

WASHINGTON
LIGHT FOOT MILITIA STANDARDS
AND
OPERATING PROCEDURES



Principles of the Light Foot

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“Victory Loves the Prepared!”

FOCUS and ACHIEVE

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THE NUMBER ONE RULE WITH THE WALFM

////////// WHEN IN DOUBT, TAKE THE SAFE COURSE, ALWAYS //////////

Everyone is a Safety Officer

THE FOLLOWING CREEDS MUST BE MEMORIZED WORD FOR WORD!!!!

I will always place the mission first, I will never accept defeat, I will never quit, and I will never leave a fallen comrade. Loyalty, Ethical behavior, Accountability, Duty, Respect, Selfless Service, Honor, Integrity, and Personal courage (LEADERSHIP) are my watch words.

OATHS – (TO BE MEMORIZED, WORD FOR WORD)

Enlisted personnel -

"I, _____(state your name), do solemnly swear that I will support and defend the Constitution of the United States and the Constitution of the state of Washington, 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 United States and the Constitution of the state of Washington, 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."

OFFICERS AND NCO CREED.

I will not ask or demand any of my soldiers to do anything that I won't do myself. An officer and NCO lead from the front. I will take a bullet before my soldiers. It is my job as a leader to protect my soldiers against harm. I will earn respect from my soldiers and I too will give respect to those that earn it.

"I will be first to step into battlefield and the last to leave."

-Col Hall Moore, 1st Air Cav, Vietnam, LZ Xray

Any Soldier, Officer or NCO that violates their oaths and creeds will be stripped of all rank and ejected from the militia.

Why "Light Foot"?

We in the "Patriot Movement" like tradition.

Up until the late 18th / early 19th century, British infantry units were called "Foot" (foot soldiers). As in, the "13th Regiment of the Foot". Light infantry was called "Light Foot". Horse". Cavalry was called "Horse", heavy cavalry was "Heavy Horse", for example, the "48th Regiment, we will not have much in the way of supply lines or support elements, we will most likely "live off the land, resupply off the enemy", so to speak. Carrying what we need on our backs through the mountains and hills. Light = Fast. Hence, the "Light Foot" militia.

Our unit patch in all states...

Is a circular green patch (or tan, depending on the camo pattern of your uniform) with a Spartan helmet and crossed short swords. Above is "Come and get them" in Greek. Pronounced "Molon Laveh".

It is a famous quote from ancient military history. It was uttered by Leonidas (King of Sparta) to Xerxes (King of Persia) during the battle of Thermopylae, when Xerxes ordered Leonidas "Lay down your arms!" Leonidas' reply will live in history... "Come and get them!"

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New Recruit Induction

Congratulations on your decision to stand with the Light Foot Militia. According to the U.S. Constitution, Federal Law, nearly all state constitutions and 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

On new recruits

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 insignia patches (see Uniform Standards”).

If you have experience you feel would benefit others in the militia, please step up and make this known to the staff. If you do not have any beneficial experience or do not wish to lead, then you must agree to accept the duties or tasks that are given

- NEW RECRUIT INDUCTION orders of those above you in rank.
- This is **NOT regular army**, militia men cannot be threatened with court martial to make them obey orders, they must trust and respect the men who wish to lead them.
- When participating in any militia activity, you will openly bear only legal arms and accessories.
- When called to Active Duty, then Uniform Code of Military Justice (UCMJ) applies.

When in active service, if called up by your Governor, you will obey the laws of war.

We are not a private militia or private para-military group. We are citizens of the several states 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.”

Respect is Earned and NOT given.

Any **criminal behavior** or **actions** will not be tolerated and that member of WALFM will be removed from the unit when found guilty by investigating officers panel.

PREPARATION

Training days will be agreed upon at the unit meetings and dates/times/a list of gear needed will be provided by your local XO. 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 "*Light Infantry Tactics for Small Teams*" by Christopher E. Larson.
- The second is US Army Field Manual FM 21-75 "Combat Skills of the Soldier".

These can be purchased from Ebay.com and Amazon.com. Or you can try running a search to see if you can find a better price from a different on-line retailer.

If you have prior service, your MOS will be a valuable asset to the Unit. If you have field manuals (non- classified during time of peace) that can be useful please share your collective knowledge.

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 militia 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 except those who use religious ideology to promote violence or hatred of any kind towards others. A poisonous ideology or way of thinking is exactly what it is. All members must understand the duties and obligation of both citizens and government under the United States and their state's constitution.

MISSION STATEMENT

The members of the unorganized militia 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 state.

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 our state constitutions 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 the several states, 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, Property and pursuit of happiness; 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.

That all just government is servant of the people who have instituted it; that the people 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.

To promote and propagate the militia 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 threaten 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 democracies, socialism, fascism, communism, oligarchies, humanism, and all forms of tyrannical authorities. Remember anarchy always leads to 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 U.S. Constitution, among others (see Amendment 9, Constitution of these united States).-03-02

DUTY AND CODE OF CONDUCT

1. I am a citizen of my State 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 militia, and will be prepared to mobilize quickly.

3. I will never forget that I am a citizen of my State, and through her, of these United States. I am responsible for my actions and dedicated to the principles that made our 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 and sisters 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.
11. I will never disclose sensitive or valuable information to the enemy that can be used to cause harm to our country, fellow patriots, and citizens of the United States. I will attempt to mislead, give out false information, or attempt to destroy or sabotage our enemies abilities, by any means necessary, even if it means I will be killed or tortured in the process.
12. Quarrelsome or attempting to incite violence or fight will not be tolerated and your membership **may** be terminated. Drug use, excessive consumption of alcohol, excessive foul language, racist comments or actions, constant show of disrespect to your fellow militiamen, or anything deemed inappropriate will be strongly discouraged and can lead to ejection from the unit.

GENERAL GUIDELINES

Membership

General membership in the militia is open to all lawful citizens of a state, 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, Emergency contact information, next of kin and general information detailing prior military experience and/or other such skills as may be utilized by the militia. A DD214 will be required.

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.

If you have prior convictions of Felonies or Misdemeanors of Domestic Violence, you are disqualified to join the Militia in time of peace due to Federal Law called the Lautenberg Amendment that prohibits domestic abusers from possessing guns. In the event of civil war, war against a foreign invader, collapse of society, or breakdown of all government, any prior *minor* felonies or misdemeanor disqualifications will be reviewed for consideration, on a case-by-case basis, and only by the Commander.

- ID CARDS – are encouraged for units to be implemented.

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, gear 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, camp musters and real world events.

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 per 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 1000 rounds of ammunition and 6 magazines per rifle, as well as a cleaning kit and spare parts. Only in self-defense, hunting, 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.

Muzzle Discipline: Pretty obvious. Don't point at someone or something unless you intend to destroy it.

Weapons Status Index (WEAPSTAT)

There are three levels of Weapons Status Index also known as **WEAPSTAT**

- **Green:** Weapon is on you, magazine is not in the weapon, chamber is empty.
- **Yellow:** Weapon is on you, magazine in the weapon, chamber is empty.
- **Red:** Weapon is on you, magazine in the weapon, chamber is loaded, on Safe.
- **Black:** Weapon is loaded, magazine in the weapon, chamber loaded, safe off, finger on trigger, looking down reticle, preparing to shoot, maintaining muzzle discipline.

Training:

All active duty (front line) members will be expected to pass Level One qualifications. Support personnel will train in their assigned area of duty (level qualifications are not necessary for support personnel).

Battle Buddy System:

When in training environments or real world situations, a battle buddy must be with you at all times except when in the latrine or personal space such as tent, cabin, or domiciliary. Depending on THREATCON index, if we are at 3 or higher, even latrine and personal space, a battle buddy companion must accompany you and be able to respond within 30 seconds.

Threat Conditions Index (THREATCON)

Level 1 –Lowest

No immediate threat, maintain awareness to surroundings, weapon and body armor can be stored safely and out of immediate reach. A battle buddy is not required. There is always a possibility of attack but with current Intel, threat or attack is not imminent

Level 2 -Medium

possibility of attack or danger, maintain awareness to surroundings, have weapon available within one minute or on your body in holster, a battle buddy is recommended but not required. Body Armor must be able to don in 10 minutes or less. Intel officer has intelligence on possible attack.

Level 3 -High Threat

Threat is very high, enemy has or is conducting attacks, situational awareness must be keen and aware, battle buddy is with you at all times, Intel officer has intelligence on attack that is occurring, has occurred, or will occur within the next 24 hours. Weapon and body armor must be worn, backpack with survival gear, have evacuation routes planned and vehicles or mode of transportation available and ready to be used at a moments notice. Sentries must also be placed at key locations to monitor the area. No one comes into our area of operation without the approval of the Sergeant of the Guard or higher authority.

Level 4 -Extreme Threat

Lock and Load, anyone coming near our area of operation will be considered hostile unless identification has been established to be a non combatant or friendly. Body Armor, roving patrols, sentries, battle buddy systems, vehicles ready to move out on moments notice, quick reactionary force ready to mobilize within 30 seconds, and scouts will be used.

Rules of Engagement:

Hostile Act, Hostile Intent, Imminent Threat, or Imminent Danger, and you **MUST** have **positive identification** of the hostile(s) before engagement. Geneva convention is a joke. Use whatever you have to protect yourself and others around you. If you feel your life is in danger, take action, do not hesitate. Use common sense and force protection that is one step above the hostile act. Such examples are: an individual is armed with a stick or rock, use pepper spray or other non lethal. If combatant has a large knife or has a dangerous weapon such as a gun, explosives, rockets, etc., then use lethal force. If combatant lays down his weapon and surrenders, he is no longer a combatant, treat him as prisoner of war, and turn him over to the Police or higher authority. He must however be restrained or confined, be stripped of all personal belongings and bagged for evidence or forensics intelligence gathering.

POW's will be kept safe from harm and will be given sustenance and water, and be clothed. Remember, a combatant is still a human being. Compassion can have a major difference in the outcome of a war. Torture is not authorized and we will NOT turn over any combatant POW to higher authority if there is a possibility he might be tortured or physically harmed. We are AMERICANS. WE ARE NOT THE ENEMY. WE DO NOT ACT LIKE THE ENEMY and we will hold ourselves to a HIGHER standard. The Enemy are still God's people.

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. 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 it's 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 it's members, recognizing the responsibilities of faith, family and work.

Rank Structure

The organization of rank levels in the Light Foot Militia shall be a slightly modified and streamlined version of the U.S. military structure. We use a point structure. This will be discussed further at the end of this chapter. The following ranks are a carry over from the original Idaho Light Foot. Washington does not have rank, rather officer positions are what are used. See below:

Commander - (CO)

This is the highest office in the unit. The elected Command Officer is responsible for the overseeing of all aspects of the unit, and guiding the unit toward a desired objective. The Commander is also responsible for overseeing and commanding all officers under his Command. The Commander works in close contact with the Executive Officer and Administrative Officer, and with the Officer Corp.

Executive Officer - (XO)

The Executive Officer is typically responsible for the management of day-to-day activities, such as maintenance and logistics, freeing the unit commander to concentrate on tactical planning and execution. The Executive Officer also takes charge in the absence of the Commander. The Executive Officer is responsible for the men in the unit, seeing to that they have what they need to complete the task at hand, and function as commanded, also that they report for duty. All officers report to the Executive Officer with the exception of the Public Relations Officer.

Field Training Officer - (FTO)

The duties of the Field Training Officer, involve being a role model, clearly communicating the expectations of training, teaching the rifleman the policies of the unit, and to train the unit as deemed appropriate by command. The FTO is also responsible for correctly applying concepts learned in the classroom to field training operations, and evaluating the rifleman on his progress in the training program. Ultimately, the FTO is responsible for making sure all duties assigned to the riflemen. Are performed properly and completely. The FTO reports to the Executive Officer and the Commander and typically works in concert with the Administration Officer, Communications Officer, Medical Officer and Logistics Officer.

Communications Officer - (COMMO)

The Communications Officer is responsible for the general communication needs of the unit, and also serves as the RTO for the Commander. He works in unison with the RTO'S of other units in the region, and also with the FTO, for training purposes. The Communications Officer reports to Executive Officer.

Logistics Officer - (LGO)

The Logistics Officer is responsible for overseeing the support of the Unit. Responsibilities of Logistics Officers vary, depending on where they are deployed and what tasks they are assigned. The main role of this officer, Is to ensure that the unit is supplied with enough food, water, fuel and ammunition to complete the task at hand, and function as commanded. The Logistics Officer typically works in concert with the Chief Financial Officer, Field Training Officer, Communications Officer, and Medical Officer and reports to the Executive Officer.

Administration Officer - (ADMO)

The Administration Officer is responsible for assisting Command, in planning, organizing, and implementing programs or functions with Unit-wide impact. This work involves freeing the Commander to focus on critical demands, by performing a variety of administrative support functions under minimal direction. The ADMO also is responsible for the direction of the Internet and Computer Technician (ICT) Officer.

Medical Officer - (MO)

The Medical Officer, serves as the Main unit Medical Officer, and works in concert with the FTO to properly train the riflemen in field and combat medical skills. He is responsible for ensuring that the unit and all riflemen are properly equipped with the appropriate medical supplies for their station. He may also have several Field Medics under his command. The Medical Officer typically reports to the Commander, and to the Officer Corp.

Liaison Officer - (LNO)

The Liaison Officer is the person that liaises between units to communicate and coordinate their activities. Generally, they are used to achieve the best utilization of resources of one unit by another. They also work to achieve mutual understanding or unity of effort among the various units throughout the region. For incident or disaster management, Liaison Officers serve as the primary contact for agencies responding to the situation. Liaison Officers often provide technical or subject matter expertise of their parent unit, to other units. The Liaison Officer typically Reports to the Commander, and to the Officer Corp, and to the Unit as directed.

Financial Officer - (FO)

The Financial Officer is the unit officer primarily responsible for managing the financial intake. This officer is also responsible for financial planning and record-keeping, as well as financial reporting to The Commander. The Financial Officer reports to the Executive Officer then Commander.

Public Relations Officer - (PRO)

The duties of the Public Relations Officer are to act as the official interface between the unit and all outside Media, working directly in concert with the Commander only, to insure the proper public image of the unit.

RANK AND FILE

All members outside of the Command Staff are classified as Rifleman (entry level), or after having completed qualifications, "Rifleman First Class" Positions such as squad leader or Fire team leader will be held by the most qualified Rifleman 1st Class. These positions will also be rotated among the Riflemen 1st Class for the purpose of leadership training.

UNIT STRUCTURE**TEAM -**

The three man team is the basic building block of the militia. It consists of two Privates led by a Corporal. (3 men)

SQUAD -

A Squad consists of two Teams, led by a Sergeant. (7 men)

PLATOON -

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

COMPANY -

Three Platoons make up a Company; led by a Lieutenant, assisted by the Company Master Sergeant, with a radio man.

BATTALION -

A Battalion consists of three Companies; led by a Captain, with a Command Staff.

REGIMENT -

A Regiment consists of 3-4 Battalions; led by a Major, with a Command Staff.

BRIGADE -

A Brigade consists of 3 Regiments; led by a Colonel, with a Command Staff.

FIELD FORCE -

Is the name given to the entire State Militia. Washington is the 42nd state and as such is designated the 42nd Field Force. It is led by the Adjutant General, who is second in command of the militia. The Governor is the Commander-in-Chief of the State Militia.

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 number email and/or fax (preferably a website, as well).

Initial organizational objectives: The CS meets once a month to;

1. Establish a working relationship between other counties.
2. Establish local and county-wide Rapid Alert System (security, intelligence, and communications).
3. Organize logistical and administrative services.
4. Institute training program.
5. Recruitment.

The Command Staff's responsibilities include: (See Rank Structure above) Dissemination of Constitutional principles and it 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.

Battalion Command Staff includes -

S-1 Executive Officer

- 2nd in Command. Disseminates written communication (orders) to subordinate units. Handles administrative duties.

S-2 Intelligence / Communications Officer

- 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.

S-3 Operations / Training Officer

- Establishes and enforces training standards.
- Tailors training to specific missions.
- Coordinates with Intelligence Officer develops the Threat Assessment Folder.
- Planning of operations under CO's directions.

S-4 Supply / Logistics Officer

- 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.

S-5 Liaison Officer

- Serves as Public Relations Officer (liaison with county sheriff, local officials and news media). Coordinates all interactions between the unit and the public (interviews, public forums, "militia open house" events, canned food drives, etc).

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.

Women are encouraged to join combat teams.

Women and those who have physical limitations or who do not wish to join a Combat Team shall be placed in a suitable Support Team. These militia members will still be required to maintain a basic set of web gear and weapon, and to train with them.

Support Teams

The support teams consist of those who are unable or ill-equipped for Minuteman duty. Their task is to provide whatever support is needed by the other units. Rank and advancement in support teams does not require achievement of Skill Levels 1 through 3.

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 (platoon medics should carry the same “load-out” as the Battalion Medic, see Appendix). 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. For more information concerning the structure of the medical branch, see Appendix C, “Medical Directive”. It was written for the Washington LF, but you can tailor it for your needs.

