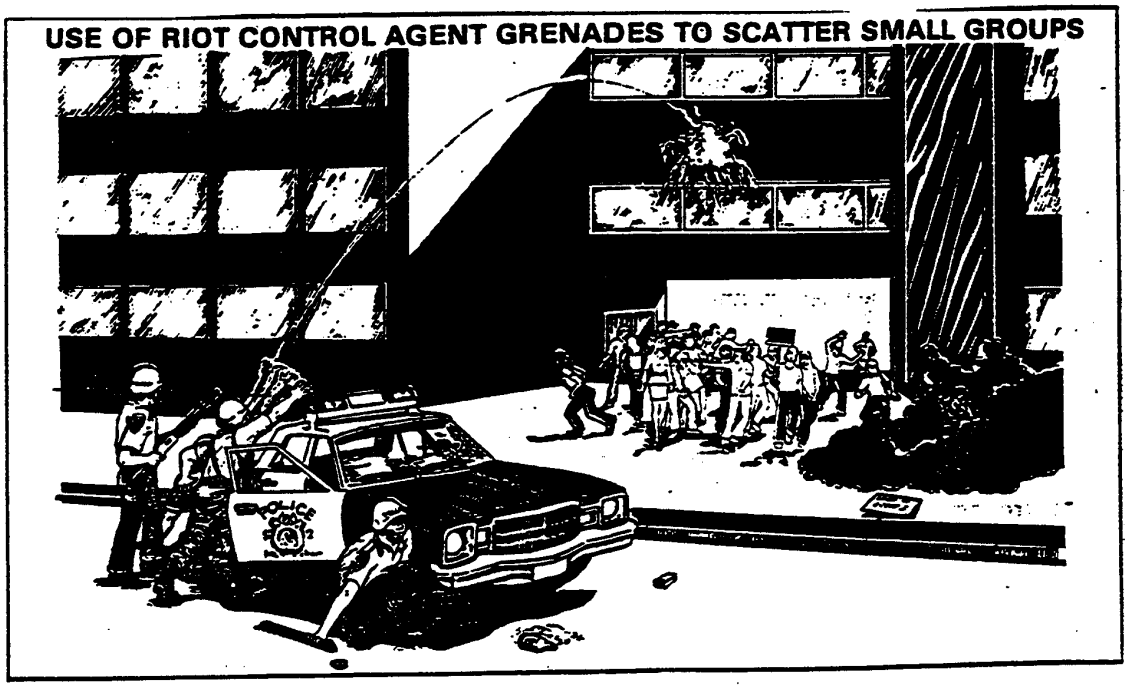
- Effects against armor. The MK-19 with its dual-purpose round, is a superior weapon against light armor. Its maximum effective range is 1,500 meters while its armor penetration is 2 inches of homogeneous steel out to 2,000 meters. On the other hand, the armor penetration of the M-2 decreases dramatically as range increases. For example, the M2 cannot penetrate the armor of a BMP infantry combat vehicle past 600 meters even with optimal angle of incidence.
- Effects Against Personnel. The dual-purpose Mk-19 is also effective against personnel, with an ECR of 15 meters. However, in general, the M2 is a more effective weapon against personnel because of its higher volume of fire and 1,000 meters of grazing fire. These characteristics make the M-2 well suited for the assignment of an FPL in the defense against infantry attack.
- Offense. The mix and use of heavy machineguns is highly dependent upon terrain and mission.
- Complementary Effects. The high angle of fire of the Mk-19 and the flatter trajectory of the M-2 can be employed effectively in tandem in many situation, the characteristics of one complementing the other. For example, the M-2 can be used to pin the enemy down while the MK-l9 is used to drop high explosive (HE) or high explosive dual purpose (HEDP) on top of the enemy.
- Fire Against Enemy Air. The M-2 is an effective antiaircraft artillery weapon, and can be employed against both slow and fast moving enemy aircraft. The point where the aircraft is nearest to the gun is the midpoint.

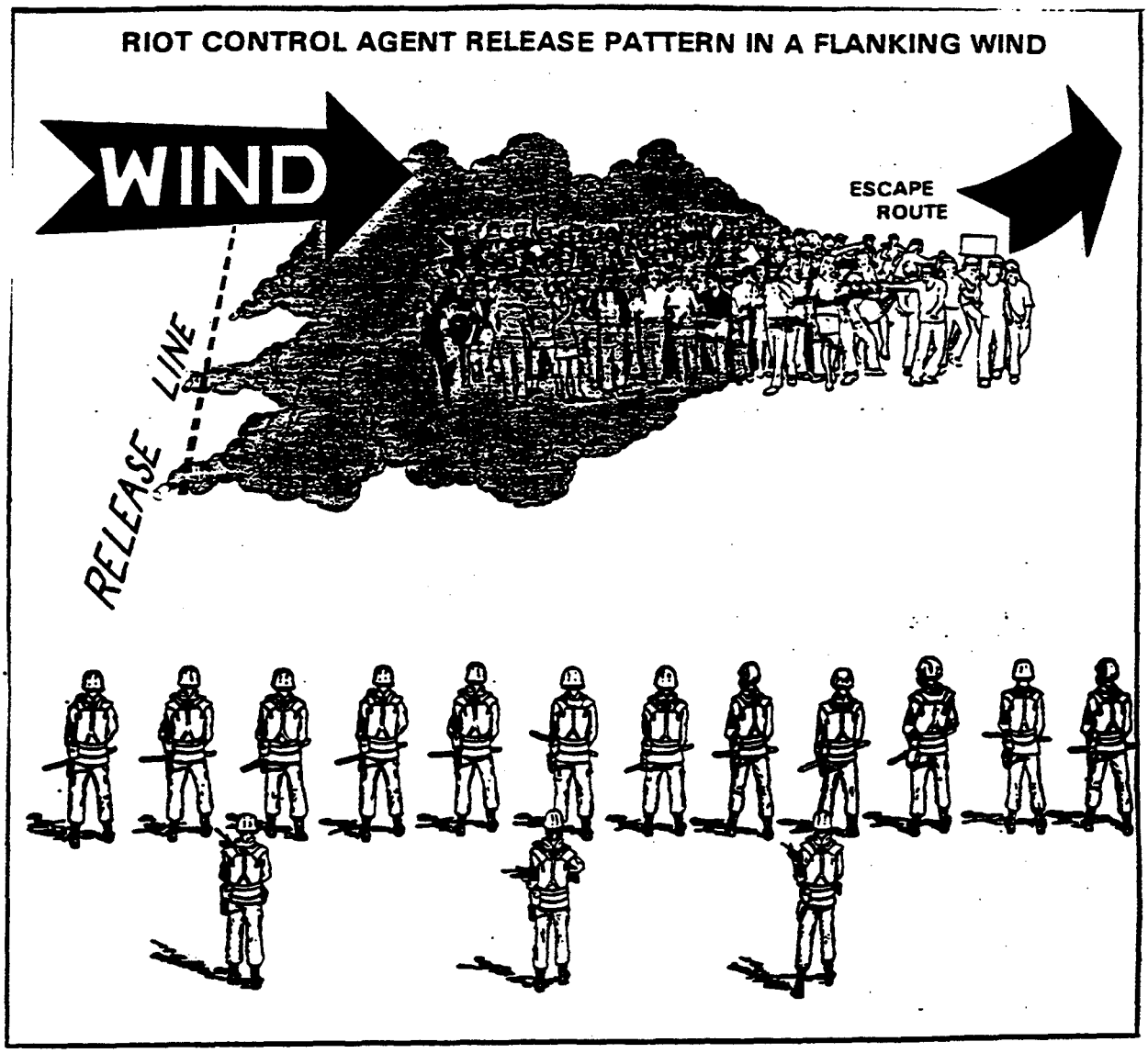
MIDPOINT LEADS (BASED UPON FTA 0.50-H-1)

AIRCRAFT (TYPE)	AVERAGE LENGTH AIRCRAFT (METERS)	SPEED (MPH)	MIDPOINT RANGE (METERS)	MIDPOINT LEAD APPARENT		
				METERS	MILS	TARGET LENGTHS
FIGHTER		600	920	378	414	414
FIGHTER	7	600	460	165	360	18
FIGHTER	7	400	920	252	276	27.6
FIGHTER	7	100	460	109	240	12
FIGHTER	7	200	920	126	138	13.8
FIGHTER	7	200	460	54	120	6
TRANSPORT	7	200	920	126	138	6
TRANSPORT	21	200	460	54	120	26
LIAISON	21	100	920	62	69	7.7
LIAISON	7	100	460	27	60	3.3
	7					

APPENDIX R
RIOT CONTROL CHEMICAL AGENTS

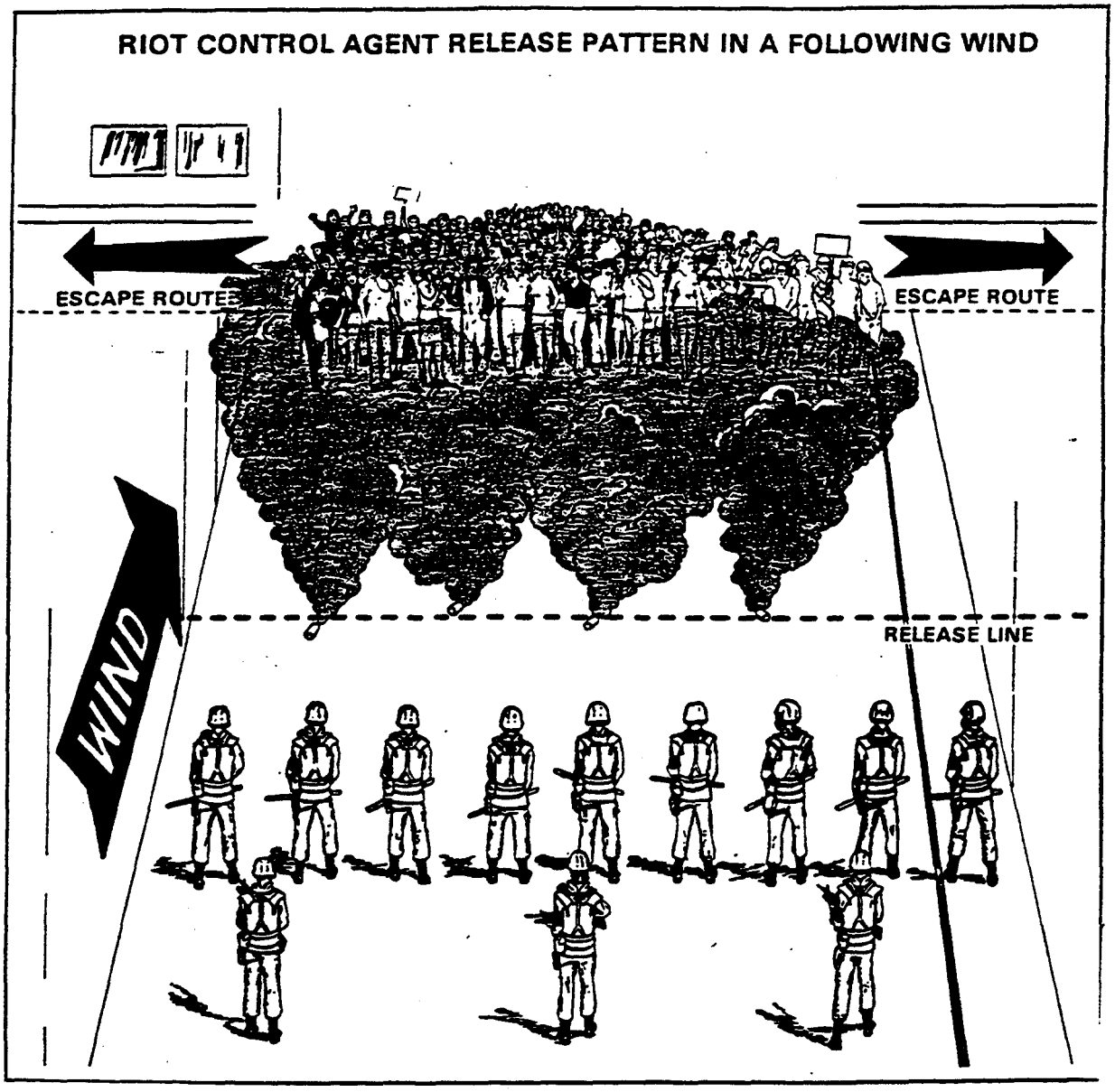
RIOT CONTROL CHEMICAL AGENTS:




