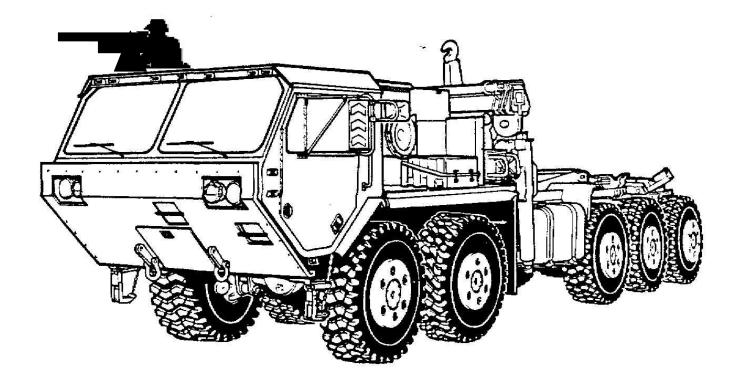
# CONVOY LEADER TRAINING HANDBOOK



# 32<sup>nd</sup> Transportation Group KUWAIT

**Revision I Dated 08 August 2003** 

# **TABLE OF CONTENTS**

	Table of Contents	Page 01
	Preface	Page 02
Section I	Convoy Operations Leader Training POI	Page 03
Section II	Convoy Warning Order Format	Page 06
Section III	PCC / PCI Checklist	Page 08
Section IV	Time Schedule	Page 12
Section V	CFLCC Rules of Engagement	Page 13
Section VI	Convoy Risk Management	Page 14
Section VII	Convoy Brief Format	Page 16
Section VIII	Convoy Execution Matrix	Page 19
Section IX	Convoy Manifest	Page 20
Section X	Convoy Formations	Page 21
Section XI	Weapon Engagement Skills	Page 22
Section XII	Battle Drills React to Contact (Moving) Convoy Forced to Stop Rally Points (floating) Break Contact Recovery / CASEVAC Operations Consolidation & Reorganization Reports	Page 24 Page 25 Page 26 Page 27 Page 28 Page 29 Page 30

### PREFACE

The purpose of this handbook is to provide a field guide for convoy leaders conducting long haul operations in support of Operation Iraqi Freedom. The focus is on planning, preparing and executing operations to counter level I and II threat. This handbook is based on doctrine, tactics, techniques and procedures outlined in:

CALL No. 03-6, Tactical Convoy Operations, March 2003 JRTC Convoy Leader Handbook, March 2002 ARTEP 55-506-10-MTP, Plans for Movement Control Team, June 2002 ARTEP 55-406-MTP, Plans for the Transportation Movement Control Bn, August 2002 ARTEP 55-406-30-MTP, Transportation Movement Control, March 2000 FM 55 –30, Army Motor Transport Units and Operations, June 1997

The point of contact for this handbook is the MPRI Kuwait Observer Controller Team, Camp Doha, Kuwait, APO 09889. Point of contact information is listed below.

Mr. Randall Cook MPRI KOCT Academy Coordinator Camp Doha, Kuwait APO AE 09889 DSN: 468-2926 Commercial (Kuwait): (965) 938-3278 E-mail: <u>randall.cook@kuwait.army.mil</u>

Downloaded from: http://LeadersBook.ArmyStudyGuide.com

# **CONVOY LEADER TRAINING POI**

#### Troop Leading Procedures Training (CO – PLT leadership 4 Hours)

- I. Initial Receipt of Mission (Higher WARNO / Tasker)
  - a. Do you understand all aspects of your mission
  - b. See yourself / show stoppers
  - c. Issue WARNO 1
    - i. Lead time for subordinate preparation
    - ii. Provide information from higher
    - iii. Task to subordinate leaders
    - iv. Initial timeline
    - v. Initial PCC guidance
    - vi. Subordinate unit rehearsals
- II. Battalion OPORD Issued
- III. Receive the Mission
  - a. Provide higher with current unit capabilities / Mission Show Stoppers (Feedback from initial PCCs / PCIs)
  - b. Develop Time Line (1/3 2/3 Rule)
    - i. Backward planning process
    - ii. Tasks to be accomplished
  - c. Delegate responsibilities to subordinates
  - d. Issue Warning Order # 2
    - i. Provide refined information from higher
    - ii. Redefine tasks to subordinate leaders
    - iii. Detailed timeline
    - iv. Additional tasks / responsibilities to subordinates
  - e. Coordinate for Support
    - i. Internal Coordination
      - 1. Recovery
      - 2. Maintenance
      - 3. Supply (replenish combat loads)
      - 4. Medical
    - ii. External Coordination
      - 1. Gun Trucks / MPs
      - 2. Other Units / Vehicles
- IV. Analyze the Mission
  - a. See Yourself / Unit
  - b. Map Reconnaissance
  - c. METT-TC Analysis
    - i. Mission
    - ii. Enemy
    - iii. Terrain (route) and Weather (effects)
    - iv. Troops (convoy / serial organization / Initial Risk Assessment)
    - v. Time
    - vi. Civilians on the Battlefield / Rules of Engagement

#### Troop Leading Procedures Training (CO - PLT leadership 4 Hours) cont.

- V. Develop a Tentative Plan (wargame execution)
  - i. Support Available
  - ii. Task Organization
  - iii. Formation / March Guidance
  - iv. Review / Develop SOPs
  - v. Rules of Engagement
  - vi. Risk Management
- VI. Complete the Plan
  - a. Prepare Convoy Brief
  - b. Develop / Refine strip maps for all Vehicles
  - c. Develop Visual Aids
  - d. Prepare Rehearsal Area
  - e. Develop Execution Matrix (FRAGO for phases of convoy routes)
  - f. Develop Manifest
  - g. Update Risk Management
- VII. Issue the Convoy Brief / Conduct Brief-Backs
- VIII. Conduct Rehearsals (SOPs)
- IX. Leader Inspections (PCIs)
- X. Supervision

