

## Appendix D

# Breaching Rehearsals

This appendix provides commanders with tools necessary for planning and executing effective breaching rehearsals. At first glance, breaching rehearsals appear complex and difficult to accomplish. An essential element to successful breaching operations is the rehearsal. History indicates that successful rehearsals lead to battlefield success. Ideally, commanders will take these tools and incorporate them into their tactical SOPs.

### REHEARSAL PLANNING FUNDAMENTALS

The rehearsal planning fundamentals have three subcomponents. They are—

- Participant levels.
- Techniques.
- Principles.

These fundamentals aid the commander in deciding who, what, where, when, and how to rehearse. The “who” is the level of breaching participants, and the “how” is the rehearsal techniques.

#### Participant Levels

The level of participants details exactly who in the unit is required to attend the rehearsal. Standard rehearsal levels in tactical SOPs facilitate passing rehearsal warning orders and managing time. Each unit tailors and develops its own definition of participant levels. The following guideline is recommended:

- Level 1 - Battle staff (XO; Adjutant (US Army) (S1), S4; S2; S3; S3 Air; Engineer; FSO; air liaison officer (ALO); ADO; and NBC Officer).
- Level 2 - Commander, battle staff, scout platoon leader, and subordinate commanders (with FIST).
- Level 3 - Commander, battle staff, communications-electronics signal officer (CESO), scout platoon leader, mortar platoon leader, support platoon leader, subordinate commanders, subordinate commanders' key leaders, AT platoon leader, and medical platoon leader.
- Level 4 - Entire unit.

#### Rehearsal Techniques

Rehearsal techniques fall into four different categories that follow the “crawl/walk/run” training concept. These categories are—

- Back brief.
- Rock drill.
- Walk through.
- Full-scale.

Each type of rehearsal reflects an increase in mission realism and a corresponding increase in rehearsal payoff. Each type also increases the realism of the enemy, terrain, subunit actions, and time/distance relationship.

As the benefits of realistic breaching rehearsals increase, so do the costs. There is a direct relationship between the amount of breaching rehearsal realism and the amount of time, materials, and manpower required to conduct the rehearsal. Commander must balance the trade-offs.

**Back Brief.** The back-brief rehearsal is an event that occurs after an OPORD brief. Subordinates repeat to the commander what he expects them to do and why they are to do it. They identify all specified and implied tasks, determine their mission-essential tasks, and give their restated mission. During the back brief, they address the—

- Commander's intent.
- Concept of the operation.
- Subordinate role in the scheme of maneuver.
- Timing to complete tasks.

This rehearsal is not limited to subordinate commanders but can also include staff officers and key subordinate leaders (such as scout platoon leaders). During a typical back brief, each leader uses a map or a sand table and explains his mission. Another alternative, which is more appropriate in the defense, is to conduct the back brief overmatching the same terrain in which the operation will occur. This is conducted much the same as a TEWT.

The primary advantages of a back-brief rehearsal are—

- Saving time.
- Clarifying the commander's intent.

The back brief is the quickest of all the rehearsal techniques. During back briefs, commanders can identify problems and disconnects in execution but to a lesser degree than in the other rehearsal techniques. The back brief is a leader's tool and is typically the first rehearsal for the unit.

**Rock Drill.** A rock-drill rehearsal is the acting out of friendly and enemy actions based on the scheme of maneuver and the situation and event templates. Participants rehearse their actions by moving themselves or something that represents their unit, such as rocks or sticks. While acting out the plan,

participants talk through their missions, critical tasks, actions, decisions, and their coordination with adjacent and higher units. Staff officers interject critical unit-level actions and tasks as the scheme of maneuver is acted out. Since all participants are simultaneously acting out their part of the scheme of maneuver, commanders can identify problems and disconnects in synchronization more clearly in a rock drill. Moreover, because enemy actions and reactions are portrayed during the rock drill, it provides participants with a clearer visualization of the situation and event templates. This technique is the most common one used at the TF level.

**Walk Through.** A walk-through rehearsal is the acting out of the scheme of maneuver using mounted or dismounted movement based on the assets employed during the attack. In the same vein, the participants communicate, with the same equipment they will use during the attack, which is primarily a frequency modulation (FM) radio. Participants rehearse by—

- Maneuvering their vehicles (mounted movement) or themselves (dismounted movement).
- Reporting critical actions.
- Making the decisions required to execute the breach.

Since the participants are in a more realistic environment, they rehearse the finer aspects of synchronization, command and control (C<sup>2</sup>), and subunit actions. Aggressive portrayals of the enemy actions and reactions are critical in walk-through rehearsals. The S2 plays a crucial role by interjecting elements of the event template and by providing anticipated battle damage assessment (BDA) and analysis. This threat portrayal is the backbone of increasing the rehearsal realism. This rehearsal technique is more difficult to orchestrate than the back brief or rock drill; however, it is the optimal balance between resource constraints and realism. Successfully mastering a walk-through rehearsal should be the minimum goal for all units.

**Full-Scale.** During a full-scale rehearsal, participants use real-time mounted and dismounted movement over the actual or similar terrain. Understanding the scope of the full-scale rehearsal is important. Typically, it is conducted at Level 4; however, a mix of participant levels is possible. The commander could deem one subunit's task so complex, critical, and/or essential for force synchronization that he wants them to be at Level 4. The other subunits could be at a lower level of participation. At least one subunit must participate at Level 4 for a full-scale rehearsal. For example, during a brigade deliberate breach, the commander determines that the actions of the brigade's breach force are critical to mission success and that the brigade should synchronize its actions. The commander could have the breach force conduct a full-scale, Level 4 rehearsal while maintaining a Level 3, walk-through rehearsal for the

brigade's support and assault forces. At every level, units replicate as closely as possible the actions they should take under realistic conditions. This type of rehearsal is obviously the most resource intensive, but it provides the most realistic training environment for the unit. It is most often used to rehearse the operation plan (OPLAN) or OPORD when time is not an immediate constraint.

Extensive planning is required to execute full-scale rehearsals correctly and not waste soldiers' time. The same amount of prior planning is required for a full-scale rehearsal as for an FTX.

### Rehearsal Principles

Regardless of the event or task to be rehearsed or the type of rehearsal used, certain principles are universal for conducting effective rehearsals. They are—

- Support the scheme of maneuver and the commander's intent.
- Provide clear tasks/conditions/standards (T/C/S).
- Conduct multiechelon, combined arms rehearsals.
- Determine key participants.
- Enforce standards/train to standard.
- Provide feedback.
- Complement the preparation phase.
- Instill confidence in the plan and in the leaders.

During the command estimate process, the rehearsal principles are used. These principles produce the rehearsal technique, the level of participants, and the initiation of mission-specific drills. Proper application of the rehearsal principles enables the unit to progress through a crawl/walk/run process that ends with mission success (see *Figure D-1*).

Applying the eight rehearsal principles toward breaching operations provides the commander with the basic framework for planning and executing successful breaching rehearsals. This also enables the commander to optimize the time available for breaching rehearsals and preparation.

