

READYMAN

S M A R T B O O K

RECON



GOAL



CONTINGENCY



WAYPOINT



HEADCOUNT

Comprehensive Mission Planner

HOW TO USE THIS SMARTBOOK

STEP ONE: *Prep Order*. Gather info, people and materials for mission brief. Set the brief. Use annexes in the back of the book to prepare.

STEP TWO: *Brief*. Conduct the mission brief. Discuss and complete pages 3-10.

STEP THREE: *Rehearse*. As much as possible, rehearse the mission to prepare and discover weaknesses.

STEP FOUR: *Execute*. Run the mission following the plan.

SYMBOLS



MOVEMENT



GOAL



CONTINGENCY



WAYPOINT



HEADCOUNT



METHOD

PREP ORDER

GATHER PEOPLE & INFO

PEOPLE

1

MISSION:

Command:

2nd Command:

Others:

SUPPORT:

Comms:

Equip:

Vehicles:

Medical:

Others:

more on back 

MISSION

3

SITUATION

- ENEMY
- FRIENDLIES
- AUTHORITIES
- WEATHER/LIGHT

MISSION PARAMETERS

- WHO
- WHAT
- WHERE
- WHEN
- WHY

RECON MISSION EXECUTION

GOING

MISSION

5

GO ROUTE

CODENAME

- MAPS & TERRAIN
- RALLY POINTS
- HELP FROM HOME? (SHTF)

START TIME:



headcount!



POINT

MIDDLE

REAR

ALT ROUTE

CODENAME

- ! ACTIONS AT STOPS (Gas, piss, etc)
- ! ACTIONS IF PROBLEMS (Checkpoints)
- ! VEHICLE BREAKDOWN/STUCK
- ! DANGER AREAS (Chokepoints, blocks)
- ! MEDICAL EVAC
- ! ABORT CRITERIA

EST. FINISH TIME:

BACKSTORY - EN ROUTE

6

NOTES

RECON MISSION EXECUTION

ON-TARGET

7



LAST RALLY POINT



headcount!



SNEAK PEAK?(before approach)

APPROACHING TARGET



POINT

MIDDLE

REAR



JOBS AT LOCATION

START TIME:

- PRIMARY (approaching target)
- SECURITY (standing back, protecting)
- SUPPORT (medical, reserve, driver)
- LEADER/COMMS (coordinating)
- ! ABORT CRITERIA (on location)



AT LOCATION

FINAL APPROACH ⇒ ENTRY ⇒ CONTACT

BACKSTORY AT LOCATION

more on back



**WORK AT LOCATION**

8

- COMPLETE WORK AT LOCATION
see JOBS ON TARGET on PAGE 14

TEAM HUDDLE

- REVIEW JOBS ON TARGET
FOR EACH TEAM MEMBER (P)

**EXITING METHOD**

headcount!

- ⇒ WITHDRAW TO LAST RALLY POINT

NOTES

RECON MISSION EXECUTION GOING HOME

GO HOME ROUTE

9

- MAPS & TERRAIN
- RALLY POINTS
- HELP FROM HOME? (SHTF)



headcount!



ALT ROUTE

- ! ACTIONS AT STOPS (Gas, piss, etc)
- ! ACTIONS IF PROBLEMS (Checkpoints)
- ! VEHICLE BREAKDOWN/STUCK
- ! DANGER AREAS (Chokepoints, blocks)
- ! MEDICAL EVAC
- ! E&E PLAN (see annex page 13)



LINK UP WITH HOME METHOD

- FAR RECOGNITION (signals, wave)
- CHALLENGE & PASSWORDS
- RE-ENTER BASE METHOD

A large rectangular area with a solid border, containing 18 horizontal dashed lines for writing notes or maps.

SUPPORT PLAN

GROUP EQUIPMENT

11

AMMO

RATIONS

MEDICAL

SPECIAL



MEDEVAC PLAN(S)



VEHICLE PLAN

SEE ANNEX PG. 16

▽ ELECTRONIC → HOME

▽ ELECTRONIC → TEAM

▽ COMMS METHOD

- SECURITY OF PLAN ITSELF
(if stopped/arrested what to do?)
- RADIO CHECKS
- WATCH/TIME SYNC

NOTES

more on back



CODES

14

ITEM, LOCATION, STATUS

CODE

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

JOBS ON TARGET

15

<input type="checkbox"/>	SITE SKETCH	PERSON
<input type="checkbox"/>	THREAT COUNT	PERSON
<input type="checkbox"/>	ACTION ON TARGET (defenses)	PERSON
<input type="checkbox"/>	ACTION ON TARGET (patrols)	PERSON
<input type="checkbox"/>	ACTION ON TARGET (activity)	PERSON
<input type="checkbox"/>	THREAT LOCATIONS	PERSON
<input type="checkbox"/>	UNIFORMS?	PERSON
<input type="checkbox"/>	TIME/SCHEDULE	PERSON
<input type="checkbox"/>	EQUIPMENT/WEAPONS	PERSON
<input type="checkbox"/>	OTHER JOB	PERSON
<input type="checkbox"/>	OTHER JOB	PERSON
<input type="checkbox"/>	OTHER JOB	PERSON
<input type="checkbox"/>	OTHER JOB	PERSON
<input type="checkbox"/>	OTHER JOB	PERSON
<input type="checkbox"/>	OTHER JOB	PERSON
<input type="checkbox"/>	OTHER JOB	PERSON

more on back



ROUTE PLANNING GUIDE

PICK PRIMARY & ALTERNATE ROUTES

17

- USE MAPS INSTEAD OF DIRECTIONS
- MAJOR TURNS (code for each)
- LANDMARKS (code for each)
- EVASION POSSIBILITIES
- FRIENDS EN ROUTE?
- HOSPITALS, MECHANICS, GAS & WATER
- TIMELINE



ROUTE CONSIDERATIONS

- DISTANCE TO & DISTANCE BACK
- TRAFFIC (effect on time)
- ROAD SURFACE
- ROAD CONDITION
- DANGER AREAS:
 - choke points
 - bridges
 - road blocks
 - tight corners
 - dead cars

