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Security

CIVIL DISTURBANCE

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This manual provides preplanning guidance for handling emergency situations, which include the full spectrum from civil disobedience through hostile disturbances to violent acts of terrorism. It discusses the concept of operations in planning for these crisis situations and offers an outline for preparation, execution and resolution of mass disturbances. Air National Guard units will use this manual as guidance. The use of name or mark of any specific manufacturer, commercial product, commodity or service in this publication does not imply endorsement by the Air Force. Refer recommended changes and conflicts between this and other publications to HQ AFSFC/SFOP, 1720 Patrick Street, Lackland AFB, TX, 78236, on the AF Form 847, **Recommendation for Change of Publication**. The reporting requirement in this publication (para **11.6.1.**) is exempt from licensing in accordance with AFI 33-324, *The Information Collections and Reports Management Program; Controlling Internal, Public, and Interagency Air Force Information Collections.*

SUMMARY OF REVISIONS

This document changes the title of AFMAN 31-201, Vol 3 to AFM 31-201, Vol 6. **Chapter 8**, para **8.6.**, was rewritten to include only information identifying what pepper spray is. All other information concerning pepper spray was rewritten into AFMAN 31-222, *Security Forces Use of Force Manual*. It corrects administrative errors, updates references and changes format. It updates the acronym and reference listings.

Chapter 1— GENERAL **7**

1.1. Introduction. 7

Chapter 2— MILITARY OPERATIONS OTHER THAN WAR (MOOTW) **8**

2.1. MOOTW Perspective. 8

2.2. The Environment. 8
2.3. MOOTW Principles. 9
2.4. Missions. 9

Chapter 3— CIVIL DISTURBANCES 11
3.1. Defined. 11
3.2. Federal Intervention and Aid. 11
3.3. Roles of the States. 11
3.4. Presidential Powers. 11
3.5. Causes. 12
3.6. Locations. 12
3.7. Role of Military Forces. 13
3.8. Levels of Disturbances. 14

Chapter 4— THE PARTICIPANTS 15
4.1. The Environment. 15
4.2. The Human Factor. 15
4.3. Impact of Social Factors on a Crowd. 15
4.4. Control Force Social Factors. 16
4.5. Crowd Tactics. 16

Chapter 5— TRAINING AND INFORMATION 19
5.1. Civil Disturbance Training. 19
5.2. Information Needs. 20
5.3. Threat Analysis. 21

Chapter 6— OPERATIONS 22
6.1. Restore Order. 22
6.2. Isolate the Disturbance. 22
6.3. Protect Targets. 22
6.4. Crowd Control. 22
Table 6.1. Civil Disturbance Target Security Measures 23
6.5. Establishing (Civil) Control. 24
6.6. Serious Threats. 25

Chapter 7— THE RIOT BATON **27**
7.1. Perspective. 27
7.2. The Riot Baton. 27
Figure 7.1. Vulnerable Body Points 28
Figure 7.2. Fatal Impact Points 29
Figure 7.3. Placing Baton Thong on Thumb 30
Figure 7.4. Wrapping Thong Around Back Of Hand 30
Figure 7.5. Completed Baton Grip 30
Figure 7.6. Parade Rest 31
Figure 7.7. Position Of Attention With 36” Riot Baton 32
Figure 7.8. Port Position 33
Figure 7.9. On-Guard Front View 34
Figure 7.10. On-Guard Side View 35
7.3. Offensive Techniques. 35
Figure 7.11. Straight Forward Thrust, Left Tip 36
Figure 7.12. Straight Forward Smash Initiation 37
Figure 7.13. Straight Forward Smash Moment of Contact 37
Figure 7.14. Modified Smash Initiation 38
Figure 7.15. Modified Smash Mid-Execution 38
Figure 7.16. Modified Smash Moment of Contact 39
7.4. Defensive Techniques. 39
Figure 7.17. Radial/Forearm Strike 40
Figure 7.18. Radial Forearm Strike Close-Up 40
Figure 7.19. Leg Strike 41
Figure 7.20. Leg Strike Close-Up 41
Figure 7.21. Calf Strike 42
Figure 7.22. Calf Strike Close-Up 42
Figure 7.23. Defensive Response Step Away 43
Figure 7.24. Defensive Response Mid-Execution 44
Figure 7.25. Defensive Response Moment of Contact 44

7.5. Come-Along Techniques. 44
Figure 7.26. Two-Person Carry 45
Figure 7.27. Two-Person Carry with Batons 46
Figure 7.28. Two-Person Carry with Batons (lift) 46
Figure 7.29. Two-Person Carry for Person Resisting 47
Figure 7.30. Two Person Carry for Person Resisting 47
Figure 7.31. One-Person Carry 48
Figure 7.32. One-Person Carry with Baton 49
Figure 7.33. One-Person Carry with Baton 49
7.6. Come-Along Holds. 50
Figure 7.34. Riot Baton Used as a Restraint and Come-Along 50
Figure 7.35. Riot Baton Used as a Restraint and Come-Along 51
Figure 7.36. Gooseneck Come-Along 52
Figure 7.37. Gooseneck Come-Along 52
Figure 7.38. Front Hammerlock 53
Figure 7.39. Front Hammerlock 54
Figure 7.40. Front Hammerlock 54
Figure 7.41. Front Hammerlock 55
Figure 7.42. Fingers Come-Along 56
Figure 7.43. Fingers Come-Along 56
Figure 7.44. Groin Lift 57
Figure 7.45. Groin Lift 57
Figure 7.46. Baton Come-Along 58
Figure 7.47. Baton Come-Along 59
Figure 7.48. Baton Come-Along 59

Chapter 8— CORRESPONDING EQUIPMENT AND USE **60**
8.1. Motivation. 60
8.2. The Civil Disturbance Crash Helmet (**Figure 8.1.**). 60
Figure 8.1. Civil Disturbance Crash Helmet 60

Figure 8.2. Civil Disturbance Crash Helmet Internal Adjustments 61
Figure 8.3. Civil Disturbance Crash Helmet External Components 62
Figure 8.4. Kevlar Helmet with Riot Faceshield 62
8.3. MCU-2A/P and M17(A1/A2) Gas Masks. 62
Figure 8.5. MCU-2A/P Gas Mask Front View 64
Figure 8.6. MCU-2A/P Gas Mask Side View 64
Figure 8.7. M17 And MCU-2A/P Carry 65
8.4. The Fragmentation Protective Body Armor. 65
8.5. Body Shields. 66
Figure 8.8. Use of Body Shields in a Crowd Control Formation 67
8.6. CS Riot Control Hand Grenades. 67
Figure 8.9. ABC-M7A2 and ABC-M7A3 Riot Control Grenades 69
Figure 8.10. ABC-M25A2 Riot Control Grenade 70
Figure 8.11. Hand Grenade Grip (Right-handed) 70
Figure 8.12. Hand Grenade Grip (Left-handed) 71
Figure 8.13. Throwing the Hand Grenade From the Standing Position 72
Figure 8.14. Throwing the Hand Grenade From the Kneeling Position 72
Figure 8.15. Throwing the Hand Grenade From the Prone Position 73
8.7. CAP-STUN ® Pepper Spray (NSN: 1365-01-438-5694). 73
8.8. Non-Lethal Weapons. 74

Chapter 9— FORMATIONS AND TACTICS 75
9.1. Overview. 75
9.2. Crowd Control Formations. 75
Figure 9.1. Crowd Control Formation Key 76
9.3. Flight Organization. 77
9.4. Skirmisher's Line (**Figure 9.2.**). 78
Figure 9.2. Skirmisher's Line 80
9.5. Flight Echelon Right (**Figure 9.3.**). 80
Figure 9.3. Flight Echelon Right 81
9.6. Flight Echelon Left. 81

Figure 9.4. Flight Echelon Left 82
9.7. Flight Wedge. 82
Figure 9.5. Flight Wedge 83
9.8. Flight Response to Riot Control Agents. 83
Figure 9.6. Formation Hand and Arm Signals 84
Figure 9.7. Flight Initial Response to Gas 84
Figure 9.8. Control Force Member Initial Response to Gas 85
Figure 9.9. Control Force Member Donning M17 Gas Mask 85
Figure 9.10. Control Force Member Prepared for Chemical Dispersions 86
Figure 9.11. Skirmisher's Line Prepared for Chemical Dispersions—Quick Reaction Complete 86
9.9. Sniper Fire Immediate Actions. 86
Figure 9.12. Flight Countersniper Reaction 87

Chapter 10— MILITARY WORKING DOG EMPLOYMENT 88
10.1. Prologue. 88
10.2. MWD Types And Characteristics. 88
Table 10.1. Attributes of Military Working Dogs 89
10.3. Civil Disturbance Operations. 89
10.4. Tracking Ability. 89
10.5. Riots and Crowd Control. 89

Chapter 11— COMMAND AND SUPPORT FUNCTIONS 91
11.1. Leadership. 91
11.2. Span Of Control. 91
11.3. Rules Of Engagement. 91
11.4. The Mobile Support Force (MSF). 92
11.5. Logistics. 92
11.6. Processing Actions. 93
11.7. Medical Services. 95
11.8. Media Relations. 95

Attachment 1— GLOSSARY OF REFERENCES AND SUPPORTING INFORMATION 97

Chapter 1

GENERAL

1.1. Introduction. Civil disturbances present unique challenges to the armed forces. The roles and missions of the armed forces inherently make the Department of Defense (DoD) a likely target for civil disturbances both at home and abroad. The disturbances may range from peaceful demonstrations and rallies outside a main gate to full scale riots that include burning and looting government property inside the perimeter fence. The information, technology and weapon systems entrusted to our care require absolute protection. The challenge arises in dealing with civil disturbance situations. Attempting to understand, predict and control crowd behavior is a highly technical field that requires specialized training. Complicating this challenge is the fact that most of the specialized training is not common to any of our everyday missions and is extremely perishable, which is the focus of this manual. Key objectives of this manual include:

1.1.1. Providing basic guidance from a number of current references (**Attachment 1**). This manual uses many references from Army Field Manual (FM) 19-15, *Civil Disturbances.*

1.1.2. Providing guidance that will be most beneficial when applied in a just-in-time training environment.

1.1.3. Providing a generic how-to guide that will require detailed development and coordination with other base or deploying agencies--consider all S-functions.

1.1.4. Tailoring specific response actions based on the local situation.

1.1.5. Recognizing perishable skills, coupled with the out-of-mission role that can complicate an already challenging operation that demands precise and intense training prior to any deployment.

1.1.6. Dealing with civil disturbance situations is uncommon for most security forces personnel. To provide a frame of reference, we first need to look at what has become known as military operations other than war (MOOTW). This originated from the end of the Cold War, which precipitated radical changes in the types and frequency of missions DoD has undertaken.

Chapter 2

MILITARY OPERATIONS OTHER THAN WAR (MOOTW)

2.1. MOOTW Perspective. The US Army FM 100-5, *Operations*, Chapter 13, describes in considerable detail the concept and evolving history of MOOTW. This chapter shall model that reference in condensed format with Air Force terminology applied. It is within this framework that this manual shall approach civil disturbances, corresponding environmental factors and response tactics.

2.2. The Environment. The Air Force's primary mission is to fly, fight and win our nation's wars. Throughout history, the Air Force has also been called on to support national interests in operations other than war (e.g., the Berlin Airlift, allied support during the Falklands war, Hurricane Andrew disaster relief). Army FM 100-5 makes an excellent qualifying statement in that MOOTW is not new to our armed forces. However, the "pace, frequency and variety" have considerably increased over the last three decades. Key tenets include:

2.2.1. Military operations other than war often are of long duration and undergo a number of shifts in direction during their course. Immediate solutions to difficult problems may not be obvious or may jeopardize long-term objectives. Peacekeeping, for example, demands that the peacekeeping force maintain strict neutrality. One or more belligerents may attempt to provoke a response from peacekeeping forces that could undermine long-term peacekeeping efforts. United Nations (UN) troops being held, as hostages in Bosnia-Herzegovina are an excellent example of MOOTW shift.

2.2.2. In military operations other than war, victory comes more subtly than in war. Disciplined forces, measured responses and patience are essential to successful outcomes.

2.2.3. Military operations other than war may precede and/or follow war or occur simultaneously with war in the same theater. These operations may occur in the United States or on foreign soil. The operational design promotes regional stability, maintains or achieves democratic end states, retains US influence and access abroad, provides humane assistance to distressed areas, protects US interests and assists US civil authorities.

2.2.4. Such operations are often joint in nature and may involve numerous US and foreign government agencies:

2.2.4.1. US State Department--very often the lead agency with the ambassador serving as the key individual.

2.2.4.2. UN--becoming much more involved as the lead agency.

2.2.4.3. Department of Justice--particularly in areas of counternarcotic operations.

2.2.4.4. Agency for International Development.

2.2.4.5. Federal Emergency Management Agency--lead agency for natural disasters.

2.2.4.6. American and International Red Cross.

2.2.4.7. Central Intelligence Agency.

2.2.4.8. Department of Agriculture.

2.2.5. Peacetime operations rely heavily on cultural orientations and regional expertise. Often a diverse group of forces or agencies integrate to achieve a specific objective.

2.2.6. MOOTW will not always be peaceful. While everyone has an intrinsic right of self-defense, the use of overwhelming military force may complicate the process toward the end objective. As such, field commanders may find themselves operating under strict rules of engagement (ROE).

2.2.7. The armed forces ability to operate in crisis environments under extreme conditions may give it the de facto lead in operations normally conducted by other (nonmilitary) agencies. Air Force commanders must remain sensitive to outward perceptions and properly subordinate their forces to the agency in charge.

2.3. MOOTW Principles. DoD bases warfighting doctrine on well-established principles of war. Military operations other than war also have principles to guide our actions. MOOTW that involve our forces in direct combat incorporate the principles of war. Other operations may require modification to certain principles. REMINDER: These principles are guides for action, not fixed requirements.

2.3.1. Objective. Direct every military operation toward a clearly defined, decisive and attainable objective.

2.3.2. Unity of Effort. Seek unity of effort toward every objective; seek an atmosphere of cooperation.

2.3.3. Legitimacy. Sustain the lawfulness of the operation and host government. Actions must demonstrate the constituted authority is genuine, effective and one that employs appropriate means for reasonable purposes.

2.3.4. Perseverance. Prepare for the measured, protracted application of military capability in support of strategic aims.

2.3.5. Restraint. Apply appropriate military capability prudently; disciplined application of force using established ROEs.

2.3.6. Security. Never permit hostile factions to acquire an advantage.

2.4. Missions. MOOTW typically include, but are not limited to, the following (***Note***: Not all of these missions require use of force):

2.4.1. Noncombatant Evacuation Operations (NEO). NEOs relocate endangered civilian noncombatants. These operations may involve US citizens or host nation personnel. NEOs occur in a peaceful, orderly fashion (but may require force).

2.4.2. Arms Control. Select units monitor the proliferation of weapons and associated technology, verify status of arms agreements and demilitarize munitions and hardware.

2.4.3. Security Assistance. Through security assistance programs, the US provides defense material, military training and defense-related services (e.g., grant, loan, credit or cash sales) to further our national objectives.

2.4.4. Nation Assistance. This type of assistance supports a host nation's efforts to promote development--primarily through host nation resources. In UN terms, nation assistance equates to "peace-building operations." These operations seek to promote long-term stability, develop democratic institutions, develop infrastructures, initiate strong free-market economies and provide an envi-

ronment allowing for orderly political change and economic progress. Education and transfer of skills to the host nation are essential for this type of mission to succeed.

2.4.5. Counterdrug Support. Armed forces support federal, state, local and foreign government law enforcement agencies to interdict the flow of illegal drugs at the source, in transit and during distribution.

2.4.6. Combating Terrorism. The Department of State is the lead agency in combating terrorism overseas or on the high seas. The Department of Justice (Federal Bureau of Investigation) has responsibility within the US. The Department of Transportation, Federal Aviation Administration, fights terrorism on aircraft in flight within the territories of the US. The Department of Defense supports each of these agencies in their respective roles.

2.4.7. Military alternatives include:

2.4.7.1. Peacekeeping Operations--support diplomatic efforts to maintain peace in potential conflict areas.

2.4.7.2. Peace Enforcement--normally military intervention to restore peacekeeping operations.

2.4.7.3. Show of Force--demonstrates US resolve to diffuse situations detrimental to US objectives.

2.4.7.4. Insurgent/Counterinsurgent Support--military instrument of national power (administrative, logistical and operational training) supports political, economic and informational objectives.

2.4.7.5. Attacks and Raids--damage or destroy high-value targets to demonstrate US capability and/or resolve.

2.4.8. Humanitarian Assistance/Disaster Relief. These operations fall within the overall context of humanitarian assistance. The military, during emergency situations--natural or man-made--works to prevent loss of life and/or property. The armed forces can provide logistics to move supplies, extract victims, establish emergency communications, conduct medical support and render emergency repairs to vital facilities. The armed forces may also provide personnel for civil relief or help civil authorities to restore and maintain public safety.

2.4.9. Support To Domestic Civil Authorities. This tasking encompasses domestic:

2.4.9.1. Disaster relief.

2.4.9.2. Humanitarian assistance.

2.4.9.3. Civil disturbance suppression.

Chapter 3

CIVIL DISTURBANCES

3.1. Defined. Civil disturbances arise from acts of civil disobedience. These acts occur most often when participants in mass acts of civil disobedience become antagonistic towards authority and authorities must struggle to take the initiative from an unruly crowd. In the extreme, civil disturbances include acts of criminal terrorism. Civil disturbances, in any form, are prejudicial to public law and order. The commander is responsible for maintaining law and order on the military installation. Commanders respond to disturbances using installation resources. Violence and disorder by any individual or group of individuals will not be tolerated. Commanders must be prepared to counter a disorder if preventative measures fail. This preparation should consist of the following elements:

3.1.1. Know the statutory and directive authority on which control actions rest.

3.1.2. Maintain accurate intelligence.

3.1.3. Ensure all personnel assigned civil disturbance related tasks are adequately trained.

3.1.4. Ensure personnel are properly equipped to handle civil disturbances.

3.1.5. Develop plans that are flexible enough to ensure available manpower and equipment is used to the best advantage when violence occurs.