**Support the Scheme of Maneuver and the Commander's Intent.** The first step in planning a breaching rehearsal is analyzing the scheme of maneuver and the commander's intent. The commander uses the unit's concept of the operation and the execution matrix (see *Figure D-2, page D-4*) to analyze the tasks required during the breaching phase of the operation. The TF commander and S3 circle the critical breaching tasks on the execution matrix. *Figure D-2, page D-4*, is an example of an execution matrix for a deliberate breach operation. Typically, a phase is devoted to punching through the enemy's obstacle system for a TF deliberate breach. These tasks focus on the execution and responsibilities of SOSR and the support, breach, and assault forces. These identified tasks dictate the major collective tasks that are required by the company teams. *Figure D-2, page D-4*,

## D-2 Breaching Rehearsals

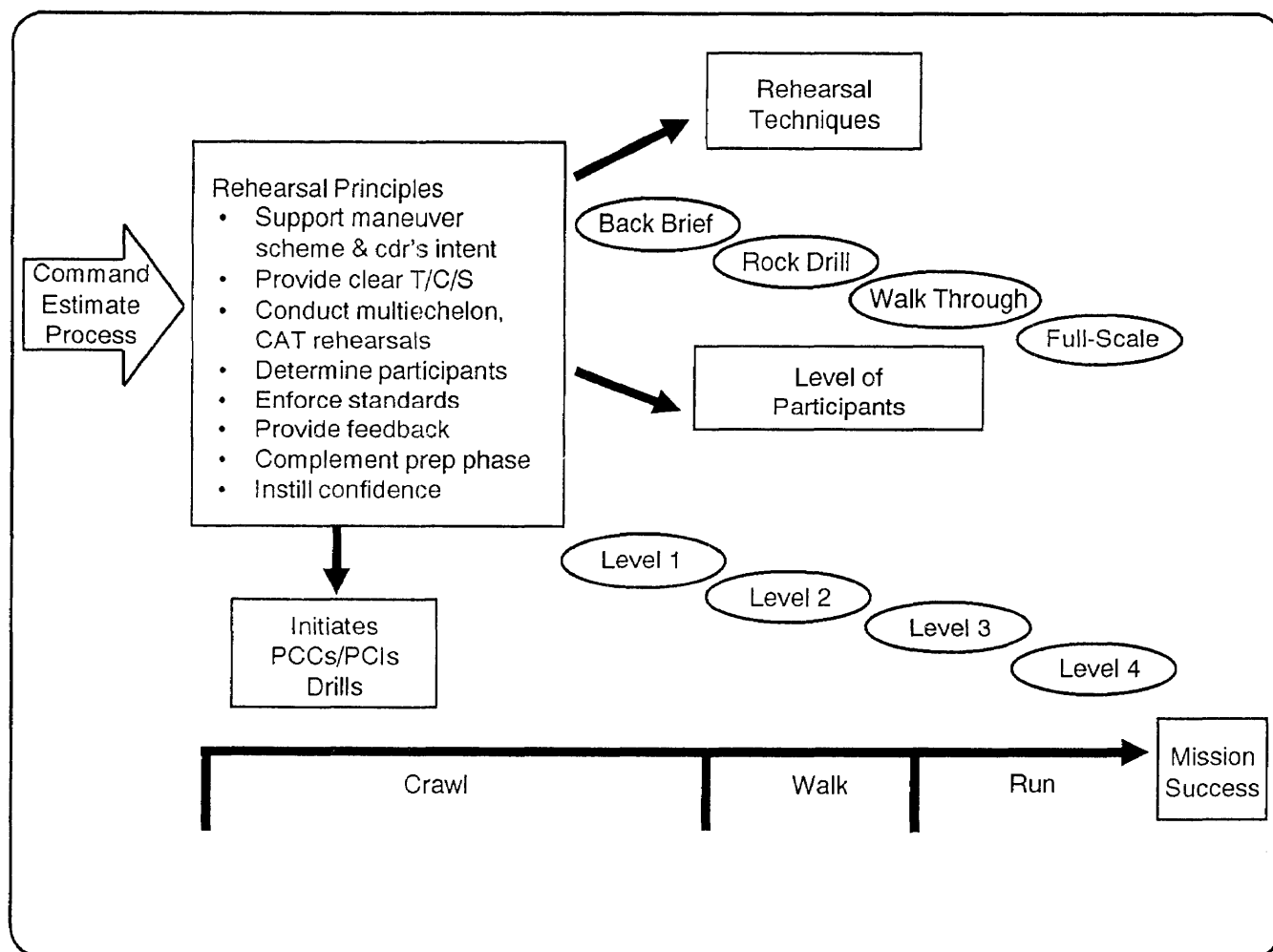


Figure D-1. Rehearsal planning.

depicts the tasks the TF commander and the S3 identified. Identifying the tasks in the context of the execution matrix accomplishes three things for the TF.

- It establishes the maneuver conditions that are set before the execution of the breaching rehearsal tasks. For example, the maneuver conditions are: Team A and Company B (-) are on Axis Blue, vicinity PL Arrow; Team C and Team Engineer are on Axis Red, vicinity PL Arrow; Team D (TF Reserve) is at CP 11.
- It identifies a specific area of the execution matrix at which the breaching tasks will be accomplished. This further refines adjacent unit tasks that are required to support the breaching tasks. Referring to *Figure D-2, page D-4*, Team A and Company B (-) occupy ABF position B3, while the breach force (Team Engineer) and assault force (Team C) continue down Axis Red.
- It identifies the tasks that must be accomplished before the TF can transition to the next maneuver phase. In other words, the maneuver standards are established.

In *Figure D-2, page D-4*, before Team A can seize OBJ IB, Team C must seize OBJ 1A and be ready to pass Team A.

When time runs short, the commander has three choices to reduce the rehearsal time required or to refocus the breaching rehearsal tasks.

- The TF commander and S3 prioritize tasks to be rehearsed, beginning with the most critical (see *Figure D-2, page D-4*). The TF commander and S3 use the TF's breaching proficiency, the complexity of the tasks, and the amount of time available to dictate the tasks to be rehearsed.
- The TF commander and S3 eliminate tasks to be rehearsed by using war-gaming techniques (box, belt, or avenue-in-depth) (see *Figure D-3, page D-5*). Consider the practical application of these techniques. The box technique could focus on Team Engineer's tasks and passing the assault force (Team C). The belt technique could focus on the tasks from PL Arrow and

