

2010 Edition

ROYAL MARINES CADETS

NATIONAL CADET SERGEANT'S BOARD

PRECIS PACK

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BOARD BREAKDOWN

The board uses the syllabus on SCC Form T 11 with answers being taken from the ACF Manual. This board is split into four sections and you are required to achieve a pass mark of 60% in all four sections.

DRILL

After being inspected in Blues you will be required to teach and practice a movement of either Interval or Squad drill which is taken from the BR2118 and detailed to you by the Drill Leader. You are marked on the following:

- a. Turnout & Bearing
- b. Control and Words of Command
- c. Detection & Correction
- d. Instructional Ability
- e. Personal Drill

MAP READING

You will be examined in both written & practical map reading. This will include a NAVIGATION EXERCISE.

Written:

- a. Measurement of a Bearing Using a Protractor
- b. Conversion of Bearings
- c. Back Bearings
- d. Resection
- e. Measurement of Distance

Practical:

- a. Map Setting
- b. Compass Bearings
- c. Use of Compass by day and Night
- d. Identification of Points
- e. Is able to Prepare a Route Card for a Navex
- f. Navigation Exercise

SECTION LEADING

Written (W) & Practical (P) exams will be taken on the following subjects:

- a. Troop Organisation & Weapons (W)
- b. Section Battle Drill (W)
- c. Ground Model (P)
- d. NATO Orders (W)
- e. Section in Defence (W)
- f. Preparation & Conduct of a Fighting/Recce Patrol (W)
- b. Fire Control Orders (P)
- d. Range Cards (W)

WEAPON HANDLING

The Weapons Handling Test will be conducted on the L98A1 Cadet GP or the 5.56 Rifle it will be marked as pass/fail.

WEAPON TRAINING

Whilst acting as part of a Section you will be required to demonstrate in a field situation the following:

- a. Weapon Safety
- b. Fire & Movement
- c. Use of Cover
- a. Selection of Fire Positions.

INSTRUCTIONAL METHODS

Prepare and Deliver a 5/10 minute Lecturettes. To be a minimum of 5 minutes and maximum of 10 minutes on a military subject or RM Corps History. Candidates are to arrive prepared with a lecturettes i.e. aides/notes/powerpoint presentation.

DRESS CHECK – SELF APPRAISAL

<u>SERIAL</u>	<u>ITEM</u>	<u>REMARKS</u>
1.	Peak Cap	Is the Badge in the correct position? Are there any loose threads? Are there any marks on the cap and band? Is the badge in good condition?
2.	White Belt	Does it fit correctly? Are there any frayed edges? Is it clean & the two white slides?
3.	Brasses	Are the edges as smooth as they can be? Is there any dried polish in the corners?
4.	Blues	Are badges in the right position? Are chevrons on the right sleeve? Are they sewn on neatly & any loose threads? Are the buttons secure? Do the trousers hang correctly (use braces)? Are there any marks on the suit?
5.	Parade Boots	Are the instep and welts free of dirt Are they laced correctly?
6.	Beret	Are there any loose threads on the band? Is the badge (DCB) in the correct position? Is it clean, & in good repair?
7.	CS95 Shirt	Is it clean and well pressed? Are there any buttons missing? Are there any loose threads? Are titles in the correct place?
8.	CS95 Trousers	Are they clean & well pressed? Check for loose or missing buttons
9.	Combat Boots	Are they in good repair? Have the soles been scrubbed clean? Are the welts free of dirt?
10.	Combat Smock	Is it clean & in good repair? Check for loose or missing buttons Are titles & chevrons in the correct place? Are there any loose threads?
11.	Hair	Is it short, neat & tidy?

PARADE TRAINING

1. **AIM.** To be able to carry out the following Interval and Squad Drill.
2. **INTERVAL & SQUAD DRILL.**
 - a). Attention: Stand at Ease: Stand Easy: Proving.
 - b). Fall In: Dressing: Numbering: Fall Out: Dismiss.
 - c). At the Halt: Right, Left & About Turn, Right & Left Incline.
 - d). Marching in Quick Time: Halting.
 - e). Mark Time in Quick Time: Forward: Halting.
 - f). Paces Forward: Paces Sideways: Paces to the Rear.
 - g). Change Step on the March in Quick Time.
 - h). About Turn on the March in Quick Time.
 - i). Right and Left Wheel on the March in Quick Time: Forward.
 - j). Left and Right Turn on the March in Quick Time.
 - k). To the Front Salute: Eye's Left / Right: Eye's Front.
 - l). Saluting to the Left / Right: Delivering a Message: One of a Party 'Standing About'.
 - m). In Quick Time – Marching in Line: Eye's Left & Right: Eye's Front.
 - n). Sizing: In Slow Time – Stepping Off; Marching; Halting.
 - o). Reporting.

