

BCT

Basic Combat Training

Red Phase

Red phase is the first portion of BCT. Starting here the Drill Instructor will explain the basics of ArmA and ARSOC to the new recruit. While some may understand how our units work, many won't, so it's important that everyone understands this core foundation.

Everyone should be assembled into a line. The Drill Instructor should then write down every attendee's name, welcome them, and then proceed to explain the points as follows.

Unit Familiarization

- ARSOC = Army Special Operations Command
- Introduce The 75th Rangers
 - Rifle Company
 - Rifle Platoon
 - Platoon Layout (Medic, RTO, 2 Fireteams)
 - Weapons Platoon/Squad/Team
 - Weapons Team Job
 - Weapons Team Layout
 - Primary Function (Airfield Seizure, DA, SR, Personnel Recover, Air Assault)
 - List Weapons Used
 - M4, M203, M9, M249, M240, RAWWS (Carl Gustav), LAW, Javelin, AT-4, 60mm Mortar, M24, M110, M107.
- Introduce the 160th SOAR
 - 160th Layout (5 Companies, 1 For Each Helo Type & HQ)
 - No Fixed Wing
 - Types of Helicopters (AH-6, MH-6, MH-60, MH-47)
 - CAS Variants (AH-6, MH-60 DAP)
 - Primary Function (Light CAS, Transport, General Aviation SOF Support)
- Introduce ODA 5431 (SF)
 - Squad Layout (2 Teams, Jr & Sr, Engineer C, Medic D, Comms E, Weapons B)
 - Extra MOS (Operations Z, Intel F, & Candidate X)
 - Differences Between Jr & Sr
 - Primary Function (Unconventional Warfare, DA, SR, Counter Terrorism)

-List Weapons Used

-M4, Mk17, M203, M9, M110, M107, Mk48, M249, Mk14 GL,
Anything Enemy & Unconventional.

-Units In ARSOC

-3rd Battalion 75th Ranger Regiment

-1x Rifle Company

-1st Platoon = Rifle

-2nd Platoon = Rifle

-2nd Platoon 2nd Squad = Weapons (Not Usual, Temporary)

-160th SOAR

-1 HQ Company

-1st Battalion

-1 Light Attack Helicopter Company (AH-6)

-1 Light Assault Helicopter Company (MH-6)

-1 Medium Assault Helicopter Company (MH-60)

-2nd Battalion

-1 Heavy Assault Helicopter Company (MH-47)

-ODA 5431

-4th Battalion, C Company, 5th SFG, ODA 5431

Basic Infantry Familiarization

-Buddy Team

-Smallest Unit Type, Never Go Smaller

-Buddies Are Important, Ammo Bearers, Etc.

-Fire Team

-Team Leader

-Automatic Rifleman

-40% Of Firepower

-Primary Role Is Suppression

-Grenadier

-Lob Grenades While Enemy Is Suppressed

-Rifleman

-Ammo Bearer

-Team Groupings, TL & Grenadier - AR & Rifleman

-Squad

- 1 Squad Leader
- Two Fireteams
- SL Does Not TL
- SL Directs TLs

-Common Terms

- EI
- FOB
- COP
- QRF
- Demo
- AT
- LAT
- HAT
- LRRP
- Recon
- Shoot & Scoot
- AP
- HE
- HEDP
- HEAT
- APFSD(s)
 - armour-piercing fin-stabilized discarding-sabot
- KIA
- SITREP
- LOCSAT
- 5 by 5
- Lima Charlie
- Copy
- Solid Copy
- Howcopy
- Roger
- Over
- Out
- Wilco
- RTO
- MOS

- IED
- Frag
- TOC
- Glass
- MOA
- Defilade
- Cover
- Concealment
- Direct Fire
- Indirect Fire
- Clear Backblast
- Execute
- Rocket, Rocket, Rocket
- Burst
- Killing Burst
- Break
- Base of Fire
- TRP

White Phase

White phase is the portion where everyone physically does stuff, whether that's show what formations are, practice bounding, or qualifying with weapons, whereas red phase is simply more of a lecture.

