

1. Introduction
 - Assign team leaders
 - Assign map man and time keeper
 - Security
 - SOP specialty teams
 - Time of WARNO/location
2. Receive the mission
3. Questions:
 - Higher's call/freq
 - Medevac/call/freq
 - Indirect fire/call/freq
 - Air support/call/freq
 - Confirm dis/azimuth
 - Notional security
 - AA location
 - PIR
 - ROE
 - Adjacent units
 - Pyro/smoke
 - Frag/AT-4
 - Binos
 - Test fire (optional)
 - MOPP level
 - Time verification
4. WARNO
 - Situation
 - Mission
 - Time hack
 - Give time of OPORD/location
 - Give time of rehearsals
 - Map/sand table
5. OPORD
 1. Situation – NO CHANGE
 2. Mission - REPEAT 2x
 3. Execution:
 - A. Concept – 3 phases (use phases as on sand table)
 1. Scheme of maneuver – squad column fire team wedge traveling formation
 2. Fire teams ALPHA/BRAVO
 3. Coordinating Instructions
 - a. actions at halt
 - b. listen and halt
 - c. routes primary/alt
 - d. release and entry points
 - e. rally points (vic.)
 - f. actions at danger areas
 - g. actions on contact
 - h. mopp level
 - i. time schedules
 - j. PIR
 - k. ROE
 - l. Signals to initiate attack
 - m. Specialty teams
 - n. Contingency plans...indirect fire
 4. Service and Support
 - A. General

1. SOP's in effect
 2. Casualty collection points
 - B. Material/Services
 1. Supply – Re-up points
 2. Transportation
 3. Services
 4. Maintenance – weapons, equipment
 - C. Medevac – method, priority, location of CCP
 - D. Personnel – method of handling EPW's two man search method
 5. Command and Signal
 - A. Command
 1. Location of Higher CDR
 2. Location of SL
 3. Succession of command
 - B. Signal
 1. Listening and halt
 2. Methods of COMMO
 3. Emergency signals
 4. Challenge and passwords
 5. Running password
 6. SOI in effect
 7. Pyro-tech signals to initiate attack
- Questions... Back Brief...Time to LD....Rehearsals

SALUTE Report
 Size
 Activity
 Location
 Unit/Uniform
 Time
 Equipment

Mission
 Enemy
 Time
 Troops
 Terrain

Observation
 Cover and Concealment
 Obstacles
 Key Terrain
 Avenues of Approach

- AA procedures
1. Quartering party recons AA and establishes security
 2. Quartering party determines positions for platoon
 3. Platoon moves outside perimeter, Quartering party guides in
 4. Priorities of Work:

Crew served weapons range cards
Fighting positions wire communication
Cammo positions clear fields of fire
Distribute ammo, water, rations, supplies, special equipment
PCIs rehearsals
Test fire personal hygiene
Rest plan coordinate with adj. Units
Establish Ops

5. Squad leaders, PSG and PL fill out sector sketches

9-line MEDEVAC

1. Location of pick-up site
2. Radio freq, call sign at pick up site
3. Number of patients by precedence
4. Special equipment required
5. Number of Patients
6. Security at pick up point(war)# and type of wounded, injury, or illness
(peace)
7. Method of marking pick up site
8. Patient nationality and status
9. NBC? (war) terrain description (peace)

OPORD#

Reference: Map

Time Zone

Task Organization

Terrain: obstacles

Effects on friendly

Effects on enemy

Avenues of approach

Key terrain features

Weather: precipitation

Visibility

Illumination

Humidity

Wind

1. Situation
 - a. Enemy Forces
 1. Disposition
 2. Composition
 3. Strength
 4. Capabilities
 5. Maneuver
 6. Fire Support
 7. Intel
 - b. Friendly Forces
 1. Higher units mission/Commander's mission
 2. Unit to left
 3. Unit to right
 4. Unit to front
 5. Unit to rear
 6. Unit in reserve
2. Mission
3. Execution
 - Intent
 - a. Concept of the operation
 1. Maneuver
 2. Fires
 - a. Purpose to attack
 - b. Priority
 - c. Allocation
 - d. Restrictions
 3. Reconnaissance and surveillance
 4. Intelligence
 5. Engineering
 6. Air Defense
 7. PSYOPS
 - b. Tasks to maneuver units
 1. 1-PL/SQD – 4th/PL/SQD
 - c. Tasks to combat support units
 - d. Coordinating instructions
 1. In the defense
 2. In the offense

- a. OEG
- b. MOPP
- c. PIR
- d. IR
- e. Time matrix
- f. Grid matrix

4. Service support

- a. General
 - 1. loc of co trains
 - 2. loc of BDE trains
 - 3. Aid station
 - 4. supply points/caches
- b. Material supply
 - 1. supply (I-IX)
 - 2. Transportation
 - 3. Services
 - 4. Maintenance
- c. Medical EVAC and hospitalization
- d. Personnel:
 - 1. EPWs
 - 2. Replacements
- e. Civil Military Co-ops
- f. Miscellaneous

5. Command and Signal

- a. Command
 - 1. co cp
 - 2. BDE cp
 - 3. Succession of command
- b. Signal
 - 1. SOI