

## **OPERATION ORDER** **TASK ORGANIZATION**

### **I SITUATION**

#### a) ENEMY:

- (1) disposition, composition, strength
- (2) capabilities
- (3) most probable course of action

#### b) FRIENDLY:

- (1) higher units mission intent
- (2) left units mission
- (3) right units mission
- (4) forward units mission
- (5) mission of unit in reserve or following
- (6) unit in support or reinforcing

#### c) ATTACH/DETACH:

### **II MISSION**

Who What When Where Why  
!!2x!! "I say again..."

### **III EXECUTION**

"It is my INTENT:"

#### a) CONCEPT OF THE OPERATION

- how unit will accomplish mission
- identify tasks

"I see this mission in \_\_ phases..."

- (1) Maneuver
  - designate main effort
  - identify essential tasks by unit
  - About 2½ min... tell the story
- (2) Fires Concept of Fire Support
  - address priority of fire
  - address priority targets TRP's
  - address restrictive and control measures
- (3) Additional Combat Support Assets
  - concept of employment and priority of effort
  - Engineers, ADA, etc... usually none

#### b) TASKS TO MANEUVER UNITS

#### c) TASKS TO COMBAT SUPPORT UNITS

- list specific tasks that must be accomplished
- attachments like: mortars, eng., ADA, medic squads: none (usually)

#### d) COORDINATING INSTRUCTIONS

- order of march, movement formation, time of departure, distance, direction
- (1) PIR and reporting tasks
- (2) MOPP level
- (3) Troop safety & exposure guidance
  - dehydration, mosquitoes, ticks, deadfall, rocks
- (4) Engagement & disengagement instructions
  - if you see them... don't fire unless fired upon
- (5) Fire distribution and control
  - one/two men on auto...
- (6) Consolidation & reorganization instructions
  - Consolidate at last RP
- (7) Reporting requirements
  - ACE report up Chain of Command
  - ACE & SALUTE to Higher
- (8) Specified tasks that pertain to more than one squad/element
  - rehearsals & rehearsal time, who presents
- (9) Rules of engagement
  - Only engage OPFOR in... uniforms
- (10) Order of march & movement instructions
  - indirect fire, mines
  - near/far sniper or ambush

### **IV SERVICE SUPPORT**

#### a) GENERAL

Provide terrain locations, casualty and damaged equipment collection points and routes to and from them.

Last Rally Point

#### b) MATERIAL AND SERVICES

- (1) Supply
  - Class I: Food/H<sub>2</sub>O

- Class II: Clothing/individual equip.
- Class III: Petroleum/oil
- Class IV: Constrct. Mater. (wire,wood)
- Class V: Ammunition
- Class VI: Personal demand items
- Class VII: Major end items
- Class VIII: Med supplies (who & where)
- Class IX: Repair parts

#### (2) Transportation

List constraints, limitations, specific operating hrs, distribution and schedules.  
Also... transportation of supply.

#### (3) Service type, designation, location

#### (4) Maintenance

Any info that differs from established SOP

#### (5) Medical Evacuation procedures & location

#### c) PERSONNEL EPW collection & handling instruct

Search, Segregate, Silence, Safeguard, Speed

#### d) MISCELLANEOUS Destruction of supplies & other info

### **V COMMAND SIGNAL**

#### a) COMMAND

- (1) Location of Higher Unit Commander & Comm Post
- (2) Location of Unit Ldr or Comm Post
- (3) Location of 2<sup>nd</sup> in Command or Alt Comm Post
- (4) Succession of Command
  - list off order by name

#### b) SIGNAL

- (1) SOI index in effect
  - SOI index is / isn't in effect
- (2) Listening silence, if applicable
- (3) Methods of communication in priority
- (4) Emergency signals
  - whistle, smoke/assault etc.
- (5) Code words
  - Challenge/password
  - Running password
  - Number combo