Basic Infantry Skills

- Formations
 - Line
 - Column
 - Staggered Column
 - Wedge
 - Diamond
 - Echelon R & L
 - Vee
 - 15M Spacing
- Movements
 - Covering
 - Leap Froging
 - Bounding

- Map Reading
 - 3 Digit Grid
 - Making Map Markers
- Communication
 - AN/PRC 343 SR
 - AN/PRC148 MR
 - AN/PRC 152 LR
 - AN/PRC 117 LR
 - Explain the basics of each radio. Channel change, power change, ear switching.
 - Communication Structure & Basic Info
 - Only TL & SL, or RTO on LR
 - Callsign 1-1
 - Callsign 1-2
 - Callsign 1-3
 - Callsign 1-4
 - Callsign 1-6 (Actual)
 - Callsign #-# Romeo =RTO
 - Everyone Has a 343
- Basic Commo Procedures
 - Basic Back And Fourth
 - You, this is me, come in for message, over.
 - This is me, go ahead, over.
 - Location & Status Update
 - Requesting locstat, over.
 - I'm at grid -- break -- 453 432, holding at WP 4, full strength, howcopy, over.
 - Solid copy, 453 432, holding at WP 4, full strength, over.
 - CAS Request
 - Requesting CAS, 4x hydra rockets on 3x EI, grid 123 321, over.

Qualifications

- Explain Qualifying Stage
 - M16/M67/Obstacle Course
- Explain Necessary Qualification Scores
 - 26 out of 40 - Rifle
 - 2 out of 5 - Grenade Range

- Under 60 Seconds - Obstacle Course
- 32 out of 40 is Marksman, 37 out of 40 is Expert Marksman
- Take the students to the rifle range, and allow them to practice. Those who don't want to practice a target cycle, sit out until qualification off to the side.
- Give tips to help with the rifle range.
 - Increase object detail
 - Lower mouse sensitivity
 - Holding right click holds your breath
 - Don't shoot more than once per target
- After each person has been offered a practice target cycle, the qualification begins. Each student has two tries to qualify. If they qualify on their first try, they may try again in order to better their score.
- Those who fail should retry BCT, or stick around until after BCT for DI personal instruction.
- Next, bring the students to the grenade range. Get everyone behind a sandbag barrier, and begin practice. Each person may practice with 5 grenades, 1 person per DI may throw.
- After everyone has been offered their 5 grenades for practice, qualification begins. Each person has 2 tries to qualify 2 out of 5. They, like the rifle qual, may use their second qual attempt to better their first qual score.
- Last is the obstacle course, each person must complete the obstacle course in under 60 seconds. Just like the previous phases, they may practice once, then try to qualify twice.

Graduation

- Congratulate Them
- Mark Their Service Records
- Assign TS Tags
- Answer Any Questions

IMPORTANT NOTES

This is NOT a super comprehensive training regimen. This is a general overview, plus qualification. Each section should take no more than 10 minutes, except for qualifications. The entire course shouldn't take more than an hour and a half for a BCT class of 6-8 people. One Drill Instructor may run a small BCT class of 6 men or less, while a Drill Instructor plus an assistant, or more than one Drill Instructor is necessary for larger classes.

When I say it's not super comprehensive, I mean for example. When you go over bounding, explain it to them, and have them practice once, maybe twice, just until they get the concept. Ways to save time during stuff like this is when they do practice bounding, don't do buddy team bounds, split the 6 man class into two groups, and have everyone bound.

I found the BCT in CENTCOM was far too lacking, and took way too long with unnecessary, useless skills. For me it was around 4 hours with the 3 qualifying sections, and covering the community rules, basic formations, and how to march properly. Instead, this covers more so what real life BCT is, in a much more efficient manner. I'm a huge proponent of having classroom or roundtable style discussions to explain techniques to the students, not perfect formation lines where the DI does nothing but yell.