

UNITED STATES MARINE CORPS
FIELD MEDICAL TRAINING BATTALION
Camp Lejeune, NC 28542-0042

FMST 205

Patrolling

TERMINAL LEARNING OBJECTIVE(S)

1. Given an individual weapon, as a member of a unit, **perform individual movement techniques** to arrive at the objective. (HSS-MCCS-2013)
2. Given a command or situation, **communicate using hand and arm signals** to exchange non-verbal signals proficiently. (HSS-MCCS-2012)

ENABLING LEARNING OBJECTIVE(S)

1. Without the aid of reference and in writing, **select the definition of a patrol**, in accordance with the Marine Rifle Squad, MCRP 3-11.2. (HSS-MCCS-2013a)
2. Without the aid of reference and in writing, **identify the two types of patrols**, in accordance with the Marine Rifle Squad, MCRP 3-11.2. (HSS-MCCS-2013b)
3. Without the aid of reference and in writing, **identify the organizational elements of a patrol**, in accordance with the Marine Rifle Squad, MCRP 3-11.2. (HSS-MCCS-2013c)
4. Without the aid of reference and in writing, **identify fire team formations**, in accordance with the Marine Rifle Squad, MCRP 3-11.2. (HSS-MCCS-2013d)
5. Without the aid of reference and in writing, **identify squad formations**, in accordance with the Marine Rifle Squad, MCRP 3-11.2. (HSS-MCCS-2013e)
6. Without the aid of reference and in writing, **identify the types of special signals**, in accordance with the Marine Rifle Squad, MCRP 3-11.2. (HSS-MCCS-2013f)
7. Without the aid of references, **identify commonly used hand and arm signals** without omission per MCWP 3-11.2 w/Ch 1. (HSS-MCCS-2012a)
8. Without the aid of references, **perform hand and arm signals**, to exercise control and pass information per MCWP 3-11.2 w/Ch 1. (HSS-MCCS-2012b)

1. **DEFINITION OF A PATROL**

A patrol is a detachment of ground forces sent out by a larger unit for the purpose of gathering information or carrying out a destructive, harassing, or security mission.

Patrols vary in size, depending on the type, its mission, and its distance from the parent unit. While most combat patrols should be platoon-sized, reinforced with crew-served weapons, the Marine rifle squad is ideally suited for patrols.

2. **TWO TYPES OF PATROL**

Patrols are classified according to the nature of the mission assigned. The two(2) types are Combat and Reconnaissance.

Combat Patrols - Usually assigned missions to engage in combat. They gather information as a secondary mission.

R.A.C.E.S.

R –Raid. Raid Patrols destroy or capture enemy personnel or equipment, destroy installations, or free friendly personnel who have been captured by the enemy.

A –Ambush. Ambush Patrol conduct ambushes of enemy patrols, carrying parties, foot columns, and convoys.

C –Contact. Contact patrols establish and/or maintain contact with friendly or enemy forces.

E –Economy of Force. Economy of Force patrols perform limited objective missions such as seizing and holding key terrain to allow maximum forces to be used elsewhere.

S –Security. Security patrols detect infiltration by the enemy, kill or capture infiltrators, and protect against surprise or ambush.

Reconnaissance Patrols – Missions for reconnaissance patrols include gaining information about the location and characteristics of friendly or hostile positions and installations, routes, stream/river crossings, obstacles, or terrain; identification of enemy units and equipment; enemy strength and disposition; movement of enemy troops or equipment; presence of mechanized units; presence of nuclear, bio-logical, and chemical equipment or contaminated areas; and unusual enemy activity. The types of reconnaissance patrols are:

Area Reconnaissance – An area reconnaissance is a directed effort to obtain detailed information concerning specific terrain or enemy activity within a specific location. The objective of the reconnaissance may be to obtain timely information about a particular town, bridge, road junction, or other terrain feature or enemy activity critical to operations. Emphasis is placed on reaching the area without being detected.

Zone Reconnaissance – A zone reconnaissance is a directed effort to obtain detailed information concerning all routes, obstacles (to include chemical or biological contamination), terrain, and enemy forces within a particular zone defined by specific boundaries.

Route Reconnaissance – A route reconnaissance is a reconnaissance along specific lines of communications, such as a road, railway, or waterway, to provide information on route conditions and activities along the route.

