

BATTLE DRILL 5 ENTER BUILDING/CLEAR ROOM

SITUATION: Operating as part of a larger force (in daylight or darkness), the squad is tasked to participate in clearing a building. The platoon leader directs the squad to enter the building or to clear a room. An entry point or breach has already been identified or will be created before initiating the entry. For a detailed discussion of urban entry breaching techniques, see FM 3.06-11. Enemy forces and noncombatants may or may not be present in the room and/or building to be cleared.

REQUIRED ACTIONS: See Figures 6-6 through 6-14.

1. Platoon and squad leaders must consider the task and purpose they have been given and the method they are to use to achieve the desired results. They must operate IAW the ROE and must be aware of the effects that platoon weapons will have on the type and composition of the buildings.
2. To seize or gain control of a building may not always require committing troops into the structure or closing with the enemy. Before initiating this action and exposing members of the clearing squad to direct enemy contact and risking casualties, the platoon leader should consider/direct employment of all organic, crew-served, and supporting weapon systems onto the objective area to suppress and neutralize the threat, providing the mission, purpose, building composition, and ROE permit.
3. When conducting urban operations, Soldiers must be equipped at all times with a properly-mounted and immediately-useable NVD or light source to illuminate the immediate area.

- Note:** The following discussion assumes that only the platoon's organic weapons are supporting the infantry squad. Urban situations may require precise application of firepower. This situation is especially true of an urban environment in which the enemy is mixed with noncombatants. Noncombatants may be found in the room, which can restrict the use of fires and reduce the combat power available to a squad leader. His squad may have to operate in no-fire areas. ROE can prohibit the use of certain weapons until a specific hostile action takes place. All Soldiers must be aware of the ROE. Leaders must include the specific use of weapons in their planning for precision operations in urban terrain. Leaders should always consider the use of snipers or designated marksmen to apply precise fires to the objective.
4. Clearing team members must approach the entry point quickly, quietly, and in standard order. The squad leader must ensure he is in a position to control the actions of both fire teams. This approach preserves the element of surprise and allows for quick entry and domination of the room. If a breach is required, the order may be slightly modified based on the breach technique (FM 3-06.11). The members of the fire team are assigned numbers one through four. The rifleman is # 1 and the grenadier is # 3. If one member of the clearing team is armed with the SAW rather than an M16 rifle or carbine, he should be designated # 4. The team leader is normally the # 2 man, because he will have the most immediate decision to make as he enters the room.
 5. The entire team enters the room as quickly and smoothly as possible and clears the doorway immediately. If possible, the team moves from a covered or concealed position already in their entry order. Ideally, the team arrives and passes through the entry point without having to stop. If the team must stop to effectively "stack" outside the entry point, it must do so only momentarily, and it must provide cover.
 6. The door is the focal point of anyone in the room. It is known as the "fatal funnel," because it focuses attention at the precise point where the individual team members are the most vulnerable. Moving into the room quickly reduces the chance of anyone being hit by enemy fire directed at the doorway.
 7. For this battle to be effectively employed, each member of the team must know his sector of fire and how his sector overlaps and links with the sectors of the other team members. Team members do not move to the points of domination and then engage their targets. Rather, they engage targets as they calmly and quickly move to their designated points. Engagements must not slow movement to their points of domination. Team members may shoot from as short a range as 1 to 2 inches. They engage the most immediate threat first and then the less immediate threats in sector. Immediate threats are personnel who—
 - Are armed and prepared to return fire immediately.
 - Block movement to the position of domination.
 - Are within arm's reach of a clearing team member.
 - Are within 3 to 5 feet of the breach point.
 8. The squad leader designates the assault team and identifies the location of the entry point for them.
 9. The squad leader positions the follow-on assault team to provide overwatch and supporting fires for the initial assault team.

