



PATROLLING



FMST 304



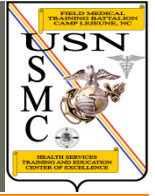
OVERVIEW



- Definition of a Patrol
- Types of Patrols
- Elements of a Patrol
- Fire Team Formations
- Squad Formations
- Three Types of Special Signals
- Purpose of Hand and Arm Signals

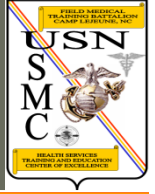


LEARNING OBJECTIVES



Please Read Your
Terminal Learning Objectives
And
Enabling Learning Objectives

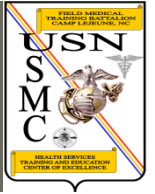


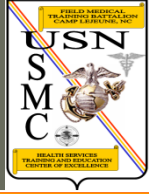


WHAT IS A PATROL?

- Definition

A patrol is a detachment of ground forces sent out by a larger unit for the purpose of gathering information or carrying out a destructive, harassing, or security mission.

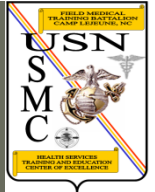




TWO TYPES OF PATROLS



TYPES OF PATROLS



- Combat Patrols
- Reconnaissance Patrols



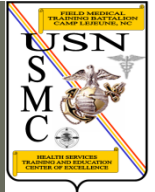
COMBAT PATROLS



- Assigned missions to engage in combat.
- They gather information as a secondary missions.
- R.A.C.E.S.



COMBAT PATROLS



- RAID – destroy or capture enemy personnel or equipment, destroy installations, or free friendly personnel who have been captured by the enemy.
- AMBUSH – conducts ambushes of enemy patrols, carrying parties, foot columns, and convoys.



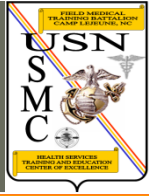
COMBAT PATROLS



- CONTACT – establish and/or maintain contact with friendly or enemy forces.
- ECONOMY OF FORCE – perform limited objective missions such as seizing and holding key terrain to allow maximum force to be used elsewhere.



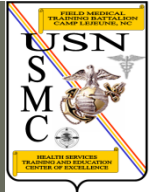
COMBAT PATROLS



- SECURITY – detect infiltration by the enemy, kill or capture infiltrators, and protect against surprise or ambush.



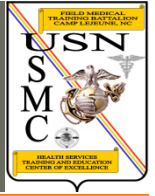
RECONNAISSANCE PATROLS



- Missions include:
 - Gaining information about the location and characteristics of hostile positions
 - Routes
 - River crossings
 - Identification of enemy units
 - Enemy strength and disposition



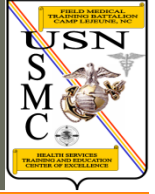
RECONNAISSANCE PATROLS



- AREA RECONNAISSANCE
 - Used to obtain detailed information on specific terrain or enemy activity
 - May be used to obtain timely information on a particular objective
 - Emphasis is placed on not being detected



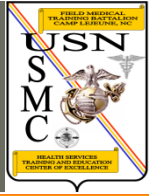
RECONNAISSANCE PATROLS



- ZONE RECONNAISSANCE
 - Directed effort to obtain information on all routes, obstacles, terrain, and enemy forces
 - It is defined by specific boundaries



RECONNAISSANCE PATROLS

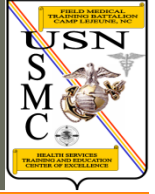


- ROUTE RECONNAISSANCE
 - Gains information along specific lines of communications to provide information on route conditions and activities
 - To include roads, railways, or waterways





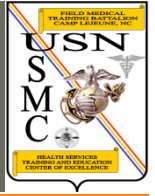
ORGANIZATIONAL ELEMENTS OF PATROL



- Platoon Commander
 - Designates a patrol leader (Squad Leader) and assigns him/her a mission
 - Patrol leader establishes the patrol units required to accomplish the mission
- Patrol Units
 - Subdivisions of patrols
 - Personnel are assigned based on the mission, and the individuals



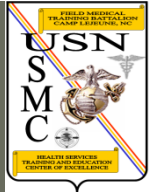
ELEMENTS OF PATROL ORGANIZATION



- Special Organization
 - Patrol units are further subdivided into teams with designated tasks.
 - Litter team
 - EPW team
 - Search team



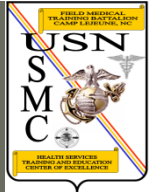
ELEMENTS OF PATROL ORGANIZATION



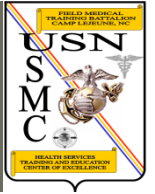
- Elements of Combat Patrols
 - Patrol Headquarters
 - Command group and Support personnel
 - Assault Element
 - Engages the enemy at objective
 - Security Elements
 - Secures rally point
 - Support Elements
 - Assault and covering



ELEMENTS OF PATROL ORGANIZATION

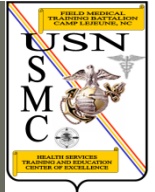


- Elements of Reconnaissance Patrols
 - Patrol Headquarters
 - Consist of same personnel as a Combat Patrol
 - Reconnaissance Element
 - Surveillance
 - Security Element
 - Provides security, protects and serves as early warning for patrol



