

Take Charge Minute / Receive Mission	WARNO
1. Introduction Assign team leaders Security Sop specialty teams Time of WARNO/location 2. Receive the mission 3. Questions: higher's call/freq Medevac call/freq Indirect fire call/freq Air support call/freq Confirm dist./azimuth Notional security AA location PIR ROE Adjacent units Pyro/smoke Frgs/at-4 Binos Test fire ( optional) MOPP Level Time verification	Situation Mission Times hack Give time of OPOD/location Give time of rehearsals Map / sand table

OPORD	
1.Situation- NO CHANGE 2.Mission- N/C 3.Execution: A. Concept- 3 phases 1.Scheme of mauver- squad column fire team wedge 2.Fire teams ALPHA/BRAVO 3Cordinating Instructions a. Actions at halt b. Listen and halt c. Routes primary/alt d. Release and entry points e. Rally points f. Actions at danger areas g. Actions on contact h. Mopp level i. Time schedules j. PIR k. ROE 4.Saftey 4. Service and Support A. General 1.SOP's in effect 2.casualty collection points	B. Material/Services 1.Supply- Re-up points 2.Trans. 3.Services 4.Maintence- weapons, equipment C. Med EVAC- method, priority D. Personnel- method of handling EPW's 5. Command and signal A. Command 1. Location of Higher CDR 2. Location of SL 3. Succession of command B. Signal 1. Listening and halt 2. Methods of COMMO 3. Emergency signals 4. Challenge and passwords. Questions...Back Brief...Time to LD...Rehearsals

<b>SOP SPECIALTY TEAMS</b>			
<b>ALPHA TEAM</b>		<b>BRAVO TEAM</b>	
<i>PRIMARY</i>		<i>PRIMARY</i>	
Compass		Aid/Litter	
Pace		EPW	
Demo		<i>SECONDARY</i>	
<i>SECONDARY</i>		Compass	
Aid/Litter		Pace	
EPW		Demo	

<b>SQD SOPs</b>	
A-Team =Primary COMPASS, PACE, DEMO =Secondary AID & LITTER, EPW =3 people for recon (including ATL) =1 person for extreme left ambush security =Positioned to left in ambush =9-3 in security at all times (AA, ORP, and OBJ) =Carry AT4	B-Team =Primary AID & LITTER, EPW =Secondary COMPASS, Pace, DEMO =3-9 in security at all times (AA, ORP, and OBJ) =2 people for recon (no TL) =1 person for extreme right ambush security =Positioned to right in ambush