INTRODUCTION

Good Morning/Afternoon Rangers, my name is (Rank) (Name). I will be your primary instructor for your next period of instruction, which is on negotiating open danger areas. You can reference the information pertaining to negotiating open danger areas in your RHBs starting on page 6-9.

FAMILIARIZE SMALL OPEN AREA BOARD

We will begin this period instruction with crossing a small open danger area.

Let me familiarize you to my board. (Point to each thing as you describe it)

In the center of my board, there is a graphic representation of an open area. The left portion of the board contains administrative notes that will help you follow along with this period of instruction.

To the left of the open area is an example of the Contour bypass method. This graphic is accompanied by administrative notes that pertain to the contour bypass method. To right of the open area, there is an example of the detour bypass method. This graphic also comes with administrative notes that pertain to the Detour by-pass method.

At the bottom center portion of my board, I have a Near Side Rally Point (NSRP), which is 300 meters on a back azimuth from the open area. At the top center point of the board, I have a Far Side Rally Point (FSRP) that is 300 meters on mission azimuth from the open area. For the purpose of this class, the squad is traveling to the North.

OPEN DANGER AREAS

You should never plan your route to go through an open danger area. Therefore, all open danger areas that you come across during movement are considered unknown.

Since the danger area is unknown, the rally points are not planned and are considered "floating" rally points. The near side rally point is 300 meters on a back azimuth and the far side rally point is 300 meters on mission azimuth for small open danger areas. Rangers, keep in mind that the floating rally points are 300 meters from where contact is made with the enemy.

You must avoid all open danger areas. Moving your element through an open danger area greatly increases the chances of making contact with the enemy by direct or indirect fire. I cannot overstate the importance of conducting a detailed map reconnaissance of your routes.

Additionally, TIME is the determining factor when deciding if an open danger area is small or large. The time you have available determines how you will negotiate the open danger area.

If you HAVE TIME to bypass the open danger area, it is a small open danger area and you bypass it. If you DO NOT HAVE TIME to bypass it and must cross the open danger area, it is considered a large open danger area.

For example, let’s say that you are patrolling in a wooded area and you come across an open area the size of Fryar Drop Zone. For those of you who are not airborne qualified, Fryar Drop Zone is an open area several kilometers long and wide.

Now if you have the TIME to bypass Fryar Drop Zone, you treat it as a small open danger area. For example, if you have a whole day to get to the far side, then you treat it as a small open danger area and bypass it using either the contour or detour bypass methods.
However, if you only have 30 minutes to get to the far side of Fryar Drop Zone, you treat it as a large open danger area and use the bounding over-watch movement technique to move across it.

**ACTIONS AT OPEN DANGER AREAS**

Once the lead TL sees a potential danger area, he gives the hand and arm signal for halt and danger area ([Demonstrate H&A Signals]), the squad halts, and establishes a 360-degree perimeter in the Short Halt Posture.

The SL does a quick visual check to ensure that security is established then moves his way up to the lead TL’s position.

The lead TL tells the SL why he has halted, for example when there is an open area in front of the squad.

The SL has the squad conduct SLLS to check for any enemy activity in and around the area because an enemy force might be in the area.

The SL and TLs then pinpoint their current location on the map. If the SL understands where the squad is on the map and terrain, he improves his chances of making a sound tactical decision on how to negotiate the danger area. This also helps the SL develop a course of action in the event the squad makes contact with the enemy. Additionally, pinpointing helps the SL identify if the squad drifted off the planned route and moved to an open area that the SL planned to avoid.

After pinpointing, the SL and lead TL move forward using cover and concealment to avoid detection during their recon of the potential open danger area. If it is an open danger area, the SL must conduct an assessment and develop a course of action.

Rangers, the SL must consider:

1. Is this an open danger area?
2. Does he have enough **time** to move his squad around it? If he does have enough time to move around it, then the squad treats the danger area as a small open danger area. However, if he does not have enough time to bypass it, he treats it as a large open danger area. I will discuss crossing a large open danger area in detail later in this class.

**SMALL OPEN DANGER AREAS**

In this case, the SL determines that his squad has enough time to bypass the open area. The SL must then decide on which method his squad will use to bypass it. Again, there are two methods for negotiating a small open danger area: the **contour method** and the **detour-bypass method**.