RIOT CONTROL AGENT RELEASE PATTERN IN A FLANKING WIND
WIND
ESCAPE ROUTE
RELEASE LINE

1

2


RIOT CONTROL AGENT RELEASE PATTERN IN A FOLLOWING WIND
ESCAPE ROUTE
ESCAPE ROUTE
WIND
RELEASE LINE

3
4

Table Ro-1. Riot Control Chemical Agents Characteristics and Treatment.

	CS	CR
Delivery Means	Delivered by hand grenades, rifle grenades, ring airfoil, soft projectiles, or dry spray M33A1 or M5.	Delivered as a wet spray or stream by M13A1, or M36 dispenser.
Employment Conditions	Has greatest effect when there is little or no wind. Rain diminishes effect.	Is effective under all conditions except high winds, only slightly diminished by rain.
Persistency	Varies according to wind conditions powder form persists longer in still air and in wooded terrain. Is not to be used in buildings, near hospitals, or in areas where contamination could cause problems.	Lingers in air. Long lasting; wind blown. Extremely persistent on surfaces. Is not to be used in buildings, near hospitals, or in areas where lingering contamination could cause problems.
Time to Maximum Effect	Requires 20 to 60 seconds.	Acts immediately on exposed areas.
Duration of Effects	Lasts 5 to 10 minutes.	Lasts a few minutes when victim is moved to an uncontaminated site.
Effects	Causes extreme burning sensation in the eyes, abundant flow of tears, coughing, breathing difficulty, tightness in chest, involuntary closing of eyes, sinus and nasal drip, and nausea and vomiting on exposure to high concentrations/ingested.	Cause irritation of nose and throat; stinging sensation of skin and irritation of respiratory system, including coughing, chest pains, and feelings of suffocation.
Minimum Protection	Requires protective mask and field clothing.	Requires protective mask, hood, and rubber gloves.
First Aid	Move victim to uncontaminated area, face victor into wind, caution victim not to rub eyes, keep affected people well apart, have victim shower first with cool water for 3 to 5 minutes, then proceed with normal showering. For gross contamination, flush body with large amounts of cool water, then wash with a 5% sodium bisulfate solution (except in and around eyes) and flush again with water (a 1 solution of sodium carbonate or of sodium bicarbonate may be substituted for the sodium bisulfate solution).	Move victim to uncontaminated area, flush eyes with water, check eyes for abrasions, shower well or wash and scrub exposed areas with soap and water, get victim to doctor if reaction persists.
WARNING: Household bleach (sodium hypochlorite solution) is NOT to be used in wash or rinse water to decontaminate clothing, equipment, or people. CR and household bleach react to produce a harmful vapor.		

FORMATION SUPPORTS

- Lateral
- General
- Close

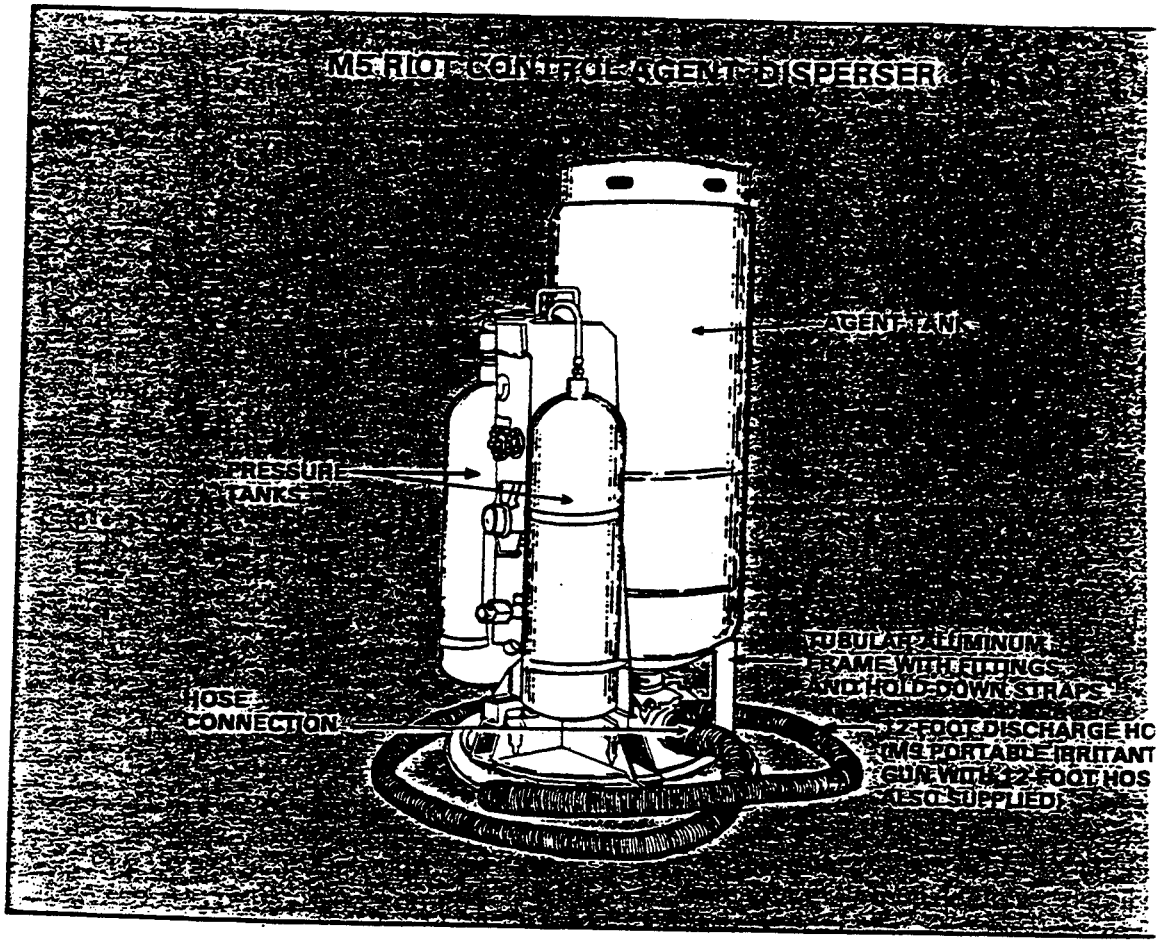
MEMBERS OF THE RECOVERY TEAM

The recovery team will consist of two fire teams. Each fire team will have:

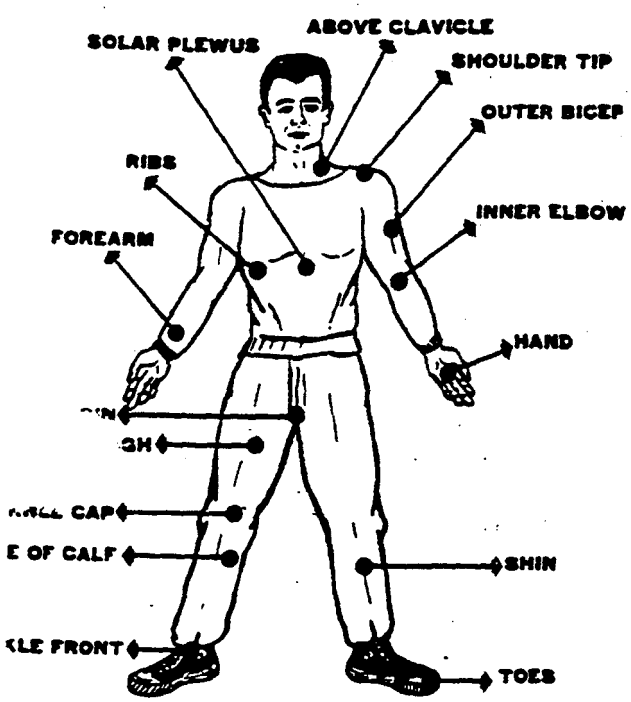
- One shield holder.
- One non-lethal munitions gunner. (shotgun)
- One lethal gunner. (M16 or 9mm)
- One search team member.

RESPONSIBILITIES OF THE RECOVERY TEAM

- Extract vehicles or personnel from the crowd.
- Detain and escort downed rioters.
- Restrain and search downed rioters.
- Communicate with base element for support.
- Employ RCAs as needed.
- Fill in gaps from frontal line.
- Be inserted into a confined or congested area that the formation cannot fit it.

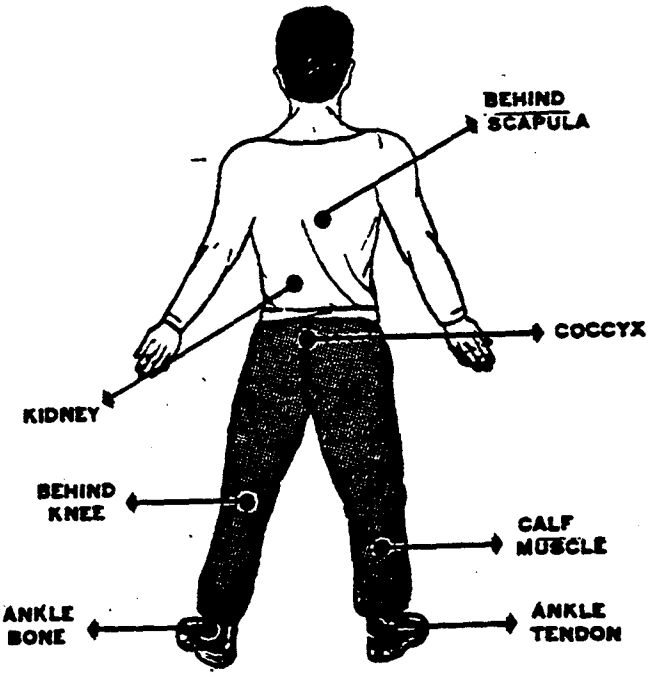

M5 RIOT CONTROL AGENT DISPERSER
AGENT CAN
PRESSURE TANKS
TUBULAR ALUMINUM FRAME WITH FITTINGS AND HOLD-DOWN STRAPS
HOSE CONNECTION
12-FOOT DISCHARGE HO
M9 PORTABLE IRRITANT
GUN WITH 12-FOOT HOS
ALSO SUPPLIED

24



Body vulnerable points (front).

