



**SOUTHWEST WASHINGTON
CIVILIAN DEFENSE GROUP**

STANDARDS

Revised March 21st 2012

NEW RECRUIT INDUCTION

Congratulations on your decision to join the new SWCDG!

According to the U.S. Constitution, Federal Law, the Washington State Constitution and Washington State Code, all male citizens ages 18-45 years are members of the militia. According to Anglo-Saxon Common Law, and the laws and customs of the American Colonies before our separation from the British Empire, all males (and even females during an actual emergency) between the ages of 16 and 60 were considered members of the militia. So the militia, like your God given rights, existed before the United States government was formed. And as such, you are already a member of the militia, by statute and by God-given right.

The Geneva Conventions set forth the conditions for the recognition of legitimate Militia Organizations...

ANNEX TO THE CONVENTION: Regulations respecting the laws and customs of war on land

-Section I: On belligerents

-Chapter I: The qualifications of belligerents

-Article 1. The laws, rights, and duties of war apply not only to armies, *but also to militia and volunteer corps* fulfilling the following conditions:

- 1. To be commanded by a person responsible for his subordinates;**
- 2. To have a fixed distinctive emblem recognizable at a distance;**
- 3. To carry arms openly; and**
- 4. To conduct their operations in accordance with the laws and customs of war.**

In order to fulfill these conditions we ask you to do the following:

- Obtain a suitable uniform and purchase the appropriate rank and insignia patches.
- If you have experience you feel would benefit others in the militia, please step up and ask to be considered for a leadership or staff position. After consideration by appropriate members, they will hold a vote and, if accepted, you will be given a rank suitable to your position and talents. If you do not have any beneficial experience or do not wish to lead, then you must agree to accept the orders of those above you in rank. All ranks are voted on by the men below them. This is not regular army, militiamen cannot be threatened with court martial to make them obey orders, and they must trust and respect the men who wish to lead them. However, in circumstances where the individual is incapable of performing the duties and responsibilities outlined for their position, they can be terminated from said position, and only by their direct superior, with sufficient cause and reason documented.

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- When participating in any militia activity, you will openly bear only legal arms and accessories. When in active service, if called up by the Governor, you will obey the laws of War.

We are not a private militia or private Para-military group. We are citizens of the State of Washington who are simply exercising our rights, to bear arms and peacefully assemble, to train and network with other patriotic Americans in order that we might be a "well-regulated militia" if the time ever comes when we are called upon to defend our County, State, Nation and U.S. Constitution "against all enemies, foreign and domestic."

Training -

Training days will be agreed upon at the unit meetings and dates/times/gear needed will be listed on the website as well as emailed to those on our mailing list. For the time being, we have settled on two quality field manuals to use for training so that we're all on the same page, so to speak.

- The first is US Army Field Manual FM 21-75 "Combat Skills of the Soldier".
- The second is "Light Infantry Tactics for Small Teams" by Christopher E. Larson.

Note: These can be purchased from Ebay.com and Amazon.com

By-Laws

1. Authority and mission statement

The Southwest Washington Civil Defense Group was founded under the provisions of the 2nd Amendment of the United States Constitution, which states: "A well-regulated Militia being necessary to the security of a free State, the right of the people to keep and bear Arms, shall not be infringed."

And Title 10, Chapter 13, Section 311 of the United States Code which states:

(a) The militia of the United States consists of all able-bodied males at least 17 years of age and, except as provided in section 313 of title 32, under 45 years of age who are, or who have made a declaration of intention to become, citizens of the United States and of female citizens of the United States who are members of the National Guard.

(b) The classes of the militia are-

(1) the organized militia, which consists of the National Guard and the Naval Militia; and

(2) the unorganized militia, which consists of members of the militia who are not members of the National Guard or Naval Militia. And Article 18, Sections 1 and 2 of the Washington State Constitution, which states:

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Section 1. [Composition, Name and Commander in Chief of Militia.] The Militia of this State shall consist of all able-bodied male citizens between the ages of eighteen and forty-five, except such as are exempt by laws of the United States or of this State. The organized Militia shall be called the "National Guard of Washington State," of which the Governor shall be the Commander in Chief.

Section 2. [Organization, Discipline and Equipment of Militia.] The Legislature shall provide for the organization, discipline and equipment of the Militia, which shall conform as nearly as practicable to the organization, discipline and equipment of the Regular Army of the United States, and shall provide for the maintenance thereof. Therefore, it is understood that the Southwest Washington Civil Defense Group's purpose is to protect and defend the Constitution of the United States of America and the Bill of Rights as they were originally written and the Constitution of the State of Washington as it was originally written against all enemies, Foreign or Domestic, and to uphold the rights of the citizens as prescribed in these documents.

2. Threats and use of force

Under NO circumstances will a member of the Southwest Washington Civil Defense Group use, threaten, nor imply an act of force against duly elected or appointed public officials of either the United States Government or the Government of the State of Washington, save it be only in the performance of the duties of the Southwest Washington Civil Defense Group as mandated under the Constitutions.

3. Personal vendettas and beliefs

The Southwest Washington Civil Defense Group will not be utilized in any way to settle personal or private issues, nor to expound personal, religious, or philosophical beliefs contrary to the good order of the community as a whole.

4. Group affiliations

Members of the Southwest Washington Civil Defense Group must be legal residents of the United States of America, and residents of the State of Washington, and must not be affiliated with any group that promotes separatism, race supremacy or religious intolerance.

5. Membership

Membership to the Southwest Washington Civil Defense Group is open to all legal residents of the United States of America and the State of Washington, except as outlined in the By-Laws, regardless of ethnic background, sex, and religious beliefs. Any member that resigns or does not attend the required number of meetings or, for some other reason, no longer associates with his unit or contacts his commander, will not be allowed to return to duty under any circumstance unless irrefutable evidence is presented that the member was not negligent and could not attend meetings or contact any member of the unit due to circumstances beyond his control.

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5A. Membership boundaries

Members will be living and present in the legal boundaries of the Southwest Washington Civil Defense Group as outlined in the Southwest Washington Civil Defense Group Standards, with certain exceptions, presented to the individual's chain-of-command, and only approved by the appropriate Company Commander.

6. Commander-in-Chief

The Southwest Washington Civil Defense Group is answerable to the Governor of the State of Washington, and considers him/her to be its pro-tem Commander in Chief, provided that any actions ordered by the Governor or his deputies are not contrary to the Constitutions of the United States or the State of Washington. The Battalion Commander and Company Commanders are enjoined to make this determination and, by a consensus, can further make a determination as to the availability of units within their commands as to whether or not they will support said action.