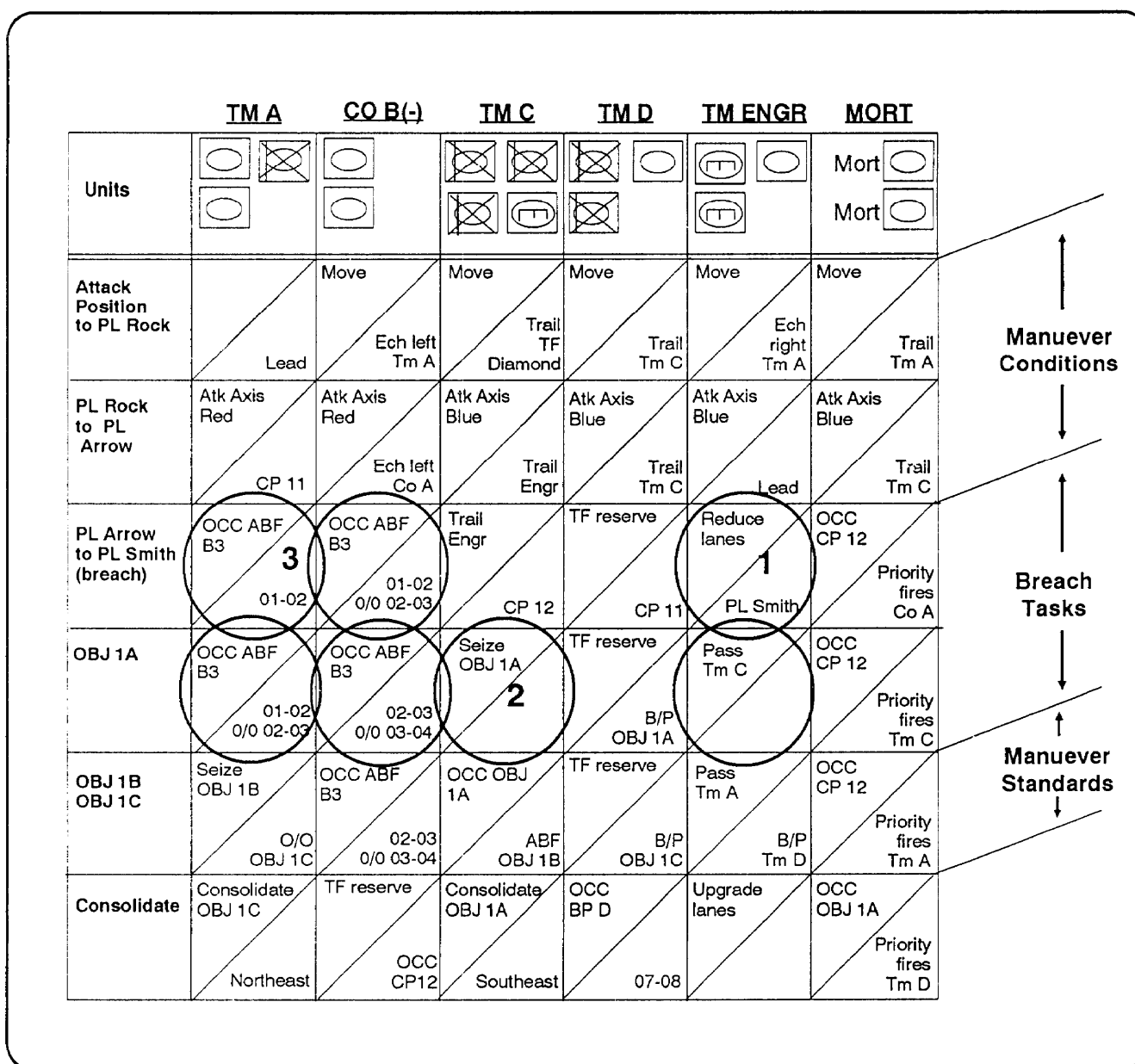


Figure D-2. Execution matrix for a deliberate breach operation.

PL Smith, the occupation of ABF position B3, and breaching the lanes through the tactical obstacles. The avenue-in-depth could focus on Team C's tasks, passing through Team Engineer, assault breaching and seizing OBJ 1A, and finally passing Team A. The box technique is the quickest, but it severely limits the scope. The belt technique rehearses all unit breaching actions concurrently. The avenue-in-depth rehearses breaching actions along one axis at a time and is the most complete type of rehearsal.

- The TF commander and S3 can choose a short rehearsal technique, either back brief or rock drill.

At all levels, the scheme of maneuver and the commander's intent must be understood in relation to selected tasks. It is the commander's intent that prevails and provides the framework for subordinate commanders to execute the initiative. Relating this to breaching rehearsals is essential. For example, the support force's mission is to occupy ABF B3 and to orient on TRPs 01 to 03. The commander's intent and the scheme of maneuver is to mass suppressive fires for the breach and assault forces to achieve initial penetration of the objective. If the enemy template was not confirmed, then the unit might have to adjust the point of penetration during its movement toward

#### D-4 Breaching Rehearsals

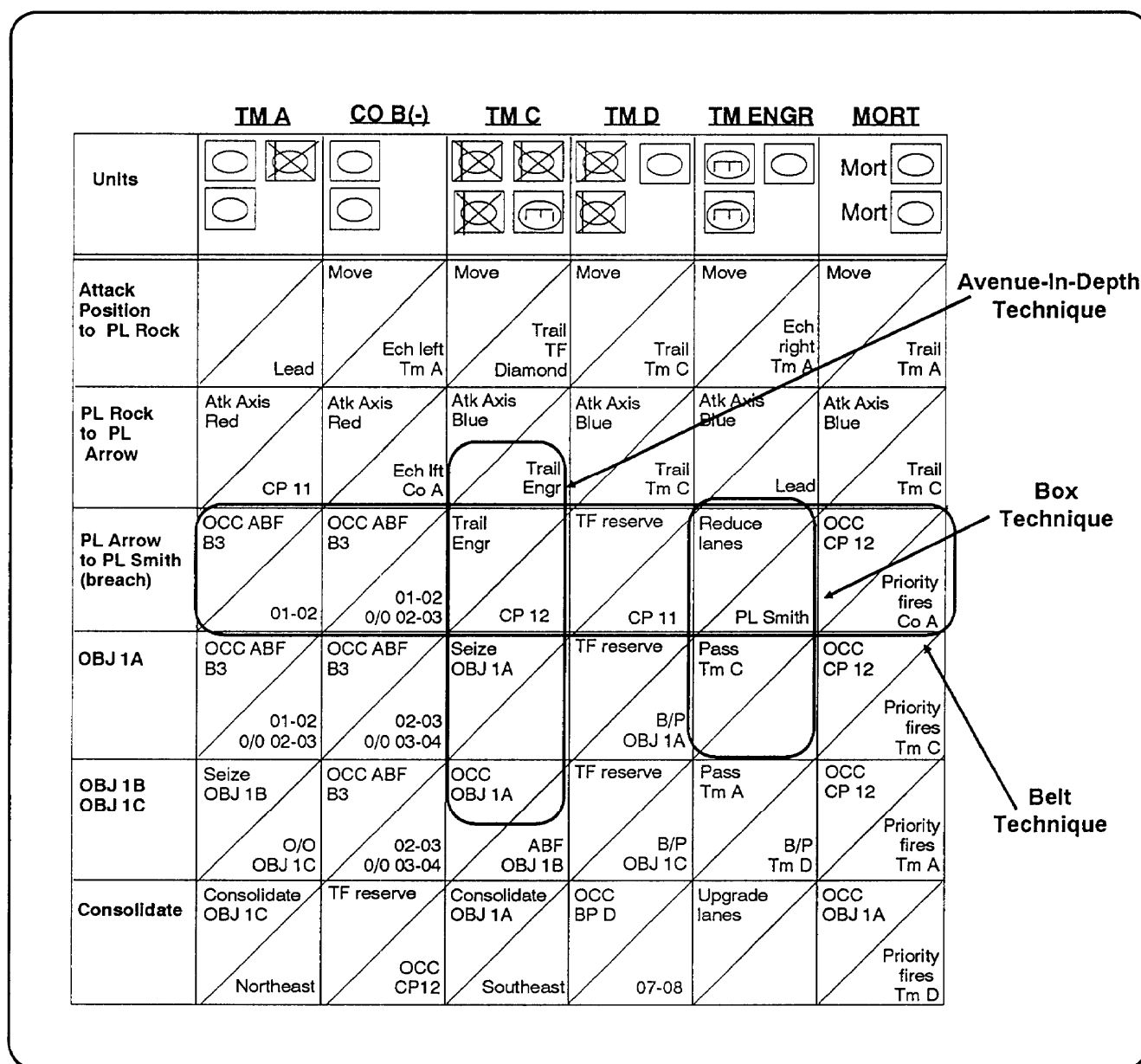


Figure D-3. War-gaming techniques.

the objective. The support force's understanding of the commander's intent allows him to exercise initiative and adjust his ABF position to provide necessary suppression and obscuration.

