

9755

JUNE 2000

LESSON TITLE: CLOSE QUARTERS BATTLE

THIS LESSON IS USED IN THE FOLLOWING COURSE(S):

<u>COURSE NUMBER(S)</u>	<u>COURSE TITLE(S)</u>
2E-F133/011-F46	SPECIAL FORCES ADVANCED RECONNAISSANCE, TARGET ANALYSIS, AND EXPLOITATION TECHNIQUES

SECTION I - ADMINISTRATIVE DATA

TASK(S) TAUGHT OR SUPPORTED:

<u>TASK NUMBER</u>	<u>TASK TITLE</u>
331-202-4402	Employ the principles and fundamentals of room combat/clearing
331-202-4408	Conduct room/building clearing operations in a multiroom/multistory structure
331-202-4410	Classified
331-202-4413	Employ ballistic breaching techniques during close quarters battle (CQB)

TASK(S) REINFORCED:

<u>TASK NUMBER</u>	<u>TASK TITLE</u>
071-004-0001	Maintain an M9 pistol
331-201-2097	Maintain an M4A1 carbine
331-202-4000	Engage targets in an urban environment an M9 pistol

331-202-4001	Engage targets in an urban environment with an M4 carbine
331-202-4002	Engage targets in an urban environment under limited visibility conditions
331-202-4003	Engage targets in an urban environment with a shotgun
331-202-4004	Employ weapons transition procedures
331-202-4043	Employ climbing techniques to gain building entry
331-202-4060	Don the assault uniform and equipment
331-202-4063	Conduct a search of an individual
331-202-4401	Engage targets in an urban environment with an MP5
331-202-4403	Conduct a hasty or deliberate search for improvised explosive devices (IEDs)
331-202-4404	Conduct an integrated building assault
331-202-4405	Employ urban movement techniques during urban operations
331-202-4406	Employ assault procedures during urban operations
331-202-4411	Employ explosive munitions breaching devices/systems to gain rapid entry into fortified areas
331-202-4412	Breach a barrier using mechanical devices

331-202-4413	Employ ballistic breaching techniques during close quarters battle (CQB) missions
331-202-4414	Enter a building by rappelling down the face using self-belay techniques
331-202-4415	Employ hand-thrown distraction charges
331-202-4417	Conduct helicopter infiltration and exfiltration operations using the fast rope insertion/extraction systems (FRIES)
331-202-4418	Employ unarmed combative techniques during close quarters battle (CQB) missions
331-202-4421	Report up-to-date information to the tactical operations center (TOC)
331-202-4422	Operate the Saber series radio set

ACADEMIC HOURS:	PEACETIME HOURS/TYPE	MOBILIZATION HOURS/TYPE
	=====	=====
TEST	1.0/C	1.0/C
TEST REVIEW	69.0/PE2	69.0/PE2
	8.0/E2	8.0/E2
TOTAL HOURS	0.0	0.0
	0.0	0.0
	-----	-----
TOTAL HOURS	78.0	78.0

LIST THE LESSON NUMBER IN WHICH THE TERMINAL LEARNING OBJECTIVE IS TESTED AND TEST RESULTS ARE REVIEWED:

<u>LESSON NUMBER</u>	<u>LESSON TITLE</u>
9759	Final Integrated Assault Exercise

## PREREQUISITE LESSONS:

<u>LESSON NUMBER</u>	<u>LESSON TITLE</u>
9721	Special Purpose Weapons/MP5 SMG
9725	Communications
9730	Combat Shotgun
9734	Disassembly/Assembly and Detailed Maintenance Inspection of the M4A1 Carbine and the M9 9-mm Pistol and Zeroing of the M4A1 Carbine
9735	Principles of Combat Marksmanship
9736	Assault Uniforms and Equipment
9737	Night Combat Firing
9739	Assault Procedures
9743	Search and Control Techniques
9745	Mechanical Breaching
9748	Explosive Breaching
9751	Employment of Hand Thrown Distraction Devices/Charges
9756	Unarmed Combatives

CLEARANCE AND ACCESS: Unclassified/Secret NOFORN; contains Prairie Nomad information.

NOTE: Portions of the conference and practical exercise (PE) sessions will be classified Secret/NOFORN due to the nature of the additional information presented and the training conducted. Instructor(s) will ensure that when classified information is presented, they will so inform the students.

## REFERENCES:

<u>NUMBER</u>	<u>TITLE</u>	<u>PAGES</u>	<u>ADDITIONAL INFORMATION</u>
FM 31-28	Special Forces Advanced Urban Combat	All	September 1993
	Special Materials	All	Current

STUDENT STUDY ASSIGNMENTS: None.

INSTRUCTOR REQUIREMENTS: One primary instructor and one assistant instructor who are graduates of the Special Forces Advanced Reconnaissance, Target Analysis, and Exploitation Techniques Course.

## ADDITIONAL SUPPORT PERSONNEL:

- a. Twelve additional instructors (1:4) are required for the PE portion of the class.
- b. Nine instructors are required to perform the duties of overall range safety/NCOIC, CQB structure safety NCO (five), communications NCO, ammunition NCO, and medic.

## EQUIPMENT REQUIRED FOR THE INSTRUCTION:

- a. Digital/video multimedia projector.
- b. One projector, overhead.
- c. One screen, projection, wall/ceiling.
- d. Four hundred eighty M4A1 carbine 30-round magazines.
- e. Four hundred eighty M9 9-mm semiautomatic pistol 15-round magazines.
- f. Forty-eight 9-mm MP5A3 submachine guns.
- g. Twelve MP5SD submachine guns.
- h. Twenty-four 12-gauge Remington 870 shotguns.

- i. Twelve Bennelli Super 90 shotguns.
- j. Eight breaching shields.
- k. Forty-eight full face paintball goggles.
- l. Forty-eight full body rappel harnesses.
- m. Twelve 120-foot nylon rappel ropes.
- n. Twelve 60-foot fast ropes.
- o. Twelve 90-foot fast ropes.
- p. Twelve 120-foot fast ropes.
- q. Forty-eight ballistic shooting glasses.
- r. Forty-eight SOU aural protectors.
- s. Forty-eight figure-eight rappel devices.
- t. Forty-eight flashlight/MAG-LITE infrared (IR) lenses.
- u. Twenty-four side cutters.
- v. Eight rescue saws.
- w. Forty-eight nonstandard ballistic helmets.
- x. Forty-eight 15-foot sling webbing straps.
- y. Four AN/PRC-113 radio sets.
- z. Forty-eight AN/PEQ-2A pointer/aiming lights.
- aa. Eight six-unit fast battery chargers.
- ab. Forty-eight M4 carbine tactical light systems.
- ac. Forty-eight M9 9-mm semiautomatic pistol tactical lights.
- ad. Twelve strobe lights with IR filters and batteries.

- ae. Forty-eight SureFire 6P lights.
- af. Forty-eight nondisposable, volume control, automatic C/O hearing protectors.
- ag. Forty-eight nonstandard protective vests (body armor).
- ah. Forty-eight individual load-carrying vests.
- ai. Forty-eight knit watch caps.
- aj. Forty-eight balaclavas.
- ak. Ninety-six locking snap links.
- al. Forty-eight day packs for individual load-carrying vests.
- am. Four assault breacher's kits.
- an. Forty-eight Saber series radio pouches.
- ao. Forty-eight Aim Point COMP 5000 (M).
- ap. Forty-eight pistol belts.
- aq. Four M34 50-cap blasting machines.
- ar. Forty-eight pairs of nonstandard assault boots.
- as. Four barrier ballistic blankets.
- at. Twelve rope bags.
- au. Forty-eight Blackhawk special operations forces (SOF) assault vests.
- av. Forty-eight 5.56-mm M4A1 carbines.
- aw. Forty-eight sets of M4A1 carbine ammunition pouches.
- ax. Forty-eight sets of shotgun ammunition pouches.
- ay. Ten one-unit fast battery chargers.

- az. Forty-eight sets of 9-mm pistol ammunition pouches.
- ba. Ninety-six sets of flyer's coveralls.
- bb. Ninety-six packages of flexcuffs.
- bc. Ninety-six pairs of flyer's gloves.
- bd. Ninety-six pairs of heavy-duty gloves.
- be. Forty-eight sun, wind, dust (SWD) goggles.
- bf. Forty-eight Pro-Tech helmets.
- bg. One variable DES KEY loader.
- bh. Forty-eight M40 protective masks.
- bi. Four "Rescue Randy" mannequins (dummies).
- bj. Forty-eight AN/PVS-14, AN/PVS-7C, AN/VS-6, or AN/VS-9 night vision goggles.
- bk. Forty-eight M9 9-mm semiautomatic pistols.
- bl. Ninety-six sets of elbow pads.
- bm. Forty-eight steel falling plates.
- bn. Ninety-six sets of knee pads.
- bo. Forty-eight Saber I series radio sets with components.
- bp. Twelve climbing ropes.
- bq. Four AN/PRC-119() (V) SINCGARS radio sets.
- br. Forty-eight sets of flash-bang ammunition pouches.
- bs. Ninety-six 9-mm pistol holsters.
- bt. Forty-eight 9-mm pistol simmunition kits.
- bu. Forty-eight MP5 submachine gun (SMG) simmunition kits.

- bv. Forty-eight M4A1 carbine simmunition kits.
- bw. Four torch-cutting outfits.
- bx. Two diesel, model 1999 multishop delivery trucks.
- by. Three hundred Chem-Lites.

MATERIALS REQUIRED FOR THE INSTRUCTION:

INSTRUCTOR MATERIALS:

- a. FM 31-28.
- b. Special materials.
- c. Microsoft (MS) PowerPoint Presentation Number 9755.
- d. Videotape "Final Option." Running time: 7 minutes 51 seconds.

STUDENT MATERIALS: None.

CLASSROOM, TRAINING AREA, AND/OR RANGE REQUIREMENTS:

- a. One general purpose classroom, 2000 square feet, 50 personnel.
- b. Five live-fire CQB structures, Ranges 37B, C, D, K, and M.

AMMUNITION REQUIREMENTS:

<u>DODAC</u>	<u>ITEM DESCRIPTION</u>	<u>PEACETIME</u>	<u>MOBILIZATION</u>
		<u>PER</u>	<u>PER</u>
<u>STUDENT/OTHER</u>	<u>STUDENT/OTHER</u>		
AO65	Ctg, 5.56, SRT, Blue Plastic	166/32	166/32
X317	Ctg, 5.56 Flangible or SRT, gray tip	166/32	166/32

DODAC	ITEM DESCRIPTION	PEACETIME	MOBILIZATION
		PER STUDENT/OTHER	PER STUDENT/OTHER
A071	Ctg, 5.56-mm Ball M193 f/Rifle M16	1080/0	1080/0
A363	Ctg, 9-mm M882 Ball	150/0	150/0
A475	Ctg, 45 Caliber, Ball, M1911	10/20	10/20
DWBJ	Adapter Initiator, Pyrotechnic, Lead MK 172	4/8	4/8
DWBS/ X624	Flash-bang, MK 141	12/24	12/24
MW49	Connector Detonating Cord, Plastic, Inert	4/8	4/8
M456	Cord, Detonating, Reinforced, Pliofilm Wrapped WTRPRF	0/2000 feet	0/2000 feet
X065	Ctg, 12-Gauge Smokeless Blank	5/10	5/10
X104	Ctg, 12-Gauge Hatton Pattern Shot	10/20	10/20
X200	Ctg, 9-mm, Blank	0/200	0/200
X363	MK 155 Fuze, ME1403	10/20	10/20
X589	Detonator, NONEL, 6.4-second delay	2/24	2/24
X637	MK 155 Body, Inert	0/35	0/35

9755

X236	Ctg, 9-mm, Dye Marking, Red	0/1000	0/1000
X237	Ctg, 9-mm, Dye Marking, Blue	0/2000	0/2000

INSTRUCTIONAL GUIDANCE: None.

PROPOSER LESSON PLAN APPROVAL AUTHORITY:

<u>NAME</u>	<u>RANK</u>	<u>POSITION</u>	<u>DATE</u>
KIMM ROWE	MAJOR	COMPANY D COMMANDER	

SECTION II - INTRODUCTION

## MOTIVATOR:

- a. As with any military operation, the assault that takes place in a confined space must be planned and executed with much care. The principles and fundamentals of room combat and room clearing must be closely observed during CQB operations in order for the mission to be successful.
- b. The single most important aspect of CQB operations is rehearsal. Conducting rehearsals on how to move through a room or a building, getting accustomed to the feel of it, and experiencing the problems associated with CQB helps the assault team to become better prepared to conduct this type of operation. CQB operations must be practiced over and over again, just as immediate action drills are repeated again and again, if the assault team is to become proficient in them.
- c. During the CQB classes we will cover, and you will have the opportunity to practice, the principles and fundamentals of room combat and room clearing.

