

WARRIOR FORGE PREPARATION GUIDE



MIZZOU TIGERS
LEAD THE WAY!

Great place for PMS' LDAC motivational letter

Clarification on LDAC Graduation Requirements and LDAC Evaluation Reports. (As of 15DEC2005)

In order to clarify some of the changes that have been implemented, the following is a summary of key Cadet Command Warrior Forge 2006 command policies and "Completion Criteria" standards.

TRAINING

a. GENERAL. A WARRIOR FORGE Regimental Cycle is 33 days long and incorporates a wide range of subjects designed to develop and evaluate leadership and officer potential. The challenges are rigorous and demanding, both mentally and physically, and will test intelligence, common sense, ingenuity, and stamina. These challenges provide a new perspective on an individual's ability to perform exacting tasks and to make difficult decisions in demanding situations.

b. PROGRAM OF INSTRUCTION. The structure of the training program is sequential and progressive, starting with individual training tasks and building to complex, collective training. The training program includes:

INDIVIDUAL TRAINING

- Physical Training & the APFT
- Land Navigation
- Basic Rifle Marksmanship
- Combat Water Survival Test
- Confidence Training
- First Aid
- Individual Tactical Training
- Fire Support
- Hand Grenade
- Branch Orientation
- U.S. Weapons Orientation

COLLECTIVE TRAINING

- Field Leadership Reaction Course (FLRC)
- Squad Situational Training Exercises (STX)
- Patrolling

8. EVALUATION.

a. GENERAL. The Leadership Development Program (LDP) is a critical part of WF, providing evaluations of leadership potential through a series of formal and informal assessments conducted throughout WF. Teams of evaluators assess cadet/candidate performance in leader and follower positions. The primary evaluators are the Platoon and Company TACs, and committee evaluators who evaluate, coach, and assist in training cadets. As cadets perform as leaders or team members, evaluators assess performance and identify strong and weak areas of leadership behavior. At the same time, each cadet/OC has the opportunity to evaluate his/her own performance. Within 24 hours of completing a leadership position, cadets are counseled on their performance. Each cadet will also receive one-on-one counseling at the end of WF as the TACs review the Cadet Command Form 67-9 summary of their WF performance, a key document in the accessions process.

b. EVALUATED AREAS. Cadets will be evaluated in the following areas:

- (1) APFT. The three events are pushups, sit-ups, and the 2-mile run, as specified in FM 21-20.
- (2) Land Navigation. The Land Navigation score consists of three components: a written examination worth 20 percent, a daylight practical exercise worth 50 percent, and a night practical exercise worth 30 percent. The minimum requirement for passing is a score of 70 percent on the written test (14 of 20 points), and the daylight practical test (5 of 8 stakes, 35 of 50 points), and the night practical test (3 of 5 stakes, 21 of 30 points).
- (3) CWST. See section 6. (Cadet swimming Requirements)

(4) Leadership Performance. Cadets are rated in individual leadership performance and potential using the Cadet Command LDP system and can expect to receive graded evaluations during the following training:

- Field Leaders Reaction Course
- TAC Garrison Leader Assessments (2)
- Sqd STX Leader Assessments (2)
- Patrolling PL/APL/SQD LDR Assessments (1)

WF COMPLETION CRITERIA. To successfully complete WF, cadets must:

(1) Meet Height/Weight and Body Fat standards outlined in AR 600-9. See Appendix E, Height/Weight Policy Memo.

(2) Pass the APFT with a minimum total score of 180 points and 60 points in each event. If the initial test is failed, the cadet will be considered for retention in training. If approved a final APFT is taken at the end of the regimental training cycles. See Appendix E, WF APFT Policy Memo.

(3) Pass Land Navigation by attaining a cumulative score of 70 percent, with a minimum of 70 percent on all tests (written and practical). See Appendix E, Land Navigation Policy Memo.

(4) If an end-of-WF commissionee, pass the CWST. See Appendix E, CWST Policy Memo.

(5) Earn a minimum rating of Satisfactory” on each of the 16 leadership dimensions (part V) and the area of Values at the end of WF on the final evaluation report (Cadet Command Form 67-9).

(6) Complete at least 90% percent of training.

Cadets who fail to meet the standards above will be considered to determine whether they merit WF Graduation credit.

RECONDO REQUIREMENTS. To receive the RECONDO badge, cadets must:

a. Execute all Confidence and CWST events presented on the day of execution to prescribed standard. Failure to meet the standard for any event denotes a “NO GO” for badge qualification.

b. Achieve an APFT score of 270 or above without retest, 90 points in each event.

c. Achieve a score of 80% percent or higher on each of the written and practical (cumulative day and night) land navigation proficiency tests, without retest.

d. Achieve a “GO” on BRM (23 of 40 target hits).

e. Complete Hand Grenade Assault Course, the Individual Tactical Training assault course, and the First Aid Assault Course.

f. Achieve satisfactory (S) performance ratings or higher at Squad STX on both evaluation.

g. Successfully complete WF without a performance waiver. Medical waivers are acceptable.

h. Receive satisfactory or above summary ratings for all 16 scored Leadership Dimensions and the area of Values, as reported on the CDT CMD Form 67-9

Performance and Potential Rating: At the conclusion of training, each cadet will be rated by the Platoon TAC officer in one of three levels of Performance and Leadership Potential ratings, quantified as Exceeds Standards, Met Standards, or Needs Improvement. Only those cadets receiving WF completion credit will receive a Performance and Potential rating.

The following is the rating policy used at WF2006:

1. Effective WF2006, Performance and Potential ratings (Part VI, CCF 67-9 (Cadet Evaluation Report)) will change from Best Qualified/Fully Qualified/Qualified to “Exceeds Standards”, “Met Standards”, and “Needs Improvement”. There is no longer a forced distribution of ratings; each cadet has the opportunity to earn a maximum rating based on his or her performance at Warrior Forge.

2. Guidelines used to determine Performance and Potential ratings:

a. Cadets earn the maximum rating of “Exceeds Standards” by meeting one of the following sets of criteria:

(1) All cadets earn the maximum rating of “Exceeds Standards” if they:

-Earn a rating of “Excellent” in at least 3 of 6 mandatory leadership opportunities.

AND

-Earn a rating of “Excellent” in at least 8 of 16 leadership dimensions.

AND

-Have no waivers in Events (APFT, Land Nay, CWST, BRM, 90% attendance, “Satisfactory” or higher summary rating in all leader dimensions/values).

AND

-Are first time “GO” in APFT, Land Nay, BRM, and CWST.