7. Aid to Law Enforcement

In general, the Southwest Washington Civil Defense Group is not a law enforcement agency. However the Southwest Washington Civil Defense Group and its members will make itself available to local, county and state law enforcement agencies on a voluntary and availability basis for whatever aid is requested provided it is not contrary to the Constitutions of the United States or of the State of Washington. In the event a member of the Southwest Washington Civil Defense Group acts in the capacity of a Law Enforcement Officer and/or performs arrest, it will be as a private citizen and as a private citizen, will bear the sole responsibility for his or her actions.

8. Probationary period

All new personnel will serve a 90 day probationary period before being given an officer's commission or assigned a command. Members not in a potential command position will be issued patches and ID card after 30 days of service. During this time the individual should attend the required meetings, obtain the required uniforms and keep applicable monthly payments and yearly dues up to date. The member's sign-up sheet and liability waiver will be retained for the duration of their involvement with the Southwest Washington Civil Defense Group. This is for the protection of the unit, all personnel will have a liability waiver on file!

13. Unit dignity

Members of the Southwest Washington Civil Defense Group who fail to uphold the highest standards of conduct will be subject to disciplinary action as recommended by their immediate commander. This recommendation may result in a disciplinary board being convened. The board will consist of that individual's nearest two immediate supervisors and, in extreme cases, their Company Commander and Company Executive Officer. The member will have the opportunity to speak for him or herself and to have anyone represent them at this board meeting. As a member of the Southwest Washington Civil Defense Group, you must comport yourself with dignity at all

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times and not bring disrepute upon the Southwest Washington Civil Defense Group by your words or deeds.

14. Discipline

We are a volunteer organization but teamwork, respect and honesty is still expected of every member. Violating provisions of the By-Laws or the Rules and Regulations or certain behavior, acts and attitudes may result in disciplinary action. Penalties may include but are not limited to counseling, extra duty, fines, suspension or expulsion from the unit.

14A. Grievance procedures

In order to make known and present a grievance against any member of the Southwest Washington Civil Defense Group, you must take these steps:

1. Present in writing (in ink on paper), a detailed description of the complaints or charges that you wish file against the individual to the first one in your Chain-of-Command above the one that your grievance concerns. For instance, if your complaint is against your Platoon Commander, deliver your grievance to your Company Executive Officer.
2. Ask for a grievance hearing.
3. If the complaint/charges are deemed valid, then a disciplinary board will convene and disciplinary proceedings can begin. The accused will be notified in person or by U.S. Mail not less than 1 week nor more than 2 weeks after the adjournment of the hearing. This will be a cooling off period for the accuser. Should the accuser change his mind during this time and notify the proper individual, all charges will be dropped, records destroyed and the matter will not be mentioned again without going through the entire process.
4. The accused has the right to appeal and to face his accuser. Threats and/or attempts at intimidation will not be tolerated. There may be two appeals in which the accuser may present witnesses or other evidence in his defense but the appeals process will not last longer than 45 days and a determination will be made NLT than 60 days from the date of the adjournment of the grievance hearing.

Disciplinary actions are listed in Section 14.

15. Donations

Donations to or from the Southwest Washington Civil Defense Group of supplies, materiel, cash, labor, food or any other product or service will be listed on a hand receipt signed by the donor and the donee. **Donations are non-refundable and will not be returned or reimbursed in any manner after Southwest Washington Civil Defense Group has taken possession and receipts have been rendered.**

17. Contact list

It is up to every individual in this unit to maintain a contact list of key personnel within the unit. In case of emergency or upgraded alert status, there should be no reason that everyone should not be able to get in contact with someone in their Chain-of-Command. Platoon Commanders will report to the Company Commander by phone or personal contact no less than twice monthly and

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more if a questionable situation exists. Those members with e-mail should get a Hushmail account for secure comms with the rest of the unit. For the present and when security is not an issue, CB channel 40 will be our standard contact channel bearing in mind that many of us may be on channel 19 much of the time. If this is the case, make contact on 19 or any other channel and advise the contacted party to go to the Southwest Washington Civil Defense Group channel. During times of emergency, other channels will be selected and the members advised of it by Hushmail, one-time codepad or courier.

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Statement of Ethics

It is the duty of the citizen's militia to protect and defend the unalienable Rights of all members of the community. Under no circumstances will the Civilian Defense Group tolerate those who advocate acts of criminal violence, terrorism or a change away from our republican form of government; nor will it support any specific political party or candidate, nor espouse any particular religious denomination or doctrine. All members must understand the duties and obligation of both citizens and government under the United States and Washington Constitutions.

Mission Statement

The members of the Southwest Washington Civilian Defense Group shall ever stand, as have our forefathers before us, first to God, from whom we acknowledge the Authority of all Rights, and all the blessings of governments and to our native soil, Washington.

We therefore pledge:

- To promote and defend the unalienable God-given rights of all citizens, regardless of race, sex or national origin, as is expressed in the Washington Constitution and the Bill of Rights of the U.S. Constitution.
- To promote and defend the principles of just government bequeathed to us by our forefathers to wit, that the principle of the Tenth Amendment shall stand inviolate, as history has shown that the greatest system of checks and balances exists with the people and their States to check the powers accrued by the federal government.
- That the integrity of the courts, be they local, State or federal, shall remain uncontestable providing that they shall respect and uphold the rights of the citizens of Washington, including but not limited to, upholding the due process of law, and to preserve the right of trial by jury and to obtain immediate judicial review of cases wherein abuse of basic Constitutional rights are questioned.
- That all power is inherent in the people, and all free governments are founded on their authority, and instituted for their Life, Liberty, and Property; for the advancement of those ends they have at all times an unalienable and indefeasible right to alter, reform, or abolish the government in such manner as they may think proper.
- That government being instituted for the common benefit, the doctrine of nonresistance against arbitrary power is absurd, slavish, and destructive of the good and happiness of mankind.