25



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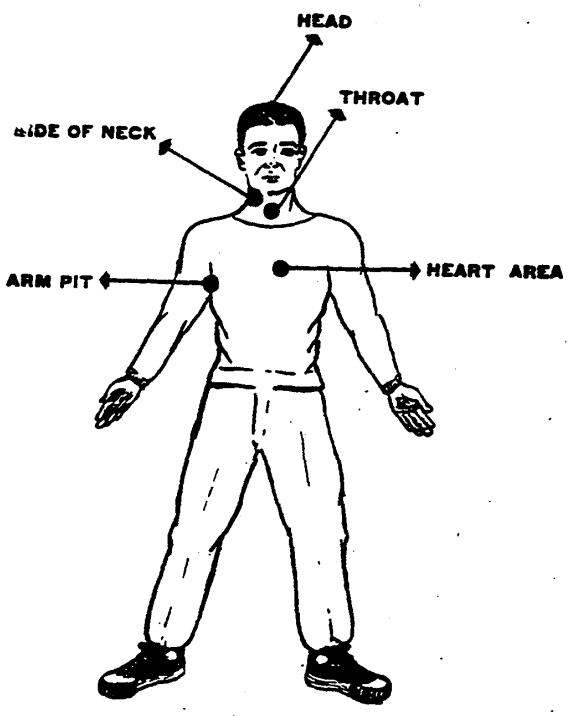
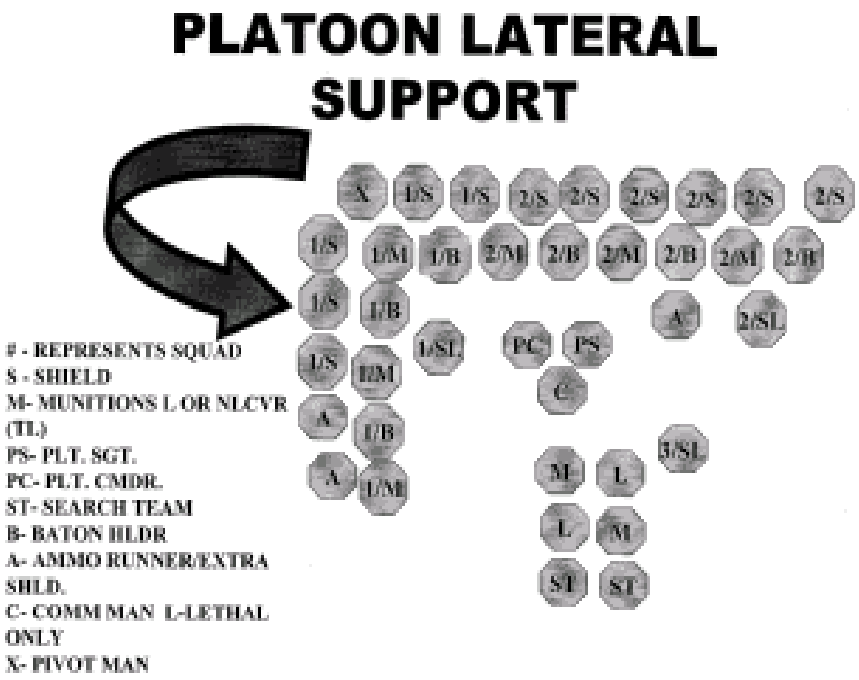
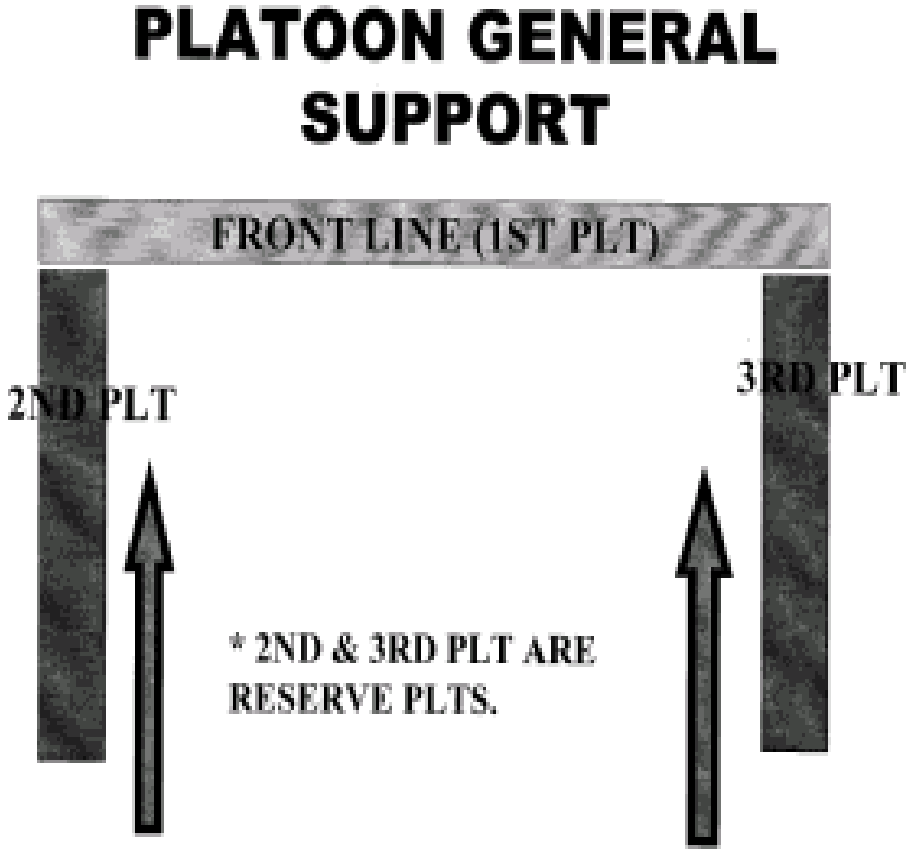


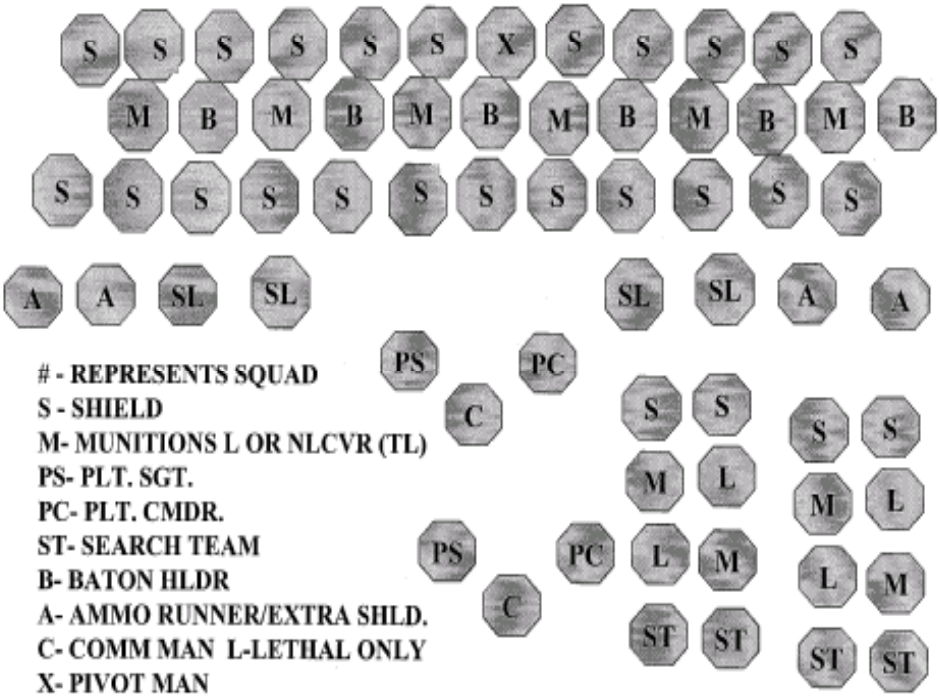
. *Possible fatal points of impact.*



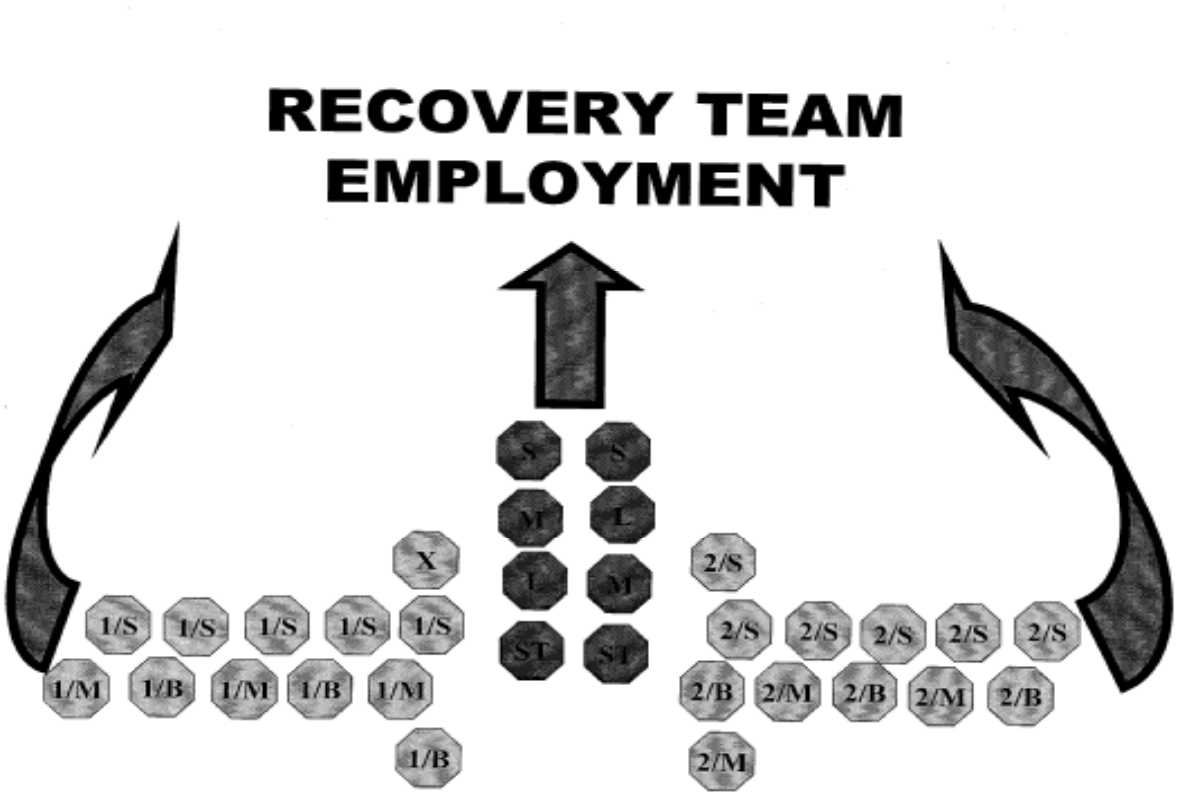

PLATOON GENERAL SUPPORT
FRONT LINE (1ST PLT)
2ND PLT
3RD PLT
* 2ND & 3RD PLT ARE RESERVE PLTS.