**LEADER'S MINUTE**

timekeeper, recorder, A&B team,  
security (sectors of fire), TLPs

**TROOP LEADING PROCEDURES (FM 7-8, p.2-3)**

1. Receive the Mission
2. Issue a Warning Order
3. Make a Tentative Plan
  - ? Estimate of the situation
  - ? Expand CA into tentative plan
4. Start Necessary Movement
5. Reconnoiter
6. Complete the Plan
7. Issue the Complete Order
8. Supervise

**QUESTIONS TO ASK AT OPORD**

1. Where am I? (grid location)
2. Verify location of OBJ?
3. Verify my Azimuth?
4. Notional security?
5. PIR (if applicable)?
6. Priority of fire?
7. Where is LD?
8. Callsigns? (higher, arty, medivac, ect.)
9. Set up TRP!!
10. Weapons & pyro (law, smoke, arty, grenades)
11. Do we have any updated Intel?

**WARNING ORDER**

1. Time & place of OPORD
2. Mission
3. Special teams, Ammo/H<sub>2</sub>O

**AFTER ACTION REVIEW (AAR)**

- I. Site Orientation
- II. Cadet Leadership
  - a. Mission & Objective
  - b. Concept (plan)
  - c. Execution (really happened)
  - d. Lessons Learned
    - Issue/Discussion/Recommendation
    - e. 1-Sustain & 1-Improve
- III. Other Cadets
  - a. Responsibilities
  - b. Execution
  - c. Lessons Learned
- IV. Cadet Open Discussion
- V. Other Cadre/Support Personnel Feedback
- VI. AAR Leader
  - a. Detailed/Specific Feedback
  - b. Assessment of Mission Accomplishment
  - c. Summary

**AAR POINTERS**

- ? Discussions must not embarrass leaders or soldiers, but emphasize the positive.
- ? Participants describe what happened in their own terms.
- ? Alternate and possibly more effective courses of action are discussed.
- ? Discussions avoid minor events that do not directly relate to the major training objective.
- ? Participants must not excuse inappropriate actions. Instead, they examine why actions were taken and what alternatives were available.
- ? Every unit or element that participated in the exercise must be present at the AAR.

**"ACE" REPORT**

Given by TM LDR to SQD LDR  
Ammunition, Casualty, Equipment

**"SALUTE" REPORT (STP 21-1, p.13)**

Given to higher from SQD LDR  
Size Activity Location Unit Time Equipment

**"SITREP"**

(Situation Report) IAW OPORD for STX's if given at all

**SHELREP (FM 6-121)**

1. Observer Identification
2. Location (coded)
3. Azimuth to flash or sound
4. Time (from and to)
5. Area shelled
6. Nature of fire
7. Type rounds received (Arty, Mortar, etc.)
8. Damage (coded)

**AA PRIORITY OF WORK** (FM 7-8, p.5-22)

1. Position crew-served weapons, chemical agent alarms, and designate PDF, FLP, and FPFS.
2. Construct individual and crew-served fighting positions.
3. Set up wire commo between the SQDs and the PLT CP.
4. Prepare range cards.
5. Camouflage positions.
6. Clear fields of fire.
7. Distribute ammo, rats, water, supplies, and equip.
8. Conduct P MCS on weapons and equipment.
9. Prepare dragon night sight.
10. Inspect platoon members and equipment.
11. Rehearse critical aspects of the coming mission.
12. Test fire small-arms weapons.
13. Conduct personal hygiene and field sanitation.
14. Institute a rest plan.

**DEFENSE: PRIORITY OF WORK** (FM 7-8, p.2-84)

1. Establish local security (OP / Patrols / PEWs / M8).
2. Position key weapons:
  - a. Position anti-armor WPNs, MGs, SQDs & sectors.
  - b. Position other assets attached to the platoon.
  - c. Establish the CP and wire communication.
  - d. Designate FPLS and FPFS.
  - e. Coordinate with adjacent units –L, R, FWD, Rear.
  - f. Place obstacles and mines.
  - g. Mark or improve TRPs and fire control measures.
  - h. Establish fire control measures.
3. Prepare primary fighting positions:
  - a. Check sectors of fire.
  - b. Clear fields of fire/prep range cards and sketches.
  - c. Improve primary fighting Positions (overhead cover).
  - d. View positions from enemy vantage.
  - e. Prepare Alt. Positions, then supplementary positions.
4. Establish a sleep and rest plan.
5. Reconnoiter routes.