10. Assault team members use available cover and concealment, and move as close to the entry point as possible.
 - a. If an explosive breach or a ballistic breach is to be performed by a supporting element, the assault team remains in a covered position until the breach is made. They may provide overwatch and fire support for the breaching element if necessary.
 - b. All team members must signal one another that they are ready before the team moves to the entry point.
 - c. If stealth is a consideration, team members avoid the use of verbal signals, which may alert the enemy and remove the element of surprise.
 - d. Assault team members must move quickly from the covered position to the entry point, minimizing the time they are exposed to enemy fire.
11. The assault team enters through the entry point or breach. Unless a grenade will be thrown prior to entry, the team should avoid stopping outside the point of entry.
 - a. If required, the # 2 man throws a grenade of some type (fragmentary, concussion, stun) into the room before entry.
 - b. The use of grenades should be consistent with the ROE and building structure. The grenade should be cooked off before being thrown, if applicable to the type of grenade used.
 - c. If stealth is not a factor, the thrower should sound off with a verbal indication ("*Frag out,*" "*Concussion out,*" "*Stun out*") that a grenade of some type is being thrown. If stealth is a factor, only visual signals are given as the grenade is thrown.

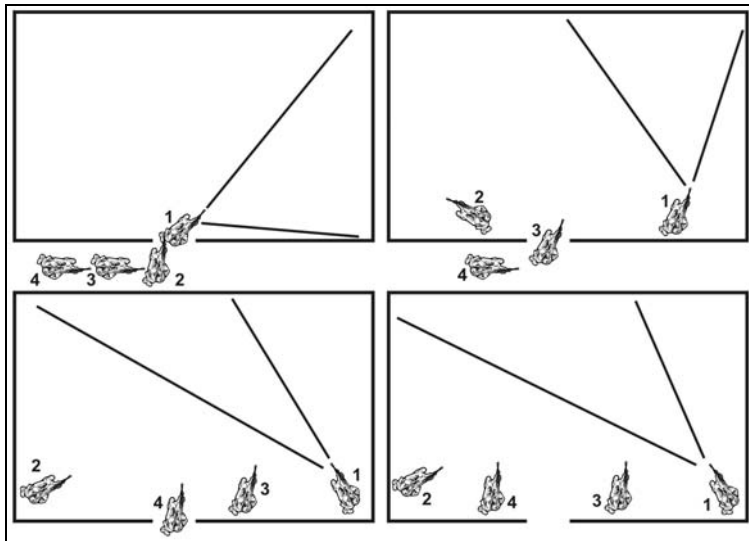
CAUTION

If walls and floors are thin, fragments from fragmentation grenades and debris created by concussion grenades can injure Soldiers outside the room. If the structure has been stressed by previous explosive engagements, the use of these grenades could cause it to collapse. Leaders must determine the effectiveness of these types of grenades compared to possibilities of harm to friendly troops.

12. On the signal to go, or after the grenade detonates, the assault team moves through the entry point (Figure 6-6 through Figure 6-9) and quickly takes up positions inside the room that allow it to completely dominate the room and eliminate the threat. Unless restricted or impeded, team members stop movement only after they have cleared the door and reached their designated point of domination. In addition to dominating the room, all team members are responsible for identifying possible loopholes and mouseholes in the ceiling, walls, and floor.
Note: Where enemy forces may be concentrated and the presence of noncombatants is highly unlikely, the assault team can precede their entry by throwing a fragmentation or concussion grenade (structure dependent) into the room, followed by bursts of automatic small-arms fire by the # 1 man as he enters. Carefully consider the ROE and building composition before employing this method.
13. The # 1 and # 2 men are initially concerned with the area directly to their front, then along the wall on either side of the door or entry point. This area is in their path of movement, and it is their primary sector of fire. Their alternate sector of fire is from the wall they are moving toward, back to the opposite far corner.
14. The # 3 and # 4 men start at the center of the wall opposite their point of entry and clear to the left if moving toward the left, or to the right if moving toward the right. They stop short of their respective team member (either the # 1 man or the # 2 man).
15. The team members move toward their points of domination, engaging all threat or hostile targets in sequence in their sector. Team members must exercise fire control and discriminate between hostile and noncombatant room occupants. (The most practical way to do this is to identify whether or not the target has a weapon in his or her hands.) Shooting is done without stopping, using reflexive shooting techniques. Because the Soldiers are moving and shooting at the same time, they must move using the careful hurry. Figure 6-10, shows all four team members at their points of domination for a room with a center door and their overlapping sectors of fire.
16. The first man (rifleman) enters the room and eliminates the immediate threat. He has the option of going left or right, normally moving along the path of least resistance to one of two corners. When using a doorway as the point of entry, the team uses the path of least resistance, which they determine initially based on the way the door opens. If the door opens inward, the first man plans to move away from the hinges. If the door opens outward, he plans to move toward the hinged side. Upon entering, his direction is influenced by the size of the room, the enemy situation, and furniture or other obstacles that hinder or channel his movement.
17. The direction each man moves in should not be preplanned unless the exact room layout is known. Each man should go in a direction opposite the man in front of him (Figure 6-6). Every team member must know the sectors and duties of each position.

