

## PRELIMINARIES

### A. Security:

- |                                  |
|----------------------------------|
| - Location                       |
| - Sentries                       |
| - Actions On Position Compromise |

### B. Admin:

- |                            |
|----------------------------|
| - Introductions            |
| - Seating Plan             |
| - Map Folds                |
| - Model (General / Detail) |

### C. Weather

First Light	Last Light
Weather Forecast	Moon State
Visibility	Cloud Cover
High Tide	Low Tide
Map Series	

### D. Task Organisation

#### Appointments:

Commander	2 I/C	Signal
1 Pl. Cdr.	2 Pl. Cdr.	3 Pl. Cdr.

#### Task Org.

1 Pl.
2 Pl.
3 Pl.
Atts. & Dets.

### E. Ground Brief Orientation

Describe ground in General & Detail

Near / Middle / Far

Highlight Key Points: Objective / RV / FRV / ERV / LoE / LoD / All GR

You are at GR	Facing Direction
North is:	
Ref Point 1 is:	@ Meters
Ref Point 2 is:	@ Meters
Ref Point 3 is:	@ Meters
Ref Point 4 is:	@ Meters

### Enemy

Positions	Defensive Fire Positions
Obstacles	Killing Areas

### Friendly

Vital Ground	Key Ground
Neighbouring Forces	
West Boundary between	East Boundary between
Line of Departure	Limit of Exploitation

Questions?

## 1. SITUATION

Enemy Strengths

Enemy Locations

Enemy Weapons

Enemy Equipment

Enemy Morale

Enemy Obstacles

Enemy Defensive Fire Positions

Enemy Air Threat

Enemy Likely Intentions

## Friendly Forces

Battle Group Commanders Intent

Coy Cmmdrs. Mission

Coy Cmmdrs. Concept of Ops.

Locations & Future Actions neighbouring forces which may affect the operation

Outline Fire Support Plan

Atts. & Dets.

## 2. Mission

Must be repeated twice

To RECCE / Observe / Listen / Destroy / Snatch / Ambush / Mark / Secure ...

In Order to ...

## 3. Execution

### A. Concept of Ops

Pl. Comd. Intent

Scheme of Manoeuvre

(How the Pl. will achieve its mission, Incl. Fire support from other units)

Starts at H-Hour, Finishes on completion of Objective

Main Effort

(Coy. & Pl. Task involved in ME)

B. Mission Statements

“You Will ...” Either a task or be prepared for

Reserves are given planning options, not tasks. (“Be prepared to ...”)

1 Section

Mission ... .., in order to ... .. (be prepared to ...)

2 Section

Mission ... .., in order to ... .. (be prepared to ...)

3 Section

Mission ... .., in order to ... .. (be prepared to ...)

Mission ... .., in order to ... .. (be prepared to ...)

Mission ... .., in order to ... .. (be prepared to ...)

## Summary

"Books down, look in to model"

## C. Coordinating Instructions

### Timings:

Stand To	
No Move Before	
Inspection	
Move to Assy Area	
Move to FUP	
H-Hour and Guides	
Objective Secure (W-Hour)	
Tasks Complete	

### Preliminary Moves

Assy Area (GR)

FUP (GR)

Route from Assy Area to FUP  
(Route Card)



## Control Measures

Axis (Point Out @ FUP & Model)

Boundaries (Describe)

LD

LoE (Describe)

## Coordinating Fire

Priorities

- Tanks
- BMP, etc ...

Control

Arcs

Target Area

## Fire Plan

Arty / Mors / Smoke / Switch Fire

H hour -3 until H hour -1 HE & Smoke on Main Obj.

H hour until H hour +1 HE on Obj 2.

## Surprise & Security

STAP (Surveillance Target Acquisition Plan) / Flank / Protection / Deception

## Re-Org Instructions

Arcs / Fire Support / Tasks / LoE – To ensure Cmdr knows where troops are after atk.

1 Section (LHS)

2 Section (Middle)

3 Section (RHS)

ARD

## Actions On

- a) Lights
  - a. Delayed – Get into cover
  - b. Instant – Open Ground – get into cover, woods – freeze
  - c. Trip Flare – Pass by it / Step over it – normally covered by fire
  - d. If set off – kick over, and get out of killing area
- b) Stoppage – Shout “STOPPAGE”
- c) Change Magazine – Shout “MAGAZINE”
- d) Grenade – Shout “GRENADE”
- e) PW
  - a. Look after and bring back to base:
    - i. Search, process, and send to TP Sgt
- f) Obstacles
  - a. Natural – Cross as per SOPs

- b. Man Made – Barbed wire / mines
  - i. Cut the wire or throw someone on it
  - ii. Mine Field, work to a single route
- g) Halts
  - a. Tp Sgt or 2IC counts every man
  - b. Short Halt – Down on one knee, in Herring Bone formation
  - c. Down onto Belt Buckles
- h) Approaching RV - Observe from a distance and approach when it is safe.
- i) Suspicious Activity
  - i. Do not get involved.
  - ii. Observe and record all details from a safe distance.
- j) At Harbour Areas - As per SOPs
- k) Action in FUP – Silence
- l) Crossing LD – Space Out
- m) Being lost
  - i. Head for the nearest main road.
  - ii. Wait on the main road and ask if possible for help.
- n) Being apprehended
  - i. State that you are on a school navigation exercise.
  - ii. State your name.
- o) Communications failure
  - i. Change Batteries
  - ii. Change position and move to higher ground.
  - iii. If this fails, contact HQ via the telephone network.
- p) Patrol members missing
  - i. Go back to ERV for 2 hours.
  - ii. Inform Observer.
  - iii. Stick to original timings and RVs, Inform Agent at next RV.
- q) Severe weather conditions - Take shelter and report any delay or problems to HQ.
- r) Patrol being separated
  - i. Make arrangements to RV at specific points along your route (ERVs).
  - ii. Ensure that all patrol members know the drill for being separated.
  - iii. Ensure that all patrol members know the location, time and route to the next RV.
- s) Lost Equipment - Record and Report the loss and location to HQ as soon as possible.
- t) Patrol Movement - Within briefed guideline, at the Patrol Commanders discretion.

u) On casualties

- i. Minor - Give First Aid and report the incident to HQ.
- ii. Major - Give First Aid, Get Help (999), Call HQ by whatever means possible. Give accurate information of location and type of injury.
- iii. If the casualty can be safely moved (without further injury), then move him to a suitable pick up point. Do not leave the casualty unattended.

#### **4. Service Support**

*SOP Variations*

Dress

Eqpt

Weapons

*Log Support*

Replen

Ammo

4 Mags x 30 Rounds & Bandolier x 150 rounds (= 270 Rounds per infantry soldier)

Rations

Water

Med  
Medical Location

CASEVAC

Stretchers

Med Pack  
Each section has team medic

## **5. Command and Signals**

Command  
Location of 1UP and 2UP / chain of command / alternative command

Comms  
CEI (Communication Equipment Interface) changes

Codes  
Codewords / Nicknames / Nicknumbers

# ORDERS EXTRACTION



