



**OF THE RIFLE SQUAD**

**AND COMBAT DRILL**

**63d INFANTRY DIVISION**



HEADQUARTERS 63D INFANTRY DIVISION

OFFICE OF THE COMMANDING GENERAL

APD 410

Camp Van Dorn, Mississippi

14 September 1944

1. These SOP's of the rifle squad must be thoroughly understood and habitually employed by all rifle units, and other units having similar combat functions. They will be put into practice and training. All officers of the infantry division, regardless of branch, should have a clear conception of these standing operating procedures.

2. Combat drill for the rifle squad is like football signal practice and dummy scrimmage that develop the team to a smooth machine. Half distance and full distance combat drill teach and develop teamwork, formations, and signals for tactical operation. They are extremely valuable for training and developing the small unit leader and absorbing replacements. They can be, and should be, employed for these purposes by reserves and units in rear areas, even in combat.

3. Half distance combat drill is not solely a parade ground or training area drill. In part, or as a whole, it is applicable to combat situations; for example, as a last minute check on organization and duties of the men of the squad, their weapons and equipment, while in an assembly area just prior to putting the squad into battle. Whenever opportunity offers, it should be used for this important purpose to sharpen up and ready the squad for combat. Leaders must see that it is so employed.

LOUIS E. HIBBS,  
Major General, U. S. Army,  
Commanding.



## **Section I—SOP of the Rifle Squad**

### **Section II—Combat Drill**

#### **Part I—Half Distance Combat Drill**

#### **Part 2—Full Distance Combat Drill and Tactical Exercises**

## **Section I—SOP of the Rifle Squad**

### **1. ORGANIZATION (See fig 1, 8 & 13):**

a. The squad is organized into a rifle team (under the Rifle Leader), which is further subdivided into the right rifle group (local control by rifle leader) and left rifle group (local control by 2d rifle leader), and an AR group under the AR leader. Two riflemen, one from each rifle group, are designated as scouts; they operate under the squad leader and with him form the leading group of the diamond. The scouts rejoin the rifle team, if the situation will permit, whenever the rifle team maneuvers to close with the enemy. Any group leader when necessary leads his group to position, the formation being a triangle.

b. The squad leader commands the squad, the rifle leader being second in command, the 2d rifle leader being third in command, the AR leader fourth. The squad leader designates the rifle leader, 2d

rifle leader and AR leader. The 2d rifle leader is an assistant to the rifle leader but in emergency, or when so ordered, commands and directs the independent action of the left rifle group. The rifle leader, 2d rifle leader and AR leader are charged with security and defense of the flanks and rear of the squad in any formation; the squad leader is charged with the security and defense of the front in addition to that of the squad as a whole.

c. If the AR group be separated from the rifle team, the squad leader goes with and commands the rifle team. If the rifle team be split, he accompanies and commands that part having the more critical mission. He leads all assaults where he is present.

d. (1) It is habitual in rifle squads, even in a company forming for dismounted drill, retreat or any other formation, for the squad leader to designate duties and have men "call off". Thus, anytime and everytime the rifle squad forms, the squad leader organizes it and checks organization, and the squad is ready for combat operation.

(2) In designating duties, the squad leader announces the man's name, then his duty.

(3) In "call off", each man, beginning with the squad leader, announces in order his name and his duty.

(4) The use of numbers to designate men of the rifle squad will cease.

## 2. COMBAT FORMATIONS:

### a. DIAMOND

(1) The diamond (Fig 2) is the basic squad formation for combat. All other combat formations



are based upon the diamond and are variations of it. It is (1) the *movement* formation, (2) the basic all around defensive and readiness formation (including assembly area and bivouac) and the *organize* (including after assault) formation, (3) and it is the *patrol* formation.

(2) RIFLE TEAM FORMATION (see figs 9 & 14)

It is SOP that the rifle team in maneuver, and in 6-9 man patrol operations, moves in a diamond formation similar to that which it occupies in the squad diamond. The 2d rifle leader is charged with rear security. If the rifle team operates (as on a 6-man patrol mission) without the squad leader and scouts, the 2d rifle leader drops to and covers the rear; the rifle leader moves to the front, sends out two scouts and moves as the point of the diamond. When the squad leader and scouts are present, the formation is in effect that of the squad diamond with the AR group dropped out and the rifle leaders dropped slightly to the rear. The 2d rifle leader is charged with rear security.

b. SQUAD COLUMN and SINGLE FILE are combat variations of the diamond resulting from men closing in on the center line of the diamond. These narrower formations are used when control requires it, or when narrow routes must be taken.

(1) SQUAD COLUMN (fig 3) results from closing in the right and left rifle groups to a total width of 10 - 15 yards. Men do not line up behind the man ahead. (In this formation, the squad may move with a file on each side of a road or trail.)

(2) SINGLE FILE (fig 7) is formed by men taking their places, one behind the other, at 5 yards distance.

c. ORGANIZE (fig 4)

(1) The command ORGANIZE places the squad, or any elements of it, in position prepared for all around defense, steadies it and alerts it for future action. When desirable, immediate check and report by subleaders is made as to men, ammunition and weapons; men check their weapons, ammunition and equipment. It is applicable following any action tending to disorganize the squad or its elements, in order to check men, weapons and ammunition and to re-establish control. It follows every assault. It is applicable to immediate defense in place, or in a designated locality, such as when a squad is suddenly struck by the enemy, or in immediate danger of being struck, or is cut off from its unit, or is fighting a delaying action. Its formation is the basis for squad defense. The formation provides depth, mutual support by fire, all around security and the maximum control. It provides a basic SOP bivouac and assembly area formation for the squad even if it be part of a platoon. The fire of the entire squad may be employed in any direction.

(2) For the squad as a unit, the SOP ORGANIZE formation is the DIAMOND, faced as indicated by the squad leader. Executed when the situation is urgent, the squad hits the dirt in diamond formation and readies itself for action. Sub-leaders check, report and hold themselves and their groups alert for orders. Executed more deliberately as a defensive



measure, the AR may be especially sited, and the position of the squad leader and sub-leaders especially selected. However, the depth and width of the diamond, its SOP pattern of responsibilities for security and defense, should be maintained, and all around fire of every weapon should be sought.

(3) When executed as a bivouac or assembly area formation, the general pattern of the diamond is maintained, sub-leaders taking position interior to the diamond. If tents are pitched, men are paired off. Responsibilities for security and defense remain as SOP in the diamond except that the AR group may be especially located for defensive fires.

(4) The rifle team, when alone, executes ORGANIZE in its modified diamond, or 6-9 man patrol formation (figs 10 & 15). This formation is particularly applicable to SOP for the rifle team following assault, and for its patrol use.

(5) If the AR group, or one rifle group, executes ORGANIZE, the formation is that of a triangle (as in the squad diamond). Security responsibilities must be assigned to cover all around defense. (Note that these triangular patterns of the groups, including squad leader and scouts, are always the same in the DIAMOND, in ORGANIZE and in DEPLOY under all situations, with the possible exception of the squad leader and scouts in deploy).

d. DEPLOY (figs 5, 11 & 16) This command places the squad or rifle team in firing or assaulting position.

(1) For the rifle team it is SOP that DEPLOY is always executed with the right rifle group on the right.

(2) Scouts deploy in the most convenient location, and come under control of the nearest rifle group leader, or otherwise as directed by the squad leader. If deployment is made directly to the front, scouts may be between the rifle groups; if to the flank, scouts will be on the flank nearest enemy territory.

(3) The SOP DEPLOY formation of the entire squad, when it deploys as a unit, places the AR group on one or other flank of the rifle team. The squad leader normally orders and signals the location of the rifle team and of the AR group. When the entire squad deploys following envelopment prior to assault, the AR group is placed on the most vulnerable flank of the DEPLOY formation, i.e., the flank toward enemy held territory, so that it may be advantageously placed to cover the assault and the organization which follows.

(4) Flank and rear security in DEPLOY formations is the responsibility of flank rifle or AR group leaders.

### 3. MOVEMENT UNDER FIRE

a. ADVANCE BY ONES. This command directs movement of an entire group by means of the successive movement of the individuals of the group by rush, creep or crawl to an indicated locality, each in turn being covered by fire of the remainder of the group. When executed by the squad or by the rifle team, it is carried out simultaneously by each group, individuals of the group moving at the direction of group leader. This is applicable where no covered route forward is available, where movement cannot be covered by smoke, where little or no cover exists,



and when enemy fire can be held to little effect by our own covering fire.

b. **ADVANCE BY GROUP.** This command directs movement by rush, creep or crawl of an entire group at the same time, to a designated locality, covered by fire of the other groups. The execution by group is at the direction of the squad leader. This is applicable to movement from cover to cover where the distance to be run is short, or when the enemy fire is of little effectiveness. It advances the squad more rapidly than **ADVANCE BY ONES** and control is better.

4. **ASSAULT.** (Figs 6, 12 & 17).

The formation prior to assault is that of **DEPLOY**, whether done by the squad or by the rifle team alone. SOP's are as follows:

a. Squad leader leads the assault. He gives the instructions to group leaders as to grenadiers' targets, as to special features of covering fire (especially when AR group is present), special points as to enemy reaction, when and where AR group is to rejoin, special objectives of groups, if any, and the location in which squad is to execute **ORGANIZE**.

b. Rifle leader and 2d rifle leader are grenadiers and mop-up men. They follow the assault as a second wave at 15 - 20 yards.

c. AR group (takes position on enemy flank of enveloping assault) covers assault by fire, (follows special instructions, if any, of squad leader), is alert to silence enemy weapons which open upon assault group, particularly from deeper positions, is alert for enemy counter-attack and is charged with security when on exposed flank. Group rejoins when ordered (or remains in position alert for orders). It may move

from its assault position upon orders and ORGANIZE in a locality separate from the ORGANIZE position of the rifle team.

d. (See Fig 18) Assaulting riflemen move at a run, bayonets fixed. The rifle is carried pointing in the direction of the enemy. Its position is approximately that of "guard" in bayonet fighting except that it is carried freely away from the hip; arms and body free to move. Men fire from this position, while running, at points of enemy activity. Enemy in fox-holes are shot; enemy seeking to escape are shot or bayoneted; embrasures and dugouts are grenaded; assault group collects at ORGANIZE point. Squad executes ORGANIZE as instructed by squad leader. Mop-up men rejoin.

e. When rifle team alone assaults, one flank rifleman covers the assault as described for the AR group. In an enveloping assault, one flank rifleman is on the enemy flank of the DEPLOY formation. Otherwise the assault is the same as for the entire squad in assault.

f. The rifle leader and 2d rifle leader must be prompt to collect and regain control of men of their groups and execute ORGANIZE. They must be alert for orders from the squad leader.