31

PLATOON CLOSE SUPPORT



32


RECOVERY TEAM EMPLOYMENT
S
S
M
L
L
M
ST
ST
X
1/S
1/S
1/S
1/S
1/S
1/M
1/B
1/M
1/B
1/M
1/B
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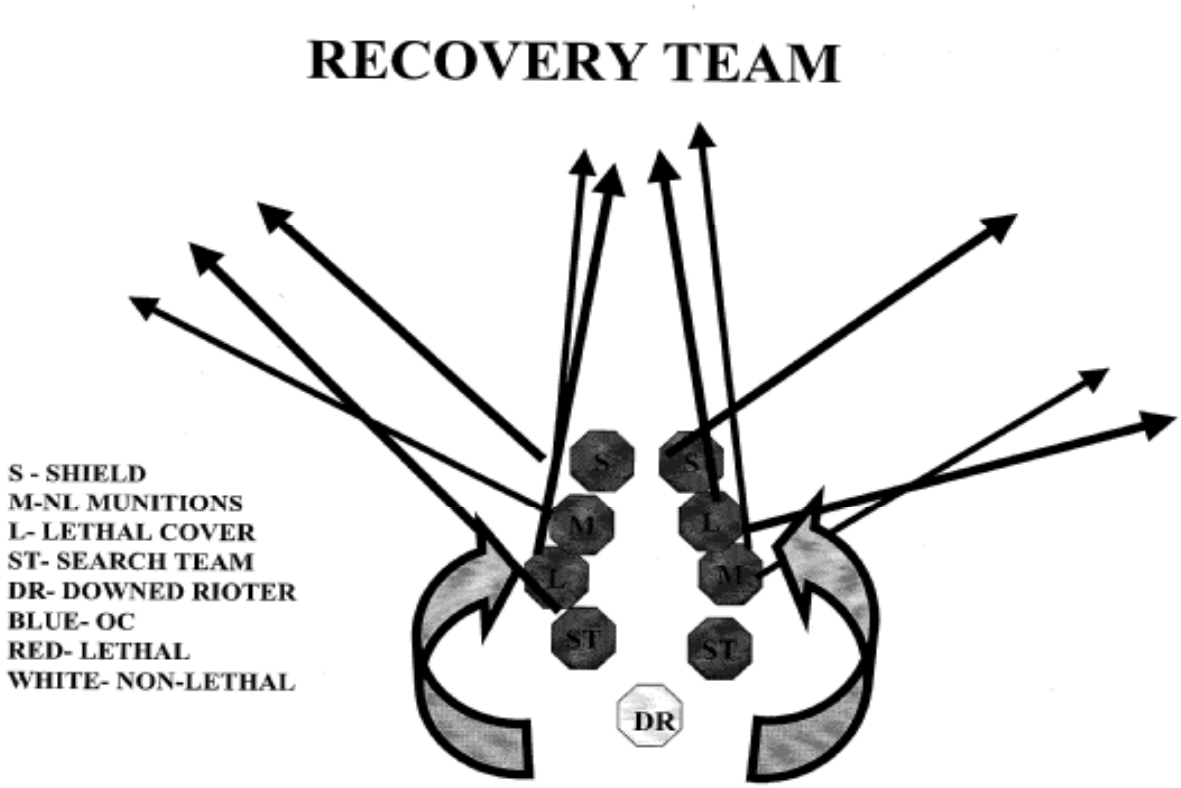
2/M
2/B
2/M


RECOVERY TEAM
S - SHIELD
M-NL MUNITIONS
L- LETHAL COVER
ST- SEARCH TEAM
DR- DOWNED RIOTER
BLUE- OC
RED- LETHAL
WHITE- NON-LETHAL
S
S
M
L
L
M
ST
ST
DR

APPENDIX S
GLOSSARY

Abates. Consists of felled trees so that their tops interlock and preferably their trunks remain attached to the stumps. Tress can felled by explosives or hand tools.

ABC-Ml l Decontamination Apparatus. A fire extinguisher type unit containing 1 1/2 quarts of DS2 used to decontaminate vehicles and/or crew-served weapons sufficiently to continue their operation. Not for use on personnel.

Accident Risk. Includes all operational risk considerations other than tactical risks. It includes risk to friendly forces.

ACE: Air Combat Element

Adjust Fire. When the observer is not confident that a target location is accurate enough to achieve effect on target.

Administrative Movement. Used for timely delivery of units and supplies when enemy contact is unlikely.

Aid and Litter Team. Task organized team assigned with treating and transporting wounded.

Airspace Coordination Area (ACA). Formal or informal restricting block of airspace in which friendly aircraft are reasonably safe from the effects of friendly surface delivered fires.

AKAC-874. A classified document (book) enabling the radio operator to perform challenge and reply, authentication, encryption, and decryption. Each book is good for 31 days, and subdivided into four six-hour time periods.

Alternate Fighting Position. Alternate positions are not normally assigned to individual or units within the platoon. They are principally for crew-served weapons. An alternate position allows a crew-served weapon to continue its original mission when the primary becomes untenable or unsuited for carrying out that mission. An alternate fighting position covers the same sector of fire as your primary fighting position.

Ambush Patrol. Designed to engage the enemy by surprise and cause casualties.

AN PDR-27 Radiact. Used in the same manner as the IM-174/PD. The AN PDR-27 is more sensitive and provides more accurate recordings.

Anti-Vehicular Obstacles. Used to obstruct gaps in natural obstacles or placed in a long continuous line in open terrain. Gaps should be left to channel movement into an area covered by automatic weapons or heavier weapons. Position these obstacles in areas to gain surprise.

Apprehension Authority. Article 7b of the UCMJ and Rule 302 Manual for Courts-Martial give MP the authority to apprehend personnel subject to the UCMJ.

Area Reconnaissance Patrol. A security patrol designed to protect a designated area. Missions can include location of enemy forces, presence, and general security.

Area Reconnaissance Patrol. A patrol seeking information about a certain place and the immediate area surrounding it.

Armed personnel. Law enforcement and security personnel in possession of a weapon, prescribed for assigned duties, performing law enforcement or security duties.

Arrival and Assembly Operations Element (AAOE). An agency in each MAGTF element that is responsible for the coordination of the logistical functions of the MPE/S and the arrival and assembly of forces for its respective component.

Arrival and Assembly Operations Group (AAOG). A staff agency of the MAGTF responsible for the overall conduct of the arrival and assembly operations.

Artificial Obstacles. Any manmade object constructed to hinder movement.

Assault and Security Unit. Mounted patrols combine the duties of the Assault and Security Units (Section II, paragraph 2.) into one vehicle team for task organization purposes.

Assault Unit. The "muscle" of the patrol. Used as the maneuver element in case of contact. Maintains rear security at all times.

Assistant Convoy Commander. Second-in-command of the convoy. Assists the convoy commander with all tasks and assumes command in his absence.

Assistant Patrol Leader (APL). Second in command to the PL. Assists the PL in organizing the patrol and assumes command in the PLs absence.

Axial MSR: Runs to and from the Forward Edge of the Battle Area (FEBA). Axial MSR's are identified by an odd number or expressed "pictorially".

Axial Route. Part of a military road maneuver network that leads to and runs generally perpendicular to the Forward Line of Troops (FLOT). For purposes of this SOP, Axial routes will be named after trees (i.e. OAK, ELM, FIR, ASH) and will be depicted on an overlay as a solid line.

Barbed Wire Materials. Standard Barbed Wire. 2 Strands, 12-gauge steel wire, 4-point barb every 4". Standard reel, 400m, 91 lbs. Tactical reel; 110m, 35 lbs.

Barbered wire entanglements. Primarily designed to impede the movement of foot troops and, in some cases, tracked and wheeled vehicles: Classification by Use. Tactical. Position parallel to and along the friendly side of the machine-gun final protective line. Used to break up enemy attack formations and to hold the enemy in an area covered by the most intense fire; Protective. Locate to prevent surprise assaults from points close to the defensive position. Further, the obstacle is close enough to the defensive position for day and night observation, and far enough away to prevent the enemy from effectively using hand grenades (40-100 meters); Supplementary. To the front of the defensive position, used to conceal the exact line of the tactical wire. To the rear, used to enclose the entire defensive position.

Base Defense Operations Center (BDOC). The agency that control the ABGD effort for the ACE.

Battle Position (BP). A position on which the main effort of defense is concentrated. Platoons, companies, and battalions are assigned battle positions. A BP is made up of a series of sectors of fire. The BP has left and right lateral limits. An elliptical shaped circle will be drawn to indicate a BP. The symbol indicating size of the unit and unit designation numbers will be placed in the break to the rear.

Beaten Zone. The area on the ground/target covered by the rounds from the cone of fire.

Bio Sampling Kit.

Biological Agents. Living or non-living micro-organisms designed to cause death or serious illness in man, animals, or plants. Four forms are bacteria, fungus, virus, and rickettsia. See APPENDIX P.

Blackout Driving. Driving at night or under low light conditions while attempting to avoid enemy observation through light discipline.

Blocked Route. A route that has become temporarily impassable because of a natural or man-made material obstruction.

Bounding over watch. Lead and trail vehicles move

Breach Team. Responsible for breaching all road obstructions. Preferably consists of supporting engineers with explosives and obstacle clearing devices i.e. grappling hooks.

Caltrops. (Anti-personnel & vehicle). A device with four sharpened prongs oriented so one prong is always vertical regardless of how it lays. Causes injury to personnel and can disable vehicles and aircraft. Used in conjunction with other obstacles or by themselves. Employ along enemy avenues of approach, roadways and airfields. Employed in a density of 30-40 per meter, equals triple strand concertina wire.

CE: Command Element

Checkpoint. Pre-selected points on the patrol overlay used for navigation, control and reporting.

Checkpoint: A place where military police check vehicular or pedestrian traffic in order to enforce circulation control measures and other laws, orders, and regulations.

Checkpoints. Checkpoints are manned or unmanned control sites that limit the movement and to prevent illegal actions or actions that aid the enemy. At checkpoints, military police inspect cargo, enforce rules and regulations, and collect and provide information.

Chemical Agents. Are classified as nerve, blister, blood, and choking. The effects produced are dependent on the dosage ranging from non-lethal to lethal. See APPENDIX P.

Chief of Mission. The principal officer in charge of a diplomatic mission of the United States.

Choke points. Any areas where visibility and room for travel are reduced and a decrease in speed is required i.e. sharp curves in road, obstacles.

Civil Disobedience. Often involving elderly women, young females and mothers with small children as well as men whose nonviolent posture places the control forces in an awkward position.

Civil Disturbances. A group of acts of violence and disorders prejudicial to public law and order.

Civilian Internee (CI). A person interned during an armed conflict or occupation due to: Operational security considerations of the armed force that took the civilian into custody; A need to protect the civilian; Alleged unauthorized participation in hostile acts such as sabotage or attacking US. forces.