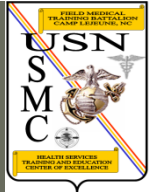


FIRE TEAM FORMATIONS

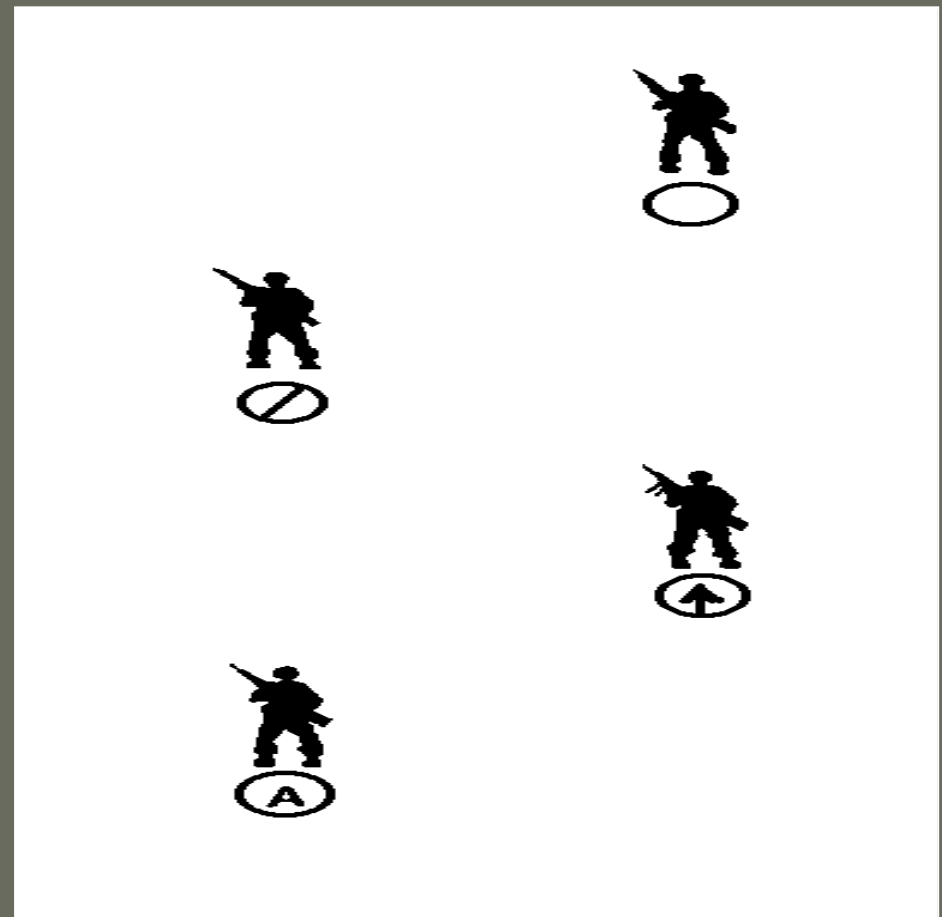




FIRE TEAM COLUMN



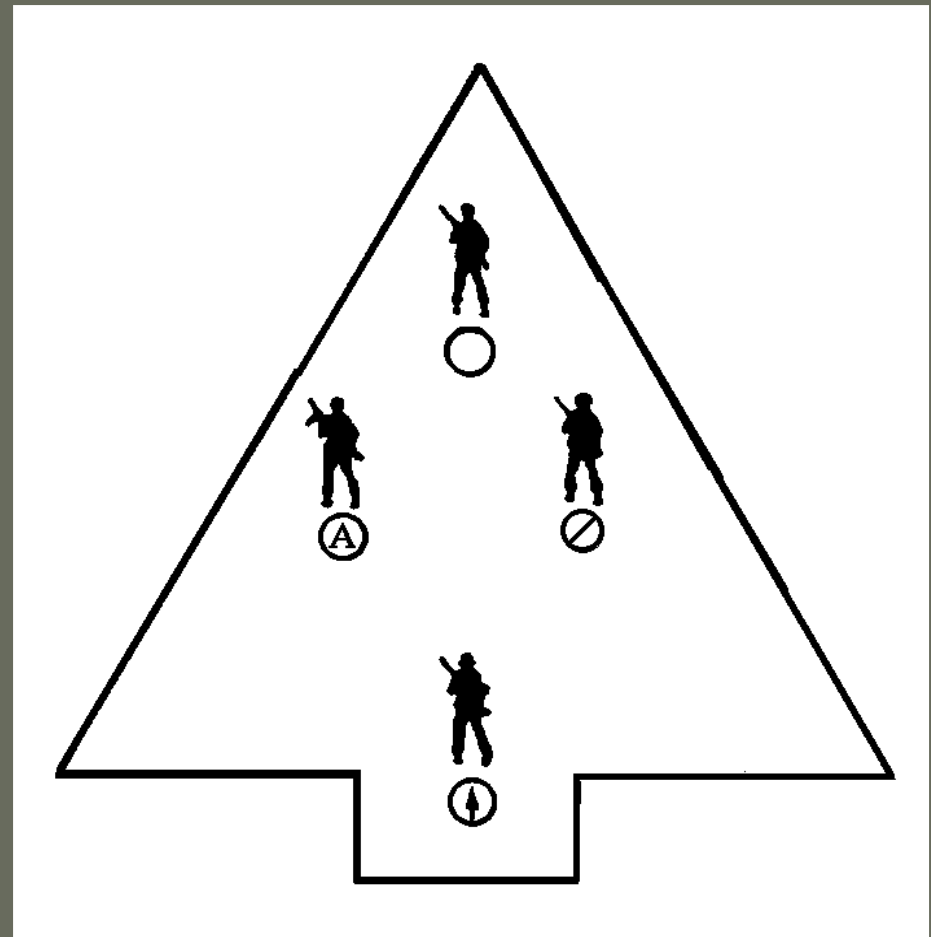
- Advantages
 - Speed and Control
 - Fire and maneuver to the flanks
- Disadvantages
 - Vulnerable to fire from the front
 - Ability to fire to front is limited





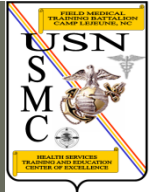
FIRE TEAM WEDGE

- Advantages
 - Easily controlled
 - All around security
 - Flexibility
 - Fire is adequate in all direction
- Disadvantages
 - Can not move as fast as a column

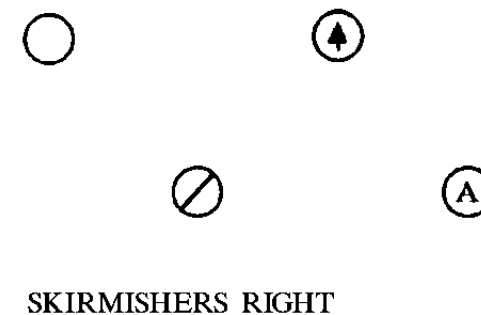
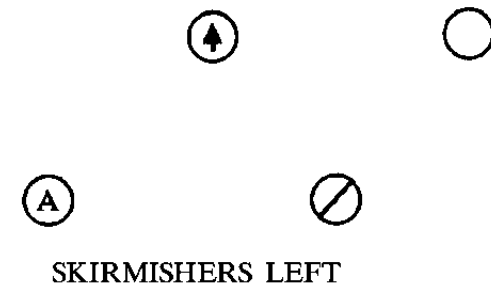




FIRE TEAM SKIRMISHERS

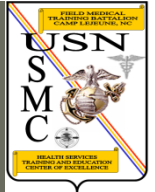


- Advantages
 - Maximum firepower to front
 - Enemy Location and strength known
- Disadvantages
 - Difficult to control
 - Movement is slow
 - Fire to flanks is limited

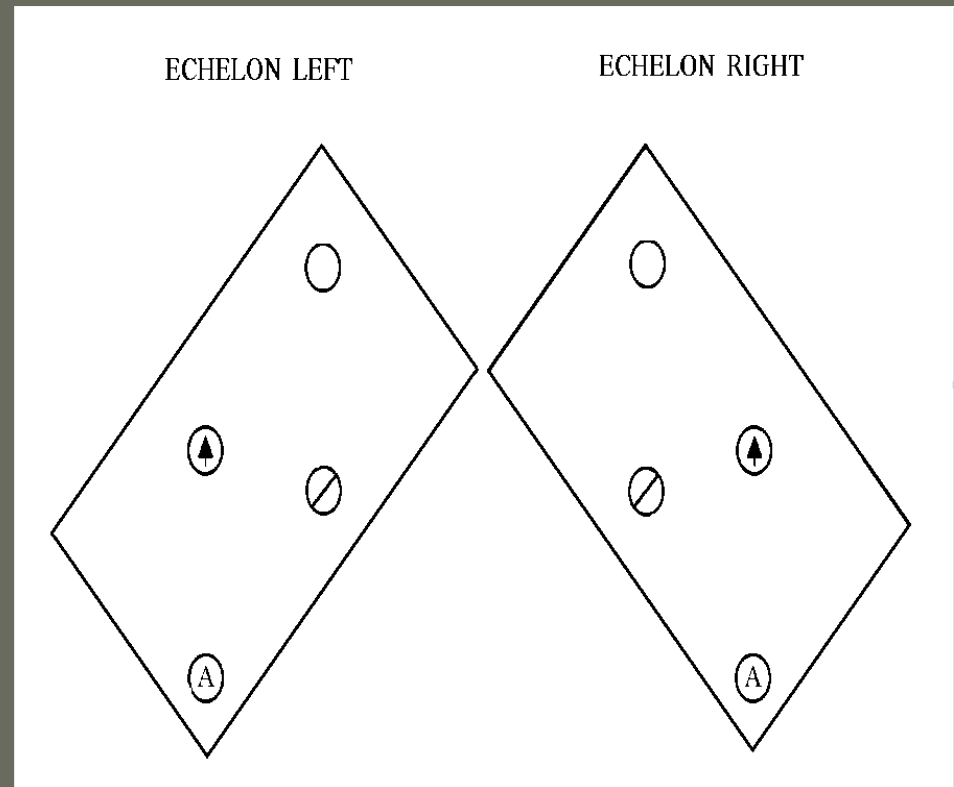




FIRE TEAM ECHELON



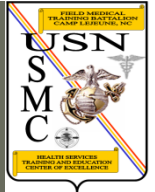
- Advantages
 - Fire to the front and one flank
 - Protect exposed flanks
- Disadvantages
 - Extremely difficult to control
 - Movement is slow







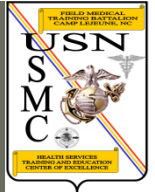
SQUAD FORMATIONS



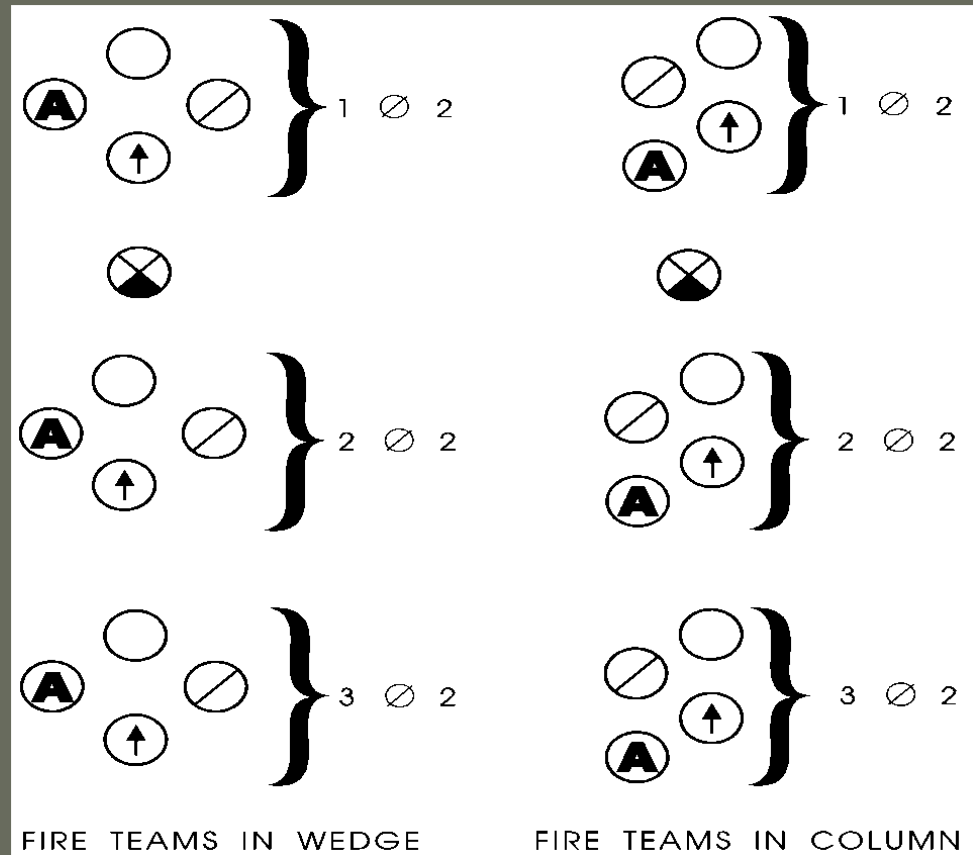
FMST 304



SQUAD COLUMN

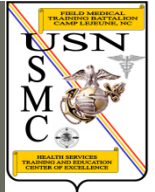


- Advantages
 - Rapid and easily controlled movement
 - Fire and maneuver to the flanks
- Disadvantages
 - Vulnerable to fire from the front
 - Ability to fire to front is limited