#### Standard Operating Procedures (SOP) Development (CO – PLT leadership / Gun Truck 5 Hours)

- XI. SOP Development / Rehearsals
  - a. Convoy Formation Organization
    - i. Leaders
    - ii. Communications
    - iii. Recovery Assets
    - iv. Combat Lifesavers / Medics
    - v. Weapons Systems
      - 1. Individual Weapons
      - 2. Automatic Weapons
      - 3. Crew-Served Weapons
      - 4. Gun Truck
    - vi. Obstacle Reduction Assets
    - b. Individual Weapon Engagement
      - 1. Readiness / Alert
        - 2. Scanning / Acquisition
        - 3. Sector of Fire / Signaling
        - 4. Point of Aim
        - 5. Rate of Fire

#### Standard Operating Procedures (SOP) Development (CO – PLT leadership / Gun Truck 5 Hours) cont.

	<ul> <li>c. Battle Drills <ol> <li>React to Attack (Moving)</li> <li>Convoy Forced to Stop</li> <li>Rally Points (Floating)</li> <li>Break Contact</li> <li>Recovery / CASEVAC Operations</li> <li>Consolidation and Reorganization</li> </ol> </li> </ul>	
	vii. Reports	
XII.	Company CDR / XO Develop / Rehearse Convoy Brief	(1 Hour)
<u>Tactical E</u>	<u>xercise Without Troops – Convoy Live Fire Exercise (6 Hours)</u>	
XIII.	Convoy CDR / XO Issues Convoy Brief (CO CDR)	(.5 Hour)
XIV.	Convoy Rehearsals (CO CDR)	(1 Hour)
XV.	Convoy CDR PCIs / Final Inspections (CO CDR)	(.5 Hour)
XVI.	Convoy LFX Dry Run (MPRI)	(1 Hour)
XVII.	Convoy LFX Wet Runs (2)	(2 Hours)
Leader	After-Action Review	(1 Hour)

# **CONVOY WARNING ORDER FORMAT**

1. <u>SITUATION</u>: A brief statement of the enemy and friendly situation. (Who, What, Where).

2. <u>MISSION</u>: (Who, What, When, Where, Why)

3. <u>TASK ORGANIZATION</u>: (Based on tasking from higher WARNO)

#### 4. Initial Time Schedule:

When	Who	What

**5.** <u>Special Instructions</u>: (*PCC / PCI Guidance, Rehearsals, additional tasks to be accomplished*)

#### 6. <u>Service & Support</u>:

Class I: (Rations & Water)

Class III: (POL)

Class V: (Ammunition / Pyrotechnics)

Weapon System	Rounds	Туре

<b>Pyrotechnic Device</b>	Number	Location

Class IV: (Medical)

#### 7. <u>Uniform and equipment common to all:</u>

### PRE-COMBAT CHECKS PRE-COMBAT INSPECTIONS

#### **INDIVIDUAL CHECKLIST**

- \_\_\_\_ Weapon \* Weapon cleaned, function test and appropriate lubed?
- \_\_\_\_ Ammunition & Magazines \* Magazines serviceable and ammunition loaded correctly
- \_\_\_\_ Kevlar \*Chin strap serviceable
- \_\_\_\_ Flak Vest / Body Armor \* Are plates properly installed and worn
- \_\_\_\_ Notebook and Writing Device
- \_\_\_\_ Issued Eye Protection Goggles \*Clear lenses installed?
- \_\_\_\_ LBE w/ 2 canteens (topped off)
- \_\_\_\_ 2 First Aid Pouch w/dressing
- \_\_\_\_ Flashlight w/ extra batteries and bulb
- \_\_\_\_ I.D. Tags
- \_\_\_\_ Military ID card
- \_\_\_\_ Civilian / Military Drivers Licenses
- \_\_\_\_ Combat Lifesaver Kit and \_\_\_\_ IV Bags x Type \_\_\_\_\_ (Expiration Dates?)
- \_\_\_\_ NVGs with batteries
- \_\_\_ OVM Keys
- \_\_\_\_ Checkbook / Cash
- \_\_\_\_ Attended Convoy Brief
- \_\_\_\_ Attended Rehearsals

#### **RUCK SACK / A-Bag (as needed for mission and what is the SOP for packing)**

- \_\_\_\_ Sleeping Bag
- \_\_\_\_1 set DCU's
- \_\_\_\_ 2 T-shirts
- \_\_\_\_ 2 PR underwear
- \_\_\_\_ 2 PR socks (blk / grn)
- \_\_\_\_ 1 Towel
- \_\_\_\_1 Wash Cloth
- \_\_\_\_1 Sunscreen
- \_\_\_\_ Personal hygiene kit
- \_\_\_\_ JLIST Gear Complete
- \_\_\_\_ Wet weather gear
- \_\_\_\_ MREs \_\_\_\_ each
- \_\_\_\_ Work Coveralls
- \_\_\_\_ Work Gloves
- \_\_\_\_ Goretex top/bottom (cold weather)
- \_\_\_\_ Polypro top/bottom (cold weather)
- \_\_\_\_ Cold Weather Gloves (cold weather)
- \_\_\_\_ Weapons Cleaning Kit w/ CLP or MILTECH

#### **VEHICLE CHECKLIST**

- \_\_\_\_ Completed 5988E (before PMCS) \* Are there any issues yet to be resolved
- \_\_\_\_ Current Vehicle dispatch \*Date expiration?
- \_\_\_\_ Fuel / Fluid levels topped off
- \_\_\_\_ Additional Package products
- \_\_\_\_ VS-17 panel
- \_\_\_\_ Extra Fuel Can topped of and secured
- \_\_\_\_Class I basic load (\_\_\_\_MRE's / \_\_\_\_Water)
- \_\_\_\_ Communication check of all available systems \* What are the ranges?
- \_\_\_\_ Inventory of all required signal devices
- \_\_\_\_ BII complete
- \_\_\_\_ Execution Matrix (Page 1 and 2)
- \_\_\_\_ Tow Bar if specified
- \_\_\_\_ Cargo secured IAW guidance / TM \*No cargo, required devices serviceable / on-hand?
- \_\_\_\_ Road Guard Belt
- \_\_\_\_ Flashlight w/ extra batteries and bulb
- \_\_\_\_ Map / Strip Maps
- \_\_\_\_ Warning triangles
- \_\_\_\_ Fire extinguisher
- \_\_\_\_ Emergency Call Signs and Frequencies posted near each radio
- \_\_\_\_ MEDEVAC Nine Line Format posted near each radio
- \_\_\_\_ Windows and Mirrors Cleaned
- \_\_\_\_ Turn Signals and Lights serviceable / functioning
- \_\_\_\_ Issued Pyrotechnics