(2) Cadets not meeting the specified criteria may earn a rating of “Exceeds Standards” with:

-Platoon TAC recommendation

-Regimental TAC approval

b. Cadets earn a rating of “Needs Improvement” if they:

(1) Fail to meet standards and require a waiver to remain at WF for a third attempt to pass APFT, LN, or BRM; fail to pass the CWST; or require a waiver to receive completion credit due to less than “Satisfactory” in Leadership Dimensions or Army Values:

-APFT (minimum of 60 pts in each event)

-Land Nay (minimum of 14/20 Written, 35/50 Day, 2 1/30 Night)

-BRM (minimum score of 23)

-CWST (pass all three events)

-Leadership Dimensions (minimum rating of “Satisfactory in each)

-Army Values (minimum rating of “Satisfactory” in each)

(2) Refuse to participate in training as defined by the Warrior Forge “Refusal to Train” policy (each refusal results in a performance board, which may recommend a waiver for the cadet to remain at WF~ in which case the cadet would meet the “Needs Improvement” criteria if otherwise successful in completing all training)

(4) Cadets who consistently perform at minimal levels may earn a rating of “Needs Improvement” with:

-Platoon TAC recommendation

-Regimental TAC approval

(5) All cadets rated “Needs Improvement” will have mandatory comments on their Warrior Forge CER addressing the specific deficient area(s).

c. All other cadets meeting Warrior Forge standards will earn the rating of “Met Standards”.

Any other questions refer to: <http://www.usaac.army.mil/accw/div/training/wf/wf-06-cc-circ-145-05.doc>

SQUAD STX AND PATROLLING STX

TAKE CHARGE IN A MINUTE

1. Actions upon being designated SQD Leader:

a. Stand up and **introduce** yourself and the Team Leaders

b. Establish security, sectors of fire, and 12 o’clock position

c. Bring recorder/RTO to OPOD (Ask OC to make sure its okay first)

d. Ensure you understand the mission. Ask the OC questions; e.g., Do I have fire support, claymores, AT-4s, grenades, smoke etc?

e. **ISSUE WARNING ORDER IMMEDIATELY (Should take only 2-3 minutes)**

WARNING ORDER OUTLINE

1. Situation
 - a. Brief statement of enemy (number, capabilities, what they are doing, and likely course of action)
 - b. Brief statement of weather/terrain if it might affect the mission
2. Mission
 - a. Tell your team leaders twice
 - b. Cover who, what, when, where, why
3. Execution
 - a. Assign special teams to your team leaders (they should pick the specific individuals from their teams to fill those roles)
 - b. Assign appropriate tasks to team leaders (tell them to rehearse their team's mission, ensure canteens are topped off, redistribute ammo, and conduct preliminary PCIs/PCCs)
 - c. Tell Recorder/RTO to find distance/direction and make sand table
 - d. **GIVE TIME AND PLACE OF OPORD, REHEARSALS, INSPECTIONS, AND SP TIME**
 - e. Give time hack
4. Service Support
 - a. Brief only information TL's need to start their TLPs (We have a claymore, or grenades, or
5. Command and Signal
 - a. Brief only information TL's need to start their TLP's (Signal for shift/lift fire, etc.)

* Once Warning Order is issued to TL's return to sand table with RTO and tailor it to the way you want, make final preparations for the OPORD.

ISSUE OPORD

Issue the complete order. Use this as another chance to demonstrate to the OC that you are taking charge; e.g.. ensure you have everyone (minus security), place elements around sand table (Alpha team on one side, Bravo on the other), ensure they have pen and paper, tell them to hold all questions to the end, and correct anyone not paying attention.

Below is the correct format for a Platoon OPORD. Be familiar with it, and remember how to change the Platoon OPORD you will receive into a good Squad OPORD.

PLATOON OPORD

Task Organization:

PLTHQ

1st SQUAD

2nd SQUAD

3rd SQUAD

4th SQUAD

Place attachments with appropriate squad or PLT HQ

1. SITUATION

- a. Light and Weather
 - 1) Light: SR ____ SS ____ MR ____ MS ____ % Illumination ____
 - 2) Weather: High ____ Low ____ % Chance of precipitation
- b. Terrain:
- c. Enemy Forces
 - 1) Disposition:
 - 2) Composition:
 - 3) Capabilities:
 - 4) Most probable course of Action:

- d. Friendly Forces
 - 1) Higher Unit:
 - 2) Left Unit:
 - 3) Right Unit:
 - 4) Rear Unit:
 - 5) Reserve:
- e. Attachments/Detachments:

2. MISSION:

3. EXECUTION

- a. Concept of the Operation
 - 1) Maneuver:
 - 2) Fires:
- b. Tasks to Maneuver Units
 - 1) 1st Squad: *task/purpose*
 - a) Occupy TAA...
 - b) Attack...
 - c) Coordinate with...
 - 2) 2nd Squad:
 - a)
 - b)
 - 3) 3rd Squad:
 - a)
 - b)
 - 4) 4th Squad:
 - a)
 - b)
- c. Coordinating Instructions
 - 1) Timeline:
 - 2) PIR:
 - a)
 - b)
 - c)
 - 3) MOPP Level:
 - 4) ROE:
 - 5) Reporting:
 - 6) Uniform:
 - 7) *As required*
- d. Safety

4. SERVICE SUPPORT

- a. General (Support Concept):
- b. Material and Service
 - 1) Material
 - a) CL I (ration cycle):
 - 2) Service
 - a) Transportation
 - b) *As required*
- c. Medical Evacuation:
- d. Personnel:
- e. Miscellaneous:

5. COMMAND and SIGNAL

- a. Command
 - 1) Chain of Command:
 - 2) Location of key leaders
 - a) CO:
 - b) XO:
 - c) ISO:
 - d) PL:
 - e) PSO:
- b. Signal
 - 1) Frequency:
 - 2) Call signs: SOI # _____ in effect *or*
 - a) CO _____ XO _____ ISG _____
 - b) PL _____ PL _____
 - c) PL _____ PSG _____
 - d) 1SL _____ 2SL _____ 3SL _____ 4SL _____
 - 3) Code words
 - a)
 - b)
 - c)
 - d)
 - 4) Miscellaneous:

END THE OPORD

Ask for any questions by stating “The time is now XXXX, what are your questions?” Once you have answered any questions conduct back brief by asking mission specific questions directed to key personnel. For example, ALWAYS ask compass and pace what distance and direction is! Ask team leaders what their team’s role is, etc.