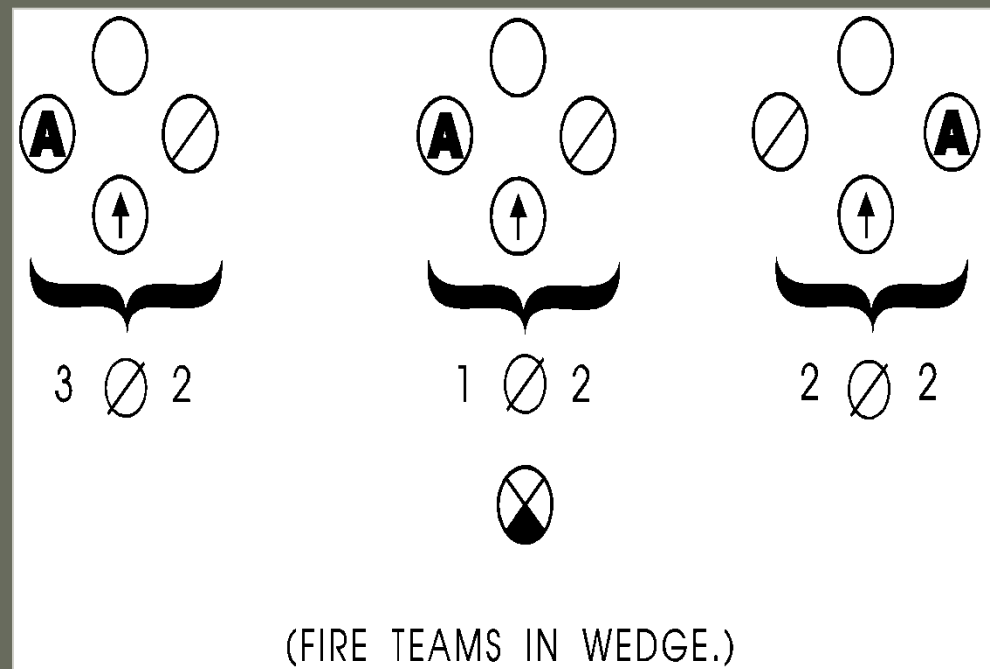




SQUAD LINE

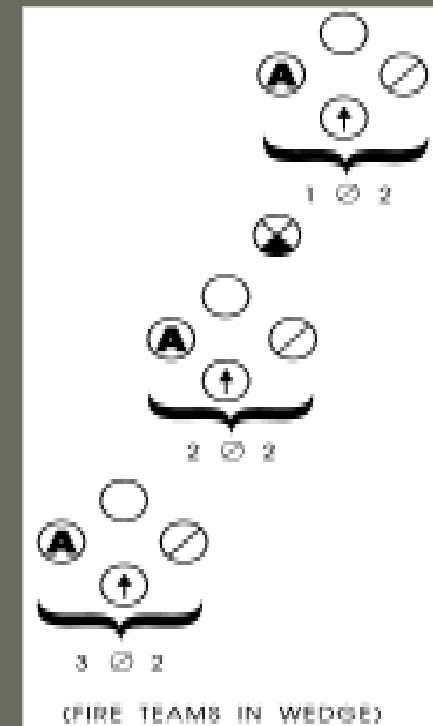
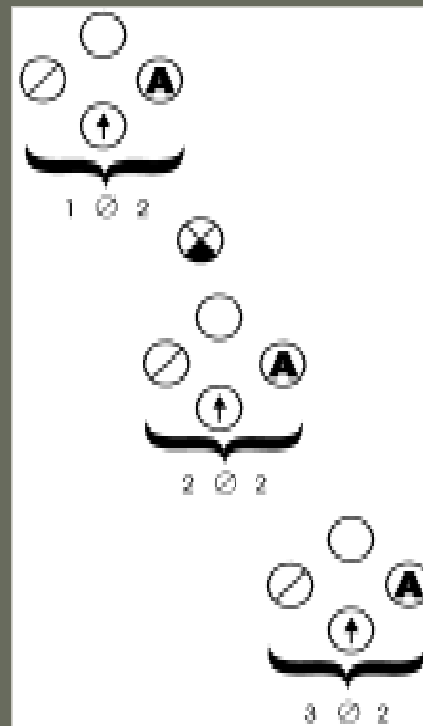


- Advantages
 - Front firepower
- Disadvantages
 - Ability to return fire to flanks is limited
 - Slow Movement



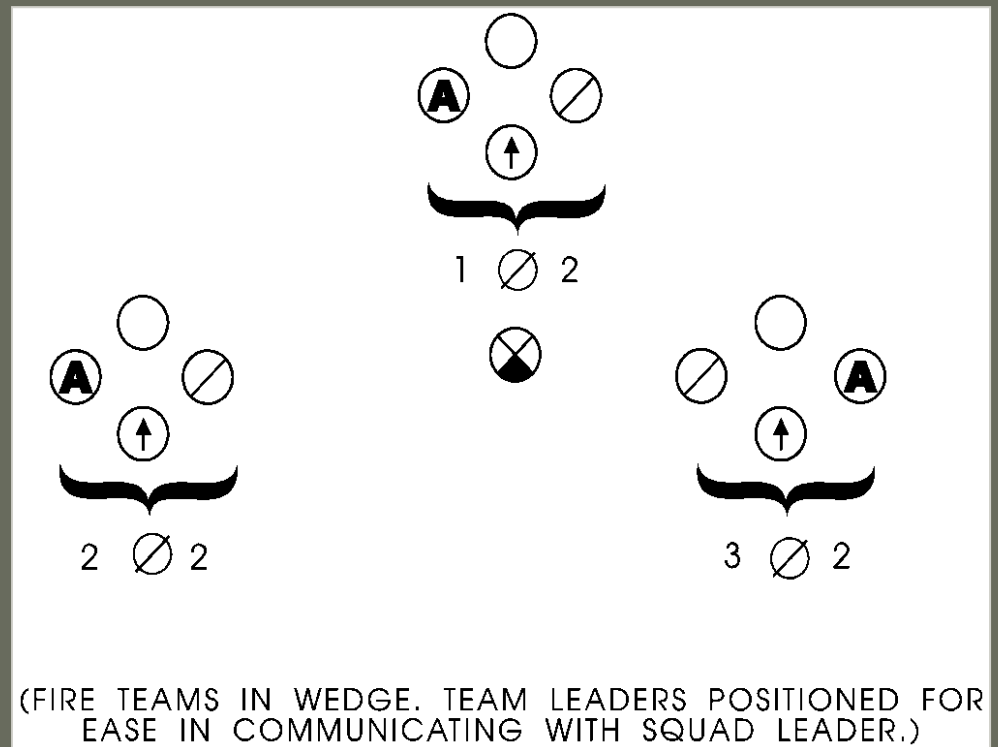
SQUAD ECHELON (LEFT AND RIGHT)

- Advantages
 - Fire to the front and one flank
 - Used mainly to protect exposed flanks
- Disadvantages
 - Difficult to control
 - Movement is slow



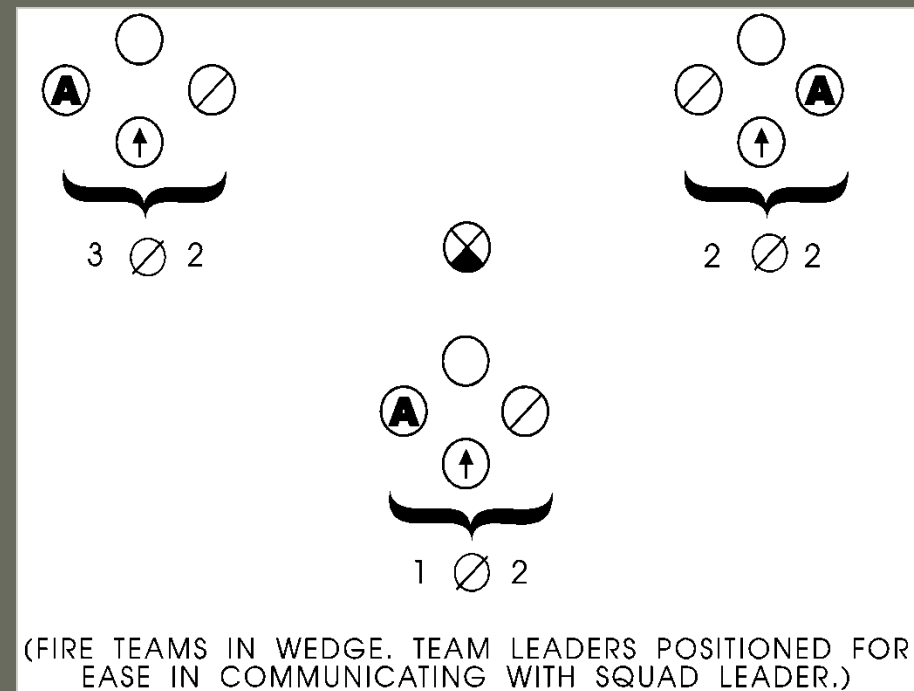
SQUAD WEDGE

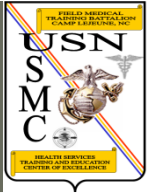
- Advantages
 - Easily controlled
 - All around security
 - Flexible
 - Fire in all direction
- Disadvantages
 - Can not move as fast as a column



SQUAD VEE

- Advantages
 - Movement into squad line
 - Excellent fire to front and flanks
 - Enemy to front, strengths and location known
- Disadvantages
 - Slow



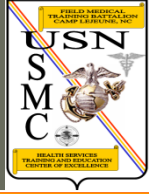




3 TYPES OF SPECIAL SIGNALS



WHISTLE



- Advantages/Uses
 - Quick way to transmit a message
 - Fast means of transmitting message to large group
- Disadvantages
 - Must be prearranged and understood
 - Misinterpretation
 - Battlefield noise



PYROTECHNICS



- Devices used to transmit commands or information
- Types of Pyrotechnics
 - Flares
 - Used as signaling device
 - Used to identify units
 - Smoke Grenade
 - Ground to ground or ground to air signaling device
 - Screen movement of troops



M18 SMOKE GRENADE



- **Body** - Sheet metal
- **Color** - Olive drab with yellow markings
- **Filler** - Red, Green, Yellow, White and Violet Smoke
- **Top** - Color of smoke



SMOKE GRENADES



- Advantages
 - Mark enemy positions
 - Signal attack, withdraw, shift fire or cease fire
 - Mark landing zone
- Disadvantages
 - Only one unit at a time
 - Other set of meanings
 - Compromise units position

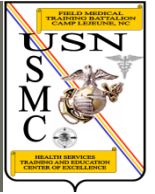


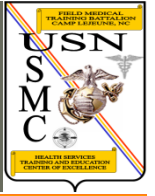
HAND AND ARM SIGNALS



The most commonly used form of signaling is the hand and arm signal method.