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- That all just government is servant of the people who have instituted it, that the people of Washington should never by force nor coercion be obliged to anything styled as "law" which has not been promulgated by their duly elected representatives, nor any as may be promulgated by them to bear conflict to the rights of the people, so that no government shall be made master of the people of Washington.
- To promote and propagate the Southwest Washington Civilian Defense Group as a well regulated (trained and prepared) organization knowledgeable in historical precedent and current affairs, that is composed of common citizens.
- To develop a cohesive and competent command structure.
- To train our members in the many disciplines necessary to the function of the militia as a whole and to the members individually.
- To educate our members in areas of history, law and principle as compiled in the experience and records of our forefathers.
- To keep informed our members and all citizens of events Local, State, National and global that threatens to imperil our traditional Constitutional rights, or such as may imperil the sovereignty of our Nation by the undue influence of those who have forsaken their loyalty to our Nation, and to the principles upon which it was founded.
- To repel foreign aggression and invasions, by preparing and training for defense and by our encouraging and showing reason why all citizens should stand stoutly against socialism, fascism, communism, humanism, and all forms of tyranny.
- To suppress domestic insurrections and violence by supporting and assisting the appropriate Officers of the Law in upholding and maintaining law and order in accordance with such Local, State, and Federal statutes and laws that do not present jeopardy to our God-given rights as acknowledged in the Washington and U.S. Constitutions.

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Duty and Code of Conduct

1. I am a citizen of the State of Washington, serving in the unorganized militia. I am prepared to give my life to guard and protect my homeland, our common law rights and liberties and our way of life. This service is a duty of my citizenship.
2. I will keep and maintain the uniform, equipment, and weaponry necessary to perform the duties prescribed for the SWCDG and will be prepared to mobilize quickly.
3. I will never forget that I am a citizen of the State of Washington, and through it, of these United States. I am responsible for my actions and dedicated to the principles that made this country free. I will strive to lead an exemplary life and never, by action or statement, bring discredit to the militia, my country, or my fellow countrymen.
4. In all cases, I shall endeavor to inform and urge all citizens to return to the Constitutional Republic our forefathers envisioned.
5. I will stand by or come to the aid of my brothers of the militia with whatever means necessary and without question or concern for my own well-being to ensure due process of law as stated in the Constitution.
6. I will never misuse my position in the militia for financial or personal gain, nor will I engage in any activity subversive to the militia.
7. I will never surrender of my own free will. If in command, I will never surrender the members of my command while they have the means to resist.
8. If captured I will continue to resist by all means possible. I will make every effort to escape. I will accept neither parole nor special favors from the enemy.
9. Should I become a prisoner of war, I am bound to give only my name, rank, and date of birth. I will make no oral or written statements disloyal to the United States and its citizens or harmful to their continued struggle for liberty and freedom.
10. Should I become a prisoner of war, I will keep my faith with my fellow prisoners, and accept no favors from the enemy. I will give no information nor take part in any action that might be harmful to my comrades. If I am a senior, I will take command. If not, I will obey the lawful orders of those appointed over me and will support them in every way.

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General guidelines

Membership:

General membership in the SWCDG is open to all lawful citizens of the State of Washington, ages 16 and up. There shall be no discrimination due to, race, sex, national origin or physical characteristics. Membership is voluntary. All prospective members shall be required to give their name, date of birth, address, contact information, next of kin, and general information detailing prior military experience and/or other such skills as may be utilized by the militia. All such information shall be kept private under all circumstances and destroyed in the event of crisis; and shall be used for no other purpose than the internal business of the unit.

Personal Equipment:

Each member will be issued an itemized list of certain personal and Unit equipment which he must procure and maintain. This equipment is necessary to the performance of his duties, personal sustenance and hygiene; and shall be maintained packed and ready for deployment at all times. A 20 minute or shorter departure capability is strongly recommended. Each member shall bring with them enough food rations and water to sustain them during meetings, training and camp musters.

Weapons and Ammunition:

Each member is required to provide and maintain his own weapons, stocks of ammunition and deployment gear. Members are required to remain proficient in the maintenance and safe operation of their weapon. And to have on hand at all times 300 rounds for the rifle and 100 rounds per sidearm. Lacking the depth, resources and re-supply capabilities of a conventional military unit, militia members are urged to acquire at least 2000 rounds of ammunition and 6 magazines per rifle, as well as a cleaning kit and spare parts. Only in self-defense, hunting, and sport shooting or during properly supervised training sessions will a member discharge his weapons. All members are expected to abide by all Constitutional state firearms regulations.

Training:

All active duty members will be expected to pass Level One line qualifications. Support personnel will train in their assigned area of duty.

Assembly and Muster:

Periodic assemblies, musters and meetings are necessary and shall be called to achieve the overall goals of each unit. Regular monthly meetings shall be conducted in each Detachment (county). Members must discipline themselves to schedule and set aside time each month for musters and assembly for such purposes as field training exercises. Members will be notified of such dates, times, and places of all meetings.

While it is intended that the militia intrude as little as possible in the lives of its members, it is clear that individual members are volunteers who must be ready to meet periodically and to deploy as need arises. It will be the objective of the Command Staff to infringe as little as possible on the time of its members, recognizing the responsibilities of family and career.

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Rank Structure

The organization of rank levels in the SWCDG shall be a slightly modified and streamlined version of the U.S. Army structure. As the Militia is a land based force.

ENLISTED RANKS -

Private
Corporal
Sergeant
Staff Sergeant
Sergeant First Class
Master Sergeant
First Sergeant
Sergeant Major

OFFICERS RANKS -

2nd Lieutenant
1st Lieutenant
Captain
Major
Lt. Colonel
Colonel

OATHS -

Enlisted personnel -

"I, _____ (state your name), do solemnly swear that I will support and defend the Constitution of the State of Washington and the Constitution of the United States. Against all enemies, foreign and domestic; that I will bear true faith and allegiance to the same; and that I will obey the orders of the Governor of the State of Washington and the orders of the officers appointed over me. So help me God."

Officers -

"I, _____ (state your name), having been elected by my peers an officer in the Militia of the State of Washington, do solemnly swear that I will support and defend the Constitution of the State of Washington and the Constitution of the United States against all enemies, foreign or domestic, that I will bear true faith and allegiance to the same; that I take this obligation freely, without any mental reservations or purpose of evasion; and that I will well and faithfully discharge the duties of the office upon which I am about to enter. So help me God."

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Unit Structure

TEAM -

The four man team is the basic building block of the militia. It consists of three Privates led by a Corporal.

SQUAD -

A Squad consists of two Teams, led by a Sergeant.

PLATOON -

A Platoon is made up of three Squads, led by a Staff Sergeant, with a RTO.

DETACHMENT -

A Detachment is a County made up of 3 Platoons, lead by a 2nd Lt. with a RTO.

COMPANY -

4 to 5 Detachments make up a Company, led by a Major, with a Company Command Staff.

BATTALION -

A Battalion consists of 2 Companies, led by a Colonel, with a Command Staff.