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 material. 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, boots, shelter, medical equipment, combat equipment, arms, ammunition, and communications equipment.

Religious Support

Chaplains are to the militia, as Bibles are to Christians. They provide the necessary guidance and direction as it concerns our relationship with our Father in heaven. They perform services in the field, and lead prayers at public events. They can be relied upon to give a word of advice, a sympathetic ear, or a strong shoulder, depending on your need. Each Battalion should have a Chaplain holding a staff position. They are officers and should be respected as such; but barring an assistant or two, Chaplains do not have command over militiamen.

Unit Geography

The county being the basis of local control in a state, the militia units shall be organized by counties. Each county shall constitute a battalion of militia. Each battalion being made up of three companies (see “Unit Structure” chart, pg. 10): Alpha, Bravo and Charlie. “Alpha” company will be based in the county seat. “Bravo” in the next largest city; “Charlie” the next (and so on, if needed). Militiamen in the outlying areas of the county will join with the unit closest to them. Above Battalion (county) level,

three or four counties will join to assemble a Regiment. Three Regiments shall form a Brigade. There will be multiple Brigades covering each state.

Battalion Numbering System

A very well thought out numbering system for all counties in each state in the nation has been provided by our friends at www.awrm.org and has been adopted by us for use at the battalion level.

BASIC TRAINING PLAN

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.

Skill Levels 1, 2 and 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 progressive 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 progressive 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. Introducing the stress of war, will we, as a militia, become a team of one. Teamwork is crucial and important. There is no "I" in teamwork. Individual prejudices or personal conflicts between two or more members must be addressed and mitigated against as this will degrade combat effectiveness and can cause a mutiny within the unit. Scenarios with asymmetric warfare will increase critical thinking skills which is essential to survival. Nothing will ever go as planned, especially during time of war. However, "fail to plan, plan to fail".

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 or AAR's 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 on what actions we took and on why we took those actions, and why they brought the results they did.

The following is considered as a **AAR or After Action Review**:

- What we did, What we did right, What we did wrong?
- The Five “W’s” are great to go over. “Who”, “What”, “When”, Where, and “Why”?

Training plan:

1. The Training Plan is based on the "Core Training Card"* concept in support of the battalion's 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 (Shoot, Move and Communicate). Additional training topics are then added.
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, and individual/squad movement. Each unit member is required to complete the mandatory training course to meet Minimum Mission Essential Training (METL) requirements.
4. Core Training Card is simply a document which tracks the training history of an individual militiaman. It should include the dates of training events attended, as well as if the militiaman passed certain Skill Level tests, and any scores recorded. METL (Mission Essential Training List). Compiled by the training officer in charge of unit training. It includes all individual skills as well as small unit tactics that should be covered during training sessions to ensure unit readiness.

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. Grade 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.

Physical Fitness

- 0 - Unfit for front line combat - due to age or physical disability; this person is capable of operating in a support role such as training, safety, communications, medical, and logistics. In the case of military veterans; their primary mission will be the training of others.
- 1 – You are above Unfit for front line combat but do not meet min physical fitness.
- 2 - Minimum physical fitness level - 2 mile Field march w/Level 1 gear in 40 minutes.
- 3 - Moderate physical fitness level - 3 miles field march w/Level 2 gear in 65 minutes.
- 5 - Excellent physical fitness level - 5 mile field march w/Level 3 (72 hour) gear in 2 hours.

Marksmanship

R - Basic - “Recruit” Has NOT passed the Basic Marksmanship Qualification Test.

M - Level 1 - “Marksman” score on the Mission Essential Training List Score Card.

SS - Level 2 - “Sharpshooter” score on METL Test.

EX – Level 3 - “Expert” score on METL Test.

SN – Level 4 - “Sniper” - score on METL Test.**

**In order to get Sniper, you must have Expert Rifle, Sharpshooter or higher Pistol, and on Sniper Qualifications

Qualifying Weapon

What you carry in the field.

- 556 - Qualified with 5.56
- 762 - 7.62 x 39
- 308 - 7.62 x 51 (308)
- 306 - 7.62 x 63 (30.06)
- 7XX- other military/hunting caliber
- 50C - .50 cal Sniper

(X=blank, a place holder for other Grade Modifier alpha-numerics)

__XXXX = Physical Fitness, X__XXX = Marksmanship, XX__ = Qualifying Weapon

Mission Essential Task List (METL)

A quote by Bruce Lee: I will not fear a man that practices 10 thousand kicks, but I will fear a man that has practice a kick 10 thousand times.

The idea of Lee was to keep practicing and never assume you are perfect. Do not get overconfident as this will be your undoing.

Rifle Course Rules

Target: IDPA (or IPSC), mounted so that the head is between 5’8” and 6’ from the ground.

Weapons Eligible: Any service rifle that is safe.

Ammunition: Any full powered service load. No target or squib loads. If shooting the 200 yd string of fire, 87 rounds are required. If not shooting the 200 yd string of fire, then 82 rounds are required. (If also shooting the DMR portion – add 5 rounds).

Magazine Carriers: Magazine carriers must be worn in a legitimate magazine pouch with all retention devices employed, as you would while on a night patrol through dense jungle. (All fastex buckles secured, etc.)

Scoring:

IDPA target: 0 and -1 score as 0 (zero) points, -3 is one (1) point for major caliber, and two (2) points for minor caliber

IPSC target – Zones A, B and C score as 0 (zero) points, with zone D scoring as 1 (one) point for major caliber, and 2 (two) points for minor caliber.

For any shots outside the “0” zone – add up the shots, multiply that number by the major (.5 point) or minor (1 point) point factor. For instance, shooter A had 3 shots outside the 0 zone and was shooting major caliber. Take the 3 shots times the major factor of .5 which equals 1.5 and this will be added to the final score.

Shooter B also has 3 shots outside the 5 zone but was shooting a minor caliber rifle. So, take the 3 shots times the minor factor of 1 which equals 3 and this is added to the final score.

Major Caliber: 7.62x39, 7.62x51, .30 '06, 7.62x53 Russian, .303 British

Minor Caliber: 5.56x45; 5.45x39; .30 Carbine

Head shots: Where head shots are required, a hit in the head box will score 0 pts. If a hit is made in the body proper, (defined as below shoulder level) a miss will be scored (5 points added to score).

Overtime shots. Since this is a “par time” course, the minimum time is ‘fixed’, however, if the shooter takes longer than the “par time” – then those extra seconds will be added to the score. For instance – if the shooter takes 5.17 seconds to complete a string of fire – and the “par time” was 4.0 seconds – then 1.17 seconds (5.17 seconds minus 4.0 seconds) will be added to the final score.

Misses: For each ‘missed’ shot (shots that were fired but that did not hit the target) – a five (5) point penalty will be added to the score.

Shooter condition: The shooter will wear his/her LBE/LBV during the whole test. The LBV will be loaded with what the shooter normally takes on patrol, i.e. all magazines or clips (stripper clips or en bloc clips) fully loaded (fully loaded magazines will be the maximum amount of rounds the magazine is designed to hold – minus two at the shooters preference, i.e. a 30 round magazine may be downloaded to 28, a 20 round mag may be downloaded to 18, etc.), and full water compliment as a minimum.

The shooter will do 25 one (1) count ‘jumping jacks’ (side-straddle-hops) prior to starting. After completing stage 1, he will do 20 jumping-jacks prior to stage 2, 15 jumping-jacks prior to stage 3, 10 jumping-jacks prior to stage 4, and 10 jumping jacks prior to the start of each stage after that. There is to be NO rest period after the jumping jacks to the start of the stage. The purpose of this is to keep the heart rate ‘up’ for the duration of the test, to simulate physical exertion and to induce stress into the equation. It is important for the shooter to see his/her performance under these conditions. (Example: 25 Jumping Jacks at the start of the Head Shots, 20 Jumping Jacks at the start of the 50 yard Chest Shots, 15 Jumping Jacks at the start of the 100 yard Chest Shots, etc. If the 200 yard course is shot – the patriot will do 120 Jumping Jacks and if the 200 yard course is NOT shot – the Patriot will do 110 Jumping Jacks.)

Starting Positions:

Rifle start position has the safety/selector ON for ALL strings of fire – EXCEPT “Malfunction Clearance Drills #2 and #3. In other words, each time Range Officer asks “Shooter Ready?” the shooter should double check to ensure the safety is ON.

Low Ready is defined by having butt stock in shoulder, with barrel pointed at 45 degrees towards the ground.

Patrol Position is defined by having the rifle waist high, “near” horizontal as the following picture defines.

Malfunction Clearance Drills

For malfunction clearance drills, the malfunction will be induced manually, then at the beep of the timer, the shooter will clear the malfunction and place one hit on a target 50 yards away.

For example, for #1 stoppage, the shooter will ensure that there is NO round in the chamber, but a full mag is in the well. The ‘start’ position will be with the rifle shouldered as if one were shooting. At the beep, the shooter will switch the safety/selector to ‘fire’ and pull the trigger. When the shooter realizes that the hammer fell on an empty chamber, he will immediately perform the ‘tap-rack-bang’ drill.

For bolt-action rifles the shooter will manually cycle the bolt to chamber a round. For the #2 stoppage, the shooter will ensure the chamber is empty, and then will take an expended cartridge and place it in the classic ‘stove-pipe’ position, then will seat a full mag.

The shooter will start with the rifle shouldered. At the timer beep, the shooter will visually observe the malfunction and then clear it, followed up by one shot on a target 50 yards away. Bolt-action rifles will also simulate a stove pipe, such as may be caused by short stroking the bolt. Manually cycling the bolt while ‘flipping’ the rifle on it side will clear the expended case and allow for a fresh round to be chambered.

For stoppage #3, the shooter will ensure the chamber is empty. Then the shooter will place an expended cartridge in the chamber, and while holding the bolt back, the shooter will then insert a full magazine, and then will ease the bolt forward to induce a ‘double’ feed. Then the shooter will shoulder the rifle, and at the beep will clear the stoppage and fire 1 shot at a target 50 yards distant.

For bolt-action rifles, a stuck case will also cause a ‘double feed’. Immediate action for this stoppage with a bolt action would be to pull the bolt back and either push the live cartridge back down into the rifle magazine, then while holding the fresh cartridge down, push the bolt forward to snap the extractor over the stuck case. Then manually cycle the bolt to extract/eject the spend round, and the chambering a live round.

The second method is to dump all the rounds out of magazine via the magazine release lever/button, THEN cycling the bolt to extract/eject the stuck case, followed by charging the rifle via a stripper/en bloc clip, ramming/allowing the bolt to close, and then fire.

Procedure for ‘magazine changes’ when using a bolt action rifle. The same procedure that is used with magazines can be used with ‘stripper clips’. If the stage calls for ‘magazine retention’ – retain the spent stripper clip. When the stage calls for ‘no magazine retention’ then the stripper clip will be dropped.

National Standards Rifle Course

1. Head Shots

Perform five times each, all shots offhand - all shots to the body are counted as a miss. Start position is patrol/low ready – safety ON.

- a. 25 meters; Low Ready; 2.0 sec
- b. 25 meters; Low Ready WEAK SIDE; 3.0 sec

2. Chest Shots

Perform five times each, all shots offhand - all shots to the head are counted as a miss. Start position is patrol/low ready – safety ON.

- a. 50 meters; Low Ready; 2.0 sec
- b. 50 meters; Low Ready WEAK SIDE; 3.0 sec

3. Chest Shots

Perform five times each, all shots offhand, or kneeling - shots to the head are counted as a miss. start position is patrol/low ready – safety ON.

- a. 100 meters; Low Ready; 4.0 sec

4. Chest Shots

Perform five times each, all shots kneeling or prone - start standing - all shots to the head are counted as a miss. Start position is patrol/low ready – safety ON.

- a. 200 meters; Low Ready; 5.0 sec

DMR QUALIFICATION - PERFORM FIVE TIMES*

DMR QUALIFICATION – SHOT LAST after finishing the course. Perform five times each, all shots kneeling or prone. Start standing. Head shots ONLY: all others shots are counted as a miss. Start position is patrol ready, safety ON.

- b. 200 meters; Low Ready; 6.0 sec HEAD SHOTS ONLY

5. Malfunction Drills

Perform three times each Manually induce malfunction, then at the 'beep' Clear Malfunction and place one hit on target at 50 meters. Start position is rifle shouldered – safety ON.

- a. Position One; 4.0 sec (tap and rack)
- b. Position Two; 4.0 sec (stovepipe)
- c. Position Three; 11.0 sec (feed way stoppage)

6. Magazine Changes

Perform three times; starting position is with a round in the chamber and an EMPTY magazine. Rifle at Low Ready. Fire one shot, reload and fire one shot at 50 meters WITHOUT retaining magazine, all mag pouches secured!

- a. Mag change without retention; 9.0 sec

7. Magazine Changes

Perform three times; starting position is with rifle/magazine fully loaded. Rifle at Low Ready. Fire one shot, reload and fire one shot at 50 meters WITH retaining magazine and all mag pouches secured!

- a. Mag Change with retention 11.0 sec

8. Close Range Shooting from shoulder or Underarm Assault

Perform three times each side. Start in patrol ready position (rifle near horizontal about waist high or butt stock in shoulder, muzzle down)

- a. 3 meters; 0.6 sec
- b. 7 meters; 0.8 sec
- c. 10 meters; 1.2 sec

9. Multiple Targets

Perform twice each; starting position is at low ready with safety ON. Targets are spaced with 1 meter between each target.

- a. 5 meters; 2 targets; 1.2 sec
- b. 5 meters; 3 targets; 1.5 sec
- c. 5 meters; 4 targets; 1.8 sec

For IDPA Targets: "0" and "-1" zones score 0 points all calibers; "-3" zone is 1 point multiplier for 'major' caliber, and 2 point multiplier for 'minor' caliber

For IPSC Targets: "A", "B" and "C" zones score 0 points all calibers; "D" zone is 1 point multiplier for 'major' caliber and 2 point multiplier for 'minor' caliber shots fired after par-time has elapsed - add that many seconds to the score (i.e. last shot was fired 1.37 seconds after par time elapsed - add 1.37 points to score)

For all shots outside the "0" zone - add up all shots, times that by the major or minor multiplier and divide by 2 - and that number is added to the score (i.e. shooter had 2 shots outside the "0" scoring zone and was shooting minor caliber - so take the 2 shots times the "2" (for minor caliber) which equals 4 - and then divide by 2 - which leaves 2 - so add 2 points to the final score.

If he were shooting major caliber it would be 2 shots, times 1 (major multiplier) divided by 2 equals 1 point added to final score.)

Scoring For 200 Yard Range:

Maximum	=	0
Expert (M4)	=	1 – 39
Marksman (M3)	=	40 – 77
Sharpshooter (M2)	=	78 – 116
Recruit (M1)	=	117 – 231 (No Time Limit)

Scoring For Less Than 200 Yard Range:

Maximum	=	0
Expert (M4)	=	1 – 36
Marksman (M3)	=	37 – 72
Sharpshooter (M2)	=	73 – 108
Recruit (M1)	=	109 – 216 (No Time Limit) (If a 200 yard or smaller range was used for qualification, such should be marked on the training card.)

*To qualify as DMR (Designated Marksman), the shooter must qualify as Expert and achieve all five DMR head shots within the allotted time limit.

FAQ List for Rifle Qualification

1. Why is there no 'movement' (running, seeking cover, etc.) in this course? Short Answer: What this course is designed to do is to test the 'tactical shooting' skill level of the shooter. This course is NOT designed to test the 'tactical movement' skill level, nor the athletic ability of the shooter.

Long Answer: Tactical movement in the 'real world' is dependent upon too many variables to be able to make a 'Standard Exercise'. For instance, there are times when the tactical situation will demand

stealth, (i.e. slow, deliberate movement) and other situations in almost the exact environmental conditions and surroundings that will call for dynamic movement (speed). Since the conditions that dictate the rate of movement can't be duplicated – we have opted to forego any 'tactical movement' during qualification. However, tactical movement should be practiced regularly, and is best practiced through Force-on-Force type exercises using either paintball and/or airsoft.

2. Are bi-pods allowed?

Short Answer: Yes, however the bipod must be attached to the rifle at all other times too. In other words while you are on patrol, etc. Once you take the bipod off the rifle – you must re-qualify.

Long Answer: We need to train correctly. Only perfect PRACTICE makes perfect. So, one MUST shoot the course with one's rifle that is set up to take on patrol. It would defeat the purpose of this course to allow the attachment of bi-pods to only shoot the course, and then remove the bi-pod for patrol. There may be some that say "I have a detachable bi-pod that I keep in my 'ruck, and when the shooting starts I can quickly put it on". Great – then that is how you will start the course. With your backpack on, and once the timer beeps, you can take your back-pack off, dig around for the bi-pod, attach it to your rifle, and shoot that particular sting of fire. Then before the next timed fire begins, you can take the bi-pod off, put it in your ruck, and then put your ruck on your back. This will be the procedure for every timed/scored event (you will end up doing this 53 times).