- Advantages
 - Noise does not hinder it's use
 - When silence must be maintained
- Disadvantages
 - The signal must be seen, the leader must be aware of units location

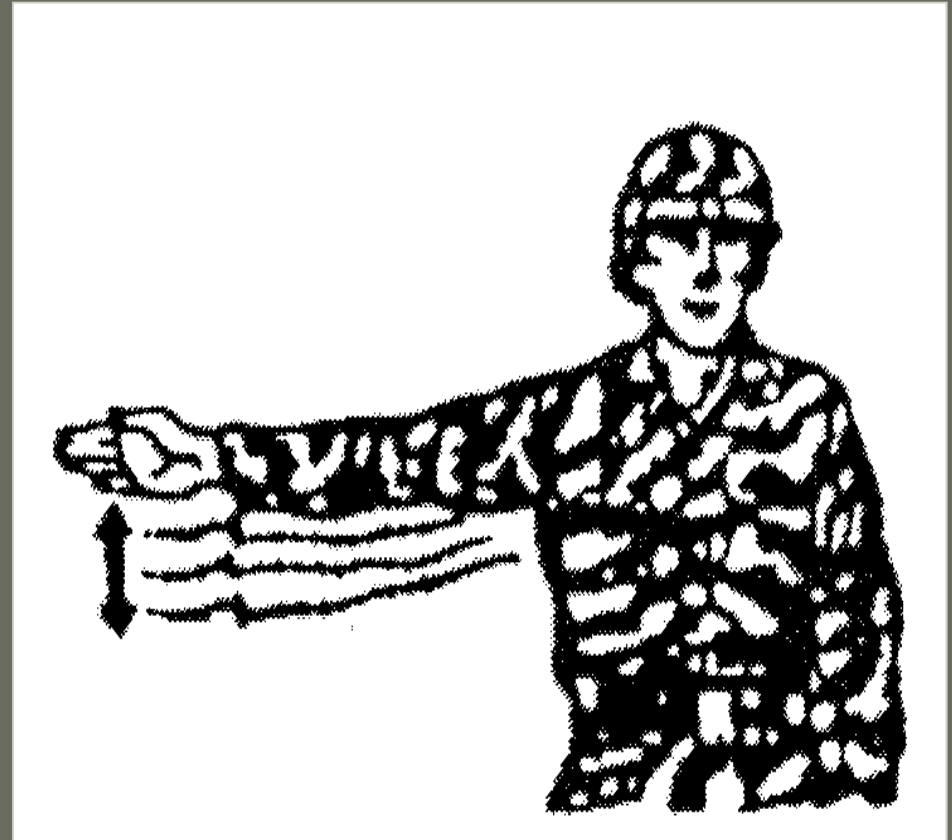




HAND AND ARM SIGNALS

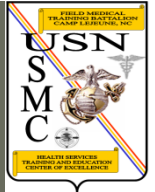
DECREASE SPEED

- Extend arm horizontally
- Palm to the front
- Wave arm downward several times
- Keep arm straight
- Arm does not break horizontal plane

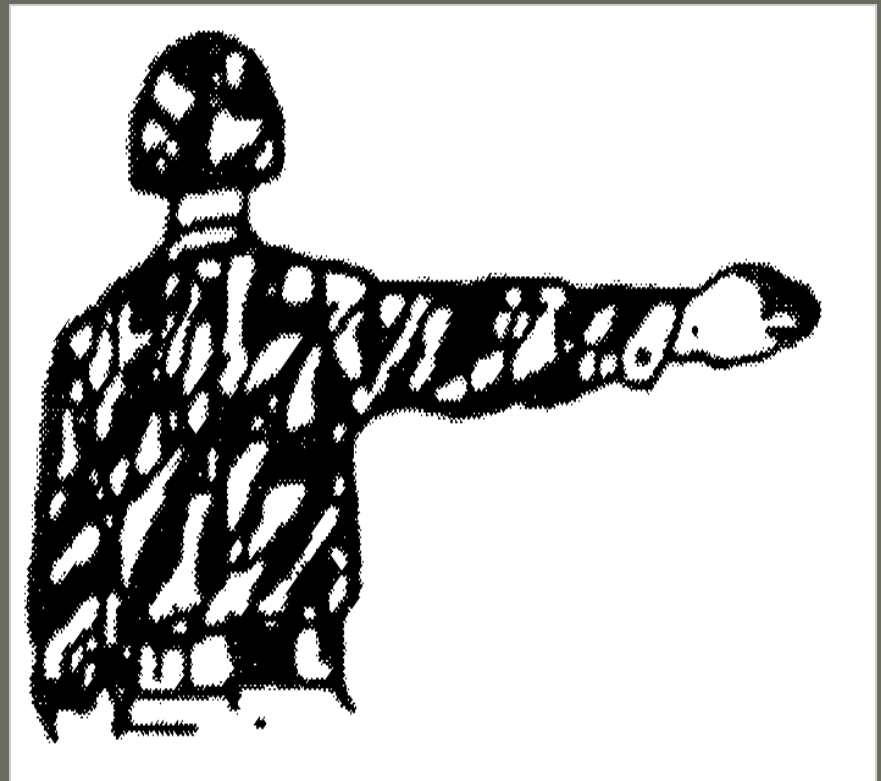




CHANGE DIRECTION

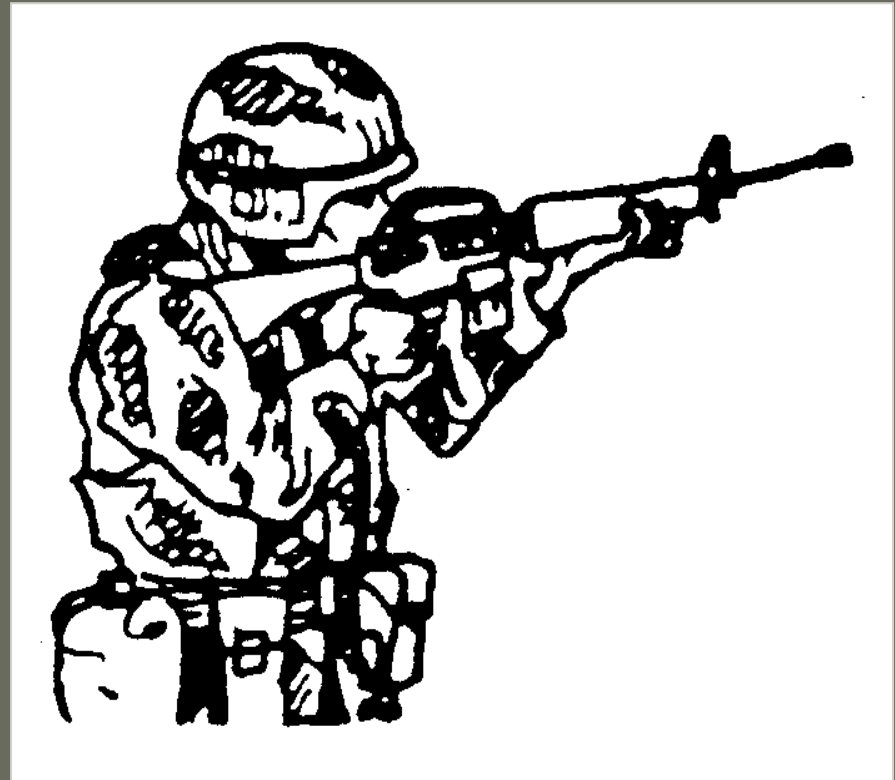


- Extend arm horizontally out in the direction of movement
- Palm to the front



ENEMY IN SIGHT

- Hold the rifle horizontally
- Stock of weapon in shoulder
- Muzzle pointing in direction of the enemy



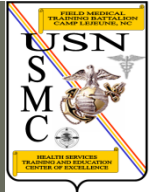
RANGE

- Extend arm fully towards receiving person with fist closed
- Open the fist
 - Exposing a finger for each 100 meters of range