18. As the first man goes through the entry point, he can usually see into the far corner of the room. He eliminates any immediate threat and continues to move along the wall if possible and to the first corner, where he assumes a position of domination facing into the room.

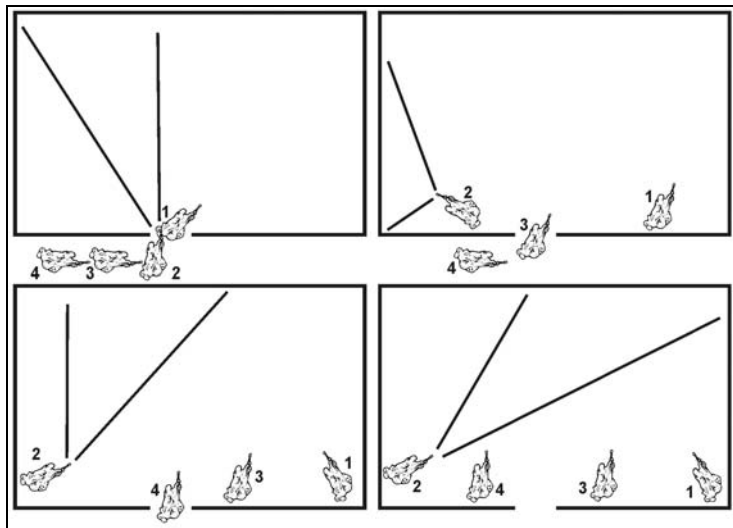
Figure 6-6. FIRST MAN ENTERS A ROOM, FOLLOWED BY TEAM LEADER



Note: Team members must always stay within 1 meter of the wall. If a team member finds his progress blocked by some object that will force him more than 1 meter from the wall, he must either step over it (if able) or stop where he is and clear the rest of his sector from where he is. If this action creates dead space in the room, the team leader directs which clearing actions to take once other members of the team have reached their points of domination.

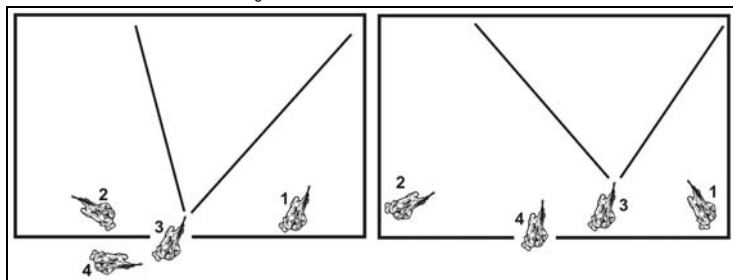
19. The second man (normally the team leader), entering almost simultaneously with the first, moves in the opposite direction, following the wall (Figure 6-7). The second man must clear the entry point, clear the immediate threat area, clear his corner, and move to a dominating position on his side of the room. The second man must also immediately determine if he is entering a center door or corner door and act accordingly (Figure 6-7 and Figure 6-10).

Figure 6-7. SECOND MAN (TEAM LEADER) ENTERS A ROOM



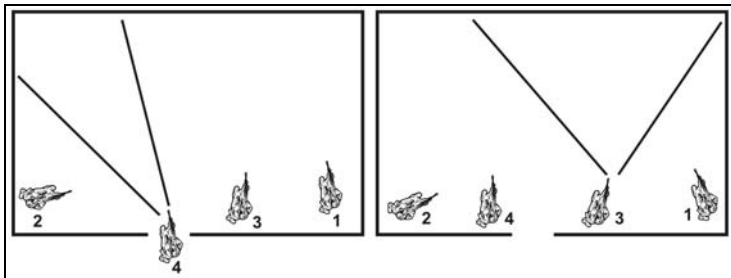
20. The third man (normally the grenadier) simply goes opposite of the second man inside the room, moves at least 1 meter from the entry point, and takes a position that dominates his sector (Figure 6-8).