3. Are Scopes allowed?

Short Answer: Scopes are allowed if that is what you ALWAYS have on your rifle. If, when you are going on a 10 mile patrol, you have your scope attached to your rifle – then that is how you will shoot the course.

Long Answer: This course will be a great 'test-bed' to help the shooter ascertain whether his/her set-up is ready for the 'real' world. There are some that have all kinds items attached to their rifle. This course will help them see if all the items are necessary or not. For instance, most contact happens well under 100 meters – so the 10X scope that one has attached to their 'fighting rifle' will probably be a hindrance when shooting at 25 yards. This course is designed to show the shooter the flaws in his/her equipment, as well as the areas the shooter needs to concentrate more training effort to (i.e. PRACTICE).

4. Are 'Shooting Slings' allowed?

Short Answer: Yes. However, the 'start' position will be that position that the slings is in during the 8th mile of a ten mile hike.

Long Answer: The odds that someone would actually have a 'shooting sling' wrapped around one's arm for a 10 mile patrol is ZERO. Let's get used to the idea of shooting this course as it was designed – for chance contact (surprise contact). That means you have NO warning that contact is immanent. So, shoot the course pretending that you are 8 miles into a 10 mile patrol. In other words, once the time 'beeps' the start signal – THEN if you wish you can wrap the sling around your arm and begin that string of fire. Then after that string, 'un-loop' the sling from your arm to start the next string.

5. Are 'Patrol' or 'Tactical' slings allowed?

Short Answer: Yes, if that is what is always attached to your rifle.

Long Answer: Yes, if that is what is always attached to your rifle.

6. Why are we not doing firearm transitions (switching from rifle to handgun)?

Short Answer: Not everyone carries a sidearm on patrol. It is personal preference if one does, or one doesn't.

Long Answer: The sidearm is carried for two totally different purposes depending upon the mission. Typically one carries a sidearm as part of one's first line gear. It is worn in such a manner as to secure it to the person (so it does not become 'lost'), and to protect it from the elements. The holsters that best do this are not what one would consider 'speed holsters'. So it would take too long to get one's first line sidearm out of its holster to 'transition to'.

Another reason transitions are not done in the field is because of balance and movement. Balance is essential to movement. Without balance, one cannot move effectively. To perform the classical 'transition' movement, one 'drops and rotates' one's rifle so it is hanging by the sling in either the front, side or rear of the shooter. Then one 'draws' one's sidearm and uses it to 'drive on'. This is fine for CQB/Urban type operations, because one can 'stop' once a room is secured. While one is stopped one can get one's primary (rifle/carbine) up and running, and return the sidearm to its holster. The problem with the 'field' is there is no 'room to secure' – hence there may not be an area to 'stop' and get one's primary up and running. SO...you may have to RUN for a few hundred meters before you can get fix your rifle. Try and RUN for two hundred meters with your primary (rifle/carbine) sling in front of you. It will DESTROY your balance. And the heavier the rifle, the MORE it will destroy your balance. Remember, without balance you cannot move effectively.

So, in the field while doing tactical shooting and moving, if your primary goes down – PRETEND it is 'up'. In other words, keep it in your hands. Obviously as SOON as you can you will get it up and running again.

7. Why is there a penalty for 'minor' caliber?

Short Answer: There is only a penalty for 'peripheral' shots, i.e. shots that are 'near misses'. For all 'good' shots, the values are the same for major or minor calibers.

Long Answer: The debate regarding 'which is best – 5.56 or 7.62 whatever' will continue to rage on long after we are all dead. These debates will continue because there is a huge void of fact concerning the matter. And the reasons for that 'fact void' is there are just too many variables about what happens when people get shot with rifle (or handgun) fired projectiles.

However, some facts are available: The typical 5.56 rifles (in 'rack' form) weigh less than rifles in 7.62. The 5.56 round itself weighs less than 7.62. The 5.56 rifles are easier to carry, and the 5.56 recoils less than the 7.62 making shots a little easier. So – those that shoot the 5.56 (and I am one of those) should be EXPECTED to 'shoot a little better' than those that choose the 7.62 - which I also have in both varieties – the FN (7.62x51) and the AK (7.62x39).

Also – the major calibers ARE better at penetrating barriers than minor calibers are. In other words what is cover to 5.56 may only be concealment to .308. For these reasons the major calibers are given a little ‘break’. If you don’t like it – shoot a major caliber rifle.

8. Why is shooting from the ‘weak side’ mandatory?

Short Answer: There is both strong and weak side cover in the world.

Long Answer: Do this experiment. TRIPLE VERIFY that your rifle is unloaded and DO NOT take any live ammunition with your now unloaded rifle. Now go in your bathroom (or any other place that has a large mirror). Pretend that the ‘mirror’ is a corner and move enough of your body ‘into’ the mirror so that you can ‘shoot around the corner’ in the mirror. As SOON as your rifle ‘enters the mirror’ enough to shoot – STOP.

Look at how much of your body is ‘available’ for the ‘enemy’ to shoot. Now trade shoulders and do the exact same exercise from the exact same side of the mirror. Once you do this, you will see that you had to expose TWICE (double) the amount of your body when you used the ‘wrong’ shoulder. This is why it is so important to get used to using both sides of your body as a shooting platform.

This way, as you are running up to some cover, (and it happens to be ‘left side’ cover) you will AUTOMATICALLY switch to your left shoulder and better utilize that cover (maximize your hit potential and minimize your exposure to enemy fire). Another reason is the majority of wounds in a combat environment (not necessarily combat itself – but the whole combat environment – just running around in a combat environment makes ‘extreme sports’ look like a kindergarten playground!) are ‘extremity’ wounds. Wounds to the hands, shoulders, legs and feet. So – if one is wounded in the ‘strong’ arm, then one would have to use one’s ‘weak side’ to shoot from. Well, what if one had NEVER practiced shooting from one’s weak side?? How effective would they be? Not very.

9. Why are we not shooting from more ‘positions’?

Short Answer: For simplicity, most of the work is done from the standing position, with some stages in kneeling or prone, shooters choice. This avoids the possible confusion of the different variations of ‘shooting position’.

Long Answer: For all ‘chance contact’ - return fire should initially be from the position one finds oneself in when the first rounds fly, and that will be standing (or squatting). After that point one will be running, or squatting, or kneeling, or prone, or some variation of the above ‘positions’ – all dependent upon other variables like terrain, near or far ambush, etc. In other words, whatever position/positions are best for the tactical environment.

For all other applications, for example setting an ambush, one has TIME to figure out what position would be best for the job.

We think it is best to train for the ‘unexpected’ contact than the one where you have lots of time to figure your ‘position’ out. However, as in the statement above regarding ‘tactical movement’ – position assumption should and must be practiced, so that your body can easily get in and out of the various positions in order to maximize your hit potential and minimize your exposure to enemy fire. Dry fire practice, followed up live fire practice will help instill these positions into your repertoire of skills. Then Force-on-Force training will allow you to hone these skills even further.

10. What is the difference in scoring ‘major’ and ‘minor’ caliber?

Short Answer: There is a delicate balance of time vs. accuracy. The old adage that one ‘cannot miss fast enough’ is true. Only hits count. Time is added at a 1 to 1 ratio, peripheral hits are added at a .5 ratio for major and a 1 to 1 for minor caliber. This helps to reflect this balance of time vs. accuracy.

Long Answer: What we do not want is for the shooter to try and ‘game’ this course. In other words, for the shooter to decide that it is better to have a miss and let the ‘par time’ stand, or to take a additional 1.5 seconds and have a peripheral hit. Let’s use this example and look at the score difference. Shooter A takes an additional 1.5 seconds to score a peripheral hit. He is shooting minor caliber. The peripheral hit scores a one (1). Add the 1.5 second overtime shot to the point value of 1 – this equals 2.5 points which is added to the score. This encourages the shooter to get a hit, even if it is overtime. This is far preferable to not even shooting the shot and adding a 5 point penalty to the score for a ‘miss’. This also discourages ‘rushing’ the shot, i.e. the shooter tries to go so fast that they miss. In other words, one could take an additional 4 seconds and have a peripheral hit with a minor caliber rifle (which would add 1 point) to be the same ‘point value’ of a miss. So this scoring system REWARDS HITS – even if they are ‘over-time’ hits. Slower hits are better than blazing fast misses.

11. What if the shooter carries/uses ‘double mag holding devices’ (such as the “Mag Cinch” or homemade devices that do the same thing)? How does that affect the ‘mag changes’?

Short Answer Sure, the shooter can have that in his rifle, but he still must ‘change mags’ “from the pouch”.

Long Answer: One of the stated purposes of this course is for skill development. Reloading is a fundamental skill that must be practiced. “Bundled” magazines will only save ONE ‘reload’ from the pouch. (Once both magazines are expended, must one STILL reload from the pouch.) So – being true to the spirit of the course – the shooter will perform ALL reloads FROM THE POUCH.

12. Gaming - in ANY form – will not be tolerated!

Short explanation: Gaming is trying to get a better score through methods and means OTHER than becoming a better shooter.

Long explanation: Examples of ‘gaming’ would be; not having all the magazines in the pouches loaded (so your 2nd line gear is ‘lighter’), using a ‘muzzle break’ for the RQC but then using a flash suppressor while on patrol (the muzzle break may help get faster shot-to-shot times), using a totally different rifle for the RQC than is regularly used on patrol (this should not be confused with the patriot using different rifles for the RQC – for instance, I shoot the RQC with my M4, my AKM and my FN FAL – as I DO use all three rifles, but I usually use my M4), emptying almost all of the pouches on the LBE/LBV to make it ‘lighter’ for the RQC, etc.

The bottom line is this. This course was designed to test the shooter, his rifle, and his equipment. Let the course DO that. If you come up with a ‘what if...’ question, ask yourself this FIRST – BEFORE you ask the R.O. (range officer). Does my request HELP me practice the skills I need to know, or does my request ‘short-cut’ the skills I need to know? MOST OF THE TIME, the answer you would say to yourself is – nah, I am trying to short-change my training or get a better score without really learning/practicing my skill set. Or in other words, by asking this question to the RO, I am trying to be a ‘better shooter’ ON PAPER than I can really show in real life. That kind of attitude can lead to the

death and or injury of yourself, your team-mates, and those that are depending upon you and your team. GUARD AGAINST THAT ATTITUDE (gaming)!!!!

13. Can I ‘take a knee’ while clearing malfunctions and during reloads?

Short Answer: Yes, at the shooters option. If he elects to take a knee, he may also shoot from the kneeling position.

Long Answer: Most of the time it is sound doctrine to take a knee ANYTIME you are not ‘in the fight’. This makes a smaller target for the bad guys to hit, and it also can signal to your team-mates that you are ‘not in the fight’ and they can ‘cover’ your ‘area’ for you.

However, be advised that there ARE circumstances where it would NOT be healthy idea to take a knee. It is totally situational dependent. So, it is a good idea MOST of the time – but not ALL of the time. (For instance – if caught in a near ambush, while rushing through the ambush you have a malfunction. You gonna drop to a knee and fix it in the ‘kill zone’?? No...your gonna yell BANG, BANG as you run through the ambush and fix the malf while on the run to a rally point. There are other examples too. In other words – never say ‘never’.)

SOUND EFFECTS

Sound effects such as war sounds, people being hurt or dying from wounds of combat. The intent is to make it as real as possible while maintaining discipline and order. When chaos starts to happen it is really hard to focus on the task at hand. Simple tasks such as counting one to ten become next to impossible. This type of psychological training is needed to put new recruits and seasoned officers through the stresses of war. There is nothing nice about war and nothing nice that will come from the enemy. We must be confident in ourselves, our equipment, and our team members.

CORE TRAINING

Skill level zero “recruit”:

Basic marksmanship skill is to ensure the militiamen is safe with his weapon and does not endanger himself or others. He will also become confident in the function of his weapon and be able to apply basic marksmanship principles. The militiamen must know and demonstrate the following:

- Must know the four safety rules for all weapons.
- Must field strip and assemble their weapon for repair and cleaning.
- Must demonstrate the loading, clearing and malfunction drills.
- Must qualify as a marksman in order to pass basic training.

Skill level one: “private”

This is the basic training level which all new recruits are required to complete. Upon completion of Level 1 training the militiaman will be considered an active “front line” member of the unit.

Skill Level One completion is required before you may be considered for Fire Team Leader. But it does not guaranty 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, and/or the ability to:

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
3. Physical Fitness 1XXXX
 - a. Road march for 2 miles in 40 minutes with all Level 1 gear.
 - b. 3 to 5 second rushes (with 2-3 second pauses) for 100 yards, in L1 gear.
 - c. 10 push ups, 10 sit ups.
4. Marksmanship X1XXX – Score 11-15 Rifle, 3-5 Pistol points on the METL.
5. Individual Movement Techniques
 - a. low/high crawl
 - b. team file and wedge formation.
6. Individual Camouflage – see Army FM 21-75-03-05
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 (ABC's – Airway, Breathing, Circulation)
 - 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: “fire team leader”

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:

1. Physical Fitness: 2XX - Field march with all Level 2 gear for 3 miles in 65 minutes.
2. Marksmanship: X2X - Rifle: 16-20, Pistol: 15-22 points on the METL.
3. Troop Leading: He must have a basic understanding of Troop Leading Procedures including the 5 paragraph Operations Order (OPORD), SALUTE, SITREP, etc. (See military field manuals concerning squad or platoon leading, or NCO leadership) And have a demonstrated knowledge of Small Unit Tactics:
 - A. Immediate Action Drills-
 - I. Move under direct fire.
 - II. React to indirect fire.

- III. React to contact.
- IV. Break contact.
- V. React to ambush, near or far.
- VI. React to flares.
- B. Movement Techniques-
 - I. Fire Team and Squad Wedge formations
 - II. File formations
 - III. Traveling, Traveling Over watch and Bounding Over watch.
- C. Perform Reconnaissance.
- D. Select and construct individual fighting positions.
- E. Set up Patrol Base camp.
- F. Cross danger areas.
- G. Basic Land Navigation-
 - I. Identify topographic symbols and features on a map.
 - II. Determine a location on the ground by terrain association.
 - III. Measure distance on a map.
 - IV. Orient a map to the ground by terrain association.
 - V. Determine direction with and without a compass.
- H. Basic Camouflage-
 - I. Individual.
 - II. Noise light and litter discipline.
 - III. Field emplacements, or base camp.
- I. Emergency Preparedness- Every militiaman should try to maintain a 3 month supply of the following (at home) and the knowledge to use it.
 - I. Water Storage / Purification.
 - II. Field Hygiene / Sanitation.
 - III. Food Storage.
 - IV. Medical Supplies.
- J. Basic Survival Knowledge-
 - I. Identify wild foods in the A/O.
 - II. Identify poisonous plants and snakes in the A/O.
 - III. Locate and purify drinking water.
 - IV. Build a fire.
 - V. Snare/trap wild game.
 - VI. Locate and construct a field expedient survival shelter.

Skill level three “platoon leader”:

To progress to Skill Level 3, the militia soldier must have mastered all Level 2 qualifications. In addition he must demonstrate the following skills:

1. Physical Fitness: 3XX - 5 mile field march in 2 hours with Level 3 gear.
2. Marksmanship: X3X - Rifle: Score of 21-25, Pistol 23-27 on the METL.
3. Train in CQB: - Conduct room clearing with a team and squad.

S.W.O.R.D. TEAMS

S.W.O.R.D. (Select Weapons, Ordinance and Reconnaissance Detachment): Teams consist of 6 men who receive extra training in one of three areas:

Designated Marksman, Land Navigation or Communications. Two men in each team will duplicate the necessary disciplines of "Shoot, Move and Communicate". They will carry highly accurate rifles with higher end optics/night vision (Select Weapons); study the theory and employment of military weapons they may encounter on a future battlefield, such as grenades, RPG's, mines, etc. (Ordinance); and practice advanced land navigation, compass/map reading and recon techniques (Reconnaissance). All members of the team must be:

- Level 3 qualified in both Physical Fitness and Marksmanship
- Assault Pistol qualification is also required.

Individual Skills -

Communications:

- Must complete a HAM radio training program and have a thorough understanding of Basic Operating Procedures, Tactical Communications, the Rapid Alert System, SITREP and SALUTE and his unit Communications Electronics Operation Instructions.
- Must be able to operate all unit communications equipment.
- Build a field expedient, clandestine antenna.
- Transmit and receive Cypher Coded Messages

Designated Marksman Team:

- Both must pass DMR qualification. In the field one will act as the spotter.
- Conduct a terrain survey.
- Estimate range to target.
- Construct and use a Ghillie suit using basic materials such as cloth, burlap, yarn, natural materials, fish netting, BDU's, etc.
- Construct and use a Sniper/Forward Observation Post hide.
- Conduct long range surveillance of target for intelligence gathering purposes.
- Plan and implement a enemy harassment plan.
- Plan and conduct interdiction operations on key target personnel.