The commander's challenge is testing the understanding of his intent during breaching rehearsals. During the "run" phase of his breaching rehearsal, the commander interjects changes in the conditions, missions, and/or unit orientation. By observing the reaction of the breaching rehearsal participants, the commander can test whether his intent was completely understood.

**Provide Clear Tasks/Conditions/Standards.** This principle focuses on each subunit's rehearsals and its role in the specific tasks it is required to execute as part of the unit's overall breaching operation. Like any training event, breaching rehearsals require clear T/C/S. The commander uses the situation and event templates and the breaching fundamentals and organization to determine the actual T/C/S composition. The maneuver commander and S3 use their knowledge of the MTPs to clarify the standards. Table 7-5, page 7-6, provides a foundation for identifying subunit collective tasks (from MTPs) in executing breaching operations.

Identifying T/C/S is not limited to maneuver and engineer units. For example, the FSO's subtasks focus on providing suppression and obscurity. The ADO's breaching subtasks focus on protecting the unit from enemy air. In the same vein, combat service support (CSS) subtasks focus on sustaining the unit by planning—

- Casualty collection points.
- Jump aid stations.
- Dirty and clean main supply routes (MSRs).
- Hasty decontamination sites.
- Combat trains support and movement.

The intelligence collection plan verifies or denies the enemy situation template and actually justifies the breaching rehearsal tasks required to accomplish the mission. As a minimum, the breaching rehearsal T/C/S defines success for the support, breach, and assault forces.

The situation template provides the commander with additional conditions for the breaching rehearsal tasks. These conditions must be reflected in the breaching rehearsal site. The S3 tasks subordinate units to construct the rehearsal site. It is picked because of its resemblance to the actual terrain the mission will be conducted on. The rehearsal site replicates the enemy's tactical and/or protective obstacle effort.

- **S2**
  - Event template
  - Situation template
  - Enemy's direct- and indirect-weapons effects
- **Engineer**
  - Enemy's countermobility effects (includes SM)
  - Enemy's survivability effects
- **FSO**
  - Counterbattery
  - Indirect-fires effects
  - Obscurity
- **ADO**
  - Enemy air
  - SAFAD- and ADA-weapons effects
- **Chemical Officer**
  - NBC effects
  - Smoke-platoon effects

Figure D-4. Battle staff input for conditions.

Other staff officers ensure that additional conditions are portrayed while the breaching rehearsal is being conducted (see *Figure D-4*). The conditions could require that added tasks be performed, especially individual and crew drills, FM 25-101 elaborates on the composition of the condition statement.

The commander establishes the breaching rehearsal standards. Using the full range of available MTPs, he modifies the standards to match the mission requirements. For example, according to the event template, there is a possibility of an enemy counterattack within 30 minutes after the initial penetration of the objective. This might dictate stricter time standards in consolidating and establishing a hasty defense or passing combat power through the breaching lanes. The standards indicate actions required during execution. The execution and synchronization of SCSR become the key elements in establishing the standard for the major breaching rehearsal.

The commander issues elements of the T/C/S in the rehearsal warning order (see *Figure D-5*). Like a warning order, the rehearsal warning order helps focus subunit preparation. Time is always critical. Once a scheme of maneuver is developed and critical subunit tasks are identified, the rehearsal warning order should be issued. At the rehearsal, the T/C/S are briefed by the commander, the S3, and the S2.

**Conduct Multiechelon, Combined Arms Rehearsals.** The breaching rehearsal warning order keys subordinate units on the collective tasks that must be performed. The subordinate leaders determine the supporting collective tasks and drills necessary to accomplish the breaching rehearsal tasks. This permeates the unit's mission preparation from precombat checks and inspections through soldier's and leader's tasks; crew, squad, and platoon drills; and company collective tasks. It is imperative that subordinate units conduct their rehearsals before the next higher echelon's rehearsal. This ensures that time is not wasted at each echelon's rehearsal due to inadequate preparation. The commander must allocate time for subordinates' rehearsals since they are critical to the success of his own, *Figure D-6, pages D-8 and D-9*, shows a comparison of deliberate and in-stride breach preparation time lines.

Breaching operations are truly a combined arms effort and cannot be solely maneuver oriented. A successful breaching operation demands the synchronization of all the battlefield operating systems (BOSSs). A commander ensures the breaching synchronization by rehearsing with a combined arms team.

**Determine Key Participants.** Breaching rehearsals should be as close to full-scale as possible; however, due to time

## D-6 Breaching Rehearsals

CLASSIFICATION	
TO:	
FROM:	
SITUATION:	
ATTACHMENTS/DETACHMENTS:	
REHEARSAL TECHNIQUE:	LEVEL:
TASKS:	
TIME/PLACE OF REHEARSAL:	
ADMINISTRATIVE/LOGISTIC INFORMATION:	