#### 5. MARCH FORMATIONS.

There are two closed up march formations. They are used only when there is no danger from enemy action.

a. COLUMN OF TWOS CLOSED UP is Used by squad moving alone. The formation is such as would result from SQUAD COLUMN closing in to a compact marching formation. Squad leader marches at the head, a scout leads each file, rifle leader is directed to



march at the rear. This formation affords excellent control.

b. SINGLE FILE CLOSED UP. The formation is that which results from forming the squad in line and giving the command "Right Face". The rifle leader is directed to march at the rear. This is the usual formation of the squad when a platoon or company is marching as a unit and there is no danger from enemy action.

c. Both these formations break easily into the DIAMOND, or the SQUAD COLUMN, or ORGANIZE, by groups promptly taking distance to the front, flanks and rear.

(NOTE: The above covers the organization of the squad, the chain of command, responsibilities of leaders, formations, duties of individuals, movement, firing formations, assault, organization during and following action. What follows covers SOP action and maneuver when the squad has made contact with the enemy or prepares a hasty defense. These SOPs are always drilled at full distance on terrain.)

## 6. TACTICAL OPERATIONS:

### a. OFFENSIVE ACTION:

(1) Tactics of the squad operating alone are simple. The squad attacks by enveloping action unless there is no cover or maneuver room for it to do so. It is SOP that the AR group is the firepower habitually used to drive the enemy down in his holes and keep him there while the rifle team moves by flanking action to a position from which it may assault under cover of the AR group. Even in wide

open terrain which requires advance by ones, or groups, this SOP should be employed, for even in this situation if there be maneuver room flanking action and assault usually can take place without masking the fire of the AR group. The rifle team may have to employ advance by ones in order to reach assault position, if there is no cover. Splitting the rifle team in order to operate from both flanks must be considered extremely rare, since this team has few men at best and may frequently have to reduce additional resistance encountered on its route to assault position; in this case it again employs fire and maneuver within the rifle team itself.

(2) The SOP for the squad leader is simple. Place the AR group in a position from which effective fire can be placed upon the enemy. Move with the rifle team at its full strength if practicable (includes scouts if they can rejoin) by the best route against the most vulnerable flank of the enemy and assault, closely covered by fire of the AR group. ORGANIZE, have the AR group rejoin, resume mission.

(3) Execution involves decision as to details, of course, but the plan *must* be kept as simple as the above outline. The enemy location and the terrain must be examined and clear orders given. (Trick solutions and intricate plans will not work in combat, and will not be practiced in training.) The AR group must have highly effective range (under 350 yards) even if it has to creep and crawl to reach it. It may be that the squad must advance by bounds in order to reach ground from which fire and maneuver may be started.

(4) It is SOP that the rifle team or any en-



veloping group, cover its movement by scouts.

b. SQUAD ENCOUNTERS ENEMY (generally the scouts come under enemy fire). Scouts take nearest cover, signal "enemy", determine his position, take him under fire with tracer to point enemy out and determine range. Squad leader signals ORGANIZE, comes forward to scouts, or to cover, to reconnoiter. Rifle leader turns over to 2d rifle leader (who thus is left in command of the squad), AR leader turns over to some man of his group and both come forward (dispersed) to cover, where squad leader's signals can be clearly seen. (Squad leader may signal them forward from this position, or may return to issue orders, or may signal DEPLOY or ORGANIZE in an indicated locality preparatory to future action or orders.)

c. ENTIRE SQUAD SURPRISED BY FIRE.

(1) Squad automatically hits the dirt taking cover. If in the open ORGANIZE should be automatic. There are but two solutions open to the squad leader:

(a) Place fire on the source of enemy fire, executing DEPLOY if it is of profit.

(b) Move to cover, or concealment, or to a fire-free area. This solution is the only solution open to a squad without cover suddenly coming under mortar or artillery fire.

(2) In either action control and method of movement must be left to leaders of the right and left rifle groups and the AR group. They must be alert for orders. The squad leader controls scouts. At best the squad leader can only order and signal DEPLOY

(or ORGANIZE) and indicate direction and locality. In DEPLOY he may sometimes be able to place the AR group with reference to the rifle team. A decision to DEPLOY or to ORGANIZE in a fire-free area will be carried out by groups, moving by group by best (generally shortest) routes to locality indicated. Advancing by group (or by ones) rush, creep or crawl.

#### d. DEFENSIVE ACTION

(1) The ORGANIZE formation is the basic defense formation. When it is necessary for the squad to take up a hasty defense, either while operating alone, or as a part of a platoon, all that is necessary is that the locality be designated and ORGANIZE executed. The detailed fitting of the defense to the ground may then begin.

(2) The scouts may be ordered to join rifle groups or the squad leader may place them as a pair of riflemen under his control to meet terrain requirements.

(3) The AR will be given special instructions as to area of responsibility. The AR group and a rifle group may be interchanged in order to bring additional fire upon a particularly dangerous route of enemy approach to the position. Groups and individuals may be relocated to fit best the terrain and situation.

(4) Group leaders will be moved into the center of the DIAMOND to maintain the maximum of control. The squad digs, in maintaining security.

(5) Each weapon should be placed so that it can fire in any direction. Thus the squad will not only have all around protection, but men of each



group and, what is more important, all groups will be mutually supporting.

(6) Under no circumstances will the general pattern of the ORGANIZE formation be distorted in an attempt to spread the squad in a linear fashion across an area of responsibility. The position must enable the squad to (1) cover its area of responsibility with fire, (2) secure all around protection, (3) have mutually supporting fire between its groups and with adjacent units and (4) have a maximum of control. All these can be attained from the ORGANIZE formation and in addition it will have the necessary depth to prevent being overrun by local enemy assaults. If time allows and materials are available, this type of position can be wired in with a minimum of time and materials. The extent of preparation of the position will be limited only by the time and materials available.

## 7. ARM AND HAND SIGNALS:

a. The following arm and hand signals are prescribed. They must be practiced at all times—the voice command is rarely of any use in combat.

**Forward:** Extend the hand vertically to the full extent of the arm, palm to the front, and lower the arm and hand in the direction of movement until horizontal.

**Halt:** Carry the hand to the shoulder palm to the front; then thrust the hand vertically to the full extent of the arm and hold it in that position until the signal is understood.

**To Indicate Direction:** Face group or individual, swing body with one arm extended making a wide arc until arm indicates direction, point

and hold final position for a definite period of seconds.

**Follow Me:** Slap the chest deliberately several times with a *full arm* motion, signal forward and take off.

**Rush or Double Time:** Carry the hand to the shoulder, fist closed; rapidly thrust the fist upward vertically to the full extent of the arm and back to the shoulder several times. This signal is also used to increase speed.

**Deploy:** Raise both arms laterally until horizontal, arms extended; the rifle may be held in one hand.

**Assemble:** Raise the hand vertically to the full extent of the arm, and describe large horizontal circles with the arm and hand.

**Attention, Are You Ready? or I Am Ready:** Extend the arm toward the leader concerned, hand raised, fingers extended and joined, palm toward the leader. This signal also acknowledges receipt of signals and signifies that they are understood and will be carried out.

**Diamond:** Grasp rifle at balance or small of stock, hold muzzle up and extend arm vertically. (Signal may be given lying on the back.)

**Squad Column:** Extend both arms vertically, one hand carrying rifle muzzle up.

**Organize:** Energetically sweep arm and hand, palm down, close to the ground, pivoting on feet and describing a full circle with the body. When lying down it is given with arm and hand, palm down, describing wide circles in a wiping motion as if wiping off a table top.



**Single File:** Face squad; swing one arm up and down through a wide vertical arc, palm of hand in a vertical plane.

**Advance by Group:** With fists closed strike simultaneous blows toward the direction in which the body is faced. (Both hands must be free) NOTE: May be given lying flat on the back.

**Advance by Ones:** With fists closed strike alternate blows from the shoulders toward the direction in which the body is faced. NOTE: May be given lying flat on the back.

**Envelop:** (right or left). Strike a hooking blow with a closed fist, like a boxer's hook. Use right or left arm as the case may be to indicate direction of envelopment (seldom used).

**Crawl or Creep:** Move one arm forward making a diving motion (as you would show how a plane dives and then levels off above the ground).

**Enemy:** Hold the rifle horizontally above the head with the arm or arms extended as if guarding the head. **Enemy Tanks:** With the fist strike the rifle or carbine several times between the upper sling swivel and the front sight.

**Commence Firing:** Extend the arm and hand horizontally in front of the body to their full extent, palm down, move them several times through a wide horizontal arc. Execute rapidly for FIRE FASTER. Execute slowly for FIRE SLOWER.

**Cease Firing:** Raise the hand in front of the forehead, palm to the front, and swing it up and down several times in front of the face.

**Fix Bayonets:** Simulate the movement of the right hand in fixing bayonet.

**Range:** Extend the arm fully toward the leader or individual concerned, with the fist closed. Strike with the forearm and closed fist in a vertical arc for each 100 yards of range. Drop Arm. (No signal is provided for 50 yards of range.)