ORDER FOR DRILL MOVEMENTS ON THE MARCH IN SLOW AND QUICK TIME

The following table shows you when to give the words of command to squads/troops on the march.

QUICK TIME

Halt	-----	Left Foot
Right Turn	-----	Left Foot
About Turn	-----	Right Foot
Left Turn	-----	Right Foot
Mark Time	-----	Right Foot
Forward from Mark Time	-----	Right/Left Foot
Change Step	-----	Left Foot
Breaking from Quick to Slow Time	-----	Right foot
Eyes Left/Right	-----	Left Foot
Saluting on the March	-----	Left Foot

SLOW TIME

Halt	-----	Right Foot
Right Turn	-----	Right Foot
About Turn	-----	Left Foot
Left Turn	-----	Left Foot
Mark Time	-----	Left Foot
Forward from Mark Time	-----	Right/Left Foot
Change Step	-----	Left Foot
Breaking from Slow to Quick Time	-----	Right Foot

DRILL OF THE ROYAL MARINES

TIME OF PACE

Quick Time: ----- 116 Paces per minute

Slow Time: ----- 65 Paces per minute

LENGTH OF PACES

Quick Time ----- 30 inches / 750 mm

Slow Time ----- 30 inches / 750 mm

Stepping Short ----- 21 inches / 525 mm

Stepping Out ----- 33 inches / 775 mm

Side Closing Pace ----- 12 inches / 300 mm

Stepping Forward ----- 30 inches / 750 mm

Stepping Backwards ----- 30 inches / 750 mm

Side pace when forming two ranks from three or three ranks from two ranks 24 inches / 500 mm.

FALLING IN

1 to 5 Persons ----- Single Rank

6 to 12 Persons ----- Two Ranks

13 and above ----- Three Ranks

NOTES:

1. When personnel are in two ranks the distance between ranks in Close order is two paces. When the order is given to "Open Order" only the rear rank moves.
2. When in three ranks the distance between ranks is only one pace.

PARADE GROUND ETIQUETTE

1. Ranks joining or leaving the parade, whether as an individual or in charge of a Squad/Troop; will first report to the Senior Instructor or Senior Rank on Parade for permission to proceed.
2. Other Ranks on Parade and in its main vicinity will stand to Attention and face the Parade during all Parade Bugle Calls. Officers will do likewise for the 'Fall In' and the 'Officers Call' only.
3. No Rank is to walk across the Parade when any form of Drill is being carried out on it.
4. Ranks will report themselves by Rank and Name Only, and will state their duty.
5. When dismissed on the Parade the Class / Squad or Troop will turn to the Right and March Off the Parade. When dismissed in the Drill Shed the Class / Squad or Troop will turn to the Right and March Off, and take four paces and then break off.

When an Officer is on the Parade the Class / Squad or Troop will turn to the Right, Salute and then March Off the Parade. When an Officer is in the Drill Shed the Class / Squad or Troop will turn to the Right and March Off, and take four paces and then break off.

HOW TO PREPARE A SQUAD / TROOP FOR DRILL

The squad forms up in one, two or three ranks and stands easy, on the edge of the parade ground, facing in the direction they will be when on parade.

The right guide or the right hand man of the front rank acts as right marker.

Squad Prepare to Fall – In.

The far right hand person Right – Marker.

On the command 'Squad' the squad comes properly to ease.

On the command 'Marker' the right marker comes to attention, marches in quick time 15 paces straight to his front. (a lesser distance if there is not enough space), halts and stands at ease.

Squad 'In Ranks on your Right Marker - Fall In.

Marker and the squad come to attention.

The squad march forward straight to their front, halt on the 15th pace, dress automatically, look to the front and stand at ease in succession from the right. A uniform pause will be made between movements.