CONDUCT REHEARSALS

Walk through the tasks, starting with actions on the objective (this is not simply EPW, Aid and Litter, etc. if your mission is an ambush then rehearse an ambush!) If time permits you may rehearse other elements of the mission. If you have spare time you may also cover contingencies (if the leader dies, if you take indirect fire, sniper fire, etc.). Have the squad actually walk through the rehearsals, even if just shoulder to shoulder, it will help them understand better than simply talking through the mission. Never assume your squad knows how to do what you may believe to be a simple task (crossing an LDA) because each school has its own twist on things.

LEADERSHIP TIPS FOR SQUAD STX AND PATROLLING STX

1. Regardless of the mission you must maintain some level of security. Make sure those on security are not falling asleep and are actually pulling security. Make the least significant personnel to the mission act as security, so key personnel can participate in rehearsals.
2. KISS (Keep It Simple Stupid). Keep your plan simple. Use the battle drills from FM 7-8. These will accomplish your mission. The more complex your plan, the more you run the risk of confusion and chaos. Make sure your squad understands your plan.
3. Emphasize the Casualty Collection Point (CCP) so you will not have casualties spread out across the battlefield. Keep it simple; the center of the objective or the objective rally point are good choices depending on the type of mission you have. Also, be careful who you put on Aid and Litter. You WILL have to carry your casualties so don’t put your small people on A&L, put your big guys on it.
4. Initiate and ambush with the most casualty producing weapon (Claymore, M-60, and M-16 on full auto). Don’t use a whistle or yell, this will give the enemy time to react before being fired on.
5. Know your mission. If your mission is to find a weapons cache, then don’t stop after you’ve killed the OPFOR. You need to find the cache and report it for your mission to be a success. Same goes for PIR, if you are told to report mortar tube orientations, etc., then do it!

6. Assume all enemy EPWs are alive and armed. OPFOR loves to set booby traps. Conduct thorough EPW searches.
7. Know your SALUTE, ACE, Call for Fire, and 9-Line Medevac report formats. Try to memorize them so you don't need to fumble around for a cheat sheet.
8. Avoid saying "We'll do it according to SOP" OC's do not like this. State what you are going to do.
9. Do not spend all of your time writing a perfect OPORD. It is better to have a 90% OPORD with time to conduct rehearsals, test fires, and inspections than to have a late 100% OPORD.
10. If you ask for, or are given fires or special weapons (claymores, AT-4, smoke, ...) use them! Make sure the individual you give these weapons to knows how to use them. They will probably have to demonstrate to the OC how to use it, or it may not "function" on the lane.
11. DO NOT LEAVE EARLY AND DO NOT LEAVE LATE! If you are running ahead of schedule there is always something you can do (more thorough rehearsals, inspections, prepare for variables, camouflage, ...). Do all you can not to be caught behind. If you absolutely need more time, then call ~"higher" and ask for additional time.
12. Do not forget your reports! Your OPORD will tell you when you need to report in, do it or get dinged!
- 13 **YOU ARE THE LEADER "Know your mission and take charge!" Be clear and concise in you OPORD and maintain a command presence at all times. Make your departure time, send reports as required. Be the loudest one out there after you make contact. Give commands and take charge. If you forget what to do, then just do what seems logical and execute it with violence of action. If you show confidence, take charge, and cooperate with your squad, you will do well.**

GARRISON CHAIN OF COMMAND POSITIONS AND RESPONSIBILITIES

SQUAD LEADER

a. NIGHT BEFORE.

- (1) BRIEF SQD ON THE TIME SCHEDULE AND EQUIP. LIST. DO THIS EARLY SO THEY HAVE MAX TIME TO PREP. DO NOT FORGET FEMALE CADETS.
- (2) ASSIGN TWO FIRE TM LEADERS AND DIVIDE YOUR SQUAD INTO TWO FIRE TMs.
- (3) ASSIGN TASKS FOR YOUR AREA IN THE BARRACKS CLEAN-UP.

b. DAY OF TRAINING.

- (1) SUPERVISE BARRACKS CLEAN-UP. USE A CHECK LIST OF ASSIGNED DUTIES TO ENSURE THEY ARE COMPLETED.
- (2) MAKE SURE ALL YOUR PEOPLE ARE IN THE CORRECT UNIFORM.
- (3) ENSURE EACH CADET IN YOUR SQD HAS PAPER AND PENCIL.
- (4) KNOW WHERE ALL OF YOUR PEOPLE ARE AT ALL TIMES.
- (5) MAKE SURE YOUR FEMALE CADETS ARE WELL INFORMED.
- (6) INSPECT ALL AND EQUIP. AT EVERY CHANCE (USE BUDDY SYSTEM).
- (7) MAKE SURE EVERYONE HAS FULL CANTEENS AND A CLEAN CANTEEN CUP.
- (8) WHEN GROUNDING GEAR, BE THE FIRST ONE FINISHED SO THAT YOU CAN URGE YOUR PEOPLE TO HURRY, DRESS THEIR GEAR ON YOURS, AND COVER DOWN ON THE SQUAD IN FRONT.
- (9) SEE THAT YOUR PEOPLE EAT CHOW AND ENCOURAGE THEM TO FINISH ON TIME. YOU SHOULD EAT LAST.

PLATOON SERGEANT

a. NIGHT BEFORE.

(1) ASSIGN AREAS OF RESPONSIBILITY FOR BARRACKS TO EACH SQD. AFTER LEADERS HAVE BRIEFED THEIR SQDs, CIRCULATE THROUGHOUT BARRACKS CHECKING THAT THE CADETS ARE INFORMED ON THE NEXT DAY'S TRAINING AND EQUIPMENT. BE SURE TO BRIEF FEMALE CADETS.

(2) BE AVAILABLE TO THE PLT LEADER AS HE/SHE WILL FREQUENTLY NEED INFORMATION FROM THE PLT MEMBERS,

b. DAY OF TRAINING.

(1) GIVE STATUS REPORT TO FIRST SERGEANT WITH NUMBER OF CADETS IN PLT, NUMBER ABSENT (SICK CALL) AND NUMBER PRESENT FOR TRAINING. KEEP PLT LDR INFORMED OF PLT STATUS AT ALL TIMES.

(2) SUPERVISE THE CLEANING OF BARRACKS. (FOR FEMALE PLT SERGEANTS, ASSIGN ONE OF YOUR MALE SQUAD LEADERS TO THIS JOB).

(3) MAKE SURE BARRACKS ARE LOCKED WHEN YOU LEAVE. YOU SHOULD BE LAST OUT OF THE BARRACKS. ENSURE ALL LOCKERS AND WINDOWS ARE SECURED. DO NOT LIMIT THIS TO A VISUAL CHECK; PHYSICALLY CHECK EVERYTHING.