6. Integrate indirect fires, CAS, & obstacles with direct and indirect fires.
7. Check camo & establish emergency signals.
8. Rehearse engagements, disengagements, and CATK.
9. Adjust positions or control measures as required.
10. Designate ammo, food, water, supply, PW, & casualty pnts.
11. Dig trenches to connect positions.
12. Continue to improve positions.

**PATROL BASE ACTIVITIES** (FM 7-8, p.3-40)

Establish security, alert plan, withdrawal plan  
Maintenance plan, sanitation and personal hygiene plan  
Mess plan, water resupply

**CONDUCT AN AREA RECONNAISSANCE** (FM 7-8, p.3-11)

1. Occupy objective rally point. (5pt. Cont Plan)
2. Place security TM at RP as required. (5pt. Cont Plan)
3. Conduct a leader's recon and return to RP.
4. Issue frago at RP. (5pt. Cont Plan)
5. Conduct recon and return to RP.
6. Return to ORP
7. Gather/Report information.
8. Disseminate information to all patrol members.

**BREACHING AND CLEARING OBSTACLES** (FM 7-8, p.2-143)

Suppress the enemy to allow breach element to breach.  
Observe the breach site from enemy observation.  
Secure breach site, execute breach, and secure far side.  
Reduce obstacle to facilitate movement of follow-on forces.

**ACTIONS ON CAPTURING POWS** (FM 7-8, p.2-114)

Search, Segregate, Silence, Speed, and Safeguard

**PATROL: PLANNING** (FM 7-8, p.3-1)

1. ORGANIZATION.
  - a. Headquarter element.
  - b. Aid and litter team.
  - c. Enemy prisoner of war team.
  - d. Surveillance team.
  - e. Enroute recorder.
  - f. Compass man.
  - g. Pace man.
2. INITIAL PLANNING AND COORDINATION.
  - a. With higher HQ.
  - b. With FFU.
  - c. Adjacent patrol leaders.
3. COMPLETION OF THE PLAN.
  - a. Essential and supporting tasks.
  - b. Key travel and execution times.
  - c. Primary and alternate routes.
  - d. Signals.
  - e. Challenge and password FWD of friendly line.
  - f. Location of leaders.
  - g. Actions of enemy contact.
  - h. Contingency plans.
4. DEPARTURE FROM FRIENDLY LINES.
  - a. Coordination.
  - b. Planning.
5. RALLY POINTS.
  - a. Selection of rally points.
  - b. Types of rally points.
    - (1) Initial rally point.
    - (2) En Route rally points.
    - (3) Objective rally points.
    - (4) Reentry rally point.
    - (5) Near- and far-side rally points.
6. LEADER'S RECONNAISSANCE OF THE OBJECTIVE.
7. REENTRY OF FRIENDLY LINES.
8. DEBRIEFING.

#### **DELIBERATE ATTACK CONSIDERATIONS**

1. Recon- pinpoint OBJ enemy positions / obstacles.
2. Determine weak point, designate supporting positions.
3. Assign PLT / SQD objectives- identify the decisive point.
4. Determine main attack; supporting attack, reserve.
5. Assign breach- support- assault missions.
6. Designate fire control measures.
7. Coordinate indirect/direct fires and CAS to time of attack.
8. Control measures during attack.
9. Security- ground and air.
10. Consolidation and reorganization.