Note:- In one Single Rank
In Two Ranks
In Three Ranks

INTERVAL DRILL FORMAT

PRELIMS

1. Interval Drill – Open Order - March.

Close Order – March.

(The first open order is never good enough, make them do it again, reminding them how it is to be carried out correctly)

Right Dress (Dress all 3 Ranks).

(Move to the right of the right hand man of the front rank, march away five paces, about turn, and correct the dressing. The remaining ranks will be dressed in the same way ensuring the distance between ranks is also correct).

Eyes Front.

(The order is given when you have returned to your original position in front of the troop).

Troop/Squad/Course/Class Number.

Proving (one from centre rank, one from rear rank and one file).

Stand at Ease.

Stand Easy.

(You must get used to giving this as an order... Don't just "Mention It". The troop must also be made aware that when the command is given, they relax the body over a period of two marching paces. Don't just let them collapse and start fidgeting).

LESSON

1. My aim is to teach you.....
2. The Reason is
3. Firstly we will revise (Couple of Mins).
4. I am going to DEMONSTRATE how the movement will be carried out correctly.
5. To simplify this movement I will break it down by numbers.
6. Get the Troop to do it by numbers.
7. I am going to give you a DEMONSTRATION by judging the time.
8. Get the Troop to do it by judging the time (continue unit satisfied that the troop can carry out the movement correctly).

END OF LESSON DRILLS

1. Interval Drill Completed – Close Order - March.
2. After a count of two marching paces.... Automatic “Right Dress”.
3. When all movement has ceased ... Automatic “Eyes Front” with a “Ripple” from right to left as the right arm is punched into the side and the head is forced round to the front.
4. Stand at Ease.
5. Stand Easy.

SUMMARY

You can now begin your summary by pointing out the mistakes they constantly made because they messed about or did not concentrate or just need more instruction to get the movement correct. You must spare no aggression when making any of these points.

However.....

You must never; ever let them leave the parade feeling dejected. You must always find something, however bad they have been, and say “Well Done”. If you don’t, you may not have a class the next time you need to teach drill.

LOOK FORWARD

Always give them something to look forward to. It could be a drill competition, Inspection etc. They must always know why they are doing it.

REMEMBER

1. Your Dress must be immaculate.
2. Your demonstrations must be perfect as you can get them. Practices on your own before you take a class.
3. Always read the marine Cadet Drill Manual or BR2118 to make sure your knowledge is correct before taking a class especially when teaching by numbers. If you’re not sure “Ask”. Do not make your own mind up.
4. Always pick up on any mistakes as they occur. Never let them go. You must be aware at all times what your class is doing, the way they are performing.
5. Always make sure your class is where you want it and at the correct time and never be late yourself.
6. Don’t forget “Class Comfort” especially when working in sunshine.

SQUAD DRILL FORMAT

PRELIMS

1. Squad Drill – One Pace Forward March (Automatic Dressing).
2. Number.
3. Proving (same format as Interval Drill).
4. Stand at Ease, Stand Easy.

LESSON

1. My aim over the next period is to teach you
2. The reason why is

(A) IF ANYTHING OTHER THAN FORMING
of 1). Explain and talk about it first, use files
the troop to demonstrate. Then get them
doing it.

(B) IF FORMING
1). Move to your black board And Explain
and Demonstrate on the board.

2). Then practice duties of a pivot man. (at
open order)
3). Then back to close order and number
them rank by rank and file by file.
4). Then practice forming file by file.
5). Then as a troop.

END OF LESSON DRILLS

1. Squad Drill Completed – One Pace Step Back March (Automatic Dressing).
2. Stand at Ease, Stand Easy.

SUMMARY

LOOK FORWARD

NATO SEQUENCE OF ORDERS

GROUND

Describe ground to be covered pointing out salient features. You can use models, air photos, maps and field drawings to assist you.

- a. Seat your patrol at the edge of model facing the way the patrol will be going.
- b. Where possible orientate your model to the ground.
- c. Your model should have a North pointer and distance scale.
- d. Try to use materials that resemble the natural features of the ground.