3.2. Federal Intervention and Aid. The US Constitution and US Code (USC) empower the President to direct federal intervention in civil disturbances to:

3.2.1. Respond to state requests for aid in restoring order.

3.2.2. Enforce the laws of the United States.

3.2.3. Protect the civil rights of citizens.

3.2.4. Protect federal property and functions.

3.3. Roles of the States. Under the Constitution, each state is responsible for protecting life and property within its boundaries. State and local governments use their civil forces to maintain law and order and quell civil disturbances.

3.4. Presidential Powers. The Constitution and federal statutes authorize the President to direct the use of armed federal troops within the 50 states, District of Columbia, Puerto Rico and US possessions and territories and their political subdivisions. The President also has the power to federalize the National Guard of any state to suppress rebellion and enforce laws.

3.4.1. Law. The President can also employ federal troops to ensure the execution of US law when a state opposes or obstructs US law or impedes the course of justice under those laws. The President can employ armed federal troops to suppress insurrection, domestic violence, unlawful assemblies and conspiracy. The key is, if such acts deprive the people of their constitutional rights or privileges and a state's civil authorities cannot or will not provide adequate protection, then employment of federal troops is authorized.

3.4.2. Property. The President may also choose to use armed federal troops to protect federal property and functions when the need for protection exists and local civil authorities cannot or will not give adequate protection. The US has a right to protect all federal property and functions regardless of their location.

3.4.3. Limits. While federal law authorizes domestic use of military force to suppress violence or insurrection, the Constitution and federal law provide certain restrictions. Under the *Posse Comitatus Act* neither active nor reserve personnel (USC, Title 10) may execute the law in place of duly appointed law enforcement officials without specific presidential or congressional approval and direction. The *Posse Comitatus Act* does not apply to the National Guard (USC, Title 32) until those airmen have been federalized.

3.5. Causes. Civil disturbances may arise from a number of causes. Most often they arise from political grievances, social unrest, terrorist acts or foreign influences. A single cause may trigger the event or it may arise from a combination of causes.

3.5.1. Political Grievances. Demonstrations of political grievances range from simple protests on specific issues to full-scale civil disobedience. Many forms of political protest, while disruptive, are not unlawful. These protests may be spontaneous, but most often are planned events. Often political protesters coordinate with local authorities. Most protesters are law-abiding citizens and intend for their protests to be nonviolent. Violence occurs mainly when control forces must try to contain a protest or arrest protesters involved in civil disobedience. The presence of agitators increases the chance of violence. Agitators want to provoke the control force into overreacting, which will embarrass the authorities. Violence and overreaction by the control force can also gain media and public sympathy for the protesters.

3.5.2. Social Unrest. Urban conflicts and community unrest arise from highly emotional socio-economic issues. Economically deprived inner-city residents may perceive themselves as being treated unjustly or ignored by the people in power. When tension is high, it takes only a minor incident or a rumor of an injustice to ignite a civil disturbance. This is particularly true if community relations with the local police are part of the problem.

3.5.3. Terrorist Acts/Foreign Influences. Many disaffected groups seek to embarrass the government. Disturbances may be a cover for terrorism. Often an overriding goal is to cause an overreaction by authorities with the intent to gain sympathy from the general population. Foreign nations may employ surrogates. These surrogates create activities that promote the sponsor-state's interests. Agents of the foreign nations may be part of the disturbances and can be in key leadership positions. If the agents can get the targeted government to overreact, then the repression serves to further expand support for the foreign influence.

3.6. Locations. Civil disturbances usually occur at places symbolic of a grievance, near the cause of the grievance or close at hand to an aggrieved crowd. Examples of such places are nuclear weapons facilities or power plants, in urban areas, at refugee camps or at government facilities. Nuclear weapons facilities and power plants are subject to demonstrations by anti-nuclear activists. These activists demonstrate at places they know or believe develop, build, transport or store nuclear weapons, weapons-grade (nuclear) material or their components.

3.6.1. Government Facilities. US government facilities such as recruiting offices, federally leased buildings, Reserve Officer Training Corps (ROTC) buildings and federal courthouses can also be the

targets of demonstrations. A group may target a government facility simply because they attach a symbolic value to it or perceive a connection between it and the policy they are protesting. This is especially true of anti-war and anti-nuclear protest groups. They may choose a facility because they see it as the source of their grievance. Likewise, they may target a facility because people working there are seen as having the power to address the group's grievance.

3.6.2. Refugee Camps. Refugee and resettlement camps can become the focus of a civil disturbance. Large numbers of refugees attempting to enter the US in mass are often placed temporarily in refugee camps until they can be resettled. These camps can either be in the US, a US-controlled area like Guantanamo Bay or in friendly allied nations. Regardless of the location, resettlement can be a slow and difficult process. The boredom, frustration and uncertainty refugees experience in these camps can create tensions that may erupt into violence. Agitators may infiltrate refugee camps to exploit these tensions in ways to embarrass and/or force the US into action.

3.6.3. Other Demonstration Sites. Demonstrations at US government facilities are not limited to those in the US. US facilities in foreign nations can be locations of civil disturbances. DoD installations, US embassies and US consulates in foreign nations are favorite targets of demonstrators. DoD installations in foreign nations are often scenes of protest against US foreign policy. The actual installation and its mission may or may not be the true target. Often the installation is just a highly visible symbol of the US government.

3.7. Role of Military Forces. The preservation of law and order in the civilian community is the responsibility of state and local governments and law enforcement authorities. The preservation of law and order on the federal property of a military installation is the responsibility of the installation commander and military law enforcement authorities.

3.7.1. Scope. Within the Air Force, the security forces act as the primary control force for civil disturbances that occur on Air Force installations. Under certain circumstances, and if called upon by competent authority, security forces may also act as the control force for civil disturbances that occur in the local community. Additionally, security forces may act as the control forces for any migrant or refugee operations when directed by command authorities. Requests for military support to civilian law enforcement officials in connection with civil disturbances will be addressed in accordance with AFI 10-802, *Military Support to Civil Authorities*, DoDD 3025.12, *Military Assistance for Civil Disturbances*, and DoDD 3025.15, *Military Assistance to Civil Authorities*.

3.7.2. Responsibilities. Regardless of the nature of the disturbance, security forces members must display fair and impartial treatment during all contacts with the civilian population and any other participants in any civil disturbance. In all cases, personnel must adhere to the principle of minimum force as outlined in AFI 31-207, *Arming and Use of Force by Air Force Personnel.* Whenever possible, have civil police apprehend, process and detain civil law violators. Security forces perform these functions only when necessary and only to the minimum extent required. Return these functions to civil authorities as soon as possible. As the disturbance subsides, the commander should take steps to restore control to civil authorities. The control force gradually reduces the number and scope of its operations and should begin removing equipment from the area. Caution is required. Past experience has shown that rapid and complete withdrawal of military forces creates a dangerous vacuum. The vacuum often causes the disturbance to flare up since protesters believe civil authorities cannot maintain control. The security forces goal should be a phased return of control to civil authorities.

3.8. Levels of Disturbances. In most cases, crowd behavior escalates through many stages before violence erupts. When personnel can recognize key aspects of each stage, they have the best chance to control or disperse the crowd before it gets violent. The most recognizable stages are listed below with essential components of each stage identified.

3.8.1. Periods of Increased Tension. There are many indications that a base or community is in a period of increased tension as far as human relations go. Identifiers marking this phase may appear as increased polarization in living, dining and work areas. Graffiti on walls or overheard conversations may indicate periods of increased tension. The biggest mistake at this stage is an overreaction to these situations by civil or military authorities. Block watch or community meetings are solid avenues to reduce tensions, air grievances and establish understanding.

3.8.2. Scattered Minor Incidents of Violence. This phase may include incidents of harassment between individual members of opposing groups. Increase first-line supervision and community policing in high-incident areas to avoid escalation.

3.8.3. Group-Oriented Violence. Roaming, unorganized groups bent on either destruction of property or assaults on people begin to show up with greater frequency and in larger groups. Leaders of these groups intentionally defy orders and authority. This is the first level of actual disturbance requiring direct police action. Riot control forces should assemble early in this phase, deploy to the scene and employ necessary measures (including force) to maintain order. Attempt to isolate and/or apprehend leaders and agitators. Use command action to stabilize the situation without force, if possible.

3.8.4. Full Riot Phase. Riots include widespread destruction of property, total defiance of authority, open mob action and serious breaches of the peace. This level could result in serious injury or death to innocent persons. At this time, a full civil disturbance operation should already be in force and the mission becomes one of mob dispersal and restoration of order as rapidly as possible. It is best to apprehend individuals after the mob is broken into small groups.

3.8.5. Summary. These levels of confrontation do not necessarily occur in order. Any phase could occur at any time and more than one phase could occur at the same time at different locations on the base or in the local community. A peaceful, orderly demonstration outside one gate could occur while others demonstrating the same cause could be uncooperative and violating the law at a different gate. **Chapter 4** will discuss the key components of crowds involved in civil disturbances.

Chapter 4

THE PARTICIPANTS

4.1. The Environment. A civil disturbance occurs only in a particular environment--that environment is a fusing of cause, place and willing confrontational participants. Civil disturbance participants come from all backgrounds. Participants cover the broad spectrum from the far right to the far left. Participants may be members of special interest groups, disgruntled or unemployed persons. They may be environmentalists, anti-nuclear agitators, anti-abortion activists or foreign and domestic opponents of US policy. They come from all age groups and from all socioeconomic classes. Civil disturbance participants may be curious onlookers who have become swept away by the excitement of an event or demonstrators or counter demonstrators who have become emotional about their cause. Whoever they are, they have become subject to the social and psychological factors that can turn a large gathering of people into a disruptive, disorderly mob. Understanding these factors can help reduce disturbances and permit restoration of order with a minimum of force.

4.2. The Human Factor. The basic human element sparking a disturbance is the presence of a crowd. There are almost as many types of crowds as there are reasons for people to assemble. There are casual crowds like those that assembles for a football game or gathers at an accident. Persons in such a crowd probably have no common bonds other than the enjoyment of the game or curiosity about the accident. There are “planned” crowds like those that assembles at the call of a leader to accomplish a goal. Members of a planned crowd have common bonds of interest and purpose.

4.3. Impact of Social Factors on a Crowd. The presence or absence of social factors like leadership, moral beliefs and social uniformity affect crowd behavior. Psychological factors also impact crowd behaviors. Typically a crowd only does those things that the majority of its members want to do. However, the emotional stimulus and protection of being in a crowd (anonymity) can lead to a violent synergy that individuals typically avoid. This dynamic, coupled with the fact that a crowd is open to manipulation, is what makes a crowd particularly volatile and a threat to public order.

4.3.1. Leadership. Crowd situations are ripe with confusion and uncertainty. Members seek direction. The first person to give orders in an authoritative manner is likely to be followed. A skillful manipulator can channel the energy of a crowd toward violence or calmness. In riot situations, target the group leadership at the early stages for apprehension. Leaderless crowds are much easier to disperse.

4.3.2. Emotional Contagion. Emotional contagion, a high state of excitement, provides the crowd psychological unity. Although temporary, this unity or contagion may be the only momentum a crowd needs to turn to mob action. Mob behavior is highly emotional, often unreasonable and always potentially violent.

4.3.3. Panic. Panic prompts unreasoning and frantic efforts in seeking safety. It is extremely contagious, spreads rapidly and endangers everyone in the area of the panicked crowd. Common panic scenarios include perceptions like:

4.3.3.1. Danger is so close at hand that the only action is to flee.

4.3.3.2. Escape routes are limited, blocked or have just been opened. Very often this form of panic causes people to stampede. The onslaught of a fleeing human mass may result in people being crushed, smothered or trampled.

4.3.3.3. Riot control agents have been used, crowd members cannot disperse quickly and therefore believe their lives are at risk.

4.3.4. These scenarios point to a critical concept in crowd control operations: Unless the mission is to contain and capture, always provide a number of open, easily identifiable escape routes that a crowd may access at any time.

4.4. Control Force Social Factors.

4.4.1. It is critical to remember that control force members are also susceptible to crowd behaviors--particularly panic. Do not allow control force members to develop a feeling of anonymity. Helpful measures include:

4.4.1.1. Leadership elements must know their people's names and use them at every opportunity.

4.4.1.2. Personnel with questionable emotional stability or strong prejudices (particularly against the crowd being controlled) should not participate in operations.

4.4.1.3. Do not dehumanize or depersonalize the crowd. It is easier to harm or fight an idea than a person. Fair and impartial performance of control force duties is imperative.

4.4.1.4. Maintain a gender, ethnic and racial balance to offset the perception of a disturbance being an "us" versus "them" situation. Mob leaders often count on sympathy generated from the appearance of an overwhelming military force "attacking" old people, women and children.

4.4.2. Rigorous training, effective supervision and immediate corrective action of control force members are an absolute requirement during civil disturbance operations. The fundamental fact is all members of a control force are accountable for all of their actions.

4.5. Crowd Tactics. In civil disturbance situations, crowd tactics run the full spectrum. Typically, the more organized a demonstration is, the more likely personnel will confront well-planned tactics. Keep in mind, the underlying purpose for most tactics is to make the authorities, including the control force, look bad. The perception of a heavy-handed response may add support to the protest, escalate demonstrator acts (more violence) or serve to justify (in the minds of the crowd) outright acts of terrorism. This is why each and every member of the control force must maintain a calm, professional demeanor--regardless of the tactics.

4.5.1. Nonviolent Tactics.

4.5.1.1. Nonviolent tactics may range from name-calling to building barricades. Demonstrators may converse with the control force members to distract, dissuade or gain their sympathy. Do not respond to verbal barrages. "Civil disobedience" is the most common nonviolent tactic. Examples include:

4.5.1.1.1. Trespassing--requiring control force apprehensions. Dissidents often view being apprehended as a "victory" and stage tactics to force mass apprehensions in an attempt to saturate the support functions behind control force units.

4.5.1.1.2. Passive resistance--blocking entrances, driveways, and offices--and then going limp, thus requiring control force members to carry protesters away.

4.5.1.1.3. Chaining, handcuffing or tying themselves together and/or to an object associated with the authorities (e.g., an aircraft, door, fence, or building).

4.5.1.2. Sometimes women, children and the elderly are placed in the front ranks. Consider this real-world example: Mob planners prearranged media coverage. Their plan was to use only female demonstrators in acts of civil disobedience. An astute installation commander who deployed only female security forces and augmentees in blues, with no weapons or utility belts thwarted their campaign. The security forces women effectively worked in pairs to carry away the passive female demonstrators who had staged a sit-in across the main gate thoroughfare. The image of Battle Dress Uniform-riot-clad security forces males removing these protesters never materialized. Result: The media blitz turned against the protesters--commending the restraint and professionalism displayed by the United States Air Force! Again, adapt a firm but impartial demeanor when and if personnel must apprehend protesters.

4.5.1.3. Another common tactic (mentioned above) is to attempt to overwhelm the system by staging groups for mass apprehensions. Consider how best to process violators:

4.5.1.3.1. In mass, all receive the same process.

4.5.1.3.2. Selectively--process and turn over to civil authorities the leaders, agitators and repeat offenders while all others receive a debarment/expulsion letter.

4.5.1.3.3. Hold, identify and turn over to civil authorities.

4.5.1.3.4. The processing procedures will vary depending on each situation. Preplanning for this phase of the contingency among civil authorities, the installation commander, judge advocate and security forces is critical.

4.5.2. Violent Tactics.

4.5.2.1. A violent mob is potentially one of the most dangerous threats security forces will ever face. Violent mobs are notorious for firebombing, brick throwing and breaking into and entering secured facilities. Here are some less known, but just as deadly, tactics and weapons:

4.5.2.1.1. Balloons filled with paint to use as “bombs” on aircraft, buildings or control force members.

4.5.2.1.2. Bolt cutters to cut through fences.

4.5.2.1.3. Clubs disguised to look like protest signs.

4.5.2.1.4. Lead pipes wrapped in newspaper to use as clubs or be thrown as deadly missiles.

4.5.2.1.5. Firecrackers dipped in glue and covered with BBs or small nails to use as miniature shrapnel grenades.

4.5.2.1.6. Plywood shields and motorcycle helmets to protect against riot batons.

4.5.2.1.7. Goggles to protect against smoke and gas.

4.5.2.1.8. Ropes, chains, and grappling hooks to pull down fences. Mattresses, furniture pads or heavy blankets to lay on top of barbed wire during breaching (trespass) movements.

4.5.2.1.9. Firearms, explosives and vehicle assaults (using vehicles to crash a gate, etc.) are the most extreme forms of crowd violence.

4.5.2.2. Control force members disrupt a mob's desired activity which makes the control force the mob's most immediate target and threat. Controlled, measured responses will ultimately subdue any crowd. Control force members who get out of hand will only fuel and potentially escalate violence.

Chapter 5

TRAINING AND INFORMATION

5.1. Civil Disturbance Training. Crowd control situations, particularly those with a potential for violence, are best handled by a combination of planning and training. It is too late to train once a crisis begins. As discussed earlier, given the out-of-mission role, coupled with the specialization required for civil disturbance operations, just-in-time (JIT) training may be the most effective and efficient course of action, if time allows. Lessons learned from several civil disturbance operations praised this training methodology. Solid training, both JIT and annual sustainment, remains the best avenue to prepare security forces for any contingency. Accurate information is the basis for appropriate training.