(4) FORM AND DISMISS PLT FOR PLT LEADER. RECEIVE THE REPORT. REMEMBER NOT TO CONDUCT FORMATION WITH THE PLATOON FACING THE SUN, KEEP THE TROOPS IN THE SHADE IF POSSIBLE. DO NOT WASTE TIME!

(5) TAKE CHARGE OF THE PLT IN THE PLT LEADER'S ABSENCE.

(7) POST A RUNNER TO THE MESS HALL SO HE CAN INFORM YOU WHEN TO GO,

(8) POST A GUARD WHENEVER EQUIPMENT OR RIFLES ARE GROUNDED FOR CHOW. BE SURE HE/SHE IS RELIEVED.

(9) DO NOT BE LATE FOR ANY FORMATION.

(10) COUNT YOUR PEOPLE AS THEY LOAD VEHICLES. GIVE AN "UP" TO PLT LEADER WHEN YOU ARE LOADED.

(11) PERFORM BRASS CHECK AFTER ANY TIME YOUR PLT HAS ACCESS TO AMMUNITION.

(12) PERFORM SPOT CHECK AFTER ANY TIME YOUR PLT HAS ACCESS TO AMMUNITION.

(13) SUPERVISE YOUR PLT THROUGH THE CHOW LINE. PLT SGT SHOULD NOT EAT UNTIL THE ENTIRE PLT HAS BEEN FED.

PLATOON LEADER

a. NIGHT BEFORE.

(1) BE SURE YOU UNDERSTAND ALL OF THE FOLLOWING DAY'S ACTIVITIES. KNOW ORDER OF CHOW AND ROLES OF THE PLATOONS.

(2) BRIEF YOUR PLATOON SERGEANT AND SQUAD LEADERS ON THE NEXT DAYS ACTIVITIES.

(3) IF BOTH THE PLATOON LEADER AND PLATOON SERGEANT ARE MALE. APPOINT A FEMALE TO BE IN CHARGE IN THE FEMALE BARRACKS.

b. DAY OF TRAINING.

(1) GET HEAD COUNT FROM PLATOON SERGEANT.

(2) ALWAYS HAVE YOUR PLATOON WHERE IT IS SUPPOSED TO BE, WHEN IT SHOULD BE THERE.

(3) MAKE A VISUAL CHECK TO ENSURE YOUR BARRACKS ARE CLEAN AND WALL LOCKERS ARE

SECURE.

(4) IF YOUR PLATOON IS DIVIDED, YOUR PSG WILL GO WITH ONE HALF, WHILE YOU GO WITH THE OTHER HALF.

(5) IF YOU MUST LEAVE YOUR PLATOON AT ANY TIME, INFORM YOUR P50 THAT HE IS IN CHARGE.

(6) PLAN FOR CONTINGENCIES. THINK AHEAD.

(7) YOU'RE OUT IN FRONT: REMEMBER THAT YOUR ATTITUDE SETS THE EXAMPLE.

(8) DO NOT ALWAYS LET THE CO, XO, OR ISG COME TO YOU WITH INFORMATION; CONTACT THEM, ESPECIALLY EARLY IN THE MORNING FOR LATE CHANGES.

(9) WHEN TRAINING IS DONE AT THE PLATOON LEVEL; REPORT TO THE INSTRUCTOR/EVALUATOR FOR YOUR PLATOON.

FIRST SERGEANT

a. THE NIGHT BEFORE ATTEND CADRE COMPANY TACTICAL OFFICER'S MEETING WHERE HE PROVIDES GUIDANCE FOR THE NEXT DAY'S TRAINING.

b. CONTACT PLATOON LEADERS TO GO TO THE CO'S MEETINGS.

c. ENSURE PSGs HAVE INFO ON ORDER OF CHOW, TIME OF FORMATION, ORDER OF MARCH, ETC.

d. KNOW WHERE YOUR PEOPLE ARE AT ALL TIMES. HAVE PSG KEEP YOU INFORMED, AND BE SURE TO INFORM YOUR CO.

e. YOUR PSGs SHOULD FREQUENTLY BE CHECKED TO MAKE SURE YOUR INSTRUCTIONS ARE CARRIED OUT PROPERLY.

f. WHEN LOADING VEHICLES, KNOW HOW MANY PEOPLE ARE IN EACH VEHICLE.

g. MAKE SURE THE COMPANY KEEPS THE SCHEDULE.

h. WHILE MARCHING, SOUND A LOUD AND CLEAR CADENCE, OR ASSIGN SOMEONE TO DO THIS.

EXECUTIVE OFFICER

A. NIGHT BEFORE.

(1) ATTEND CADRE COMPANY TACTICAL OFFICER'S MEETING WHERE HE PROVIDES GUIDANCE FOR THE NEXT DAY'S TRAINING.

(2) COORDINATE WITH THE APPROPRIATE CADRE.

(a) ARRIVAL, LOCATION, AND MEANS OF TRANSPORTATION TO AND FROM TRAINING SITE.

(b) LOCATION OF FIRST AID VEHICLES (THROUGHOUT THE DAY).

(3) ATTEND MEETING HELD BY CADET CO FOR HIS OP ORDER.

B. DAY OF TRAINING.

(1) KNOW TRAINING SCHEDULE.

(2) COORDINATE WITH CADRE ISG ON WHEN AND WHERE MEALS WILL BE SERVED. CHECK FIRST TO MAKE SURE MEALS WILL BE SERVED ON TIME. BE READY WITH A CONTINGENCY PLAN IF MEAL WILL BE LATE.

(3) ANTICIPATE JOBS IN WHICH DETAILS WILL NEED TO BE ASSIGNED.

(4) COORDINATE WITH ISG OR DIRECTLY WITH PLT SGT (DEPENDING UPON COMPANY SOP) TO SECURE CADETS FOR EACH DETAIL. TYPICAL DETAILS IN THE FIELD WILL INCLUDE HELP WITH

CONTRACT MESS, LOADING AND UNLOADING SUPPLIES, AND POLICING THE EATING AREA. NORMALLY THE DUTY PLT WILL SUPPLY PERSONNEL FOR THESE DETAILS.

(5) MAKE SURE PLTs GET TO CHOW ON TIME.

(6) IN THE FIELD, ASSIST THE ISG BY CIRCULATING IN THE CHOW AREA CHECKING TO SEE THAT CADETS HAVE ENOUGH TO EAT AND DRINK.

(7) AT THE MESS HALL, STAND OUTSIDE AND HELP CONTROL THE LINE OF CADETS IN THE CHOW LINE.