The **Command Staff** is the leadership of the unit and provides planning, training and issues orders to be carried out by the individual teams. They have a P.O. Box, Phone #, email and/or fax (preferably a website, as well).

- I. Initial organizational objectives: The CS meets once a month to -
- II. Establish a working relationship between other counties.
- III. Establish local and county-wide Rapid Alert System (security, intelligence, and communications).
- IV. Organize logistical and administrative services.
- V. Institute training program.
- VI. Recruitment.

The Command Staff's responsibilities include:

- Dissemination of constitutional principles and ideology to the rank and file.
- Development and dissemination of training material and methods to be used within the individual teams.
- Development and security of tactical and strategic contingency plans for implementation by the tactical teams.
- Coordination of the various teams. Development and operations of public relations within the community.

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Battalion Staff

Battalion Commander (Colonel)
Executive Officer of the Battalion (Lt. Colonel)
Command Sergeant Major (Sergeant Major)

Administrative Officer (Lt – Major)
Head Training Officer (Lt – Major)
Operations Officer (Capt – Lt. Colonel)

Company Staff

Company Commander (Major)

- Disseminates written communication (orders) to subordinate units.
- Serves as Public Relations Officer (liaison with county sheriff and news media).
- Representative to other Militia organizations.
- Head of Company Staff Meetings.

Executive Officer (Capt)

- Adjutant to the Company Commander.
- Handles Company administrative duties.
- Handles disciplinary actions and terminations within the Company.

Recruiting Officer (Lt.)

- Seeks out and Introduces new members to the Company.
- Able to Deputize NCO's for adjutants when help is needed.
- Sets and Instructs Introduction Classes.
- Prepares new members for needed equipment and Training.
- Travels to each County within A Co. jurisdiction.
- Sets and administers recruiting events.

Training Officer (Lt.)

- Establishes and enforces training standards.
- Able to deputize knowledgeable members to teach classes and training.
- Tailors training to specific missions.
- Maintains a base of Instructors from each County.
- Maintains new recruit Academy.

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- Maintains Corps Training Cards for each member.

Intel/Operations Officer (Lt.-Capt)

- Maintains and administers the Rapid Alert System.
- Supervises the counterintelligence program and operational security systems.
- Maintains the security of encoding/decoding systems.
- Supervises intelligence gathering activities.
- Analyzes and reports intelligence information.
- Develops the Threat Assessment Folder.
- Planning of operations under C/O's directions.

Company Quartermaster (Lt.)

- Responsible for the acquisition and accountability of all supplies and material.
- Supervises all logistical support activities including: transport, evacuation, and medical, supply service and management.

Detachment Commanders (Lt.)

- One of the most important Commands in the group. It is the DC's Job to maintain and grow the Platoons and Squads under their Command.
- Assists with Training Operations and preparation of their Men and Women.
- Reports County information to Company Commander.

TYPES OF TEAMS

- Combat Teams
- Support Teams
- Incident Response Teams (First Responders)
- Tactical Ops Teams

Note: Organization of these teams will be maintained by the Company Commander as needed.

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COMBAT TEAMS:

Combat Teams shall be comprised of “Minutemen” who are physically capable of carrying a full combat load and executing all necessary combat missions. Each Minuteman will pass the “Skill Level 1” test and endeavor to complete the “Skill Level 2” test as soon as possible. Minutemen must be physically fit enough to keep up with their teammates and complete the mission. Combat teams include IRT and TAC OPS. Those who have physical limitations or who do not wish to join a Combat Team shall be placed in a suitable Support Team.

SUPPORT TEAMS:

(Medical and Supply/Logistics): The support teams consist of those who are unable, unwilling, or ill-equipped for Minuteman duty. Their task is to provide whatever support is needed by the other units.

MEDICAL -

The Medical Team supports operations by setting up and maintaining an aid station to receive and care for sick and wounded. There should be one member of each platoon trained as a Field Medic. Field medics must see to it that a preventative medicine program is instituted and adhered to. Field sanitation and personal hygiene must be of paramount importance.

SUPPLY / LOGISTICS -

The Supply Team supports the unit by procuring and delivering needed equipment and provisions. They may also be used as messengers between the CO and the tactical units, or as truck drivers and other personnel involved in the transport of men and materiel. Re-supply is a particularly important consideration for all mobile units and for protracted emergencies. Each unit should plan and provide for storage and independent caches of the following: food, fuel, clothing, shoes, shelter, medical equipment, combat equipment, arms, ammunition, and communications equipment.

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2nd BATTALION NUMBERING SYSTEM –

A Company

- 15th Cowlitz County Detachment
- 11th Clark County Detachment
- 69th Wahkiakum County Detachment
- 59th Skamania County Detachment
- 41st Lewis County Detachment

B Company

- 27th Grays Harbor County Detachment
- 53rd Pierce County Detachment
- 67th Thurston County Detachment
- 49th Pacific County Detachment

Note: The SWCDG is part of the WSM, that is how we obtained the 2nd Battalion number.

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BASIC TRAINING PLAN Skill Levels 1, 2 + 3

The purpose of training is to prepare for war by developing forces that can win in combat. Training is the key to combat effectiveness and therefore is the focus of effort of the peacetime militia. However, training should not stop with the commencement of war; training must continue during war to adapt to the lessons of combat.

Basic individual skills are an essential foundation for combat effectiveness and must receive heavy emphasis. Members of the militia must endeavor to maintain proficiency in their individual skills. At the same time, unit skills are extremely important. They are not simply an accumulation of individual skills; adequacy in individual skills does not automatically mean unit skills are satisfactory.

Training programs should reflect practical, challenging and evolving goals. Training programs must be tailored to the voluntary, non-professional nature of the Militia. Repetition of the fundamentals is key.

Collective training consists of drills and exercises. Drills are a form of small unit training which stress proficiency by continued repetition of tasks. Drills are an effective method for developing standardized techniques and procedures that must be performed repeatedly without variation to ensure speed and coordination, such as weapons drill or immediate actions. In contrast, exercises are designed to train units and individuals in tactics under simulated combat conditions. Exercises should approximate the conditions of battle as much as possible; that is, they should introduce friction in the form of uncertainty, stress, disorder and opposing wills. This last characteristic is most important; only in opposed, free-play exercises can we practice the art of war. Dictated or "canned" scenarios eliminate the element of independent; opposing wills that is the essence of combat.