5.1.1. Generic Unit Training. Critical to any security forces operation is fitness for duty consideration. When preparing Unit Type Codes (UTCs), security forces commanders must accurately plan, organize and equip personnel who will deploy—whether to the front gate or around the world. AFH 31-305, *Security Forces Deployment Planning*, is the standard for preparing SF UTCs. Numerous after-action reports from civil disturbance operations reflect that UTCs deployed without assigned personnel because of numerous humanitarian reasons. Some personnel deployed in spite of humanitarian problems. Personnel lacked proper immunizations critical for overseas deployment. Communications equipment was often inadequate, incompatible or incomplete. Some UTCs deployed with weapons and too much ammunition; others deployed with none. With the creation of the Aerospace Expeditionary Forces concept, some of these problems should disappear. Two absolutes, regardless of the mission, are:

5.1.1.1. Appropriate selection and training for deployment teams are critical to proper mission preparation.

5.1.1.2. Tailoring of the deployed UTCs logistics detail for the specific deployment to ensure the proper equipment is taken to complete the mission. In the near future, capability kits will be completed and propositioned at various locations to assist with these types of deployments.

5.1.2. Domestic Civil Disturbance Training.

5.1.2.1. Selection of the control force should draw on the unit's most stable personnel. Training should always emphasize tactics designed to present a disciplined show of force. Design training to examine the degrees of force to use and priority of each. Every control force member must realize they are responsible for their actions while performing civil disturbance duties. Following the guidelines that established in AFI 31-207 is critical to the outcome of any situation. Much of the training conducted for security forces has direct application in the realm of civil disturbance operations. Continually teaching and evaluating these topics should provide positive benefits when, and if, security forces employ troops in civil disturbance missions:

5.1.2.1.1. Arming and use of force.

5.1.2.1.2. Unarmed self-defense.

5.1.2.1.3. Use of riot control agents and munitions.

5.1.2.1.4. Human relations and stress management.

5.1.2.1.5. Dealing with panic.

5.1.2.1.6. Weapons retention for the M-9, M-16 and M-870.

5.1.2.2. Specialized civil disturbance topics ideal for JIT training include:

5.1.2.2.1. Civil disturbance mission orientation and intelligence briefing.

5.1.2.2.2. Crowd control tactics.

5.1.2.2.3. Formations and movements.

5.1.2.2.4. Use of the baton.

5.1.2.2.5. (Rapid) Flexicuffing.

5.1.2.2.6. The military working dog (MWD) in a civil disturbance environment.

5.1.2.2.7. Transporting large numbers of apprehended personnel.

5.1.2.2.8. Processing large numbers of apprehended personnel. ***NOTE***: the above list is not all-inclusive; therefore, commanders must adapt training to the local environment.

5.1.3. Foreign Civil Disturbance Training. Clearly, an MOOTW, foreign civil disturbance mission requires more specialized JIT training in addition to the above-listed topics. Often an in-place country team will conduct this training. These missions require an especially stable, properly selected control force. Experience shows tours beyond 120 days induce considerable stress--even for the best prepared. Third world nations rife with poverty, disease and different customs add to an already stressful environment. Again, training should always emphasize a disciplined show of force, subject to the government, organization or individual in charge (e.g., UN, US State Department, US ambassador). Additional JIT training topics include:

5.1.3.1. Intelligence briefing.

5.1.3.2. Staff judge advocate briefing.

5.1.3.3. Cultural orientation--we need to overcome cultural barriers by learning about the nation/culture we're deployed to and make efforts to share our culture with them. Often, simple things are overlooked. In some cultures, for example, people do not know about sanitary napkins, disposable diapers or tying shoelaces--let alone how to use these items.

5.1.3.4. Morale strategies for US personnel and dissidents (particularly useful in migrant, internment and relocation camps).

5.1.3.5. Rumor control plan--for BOTH the control force and dissidents.

5.1.3.6. Control force escape, evasion, recovery and reconstitution plans--should mob violence get out of hand or become life threatening to the control force.

5.2. Information Needs. Regardless of the deployment location, accurate and timely information is the key to developing effective civil disturbance training plans. Process raw data into intelligence and feed it up the chain of command. Analyze intelligence information and flow it back down the chain to those who need it the most--control force members. The information focus must assess the social, economic and political climate of the area and determine the likelihood of active participation or support from the local populace. Federal law has strict limitations on the armed forces collecting, storing or disseminating personal data on US citizens. The control force commander should coordinate with civil and military attorneys throughout any operation involving US citizens.

5.3. Threat Analysis. Threat information is constantly changing. It is the most vital information force planners when determining appropriate countermeasures, while guarding against overreaction. Establish procedures for gathering, analyzing and disseminating this information in a timely fashion, both up and down the chain of command. Three kinds of information produce a threat analysis:

5.3.1. Intelligence and criminal. Provide information on the goals, methods of operation, techniques, strategies, tactics and targets of individuals or groups.

5.3.2. Threat. This information identifies and defines individuals and groups.

5.3.3. Vulnerability. Focuses on security weaknesses and high-risk targets (e.g., military installations, utility plants, dams or dike works). To assess the vulnerability of the installation, consider:

5.3.3.1. Installation and surrounding community characteristics that would make an attractive target for terrorists or civil disturbance (e.g., nuclear mission, research and development facilities, antiterrorism units, unique training missions).

5.3.3.2. Status of training. Readiness can be a powerful deterrent.

5.3.3.3. Communications availability/vulnerability.

5.3.3.4. Nonmilitary law enforcement resources.

5.3.3.5. Time and distance from other US military installations that could provide support.

5.3.3.6. Time and distance from urban areas. Large urban areas offer choice targets; ease of infiltration, concealment and escape; and large concentrations of ethnic populations that may be sympathetic to a particular cause.

5.3.3.7. Geographic region and proximity to foreign borders.

5.3.3.8. Access to the installation or community--power grids, fuel depots and pipelines.

5.3.3.9. Population density of the installation or community.

5.3.3.10. Terrain.

5.3.3.11. Weather.

Chapter 6

OPERATIONS

6.1. Restore Order. Security forces must isolate any civil disturbance threatening military order and prevent the disturbance from spreading. Security forces protect people, facilities and services. Mob demonstrators usually view control force members as defenders of the "status quo" and thereby consider them targets. Above all, the control force mission is to provide disciplined restraint to maintain law and order. The nature of control force operations can vary greatly. Adopt operational strategies from AFH 31-305. Use this manual to prepare specific mission plans.

6.2. Isolate the Disturbance.

6.2.1. The initial control task is to isolate the crowd and seal off the disturbance area. Once isolated, time becomes the commander's ally. To achieve this end, initiate measures to:

6.2.1.1. Prevent disorder from spreading to unaffected areas.

6.2.1.2. Move uninvolved people from the area immediately.

6.2.1.3. Prevent unauthorized people from entering the disturbance area.

6.2.1.4. Apprehend disturbance leaders/agitators.

6.2.2. Once the four control measures above are in place, allow the crowd to disperse peacefully. Isolate the affected area much the same as we do restricted areas: use signs, barriers and mobile patrols. Apprehend individuals in the mob who refuse to leave immediately and remove them from the area so they cannot reorganize or rekindle the crowd into an unruly mob.

6.3. Protect Targets. In most civil disturbance missions, security forces will be assigned to protect "targets" from the crowd. Targets include people and facilities. Adapt procedures from AFI 31-101, *The Air Force Installation Security Program* and C-5210-41M, *Nuclear Weapon Security Manual/Air Force Supplement*, to fulfill this aspect of the mission. **Table 6.1.** provides a simplified overview.

6.4. Crowd Control.

6.4.1. The control force uses carefully selected tactics and wisely committed resources to exert control over disorderly crowds. Installation/operation commanders have four basic options available to them. Their order can be to monitor, disperse, contain or block the crowd. Implement these options alone or in combination. Variables that might influence the tactic(s) applied include:

6.4.1.1. Severity of the disturbance.

6.4.1.2. Public opinion.

6.4.1.3. Current policies.

6.4.1.4. Crowd demographics (mood, intent, composition and activity).

6.4.1.5. Capabilities and preparedness of control forces.

6.4.1.6. Immediate and long-term benefits of control force action.

6.4.1.7. Weather, terrain and time of day.

Table 6.1. Civil Disturbance Target Security Measures

LIKELY TARGETS	COUNTERMEASURES
VIPs	Restrict personal data releases. Do not provide/identify VIP parking, office or residence locations. Work with key personnel to maintain a low profile. Conduct counter surveillance and keep VIPs fully informed. Establish duress codes and appropriate response procedures for all valid threats. Limit information on VIP travel routes, meetings, times, locations and **all** itineraries to as few people as possible. Consider protective services.
CONTROL FORCE	Deploy 4-person teams, at a minimum, during mob violence. NEVER allow control force members to patrol alone. Prohibit off-duty control force members from the disturbance area. Never locate the control force garrison within sight or sound of a disturbance area. Establish escape, evasion, recovery and reconstitution plans in the event of mob ambush/breakout.
FACILITIES	Prevent direct access--establish personnel recognition systems, badges, sign-counter sign, etc. Equip sensitive areas (reception rooms, entrances, control centers) with duress alarms. Escort visitors into and out of sensitive areas. Secure entrances to sensitive areas. Lock, post or patrol as appropriate. Establish a “safe room” within facilities should a mob breach the outer defenses. Store and secure supplies vital for extended operations.

6.4.2. Monitor.

6.4.2.1. Monitoring does not antagonize peaceful gatherings and is appropriate when more decisive action is inappropriate. Monitoring is particularly useful in large, non-violent demonstrations. This is also an ideal stage to meet demonstration leaders, determine their intent and gain their cooperation. Contact with the leadership may be the only control measure needed, persuading leaders to police (literally) their own gathering. Planned demonstrations usually require coordination of the following options:

6.4.2.1.1. Formal issuance of permits to march or demonstrate.

6.4.2.1.2. Planned starting point, route and rally point(s) for the demonstration.

6.4.2.1.3. Time schedule.

6.4.2.1.4. The need to marshal/escort the demonstration and which organization will provide personnel to serve as marshals.

6.4.2.1.5. Violence, litter and property damage prevention.

6.4.2.1.6. Personnel safety.

6.4.2.2. Assigning a member of the control force to photograph faces of crowd members is an extremely effective part of monitoring. When individuals in crowds realize they are being photographed, security forces neutralize the anonymity that adds to their brazenness. Crowd members need to see the photographer. The photographer needs to be in uniform. There should be no doubt in anyone's mind that individuals in the crowd are being photographed (still or video) by the control force. Ensure the safety of the photographer. Should the mob turn violent, photographic evidence can be remarkably beneficial.

6.4.3. Disperse.

6.4.3.1. The control force may disperse the crowd. Key to any dispersal operation is control and orderliness. An uncontrolled, fragmented crowd may actually spread violence and damage. Clearly inform the crowd of the requirement to disperse. Detail authorized egress routes. Maintain (likely) target countermeasures. Apprehend any small groups that resist or loiter in the area after dispersal. A hierarchy of dispersal options includes:

6.4.3.1.1. Violent, destructive confrontations. Format: Top (first resort) to bottom (last resort):

6.4.3.1.1.1. Monitor, release/read a proclamation "this ***may*** display a show of force."

6.4.3.1.1.2. Increase four-person and MWD patrols.

6.4.3.1.1.3. Employ crowd control formations.

6.4.3.1.1.4. Implement riot tactics.

6.4.3.1.1.5. Employ water cannon.

6.4.3.1.1.6. Employ chemical agents.

6.4.3.1.1.7. Employ lethal force.

6.4.3.2. Peaceful demonstrations. Adapt this hierarchy to specific situations.

6.4.4. Contain. Containment is a suitable option for keeping disorder from spreading and when the commander directs apprehensions. Vehicles, which are under the control of the on-scene commander, may be an excellent force multiplier. Used jointly with dismounted troops, the 33-ton crash (fire) trucks are a ready resource (known to be resoundingly successful) and have a tremendous psychological impact on mobs. Lights, sirens and public address systems on law enforcement vehicles--used judiciously--can aid containment efforts. When using vehicles in a containment operation, establish an actual, mobile command post.

6.4.5. Block. Blocking may be necessary to protect specific targets in the path of an advancing crowd (e.g., keeping an unruly mob off the flight line to protect aircraft). Control force members on line or in vehicles are common barricades. Depending on the severity of the violence or threat, erect concertina wire, earthen-filled barrels or jersey barriers to counter higher level threats like speeding vehicles or mass breaches.

6.5. Establishing (Civil) Control. On Air Force installations, security forces serve as an extension of the commander's military authority to protect life and property. The legal lines of authority are clear and distinct. However, in off-base disturbances, the role of the military is to support, not supplant, civil authority.

The Posse Comitatus Act restricts the use of federal military personnel to enforce civil law except as authorized under 18 U. S. C. § 1385 and 10 U. S. C. §§ 371 *et. seq.* This authorizes US armed forces to assist civilian officials by providing information, equipment, facilities, training and advice as long as it does not interfere with military preparedness nor violate other laws. Requests for military support to civilian law enforcement officials in connection with civil disturbances will be addressed in accordance with AFI 10-802, DoDD 3025.12, and DoDD 3025.15. Viable options military commanders may recommend to civil authorities include:

6.5.1. *The Civil Disorders Act of 1968* makes it a federal offense to obstruct, impede or interfere with any firefighter or law enforcement personnel lawfully performing their official duties. This act includes members of the National Guard and federal troops performing law enforcement functions. Therefore, close coordination with civil authorities can help a commander make legitimate use of civil laws, ordinances and restrictions. The commander's judge advocate should provide a briefing detailing permissible control force actions to the troops prior to their deployment.

6.5.2. Curfew and sale restrictions are highly effective measures only to be implemented by legal civilian authorities. The military control force can enforce these measures once legitimately established. Before imposing curfews, joint civil-military planning must address:

6.5.2.1. Coordinated curfew starts, enforcement and termination.

6.5.2.2. Public proclamations to start and end curfews.

6.5.2.3. Curfew exemptions, written authorizations and passes--how will the system operate?

6.5.2.4. Provisions for apprehension and disposition of violators.

6.5.3. Restrictions on the sale of alcohol, drugs, gasoline, weapons, ammunition and explosives can help reduce the likelihood and intensity of violence. ***Note:*** The term "weapons" in riot situations extends beyond firearms and includes bricks, bottles, chains and clubs. Civil authorities can also prohibit carrying the listed items. Likewise, the military control force can then enforce the prohibitions. Persons openly carrying restricted items will have them seized. All confiscated items are accountable. Control force members will provide a receipt for each item taken to ensure its proper return.

6.5.4. Other helpful restrictions include:

6.5.4.1. Limiting assembly (e.g., number of people, places, time).

6.5.4.2. Prohibiting interference with public functions.

6.5.4.3. Prohibiting interference with communications.

6.6. Serious Threats. Control forces may encounter high-level threats that pose grave danger to all persons in the area. These threats include hostage/barricade situations, snipers, bomb threats and fires. Immediate-action responses must be in place so control forces can minimize the tragedy caused by these events. Air Force security forces shall adapt the guidance from AFI 31-101 and C-5210-41M to effectively deal with serious threats. Fires offer unique challenges beyond the capabilities of most military control forces. The specialization required of firefighters precludes control forces from direct engagement. Control force members can help by remaining vigilant to the threat and reporting fires immediately. At a fire scene, military control force members may:

6.6.1. Establish a protective cordon around the firefighters' area of operations. The cordon should provide security for firefighters (sniper suppression) as well as hydrant and hose security.

6.6.2. Maintain observation posts (i.e., tall buildings) to prevent sniping, watch for other fires and coordinate the approach of responding units. Ensure security forces thoroughly coordinate posting control force members on top of buildings to preclude others from mistaking them as snipers.

6.6.3. Establish crowd and traffic control.

Chapter 7

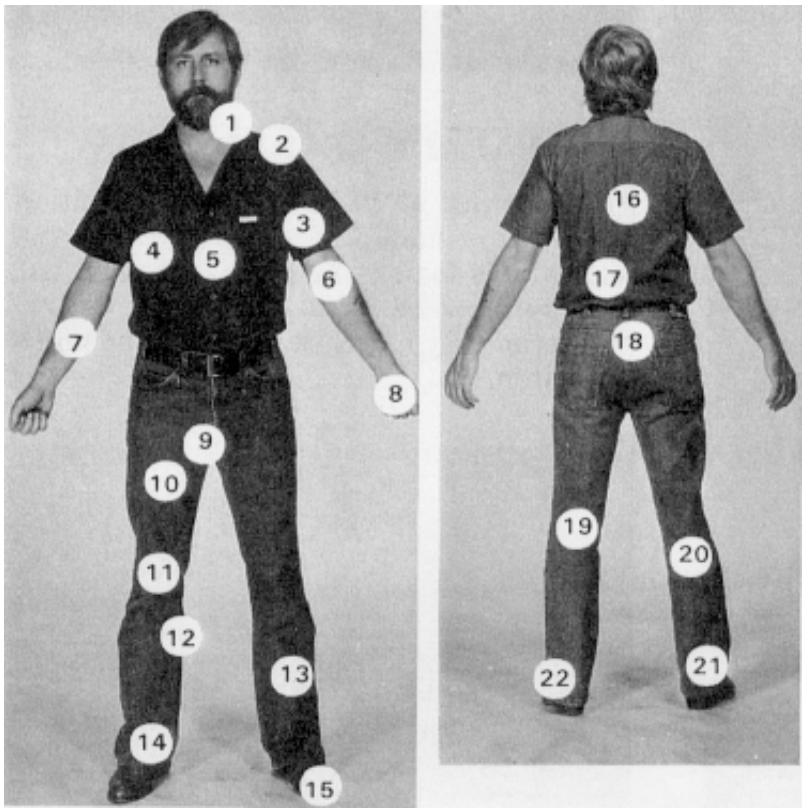
THE RIOT BATON

7.1. Perspective. The riot baton is an invaluable tool in crowd control situations. In the hands of well-trained control force members, it is the most appropriate tool. Simply displaying the baton provides a powerful psychological edge. Displaying weapons, like the M-16, may incite/panic crowds to riot. Also, unlike a rifle, losing a baton to a mob does not pose as serious a threat.

