## IMMEDIATE ACTION DRILLS

### 1. React to a Contact or a SNIPER
- **React to a Contact or a SNIPER**
  - Prone
  - Get Cover
  - Suppress
  - Call for ARTY (if available)
  - 1 Tm Overwatches
  - 1 Tm Bounds Out of Contact
  - Consolidate & Reorganize after all Tms out of contact
  - Report

### 2. React to NEAR AMBUSH
- **React to NEAR AMBUSH**
  - In Kill Zone
    - Prone
    - Return Fire (Suppress)
    - Throw Grenades
    - Assault thru After Explosion
  - Out of Kill Zone
    - Prone
    - Lift and Shift
    - Consolidate & Reorganize
  - Report

### 3. React to FAR AMBUSH
- **React to FAR AMBUSH**
  - In Kill Zone
    - Prone
    - Suppress
    - Throw Grenades
    - Lift and Shift
  - Out of Kill Zone
    - Prone
    - Attack by Fire
    - Assault Flank After Explosion
  - Consolidate & Reorganize
  - Report

### 4. KO BUNKER
- **KO BUNKER**
  - ORP
    - Ldr Recon (set security & RP)
    - Set Support Element
    - Occupy Assault Position
    - Suppress with Direct and Indirect
    - Shift and Lift on signal (e.g. whistle, etc.)
    - Assault 50m past OBJ (on line)
  - Prone
    - Consolidate & Reorganize – EPW, Demo Tms
    - Reports

### 5. Conduct an AMBUSH
- **Conduct an AMBUSH**
  - ORP
    - Ldr Recon (set security & RP)
    - Position Assault Element (Auto, Semi)
    - Trigger w/Highest Casualty Producer
    - Secure Far Side (25m) –EPW, Demo Tms
  - Prone
    - Lift and Shift
  - Consolidate & Reorganize
  - Report

### 6. React to ARTILLERY:
- **React to ARTILLERY**
  - “Incoming”
  - Prone
  - Distance and Direction
  - Consolidate & Reorganize
  - Report

### 7. React to EPW: (Watch for Ambush)
- **React to EPW: (Watch for Ambush)**
  - Extend Formation to Bounding Overwatch
  - Get Cover and or Concealment
  - Move EPW Tm to the Enemy
  - Secure him and move him between the TMs
  - 5 “Ss”; Maintain Security
  - Consolidate, Report

### 8. Cross DANGER AREA
- **Cross DANGER AREA**
  - Linear
    - SL assess; directs security position
    - Far side is cleared (50-100m semi-circle)
    - RPs on near & far sides
    - Cross by Buddy Team
  - Open Area
    - Move in Bounding Overwatch
CONDUCT A RECON:

a. ORP
b. 5 pt. Contingency Plan
c. Leaders’ recon
d. Emplace Security and RP
e. Move R&S Tms to vantage points
   Element or do a clover leaf
f. R&S Tms move back thru RP
g. Recover Security
h. Move 1 terrain feature from ORP
i. Report
j. Set Support Element while Assault
k. Call out EPW, Demo Tms
l. Consolidate in ORP; Report

CONSOLIDATE AND REORGANIZE

a. CONSOLIDATE means get ACCOUNTABILITY and establish SECURITY
b. REORGANIZE means, reestablish a CHAIN OF COMMAND and distribute ammo equally

LACE REPORT:

a. L – Liquids
b. A – Ammunition
c. C – Casualties
d. E – Equipment

SALUTE REPORT

S – Size
A – Activity
L – Location (grid)
U – Unit (patches or markings)
T – Time
E – Equipment

5pt contingency plan:

G – Going Where the Leader is going
O – Others Who is going with the Leader
T – Time Time Leader will be gone
W – What What to do if Leader doesn’t return In time
A – Actions Actions to take if contact is made:
   a. If Leader makes contact:
      - He (Leader) will ______
      - You (unit) will ______
   b. If you (unit) makes contact:
      - He (Leader) will ______
      - You (unit) will ______

FIVE “S”s:

a. Search
b. Silence
c. Segregate (EMs, NCOs, Officers)
d. Speed (to the rear)
e. Safeguard (from locals)
How to Handle Unconventional Variables

1. Media (do not point weapons at media)
   a. Ask to see media credentials
   b. Do not allow to impede mission
   c. Do not divulge mission information
   d. Be firm but not hostile
   e. Report to higher and continue mission
   f. If still impeding or jeopardizing mission, ask higher for guidance before proceeding.
   g. Don’t forget to maintain security in the event of a set-up.

2. Refugees (do not point weapons at refugees)
   a. Do not allow to impede mission
   b. Do not divulge mission information
   c. Be firm but not hostile
   d. Report to higher and continue mission
   e. If still impeding or jeopardizing mission, ask higher for guidance before proceeding.
   f. Don’t forget to maintain security in the event of a set-up;
   g. Do not follow or chase; could be an ambush.

3. Surrendering EPW’s
   a. 5 S’s
   b. Contact higher for guidance

4. Hostage Negotiation
   a. Establish security and contact higher
   b. Do not go alone to negotiate
   c. Do not give weapons, ammunition, or anything else that could be used to fight with
   d. Do not trade personnel, not even EPW’s – they will kill them
   e. If negotiations stall, perhaps bluff that reinforcements are enroute to take by force if necessary.
   f. If all else fails, contact higher for guidance.

5. War Crime Intervention
   a. Do not allow EPW’s, refugees, or friendsies to kill captured or surrendering personnel.
   b. Intervene short of deadly force to prevent abuse.
   c. Use deadly force only as a last resort – clear and present threat to self, friendly forces or unarmed, non-threatening personnel.
   d. Contact higher.
   e. Follow Rules of Engagement (ROE)