*Figure D-5. Rehearsal warning order format.*

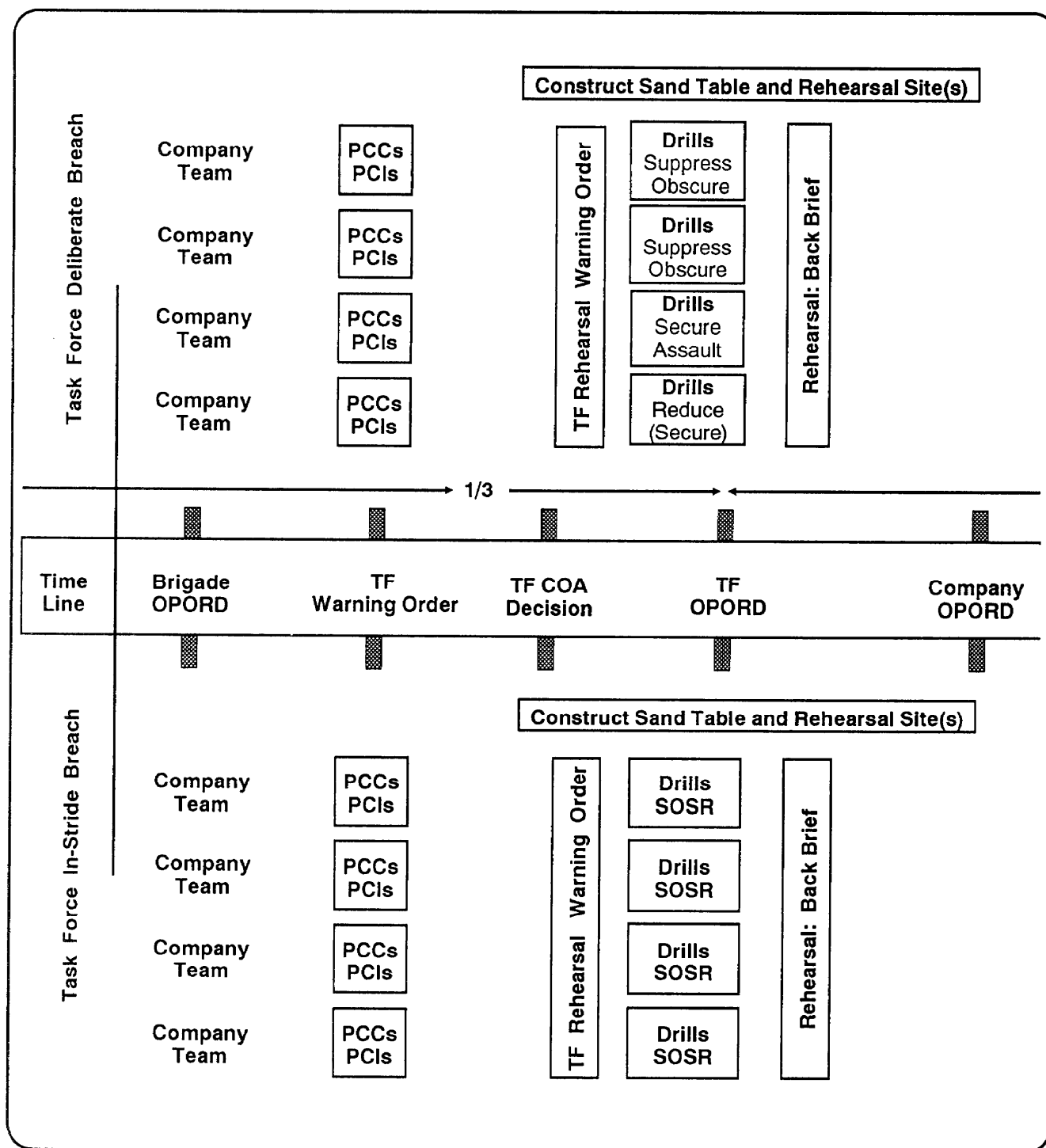
constraints and the scope of the operation, full-scale rehearsals are not always practical. With sufficient time available, a more deliberate training progression (crawl/walk/run) toward breaching rehearsals can be planned. Initially, only key leaders are involved in back briefs, progressing through rock drills and walk throughs and finally ending with a full-scale rehearsal.

The commander helps determine the level of participation by analyzing the unit's—

- Breaching proficiency (at all echelons).

- Time available.
- Familiarity with the unit's SOPs.
- Overall training readiness.

A high level of breaching proficiency lowers the required level of participation. The type of breach also influences the level of participation. For deliberate, assault, and covert breaches, it is desirable to progress to a full-scale, Level 4 rehearsal. For an in-stride breach a walk-through, Level 3 rehearsal is desirable. Subunits that were allocated the assets to conduct the unit's in-stride breach would conduct a



*Figure D-6. Deliberate versus instride rehearsal time line.*

full-scale, Level 4 breaching rehearsal before the unit's walk-through, Level 3 rehearsal.

The commander uses the one-third to two-thirds rule of thumb to determine the time available for his subordinates (see *Figure D-6*). Breaching rehearsals should be

scheduled after subordinate units have had time to prepare. In the crawl/walk/run approach, units conduct less intense, small-scale breaching rehearsals (Level 1 to Level 3), gearing up the higher commander's rehearsal or to a full-scale rehearsal (Level 4). In order to obtain the maximum

## D-8 Breaching Rehearsals



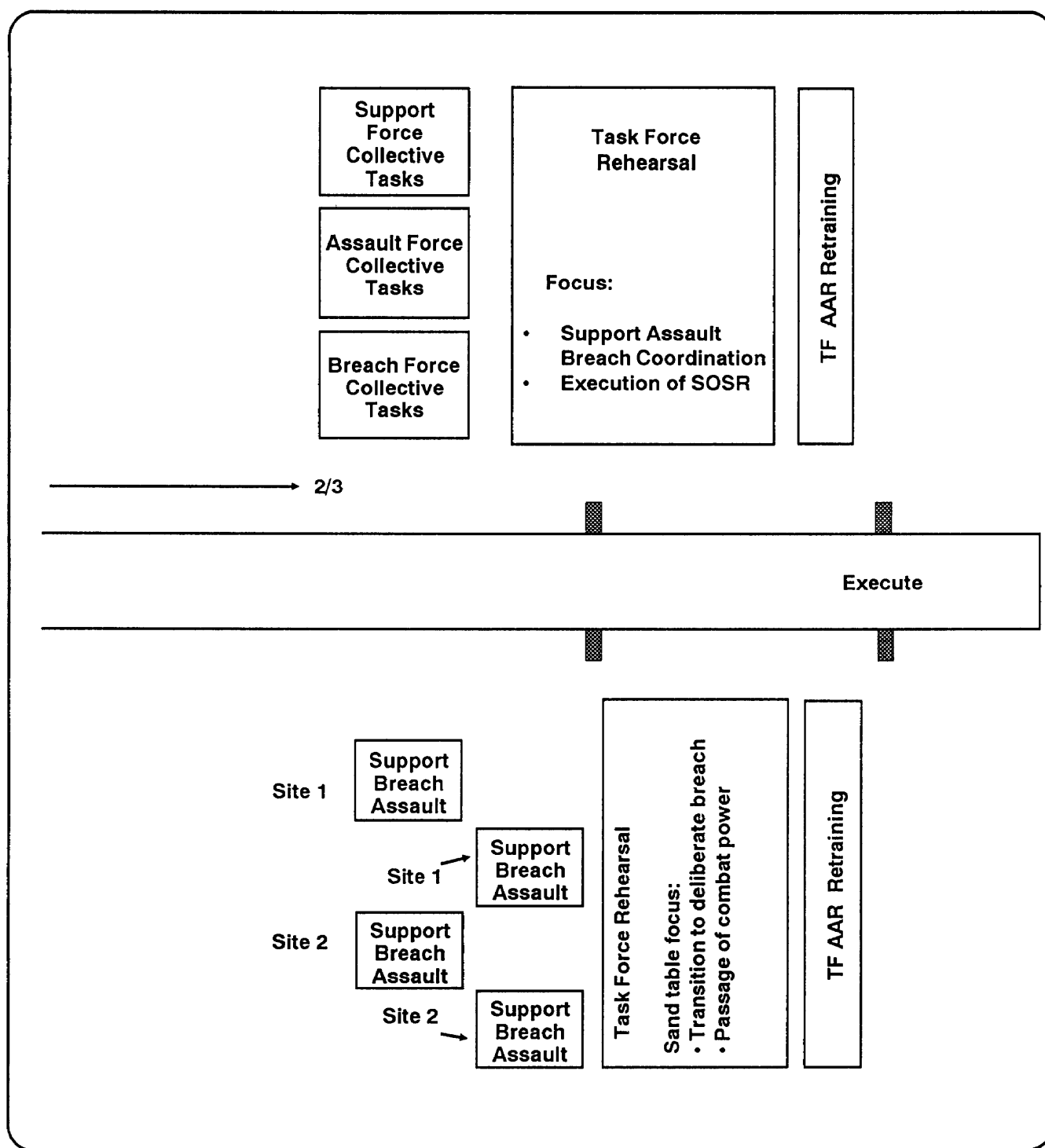


Figure D-6. Deliberate versus intride rehearsal time line (continued).

benefit, echelonment of and tracking rehearsals is a critical leader task.