#### **LEADER CHECKLIST**

- \_\_\_\_ Bino's
- \_\_\_\_ Radio check (internal, cmd, A&L)
- \_\_\_\_ Convoy Order & Execution Matrix
- \_\_\_\_ Map with Current Graphics
- \_\_\_\_ Strip Map with Extra Copies
- \_\_\_\_ Sensitive Items / Personnel list
- \_\_\_\_ Combat Lifesaver w/ Aid Bag (Date?)
- \_\_\_\_ Current Situation Brief (Intel)
- \_\_\_\_ Risk Assessment signed by the commander
- \_\_\_\_ GPS (programmed with appropriate mission information / extra batteries)
- \_\_\_\_ Vehicle and Personnel manifest

### **Time Schedule**

When	What	Where	Who
-			

# **CFLCC ROE CARD**

# 1. On order, enemy military and paramilitary forces are declared hostile and may be attacked subject to the following instructions:

a. Positive Identification (PID) is required prior to engagement. PID is a reasonable certainty that the proposed target is a legitimate military target. If no PID, contact your next higher commander for decision.

b. Do not engage anyone who has surrendered or is out of battle due to sickness or wounds.

c. Do not target or strike any of the following except in self-defense to protect yourself, your unit, friendly forces, and designated persons or property under your control:

- \* Civilians
- \* Hospitals, mosques, churches, shrines, schools, museums, national monuments, and any other historical and cultural sites

d. Do not fire into civilian populated areas or buildings unless the enemy is using them for military purposes or if necessary for your self-defense. Minimize collateral damage.

e. Do not target enemy Infrastructure (public works, commercial communication facilities, dams), Lines of Communication (roads, highways, tunnels, bridges, railways) and Economic Objects (commercial storage facilities, pipelines) unless necessary for self-defense or if ordered by your commander. If you must fire on these objects to engage a hostile force, disable and disrupt but avoid destruction of these objects, if possible.

- 2. The use of force, including deadly force, is authorized to protect the following:
  - \* Yourself, your unit, and friendly forces
  - \* Enemy Prisoners of War
  - \* Civilians from crimes that are likely to cause death or serious bodily harm, such as murder or rape
  - \* Designated civilians and/or property, such as personnel of the Red Cross/Crescent, UN, and US/UN supported organizations.

3. Treat all civilians and their property with respect and dignity. Do not seize civilian property, including vehicles, unless you have the permission of a company level commander and you give a receipt to the property's owner.

4. Detain civilians if they interfere with mission accomplishment or if required for self-defense.

5. CENTCOM General Order No. 1A remains in effect. Looting and the taking of war trophies are prohibited.

#### **REMEMBER**

- \* Attack enemy forces and military targets.
- \* Spare civilians and civilian property, if possible.
- \* Conduct yourself with dignity and honor.
- \* Comply with the Law of War. If you see a violation, report it.

These ROE will remain in effect until your commander orders you to transition to post-hostilities ROE. AS OF 311330Z JAN 03