SITUATION

- | | | |
|----|-----------------|--|
| a. | ENEMY FORCES | All known information |
| b. | FRIENDLY FORCES | Disposition of own troops
Flanking troops & other patrols |
| c. | ATTS & DETS | Attached & Detached section members |

MISSION

The Task you are to carry out – (TO BE REPEATED)

EXECUTION

- | | | | | |
|----|---|--|---------------|------------|
| a. | General Outline | A brief summary of the complete task | | |
| b. | Execution | A detailed brief on the task to cover: | | |
| | | Tasks | Routes In/Out | Formations |
| | | Timings | Fire Support | R. Vs |
| b. | Co-ordinating Instructions (Actions on) | Lights | R. Vs | Halts |
| | | P.O.W.Casualties | | Ambush |
| | | Obstacles | | |

SERVICE SUPPORT

All administration arrangements:	Food	Sleep	Transport	Equipment
	Medical	Ammo	Water	Radios

COMMAND & SIGNAL

- a. Chain of command
- b. Radio: - Frequencies - Signals - Restrictions - Codewords
- c. Orders for opening Fire
- d. Password
- e. Time of rehearsals

QUESTIONS: - From & To Section / Patrol (ASK – PAUSE – NOMINATE)

FIRE CONTROL ORDERS

1. Before giving a Fire Control Order (FCO) you must quickly assess:

a. THE TARGET B. WEAPONS AVAILABLE C. TYPE OF FIRE

2. GIVE YOUR ORDERS - CODEWORD *CLAP*

C. Clear L. Loud A. As an Order P. Pauses (with)

3. SEQUENCE OF A FIRE CONTROL ORDER - CODEWORD *GRIT*

GROUP: Who will carry out the order: - Section/Charlie/Delta

RANGE: Distance to the target

INDICATION: Where the target is and what it is

TYPE OF FIRE: Slow - Rapid - Bursts - Single Shots

4. TYPES OF FIRE CONTROL ORDERS

FULL: Given when time is on your side:

Delta Fire Team - 300 - Ruined house – Left end – Enemy gun team – Bursts - Fire

BRIEF: When time is against you and the target is obvious:

Quarter left - Rapid - Fire

DELAYED: When you can guess what either our own attacking troops or the enemy is going to do;

Section - 300 - Farm - enemy inside - Rapid await my order

INDIVIDUAL: Allows each individual to identify the target and fire as the target appears