Advanced Land Navigation:

- Advanced map/compass reading
- Excellent land navigation skills
- Plan, lead and execute patrols and reconnaissance gathering missions.
- Be capable of finding your way back to camp after being blindfolded and dropped off at random location at WALFM Training site.

Training activities of a six man S.W.O.R.D. Team:

- Plan and conduct a surveillance/recon patrol; to include Long Range Reconnaissance Planing (LRRP).
- Plan and implement psychological ops.
- Prepare accurate SITREP and assist Command Staff in the planning of operations.
- Identify and track enemy patrol/recon operations.

- Design and implement ambushes and raids; to include sniper operations.
- Know how to assemble incendiary or explosive devices made from common readily available material (knowledge only, **do not** build illegal devices).
- Create a smoke screen.
- Evasion Tactics: Knowledge of how to stay invisible and move undetected.
- Construct primitive types of weapons from natural materials such as spears, bows, clubs, and create booby traps from both natural and man made materials.
- Survival Techniques using only a Knife. Any materials found, natural (sticks, branches, logs, rocks) and man made (old campsites, garbage piles, scrap metal, etc), can be used.
- Primitive Fire Starting techniques: Know how to start a fire without using matches, lighters, or man made igniter's. Only natural materials can be used. Know how to construct a bow drill, Fire Saw, Chinese Fire Drill, and other friction styles of starting a fire.
- Shelter: Construct a basic shelter using both man made and natural materials. Lean two's, Tipi's, Tarp, Debris Shelters, suspended shelter (above ground or in a tree), homemade hammocks, etc.
- Body Armor: Construct improvised body armor from natural and man made materials.

S.W.O.R.D. Team Rank Structure

The Team Leader and Assistant Team Leader must be the two members of the team trained in advanced land navigation techniques. They will plan and lead the patrols/operations, as well as assist in the training of the other members of the team. The team will consist of:

- Team Leader
- Assistant Team Leader
- Comm's and DM's (2 each)

Since a “Select Weapons, Ordinance and Reconnaissance Detachment” is just that, a detachment, members of a Command Staff (Battalion, Regiment, etc.) cannot serve on S.W.O.R.D. Teams. If a detachment were deployed which contained members of the unit's Command Staff it would effectively decapitate the unit; leaving them lacking in key personnel.

If you achieve the SWORD team patch, a special patch awarded to that member. You will gain a lot of respect from your fellow Militia Members and considered as one of the Elite Members.

EQUIPMENT

Level 1, 2 & 3 gear:

Level one is what you carry on you; in your BDU pockets (compass, matches, knife, etc. Pistol if in a drop leg holster)

Level two is the above plus your rifle, web gear/vest, buttpack, mag pouches, etc.

Level three is all the above plus your full pack w/sleeping bag (aka, "72 hour gear")

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, .223/556, .308win. Military surplus are also perfectly acceptable, but you should bear in mind that ammunition may become scarce. Remember "Live off the land, Resupply off the enemy".

Sidearm -

If you choose a secondary weapon it should be of a major caliber: 9mm, .40S&W, or .45acp for semi-autos, and .38spl/.357mag for revolvers are going to be the most common. Be sure to choose a reliable handgun with a well established reputation. A 1911, 92FS, Glock, or S&W would serve you well (as would many others).

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 folks will carry about 200-300 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 ain't gonna work.

LBE /LBV - (Load Bearing Equipment / Load Bearing Vest)

LBE/LBV is what you use to carry the stuff you can't do without. It is not your pack. 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 folks opt for the USGI issued pistol belt and H/Y Harness or the USGI load bearing vest. There are a multitude of different types of vests, harnesses, and the like (too many to list here). Basically, you need something to carry the gear that you need to have immediately on hand and still keep your hands free. IOTV vest is superior to other LBV's because of the ability to simply pull a cord quick release system.

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. Uncle Sugar spends millions of dollars to figure out what boot is best (for the smallest amount of money) for his soldiers. He knows full well that if his fighter's feet are sore, they simply can't fight. Having said that, any boot worn by our combat troops will be more than sufficient. Sneakers, high heels, etc not recommended (better off barefoot before wearing high heels).

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). M1 Canteen Cap is especially designed to accept the drink tube on a M40 or M41A1 protective mask in a NBC environment. 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.

Katadyn Water Filters are exceptional at filtering out contaminated water at a high rate. The filters are designed to take our microbes as well as heavy metals or toxins from the water. They are expensive but the reward of being able to refill water canteens at a local creek or river can be a force multiplier. 3 Bottles equals 1 day of water. Water filter equals at least 50 to 100 bottles of water.

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 baked (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. Always have a secondary shelter system for backup. Poncho or a basic tarp can be used to substitute for shelter half. Avoid anything heavy like a large tent system as ounces leads to pounds when traveling on foot.

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. You can save space by breaking open the MRE and tightly wrapping the contents into a smaller package. But keep the heavy plastic bag. It has a multitude of uses, including as a dressing for a sucking chest wound.

Having a fishing pole, tackle, hunting rifle, or the ability to trap for food can be a valuable asset. Also having Heirloom Seed for growing in the spring time can yield a lot of food for extended periods. Pepper's always prepared for at least 1 year without resupply of food reserves. Militia members will rely on available food sources such as game animals and wild edible plants. Having a book or knowledge on dangerous plants can be an all too valuable asset also.

Uniform -

Most militia folk (at least most of those in organized groups) wear some manner of uniform (also, it's required by the Geneva Conventions). 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 wooded, mountainous terrain, the best camo is that old standby, woodland; 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, as the old adage goes, "camo that's made to work everywhere, actually works nowhere", could have been coined for the new Army digital camo. It's too grey for desert wear and way too light for the mountains of the northwestern united States. Desert pattern works well southwest and high desert areas of America.

Field Jacket & Liner -

The most common is the USGI M65 field jacket, it is available in woodland and desert camo pattern. If you've got the cash, 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. Learn Knife fighting techniques. Without ammo, your rifle is useless. A knife requires no ammo and can also give the element of surprise without alerting your enemy that you are there. It is a brutal and silent killer. It can also be demoralizing for your enemy as they will see a knife fighter as very dangerous adversary. Also an up close fight can be won quicker with the knife than with the bullet.

Compass -

Preferably the lensatic, military style with some manner of luminous dial. Don't go cheap with a Walmart brand POS compass. Get a good, metal, self enclosed compass to prevent breakage. 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 or E-Tool -

If you don't know, it is a shovel with a multiple of uses. 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 compact and lighter." The tri-folds are more compact and have that nice handle for digging. However, the old style are sturdier and can be used as a weapon (thrown, hacking). Study WWI trench warfare, the straight handled shovel is an indispensable backup weapon.-

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. A blue lens is better at night as the blue light does not have the lost distance penetrating power and is harder to see at night by the enemy.

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. Ready-made IFAK kits are available at most camping stores, and surplus shops. These should contain:

1. Pouch: attachable to web gear and conspicuously marked.
2. Compression bandage 1 minimum.
3. Assortment of bandages for minor wounds.
4. Tourniquet.
5. Tape (Heavy).
6. Pain medication, OTC.

These are minimum requirements for a basic IFAK. You may include other items as you need, such as needed medications and other items you feel may be beneficial. Prescription drugs for those that need it.

Other items for consideration are:

1. Decompression needle.
2. IV starter kit w/ catheter needle 14Ga.
3. Blood stopping agents.
4. Suture kit (small)

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 and 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 -

Have basic toiletries but avoid anything that has perfume or colognes as this is dead give away to the enemy and animals can smell you a mile away. Plain soap is the best. Have shaving equipment for men and feminine hygiene supplies for females. A female on her period is especially dangerous in a survival situation in the wilderness as this can attract predators. A basic roll of toilet paper or baby wipes is a huge morale boost. There is nothing worse then being out in wilderness or firefight and have "Swamp Butt" going on.

Kevlar, or ACH Helmet (depending on budget) -

Kevlar or ACH can be used to protect your head, as a weapon, and a pillow (put head inside and lie down, it does not matter how awful the ground is).

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 -

Admit it, your eyes aren't as good as you think they are. You need a good set of Binoculars to be able to identify friendlies and enemies at a distance. Steiner's are probably the best you can get, but you can get a decent set of 10x50's from the "Big Box" 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). Improved Outer Tactical Vest IOTV is preferred as it can be used as a LBV and plate carrier. It also has flack capabilities.

GPS -

GPS (Global Positioning System) is a piece of electronic gear that uses satellites (at least 6) to triangulate your position on the Earth. Since it is electronic, it is not foolproof, and does not replace your compass and topographical maps and compass.

Solar Panel -

Having a portable, easy to use, solar panel can add a force multiplier as we would be able to recharge GPS devices and Radios. There are hundreds of types and sizes. Pay attention to amount of wattage, voltage, and amps a panel system has. Also check to see if it has a blocking Diode so that reverse current path does not happen and draw down your devices and cause damage to the panels themselves.

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 plain ol' sucks, 2nd isn't much better, but 3rd generation actually works. ANPVS 7's and ANPVS 14's are great, but are very expensive and require a lot of battery power

Spare Rifle/Pistol Parts -

The loudest sound on the battlefield is not a bomb going off or the belch of a machine-gun, 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, it's weaknesses, and what parts are prone to failure, and have those parts on hand.

Headgear - Privates, Corporals and Sergeants will wear the GI "Boonie Hat" in woodland.

All Officers will wear the woodland BDU Patrol Cap. Combat is confusing enough; being able to readily distinguish officers (without being overly obvious to the enemy) is of the utmost importance. (In the field on patrol, officers may opt for a boonie for its ability to break up your outline and hide you from enemy observation.)

Patches and Insignia - (you can purchase these through the vendors listed below)

Members of each unit shall wear on their right upper shoulder a subdued (green or tan) American flag patch (with the field of stars on the upper left). One per

BDU shirt or jacket. It has been mentioned by some that our military now uses the “backwards” flag patch on the right shoulder to show the flag “riding into battle”. This just shows the ignorance and lack of historical knowledge of our Pentagon commanders today. U. S. law and military tradition side with us. The flag, when displayed (whether on a wall, in a book or on a shoulder patch), must hang with the field of blue to ITS upper right. Military tradition stated that the flag (on the shoulder patch) was “flying forward” because it was blown by the breath of God, and God was behind us. Since our armed forces now have their flag flowing in the opposite direction, does that mean we are going against God?

I think I could make a convincing case that we are, as a nation.

Name Tapes

Over the right breast pocket shall be the soldier's last name tape. And over the left pocket will be the “WASHINGTON MILITIA” tape. (Order one with your last name and one with “ WASHINGTON MILITIA” for each BDU shirt or jacket you have.) Olive drab or tan w/ black lettering.

Dog Tags -

ID tags will be standard military-style (metallic-silver) worn on a chain around the neck. If you feel so inclined, one tag may be worn on the neck chain, the other one tied underneath the bootlaces of the right boot. Information on the tag should include-

Last name, first name and middle initial (one or two lines)

The word “MILITIA” followed by[XX/XX] See Appendix for “Unit Designation” (STATE/COUNTY)

Blood type

Religious affiliation, if any.

You can order your Dog Tags and Patches online. Use a search engine and find a supplier.

Emplacement of Patches

On the upper left shoulder shall be the “Spartan Helmet” unit patch w/ “Molon Labe” rocker to be worn once sworn into the unit.

Medical personnel may wear the “Tactical Medic – Spartan” patch below the unit patch on the left arm.

Level 3 qualified militiamen who are part of a 6 man Select Weapons, Ordinance and Reconnaissance Detachment (SWORD team) are eligible to wear the “Modern Spartan” patch. Unit patches can be purchased at <http://milspecmonkey.com/store/> (order “forest” or “desert” color) The Light Foot is in no way associated with, nor derives any profit from, Mil-Spec Monkey.

When to wear the uniform - Civilian clothes may be worn at meetings or on the target range, but the standard uniform should be worn to all field training exercises. The standard uniform is not required for militia participation. If you have other military or hunter camouflage clothing, that's fine. But please understand that for unit cohesion, “esprit de corps” and to put forward a professional image to the public, you should try to acquire at least one set of camouflage BDU's as soon as you are able.

“Class B Uniform” – We have also adopted a more “public friendly” uniform for county unit meetings, gun shows, official engagements and meetings with county sheriff /local elected representatives. It is a short sleeved polo style shirt with an embroidered Spartan patch and “molon labe” on the upper left chest area along with “(your state) Militia”.

The color scheme shall be determined by your state or county leadership.

Match that up with a pair of snazzy 511 tactical slacks (Again, color chosen by command) and you have the makings of a professional image to put forth in public.

EVACUATION AND MOBILIZATION SOP

An evacuation may become necessary for many reasons; including natural or man made 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 sheep 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.

Vehicle Mobility Kit:

- 2 - Cans Fix A Flat plus a tire plug kit or in an emergency, lag screws with tire glue work good for fast situations where you cannot spend a lot of time fixing a tire.
- 1 - Spare tire, jack and lug wrench
- 1 - 12 Volt compressor
- 1 - Set of tire chains
- 1 - Come along or winch
- 1 - Chain saw
- 1 - Axe, single bit
- 1 - Shovel
- 1 - Bolt cutter
- 2 - 5 gallon can of gas
- 1 - Each fuel and oil filter, 5 quarts oil
- 1 - spare fan belts, headlight, fuses
- 1 - Set basic tools
- 1 - Fire extinguisher
- 1 - Spotlight
- 1 - Flashlight and spare batteries
- 1 - CB radio
- 1 - Police/Fire/Emergency 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 pre-designation of an initial rendezvous point. It should be centrally located and enroute 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 passes through several small towns, then you must set up intermediate rally points, using the same criteria as before.

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.

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.

Radio Communications must be maintained between vehicles. Use all COMSEC measures. 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.

Circle the Wagons (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 AO and each other. Rotate sentries every 2 hours.

MEETINGS AND TRAINING

Meetings will be predetermined, on a case-by-case basis. Administration Officer will send out emails to members concerning dates and times of said meetings. Remember OPSEC.

For training materials we've adopted two well made manuals. The first is the 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. Both of these books can be found online at Ebay or Amazon.

AND FINALLY... This path you're embarking on is not an easy one. The Creator guided and protected our Founding Fathers before, during and after our War for Independence. We cannot be so proud and self-centered as to believe we can help protect and defend that independence without His protection and guidance. Pray... with all your heart and all your soul for strength and wisdom....then start TRAINING LIKE A MAD MONKEY

RECORDS

Militia Enlistment Record

Revision Date: 01/18/2017

NAME (Last, First, Middle) : _____

Date of Birth (MM/DD/YYYY): _____ Swear-In Date (MM/DD/YYYY): _____

Enlistment Unit : _____ Enlistment Rank : _____

RELEVANT EXPERIENCE -

Former Military? Y / N (circle) - Occupation (infantry, artillery, etc.) : _____

No. of years: _____ Rank _____ Prior Combat Experience Y/N? _____ When? _____

Do you have a copy of your DD214 or separation paperwork? _____ WALFM Officer initials _____

List skills: _____

Former Law Enforcement? Y / N (circle) - Location? _____

No. of years: _____ - State/County: _____

List skills: _____

Work experience(s) _____

Current Skill Level (administrative use only) _____ / _____ / _____ / _____

ADDRESS OF RECORD -

Street Address: _____ Apt / Unit : _____

City : _____ State : _____ Zip Code : _____

Telephone : (_____) _____ - _____ County : _____

NEXT OF KIN - Name (First, Middle, Last) : _____

Street Address: _____ Apt / Unit : _____

City : _____ State / Province : _____ Postal Code : _____

Telephone : (_____) _____ - _____ County : _____

FAMILY INFORMATION -

MARRIED : YES _____ NO _____ Number of Children at home (under age of 18): _____

If you answer yes to any of the following, you may be disqualified from WALFM. Any dishonest answers will be grounds for immediate expulsion from the WALFM. A background check will be required. If you have a current CWP, CCL, or purchased a firearm recently, provide proof of such documentation.

CWP/CCL No _____ WALFM Officers Signature _____ Date _____

1. Are you a convicted Felon? _____. Any misdemeanors of Domestic Dispute or violence? _____
2. Mental defect or disability that disqualify you from owning or carrying a firearm? _____
3. Are you a member of a hate group (KKK, Black Panthers, Muslim Brotherhood, etc)? _____
4. Are you under any federal watch lists (prohibited from flying, etc)? _____
5. Drug or extreme alcohol use of any kind that prohibit you from owning or carrying a firearm? _____
6. Have you been instructed by a court order to turn in your firearms or weapons? _____ (ie., Restraining order)
7. If prior service discharge is General (case-by-case basis), Bad Conduct, or Dishonorable, you are disqualified from the WALFM. Prior service Discharge? _____. WALFM Witnessing Officer initials _____

Note: After-the-fact still applies. In the event, after you are a member, and you have to answer yes to any of the beforesaid questions, then you must self report to commanding officer. The officers of the WALFM will determine at that time, if your membership with the WALFM shall be terminated. If you are found to be a member of an extremist group, or have prior convictions that prohibit you from owning or carrying a firearm, the WALFM **may** contact and report you to Spokane County Sheriff's office or other law enforcement agencies.