**CONTOUR VERSUS DETOUR METHOD USING THE CONTOUR BYPASS METHOD**

The **contour bypass method is the most preferred method** to use when bypassing an open danger area because it gives the squad flexibility in the route around the open danger area. When conducting the recon, the SL has to **confirm three things** in order to utilize the contour method:

1. **First**, the contour bypass method requires **good visibility** and the SL **must be able to see a prominent feature** on the far side of the open area that is on the **mission azimuth**. A prominent feature can be a huge rock, a fallen tree, a burned out car or anything that sticks out. The squad must be able to find that object when it reaches the far side of the danger area. The squad uses this prominent feature as a **navigational aid**. It enables the squad to get back on its original mission azimuth once it reaches the far side.
2. **Second**, the SL must have an **approximate (estimated) distance** between **his present location** on the near side of the open area and **the prominent feature** on the far side of the open area. The ability to estimate the distance to the prominent feature on the far side of the open area is the primary reason that this method must be used in hours of good visibility. However, if the squad has a **laser range finder**, the SL can use this method in periods of limited visibility as well.

3. **Third**, the SL finds the **most covered and concealed** route around the open area from his squad's present location to the prominent feature on the far side of the open area. **For example**, on my sketch board the SL and lead TL determine that the route that affords the best cover and concealment is on the left side of the open area. **(Point to the route)**

The SL confirms this information with the lead TL and moves back to the squad’s security halt. After returning to the security halt, the SL briefs the TLs on the situation.

   Both TLs quickly **disseminate the information** to their teams and move to the apex of their formations. The TLs must confirm with the pace men the squad’s mission pace at this point. Also, the TLs must ensure that the pace men **do not add to the mission pace count** as the squad moves around the open area. The SL takes a quick visual accountability of the squad and signals the lead TL to move out.

   The lead TL chooses a route that keeps everyone in the squad a **minimum** of **25 meters** from the open danger area and moves around the open danger area. It is every squad member’s responsibility to ensure that they stay concealed from the open area. The personnel on the flank of the formation that are closest to the open area may have to "flex" their locations in the formation to stay concealed. The squad continues to move until they reach the prominent feature on the far side of the open area.

   **After reaching the far side** of the open danger area, the TLs check with their pace men and ensure that the pace men **add the SL’s approximation** of the **distance across the open area** to the mission pace count.

   **For example**, pretend that at the near side of the open area the mission pace was 1500 meters. The SL estimated the distance from this point to the prominent feature on the far side to be 500 meters. So, after the squad moves around the open area to the prominent feature on the far side, the pace men’s mission pace should be 2,000 meters.

After the **squad is clear of the open danger area**, they continue with the mission.

**USING THE DETOUR BYPASS METHOD**

Rangers, we will now discuss the Detour Bypass Method.

The **detour bypass method** is not the preferred bypass method. The detour bypass method is simply a series of 90-degree turns used to "box" around a danger area. The squad must move the same distance on the bypass legs and make exactly 90-degree turns in order to make it back to their original route. The **detour bypass method** uses **simple math** to get the squad back on its route on the far side of the open area. But, any **obstacle** the squad encounters while bypassing the open area can cause the simple math **equation to fail**. Therefore, if the squad utilizes the detour bypass method, it must exercise **extreme attention to detail** to ensure that it conducts the method correctly.

During the recon of the small open danger area, if the SL and lead TL determine that:
1. **There is no prominent feature** on the far side of the open area that the squad could use to get back on mission azimuth.

2. It is **not possible to see and estimate** the distance to the far side of the open area.

3. **There is limited visibility** and the squad has no laser range finder or GPS device.

Rangers, if the SL and lead TL find that any of these conditions are true, the SL has to use the **detour bypass method** to negotiate his way around the open area. The SL and lead TL still determine **which side** of the open area affords the squad the **most covered and concealed route** around the open area. Again, a good map recon helps the SL develop this course of action.

Once the SL decides to use the detour bypass method, he simply **tells the lead TL** whether he wants the squad to travel to the **left or right** around the open area.

The SL briefs the TLs on the situation and gives them time to brief their men. The TLs need to ensure that their compass and pace men understand that the squad is using the detour bypass method. In this situation, the SL may decide to use **primary and alternate** compass and pace men. Once the squad is ready to move, the SL gives the order to move out.

Rangers, understand that the **detour bypass method** is simply a series of 90-degree turns. This technique uses a simple mathematical process to bypass or "**box**" around an area. Once the squad is on the far side of the open area, it returns to its original heading.

In this example, the SL decides the squad will bypass the open area on its right side (**point to it on board**) because this side provided the most covered and concealed route.

Rangers, when you use the detour bypass method, you should utilize the acronym **RALS**. **RALS** stands for **Right Add, Left Subtract**. When you turn right, you should add 90 degrees to your azimuth. When you turn left, you should subtract 90 degrees from your azimuth.