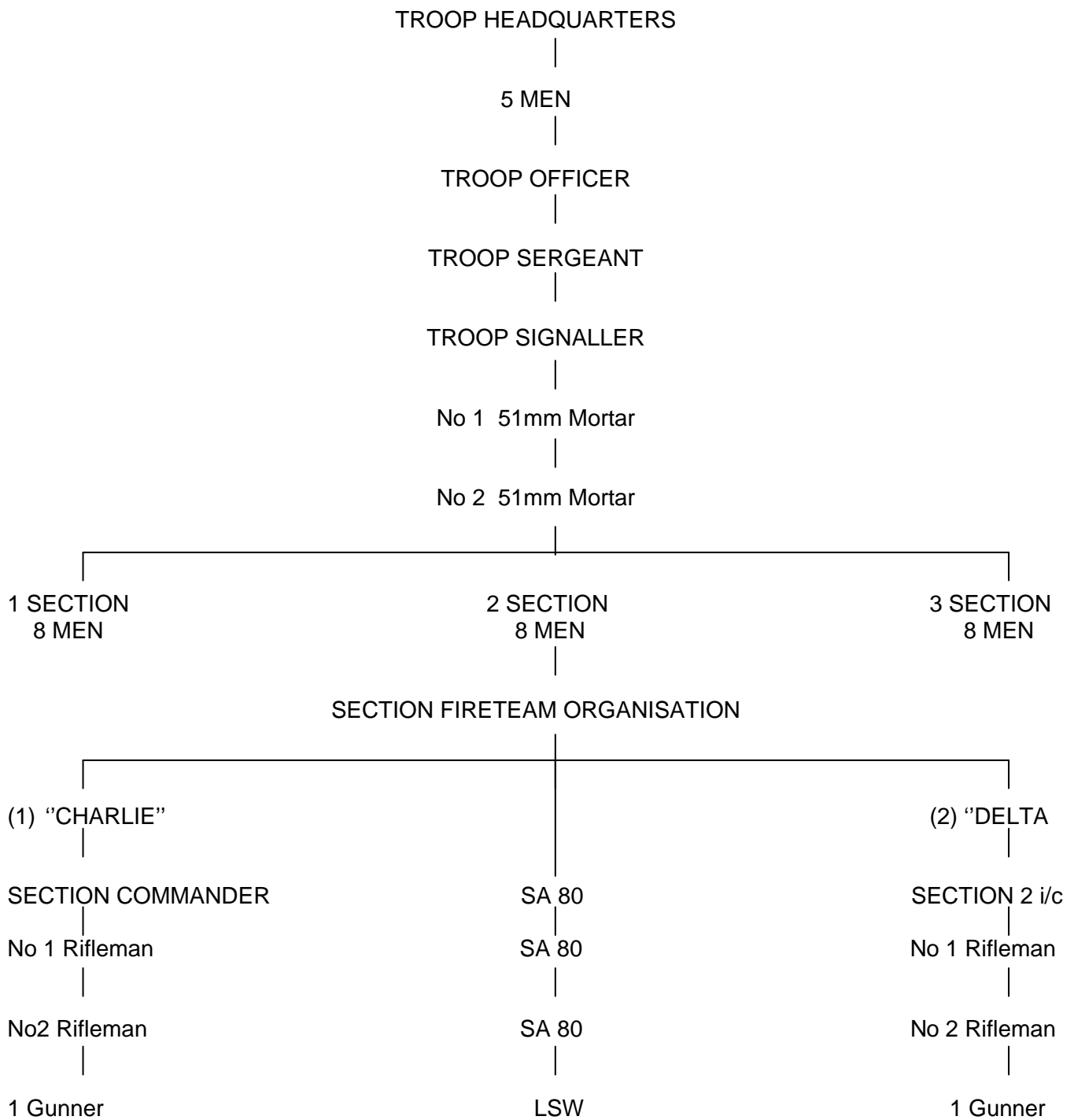
Section - 300 - Lone tree - Enemy in that area - Watch and shoot

TRACER: Tracer may be used to identify a difficult target

Section - 300 - Watch my tracer - Where it hits - Enemy

TROOP ORGANISATION:

The following layouts show the breakdown of a Royal Marine Troop:



SECTION WEAPONS

6 SA 80s With fitted Susat Sights - Calibre 5.56

2 Light Support Weapons With fitted Susat Sights - Calibre 5.56

Notes:

- a. The MINIMI Light Machine Gun 5.56 (LMG) is currently in use by the RM.
- b. Where available and operation specific – the GPMG could also be used at troop level.
- c. The SA80 is currently used with various modifications including under slung Grenade Launcher (UGL).

THERE ARE NO PISTOLS CARRIED BY ANY MEMBER OF THE TROOP

DETAILED SECTION ORGANISATION OF FIRE TEAMS

(1) CHARLIE SECTION COMMANDER

SA80A2 & Susat
CEFO
Pick
Wirecutters
Binos
Whistle
6 x 30 rnds magazine
1 x 150 rnds bandoleer
2 x HE/Smoke Grenades
2 x Sandbags
First Field Dressing (all field dressings are to be carried in the same place)
1 x Radio PRC 349

LSW GUNNER

LSW & Susat
CEFO
Shovel
10 x 30 rnds magazines 5.56
1 x 150 rnds bandoleer
2 x HE/Smoke Grenades
2 x Sandbags
First Field Dressing

No 1 RIFLEMAN

SA80A2 & Susat
CEFO
Shovel
6 x 30 rnds magazines 5.56
1 x 150 rnds bandoleer
2 x HE/ Smoke Grenades
2 x Sandbags
First Field Dressing

NO 2 RIFLEMAN

SA80A2 & Susat
CEFO
Shovel
6 x 30 rnds magazines 5.56
1 x 150 rnds bandoleer
2 x HE/Smoke Grenades
2 x Sandbags
First Field Dressing

- Whilst shown as LCpl the job of Section 2 i/c can be held by a marine.
- ** CEFO (Complete Equipment Fighting Order)

(2) DELTA SECTION 2i/c

SA80A2 & Susat
CEFO
Pick
6 x 30 rnds magazine
1 x 150 rnds bandoleer
2 x HE/Smoke Grenades
2 x Sandbags
First Field dressing
1 x Radio PRC 349

LSW GUNNER

As Charlie

As Charlie

As Charlie

PATROLLING:

AIMS OF PATROLLING

- a. Obtain Information
- b. Dominate the ground between opposing forward edge of Battle Areas (FEBAs) and gaps between Units.
- c. Destroy or disrupt enemy forces.