I, the undersigned, do hereby certify that the above is true and accurate to the best of my knowledge. I further understand that by signing, I am committing myself to militia service according to my Oath, until such time as I will file a Militia Separation Record form.

Enlistee's Signature : _____ DATE : _____

Enlisting Officer's Signature : _____ DATE : _____

Remarks _____

Militia Disposition Record

Revision: 01/18/2017

NAME (Last, First, Middle) : _____

Date of Birth (MM/DD/YYYY): _____ Unit : _____

PERSONAL INFORMATION - Religious Preference (Check One):

Christian _____ Muslim _____ Buddhist _____ Jewish _____ Agnostic _____ Atheist _____

Other (Specify) _____

In the event of my death in Militia service, I DO / DO NOT (circle one) want the last rites of my faith given to me by a Chaplain.

I have a living will : _____ I have a last will and testament : _____

Militia Leadership should contact my Spouse and Next of Kin should any of the following occur during militia service: I am wounded _____ I become gravely ill ____ I become deceased _____ I become missing _____ I become captured _____. In the event of my death in Militia service, and in the absence of a last will and testament, I want my equipment and immediate possessions and moneys given to someone other than my spouse and/or next of kin. Yes / No (circle one)

(If "Yes", please choose A or B)

A: Allow my squad/unit to split up my gear/possessions. _____ (yes/no)

B: Send them to: BENEFICIARY

Name (First, Middle, Last) : _____

Street Address: _____ Apt / Unit : _____

City : _____ State / Province : _____ Postal Code : _____

Telephone : (_____) _____ - _____ County : _____

I, the undersigned, do hereby certify that the above is true to the best of my knowledge.

Militiaman's Signature : _____ Date : _____

Witnessing Officer's Signature : _____ Date : _____

Remarks (Administration Officer Use only)

Militia Rank Record

Revision Date: 01/18/2017

NAME (Last, First, Middle) : _____

Date of Birth (MM/DD/YYYY): _____ Unit : _____

OFFICER'S PORTION -

I, the undersigned Officer, being in command of the Unit to which the undersigned Militiaman is assigned at this time, and being of sufficient rank and stature to bestow this honor, do hereby acknowledge and confer upon him or her the rank of _____, along with all honors, powers, duties and responsibilities befitting said rank. I hereby state that this rank has been given to the Militiaman only by majority vote of the men placing themselves under his command, with consideration given of his performance in the past, and future potential. This rank is to become effective upon the soldier on the ____ day of _____, in the year _____.

I also state and swear that I have counseled the Militiaman in question regarding the duties and responsibilities of this rank within the unit, and that I am certain he or she can and will carry out said duties and responsibilities in a way that will bring honor to himself, this unit, our state, and these united States of America.

Unit Name and Designation : _____

Unit Commander's Name and Rank : _____

Unit Commander's Signature : _____ Date : _____

MILITIAMAN'S PORTION -

I, the undersigned Militiaman, recognize that I have been honored by my compatriots with the new rank of _____, effective on the ____ day of _____, in the year _____.

By signing below, I understand that this new rank carries with it new responsibilities and duties, and that I have been counseled on same by my Unit Commander; and I do hereby solemnly swear and affirm that I will carry out all duties and responsibilities of my new rank in a manner that will bring honor to myself, my unit, my state, and these united States of America.

Soldier's Signature : _____ Date : _____

Remarks (administration officers use only)

Militia Transfer Order

Revision Date: 01/18/2017

NAME (Last, First, Middle) : _____

Date of Birth (MM/DD/YYYY): _____ Unit : _____

By order of _____, Commanding Officer of _____, you (the above named Militiaman) are hereby ordered and authorized to appear before the commanding officer of unit _____, no later than _____ hours on the _____ day of _____, in the year _____.

You are to report to this unit for (check one) :

Training Service Separation Courts Marshal Other _____

You are to appear at the stated unit before the stated time without exception, or you may face administrative punishments, or courts marshal. Your travel itinerary and other miscellanea may be outlined in the "Additional Instructions", below.

If not, it is up to you to transfer yourself to the location specified.

ISSUING OFFICER'S SIGNATURE : _____

ISSUED ON DATE : _____

RECEIVING OFFICER'S SIGNATURE : _____

RECEIVED ON DATE : _____

Additional Instructions:

Remarks (Administration Officer Use only)

Change of Next of Kin

Revision Date: 01/15/2017

NAME (Last, First, Middle) : _____

Date of Birth (MM/DD/YYYY): _____ Unit : _____

NEXT OF KIN

Name (First, Middle, Last) :

Street Address: _____ Apt / Unit : _____

City : _____ State / Province : _____ Postal Code : _____

Telephone : (_____) _____ - _____ County : _____

I, the undersigned, do hereby certify that I wish to have my Next of Kin on file changed to the above person, and to have them notified according to my wishes on my Militia Disposition Record.

Soldier's Signature : _____ Date : _____

Witnessing Officer's Signature : _____ Date : _____

Remarks (Administration Officer's use only)

Militia Separation Record

Revision Date: 01/18/2017

NAME (Last, First, Middle) : _____

Date of Birth (MM/DD/YYYY): _____ Unit : _____

SEPARATION INFORMATION

Separation Unit : _____ Separation Rank : _____

Separation Type :

Honorable ____ Medical ____ General ____ Bad Conduct ____ Dishonorable ____

Reason for Separation : _____

Unit Officer Comments on Separation (if any):

Effective Separation Date : _____

(Note: If Bad Conduct or Dishonorable Discharge, Militia Members signature not required)

I, the undersigned, do hereby certify that the above is true in as far as I am aware.

Militia Member Signature : _____ Date : _____

Unit Officer's Signature : _____ Date : _____ What is a

Remarks (Administration Officer's use only)

Battalion Medic Loadout List

This is by no means a complete list. There may be mission specific items not covered in this directive. The items listed in these tables, will allow you to perform the required procedures for which they are listed for. It is incumbent upon the medic to acquire and, to become proficient in each procedure. Equipment is broken down into tables, with repetitive items listed first. These are minimum standards.

AIRWAY:

- 1. Gauze, 4x4 and 2x2.....4 each.
- 2. Oropharyngeal airway.....1 of each size.
- 3. Nasopharyngeal airway.....1 of each size.
- 4. Combitube.....1 each.
- 5. Bag valve mask.....1 each
- 6. Aqueous lube for tubes and airways....4 each

BLEEDING:

- 1. Compression bandage...2 each size (4,6,12 inch)
- 5. Betadine.
- 2. Blood stopping agent,(quik clot, celox, etc.)
- 6. Gauze dressing,10 each,(more=better).
- 3. Assorted bandages for lacerations....6 each size.
- 7. Assorted bandages.
- 4. Alcohol wipes/ wound cleaners.....10 min.

Wound Management:

Sutures, 1-3, 5-7, and 8-10 (2 of each). Sterile water (for irrigation).
 Scalpel (disposable or autoclavable w/ extra blades.) Wound glue.
 Staple gun (15 min.)

Misc:

Tape (heavy cloth, bandaging). Sam splints (large and small)
 Cravats for splinting. Tweezers
 Scissors (Trauma shears, dressing) .Forceps
 Tongue depressors.

Medications:

Benydril D5W IV solution.(500 ml).
 Anti-diuretics. Normal saline solution.(1000 ml min.)
 Analgesics.(over the counter pain med's).

Diagnostic: | IV Administration:

Stethoscope | IV catheters (14, 18, 20 ga. 2 ea. Minimum).
 Pen light | IV starter kits, 3 minimum.
 Blood pressure cuff, (Adult med and lrg). | Tourniquets, 2 for each member

LIGHT FOOT STANDARDS CHECK OFF NAME _____

GO / NGO	DESCRIPTION	Date	Score
	SKILL LEVEL ZERO: RECRUIT		
	Know the four safety rules for all weapons.		
	Field strip and assemble weapon and clean. Demonstrate loading/clearing/malfunction.		
	Hit 8 of 10 shots @50yds. 1 reload/2 mags 5 rounds-timed 5 min.		
	SKILL LEVEL ONE: PRIVATE		
	Understand Command & Organization-rank positions/unit structure.		
	Mobilization & Alert Readiness-Rapid Alert System/Alert Levels/Rally Points.		
	Physical Fitness 1XX-2 mi in 40 min/level 1.3-5 second rush for 100 yd/10 push ups/sit ups. Marksmanship X1X 25-34 points on the MMQ.		
	Individual Movement Techniques-low/high crawl. Team file and wedge.		
	Individual Camouflage.		
	Basic Communications-hand/arm, radio, COMSEC/SALUTE/SITREP, perform surveillance.		
	Basic First Aid-Evaluate ABC, treat shock, clear object thrust, heat stroke/frostbite, burns, field dressing, splint, CPR, transport, sanitation.		
	SKILL LEVEL TWO: CORPORAL		
	Physical fitness 2XX-3 mi, 65 min/level2 gear.		
	Marksmanship X2X rifle 35-39 points on the MMQ. Pistol (optional) 70 points on standard qualifications.		
	Troop leading-5 paragraph OPORD/WARNO/SALUTE, etc. Immediate Action Drills-direct, indirect, contact, break contact, ambush, flares.		
	Movement techniques-fire team/squad wedge, file, traveling, over watch, and bounding over watch.		
	Perform Reconnaissance.		
	Select/construct fighting position.		
	Set up Patrol Base camp.		
	Cross danger areas Basic Land Navigation topographical symbols, locate on map, measure, orient map, determine direction with and without compass. Basic Camouflage-individual, noise/light/litter discipline, field emplacements or camp.		
	Emergency Preparedness-water storage/purification, field hygiene, food storage, med supplies.		
	Basic Survival Knowledge-identify wild foods, identify poisonous plants & snakes, locate & purify water, build fire, snare/trap game, build field expedient shelter.		
	SKILL LEVEL THREE: SERGEANT		
	Physical Fitness 3XX 5 mile, 120 min/level 3 gear Marksmanship X3X rifle 40-45 points on the MMQ/pistol MANDATORY score 70 on standard qualifications Optional score 70 on Assault pistol qualification. CQB conduct room clearing with team, conduct building clearing with squad		

3” x 5” INDEX CARD INDIVIDUAL TRAINING RECORD

1st Column: Name in vertical format

2nd, 4th, and 6th Columns: Task Identifiers

3rd, 5th, and 7th Columns: Senior Training Officers Initials and/or Instructors Initials

1. SAFERULES		13. PHYSCFIT		25. SURVIVAL	
2. FSAWC		14. MRKSMNS		26. PHYSCFIT	
3. LCMF		15. TECHNIQUES		27. MRKSMNS	
4. WPNSQUAL		16. IMMEDACT		28. CQB	
5. COMMAND		17. MOVEMENT		29. PHYSCFIT	
6. MOBALRT		18. RECON		30. ASSAULT	
7. PHYSCFIT		19. FIGHTPOS		31. COMMO	
8. MRKSMNS		20. PTRLBASE		32. MRKSMNS	
9. IMLHCT		21. DANGERO		33. LANDNAV	
10. INDICAM		22. LANDNAV		34. 6MANSWT	
11. COMMO		23. CAMOLNLD		35. BADAMF	
12. FIRST AID		24. PREPW FAS		36. S.W.O.R.D.	

Tasks 1 – 4: Recruit
 Tasks 5 – 12: Skill Level 1
 Tasks 13 – 28: Skill Level 2
 Tasks 29 – 36: S.W.O.R.D

Revision by: Tim Carson, Commander, Approving Authority, 42/63rd WALFM SOP 2017
Edited by: David Copeland, Senior Training Officer, 42/63rd WALFM 2017
Special Thanks and credit to Capt. Jeffrey Stankiewicz, Liaison Officer, Idaho 1 st Regiment of Light Foot, who is the original author of the light foot Standards. We at 42/63rd Edited have edited his version to form the needs of the 63rd.

LIGHTFOOT NATIONAL UNIT DESIGNATIONS

GEORGIA - 4th Field Force

001 Appling 113 Fayette 225 Peach 003 Atkinson 115 Floyd 227 Pickens 005 Bacon 117 Forsyth 229
 Pierce 007 Baker 119 Franklin 231 Pike 009 Baldwin 121 Fulton 233 Polk 011 Banks 123 Gilmer 235
 Pulaski 013 Barrow 125 Glascock 237 Putnam 015 Bartow 127 Glynn 239 Quitman 017 Ben Hill 129
 Gordon 241 Rabun 019 Berrien 131 Grady 243 Randolph 021 Bibb 133 Greene 245 Richmond 023
 Bleckley 135 Gwinnett 247 Rockdale 025 Brantley 137 Habersham 249 Schley 027 Brooks 139 Hall
 251 Screven 029 Bryan 141 Hancock 253 Seminole 031 Bulloch 143 Haralson 255 Spalding 033 Burke
 145 Harris 257 Stephens 035 Butts 147 Hart 259 Stewart 037 Calhoun 149 Heard 261 Sumter 039
 Camden 151 Henry 263 Talbot 043 Candler 153 Houston 265 Taliaferro 045 Carroll 155 Irwin 267
 Tattnall 047 Catoosa 157 Jackson 269 Taylor 049 Charlton 159 Jasper 271 Telfair 051 Chatham 161
 Jeff Davis 273 Terrell 053 Chattahoochee 163 Jefferson 275 Thomas 055 Chattooga 165 Jenkins 277
 Tift 057 Cherokee 167 Johnson 279 Toombs 059 Clarke 169 Jones 281 Towns 061 Clay 171 Lamar
 283 Treutlen 063 Clayton 173 Lanier 285 Troup 065 Clinch 175 Laurens 287 Turner 067 Cobb 177
 Lee 289 Twiggs 069 Coffee 179 Liberty 291 Union 071 Colquitt 181 Lincoln 293 Upson
 073 Columbia 183 Long 295 Walker 075 Cook 185 Lowndes 297 Walton 077 Coweta 187 Lumpkin
 299 Ware 079 Crawford 189 McDuffie 301 Warren 081 Crisp 191 McIntosh 303 Washington
 083 Dade 193 Macon 305 Wayne 085 Dawson 195 Madison 307 Webster 087 Decatur 197 Marion 309
 Wheeler 089 DeKalb* 199 Meriwether 311 White 091 Dodge 201 Miller 313 Whitfield
 093 Dooly 205 Mitchell 315 Wilcox 095 Dougherty 207 Monroe 317 Wilkes 097 Douglas 209
 Montgomery 319 Wilkinson 099 Early 211 Morgan 321 Worth 101 Echols 213 Murray
 103 Effingham 215* Muscogee 105 Elbert 217 Newton 107 Emanuel 219 Oconee 109 Evans 221
 Oglethorpe 111 Fannin 223 Paulding

CONNECTICUT - 5th Field Force

001 Fairfield 007 Middlesex 013 Tolland 003 Hartford 009 New Haven 015 Windham 005 Litchfield
 011 New London

MASSACHUSETTS - 6th Field Force

001 Barnstable 011 Franklin 021 Norfolk 003 Berkshire 013 Hampden 023 Plymouth 005 Bristol 015
 Hampshire 025 Suffolk 007 Dukes 017 Middlesex 027 Worcester 009 Essex 019 Nantucket

MARYLAND - 7th Field Force

001 Allegany 023 Garrett 043 Washington 003 Anne Arundel 025 Harford 045 Wicomico 005
 Baltimore 027 Howard 047 Worcester 009 Calvert 029 Kent 011 Caroline 031 Montgomery 013
 Carroll 033 Prince George's* 015 Cecil 035 Queen Anne's* 017 Charles 037 St. Mary's * 019
 Dorchester 039 Somerset 021 Frederick 041 Talbot

INDEPENDENT CITY

510 Baltimore (city)

SOUTH CAROLINA - 8th Field Force

001 Abbeville 041 Florence 081 Saluda 003 Aiken 043 Georgetown 083 Spartanburg 005 Allendale
 045 Greenville 085 Sumter 007 Anderson 047 Greenwood 087 Union 009 Bamberg 049 Hampton 089

Williamsburg 011 Barnwell 051 Horry 091 York 013 Beaufort 053 Jasper 015 Berkeley 055 Kershaw
 017 Calhoun 057 Lancaster 019 Charleston 059 Laurens 021 Cherokee 061 Lee 023 Chester 063
 Lexington 025 Chesterfield 065 McCormick 027 Clarendon 067 Marion 029 Colleton 069 Marlboro
 031 Darlington 071 Newberry 033 Dillon 073 Oconee 035 Dorchester 075 Orangeburg 037 Edgefield
 077 Pickens 039 Fairfield 079 Richland

 NEW HAMPSHIRE - 9th Field Force

001 Belknap 009 Grafton 017 Strafford 003 Carroll 011 Hillsborough 019 Sullivan 005 Cheshire 013
 Merrimack 007 Coos 015 Rockingham