Closed Column. Tactical formation that is generally used at night using blackout driving conditions. May also be used in movements through congested areas. Vehicle distance is reduced due to visibility and lack of control.

Collection Point. An area where EPWs are temporarily held awaiting further transportation to the holding facility in the MAGTF rear. The GCE and Military Police operate collection points.

Combat Patrol. Heavily armed fighting patrol designed to engage the enemy.

Combat Service Support Operations Center (CSSOC). The agency that controls the day-to-day CSS operations for the Marine air ground task force (MAGTF).

Command and control net. These nets are established to provide the commander with the means of commanding and controlling his subordinate maneuver elements.

Competent Authority. Superiors in the chain of command and those who are specifically designated in writing to issue orders to law enforcement and security personnel.

Competent Authority. Superiors in your chain of command and those who are specifically in writing able to give orders to security personal.

COMSEC. Procedure designed to protect systems by denying enemy interception, intrusion, imitative communication deception, or extraction of essential elements of friendly information.

Concertina Wire. 36" Diameter, opens to 50', 31 lbs.

Concrete Obstacles. Cubes, Cylinders, Tetrahedrons, Concrete parking curbs. Used in a similar method to a log hurdle, Concrete "Jersey Barriers" lane dividers.

Conduct of Fire (COF) Net. Radio net (i.e. COF1, COF2 COF3...) used exclusively for fire missions, and may be designated mortar COF or Arty COF.

Cone of Fire. The natural distribution of rounds from the centerline trajectory due to vibration of the weapon and operator movement.

Conspiracy. Article 81 of the UCMJ. When the accused enters into an agreement with one or more persons to commit an offense under the code. While the agreement continued to exist, and while the accused or at least one of the co-conspirators performed an overt act for the purpose of bringing about the object of the conspiracy.

Control Force. Unit assigned the mission of controlling a crowd and crowd behavior. Can be a combination of joint and combined military units and civilian law enforcement personnel.

Convoy Commander. Leader of the convoy responsible for planning and tactical control.

Convoy. Task organized unit amassed to move Marines and equipment from point to point in a safe and timely manner under the control of a convoy commander.

Coordinated Fire Line (CFL). Line beyond which conventional surface delivered fire support may engage targets at any time within the zone of the establishing headquarters, without additional coordination.

Counterattack. In a sustained defensive position, the enemy attacks in an effort to restore the battle position taken from them.

Craters. Used for blocking roads, trails, and defiles. Located in an area where bypass is difficult, minded or covered by fire.

Critical Points. The convoy commander identifies critical points along the route. Critical points can be road junctions, steep grades or bridges that interfere with or restrict movement.

Cross-compartment Danger Areas. Area where the patrol would have to cross open ground exposed to flanking and frontal fire or observation (e.g. large clearing).

Crowd. A large number of persons temporarily congregated vulnerable to manipulation of collective behavior and coercion to collective violence. Crowds lend individuals anonymity that makes them vulnerable to be emotional contagion, willing to commit acts they would not normally commit.

Crowd. A mass gathered for a common purpose.

Crypto Security. The proper use and control of approved crypto systems enabling a secure net to send message traffic.

CS and CN. A non-persistent irritant causing inflammation to the eyes, nose, and throat. Employed as a solid aerosol, its effects are felt instantaneously.

CSSE: Combat Service Support Element

Danger Close. Predicted impact of rounds will be within 400 meters of friendly troops for mortars, 600 meters of friendly troops for artillery, 750 meters of friendly troops for naval gunfire and 1000 meters of friend lies for CAS.

Dead Space. An area within the maximum effective range of a weapon, surveillance device, or observer that cannot be covered by fire and observation from a given position because of intervening obstacles, the

nature of the ground, the characteristics of the trajectory, to the limitations of the pointing capabilities of the weapon system.

Deadly Force. That force which a person uses with the purpose of causing death or serious bodily harm or which a reasonable and prudent person would consider likely to create a substantial risk of causing death or serious bodily harm.

Defile. A narrow natural or man made passage that constricts the movement of troops and vehicles. Military police use to slow or restrict movements along the MSRs

Defile. Protection from hostile observation and fire provided by an obstacle such as a hill, ridge, or bank. To shield from enemy fire or observation y using natural or artificial obstacles.

Defile: A narrow passage, natural or manmade, that funnels the movement of troops and vehicles into one-way traffic. Defiles are identified during reconnaissance and traffic control is provided.

Deliberate Route Reconnaissance Patrol. Conducted when there is enough time and qualified personnel. Provides the necessary data for a thorough analysis and classification of a significant terrain features and man-made structures along a route.

Deputy Chief of Mission (DCM). The DCM is the deputy to the Chief of Mission and second in command.

Detention of Civilians. MP have no authority to apprehend civilians. However, civilians may be detained until they can be turned over to civilian authorities.

Disabled Vehicle Halts. Halt called for when a vehicle suffers mechanical failure.

Dispersed Riots. Involving many small groups of dissidents, many of who are acting irrationally out of sheer frustration and bitterness. These groups may operate independently, or in concert over a wide urban area, dispersing when threatened by control force operations, later reassembling elsewhere.

Ditches. Can be dug in a triangular, side hill-cut or trapezoidal.

Double Flow. Allows vehicle to travel abreast whether they are traveling in the same direction or not.

Economy of Force Patrol. Allows the commander to utilize mass elsewhere while the patrol secures a specified area.

Emergency Operations Center (EOC). Command post established by local/civil authorities for the overall coordination and command of control forces and supporting agencies.

Emission Security. Similar to transmission security. All measures taken to deny unauthorized persons information, which might be derived from interception and analysis of equipment emanations.

Emotional Contagion. When excitement generated by events or leaders/dominant crowd members rapidly passes from person to person creating a rapidly escalating mood that may lead to violence.

End of Mission Statement. Message from FO to FDC ending the mission and supplying necessary end of mission data.

End Point. Easily recognizable point on the road where the march ends.

Enemy Prisoner of War (EPW). A person belonging to one of the categories listed below: Members of the armed service (soldiers wearing a uniform); Civilians who are authorized to accompany the armed forces in the field and may move straight to an Army facility; War correspondents; Red Cross or USO-type personnel; Civilian members of military aircraft, supply contractors, and labor units; Merchant Marine crews and crews of civilian ships and aircraft; Members of a military organization that does not require its members to wear a uniform (militia, volunteer corps, or organized resistance movements) provided they qualify.

Enfilade Fire. Fire with the respect to the target where the angle of the long axis of the beaten zone coincides with the long axis of the target.

Essential Element of Information (EEI). Intelligence requested by higher headquarters to improve knowledge of the battlefield or directly affect follow-on missions.

Estimate of Supportability: A written proposal based on stated and implied missions, outlining MP capabilities and limitations. Included in the estimate are specific courses of actions based on personnel strength and available equipment/logistical support.

Evacuation Control Center(ECC). Responsible for the administrative processing and logistical support of evacuees.

Expedient Obstacles. Load: abandoned vehicles, trucks, and carts with rocks, concrete, etc., and anchor them in place, Board or plywood panel with spikes. This obstacle can be employed quickly across a roadway to disable a vehicle or aircraft.

Field of Fire. The area that a weapon or group of weapons may effectively cover with fire from a given position.

Fighting position. A location on the ground from which fire is delivered by an individual, fire unit, or crew-served weapon. Fighting positions are selected for their good fields or fire, maximum use of cover and concealment, ability for the unit leader to control fires.

Final Preparation Point (FPP). On an ambush or point reconnaissance patrol; the final covered and concealed location for reorganization and listening prior to the objective.

Final Protective Fire (FPF). Fire delivered when the enemy's attack has not been broken up, and the assault has begun. The FPF is the final attempt to stop the enemy attack before he reaches the BP. Automatic riflemen increase their rate of fire to the rapid rate. Normally, the largest concentration of fire is along PDFs.

Final Protective Line. A FPL is utilized with the M240G machine gun. It is a predetermined line along which grazing fire is placed to stop an enemy assault. Once in position, one Marine will walk the FPL to identify both dead space and grazing fire along its length. Machine guns are always assigned an FPL or PDF, but never both.

Fire Direction Center (FDC). The "brains" of the mortar/artillery-firing unit. Receives requests and adjustments from the FO and translates them into firing data for the gun line.

Fire for Effect. When observer is confident that his target location is accurate enough for him to achieve effect on the target, all rounds for effect are fired.

Fire Plan Sketch. A graphic representation of the fire unit's fire plan. The fire plan sketch will include: See APPENDIX M. Individual sectors of fire and platoon/squad BP, primary, alternate, and supplementary fighting positions, PDF and FPF for all automatic/crew-served weapons. The symbol identifying the type/size of the weapon system will be depicted, magnetic North, location of SPs/LPs, Mines and Obstacles, Date-time group, azimuth and distance to prominent terrain features, location of dead space (those areas that cannot be engaged by direct fire weapons).

Fire support coordinating and limiting measures. Designated portions of the battlefield where commanders may or may not engage targets or maneuver subordinate units. Used by the Fire Support Coordinator to help coordinate all fire support occurring in his unit's TAOR. (See APPENDIX J)

Fire Support Coordination Line (FSCL). Line beyond which all-conventional fire support (including air) may engage targets at any time within the zone of the establishing headquarters, without coordination.

Fire support nets. All fire support nets (air, naval gunfire, artillery, and mortars) will be monitored in the Fire Support Coordination Center (FSCC), which is part of the Combat Operations Center (COC).

Fire Team Fire Plan. The fire team leader formulates the team's fire plan to cover the entire sector assigned by the squad leader with heaviest possible volume of fire. The fire plan includes assignment of individual sectors of fire by the squad leader, and the position of the fire team leader.

Fixed Fire. Fire with respect to the gun where there are no elevation or windage adjustments.

Flanking Fire. Fire with respect to the target where the angle of the muzzle coincides with the long axis of the target.

Forward Air Controller (FAC). The Marine aviator with eyes on the target in contact with the aircraft and in control of the "mark". While a FAC is normally a certified Marine Aviator, located on the ground, during combat any trained Marine may request Close Air Support.

Forward Command Element. The Forward Command Element (FCE) is comprised of the MEU executive officer and any additional personnel required to liaison within the host nation.

Forward Limit. Established at a range which the weapons will open fire. For rifles and automatic weapons, this may be the maximum effective range of the weapon. When possible select a terrain feature to identify the forward limit. As attackers pass this limit, he is brought under fire.

Forward Observer (FO). The Marine with eyes on the target and communicating with the FDC. Always use FO for "observer". "Observer" is an Army term; therefore Marines use the term FO.

Free Fire Area (FFA). Specific area into which any weapon system may fire without additional coordination of the establishing agency.

Free Gun. Fire with respect to the gun where the T&E are detached, allowing complete freedom of movement on the tripod.

Frequency. There are three basic types of radios that are utilized in the Marine Corps: HF, UHF, and VHF.

Frontal Fire. Fire with respect to the target where the angle of the muzzle is perpendicular with the long axis of the target.

Full. The vehicle is fully masked from the enemy by terrain.

GCE: Ground Combat Element

Grazing Fire. Fire in which the cone of fire maintains a height of approximately one meter off the deck, center of a average man.

