

AIT

Advanced Individual Training

Weapons Familiarization

- Rifle
 - M4 Assault Rifle
 - Mk17 Battle Rifle
 - M110 Sniper Rifle
 - M24 Sniper Rifle
 - M107 Anti-Material Rifle
 - Mk11 Special Purpose Rifle
- Pistol
 - M9 Beretta Pistol
- Grenade Launcher
 - M203 Grenade Launcher
- Automatic Rifle
 - M249 Squad Automatic Weapon
- Machine Gun
 - M240 Machine Gun
- Shoulder Fired Rockets
 - AT-4
 - AT-4 CS/RS
 - M72 LAW
 - Carl Gustav 84mm RAAWS
 - FGM-148 Javelin
 - FIM-92 Stinger
- Mortars
 - 60mm Mortar
- Crew Served Weapons
 - M2 Machine Gun
 - Mk19 Grenade Launcher
 - M240 Machine Gun

Vehicle Familiarization

- Ranger Special Operations Vehicle

- HMMV Mk19
- HMMV M2
- Stryker
- SOF Dirtbike
- Mountain Bike
- MH-60 DAP
- MH-60
- AH-6
- MH-6
- MH-47

Ordinance Familiarization

- M67 Fragmentation Grenade
- Smoke Grenade (Red = Distress)
- White Phosphorous
- Incendiary
- Demolition Charge
- Satchel Charge
- M18 Claymore
- M86 APM
- CN Gas

Communications

- Message
- LOCSTAT
- SITREP
- Callsigns
- CAS
- MEDVAC
- Radio Overview
- Radio Controls

Navigation

- Bearing
 - Degrees
 - Mils
 - Cardinal Directions
 - + or - 180 For Back Bearing
- Map Grids

- Top Then Bottom
- 2, 3, 4 Digit Grids
- Map Markers
 - Explain Various Map Markers
 - Lighthouses
 - Building
 - Rockwall
 - Fence
 - Treeline
 - Rocks
 - Docks
- Map Reading
 - Contour Line
 - Height References
 - Saddle
 - Ridge
 - Finger
 - Valley
 - Hill
 - ASR & MSR
- North Star
- Sunrise & Sunset
- Acquire Landmarks

First Aid

- First Aid Items
 - Morphine
 - Epinephrine
 - Bandage
 - Bandage Elastic Kit
 - Medical Kit
 - Tourniquet
- First Aid Procedure
 - Minor
 - Bandage, Morphine
 - Major
 - Bandage Elastic Kit, Epinephrine, Morphine, First Aid
 - Severe
 - Tourniquet, Bandage Elastic Kit, Epinephrine, Morphine, First Aid

(CPR Possibility)

-Drag when able, tourniquet on severe if not taking danger close fire, then drag.

-Medic's Job

-Stay in a safe location, rear of the formation.

-Keep your ears and eyes open, stay alert.

-When in a lull, do group checks, ensure everyone is okay.

Target Identification

-Russian (See student handout)

-Wheeled

-Static

-Tracked

-Infantry

-Fixed Wing

-Helicopter

-Takistani (See student handout)

-Wheeled

-Static

-Tracked

-Infantry

-Fixed Wing

-Helicopter

-Insurgent/Militia (See student handout)

-Wheeled

-Static

-Tracked

-Infantry

-Fixed Wing

-Helicopter

Special Reconnaissance

-Infil

-Helicopter Insertion

-Vehicle Insertion

-Audible Detection

-Weight Considerations

-Heavy on infil

-Mission essential gear on your person, not backpack.

- Be ready to dump your ruck.
- Concealing Equipment
 - Hide vehicles and other large objects, park far away.
 - Don't leave behind items.
- Exfil
 - Take a known safe route, don't veer off or take shortcuts.
 - Take into consideration the safety of the helicopter or those coming to exfil you.
- Secondary & Tertiary Plan
- Rendezvous Point
- Necessary Equipment
 - Spotting Scope
 - SOFLAM
 - MX-2A
 - Vector
 - Binoculars
 - Rifle Optics
 - Suppressed Weapons
- Types of SR
 - Item/Vehicle Recovery For Inspection
 - Picture/Sketch
 - Area of Operation Assessment
 - Target Hunting
 - Directing Fire Support
- Debrief
 - SALUTE
 - Size
 - Activity
 - Location
 - Unit
 - Time
 - Equipment

Air Assault

- Helicopter Familiarization
 - Helicopter Limits
 - Primary Uses
 - Weapons Capability
 - Passenger Limit

- Utilizing The Helicopters For CAS
 - When CAS Is Necessary
 - When it's too hot for the bird. (no or minimal static MG, no AA)
 - Radio procedure.
- Slingloading Vehicles
- Fastroping
- Designating Proper Landing Zones
 - Forest clearings, roadways, compounds, large rooftops. If it's too risky, abort.
 - Smoke, Chemlights, IR Strobes, Landmarks, Ingress, Egress, Fly Height
- 360 Security
- Type of CAS
 - Hydra Rockets
 - M134 Minigun
 - M240 Machine Gun
 - 30mm Canon
 - Hellfire Missile

MOUT

- Point Man
- Stacking Up
- 360 Security
- Bounding
- Pieng Corners
- Moving & Shooting
- Develop A Plan, Waypoints, Etc.
- Flashbangs & CN Gas
- Unnecessary Risk
- Building Demolition
- Room Clearing
 - Stay on the edges of a room
 - Don't cross fields of fire
 - Don't clog up door ways
 - Not everyone needs to pile into a room, 3 is enough usually.
- Communication
 - Right Clear, Left Clear, Center Clear, All Clear
 - Contact Down, Etc.
- Mark Clear & Unclear Buildings