 VIRGINIA - 10th Field Force

001 Accomack 075 Goochland 153 Prince William 003 Albemarle 077 Grayson 155 Pulaski 005
 Alleghany 079 Greene 157 Rappahannock 007 Amelia 081 Greensville 159 Richmond 009 Amherst
 083 Halifax 161 Roanoke 011 Appomattox 085 Hanover 163 Rockbridge 013 Arlington 087 Henrico
 165 Rockingham 015 Augusta 089 Henry 167 Russell 017 Bath 091 Highland 169 Scott 019 Bedford
 093 Isle of Wight 171 Shenandoah 021 Bland 095 James City 173 Smyth 023 Botetourt 097 King and
 Queen 175 Southampton 025 Brunswick 099 King George 177 Spotsylvania 027 Buchanan 101 King
 William 179 Stafford 029 Buckingham 103 Lancaster 181 Surry 031 Campbell 105 Lee 183 Sussex
 033 Caroline 107 Loudoun 185 Tazewell 035 Carroll 109 Louisa 187 Warren 036* Charles City 111
 Lunenburg 191 Washington 037* Charlotte 113 Madison 193 Westmoreland 041 Chesterfield 115
 Mathews 195 Wise 043 Clarke 117 Mecklenburg 197 Wythe 045 Craig 119 Middlesex 199 York 047
 Culpeper 121 Montgomery 049 Cumberland 125 Nelson 051 Dickenson 127 New Kent 053 Dinwiddie
 131 Northampton 057 Essex 133 Northumberland 059 Fairfax 135 Nottoway 061 Fauquier 137 Orange
 063 Floyd 139 Page 065 Fluvanna 141 Patrick 067 Franklin 143 Pittsylvania 069 Frederick 145
 Powhatan 071 Giles 147 Prince Edward 073 Gloucester 149 Prince George

 INDEPENDENT CITIES of Virginia

560 Alexandria (city) 683 Manassas (city) 515 Bedford (city) 685 Manassas Park (city) Bristol (city)
 690 Martinsville (city) 530 Buena Vista (city) 700 Newport News (city) Charlottesville (city) 710
 Norfolk (city) 550 Chesapeake (city) 720 Norton (city) Clifton Forge (city) 730 Petersburg (city)
 620 Colonial Heights (city) 735 Poquoson (city) 580 Covington (city) 740 Portsmouth (city)
 Danville (city) 750 Radford (city) 595 Emporia (city) 760 Richmond (city) Fairfax (city) 770 Roanoke
 (city) 610 Falls Church (city) 775 Salem (city) Franklin (city) 780 South Boston (city) 680
 Fredericksburg (city) 790 Staunton (city) 640 Galax (city) 800 Suffolk (city) Hampton (city) 810
 Virginia Beach (city) 660 Harrisonburg (city) 820 Waynesboro (city) Hopewell (city) 830
 Williamsburg (city) 678 Lexington (city) 840 Winchester (city) Lynchburg (city)

 NEW YORK - 11th Field Force

001 Albany 051 Livingston 101 Steuben 003 Allegany 053 Madison 103 Suffolk 005 Bronx 055
 Monroe 105 Sullivan 007 Broome 057 Montgomery 107 Tioga 009 Cattaraugus 059 Nassau 109
 Tompkins 011 Cayuga 061 New York 111 Ulster 013 Chautauqua 063 Niagara 113 Warren 015
 Chemung 065 Oneida 115 Washington 017 Chenango 067 Onondaga 117 Wayne 019 Clinton 069
 Ontario 119 Westchester 021 Columbia 071 Orange 121 Wyoming 023 Cortland 073 Orleans 123
 Yates 025 Delaware 075 Oswego 027 Dutchess 077 Otsego 029 Erie 079 Putnam

031 Essex 081 Queens 033 Franklin 083 Rensselaer 035 Fulton 085 Richmond 037 Genesee 087 Rockland 039 Greene 089 St. Lawrence 041 Hamilton 091 Saratoga 043 Herkimer 093 Schenectady 045 Jefferson 095 Schoharie 047 Kings 097 Schuyler 049 Lewis 099 Seneca

NORTH CAROLINA - 12th Field Force

001 Alamance 071 Gaston 141 Pender 003 Alexander 073 Gates 143 Perquimans 005 Alleghany 075 Graham 145 Person 007 Anson 077 Granville 147 Pitt 009 Ashe 079 Greene 149 Polk 011 Avery 081 Guilford 151 Randolph 013 Beaufort 083 Halifax 153 Richmond 015 Bertie 085 Harnett 155 Robeson 017 Bladen 087 Haywood 157 Rockingham 019 Brunswick 089 Henderson 159 Rowan 021 Buncombe 091 Hertford 161 Rutherford 023 Burke 093 Hoke 163 Sampson 025 Cabarrus 095 Hyde 165 Scotland 027 Caldwell 097 Iredell 167 Stanly 029 Camden 099 Jackson 169 Stokes 031 Carteret 101 Johnston 171 Surry 033 Caswell 103 Jones 173 Swain 035 Catawba 105 Lee 175 Transylvania 037 Chatham 107 Lenoir 177 Tyrrell 039 Cherokee 109 Lincoln 179 Union 041 Chowan 111 McDowell 181 Vance 043 Clay 113 Macon 183 Wake 045 Cleveland 115 Madison 185 Warren 047 Columbus 117 Martin 187 Washington 049 Craven 119 Mecklenburg 189 Watauga Cumberland 121 Mitchell 191 Wayne 053 Currituck 123 Montgomery 193 Wilkes 055 Dare 125 Moore Wilson 057 Davidson 127 Nash 197 Yadkin 059 Davie 129 New Hanover 199 Yancey 061 Duplin Northampton 063 Durham 133 Onslow 065 Edgecombe 135 Orange 067 Forsyth 137 Pamlico Franklin 139 Pasquotank

RHODE ISLAND - 13th Field Force

001 Bristol 005 Newport 009 Washington 003 Kent 007 Providence

VERMONT - 14th Field Force

001 Addison 011 Franklin 021 Rutland 003 Bennington 013 Grand Isle 023 Washington 005 Caledonia 015 Lamoille 025 Windham 007 Chittenden 017 Orange 027 Windsor 009 Essex 019 Orleans

KENTUCKY - 15th Field Force

001 Adair 081 Grant 161 Mason 003 Allen 083 Graves 163 Meade 005 Anderson 085 Grayson 165 Menifee 007 Ballard 087 Green 167 Mercer 009 Barren 089 Greenup 169 Metcalfe 011 Bath 091 Hancock 171 Monroe 013 Bell 093 Hardin 173 Montgomery 015 Boone 095 Harlan 175 Morgan 017 Bourbon 097 Harrison 177 Muhlenberg 019 Boyd 099 Hart 179 Nelson 021 Boyle 101 Henderson 181 Nicholas 023 Bracken 103 Henry 183 Ohio 025 Breathitt 105 Hickman 185 Oldham 027 Breckinridge 107 Hopkins 187 Owen 029 Bullitt 109 Jackson 189 Owsley 031 Butler 111 Jefferson 191 Pendleton 033 Caldwell 113 Jessamine 193 Perry 035 Calloway 115 Johnson 195 Pike 037 Campbell 117 Kenton 197 Powell 039 Carlisle 119 Knott 199 Pulaski 041 Carroll 121 Knox 201 Robertson 043 Carter 123 Larue 203 Rockcastle 045 Casey 125 Laurel 205 Rowan 047 Christian 127 Lawrence 207 Russell 049 Clark 129 Lee 209 Scott 051 Clay 131 Leslie 211 Shelby 053 Clinton 133 Letcher 213 Simpson 055 Crittenden 135 Lewis 215 Spencer 057 Cumberland 137 Lincoln 217 Taylor 059 Daviess 139 Livingston 219 Todd 061 Edmonson 141 Logan 221 Trigg 063 Elliott 143 Lyon 223 Trimble 065 Estill 145 McCracken 225 Union 067 Fayette 147 McCreary 227 Warren 069 Fleming 149 McLean 229 Washington 071 Floyd 151 Madison 231 Wayne 073 Franklin 153 Magoffin 233 Webster 075 Fulton 155 Marion 235 Whitley 077 Gallatin 157 Marshall 237 Wolfe 079 Garrard 159 Martin 239 Woodford

TENNESSEE - 16th Field Force

001 Anderson 071 Hardin 141 Putnam 003 Bedford 073 Hawkins 143 Rhea 005 Benton 075 Haywood
145 Roane 007 Bledsoe 077 Henderson 147 Robertson 009 Blount 079 Henry 149 Rutherford 011
Bradley 081 Hickman 151 Scott 013 Campbell 083 Houston 153 Sequatchie 015 Cannon 085
Humphreys 155 Sevier 017 Carroll 087 Jackson 157 Shelby 019 Carter 089 Jefferson 159 Smith 021
Cheatham 091 Johnson 161 Stewart 023 Chester 093 Knox 163 Sullivan 025 Claiborne 095 Lake 165
Sumner 027 Clay 097 Lauderdale 167 Tipton 029 Cocke 099 Lawrence 169 Trousdale 031 Coffee 101
Lewis 171 Unicoi 033 Crockett 103 Lincoln 173 Union 035 Cumberland 105 Loudon 175 Van Buren
037 Davidson 107 McMinn 177 Warren 039 Decatur 109 McNairy 179 Washington 041 DeKalb* 111
Macon 181 Wayne 043 Dickson 113 Madison 183 Weakley 045 Dyer 115 Marion 185 White 047
Fayette 117 Marshall 187 Williamson 049 Fentress 119 Maury 189 Wilson 051 Franklin 121 Meigs
053 Gibson 123 Monroe 055 Giles 125 Montgomery 057 Grainger 127 Moore 059 Greene 129 Morgan
061 Grundy 131 Obion 063 Hamblen 133 Overton 065 Hamilton 135 Perry 067 Hancock 137 Pickett
069 Hardeman 139 Polk

OHIO - 17th Field Force

001 Adams 061 Hamilton 121 Noble 003 Allen 063 Hancock 123 Ottawa 005 Ashland 065 Hardin 125
Paulding 007 Ashtabula 067 Harrison 127 Perry 009 Athens 069 Henry 129 Pickaway 011 Auglaize
071 Highland 131 Pike 013 Belmont 073 Hocking 133 Portage 015 Brown 075 Holmes 135 Preble
017 Butler 077 Huron 137 Putnam 019 Carroll 079 Jackson 139 Richland 021 Champaign 081
Jefferson 141 Ross 023 Clark 083 Knox 143 Sandusky 025 Clermont 085 Lake 145 Scioto 027 Clinton
087 Lawrence 147 Seneca 029 Columbiana 089 Licking 149 Shelby 031 Coshocton 091 Logan 151
Stark 033 Crawford 093 Lorain 153 Summit 035 Cuyahoga 095 Lucas 155 Trumbull 037 Darke 097
Madison 157 Tuscarawas 039 Defiance 099 Mahoning 159 Union 041 Delaware 101 Marion 161 Van
Wert 043 Erie 103 Medina 163 Vinton 045 Fairfield 105 Meigs 165 Warren 047 Fayette 107 Mercer
167 Washington 049 Franklin 109 Miami 169 Wayne 051 Fulton 111 Monroe 171 Williams 053 Gallia
113 Montgomery 173 Wood 055 Geauga 115 Morgan 175 Wyandot 057 Greene 117 Morrow 059
Guernsey 119 Muskingum

LOUISIANA - 18th Field Force

001 Acadia 051 Jefferson 101 St. Mary 003 Allen 053 Jefferson Davis 103 St. Tammany 005
Ascension 055 Lafayette 105 Tangipahoa 007 Assumption 057 Lafourche 107 Tensas 009 Avoyelles
059 La Salle 109 Terrebonne 011 Beauregard 061 Lincoln 111 Union 013 Bienville 063 Livingston 113
Vermilion 015 Bossier 065 Madison 115 Vernon 017 Caddo 067 Morehouse 117 Washington 019
Calcasieu 069 Natchitoches 119 Webster 021 Caldwell 071 Orleans 121 W. Baton Rouge 023 Cameron
073 Ouachita 123 W. Carroll 025 Catahoula 075 Plaquemines 125 W. Feliciana 025 Catahoula 077
Pointe Coupee 127 Winn 027 Claiborne 079 Rapides 029 Concordia 031 De Soto 081 Red River 033 E.
Baton Rouge 083 Richland 035 E. Carroll 085 Sabine 037 E. Feliciana 087 St. Bernard 039 Evangeline
089 St. Charles 041 Franklin 091 St. Helena 043 Grant 093 St. James 045 Iberia 095 St. John the
Baptist 047 Iberville 097 St. Landry 049 Jackson 099 St. Martin

INDIANA - 19th Field Force

001 Adams 071 Jackson 141 St. Joseph 003 Allen 073 Jasper 143 Scott 005 Bartholomew 075 Jay 145
Shelby 007 Benton 077 Jefferson 147 Spencer 009 Blackford 079 Jennings 149 Starke 011 Boone 081
Johnson 151 Steuben 013 Brown 083 Knox 153 Sullivan 015 Carroll 085 Kosciusko 155 Switzerland
017 Cass 087 Lagrange 157 Tippecanoe 019 Clark 089 Lake 159 Tipton 021 Clay 091 La Porte 161
Union 023 Clinton 093 Lawrence 163 Vanderburgh 025 Crawford 095 Madison 165 Vermillion 027
Davies 097 Marion 167 Vigo 029 Dearborn 099 Marshall 169 Wabash 031 Decatur 101 Martin 171
Warren 033 De Kalb 103 Miami 173 Warrick 035 Delaware 105 Monroe 175 Washington Dubois 107
Montgomery 177 Wayne 039 Elkhart 109 Morgan 179 Wells Fayette 111 Newton 181 White 043
Floyd 113 Noble 183 Whitley 045 Fountain 115 Ohio Franklin 117 Orange 049 Fulton 119 Owen 051
Gibson 121 Parke 053 Grant 123 Perry 055 Greene 125 Pike 057 Hamilton 127 Porter 059 Hancock 129
Posey 061 Harrison 131 Pulaski 063 Hendricks 133 Putnam 065 Henry 135 Randolph 067 Howard 137
Ripley 069 Huntington 139 Rush

MISSISSIPPI - 20th Field Force

001 Adams 061 Jasper 121 Rankin 003 Alcorn 063 Jefferson 123 Scott 005 Amite 065 Jefferson Davis
125 Sharkey 007 Attala 067 Jones 127 Simpson 009 Benton 069 Kemper 129 Smith 011 Bolivar 071
Lafayette 131 Stone 013 Calhoun 073 Lamar 133 Sunflower 015 Carroll 075 Lauderdale 135
Tallahatchie 017 Chickasaw 077 Lawrence 137 Tate 019 Choctaw 079 Leake 139 Tippah 021
Claiborne 081 Lee 141 Tishomingo 023 Clarke 083 Leflore 143 Tunica 025 Clay 085 Lincoln 145
Union 027 Coahoma 087 Lowndes 147 Walthall 029 Copiah 089 Madison 149 Warren
031 Covington 091 Marion 151 Washington 033 DeSoto* 093 Marshall 153 Wayne 035 Forrest 095
Monroe 155 Webster 037 Franklin 097 Montgomery 157 Wilkinson 039 George 099 Neshoba 159
Winston 041 Greene 101 Newton 161 Yalobusha 043 Grenada 103 Noxubee 163 Yazoo 045 Hancock
105 Oktibbeha 047 Harrison 107 Panola 049 Hinds 109 Pearl River 051 Holmes 111 Perry 053
Humphreys 113 Pike 055 Issaquena 115 Pontotoc 057 Itawamba 117 Prentiss 059 Jackson 119
Quitman

ILLINOIS - 21st Field Force

001 Adams 071 Henderson 141 Ogle 003 Alexander 073 Henry 143 Peoria 005 Bond 075 Iroquois 145
Perry 007 Boone 077 Jackson 147 Piatt 009 Brown 079 Jasper 149 Pike 011 Bureau 081 Jefferson 151
Pope 013 Calhoun 083 Jersey 153 Pulaski 015 Carroll 085 Jo Davies 155 Putnam 017 Cass 087
Johnson 157 Randolph 019 Champaign 089 Kane 159 Richland 021 Christian 091 Kankakee 161 Rock
Island 023 Clark 093 Kendall 163 St. Clair 025 Clay 095 Knox 165 Saline 027 Clinton 097 Lake 167
Sangamon 029 Coles 099 La Salle 169 Schuyler 031 Cook 101 Lawrence 171 Scott 033 Crawford 103
Lee 173 Shelby 035 Cumberland 105 Livingston 175 Stark 037 DeKalb* 107 Logan 177 Stephenson
039 De Witt 109 McDonough 179 Tazewell 041 Douglas 111 McHenry 181 Union 043 DuPage* 113
McLean 183 Vermilion 045 Edgar 115 Macon 185 Wabash 047 Edwards 117 Macoupin 187 Warren
049 Effingham 119 Madison 189 Washington 051 Fayette 121 Marion 191 Wayne 053 Ford 123
Marshall 193 White 055 Franklin 125 Mason 195 Whiteside 057 Fulton 127 Massac 197 Will 059
Gallatin 129 Menard 199 Williamson 061 Greene 131 Mercer 201 Winnebago 063 Grundy 133
Monroe 203 Woodford 065 Hamilton 135 Montgomery 067 Hancock 137 Morgan 069 Hardin 139
Moultrie