Figure 6-8. THIRD MAN ENTERS A ROOM



21. The fourth man (normally the SAW gunner) moves opposite of the third man, clears the doorway by at least 1 meter, and moves to a position that dominates his sector (Figure 6-9).

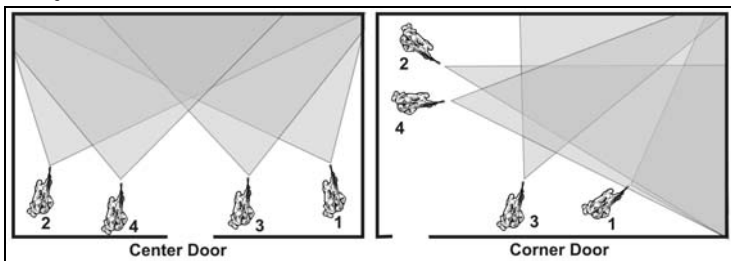
Figure 6-9. FOURTH MAN IN A ROOM



Note: If the path of least resistance takes the first man to the left, then all points of domination are the mirror image of those shown in the diagrams.

22. Points of domination should not be in front of doors or windows so team members are not silhouetted to the outside of the room (Figure 6-10). No movement should mask the fire of any of the other team members.

Figure 6-10. POINTS OF DOMINATION AND SECTORS OF FIRE, CENTER DOOR VERSUS CORNER DOOR



23. In order, any member of the assault team may move deeper into the room overwatched by the other team members. The team leader must control this action.

24. Once the room is cleared, the team leader signals to the squad leader that the room has been cleared. The squad leader marks the room IAW unit SOP (see FM 3.06-11). The squad leader determines whether or not his squad can continue to clear through the building.

25. The squad reorganizes as necessary. Leaders redistribute the ammunition. The squad leader reports to the platoon leader when the room is clear.

Note: If at any point a team member experiences a weapon malfunction in the presence of enemy combatants, he has to make an immediate decision. If the enemy is outside immediate danger distance from the Soldier, then the Soldier should drop

to one knee, which indicates that he has experienced a weapon malfunction and prevents fratricide by ensuring that the next Soldier's fields of fire are clear. Once on a knee, the Soldier must remain there until the team leader directs him to stand up. If the kneeling Soldier corrects his weapon malfunction, he can continue to engage targets from his kneeling position. If, however, the enemy Soldier is so close that he presents an immediate threat, and if dropping to a knee would expose the US Soldier to immediate harm, then the US Soldier must try to subdue or disable the enemy Soldier. He can strike the enemy with the muzzle of his weapon or a bayonet to the face, throat, or chest. Or, he could grapple with the enemy soldier and take him to the ground immediately to clear the other team members' fields of fire. Once they have cleared their sectors and eliminated any other threats in the room, the other members of the clearing team assist.

26. Although this battle drill is effective, leaders might have to modify it for the situation. Some reasons and methods for modifying the technique are shown in Table 6-1.

Table 6-1. REASONS FOR AND METHODS OF MODIFYING ENTRY TECHNIQUES

REASON	METHOD
Objective rooms are consistently small	Clear in teams of 2 or 3
Shortage of personnel	Clear in teams of 2 or 3
Enemy poses no immediate threat	2 or 3 men search rooms to ensure no enemy or noncombatants are present
No immediate threat, speed is critical	1 to 3 men visually search each room

27. When full four-man teams are not available for room clearing, two- and three-man teams can be used. If the # 1 or # 2 man discovers that the room is very small, he can yell, "*Short room*" or "*Short*," which tells the # 3 or # 4 man (whoever following the # 1 or # 2 man) to stay outside the room. Figures 6-11 and 6-12 show the points of domination and sectors of fire for a two-man clearing team. Figures 6-13 and 6-14 show the actions for a three-man team.