**Throw Grenades:** Simulate by a throwing motion.

**Leaders Join Me:** Extend one arm toward the leaders and beckon the leaders to join you.

b. **EXAMPLES:** Indicate formation and then signal direction and action.

(1) Thus, "Deploy here, faced that direction", is *given*:

Deploy (both arms horizontal)

Direction (swing arm and body; point and hold)

Point-here (point at feet)

(2) Again: "Follow me, Diamond, that direction", is *given*:

Diamond (raise arm and rifle to vertical position, muzzle up)

Direction (swing arm and body; point and hold)

Follow me (strike chest with full arm motion—start moving)

(3) Again: "Diamond, face that way", is *given*:

Diamond (raise arm and rifle to vertical position, muzzle up)

Direction (swing arm and body; point and hold)

(4) Again: "Organize, in place"

(swing arm, hand close to ground;



body pivot in complete circle)

- (5) Again: "Organize, over here", is *given*:  
Organize (swing arm, palm down close  
to ground, pivot on feet complete  
circle)

Direction and location (swing arm and  
body; point and hold)

- (6) Again: "Deploy there, AR on right", is  
*given*:

Deploy (both arms horizontal)

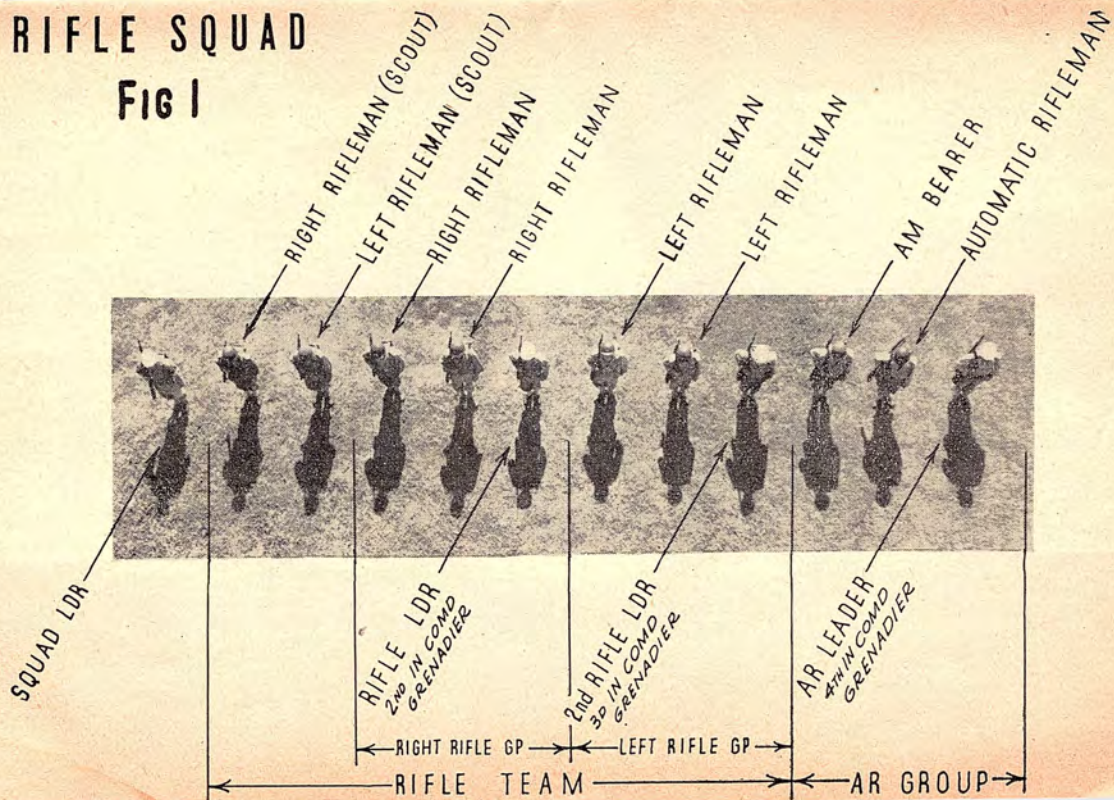
Direction and location (swing arm and  
body; point and hold)

AR there (attention AR leader; swing  
arm and body; point and hold)

Rifle team there (attention rifle leader;  
swing arm and body; point and  
hold)

# RIFLE SQUAD

Fig 1





## SECTION II—COMBAT DRILL

### PART I—HALF DISTANCE COMBAT DRILL

#### 1. PURPOSE:

- a. To provide a disciplinary drill which will inculcate alertness and prompt obedience to orders.
- b. To train and practice junior leaders in their duties, in the giving of commands, and in seeing that they are carried out.
- c. To increase control of junior leaders over their groups.
- d. To give practice in certain basic tactical formations and techniques using limited training areas.
- e. To teach teamwork and give the squad complete confidence in its ability to operate as a team.
- f. To provide an SOP drill designed for the purpose of rapidly absorbing and training replacements in any situation.
- g. To train the squad to maintain itself as a fighting team despite battle casualties.

#### 2. GENERAL:

- a. All formations and movements are at half distance. The distances used in DIAMOND, SQUAD COLUMN, SINGLE FILE, ORGANIZE and DEPLOY formations are half the normal. An area 50 yards by 80 yards is large enough to drill a squad.
- b. Precision and prompt action will be stressed throughout the drill. All changes of position will be made at double time. The prone position is taken in ORGANIZE and DEPLOY in all cases. All other formations are standing position at attention, with the rifle at high port, for all but the closed columns (column

of two's and single file). These latter are marching formations and the rifle is at the order, or as may be indicated. When in the prone or firing position all men will remain quiet, alert and ready to react to the next situation or order. No talking will be permitted except by leaders giving orders or making corrections and in the execution of "call off" and "sound off".

c. Detailed oral orders given to a subordinate will always be repeated by him to insure that the order is correctly understood.

d. Enthusiasm on the part of the instructor and leader is absolutely necessary. Orders will be given in a clear commanding tone of voice and will, under all circumstances, be accompanied by appropriate hand and arm signals.

e. Any errors which occur will be corrected on the spot, by the leader concerned, stopping the execution for such time as is necessary in order to insure that the correction has been made. Certain commands require individuals or groups to call out names, duties, etc. These will be announced in a clear, snappy and military manner; they are part of the drill.

f. Men will always drill in their own squads. If a squad is under-strength its training and drill will be conducted as that of a reduced strength squad, just as it will have to do in combat. Only when squads drop below four (4) men will they be combined in order to make larger squads with which to drill.

g. (1) The specified order in which duties are designated is very important. This is the key to operation of squad at reduced strength. The three sub-



leaders are designated in order, then the AR man, then two riflemen as scouts, then the remaining men are distributed equally as right and left riflemen. Thus for any given number of men available, (even at overstrength), the squad is most effectively organized.

(2) In accordance with the above, the following table shows the readjustment of duties within the squad as shortages successively appear:

<i>No. of Absentees</i>	<i>Falls out</i>	<i>Duties Assumed by</i>
1 man	1 left rifleman	2d rifle leader
2 men	1 right rifleman	rifle leader
3 men	1 left rifleman	2d rifle leader
4 men	1 right rifleman	rifle leader
5 men	ammunition bearer	AR leader
6 men	1 scout	not replaced
7 men	other scout	not replaced
8 men	automatic rifleman	AR leader

h. Drill will include frequent withdrawals of a few men in order to require leaders to effect reallocation of duties; it will also include indication of casualties among leaders requiring designation of new leaders to take over.

i. Any formation may be executed from any other. Except at the start of any period of drill—when, as will be prescribed—no routine is necessarily to be followed. In all formations, all group leaders take position with proper relation to and under the direction of the squad leader, or in the locality which he may order. All individuals take position with relation to and under the direction of their group leader. When not a part of the rifle team, scouts take orders from and guide upon the squad leader.

j. The rifle team will drill without the AR group a portion of each period. This drill will be in com-

mand of the squad leader a part of the time, and as a 6-man group under the rifle leader a part of the time. The personnel of the AR team will be rotated into the rifle team positions during the period.

k. The drill will be broken frequently with short rests accomplished by the command "Fall Out" given while in any formation. A different formation is ordered when drill is resumed.

#### 1. INSTRUCTION.

(1) The formations are simple. Supervision should require the immediate correction by the four leaders of even the most minor errors. Instruction should emphasize:

(a) The half distance drill illustrates the formation at *half* normal distance. This is done to save time, energy and space needed for training. Leaders must be alert to see that men do not get the bunching habit from working at half distance.

(b) The DIAMOND is basic. Once learned SQUAD COLUMN and ORGANIZE are easy, as is the rifle team DIAMOND. The rifle groups and the AR groups are under the same group leaders in all formations.

(c) The DEPLOY formation is always the same for rifle groups, i.e., the right rifle group is always on the right.

(d) The ORGANIZE formation is the same for any group whether all groups are present or not. Each group is a triangle.

(e) Learning the signals is of vital importance. The voice command is no good in combat.

(f) The designation of duties in under-strength squads is of great importance, also drill in casualty replacement.



(g) Constant repetition and drill, over and over, is necessary. There is no substitute for practice.

(h) The half distance drill does not teach tactics. It does, however, teach the formations and techniques used in combat and simplifies orders needed to control the squad.

(2) All men must participate actively in the instruction from the very beginning. Lectures are to be avoided. In taking up new formations a demonstration squad should be used. The men of the squad should then be hand-placed in proper position which they should then be required to take upon command from a "Fall Out" situation.

(3) Sequence of instruction:

(a) Until the squad has learned all formations and SOP's, the following routines covering the full scope of the drill should be taught in the order listed:

<b>Routine No. 1</b>	<b>Routine No. 2</b>	<b>Routine No. 3</b>
Fall in	Static progression	Static progression
Designation of duties	of formations	of formations
Call off	Diamond	Diamond
Diamond	Squad Column	Squad Column
Inspection	Single File	Single File
Report	Squad Column	Organize
	Diamond	Squad Column
	Organize	Diamond
	Repeat through	Repeat through
	about three cycles <i>without</i>	about three cycles
	change of direction.	with a change of direction for each.