ALABAMA - 22nd Field Force

001 Autauga 051 Elmore 101 Montgomery 003 Baldwin 053 Escambia 103 Morgan 005 Barbour 055 Etowah 105 Perry 007 Bibb 057 Fayette 107 Pickens 009 Blount 059 Franklin 109 Pike 011 Bullock 061 Geneva 111 Randolph 013 Butler 063 Greene 113 Russell 015 Calhoun 065 Hale 115 St. Clair 017 Chambers 067 Henry 117 Shelby 019 Cherokee 069 Houston 119 Sumter 021 Chilton 071 Jackson 121 Talladega 023 Choctaw 073 Jefferson 123 Tallapoosa 025 Clarke 075 Lamar 125 Tuscaloosa 027 Clay 077 Lauderdale 127 Walker 029 Cleburne 079 Lawrence 129 Washington 031 Coffee 081 Lee 131 Wilcox 033 Colbert 083 Limestone 133 Winston 035 Conecuh 085 Lowndes 037 Coosa 087 Macon 039 Covington 089 Madison 041 Crenshaw 091 Marengo 043 Cullman 093 Marion 045 Dale 095 Marshall 047 Dallas 097 Mobile 049 DeKalb* 099 Monroe

MAINE - 23rd Field Force

001 Androscoggin 013 Knox 025 Somerset 003 Aroostook 015 Lincoln 027 Waldo 005 Cumberland 017 Oxford 029 Washington 007 Franklin 019 Penobscot 031 York 009 Hancock 021 Piscataquis 011 Kennebec 023 Sagadahoc

MISSOURI - 24th Field Force

001 Adair 081 Harrison 161 Phelps 003 Andrew 083 Henry 163 Pike 005 Atchison 085 Hickory 165 Platte 007 Audrain 087 Holt 167 Polk 009 Barry 089 Howard 169 Pulaski 011 Barton 091 Howell 171 Putnam 013 Bates 093 Iron 173 Ralls 015 Benton 095 Jackson 175 Randolph 017 Bollinger 097 Jasper 177 Ray 019 Boone 099 Jefferson 179 Reynolds 021 Buchanan 101 Johnson 181 Ripley 023 Butler 103 Knox 183 St. Charles 025 Caldwell 105 Laclede 185 St. Clair 027 Callaway 107 Lafayette 186 Ste. Genevieve 029 Camden 109 Lawrence 187 St. Francois 031 Cape Girardeau 111 Lewis 189 St. Louism 033 Carroll 113 Lincoln 195 Saline 035 Carter 115 Linn 197 Schuyler 037 Cass 117 Livingston 199 Scotland 039 Cedar 119 McDonald 201 Scott 041 Chariton 121 Macon 203 Shannon 043 Christian 123 Madison 205 Shelby 045 Clark 125 Maries 207 Stoddard 047 Clay 127 Marion 209 Stone 049 Clinton 129 Mercer 211 Sullivan 051 Cole 131 Miller 213 Taney 053 Cooper 133 Mississippi 215 Texas 055 Crawford 135 Moniteau 217 Vernon 057 Dade 137 Monroe 219 Warren 059 Dallas 139 Montgomery 221 Washington 061 Daviess 141 Morgan 223 Wayne 063 DeKalb* 143 New Madrid 225 Webster 065 Dent 145 Newton 227 Worth 067 Douglas 147 Nodaway 229 Wright 069 Dunklin 149 Oregon 071 Franklin 151 Osage 073 Gasconade 153 Ozark 075 Gentry 155 Pemiscot 077 Greene 157 Perry 079 Grundy 159 Pettis INDEPENDENT CITY 510 St. Louis (city)

ARKANSAS - 25th Field Force

001 Arkansas 051 Garland 101 Newton 003 Ashley 053 Grant 103 Ouachita 005 Baxter 055 Greene 105 Perry 007 Benton 057 Hempstead 107 Phillips 009 Boone 059 Hot Spring 109 Pike 011 Bradley 061 Howard 111 Poinsett 013 Calhoun 063 Independence 113 Polk 015 Carroll 065 Izard 115 Pope 017 Chicot 067 Jackson 117 Prairie 019 Clark 069 Jefferson 119 Pulaski 021 Clay 071 Johnson 121 Randolph 023 Cleburne 073 Lafayette 123 St. Francis 025 Cleveland 075 Lawrence 125 Saline 027 Columbia 077 Lee 127 Scott 029 Conway 079 Lincoln 129 Searcy 031 Craighead 081 Little River 131 Sebastian 033 Crawford 083 Logan 133 Sevier 035 Crittenden 085 Lonoke 135 Sharp 037 Cross 087 Madison 137 Stone 039 Dallas 089 Marion 139 Union 041 Desha 091 Miller 141 Van Buren 043 Drew 093 Mississippi 143 Washington 045 Faulkner 095 Monroe 145 White 047 Franklin 097 Montgomery 147 Woodruff 049 Fulton 099 Nevada 149 Yell

MICHIGAN - 26th Field Force

001 Alcona 061 Houghton 121 Muskegon 003 Alger 063 Huron 123 Newaygo 005 Allegan 065
Ingham 125 Oakland 007 Alpena 067 Ionia 127 Oceana 009 Antrim 069 Iosco 129 Ogemaw 011
Arenac 071 Iron 131 Ontonagon 013 Baraga 073 Isabella 133 Osceola 015 Barry 075 Jackson 135
Oscoda 017 Bay 077 Kalamazoo 137 Otsego 019 Benzie 079 Kalkaska 139 Ottawa 021 Berrien 081
Kent 141 Presque Isle 023 Branch 083 Keweenaw 143 Roscommon 025 Calhoun 085 Lake 145
Saginaw 027 Cass 087 Lapeer 147 St. Clair 029 Charlevoix 089 Leelanau 149 St. Joseph 031
Cheboygan 091 Lenawee 151 Sanilac 033 Chippewa 093 Livingston 153 Schoolcraft 035 Clare 095
Luce 155 Shiawassee 037 Clinton 097 Mackinac 157 Tuscola 039 Crawford 099 Macomb 159 Van
Buren 041 Delta 101 Manistee 161 Washtenaw 043 Dickinson 103 Marquette 163 Wayne 045 Eaton
105 Mason 165 Wexford 047 Emmet 107 Mecosta 049 Genesee 109 Menominee 051 Gladwin 111
Midland 053 Gogebic 113 Missaukee 055 Grand Traverse 115 Monroe 057 Gratiot 117 Montcalm
059 Hillsdale 119 Montmorency

FLORIDA - 27th Field Force

001 Alachua 051 Hendry 101 Pasco 003 Baker 053 Hernando 103 Pinellas 005 Bay 055 Highlands 105
Polk 007 Bradford 057 Hillsborough 107 Putnam 009 Brevard 059 Holmes 109 St. Johns 011 Broward
061 Indian River 111 St. Lucie 013 Calhoun 063 Jackson 113 Santa Rosa 015 Charlotte 065 Jefferson
115 Sarasota 017 Citrus 067 Lafayette 117 Seminole 019 Clay 069 Lake 119 Sumter 021 Collier 071
Lee 121 Suwannee 023 Columbia 073 Leon 123 Taylor 025 Dade 075 Levy 125 Union 027 DeSoto*
077 Liberty 127 Volusia 029 Dixie 079 Madison 129 Wakulla 031 Duval 081 Manatee 131 Walton 033
Escambia 083 Marion 133 Washington 035 Flagler 085 Martin 037 Franklin 087 Monroe 039 Gadsden
089 Nassau 041 Gilchrist 091 Okaloosa 043 Glades 093 Okeechobee 045 Gulf 095 Orange 047
Hamilton 097 Osceola 049 Hardee 099 Palm Beach

TEXAS - 28th Field Force

001 Anderson 171 Gillespie 341 Moore 003 Andrews 173 Glasscock 343 Morris 005 Angelina 175
Goliad 345 Motley 007 Aransas 177 Gonzales 347 Nacogdoches 009 Archer 179 Gray 349 Navarro
011 Armstrong 181 Grayson 351 Newton 013 Atascosa 183 Gregg 353 Nolan 015 Austin 185 Grimes
355 Nueces 017 Bailey 187 Guadalupe 357 Ochiltree 019 Bandera 189 Hale 359 Oldham 021 Bastrop
191 Hall 361 Orange 023 Baylor 193 Hamilton 363 Palo Pinto 025 Bee 195 Hansford 365 Panola
027 Bell 197 Hardeman 367 Parker 029 Bexar 199 Hardin 369 Parmer 031 Blanco 201 Harris 371
Pecos 033 Borden 203 Harrison 373 Polk 035 Bosque 205 Hartley 375 Potter 037 Bowie 207 Haskell
377 Presidio 039 Brazoria 209 Hays 379 Rains 041 Brazos 211 Hemphill 381 Randall 043 Brewster
213 Henderson 383 Reagan 045 Briscoe 215 Hidalgo 385 Real 047 Brooks 217 Hill 387 Red River 049
Brown 219 Hockley 389 Reeves 051 Burleson 221 Hood 391 Refugio 053 Burnet 223 Hopkins 393
Roberts 055 Caldwell 225 Houston 395 Robertson 057 Calhoun 227 Howard 397 Rockwall 059
Callahan 229 Hudspeth 399 Runnels 061 Cameron 231 Hunt 401 Rusk 063 Camp 233 Hutchinson 403
Sabine 065 Carson 235 Irion 405 San Augustine 067 Cass 237 Jack 407 San Jacinto 069 Castro 239
Jackson 409 San Patricio 071 Chambers 241 Jasper 411 San Saba 073 Cherokee 243 Jeff Davis 413
Schleicher 075 Childress 245 Jefferson 415 Scurry 077 Clay 247 Jim Hogg 417 Shackelford 079
Cochran 249 Jim Wells 419 Shelby 081 Coke 251 Johnson 421 Sherman 083 Coleman 253 Jones 423
Smith 085 Collin 255 Karnes 425 Somervell 087 Collingsworth 257 Kaufman 427 Starr 089 Colorado
259 Kendall 429 Stephens 091 Comal 261 Kenedy 431 Sterling 093 Comanche 263 Kent 433
Stonewall 095 Concho 265 Kerr 435 Sutton 097 Cooke 267 Kimble 437 Swisher 099 Coryell 269 King
439 Tarrant 101 Cottle 271 Kinney 441 Taylor 103 Crane 273 Kleberg 443 Terrell 105 Crockett 275

Knox 445 Terry 107 Crosby 277 Lamar 447 Throckmorton 109 Culberson 279 Lamb 449 Titus 111
 Dallam 281 Lampasas 451 Tom Green 113 Dallas 283 La Salle 453 Travis 115 Dawson 285 Lavaca
 455 Trinity 117 Deaf Smith 287 Lee 457 Tyler 119 Delta 289 Leon 459 Upshur 121 Denton 291
 Liberty 461 Upton 123 DeWitt* 293 Limestone 463 Uvalde 125 Dickens 295 Lipscomb 465 Val Verde
 127 Dimmit 297 Live Oak 467 Van Zandt 129 Donley 299 Llano 469 Victoria 131 Duval 301 Loving
 471 Walker 133 Eastland 303 Lubbock 473 Waller 135 Ector 305 Lynn 475 Ward 137 Edwards 307
 McCulloch 477 Washington 139 Ellis 309 McLennan 479 Webb141 El Paso 311 McMullen 481
 Wharton 143 Erath 313 Madison 483 Wheeler 145 Falls 315 Marion 485 Wichita 147 Fannin 317
 Martin 487 Wilbarger 149 Fayette 319 Mason 489 Willacy 151 Fisher 321 Matagorda 491 Williamson
 153 Floyd 323 Maverick 493 Wilson 155 Foard 325 Medina 495 Winkler 157 Fort Bend 327 Menard
 497 Wise 159 Franklin 329 Midland 499 Wood 161 Freestone 331 Milam 501 Yoakum 163 Frio 333
 Mills 503 Young 165 Gaines 335 Mitchell 505 Zapata 167 Galveston 337 Montague 507 Zavala 169
 Garza 339 Montgomery

 IOWA - 29th Field Force

001 Adair 071 Fremont 141 O'Brien 003 Adams 073 Greene 143 Osceola 005 Allamakee 075 Grundy
 145 Page 007 Appanoose 077 Guthrie 147 Palo Alto 009 Audubon 079 Hamilton 149 Plymouth 011
 Benton 081 Hancock 151 Pocahontas 013 Black Hawk 083 Hardin 153 Polk 015 Boone 085 Harrison
 155 Pottawattamie 017 Bremer 087 Henry 157 Poweshiek 019 Buchanan 089 Howard 159 Ringgold
 021 Buena Vista 091 Humboldt 161 Sac 023 Butler 093 Ida 163 Scott 025 Calhoun 095 Iowa 165
 Shelby 027 Carroll 097 Jackson 167 Sioux 029 Cass 099 Jasper 169 Story 031 Cedar 101 Jefferson 171
 Tama 033 Cerro Gordo 103 Johnson 173 Taylor 035 Cherokee 105 Jones 175 Union 037 Chickasaw
 107 Keokuk 177 Van Buren 039 Clarke 109 Kossuth 179 Wapello 041 Clay 111 Lee 181 Warren 043
 Clayton 113 Linn 183 Washington 045 Clinton 115 Louisa 185 Wayne 047 Crawford 117 Lucas 187
 Webster 049 Dallas 119 Lyon 189 Winnebago 051 Davis 121 Madison 191 Winneshiek 053 Decatur
 123 Mahaska 193 Woodbury 055 Delaware 125 Marion 195 Worth 057 Des Moines 127 Marshall 197
 Wright 059 Dickinson 129 Mills 061 Dubuque 131 Mitchell 063 Emmet 133 Monona 065 Fayette 135
 Monroe 067 Floyd 137 Montgomery 069 Franklin 139 Muscatine

 WISCONSIN - 30th Field Force

001 Adams 051 Iron 099 Price 003 Ashland 053 Jackson 101 Racine 005 Barron 055 Jefferson 103
 Richland 007 Bayfield 057 Juneau 105 Rock 009 Brown 059 Kenosha 107 Rusk 011 Buffalo 061
 Kewaunee 109 St. Croix 013 Burnett 063 La Crosse 111 Sauk 015 Calumet 065 Lafayette 113 Sawyer
 017 Chippewa 067 Langlade 115 Shawano 019 Clark 069 Lincoln 117 Sheboygan 021 Columbia 071
 Manitowoc 119 Taylor 023 Crawford 073 Marathon 121 Trempealeau 025 Dane 075 Marinette 123
 Vernon 027 Dodge 077 Marquette 125 Vilas 029 Door 078 Menominee 127 Walworth 031 Douglas
 079 Milwaukee 129 Washburn 033 Dunn 081 Monroe 131 Washington 035 Eau Claire 083 Oconto
 133 Waukesha 037 Florence 085 Oneida 135 Waupaca 039 Fond du Lac 087 Outagamie 137 Waushara
 041 Forest 089 Ozaukee 139 Winnebago 043 Grant 091 Pepin 141 Wood 045 Green 093 Pierce
 047 Green Lake 095 Polk 049 Iowa 097 Portage

 CALIFORNIA - 31st Field Force

001 Alameda 041 Marin 081 San Mateo 003 Alpine 043 Mariposa 083 Santa Barbara 005 Amador 045
 Mendocino 085 Santa Clara 007 Butte 047 Merced 087 Santa Cruz 009 Calaveras 049 Modoc 089
 Shasta 011 Colusa 051 Mono 091 Sierra 013 Contra Costa 053 Monterey 093 Siskiyou 015 Del Norte
 055 Napa 095 Solano 017 El Dorado 057 Nevada 097 Sonoma 019 Fresno 059 Orange 099 Stanislaus
 021 Glenn 061 Placer 101 Sutter 023 Humboldt 063 Plumas 103 Tehama 025 Imperial 065 Riverside

105 Trinity 027 Inyo 067 Sacramento 107 Tulare 029 Kern 069 San Benito 109 Tuolumne 031 Kings
071 San Bernardino 111 Ventura 033 Lake 073 San Deigo 113 Yolo 035 Lassen 075 San Francisco
115 Yuba 037 Los Angeles 077 San Joaquin 039 Madera 079 San Luis Obispo