The commander recognizes the training strengths and weaknesses of his unit. A highly trained unit could focus on

its complex tasks with walk throughs and reduce the level of participation. For example, if a unit is highly trained on conducting a deliberate breach, a Level 2 or Level 3 walk-through rehearsal is all that might be required.

**Enforce Standards and Train to Standard.** The commander defines the breaching rehearsal success for each subordinate unit by enforcing the standards. This aids the subordinate units in determining exactly what is expected from them during execution. Retraining for breach execution deficiencies is built into the rehearsal. This is critical. While the goal is to do it until you do it right, time may require training to the 80-percent solution. The overall goal of any rehearsal is to ensure that the unit can accomplish the tasks required for mission success. This can only be done by enforcing the standards. Characteristically, a unit performs the same way it rehearsed. As mentioned earlier, clear standards are set; the expectations of performance should equal or surpass the established standards.

**Provide Feedback.** The after-action review (AAR) is the process used to provide feedback to all participants. FM 25-101 defines AARs as a structured review process that allows training participants to discover for themselves what happened, why it happened, and how it can be done better. The commander uses his rehearsal T/C/S to focus his subordinates' comments and ensure that the AAR does not stray from the designated breaching rehearsal tasks. The commander sets the tone by reviewing the rehearsal standards and gives his assessment of unit performance. Better ways of accomplishing the missions and tasks come from the participants. During the rehearsal, problems with the plan could arise. It is essential that the identified problem(s) are solved and that plans are modified to overcome the potential problem. The changes must be incorporated into all the plans and highlighted to leaders who did not attend the breaching rehearsal. The refined plan must be rehearsed. Time may require that a different type of rehearsal or a different level of participants be used. For example, after an AAR of a full-scale rehearsal, the commander may take the rehearsal participants to the sand table for a back brief.

The unit's leaders (commander, XO, S3, and Command Sergeant Major (CSM)) will collectively monitor subordinate units' rehearsals. This is applicable to any breaching operation. In the examples at the end of this appendix, the focus is on a battalion/TF conducting two different types of breaching operations (deliberate and in-stride). For a deliberate breach, the unit's leaders observe the designated support, breach, and assault forces' rehearsals and the execution of their specified SOSR responsibilities. For a TF in-stride breach, the unit's leaders focus on the overall breaching performance of company teams. The company teams organize their own support, breach, and assault forces and synchronize the execution of SOSR. For an assault breach, the unit's leaders must look at platoon performance because of the nature of this type of breach (see page 5-1). For a covert breach, the unit's leaders focus on the same elements as in a deliberate breach; however, they must

understand that the SOSR is executed differently (see page 6-1).

Subordinate leaders are required to provide their rehearsal schedule to the unit's tactical operations center. As mentioned earlier, this aids the commander in breach rehearsal training, synchronizing, and resourcing.

**Complement the Preparation Phase.** The breaching rehearsal is an innate part of a unit's preparation. As part of the command estimate process, the unit's S3 should tentatively incorporate breaching rehearsals as part of his time analysis and time line. It should never be a training distractor. Rehearsals can become distractors because of—

- Improper application of the breaching rehearsal principles.
- Inadequate time management.
- Lack of rehearsal training and unit SOPs.

Breaching rehearsal principles provide the commander with the tools to ensure proper unit preparation.

**Instill Confidence in the Plan and in the Leaders.** In addition to ensuring synchronization, a by-product of the breaching rehearsal is confidence. After the rehearsal AAR, the participants should have confidence in their own ability, their leader's ability, and the unit's plan. Confidence is contagious and will spread among the unit after a successful breaching rehearsal. Conversely, a poorly executed breaching rehearsal fosters doubt.

## TASK FORCE REHEARSAL EXAMPLES

Understanding the total scope of breaching rehearsals is critical for the commander, his staff, and his subordinate leaders. The planning and preparation phase should be a rote process at all echelons. Leaders must initiate rehearsals and not wait for someone to spoon-feed the solution to them. An example of one TF deliberate breach rehearsal is given below. The discussion afterwards contrasts it to a TF in-stride breach rehearsal.

### Task Force Deliberate Breach

The brigade commander and staff briefed their OPORD to their orders group. The TF received the mission to secure OBJ Steel as part of a brigade's attack to destroy a templated MRB in a hasty defense. An MRC is templated in OBJ Steel (see page 4-11 for the TF scenario). Figure 4-16, page 4-13, depicts the brigade's maneuver graphics. The TF commander and his battle staff quickly analyze the scope of their mission and issue a warning order to the TF. The warning order orients the TF's subordinate leaders toward their upcoming mission, briefly detailing the—

- Situation.
- Attachments and detachments.

- Earliest time of move.
- Nature and time of operation.
- Time and place of OPORD issuance.
- Administrative and logistic information.

The subordinate TF leaders analyze the warning order and time available and then they issue a warning order. This warning order not only triggers movement, it provides the task and basis to initiate preparation for battle. Company commanders and separate platoon leaders direct that specific precombat checks (PCCs) and PCIs be performed. The PCCs and PCIs are annotated in their tactical SOP by type of operation.

Refer to *Figure D-7, pages D-12 and D-13*, for the company time line for a deliberate breach relative to the TF time line. PCCs and PCIs are depicted for the subordinate units after receiving the warning order.

While subordinate units are preparing for the breach, the TF battle staff conducts the command estimate process. The TF S3 reverse plans and establishes a time line for the TF. He outlines critical TF events and goals, such as movements to their attack positions, initiation of the R&S plan, and rehearsals. The TF commander selects one course of action from the staff's decision brief, gives his guidance, and reviews the S3's time line. From the essential task list and the draft subunit instructions, the TF commander and the S3 determine the critical TF rehearsal tasks (see *Figure D-8, page D-14*). The TF S3 recommends a back-brief, Level 2 rehearsal following the TF OPORD brief and a full-scale, Level 4 rehearsal after allocating time for subordinate units to conduct their own rehearsals. The TF commander considers the S3's recommendation and issues the following guidance:

*Based on our training readiness, our last mission success, and the time available, I believe that more could be gained from a rock-drill rehearsal at Level 2, followed by a walk-through rehearsal at Level 3. Give maximum time for our support, breach and assault forces to do a full-scale rehearsal; we'll focus on SOSR synchronization during the second rehearsal. While the CSM, the XO, and I check on company preparation, put together a rehearsal warning order and update the task organization, as we discussed. This would allow breaching rehearsals to begin immediately. I agree with your recommendation for a full-scale breaching rehearsal, but my gut feeling is that time will run too short to get the full benefits from it. Have a draft of the breaching rehearsal T/C/S ready when I return.*

The S3 finishes the execution matrix, incorporating the information in the breaching rehearsal warning order (see *Figure D-8, page D-14*). The execution matrix and sketch are provided for in *Figures 4-18 and 4-19 on pages 4-14 and 4-16*.