## TERMINAL LEARNING OBJECTIVE (STATEMENT OF THE OBJECTIVE):

NOTE: Read the following terminal learning objective statement to the students.

At the completion of this lesson, you (the student) will—

ACTION: Conduct CQB operations, applying the principles and fundamentals of room combat and clearing.

CONDITIONS: Given an overview of the principles and fundamentals of room combat and room clearing; all assault weapons and equipment; specially configured live-fire CQB structures; and the requirement to enter, clear, and dominate the room or structure during varying light conditions.

STANDARDS: The student must—

- a. Discuss the principles of CQB.

- b. Discuss the room clearing sequence and the fundamentals of room combat.
- c. Discuss the actions taken by the assault team at the point of entry into a room.
- d. Discuss the actions to be taken by the assault team upon entry into a room.
- e. Conduct CQB operations.

SAFETY REQUIREMENTS:

- a. All personnel will wear body armor, gloves, ear protection, eye protection, and ballistic helmets during all live-fire PE sessions.
- b. All personnel will receive a safety briefing prior to all live-fire CQB sessions.
- c. Instructors and safety NCOs will ensure that there is a safe line of fire during the live-fire CQB sessions.
- d. All weapons will be cleared, have bolts to the rear, and be checked by instructors when not being fired and before removal from the live-fire structures.
- e. The provisions of XVIII Airborne Corps and Fort Bragg Regulation 350-6 (Post Range Regulation) will be strictly adhered to.
- f. All training will be conducted in accordance with the guidelines set forth in the Risk Assessment Worksheet.

RISK ASSESSMENT LEVEL: Medium.

POTENTIAL RISK STATEMENT: Potential risk exists during the PE sessions to the students' and instructors' hearing, sight, body, and limbs from the firing of live ammunition and explosives. Instructors will ensure that all personnel are wearing the proper safety equipment, that downrange firing locations are clear of all personnel prior to the commencement of any shooting, and that weapons are cleared and safe before being removed from the firing positions.

ENVIRONMENTAL CONSIDERATIONS: None.

EVALUATION: Students will be continually evaluated during all the live-fire CQB sessions. Immediate feedback will be given at the end of each activity during the CQB sessions and upon completion of the CQB session itself. Remedial training will be provided as soon possible or practicable.

INSTRUCTIONAL LEAD-IN: Show the videotape "Final Option."

### SECTION III - PRESENTATION

ENABLING LEARNING OBJECTIVE 1.

NOTE: Read all enabling learning objectives to the students.

ACTION: Discuss the principles of CQB.

CONDITIONS: Given an overview of the principles of CQB.

STANDARDS: You must discuss the principles of speed, surprise, and violence of action as they pertain to CQB.

Learning Activity.

Type of Instruction: C. Instructor-to-Student Ratio: 2:Class.

Time of Instruction: 0.1 hour.

Media: MS PowerPoint Presentation Number 9755 or viewgraph slide tray number 9755.

a. CQB is defined as combative techniques that include advanced weapons marksmanship, use of special purpose weapons, munitions, demolitions, and selective target engagement conducted by small, specially trained units against static or halted man-made targets to defeat a hostile force with a minimum of collateral damage.

(1) CQB uses the techniques of fire and maneuver that include the application of surgical firepower combined with surprise, speed, and violence of action upon a given target in

such a way that the opposition's will to fight is utterly destroyed.

(2) The three principles of CQB contained within this definition are surprise, speed, and violence of action. The proper application of these three principles during a CQB assault allows the SOF assault team to overwhelm and destroy the enemy. A CQB assault without the application of these three principles is doomed to failure.

b. Surprise. Surprise, above everything else, is the key to a successful CQB assault. The element of surprise ensures that the assault team has the advantage of preparedness prior to room entry. The benefit of surprise to the assault team is that the enemy is disorganized and unprepared to mount a coordinated defense against the assault team. Surprise is gained through extensive and thorough planning, including rehearsals, and the proper application of stealth.

c. Speed. Speed in CQB will often act as security, just as in patrolling. It enables the assault team to utilize the first few vital "surprise seconds" to the maximum potential. On the individual level, speed is best described as a "careful hurry." The assault team should not move faster than they can effectively engage targets in the room.

(1) Speed is not defined as how fast the assaulters move, but how fast they eliminate the threat within the room. Therefore, if the enemy is eliminated immediately upon entry into the room, the principle of speed has been followed.

(2) However, if the assaulters are moving too quickly and cannot engage the threat, the principle of speed has been violated, and mission failure or friendly casualties will be the result.

(3) Speed, as it applies to the assault, means that the momentum of the assault does not stop until the objective is secured and all threats have been eliminated.

d. Violence of action. Violence of action can be described as a sudden and explosive force that eliminates the threat with the least chance of compromise. When this is coupled with speed, it enables the assault team members to maintain the

element of surprise, thereby preventing the enemy from delivering any coordinated or planned reaction.

(1) Violence of action is not limited merely to massive firepower; it also includes mental conditioning or "mind-set." The assault team members' mind-set is one of complete psychological domination and total control of the situation.

(2) This mind-set is achieved through long years of practice and hard training. The assault team members must know that they have the ability to successfully handle any situation that may arise.

NOTE: Conduct a check on learning and summarize the learning activity.

#### ENABLING LEARNING OBJECTIVE 2.

ACTION: Discuss the room clearing sequence and the fundamentals of room combat.

CONDITIONS: Given an overview of the CQB room clearing sequence and the fundamentals of room combat.

STANDARDS: You must discuss the CQB room clearing sequence and the fundamentals of room combat.

#### Learning Activity.

Type of Instruction: C. Instructor-to-Student Ratio: 2:Class.

Time of Instruction: 0.2 hour.

Media: MS PowerPoint Presentation Number 9755 or viewgraph slide tray number 9755.

a. The room clearing sequence is comprised of the actions at the point of entry, the actions upon entry into the room, and the execution of the fundamentals of CQB.

b. Room clearing is defined as rapidly and methodically seizing control of a room or a series of rooms and all its inhabitants (both hostile and friendly/other) by eliminating the threat, dominating the room, and controlling the situation.

c. The three room clearing sequence principles are inherent in a successful CQB operation and allow the assault to progress rapidly.

d. The fundamentals of room combat are those actions performed in a logical sequence that allow the assault to be methodical. Failure to execute any one of the fundamentals may result in mission failure or friendly casualties.

e. The eight fundamentals of room combat include dominating the room, eliminating the threat, controlling the situation and the personnel, searching the dead, searching the room, searching the living, sending in the count, and evacuating on command.

(1) Dominate the room. The first fundamental is to dominate the room. The assaulters move to dominating positions in the room that provide different angles of fire and observation, which allows the assaulters to see around and behind obstructions and leaves a minimum of space in the room that cannot immediately be covered by fire or observation.

(2) Eliminate the threat. The second fundamental is to eliminate the threat. The assault team must effectively eliminate the threat as quickly as possible. They do this by using accurate and discriminating fire while they are moving to their points of domination. If a room is known to contain only hostile personnel, it may be cleared in a less discriminating manner. Concussion or fragmentation grenades may be used in this case. If a room contains or may contain noncombatants, assault team members will identify the threat using three criteria.

(a) Look at the hands. A weapon in the hands of an individual is the most positive means of identification of a threat. Weapons include firearms, edged weapons, and anything else that may injure another assaulter or friendly personnel in the room.

(b) Threatening action. An assaulter will eliminate any target that executes any action that he perceives as a threat to him or his teammates. To hesitate may be a fatal mistake. A threatening action may be the drawing of a weapon, rushing an assaulter with the intent to engage in physical combat, or reaching for a weapon or grenade.

NOTE: During a rescue operation it is possible that noncombatants may panic and appear to rush the assaulter with the intent of engaging in physical combat. At this point the use of nondeadly force must be used to disable the individual. However, the individual assaulter is the only one who can make the call on whether or not he thinks a particular action is threatening.

(c) Positive identification. In some cases a particular uniform or type of dress may identify a threat. However, in urban counterinsurgency operations, simple uniform identification may not be possible and any other means of recognition (i.e., facial features) may not be acceptable as a positive means of identification. Identification of a threat target by simple physical identification is a matter that must be addressed in the rules of engagement.

(3) Control the situation and the personnel. The third fundamental is to control the situation and the personnel. It is essential that in the initial few moments of the clearing operation the assault team maintains total control of the situation and all personnel in the room, to include the wounded, the noncombatants, and the team members themselves. Loss of initial control is something that is not easily regained.

(a) The situation is controlled by the actions of the assault team. The assault team, by its domination of the room and elimination of the threat, has transferred control of the room and the situation from the enemy to the assault team. Live noncombatants or friendly personnel who were not engaged must also be controlled. The control measures used can be both verbal and physical.

(b) The team leader or a designated team member must immediately begin speaking to any people in the room in a loud, commanding voice and must take charge. Verbal control may be difficult because of the loss of hearing resulting from explosives and firearms use. Verbiage should be short and to the point, and it should be loud enough to be heard by those whose hearing may have been damaged by the sound of gunfire and explosives.

(c) Physical control must be firm, but not overly harsh. Pain elicits response. Needlessly inflicting pain on friendly personnel may cause them to react in an unexpected

manner, such as fighting back. This creates a loss of control, not a gaining of control.

(4) Search the dead. The fourth fundamental is to search the dead. After the threat has been eliminated, the assaulters must search the dead to ensure that they are dead and no longer pose a threat. This is done by removing any weapons near the body and performing an act that would cause a deep pain response in any conscious person (e.g., administering an "eye thump" or sternum rub). The search should be done by a two-man buddy team so that one team member can provide cover to the other team member as he conducts the search. Any further search of the bodies for documents or other information will be dictated by the mission, the time available, and the unit's standing operating procedure (SOP).

(5) Search the room. The fifth fundamental is to search the room. The search can either be a cursory or a detailed one. In either case the search must be completed systematically in order to eliminate missed areas.

(a) Normally a cursory search will be done first. The assault team will make a quick cursory search of the room in order to determine other potential threats to the assault team and friendly personnel. The team will conduct the search quickly, systematically, according to the team's SOP, and with as little disturbance of the room as possible.

(b) A more detailed search may be conducted if it is dictated by the assigned mission. The assault team should avoid opening drawers and unnecessarily moving items during the search. Caution should always be used to avoid IEDs.

(6) Search the living. The sixth fundamental is to search the living. Live noncombatants should be searched to ensure they do not pose a threat to the assault team or to other friendly personnel in the objective area. The type of search used varies in the degree of detail, from the cursory search to the standing search, the standing modified search, the kneeling search, and the prone handcuffing search. All searches are thorough, complete, and conducted systematically. The situation at hand will determine when, where, and how the living will be searched.

(7) Send in the count. The seventh fundamental is to send in the count. The count is sent from the commander inside the objective to the commander outside the objective or from the subordinate leaders inside the objective to the overall commander outside the objective.

(a) The count consists of the status of the assigned sector (secured or unsecured), the status of the assaulters in the sector (wounded, dead, etc.), the number and status of friendly noncombatants encountered, the number and status of personnel of unknown disposition, and the number and status of combatants encountered.

(b) Sending in the count allows commanders to reinforce subordinate leaders and to know when the overall objective is completely secured. It also allows the commander to determine priorities for evacuation.

(8) Evacuate on command. The eighth fundamental is to evacuate the objective area on command. The overall commander of the objective will make the determination as to when the assault teams are ready to evacuate from the objective. If personnel or equipment recovery was the purpose of the clearing operation, the personnel or equipment should be immediately evacuated from the target area and extracted with the assault team.

(a) Priorities for evacuation may be set in the operation order (OPORD) or based on the current situation.

(b) If support personnel are outside the objective area, they must be notified prior to the assault team's exiting the objective area to avoid incidents of fratricide (killing of friendly forces by their own people).

(c) Once the assault teams leave the objective area, they should return to normal patrolling procedures in case of a counterattack by an enemy reaction force or the surviving enemy in the target area.

NOTE: Conduct a check on learning and summarize the learning activity.

## ENABLING LEARNING OBJECTIVE 3.

ACTION: Discuss the actions taken by the assault team at the point of entry into a room.

CONDITIONS: Given an overview of the actions taken by the assault team at the point of entry into a room.

STANDARDS: You must discuss the actions taken by the assault team at the point of entry into the room.

## Learning Activity.

Type of Instruction: C. Instructor-to-Student Ratio: 2:Class.

Time of Instruction: 0.1 hour.

Media: MS PowerPoint Presentation Number 9755 or viewgraph slide tray number 9755.

a. The movement technique used for approaching a target building is dictated by several factors. Among these are the mission, cover and concealment, lighting conditions, type of breach to be used, and terrain.

b. In all cases, either a traveling overwatch or a bounding overwatch technique will be used to approach the building. This will ensure the basic patrolling principle of security is not violated and cover is provided to the approaching assault team. No two approaches will be alike, just as no two targets are exactly alike.