Reconnaissance of routes and axes of advance precede the movement of friendly forces. Lateral routes and terrain features that can control the use of the route must be reconsidered.

Considerations include traffic ability, danger areas, critical points, vehicle weight and size limitations and locations of obstacle emplacements.

The route reconnaissance is narrower in scope than the zone reconnaissance. The limits of the mission are normally described by a line of departure, a specific route, and a limit of advance.

3. **ORGANIZATIONAL ELEMENTS OF A PATROL**

The Platoon Commander - Designates a patrol leader, who is normally, one of his squad leaders, and gives him/her a mission. The patrol leader then establishes their patrol units required to accomplish the mission.

Patrol Units - Patrol units are subdivisions of patrols. Personnel are assigned to units based on the mission of the patrol and the individuals within the patrol.

Special Organization - Patrol units are further subdivided into teams, each of which performs essential, designated tasks. (EPW team, Litter team, Search team)

Elements of Combat Patrols

(1) **Patrol Headquarters** - This is the command group of the patrol. It is composed of the patrol leader, and other support personnel essential to the patrol such as the radio operator, corpsman, and forward observer.

(2) **Assault Elements** - Engage the enemy at the objective.

(3) **Security Elements** - Secures the objective rally point, isolates the objective, and covers the patrols return from the objective area.

(4) **Support Elements** - Provides supporting fires for the assault unit attack, and covering fires if required, for its withdrawal

Elements of Reconnaissance Patrols

(1) **Patrol headquarters** - The command group of the patrol. It consists of the same personnel as a combat patrol.

(2) **Recon Element** - Maintains surveillance over the objective.

(3) **Security Element** - Provides early warning, secures the objective rally point, and protects the reconnaissance unit.

4. **TYPES OF FIRE TEAM FORMATIONS**

Fire Team Column – It consist of a rifleman, fire team leader, automatic rifleman and assistant automatic rifleman. It is mainly used when you want speed and good control of your people. (See Fig. 1)

(1) **Advantages:**

- (a) Permits fire and maneuver to the flanks
- (b) Permits rapid controlled movement

(2) **Disadvantages:**

- (a) Vulnerable to fire from the front
- (b) The ability to fire to front is limited

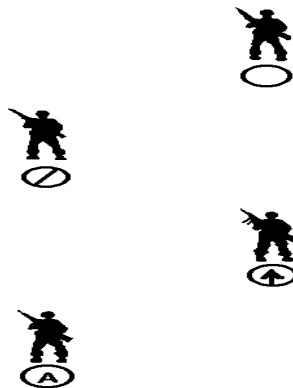


Figure 1. Fire Team Column

Fire Team Wedge - Diamond shape with the rifleman leading followed by the assistant automatic rifleman to his right, the fire team leader parallel to the assistant automatic rifleman, and to the rifleman's left. The automatic rifleman brings up the rear and directly behind the rifleman. (See fig. 2)

(1) **Advantages:**

- (1) It is easily controlled
- (2) Provides all around security
- (3) Fire is adequate in all directions
- (4) It is flexible

(1) Disadvantages:

- (1) It can not move as fast as a column

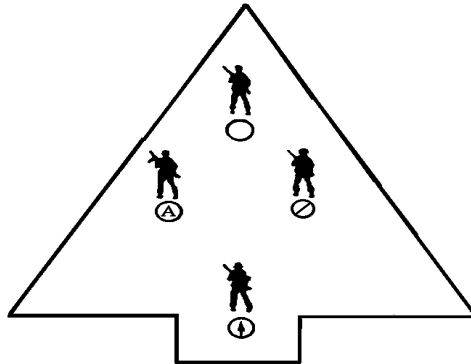


Figure 2. Fire Team Wedge

Skirmishers (Left) - This is a staggered formation starting with the rifleman on the right, the automatic rifleman is to the left and parallel to the rifleman. The assistant automatic rifleman is behind the automatic rifleman and to his left, and the fire team leader is parallel to the assistant automatic rifleman and in between the automatic rifleman and the rifleman. Skirmishers (right) is a mirror image of the Skirmishers (left). (See fig. 3)

(1) Advantages:

- (a) Permits maximum firepower to the front
- (b) Used when the location and strength of the enemy are known, during the assault, mopping up, and crossing short open areas.