In this example, the squad’s mission azimuth is 360 or 0 degrees. Their near side mission pace count is 1500 meters. Since the SL determined the **right side** is the best side to bypass the open danger area, the squad’s first change of direction is a **90-degree** turn to the **right**. Since the squad is traveling on a 0-degree azimuth and uses the acronym **RALS**, it turns right and adds 90 degrees to the mission azimuth.

The squad continues to travel on this heading until the squad passes the entire width of the open area. The squad must keep an **accurate pace count** for this movement. This leg of travel is an **alternate leg**. The pace count is important because when the squad reaches the far side of the open area, they must move the same distance to get back on their original route. In this example, the distance that the squad has to travel to **bypass the width** of the open danger area is 400 meters.

Once the squad moves **past the width** of the open area, it must turn left to get back on its **mission azimuth**. Using RALS, the **squad subtracts 90-degrees** from its azimuth. This puts them back on a 0-degree azimuth. The squad then travels the **length** of the open area on this azimuth. Remember, the pace men must count and add the distance the squad travels on this leg to their mission pace count. In this example the squad moves 500 meters to bypass the open area and reach the **far side**. Then, the squad turns left and subtracts 90 degrees from the azimuth. In this example, this puts the squad on a 270 degree azimuth. Next, the squad moves the **width** of the danger area, which is the **same distance** they traveled on the **first alternate leg**.

In this example, I said that the **alternate leg** down here was 400 meters (**point to it**). Therefore, the squad must move 400 meters on this alternate leg up here to get them back on the correct route on the far side of the open danger area (**point to it**).
After moving the correct distance for the **width** of the danger area, the squad makes a final turn to the right and adds 90 degrees to their azimuth. This puts the squad on its original mission azimuth, which in this example was a 360 or 0 degree azimuth. Now, the compass men keep the squad on **mission azimuth** and the pace men resume their **mission pace count**. In this example, the mission pace count should be 2000 meters.

Remember that the distance they traveled on this leg of movement was 500 meters (**point to it**). When the pace men add this distance to the original mission pace count of 1500 meters, the squad's new mission pace count is 2000 meters or 2 KM.

Rangers, keep in mind that as the **squad moves** around the open danger area, the TLs and the SL ensure that everyone in the squad keeps a minimum distance of **25 meters and/or out of sight** of the open danger area. In addition, the lead TL spot checks the compass man and pace man at each leg to ensure accuracy. Once the squad **negotiates the open danger area**, it continues with the mission.

**NEGOTIATING LARGE OPEN DANGER AREAS**

Rangers, at this time we will discuss large open danger areas. Please divert your attention to the large open danger area sketch on my board. Remember that **Time** is the factor that determines whether an open area is small or large and dictates how to negotiate an open danger area. If you **have time** to bypass the open danger area, it is a small open area, and you **will bypass it**. If you do **not have time** to bypass an open danger area and have to cross through it, then it is a large open area, and you will utilize the bounding over watch technique.

**INTRODUCE BOARD**

Before we begin, let me familiarize you to my board. As you can see, the board is color-coded and personalized as described in the previous classes. (*Point to each thing as you describe it*)

Rangers, on my board I have depicted the same squad that I previously described when I discussed the small open danger area. However, in this depiction the squad, due to time constraints, will utilize the bounding over watch technique. In the center portion of my board there are examples of over-watch positions in the open danger area. The squad takes up these positions as it maneuvers through the open danger area. On the left side of my board, there are some administrative notes that will help you follow this period of instruction. On the right side of my board, there are arrows that show the enemy's probable direction of attack. Also, notice I have depicted the NSRP, FSRP as previously described, and the squad is still traveling from the bottom of the board towards the top of the board.

**LARGE OPEN DANGER AREAS**

Rangers, keep in mind that our actions up to the open danger area remain the same as previously described. However, in this scenario the SL and lead TL during their recon determine that the squad does not have enough **time** to bypass around the open danger area. Since they do not have enough time to bypass it, they must consider it a large open danger area and travel through it utilizing the bounding over watch technique.

**LEADER CONSIDERATIONS**

The SL must decide on the best possible route through the **large open danger area**. Some of the things the SL should **consider** are:

1. A **route** through the open area that allows the SL to maneuver his fire teams using any available **cover and concealment**. He also needs to look for possible low ground such as **wadis** that his squad could use to **avoid detection** or defend from in the event they make contact while passing through the open area.
2. He needs to decide which **bounding over watch** method he wants to use to maneuver his teams through the open danger area. These are either **successive** or **alternating** bounds.

3. The SL needs to determine the **route that affords** the best possible **over watch positions** so that the over watch team can cover the other team’s movement.