#### **PATROL: COORDINATE FRIENDLY UNIT** (FM 7-8, p.3-5)

1. PATROL LEADER.
  - a. Identifies self and unit.
  - b. Size of patrol
  - c. Time of Departure and return.
2. FORWARD UNIT REPRESENTATIVE.
  - a. Information on terrain.
  - b. Known or suspected enemy positions.
  - c. Likely enemy ambush sites.
  - d. Latest enemy activity.
  - e. Detailed info on friendly position and obstacles.
  - f. Location of OPS.
  - g. Friendly unit fire plan.
  - h. Support the FFU can provide.
3. LEADER ACTION SEQUENCE.
  - a. Contact friendly guides at contact point.
  - b. Move to coordinated initial rally point.
  - c. Complete final coordination.
  - d. Move to and through passage point.
  - e. Establish security – listening halt before FFU's FPF.

#### **AMBUSH** (FM 7-8, p.3-20)

1. PLANNING CONSIDERATIONS.
  - a. Cover the entire kill zone by fire.
  - b. Use existing obstacles to keep enemy in kill zone.
  - c. Protect the assault and support elements with mines, claymores, or explosives.
  - d. Use security teams to isolate the kill zone.
  - e. Assault into the kill zone for EPW team.
  - f. Time the actions of all elements of the PLT preclude loss of surprise.
  - g. Use only one SQD to conduct the entire ambush and rotate SQDs over time from the ORP.
2. FORMATIONS. LINEAR OR L-SHAPED.

#### **AMBUSH: HASTY** (FM 7-8, p.3-22)

1. Patrol member alerts patrol that enemy is in sight and gives direction from patrol.
2. Patrol halts and remains motionless.
3. Leader decides to conduct hasty ambush.
4. Leader gives hand and arm signal to position personnel to covered & concealed positions and designates kill zone.
5. Security elements placed to flanks and rear.
6. Patrol leader initiates ambush.
7. Assault element moves into kill zone and conducts hasty search of enemy soldiers.
8. Security elements rejoin patrol.
9. Withdraw from the ambush site and returns to ORP.
10. Collects and disseminates info.
11. Reorganizes as needed and continues mission.

#### **EVALUATE A CASUALTY** (STP 21-1-MQS, p.3-68)

- |                      |                    |
|----------------------|--------------------|
| 1. Responsiveness.   | 5. Fractures       |
| 2. Breathing & Pulse | 6. Burns           |
| 3. Bleeding          | 7. Head Injury     |
| 4. Shock             | 8. Get Medical Aid |

#### **FIVE POINT CONTINGENCY PLAN** (FM 7-8, P.3-5)

1. WHO are You Taking
2. WHAT are You Going to do
3. WHERE You are Going
4. WHEN Will I Return
5. WHAT to do if Attacked or Compromised

#### **METT-T** (FM 7-8 p.2-4)

Mission  
Enemy Situation  
Terrain/Weather  
Troops/Equipment Available  
Time Available

#### **"OCOKA" TERRAIN ANALYSIS** (FM 7-8, p.2-8)

Observation  
Cover and Concealment  
Obstacles  
Key Terrain  
Avenues of Approach

#### **"PCI"/ SENSITIVE ITEMS CHECK**

Pre-Combat Inspections. Status of all additional equipment of the squad to the TAC by SQD LDR after index of mission.

#### **"SURVIVAL"**

Size up the situation.  
Undue haste makes waste.  
Remember where you are  
Vanquish fear and panic  
Improvise  
Value Living.  
Act like a native.  
Learn basic skills