DANGER

RICOCHETS POSE A HAZARD. ALL SOLDIERS MUST BE AWARE OF THE TYPE OF WALL CONSTRUCTION OF THE ROOM BEING CLEARED. THE WALLS OF AN ENCLOSED ROOM PRESENT MANY RIGHT ANGLES. COMBINED WITH HARD SURFACES SUCH AS CONCRETE, A BULLET MAY CONTINUE TO RICOCHET AROUND A ROOM UNTIL ITS ENERGY IS SPENT. AFTER HITTING THREAT PERSONNEL, BALL AMMUNITION MAY PASS THROUGH THE BODY AND RICOCHET. BODY ARMOR AND THE KEVLAR HELMET PROVIDE SOME PROTECTION FROM THIS HAZARD.

Figure 6-11. POINTS OF DOMINATION AND SECTORS OF FIRE (TWO-MAN TEAM, CENTER DOOR)

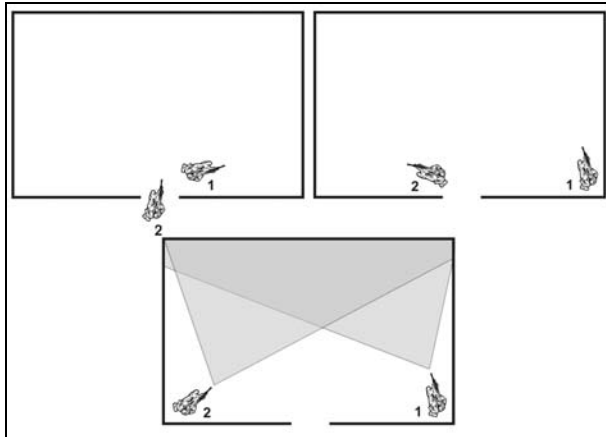


Figure 6-12. POINTS OF DOMINATION AND SECTORS OF FIRE (TWO-MAN TEAM, CORNER DOOR)

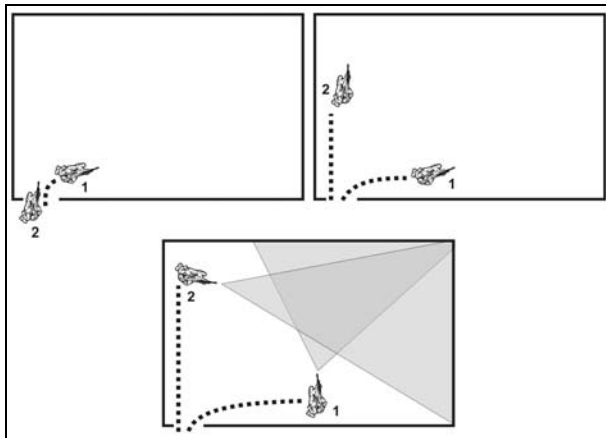


Figure 6-13. POINTS OF DOMINATION AND SECTORS OF FIRE (THREE-MAN TEAM, CENTER DOOR)

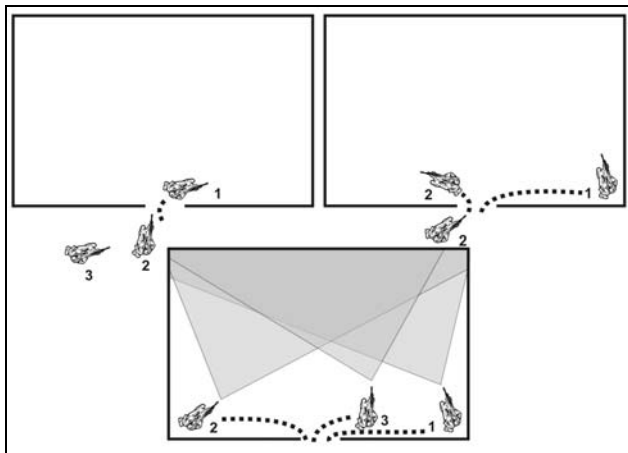
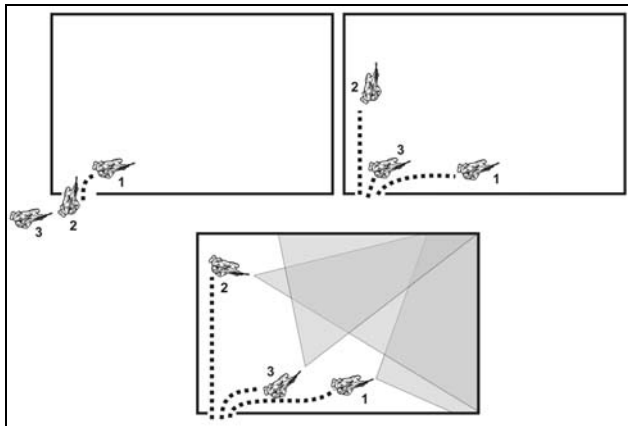


Figure 6-14. POINTS OF DOMINATION AND SECTORS OF FIRE (THREE-MAN TEAM, CORNER DOOR)



28. While moving through a building Soldiers may encounter the following architectural building features.

a. **Multiple Team/Multiple Rooms.** Figure 6-15 shows this.