After receiving the TF rehearsal warning order, subordinate units concentrate on their tasks. For example, the

Team Eagle commander anticipates his requirements based on his role as the assault force commander. He and the engineer platoon leader study their assault force mission. They develop a rehearsal time line that complements the overall TF time line. They adopt the crawl/walk/run approach, moving from PCIs/PCCs through fire team, squad, and platoon drills and ending with collective tasks. The engineer squads integrate with the maneuver platoons as part of their drills. While the team is in its crawl rehearsal phase, the commander and the engineer platoon leader develop a tentative team plan and refine their walk/run rehearsal approaches. Critical tasks are identified, such as—

- Moving to the assault position in the combat column.
- Passing through the breach lanes.
- Conducting assault breach operations.
- Acting on the objective, keying on the destruction of two MRPs.

The Team Eagle commander decides that the mission-essential task is to be able to quickly pass his team through the enemy's protective obstacles. His number one priority is to conduct the assault breach rehearsal task. Team Eagle continues through its walk/run rehearsals as the commander, the FIST, and the engineer platoon leader attend the TF OPORD.

**Initial Rehearsal.** The TF briefs its OPORD. Following the OPORD, the TF commander directs the rock-drill, Level 2 rehearsal participants to the sand table. The TF commander states the tasks and standards, focusing on knowing the concept of the operation and the commander's intent for the rock-drill, Level 2 rehearsal. The S2 and S3 orient the rehearsal participants to the sand table and the essential elements of the situation. Each breaching participant tells the TF commander his role and major tasks in the TF's scheme of maneuver. Satisfied that all the participants know the plan, the commander conducts a quick AAR. As the participants leave, they tell the S3 their breaching rehearsal schedule.

**Subordinate Rehearsals.** At the company assembly area, the Team Eagle commander and the engineer platoon leader discuss the collective tasks that are required (see *Table 7-5*). The Team Eagle commander completes briefing his OPORD and receives a back brief. Team Eagle then conducts the necessary breach collective tasks tailored to the company's scheme of maneuver. During the "run" part of the assault force's rehearsal (full-scale, Level 4), the TF commander checks Team Eagle's progress and assesses their readiness.

**Final Rehearsal.** Time passes quickly and the Team Eagle commander, with his platoon leaders and FIST, attends the TF rehearsal (walk-through, Level 3). Team Castle and Team Talon replicated the enemy's obstacle effort with wire,

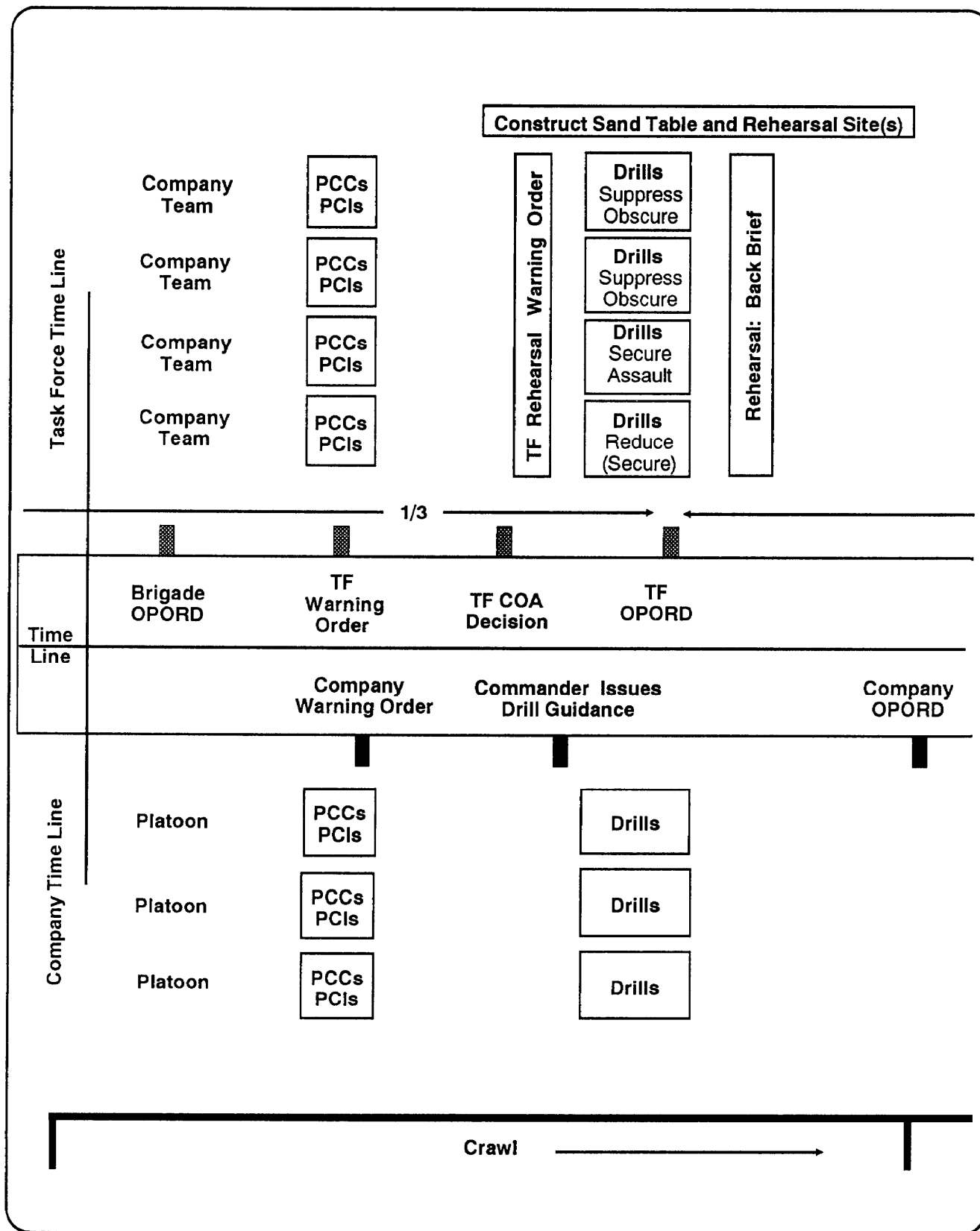


Figure D-7. TF versus company rehearsal time line.