NOTE: Actions at the point of entry begin when the team departs its last covered and concealed (LCC) position and begins its approach to the entry point.

c. Before room clearing can take place, the assault team must perform certain actions to get itself into the room. The first of these actions is to stage at the proper location in order to facilitate rapid entry into the room. The assault team must pick a location in which to stage that is as close to the entry point as possible and close to, but not touching, the building exterior. This prevents the assault team from hitting or scraping against the exterior wall.

d. The position/location where the team stages, or lines up, should facilitate the team's entry along the path of least resistance into the room. A swinging door is an obstacle that can be avoided by lining up on the correct side. If the door opens inward, the team should line up on the hinge side. If the door opens outward, the team should line up on the doorknob side. Lining up on the correct side will result in the fastest and smoothest entry possible.

e. Once the team has selected its staging position, the members should gather themselves into a tight group. In this way, their entrance will be almost simultaneous, instead of being spread out over several seconds. Once the team members have gathered into a tight group, they must remember to point the muzzles of their weapons in the direction of their respective areas of responsibility, not at the back of another team member's head. Fingers will be outside of the trigger guards and the weapons will be kept on safe until a target has been identified.

f. If a stealthy approach to the breach point is possible, the team will use a "thumb back/squeeze up" technique to ensure all team members in the lineup are prepared prior to entry. This technique reduces the risk of compromise by eliminating verbal and audible signals.

(1) The number one man assumes his position on the breach point first. His eyes and weapon are oriented on the breach point. When he feels comfortable with his position, he will signal the number two man by nodding his head. The number two man will acknowledge receipt by squeezing the number one man's shoulder.

(2) After he has received and acknowledged the nod of the number one man, the number two man will pass the "thumbs up" signal back to the number three man. The number three man will acknowledge by squeezing the number two man's thumb, and will then pass a "thumbs up" back to the man behind him. This will continue until the "thumbs up" signal has been passed back to the last man on the initial entry team. The last man will then squeeze forward, and each subsequent man will send the signal forward so that all in the team are aware that all others are prepared to enter.

g. If a stealthy approach is not possible, the team will modify the "thumb back/squeeze up" technique to increase speed of entry by eliminating time at the entry point. The signal will be given at the LCC position the team occupies. Once the team is ready to enter and the signal to enter has been given, the team will move in the direction of the breach point as one entity. It is critical for the number one man to move at a pace that allows the remainder of the team to move with him, not behind him.

h. Another modification to the approach and lineup will result if explosive breaching is to be used as a primary means of entry. In this case, the order of march and areas of responsibility vary based on the charge used as well as all other factors. A team SOP must be developed and rehearsed for approaches with a breaching charge to maintain a smooth, controlled, and secure approach, charge placement, and lineup. The assault team's SOP must include actions to be taken if the team is compromised, as well as approaches with breaching charges when a stealthy approach is not possible.

i. Another factor that may affect the approach is the passing of danger areas, such as windows. These actions should be rehearsed so that smooth and secure passage of these areas can be accomplished.

NOTE: Conduct a check on learning and summarize the learning activity.

#### ENABLING LEARNING OBJECTIVE 4.

ACTION: Discuss the actions to be taken by the assault team upon entry into a room.

CONDITIONS: Given an overview of the actions to be taken by the assault team upon entry into a room.

STANDARDS: You must discuss the actions to be taken by the assault team upon entry into a room.

#### Learning Activity.

Type of Instruction: C. Instructor-to-Student Ratio: 2:Class.

Time of Instruction: 0.2 hour.

Media: MS PowerPoint Presentation Number 9755 or viewgraph slide tray number 9755.

a. The first action to be taken by the assaulter upon entry into a room is to clear the fatal funnel. The fatal funnel is that area which surrounds the door threshold. This is the focal point of attention for anyone in the room. By moving quickly, the assault team members reduce the risk of being hit by hostile fire directed at the doorway.

b. The next action to be taken is to engage any immediate threat encountered. An immediate threat is defined by the following criteria:

(1) Any threat that blocks the movement of an assaulter to his point of domination.

(2) Any threat that is so close that the assaulter cannot ignore it. Although this is a vague criterion, the decision of what is too close is, in the final analysis, the decision of the individual assaulter. Only he can make the life or death decision as to what he can "ignore."

NOTE: The engagement of a perceived immediate threat cannot slow down the assaulter's movement. If he has to slow down to aim, the target is at a distance where it does not pose an immediate threat. Slowing down would also endanger the team as a whole by blocking them in the doorway and violating the principle of speed and the fundamental of domination of the room.

c. The next action taken is for the assaulters to clear their primary sectors of fire. The sectors of fire are dependent on when the assaulter entered the room. For each assaulter there is a primary sector of fire that starts in a specific place in the room and ends 1 meter from the muzzle of the man being supported.

(1) The number one man's sector starts in the first corner he encounters along the entry wall in his direction of movement. The number one man collapses his sector opposite his direction of movement as he penetrates into the room along the wall, heading toward his point of domination. When the number one man reaches his point of domination, he will continue to

collapse his sector of fire in the same direction as before until he reaches a point 1 meter from the muzzle of the number two man.

(2) The number two man's sector starts in the first corner he encounters along the entry wall in his direction of movement, which is opposite the number one man's. The number two man collapses his sector opposite his direction of movement as he penetrates into the room along the wall, heading toward his point of domination. When the number two man reaches his point of domination, he will continue to collapse his sector of fire in the same direction as before until he reaches a point 1 meter from the muzzle of the number one man's weapon. The number one man and the number two man are the only personnel in the team with the primary responsibility of clearing the corners along the breach point wall. It is critical to mission success that they accomplish this task.

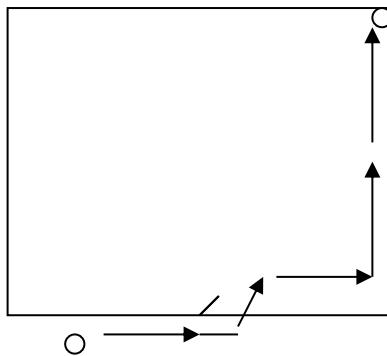
(3) The number three man's sector begins to one side of twelve o'clock in the room. Twelve o'clock in the room is defined as the center of the wall opposite the breach point. The number three man will begin his sector just to one side of twelve o'clock in the same direction as the number two man's movement. In other words, if the number two man moved to the right into the room, the number three man's sector would begin to the right of twelve o'clock, or one o'clock, in the room. The number three man will move and collapse his sector in the direction of the number one man until he has collapsed his sector to within 1 meter of the number one man's weapon muzzle.

(4) The number four man will move in and collapse his sector in the opposite direction of the number three man until he has collapsed his sector to within 1 meter of the number two man's weapon muzzle.

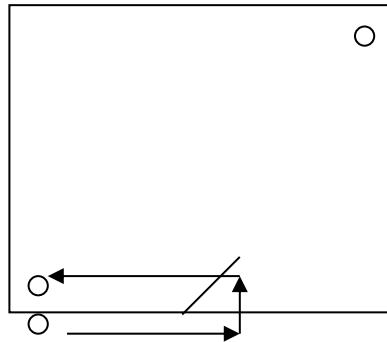
d. The next action taken is for the assaulters to move to their individual points of domination. The points of domination, like the sectors of fire, are dependent on when the assaulters entered the room. Unlike the sectors of fire, the points of domination are also dependent on the placement of the door in relation to the room. The door is normally in one of two places: the center of a wall, or close to one corner of the wall. Any time the door is so close to the corner that two assaulters cannot stand along that wall, the room will be treated as a corner-fed room.

e. For a center-fed room (one where the door is in the center of the wall), the points of domination are as follows:

(1) The number one man's point of domination is one of the corners along the wall opposite the breach point. The corner the number one man moves to will depend on the direction from which he entered the room.

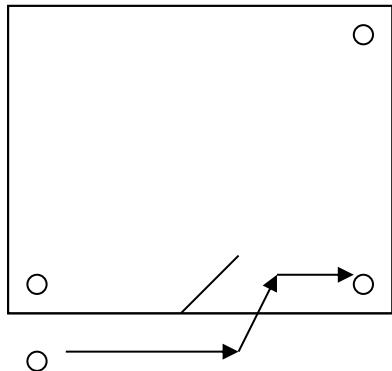


(2) The number two man's point of domination is in the corner opposite the number one man's position, along the same wall as the breach point. This places the assaulters in opposing corners in the room. The advantage of this is that it places the assaulters in a position to be able to see as much of the room as possible and around and behind obstacles such as tables, couches, etc. If the assaulters cannot see behind these obstacles, they create dead space, which must be cleared later, thus slowing down the assault.

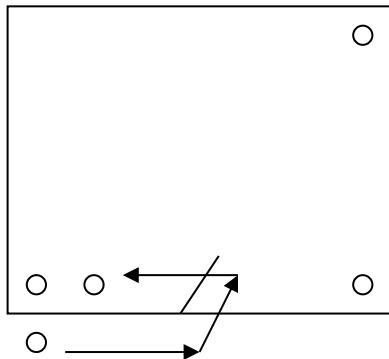


(3) The number three man's point of domination is along the same wall as the breach point, to the same side as the number one man. The number three man must move far enough over

to get out of the fatal funnel and to leave enough room for additional assaulters to move in if needed.



(4) The number four man's point of domination is along the same wall as the breach point, to the same side as the number two man. Other considerations are the same as for the number three man.



f. The points of domination for a corner-fed room differ somewhat from those of the center-fed room in that the number one man will not move past the first corner he comes to. Other than that, the actions remain the same.

g. This clearing action takes very little time and is very effective if properly executed. The occupation of opposing corners, collapsing sectors of fire, and understood areas of responsibility ensure a quick and thorough operation. After the threat has been eliminated and control established, the next

action of the team will be dictated by the situation and the mission.

NOTE: Conduct a check on learning and summarize the learning activity.

#### SECTION IV - SUMMARY

Type of Instruction: C. Instructor-to-Student Ratio: 1:Class.

Time of Instruction: 0.4 hour.

#### REVIEW/SUMMARIZE:

a. The objective of this lesson was to enable you, given an overview of the principles and fundamentals of room combat and room clearing; all assault weapons and equipment; specially configured live-fire CQB structures; and the requirement to enter, clear, and dominate the room or structure during varying light conditions, to conduct CQB operations, applying the principles and fundamentals of room combat and clearing.

b. Following are some of the important points that were covered in the class.

(1) CQB is defined as combative techniques that include advanced weapons marksmanship, use of special purpose weapons, munitions, demolitions, and selective target engagement conducted by small, specially trained units against static or halted man-made targets to defeat a hostile force with a minimum of collateral damage.

(2) CQB uses the techniques of fire and maneuver that use the application of surgical firepower combined with surprise, speed, and violence of action upon a given target in such a way that the oppositions' will to fight is utterly destroyed.

(3) The three principles of CQB contained within the definition are surprise, speed, and violence of action. The proper application of these three principles during a CQB assault allows the SOF assault team to overwhelm and destroy the

enemy. A CQB assault without the application of these three principles is doomed to failure.

(4) Surprise, above everything else, is the key to a successful CQB assault. The element of surprise ensures that the assault team has the advantage of preparedness prior to room entry. The benefit of surprise to the assault team is that the enemy is disorganized and unprepared to mount a coordinated defense against the assault team. Surprise is gained through extensive and thorough planning, including rehearsals, and the proper application of stealth.

(5) Speed in CQB will often act as security, just as in patrolling. It enables the assault team to utilize the first few vital "surprise seconds" to the maximum potential. On the individual level, speed is best described as a "careful hurry." The assault team should not move faster than they can effectively engage targets in the room.

(a) Speed is not defined as how fast the assaulters move, but how fast they eliminate the threat within the room. Therefore, if the enemy is eliminated immediately upon entry into the room, the principle of speed has been followed.

(b) However, if the assaulters are moving too quickly and cannot engage the threat, the principle of speed has been violated, and mission failure or friendly casualties will be the result.

(c) Speed, as it applies to the assault, means that the momentum of the assault does not stop until the objective is secured and all threats have been eliminated.

(6) Violence of action can be described as a sudden and explosive force that eliminates the threat with the least chance of compromise. When this is coupled with speed, it enables the assault team members to maintain the element of surprise, thereby preventing the enemy from delivering any coordinated or planned reaction.

(a) Violence of action is not limited merely to massive firepower; it also includes mental conditioning or "mind-set." The assault team members' mind-set is one of

complete psychological domination and total control of the situation.

(b) This mind-set is achieved through long years of practice and hard training. The assault team members must know that they have the ability to successfully handle any situation that may arise.

(7) The room clearing sequence is comprised of the actions at the point of entry, the actions upon entry into the room, and the execution of the fundamentals of CQB.