**I. OBSERVER IDENTIFICATION.****II. WARNING ORDER:**

1. CALLS FOR FIRE MUST INCLUDE:
  - a. Type of Mission:  
 ? Observer identification and warning order.  
 ? Adjust fire  
 ? Fire for effect  
 ? Suppress (planned target)  
 ? Immediate Suppression (TGT ID #)
  - b. Target location methods.  
 ? Grid: No announcement.  
 ? Polar Plot (POLAR)  
 ? Shift from a known point (SHIFT + TGT ID #)  
 ? Target description "snap."  
 ? Size/Shape  
 ? Nature/Nomenclature  
 ? Activity  
 ? Protection/Posture  
 ? Omission indicates a request for one FA battery.  
 ? Larger units by stating size desired.
2. OPTIONAL CALL FOR FIRE INFORMATION
  - a. Method of engagement, type of adjustments, danger close, trajectory, ammunition, and distribution.  
 Danger close 600 m Arty SH/FZ; TRAJ; SHEAF
  - b. Method of fire and control.  
 ? When ready- Standard  
 ? At my command  
 ? Cannot observe  
 ? Time on target  
 ? Continuous illumination  
 ? Coordinated illumination  
 ? Cease loafing  
 ? Check firing  
 ? Continuous fire  
 ? Repeat  
 c. Refinement and end mission.

**III. TARGET LOCATION:**

1. GRID: 2 character six digit grid (i.e., GQ123456)
2. POLAR PLOT: Direction and distance to the target from observer's position.
3. SHIFT: Direction to the target:  
 ? Lateral Shift (left/right) in meters.  
 ? Range Shift (add/drop) in meters.  
 ? Vertical Shift (up/down) in meters if significant.

**IV. TARGET DESCRIPTION:** A word picture of the target (i.e., the number and type of vehicles/personnel observed).**V. METHOD OF ENGAGEMENT:**

1. TYPE ENGAGEMENT:  
 ? Area Fire: Standard without request.  
 ? Precision Fire: Used only with destruction or registration missions.
2. DANGER CLOSE: announced when applicable.
3. TRAJECTORY:  
 ? Low Angle: Standard without request.  
 ? High Angle: Upon request of observer or when required due to masking terrain.
4. AMMUNITION:  
 a. Type projectile desired in Fire for Effect Phase.  
 b. Type of fuse desired in Fire for Effect phase.  
 c. Volume of fire desired in Fire for Effect phase.  
 d. Distribution: Type sheaf desired. Parallel is standard without request.

**VI. METHOD OF FIRE AND CONTROL:**

1. METHOD OF FIRE:  
 a. Center Platoon / center section (one weapon) is standard for adjustment phase.  
 b. Battery / platoon right / left on request.  
 c. Time interval (5sec is standard when b. is used).
2. METHOD OF CONTROL:  
 ? Fire when ready: Standard –no request required.  
 ? At my command:  
 ? Cannot observe: Fire will not be observed.  
 ? Time on target: Rounds land at specified time.

? Continuous illumination: FDC will determine when illumination is fired.

? Cease loading: Used on missions with two or more rounds in effect. Causes the firing unit to stop loading rounds.

? Check Firing: Temporary halt in firing.

**MINIMUM BRACKETING GUIDE****Estimated range to target: Initial bracket is:**

0-1000 meters	100 meters
1000-2000 meters	200 meters
2000 meters and beyond	400 meters

**(1) INITIAL CALL FOR FIRE**

"\_\_\_\_ this is \_\_\_\_ adjust fire over."

"\_\_\_\_ this is \_\_\_\_, adjust fire out."

"Grid \_\_\_\_ over."

"Grid (repeated), out."

"Patrol in the open (description), over."  
 "Patrol in the open (repeated). Authenticate papa bravo, over."

"I authenticate charlie, out."

**(2) MESSAGE TO OBSERVER**

"\_\_\_\_ number of rounds, over."

"(repeated), number of rounds, out."

**(3) DIRECTION**

"Direction (in mils), over."

"Direction (repeated), out."

**(4) ADJUSTMENT PHASE**

"Shot, over."

"Shot, out."

"Right (meters), drop (meters), over."

"Right (meters), drop (meters), out."

"Shot, over."

"Shot, out."

"Fire for affect, out."