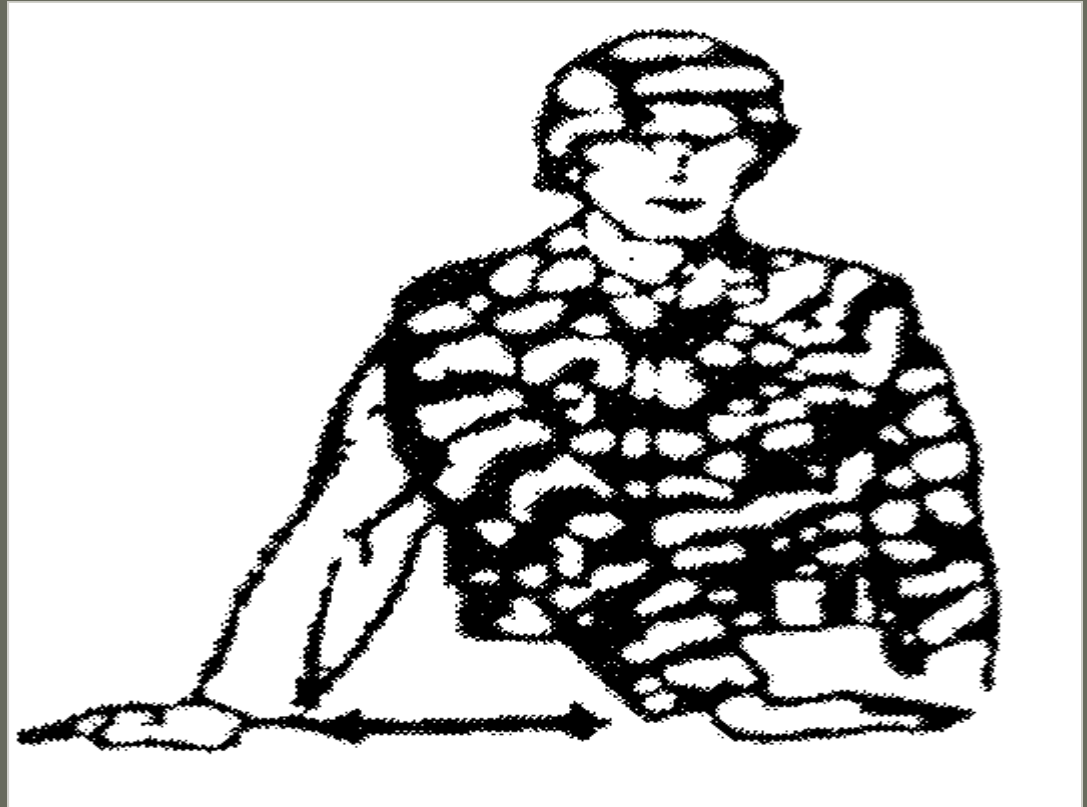




COMMENCE FIRE

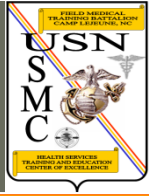


- Extend arm in front of body
- Hip level
- Palm Down
- Move in wide horizontal arc
- To Fire Faster
 - Execute rapidly
- To Fire Slower
 - Execute Slowly





CEASE FIRE

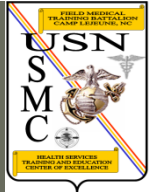


- Raise the hand in front of forehead
 - Palm to the front
 - Swing the forearm up and down several times in front of face





ASSEMBLE

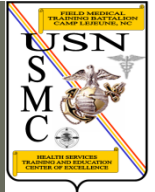


- Raise arm vertically
 - Fingers extended and joined
 - Palm to the front
 - Wave the whole arm in large horizontal circles

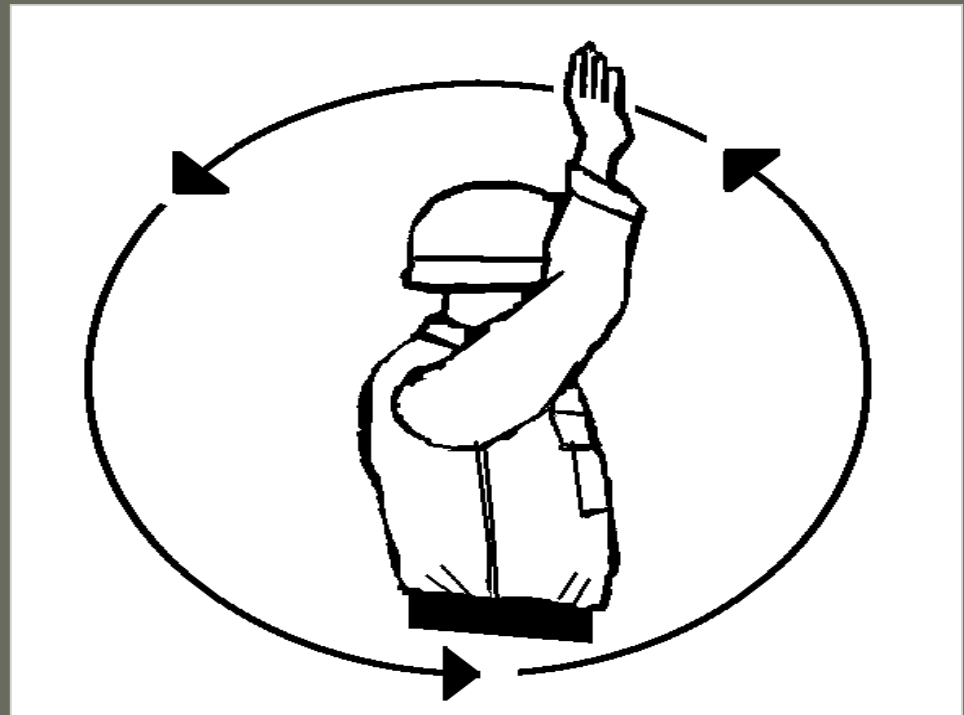




FORM COLUMN

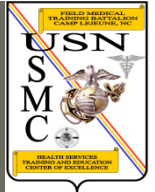


- Raise arm to vertical position
 - Drop arm to the rear in a complete circle, vertical plane parallel to the body

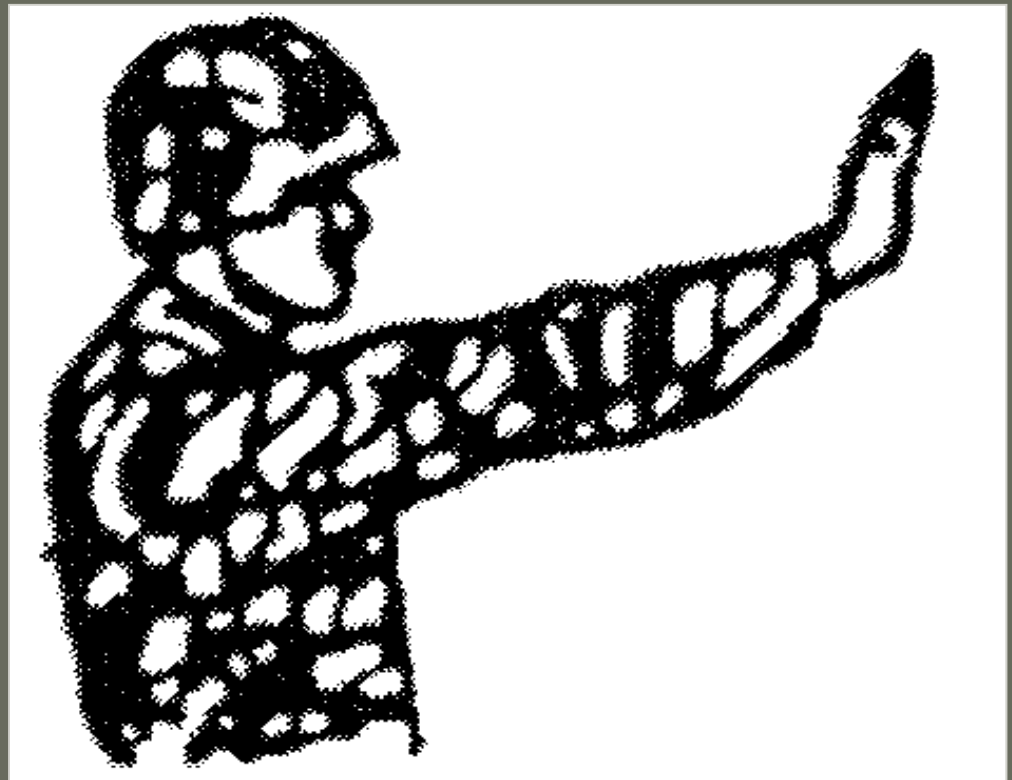




ARE YOU READY, I AM READY



- Are You Ready
 - Extend arm toward receiver with palm facing outward and fingers together
- I Am Ready
 - Same as above