(8) Room clearing is defined as rapidly and methodically seizing control of a room or a series of rooms and all its inhabitants (both hostile and friendly/other) by eliminating the threat, dominating the room, and controlling the situation. The three room clearing sequence principles are inherent in a successful CQB operation and allow the assault to progress rapidly.

(9) The fundamentals of room combat are those actions performed in a logical sequence that allow the assault to be methodical. Failure to execute any one of the fundamentals may result in mission failure or friendly casualties.

(10) The eight fundamentals of room combat include dominating the room, eliminating the threat, controlling the situation and the personnel, searching the dead, searching the room, searching the living, sending in the count, and evacuating on command.

(11) The movement technique used for approaching a target building is dictated by several factors. Among these are the mission, cover and concealment, lighting conditions, type of breach to be used, and terrain.

(12) In all cases, either a traveling overwatch or a bounding overwatch technique will be used to approach the building. This will ensure the basic patrolling principle of security is not violated and cover is provided to the approaching assault team. No two approaches will be alike, just as no two targets are exactly alike.

(13) Actions at the point of entry begin when the team departs its LCC position and begins its approach to the entry point.

(14) Before room clearing can take place, the assault team must perform certain actions to enter into the room. The first of these actions is to stage at the proper location in order to facilitate rapid entry into the room. The assault team must pick a location in which to stage that is as close to the entry point as possible and close to, but not touching, the building exterior. This prevents the assault team from hitting or scraping against the exterior wall.

(15) The position/location where the team stages, or lines up, should facilitate the team's entry along the path of least resistance into the room. A swinging door is an obstacle that can be avoided by lining up on the correct side. If the door opens inward, the team should line up on the hinge side. If the door opens outward, the team should line up on the doorknob side. Lining up on the correct side will result in the fastest and smoothest entry possible.

(16) Once the team has selected its staging position, the team members should gather themselves into a tight group. In this way, their entrance will be almost simultaneous, instead of being spread out over several seconds. Once the team members have gathered into a tight group, they must remember to point the muzzles of their weapons in the direction of their respective areas of responsibility, not at the back of another team member's head. Fingers will be outside of the trigger guards and the weapons will be kept on safe until a target has been identified.

(17) If a stealthy approach to the breach point is possible, the team will use a "thumb back/squeeze up" technique to ensure all team members in the lineup are prepared prior to entry. This technique reduces the risk of compromise by eliminating verbal and audible signals.

(a) The number one man assumes his position on the breach point first. His eyes and weapon are oriented on the breach point. When he feels comfortable with his position, he will signal the number two man by nodding his head. The number two man will acknowledge receipt by squeezing the number one man's shoulder.

(b) After he has received and acknowledged the nod of the number one man, the number two man will pass the "thumbs up" signal back to the number three man. The number three man will acknowledge by squeezing the number two man's thumb, and will then pass a "thumbs up" back to the man behind him. This will continue until the "thumbs up" signal has been passed back to the last man on the initial entry team. The last man will then squeeze forward, and each subsequent man will send the signal forward so that all in the team are aware that all others are prepared to enter.

(18) If a stealthy approach is not possible, the team will modify the "thumb back/squeeze up" technique to increase speed of entry by eliminating time at the entry point. The signal will be given at the LCC position the team occupies. Once the team is ready to enter and the signal to enter has been given, the team will move in the direction of the breach point as one entity. It is critical for the number one man to move at a pace that allows the remainder of the team to move with him, not behind him.

(19) Another modification to the approach and lineup will result if explosive breaching is to be used as a primary means of entry. In this case, the order of march and areas of responsibility vary based on the charge used as well as all other factors. A team SOP must be developed and rehearsed for approaches with a breaching charge to maintain a smooth, controlled, and secure approach, charge placement, and lineup. The assault team's SOP must include actions to be taken if the team is compromised as well as approaches with breaching charges when a stealthy approach is not possible.

(20) Another factor that may affect the approach is the passing of danger areas, such as windows. These actions should be rehearsed so that smooth and secure passage of these areas can be accomplished.

(21) The first action to be taken by the assaulter upon entry into a room is to clear the fatal funnel. The fatal funnel is that area which surrounds the door threshold. This is the focal point of attention for anyone in the room. By moving quickly, the assault team members reduce the risk of being hit by hostile fire directed at the doorway.

(22) The next action to be taken is to engage any immediate threat encountered. An immediate threat is defined by the following criteria:

(a) Any threat that blocks the movement of an assaulter to his point of domination.

(b) Any threat that is so close that the assaulter cannot ignore it. Although this is a vague criterion, the decision of what is too close is, in the final analysis, the decision of the individual assaulter. Only he can make the life or death decision as to what he can "ignore."

NOTE: The engagement of a perceived immediate threat cannot slow down the assaulter's movement. If he has to slow down to aim, the target is at a distance where it does not pose an immediate threat. Slowing down would also endanger the team as a whole by blocking them in the doorway and violating the principle of speed and the fundamental of domination of the room.

(23) The next action taken is for the assaulters to clear their primary sectors of fire. The sectors of fire are dependent on when the assaulter entered the room. For each assaulter there is a primary sector of fire that starts in a specific place in the room and ends 1 meter from the muzzle of the man being supported.

(a) The number one man's sector starts in the first corner he encounters along the entry wall in his direction of movement. The number one man collapses his sector opposite his direction of movement as he penetrates into the room along the wall, heading toward his point of domination. When the number one man reaches his point of domination, he will continue to collapse his sector of fire in the same direction as before until he reaches a point 1 meter from the muzzle of the number two man.

(b) The number two man's sector starts in the first corner he encounters along the entry wall in his direction of movement, which is opposite the number one man's. The number two man collapses his sector opposite his direction of movement as he penetrates into the room along the wall, heading toward his point of domination. When the number two man reaches his point of domination, he will continue to collapse his sector of

fire in the same direction as before until he reaches a point 1 meter from the muzzle of the number one man's weapon. The number one man and the number two man are the only personnel in the team with the primary responsibility of clearing the corners along the breach point wall. It is critical to mission success that they accomplish this task.

(c) The number three man's sector begins to one side of twelve o'clock in the room. Twelve o'clock in the room is defined as the center of the wall opposite the breach point. The number three man will begin his sector just to one side of twelve o'clock in the same direction as the number two man's movement. In other words, if the number two man moved to the right into the room, the number three man's sector would begin to the right of twelve o'clock, or one o'clock, in the room. The number three man will move and collapse his sector in the direction of the number one man until he has collapsed his sector to within 1 meter of the number one man's weapon muzzle.

(d) The number four man will move in and collapse his sector in the opposite direction of the number three man until he has collapsed his sector to within 1 meter of the number two man's weapon muzzle.

(24) The next action taken is for the assaulters to move to their individual points of domination. The points of domination, like the sectors of fire, are dependent on when the assaulters entered the room. Unlike the sectors of fire, the points of domination are also dependent on the placement of the door in relation to the room. The door is normally in one of two places: the center of a wall, or close to one corner of the wall. Any time the door is so close to the corner that two assaulters cannot stand along that wall, the room will be treated as a corner-fed room.

(25) For a center-fed room (one where the door is in the center of the wall), the points of domination are as follows:

(a) The number one man's point of domination is one of the corners along the wall opposite the breach point. The corner the number one man moves to will depend on the direction from which he entered the room.

(b) The number two man's point of domination is in the corner opposite the number one man's position, along the same wall as the breach point. This places the assaulters in opposing corners in the room. The advantage of this is that it places the assaulters in a position to be able to see as much of the room as possible and around and behind obstacles such as tables, couches, etc. If the assaulters cannot see behind these obstacles, they create dead space, which must be cleared later, thus slowing down the assault.

(c) The number three man's point of domination is along the same wall as the breach point, to the same side as the number one man. The number three man must move far enough over to get out of the fatal funnel and to leave enough room for additional assaulters to move in if needed.

(d) The number four man's point of domination is along the same wall as the breach point, to the same side as the number two man. Other considerations are the same as for the number three man.

(26) The points of domination for a corner-fed room differ somewhat from those of the center-fed room in that the number one man will not move past the first corner he comes to. Other than that, the actions remain the same.

(27) This clearing action takes very little time and is very effective if properly executed. The occupation of opposing corners, collapsing sectors of fire, and understood areas of responsibility ensure a quick and thorough operation. After the threat has been eliminated and control established, the next action of the team will be dictated by the situation and the mission.

CHECK ON LEARNING:

- a. Solicit student questions and explanations.
- b. Questions and answers.

(1) Question: How is CQB defined?

Answer: Combative techniques that include advanced weapons marksmanship, use of special purpose weapons, munitions, demolitions, and selective target engagement conducted by small,

specially trained units against static or halted man-made targets to defeat a hostile force with a minimum of collateral damage.

(2) Question: What are the three principles of CQB?

Answer: Surprise, speed, and violence of action.

(3) Question: What are the actions contained in the room clearing sequence?

Answer: Actions at the point of entry, actions upon entry into the room, and execution of the fundamentals of CQB.

(4) Question: What are the eight fundamentals of room combat?

Answer: Dominate the room, eliminate the threat, control the situation and the personnel, search the dead, search the room, search the living, send in the count, and evacuate on command.

(5) Question: What factors dictate the movement techniques an assault team uses for approaching a target building?

Answer: The mission, cover and concealment, lighting conditions, type of breach to be used, and terrain.

(6) Question: If a stealthy approach to the breach point is possible, what technique will the assault team use to ensure that all team members in the lineup are prepared prior to the entry?

Answer: The thumb back/squeeze up technique.

(7) Question: What are the actions taken by the assault team upon entry into a room?

Answer: Clear the fatal funnel, engage any immediate threat encountered, clear the primary sectors of fire, and move to individual points of domination.

(8) Question: What are the points of domination dependent upon?

Answer: When the assaulters enter the room and the placement of the door in relation to the room.

(9) Question: Which assault team members will clear the corners of the room?

Answer: The number one man and the number two man.

(10) Question: How far over will the number two man collapse his sector?

Answer: To within 1 meter of the muzzle of the number one man's weapon.

c. Correct student misunderstandings.

TRANSITION TO THE NEXT LESSON: Upon completion of the conference portion of the class, students will move to range 37M to observe a live-fire CQB demonstration conducted by the instructors.

#### SECTION V - STUDENT EVALUATION

##### TESTING REQUIREMENTS:

a. Performance examination. Students will be evaluated during each CQB session of the PE portion of the class.

b. Written examination. None.

FEEDBACK REQUIREMENTS: Student comments and questions will be entertained and answered, and a critique of their performances in the CQB sessions will be conducted after each CQB session and at the conclusion of the CQB class.

PRACTICAL EXERCISE SHEET NO. 1

TITLE: CLOSE QUARTERS BATTLE

NOTE:

- a. During the conduct of this PE, due to the nature of the training, certain portions of the CQB sessions will be classified SECRET/NOFORN because they contain Prairie Nomad information.
- b. Students will be informed of those portions of the PE that are classified.

INTRODUCTION:

- a. As with any military operation, the assault that takes place in a confined space must be planned and executed with much care. The principles and fundamentals of room combat and room clearing must be closely observed during CQB operations in order for the mission to be successful.
- b. The single most important aspect of CQB operations is rehearsal. Conducting rehearsals on how to move through a room or a building, getting accustomed to the feel of it, and experiencing the problems associated with CQB helps the assault team become better prepared to conduct this type of operation. CQB operations must be practiced over and over again, just as immediate action drills are repeated again and again, if the assault team is to become proficient in them.
- c. During the conference portion of this class, we covered and discussed all the aspects of CQB. Now, during the next 69-hour CQB session, you will have the opportunity to put into practice the principles, fundamentals, and techniques of CQB.

## TERMINAL LEARNING OBJECTIVE (STATEMENT OF THE OBJECTIVE):

NOTE: Read the following terminal learning objective statement to the students.

At the completion of this practical exercise, you (the student) will—

ACTION: Conduct CQB operations.

CONDITIONS: Given an overview of the principles and fundamentals of room combat and room clearing; all assault weapons and equipment; five specially configured live-fire CQB structures; and the requirement to enter, clear, and dominate the room or structure during varying light conditions.

STANDARDS: You must conduct CQB operations, applying the principles and fundamentals of room combat and clearing.

## SAFETY REQUIREMENTS:

- a. All personnel will wear body armor, gloves, ear protection, eye protection, and ballistic helmets during all live-fire PE sessions.
- b. All personnel will receive a safety briefing prior to all live-fire CQB sessions.
- c. Instructors and safety NCOs will ensure that there is a safe line of fire during the live-fire CQB sessions.
- d. All weapons will be cleared, have bolts to the rear, and be checked by instructors when not being fired and before removal from the live-fire structures.
- e. The provisions of XVIII Airborne Corps and Fort Bragg Regulation 350-6 (Post Range Regulation) will be strictly adhered to.
- f. All training will be conducted in accordance with the guidelines set forth in the Risk Assessment Worksheet.