**Routine No. 4:** Static drill of depleting squad, while in *diamond*, by ordering: "One man out; next man out; etc", until only the four leaders remain (see sec. II, Part 1, par 2g). Then explain that which follows illustrates why duties are designated, when the squad is formed, as prescribed in the drill (1) point out that the four men left are the leaders and (2) call back, one by one, the men who fell out in the order of their importance.

**Routine No. 5:** Static drill of designating casualties while in *diamond* and requiring leaders to reassign men to duties.

**Routine No. 6:**

Organize  
Deploy (AR on flank)  
Organize (new direction)  
Deploy (AR on other flank)

**Routine No. 7:**

Organize  
Deploy  
Advance by Groups  
Advance by Ones  
Creep or Crawl

**Routine No. 8:** Give March Formation (sling rifles), then about five minutes of close order drill in single file and column of two's. Follow with:  
Organize  
Diamond  
Squad Column

**Routine No. 9:**

Squad leader review SOP of assault  
Organize  
Deploy  
Assault and Organize

**Routines Nos. 10, 11, 12**

AR group drop out  
Rifle team do routines No. 3, No. 5 and No. 9



**Routines No. 13 and No. 14:** (a) 6-man rifle teams do routines No. 5 and No. 9.

(b) When the squad has learned the formations and drills, every period of combat drill will begin with the basic routines shown below, thereafter such routine as the squad leader directs. In the early stages of instruction, these routines should be repeated again and again, changing personnel in duties until all are thoroughly proficient.

### Basic Routines

- |                    |                                 |
|--------------------|---------------------------------|
| (1) Fall In (Line) | (2) Fall In ( <i>men may be</i> |
| Designation of     | <i>changed in position at</i>   |
| Duties             | <i>this time</i> )              |
| Call Off           | Designation of Duties           |
| Diamond            | Call Off                        |
| Inspection         | Sling Arms                      |
| Report             | March Formation, Col-           |
| Squad Column       | umn of Two's, closed            |
| Single File        | up. (One minute close           |
| Squad Column       | order drill — non-tac-          |
| Diamond            | tical.)                         |
| Organize           | March Formation, Single         |
| Fall Out           | File, closed up. (One           |
|                    | minute close order drill        |
|                    | —non-tactical)                  |
|                    | Diamond (High Port; sit-        |
|                    | uation is always tacti-         |
|                    | cal with this command)          |
|                    | Squad Column                    |
|                    | Diamond                         |
|                    | Organize                        |
|                    | Fall Out                        |

(3) Fall in (*men may be changed again*)

Designation of Duties

Call Off

Fall Out

Diamond

Fall Out

Squad Column (*in different direction*)

Scouts join rifle team

Now scouts out (*rifle group leaders must designate*)

Single File, Follow Me

Fall Out (*given in motion*)

Diamond (*in a new direction*)

Organize

Diamond

Casualty replacement routine (the squad formation being changed several times during the routine). Squad leader designates men in succession saying,

"Jones, out"

"Brown, out"

Etc., until only four leaders, including squad leader, are left. (Leaders, including squad leader, should frequently be called out). As men are called out, the appropriate leader should take action to readjust duties in accordance with the principles set forth in paragraph 2g above. Fall Out.

### 3. FORMATIONS AND EXECUTION:

#### (1) FORM SQUAD COMMAND

1. *Form for Half-distance Combat Drill.*
2. *First (or other) squad*
3. *Fall In!*



## EXECUTION

See Fig 2. The squad forms in line. When the squad has been alined and Inspection Arms completed, the squad leader marches to a point three paces in front of and facing the center of the squad, from where he "Designates Duties". He points to a man, calls him by name and designates his duties, as follows: "Sgt. Smith, rifle leader, and 2d in command; O'Brien, 2d rifle leader and 3d in command; Henry, AR leader and 4th in command; Thomas, automatic rifleman; Jones, right rifleman, scout; Brown, left rifleman, scout; Harding, ammunition bearer; Doe, right rifleman; Horn, right rifleman; Holmes, left rifleman; Kelly, left rifleman." If the squad is under strength, vacancies will automatically be left as prescribed in Sec. II par 2, g. If the squad is over-strength, extra men will be assigned as right riflemen and left riflemen. When a man's name is called, he will raise his left hand face high, palm to the front. (This shows the squad leader who is left to be given duties.) The squad leader then returns to his position in line. (*Note: Preiliminary command indicates all formations during period will be half-distance combat drill.*)

4. *Hands Down!*

5. *Group Leaders, Place Your Men!*

Group leaders place their men in line in proper order (See Fig 1).

### (2) CALL OFF COMMAND

1. *Call Off!*

## EXECUTION

The squad leader gives the command from position in front of and facing the center of the squad. Following the squad leader, each man in succession, from right to left, calls off his name and assigned duty. For example, "Sgt. Harper—squad leader, First (or other) squad;" "Jones—right rifleman, scout;" "Sgt. Smith—rifle leader, 2d in command, grenadier", etc. The squad leader makes necessary corrections and then takes his place in line.

### (3) DIAMOND COMMAND

#### 1. *Diamond!*

#### EXECUTION

See Fig 2. Squad leader signals "Diamond", faces and indicates desired direction. Men run to position at high port (if marching, continue to march).

*Signal:* Grasp rifle at balance or small of stock, hold muzzle up and extend arm vertically. (Signal may be given lying on the back.)

*Note No. 1: It is habitual and part of the drill that when DIAMOND, SQUAD COLUMN, SINGLE FILE, or ORGANIZE is ordered, all men sound off in unison within each group as soon as the group is in position: Scouts, "We got the front." Right group, "We got the right." Left group, "We got the left." AR group, "We got the rear."*

*Note No. 2: The order "Sound Off" may be given at any time the leader wants to check that each*



man knows his definite responsibility in the security of the unit.

Note No. 3: When the AR group is not with the rest of the squad, i.e., when the rifle team is alone, the groups take position just as in the diamond. The rifle leader and 2d rifle leader drop slightly to the rear. 2d rifle leader secures rear. If the squad leader and scouts are not present, leaving the rifle team composed of only the two rifle groups, the rifle leader sends out new scouts and takes position at the point of the diamond. The 2d rifle leader drops back and covers the rear. (See Figs 9 and 14.)

#### (4) INSPECTION COMMAND

##### 1. Group Leaders Inspect!

##### EXECUTION

(NOTE: This command is always given while the squad is in the diamond so that each leader can move around his men.) Each group leader inspects his men. The squad leader inspects the scouts. The following are inspected: Arms (for condition, completeness and mechanical functioning), ammunition (for amount and condition), uniform, shoes, completeness of equipment and physical condition of men. When each leader finishes his inspection he returns to position.

##### 2. Report!

Rifle leader: "Right rifle group OK (or deficiencies)." 2d Rifle leader: "Left rifle group OK (or deficiencies)." AR Leader: "AR group OK (or deficiencies)."

(5) SQUAD COLUMN  
COMMAND

1. *Squad Column!*

EXECUTION

See Fig 3. The squad leader commands and signals "Squad Column", faces and indicates the desired direction. Men run to positions at high port, (if marching, continue to march). Groups "Sound Off."

*Signal:* Both arms extended vertically, one carrying the rifle vertically.

(6) SINGLE FILE  
COMMAND

1. *Single File!*

EXECUTION

See Fig 7. Squad leader commands and signals "Single File", faces and indicates desired direction. Men run to position at high port and take position in single file in "Call Off" order,  $2\frac{1}{2}$  yards between men. (Normal distance is 5 yards). Groups "Sound Off."

*Signal:* Face squad, swing whole arm in big vertical arc, palm in vertical plane.

(7) ORGANIZE  
COMMAND

1. *Organize!*

EXECUTION

See Figs 4, 10 and 15. Men run to their positions as in the diamond. All drop to the prone firing position. All except group leaders and automatic rifleman face out. Group leaders must watch squad leader for orders. Groups "Sound Off".



Men, alert for danger in their sectors of security, check over their weapons, ammunition and equipment. Group leaders check their men *by name* (without command) as to condition of men, arms, ammunition and equipment. Squad leader checks scouts.

*Signal:* Swing body with left arm extended palm down close to ground and pivoting on feet to make as nearly a full circle as possible. Action energetic and imperative. If given in the prone position signal is a circular motion of the hand and arm, palm down like wiping off a table top.

2. *Report!*

See "REPORT" under "INSPECTION," Par. 3 (4). Group leaders report in order, right rifle group, left rifle group, AR group.

(8) DEPLOY

*Note: This exercise drills the squad in the formations used when it occupies a firing or an assaulting position.*

COMMAND AND EXECUTION

1. *Deploy!*

See Figs 5, 11 & 16. This exercise is usually given from ORGANIZE. Squad leader signals *Deploy* and indicates direction.

2. *AR, There!*

Squad leader commands and signals AR group and points to the desired position. Men run to the position, hit the dirt, and crawl 2 to 3 yards. (AR leader commands and directs movement.)

3. *Riflemen, There!*

Squad leader commands and signals rifle team and points to the right or left of the position designated to the AR group. Men run to position, hit the dirt and crawl 2 or 3 yards. (Rifle leaders command and direct movement to proper position. Distance between men is 5 yards.)

4. *Scouts There! or Scouts, join Riflemen! (Optional)*

Squad leader points to position. Scouts run to position and hit the dirt.

*Note: If scouts are ordered to join riflemen, they look to rifle group leaders for orders.*

(9) ADVANCE BY ONES  
COMMAND AND EXECUTION

*Note: This drill is ordered only when squad is deployed.*

1. *Scouts, Join Riflemen! (Optional)*

If order is given, scouts look to group leaders for orders.