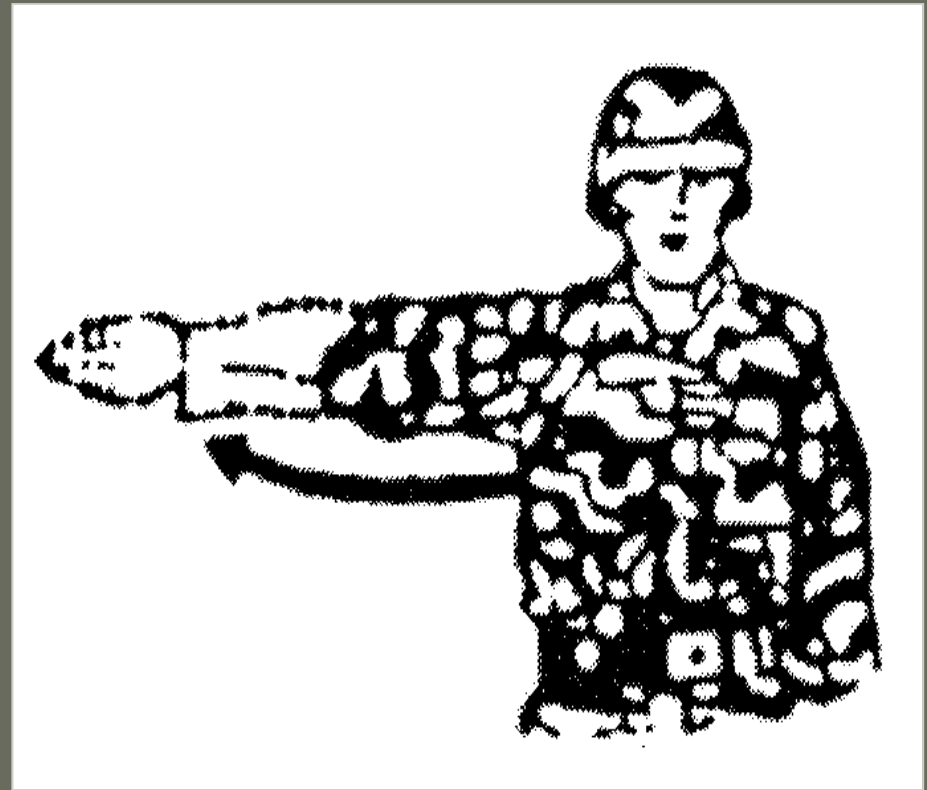




SHIFT



- Raise hand towards new direction across the body, palm to the front
- Swing the arm in a horizontal arc
 - Extending arm in the new direction





ECHELON

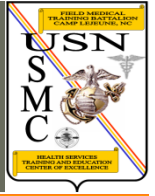


- Face the unit being signaled
- Extend one arm at 45 degrees above and one arm 45 degrees below the horizontal plane
- Palms to the front
- Lower arm indicates direction of movement





SKIRMISHER

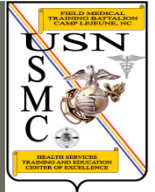


- Raise both arms laterally until horizontal
 - Arms and hands extended
 - Palms down
- Move in the desired direction





WEDGE

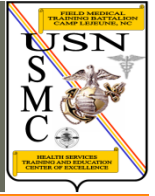


- Extend both arms downward and to the side
- Arms at a 45 degrees
- Below horizontal plane
- Palms to the front





VEE



- Extend both arms upward above head
- Arms at a 45 degrees
- Above horizontal plane
- Form 'V' with arms and torso





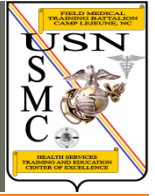
FIRE TEAM / SQUAD

- Fire team
 - Right arm diagonally across the chest
- Squad
 - Arm extended forward, palm down, wave hand up and down from the wrist

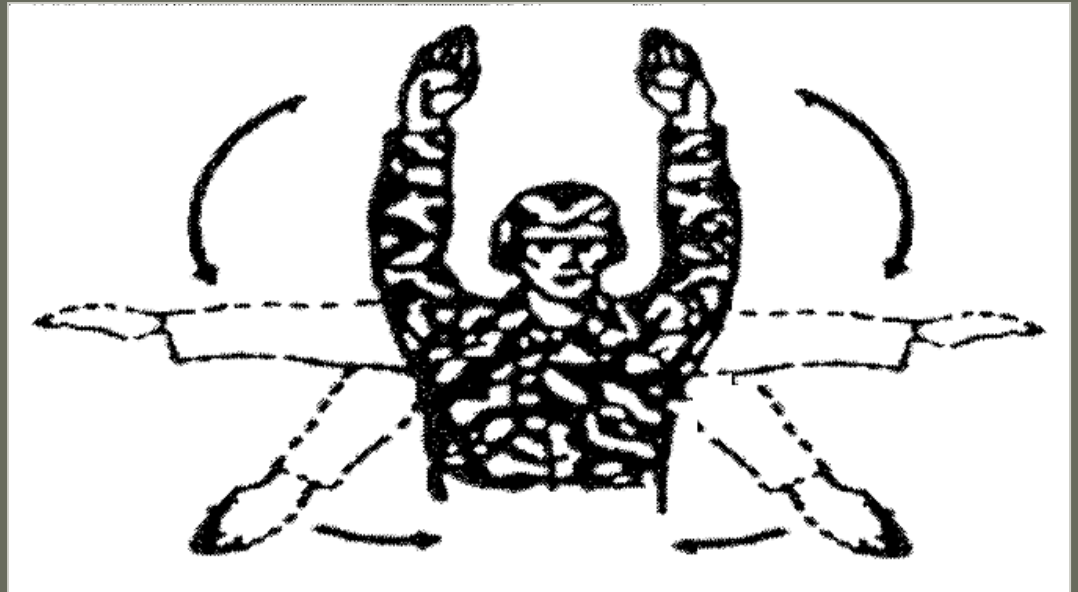


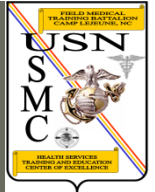


PLATOON



- Extend both arms forward, palms down, complete large vertical circles



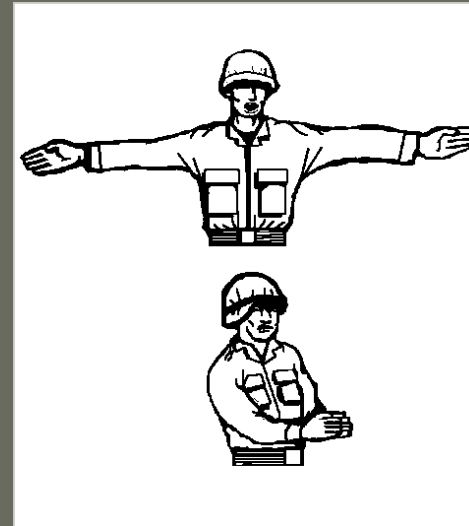


CLOSE UP/OPEN UP OR EXTEND

- Close up

Both arms extended laterally

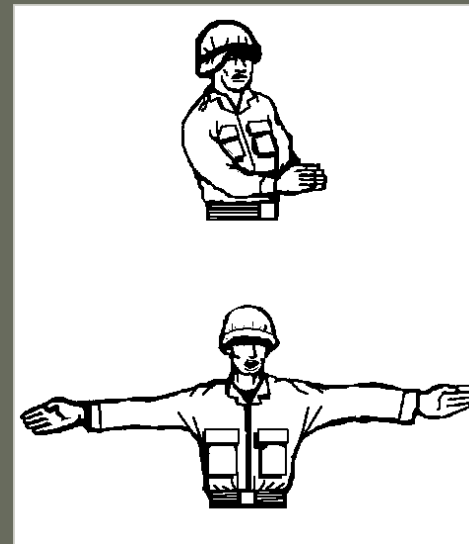
- Palm forward
- Brings hands towards midline



- Open up or extend

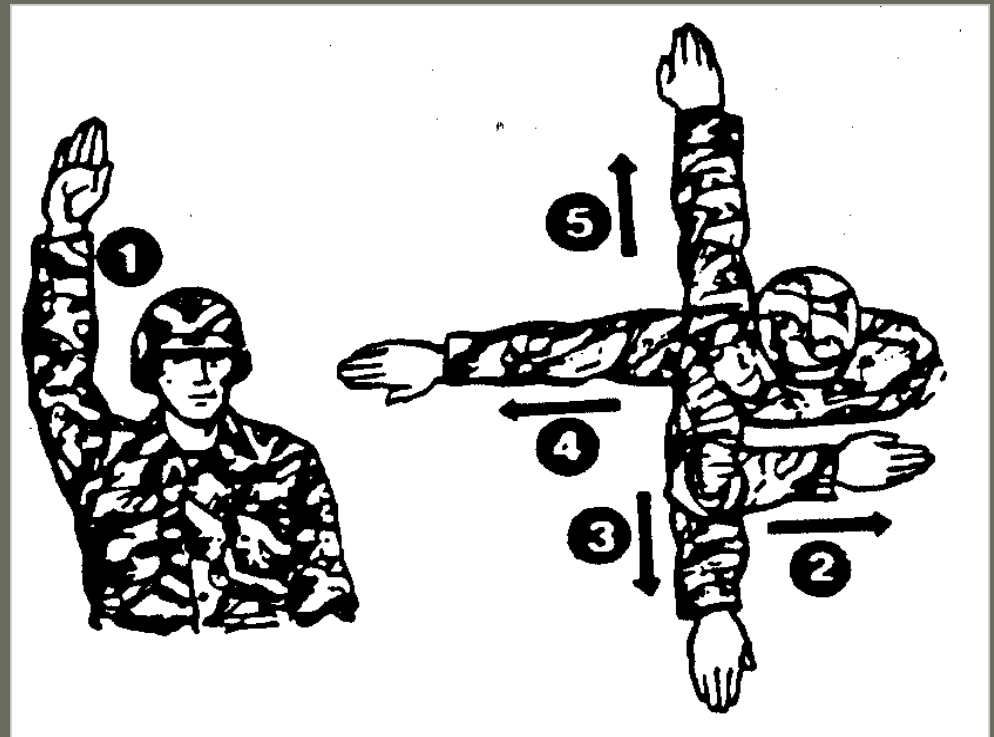
Reverse order of Close up

- Hands together at midline
- Extend laterally
- Palms forward



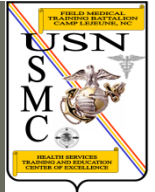
DISPERSE

- Extend one arm vertically overhead
 - Wave hand and arm to the front
 - Left
 - Right
 - Rear
 - Palm toward the direction on each movement