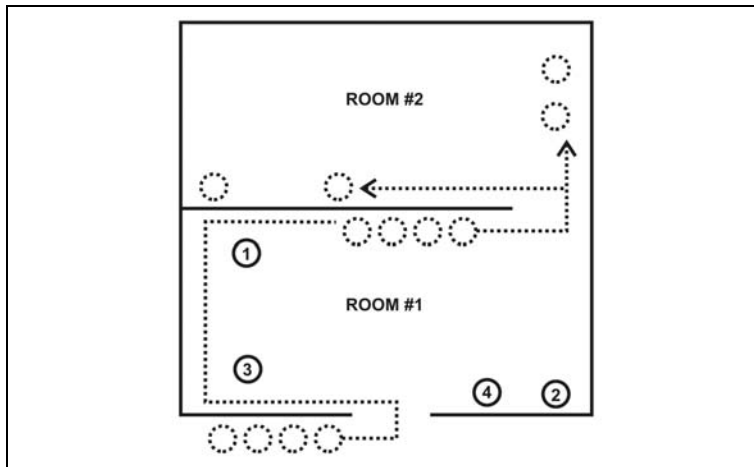
STEP 1: First team enters and clears Room 1.

STEP 2: Squad leader determines the direction from which the second clearing team must enter Room 1, based on the location of the Room 2 entry point.

STEP 3: First team collapses inward to allow the second team to move into the room.

STEP 4: Second team 'stacks left' and prepares to enter Room 2.

Figure 6-15. MULTIPLE TEAMS / MULTIPLE ROOMS

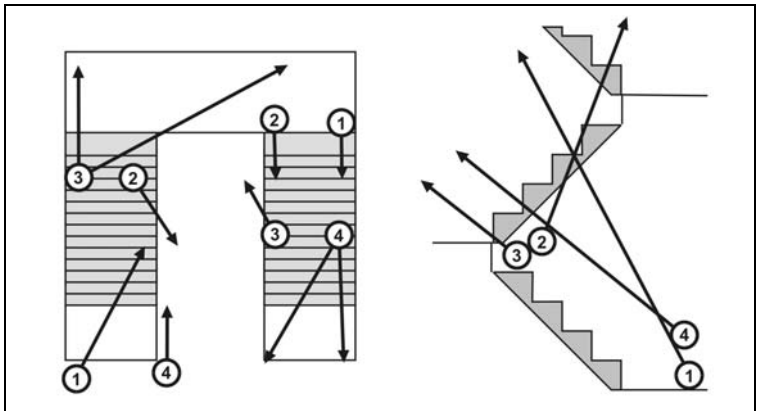


b. **Open Stairwell.** This is a gap between flights of stairs that allows a person to look up and down between the flights. Figure 6-16 shows an open stairwell.

- STEP 1:** The # 1 man pulls security on the highest point he can see / engage.
- STEP 2:** The # 2 man moves up the stairs on the inside with the # 3 man to a point that he can see / engage the next landing, where he turns around and continues to move up to the next landing.
- STEP 3:** The # 3 man moves up the stairs with the # 2 man on the outside and engages the threat on the immediate landing.
- STEP 4:** The # 4 man moves up the stairs with the # 1 man, on the squeeze, the # 2 man turns around to engage the next landing.
- STEP 5:** The flow continues with the # 2 man picking up the sector of the # 1 man had. The # 3 man picks up where the # 2 man was. The # 4 man picks up where the # 3 man was. The # 1 man picks up where the # 4 man was.

Note: Most stairwells require a second team.

Figure 6-16. OPEN STAIRWELL



- c. **Closed Stairwell.** This is any stairwell with walls separating the flights of stairs. Figure 6-17 shows a closed stairwell.