7.2. The Riot Baton. The riot baton used by the Air Force is 36 inches long. It is one and one quarter inch in diameter and made of a dense wood (rosewood or walnut). Knurled grips are approximately six inches from either one or both ends of the baton. A hole, nine inches above the grip end, secures the retention thong. The riot baton is an offensive tool made for civil disturbance actions. Properly applied, the baton will serve as an extension of the arm to keep distance between control force members and suspects. The more troops can avoid hand-to-hand confrontations, the safer they become and fewer, less severe injuries will occur on both sides. The baton offers control force members a strong psychological advantage.

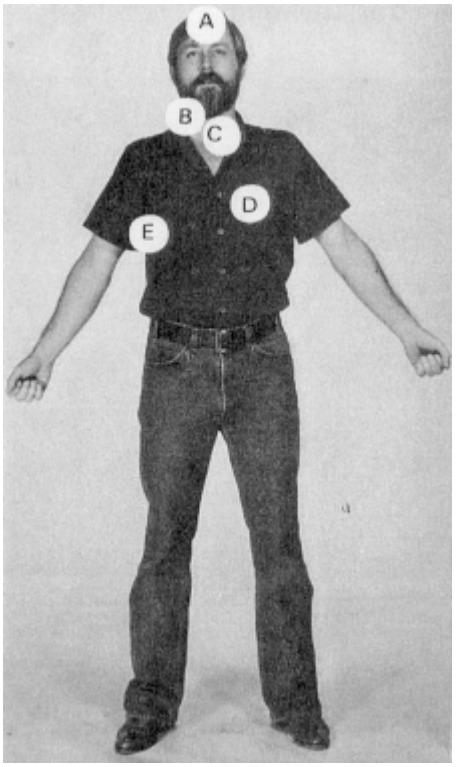
7.2.1. Safety And Employment. The riot baton, in the hands of trained troops, is a formidable weapon. But it must be used in conjunction with other measures to be most effective. The security forces member who is skillful in using the riot baton can adequately cope with most situations that require physical restraint. Security forces must be trained with the riot baton to the point that they use the various techniques automatically. Security forces using riot batons must have a thorough knowledge of the vulnerable points on the human body (**Figure 7.1.**). Security forces must deter, discourage or disperse individuals threatening their position. However, they must also try to avoid blows striking fatal impact points **(Figure 7.2.)** that could kill or permanently injure.

Figure 7.1. Vulnerable Body Points



1. Above clavicle
2. Shoulder
3. Outer bicept
4. Ribs
5. Solar plexus
6. Inner elbow
7. Forearm
8. Hand
9. Groin
10. Thigh
11. Kneecap
12. Side of calf
13. Shin
14. Ankle front
15. Toes
16. Behind scapula
17. Kidney
18. Coccyx
19. Behind knee
20. Calf muscle
21. Ankle tendoid
22. Ankle bone

Figure 7.2. Fatal Impact Points



A. Head

B. Side of neck

C. Throat

D. Heart area

E. Armpit

7.2.2. Gripping the Baton. There are three steps to properly grip and secure the baton in the hand. First, place the thong around the right thumb as shown in **Figure 7.3.** Next, rotate the baton counter-clockwise around the hand. The thong will be wrap around the back of the grip hand **(Figure 7.4.)**. The last step is simply rolling the palm of the hand onto the knurled grip and closing the hand around the baton **(Figure 7.5.)**. Not only does this method provide an extremely secure method to hold the baton, but release is as simple as relaxing the hand.

Figure 7.3. Placing Baton Thong on Thumb

Figure 7.4. Wrapping Thong Around Back Of Hand

Figure 7.5. Completed Baton Grip

7.2.3. Parade Rest.

7.2.3.1. This position is a relaxed, ready position. Control force members can maintain the parade rest position for indefinite periods of time. Assume the parade rest position with feet shoulder-width apart. Grasp the baton on the knurled grips with the right hand knuckles out and thumb down. The left hand grips the striking end of the baton with the knuckles in and thumb up. The baton rests against the thighs as shown in **Figure 7.6.** The opposite hand grip positions afford the most positive control over the baton; and will be the same for all positions and tactics.

Figure 7.6. Parade Rest

7.2.3.2. The command for this position is, "Rest Position, Move!" "Rest position" is the preparatory command. Execute the command on the word "move!"

7.2.4. Port Position. Control force members assume the port position from the position of attention (baton held in the right hand and parallel with the full length of the right arm; **Figure 7.7.**). This position is a ready position well suited for individual defense. As in the rest position, the feet are shoulder-width apart, the knees slightly flexed. The right hand and forearm are parallel to the ground. The left hand is level with the left shoulder. The striking end of the baton bisects the angle between the neck and left shoulder. Hold the baton approximately six inches from the body. The command for this position is, "Port Position, Move!" "Port Position" is the preparatory command. "Move!" is the execution command. Use the port position to move units at double time as an intervening move on approach of a crowd, when posting control force members on-line (against dissidents) for long periods of time. See **Figure 7.8.**

Figure 7.7. Position Of Attention With 36” Riot Baton

Figure 7.8. Port Position

7.2.5. On-Guard Position. This position is the (most) ready position. Do not keep control force members in this position for extended periods because it is tiring. Place the left foot approximately shoulder-width forward of the right foot. Feet are spread, knees slightly bent. Place the right hand and grip end of the baton securely against the right hip. Bend slightly forward at the waist. The left arm is forward, parallel to the ground and provides protection to the throat and neck. The command for this position is, "On-guard, move!" "On-guard" is the preparatory command. "Move!" is the execution command. Use the on-guard position when at close quarters with or closing on a crowd. **Figure 7.9. and Figure 7.10.** offer front and side views, respectively, for the proper on-guard position.

Figure 7.9. On-Guard Front View

Figure 7.10. On-Guard Side View

7.3. Offensive Techniques.

7.3.1. There are two basic offensive maneuvers used with the riot baton: the thrust and smash.

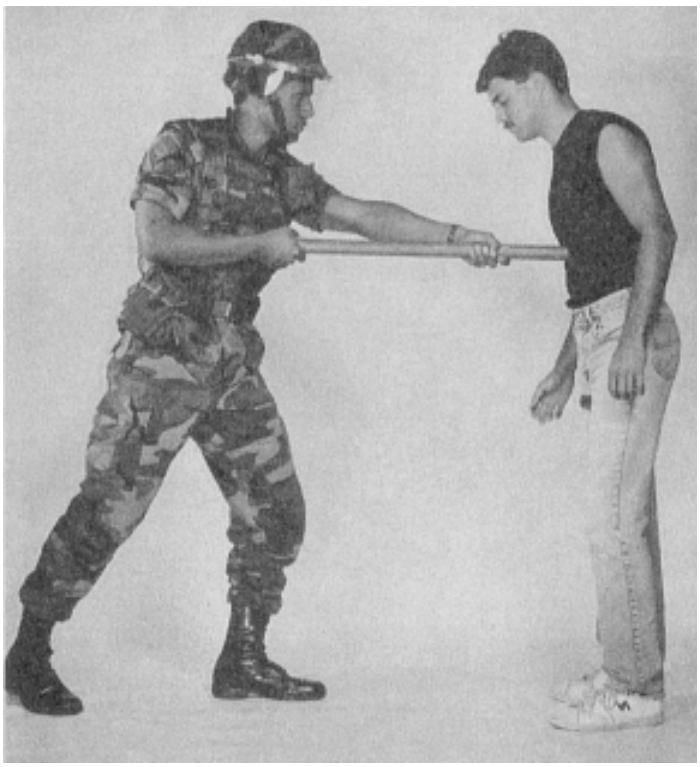
7.3.1.1. "Thrust" with the left end of the baton to attack on a plane of 90 degrees, from a side thrust to the left to straight in front of the control force member. Execute thrusts from the on-guard position. To execute this maneuver, take a short sliding step forward with the left foot, keeping the knees slightly flexed. While stepping, thrust the left tip of the baton sharply forward, aiming at the upper portion of the rioter's body. At the same time, the right hand is pulled into the center of the security force member's body with the left arm locked in a straight forward position. Drive the tip of the baton into the rioter's upper body. The right tip of the baton is brought into the center of the security force member's chest and the right elbow is brought into the right side. Once contact is made, the security force member recovers quickly and sharply to the On-guard position. **See Figure 7.11.**

7.3.1.1.1. There are two variations to the basic thrust maneuver: the angled thrust and side thrust. These are executed with the same basic movements as the straightforward thrust and

designed to repel attacks from the oblique or to aid a fellow security force member under attack on the flank. Because of the hand placement on the riot baton, these maneuvers may only be executed to the left.

7.3.1.1.2. Areas of the body **never** hit are the head, spine, throat, heart area or the side of neck, as blows to these areas may cause permanent injury or death.

Figure 7.11. Straight Forward Thrust, Left Tip



7.3.1.2. Unlike the thrust, a “smash” employs the full length of the baton across the body of a suspect. Security forces members are actually pushing the suspect with the baton. Properly done, this technique reduces the impact by increasing the amount of the baton over a larger area of the body. Therefore, it is permissible to execute a smash to a suspect’s torso. Use the smash to move nonviolent suspects back or to the side. Execute all techniques with the baton in one quick, simple motion to prevent telegraphing and help maintain balance. Again, off-limit “smash” areas include the head, neck and throat, as blows to these areas may cause death.

7.3.1.2.1. Baton (straightforward) Smash (**Figure 7.12. and Figure 7.13.**). The control force member takes a short sliding step with either foot in between the suspect's legs. Smash the full length of the baton horizontally across the suspect's chest and drive it forward. Upon completion of the technique, recover to the ready position quickly and sharply. This technique will move the suspect straight back.

Figure 7.12. Straight Forward Smash Initiation

Figure 7.13. Straight Forward Smash Moment of Contact

7.3.2. Modified Smash (**Figure 7.14. through Figure 7.16.**). To move the suspect to the left, step right and push (smash) left with the baton. Execute the same baton movement as initiation described above, pushing left. Recover quickly and sharply to the ready position. To move suspects to the right, step left and push (smash) right.

Figure 7.14. Modified Smash Initiation

Figure 7.15. Modified Smash Mid-Execution

Figure 7.16. Modified Smash Moment of Contact

7.4. Defensive Techniques. Use the defensive "strike" to counter a suspect attack. Use this technique when suspects attack with a cutting, slicing or striking weapon.

7.4.1. The "strike" is used offensively, for counterattack, from a defensive posture when an individual attacks with a cutting, slicing or striking weapon. Use the end of the baton (opposite of the grip end) to attack in any direction on a plane of 180 degrees, executing from the on-guard position. Maintain a minimum of five feet of separation between the security forces member and all suspects. Since security forces rarely use the riot baton and its length proportionally increases the force generated at the strike end, follow these specific procedures closely. Application of the riot baton is less than deadly force as long as control force members do not use the baton to strike the head, neck or torso. Strikes to these areas of the body can cause permanent, grievous injury or death. Therefore, in situations that do not justify lethal force, strike ONLY the extremities--that is, the arms and legs. There are three types of strikes.

7.4.1.1. Radial/Forearm Strike. The radial nerve runs approximately two inches below the elbow joint on top of the forearm. When a security forces member strikes this spot hard, with the force driven toward the center of the suspect's arm (**Figure 7.17. and Figure 7.18.**), they will render his/her hand and arm numb as if the entire arm has gone to sleep. Specifically, the suspect will find it extremely difficult if not impossible to control their index finger, middle finger and thumb. The objective behind striking this pressure point is to disarm suspects at close quarters. Apply this technique when suspects are attempting to strike or are defensively raising their arm. Security forces should practice this strike from both the port and on-guard positions. From the port position, elevate the right hand to level with or above the left shoulder while releasing the left hand. Step smartly forward with the left foot to power the strike. Keep steps short to maintain firm balance. Focus on the strike point (radial nerve) while swinging the baton down across the body (left to right). Drive the striking end of the baton onto the top of the radial nerve, swinging through the suspect's arm. Once the strike is completed, return smartly to the ready position. From the

on-guard position, rather than swinging across the body, swing the baton straight up and down and reduce the step off. Focus, swing and recovery are similar.

Figure 7.17. Radial/Forearm Strike

Figure 7.18. Radial Forearm Strike Close-Up

7.4.1.2. Leg Strike. Hit this pressure point correctly and personnel will collapse and temporarily immobilize the leg that was struck. Often security forces will set off a sympathetic reflex in the suspect's other leg, tumbling them to the ground. This strike is ideal for subduing a violent suspect for the apprehension team. The point of impact should be on the outside rear quadrant of the upper leg about four inches above the knee. This strike area occurs where the common peroneal nerve branches from the sciatic nerve. Do not strike knee joints, as this could cause permanent injury. Keep the baton parallel to the ground as the suspect is struck to prevent a glancing blow. Swing through the pressure point. Should the mob close quickly, kick this pressure point. It will have much the same effect--mind-numbing pain. Techniques from port and on-guard positions are iden-

tical. Focus the strike onto the side of the suspect's leg--top portion of the calf. **Figure 7.19.** offers a good example of the baton approach and **Figure 7.20.** a close-up of the strike point.

Figure 7.19. Leg Strike

Figure 7.20. Leg Strike Close-Up

7.4.1.3. Calf Strike. Similar pain can be inflicted causing stunning immobilization, dysfunction and sympathetic response by striking the suspect's calf from the back as shown in **Figure 7.21.** and **Figure 7.22.**. Techniques from port and on-guard positions are identical. This strike is ideal for suspects that approach from the side or the rear. The focus of the strike will be level--back of the leg, top portion of the calf. The strike will connect with the tibial nerve (lower branch of the sciatic nerve), which starts just above the back of the knee and runs down through the back of the leg muscle. Remember to drive the baton sharply through the strike point and return to the ready position smartly. In all likelihood, a suspect will be knocked to the ground with this maneuver. Depending on coordinated tactics, the security forces member may step around the suspect, as long as there is an apprehension team directly behind the element. The apprehension team will cuff and secure suspects the formation subdues.

Figure 7.21. Calf Strike

Figure 7.22. Calf Strike Close-Up

7.4.2. Training/Developmental Techniques. To enhance the efficiency of the JIT training, try this procedure. Pair control force members. Have each member paste day-glow dots on each strike/pressure point on their body. Have the teams take turns practicing the confrontation strikes. Using a foam rubber training baton, one member will move about while their partner practices striking the dots from the port and on-guard positions. Personnel can expand the activity into team/unit drills to provide practice from various formations. The more practice, the more accurate and effective the strikes will become--a matter of well-developed eye-hand coordination. Should personnel encounter a suspect using padding or their upper body strength is waning, execute the strikes with a double-arm swing. Contacting the described pressure points, though padded, with a double-arm strike will immobilize the suspect. Security forces personnel must exercise extreme caution in these situations. The double-handed swing can be lethal if misapplied. Anytime fatigue is experienced, immediately notify the team leader for relief.

7.4.3. Defense Response. Personnel must be constantly vigilant to defend themselves and other control force members against an attack from the suspects being confronted. Should a member of the team be observed coming under attack, strike the attacker swiftly while their focus is on a partner. Should an individual be the focus of the attack, the most efficient action is to step away to the back or

side, as shown in **Figure 7.23.**. This is correct for several reasons. First, as was just outlined, help may already be on the way. Personnel do not want to be the simultaneous target of two strikes--the attackers and your partners. Secondly, the attacker may miss. The attacker's missed swing will leave them off balance and open to a counter strike. A third option is to use the baton to block the strike. If the suspect has already closed the distance between two security forces members, first step back or execute a smash. Either of these maneuvers creates vital space. Remember, space gives options. The distance created may prevent the assailant from striking. Space will also provide the opportunity to take the offensive by providing room to execute a disabling strike (**Figure 7.24.** and **Figure 7.25.**). Once personnel have gained the necessary separation, assess. Has the action dissuaded the attacker? Does the attacker still pose a threat? Is the threat lethal or non lethal? Personnel must immediately neutralize all lethal threats. If a life-threatening attack is faced, strike the attacker to neutralize their potential for deadly force. The immediate assessment is vital as personal life and the lives of everyone around (control force members and suspects alike) may be in danger. ***NOTE***: Anytime personnel strike with a baton, yell loudly. This technique will have a strong psychological effect on the opponent while helping build up adrenaline. If the threat is lethal, yell "gun!," "knife!," or a pre-designated code word so the team can execute an immediate action drill to apprehend the assailant.

Figure 7.23. Defensive Response Step Away

Figure 7.24. Defensive Response Mid-Execution

Figure 7.25. Defensive Response Moment of Contact

7.5. Come-Along Techniques. Come-along techniques can be used to move resisting offenders. Come-alongs will ease the apprehension of subdued suspects. The apprehension team must be able to move the offender quickly and without the use of excessive force. Flexicuffs or handcuffs are placed on resisters before moving them. This reduces a resister's ability to fight if they quickly try to do so.

7.5.1. Two-Person Carry.

7.5.1.1. The two-person carry is the best come-along technique if there are enough personnel available. This carry avoids injuries caused by excessive lifting. It also avoids injuries to an offender. A SF member stands on either side of the offender and grasps them under the legs and through their arms and around their back. The SF members may grasp each other's arms to prevent their hold from slipping. They also can perform this carry using riot batons. The SF members

place one baton under the legs and behind the knees and the other baton horizontally across the back. Both SF members then grasp the batons, forming a cradle.

Figure 7.26. Two-Person Carry

Figure 7.27. Two-Person Carry with Batons

Figure 7.28. Two-Person Carry with Batons (lift)

7.5.1.2. The offenders may try to resist by stiffening and forcing themselves out of the cradle. To counteract this resistance, one SF member gets behind the offender and grasps the offender under the arms. The SF member then locks their hands in front of the offender's chest for a more secure hold. The second SF member stands to one side of the offender and encircles the offender's legs at the knees with their arms.