Grazing Fire. Fire parallel to the ground where the center of the cone of fire does not rise above 1 meter from the ground. Approximately the height of a standing man.

Halt. Anytime the convoy stops; usually at pre-designated areas figured into the convoy commander's plan.

Hasty Route Reconnaissance Patrol. A patrol conducted to determine the immediate trafficability of a specified route, limited to critical terrain data deemed necessary for mission accomplishment. (The most commonly used by MP.)

Hazard. A condition with the potential to cause personal injury or death, property damage or mission degradation.

Headquarters Unit. The "brains" of the patrol. Includes the PL, APL, Radio Telephone Operator (RTO) and flank security.

Herringbone. Vehicles in column turn outbound at an angle, alternating left to right, to break up the column and facilitate immediate action response.

High Frequency (HF). Low frequency range used for long-range communications. HF radios use "sky wave", bouncing their signal off the upper atmosphere. Communications must be conducted slowly and clearly due to interference and long transmission time.

HMMWVs. The MP M-1043 or M-1044 High Mobility Multi-Purpose Wheeled Vehicle, mounted with either an M-2 .50 Cal., Mk-19 40 mm, or an M-240G 7.62 mm machinegun.

Holding Area: A temporary location identified to stage vehicles or personnel until movement can continue or be redirected.

Holding Facility. A temporary, though more permanent, holding facility operated by Military Police. EPWs are temporarily held here until transferred to U.S. Army custody or the host nation for permanent internment.

Hull-Down. Vehicle position where only the portion of the vehicle necessary to accomplish the mission (e.g. machine-gun) is visible to the enemy.

Hurtles. Used to compliment the effectiveness of the other obstacles. The hurtle forces a vehicle to slow down or go around them. Making them an easier target to hit.

Idealistic Protests. Involving fanatically dedicated young participants for whom normal deterrents such as the threat of arrest or use of force has limited or no effect.

IM 143 Pocket RAD Meter. A pen size reading instrument that detects and records the total dosage of up to 600 RADs.

IM-174/PD radiacmeter. A handheld device capable of detecting the arrival of fallout, the presence of contamination, and monitoring change dosage rates in a range of 1 to 500 RADs per hour.

Immediate Suppression. This is a shorter Call For Fire and demands a higher priority from FDC than other CFF. Is used when the observer wants to engage a planned target or target of opportunity that is taking his unit under fire.

in alternate bounds, covering the other's movement by fire and observation. Movement is slow but secure.

Incident Complaint Report (ICR) OPNAV5527/1. Form used by MP to document criminal activity (excluding CID cases).

Infiltration. Tactical movement used when maximum deception and dispersion is required. Vehicles move alone and at staggered times along identical or different routes to the same objective.

Initial Rally Point (IRP). Covered and concealed location just outside of friendly lines where the patrol can stop to reorganize and conduct a listening halt.

Inspection. An examination, conducted as an incident of command, for the purpose to determine and to ensure the security, military fitness, or good order and discipline of the unit, organization, installation, vessel, or vehicle. Thus an inspection is conducted to ensure mission readiness, and is an inherent responsibility of commanders. An inspection cannot be used as a subterfuge for a quest for evidence.

Inventory. An administrative procedure conducted to ensure the accountability of property taken into the control of a government agent. Inventories are not prosecutorial in nature and are considered a reasonable intrusion of privacy, thus evidence found is admissible.

Jamming. An attempt to damage a unit's combat capability by blocking specific channels or frequencies of communication. Jamming will frequently sound like white noise, sea gulls, or bells.

Jurisdiction. There may be as many as three types of jurisdiction boundaries aboard any given military installation. Exclusive federal jurisdiction is when the Federal Government has sole jurisdiction and the state has no prosecutorial merit. Proprietary jurisdiction is when the jurisdiction belongs solely to the

state. Concurrent jurisdiction is when both the State and Federal Government have jurisdiction, and either may assume investigative control.

Lateral Limits. Readily identifiable terrain features selected to indicate the line of sight along each side of a sector. The terrain features should be near the forward limit of the sector so that all the members of the fire unit can use them. Two stakes are used to indicate the lateral limits during reduced visibility.

Lateral MSR: Runs parallel to the FEBA. An even number or a three-letter name identifies lateral MSR's.

Lateral Route. Part of a military road maneuver network that parallels the FLOT. For purposes of this SOP, Lateral routes will be named after animals (i.e. BAT, CAT, DOG, PIG, RAT) and will be depicted on an overlay as a dashed line.

Lawful Order. An order received from competent authority, which a person of ordinary sense and understanding would know, is not contrary to the law.

Lethal. (Gas). A fast acting, non-persistent nerve agent that is inhaled through the lungs.VX (Liquid Droplets). A slow acting, persistent nerve agent that is absorbed through the skin. Gas mask offers no protection. Non-Lethal. HD (Mustard Gas). A persistent blister agent that causes eye irritation and incapacitating skin burns. Although employed as a liquid, evaporating HD causes large amounts of irritating vapor in the target area. BZ. An incapacitating, non-persistent. agent, employed as a solid aerosol, which affects the body in a manner similar to LSD.

LFSP: Landing Force Support Party

Limiting Measure (Boundary). Units enjoy freedom of fire within their boundaries, but must coordinate fires across boundaries.

Linear Danger Areas. Area where the patrol would have to cross open ground exposed to flanking fire or observation (e.g. road).

Linear Defense. A defensive position oriented towards its front with squad abreast.

List of Targets. A request from the operational unit for indirect fire targets in their area of operations.

Listening Halt. A halt where the patrol freezes, listening for signs of movement.

Log Cribs. An effective roadblock where standing timber is available, and where such obstacles cannot be easily bypassed. By filling them with dirt log cribs can be strengthened.

Log Posts. Should be of hardwood of a minimum diameter of 15.8".

Long Halt. An extended halt where the patrol moves into a prone 360.

M13 Individual Decontamination and Re-impregnation Kit. Used for the decontamination of skin and personal equipment, and in an emergency the re-impregnation of the protective liner outfit.

M256 Detection Kit. Indicates the presence of toxic agents by color changes occurring in liquid reagents. The purpose of the kit is to detect and classify chemical agents present in the air and in liquid form. The kit is capable of detection within 15 minutes, and detects mustard, phosgene oxide, nerve agents, cyanogen chloride, distilled mustard, hydrogen cyanide and lewisite. The principal uses are: Area reconnaissance after a chemical attack; Unit monitoring when an NBC 3 report is received; Determining when to remove masks after exposure to chemical attack; Checking for the presence of chemical ages before and after decontamination; Checking for chemical contamination well forward of the unit's position.

M258 Skin Decontamination 10. Used to decontaminate the skin once exposed to a toxic substance.

M8 Paper. Used to test suspected surface contamination in the form of liquid (puddles, drops or droplets). Test results are determined by matching color changes on the paper with the chart on the inside front cover of *t*he paper book.

M9 Tape Chemical Detection.

Major Criminal Offense (Felony). For the purpose of this order, any offense punishable under the Uniform Code of Military Justice by confinement for a term of more than one year, or similarly framed federal statute, state, local or foreign law.

March Column. All elements of the convoy use the same route for a single movement under the centralized control of a single commander.

Maritime Prepositioning Force. A task organization of units under the commander, maritime pre-positioning force formed for the purpose of introducing a MAGTF and its associated MPE/S into a secure area.

Mass Demonstrations. Involving hundreds or thousands of people, many of whom may be nonviolent and within their rights to protest but because of the number can overwhelm the capabilities of law enforcement agencies.

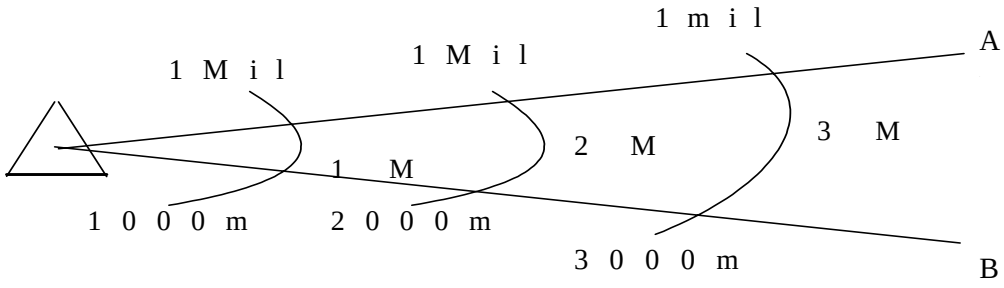
Massed Fire. Fire from a number of weapons directed a small, single point.

Memorandum of Understanding. A formal agreement between the United States Marine Corps and the Naval Criminal Investigative Service. The agreement dictates the jurisdiction authority over various categories of crimes. This agreement may vary slightly from installations, due to operational commitments.

Message to Observer. Message from the FDC to the FO notifying the FO of the firing unit, ammunition type, and time of flight. (See APPENDIX J)

Mil. Unit of horizontal angular measurement equal to 1/6400th of a circle or 17.8 mils equals 1 degree. All directions in call for fire use the mil. Artillery and mortar FDC expect mils in the CFF.

Mil Relation. An angle of one mil subtends an arc of one meter for every 1000 meters of distance. Used to determine accurate lateral distance between objects. See example below.



Military Crest. An area on the forward slope of a hill or ridge from which maximum observation covering the slope down to the base of the hill or ridge can be obtained. Different from the topographical crest, in that it is not necessarily the highest point.

Military Police Desk Sergeant Journal OPNAV 5527/19. A chronological listing of MP activities/involvement for a 24-hour period.

Military Police Investigations. The title MPI has replaced the former Criminal Investigation Division (CID), although the threshold over jurisdiction has virtually remained the same. In certain categories of crimes, the MPI jurisdiction has expanded, due to the integration of the Criminal Investigator, MOS 5821, with NCIS.

Military Road Maneuver Network. The road system needed by a commander to conduct a specific military operation including logistic support.

Minefields. The MAGTF Commander will publish specific guidance concerning the employment of mines.

Minor Criminal Offense (Misdemeanor). For the purpose of this order, any offense punishable under the Uniform Code of Military Justice by confinement for a term up to one year, or similarly framed federal statute, state, local, or foreign law.

Mission Oriented Protective Posture (MOPP). MOPP levels are related to the threat NBC capabilities. There are five levels of MOPP. See APPENDIX P.

Mob. A crowd that has become a "large, disorderly crowd or throng". Emotionally driven to commit violent and disruptive acts against property and personnel; may be dispersed over a wide area (see dispersed riots).

Mob. A mass of people with a leader, ruled by emotion, with no reason.

Mortar Line. The actual mortar tubes in firing position, receiving commands from the FDC.

Movement Control Center (MCC). The agency within the CSSE that receives all MPE/S from the POG and/or BOG throughout the arrival and assembly, and account for and distributes it to the appropriate AAOE.

MP Team. A four-man fire team is the building block for tactical employment. Three MP fire teams and a squad leader make up a squad. Three squads, a Platoon Commander and Platoon Sergeant make up a platoon.

MPF Operation. A rapid deployment and assembly of a MAGTF into a secure area using a combination of strategic airlift and forward deployed maritime prepositioning shipping.