**WEAPONS** \*Optimum Engagement Ranges

TYPE	MAX EFFECTIVE RANGE (m)
M16	460
M79 / M203	350 (area) 150 (point)
M60 mg	1100 (600 m grazing)
mg, 50 Cal	1800 (1000 m grazing)
LAW	200
SAW	1000
90 mm RCLR	400
106 mm RCLR	1097
60 mm	3650
81 mm	4595 (min from Tube 70 m)
4.2 in.	5650 (min from Tube 920 m)
TOW	3000 (planning purposes)
TOW II	3750
DRAGON	1000 (planning purposes)
105 mm	11,500
105 mm Tank	*2-2.5 km
120 mm Tank	*2-2.5 km
25mm BIFV	2200 m
155 mm M109A3	18,100
M198	24,000
8 in. How	22,900
<b>FINAL PROTECTIVE FIRES</b>	
60 mm	70 m (W) 30 m (D)
81 mm	100 m (W) 35 m (D)
4.2 in.	200 m (W) 35 m (D)
105 mm	200 m (W) 30 m (D)
155 mm (PLT) (BTRY)	200 m (W) 50 m (D) 400 m (W) 50 m (D)

**BRAS** (firing technique)

Breath   Relax   Aim   Squeeze

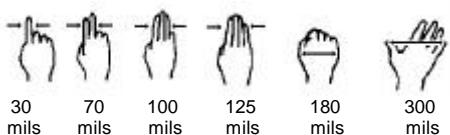
**RANGE CARD PREPARATION** (FM 7-8, p.2-76)

1. Fill in marginal information at top of card.
2. Draw weapon symbol in center of small circle.
3. Draw left and right limits.
4. Determine Value for each circle.
5. Draw all TRPs and reference Pts. Consecutively.
6. Draw dead space.
7. Draw max engagement line for anti-armor weapons.
8. Number weapon ref pt last or determine 8-digit grid. Fill in data section at bottom of card.

**DETERMINING DIRECTION TO A TARGET**

1. **USING A COMPASS:** Using an M2 or lensatic compass, the FO can measure direction. The FO will add/subtract the GM angle to determine the grid direction to send to the FDC.
2. **SCALING FROM A MAP:** Using a protractor or an OF fan (observed fire fan), the FO can scale direction from a map to an accuracy of 10 mils.
3. **MEASURE FROM A REFERENCE POINT:** Using a reference point with a known direction, the FO can measure the angle between the reference point and his target and add/subtract the measured angle to/from the known direction to determine the direction to the target. The angle between the reference point and the target can be measured with bino's or with the hand measurement technique as depicted below.

ESTIMATING ANGLES IN MILS WITH THE HAND



4. **ESTIMATING:** With a terrain map analysis the FO can estimate direction by picturing 8 main directions (N, NE, E, S, SE, S, SW, W, NW). **USING OTHER MEASURING DEVICES:** The FO can use other measuring devices such as an aiming circle, battery commander's scope, or a laser device which can provide direction to nearest 10 mils.