Figure 7.29. Two-Person Carry for Person Resisting

Figure 7.30. Two Person Carry for Person Resisting

7.5.2. One-Person Carry.

7.5.2.1. The one-person carry has a disadvantage--it involves lifting a considerable amount of weight. This can tire the carrier quickly or cause a back injury. The SF member lifts the offender from the rear by grasping them under the arms. The SF member then locks their hands in front of the offender's chest. The SF member pulls the offender backward with the offender's heels dragging the ground. A riot baton may also be used for this technique. The SF member approaches the offender from behind. The baton is then laid on the side of the offender, slightly behind the offender's buttocks. The SF member forces the offender into a sitting position, reaches under the offender's arms and picks up the baton. The baton is rotated to the front of the offender's chest. The SF member places their free hand under the offender's arm and grasps the other end of the baton. The SF member then pulls the offender backward with the offender's heels dragging the ground.

Figure 7.31. One-Person Carry

Figure 7.32. One-Person Carry with Baton

Figure 7.33. One-Person Carry with Baton

7.6. Come-Along Holds. A come-along hold is used to move an unrestrained, unwilling person from one place to another. It controls the person's movements without injuring them. A come-along hold puts pressure on a sensitive part of the body and causes discomfort. The hold must be executed quickly and with as little commotion as possible. Speed is essential in applying these holds. Such holds are used only for short distances until the offender can be restrained. Each SF member must know which holds are best suited to their capabilities.

7.6.1. Baton as a Restraint and Come-Along. The riot baton may be used as a restraining device and come-along hold at the same time. The SF member has the offender cross his hands behind his back. They then slip the offender's hand through the baton's leather thong. The SF member then twists the baton until the slack in the thong is taken up. The thong can be tightened or loosened depending on the amount of pressure needed to secure the offender. With his left hand, the SF member grasps the left shoulder or the clothing over the left shoulder of the offender. The SF member then pulls the offender slightly backward so the offender cannot pull away from the baton end, which is pressed against the small of the offender's back.

Figure 7.34. Riot Baton Used as a Restraint and Come-Along

Figure 7.35. Riot Baton Used as a Restraint and Come-Along

7.6.2. Gooseneck Come-Along. To apply a gooseneck come-along the SF member approaches the offender from the rear. They step forward with their left foot along the outside of the offender's right foot. The SF member then grasps the inside of the offender's right elbow with their left hand. They then grasp the offender's right hand with their right hand, placing their thumb inside the bend of the offender's wrist and their fingers across the back of the offender's right hand. With both hands, the SF member sharply pulls the offender off balance and to the rear so the offender's weight falls on the SF members left shoulder. The SF member then bends the offender's right arm at the elbow and locks the offender's right arm against their chest. They then reinforce their right hand with their left hand, placing both thumbs inside the bend of the wrist and their fingers across the back of the offender's hand. The SF member then locks both elbows tightly to their side and steps up beside the offender. The SF member then applies pressure as they step up beside the offender. They then press down on the back of the offender's hand, bending it under, toward the forearm.

Figure 7.36. Gooseneck Come-Along

Figure 7.37. Gooseneck Come-Along

7.6.3. Front Hammerlock. To apply the front hammerlock, the SF member faces the offender. They step forward with their right foot to the outside of the offender's right foot. They then grasp the offender's right arm at the elbow with the SF member's right hand palm up. The SF member breaks the offender's balance by pulling the offender's right arm slightly away from the offender's body. As they pivot behind the offender, they strike the offender's right wrist with their left wrist and bend the offender's arm to the rear. As the SF member completes the pivot behind the offender, they drive their left fist straight up until the offender's right wrist rests in the bend of the SF member's left arm. They then rotate their left hand down, grasping the offender's right elbow. The SF member pulls the offender's right elbow tightly against their stomach. The offender may be leaning forward in this position. The SF member completes the hold by reaching with his right hand over the offender's shoulder and grasping the left side of the offender's face. The SF member then applies pressure by turning the offender's head to the right, pushing down with his left hand and pulling up with their left elbow.

Figure 7.38. Front Hammerlock

Figure 7.39. Front Hammerlock

Figure 7.40. Front Hammerlock

Figure 7.41. Front Hammerlock

7.6.4. Fingers Come-Along. The fingers come-along is tiring to maintain but extremely useful in moving an offender for a short distance. The SF member faces the offender, then steps forward with their right foot to the outside of the offender's left foot. As they step, they reach with both hands and grasp the offender's right wrist with their left hand. They grasp two or three fingers with their right hand. The SF member then pivots counterclockwise on their right foot until they are standing beside the offender. The SF member thrusts the offender's arm straight out in front of him at shoulder height, maintaining a tight grip on the offender's wrist with his left hand and bending the offender's fingers down with their right hand. The SF member applies pressure by keeping the offender's arm locked straight and pulling the offender's fingers straight back toward the offender's elbow. This hold can be applied on either hand.

Figure 7.42. Fingers Come-Along

Figure 7.43. Fingers Come-Along

7.6.5. Groin Lift. The groin lift is used to remove a resisting offender from a wall or move them through a doorway. The SF member approaches the offender from the rear. They step forward and place their left foot next to the offender's left foot. They then grasp the offender's left wrist with their left hand, pulling the offender's hand sharply down between the offender's legs. The SF member grasps the offender's left hand with their right hand and pulls the offender's arm up into the offender's groin. They reach with their left hand and grab the offender's shoulder or collar. The SF member can then move the offender forward or backward by lifting the offender's arm against the offender's groin as they push down on the offender's shoulder with their left hand.

Figure 7.44. Groin Lift

Figure 7.45. Groin Lift

7.6.6. Baton Come-Along. Use the baton come-along to apprehend suspects. Grasp the center of the baton with the right hand and rotate it into a straight line with the right arm. Grasp the suspect's clothing at the front of their left shoulder. Step to the left rear with the left foot, pulling the opponent to the left, off balance **(Figure 7.46.)**. Insert the baton between suspect's knees and rotate the baton to a position across the suspect's legs, just above the knees. Pull the baton to the rear while pulling the suspect's shoulder to the rear **(Figure 7.47.)**. Release the hold on the suspect's left (front) shoulder. Grasp the back of the collar, keep the suspect balanced forward and walk them to a handcuffing team **(Figure 7.48.)**. Reverse these procedures for the right side. The left hand will grasp the baton. Grasp the suspect on the right side. Step to the right rear and complete the maneuver.

Figure 7.46. Baton Come-Along

Figure 7.47. Baton Come-Along

Figure 7.48. Baton Come-Along

Chapter 8

CORRESPONDING EQUIPMENT AND USE

8.1. Motivation. Suppose a recall notification for mob or riot control occurs. Is the appropriate equipment on hand? Do personnel know how to use it? It is imperative that commanders ensure their control force has proper equipment in appropriate sizes to outfit the control force as necessary. In this chapter, we will look at the equipment that complements the riot baton and how it all integrates.

8.2. The Civil Disturbance Crash Helmet (Figure 8.1.). The civil disturbance crash helmet has a matte-finish outer shell that is scuff-proof and cleans easily with warm soapy water or alcohol. The helmet design incorporates multiple layers to absorb impact. The helmet has a low filler fiberglass shell capable of withstanding impacts up to 160 foot pounds from a flat object and 220 foot pounds from a spherical object. A padded headband, adjustable from 6 5/8 inches to 7 3/4 inches, comes with the helmet. Use the headband in conjunction with the eight-point suspension system to ensure comfort and proper fit. The helmet also incorporates a breakaway chinstrap for safety purposes.

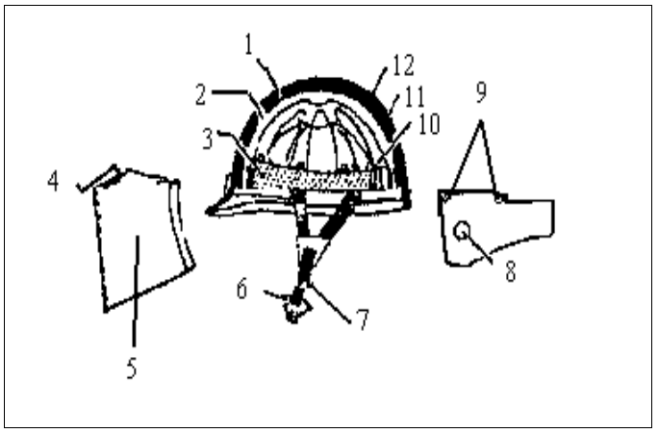
8.2.1. The Face Shield. The helmet design permits the user to attach a face shield, if desired. The shield construction is high-impact, transparent, distortion-free, polycarbonate plastic, splash shield and track assemblies. The track keeps the shield in any desired position. For additional protection, a three-layer neck and ear protector attaches to the helmet.

8.2.2. Adjustments **(Figure 8.2.)**.

8.2.2.1. There are three adjustments for this helmet:

8.2.2.1.1. To adjust the eight-point suspension system, thread the white string through the slotted portion located toward the center of the system. Attach the outer slots of the system to the brads located on the inside of the helmet.

Figure 8.1. Civil Disturbance Crash Helmet



1-Impact-absorbing cushion

2-Hygienic inner liner

3-Perforated padded headband (adjustable to head size)

4-Splash seal

5-Polycarbonate face shield

6-Contoured ventilated chin cup

7-Breakaway chin strap

8-Ear orifice

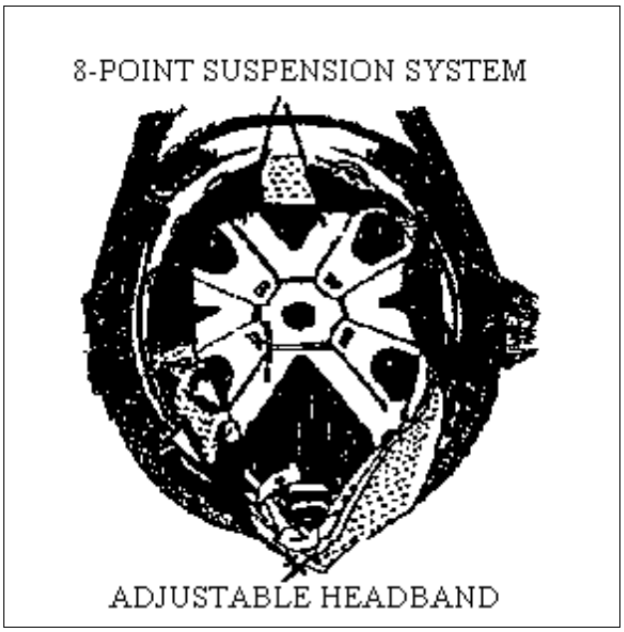
9-Snap connectors

10-Adjustments (4) to change attitude of helmet in relation to wearer's head

11-High-count fiberglass shield

12-Scuff-proof outer cover

Figure 8.2. Civil Disturbance Crash Helmet Internal Adjustments



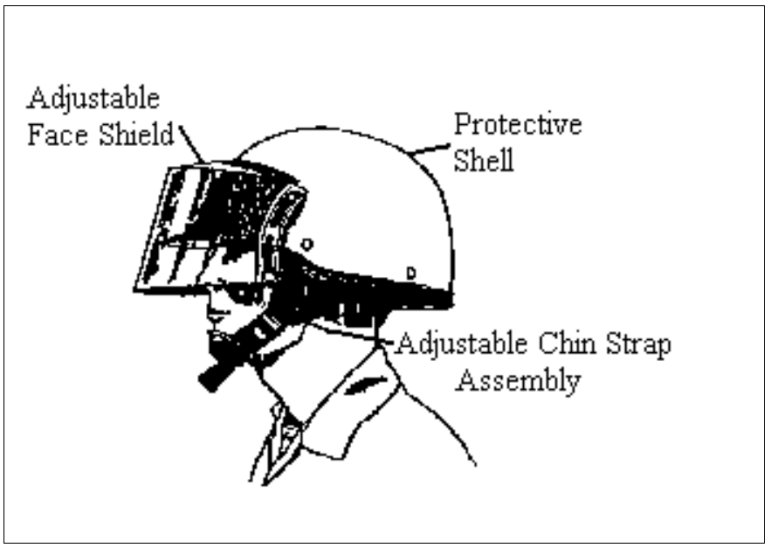
8.2.2.2. Center the apex of the wide "V" of the suspension system to the back of the helmet **(Figure 8.2.)**. Tighten the white string to establish the necessary depth.

8.2.2.3. To size the helmet, release the yellow and pink snaps on the rear of the headband. Place the pink snap into the hole indicating the desired head size. Attach the chinstraps to the helmet with the "A"-shaped strap (two male and three female snaps) on the right side of the helmet with the snaps. Place the buckle end of the A-shaped strap on the left side of the helmet. Size the helmet on the head (including the chin straps) to ensure a snug and comfortable fit.

8.2.2.4. Snap the neck and ear guard to the inside rear of the helmet. To attach the face shield, extend (do not remove), the white stays on the face shield. Place the tracks of the shield on the

white plastic guides located on the sides of the helmet and slide the shield down into the desired position. Push the white stays into position. **Figure 8.3.** depicts the helmet external components.

Figure 8.3. Civil Disturbance Crash Helmet External Components



8.2.3. Alternative Headgear. The kevlar, ballistic helmet, shown in **Figure 8.4.**, is a suitable alternative for control force operations. There is a protective faceshield that attaches to this helmet (Faceshield, Helmet, Riot; NSN 4240-01-182-6406). The shell of this helmet will afford more protection than the civil disturbance crash helmet. Though much heavier, the suspension system in the ballistic helmet does not provide the same support for the wearer. Cut and insert foam rubber inserts for added protection against (potential) head strikes.

Figure 8.4. Kevlar Helmet with Riot Faceshield

8.3. MCU-2A/P and M17(A1/A2) Gas Masks. These protective masks are made of butyl rubber. They will provide respiratory, eye and nose protection from chemical agents. The mask filters remove chemical agent vapors and mists from the air. The one drawback to the new mask, when used in conjunction with the faceshield for the kevlar helmet, is that it does not permit the faceshield to be lowered in place. An

advantage of the older M17 is that it can be worn with the (described) faceshield in the up or down position. **Do not use these masks in confined spaces.** If the oxygen content of the atmosphere is below 18 percent, personnel cannot sustain functional capability. For example, in atmospheres with heavy concentrations of ammonia, carbon monoxide or chlorine, these masks would be ineffective. ***The MCU-2A/P and M17 are not self-contained breathing apparatus.*** For task-specific training (i.e., donning, doffing, inspection, care and maintenance), units should contact their local disaster preparedness office or civil engineering readiness flight. ***NOTE***: Disaster preparedness will measure each mobility-tasked person and personally fit the MCU-2A/P mask. Should security forces have personnel that require an extra-small mask, they will receive the M17. Additional information on the various masks can be found in AFMAN 10-100, *Airman's Manual.* The MCU-2A/P mask is shown in **Figure 8.5. and Figure 8.6.**. The carry method for both masks is shown in **Figure 8.7.** Anytime defects are discovered, turn the mask(s) in for repair or replacement.

Figure 8.5. MCU-2A/P Gas Mask Front View

Figure 8.6. MCU-2A/P Gas Mask Side View

Figure 8.7. M17 And MCU-2A/P Carry

8.4. The Fragmentation Protective Body Armor. This vest offers layered protection consisting of a ballistic filler of water repellent treated ballistic aramid and an inner and outer shell of water repellent treated ballistic nylon. The outer shell is camouflage printed. Stitching or adhesives bind the cloth layers together. These layers form the protective component of the vest and must be kept dry to maintain the protection capability. ***NOTE***: Units may utilize suitable substitutes IAW applicable directives.

8.4.1. Vest Wear.

8.4.1.1. The vest has a front closure consisting of a touch-and-close fastener strip and ¾ collar for fragmentation protection to the neck and throat areas. At the sides, are self-adjusting elastic webbings on the outside to provide flexibility during movement and cloth stops on the inside to prevent the elastic webbing from stretching too far. Make sure to fix the front closure on the vest. Bunched filler will decrease the protection capability of the vest. When not in use, lay the vest flat to keep the filler from bunching. When the vest is received, ensure:

8.4.1.1.1. The ballistic filler is flat (not bunched).

8.4.1.1.2. The vest is in a serviceable condition.

8.4.1.1.3. There is one front panel and one rear panel, and they are connected securely.

8.4.1.1.4. It is the proper size.

Small Chest--to 37 inches	NSN: 8470-01-092-8498
Medium Chest--37 inches to 41 inches	NSN: 8470-01-092-8499
Large chest--41 inches to 45 inches and	NSN: 8470-01-092-8500
Extra Large Chest–45 inches or more.	NSN: 8470-01-092-8501

8.4.1.1.5. The fit is snug and comfortable.

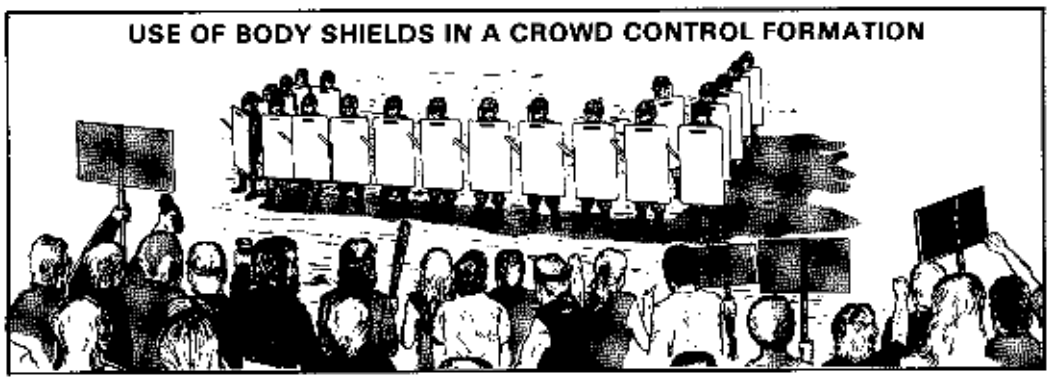
8.4.1.1.6. The vest is large enough to wear over the field shirt and under any additional layers of clothing, such as parkas or rain gear. Should the armor vest sustain a projectile hit, replace the vest as soon as possible and complete and mail the preaddressed form from the manufacturer.