MPS Squadron Element (MPSRON). One or more MPS ships from any one, or combination of MPS squadrons. There are a total of 13 ships divided into three MPS squadrons (MPSRONs).

NATO Marking Kit.

Natural Obstacles. Mountains, forests, rivers, lakes, cliffs, and swamps are natural obstacles. Efforts should be made to improve natural obstacles reducing the amount of man-made material and time. Flooding can make an existing obstacle more difficult or impossible to bypass. Felled trees can make forests and roads difficult to get through.

Naval Support Element (NSE). A task-organized force of naval support personnel and equipment responsible for off-load of the ships.

Navigator. Plans the route in accordance with the mission and the PL's guidance. Navigates during movement of the patrol and maintains constant awareness of the patrol's position.

Net Call Sign. The net call sign is a letter-numeral-letter designation (i.e. A6B), which will change every 24 hours.

Net Control. The senior controlling station on a radio net. Permission must be granted from net control before trying to contact another station on that net (i.e. Range Control).

No Fire Area (NFA). Area into which neither fires nor their effects are allowed unless case by case approval is given by the establishing agency, or enemy forces within the NFA are engaging friendly forces. If this is the case, friendly forcers may only respond in kind until authorization to escalate is granted by the establishing agency (i.e. church, school, hospital).

Noncombatant Evacuation Operation (NEO). A military evacuation of U.S., foreign national or indigenous personnel, endangered by hostile military or political factions, within a foreign (host) country. NEO's are conducted under the following environmental conditions:

Non-Permissive Environment. An evacuation operation conducted in a potentially hostile environment. The host government cannot guarantee the safety of the evacuees or the evacuation force. This is a combat operation with primary emphasis on the protection of the noncombatant evacuees. The principle of minimum force to accomplish the mission applies.

NSE: Naval Support Element

Nuclear-Air Burst. Initial radiation, blast, and heat radiation is extensive; however, the residual radiation (fallout) is reduced; Surface Burst. Initial radiation, blast, and heat radiation is reduced or concentrated in a smaller area; however, the residual radiation is generally extensive and spread over a larger fallout area; Sub-surface Burst. Initial radiation and heat radiation is negligible; blast is concentrated in a smaller area; the residual radiation is generally extensive as in a surface burst.

Objective Rally Point (ORP). Covered and concealed location where the patrol can halt and distribute physical EEIs after the execution of an ambush or point reconnaissance.

Oblique Fire. Fire with respect to the target where the angle of the muzzle is at an oblique angle to the long axis of the target

Observer-Target Factor (OT Factor). Calculation derived from the range to the target that effects the adjustment calculations for the FDC. (See APPENDIX J)

On-call Targets. Targets on which certain supporting arms will deliver a predetermined type and amount of munitions when requested

Open Column. Tactical movement used during daylight. Distance between vehicles is increased for greater degree of protection and also greater speed.

Operational Risk Management (ORM). The process of dealing with risk associated within military operations, which includes risk assessment, risk decision-making and implementation of effective risk controls.

Ordinate/Maximum Ordinate. The distance from the ground to the bullet anywhere along it's trajectory/the highest ordinate in a certain trajectory; where the round begins its decent.

Pace Counter. Determines route lengths and translates them into steps using personal pace count. Keeps track of distances for PL (two per patrol).

Patrol Leader (PL). The senior member of the patrol tasked with organizing and leading the patrol.

Patrol. A detachment of Marines sent out for the purposes of gathering information, carrying out a destructive combat mission or a security mission.

Perimeter Defense. A defensive position oriented in a circular manner (360 degree security), so as to meet attacks from all directions.

Permissive Environment. An evacuation operation conducted after appropriate diplomatic clearance has been obtained from the host country. Hostile action against landing forces or evacuees is not anticipated. Only the minimum essential personnel required to conduct the evacuation will be deployed ashore. Commanders will be prepared to conduct operations in a hostile environment should conditions change.

Permissive Measures. Facilitates the timely attack of targets by reducing coordination requirements with higher or adjacent commands. Drawn in BLACK on maps and overlays.

Persistency. There are two types of persistency; non

persistent (gaseous) which leaves the area quickly depending on wind, temperature, and humidity; persistent (normally a liquid or solid) which remains for hours to weeks.

Physical Security. The measures taken to secure classified material, equipment, or areas. This includes measures taken to protect from damage.

Planned Targets. Prearranged targets against which fires (surface or air delivery) can be delivered quickly.

Plunging Fire. Fire in which the effects of the fire are confined to the beaten zone (no effect along the trajectory).

Point Reconnaissance Patrol. A specific poi must be reconnoitered in order to gather information. An objective is spelled out in the mission statement, and the patrol conducts a reconnaissance of the objective.

Portable Obstacles. Ideal for operation with TCPs and/or Roadblock. Spirals of loose wire; Knife Rest; Trip-wires; Tangle foot.

Posse Comitatus Act. Federal act allowing for law enforcement personnel to "deputize" citizens to assist in law enforcement operations. As applied to military operations, the Act provides that whoever, except in circumstances expressly authorized by the Constitution or Act of Congress, willfully uses any part of the Armed Forces as a posse comitatus, is in violation of federal law. Under 10 U.S.C. 331-333, the President may authorize military units to act to preserve order or prevent/disperse "...unlawful obstructions, combinations of assemblies, or rebellion against the authority of the United States...". The Posse Comitatus Act does not restrict military forces operating outside the boundaries of the United States. The Act applies to Hawaii and Alaska. Military personnel, their equipment and operation are not affected (e.g. a Military Working Dog team).

Posse Comitatus. The power or authority of the county. This federal statute and DOD policy prohibits the use of military personnel to enforce civilian laws. This rule does not prohibit the use of military equipment and the personnel to operate such equipment, to assist civilian law enforcement officials.

Preventive Maintenance (PM). The care and serving performed by the operator for the purpose of maintaining equipment in a satisfactory operating condition. This is achieved by accomplishing a systematic inspection, detection, and correction of failures either prior to their occurrence or before a problem develops into major defects. In short, 1st echelon maintenance should be conducted.

Primary Fighting Position. The best position from which the assigned sector of fire can be covered.

Principal Direction of Fire (PDF). A specific direction of fire, within a sector of fire, given to a direct fire weapon and is designated as its primary fire mission. A PDF is assigned to automatic weapons not fire units and usually not to riflemen. A PDF may be assigned to riflemen during periods of reduced visibility. Automatic weapons are not assigned more than one PDF. A PDF is assigned using a readily identifiable terrain feature. An aiming stake near the fighting position is used to indicate the PDF during reduced visibility. The PDF is employed to: cover a gap in the final protective line of a machine gun, cover a specific terrain feature endangering the unit BP such as a draw or hilltop. The terrain feature is not necessarily a point on which fixed fire is placed; however, it is intended that coverage of the feature should require little distribution of fire, protect a crew-served weapon by firing across its front, augment the band of flanking fire placed immediately in front of a BP.

Punitive Articles. Articles 77 through 134 described in Part IV, within the United States Manual for Courts-Martial.

Radio Check. A radio check is used to test the radio's signal strength and readability of a distant station.

The following are the authorized transmission for a radio check:

"CALLSIGN ", this is "CALLSIGN", radio check, over.

"CALLSIGN", this is "CALLSIGN", roger, over

"CALLSIGN", this is "CALLSIGN", roger, out

Radio Check Response. The above illustration is used if the signal strength and readability of the transmission is of good quality. Other responses include:

Radio Net. A radio net is two or more stations operating on the same frequency for the specific purpose of exchanging information.

Raid Patrol. Designed to engage heavier enemy forces and quickly withdraw before becoming decisively engaged.

Rally Point. Easily recognizable terrain feature designated by the PL where the patrol can gather if separation occurs. Designated at no more than 200-meter intervals.

Rear Area Operations Center (RAOC). The agency that controls the RAS effort for the MAGTF.

Rear Area Security Coordinator (RASC). The person responsible for the coordinating elements in the RAS effort. This person is usually the CSSE commander.

Rear Area Security Officer (RASO). The officer in charge of supervising security for the rear area.

Reconnaissance Patrol. Used for gathering information about the enemy, terrain or resources. Rely on stealth, not designed to engage the enemy.

Regional Security Officer (RSO). A professionally trained security officer responsible for the security program for a specific area or post.

Restrictive Fire Area (RFA). Area into which specific firing restrictions are imposed and into which fires exceeding those restrictions will not be delivered without coordination (may request to fire into) with the establishing agency.

Restrictive Fire Line (RFL). Line established between converging friendly forces that prohibits fires or effects from fires across the line without coordination with the affected force.

Restrictive Measures. Imposes requirements for coordination or restriction on the engagement of targets affected by the measure. Used as a safeguard for friendly forces. Drawn in BLACK on maps and overlays.

Retained Personnel. Captured enemy medical and administrative personnel engaged exclusively in the care of and administration of medical units and chaplains attached to the armed forces.

Reverse Slope. A position on the ground not exposed to direct fire or observation. It may be a slope that descends away from the enemy.

Risk Assessment. The process of identifying, assessing, and controlling risks arising from operational factors and making decisions that balance risk costs with mission benefits.

Risk. An expression of possible loss in terms of severity and probability.

Road Classification Formula. A standardized series of numbers and symbols that express a roads characteristics. In sequence, the formula is limiting characteristics, width, road surface material, length, and obstruction(s). This is a more detailed report than a route classification formula, and takes more time. The Road Classification Formula will be used when time permits and a detailed road analysis is required.

Road Movement Table. A movement table is an efficient means to transmit subordinate time schedules and other essential details of the motor march.

Roadblock: An MP Team position established to stop, slow, or limit movement of vehicles along a MSR. Roadblocks are manned or unmanned and can also be used to channel traffic into a checkpoint.

Roadblocks. Roadblocks are manned control sites that limits the movement of vehicles or close access to certain areas. Military police set up roadblocks to stop, slow or restrict movement of vehicles along a route. A roadblock can help channel vehicles and personnel to checkpoints, holding areas or defiles.

ROE. Rules of engagement [this is not a definition].

Route Classification Formula. A formula made up of a series of numbers and letters that express, in a standard sequence, the route width, route type, lowest military load classification, overhead clearance, obstructions to traffic, special conditions on given routes, and length of route. Information for the formula is obtained from the Route Recon Reports. When time has priority or unless otherwise directed, the Route Classification Formula will be the standard format used.

Route Signs. A signed military police route system, like the signed U.S. highway system, enables road users to reach their destinations by following signs and road markings displayed along the roadside. Route signs provide MSR users with location of detours, key units, and facilities. In addition, signs provide directions and distances, identify route or hazards, and provide general information to assist movement. Signs also reduce manpower requirement by eliminating the need to post a military policeman along a route. Military police routinely monitor signs before critical moves to ensure the signs are not damaged, destroyed, or moved by weather, saboteurs, or battle.

Route Width. The narrowest width of the traveled way expressed in meters or feet. See Figure 14-1. The route width will determine what type of vehicles can use the route and the traffic flow possibilities for that route. See Figure 14-2.