(2) Disadvantages:

- (a) It is extremely difficult to control
- (b) Movement is slow
- (c) The ability to fire to the flanks is limited

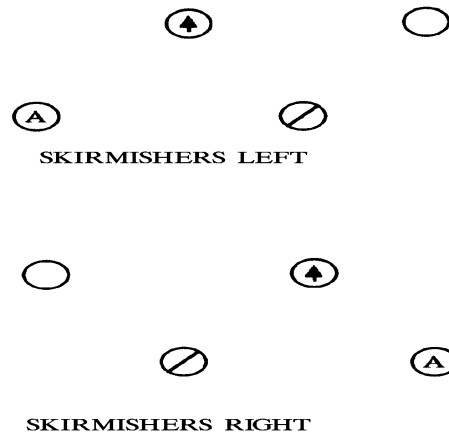


Figure 3. Skirmishers (Left and Right)

Echelon (Left and Right) - This formation is similar to skirmisher right and left except that one flank is angled to the rear. (See fig. 4)

(1) Advantages:

- (a) Permits fire to the front and one flank
- (b) It is used mainly to protect exposed flanks

(2) Disadvantages:

- (a) It is extremely difficult to control
- (b) Movement is slow

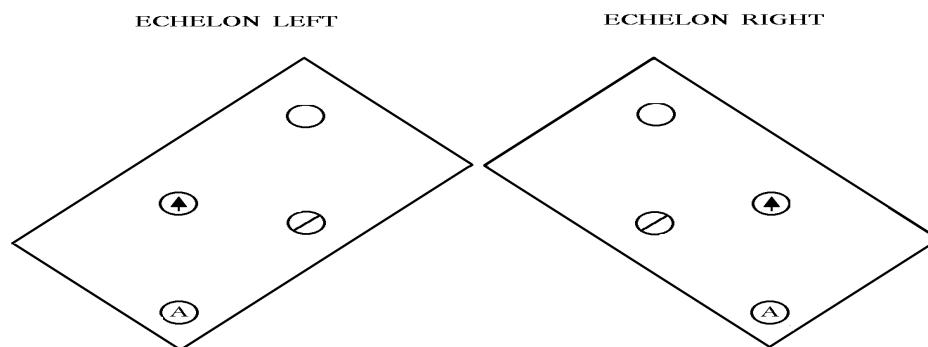


Figure 4. Echelon (Left and Right)

5. TYPES OF SQUAD FORMATIONS

Column - The same as a fire team column except all the fire teams are included one behind the other. (See fig. 5)

(1) Advantages:

- (a) Permits rapid and easily controlled movement
- (b) Permits fire and maneuver to the flanks (same as fire team)

(2) Disadvantages:

- (a) Vulnerable to fire from the front
- (b) The ability to fire to the front is limited

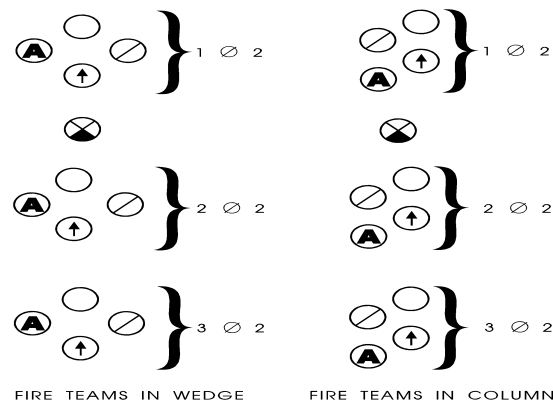


Figure 5. Fire Team in Column

Squad Line - The squad line places all three (3) fire teams abreast or on line and is normally used in the assault during rapid crossing of short, open areas. (See fig. 6)

(1) Advantages:

- (a) Maximum firepower is concentrated to the front

(2) Disadvantages:

- (a) The ability to return fire to the flanks is limited
- (b) Movement is slow

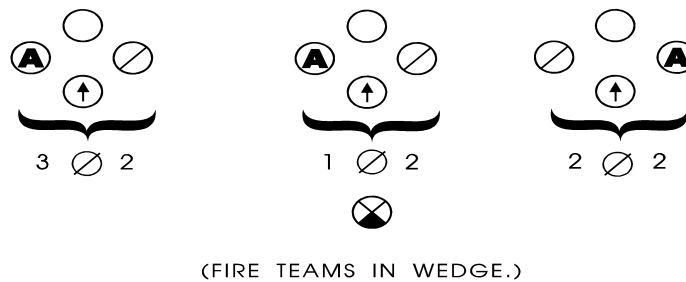


Figure 6. Squad Line

Echelon (Left and Right) - This formation is the same as for fire team except all fire teams are included. (See fig. 7)

(1) Advantages:

- (a) It is used mainly to protect exposed flanks
- (b) Provides heavy firepower to the front and in the direction of echelon

(2) Disadvantages:

- (a) Difficult to control
- (b) Movement is slow

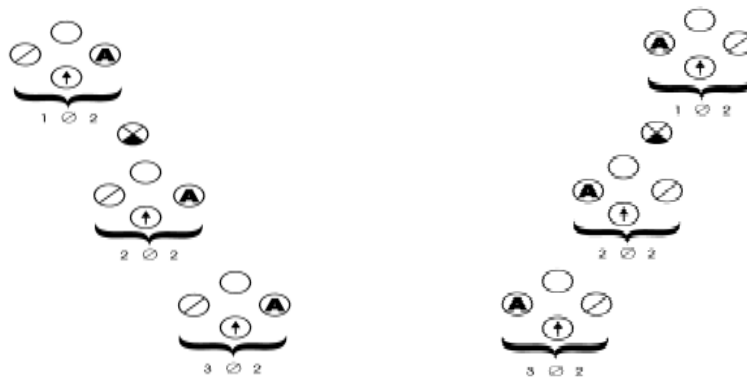


Figure 7. Echelon (Left/Right)

Squad Wedge -The squad wedge places one (1) fire team in the front of the formation followed by another fire team to the right and diagonally to the rear, with the last fire team to the left and parallel to the second fire team. (See fig. 8)

(1) Advantages:

- (a) It is easily controlled

- (b) Provides all around security
- (c) It is flexible
- (d) Fires adequately in all directions. (Same as fire team)

(2) Disadvantages:

- (a) It cannot move as fast as a column. (Same as fire team)

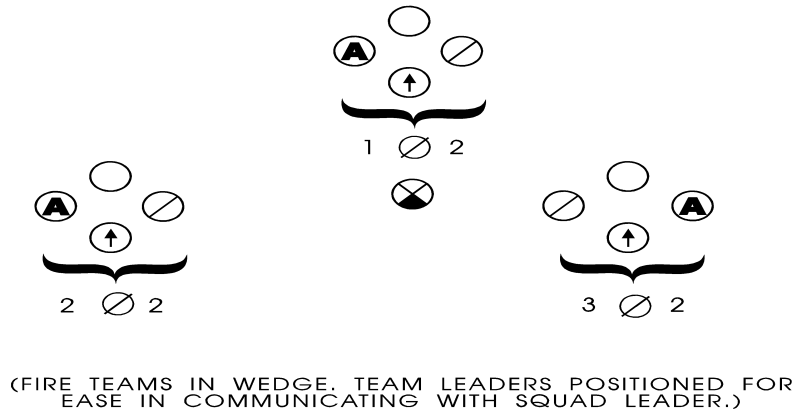


Figure 8. Squad Wedge

Squad Vee - The squad vee is an inverted squad wedge. (See fig. 9)

(1) Advantages:

- (a) Facilitates movement into squad line
- (b) Provides excellent firepower to the front and to the flank
- (c) Used when the enemy is to the front and his strength and location are known. May be used when crossing large open areas.

(2) Disadvantages

- (a) It cannot move as fast as a column

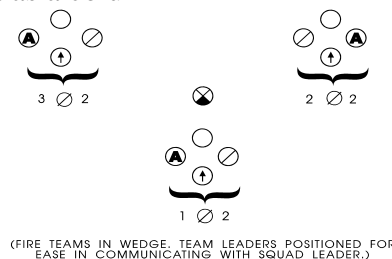


Figure 9. Squad Vee

6. TYPES OF SPECIAL SIGNALS

Whistle

(1) Advantages/Uses

(a) Is an excellent and quick way a unit leader can transmit a message from one place to another.