#### CONVOY RISK MANAGEMENT CARD

PLANNING					
		Preparation Time			
Guidance	Optimum	Adequate	Minimal		
Hey You	3	4	5		
FRAGO	2	3	4		
OPORD	1	2	3		Score
	I	2	5		
INTELLIGENCE					
0		Current Route Inte			
Overall Threat	>12 Hours	>24 Hours	Historical	None	
Level 2	3	4	5		
Level 1	2	3	4		
Random	1	2	3		Score
COMMUNICATION			r		
		Type of Systems			
	MTS/DTRAK				
Overall Threat	2-10 SINCGAR	2-10 SINCGAR	>2-10 SINCGAR		
Level 2	3	4	5		
Level 1	2	3	4		
Random	1	2	3		Score
TRAINING			<u>ــــــــــــــــــــــــــــــــــــ</u>		
		Current Status	1		
	75%	75%	>75%		
Overall Threat	CQM/CSS LFX	Weapon Qual	Not Trained		
Level 2	3	4	5		
Level 1	2	3	4		
	1	2	3		Casila
Random SOLDIER ENDURANO	•	2	3		Score
SOLDIER ENDURANU		awath of Onewatic	-		
		ength of Operatio		0. hu	
<b>B</b> I	1-2 hr	3-5 hr	6-8 hr	9+ hr	
Rest in last 24 hours					
>6 hours	2	3	4	5	
					-
	1	2	3	4	Score
	-	2		4	Score
SECURITY	Secuity	2 (WPN) Support Pr	rovided		Score
	-	2		4 M16 Only	Score
SECURITY Overall Threat	Secuity External 3	2 (WPN) Support Pr	rovided		Score
SECURITY Overall Threat Level 2	Secuity External	2 ( <b>WPN) Support Pr</b> 1-8 Gun Truck	rovided 1-8 Automatic	M16 Only	Score
SECURITY Overall Threat Level 2 Level 1	Secuity External 3	2 (WPN) Support Pr 1-8 Gun Truck 4	rovided 1-8 Automatic 5	M16 Only 5	
SECURITY Overall Threat Level 2 Level 1 Random	Secuity External 3 2 1	2 (WPN) Support Pr 1-8 Gun Truck 4 3	rovided 1-8 Automatic 5 4	M16 Only 5 5	Score
SECURITY Overall Threat Level 2 Level 1 Random	Secuity External 3 2 1 CTION	2 (WPN) Support Pr 1-8 Gun Truck 4 3	rovided 1-8 Automatic 5 4 3	M16 Only 5 5	
SECURITY Overall Threat Level 2 Level 1 Random	Secuity External 3 2 1 CTION Ha	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm	rovided 1-8 Automatic 5 4 3	M16 Only 5 5	
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTE	Secuity External 3 2 1 CTION K B Hardening	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 2 ardening / Equipm B Hardening	rovided 1-8 Automatic 5 4 3 ent	M16 Only 5 5 4	
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEC Overall Threat	S/B Hardening FRAG Vest	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 2 ardening / Equipm B Hardening FRAG Vest	rovided 1-8 Automatic 5 4 3 ent FRAG Vest	M16 Only 5 5 4 None	
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEC Overall Threat Level 2	S/BHardening FRAG Vest 3 2 1 <b>CTION</b> <b>Ha</b> 3	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 2 ardening / Equipm B Hardening FRAG Vest 4	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5	M16 Only 5 5 4 None 5	
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEC Overall Threat Level 2 Level 2 Level 1	S / B Hardening FRAG Vest 3 1 <b>CTION</b> <b>Hardening</b> 3 2	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 2 ardening / Equipm B Hardening FRAG Vest 4 3	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4	M16 Only 5 5 4 None 5 5 5	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEC Overall Threat Level 2 Level 1 Random	S/BHardening FRAG Vest 3 2 1 <b>CTION</b> <b>Ha</b> 3	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 2 ardening / Equipm B Hardening FRAG Vest 4	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5	M16 Only 5 5 4 None 5	
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEC Overall Threat Level 2 Level 1 Random	S / B Hardening FRAG Vest 3 1 <b>CTION</b> <b>Hardening</b> 3 2	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm B Hardening FRAG Vest 4 3 2	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4	M16 Only 5 5 4 None 5 5 5	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEC Overall Threat Level 2 Level 1 Random VISIBILITY	Secuity External 3 2 1 CTION S / B Hardening FRAG Vest 3 2 1	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3	M16 Only 5 5 4 None 5 5 4	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEC Overall Threat Level 2 Level 1 Random VISIBILITY Location	Secuity External 3 2 1 CTION K B Hardening FRAG Vest 3 2 1 1 Clear/Day	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light Dusty/Day	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3 Sand-storm/Day	M16 Only 5 5 4 None 5 5 4 Night	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEC Overall Threat Level 2 Level 1 Random VISIBILITY Location Desert/Iraq	Secuity External 3 2 1 CTION S / B Hardening FRAG Vest 3 2 1	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3	M16 Only 5 5 4 None 5 5 4	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEC Overall Threat Level 2 Level 1 Random VISIBILITY Location Desert/Iraq	Secuity External 3 2 1 CTION K B Hardening FRAG Vest 3 2 1 1 Clear/Day	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light Dusty/Day 3	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3 Sand-storm/Day	M16 Only 5 5 4 None 5 5 4 Night	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEC Overall Threat Level 2 Level 1 Random VISIBILITY Location Desert/Iraq	Secuity External 3 2 1 CTION Hardening FRAG Vest 3 2 1 Clear/Day 2	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light Dusty/Day 3 Preparation	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3 Sand-storm/Day 4	M16 Only 5 5 4 None 5 5 4 Night	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTE Overall Threat Level 2 Level 1 Random VISIBILITY Location Desert/Iraq SOPs / Rehearsals	Secuity External 3 2 1 CTION Hardening FRAG Vest 3 2 1 Clear/Day 2 SOP/Rehearsed	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light Dusty/Day 3 Preparation SOPs	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3 Sand-storm/Day 4 No SOP	M16 Only 5 5 4 None 5 5 4 Night	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEG Overall Threat Level 2 Level 1 Random VISIBILITY Location Desert/Iraq SOPs / Rehearsals Overall Threat	Secuity External 3 2 1 CTION Hardening FRAG Vest 3 2 1 Clear/Day 2 1 Clear/Day 2 SOP/Rehearsed Key Actions	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light Dusty/Day 3 Preparation SOPs No Reherarsals	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3 Sand-storm/Day 4 No SOP No Rehearsals	M16 Only 5 5 4 None 5 5 4 Night	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEG Overall Threat Level 2 Level 1 Random VISIBILITY Location Desert/Iraq SOPs / Rehearsals Overall Threat Level 2	Secuity External 3 2 1 CTION Hardening FRAG Vest 3 2 1 Clear/Day 2 1 Clear/Day 2 SOP/Rehearsed Key Actions 3	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light Dusty/Day 3 Preparation SOPs No Reherarsals 4	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3 Sand-storm/Day 4 No SOP No Rehearsals 5	M16 Only 5 5 4 None 5 5 4 Night	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEG Overall Threat Level 2 Level 1 Random VISIBILITY Location Desert/Iraq SOPs / Rehearsals Overall Threat Level 2	Secuity External 3 2 1 CTION Hardening FRAG Vest 3 2 1 Clear/Day 2 1 Clear/Day 2 SOP/Rehearsed Key Actions	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light Dusty/Day 3 Weather/Light Dusty/Day 3 No Reherarsals 4 3	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3 Sand-storm/Day 4 No SOP No Rehearsals 5 4 1 1 1 1 1 1 1 1 1 1 1 1 1	M16 Only 5 5 4 None 5 5 4 Night	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEG Overall Threat Level 2 Level 1 Random VISIBILITY Location Desert/Iraq SOPs / Rehearsals Overall Threat Level 2 Level 1 Level 2 Level 1 Level 2 Level 1	Secuity External 3 2 1 CTION Hardening FRAG Vest 3 2 1 Clear/Day 2 1 Clear/Day 2 SOP/Rehearsed Key Actions 3	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light Dusty/Day 3 Preparation SOPs No Reherarsals 4	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3 Sand-storm/Day 4 No SOP No Rehearsals 5	M16 Only 5 5 4 None 5 5 4 Night	Score
SECURITY Overall Threat Level 2 Level 1 Random PERSONNEL PROTEG Overall Threat Level 2 Level 1 Random VISIBILITY Location Desert/Iraq SOPs / Rehearsals Overall Threat Level 2 Level 1 Level 2 Level 1 Level 2 Level 1	Secuity External 3 2 1 CTION S / B Hardening FRAG Vest 3 2 1 1 Clear/Day 2 Clear/Day 2 SOP/Rehearsed Key Actions 3 2 1	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light Dusty/Day 3 Preparation SOPs No Reherarsals 4 3 2	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3 Sand-storm/Day 4 No SOP No Rehearsals 5 4 3	M16 Only 5 5 4 None 5 5 4 Night 5	Score Score
Level 2 Level 1 Random PERSONNEL PROTEC Overall Threat Level 2 Level 1 Random VISIBILITY Location Desert/Iraq SOPs / Rehearsals	Secuity External 3 2 1 CTION S / B Hardening FRAG Vest 3 2 1 1 Clear/Day 2 SOP/Rehearsed Key Actions 3 2	2 (WPN) Support Pr 1-8 Gun Truck 4 3 2 2 ardening / Equipm B Hardening FRAG Vest 4 3 2 Weather/Light Dusty/Day 3 Weather/Light Dusty/Day 3 No Reherarsals 4 3	rovided 1-8 Automatic 5 4 3 ent FRAG Vest 5 4 3 Sand-storm/Day 4 No SOP No Rehearsals 5 4 1 1 1 1 1 1 1 1 1 1 1 1 1	M16 Only 5 5 4 None 5 5 4 Night	Score Score