Route. A road or roads, including tracks and bridges, used to move from one place to another. It includes those roads, bridges, tunnels, fords, and other terrain features that affect traffic flow and military movement.

Rules of Engagement. Are directives issued by competent military authority, which delineate the circumstances, and limitations under which United States forces will initiate and/or continue combat engagement with other forces encountered

Scheduled Targets. Targets on which certain supporting arms will deliver a predetermined type and amount of munitions at a specific time.

Search and EPW Team. Task organized team assigned with search, EPW collection and handling.

Search. A quest for incriminating evidence; an examination of a person or an area with the purpose to discover contraband or other evidence to be used in a criminal prosecution. Three factors must be present before the law of search and seizure will apply. Does the command activity constitute the following: A QUEST for evidence; Conducted by a GOVERNMENT AGENT; and In an area where a REASONABLE EXPECTATION of privacy exists.

Searching Fire. Fire with respect to the gun where the elevating knob is manipulated while the traversing knob remains stable.

Sector of Fire. An area to be covered by fire by an individual, fire unit, or crew-served weapon. It is a pie shaped area enclosed by two lateral limits and a forward limit.

Security Element Leader. Leader of the security team. Subordinate to the convoy commander, responsible for securing the convoy and assuming control during enemy action.

Security Element. Element of Marines designated solely for convoy security/internal react purposes.

Security Patrol. Patrol covering large portions of the rear area, usually behind the FLOT in the CSSA. Can be an excellent "presence" patrol for urban areas.

Security Unit. Task organized section of the patrol with the mission of providing forward security at all times.

Seizure. The taking of possession of some item of evidence in conjunction with the investigation of criminal activity. The act of seizure is a separate and distinct act from search. On some occasions, the search is lawful and the seizure is not. Further, certain person(s) must accomplish seizure.

Sentinel Post (SP)/Listening Post (LP). A two-man post 100-300 meters from the FLOT manned both during the day and night.

Short Halt. A brief halt where the patrol takes a knee, and face outboard.

"Shot" and "Splash". As soon as the round is fired, the FDC announces, "SHOT, OVER" to the observer. Due to the long time of flight with mortars, the mortar FDC will next announce, "SPLASH, OVER". If the observer is adjusting artillery he may request a splash if he is having difficulty observing his rounds. The FDC announces "SPLASH, OVER" five seconds prior to the round impacting.

Single Flow. Allows vehicle traffic in one direction only. Allows no overtaking in the same direction or passing in the on-coming direction. Vehicles are allowed to pass at pre-designated points.

Start Point. Easily recognizable point on the ground where the road march begins.

Station. A designated military unit on a specific frequency on the radio.

Stationary Obstacles. Four-strand cattle fence; Double-apron fence; Standard concertina fence; Triple standard concertina fence; Low-wire entanglement; High-wire entanglement.

Steel Obstacles. Hedgehog, Tetrahedron, Fill 55-gallon drums with concrete, stones or dirt.

Steel Posts. Railroad ties heavy pipes or structural member.

Straggler/refugee control point: MP position established to check/control straggler and refugee traffic. This position may also function as a TCP or checkpoint.

STRONG BUT GARBLED. Strong signal, but I can't understand

Super High Frequency (SHF). Not used by MPs.

3.0 Mhz	30 Mhz	300 Mhz	3000 Mhz	30000 Mhz
HF	VHF	UHF	SHF	

Supplementary Position. Assigned a different mission covering another sector of fire, usually the flanks.

Supporting Unit. Attached assets such as machinegun or engineer teams. Tucked in between the Headquarters and Assault Units during movement.

Suppression. Used when the observer wants to bring rapid fires on a planned target not currently engaging his unit. Rounds do not have to hit enemy to suppress, just trying to keep heads down.

Survey, Liaison, Reconnaissance Party (SLRP). A task organization from the MAGTF and the NSE, which is introduced into the Arrival and Assembly Area prior to the arrival of the main body to conduct initial reconnaissance, establish liaison with in-theater authorities, and initiate preparations for the arrival of the main body. Deploys 5-7 days prior to off-load.

Swinging Traverse. Fire with respect to the gun where the traversing slide lock is released, allowing the weapon to move freely from side to side while the elevation knob remains stable.

Tactical Movement. Used for the timely delivery of units and material when enemy contact is possible or likely.

Tactical Risk. Risk concerned with hazards that exist because of the presence of either the enemy or an adversary.

Target List. List of approved targets from the FSCC that can be used by the operational unit.

Target Marking. Such marking allows incoming aircraft to locate designated target area. The most common MP method for marking targets during Close Air Support missions is with smoke, white phosphorous, or ground burst illumination. Marking rounds should impact no later than 20 seconds before the aircraft reaches the target. If smoke is used to mark a target, ensure that the smoke is beyond or downwind of the target. This will keep the smoke from obscuring the target from the pilot's view.

Terrorism. Involving extremely violent, often nihilistic or even anarchistic tactics, such as sniping and bombing attacks, which make conventional police operations extremely hazardous, and probably ineffective.

Threat Levels. Level I=Those threats which can be defeated by local defenses. Level II = Those threats that are beyond the capabilities of local security, but can be defeated by response forces. Local security should be able to contain Level II threat until the arrival of response forces. Level III = Those threats that require the MAGTF commander to employ ground combat units to defeat them.

Topographical Crest. Highest point of a hill, ridge, or mountain.

Traffic Circulation Plan. A visual representation describing the road network and how it will be used. This plan is usually expressed in the form of an operational overlay and will include: Highway regulation information, Route designations, Restrictive route features (bridges, tunnels, defiles) and their traffic capability, Major geographical features, Locations of Boundaries, units, TCP's, principal supply points, and blackout areas, Direction of traffic movement, Route and Road classification.

Traffic Control Plan. This plan, usually expressed as a map overlay, implements the traffic circulation plan. This plan results from the route reconnaissance and includes: Placement of control measures, Location of traffic control points, Location of temporary signs, Location of other MP control functions, Alternate routes and control points, should the main supply routes (MSR's) become untenable.

Traffic Control Point: A position established at a critical point along the MSR to control vehicle and foot traffic. Usually performed by an MP Team; however, mission requirements and relative security in the area of operation may permit a reduction in the number.

Traffic Control Points. The main purpose of a TCP is to ensure smooth and efficient use of roadways in accordance with the traffic circulation plan. Military police set up TCPs at critical sites along MSRs to control the movement of vehicles and personnel. Usually, TCP locations are identified during the transportation planning process.

Transmission Security (TRANSEC). All measures taken to deny unauthorized persons information derived from interception and analysis of equipment emanations.

Traveling over watch. Lead vehicles move at constant speed. Trail vehicles alternately speed up and stop to observe lead vehicles and cover them by fire at danger area. Movement is steady and generally secure.

Traveling. Lead and trail elements move together. Movement is fast but less secure.

Traverse and Search. Fire with respect to the gun where both the traversing and elevating knobs are manipulated.

Traversing Fire. Fire with respect to the gun where the traversing knob is manipulated while the elevating knob remains stable.

Ultra High Frequency (UHF). High frequency range, used almost solely for ground-to-air and air-to-air communications. MPs will use this range solely for calling Close Air Support.

Unscheduled Halt. Anytime the convoy must make an unplanned stop. Can affect the convoy commander's timeline.

Vehicle Holding Areas. Vehicle holding areas are locations where and troops using MSRs are staged temporarily. Military police often use vehicle-holding areas with defiles, checkpoints, and roadblocks to temporarily control or suspend traffic movement.

Very High Frequency (VHF). Mid-frequency range, the most commonly utilized by the Marine Corps. Useful for line-of-sight communications with the ability to transmit over slightly rough terrain. Large terrain features or heavy vegetation will block transmissions.

WEAK AND GARBLED. Weak signal and unreadable

WEAK BUT READABLE. Weak signal, but I can understand

Zone Reconnaissance Patrol. A designated area must be thoroughly reconnoitered. The PL is given a specific zone to patrol by methodically moving through the entire area.

Zone Reconnaissance Patrol. A detailed, thorough, and time-consuming recon of all dominant terrain within specified boundaries.

APPENDIX T
REFERENCES

International Agreements

Geneva Convention Relative to the Treatment of Prisoners of War, 12 August 1949

Geneva Convention Relative to the Protection of Civilian Persons in Time of War, 12 August 1949

Geneva Convention for the Amelioration of the Condition of the Wounded and Sick in Armed Forces in the Field, 12 August 1949

Geneva Convention for the Amelioration of the Conditions of the Wounded, Sick and Shipwrecked Members of Armed Forces at Sea, 12 August 1949

United States Statutes

United States Code Title 18, Section 13, Federal Assimilated Crimes Act

United States Code Title 18, Section 1385, Use of Army and Air Force as Posse Comitatus

United States Code Title 19, Section 1202, Tariff Act of 1930

Uniform Code of Military Justice

Manual for Courts Martial

Department of Defense (DOD) Regulation

5030.49-R Customs Inspection

DOD Directive (DODD)

2310.1 DOD Program for Enemy Prisoners of War (EPOW) and Other Detainees

3025.13 Employment of DOD Resources and the Support of the United States Secret Service (USSS)

6015.5 Joint Use of Military Health and Medical Facilities and Services

DOD Instruction (DODI)

Agreement Between the USSS and the DOD Concerning the Protection of the President and Other Officials

5525.10 Using Military Working Dog (MWD) Teams to Support

Law Enforcement Agencies in Counter Drug Missions

Secretary of the Navy Instruction (SECNAVINST)

3020.4E Employment of DOD Resources and the Support of the USSS

5500.27B Agreement Between the USSS and the DOD Concerning the Protection of the President and Other Officials

6401.1A Veterinary Health Services

Operational Naval Instruction (OPNAVINST)

5585.2B MWD Manual

Joint Publication (JP)

1-02 DOD Dictionary of Military and Associated Terms

Marine Corps Doctrinal Publication (MCDP)

1-2 Campaigning

Marine Corps Warfighting Publication (MCWP)

MCWP 3.34-1 Military Police in Support of the MAGTF

MCWP 3-11.3, *Scouting and Patrolling.*

Marine Corps Reference Publications (MCRP)

4-11.8C Enemy Prisoners of War and Civilian Internees

Navy/Marine (NAVMC) Publication

2927 Antiterrorism/Force Protection Campaign Plan

Marine Corps Order (MCO)

P5580.2A Marine Corps Law Enforcement Manual

8020.10 Ammunition and Explosive Safety Policies, Programs, Requirements, and Procedures for CLASS V Material

8023.3 Qualification and Certification Program for Classified Munitions and Explosive Devices

8025.1C CLASS V (W) Malfunction and Deficiency Reporting

10570.1A DOD MWD Program

U.S. Army Regulation (AR)

40-654 Veterinary Services Nutritional Standards for MWD

190-12 MWD

U.S. Army Field Manuals (FMs)

5-34 Engineer Field Data

Military Police Support for the Air Land Battle

19-4 Military Police Battlefield Circulation and Control, Area Security and Enemy Prisoners of War Operations

19-40 Enemy Prisoners of War, Civilian Internees, and Detained Persons

90-40 NLW Multiservice Procedure for the Tactical Employment of Nonlethal Weapons

U.S. Air Force Instruction

31-202 MWD Program