(b) It provides a fast means of transmitting a message to a large group

(2) Disadvantages

(a) It must be prearranged and understood. It may be misinterpreted.

(b) Its effectiveness may be reduced by normal noise, which exist on the battlefield.

Pyrotechnics - Devices used to transmit command or information. Flares and smoke grenades are considered pyrotechnics.

(1) Purpose - It is used as a ground to ground or ground to air signaling device. It is used to identify units on the ground to other ground units and to air support. It can also be used to screen the movement of small units for short periods of time.

(a) Smoke Grenades

1. Body - Sheet metal

2. Color- Olive drab with yellow markings

3. Filler - Red, green, yellow, white and violet smoke

4. The color on the top will indicate the color of the smoke

(1) Advantages and Uses

(a) Used to mark enemy positions

(b) Signals to attack, withdraw, shift or cease-fire

(c) Mark landing zone

(2) Disadvantages

(a) Used by only one unit at a time

(b) Be sure your signal does not already have another set of meanings

(c) Gives away your position

Hand and Arm Signals - The most commonly used form of signaling is the hand and arm method. It must be remembered that the hand and arm signals are orders or commands that must be carried out.

(1) **Advantages and Uses**

(a) The noise of the battle does not hinder the use of the hand and arm signals.

(b) Used when silence must be maintained

(2) **Disadvantages**

(a) The signal must be seen

(b) Must be aware of other members location

7. **COMMON HAND AND ARM SIGNALS**

Decrease Speed - Extend the arm horizontally sideward, palm to the front, and wave arm downward several times, keeping the arm straight. Arm does not move above the horizontal plane.



Figure 10

Change Direction - Extend arm horizontally to the side, palm to the front.



Figure 11

Enemy In Sight - Hold the rifle horizontally, with the stock on the shoulder, the muzzle pointing in the direction of the enemy.



Figure 12

Range - Extend the arm fully towards the leader or men for whom the signal is intended with fist closed. Open the fist exposing one finger for each 100 meters of range.



Figure 13

Commence Fire - Extend the arm in front of the body, hip high, palm down, and move it through a wide horizontal arc several times.



Figure 14

Fire Faster - Execute the Commences Fire signal rapidly.



Figure 15

Fire Slower - Execute the Commences Fire signal slowly.



Figure 16

Cease Fire - Raise the hand in front of the forehead, palm to the front, and swing the arm and forearm up and down several times in the front of the face.



Figure 17

Assemble - Raise the arm vertically to the full extent of the arm, finger's extended and joined, palm to the front, and wave in large horizontal circles.



Figure 18

Form Column - Raise either arm to the vertical position. Drop the arm to the rear, making complete circles in a vertical plane parallel to the body.



Figure 19

Are You Ready - Extend the arm toward the leader for whom the signal is intended, hand raised, fingers extended and joined, raise arm slightly above horizontal, palm facing outward.



Figure 20

I Am Ready - Execute the signal, are you ready.



Figure 21

Shift - Raise the hand that is on the side toward the new direction across the body, palm to the front; then swing the arm in a horizontal arc, extending arm and hand to point in the new direction.



Figure 22

Echelon - Face the unit being signaled, and extend one arm 45 degrees above the other arm 45 degrees below the horizontal, palms to the front. The lower arm indicates the direction of echelon.

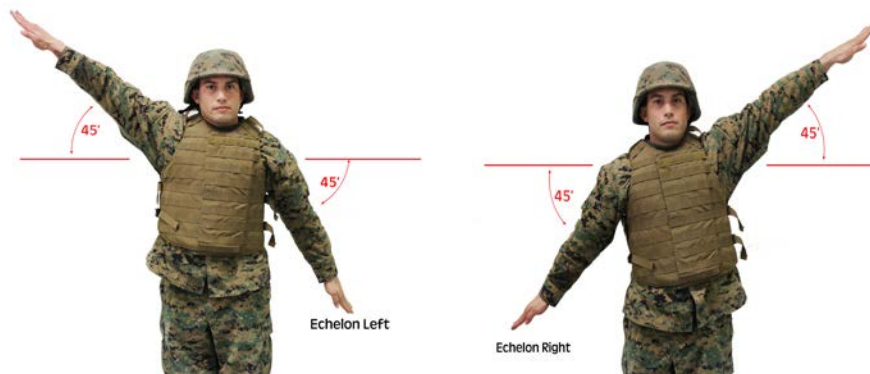


Figure 23

Skirmisher - Raise both arms laterally until horizontal, arms and hands extended, palms down. If it is necessary to indicate the direction, move in the desired direction at the same time.