**23 LEADERSHIP DIMENSIONS**

1. **LOYALTY (LO):** Bears true faith & allegiance to the Constitution, Army, units & soldiers.
2. **DUTY (DU):**履行 professional, legal and moral obligations.
3. **RESPECT (RE):** Promotes dignity, consideration, & EO.
4. **SELFLESS SERVICE (SS):** Places Army priorities before self.
5. **HONOR (HO):** Adheres to Army's code of values.
6. **INTEGRITY (IT):** Exhibits high personal moral standards.
7. **PERSONAL COURAGE (PC):** Shows physical & moral bravery.
8. **MENTAL (ME):** Possess desire, will, initiative, & discipline.
9. **PHYSICAL (PH):** Keeps proper Lvl of fitness & military bearing.
10. **EMOTIONAL (EM):** Displays self control; calm under pressure.
11. **CONCEPTUAL (CN):** Sound judgment, critical/creative thinking.
12. **INTERPERSONAL (IP):** Skill with people: coaching, teaching, counseling motivating and empowering.
13. **TECHNICAL (TE):** Has necessary expertise to accomplish all tasks & functions.
14. **TACTICAL (TA):** Demonstrates proficiency in required professional knowledge, judgment & warfighting.
15. **COMMUNICATING (CO):** Displays good oral, written & listening skills for individuals/groups.
16. **DECISION MAKING (DM):** Employs sound judgment, logical reasoning & uses resources wisely.
17. **MOTIVATING (MO):** Inspires, motivates & guides others toward mission accomplishment.
18. **PLANNING (PL):** Develops detailed executable plans that are feasible, acceptable & executable.
19. **EXECUTING (EX):** Shows tactical proficiency, meets mission standards, & takes care of people/resources.
20. **ASSESSING (AS):** Uses after-action and evaluation tools to facilitate consistent improvement.
21. **DEVELOPING (DE):** Invest time & effort to develop individuals.
22. **BUILDING (BD):** Spends time & resources improving individuals, teams, groups & units: fosters ethical climate.
23. **LEARNING (LR):** Seeks self-improvement & organizational growth: envisioning, adapting and leading change.

**MEDICAL EVACUATION REQUEST (FM 7-8, p.2-122)**

1. LOCATION OF PICKUP  
Encrypt the grid coordinates of the pickup site. When using the DRYAD Numeral Cipher, the same "SET" line will be used to encrypt grid zone letters and coordinates. To preclude misunderstanding, a statement is made that grid zone letters are included in the message (unless unit SOP specifies its use at all times).
  2. RADIO FREQUENCY, CALL SIGN AND SUFFIX AT PICK-UP SITE.  
Encrypt the frequency of the radio at the pickup site, not a relay frequency. The call signs (and suffix is used) of person to be contacted at the pickup site may be transmitted in the clear.
  3. NUMBER OF PATIENTS BY PRECEDENCE.  
Report only applicable info & encrypt the brevity codes.
    - A - urgent.
    - B - urgent surgery.
    - C - priority.
    - D - routine.
    - E - convenience.\*If two or more categories must be reported in the same request, insert the word "BREAK" between each category.
  4. SPECIAL EQUIPMENT REQUIRED.  
Encrypt the applicable brevity codes.
    - A- none.
    - B- hoist.
    - C- extraction equip.
    - D- ventilator.
  5. NUMBER OF PATIENTS.  
Report only applicable info & encrypt brevity code. If requesting MEDEVAC for both types, insert the word "BREAK" between litter entry and ambulatory entry.  
L + # of Pnt - Litter  
A = # of Pnt - Ambulatory (sitting)
  6. SECURITY OF PICKUP SITE (**wartime**).  
N - No enemy troops in area.  
P - Possibly enemy troops in area (caution).  
E - Enemy troops in area (approach with caution).  
X - Enemy troops in area (armed escort required).
  6. # WOUNDED AND TYPE INJURY/ILLNESS (**peacetime**).  
Specific info regarding patient wounds by type (gunshot or shrapnel). Report serious bleeding & patient blood type, if known.
  7. METHOD OF MARKING PICKUP SIGHT
- Encrypt the brevity codes.
  - A - Panels.
  - B - Pyrotechnic signal.
  - C - Smoke signal.
  - D - None.
  - E - Other.
8. PATIENT NATIONALITY AND STATUS.  
Number of patients in each category need not be transmitted.  
Encrypt only applicable brevity codes.
  - A - US military.
  - B - US civilian.
  - C - Non-US military.
  - D - Non-US civilian.
  - E - EPW.
9. NBC CONTAMINATION (**wartime**).  
Include only when applicable! Encrypt applicable brevity codes.
  - N - Nuclear.
  - B - Biological.
  - C - Chemical.
9. TERRAIN DESCRIPTION (**peacetime**).  
Include details of terrain features in and around proposed landing site. If possible, describe relationship of site to prominent terrain feature (lake, mountain, and tower).