NOTE: IF 2 OR MORE AREAS ARE ASSIGNED RISK FACTORS OF 5 OR MORE, THE OVERALL RISK IS CONSIDERED "HIGH." ADD 3 POINTS TO THE TOTAL FOR HAZARDOUS OR SENSITIVE ITEMS CARGO.

CONVOY RISK REDUCTION WORKSHEET				
Check all that apply	Hazard	Risk Level (Low, Med, High)	Control Measures	Residual Risk
	Adverse Terrain		Drivers training, convoy brief	
	Air Attack		Convoy defense, battle drills, harden vehicles, commo	
	Ambush		Convoy defense, battle drills, harden vehicles	
	Barricades		Convoy defense, rehearsals, battle drills, breach teams	
	Blackout Drive		Drivers training, convoy brief	
	Breakdown		PMCS, PCI's, Class II, SPO's (stripmap)	
	Exhaust Fumes		Enforce no sleep rule (TC's), PMCS, PCI's	
	Cargo (HAZMAT)		Training, PCI's	
	Civilians		Commo, Convoy briefs, training	
	Cold Weather		Cold weather training, PCI's	
	Communication		Training, commo personnel, PMCS, PCI's	
	Desert Environment		Training, convoy briefs	
	Disorientation		Convoy briefs, stripmap (SOP's), training (plugers, etc)	
	Driver Inexperience		Driver placement, training	
	Enemy ATK		Rehearsals, battle drills, convoy briefs, harden vehicles	
	Fratricide		VS-17 panels, on vehicles, markings, commo	
	Halt		Rehearsals, battle drills, convoy briefs	
	Heat		Water, rest halts, convoy brief (safety)	
	Heavy Rain		PMCS, drivers training, reduce speed	
	Limited Visibility		NVG's, chemlight markings, training	
	Long hauls		Drivers training, SOP's, rest halts, convoy briefs	
	Minefield		Rehearsals, battle drills	
	Mud		Recovery training, Drivers training (all wheel drive)	
	NBC Attack		Rehearsals, PCI's, recons, commo, training (NBC teams)	
	Recovery Operations		Training (with maint, self recovery-wench, toe-bar	
	Reduced Visibility		Intervals, chemlight markings, training	1
	Roll Over		Drivers training, recovery, SOP's (seatbelts, kevlars)	
	Sleep Deprivation		Enforce sleep plan, rest stops, work rotations	
	Sniper Fire		Battle drills, convoy briefs, training	
	Snow/Ice		reduce speed, drivers training (use of CTIS),	
	Strong Winds		Reduce speed, drivers training, convoy briefs	
	Sudden halt		Intervals, training, battle drills (SOP's)	
	Sunlight		Clean windows, sunglasses	
	Fire		Fire extinguishers, evacuation drills	

Definitions

- High Good chance of death or serious injury Med May cause injury or possibly death Low Little chance of death or injury

### **CONVOY BRIEF** (Modified from FM 55-30)

Movement Order No							
	(Maps, tables and relevant documents)						
TASK ORGANIZATION: (Internal organization for convoy – Manifest)							
1. <u>SITUATION</u> :							
<b>a. Enemy F</b> (1) (2)	<b>Forces:</b> Weather. General forecast. Light Data (EENT, % Illumination, MR, MS, BMNT)						
(2)	Discuss Enemy. Identification of enemy (If known). Composition / capabilities / strength / equipment						
	Location (Hot Spots highlighted on map)						
<ul> <li>b. Friendly Forces:         <ul> <li>(1) Operational support provided by higher headquarters. Helicopter / Gunships Quick Reaction Forces (QRFs) MP Escorts / Rat Patrols Fire Support elements</li> </ul> </li> </ul>							
Element	Location Frequency / Call Sign						
c. Attachments: (From outside the organization)							

2. <u>MISSION</u>: (WHO, WHAT, WHEN, WHERE, & WHY)

#### 3. EXECUTION:

a. Concept of Movement: This paragraph describes, in general terms, the big picture from start to finish.

b. Tasks to subordinate units: Includes attached or OPCON elements.

d. Coordinating Instructions:

(1) Order of March (Spacing of serials / location of support elements).

(2) Routes. (Strip map displayed separately, includes SP, load points, checkpoints, rally points, refuel points, mandatory halts, RONs, traffic control points, ect.)

(3) Additional movement issues. (Speed, intervals, lane, parking, accidents, ect.)