COMPANY COMMANDER

a. NIGHT BEFORE.

(1) MEET WITH YOUR CADRE COMMANDER WHILE HE PROVIDES A MISSION BRIEFING. ASK QUESTIONS IF ANYTHING IS UNCLEAR TO YOU.

(2) HAVE A MEETING TO BRIEF YOUR XO, ISG, AND PLT LEADERS ON THE PLAN OF THE DAY.

(3) KNOW WHERE YOUR XO AND ISG ARE LOCATED IN THE BARRACKS.

b. DAY OF TRAINING.

(1) AVOID LENGTHY FORMATIONS. IF POSSIBLE, TRY NOT TO FORM UP IN THE SUN. USE THE CHAIN-OF-COMMAND TO DISSEMINATE INFORMATION.

(2) ENFORCE THE ESTABLISHED TIME SCHEDULE. MAKE SURE PLTs ARE INFORMED OF ANY CHANGES.

(3) MOVE PEOPLE AS RAPIDLY AS POSSIBLE.

(4) WHEN MOVEMENT IS BY VEHICLE, BE SURE ISG OR XO HAS ACCURATE COUNT OF CADETS ON EA. VEHICLE.

(5) ALWAYS LOCATE YOURSELF WITH THE 1st MOVING PLATOON.

(6) BE SURE ISG KEEPS YOU UP-TO-DATE ON NUMBER AND LOCATION OF PERSONNEL IN THE COMPANY.

(7) REPORT TO OIC OF A TNG SITE ONCE CADETS ARE IN BLEACHERS.

(a) BE SURE ALL CADETS ARE STANDING.

(b) REPORT WITH SALUTE, SAYING, "SIR, __ COMPANY, __ CADETS PRESENT FOR TRAINING."

(8) YOU MAY WANT TO PROMOTE COMPANY INTEGRITY AS OPPOSED TO PLATOON RIVALRY BY INSTITUTING A COMPANY CHEER FOR APPROPRIATE OCCASIONS.

(9) IF DIVISION OF PLTs IS NECESSARY FOR INSTRUCTION, ROTATE THE DIVIDED PLT TO PREVENT SAME PLT FROM ALWAYS BEING SPLIT-UP. ROTATING THE DUTY PLT IS SUGGESTED.

THINGS TO LEARN BEFORE LDAC

- Cadet Creed
- Army Song
- A Bar of Gold Song
- 9-Line MEDEVAC (in TACSOP)
- Call for Fire (in TACSOP)
- OPORD Format
- FM 7-8 → Battle Drills, Movement Techniques, Formations,
- Proper Radio Procedures
- Also good to flip through the Soldiers Manual of Common Tasks (you can learn a lot of info to help your peers)

THINGS TO BRING (THAT MAY OR MAY NOT BE ON THE PACKING LIST)

- 550 Cord
- 100 MPH Tape
- Mosquito Net (available at Military Surplus Store)
- Lots of Extra Brown T-Shirts, Socks, and underwear (if you wear it; I'd advise against it), laundry is a difficult task at LDAC.
- Knife or Multi-tool (less than 3 in.)
- Some Cash (if they let you use the Cadet store)
- Bug Spray (may want to buy it once you get there, can be a problem with the airline)
- ZIP LOCK BAGS, various sizes
- Enough personal hygiene items for your whole stay (you don't want to be the stinky kid)
- Bring three pairs of boots (so you can have one nice shiny pair out for display... you can also save it for graduation. The other two you can rotate through.) I'd recommend a pair of jungle boots for comfort and ease of shining (make sure they are black jungles).
- Camouflage bungee cords for setting up hooches
- Camo Stick or Compact
- Baby Wipes (good for getting off camo and field "showers")
- Electric Razor (and regular ones for when you're in the field)
- Little Clip Board
- PLENTY of Pens and Pencils (Mechanical)
- Envelopes/Stamps/Calling Card
- Fabreeze/Spray Deodorant - Good for "sanitizing" nasty uniforms
- Ranger Beads
- Poncho liner
- Luggage Locks (the type with three separate numbers, so you can just change one number and get into your locker really quickly). Having an extra padlock is a good idea too.
- Lighters (not for smoking, for burning threads and 550 cord)
- Ruck Sack (take off the frame and bring the bag if you have a medium or large.. you'll get smalls at LDAC) *You may have to carry additional equipment if you have the largest ruck*
- Zip Ties (for Flex Cuffs)

OTHER ODDS AND ENDS

- **KNOW CADENCE: BOTH RUNNING AND MARCHING!!!** No one likes hearing the same cadence over and over or "left, left, left, 1, 2, 3, 4" over and over again.
 - **Make sure you lock your lockers. If you're in leadership a good idea is to task someone to go around and check before each formation. An unlocked footlocker can result in negative spot reports for offenders and bad evaluations for leadership**
 - **Make sure you know how to write a good yellow card. If you have questions, ask an MS4 before you leave.**
 - **Buy a few notebooks that fit well in BDU pockets, you'll need them all the time. (waterproof writeable)**
 - **Volunteer for details! It comes with benefits: The cadre will get to know you and your classmates will see you're willing to help out. This may help both regular evals and peer evals.**
 - **Pay attention to others, and learn from their mistakes/successes.**
 - **Never ever complain.**
- Win the "popularity contest" in garrison. Deal with the task at hand. if you don't get along with a certain person do not make it obvious by being a complete jerk, avoid confrontation in front of a crowd. Remember that everyone has to do the same thing.**