Critiques are an important part of training because critical self-analysis, even after success, is essential to improvement. Their purpose is to draw out the lessons of training. As a result, we should conduct critiques immediately after completing the training, before the memory of the events has faded. Critiques should be held in an atmosphere of open and frank dialog in which all hands are encouraged to contribute. We learn as much from mistakes as from successes, so we must be willing to admit and discuss them. Because we recognize that no two situations in war are the same, our critiques should focus not so much on the actions we took, but on why we took those actions and why they brought the results they did.

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BASIC TRAINING PLAN

INTRODUCTION:

The goal of training is to produce a combat ready unit that responds rapidly to known or suspected enemy activity and defeats that enemy. Individual skills and battle drill training are a key factor in achieving that goal. Leaders should tailor training to realistic, challenging, and attainable goals. Battle drills must be standardized but their tactical employment must remain flexible.

TRAINING PLAN:

1. The Training Plan is based on the "core training card" concept in support of the brigades Mission Essential Training List (METL) requirements. The focus is to prepare all personnel for mobilization. The intent is to provide meaningful training that can be put into immediate use and to motivate personnel to actively accept greater responsibilities.
2. The Training Plan will break down the "Core Training Card" into 4 quarterly schedules. Three topics will be routinely taught on a repetitive cycle until the unit reaches 100% training attainment.
3. Each unit will conduct a yearly Alert Mobilization Drill. All members must commit themselves, individually, and in concert with their unit, to learn and master as many basic skills as possible, including proficiency with firearms (marksmanship, handling, field stripping and cleaning), hand signals, fields of fire, entrenchment, camouflage, cover and concealment, individual and squad movement. Each unit member is required to complete the mandatory training course to meet Minimum Mission Essential Training (METL) requirements.

NOTE: Grade Modifiers

Modifiers are necessary to allow command to assign NCO leadership to lead new recruits as they become available. Training of active members as NCOs capable of leading at the squad level is the greatest force multiplier. Knowledge, ability and dedication are the only valid criteria to assign rank within the militia. Rank modifiers are the only way to determine if a militiaman is able to carry out a specific mission. The rank and the modifiers are included in the individual training card.

oXX - Unfit for front line combat - due to age (45+) or physical disability; but, has met all other Level 1 and 2 requirements. This person is capable of operating in a support role such as training, communications, medical, supply and logistics. In the case of military veterans; their primary mission will be the training of others.

iXX - Minimum physical fitness level - 2 mile Field march w/Level 1 gear in 30 minutes.

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2XX - Moderate physical fitness level - 3 miles field march w/Level 2 gear in 40 minutes.

3XX - Excellent physical fitness level - 5 mile field march w Level 3 (72 hour) gear in 2 hours.

X1X - Basic Rifle Marksman - "Recruit" score on Marksmanship Qualification Test.

X2X - Advanced Rifle Marksman - "Sharpshooter" score on Marksmanship Qualification Test.

X3X - Expert Rifle Marksman - "Expert" score on Marksmanship Qualification Test.

X4X - Designated Rifle Marksman (Sniper) - "Expert" score and meets DMR scoring on the MQT.

XXA - Qualified with 5.56 x 45

XXB - " " 7.62 x 39

XXC - " " 7.62 x 51 (308)

XXD - " " 7.62 x 63 (30.06)

XXE - " " other military/hunting caliber

XXF - " " .50 cal

SKILL LEVEL ONE:

This is basic training which all new recruits (rank of Private) are required to complete. Upon completion of Level 1 training the militiaman will be considered an active line member of the unit. SL1 completion is required before you may advance to the rank of Corporal. But it does not guarantee automatic advancement. You must show leadership abilities and have the confidence of your fellow militiamen to merit promotion.

The militiaman must demonstrate an understanding of:

1. Command and Organization
 - a. Rank structure
 - b. Unit structure

2. Mobilization and Alert Readiness
 - a. Rapid Alert System / Alert levels
 - b. Evacuation: Routes, Rally Points

The militiaman must demonstrate the ability to:

3. Physical Fitness 1XX

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- a. Field/road march for 2 miles in 30 minutes with all Level 1 gear.
 - b. 3 to 5 second rushes for 100 yards, in L1 gear.
 - c. 10 push-ups, 10 sit-ups.
4. Basic Rifle Marksmanship XI
- a. 8 out of 10 shots in a 9 inch target @ 100 yards.
 - b. Must be able to load, clear malfunctions and field strip weapon for repair or cleaning.
5. Individual Movement Techniques
- a. low/high crawl
 - b. team file and wedge formation.
6. Individual Camouflage
7. Basic Field Communications
- a. Hand and Arm Signals
 - b. Basic Radio Operating Procedures
 - c. COMSEC / SALUTE / SITREP
 - d. Perform surveillance without the aid of electronic devices.
8. Basic First Aid
- a. Evaluate a casualty
 - b. Prevent / treat shock
 - c. Clear an object from the throat
 - d. Treat / prevent heat stroke and frostbite
 - e. Treat burns
 - f. Put on a field or pressure dressing
 - g. Apply a dressing to an open chest, abdominal, and head wound.
 - h. Splint a fracture
 - i. Perform CPR
 - j. Transport a casualty
 - k. Basic sanitation, preventative medicine and health maintenance

SKILL LEVEL TWO:

Skill Level 2 is required to advance to the rank of Sergeant and to be considered capable of performing Primary Forces missions. An NCO (non-commissioned officer) must be prepared to deploy quickly and remain in the field unsupported for 72 hours. He is a fully functional and deployable militia soldier, capable of leading his squad and training others.

To meet Level 2 standards one must have mastered all Level 1 qualifications and equipment plus:

Physical Fitness: 2XX

- Field March with all Level 2 gear 3 miles in 40 minutes.

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Rifle Marksmanship: X2X

- 8 out of 10 in a 9" target at 150 yards.

And he must have a thorough understanding of:

Troop leading procedures including the 5 paragraph OPORD, SALUTE, CARVER etc.

(See military field manuals concerning squad or platoon leading, or NCO leadership)

Small Unit Tactics:

1. Immediate Action Drills.

- a. Move under direct fire.
- b. React to indirect fire.
- c. React to contact.
- d. Break contact.
- e. React to ambush, near or far.
- f. React to flares.

2. Movement Techniques.

- a. Fire Team and Squad Wedge.
- b. File.
- c. Traveling, Traveling Over watch and Bounding Over watch.

3. Perform Reconnaissance.

4. Select and construct individual fighting positions.

5. Set up Patrol Base camp.

6. Cross danger areas.

7. Basic Land Navigation.

- a. Identify topographic symbols and features on a map.
- b. Determine a location on the ground by terrain association.
- c. Measure distance on a map.
- d. Orient a map to the ground by terrain association.
- e. Determine direction with and without a compass.