(4) Uniform

(5) Actions at danger/hazard areas (SOPs or battle drills to be rehearsed)

(6) Rules of Engagement

4. <u>SERVICE SUPPORT</u>: This paragraph provides the critical logistical information required to sustain the convoy during the operation. Also included are combat service support instructions and arrangements that support the operation.

a. Ration / Water Plan:

**b. Ammunition** (Individual / Combat Loads / Tracer Mix)

c. Medical (Internal treatment / evacuation procedures other than SOP and external procedures / support)

**d. Petrol, Oil and Lubricants** (Internal and external)

#### e. Remain Over Night (RON) Facilities

5. <u>COMMAND AND SIGNAL</u>: This paragraph states where command and control nodes and key leader will be located during the operation.

a. Commander(s) / Positioning:

**b.** Communications:

**c. Signals:** (Primary / Alternate other than SOP)

d. Reports:

6. <u>SAFETY / RISK MANAGEMENT</u> (Emphasize key risks / control measures)

7. <u>**REVIEW TIMELINE**</u> (Displayed separately)

8. GIVE TIME HACK

9. ASK FOR QUESTIONS

### CONVOY EXECUTION MATRIX

MISSION / CONVOY #

MISSION:

PHASE I:

DEPARTURE POINT:

DESTINATION POINT:

WEATHER / LIGHT DATA: INTELLIGENCE:

COMMAND & CONTROL:

WHO	CALL SIGN	FREQUENCY	WHO	CALL SIGN	FREQUENCY
CONVOY CDR			FUEL POINT		
ASST CONVOY CDR			RECOVERY		
SERIAL 1 CDR			MEDEVAC		
SERIAL 2 CDR					
SERIAL 3 CDR					
HELI/GUNSHIP					
MP / SHERRIF					
QRF					
QRF					
TIMES SCHEDUILE.	•				

TIMES SCHEDULE:

WHAT	WHERE	WHEN	UNIFORM	EQUIPMENT	
STAGE					
PCI					
FRAGO BREIF					
SP					
RP/LINK-UP POINT					
CAFETY / DICK MANIA		_			

SAFETY / RISK MANAGEMENT UPDATE:

PHASE II:

DEPARTURE POINT	DESTINATION POINT	

WEATHER / LIGHT DATA:

INTELLIGENCE:

#### COMMAND & CONTROL:

WHO	CALL SIGN	FREQUENCY	WHO	CALL SIGN	FREQUENCY
CONVOY CDR			FUEL POINT		
ASST CONVOY CDR			RECOVERY		
SERIAL 1 CDR			MEDEVAC		
SERIAL 2 CDR					
SERIAL 3 CDR					
HELI/GUNSHIP					
MP / SHERRIF					
QRF					
QRF					

TIMES SCHEDULE:

WHAT	WHERE	WHEN	UNIFORM	EQUIPMENT	
STAGE					
PCI					
FRAGO BREIF					
SP					
RP/LINK-UP POINT					

SAFETY / RISK MANAGEMENT UPDATE:

#### B A A B II F

	CONVOY MANIFEST					
				DATE		
				Page o	f	
ORDER OF MARCH		H	CONVOY COMMANDER			
OOM #	TRK #	SERIAL #	NAMES	# OF PAX	WEAPON SYSTEMS (Number / Type)	

## **CONVOY FORMATIONS**

1.Positioning / Team Concept

- a. Leaders (Command & Control
  - i. Situational Awareness
  - ii. Movement Interval / Speed
- b. Combat Lifesavers / Medics
  - i. Support / Locations
  - ii. Aid and Litter Teams
  - iii. MEDEVAC Vehicle / Procedures
- c. Communication / Signals
  - i. Primary / Alternate Methods
    - 1. External
    - 2. Internal
- d. Security / Weapons
  - i. Hardening
  - ii. Ammunition Allocation / Location
  - iii. Intelligence Terrain (Route)
    - 1. Rat Patrol
    - 2. Gun Truck / Security Escort
    - 3. Internal Weapon Systems
- e. Recovery / Maintenance Assets
  - i. Self Recovery Procedures
  - ii. Wreck / Maintenance Team
- f. Obstacle Reduction Team
  - i. External / Internal Assets
  - ii. Equipment
  - iii. Training

# WEAPON ENGAGEMENT SKILLS

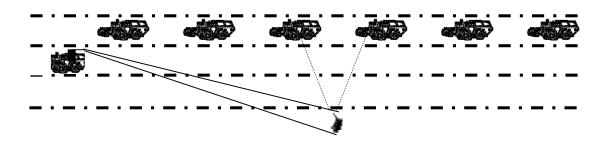
- 1. Weapon Engagement Planning / Preparation Concerns
  - a. Planning / Training
    - i. Employment Skills / Practice
    - ii. SOPs
    - iii. Weapon Safety / Handling Procedures
  - b. Preparation
    - i. Rehearsals
    - ii. Uniform / Equipment
    - iii. Load Plans
    - iv. Weapon System Maintenance / Lubrication
  - c. Test Fire
    - i. Ammunition Allocated
    - ii. Test Fire as we expect to Engage
    - iii. Repair Time / Test Fire Again
  - d. Intelligence
    - i. System Positioning (Formation)
    - ii. Readiness Levels
- 2. Crew / Individual Systems
  - a. Mounted Systems
    - i.Serviceability / Correct Set-up
    - ii.Ammunition
      - 1. Location
      - 2. Tracer Mix

iii.Personnel Protection

- 3. Uniform
- 4. Hardening
- 5. Name Tag Level / Able to Effectively Engage
- e. Individual Systems
  - i. Ammunition Location / Tracer Mix
  - ii. Driver / TC Weapon Locations
  - iii. Load Plans