2. *Advance by Ones!*

Squad leader commands and signals "Advance by Ones." All three groups execute simultaneously. Each leader orders his men to advance one at a time.

For example, the 2d rifle leader would say, "ADVANCE TEN YARDS! KELLY, UP! HOLMES, UP! BROWN, UP!" Having chosen his new position, each man jumps up, runs to position hits the dirt and takes the firing position. The running man is always covered with fire by the rest.



*Signal:* With fists closed strike alternate blows in direction of advance (both hands must be free.)

(10) ADVANCE BY GROUPS:  
COMMAND AND EXECUTION

*Note:* This drill is ordered only when squad is deployed.

1. *Scouts, Join Riflemen (Optional)*  
If order is given, scouts look to group leaders for orders.
2. *Advance by Groups!*
3. *Left Rifle Group, Up!*
4. *Right Rifle Group, Up!*  
Squad leader commands and signals each group forward in succession.

*Signal:* With fists closed strike simultaneous blows in direction of advance. (Both hands must be free.)

(11). SQUAD ASSAULT

This exercise drills the squad in the SOP's of assault (See Fig 6). The squad should understand that this is purely a drill and that there is no tactical situation. The sequence is ORGANIZE then DEPLOY and then ASSAULT. Prior to beginning the sequence, the squad leader will designate men to throw grenades, will indicate assumed targets for rifle grenadiers and will designate the ORGANIZE point. The squad is given ORGANIZE and is then deployed, AR group on a flank, and the drill proceeds as follows:

## COMMAND AND EXECUTION

### 1. *Check Duties.*

*AR!*

AR leader says, "We cover the assault by fire, look for automatic weapons and watch for a counter-attack."

*Grenadiers!*

Designated riflemen and rifle leaders say, "ready" and hold up a hand.

*I Lead the Assault!*

Riflemen say, "We're with you"; rifle leaders say, "We mop up and organize."

### 2. *Are You Ready!*

Squad leader checks readiness of squad by both command and signals to the AR leader and the rifle leaders.

### 3. *Grenades!*

Grenadiers simulate fire, hand grenades are thrown by selected riflemen.

*Signal:* Throwing motion.

### 4. *Follow Me!*

Squad leader jumps up as he gives command and assault men follow. The AR group (simulating fire) covers the assault, rifle leaders follow as "mop up men". When the position has been assaulted, individuals move toward the *organize* locality.

### 5. *Organize!*

Squad leader commands or signals when he reaches the indicated locality; or he may signal "Follow Me" and move to any desired point giving the ORGANIZE command and signal there,



so that the men can organize on him; or squad leader may ORGANIZE as planned and then move squad to another *organize* locality.

6. AR, *Forward!*

Squad leader commands and signals "forward."

AR group moves into *organize* position.

*Note: ORGANIZE is executed, leaders check and report.*

(12) RIFLE TEAM ASSAULT

This drill for the rifle team in assault is similar to that of the entire squad except that one flank rifleman performs the missions given the AR group. See Figs 12 & 17.

*Note: When assault is made following enveloping maneuver, the AR group (covering rifleman in the case of the rifle team when alone) is always deployed on the dangerous flank, that is to say, the flank nearest the enemy's rear positions.*

(13) COLUMN OF TWOS, CLOSED UP  
COMMAND AND EXECUTION

1. *March formation, Column of twos, closed up (facing me).*

This is an administrative formation and is always closed up to good walking distance.

2. *Fall In (or Follow Me)*
3. *Sgt. O'Brien take the rear.*

(14) SINGLE FILE, CLOSED UP

## COMMAND AND EXECUTION

1. *March formation, single file, closed up (facing me).*

This is an administrative formation and is always closed up to good walking distance.

2. *Fall In (or Follow Me)*
3. *Sgt. O'Brien take the rear.*



## SECTION II—PART 2

### FULL DISTANCE COMBAT DRILL AND TACTICAL EXERCISES

#### 1. GENERAL

a. The half-distance combat drill teaches formations and SOP's without reference to terrain or enemy, or to the tactics of the squad. The full distance drill is carried out on terrain and is preliminary to exercises in which the squad operates tactically, applying squad tactical SOP's.

b. The full distance drill and tactical exercises are conducted by signal alone, except when orders not covered by signal must be issued. Personnel must not bunch up to receive orders. SOUND OFF is used in full distance drill, but is not used in tactical exercises. During tactical exercises, squad and group leaders may caution or instruct their groups in an appropriate tone of voice.

c. Broken terrain with some cover and concealment is desirable. An area having one or two terrain features reasonably defensible by an enemy automatic weapon and one or two riflemen is excellent. The area should be wide enough to permit envelopment and should have a depth of 200 to 400 yards. An enemy detail is desirable but not wholly necessary.

d. If suitable terrain exists but is limited in the number of squad areas which may be used, one squad area may be assigned a platoon. Squads can work the same or different exercises in succession, with two squads observing the third while the platoon leader conducts a running critique.

e. The maximum training benefit results when

conditions will permit live ammunition to be used. This is rarely possible; however, the use of live grenades, both hand and rifle, (fragmentation, AT, smoke, WP) is frequently possible and opportunity to use them should be sought. They should be thrown or fired for accuracy at definite targets.

f. If terrain is limited, both as to character and extent, the squad may still be drilled in full distance formations and tactical SOP's and principles may be illustrated, provided personnel clearly understand that the situation regarding terrain is imaginary and that operations are being carried out in miniature. Thus, even a flat open field 100 by 100 yards can be used with profit by a skillful squad leader. The drill should consist of a series of exercises, each of which is carried out only after the imaginary terrain and tactical situation are described to the entire squad.

## 2. FULL DISTANCE DRILLS.

There are four full distance drills which are prescribed for execution at the beginning of any period of tactical operations of the squad until personnel becomes entirely familiar with them. They are:

- a. A routine of formations at full distance of:
  - Diamond
  - Squad Column
  - Single File
  - Diamond
  - Organize
  - AR group, *FALL OUT*. (This leaves the rifle team)
  - Diamond
  - Squad Column
  - Single File
  - Organize



## Squad Column

### Organize

### Fall out

b. SOP when contact is made with enemy: (See par 4, b, Sec. I) NOTE: *This is an extremely important SOP and leaders must drill in it until it is a thoroughly understood and practised routine.*

(1) FORMATION: DIAMOND

(2) ACTION:

1. Scouts move forward to a covering crest while squad remains under cover.
2. Scouts signal "Enemy", take covered firing position, open fire.
3. Squad Leader moves forward under cover or by creeping and crawling to observation point near scouts, receives information from scouts.
4. Squad Leader makes careful visual reconnaissance to determine:
  - a. position of enemy
  - b. strength of enemy
  - c. avenues of approach to enemy position
  - d. firing position for base of fire (usually the AR group, possibly reinforced by one or both scouts)
  - e. possibility of withdrawing one or both scouts for employment with rifle team.
5. Squad Leader makes *decision*:
  - a. method of attack (Envelopment, or direct advance by ones or groups if envelopment is not practicable.)
  - b. position and strength of base of fire
  - c. route of advance (in accordance with method of attack decided upon)

- d. area from which to assault
  - e. signals to be used to secure team work between base of fire and assault.
6. When Squad Leader moves forward, Rifle Leader signals "you remain here," to 2d Rifle Leader who now commands portion of squad left in rear area. Rifle Leader then moves to cover where Squad Leader can signal to him.
  7. Similarly, AR Leader also moves forward, turning over command of AR gp either to AR man or Ammunition Bearer.
  8. Steps 4 and 5 complete, Squad Leader calls Rifle Leader and AR Group Leader forward to position from which they can see, and issues orders covering points decided in 5 above. NOTE: *Squad Leader usually goes with and commands the enveloping group, Rifle Leader is 2d in command of squad and should know situation and plan thoroughly. He is, therefore, brought forward to see situation and hear plan and orders. He goes with the rifle team also.*
  9. Leaders crawl or creep back from crest.
- c. The third and fourth drills consist of the *full distance* drill of SOP's for DEPLOY and ASSAULT for the full squad and for the rifle team. (These, of course, have already been drilled at half distance).
- (1) The terrain selected for deployment and assault should be tactically suitable as to cover, concealment and distance from the enemy being assaulted. The deployment should be tactically sound.



- (2) The deployment should be made from an ORGANIZE formation. The routine of scouts and leaders as in (2) just preceding, will be followed, and DEPLOY will be executed as a result of orders issued by the squad leader.
- (3) The SOP on ASSAULT will be followed to include ORGANIZE.
- (4) When the rifle team alone is assaulting, the AR team will be placed in position as a base of fire, illustrating its use to cover the envelopment, the deployment, and the assault by the rifle team. In this case, orders covering the means or signal employed to indicate that the assault is jumping off should be given both to the base of fire and to the sub-leaders.

### 3. TACTICAL TRAINING EXERCISES

#### a. General

- (1) The half distance combat drill is conducted by the squad leader in order to train the squad in its combat formations and techniques. The full distance drill routines prescribed prepare the squad for applying these formations and techniques to tactical exercises on terrain.
- (2) (a) When the situation is such that it can be done, the platoon leader or company commander should set up a series of tactical exercises (preferably on terrain with which men are not familiar) through which to rotate the squads. The platoon leader must conduct the exercises so as to allow the squad leader the maximum freedom in his decisions

and in his carrying them out. A critique must follow each exercise and should be held at a point from which most of the area can be seen.

- (b) Exercises should be simple. Complex or trick solutions must be avoided. The enemy, where attack by the squad is to be illustrated, must be of a strength against which a reasonably successful attack can be expected.
- (c) Many times platoon and company direction and control of these exercises will not provide the volume of practice required to produce a polished squad. Squad leaders can and should make the opportunity to work their squads themselves—practically to drill them—in the simple exercises outlined in paragraph 3. Facility in this respect is an essential attribute of the squad leader.
- (3) Tactical exercises should also be conducted at night. They should involve movement across varied terrain, following a compass course and infiltration through enemy positions, attack of small enemy groups (outposts, isolated weapons, CP's, etc.), seizing and holding key terrain.