STEP 1: The # 1 man checks high to ensure there is no opening on the landing or between the stairs.

STEP 2: The # 2 man pulls long security to the next bend or landing.

STEP 3: The # 1 or # 3 man moves up the steps with the # 2 man. As they approach the corner, the # 2 man signals his presence by tapping the # 1 man on the shoulder.

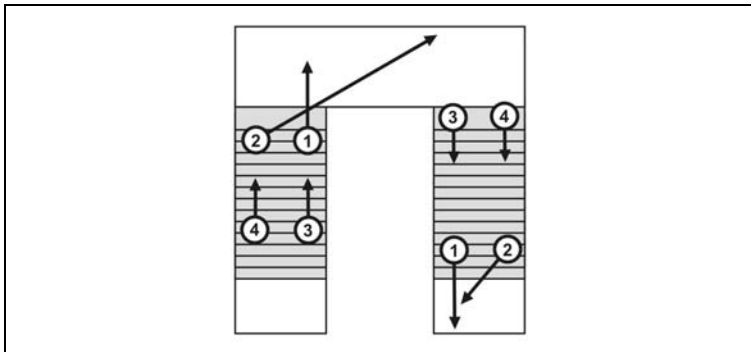
STEP 4: Keying off the # 1 man's movement, the other men simultaneously break around the corner.

STEP 5: If no fire is received, the # 2 man moves to the opposite wall. Both men continue to move up until they reach their objective.

STEP 6: The # 3 and # 4 men will continue to move 3 to 4 steps behind.

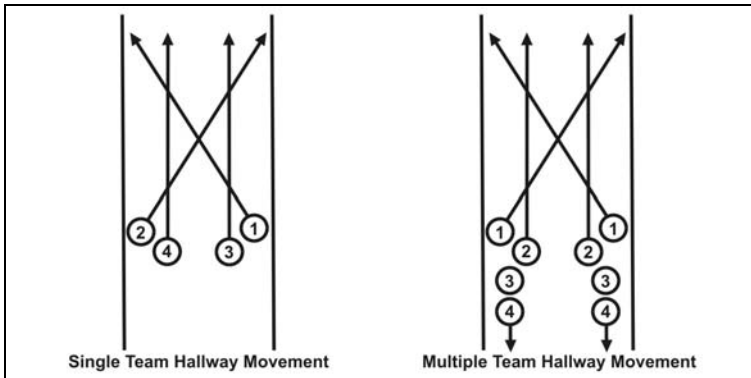
Note: Avoid getting locked into a security position such as inside a stairwell. Also, avoid spreading yourselves thin or getting separated by more than one floor of stairs.

Figure 6-17. CLOSED STAIRWELL



d. **Hallway Movement.** Clearing team(s) move down the hallway using the frontal security (cross cover) technique (Figure 6-18).

Figure 6-18. HALLWAY MOVEMENT

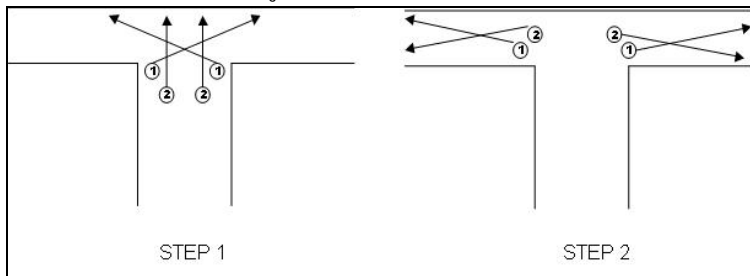


e. **T-Shaped Intersection.** See Figure 6-19. This technique can incorporate the dynamic corner clear (Figure 6-20).

STEP 1: Each # 1 man goes to a knee covering his sector.

STEP 2: On a predetermined signal, each two-man team will break the corner, picking up their sectors of fire.