8.4.2. Care and Cleaning. Keep the vest as clean as possible. Remove loose dirt from the outer layer with a cloth or soft to medium brush. If wiping or brushing does not adequately clean the vest, wet the vest in a shower or immerse it in water. Always use warm, NOT HOT, water. Wash the soiled or stained areas with a solution of soap or detergent dissolved in warm water and scrub with a soft to medium brush. Heavy grease or oil stains may be prespotted with a dry cleaning solvent or detergent mixture and scrubbed with a brush. Rinse thoroughly and air dry by hanging the vest using a pole or stick through the armholes.

8.4.3. Protection. The vest provides protection from low-velocity projectiles and fragments from mines, mortar shells, grenades and artillery shells.

8.5. Body Shields. Body shields provide protection that complements protective vests. They may replace the flak vest altogether. Body shields are very effective protection against thrown objects. When pushing back a crowd, body shields reduce the possibility of being grabbed by demonstrators. When body shields are used in groups or formations, they provide a protective wall for rescue forces and can have strong psychological effects on the crowd.

Figure 8.8. Use of Body Shields in a Crowd Control Formation



8.6. CS Riot Control Hand Grenades. The hand grenade is extremely effective, versatile and easily carried.

8.6.1. CS Riot Control Hand Grenade Employment.

8.6.1.1. The grenadier's role (primary, back up, offensive, defensive) and proximity to the crowd determines hand grenade placement. Wind velocity is also a prime factor when deciding how to employ these hand grenades. The wind speed should not be higher than 20 kilometers per hour nor be blowing towards the grenadier or main body of the control force. The grenadier may post in front of the formation, to the rear or to the sides. Greater freedom of movement and CS agent dispersion is possible when the grenadier is posted to the sides or in front of the control formation. Additionally, when in this position, the formation receives less exposure to the agent. If these grenades are being held in reserve, post the grenadier several feet to the rear of the center of the formation. From the rear location, the command element can employ the grenadier quickly to the front of the formation to throw the grenades. The distance of the agent release line or point from the target area will range from a minimum of 50 feet (about 15 meters) to as far as several hundred feet (maximum of approximately 100 meters)--depending on the wind velocity. When not in use, the grenadier moves behind the formation for protection from thrown objects and close to the command element for immediate deployment as necessary. The grenadier should work under the immediate control and direction of an officer or NCO. Release agent only upon the direct order of the commander. Assign an officer or NCO qualified in the characteristics and employment of riot control munitions to advise the commander.

8.6.2. Effectiveness. Chemical irritants are not completely effective on all persons. Intoxicated individuals (alcohol or drugs) or mentally disturbed people may not react to the chemical irritant or they may overreact.

8.6.3. Effects of CS Irritant Agent. The physiological effects include:

8.6.3.1. Extreme burning of the eyes accompanied by copious tearing.

8.6.3.2. Irritation of the lower respiratory tract with a resulting feeling of suffocation, coughing and chest pains.

8.6.3.3. Irritation of the nose and throat, and stinging sensation of the skin.

8.6.3.4. The respiratory effects will disappear within a few minutes once the affected individual is moved to an agent-free atmosphere.

8.6.3.5. Prolonged exposure to CS solution may make the skin very sensitive for hours or days when rubbed or washed.

8.6.3.6. CS agent is also persistent in the environment and on clothes.

8.6.3.7. It causes no residual damage to the eyes, skin or respiratory system on single or repeated applications.

8.6.3.8. CS has no systemic toxicity nor does it penetrate the skin.

8.6.3.9. Do not discharge dispensers in the immediate vicinity of infants as their respiratory systems are especially sensitive to irritating vapors.

8.6.4. Safety Procedures. Wear the protective mask when using hand grenades with riot control agents. Do not throw hand grenades in the direction of friendly personnel or into the wind.

8.6.5. Emergency Treatment. The use of the irritant under the following conditions requires the individual be taken to a hospital for emergency treatment.

8.6.5.1. Prolonged discharge at any effective distance into the face of an already incapacitated person or a person not responding to normal applications of the irritant formula.

8.6.5.2. Discharge of large quantities in a confined space such as a small room or an enclosed automobile.

8.6.6. Legal Implications. AFI 31-207 categorizes chemical irritants as less than deadly force. Use chemical irritant projectors only when a lesser means of controlling a violent individual(s) is ineffective. Chemical irritants will be used off an installation according to existing police directives, command and base guidance.

8.6.7. Types of Riot Control Hand Grenades

8.6.7.1. The ABC-M7A2 and ABC-M7A3 riot control hand grenades **(Figure 8.9.)** contain only CS as filler. They differ only in the amount of filler and the form of the CS they contain. Currently, only the ABC-M7A3 (NSN 1330-00-965-0802) is in the Air Force munitions inventory. Nomenclature:

8.6.7.1.1. Body-- the bodies of both grenades are sheet metal with four emission holes at the top and one at the bottom.

8.6.7.1.2. Filler--5.5 ounces of burning mixture and 3.5 ounces in gelatin capsules in the ABC-M7A2 grenade, and 7.5 ounces of burning mixture and 4.5 ounces of pelletized CS agent in the ABC-M7A3 grenade.

8.6.7.1.3. Fuze--M201A1.

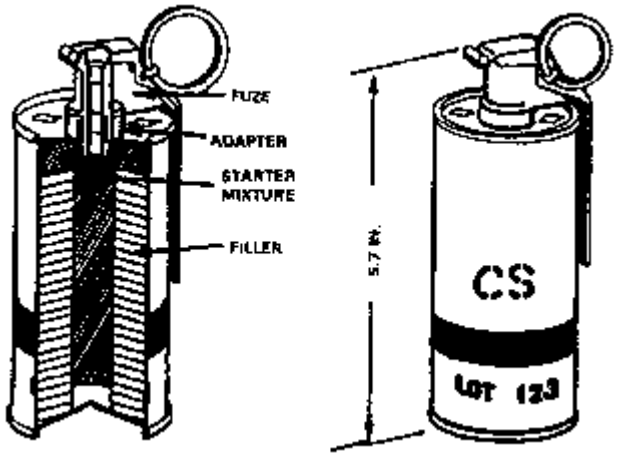
8.6.7.1.4. Weight--approximately 15.5 ounces.

8.6.7.1.5. Safety clip--no.

8.6.7.1.6. Capabilities--can be thrown 40 meters by average security forces member. Both grenades produce a cloud of irritant agent for 15 to 35 seconds.

8.6.7.1.7. Color/markings--gray body with a red band and red markings.

Figure 8.9. ABC-M7A2 and ABC-M7A3 Riot Control Grenades



8.6.7.2. ABC-25A2 Riot Control Hand Grenade (NSN: 1330-00-645-6211). The ABC-M25A2 **(Figure 8.10.)** riot control hand grenade is a bursting munition with an integral fuse. The M25A2 grenade is an improved version of the M25A1 grenade. The two grenades differ primarily in body construction. Nomenclature:

8.6.7.2.1. Body--compressed fiber or plastic.

8.6.7.2.2. Filler--CS1 varies in weight and composition according to the type of agent contained in the grenade. All fillers are mixed with silica aerogel for increased dissemination efficiency.

8.6.7.2.3. Fuse--integral.

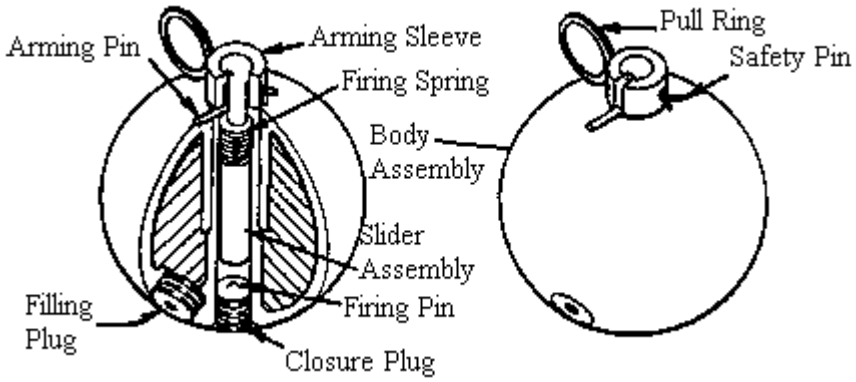
8.6.7.2.4. Weight--8 ounces.

8.6.7.2.5. Safety clip--no.

8.6.7.2.6. Capabilities--can be thrown 50 meters by an average security forces member. The burst radius (visible cloud agent) is about 5 meters, but grenade fragments may project as far as 25 meters.

8.6.7.2.7. Color/markings--Gray body with red band and red markings.

Figure 8.10. ABC-M25A2 Riot Control Grenade



8.6.7.3. For further information concerning the fundamentals of hand grenades, refer to Army Field Manual 23-30, *Grenades and Pyrotechnic Signals.*

8.6.8. Hand Grenade Use.

8.6.8.1. Hand Grenade Gripping. The importance of properly gripping the hand grenade cannot be overemphasized.

8.6.8.1.1. Safety and throwing efficiency are obtained when the grenade is held in the throwing hand with the safety lever placed between the first and second joints of the thumb **(Figure 8.11.)**.

8.6.8.1.2. For right-handed personnel, the grenade is held upright with the pull ring away from the palm of the throwing hand so that it can be easily removed by the index finger or middle finger of the free hand **(Figure 8.11.)**.

8.6.8.1.3. For left-handed personnel, the grenade is inverted with the fingers and thumb of the throwing hand positioned in the same manner as by right-handed personnel **(Figure 8.12.)**.

Figure 8.11. Hand Grenade Grip (Right-handed)

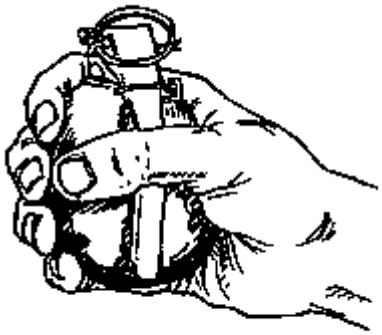


Figure 8.12. Hand Grenade Grip (Left-handed)

8.6.8.2. Hand Grenade Throwing. Practice will develop throwing proficiency. The following method for throwing grenades is recommended.

8.6.8.2.1. Observe the target to mentally establish the distance between the throwing position and target area.

8.6.8.2.2. Properly grip the grenade in the throwing hand.

8.6.8.2.3. Grasp the pull ring with the index or middle finger of the non-throwing hand. Remove the safety pin with a pulling, twisting motion.

8.6.8.2.4. Look at the target and throw the grenade using the overhand method so that the grenade arcs, landing near the target.

8.6.8.2.5. Allow the motion of the throwing arm to continue naturally once the grenade is released. This follow through improves distance and accuracy, and relieves the strain on the throwing arm.

8.6.8.3. Basic Grenade Throwing Positions. In training, throwing positions are used for uniformity and control and to familiarize personnel with the proper manner of throwing grenades if the situation allows.

8.6.8.3.1. Standing **(Figure 8.13.)**. This position is the most desirable and natural one from which to throw grenades. It allows an individual to obtain the greatest possible throwing distance. The standing position is normally used when occupying a fighting position or during operations in fortified positions or urban terrain. Throwing from this position is accomplished as follows:

8.6.8.3.1.1. Assume a natural stance with weight balanced equally on both feet. Using the proper grip, hold the grenade shoulder high.

8.6.8.3.1.2. Throw the grenade with a natural motion, using the procedure described above.

Figure 8.13. Throwing the Hand Grenade From the Standing Position

8.6.8.3.2. Kneeling **(Figure 8.14.)**. This position reduces the distance that a grenade can be thrown. Throwing from this position is accomplished as follows:

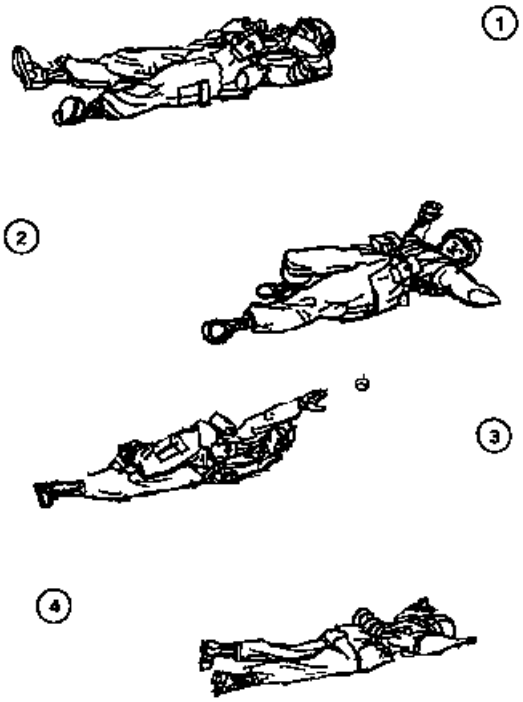
8.6.8.3.3. Using the proper grip and with the grenade held shoulder height, kneel in the most comfortable manner.

8.6.8.3.3.1. Throw the grenade with a natural following motion. Push off with the trailing foot to give added force to the throw.

Figure 8.14. Throwing the Hand Grenade From the Kneeling Position

8.6.8.3.3.2. Prone **(Figure 8.15.)**. This position reduces both distance and accuracy. It is only used when an individual is pinned down by hostile fire and is unable to rise to engage their target. There are four steps in the process of throwing from the prone position.

Figure 8.15. Throwing the Hand Grenade From the Prone Position



8.6.8.3.3.3. Personnel lie on their back with their body perpendicular to the grenade's intended line of flight. Hold the grenade at shoulder level as in the standing position.

8.6.8.3.3.4. Cock the right leg (left leg for a left-handed thrower) with the foot braced firmly against the ground. After removal of the safety pin, hold the grenade away from the body with the arm cocked for throwing. With a free hand, grasp any object that is capable of giving added leverage to increase the throwing distance. In throwing the grenade, push off with the rearward foot to give added power to the throw.

8.6.8.3.3.5. After throwing the grenade, roll over on the stomach and press the body flat against the ground.

8.6.8.4. For further information concerning the utilization of hand grenades, refer to Army Field Manual 23-30.

WARNING: FRIENDLY FORCES SHOULD PUT ON PROTECTIVE MASKS BEFORE THROWING RIOT CONTROL CS GRENADES.

8.7. CAP-STUN ® Pepper Spray (NSN: 1365-01-438-5694). Thorough training in the use of pepper spray is critical. Training enhances the (spray's) application effectiveness, protects both security forces and the Air Force against liability and ensures the safety of the security forces and subject. Comprehen-

sive training should go beyond the technical application, to include physiological reactions, legal issues (use of force guidelines), tactical issues and applications. Document all pepper spray training. Refer to AFMAN 31-222 for further guidance.

8.8. Non-Lethal Weapons.

8.8.1. A variety of non-lethal weapons (NLW), to include munitions, are under development. As they become available in the Air Force inventory, they will provide commanders flexible tools for dealing with confrontation management and crowd control situations throughout the entire use of force continuum. They will allow the commander to tailor the amount of force to the specific situation.

8.8.2. Due to DoD directives, status of forces agreements, existing rules of engagement and local and international law, commanders must coordinate plans to employ NLW with their appropriate legal and medical offices.

8.8.3. Commanders must ensure personnel are trained and certified on applicable NLW in accordance with governing directives prior to employing them.

Chapter 9

FORMATIONS AND TACTICS

9.1. Overview. The formations described are one of the most practical methods for crowd control when properly employed and executed against crowds of limited size. The riot baton is typically the primary weapon of choice for the control force in formation. As situations become more violent, commanders may consider employing a mix of rifles, batons, marksmen and/or large-scale dispersers, if available. However, commanders must recognize that formations are not the proper response to all civil disturbance situations. Do not subject control force members to unnecessary danger (e.g., sniper fire) to dissuade a crowd by a show of force. Likewise, formations cannot contain or control small violent mobs rampaging in an area.

9.1.1. Employment. Use formations to disperse, contain or block a crowd. Formations are extremely effective to split crowds into smaller segments. Once a crowd disperses, do not assume they have yielded and will return to peaceful behavior. Small groups may continue engaging in acts of violence and destruction. Hence, formations are only part of the crowd control effort. Should a crowd refuse to move, the control force may have to employ riot control agents, water cannon or affect apprehensions. Additional control measures that complement formations include aggressive patrolling (using four-person teams), building searches and saturation patrolling (numerous patrols in small/confined areas of intense violence).

9.1.2. Additional Considerations. Carefully evaluate the threat and use analysis to tailor the control force mission and formations required. Leaders and planners must consider the following questions, at a minimum, to prepare for an effective operation. Is the control force to disperse the crowd? Block an advancing mob? Apprehend mob leadership? Contain a crowd that has become agitated towards violence?