8. Basic Camouflage.

- a. Individual.
- b. Noise light and litter discipline.
- c. Field emplacements, or base camp.

9. Emergency Preparedness.

Every militiaman should try to maintain a 3 month supply of the following (at home) and the knowledge to use it.

- a. Water Storage / Purification.

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- b. Field Hygiene / Sanitation.
 - c. Food Storage.
 - d. Medical Supplies.
10. Basic Survival Knowledge.
- a. Identify wild foods in the A/O.
 - b. Identify poisonous plants and snakes in the A/O.
 - c. Locate and purify drinking water.
 - d. Build a fire.
 - e. Snare/trap wild game.
 - f. Locate, and construct a field expedient survival shelter.

SKILL LEVEL THREE:

To progress to Skill Level 3 (S.O.G. or special operations group), the militia soldier must have mastered all Level 2 qualifications. In addition he must master the following skills:

1. Physical Fitness: 3XX
 - 5 mile field march in 2 hours with 72 hour load.
2. Rifle Marksmanship: X3X (see note)
 - Rifle: 8 out of 10 in a 4" target @ 100 yds, 8 / 10 in a 6" target @ 150 yds.
 - Pistol: 2 inch groups at 10 yards, 4 inch groups at 15 yards
3. Train in CQB (Close Quarters Battle):
 - Conduct room clearing with a team
 - Conduct building clearing with a squad

Level 3 IRT/TAC Specialties:

At full strength each 12 man S.O.G. must maintain 2 men qualified in each of the following 4 specialties, along with four men qualified as "Designated Marksman" (two, 2-man teams).

Medical:

- Trained as First Responder. EMT certified or Combat Life Saving class preferred.

Operations / Intelligence:

- Plan and conduct a surveillance/recon patrol.
- Plan and implement psychological ops.
- Prepare accurate Sit-Reps and assist Command Staff in the planning of operations.
- Identify and track counter-resistance operations.
- Maintain the units Threat Assessment and Target Acquisition Folders.

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- Co-ordinate with signal personnel to implement the intelligence network.
- Relay and disseminate intelligence to neighboring units through the Signal Corps radio network.

Communications:

- Must complete the Mil. Sig. Corps training program and have a thorough understanding of Basic Operating Procedures, Tactical Comm., Comm-Sec, the Rapid Alert System, Sit-Rep and SALUTE, the Digital Encryption System and his unit C.E.O.I.
- Must be able to operate all unit communications equipment.
- Build a field expedient, clandestine antenna.
- Transmit and receive Morse code.
- Must be able to develop, implement, maintain and operate the Rapid Alert System for his local unit as well as a Battalion level entity.
- Coordinate and integrate signal operations between all units at the battalion level (region or the counties surrounding his A/O).

Engineering:

- Design and erect anti-personnel barricades.
- Design and erect defensive positions including perimeter warning devices.
- Design, prepare and oversee the construction of a guerrilla operations base camp.
- Conduct vehicle recovery.
- Maintain and repair common vehicles in use by the unit.
- Know how to assemble incendiary devices made from common readily available material (knowledge, not build illegal devices).
- Create a smoke screen.

Designated Marksman Team:

- Conduct a terrain survey.
- Conduct long range surveillance of target for intelligence gathering purposes.
- Plan and implement an enemy harassment plan.
- Plan and conduct interdiction operations on key target personnel.
- Estimate range to target.
- Construct and use a ghillie suit.
- Construct and use a Sniper/Forward Observation Post hide.

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EQUIPMENT

Level 1,2&3 Gear:

- Level one is what you carry on you, in your BDU pockets (compass, matches, knife, etc.)
- Level two is the above plus your rifle, web gear/vest, butt pack, mag pouches, etc.
- Level three is all the above plus your full pack w/sleeping bag (aka, "72 hour gear")

Note: This is not a list of required gear, but you should try to equip yourself as well as your wallet will allow. Remember, you're staking your life on this gear!

Rifle -

Should be semi-auto, but rule number one of a gun fight is: "Have a Gun." Should be of a common caliber e.g.. 7.62x39, .308 win, .223 rem. Military surplus are also perfectly acceptable, but you should bear in mind that ammunition may well become scarce, and 8mm and .303 brit should be well stocked if you opt for one of these calibers. Also, remember one of the great lessons learned by the south in the War Between the States... 'Live off the land, resupply off the enemy'.

Sidearm -

If you choose a secondary weapon, it should be of a major caliber, 9mm, .40 S&W, or .45 ACP for semi-autos, and .38 spl/.357 mag for revolvers are going to be the most common. Be sure to choose a reliable handgun with a well established reputation.

Ammunition -

You should carry as much ammunition as you can comfortably bear. Obviously, weight will be a concern, and while .308 win has more punch than .223 rem, you will not be able to carry as much of it. Most individuals will carry about 150-300 rounds on their combat load. If you opt for a Sidearm, you should have at least 3-5 magazines (or speed-loaders) for your sidearm in your 72 hour kit.

Weapons Cleaning Gear -

For obvious reasons, If you don't keep it clean, it will not work.

LBE /LBV - (Load Bearing Equipment / Vest)

Generally, it will consist of a belt with suspenders, and you will attach your canteens, magazine pouches/ammo bandoleers, first aid pouch/kit, sidearm, etc; or a vest with a similar configuration. Most individuals opt for the USGI issued cartridge belt and H/Y Harness or the USGI load bearing vest. There are a multitude of different types of vests, harnesses, and the like.

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Pack -

You may well be on the move for a while, so you will need to have something to carry your equipment (that isn't on your LBE). Most folks use the USGI A.L.I.C.E. (All Purpose Individual Carrying Equipment) pack or the new MOLLE pack. A "Real Tree" (or equivalent hunting gear) day pack will work until you trade up.

Boots -

Be good to your feet and they'll be good to you. The government spends millions of dollars to figure out what boot is best (for the smallest amount of money) for his soldiers. They know full well that if their soldier's feet are not capable of functioning, they simply can't fight. Having said that, any boot worn by our combat troops will be more than sufficient. Don't expect to last very long if you plan to fight in a pair of sneakers. Go get a good pair of boots, and don't skimp.

Water -

Without it, you're dead in 3 days, it is that simple. You absolutely must have water purification tablets. Plus, you'll need something to carry it in. USGI canteens can be had for less than \$5 each, they hold 1 quart, and you can normally fit two canteen pouches on your LBE along with all of your other gear (and they have a neat little pocket on the pouch made especially for the little water purification pill bottle). Two quart canteens can also be carried or attached to your pack with Alice clips. There are also hydration packs available (Camel Backs). These can be had in a variety of capacities. I have seen them available in sizes up to 72 ounces.

