

then levels up and checks his sight picture. If he is a little off, say 11 mils, he has to make only a small deflection change of one turn of the knob.

Practice and competition should be encouraged at this point among the squad leaders. Once convinced, their next task will be to give their squad members a similar demonstration to convince them that the standards are attainable. The particular techniques

they use are not as important as the competitive spirit and shooting for a challenging time standard.

All gunnery hinges on small and large deflection changes — manipulating the sight and the mortar. Once these have been mastered, the other tasks — reciprocal lay, traversing fire, and refer/re-align — will also improve.

The squads will be as good as their leaders require them to be, and they

will pass their next ARHP without any trouble.



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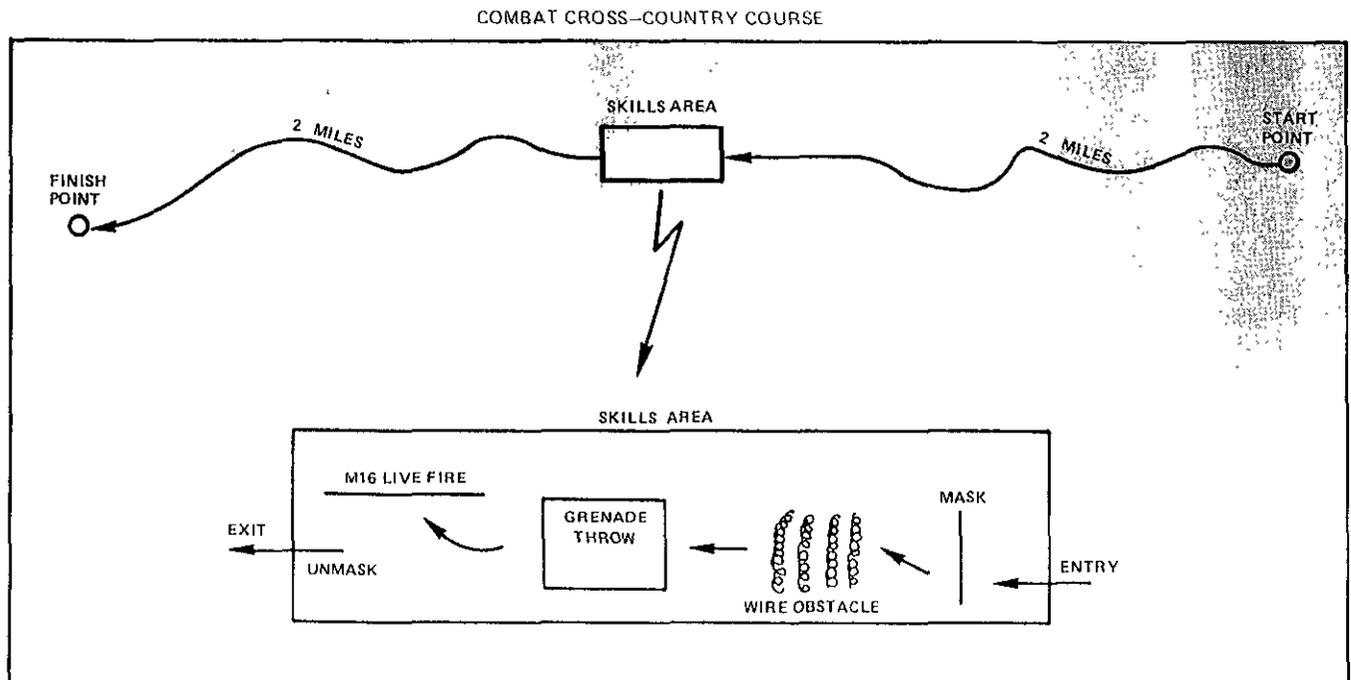
Combat Cross-Country Course

LIEUTENANT COLONEL GEORGE A. FISHER

Individual conditioning, fighting skills, and attitude are all important in keeping soldiers prepared to do their jobs, and so is unit teamwork. Incorporating activities that

strengthen these attributes into unit training schedules either on a daily basis or periodically is one way to keep the soldiers prepared. A combat cross-country competition is one

technique that has proved successful for trainers in the 7th Infantry Division's 3d Battalion, 32d Infantry. (This is not an original concept; variations on it have been used in the



Berlin Brigade and in other units as well.)

The 3d Battalion's combat cross-country course is basically a timed squad competition, with 8, 9, or 10 men to a squad, depending on unit strength. It includes a four-mile run and a skills station (see illustration). Each squad runs the course as a team in full battle gear (LBE, weapon, mask, soft cap), and each must carry one PRC-77 radio and one M16/M203; all other squad members carry their individual M16 rifles.

The squads cross the starting line at five-minute intervals and run two miles cross-country to the skills area. The squad must enter the area as a unit. The members first put on their gas masks, then negotiate a wire obstacle, throw hand grenades, and engage targets with their M16 rifles using live fire. (The hand grenade throw is scored, as is the 10-round live fire exercise; each is worth 25 percent of the total score. The overall squad completion time accounts for the other 50 percent.)

The time clock runs the whole time the soldiers are in the skills area. When they have completed the live fire exercise, the squad members are allowed to unmask after which they complete the last two miles of the run. During this last run, the faster runners can proceed at their own pace and thereby improve the squad's overall time, which is computed as an average of all the individual times.

The top-scoring squads are recognized with medals and trophies given in appropriate ceremonies. Without exception, the soldiers who have participated say that they have learned a lot about themselves and their units in the course of this physically demanding training.

Many aspects of this cross-country course can easily be modified to fit local situations. Smoke, CS, and overhead fire (with blanks) can be used to add realism to the skills area. The area itself can include other challenges as well, such as obstacles, slides, RTO procedures, and SQT or ARTEP tasks.

The entire event can end with a squad in an assembly area receiving an operations order for a squad live fire assault. This would be an excellent test of a unit's ability to survive great stress and physical exertion and still be prepared to fight. The scoring of the competition can also be modified to stress any skill that is included.

Events of this nature, incorporated into a comprehensive training program, can help keep units ready to go around the clock. What may be more important — the soldiers will know that they are ready and will take great pride in their readiness.



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Resupply By Rappel

MASTER SERGEANT DAVE GOLDIE

Any combat or combat support unit that conducts sustained operations in a jungle environment eventually needs a resupply of water. This is particularly true of the units that come to Panama for training at the Jungle Operations Training Center (JOTC), because their soldiers drink more water while becoming acclimatized to the heat.

For years these units have been frustrated by the terrain and the "enemy"

actions that make flying water into a landing zone (LZ) a difficult procedure. They have tried numerous alternatives, but always without much success: When they used parachute drops, they couldn't find the supplies on the ground. When they tried kicking rubber bladders out of low-flying helicopters, the bladders burst on impact. When they moved the unit to an LZ and delivered water in five-gallon cans by

helicopter, they always seemed to encounter the opposing forces.

Searching for a quick, reliable, and practical method of resupplying these units with water, the Jungle Warfare Branch of the JOTC hit upon a system that is virtually foolproof and that has numerous other applications as well. The system incorporates some ingenious uses of readily available equipment with an innovative reorganiza-