*Note: At night, reliance must be placed on the bayonet and hand grenade; small arms fire (except FPL's of automatic weapons) is of negligible value at night and uselessly endangers attacking troops. The exercises outlined above are valuable training for night combat patrols.*

- b. Outline of typical exercises.



- (1) SCOUTS FIRED ON (crossing a crest, or moving out from cover or concealment).
  - (a) *Situation*: Leading (or flank) squad advancing—scouts cross crest (move forward from woods or buildings) and receive fire. (Scouts can previously be instructed to take proper action, or enemy can fire blanks).  
*Action*: Scouts seek cover, signal "Enemy," return fire; Squad Leader signals and squad executes *organize*; squad leader reconnoiters; rifle leader and AR leader move forward; Squad Leader makes decision and issues orders (SOP on contact with enemy). After assault, squad organizes, AR is brought up, squad continues the advance.
- (2) ACTION AGAINST UNSUSPECTING ENEMY (enemy represented or assumed at a terrain feature).
  - (a) *Situation*: Scouts discover small enemy group exposed in open.  
*Action*: Scouts signal "Enemy in Sight," remain alert, ready for action, but do not fire. SOP for contact with enemy follows but squad deploys and secures surprise fire.
  - (b) *Situation*: Scouts discover dug-in automatic weapon, bunker, etc., with one enemy as lookout.  
*Action*: Scouts signal "Enemy in Sight", but do not fire. SOP for contact with enemy follows; rifle group maneuvers to assault, but base of fire remains silent until assault jumps off, or until enemy becomes alarmed.
  - (c) *Situation*: Squad is sent out as a combat patrol with mission of destroying enemy (auto-

matic weapon, or small group of riflemen, or flank security group, etc.). Assume Squad Leader has studied ground and has map.

*Action:* Scouts locate the enemy position.

SOP for contact with enemy and squad attack with surprise assault.

- (3) SCOUTS FIRED ON FROM ENEMY IN HOUSE OR BUNKER.

- (a) *Situation:* Scouts receive fire from a house or bunker.

*Action:* Scouts seek cover, return fire; remainder of squad executes ORGANIZE, followed by SOP on contact with enemy. Squad attacks and assaults bunker or house, organizes, resumes mission. Plan for this attack requires very careful reconnaissance and careful coordination.

- (4) SCOUTS FIRED ON FROM REAR.

- (a) *Situation:* Enemy allows scouts to pass and then fires on them from the rear.

*Action:* Scouts seek cover; remainder of squad executes ORGANIZE; SOP on contact with enemy follows, then attack of enemy, organize, resume mission.

- (5) SQUAD FIRED ON BY ENEMY IN POSITION WHICH LATER DEVELOPS STRENGTH OF A PLATOON.

- (a) *Situation:* Scouts fired upon by small group of enemy.

*Action:* Squad attacks by envelopment.

*Situation:* Rifle team moving to envelop, encounters small enemy group; the rifle team, placing base of fire and attempting to en-



velop this group encounters another. Forward action stops.

*Action:* Squad leader sends message to platoon leader. Squad (sub groups) ORGANIZE and await orders. Squad leader depending upon situation (terrain, activity of enemy, etc.) should by small patrols (maybe two scouts for example) endeavor to locate enemy flanks and strength, by fire action to lead the enemy into disclosing his weapons and position, and by any other means, should seek to acquire information to give the platoon leader.

- (6) SQUAD MEETS ENEMY WHOSE STRENGTH DEVELOPS INTO PLATOON AND WHICH ATTACKS.

- (a) *Situation:* Scouts meet enemy platoon which deploys to attack.

*Action:* Squad leader signals and commands ORGANIZE, gives AR special area of responsibility, moves groups to take advantage of cover and to secure best fields of fire and all around protection. Squad digs in if possible.

- (7) SQUAD STRAFED BY AIRPLANE:

- (a) *Situation:* Squad advancing in diamond (squad column or single file) enemy plane attacks.

*Action:* Squad leader signals and commands ORGANIZE; men fire upon plane. When attack ends, group leaders check men and report. Squad continues mission.

(8) SQUAD ATTACKED BY TANK FOLLOWED BY SMALL ENEMY GROUP OF INFANTRY:

- (a) *Situation:* Squad advancing in any formation attacked by tank followed by a few infantrymen.

*Action:* Squad leader signals and commands ORGANIZE. If large trees, stumps, boulders, walls, steep ravines or other protection against being overrun by tanks is immediately at hand, squad members utilize them. Subleaders must be alert to prevent panic. If no cover is available, men lie flat on ground. Grenadiers fire anti-tank grenades. All weapons fire on the tank. When the tank passes by, everyone fires at approaching infantry.

(9) SQUAD UNDER FIRE:

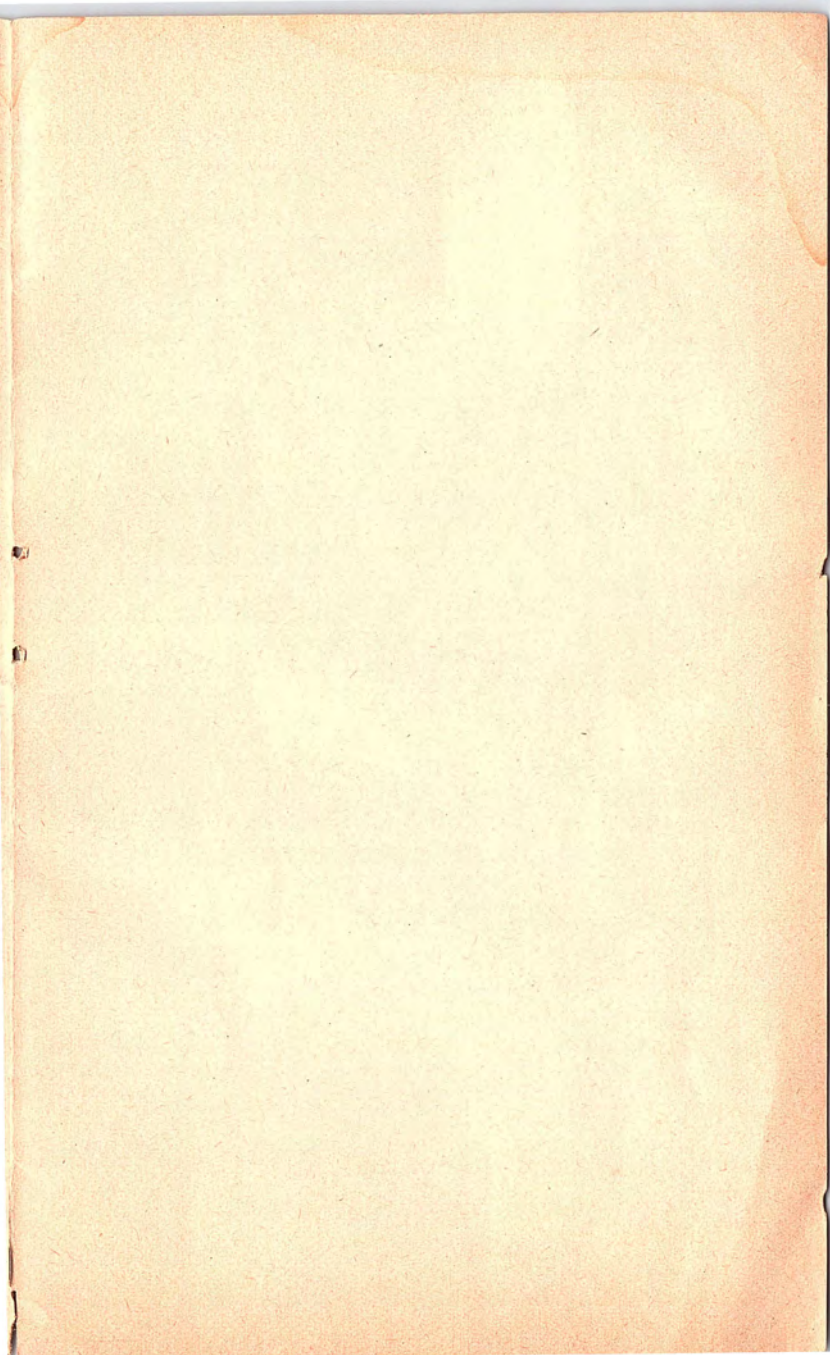
- (a) *Situation:* Squad advancing in open, comes under small arms fire (use enemy with blanks, or fire crackers, or squad leader announces fact and points out direction of enemy) from right, left, or rear.

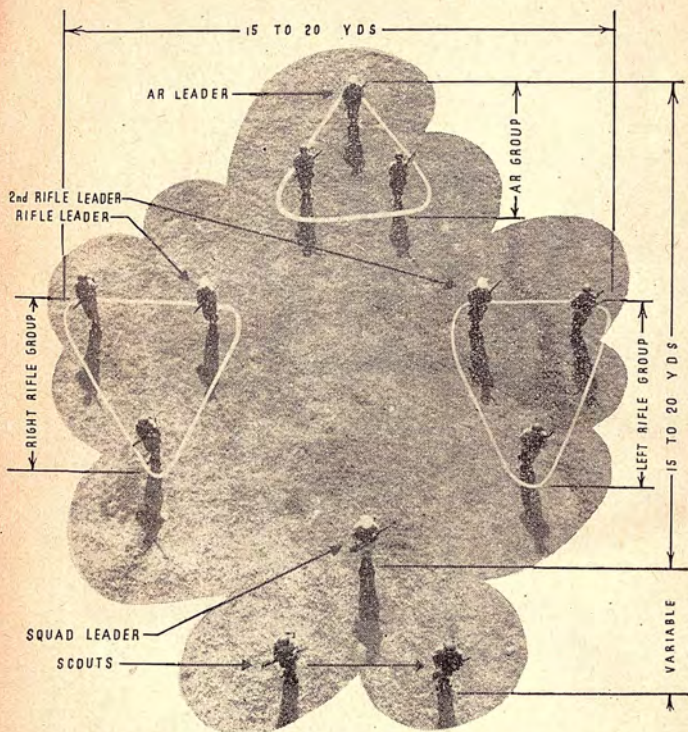
*Action:* Leaders command ORGANIZE; squad opens fire on enemy; squad leader deploys squad toward enemy, issues orders for base of fire and envelopment (or direct movement by ones or groups to assault from flank).