Figure 24

Wedge - Extend both arms downward and to the side at an angle of 45 degrees below the horizontal plane, palms to the front.



Figure 25

Vee - Extend arms at an angle of 45 degrees above the horizontal plane forming the letter 'V' with the arms and torso.



Figure 26

Fireteam - Place the right arm diagonally across the chest.



Figure 27

Squad - Extend the arm and hand toward the squad leader, palm of the hand down, distinctly, moving the hand up and down several times from the wrist holding the arm steady.

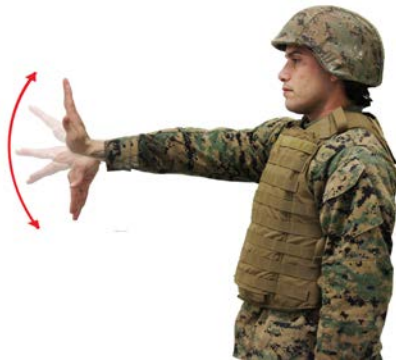


Figure 28

Platoon - Extend both arms forward, palm of the hands down and make large vertical circles with hands.



Figure 29

Close Up - Start signal with both arms extended horizontally, palm forward, and bring hands together in front of the body momentarily.



Figure 30

Open Up or Extend - Start signal with arms extended in the front of the body, palms together, and bring arms to the horizontal position, palms forward.



Figure 31

Disperse - Extend either arm vertically overhead, wave the hand and arm to the front, left, right, and rear, the palm toward the direction of each movement.



Figure 32

Leaders Join Me – Extend arm toward the leaders and beckon leaders with finger as shown.



Figure 33

I Do Not Understand - Raise both arms horizontally at the hip level, bend both arms at elbows, palms up, and shrug shoulders in the manner of universal “I don’t understand.”



Figure 34

Forward - Face and move to the desired direction of march, at the same time extend the arm horizontally to the rear, then swing it overhead and forward in the direction of movement until it is horizontal, palm down.



Figure 35

Halt - Carry the hand to the shoulder, palm to the front then thrust the hand upward vertically to the full extent of the arm and hold it in the position until the signal is understood.



Figure 36

Freeze - Make the signal for a halt and make a fist with the hand.



Figure 37

Dismount, Down, Take Cover - Extend arm sideward at an angle of 45 degrees above horizontal, palm down, and lower it to the side.



Figure 38

Mount – With the hand extended downward at the side with the palm out, raise arm sideward and upward to an angle of 45 degrees above the horizontal. Repeat until understood.



Figure 39

Disregard Previous Command – Face the unit or individual being signaled, then raise both arms and cross them over the head, palms to the front.



Figure 40

Right (Left) Flank – Extend both arms in direction of desired movement.



Figure 41

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.



Figure 42

Hasty Ambush (LEFT OR RIGHT) - Raise fist to shoulder level and thrust it several times in the desired direction.



Figure 43

Rally Point - Touch the belt buckle with one hand and then point to the ground.



Figure 44

Objective Rally Point - Touch the belt buckle with one hand, point to the ground, and make a circular motion.



Figure 45

Pace Count – Tap the heel of the boot repeatedly with an open hand.



Figure 46

Head Count – Tap the back of the helmet repeatedly with an open hand.



Figure 47

Danger Area – Draw the right hand, palm down, across the neck in a throat-cutting motion from left to right.



Figure 48

REFERENCES:

Marine Rifle Squad
Marine Rifle Squad
Scouting and Patrolling
Visual Signals

MCWP 3-11.2
MCWP 3-11.2 w ch1
MCWP 3-11.3
FM 21-60

Patrolling Review

1. The acronym R.A.C.E.S. is used when defining the different mission of a Combat Patrol. Explain the acronym R.A.C.E.S.
2. Explain the different types of Reconnaissance Patrols.
3. Describe the different organizational elements of Combat and Reconnaissance Patrols.
4. Describe the advantages and disadvantages of fire team formations.
5. Describe the advantages and disadvantages of squad formations.