- **Jump through the hoops and do your best at every event.**
- **Make sure you are physically fit prior to getting to camp!** If you fail your PT test, there are two routes: 1) They will send you home. Or 2) You will take it toward the end of LDAC (you will be so out of shape by then it is not even funny)
- **Volunteer to be the radio man** (if you know how to talk on a radio). Your peers will appreciate the gesture and you'll look high speed if you do a good job. It also comes with some benefits: You always know what's going on, you don't have to pull security (typically), and since you're typically one of the first people shot, you get to rest a bit.
- **AGAIN, DO NOT COMPLAIN!!!** You do not want to be whiny. Your peers will get annoyed and not work as hard for you. It will also hurt your peer evaluations.
- **Do not mess around:** even a little joking can make you look unprofessional in front of cadre.
- **Do not possess items you are not supposed to have** (cell phones, civilian clothing, FM's & books besides those authorized, FOOD, etc.). YOU will have an opportunity to lock these items up at the beginning of camp. DO IT! Several people were sent home for integrity violations last year.
- **Choose high speed cadets to be your TL's and Recorders** both during garrison and STX.
- **Do Not lose items,** or forget to show up to formation with certain items, it will make you look ate up.
- Bring copies of the Cadet Creed, Army Song, and a Bar of Gold. **YOU SHOULD KNOW THESE BEFORE YOU GET THERE,** but having copies to distribute to the rest of your Squad or platoon will be appreciated by them.
- **Teach classes on what you know. If you are PSG or SL on a slow day, pull out some pocket training to teach for upcoming events: How to throw a grenade. How to march. How to whatever. Don't be lazy.**
- **Make sure your pace counts for day and night are accurate. This is more important than your compass!**
- **The PT test is the first thing your peers and TACs will judge you on, DO WELL!** It may be their first impression of you. Some TAC's even gave positive spot reports for 300+ on the APFT.
- **AFTER EACH MAJOR EVENT, LET IT GO. If you didn't do as well as you wanted to, don't worry about it; move on to the next event and do your best. DO'NT LET ANYTHING GET TO YOU!**
- **Make sure your boots are broken in.** Wear them around before you go if you have to.
- **Take warm clothes for the field, it gets cold at night.** A set of polypro top/bottom should do you well. A stocking cap is also nice.
- **Do not complain about using the phone.** Calling home ALL THE TIME can make you look weak and it will take away valuable time. It is only four weeks - you can hack it!
- **Prior service guys can offer a lot of advice; listen to them.**
- **Avoid using tobacco at LDAC.** It will take you away from your SQD and is a crutch. Do not get caught dipping where you are not supposed to. This could also be an integrity violation if you are caught with it.
- **HELP OTHER CADETS.** Everyone will notice and it will help your evaluations.
- **Volunteer to help teach A Bar of Gold, Cadet Creed, and Army Song.** You have to learn these in the first few days. By helping everyone learn them you are showing you are a good leader and are high speed. You will get good face time in front of your peers and TACs too.
- **Do not blow off your LT's. They may just be a butter bar, but they are officers.** Treat them with the same respect you would any officer so you don't piss them off (they may be your evaluator).
- **You will be issued some NASTY winter uniforms at LDAC, DO NOT MIX AND MATCH WINTER/ SUMMER BDUS (ESPECIALLY COVERS).** This is not permitted and you will look jacked up.
- **Do not waste people's time with unnecessary formations.**
- **Try to get your troops as much sleep as possible: it helps morale.**
- **DO NOT COMMIT FRATRICIDE IN STX LANES!!!!!!!!!!!!!!!!!!!!**
- **CHILL OUT, ITS JUST LDAC. DO NOT LET YOUR PEERS/TACS SEE YOU LOSE YOUR COOL. TRY YOUR BEST TO STAY CALM UNDER PRESSURE AND YOU WILL DO FINE!**

- **Maintain a positive attitude. Even if you think it sucks royally, it will be over soon. Just try to look on the bright side at all times!! It will make it more enjoyable and you will get along better with your peers!!**
- **Always do the right thing, if you are supposed to pull security, do it. This goes along with professionalism. If the TA C's see you do this they will know you have discipline.**

Listen to this advice, it comes from people who have already experienced LDAC and know how to get an E.

A BAR OF GOLD

**A Bar of Gold on Army Green // A Bar of Gold on Army Green
If you're looking for a leader, // One who's heard as well as seen
Look to the one who's earned respect // And a Bar of Gold on Army Green**

CADET CREED

I am an Army cadet. Soon I will take an oath and become an Army Officer committed to defending the values which make this nation great. Honor is my touchstone. I understand mission first and people always.

I am the past: the spirit of those warriors who have made the final sacrifice.

I am the present: the scholar and apprentice soldier enhancing my skills in the science of warfare and the art of leadership.

But above all, I am the future: the future warrior leader of the United States Army. My God give me the compassion and judgment to lead and the gallantry in battle to win.

I WILL do my duty.

ARMY SONG

Warrior Forge verses:

**First to fight for the right // And to build the nation's might.
And the Army goes rolling along. // Proud of all we have done,
Fighting till the battle's won. // And the Army goes rolling along.**

**And it's hi! hi! hey! // The Army's on its way, // Count off the cadence loud and strong:
For where'er we go, you will always know that the Army goes rolling along.**

Additional Verses:

**Valley Forge, Custer's ranks // San Juan Hill and Patton's tanks,
And the Army goes rolling along. // Minutemen from the start,
Always fighting from the heart, // And the Army goes rolling along.**

**Then it's hi! hi! hey! // The Army's on its way,
Count off the cadence loud and strong: // For where'er we go, you will always know
That the Army goes rolling along.**

**Men in rags, men who froze, // Still the Army met its foes,
And the Army goes rolling along. // Faith in God, then we're right
And we'll fight with all our might // As the Army goes rolling along.**

**Then it's hi! hi! hey! // The Army's on its way,
Count off the cadence loud and strong: (two, three!) // For where'er we go, you will always know
That the Army goes rolling along. (Keep it rolling!) // And the Army goes rolling along.**

KO Bunker	
SITUATION: A. Enemy B. Friendly Forces	Intel reports a hasty bunker has been set up to the front of the Enemy main defensive area to our front. The bunkers are manned by 2 to 4 lightly armed soldiers who will defend strongly, possibly with a MG. (1) Higher Unit: _____ Company attacks to seize OBJ SANTA BARBARA NLT (H+80) to destroy enemy bunkers. (2) Right unit Mission: _____ PLT, _____ Company, attacks along AXIS Blue to secure OBJ SANTA ANA NLT (H+80) in order to prevent detection of main attack. (3) Left Unit Mission: _____ PLT, _____ Company, destroy enemy reinforced squad vic SANTA MONICA NLT (H+80) to protect main effort's eastern flank.
MISSION:	_____ PLT attacks along AXIS RED (H+45) to seize OBJ COSTA MESA vic. ET _____ NLT (H+80) to destroy enemy bunker.
EXECUTION: A. Concept (1) Maneuver (2) Fires B. Task to Man. Units B. Coord/Inst Service Support Command & Signal	(1) LD (5 meters to front) at (H+45) in plt column, (Your Squad) leads, the ME, along AXIS RED to attack and capture the enemy bunker position on OBJ COSTA MESA by (H+80), _____ SQD follows to secure right flank in support of the main effort, _____ SQD is in Reserve. (2) Fires: 1 st in POF for CO mortars. Plt pri to Your Sqd. _____ Squad, the main effort, cross the LD (H+45), move along AXIS RED, knock out bunker on OBJ COSTA MESA NLT (H+ 80) _____ Squad will cross the LD (H+ 45) and move along AXIS RED to secure right flank. _____ Squad reserve, be prepared to attack bunker. (1) PIR: Weapons, communications equipment, NBC Capabilities. (2) Reports: Crossing LD, enemy contact, captured EPWs, ACE after consolidation, and SITREPS as needed. a. General. Company trains located in Co AA vic grid _____. b. Material and Services. (1) Supply: No Re-supply available for 24 hrs. (2) Class I cycle is: MRE-MRE-MRE. (3) Top off water in your current positions before moving out. (4) Transport: None (5) Services: None (6) Medical: Casualty collection point at CO AA/MEDEVAC available upon request. (7) Personnel: EPW collection points located at CO AA and o/o on OBJ. (8) Miscellaneous: _____ Smoke available A. Command (1) Higher Unit Location: _____ Company CP follows main effort. (2) Platoon Leader follows (Your) Squad and _____ Squad. (3) Succession of Command: PL, PSG, _____ (You), _____ SL, _____ SL. B. Signal (1) Call Signs: PL=T16, PSG=T17, FO=T15, 1SL=C31, 2SL=C32, 3SL=C33. (2) Number Combination: 9 (3) Challenge and Password: Super/Conductor (4) Running Password: Presto Time is now _____, What are Your Questions.