- (b) *Situation:* Squad comes under artillery (or mortar) fire.

*Action:* Squad leader signals and commands ORGANIZE, "There (or Follow Me)". Subleaders control groups, move by rush, creep or crawl to indicated fire-free area and ORGANIZE. Squad then continues the advance.





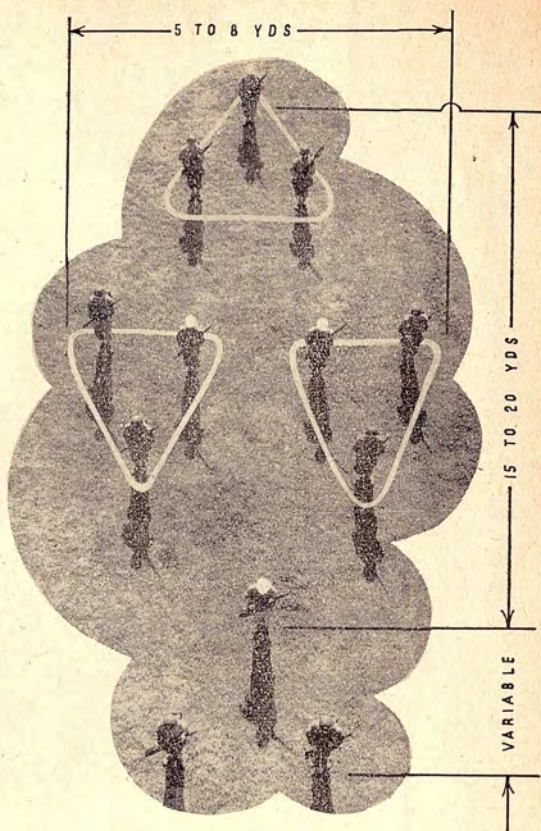


## DIAMOND HALF DISTANCE

THIS IS THE FORMATION UPON WHICH ALL OTHERS ARE BASED.

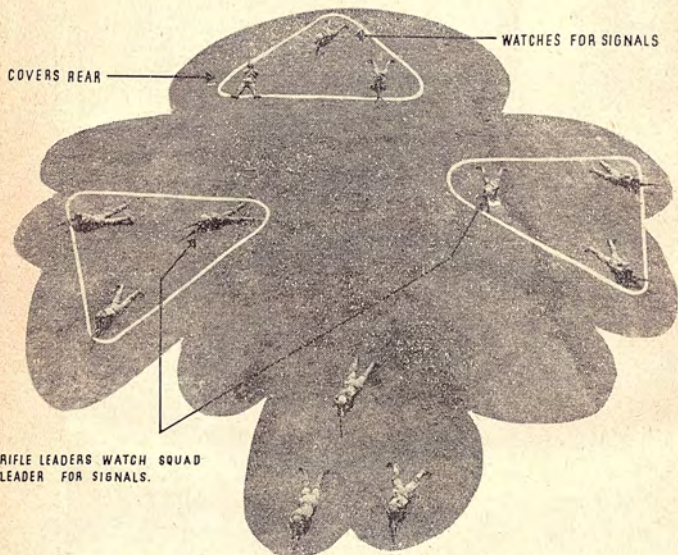
FIG 2





SQUAD COLUMN, HALF-DISTANCE.

FIG 3

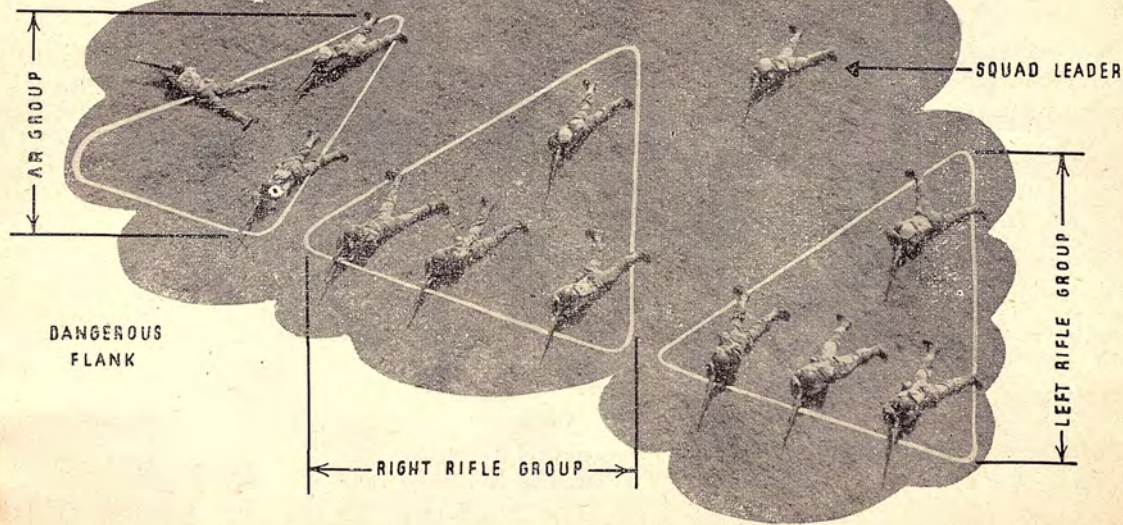


**ORGANIZE, HALF-DISTANCE**  
DISTANCE AS IN DIAMOND

**FIG 4**

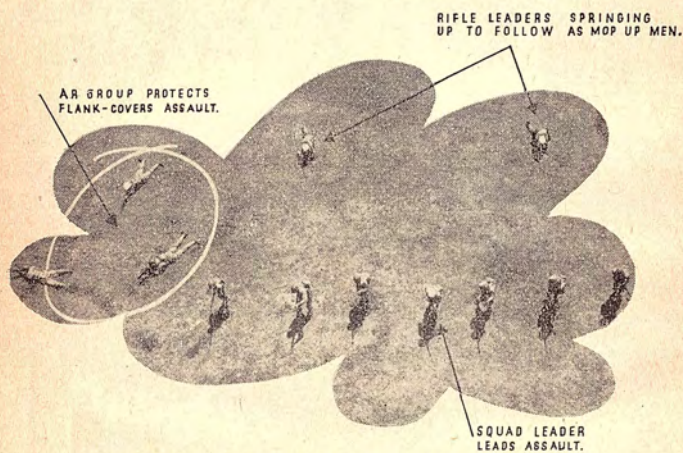


Fig 5



DEPLOY, HALF-DISTANCE

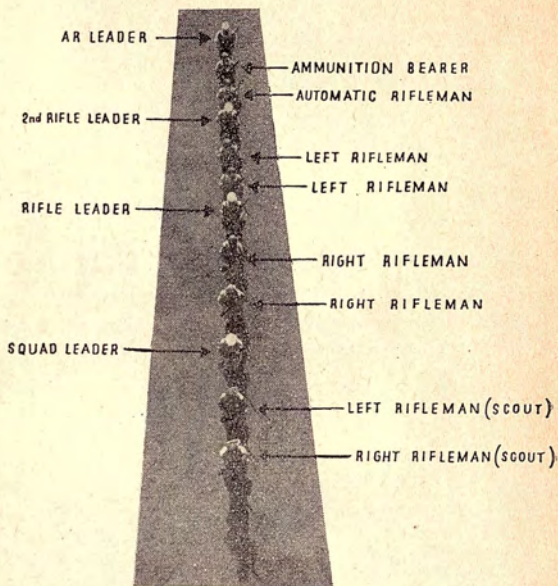
SCOUTS HAVE JOINED RIFLEMEN



## ASSAULT, HALF-DISTANCE

FIG 6





## SINGLE FILE (COMBAT FORMATION)

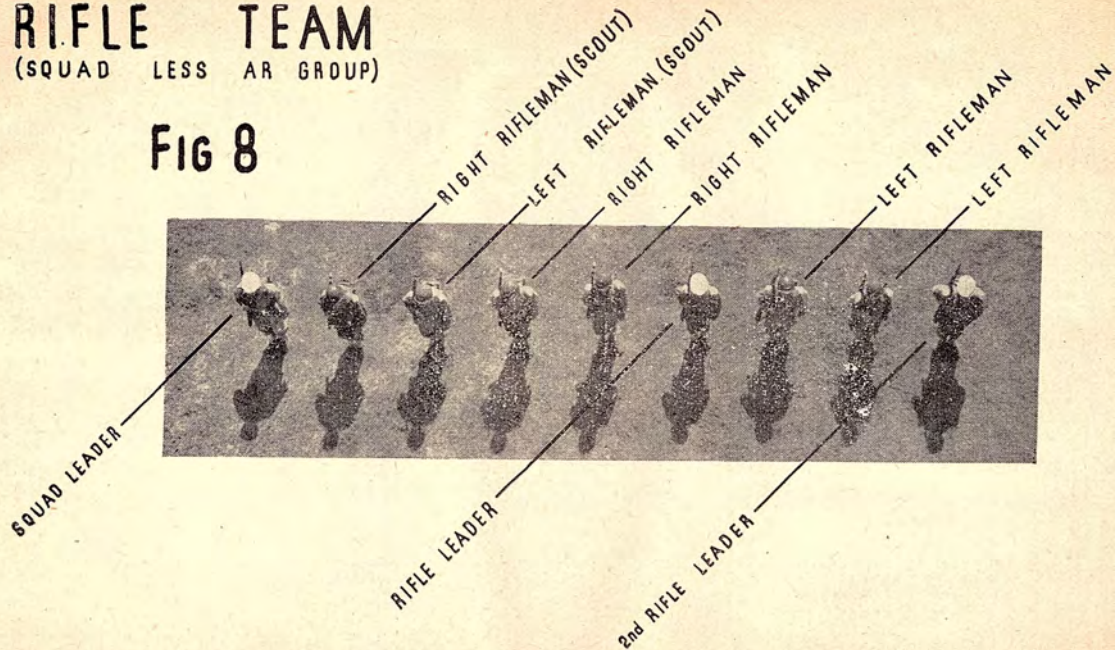
HALF DISTANCE  $2\frac{1}{2}$  YDS BETWEEN MEN - SCOUTS MAY BE ORDERED OUT.