RISK ASSESSMENT LEVEL: Medium.

POTENTIAL RISK STATEMENT: Potential risk exists during the PE sessions to the students' and instructors' hearing, sight, body, and limbs from the firing of live ammunition and explosives. Instructors will ensure that all personnel are wearing the proper safety equipment, that downrange firing locations are clear of all personnel prior to the commencement of any shooting, and that weapons are cleared and safe before being removed from the firing positions.

ENVIRONMENTAL CONSIDERATIONS: None.

EVALUATION: Students will be continually evaluated during all the live-fire CQB sessions. Immediate feedback will be given at the end of each activity during the CQB sessions and upon completion of the CQB session itself. Remedial training will be provided as soon as possible or practicable.

INSTRUCTIONAL LEAD-IN: None.

RESOURCE REQUIREMENTS:

- a. Four hundred eighty M4A1 carbine 30-round magazines.
- b. Four hundred eighty M9 9-mm semiautomatic pistol 15-round magazines.
- c. Forty-eight 9-mm MP5A3 submachine guns.
- d. Twelve MP5SD submachine guns.
- e. Twenty-four 12-gauge Remington 870 shotguns.
- f. Twelve Bennelli Super 90 shotguns.
- g. Eight breaching shields.
- h. Forty-eight full face paintball goggles.
- i. Forty-eight full body rappel harnesses.
- j. Twelve 120-foot nylon rappel ropes.
- k. Twelve 60-foot fast ropes.

- l. Twelve 90-foot fast ropes.
- m. Twelve 120-foot fast ropes.
- n. Forty-eight ballistic shooting glasses.
- o. Forty-eight SOU aural protectors.
- p. Forty-eight figure-eight rappel devices.
- q. Forty-eight flashlight/MAG-LITE IR lenses.
- r. Twenty-four side cutters.
- s. Four rescue saws.
- t. Forty-eight nonstandard ballistic helmets.
- u. Forty-eight 15-foot sling webbing straps.
- v. Four AN/PRC-113 radio sets.
- w. Forty-eight AN/PEQ-2A pointer/aiming lights.
- x. Eight six-unit fast battery chargers.
- y. Forty-eight M4 carbine tactical light systems.
- z. Forty-eight M9 9-mm semiautomatic pistol tactical lights.
- aa. Twelve strobe lights with IR filters and batteries.
- ab. Forty-eight SureFire 6P lights.
- ac. Forty-eight nondisposable, volume control, automatic C/O hearing protectors.
- ad. Forty-eight nonstandard protective vests (body armor).
- ae. Forty-eight individual load-carrying vests.
- af. Forty-eight knit watch caps.
- ag. Forty-eight balaclavas.

- ah. Ninety-six locking snap links.
- ai. Forty-eight day packs for individual load-carrying vests.
- aj. Four assault breacher's kits.
- ak. Forty-eight Saber series radio pouches.
- al. Forty-eight Aim Point COMP 5000 (M) .
- am. Forty-eight pistol belts.
- an. Four M34 50-cap blasting machines.
- ao. Forty-eight pairs of nonstandard assault boots.
- ap. Four barrier ballistic blankets.
- aq. Twelve rope bags.
- ar. Forty-eight Blackhawk SOF assault vests.
- as. Forty-eight 5.56-mm M4A1 carbines.
- at. Forty-eight sets of M4A1 carbine ammunition pouches.
- au. Forty-eight sets of shotgun ammunition pouches.
- av. Ten one-unit fast battery chargers.
- aw. Forty-eight sets of 9-mm pistol ammunition pouches.
- ax. Ninety-six sets of flyer's coveralls.
- ay. Ninety-six packages of flexcuffs.
- az. Ninety-six pairs of flyer's gloves.
- ba. Ninety-six pairs of heavy-duty gloves.
- bb. Forty-eight SWD goggles.
- bc. Forty-eight Pro-Tech helmets.

- bd. One variable DES KEY loader.
- be. Forty-eight M40 protective masks.
- bf. Four "Rescue Randy" mannequins (dummies).
- bg. Forty-eight AN/PVS-14, AN/PVS-7C, AN/VS-6, or AN/VS-9 night vision goggles.
- bh. Forty-eight M9 9-mm semiautomatic pistols.
- bi. Ninety-six sets of elbow pads.
- bj. Forty-eight steel falling plates.
- bk. Ninety-six sets of knee pads.
- bl. Forty-eight Saber I series radio sets with components.
- bm. Twelve climbing ropes.
- bn. Four AN/PRC-119() (V) SINCGARS radio sets.
- bo. Forty-eight sets of flash-bang ammunition pouches.
- bp. Ninety-six 9-mm pistol holsters.
- bq. Forty-eight 9-mm pistol simmunition kits.
- br. Forty-eight MP5 SMG simmunition kits.
- bs. Forty-eight M4A1 carbine simmunition kits.
- bt. Four torch-cutting outfits.
- bu. Two diesel, model 1999 multishop delivery trucks.
- bv. Three hundred Chem-Lites.
- bw. Five live-fire CQB structures, Ranges 37B, C, D, K, and M.

SPECIAL INSTRUCTIONS: The primary instructor will ensure that for all the CQB sessions the range is open, the range flag is flying, and all necessary range safety and control personnel are present and in the proper position to conduct the CQB sessions.

PROCEDURES:

Close quarters combat (CQB).

Type of Instruction: PE2. Instructor-to-Student Ratio: 1:4.

Time of Instruction: 69.0 hours.

a. Each 12-man assault team will be divided into three four-man assault teams for conducting the CQB sessions.

b. Each four-man assault team will be supervised and guided by an instructor for safety and control purposes.

c. Students will be outfitted in all their assault gear, assault weapons, and safety equipment.

d. Students will rotate through each of the five CQB structures.

e. Prior to the first CQB session, instructors will demonstrate a live-fire, explosive breaching, multiroom CQB takedown.

f. During all the CQB sessions, students will perform as team members and apply the three principles and eight fundamentals of CQB.

g. Students will conduct CQB operations during PE sessions performing the following CQB tasks:

(1) Session 1. Dry fire and live fire, fundamental basics of two-man assault teams.

(a) Individual points of domination (POD).

(b) Sectors of fire, both primary and secondary.

(c) Actions upon entry and status.

(d) Verbiage.

(e) Immediate threat.

(2) Session 2. Live fire, reinforcement of fundamental CQB actions for single team/single room (ST/SR).

(a) Single team/single room, POD, sectors, etc.

(b) Red zones.

(c) Marking of rooms with Chem-Lites.

(d) Door checks.

(e) Dead check.

(f) Room search.

(3) Session 3. Live fire, single team/multiroom (ST/MR) clearing.

(a) ST/MR assault.

(b) Number two man duties.

(c) Flash-bang use.

(d) Dry shotgun breaching.

(e) Reclearing rooms.

(4) Session 4. Live fire, ST/MR clearing.

(a) Single team and multiple rooms.

(b) Number two man duties.

(c) Flash-bang use.

(d) Live-fire shotgun breaching.

(5) Session 5. Live fire, reinforcement of all previous sessions.

- (a) Multi team/multiroom clearing.
- (b) Live-fire shotgun breaching.
- (c) Reclearing rooms.

(6) Session 6. Live fire, round robin training.

- (a) Single team negotiation of hallways.
- (b) Single team negotiation of stairwells.
- (c) Single team negotiation of stairways.

(7) Session 7. Live fire, ST/MR clearing, team leaders' briefbacks, exterior breaching.

- (a) ST/MR clearing.
- (b) Approach techniques.
- (c) Simple briefback.
- (d) Reinforcement of previous sessions' lessons learned.

(8) Session 8. Live fire, ST/MR clearing, interior breaching.

- (a) ST/MR clearing.
- (b) Interior breaching.
- (c) Reinforcement of previous sessions' lessons learned.

(9) Session 9. Live night fire using white light.

- (a) Use of white light during CQB.
- (b) ST/MR clearing.

(c) Reinforcement of all previous instruction.

(10) Session 10. Live fire, reinforcement of all previous sessions, and use of pistol.

(a) ST/MR clearing.

(b) Exterior and interior breaching.

(c) The use of flash-bangs.

(d) Team leaders' briefbacks.

(11) Session 11. Live fire, with introduction to multiteam/multiroom (MT/MR) clearing.

(a) MT/MR clearing.

(b) Passing a team through or integrating with follow-on assaulters.

(c) Introduction of IED procedures.

(d) Multiple breach points.

(e) Reinforcement of all previous techniques taught.

(12) Session 12. Live fire, night fire using IR light.

(a) ST/SR clearing using IR devices.

(b) ST/MR clearing using IR devices.

(c) ST/MR clearing with exterior explosive breaching.

(13) Session 13. Live fire, rolling/compromise assaults.

(a) MT/MR compromise assaults.

(b) Use of all previously learned techniques.

(14) Session 14. Live fire, MT/MR clearing. MT/MR clearing using all previously learned techniques.

(15) Session 15. Live fire, reinforcement of all teaching points covered to date. MT/MR clearing using all previously learned techniques.

(16) Session 16. Live fire, student-led CQB operations using ST/MR and MT/MR clearing and multiple breach points.

(a) Student teams will set up the training apparatus for each other.

(b) Student teams will observe/critique other student teams.

(c) Instructors will observe/act as safety controllers.

(17) Session 17. Live fire, Rolling Thunder scenario. Student teams will plan and conduct an assault operation using five different training apparatuses.

FEEDBACK:

a. Students' performances will be guided and critiqued as needed and as possible during the conduct of each CQB session.

b. At the conclusion of each of the CQB sessions, instructors will provide a general critique of students' performances during the conduct of the session's CQB operation.

PRACTICAL EXERCISE SHEET NO. 2

TITLE: CLOSE QUARTERS BATTLE - CLOSE QUARTERS BATTLE (CQB)  
EVALUATION.

NOTE: This evaluation is conducted midway between the CQB sessions, usually between CQB Sessions 10 and 11.

INTRODUCTION: This evaluation is performance-oriented and is designed to evaluate your ability to apply the fundamentals of CQB as the team leader of a four-man assault team. The evaluation is worth 300 points or 30 percent of your total course grade. To pass this evaluation, you must attain a score of 70 percent. This evaluation is not retestable. Should you fail this evaluation, you will be dismissed from the course. You must pass this evaluation to continue into the scenario sessions of CQB and the final integrated assault exercise.

TERMINAL LEARNING OBJECTIVE (STATEMENT OF THE OBJECTIVE):

NOTE: Read the following terminal learning objective statement to the students.

At the completion of this practical exercise, you (the student) will—

ACTION: Complete the CQB evaluation.

CONDITIONS: Given an overview of the principles and fundamentals of room combat and room clearing; all assault weapons and equipment; five specially configured live-fire CQB structures; completion of the CQB sessions to date, and the requirement to complete the CQB Evaluation successfully.

STANDARDS: You must complete the CQB Evaluation successfully attaining a grade/score of 70 percent (210 points).

SAFETY REQUIREMENTS:

a. All personnel will wear body armor, gloves, ear protection, eye protection, and ballistic helmets during all live-fire PE sessions.

b. All personnel will receive a safety briefing prior to all live-fire CQB sessions.

c. Instructors and safety NCOs will ensure that there is a safe line of fire during the live-fire CQB sessions.

d. All weapons will be cleared, have bolts to the rear, and be checked by instructors when not being fired and before removal from the live-fire structures.

e. The provisions of XVIII Airborne Corps and Fort Bragg Regulation 350-6 (Post Range Regulation) will be strictly adhered to.

f. All training will be conducted in accordance with the guidelines set forth in the Risk Assessment Worksheet.

RISK ASSESSMENT LEVEL: Medium.

POTENTIAL RISK STATEMENT: Potential risk exists during the PE sessions to the students' and instructors' hearing, sight, body, and limbs from the firing of live ammunition and explosives. Instructors will ensure that all personnel are wearing the proper safety equipment, that downrange firing locations are clear of all personnel prior to the commencement of any shooting, and that weapons are cleared and safe before being removed from the firing positions.

ENVIRONMENTAL CONSIDERATIONS: None.

EVALUATION: Students will be continually evaluated during all the live-fire CQB sessions. Immediate feedback will be given at the end of each activity during the CQB sessions and upon completion of the CQB session itself. Remedial training will be provided as soon possible or practicable.

INSTRUCTIONAL LEAD-IN: None.

RESOURCE REQUIREMENTS:

a. Four hundred eighty M4A1 carbine 30-round magazines.

b. Four hundred eighty M9 9-mm semiautomatic pistol 15-round magazines.