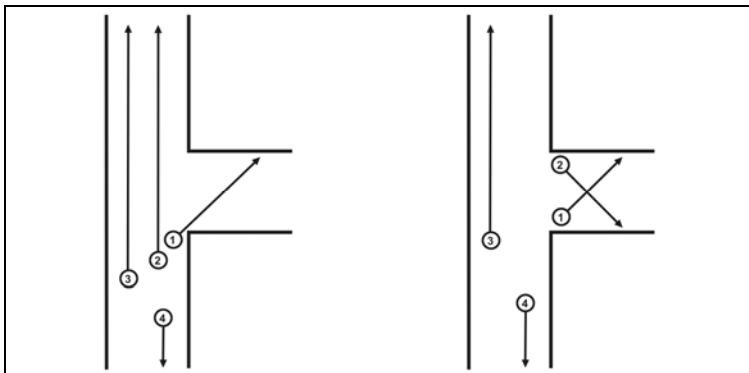
Figure 6-19. T-SHAPED INTERSECTION



f. **Dynamic Corner.** (See Figure 6-20.)

- STEP 1:** The #1 and #2 man, as they approach the corner, have to clear. Do not slow down.
- STEP 2:** The #2 man will tap the #1 man on the shoulder about 2-3 meters away from the corner letting the #1 man know the #2 man is with him.
- STEP 3:** Keying off of the #1 man's movement, they both break the corner simultaneously.
- STEP 4:** The #1 man goes low to a knee, the #2 man stays high.
- STEP 5:** If the Rangers are not receiving fire the #2 man rabbits, or moves, to the far side.
- STEP 6:** The #1 and #2 man take up sectors of fire.
- STEP 7:** The #3 and #4 man take long security in the direction of movement.

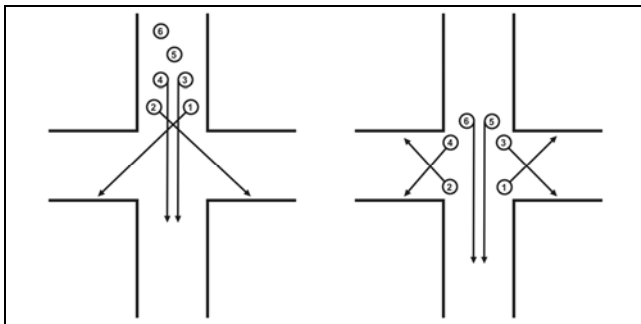
Figure 6-20. DYNAMIC CORNER



g. **Three-Way Intersection.** (See Figure 6-21.)

- STEP 1:** The #1 through #4 man will use one of the corner clearing techniques to clear the intersection.
- STEP 2:** When the intersection is secure, the #5 and #6 man move through the intersection and enter either more hallway or a room. If they are entering more hallway, the #1 through #4 man provide cross coverage as the #5 and #6 man move through the intersection into more hallway. If they are moving into a room, the #5 and #6 man move to one side of the door and signal the #1 and #3 or #2 and #4 man to enter the stack depending on which side of the door they stack on. The remaining members of the team, not in the stack, will continue to provide security down the hallway.
- STEP 3:** If the #5 and #6 man move into more hallway the #1 through #4 man will enter the stack and proceed down the hallway with the #3 and #4 man providing rear security.

Figure 6-21. THREE WAY INTERSECTION



**BATTLE DRILL 6
ENTER/CLEAR A TRENCH**

SITUATION: The platoon is attacking as part of a larger force and identifies the enemy in a trench line. The platoon deploys and establishes a base of fire. The platoon leader determines that he has sufficient combat power to maneuver and assault the trench line.

REQUIRED ACTIONS: See Figure 6-22 and Figure 6-23.

1. The platoon leader directs one squad to enter the trench and secure a foothold.
2. The platoon leader designates the entry point of the trench line and the direction of movement once the platoon begins clearing.
3. The PSG positions Soldiers and machine guns to suppress the trench and isolate the entry point.
4. Platoon leader directs platoon FO to initiate fire mission, if necessary, in support of assault. They maintain accurate battle tracking of all friendly elements to facilitate quick clearance of fires. The platoon FO ceases or shifts fires to isolate the OBJ as assault team advances.
5. The assaulting squad executes actions to enter the trench and establish a foothold. The squad leader signals to the platoon leader that the foothold is secure, and the follow on elements can move into the trench. The squad leader remains at the entry point and marks it. The platoon follows the success of the seizure of the foothold with the remainder of the platoon as part of the platoon actions to clear a trench line.
6. The platoon leader moves into the trench with the assaulting squad.