9.1.2.1. Secure rooftops to prevent sniper fire before employing control force members in formation(s).

9.1.2.2. Station control force members on rooftops (or the highest rooftop) as observers and to preclude sniping.

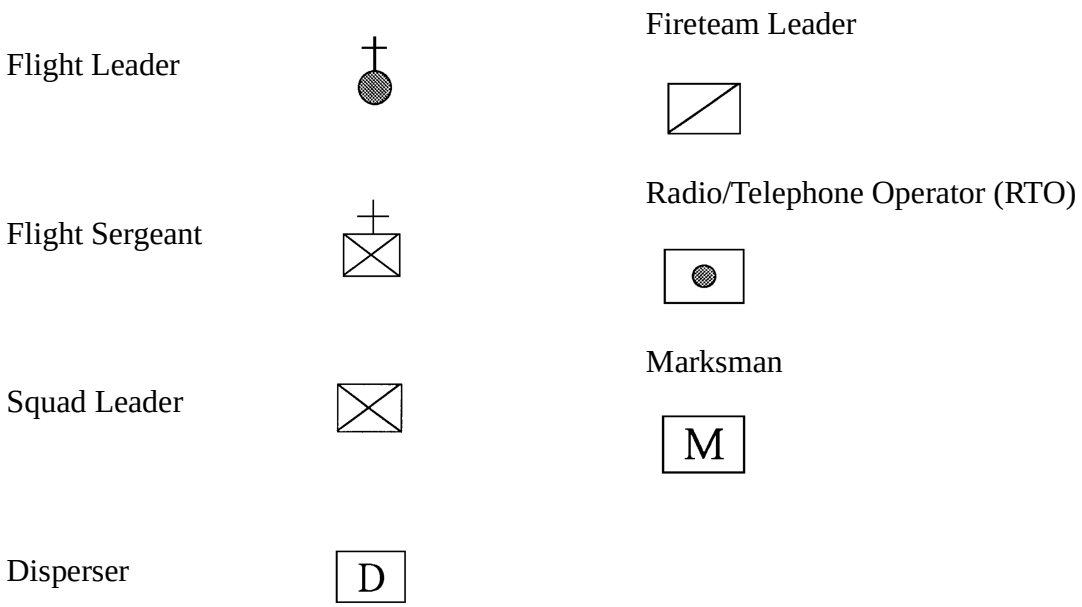
9.1.2.3. Use helicopters to visually check structure roofs. It is imperative to brief all control force members on the location and purpose of members stationed in buildings and on rooftops to avoid mistaking friendly forces as hostile.

9.1.2.4. Whenever troops employ in formation, control force members must understand the need to maintain the formation. Lone control force members are far more vulnerable to attack (e.g., leaving the formation to chase after a rioter). Control force members who break ranks place themselves in danger and threaten the integrity of the formation, as well as all the personnel that remain in the formation.

9.2. Crowd Control Formations. Experience has shown that the line, echelon and wedge are the most effective troop formations for crowd control situations. The line formation (**Figure 9.2.**) is used most often because it offers both offensive and defensive applications. As an offensive formation, the line can push crowds straight back, across open areas or up a city street. Defensively the line can stop a rioting crowd or deny access to restricted areas. The echelon (**Figure 9.3. and Figure 9.4.**) is an offensive forma-

tion that enables commanders to turn or divert mobs in open or built-up areas. Echelon formations are ideal for moving crowds away from fixed structures like buildings, fences and walls. Use the wedge (**Figure 9.5.**) offensively to penetrate and split crowds. The wedge can easily be transformed into a diamond to (offensively) enter a crowd and apprehend agitators or serve as an immediate-action drill (defensively) when all-around security is needed. ***NOTE:*** Regardless of the formation, provide large crowds open avenues of escape.

Figure 9.1. Crowd Control Formation Key



9.2.1. Manual Format.

9.2.1.1. This manual details the three basic formations (line, echelon and wedge). Commands, movements and reform orders correspond with Army commands. Formation size is the only difference in the text. Army Field Manual 19-15 outlines employment at the platoon level, consisting of four 12-person squads. This manual addresses the Air Force's equivalent, the flight, which consists of three 13-person squads in which:

9.2.1.1.1. The first and third squads form the lead element in all formations in which one squad provides general or lateral support.

9.2.1.1.2. The second squad is the base squad (i.e., the squad that establishes the formation) in a flight line when all three squads are committed to the lead flight.

9.2.1.1.3. The support squad, usually the second squad, is commonly held in general support (behind the formation's leadership element) in single column or in column of twos. Should the second squad receive a tasking, flight leadership must designate which of the two remaining squads (usually the first) will serve as the base squad.

9.2.1.2. For joint/large-scale operations, Air Force echelons--whether a fire team, squad or flight--could readily assimilate into most operational schemes. The actions required of the airmen

on line are identical to those of their Army counterpart--follow the person to the front. Element and squad leadership must be attuned to the precise command and movement directives.

9.2.2. Flight Formation. The flight column formation is ideal as a show of force particularly while command authorities read a proclamation (to disperse, protest peacefully, etc.). Use this formation to move into (form) or out of (reform) other formations. Issue instructions while troops are in this formation standing at the ready position.

9.3. Flight Organization. The primary echelon for countering unruly crowds is the crowd control flight. Forty-four airmen comprise the flight. Train members on their roles and specific duty within the flight.

9.3.1. Chain of Command. The flight leader is in charge. The flight has three, 13-member squads. The squad leader is responsible to control each squad member and relay commands. Additionally, the squad leader should ensure squad members maintain their dress, cover and step.

9.3.2. Equipment. Assign all control force members a minimum issue that includes BDUs to function as identification (woodland/desert pattern) or concealment. Units may local purchase black/olive BDUs for emergency services team (EST)/tactical squads, which will enhance identification and coordination. Add an SF brassard, which is an extremely effective identifier. The uniform should provide comfort and freedom of movement. Additional items might include:

9.3.2.1. Foul weather gear, as needed.

9.3.2.2. Sturdy boots to protect the feet and ankles (shin guards increase the protection measure).

9.3.2.3. Other protective gear (not mentioned in **Chapter 8**) includes eyeglasses with safety lenses and gas mask optical inserts.

9.3.2.4. Standardized load bearing equipment to include suspenders, web belt, two first aid pouches, two ammunition pouches, two 1-quart canteens with covers, collapsible baton and carrier, plus CAP-STUN® and carrier.

9.3.2.5. Accessory gear as determined by the chief of security forces CSF such as pencils, paper, flashlight or penlight, knife (small, folding), watches, compass, flex cuffs, whistle, pocket mirror or periscope, black electrical tape, personal first aid kit and face camouflage.

9.3.3. Tactical Squad (TAC Squad). Thirteen security forces personnel comprise the TAC Squad which has aggressive patrolling functions, to include disbanding fragmentary groups, anti-looting patrol and mobile reserve response. Each TAC Squad consists of 1 officer and 12 airmen or NCOs. Equip the TAC Squad leader and two team members with M-16 rifles and scopes for counter sniper purposes. M-16 rifles used in confrontation management duty will be equipped with a lock plate to prevent automatic firing of the weapon. Have at least one team member carry smoke grenades. ***NOTE:*** The TAC Squad is a dynamic unit designed to be less restrictive and more versatile than the crowd control element. The CSF must consider the scope of the confrontation when deciding to recall, deploy and employ any tactical squad. In other words, use of the TAC Squad is based on the situation.

9.3.4. Headquarters (HQ) Section Organization and Responsibilities.

9.3.4.1. The HQ section consists of the following five positions:

9.3.4.1.1. Flight leader.

9.3.4.1.2. Flight sergeant.

9.3.4.1.3. Radio/telephone operator.

9.3.4.1.4. Marksman.

9.3.4.1.5. Disperser.

9.3.4.2. When directed by higher competent authority, other positions such as messengers, firefighters and apprehension specialists/teams may augment the headquarters section. In crowd control formations, the leadership element will take positions where they can best direct and control their units. The following diagrams outline the most common and effective positions for leadership elements. Typically, the flight leader faces the formation (usually of three squads). Number the members of each squad 1 through 13 starting with the squad leader as number one. The number two individual should be directly to the left of the squad leader. Consecutively number all other squad members on line and position them to the left of the squad leader. The assistant squad leader maintains the last position in the squad as the number 13 position. Sequentially number the squads one through three, front to back. Assign the biggest people to the second squad (Reminder: In most circumstances, the second squad will be the base squad for all formations.) To prepare the flight to execute various formations, the flight leader places the flight into a column formation by executing a right facing movement. Do not to try to make contact with the crowd while the flight is in column formation.

9.3.5. Commands. Issue commands orally, with hand and arm signals or preferably both. Give the commands for baton positions and flight formations in two count-preparatory and execution.

9.3.5.1. March the unit a safe distance from the mob, but within full view for psychological impact. The commander will choose the formation appropriate for the situation. The formation assembles once the column halts. On command, team members will move at double time to their position. Team members will march, form and reform with the baton held at port-arms. Once in position, the unit will keep the baton at the port position until commanded to do otherwise based on the mob threat. Support elements (e.g., squad held in reserve) will automatically assume the parade rest position once formed and in place.

9.3.6. Cadence. Cadence for moving troops into and out of crowd control formations is double time (120 steps per minute). When the unit has formed and is moving on a mob, the usual cadence is normal time or 60 steps per minute. For psychological effect, troops moving on a mob may accentuate each left-foot step with a stomp. The commander may increase or decrease cadence, depending on the situation. As an example, the commander may order quick-time to keep pressure on a withdrawing crowd.

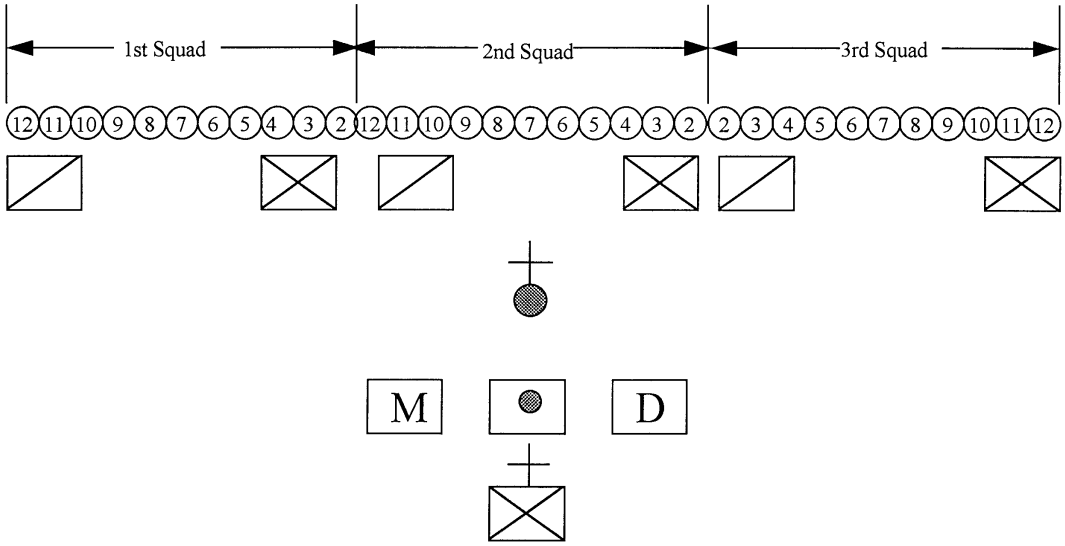
9.3.7. Interval and Distance. Interval is the lateral space between elements. Distance is the space between elements in a column. The common interval and distance for any crowd control formation are one pace or approximately 30 inches. Again, the situation will dictate interval and distance. Increasing the interval makes members in formation less vulnerable to thrown objects.

9.4. Skirmisher's Line (Figure 9.2.). Form all crowd control formations from the column formation. The flight leader gives the hand and arm signal **(Figure 9.7.)** simultaneously with the preparatory command. On the execution command "Move," the flight leader points to the approximate location where the flight is to form. The flight leader will pause between the preparatory command and execution command to allow each squad leader to issue a squad preparatory command. The preparatory command for forming a flight into a line formation is, "Flight as skirmishers." Immediately following the flight leader's prepa-

ratory command, the second squad leader commands, “Follow me,” while the first and third squad leaders command, “Stand fast.” On the flight leader’s execution command, “Move,” the second squad moves forward in single file to the point designated by the flight leader. The number two person of the second squad establishes the base for the formation with their squad forming to the left. After the second squad has cleared the flight, the first and third squad leaders command, “Follow me.” The first squad forms a line to the left of the second squad while the third squad forms to the right of the second squad. Both squads dress on the second squad. If there is a tactical squad, the tactical squad leader should give the command, "TAC Squad, move." The tactical squad then moves out and forms 15 paces to the rear of the formation in a single column or column of twos. Should the tactical squad need to provide lateral support or extend the existing formation, even-numbered control force members move to their right, odd-numbered control force members move to their left. The tactical squad leader usually commands the even-numbered troops, while the assistant squad leader commands the odd-numbered troops.

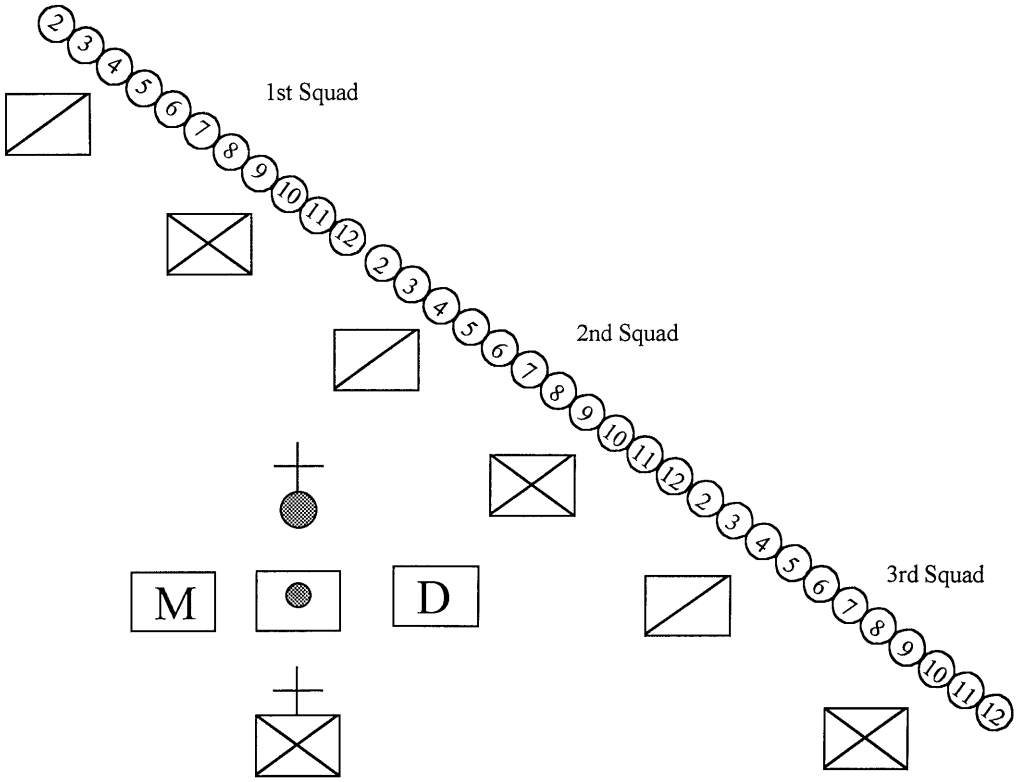
9.4.1. When reforming the flight from the line formation, the HQ section will establish a position to the rear of the flight providing sufficient room for the maneuver. The flight leader will give the preparatory command, “Flight rear facing, column formation” simultaneously with the rally hand and arm signal (raise right arm above the head with a counterclockwise circular motion). Control force members assume the port arms position. Squad leaders post on their number two control force members and do an about-face (face the HQ section). All number two control force members execute an about-face. All other control force members execute a facing movement toward their respective number two member. As the flight leader executes the command “Move!” he/she points to the assembly spot. The third squad leader commands “Follow me,” and posts to the position indicated by the flight leader while the remaining squad leaders command, “Stand fast.” In turn, as each squad clears the line formation, the second and then first squad leaders command, “Follow me” and post to the left of the preceding squad, dressing right. All squads halt automatically behind the HQ section and align right. The flight may then march away from the confrontation site. Should the flight leader wish to march the flight back in the direction of the confrontation scene, post the HQ section. The flight commander then commands, “Counter, march!” Refer to AFMAN 36-2203, *Drill and Ceremonies*, paragraph 4.16, for specific information.

Figure 9.2. Skirmisher's Line



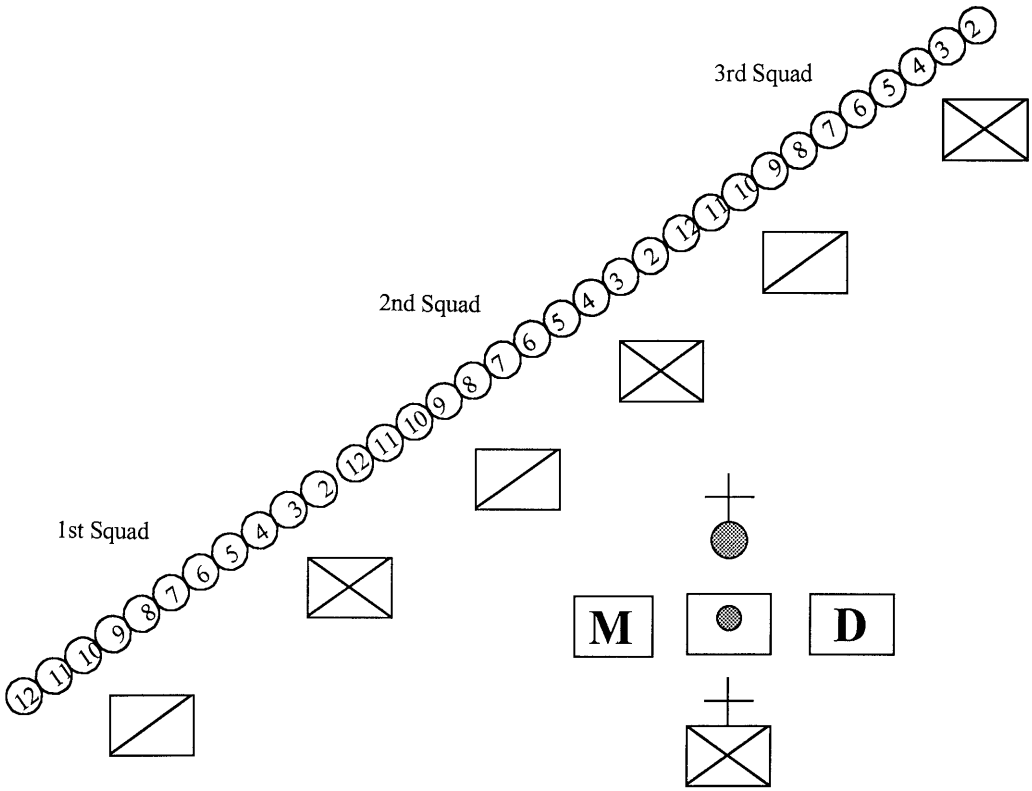
9.5. Flight Echelon Right (Figure 9.3.). The command for forming a flight echelon is, "Flight, echelon right, move." Immediately following the flight leader's preparatory command, the first squad leader commands, "Follow me," while the second and third squad leaders command, "Stand fast." On the flight leader's command, "Move," the first squad moves forward in single file forming a right echelon at the point designated by the flight leader. Once the first squad has cleared the flight, the second and third squad leaders respectively command, "Follow me." The squads extend the echelon established by the first squad left to right; number 2 control force member dresses off the number 12 control force member of the preceding squad. The disposition of a tactical support squad and reforming the flight are the same as for the skirmisher's line formation.