- c. Forty-eight 9-mm MP5A3 submachine guns.
- d. Twelve MP5SD submachine guns.
- e. Twenty-four 12-gauge Remington 870 shotguns.
- f. Twelve Bennelli Super 90 shotguns.
- g. Eight breaching shields.
- h. Forty-eight full face paintball goggles.
- i. Forty-eight full body rappel harnesses.
- j. Twelve 120-foot nylon rappel ropes.
- k. Twelve 60-foot fast ropes.
- l. Twelve 90-foot fast ropes.
- m. Twelve 120-foot fast ropes.
- n. Forty-eight ballistic shooting glasses.
- o. Forty-eight SOU aural protectors.
- p. Forty-eight figure-eight rappel devices.
- q. Forty-eight flashlight/MAG-LITE IR lenses.
- r. Twenty-four side cutters.
- s. Four rescue saws.
- t. Forty-eight nonstandard ballistic helmets.
- u. Forty-eight 15-foot sling webbing straps.
- v. Four AN/PRC-113 radio sets.
- w. Forty-eight AN/PEQ-2A pointer/aiming lights.
- x. Eight six-unit fast battery chargers.
- y. Forty-eight M4 carbine tactical light systems.

- z. Forty-eight M9 9-mm semiautomatic pistol tactical lights.
- aa. Twelve strobe lights with IR filters and batteries.
- ab. Forty-eight SureFire 6P lights.
- ac. Forty-eight nondisposable, volume control, automatic C/O hearing protectors.
- ad. Forty-eight nonstandard protective vests (body armor).
- ae. Forty-eight individual load-carrying vests.
- af. Forty-eight knit watch caps.
- ag. Forty-eight balaclavas.
- ah. Ninety-six locking snap links.
- ai. Forty-eight day packs for individual load-carrying vests.
- aj. Four assault breacher's kits.
- ak. Forty-eight Saber series radio pouches.
- al. Forty-eight Aim Point COMP 5000 (M).
- am. Forty-eight pistol belts.
- an. Four M34 50-cap blasting machines.
- ao. Forty-eight pairs of nonstandard assault boots.
- ap. Four barrier ballistic blankets.
- aq. Twelve rope bags.
- ar. Forty-eight Blackhawk SOF assault vests.
- as. Forty-eight 5.56-mm M4A1 carbines.
- at. Forty-eight sets of M4A1 carbine ammunition pouches.

- au. Forty-eight sets of shotgun ammunition pouches.
- av. Ten one-unit fast battery chargers.
- aw. Forty-eight sets of 9-mm pistol ammunition pouches.
- ax. Ninety-six sets of flyer's coveralls.
- ay. Ninety-six packages of flexcuffs.
- az. Ninety-six pairs of flyer's gloves.
- ba. Ninety-six pairs of heavy-duty gloves.
- bb. Forty-eight SWD goggles.
- bc. Forty-eight Pro-Tech helmets.
- bd. One variable DES KEY loaders.
- be. Forty-eight M40 protective masks.
- bf. Four "Rescue Randy" mannequins (dummies).
- bg. Forty-eight AN/PVS-14, AN/PVS-7C, AN/VS-6, or AN/VS-9 night vision goggles.
- bh. Forty-eight M9 9-mm semiautomatic pistols.
- bi. Ninety-six sets of elbow pads.
- bj. Forty-eight steel falling plates.
- bk. Ninety-six sets of knee pads.
- bl. Forty-eight Saber I series radio sets with components.
- bm. Twelve climbing ropes.
- bn. Four AN/PRC-119() (V) SINCGARS radio sets.
- bo. Forty-eight sets of flash-bang ammunition pouches.
- bp. Ninety-six 9-mm pistol holsters.

- bq. Forty-eight 9-mm pistol simmunition kits.
- br. Forty-eight SMG simmunition kits.
- bs. Forty-eight M4A1 carbine simmunition kits.
- bt. Four torch-cutting outfits.
- bu. Two diesel, model 1999 multishop delivery trucks.
- bv. Three hundred Chem-Lites.
- bw. One live-fire CQB structure, Range 37M.

SPECIAL INSTRUCTIONS:

- a. All students and instructors will wear all protective gear during the conduct of the CQB Evaluation PE.
- b. The instructors will ensure that all downrange areas are clear of personnel prior to the commencement of any weapon's firing.
- c. The instructors will ensure that all weapons are clear, with bolts to the rear, when not being used to fire/complete the CQB Evaluation.

Learning Activity.

Type of Instruction: E2. Instructor-to-Student Ratio: 1:4.

Time of Instruction: 8.0 hours.

Media: None.

Procedures:

- a. The CQB Evaluation is conducted using one structure on Range 37M.
- b. Students will undergo the evaluation as an individual.
- c. Each student will act as the assault team leader of a four-man assault team.

d. Three instructors will assume the roles of the other three members of the assault team.

e. The assault team is required to conduct a live-fire assault within an assigned sector within the building.

f. The student assault leader's performance will be evaluated on his ability to apply the fundamentals of CQB as the leader of the four-man assault team.

g. This evaluation is worth 300 points, or 30 percent of the student's total grade. To pass, he must attain a score of 70 percent. This evaluation is not retestable, and the student must pass it to continue on into the course culmination Final Integrated Assault Exercise, PFN 9759. A failure of the CQB Evaluation results in dismissal from the course.

FEEDBACK: Following the completion of the CQB Evaluation, each student will be informed, if at all possible, of his score.

**INSTRUCTOR NOTES**  
**9755 - CLOSE QUARTERS BATTLE (CQB)**

**SESSION ONE**

SESSION INTENT: Two-man CQB.

AREAS COVERED:

Dry runs covering the following:

Individual points of domination (POD), sectors of fire.  
Actions upon entry.  
Verbiage.  
Immediate threat.  
Hot runs covering the same.

**INSTRUCTOR NOTES**

- Start the session with a two-man entry, dry. Run this until the students begin to feel comfortable, then transition to hot runs.
- Keep target placement simple, using threat and nonthreat targets.
- During the hot runs, maintain 1:1 instructor-to-student ratio, with the instructors following behind the students.
- Watch for fixation on any single target. Students should begin to collapse their sector of fire immediately. Be aware that students will get "sucked into" targets when they first start out.
- Define immediate threat (a target so close it cannot be ignored, within arm's reach, engagement should not slow down assaulter).
- Allow students to verbally control the room after shooting has stopped. Start with "ROOM CLEAR" or "GET DOWN" (for nonthreats).

Instructor Notes, 9755 - Close Quarters Battle, Session One  
(continued)

O After the students have done the number one and the number two man duties several times, block the number one man's path, introducing the concept of the number two man needing to go deep if the number one man is blocked going to his POD. The number two man should say "GOING DEEP" before departing out of his POD to go deep.

Instructor Notes, 9755 - Close Quarters Battle (continued)

**SESSION TWO**

SESSION INTENT: Single team/single room (ST/SR) CQB.

AREAS COVERED:

ST/SR (POD, sectors, etc.).

Red zones.

Marking of rooms (using Chem-Lites).

Door checks.

Dead check.

Room search.

INSTRUCTOR NOTES:

- Start the teams dry, then progress to hot runs when ready.
- Cover PODs and sectors of fire for a single team.
- Cover red zones. Red zones should be called after a pregnant pause. Whoever is in the best position to clear the red zone should call "GOING DEEP" and move towards it to clear it. Someone else should move to support him.
- The team will mark the room once it has been cleared. Standard markings are—

GREEN - Cleared room.

RED - Wounded-in-action (WIA) in room (RED Chem-Lite on WIA).

BLUE - Improvised explosive device (IED) in room (BLUE Chem-Lite on IED).

- Cover when doors are checked. The number one or number two man should body check the door upon entry. If there is no resistance, they should continue to their PODs. If there is resistance, either they can check behind the door and the number three and number four man will move to their PODs, or they can call "CHECK DOOR" and the number three man and number four man will check it.

Instructor Notes, 9755 - Close Quarters Battle, Session Two  
(continued)

- After the room is called "CLEAR," the dead should be checked. Whoever is in the best position should move to search the dead. Weapons sweep, eye thump, and tip the target over. If the search man can be covered from someone's POD, then no movement is required. If he can't be covered from the POD, then someone should move to support him. NO SNEAKING UP ON THE DEAD.
- After the dead have been searched, the team should search the room if they are not going to clear follow-on rooms. Two people should search, high and low.
- By the end of the day, teams should have a good handle on ST/SR.

**SESSION THREE**

SESSION INTENT: Single team/multiroom (ST/MR) clearing.

AREAS COVERED:

ST/MR.

Number two man duties.

Flash-bang use.

Dry shotgun breaching.

INSTRUCTOR NOTES:

O Use two or three rooms.

O Keep target placement simple, using threat and nonthreat targets.

O Rotate the shotguns after each run.

o The team should call out the doors to follow-on rooms (i.e., DOOR LEFT/RIGHT and STACK LEFT/RIGHT). They should move to the position that best enables them to use speed as they enter the next room. If the door is closed, the shotgunner should move directly to the door and breach it. The team's entry is controlled by the number two man. As soon as the team is ready to enter the room, the number two man conducts a cover man check. If the room is safe, he gives the number one man the signal to enter (SQUEEZE-RELEASE).

O For open doors, the number two man will decide if he is going to use a flash-bang. If he is, he will call out "BANGING." It can also be called for by the number one man. The number two man will prepare to throw the flash-bang. Once the flash-bang is tossed, the number two man will conduct a cover man check. If the room is clear, he gives the signal to enter to the number one man (SQUEEZE-RELEASE).

O Normally, flash-bangs are thrown on open doors; however, the team may elect to use them on closed doors if the team's momentum has been lost.

**SESSION FOUR**

SESSION INTENT: Single team/multiroom (ST/MR) clearing.

AREAS COVERED:

ST/MR.

Number two man duties.

Flash-bang use.

Hot shotgun breaching.

Reclearing of rooms.

INSTRUCTOR NOTES:

O For reclearing rooms, teams can separate as required to secure themselves and search the rooms en route back to their breach point. Teams should attempt to maintain security in all directions. As team members move to rooms marked as having been previously cleared, they should call, "COMING IN." If there is no reply, they move into the room as if they are clearing it (PODs), but NO SHOOTING.

O Once in the room, the team will ensure that all threats have been searched, then they will search the room. They will police up friendly personnel and bring them back towards the exfiltration point with the team. If possible, teams should consolidate the friendlies in one room off the exfiltration point in order to keep a separation from the open door.

O The rest of the session is reinforcement of session three, except for the addition of hot shotgun breaching.

**SESSION FIVE**

SESSION INTENT: Reinforcement of all previous sessions.

AREAS COVERED:

ST/MR clearing.  
Use of live-fire shotguns.  
Reclearing of rooms.

INSTRUCTOR NOTES:

- O This is a reinforcement session. By this time the students should begin to eliminate time wasters inside individual rooms. (Time wasted in each individual room compounds over the whole objective.)
- O Begin to push the students to accomplish all tasks faster. Do not let the need for speed outweigh the need to accomplish all tasks. They still have to do everything. They should just start to do those things faster.

Instructor Notes, 9755 - Close Quarters Battle (continued)

## **SESSION SIX**

SESSION INTENT: A "ROUND ROBIN" session teaching and reinforcing the techniques used in hallways, stairwells, and stairways.

AREAS COVERED:

ST negotiation of hallways, stairwells, and stairways.

Split the class in half, one section at the hallway class and the other section at the stairway class.

INSTRUCTOR NOTES: See the sections on hallways and stairways following the instructor notes.

**SESSION SEVEN**

SESSION INTENT: ST/MR clearing, team leader briefback, and exterior breaching.

AREAS COVERED:

ST/MR clearing.  
Approach techniques.  
Simple briefback.  
Reinforcement of previous sessions' lessons learned.

INSTRUCTOR NOTES:

- O Explain approach techniques. Emphasize teams' patrol techniques to the breach point. An example is the bounding overwatch. The team must provide 360-degree security from the last covered and concealed (LCC) position to the breach point (BP).
- O At the LCC position, the breacher and his security man should move away from the team to prime the charge, then return to the team. Once the charge is primed and the team is prepared to move, the team leader gives the "LCC position" code word.
- O The far security man does not have to go forward of the stack position if the physical layout of the target supports his position in the stack location.
- O The assault team will move forward to its stack location, then pause. The door security man and the breacher (far security man as needed) will move forward to the breach point. When the breacher is placing the charge, place emphasis on being quiet. The door security man must position himself where he can best protect the breacher. Once the charge is placed on the door, the breacher will place the NONEL charge under the foot of the door. Then the breacher and his security man will move back to the stack position.
- O If the far security man is pulled from the door, the breacher will signal him to move back to the stack before he moves out.

Instructor Notes, 9755 - Close Quarters Battle, Session Seven  
(continued)

The breacher is the final authority on where the team will stack. If the team is too close or too far away, the breacher will direct them to move.