TYPES OF PATROLS

- | | | |
|----|------------------------|---------------------------------------|
| 1. | Reconnaissance (Recce) | Used to gain information on the enemy |
| 2. | Standing | Used to give early warning of enemy |
| 3. | Fighting | Tasked to attack and harass the enemy |

TASKS OF PATROLS

Recce Patrol:

- a. Collect Topographical information, e.g. tracks, features etc
- b. Locate enemy positions
- c. Find details of enemy minefields & enemy positions
- d. Investigate suspicious noise made by enemy
- e. Check enemy habits and routines
- f. Check own defences at first light

Standing Patrol:

- a. Watch and listen on likely enemy approaches
- b. Cover dead ground in front of and between own positions
- c. Cover minefields and obstacles which cannot be covered by the main position, also guard lanes through minefields
- d. In mobile defence preventing infiltration by the enemy

Fighting Patrol:

- a. Deny enemy patrols freedom of action
- b. Interfere with enemy working parties
- c. Carry out diversionary attacks
- d. Snatch prisoners and equipment
- e. Lay ambushes for both personnel and vehicles
- f. Protection of Recce and Standing patrols

DUTIES OF A SENTRY

When briefing a sentry the following points are to be covered:

1. The Password.
2. The Location of the post and neighbouring posts.
3. The Length of the duty.
4. Who is the relief & where is he sleeping.
5. Method of relief.
6. Arcs of fire and observation.
7. Action on suspicious movement.
8. Method of alerting the section.
9. How to challenge.
10. Where is the section/troop commander sleeping.
11. Orders for opening fire.
12. Timings of patrols in and out.
13. Firm base track plan. (if applicable)
14. Locations of flares and mines.
15. Time and action on stand to.
16. Re-check password

CHALLENGING

The following routine must be adhered to when acting as a sentry. Failure to do so may result in casualties being inflicted on your own troops. The section commander **MUST ALWAYS** be alerted when anyone approaches your post at night.

ACTION BY SENTRY

1. Alert section Commander
2. Waits till person or group is in audible range and gives the command "HALT – HANDS UP"
3. Orders by voice or sign for one person to approach "ADVANCE ONE"
4. Allows person challenged to approach close enough for Visual recognition or challenge In a low voice "HALT"
5. If not recognised give challenge quietly. "MIKE - UNIFORM"
6. "ADVANCE"
7. Remainder of the patrol is called forward either as individuals "ADVANCE ONE" to together "ADVANCE"

ACTION BY CHALLENGED

- Halts, kneels down, weapon in right hand, arms raised outwards to shoulder level.
- Advances towards position, weapon still raised out to shoulder level.
- Halts and Kneels.
- Gives reply. "FOXTROT - CHARLIE"
- Advances and takes up a position alongside the sentry whilst remainder of patrol is brought in.
- Patrol enters through sentry position being checked by both sentry and patrol leader.

PASSWORD

Passwords are issued and changed every 12 hours at 1200hrs and 2359hrs. They consist of challenge bigram (two letters) and a reply bigram. Bigrams can be individualised when working at troop or section level to make it easier to remember i.e. the section commanders' name is "DAVE"

CHALLENGE "DELTA - ALPHA"

REPLY "VICTOR - ECHO"

Whilst there are other types of passwords, the above is the correct way to give a password and is standard to all NATO countries. A password must always be used even on daylight patrols.

SECTION BATTLE DRILLS & SECTION ATTACK:

The section attack is the most minor of all offensive actions and it is here that we lay the foundations for all instruction and training.

Section Battle Drills follow a logical sequence and Section Commanders should be able to apply this sequence allowing their Section to take on limited opposition by the use of two Fire Teams (FT) using fire and manoeuvre.

During the move to the Form up Place (FUP) a secondary Fire Support Group (FSG) **MAY** be dropped off to give extra covering fire to the assault group, this is known as the Point of fire (POF).

