

Appendix C

Example of an Instructor's Battle Drill Exercise Lesson Guide

This instructor's lesson guide reflects a squad being trained by its squad leader in a particular battle drill with no modifications to their normal fire team organization.

1. SUBJECT

Firing from cover and reaction to effective enemy fire.

2. PURPOSE

To teach Marines to fire from natural and prepared covered positions and to react to effective enemy fire as individuals in a fire team.

3. REFERENCES

- a. CplX 14.6, Issue an operation order for a fire team sized unit.
- b. PvtX 14.2, Move as a member of a fire team sized unit.
- c. PvtX 14.5, React to enemy direct fires.
- d. FMFM 6-5, Marine Rifle Squad.

4. INSTRUCTOR EQUIPMENT AND TRAINING AIDS

- a. Assistants/Demonstrators. Two assistants/demonstrators, equipped with normal arms and equipment for demonstration, act as the enemy during the final practice.
- b. Ammunition/Pyrotechnics

- (1) 150 rounds 5.56mm blank A080.
- (2) 1 red smoke grenade G950 (for safety signaling).
- (3) 1 red star parachute L311 (for safety signaling).
- (4) 4 green smoke grenades G940 (for enemy).

5. TRAINEE EQUIPMENT

Trainees require normal arms and equipment, 10 rounds of 5.56mm blanks per man, and 2 white smoke grenades per fire team.

6. PHASE 1

Preparation by the trainer on the day of training.

- a. Prior to the arrival of assistants, demonstrators, and students:
 - (1) Review applicable orders, regulations, and the lesson.

- (2) Inventory training aids, supplies, and ammunition.
 - (3) Set up the training area as planned. (Provide details as necessary.)
 - (4) Construct a sand table model of the training area with a detailed emphasis on the teach/practice area and the final practice area.
- b. After arrival of demonstrators/assistants:
- (1) Inspect weapons and equipment.
 - (2) Issue the safety brief and ensure that it is understood.
 - (3) Complete any unfinished preparations.
 - (4) Rehearse the demonstrators and ensure they understand their role in the training.
- (c) After arrival of the Marines to be trained: (20 min)
- (1) Explain the Purpose of the Battle Drill. The purpose of this battle drill is to teach you to fire your weapon accurately from varied types of natural and prepared covered positions. You will also be taught to move from these positions to other positions as individuals in a fire team. This will be accomplished while you are undergoing effective enemy fire.
 - (2) Inspect Weapons and Equipment. The inspection of weapons and equipment may be delegated, but the trainer is ultimately responsible.
 - (3) Issue the Safety Brief. Issue the safety brief and ensure that it is understood. Include in the safety brief:
 - (a) Location of corpsman.
 - (b) Actions for injuries.
 - (c) Actions for fires.

(d) Radio and landline locations. (Station a list of applicable call signs, frequencies, and grid coordinates at each location for directing aid.)

(e) Location of principal roads in the area and suitable landing zones.

(f) Signal plan for use in emergencies. (A red star parachute is used for signaling MEDEVAC helicopters into the area once sound or visual contact is made. A red smoke grenade is used for marking the landing zone and to aid in determining wind for the aircraft.)

(g) Station Marines at principal points that lead into the training area. These Marines will act as guides for vehicular evacuations.

(4) Maintain Fire Team Organization. Maintain normal fire team organization if possible. If required, reorganize as per normal progression.

(5) Distribution. Distribute supplies and ammunition and explain how they are to be prepared/loaded.

(6) Trainee Preparation. Have the trainees prepare individual weapons and camouflage. Make on-the-spot corrections.

(7) Review Training. Prior to phase 2, the lecture and demonstration phase of the training, fire teams review the following related tasks in the concurrent training/review area and meet at the teach and practice area in 15 minutes.

(a) Immediate action for weapons.

(b) Individual movement and fire team formations.

(c) Individual camouflage and concealment.

(8) Describe the Training Area. Use the sand table model to describe the training area. The following areas are identified and discussed:

- (a) Administrative area.
- (b) Concurrent training/review area.
- (c) Teach and practice area.
- (d) Assembly area.
- (e) Final practice area.

(9) Explain the Scoring System. The squad is scored in the areas of preparation and execution. A detailed breakdown of scoring is explained in the assembly area prior to the final practice.

(10) Prepare for Phase 2. Have squad members move to the review training area and prepare for phase 2. Supervise and make on-the-spot corrections.

7. PHASE 2

Lecture and demonstration. (20 min)

a. Introduction. Explain that: In defense, fighting is normally carried out from a fighting position. During the attack or while patrolling, Marines make the best use of cover to conceal themselves from view, to protect themselves from enemy fire, and to provide a firing position. During operations, the enemy presence is usually indicated by his fire. The speedy reaction and the efficient use of cover by our troops can help survival and bring about the destruction of the enemy in battle.

b. Firing From Behind Cover. Explain and demonstrate:

- (1) Always try to rest the forearm for more accurate shooting.
- (2) When the forearm cannot be rested, rest the back of the hand on the cover. If the cover is either too hard or sharp, rest the rifle on the cover as close to the hand as possible.

(3) Do not rest the barrel, as this will displace the shots fired.

(4) No matter how the cover is used, basic marksmanship principles apply.

c. Fire Positions. Explain and demonstrate:

(1) The ideal fire position is one that:

(a) Allows Marines free use of their personal weapon and grenades.

(b) Provides cover from high explosives and small arms fire and also gives cover from view.

(c) Enables an unobstructed view of a wide field of fire.

(2) Cover from view can be obtained by the skillful use of trees, bushes, and outcrops. Permanent defensive positions require camouflage that appears natural.