FIG 7

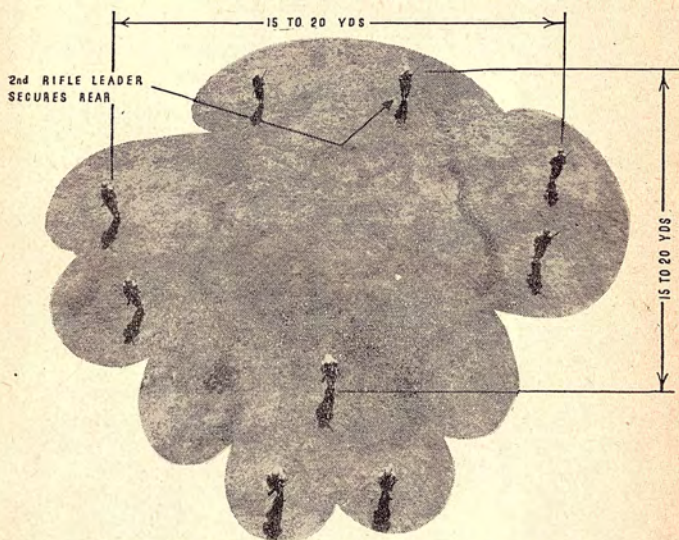
# RIFLE TEAM

(SQUAD LESS AR GROUP)

FIG 8

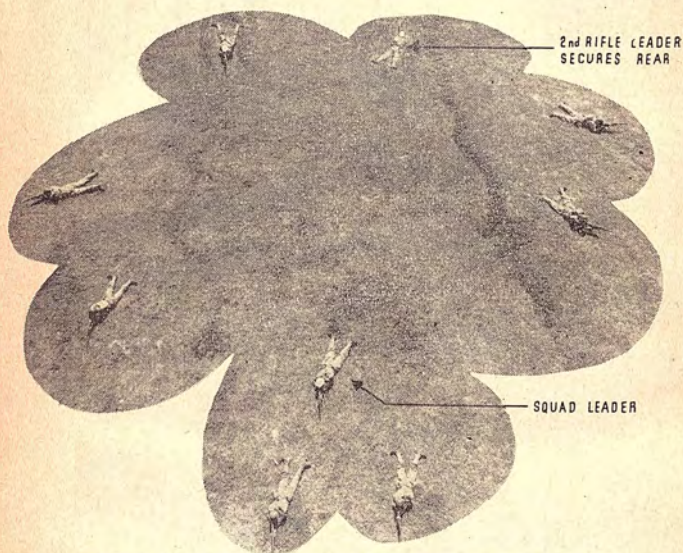






DIAMOND, HALF-DISTANCE

FIG 9



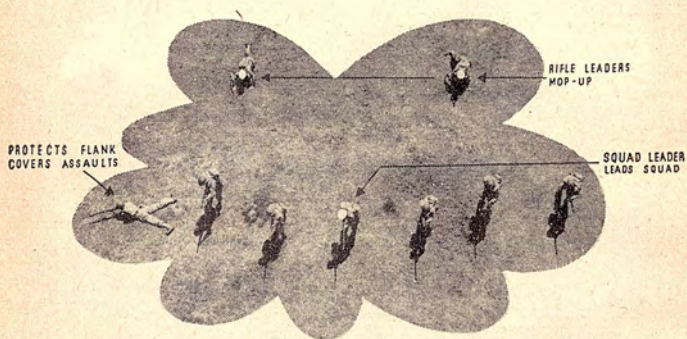
ORGANIZE, HALF-DISTANCE  
FIG 10





DEPLOY, HALF - DISTANCE

Fig 11

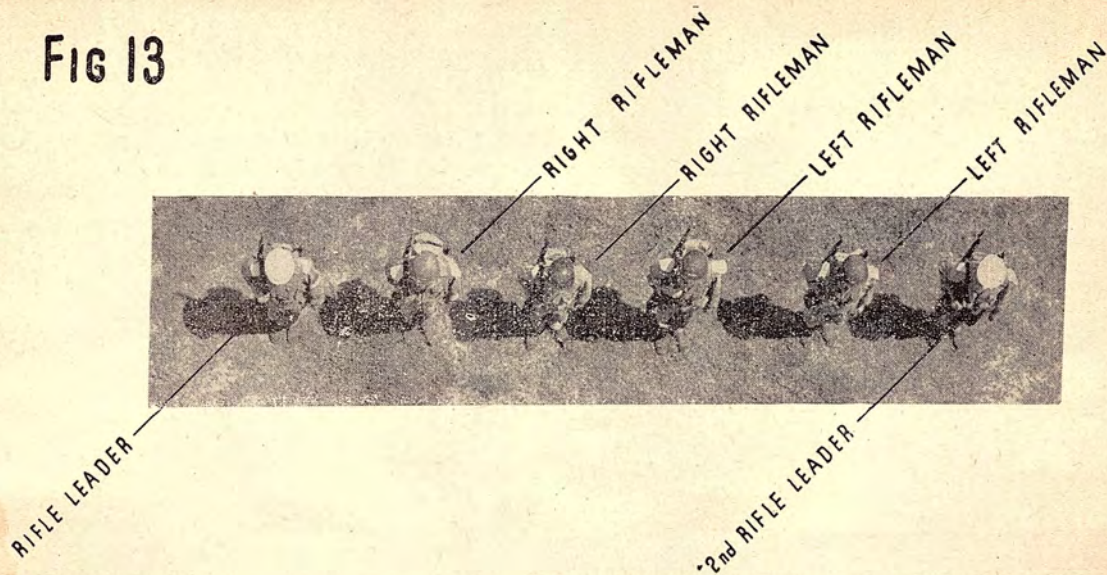


## ASSAULT, HALF-DISTANCE

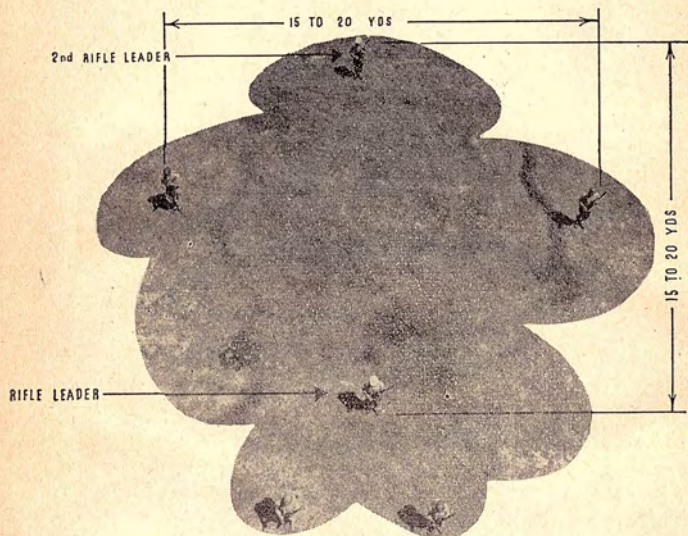
FIG 12



Fig 13



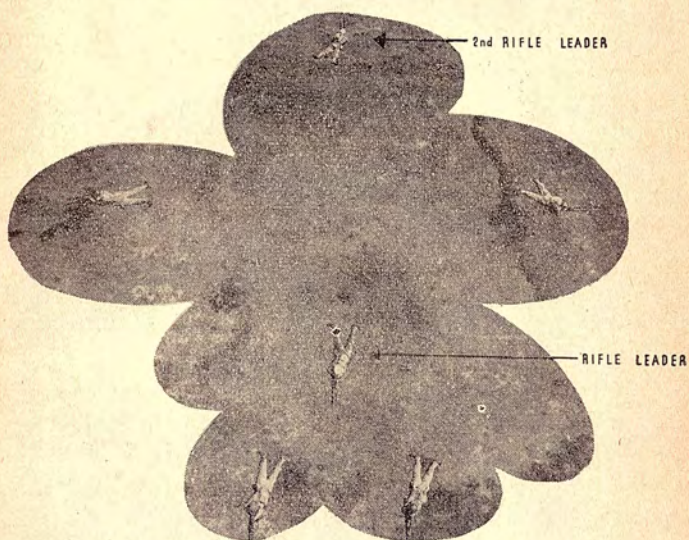
6 MAN RIFLE TEAM



DIAMOND, HALF-DISTANCE

FIG 14





ORGANIZE , HALF-DISTANCE

FIG 15

RIFLE LEADER

DANGEROUS FLANK



DEPLOY, HALF-DISTANCE

FIG 16





ASSAULT, HALF-DISTANCE

Fig17



## *Assault fire...*

1. Fire at points of enemy activity.
2. Fire pointed (not aimed shots) on the run.
3. Carry weapon at modified "on guard" position.
  - a. muzzle toward enemy.
  - b. bayonet fixed.
  - c. muzzle depressed to fire at range of or slightly short of enemy.
  - d. right arm free to move.
  - e. butt close to hip but not held tightly against hip.
4. Control fire during assault so that upon arrival on enemy position from two to four shots remain in the weapon.

FIG 18