They may also be used as a Clearing group once the Assault Team has secured the position.

SECTION BATTLE DRILLS

THERE ARE 6 BATTLE DRILLS:

- | | |
|------------------------|-------------------------------------|
| 1. Preparation (1 & 2) | 2. Reaction to Effective Enemy Fire |
| 3. Enemy (location of) | 4. Winning the Fire Fight |
| 5. Attack/Assault | 6. Re-organisation |

1. PREPARATION

Preparation for battle is carried out in two parts;

Part 1 In the base camp

Part 2 On the Forward Edge of the Battle Area (FEBA)

CHECK

Special Equipment - Orders - Weapons

Personal Camouflage - Ammunition - Protection - Equipment - Radio

2. REACTION TO EFFECTIVE ENEMY FIRE

Effective fire, is fire that is causing or would cause, casualties if the section continued on its course. The standard action on coming under fire is as follows:

- a. "Take Cover" when ordered by the Section Commander.
- b. Dash - Down - Crawl - Observe - Sights - Fire

3. ENEMY (Location of)

Depending on the situation once under fire and you cannot spot the enemy location; the following methods can be used:

- M. Movement of individuals or small groups to draw fire.
- O. Observation.
- S. Shots fired at likely enemy positions
- T. Target Indication (TRACER – FCO) by any member of the section

4. WINNING THE FIRE FIGHT

As soon as the enemy position is known the Section Commander gives a Fire Control Order to bring neutralising fire onto the position.

Once this Fire Control Order has been given the Section 2 i/c takes over and controls the rate of fire using the minimum amount of fire to keep enemy from returning fire.

This action allows the Section Commander time to make his Combat Appreciation (battle plan).

5. ATTACK/ASSAULT

As a result of his Combat Appreciation the Section Commander will give his Battle Orders, and they should be one of the following attacks as shown in detail on pages 19/20.

You as a Cadet Sergeant are expected to have a high working Knowledge of these tactics and differing types of attack.

6. RE-ORGANISATION

The re-organisation of the section can take place either on or off the objective depending on the situation. Once the FSGs have rejoined the section the Section Commander will organise the following:

- a. Detail and post a sentry.
- b. Organise team tasks and arcs of fire; prepare for a counter attack.
- c. Ammunition & Casualty report.
- d. Search Enemy Position.
- e. Re-distribute ammunition.
- f. Situation report (Sitrep) to Troop Commander.

Once settled into the position individuals should check the following:

WEAPONS
AMMUNITION - Recharge Magazines
GRENADES
EQUIPMENT

REMEMBER

These orders and drills are a guide to be used in conjunction with the Section Commanders resource, initiative and common sense and these qualities alone will do much to defeat the enemy.

TYPES OF SECTION ATTACK

ONE STAGE ATTACK: - When the Assault Fire Team goes straight into the attack.

- a. Section comes under fire - F.C.O given – return fire.
- b. 'D' Fire team acts as F.S.G.
- c. 'C' Fire Team moves to F.U.P.
- d. 'P.O.F' dropped off (NOT COMPULSORY)
- e. 'C' Fire Team assault enemy position.
- f. 'D' Fire Team rejoins 'C' Fire Team or assumes assault team status with 'C' giving fire support for any further position.

TWO STAGE ATTACK: - When the Fire Support Team needs to move to another position before the Assault Team can assault.

- a. Section comes under fire – F.C.O given – Fire Returned.
- b. 'C' Fire Team gives fire support.
- c. 'D' Fire Team moves to fire support position.
- d. 'D' becomes F.S.G and suppresses enemy position.
- e. 'C' moves to F.U.P.
- f. P.O.F dropped off (NOT COMPULSORY)
- g. 'C' assault position.
- h. 'D' Fire Team rejoins 'C' Fire Team or assumes assault team status with 'C' giving fire support for any further position.

THREE STAGE ATTACK: - When the Assault Team moves first, then the Fire Team and finally the Assault Team moves into the assault.