(3) When selecting a night time fire position, Marines must be aware of the danger of dead space near the position itself and places where the enemy will be silhouetted against the sky- line.

d. Fighting Positions. Explain and demonstrate:

(1) To achieve the best firing position, Marines use the right corner of the hole. They place both elbows on the elbow rest and the forearm against the parapet in front. Left-handed firers use the left corner.

(2) Marines should ensure that maximum frontal protection is built into the position.

(3) If the hole is shallow, Marines kneel, squat, or stand with their feet apart in order to lower their body profiles.

(4) If the hole is deep, Marines stand on an ammunition box, sand-bag, or firing step.

e. Bushes, Trees, and Buildings. Explain and demonstrate:

(1) Fire around the right side of the cover unless better concealment is available on the other side due to shadow.

(2) If the cover is narrow, Marines get directly behind the cover and keep their legs together.

f. Scrub. Explain and demonstrate:

(1) When firing from scrub, Marines use squatting or kneeling positions for short periods.

(2) If the position is to be used for an extended time, Marines use the sitting position to reduce fatigue.

(3) Firing from the lower branches of large trees sometimes provides a better view of the arc of fire.

g. Low Banks and Folds in the Ground. Explain and demonstrate:

(1) To obtain maximum protection in the position, Marines keep muzzle clearance as close to the top of the bank or the breast of the fold as possible.

(2) The shape of the ground may necessitate lying at a greater angle to the line of fire than is normal.

h. Walls and Houses. Explain and demonstrate:

(1) Walls and houses provide good cover for fire positions during street fighting.

(2) If possible, Marines should remove a few bricks from the wall, near ground level, and fire through the gap rather than over the top of the wall.

(3) A wall with a thickness of one brick does not provide protection from fire, but it is useful for concealment.

i. Ensure Understanding. Ensure that Marines understand what they heard and saw.

j. Confirm by Practice. Have the Marines execute each type of firing position until the each position is mastered.

8. REACTION TO EFFECTIVE ENEMY FIRE

a. Taking Cover. Explain and demonstrate: While advancing, Marines continue to advance until ordered to take cover. On the command TAKE COVER, Marines:

(1) Sprint toward the nearest cover or the cover previously indicated by the squad leader.

(2) Get down and crawl into the position and observe, keeping the rifle behind the cover.

(3) Check that the sight is correctly set and fire at any visible enemy or target indicated by the fire team or squad leader. (It may be necessary to alter the fire position after the initial return of fire if the enemy fire is still effective.)

(4) Take care to listen to fire commands from the fire team leader and squad leader.

(5) Fire two rounds, then move their bodies left or right a few feet if possible while maintaining cover.

(6) Refill empty magazines during any lull in firing.

b. Advance. Explain and demonstrate:

(1) On the command PREPARE TO MOVE, Marines check the safety catch to ensure it is on safe (S) and then move back behind the cover. Make sure that full magazines are ready and pouches are fastened.

(2) On the command MOVE OUT, Marines break cover from a position that is different from where their firing took place and advance in the direction and formation indicated.

c. Ensure Understanding. Ensure that Marines understand what they heard and saw.

d. Confirm by Practice. Plan for five to seven incidents including one on an open forward slope that requires Marines to run back using cover of smoke grenades. The use of aggressors in the later incidents adds to the realism of training.

e. Location of Marines. Have Marines move to the assembly area.

9. PHASE 3

Final practice. (20 min)

a. Battle Picture. Present the battle picture from a vantage point and use the sand table to supplement: "Your fire team is the point for a platoon movement to contact. The enemy is known to be to our front in 3- to 4-man elements. They have normal arms and equipment and mortars for indirect fire support. I expect that they will stand and fight if encountered. You can expect observation posts, snipers, and ambushes during movement. You will normally have a 3- to 5-minute delay in getting support. Support is limited to organic platoon weapons and 60mm mortars in general support."

b. Battle Preparation. Preparation for the final practice is as follows:

(1) Indicate the area where the preparation is performed.

(2) Give a time limit for preparation.

(3) Point out the direction of the enemy and the location of special ground features.

(4) Show the limits of the training area as per range orders.

(5) State the time and place of the orders brief.

(6) Ensure that all Marines know the mission and the situation, have a plan of execution, and know the range or training area limits and the routes they are to use.

c. Explain the Scoring System. Show the chart and state: You will be graded in the following areas with 80 percent considered mastery of the lesson. See figure C-1 for an example of a grading chart.

d. Conduct of the Final Practice

(1) Grading of a fire team leader's fragmentary order. See figure A-1 for an example of a grading chart.

(2) Reemphasize safety and command *LOAD AND MAKE READY*. The fire team leader is now in full control and the time starts at this point.

(3) Accompany the fire team and observe all actions. Do not interfere except for:

- (a) Safety violations.
- (b) Exceeding the training area limits.
- (c) Crossing the LOA and completion of the exercise.
- (d) Command CEASE FIRE at the LOA.

e. End of Lesson Procedure

- (1) Clear and inspect all weapons and magazines.
- (2) Critique the exercise and allow for questions.
- (3) Give the score, summarize, and look forward to subsequent training.
- (4) Police the range/training area.
- (5) Prepare for the next evolution.
- (6) Repack the supplies and equipment and secure.

Individual Camouflage	5 Points
Weapons Functioning	20 Points
Use of Cover	20 Points
Individual Movement	20 Points
Fire team Formations	20 Points
Tactical Execution	15 points
	100 points
Bonus for No Casualties	20 points
NOTE: The squad is fully tactical after the delivery of the battle picture.	

Figure C-1. Example of a Grading Chart.