Shelter -

Tent and/or sleeping bag. Some may opt to sleep under the stars and save the weight, but if you are in a harsh climate like the high desert, a hooch (tent) will keep you from getting overexposure (it can be used as a lean to during the day to provide shade) or in the north during the long cold winters, a decent sleeping bag will keep you from getting frostbite or hypothermia. To conserve weight in your ruck, two men can share a sleeping bag. Also, Mil-issue "pup tents" can be split between soldiers (each carries one shelter half w/ poles). These can be purchased for about \$25-\$30.

Food -

You should have at least a 3 day supply in your 72 hour battle pack. MREs are expensive, but they will last a long time. Canned food is cheaper, but heavier than an MRE. Another option is Coast Guard survival rations. A three day supply of food is about the size of one MRE. They taste like a sugar cookie, and you need about a quart of water to wash down one ration, but they will keep you alive and well nourished. You can save space by breaking open the MRE and tightly wrapping

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the contents into a smaller package. But, keep the heavy plastic bag, it has a multitude of uses including as a dressing for a chest wound.

Uniform -

Most militia members (at least most of those in organized groups) wear some manner of uniform. Generally, they wear some manner of BDU (Battle Dress Uniform) with the pattern determined by their AO (Area of Operations). This is not to say that you **MUST** use BDUs. Anything that you would wear to hunt in the field would be perfect for militia use. The point is to blend in using durable clothing that can stand up to extended wear, and is comfortable. For Washington, the best camo is the new Multi-Cam Pattern. Available at any surplus store or online outlet. Next would be Marine Digital Pattern (MarPat). The current Army pattern, ACU (Advanced Combat Uniform), is supposed to work "in all environments" but has proven through its function in the field to be insufficient for use in the northwest.

Field Jacket & Liner -

The most common is the USGI M65 field jacket; it is available in MC camo pattern. If you can spare the resources, you may want to look at the Gortex versions of the jackets. The M65 with the liner will keep you quite warm, the Gortex will do the same and keep you dry at the same time.

Knife -

For Combat purposes this should be of the fixed blade variety, not a folder. A 5" blade seems to be the unspoken standard. The USMC issued K-BAR fills this requirement and is relatively inexpensive.

Compass -

Preferably the lensatic, military style with some manner of luminous dial. Along with a compass you should have topographical maps of your AO and surrounding areas. And a copy of the "Map Reading and Land Navigation" Army field manual.

Entrenching Tool -

An E-Tool, if you don't know, is a shovel. They are available at any camping store or military surplus outlet. Some have said, "If you buy from a military surplus store, opt for the more current tri-folder, versus the WWII style with the wooden handle. The tri-folders are more durable and compact." The tri-folds are more compact and have that nice handle for digging. However, the old styles are sturdier and can be used as a weapon (thrown, hacking). Study WWI trench warfare, the straight handled shovel is an indispensable backup weapon.

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Flashlight -

Any size or style, just make sure that it has a second red colored lens to use at night in tactical situations (reading a map), under a poncho, of course. Remember, even a red lens covered flashlight looks like a Christmas Tree in Night Vision Goggles.

First Aid Kit -

At a minimum, you should have a combat field dressing, in a small first aid / compass pouch attached to your suspenders on the left shoulder. Also, you might consider a small first aid kit attached to your pistol belt or ruck. It should contain: Sterile Gauze pads, antibiotic crème, a cravat, any over the counter pain medication, a suture kit, anything else you think you may need. Ready-made F/A kits are available at most camping stores, and surplus shops.

Cold/Wet Weather Gear -

For the cold, you'll want to be sure you have some decent long johns to wear under your "Uniform," along with a good pair of wool or polypro socks to keep your feet warm and dry. For wet weather, you'll need a poncho, preferably two (one in your ruck, one under your buttpack with a poncho liner) If you have the money, you may want to look at the Gortex parka and pant sets.

Hygiene Gear -

Field Hygiene is an absolute must, especially on long deployments, practice it, otherwise you are going to come down with nasty diseases. Soap, razors, shaving cream, toothpaste, toothbrush, etc. These are not optional things that are nice to have on hand, they are essential pieces of gear that you absolutely must have in order to fulfill the mission. Helpful hint: Take a roll of TP, pull out the cardboard tube, then flatten and stuff into a ziplock sandwich bag. Dispense by pulling tissue from the center of the roll.

Helmet -

Kevlar or steel pot, a combat necessity. Get one. (FYI... the kevlar helmet will work better to protect your head, but you can't use it as a shaving/wash basin or cook pot).

Additional Gear - *(Get these as your budget allows)*

30 Day Food Supply -

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Hopefully you will have a base of operations, because there is no way you are going to be able to carry a 30 day food supply on your back. Same as the 3 day supply for your 72 hour kit, it should be nonperishable, nothing that requires refrigeration.

Ammo Cache -

1,000 rounds for your primary weapon. You should have as much as you can afford, and keep adding to it whenever your budget permits. If you opt for a sidearm, you should keep plenty of ammo on hand for that, too. 200 rounds is a good start.

Binoculars -

You need a good set of Binos to be able to identify friendlies and enemies at a distance. Steiners are probably the best you can get, but you can get a decent set of 10x50's from Wal-Mart or similar stores for less than \$60.

Body Armor -

Be it a USGI Flak Jacket, or a Level III Vest, body armor is worth its weight in gold for obvious reasons. (But, it's a trade off with weight and mobility)

GPS -

GPS (Global Positioning System) is a piece of electronic gear that uses satellites (at least three) to triangulate your position on the Earth. Since it is electronic, it is not foolproof, and does not replace your compass and topo maps. But remember, if the satellite can tell you where you are, the people who run the satellite know where you are!

Water Filtration System -

If you are pulling your water from a river and not your kitchen spigot, you need some way to get all of the unknown bacterial and viral contaminants out of it.

Night Vision Equipment -

If you decide to buy night vision equipment, be it goggles, or rifle scopes, don't skimp. Be sure to get 3rd generation technology. 1st generation is extremely inefficient, 2nd isn't much better, but 3rd generation actually works.

Spare Rifle/Pistol Parts -

The loudest sound on the battlefield is not a bomb going off or the belch of a machinegun, but the unmistakable "click" of a hammer dropping on a firing pin without the expected crack of the bullet breaking the sound barrier. You should know your weapon like the back of your hand, and

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you should know it's weaknesses, and what parts are prone to failure, and have those parts on hand.