- Once the team is in position, the breacher will signal the door security man to move, then prep the firing system when the security man has joined the stack. The breacher will pass the "breach prepared" signal to the team leader, who will call in "BREACH PREPARED."
- Give a sample briefback to the students using the team leaders' briefback format.
- Give a simple scenario to the team. Give them five minutes to plan their assault. Then brief their assistant instructor (AI). Then go hot. Conduct one run from the LCC position with the approach to the BP and the breaching charge, then conduct the rest of the PE from the BP.

**SESSION EIGHT**

SESSION INTENT: ST/MR clearing, interior breaching.

AREAS COVERED:

ST/MR clearing.

Interior breaching.

Reinforcement of previous sessions' lessons learned.

INSTRUCTOR NOTES:

- Interior explosive breaching is conducted after previous breaching methods have failed. The normal progression of the breach is to check the door, use the shotgun, use explosives, or use mechanical breaching. The decision to go explosive may be called for at any time. Once the decision is made to go explosive, call for a charge.
- The team must move to the last cleared room (schoolhouse safety). Don't let ideal charge placement override the tactical consideration. If the breaching is being conducted in a room and there are friendly personnel in the room, they must be pulled back with the team.
- If the breaching is being conducted in a hallway, the far security man will pull back even with the breaching element. The door security man remains, but he must place himself where he can best protect the breacher.
- The breacher will prepare and place the charge, then remove the firing system from its carrier. The breacher should stretch the firing system out, with the blasting cap at the charge and the firing device at the point the breacher will fire the charge from. The breacher connects the blasting cap to the charge then moves to the firing device.
- The breacher must make eye-to-eye contact with an instructor and receive permission to arm and fire the charge. The breacher will remove the safety wire, push in the ring on the M-60, turn

Instructor Notes, 9755 - Close Quarters Battle, Session Eight  
(continued)

it  $\frac{1}{4}$  of a turn, call out "INTERIOR CHARGE," and then fire the charge. Once the breacher sees the flash in the NONEL charge, he will call out "BURNING" and move with the security man to the position of the rest of the team.

O Once the charge detonates, the team will move to and clear the room being breached. They do not need to reclear the hallway or room they are moving through.

O The breacher and his security man must work out their order of withdrawal before they move to avoid a "KEYSTONE COPS" routine in front of the charge. The rest of the team should let the breach element know where they are going to move to.

**SESSION NINE**

SESSION INTENT: Night fire using white light.

AREAS COVERED:

White light CQB.

ST/MR clearing.

Reinforcement of all previous instruction.

INSTRUCTOR NOTES:

O Discuss the pros and cons of using white light.

O Pros - When white light is used during room combat with other assaulters, target identification (ID), acquisition and engagement is faster and more accurate. The key is to flood the room with white light. Situational awareness and depth perception are enhanced. White lights are easy to use, and if one goes down, the assaulter can use the ambient light from other team members' lights to shoot. White light aids in shotgun breaching and interior explosive breaching.

O Cons - In places that cannot be rapidly dominated (long hallways, large rooms, etc.), the light can act as a bullet magnet. The enemy can be aware of your position before you are aware of his. In large rooms, assaulters can only ID and engage what is in their cone of light. The biggest problem is white light accidental discharge (AD), i.e., the accidental hitting of the light button to turn it on before the right time.

O Start the teams off with a single room clearing to introduce the use of white light during CQB. Then, as teams are ready, increase to full CQB using shotguns, flash-bangs, and exterior and interior charges. If the teams are not ready to progress, don't force them.

O The teams who are not conducting live fire should rehearse using the shotgun and exterior and interior charge placement using white light.

Instructor Notes, 9755 - Close Quarters Battle (continued)

**SESSION TEN**

SESSION INTENT: Reinforcement of all previous sessions and use of the pistol.

AREAS COVERED:

ST/MR clearing.  
The use of the shotgun.  
Interior and exterior breaching.  
The use of flash-bangs.  
Team leader's briefback.

INSTRUCTOR NOTES:

- O Require a good detailed briefback from the team leader with contingency plans.
- O This is the last live-fire run of the day. Have the students load three rounds in their rifle magazines thus forcing a weapons transition in each room. Have them get their long guns back up prior to continuing the assault.
- O This is the last session before the CQB Evaluation. Ensure that the students fully grasp all of the fundamentals of CQB.

**SESSION ELEVEN**

SESSION INTENT: Introduction of multiteam/multiroom (MT/MR) CQB.

AREAS COVERED:

MT/MR clearing.

Passing a team through the assaulting team, or integrating a team with follow on assaulters.

Multiple BPs.

Reinforcement of all previously taught/learned CQB techniques.

Introduction of IEDs.

INSTRUCTOR NOTES:

- Introduce the concept of securing a foothold and then allowing a team to pass through. (Example: The A team secures a foyer and clears the right sector so that the B Team can pass through and clear the left sector.)
- Cover the free-flow technique of MT/MR clearing. The assaulters simply assume the role that makes the most sense. An example would be that whoever is closest to a door becomes the number one man for the next team, or if there are three people on one side of a hallway and six on the other, some from the group of six would cross over and join the other side.
- Introduce the two-man clearing into follow-on rooms. Implement a lot of open-door scenarios to push speed. Watch for sloppy CQB techniques and emphasize the smooth, dynamic technique. Speed is not a result of fast feet, but rather of initiative and good teamwork.
- Discuss multiple breach points.
  - Allows the assault teams to rapidly overwhelm the crisis point.

Instructor Notes, 9755 - Close Quarters Battle, Session Eleven  
(continued)

- Provides multiple entry points into the structure in the event that one team's breach fails.
- Requires a high degree of shooter skill and coordination.
- Discuss planning considerations.
  - If possible, sectors should be planned that prevent forces from clearing towards each other.
  - Plan sectors on the building size and the anticipated threat mission, enemy, terrain and weather, troops and support available, time available (METT-T).
  - Try to assign sectors that are easy to define.
  - Preplan tentative coordination points inside the objective.
  - If possible, breach directly into the crisis point and assign other teams to clear the remainder of the structure.
- Contingency planning for multiple BPs include—
  - An alternate BP.
  - Linkup or coordination points.
  - Communications between assault teams.
  - The reinforcement of teams in other sectors.
- Have one run with an IED that requires emergency evacuation.
- Indicate as "killed" those assaulters who do things alone and make the teams deal with them.

Instructor Notes, 9755 - Close Quarters Battle (continued)

**SESSION TWELVE**

SESSION INTENT: Infrared (IR) night fire.

AREAS COVERED:

ST/SR clearing/CQB using IR light.

ST/MR clearing/CQB using IR light.

ST/MR clearing/CQB using IR light with exterior explosive breaching.

INSTRUCTOR NOTES:

O Discuss the pros and cons of using IR during room clearing/CQB.

O Pros. When used correctly, night vision goggles (NVGs) and IR aiming devices aid in stealth during the approach to the target and during soft clears of very large objectives prior to reaching the crisis point. The assaulter is not illuminated and can perceive threats before the enemy perceives him. The proper use of IR techniques can lead to a psychological advantage during the assault. The AN/PAQ-4 and AN/PEQ-2 have an aiming aid that allows for accurate aiming during limited visibility. The AN/PEQ-2 has an IR illuminator that helps to acquire and ID targets.

O Cons. The IR CQB is generally slower than white light CQB due to a limited field of view and depth perception. Confusion can arise when using the aiming dot from the PAQ-4 and the PEQ-2. Changes in illumination can momentarily white out NVGs. Pistol transitions present an aiming problem. The assaulter has more equipment that can potentially fail.

O Conduct several dry runs with the NVGs to introduce the students to the pros and cons of the devices.

O Once the students are semi-comfortable using the night vision devices (NVDs), do hot runs using ST/SR clearing techniques.

Instructor Notes, 9755 - Close Quarters Battle, Session Twelve  
(continued)

- Once the students grasp the ST/SR clearing techniques using NVDs, do dry runs with single teams clearing two to three rooms. Have either open or closed (but not locked) doors and no shotgun breaching. When the teams are ready, transition to hot runs.
- Do one run with exterior explosive breaching.
- Use 3-D targets if required. If they are used, keep target placement simple. 3-D targets cannot be turned to eliminate people from shooting at them.

**SESSION THIRTEEN**

SESSION INTENT: Rolling/compromise assaults.

AREAS COVERED:

MT/MR clearing with compromise assaults.

Reinforcement of all previous CQB techniques taught/learned.

INSTRUCTOR NOTES:

- Cover the actions taken when the assault teams are compromised by enemy action while en route from the LCC position to the BP.
  - All teams move by the most direct route to their BP.
  - The team breacher places the charge and fires the charge when ready or on a signal from the team leader (short count).
  - The teams already at the BP blow their charges either on hearing "COMPROMISE" over the radio or when they hear another team's charge detonate.
- Cover considerations for the infiltration platform.
  - Cross-load the assault element if using multiple vehicles.
  - Rehearse the dismounting/reloading of vehicles.
  - Prepare the vehicles (ladders, etc.).
- Helicopters.
  - The primary method of infiltration should be landing and unloading assault team members. The alternate method of infiltration is fast roping from the helicopter.
  - Be prepared for hard landings if under fire.

Instructor Notes, 9755 - Close Quarters Battle, Session Thirteen  
(continued)

- Have the helicopter insert the team members as close to the BP as is possible.
- Team members should be set up and ready in the aircraft to come off either the helicopter or the fast ropes in the order needed (i.e., security, long security, breacher, and others).
- Have additional support personnel (medical [MED], explosive ordnance disposal [EOD], etc.), if they are needed, infiltrate after the initial entry is made.
- Vehicles.
  - Have assault force personnel drive if possible. If not, have drivers for the assaulters to ensure they can perform their mission.
  - Be prepared for hard stops/crashes. (Hold on until the vehicle is at the debarking point).
  - Have the vehicle stop as close to the BP as is possible.
  - The team should come off the vehicle in the order needed (security, long security, breacher, and others).
  - Have additional support personnel (MED, EOD) on the vehicle. They can get off if the situation allows, or they can wait until after the initial breach.
- Cover actions when the assault team is compromised by the method of infiltration.
  - If fast-roping in, team leaders should attempt to ensure that all team members go the appropriate BP.
  - If the infiltration is by vehicles, team leaders direct the team members to the appropriate BP.

Instructor Notes, 9755 - Close Quarters Battle, Session Thirteen  
(continued)

O Team breachers place the charges and blow them as soon as it is safe to do so, either on their own or at the team leaders' signal.

O Cover the rapid exfiltration from the objective using vehicles or aircraft.

O If using multiple vehicles, set up one as an ambulance for the exfiltration.

O Have the vehicle set up to allow for the rapid egress from the objective. When the vehicle arrives at the exfiltration point, send out security, then personnel to get the vehicle ready for the departing team members (e.g., open the doors to allow the team to climb on).

O Do not confuse method of assault with breaching procedures (deliberate, hasty deliberate, or emergency assault versus deliberate or compromise breach procedures).

O The method of assault versus the method of breaching.

O Deliberate assault. Sneaky infiltration, sneaky breach.

O Hasty deliberate assault. Rapid infiltration, sneaky breach.

O Emergency assault. Rapid infiltration, sneaky or rapid breach.

Instructor Notes, 9755 - Close Quarters Battle (continued)

**SESSION FOURTEEN**

SESSION INTENT: MT/MR clearing using all previous CQB techniques taught/learned.

AREAS COVERED: MT/MR clearing using all previous CQB techniques taught/learned.

INSTRUCTOR NOTES:

- Incorporate all previous CQB techniques taught/learned into the day's runs.

Instructor Notes, 9755 - Close Quarters Battle (continued)

**SESSION FIFTEEN**

SESSION INTENT: MT/MR clearing using all previous CQB techniques taught/learned.

AREAS COVERED: MT/MR clearing using all previous CQB techniques taught/learned.

INSTRUCTOR NOTES:

- Incorporate all previous CQB techniques taught/learned into the day's runs.

Instructor Notes, 9755 - Close Quarters Battle (continued)

**SESSION SIXTEEN**

SESSION INTENT: This session is a student-led CQB run followed by the "Rolling Thunder" exercise.

AREAS COVERED:

ST/MR clearing.  
MT/MR clearing.  
Multiple breach points.

INSTRUCTOR NOTES.

- Divide the students into two groups. Have one group set up Range 37M for the other group. The group doing the run plans for and executes the mission. The other group watches from the catwalk and conducts the critique.
- Instructors act as safety/controllers for the exercise and cover those items/areas in the critique that the students missed.

**Rolling Thunder**

EXERCISE INTENT:

Expose the student assault teams to different contingency plan missions.

To require the student teams to plan and execute single team assaults within minimum times and with intelligence.

AREAS COVERED:

- Single team assaults, to include:
  - Compromise by enemy activity.
  - Window breaching.
  - Rolling assault.