LEADERS JOIN ME

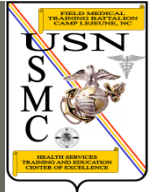


- Extend arm toward the leaders and beckon leaders with finger





I DO NOT UNDERSTAND



- Raise both hands to hip level
 - Elbows bent
 - Palms up
 - Shrug shoulder





FORWARD



- Move to the desired direction
 - Extend arm horizontally to the rear
 - Swing arm overhead and forward
 - Palm down

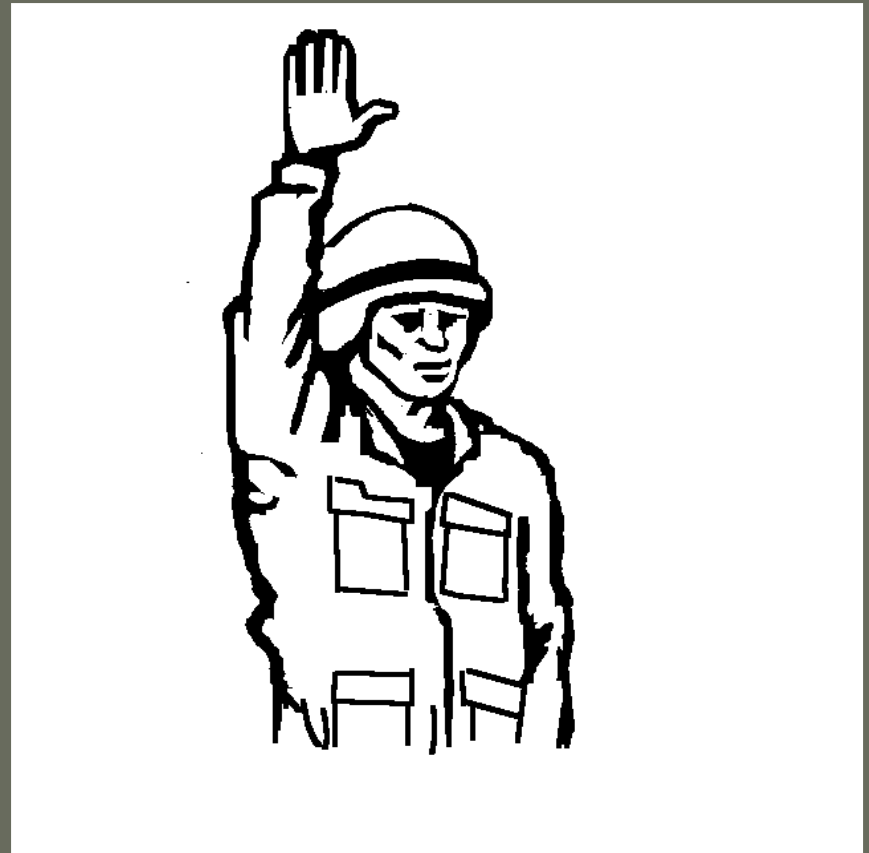




HALT



- Carry the hand to the shoulder
- Palm to the front
- Thrust hand upward
- Extend arm and hold in position till signal is understood





FREEZE

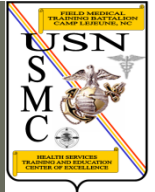


- Make the signal for halt
- Make a fist with the hand
- Do Not Move!





DISMOUNT, DOWN, TAKE COVER

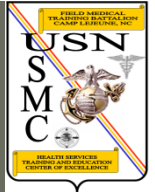


- Extend arm sideward at a 45 degree angle above horizontal
- Palm down
- Lower arm to the side





MOUNT

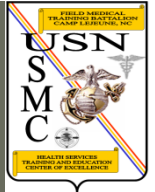


- Extend arm sideward at a 45 degree angle below horizontal
- Palm down
- Raise arm above head





DISREGARD PREVIOUS COMMAND

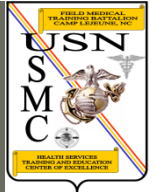


- Face the unit or individual being signaled, then raise both arms and cross them over the head, palms to the front