Standard Uniform -

The Southwest Washington Civilian Defense Group's Standard Field Uniform is the new Multi-Cam Pattern; new members may start with Woodland or MARPAT. We have tested many different types of camo to our terrain and the MC's come out the best.

Items you should purchase for your uniform:

- Patrol Cap & Boonie Hat
- 3 to 5 set Desert Tan t-shirts
- 2 or 3 ACU type blouses
- M-65 or Gortex jacket
- Desert Tan belt
- 2 or 3 pairs of ACU type trousers
- 5 to 10 pairs of Desert Tan socks
- 2 pairs of pattern-matching* combat boots (Pattern matching to your style of uniform)

SWCDG Patches for your Uniform:

- Name Tape
- Detachment/County Tape
- Rank Insignia
- Company Patch
- SWCDG Patch
- US Flag
- Washington Flag

Note: Talk to your Team or Squad Leader for more information on placement and Patch Standards.

Personal Identification Dog Tags:

Should have your:

- Full Name
- Rank
- Home County
- Religion and Blood Type

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Evacuation and Mobilization SOP

An evacuation may become necessary for many reasons; including natural or manmade disasters, civil unrest, terrorism etc. If you wait until the last minute to evacuate; you will be caught up in the masses of panic stricken individuals who don't have a clue what to do. There may be rioting, looting and panic buying at the stores by the unprepared. Martial law will be declared with curfews, gas and food rationing, checkpoints and roadblocks. DO NOT get caught in this mess.

- You must pre-plan for these events.
- You must have somewhere to retreat to set up in advance and must have a primary route as well as 2 secondary routes planned.
- Always keep your gear packed and ready to go.
- Keep the gas tank full at all times and have at least two 5 gallon cans in reserve.
- Every vehicle must be equipped with a mobility kit.

Alert Levels

Here are the code levels for alerts; you may get alerts either by computer, telephone or any other method. The important thing is the speedy exchange of information in a crisis situation. If you have news, it is important that you report it as quickly and ACCURATELY as possible to your immediate Commander. Commanders at any level can call an alert. However, only the Company Commander or Company Executive Officer may issue an alert level of Red or above.

LEVEL 1 or GREEN

.....Low Alert. Business as usual, just be aware of your surroundings.

LEVEL 2 or BLUE

..... General Alert. Events like the OK bombing, a chemical train derailment, financial or social instability or the possibility of the USA going to war. Listen to any talk or rumors concerning ANY groups or threats. Report ANY info and its source if possible.

LEVEL 3 or ORANGE

..... Moderate Alert. Possible or probable involvement of any foreign or domestic force against us or any nearby or allied groups. War with the USA abroad or possibility of war that could involve U.S. etc. Stay very aware of news, rumors, or information. Review emergency procedures. Get extra food and fuel-up vehicles. Check in daily.

LEVEL 4 or RED

..... Extreme Alert. Highest alert before action is actually taken. Pack gear and have it ready to go on less than 20 minutes notice, or be bunkered and buttoned up. Check in at least every two hours and contact other members by any means possible to warn of possible bug-out/bunker situation. Report ANYTHING. Be Ready for "Fight or Flight"!

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LEVEL 5 or BLACK

..... Bug Out! Get gear, family and move as quickly as possible to pre-arranged rendezvous point, or bunker down...No further communication necessary. **THE BALLOON HAS GONE UP!**

Vehicle Mobility Kit:

- 2 - cans of Fix A Flat plus a tire plug kit
- 1 - Spare tire, jack and lug wrench
- 1 - 12 Volt compressor
- 1 - Set of tire chains
- 1 - Come along or winch
- 1 - Axe, single bit
- 1 - Shovel
- 1 - Bolt cutter
- 2 - 5 gallon can of gas
- 1 - each fuel and oil filter, 5 quarts oil (depending on actual vehicle capacity)
- 1 - spare fan belts, headlight, fuses
- 1 - set basic tools
- 1 - Fire extinguisher
- 1 - Spotlight
- 1 - Flashlight and spare batteries
- CB radio
- 200 channel scanner

EVAC ROUTES:

Prior reconnaissance is an absolute must. You will need a State Atlas and a USGS map of your Area of Operations. You need to plan out 3 routes in advance. The primary route should be the most direct possible. Avoid all interstates and major state highways. The alternate routes should be back roads as far off the beaten path as possible. When selecting a route; look for all choke points and possible ambush sites so that you won't be surprised when the time comes.

Once you have selected your routes drive them night and day under various conditions. You must familiarize yourself with these routes and come to know them like the back of your hand. You must know them well enough to drive them without lights. Look for out of the way sites to pre-deploy supplies along the way.

OPSEC AND CONVOY OPS:

The First step in preparing your evacuation plan is the designation of an initial rendezvous point. It should be centrally located and en-route to the designated area of operations. Try to pick a high elevation that will provide a degree of cover and concealment. If the route is over 30 miles long, or

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passes through several small towns, then you must set up intermediate rally points, using the same criteria as before.

Second, the Order of March:

First in line will be the lightest and least capable vehicle, carrying the forward security element. If the first vehicle crosses obstacles unassisted, then the rest of the convoy should have no problem. Second in line is the heaviest and most capable vehicle carrying tow lines, winch, chain saw, axes

and other vehicle recovery and road clearing equipment. In the event of a stuck vehicle or road block, this equipment will be used to clear it. The forward security element will position itself for rapid deployment in the event of an ambush during clearing operations. Third and Fourth in line will be the supply vehicles and support personnel. Last in line will be the rear security element in a heavy 4WD, carrying equipment to create roadblocks.

Third: On the march, maintain maximum safe interval between vehicles. Don't bunch up; particularly at obstacles or possible ambush points. Each vehicle should remain in sight and small arms range of the vehicle in front and behind it. Minimize exposure by maintaining the interval at temporary halts.

Fourth: Radio Communications must be maintained between vehicles. Use all COMSEC measures including the alternate brevity code. Make no on the air references to road or place names, landmarks etc. Do not engage in senseless chatter. Maintain radio silence as much as possible.

Fifth: Laager (disperse in a circle) all vehicles under camouflage and concealment during any prolonged halt. Maintain light and noise discipline at all times. Both light and noise travel long distances at night in rural areas. Keep two sentries patrolling the circle in opposite directions. so they can keep watch on the laager and each other. Rotate sentries every 4 hours.