Instructor Notes, 9755 - Close Quarters Battle, Session Sixteen  
(continued)

- Gas mask assault.
- Building climbing assault.

Instructor Notes, 9755 - Close Quarters Battle (continued)

**HALLWAYS**

AREAS COVERED: Single team negotiation of hallways, intersections, and bathroom stalls.

INSTRUCTOR NOTES.

O Bathroom stalls, shower curtains, etc. The man in front will take to his knee. The man closest to the door will look at the shooter. When the shooter is ready, he will nod his head. The door opener will push or pull in on the door/curtain and maintain control of the door. The shooter will call out what he has. If he has a shot, he will call "SHOT." If it is clean, he will call "GREEN." The door opener will never move in front of the door to shoot.

O There are three techniques for clearing intersections: the high-low technique, the single-man technique, and the long-shot technique.

O The high-low technique provides the best balance of speed and security. Once the number one man receives the signal to clear, he will move to a kneeling position and clear down the hallway from the near corner to the far corner. The number two man will move over the number one man and clear from the far corner to the near corner. The number two man must be in a position to block the number one man from jumping up.

O The single-man technique is a variation of the high-low technique. When the number one man receives the signal, he will perform the same actions, but will go out alone. The number two man will maintain positive control of the number one man in case he needs to drag his body back in.

O The long-short technique is used when the need for speed outweighs the need for security (i.e., on the reclearing of rooms).

O For T intersections, both sides of the hallways must be taken at the same time. For X intersections, maintain long security.

Instructor Notes, 9755 - Close Quarters Battle, Hallways  
(continued)

- O Avoid hallways whenever possible (never breach into a hallway if it can be avoided). If possible, fight room to room. When you're in a hallway, speed is critical.
- O When fighting into the next room, make all preparations in the room you are in (i.e., shotguns loaded, team prepared, etc.).
- O When a team enters a hallway for the first time, they enter it like they enter a room. The number one man will call out "HALLWAY." As soon as the hallway is clear, start looking for the next place to go. The rule for which door to take is NEAR versus FAR, OPEN versus CLOSED. Do not mill around trying to decide on a course of action. The last man into the room will turn and take up a position in the doorjamb as soon as the situation in the room allows. He will make the call for the next room to be taken.
- O The call will be "DOOR LEFT/RIGHT-OPEN/CLOSED." That call becomes the movement order for the team. Everyone moves directly to that door for entry. The number one man will maintain coverage on the door. The number two man will cover long down the hall. The number three man will cross cover. The last man out of the door will check to the rear.
- O For closed doors, the number one man will flow to the door, stopping short enough to not enter its threshold space. He will then check the door. If it is open, the team will flow in. If it's closed, he will call "SHOTGUN." The shotgunner should also be moving directly to the door in case he is needed.
- O For open doors, the team will flow in.
- O In large structures, hallways can be cleared using soft clears. Avoid silhouetting in doors. Use the "quick peek" technique around corners. Look under doors. Move people to security positions, and clear directly to the crisis point.

**STAIRWAYS AND STAIRWELLS**

AREAS COVERED: Single team negotiation of hallways, stairwells, and stairways.

INSTRUCTOR NOTES.

- Stairwells and stairways are extremely dangerous areas. Avoid them if at all possible. The entire assault can be stopped by two men guarding a stairwell. Speed and violence of action are essential for clearing and controlling stairs.
- Surreptitious movement (soft clears) can be used in large structures when the assault teams are moving to the crisis point.
- Make movement as quiet as possible. Control equipment to prevent banging on handrails. Move as an element, maintaining security until compromised. Good nonverbal communication is essential. Have only the number of personnel required for the clearing in the stairwell when possible. Attempt to move directly to the crisis floor, pulling security on other doors as required.
- Be prepared to fight. When compromised, move fast. If grenades are thrown at you, move up past them. If there is no one below you, attempt to kick the grenades over the edge. Always move forward; don't retake areas already cleared. When reacting to contact, bound teams forward if possible.
- Take control of stairwells and stairways on the crisis floor to enable other elements to use the stairwell to access or reinforce other teams.
- Movement techniques.
  - The number one man and the number two man cover as high as possible, the number one man chest and high and above, and the number two man chest high and lower.

Instructor Notes, 9755 - Close Quarters Battle, Stairways and Stairwells (continued)

O The number three man and the number four man secure the doors on the landings until the main force can relieve them.

O The number one man and the number two man must slow down at landings to allow the number three man and the number four man to catch up.

O Do not use fragmentation grenades, flash-bangs, or smoke grenades in stairwells.

O Use long security in open stairways to cover between the stairwells.

O Maintain rear security.

O NVDs can be used during soft clears. Be prepared to go to white light if compromised.

O Riot agents can be used, but their use must be planned and rehearsed.

**INTERIOR BREACHING**

1. Interior explosive breaching is usually conducted after other methods of progressive breaching have failed. Normally the decision to explosively breach will be made by the shotgun breacher after the ballistic breach fails. Personnel in the hallway at this point are the breacher, the hallway security man, and a two-man stack that is prepared to enter the room. When the breacher makes the decision to explosively breach, he signals the number two man in the stack, visually or verbally, then prepares the charge and firing system for employment. Upon receiving the signal from the breacher, the number two man moves back to the last room that was cleared and takes up a strongpoint in that doorway. He remains there in order to pull hallway security once the breach team returns from placing the charge.
2. The breacher prepares the charge by removing it from its carrying container or by taking it off the hallway or door security man's back, removing the double-sided tape paper and placing the charge on the door to be breached. He then removes a firing system from its separate carrying container, inserts the blasting cap into the "green weenie," removes the safety wire, pushes the pull ring in and gives it a quarter turn. At this point the breacher calls out "FIRE IN THE HOLE" once to signal the hallway and security men, as well as other teams in the building, that a charge is getting ready to go off. He then initiates the firing system, ensuring the time fuse is burning, and calls out "BURNING." The breacher then physically grabs the hallway and doorway security men and they move back to the last cleared room by moving down the center of the hallway, thus allowing the number two man already in the doorway to be able to observe the charge and take a shot if needed. The breaching team moves into the room and forms a stack, if one is not already formed, behind the number two man. The number two man now becomes the hallway security man. When the charge detonates, the team enters the hallway, the first man goes past the breached door and picks up hallway security, while the rest of the stack enters the room to clear it.

Instructor Notes, 9755 - Close Quarters Battle, Interior Breaching (continued)

NOTES:

1. The number two man pulling security from the doorway should count to himself once he hears/sees the firing system initiated in order to pull back into the room a few seconds prior to detonation to protect himself from overpressure and fragmentation. The count will vary depending on the type of firing system or length of delay being used.
2. When opposing doors need to be explosively breached, they will be breached one at a time. This is to prevent any problems that could occur using the M-60/time fuse firing system.

**INTERIOR BREACHING**  
**ADMINISTRATIVE INSTRUCTIONS**

1. Intent. It is the intent of interior breaching that every assault team member will have at a minimum one charge on him during the conduct of live-fire CQB. Each assaulter will be knowledgeable in the construction, employment, and handling of all charges.

2. To satisfy this intent, each faculty/advisor control (FAC) group will ensure that there are a sufficient number of nonelectric firing systems and explosive materials at the beginning of training to meet the requirement.

a. Each blasting cap must have approximately 30 nonelectric blasting caps and a sufficient number of time fuses for 30 firing systems (15 feet).

b. Each demolition must have approximately 250 feet of detonating cord for the construction of interior/exterior charges.

c. Breachers must ensure their demolition bags have sufficient materials to construct the charges (i.e., rubber strips, carpet tape, engineer/duct tape, and thumbtacks).

d. Controlled items, such as explosives and firing systems, will require instructor assistance at the ammunition supply point (ASP). Items for the construction of charges, such as engineer/duct tape, are issued from the breacher's shed.

3. Students must be made aware they are individually responsible for constructing and replacing their own charges immediately after use. If a charge is expended on a session iteration, it will be replaced prior to the next session iteration.

4. It is not the intent to force students to use only rubber strip charges. They are restricted to the charges taught during the course.

Instructor Notes, 9755 - Close Quarters Battle, Interior Breaching, Administrative Instructions (continued)

5. When the students have received instruction on interior breaching, these administrative instructions should take effect. It is the responsibility of the instructors to ensure that these administrative instructions are followed throughout the CQB training.
6. Attempt to maximize the use of interior breaching. The primary instructor (PI) will note when special emphasis is to be placed on interior breaching.

**INTERIOR BREACHING**  
**KEY POINTS**

1. After progressive breaching fails, signal to explosively breach.
2. The number two man returns to the last cleared room and establishes strongpoints.
3. The breacher prepares the charge and places it on door.
4. The breacher places the firing system on the charge and prepares it for initiation.
5. The breacher calls "FIRE IN THE HOLE" once and initiates the firing system, checks for the burn, and then calls "BURNING."
6. The breacher, the hallway man, and the door security man move back to the last cleared room.
7. The breach team stacks behind the number two man and waits for the charge detonation.
8. Upon the detonation of the charge, the number one man moves past the breach point and the rest of the team clears the room.

**HALLWAY COVERAGE**

1. Cross-coverage.
  - a. Call the door on the opposite side of the hallway.
  - b. Maintain coverage down the hallway.
  - c. Use the doorways as cover. Wait until the shooting stops in the room, then use the door as cover. Move past the door and then back into the doorframe. This is commonly called "strongpointing."
  - d. Provide cover for the opposite side of the hallway.
2. Hall security. The number one man can provide hallway security. When confronted with a door, the number one man can use the following techniques:
  - a. He can move past a closed door, continuing to pull long hallway security. The team following then enters through the door as soon as entry is gained.
  - b. He moves past an open door, allowing the team following him to flood the room. The entry team must flow into the room immediately behind the number one man (who becomes the hallway security).
  - c. He then enters the open door as the number one man. The fifth man in the stack picks up the hallway security.  
NOTE: Hallway security is often lost with this technique due to the confusion within a target.
  - d. Floating point security is used when in wider hallways with a single or two-man team dedicated to hallway security. The floating point man controls the movement of the teams into the hallway and into the following rooms. This places a minimum number of personnel in the hallway. The speed of the assault and the size and ability of the assault force will determine if this technique can be used. Often this will slow the progress of the assault.

Instructor Notes, 9755 - Close Quarters Battle, Hallway Coverage  
(continued)

- e. Maintain rear security.
- 3. Maintain momentum.
  - a. Teams clear their respective sides of the hallway using the two-door rule as a guideline. This does not prevent assaulters from assisting teams on the opposite side if the need occurs.
  - b. Teams will prepare for the takedown of new rooms in the rooms that have already been cleared.
  - c. Flash-bangs may be used to maintain violence of action within long hallways and to clear intersections.
  - d. Do not give up the areas you have gained.
  - e. Attempt to move from room to room, breaching interior walls if at all possible.
- 4. Soft room clearing (if you are not compromised).
  - a. Avoid silhouetting doors.
  - b. Use quick peeks around corners.
  - c. Look under doors for activity.
  - d. Move people to security/cover positions.
  - e. Move directly to the crisis point.
  - f. Use dental mirrors to look around objects.

Instructor Notes, 9755 - Close Quarters Battle, Hallway Coverage  
(continued)

5. Intersections.

a. The deliberate movement. Increase the distance to the corner and pie off the corner. This technique/method/procedure is used when speed is not a factor.

b. The dynamic movement.

(1) The high-/low-man technique/method/procedure will be used if there is no available cover on the opposite side of the intersection. The low man stays on one knee until the high man picks him up to begin advancing through the hallway.

(2) The one-man bump technique/method/procedure is where the number one man clears the near side and the number two man moves across and clears the far side.

c. The simultaneous movement. On all intersections the two teams securing opposing ends of the hallway must do so at the same time to avoid exposing the other team. Long hallway security must not be lost during a simultaneous takedown.

**SIMMUNITIONS - RULES OF ENGAGEMENT AND SAFETY BRIEF**

**SAFETY BRIEFING**

1. All Company D weapons handling procedures will apply. Students will wear all issued safety equipment for this training event. The safety equipment will include a helmet, a full-face plastic shield, safety goggles, a balaclava, a battle dress uniform (BDU) under a flight suit, gloves, and a ballistic vest.
2. Students will ensure that they have no exposed skin.
3. Students will not engage any targets that are within 2 meters or targets that are on the ground.
4. Students will not take head shots.
5. All weapons and magazines will be inspected to ensure there are no live rounds present.
6. Flash-bangs will not be used with simmunitiions.

**RULES OF ENGAGEMENT**

1. Always apply the tactics and techniques you have been taught.
2. Don't ignore what you have learned because someone's shooting back.
3. Role players will go down only when hit in the body or the head.
4. Students will continue to clear the rooms/structure until they are told to stop or go down (are hit) by an instructor.