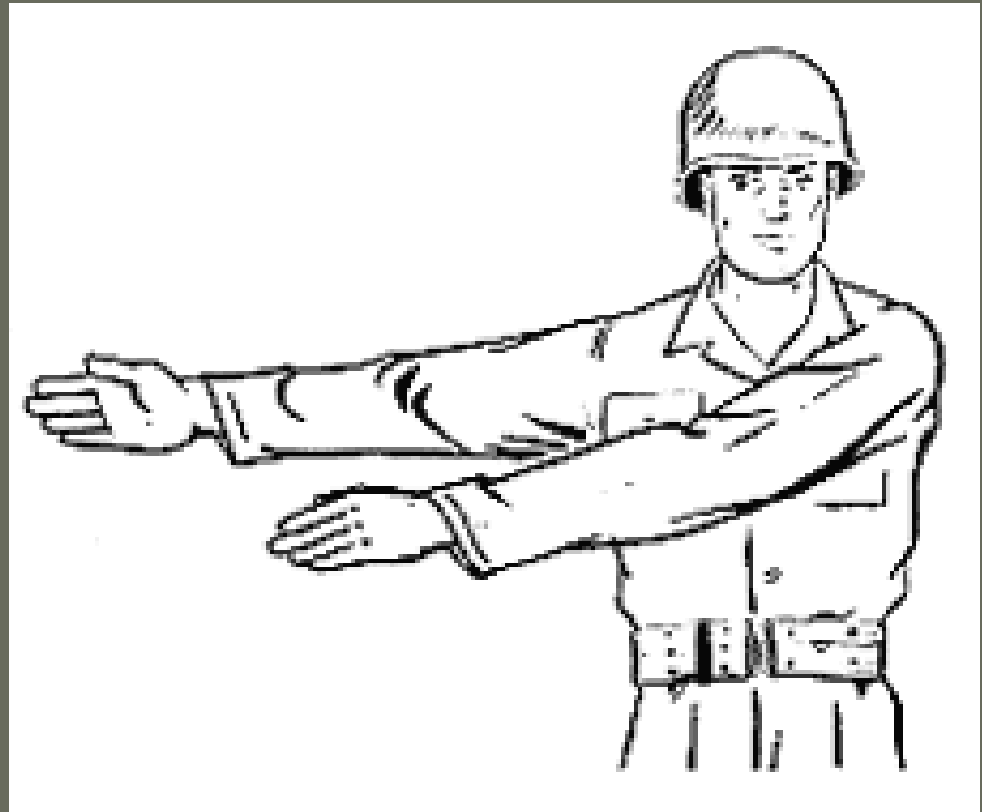




RIGHT (LEFT) FLANK

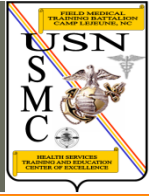


- Extend both arms in direction of desired movement

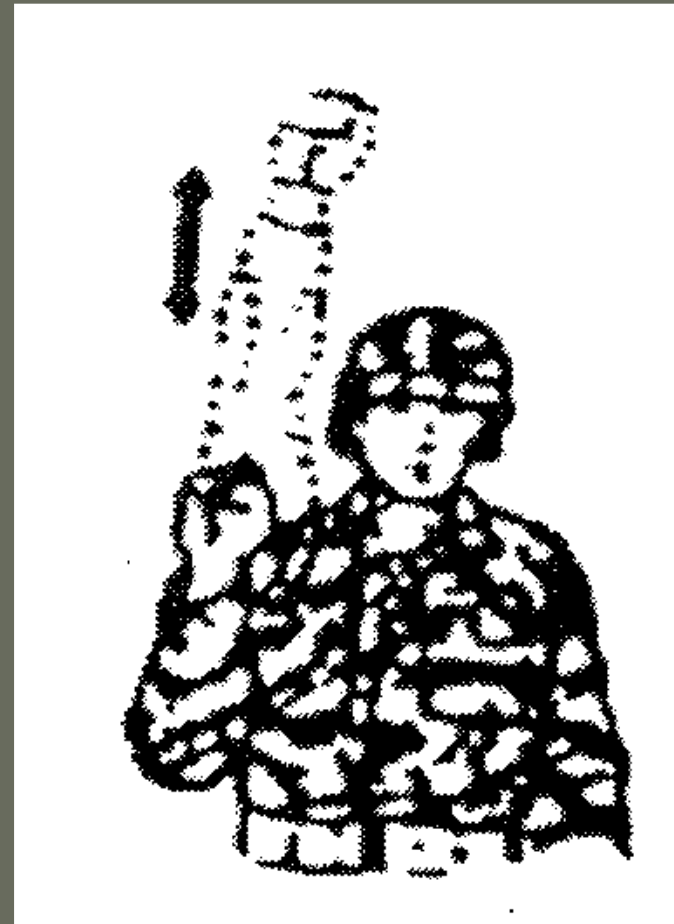




DOUBLE TIME

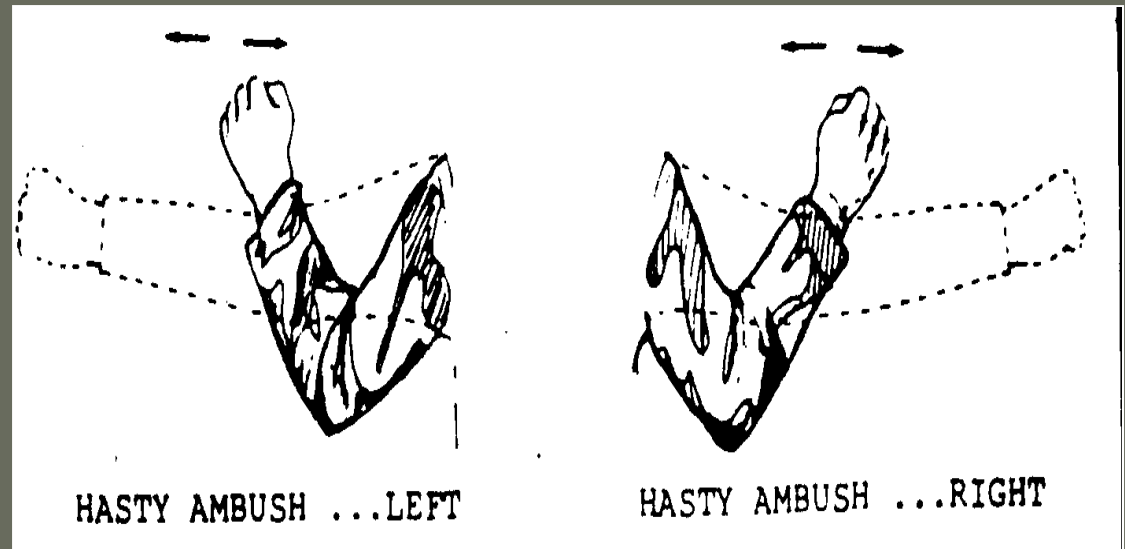


- Closed fist to shoulder level
- Rapidly thrust upward
- Arm fully extended
- Move up and down several times



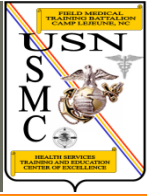
HASTY AMBUSH

- Raise fist to shoulder
- Thrust in desire direction several times

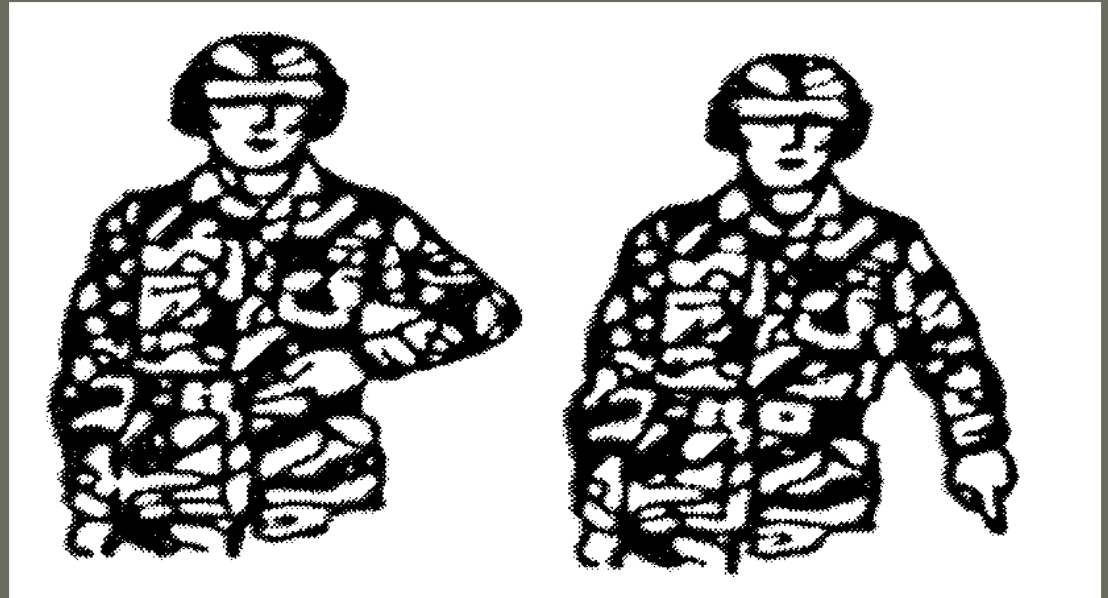




RALLY POINT

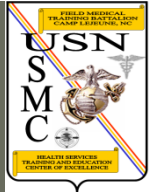


- Touch belt buckle with hand
- Point to the ground

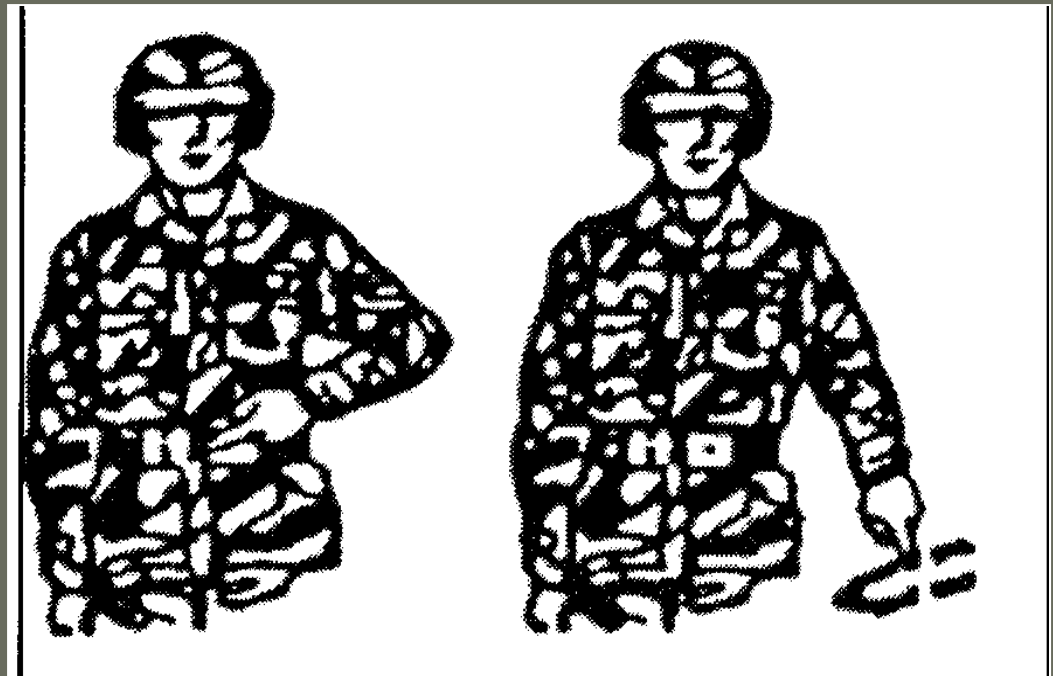




OBJECTIVE RALLY POINT

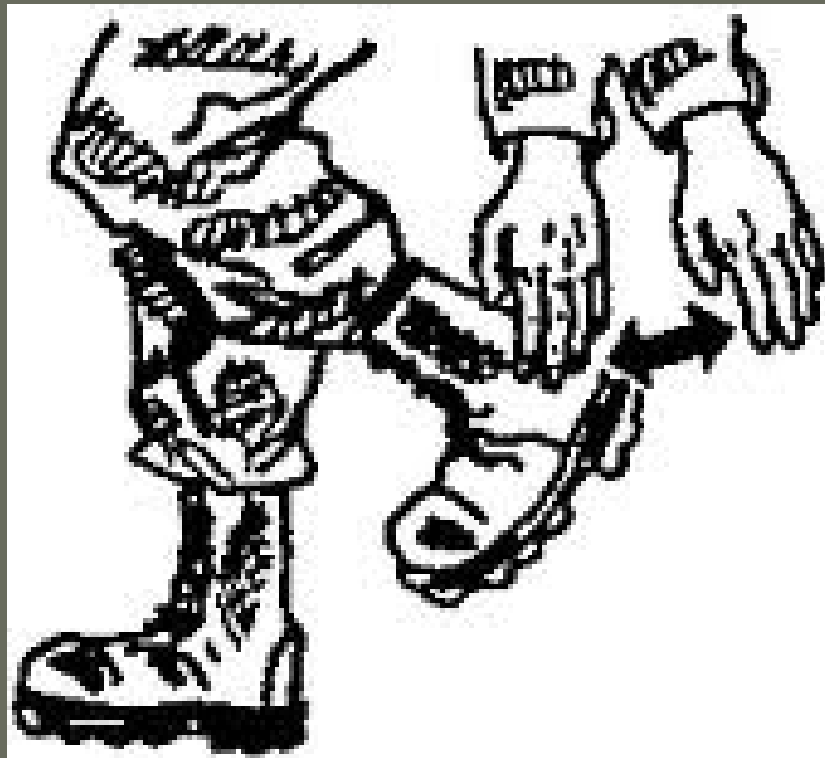


- Touch belt buckle with hand
- Point to ground
- Make circular motion



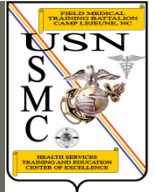
PACE COUNT

- Tap the heel of the boot repeatedly with open hand





HEAD COUNT



- Tap the back of the helmet repeatedly with open hand





DANGER AREA



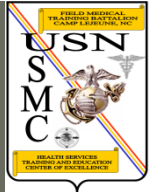
- Draw the right hand, palm down, across the neck in a throat-cutting motion from left to right







PATROLLING



FMST 304