## D-12 Breaching Rehearsals

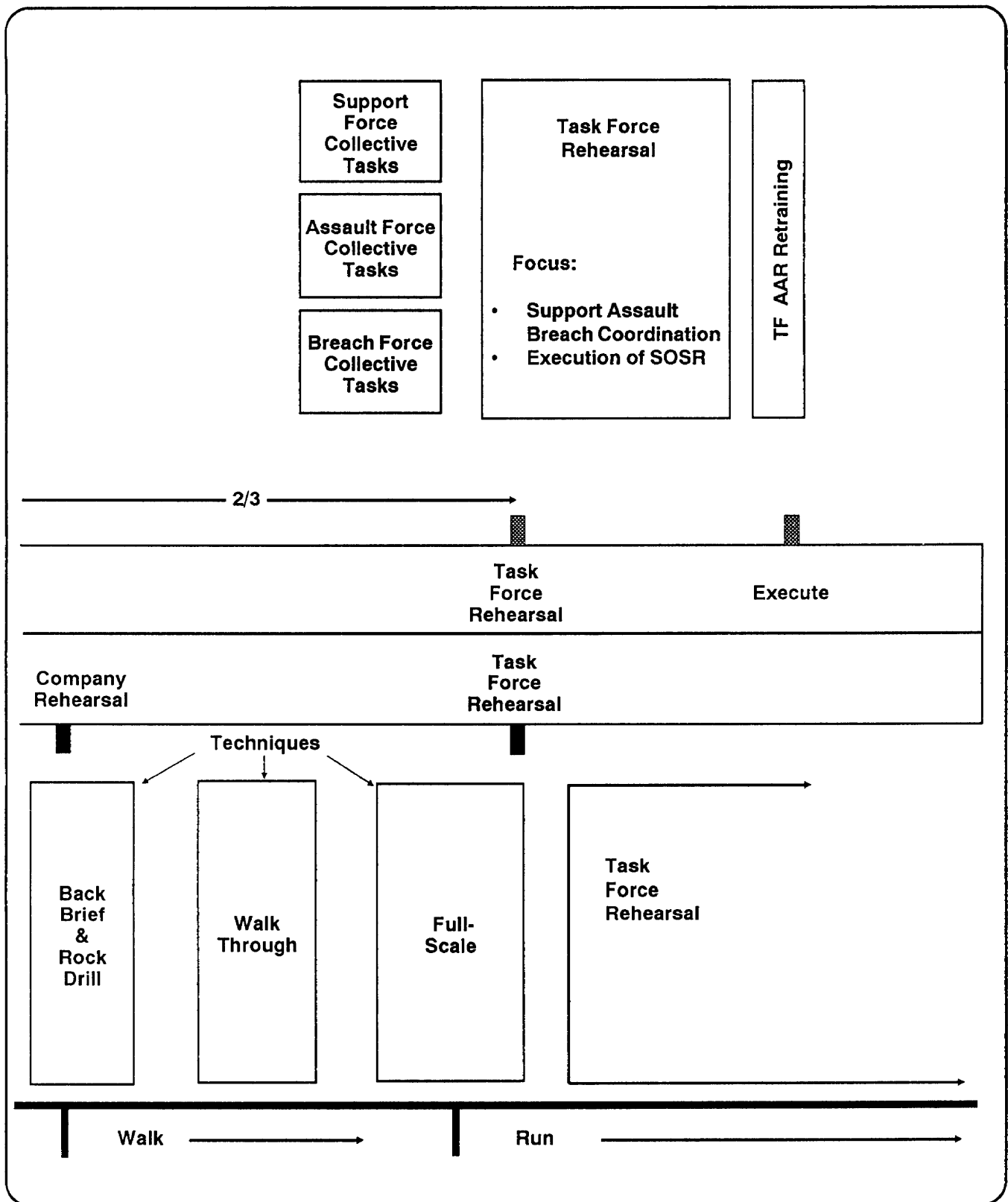


Figure D-7. TF versus company rehearsal time line (continued).



companies. In the case of Team Eagle, the commander acts out his tasks. He moves his vehicle as part of the TF formation and highlights his formation and movement down Axis Sword on the net. The Team Eagle commander tells the breaching participants and the TF commander how he is going to move past Assault Position Blue and occupy Assault Position Red, waiting for the signal to move his team into the breach lanes. The TF commander interrupts the Team Eagle commander to discuss the breach synchronization at that phase of the operation. The TF commander discusses the necessary suppression from Team Hawk and Team Falcon before Team Castle is committed to breach three lanes. The TF commander emphasizes that time is critical and that Team Castle and Team Eagle must not hesitate or waste time. He asks the Team Eagle commander how he will know the route to the breach lanes. Team Castle and Team Eagle discuss lane marking, highlighting the far recognition marker and the final approach marker locations (see *Appendix E*). The TF commander directs the Team Eagle commander to send a guide to maintain contact with Team Castle to smooth the passage through the lanes. Team Eagle finishes acting out its scheme of maneuver. The TF commander focuses on fire-control measures and synchronization as the assault force moves forward before Team Falcon discusses its part of the operation. At the end, the TF XO and S3 recommend that the TF rehearse the breach at PL Hammer again. At the completion of the rehearsal, the TF commander conducts an AAR with the participants. The TF commander releases the participants to continue their preparation.

### **Task Force In-Stride Breach**

The TF commander uses essentially the same techniques as those used for the deliberate breach rehearsal; however, the focus is now at the company team level. Understanding the contrast between the two time lines outlined in *Figure D-6, pages D-8 and D-9*, is crucial. The TF warning order still initiates subordinate units to conduct PCIs and PCCs. The similarity between a deliberate breach and an in-stride breach rehearsal ends there.

**Initial Rehearsal.** The TF rehearsal warning order orients less on the execution of the breach. The synchronization of SOSR and the maneuvering and performance of the support,

breach, and assault forces are the subordinate commanders' responsibility. The rehearsal warning order specifies that in-stride breach operations will be one of the tasks rehearsed at the back brief. The rehearsal warning order implies several tasks that a subordinate leader must recognize. This keys subordinate commanders to conduct crew, squad, and platoon drills, focusing on the execution of all the SOSR aspects. This preparation significantly contrasts with the deliberate breach drill preparation, which focused specifically on one or two of the SOSR tasks. The back-brief rehearsal after the TF OPORD brief concentrates on passing combat power through the lanes created by a subordinate force. The transition to a deliberate breach, as a be-prepared task is synchronized.

**Subordinate Rehearsals.** For in-stride breach operations, the TF constructs several rehearsal sites. This allows subordinate units to conduct their own breaching rehearsals in the time available. Unlike a deliberate breach, an in-stride breach requires that subordinate commanders organize and control the actions of the support breach, and assault forces. With this in mind, the TF commander allocates more company preparation time for subordinate breaching rehearsals and less time for TF breaching rehearsals. The extra preparation time is critical for his subordinate commanders to synchronize the execution of SOSR. The TF leader's role is to set up a rotation schedule for breaching rehearsal sites for each unit and to help the subordinate commanders synchronize their breaching operation.

**Final Rehearsal.** The final TF breaching rehearsal for an in-stride breach is normally a rock drill at level 3 or lower. As the participants act out the scheme of maneuver, the responsible company commander discusses the in-stride breach. The company commander discusses his breaching operation and the coordination to pass the follow-on forces. The TF commander ensures that he has been allocated enough assets (breaching assets, fires, and combat power) for his in-stride breach. As with the back brief, the transition to the deliberate breach is acted out. The TF commander details the necessary control measures, coordination, and synchronization for a successful transition. The breaching rehearsal ends with an AAR.