MINNESOTA - 32nd Field Force

001 Aitkin 061 Itasca 121 Pope 003 Anoka 063 Jackson 123 Ramsey 005 Becker 065 Kanabec 125
Red Lake 007 Beltrami 067 Kandiyohi 127 Redwood 009 Benton 069 Kittson 129 Renville 011 Big
Stone 071 Koochiching 131 Rice 013 Blue Earth 073 Lac qui Parle 133 Rock 015 Brown 075 Lake 135
Roseau 017 Carlton 077 Lake of the 019 Carver Woods 137 St. Louis 079 Le Sueur 139 Scott 021 Cass
081 Lincoln 141 Sherburne 023 Chippewa 083 Lyon 143 Sibley 025 Chisago 085 McLeod 145 Stearns
027 Clay 087 Mahnomen 147 Steele 029 Clearwater 089 Marshall 149 Stevens 031 Cook 091 Martin
151 Swift 033 Cottonwood 093 Meeker 153 Todd 035 Crow Wing 095 Mille Lacs 155 Traverse 037
Dakota 097 Morrison 157 Wabasha 039 Dodge 099 Mower 159 Wadena 041 Douglas 101 Murray 161
Waseca 043 Faribault 103 Nicollet 163 Washington 045 Fillmore 105 Nobles 165 Watonwan 047
Freeborn 107 Norman 167 Wilkin 049 Goodhue 109 Olmsted 169 Winona 051 Grant 111 Otter Tail
171 Wright 053 Hennepin 113 Pennington 173 Yellow Medicine 055 Houston 115 Pine 057 Hubbard
117 Pipestone 059 Isanti 119 Polk

OREGON - 33rd Field Force

001 Baker 031 Jefferson 061 Union 003 Benton 033 Josephine 063 Wallowa 005 Clackamas 035
Klamath 065 Wasco 007 Clatsop 037 Lake 067 Washington 009 Columbia 039 Lane 069 Wheeler
011 Coos 041 Lincoln 071 Yamhill 013 Crook 043 Linn 015 Curry 045 Malheur 017 Deschutes 047
Marion 019 Douglas 049 Morrow 021 Gilliam 051 Multnomah 023 Grant 053 Polk 025 Harney 055
Sherman 027 Hood River 057 Tillamook 029 Jackson 059 Umatilla

KANSAS - 34th Field Force

001 Allen 071 Greeley 141 Osborne 003 Anderson 073 Greenwood 143 Ottawa 005 Atchison 075
Hamilton 145 Pawnee 007 Barber 077 Harper 147 Phillips 009 Barton 079 Harvey 149 Pottawatomie
011 Bourbon 081 Haskell 151 Pratt 013 Brown 083 Hodgeman 153 Rawlins 015 Butler 085 Jackson
155 Reno 017 Chase 087 Jefferson 157 Republic 019 Chautauqua 089 Jewell 159 Rice 021 Cherokee
091 Johnson 161 Riley 023 Cheyenne 093 Kearny 163 Rooks 025 Clark 095 Kingman 165 Rush 027
Clay 097 Kiowa 167 Russell 029 Cloud 099 Labette 169 Saline 031 Coffey 101 Lane 171 Scott 033
Comanche 103 Leavenworth 173 Sedgwick 035 Cowley 105 Lincoln 175 Seward 037 Crawford 107
Linn 177 Shawnee 039 Decatur 109 Logan 179 Sheridan 041 Dickinson 111 Lyon 181 Sherman 043
Doniphan 113 McPherson 183 Smith 045 Douglas 115 Marion 185 Stafford 047 Edwards 117 Marshall
187 Stanton 049 Elk 119 Meade 189 Stevens 051 Ellis 121 Miami 191 Sumner 053 Ellsworth 123
Mitchell 193 Thomas 055 Finney 125 Montgomery 195 Trego 057 Ford 127 Morris 197 Wabaunsee
059 Franklin 129 Morton 199 Wallace 061 Geary 131 Nemaha 201 Washington 063 Gove 133 Neosho
203 Wichita 065 Graham 135 Ness 205 Wilson 067 Grant 137 Norton 207 Woodson 069 Gray 139
Osage 209 Wyandotte

WEST VIRGINIA - 35th Field Force

001 Barbour 041 Lewis 081 Raleigh 003 Berkeley 043 Lincoln 083 Randolph 005 Boone 045 Logan
085 Ritchie 007 Braxton 047 McDowell 087 Roane 009 Brooke 049 Marion 089 Summers 011 Cabell
051 Marshall 091 Taylor 013 Calhoun 053 Mason 093 Tucker 015 Clay 055 Mercer 095 Tyler 017
Doddridge 057 Mineral 097 Upshur 019 Fayette 059 Mingo 099 Wayne 021 Gilmer 061 Monongalia

101 Webster 023 Grant 063 Monroe 103 Wetzel 025 Greenbrier 065 Morgan 105 Wirt 027 Hampshire
 067 Nicholas 107 Wood 029 Hancock 069 Ohio 109 Wyoming 031 Hardy 071 Pendleton 033 Harrison
 073 Pleasants 035 Jackson 075 Pocahontas 037 Jefferson 077 Preston 039 Kanawha 079 Putnam

 NEVADA - 36th Field Force

001 Churchill 013 Humboldt 027 Pershing 003 Clark 015 Lander 029 Storey 005 Douglas 017 Lincoln
 031 Washoe 007 Elko 019 Lyon 033 White Pine 009 Esmeralda 021 Mineral 011 Eureka 023 Nye

INDEPENDENT CITY

510 Carson City

NEBRASKA - 37th Field Force

001 Adams 071 Garfield 141 Platte 003 Antelope 073 Gosper 143 Polk 005 Arthur 075 Grant 145 Red
 Willow 007 Banner 077 Greeley 147 Richardson 009 Blaine 079 Hall 149 Rock 011 Boone 081
 Hamilton 151 Saline 013 Box Butte 083 Harlan 153 Sarpy 015 Boyd 085 Hayes 155 Saunders
 017 Brown 087 Hitchcock 157 Scotts Bluff 019 Buffalo 089 Holt 159 Seward 021 Burt 091 Hooker
 161 Sheridan 023 Butler 093 Howard 163 Sherman 025 Cass 095 Jefferson 165 Sioux 027 Cedar 097
 Johnson 167 Stanton 029 Chase 099 Kearney 169 Thayer 031 Cherry 101 Keith 171 Thomas 033
 Cheyenne 103 Keya Paha 173 Thurston 035 Clay 105 Kimball 175 Valley 037 Colfax 107 Knox 177
 Washington 039 Cuming 109 Lancaster 179 Wayne 041 Custer 111 Lincoln 181 Webster 043 Dakota
 113 Logan 183 Wheeler 045 Dawes 115 Loup 185 York 047 Dawson 117 McPherson 049 Deuel 119
 Madison 051 Dixon 121 Merrick 053 Dodge 123 Morrill 055 Douglas 125 Nance 057 Dundy 127
 Nemaha 059 Fillmore 129 Nuckolls 061 Franklin 131 Otoe 063 Frontier 133 Pawnee 065 Furnas 135
 Perkins 067 Gage 137 Phelps 069 Garden 139 Pierce

COLORADO - 38th Field Force

001 Adams 051 Gunnison 101 Pueblo 003 Alamosa 053 Hinsdale 103 Rio Blanco 005 Arapahoe 055
 Huerfano 105 Rio Grande 007 Archuleta 057 Jackson 107 Routt 009 Baca 059 Jefferson 109 Saguache
 011 Bent 061 Kiowa 111 San Juan 013 Boulder 063 Kit Carson 113 San Miguel 015 Chaffee 065 Lake
 115 Sedgwick 017 Cheyenne 067 La Plata 117 Summit 019 Clear Creek 069 Larimer 119 Teller 021
 Conejos 071 Las Animas 121 Washington 023 Costilla 073 Lincoln 123 Weld 025 Crowley 075 Logan
 125 Yuma 027 Custer 077 Mesa 029 Delta 079 Mineral 031 Denver 081 Moffat 033 Dolores 083
 Montezuma 035 Douglas 085 Montrose 037 Eagle 087 Morgan 039 Elbert 089 Otero 041 El Paso 091
 Ouray 043 Fremont 093 Park 045 Garfield 095 Phillips 047 Gilpin 097 Pitkin 049 Grand 099 Prowers

NORTH DAKOTA - 39th Field Force

001 Adams 041 Hettinger 081 Sargent 003 Barnes 043 Kidder 083 Sheridan 005 Benson 045
 LaMoure* 085 Sioux 007 Billings 047 Logan 087 Slope 009 Bottineau 049 McHenry 089 Stark 011
 Bowman 051 McIntosh 091 Steele 013 Burke 053 McKenzie 093 Stutsman 015 Burleigh 055 McLean
 095 Towner 017 Cass 057 Mercer 097 Traill 019 Cavalier 059 Morton 099 Walsh 021 Dickey 061
 Mountrail* 101 Ward 023 Divide 063 Nelson 103 Wells 025 Dunn 065 Oliver 105 Williams 027 Eddy
 067 Pembina 029 Emmons 069 Pierce 031 Foster 071 Ramsey 033 Golden Valley 073 Ransom 035
 Grand Forks 075 Renville 037 Grant 077 Richland 039 Griggs 079 Rolette

SOUTH DAKOTA - 40th Field Force

003 Aurora 053 Gregory 103 Pennington 005 Beadle 055 Haakon 105 Perkins 007 Bennett 057 Hamlin
107 Potter 009 Bon Homme 059 Hand 109 Roberts 011 Brookings 061 Hanson 111 Sanborn 013
Brown 063 Harding 113 Shannon 015 Brule 065 Hughes 115 Spink 017 Buffalo 067 Hutchinson 117
Stanley 019 Butte 069 Hyde 119 Sully 021 Campbell 071 Jackson 121 Todd 023 Charles Mix 073
Jerauld 123 Tripp 025 Clark 075 Jones 125 Turner 027 Clay 077 Kingsbury 127 Union 029 Codington
079 Lake 129 Walworth 031 Corson 081 Lawrence 135 Yankton 033 Custer 083 Lincoln 137 Ziebach
035 Davison 085 Lyman 037 Day 087 McCook 039 Deuel 089 McPherson 041 Dewey 091 Marshall
043 Douglas 093 Meade 045 Edmunds 095 Mellette 047 Fall River 097 Miner 049 Faulk 099
Minnehaha 051 Grant 101 Moody

MONTANA - 41st Field Force

001 Beaverhead 041 Hill 081 Ravalli 003 Big Horn 043 Jefferson 083 Richland 005 Blaine 045 Judith
Basin 085 Roosevelt 007 Broadwater 047 Lake 087 Rosebud 009 Carbon 049 Lewis & Clark 089
Sanders 011 Carter 051 Liberty 091 Sheridan 013 Cascade 053 Lincoln 093 Silver Bow 015 Chouteau
055 McCone 095 Stillwater 017 Custer 057 Madison 097 Sweet Grass 019 Daniels 059 Meagher 099
Teton 021 Dawson 061 Mineral 101 Toole 023 Deer Lodge 063 Missoula 103 Treasure 025 Fallon 065
Musselshell 105 Valley 027 Fergus 067 Park 107 Wheatland 029 Flathead 069 Petroleum 109 Wibaux
031 Gallatin 071 Phillips 111 Yellowstone 033 Garfield Park* 073 Pondera 113 Yellowstone National
035 Glacier 075 Powder River 037 Golden Valley 077 Powell 039 Granite 079 Prairie

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The portion of Yellowstone National Park in Montana is not located in any Field Force's territory - it is  
neutral ground in peace time. In time of war, it will fall to control of the closest Field Force(s).

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WASHINGTON - 42nd Field Force  
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001 Adams 031 Jefferson 061 Snohomish 003 Asotin 033 King 063 Spokane 005 Benton 035 Kitsap  
065 Stevens 007 Chelan 037 Kittitas 067 Thurston 009 Clallam 039 Klickitat 069 Wahkiakum 011  
Clark 041 Lewis 071 Walla Walla 013 Columbia 043 Lincoln 073 Whatcom 015 Cowlitz 045 Mason  
075 Whitman 017 Douglas 047 Okanogan 077 Yakima 019 Ferry 049 Pacific 021 Franklin 051 Pend  
Oreille 023 Garfield 053 Pierce 025 Grant 055 San Juan 027 Grays Harbor 057 Skagit 029 Island 059  
Skamania

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IDAHO - 43rd Field Force  
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001 Ada 031 Cassia 061 Lewis 003 Adams 033 Clark 063 Lincoln 005 Bannock 035 Clearwater 065  
Madison 007 Bear Lake 037 Custer 067 Minidoka 009 Benewah 039 Elmore 069 Nez Perce 011  
Bingham 041 Franklin 071 Oneida 013 Blaine 043 Fremont 073 Owyhee 015 Boise 045 Gem 075  
Payette 017 Bonner 047 Gooding 077 Power 019 Bonneville 049 Idaho 079 Shoshone 021 Boundary  
051 Jefferson 081 Teton 023 Butte 053 Jerome 083 Twin Falls 025 Camas 055 Kootenai 085 Valley  
027 Canyon 057 Latah 087 Washington 029 Caribou 059 Lemhi

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WYOMING - 44th Field Force  
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001 Albany 021 Laramie 041 Uinta 003 Big Horn 023 Lincoln 043 Washakie 005 Campbell 025  
Natrona 045 Weston 007 Carbon 027 Niobrara 009 Converse 029 Park 011 Crook 031 Platte 013

Fremont 033 Sheridan 015 Goshen 035 Sublette 017 Hot Springs 037 Sweetwater 019 Johnson 039 Teton

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UTAH - 45th Field Force  
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001 Beaver 021 Iron 041 Sevier 003 Box Elder 023 Juab 043 Summit 005 Cache 025 Kane 045 Tooele 007 Carbon 027 Millard 047 Uintah 009 Daggett 029 Morgan 049 Utah 011 Davis 031 Piute 051 Wasatch 013 Duchesne 033 Rich 053 Washington 015 Emery 035 Salt Lake 055 Wayne 017 Garfield 037 San Juan 057 Weber 019 Grand 039 Sanpete

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OKLAHOMA - 46th Field Force  
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001 Adair 061 Haskell 121 Pittsburg 003 Alfalfa 063 Hughes 123 Pontotoc 005 Atoka 065 Jackson 125 Pottawatomie 007 Beaver 067 Jefferson 127 Pushmataha 009 Beckham 069 Johnston 129 Roger Mills 011 Blaine 071 Kay 131 Rogers 013 Bryan 073 Kingfisher 133 Seminole 015 Caddo 075 Kiowa 135 Sequoyah 017 Canadian 077 Latimer 137 Stephens 019 Carter 079 Le Flore 139 Texas 021 Cherokee 081 Lincoln 141 Tillman 023 Choctaw 083 Logan 143 Tulsa 025 Cimarron 085 Love 145 Wagoner 027 Cleveland 087 McClain 147 Washington 029 Coal 089 McCurtain 149 Washita 031 Comanche 091 McIntosh 151 Woods 033 Cotton 093 Major 153 Woodward 035 Craig 095 Marshall 037 Creek 097 Mayes 039 Custer 099 Murray 041 Delaware 101 Muskogee 043 Dewey 103 Noble 045 Ellis 105 Nowata 047 Garfield 107 Okfuskee 049 Garvin 109 Oklahoma 051 Grady 111 Okmulgee 053 Grant 113 Osage 055 Greer 115 Ottawa 057 Harmon 117 Pawnee 059 Harper 119 Payne

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NEW MEXICO - 47th Field Force  
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001 Bernalillo 028 Los Alamos 057 Torrance 003 Catron 029 Luna 059 Union 005 Chaves 031 McKinley 061 Valencia 006\* Cibola 033 Mora 007 Colfax 035 Otero 009 Curry 037 Quay 011 De Baca\* 039 Rio Arriba 013 Dona Ana 041 Roosevelt 015 Eddy 043 Sandoval 017 Grant 045 San Juan 019 Guadalupe 047 San Miguel 021 Harding 049 Santa Fe 023 Hidalgo 051 Sierra 025 Lea 053 Socorro 027 Lincoln 055 Taos

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ARIZONA - 48th Field Force  
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001 Apache 011 Greenlee 019 Pima 003 Cochise 012\* La Paz 021 Pinal 005 Coconino 013 Maricopa 023 Santa Cruz 007 Gila 015 Mohave 025 Yavapai 009 Graham 017 Navajo 027 Yuma

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ALASKA - 49th Field Force  
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013 Aleutians East 185 North Slope 016 Aleutians West (CA) 188\* Northwest Arctic 020 Anchorage 201 Prince of 050 Bethel (CA) Wales-OuterKetchikan (CA) 060 Bristol Bay 220 Sitka 068 Denali 070 Dillingham (CA) 231 Skagway-Yakutat-Angoon (CA) 090 Fairbanks North Star 240 Southeast Fairbanks (CA) 100 Haines 261 Valdez-Cordova (CA) 110 Juneau 270 Wade Hampton (CA) 122 Kenai Peninsula 280 Wrangell- Petersburg (CA) 130 Ketchikan Gateway 290 Yukon-Koyukuk (CA) 150 Kodiak Island 164\* Lake and Peninsula 170 Matanuska-Susitna 180 Nome (CA) 290 Yukon-Koyukuk (CA)

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HAWAII - 50th Field Force  
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001 Hawaii 005 Kalawao 009 Maui 003 Honolulu 007 Kauai