- a. Section comes under fire – F.C.O given – Fire returned.
- b. 'D' Fire Team gives fire support.
- c. 'C' Fire Team moves into position to give fire support for 'D's move.
- d. 'D' moves Fire Team moves, then becomes F.S.G for the assault.
- e. 'C' moves to F.U.P.
- f. P.O.F dropped off (as above)
- g. 'C' assault position.
- h. 'D' Fire Team rejoins 'C' Fire Team or assumes assault team status with 'C' giving fire support for any further position.

APPROACH TO THE FORMING UP PLACE (F.U.P)

When moving to the F.U.P from where they can assault, the team if hidden from the enemy position should slow down to conserve energy for the assault.

The Section 2 i/c should at this point regulate the rate of fire from the support group to conserve ammunition.

The Point of Fire (P.O.F) may be dropped off at a suitable position before the remainder of the group moves to the F.U.P where the following actions are to be carried out quickly and quietly.

Arcs on direction of enemy

Full magazines to be fitted – Weapons on Automatic

Bayonets to be fixed (if not already done)

Changes to details (last minute orders)

ASSAULT & FIGHT THROUGH

The aim of the Assault Team is to get as close to the enemy position without being seen. As soon as the F.S.G see the assaulting team move from the F.U.P they will lay down rapid fire on the enemy position, hopefully allowing the assault team to get close enough to use grenades on the position.

On the grenades exploding the assault team should FIRE & MANOEUVRE through the position.

The F.S.G & P.O.F (if used) must switch fire as the assault team goes onto the enemy position.

They must also be prepared to prevent any enemy interference from the flanks or beyond the objective.

They must also be prepared to move forward automatically as soon as the assault team is established on the enemy position.

During the fight through the Section Commander must continually re-appreciate and update his orders to reflect the changing battle.

Once the objective is taken, what happens next depends on three things:-

- a. There is further enemy activity – and no other friendly force in support of you.

ACTION. 'D' Fire Team becomes assault team.
'C' Fire Team assumes Fire Support Group (F.S.G).
'D' Fire Team may move from either their own position or from 'C's positions on the original objective.

- b. There is further enemy activity and another section in support of you.

ACTION. 'D' Fire Team rejoins 'C'.

- c. There is no further enemy activity.

ACTION. Re-organisation.

DRILL:

1. The test during the exam will be in Interval & Squad Drill only. On completion of a very thorough dress inspection you will be marked on the following.
 - a. Personal Bearing and drill, both in and out of the squad.
 - b. Control & confidence whilst taking the lesson.
 - c. Word of command
 - d. Fault Detection & Correction.
 - e. Instructional Ability & Technique.
 - f. Good use of Explanations & Demonstrations.

When taking a lesson ensure that you adhere to the following:

- a. Move to a position where you can see the whole squad.
- b. Introduce yourself to the squad. (Squad I am Cpl???)

- c. Number all ranks. This allows you to correct individuals by number and not by name.
- d. Be confident, but not over confident.
- e. Do not get flustered.
- f. Go to the drill hall to see the size and practice using your voice to test sound effects (acoustics).

LESSON PLAN

PREPARATION

COURSE		
SUBJECT		
SCTI REF.		
LESSON		
LESSON FORMAT		
NO. OF PERIODS		
DURATION		
REFERENCES		
LOCATION		
TRAINING AIDS		

INTRODUCTION

NAME		
SAFETY ASPECTS	(Risks/Assessments/Evacuation etc.....)	
INTEREST	(include any previous links if applicable)	
NEED		
TITLE		
RANGE	(incl main topics, notes/question/handout policies)	
OBJECTIVES	“By the end of this lesson you will be able to.....”	
REVISION	(Outline if required)	
APL	(Accredited Prior Learning)	
DIVERSITY	(Consider learning difficulties)	

CONSOLIDATION

<u>SUMMARISE KEY POINTS</u>		

<u>PLANNED QUESTIONS</u>		

<u>LINK</u>		
<u>REFERENCE</u>		
<u>TEST</u>		

MCS MILITARY TRAINING LESSON PLAN

LESSON:	
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A. INSTRUCTORS NOTES

Aim:	
Timings:	
Method:	
Stores:	
Preparation:	
Miscellaneous:	

B. CONDUCT OF THE LESSON

Preliminaries:	
Revision:	
Introduction:	
Lesson:	
Confirm by practice & questions	
Conclusion	
End of Lesson Drill:	
Summary:	
Look Forward:	