Point Ambush	
SITUATION:	
A. Enemy	BN Intel reports that enemy mounted patrols are moving along trails in our AO. These patrols consist of 2 to 3 men armed with light weapons, who will resist as their morale is high.
B. Friendly Forces	(1) Higher Unit: _____ Company defends BP YANKEE (point to rear) NLT (H+45) to defeat enemy forces. (2) Left unit Mission: _____ PLT, _____ Company, defends BP METS (point to rear) NLT (H+45) to defeat enemy forces. (3) Right Unit Mission: _____ PLT, _____ Company, defends BP ASTROS (point to rear) NLT (H+45) to defeat enemy forces.
A&D	None.
MISSION:	_____ PLT establishes an area ambush NLT (H+80) to destroy enemy patrols vic. ET _____ to prevent the enemy from locating avenues of approach into BP YANKEE.
EXECUTION:	
A. Concept	The Plt will infiltrate into AO GOPHER with each Sqd moving along a separate route to their point ambush site. (Your) Squad will cross LD NLT (H+45) along route Blue to establish point ambush vic ET _____, _____ SQD will follow along route Gray to the secondary site Vic. ET _____. _____ SQD will secure BP.
(1) Maneuver	
(2) Fires	(2) Fires: None available.
(3) Tasks to Man units	_____ Squad, the main effort, cross the LD (H+45), move along Route BLUE and establish a point ambush at ET _____, set NLT (H+80). _____ Squad follow across PL, move along Route GRAY and establish a point ambush at ET _____, set NLT (H+80). _____ Squad secure BP.
B Coord/Inst	(1) PIR: Enemy direction of travel, communications equipment, NBC Capabilities, type of vehicle. (2) Reports: Depart LD, Ambush set, captured EPWs, ACE after consolidation, and SITREPS as needed.
Service Support	a. General. Company trains located in Co AA vic grid _____. b. Material and Services. (1) Supply: NO Re-supply available for 24 hrs. (2) Class I cycle is: MRE-MRE-MRE. (3) Top off water in your current positions before moving out. (4) Transport: None (5) Services: None (6) Medical: Casualty collection point at Co AA. MEDEVAC available upon request. (7) Personnel: EPW collection points located at Co AA. (8) Miscellaneous: _____ Smoke available
Command & Signal	A. Command (1) Higher Unit Location: _____ Company CP in BP YANKEE. (2) Platoon Leader with (Other) Squad. (3) Succession of Command: PL, PSG, _____ (You), _____ SL, _____ SL. B. Signal (1) Call Signs: PL=T16, PSG=T17, FO=T15, 1SL=C31, 2SL=C32, 3SL=C33. (2) Number Combination: 7 (3) Challenge and Password: Lee/Lifeson (4) Running Password: Peart Time is now _____, What are Your Questions.

MTC-RTC	
SITUATION:	
A. Enemy	Scouts have encountered fire team size enemy patrols to our front of 2-4 men lightly armed who have conducted hit and run ambushes against the Scouts. The enemy will fight if engaged.
B. Friendly Forces	<p>(1) Higher Unit: _____ Company conducts movement to contact oriented on OBJ GETTYSBURG (ET _____) NLT (H+45) to regain contact with enemy.</p> <p>(2) _____ PLT, _____ Company is the main effort along AXIS GREEN.</p> <p>(3) Rear Unit Mission: _____ PLT, _____ Company, is the rear guard.</p>
MISSION:	_____ PLT conducts movement to contact oriented on OBJ GETTYSBURG vic. ET _____ NLT (H+45) to regain contact with the enemy.
EXECUTION:	
A. Concept	
(1) Maneuver	The Plt is the Advance guard of a company approach march. The platoon will move in wedge formation, traveling overwatch with (YOUR) sqd as lead squad, _____ sqd on right, _____ sqd on left. Once contact is made and the size of the enemy determined, the lead squad will either attack to destroy the enemy and be prepared to suppress the enemy so the platoon can maneuver.
(2) Fires	(2) Fires: No arty fires available. 2nd in pri for Co mortars.
B. Tasks to Man Units	YOUR SQD, the lead squad, crosses the LD vic. (point to front) NLT (H+45). Upon contact develop the situation, attack enemy if 4 men or less.
	_____ SQD crosses the LD NLT (H + 45) on right flank, be prepared to support lead.
	_____ SQD crosses the LD NLT (H + 45) on left flank, be prepared to support lead.
C. Coord/Inst	<p>(1) PIR: Weapons, communications equipment, NBC Capabilities.</p> <p>(2) Reports: Crossing LD, enemy contact, captured EPWs, ACE after consolidation, and SITREPS/SALUTE as needed.</p>
Service Support	<p>a. General. Company trains located in Co AA vic grid _____.</p> <p>b. Material and Services.</p> <p>(1) Supply: NO Re-supply available for 24 hrs.</p> <p>(2) Class I cycle is: MRE-MRE-MRE.</p> <p>(3) Top off water in your current positions before moving out.</p> <p>(4) Transport: None</p> <p>(5) Services: None</p> <p>(6) Medical: Casualty collection point at Co AA. MEDEVAC available upon request.</p> <p>(7) Personnel: EPW collection points located at Co AA.</p> <p>(8) Miscellaneous: _____ Smoke available</p>
Command & Signal	<p>A. Command</p> <p>(1) Higher Unit Location: _____ Company CP follows our plt.</p> <p>(2) Platoon Leader follows YOUR Squad.</p> <p>(3) Succession of Command: PL, PSG, _____ (You), _____ SL, _____ SL.</p> <p>B. Signal</p> <p>(1) Call Signs: PL=T16, PSG=T17, FO=T15, 1SL=C31, 2SL=C32, 3SL=C33.</p> <p>(2) Number Combination: 7</p> <p>(3) Challenge and Password: Gumbo/Cowboy</p> <p>(4) Running Password: Rainier</p> <p>Time is now _____, What are Your Questions.</p>