- 3. Employment Tactics, Techniques and Procedures
  - a. Readiness Level
    - i. Ride / Scanning (Observation)
    - ii. At the Ready
  - b. Scanning / Sector of Fire
    - i. Driver
      - 1. Sector of Scan is 9 1 clock position
      - 2. Observation with Mirrors
      - 3. Sector of Fire is 9 11 clock position
    - ii. TC
- 4. Sector of Scan is 11 3 clock position
- 5. Sector of Fire is 1 3 clock position
- iii. Other Systems are based off vehicle type and load
- f. Target ID
  - i. Communicate / Signal
- g. Body Positioning
  - i. Engage as you Train (Right or Left handed Firing)
  - ii. Firing-side Shoulder Down
  - iii. Maintain your Body Position
  - iv. Weapon to Head
- h. Rules of Engagement Concerns Employ the appropriate systems based off the threat.
- i. Point of Aim
  - i. Moving Platform Stationary Target requires aim to the rear (trail) and low dependant upon speed.
  - ii. Moving Platform Moving Target requires aim directly on and low.
  - iii. Stationary Platform Moving Target requires aim to the front (lead) and low dependent upon speed.
- j. Rate of Fire
  - i. Burst Mode
  - ii. Steady Suppression (ROE)
- k. Magazine Awareness
  - i. Serviceability / maintenance
  - ii. Tracer Mix
  - iii. Magazine Storage / Placement
  - iv. Mounted, Reload when time is available
  - v. Dismounted, Seek cover prior to the need to Reload

### REACT TO ATTACK (MOVING) (Weapons Fire / RPG / IED / Indirect)



- 1. Place suppressive fire on the enemy using weapon engagement techniques and proceed through the contact zone increasing speed, interval and taking caution not to bunch up.
- 2. Activate vehicle turn signal to indicate direction of contact (Primary).
- 3. Report contact on internal communication(s), identifying truck number, type of contact and clock direction (Alternate).
- 4. PL/CC/SC will position Gun Truck in order to suppress enemy while convoy proceeds through contact if possible.
- 5. PL/CC/SC submits SALUTE report to higher.
- 6. Convoy will proceed to Rally Point "Forward".
- 7. Gun Truck repositions to rear as convoy passes through contact zone.

**Indirect Fire Concerns**: Use an alternate route if it is determined that an MSR is under enemy observation.

**Casualty Concerns**: In the event of a casualty, the vehicle with the casualty will signal using four-way flashers and if possible provide report via communication.

### **CONVOY FORCED TO STOP** (Weapons Fire / RPG / IED / Indirect)

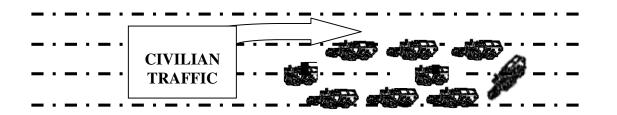


- 1. Vehicles forced to stop. Activate vehicle turn signal to indicate direction of contact.
- 2. Vehicle(s) / Personnel not in direct contact, report on internal communication, identifying truck number, type of contact and clock direction.
- 3. Personnel on vehicle(s) forced to stop dismount on the non-contact side, assume covered position(s) and provide initial base(s) of fire.
- 4. The <u>entire</u> convoy halts; personnel will dismount vehicle(s) on the non-contact side and provide additional bases of fire on the enemy if in range. Vehicle(s) not in contact will be repositioned to provide additional base(s) of fire or used to provide convoy 360° security. M16's should now be on <u>Semi-Automatic</u> in order to conserve ammunition.
- 5. PL/CC/SC will move to better assess the situation and position the Gun Truck(s) in order to best suppress the enemy while maintaining <u>standoff</u>.



- 6. Once the PL/CC/SC determines the convoy has either gained fire superiority or defeated the enemy contact, Recovery / CASEVAC operations will begin.
- 7. If the PL/CC/SC determines the convoy cannot gain fire superiority, leader will then conduct Break Contact procedures.

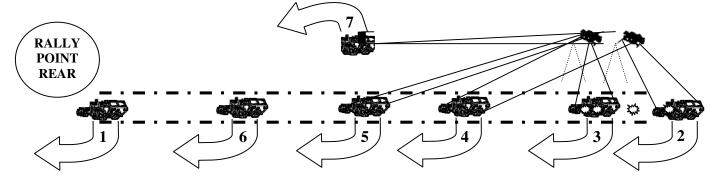
### RALLY POINTS (Floating)



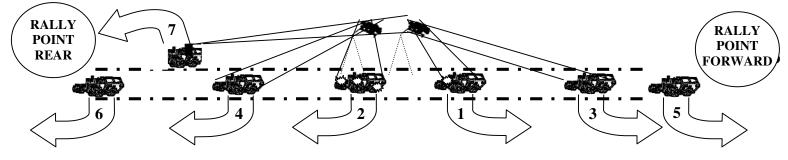
- 1. Occupation of the Rally Point is necessary to conduct Consolidation and Reorganization. It is critical that the convoy be secured and tasks are conducted as quickly as possible. Rally Points will always be conducted following contact unless directed otherwise.
- 2. Primary signal is communication; alternate signal is hand-held smoke (day) and star-cluster (night). Colors will be specified in the convoy brief based on the available pyrotechnics.
- 3. Rally Point "Forward" will be located 2 miles in the direction of movement and Rally Point "Rear" will be located 2 miles to the rear of movement.
- 4. Vehicles will position in a box formation. If possible, the side of the road will be used if conditions are appropriate and safe for all vehicles. A command and control vehicle will be positioned inside the safe area.
- 5. Drivers and passengers dismount and establish perimeter security using the safe side of vehicles for cover. Personnel will exit vehicles on the safe side.
- 6. Gun Truck moves to a position in which best supports convoy, normally the rear.
- 7. If mileage places the Rally Point in a built up area, convoy will continue in the direction of movement until beyond the built up area.
- 8. Once security is established, leaders will immediately conduct Consolidation and Reorganization

# **BREAK CONTACT**

- 1. The PL/CC/SC determines the convoy cannot gain fire superiority and the decision has been made to Break Contact.
- 2. The PL/CC/SC designates that either Rally Point "Rear" or "Forward" will be used. If necessary, both Rally Points may be used. Communication systems and appropriate pyrotechnic signals will be used to communicate Break Contact and Rally Point.
- 3. Personnel will deploy obscuration measures if available. Utilizing cover and concealment, Aid & Litter team(s) will evacuate all casualty(s) under support of Gun Truck and other protective fire(s).
- 4. Personnel will maintain position and suppression in contact zone and assist Aid & Litter team(s) as necessary.
- 5. Disabled vehicle(s) will be abandoned or destroyed as directed by leaders.