Once the SL determines the best possible route for the squad to travel through the open danger area and which method of bounds he wants the squad to use, he and the lead TL move back to the squad’s security halt. The SL briefs his TLs on the course of action he has decided and the TLs disseminate the information to their men.

**SUCCESSIVE VERSUS ALTERNATING BOUNDS**

Rangers, understand that there are **two methods** of bounding over watch. These are **alternating** and **successive** bounds. **Successive bounds are most preferred.** This is because they are **easier to control.** However, this method of bounding is slower.

*Use your hands to demonstrate* **Successive bounds** are nothing more than putting one team in over watch and then bounding the other team forward. Once that team is in position and performing over watch, the other team bounds out and halts **online or abreast** with the team in over watch.

This method of bounding online with one another continues all the way across the open area. Generally, the same team bounds out first each time. Again, it is the **easiest** method of bounding to **control.**

*Use your hands to demonstrate* **Alternating bounds** are **harder to control.** However, you gain more ground quicker. To use alternating bounds one team is placed in over watch and the other team bounds out and sets up in an over-watch position. Once the bounding team is in position the team that **was** in over watch then moves **past** the team in over watch. When that team is set in an over watch position, the team that **was** in over watch now moves **past** the team in over watch. It is nothing more than leap frogging your elements across the open area.

For either successive or alternating bounds, there are two keys to success:

1. Both the **SL and M240B** gun team **usually** stay with the initial over watch element and they remain with that element throughout the movement unless otherwise dictated by the SL due to METT-TC considerations.

2. The **bounding element** does not bound more than the **direct line of sight** and **effective small arms** range of the element in the over watch position. Therefore, the teams should not bound more than **150 meters** from one another. This is all METT-TC dependent. Remember that effective small arms range is 300 meters, but if the bounding team goes that far, the supporting team cannot effectively engage any enemy forces beyond them.

**USING SUCCESSIVE BOUNDS**

**Successive bounds** are the most preferred method to use; therefore, I will talk you through crossing the large open danger area using successive bounds.

Once the SL determines where and how he wants to cross the large open danger area he positions a team in the wood line in an over watch position. The example on my board shows the lead team in the initial over watch position. This team is preferably in the prone (situation dictates), prepared to engage the enemy and covers the movement of the trail team into the open area.

The SL positions the **M240B gun team** with the initial over watch element. Keep in mind that the SL can keep the M240B with the initial over watch element throughout the movement.
Once that team is in the over watch position, the SL then gives **a distance, direction and if available a prominent feature** for the bounding team to move to. In this example, the initial maneuver element is the trail team. The trail team bounds out to the position the SL designates and sets up an over watch position. As the team bounds out, they move in a **team wedge** and are prepared to make contact. Once this maneuver element establishes an over watch position, the TL tells the SL his team is prepared to perform over watch duties. The TL can communicate this by calling on **FM**, using **hand and arm** signals, or using any other **predetermined signal**.

The SL then gives a distance, direction and prominent feature to the TL from the original over watch position. The squad on my board is using the **successive bounding** method. When successive bounding, the maneuvering team moves to a position that is **online (abreast)** with the other team. In the example on the board, the lead team moves online with the trail team.

The SL continues to maneuver his teams through the open danger area in this manner until the squad reaches the wood line on the far side of the open area. Once the **squad is in the wood line**, they return to the **FOOM** and continue with the mission.

Rangers, if you are moving **through** an open danger area and you come across a road in the middle of the open area, consider this a **danger area within a danger area**. You will continue to move in successive or alternating bounds.

**ACTIONS ON ENEMY CONTACT**

Rangers, the most important **element** when in contact with the enemy is to **maintain control**. Contact can be made anywhere in or around the open danger area. If contact is made while crossing an open danger area, **regardless of its size**, the SL must maintain control of his squad. It is up to the SL to determine whether to conduct a **Squad Attack** or **Break Contact**.

If the squad is in contact and the SL **loses control** of his Squad, perhaps due to an overwhelming enemy force:

1. The **SL calls out which Rally Point** best facilitates the squad’s survival and mission completion.
2. The entire **squad echoes** the designated rally point.
3. The squad then breaks contact by **buddy teams** and **E&E** to the designated rally point.
4. At the rally point, they conduct **rally point procedures**. While breaking contact and moving towards the rally point, the squad members need to get out of the open danger area as soon as possible. If they are in the wood line, they need to ensure that they do not enter the open danger area while moving to the rally point.

**CONCLUSION**

Rangers, during the last period of instruction we have discussed how to negotiate small and large open danger areas and actions to take on enemy contact while negotiating those danger areas. What are your questions at this time?

If there are no questions or no more questions take a 10-minute break.