		Recon	
SITUATION:			
A. Enemy	Bn scouts report couriers traveling in our AO indicating an enemy CP in our AO. If detected they will most likely defend the CP with 2-3 man force. Most CPs are small tents with communication equipment.		
B. Friendly Forces	<p>1) Higher Unit: _____ Company conducts zone recon in AO Cemetery Ridge NLT (H+80) to locate enemy forces.</p> <p>(2) Left unit Mission: _____ PLT, _____ Company, conducts zone recon in AO PEACH ORCHARD NLT (H+80) to locate enemy forces.</p> <p>(3) Right Unit Mission: _____ PLT, _____ Company, conducts zone recon in AO WHEATFIELD NLT (H+80) to locate enemy forces.</p>		
A&D	None		
MISSION:		_____ PLT conducts zone recon in AO DEVILS DEN NLT (H+80) to locate enemy Command Posts.	
EXECUTION:			
A. Concept	The Plt will have each Sqd conduct an area recon within the AO. (YOUR) SQD crosses PL vic (point to front) (H+45) to conduct area recon of OBJ HOOD		
(1) Maneuver	ET_____, _____Sqd conducts area recon of OBJ LONGSTREET (point off to left) and _____Sqd secures the PB.		
(2) Fires	(2) Fires: None available.		
B. Tasks to Man Units	<p>Your Sqd, complete recon NLT (H+80) with SALUTE report to higher, break contact if detected by enemy.</p> <p>_____Sqd, complete recon NLT (H+80) with SALUTE report to higher, break contact if detected by enemy.</p> <p>_____Sqd secures the PB.</p>		
C. Coord Inst	<p>(1) PIR: Number of personnel, communications equipment, CP Type/Design, material support.</p> <p>(2) Reports: Crossing PL, enemy contact, SALUTE</p>		
Service Support	<p>a. General. Company trains located in Co AA (to rear of PB).</p> <p>b. Material and Services.</p> <p>(1) Supply: No Resupply available for 24 hrs.</p> <p>(2) Class I cycle is: MRE-MRE_MRE.</p> <p>(3) Top off water in your current positions before moving out.</p> <p>(4) Transport: None</p> <p>(5) Services: None</p> <p>(6) Medical: Casualty collection point at CO AA/MEDEVAC available upon request.</p> <p>(7) Personnel: EPW collection points located at CO AA.</p> <p>(8) Miscellaneous: _____ Smoke available</p>		
Command & Signal	<p>A. Command</p> <p>(1) Higher Unit Location: _____ Company CP in AA.</p> <p>(2) Platoon Leader with (Other) Squad.</p> <p>(3) Succession of Command: PL, PSG, _____ (You), _____SL, _____SL.</p> <p>B. Signal</p> <p>(1) Call Signs: PL=T16, PSG=T17, FO=T15, 1SL=C31, 2SL=C32, 3SL=C33.</p> <p>(2) Number Combination: 7</p> <p>(3) Challenge and Password: Buffalo/Mustang</p> <p>(4) Running Password: Red</p> <p>Time is now _____, What are Your Questions.</p>		

Attack	
SITUATION:	
A. Enemy	BN Scouts report enemy supply sites have been set up to our front. Security consists of 2 to 4 lightly armed soldiers who will defend strongly the cache sites.
B. Friendly Forces	(1) Higher Unit: ____ Company attacks OBJ PICKETT _____ (H+80) to destroy enemy supply assets. (2) Right unit: ____ PLT, ____ Company, attacks OBJ CHARGE (H+80) to destroy enemy cache site. (3) Left Unit: ____ PLT, ____ Company, attacks (H+80) OBJ ARMISTEAD to destroy enemy cache site.
C. A&D	None.
MISSION:	PLT attacks OBJ ANGLE vic (ET _____) NLT (H+80) to destroy enemy cache site.
EXECUTION:	
A. Concept	(1) The platoon will cross LD (5 meters to front) at (H+45) in a Plt wedge formation. (YOUR) SQD, Plt main effort, is lead element in plt wedge. ____ SQD on right, ____ SQD on left. We will move along Route BLUE to an assault position, TBD by YOUR SQD (METT-T) 50-75 meters from the OBJ. From the Aslt Psn, YOUR SQD will attack the site. ____ SQD will protect right flank. ____ SQD reserve and provides rear security.
(1) Maneuver	
(2) Fires	(2) Fires: We do not have priority of fires as 2 plt is CO main effort.
B. Task Man/Units	(YOUR) Squad. Lead plt wedge; report ASLT PSN; begin final aslt NLT (H+80). ____ Squad. Right flank in Plt wedge, establish blocking position. ____ Squad. Left flank in Plt Wedge; reserve for attack; provide rear security.
. Coord/Inst	(1) PIR: Type of supplies, communications equipment, NBC Capabilities. (2) Reports: Crossing LD, enemy contact, captured EPWs, ACE after consolidation, and SITREPS/SALUTE as needed.
Service Support	a. General. Company trains located in Co AA vic grid _____. b. Material and Services. (1) Supply: NO Re-supply available for 24 hrs. (2) Class I cycle is: MRE-MRE-MRE. (3) Top off water in your current positions before moving out. (4) Transport: None (5) Services: None (6) Medical: Casualty collection point at Co AA. MEDEVAC available upon request. (7) Personnel: EPW collection points located at Co AA and o/o ASLT PSN. (8) Miscellaneous: _____ Smoke available
Command & Signal	A. Command (1) Higher Unit Location: ____ Company CP follows main effort. (2) Platoon Leader follows (Your) Squad. (3) Succession of Command: PL, PSG, ____ (You), ____ SL, ____ SL. B. Signal (1) Call Signs: PL=T16, PSG=T17, FO=T15, 1SL=C31, 2SL=C32, 3SL=C33. (2) Number Combination: 4 (3) Challenge and Password: Explorer/Bayou (4) Running Password: Crown
	Time is now _____, What are Your Questions.