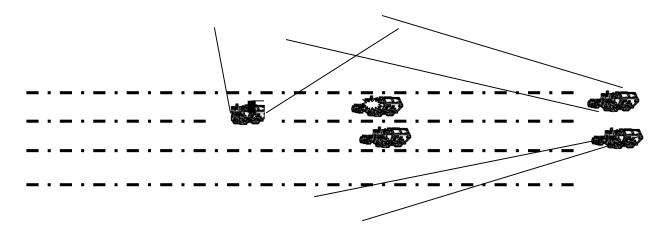


6. Vehicles will displace either backwards or forwards through the convoy lines under control of leaders. The most forward vehicle in the contact zone moves first, then the next most forward vehicle moves second. Vehicles will continue to displace. As vehicles displace, Gun Truck repositions as necessary until contact is broken.



- 7. If Break Contact occurs with vehicles on both sides of the contact zone, displacement of vehicles will occur using an alternating displacement technique.
- 8. Upon occupation of the Rally Point, leaders will immediately position vehicles, security, and conduct Consolidation and Reorganization.
- 9. If the convoy vehicles get separated when not in contact with the enemy, personnel and vehicles stay together and move to the closest Rally Point or Check Point.

### **RECOVERY / CASEVAC OPERATIONS**



- 1. Once the leader assess the area in the vicinity of the disabled vehicle(s) is secure and positions the gun truck in a good overwatching position, Recovery / CASEVAC operations will begin.
- 2. CASEVAC:
  - a. Aid & Litter team will position on the safe side of the vehicle and extract casualty(s) and personnel.
  - b. Treatment of casualty(s) will occur once they are safely removed from the contact area.
- 3. Vehicle Recovery Procedures:
  - a. Recovery team will position on the safe side of the disabled vehicle.
  - b. TC will dismount and assess the disabled vehicle.
  - c. If determined the vehicle can be safely recovered, TC guide the recovery vehicle into position and conduct a hasty hook-up. TC will operate the disabled vehicle is necessary.
  - d. Upon exiting the contact area, complete and correct hook-up procedures will occur.
  - e. If assessment results in outside support necessary for recovery, leader will contact higher for guidance.
- 4. Once recovery operations are complete, the team will displace and conduct linkup with the convoy at the Rally Point.

# **CONSOLIDATION AND REORGANIZATION**

- 1. Consolidation and Reorganization begins when the Rally Point is secured. This includes the repositioning of weapon systems if necessary.
- 2. Ammunition Status / Redistribution:
  - a. Personnel will report their ammunition status to first line leaders.
  - b. Ammunition report will be how many full magazines are available.
  - c. Leaders will immediately redistribute ammunition at their level and report number of magazines to the next leader.
- 3. Casualty(s) Treatment / Evacuation:
  - a. Casualty treatment will begin upon pulling into the Rally Point. TC/Driver will begin Buddy-Aid until relieved by a Combat Life-Saver (CLS).
  - b. CLSs will immediately dismount and scan their assigned vehicles in search of casualties (four-way flashers) and begin treatment.
  - c. Aid & Litter Teams will transport casualties to the CCP designated by the PL/CC/SC without causing further injuries.
    - i. Litters / Cots, fully assembled / Body bags / Improvised Litters
  - d. PL/CC/SC will direct or request MEDEVAC request.
  - e. Secure sensitive items / documents / weapons
  - f. Aid & Litter team will continue to assists in treatment and MEDEVAC.
    - i. Select and secure Landing Zone
    - ii. Clear objects from the landing Zone site
    - iii. Prepare to display appropriate LZ signal / marking.
    - iv. Assist with the loading of casualties.
- 4. Equipment Inspections
  - a. Drivers will inspect vehicles / cargo and report status.
  - b. Recovery teams will ensure proper hook-up procedures are conducted.
  - c. PL/CC/SC will request recovery support or guidance if unable to conduct unit recovery
  - d. Leaders will conduct weapon, communication, and sensitive item inspections and update PL/CC/SC.
- 5. PL/CC/SC will also conduct the following if required:
  - a. Direct the priority of cross-leveling of cargo / loads
  - b. Establish a new chain-of-command
  - c. Submit final SITREP to Higher
- 6. Continue Mission

### REPORTS

Reports from elements of the convoy to higher will be provided using the key word **SALUTE.** This will ensure complete information and assist in the taking of notes.

SIZE:	The number of personnel and equipment
<b>ACTIVITY:</b>	What the enemy is doing
LOCATION:	Grid coordinates or orientation to local buildings
UNIT:	Uniforms / patches / clothing
TIME:	When the activity was observed
<b>EQUIPMENT:</b>	Describe or identify all equipment

Leaders organize the information into SPOT report format

SIZE:	Number of personnel / Equipment
<b>POSITION:</b>	Observer's position, call sign, and location
<b>OBSERVER'S ACTIONS:</b>	What actions did you observe / take.
Time:	The time the action/observation took place

**OBSERVER'S ACTIONS:** Outlines his/her activities, actions or recommendations The observer updates the SPOT report as the situation changes

### **MEDEVAC REQUEST**

- Line 1: Location of P/U site
- **Line 2:** Frequency and call sign at P/U site of Dust off
- **Line 3:** # of patients by procedures Urgent<2 hours, Priority>2 hours
- Line 4: Special equipment needed
- Line 5: # of patients by type: Litter or Ambulatory
- **Line 6:** Type of injuries
- **Line 7:** Security at P/U site
- Line 8: Method of marking P/U site
- Line 9: Patients nationality
- **Line 10:** NBC Contamination