Figure 9.3. Flight Echelon Right



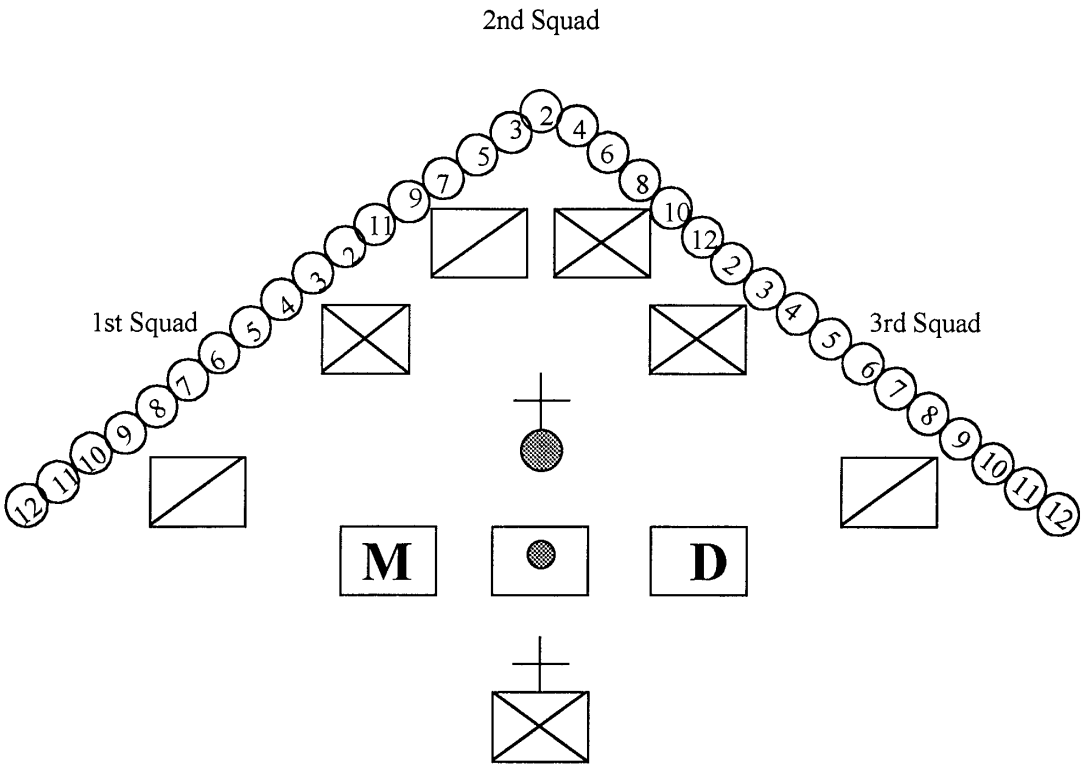
9.6. Flight Echelon Left. The command for forming a flight echelon is "Flight, echelon left, move." The element forms in the same manner as the echelon right, but in reverse order. The third squad is the base squad and the remaining squads extend the echelon right to left. The disposition of a tactical support squad and reforming the flight is the same as for the skirmisher's line formation

Figure 9.4. Flight Echelon Left



9.7. Flight Wedge. The command for forming the flight wedge is, “Flight, wedge, move.” After the flight leader’s preparatory command, the second squad leader commands, “Follow me.” On the flight leader’s execution command, the second squad moves out and executes a squad wedge (even numbered control force members align to the right, odd numbers to the left). The first and third squads extend the echelons left and right, respectively. The disposition of a tactical support squad and reforming the flight is the same as for the skirmisher’s line formation.

Figure 9.5. Flight Wedge



9.8. Flight Response to Riot Control Agents.

9.8.1. The flight may have to protect itself against the effects of chemicals, gas or pepper spray. If necessary, the commands and actions include:

9.8.1.1. Flight Leader: "Odd numbers, prepare for gas." The flight should halt.

9.8.1.2. Squad Leaders repeat: "Odd numbers."

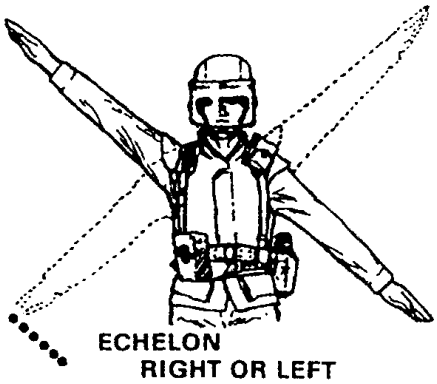
9.8.1.3. Flight Leader: "Move."

9.8.2. Flight Response. Odd numbered control force members should take two steps to the rear, place their baton under their right foot and kneel on their left knee. From this position, don the gas mask, pick up the baton and recover to the original position. After the odd numbered control force members have recovered, the flight leader will give the command for the even-numbered members to prepare for gas. The HQ/command section is the last to don and first to doff gas masks. **Figure 9.7. through Figure 9.11.** portray the response to gas sequence.

9.8.3. Recover from Gas. To recover from gas, the element leader commands, "Recover from gas." Reverse the procedure with the odd numbered members first (i.e., those that have been in the mask the longest).

Figure 9.6. Formation Hand and Arm Signals

LINE
Raise both arms from the sides until they are horizontal. The arms and hands should be extended with the palms down.



ECHELON
RIGHT OR LEFT
Extend one arm 45 degrees above the horizontal and the other 45 degrees below the horizontal. The arms and hands should be extended. The upper arm shows the direction of the echelon when the commander faces the troops.

WEDGE
Extend both arms downward and to the sides at a 45-degree angle. The arms and hands should be extended with the palms down and in.

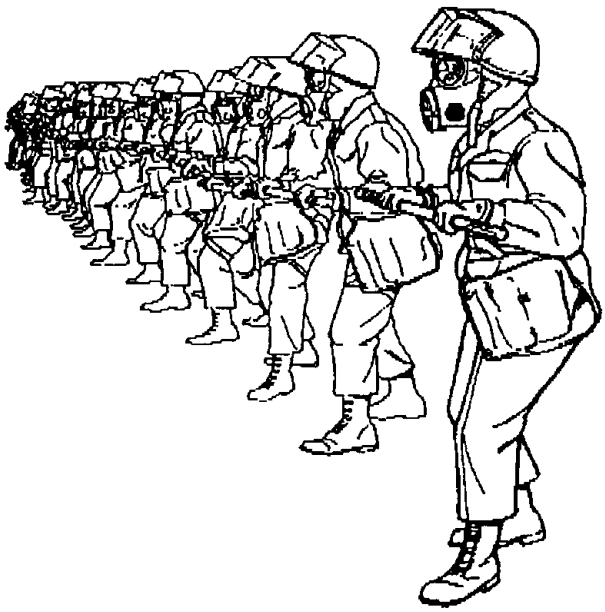
Figure 9.7. Flight Initial Response to Gas

Figure 9.8. Control Force Member Initial Response to Gas

Figure 9.9. Control Force Member Donning M17 Gas Mask

Figure 9.10. Control Force Member Prepared for Chemical Dispersions

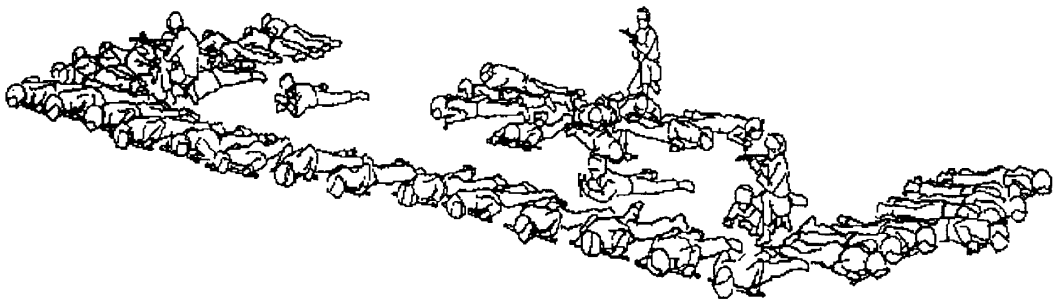
Figure 9.11. Skirmisher's Line Prepared for Chemical Dispersions—Quick Reaction Complete



9.9. Sniper Fire Immediate Actions. Should the flight receive sniper fire, any control force member detecting that fire will immediately command, "Sniper, sniper, sniper." All members of the flight will execute an immediate action drill: assume the prone position, face outward with heels flat on the ground, head to the side and baton under the chest **(Figure 9.12.)**. The squad leaders should draw their handguns and attempt to suppress any hostile fire. ***As a last resort, employ designated marksmen to counteract snipers. Deadly force is authorized only if all other nonlethal means will not work and the require-***

ments of AFI 31-207 are met. The designated marksman (or EST members) with scoped M-16 rifles provide cover fire for the flight from a position of cover to engage and neutralize the threat. Any control force member who can positively identify the threat should instantly communicate distance, clock position (12 o'clock being the formation's direction of travel) and a position reference to the command section (e.g., "sniper, 75 meters, two o'clock, second floor balcony"). This information will enable command to quickly neutralize the hostile weapons fire. When the danger is over, the flight leader will command the flight to recover. Flight members assume their original position.

Figure 9.12. Flight Countersniper Reaction



Chapter 10

MILITARY WORKING DOG EMPLOYMENT

10.1. Prologue.

10.1.1. Given the diverse nature of operations other than war, the MWD asset can be an unparalleled force multiplier. Properly employed, qualified canines offer:

10.1.1.1. Another nonlethal means to affect apprehensions.

10.1.1.2. Early detection of intruders.

10.1.1.3. Unparalleled means to control subjects resisting apprehension.

10.1.1.4. Improved search and clear capabilities (buildings, large open areas, and small confined spaces).

10.1.1.5. Focused tracking capabilities of fleeing or lost persons (limited*).

10.1.1.6. Scent detection of narcotics and explosives.

10.1.1.7. Strong visual deterrence of many criminal acts.

**The DoD Dog Training Center no longer teaches tracking. Units may identify canines with tracking potential and advance the training on a one-by-one basis, but it is no longer a required task item.*

10.1.2. It is critical to remember the responsibilities that come with the deployment of MWDs. Adequate kennel facilities are imperative to maintain health, sanitation and comfort of the dogs. Veterinary support should be coordinated. Likewise, handlers complete the MWD team. Dogs perform at their optimum with a handler who has worked with them. Training is most critical for civil disturbance operations. MWD teams, even more so than the control force, must receive constant, consistent, specialized training. ***Note:*** Civil disturbances may range from small peaceful demonstrations at a CONUS base main gate to large-scale migrant resettlement operations combating riots. The MWD is a valuable resource having tremendous utility.

10.2. MWD Types And Characteristics. The table below documents the general strengths and adaptations of the different MWDs.

Table 10.1. Attributes of Military Working Dogs

MWD TYPE	ATTRIBUTES
Patrol Dog	Controllable Attacks on command or to protect the handler
Drug Detector Dog	Dual role (drug and patrol) Detects marijuana, hashish, heroin, cocaine, methamphetamine and related substances
Explosive Detector Dog	Dual role (explosive and patrol) Detects various explosives

10.3. Civil Disturbance Operations. MWD teams provide a significant psychological advantage in mob situations. Typically, the presence of MWDs mitigates heightened tensions and dissuades mob leaders from planned violence or actual outbreaks. Employ MWD teams on the perimeter, in lateral support and attached to TAC squads in riot control situations. In most instances, MWDs provide a strong visual deterrent. Commanders involved in civil disturbance should request intelligence to determine the cultural and ethnic perceptions of canines and specific beliefs about MWDs. Informed commanders may use this information to adapt the MWD to the fullest potential. For example, in some migrant camps, our security force members discovered the strong psychological advantage derived from the MWD apparently was based on the migrants' belief that our MWDs were like the extremely aggressive sentry dogs common to their native country's armed forces.

10.4. Tracking Ability. Kennelmasters should advise element leaders/sergeants about MWDs with tracking abilities. When a tracking situation arises, on-scene personnel should immediately cordon off the area. A secure cordon will eliminate area contamination of extraneous and confusing scents. Take the dog to the last known location of the person to be tracked and allow the MWD to smell the area to identify the proper scent. Carry articles touched or worn by the individual(s) being tracked to occasionally reinforce the odor. To eliminate further track contamination, the MWD team always precedes the search party. While tracking, the dog may locate discarded items of evidence. There are other factors that may help or hinder tracking:

10.4.1. Time. Initiate tracking as soon as possible as success depends on available scent.

10.4.2. Ground Surface. An MWD will usually be more successful when tracking in grass and brush. Human scent adheres well to these surfaces. Paved and gravel areas along with overpowering scents like fertilizer, burned grass or spilled oil or gasoline impede a dog's ability to track.

10.4.3. Human Scent. Human scent remains longer on cool moist ground. Direct sunlight, extremely dry ground or excessive rain dissipate scents rapidly and makes tracking difficult.

10.5. Riots and Crowd Control.

10.5.1. Normally, MWDs are not used for direct confrontation with demonstrators. The presence of MWDs could aggravate a peaceful demonstration. During peaceful demonstrations, hold MWD teams in reserve and out of sight of the crowd. If the situation deteriorates, move MWD teams up to within

sight of the crowd but still well away from the front lines. Give consideration to employing MWD teams only when actual physical confrontation erupts. Once committed, use MWD teams as follows:

10.5.1.1. As a back-up/reserve force.

10.5.1.2. Integrated on the perimeter or dedicated laterally to channel protesters away from an area or resource.

10.5.1.3. To assist search and apprehension teams.

10.5.2. Employment.

10.5.2.1. When engaged in direct confrontation, keep MWDs on their leashes and allow biting only under specific circumstances authorized by the on-scene commander. Position other control force members at least 15 feet from MWDs. Do not release MWDs into the crowd. The frantic nature of a mob might confuse an MWD to:

10.5.2.1.1. Randomly bite multiple persons; or,

10.5.2.1.2. Aggressively bite the nearest, most active individual, which could be a control force member.

10.5.2.2. ***Positive control over every MWD in a civil disturbance setting is required.***

10.5.3. Riot Control Agents. In an open area, chemical riot control agents should not adversely affect an MWD's capability to act as a psychological or physical deterrent. However, handlers must watch their dogs closely under such conditions. If an MWD shows any signs of distress, remove the canine immediately from the area and have it examined by a veterinarian as soon as possible.

10.5.4. Support Duties. In large areas such as open fields, position MWD teams on the outer perimeter to contain the crowd while control forces move dissidents, make apprehensions or disband crowds. Post MWDs around holding areas and processing centers to deter the escape or liberation of prisoners. Use MWD teams to assist teams in apprehending and removing specific individuals within a group of demonstrators. In this role, use the MWD team to protect members of the apprehension team, not to effect the apprehension. Exercise extreme caution in these situations. The MWD could become extremely excited and agitated, and could mistakenly bite a member of the apprehension team.

Chapter 11

COMMAND AND SUPPORT FUNCTIONS

11.1. Leadership. Civil disturbance operations tax the individuals and leadership of the control force. The very complex nature of disturbances, coupled with the fact we simply do not deal with these situations on a day-to-day basis, requires specialized, precise training. Unit commanders must be aware of these challenges and provide thorough leadership training. Review basic military leadership as a starting point.

11.2. Span Of Control. The primary objective in any control force operation is disciplined, controlled application of the minimal force necessary to maintain law and order and protect life and resources vital to national security. Sound leadership is key to meeting this objective. Unlike day-to-day missions, including base defense, the psychological stress and intensity of physical, hand-to-hand fighting reduce effective leadership in proportion to the size and intensity of mob violence. As violence escalates, every subordinate element commander's span of control will diminish. Close supervision is imperative as disturbances escalate. Common indications of over-extended leadership (i.e., losing span of control) include poor decisions that may manifest into improper or worse yet, criminal conduct on the part of control force members. Left unchecked, element discipline could deteriorate to collapse--this is when illegal control force acts begin to occur. Commanders must preplan. Prepare contingency plans to radically increase element leadership and supervision as the size and scope of violence increases. Leadership factors effecting span of control include:

11.2.1. Experience and training of the leader.

11.2.2. Experience and training of the subordinates.

11.2.3. Effective communication between leaders and subordinates.

11.2.4. Time available for the element to interpret and put the leader's decisions into actions.

11.2.5. Distance separating leader and subordinates.

11.2.6. Complexity of the operation.

11.2.7. Physical and mental preparedness of the leader and team.

11.2.8. Operating climate, environment and terrain.

11.3. Rules Of Engagement. Rules of engagement (ROE) are established so individual airmen have a precise concept of what they can and cannot do under specific circumstances. Whether at home station or deployed, security forces are subject to numerous laws, codes or agreements that may affect the conduct of a given mission. Each area of responsibility has unique requirements. Planners and commanders must ensure they are aware of all legal limitations affecting forces and what plans address and alter these legal limitations. ROE identify these changes. For example, federal forces deployed within the US or its territories are restricted from enforcing civil law due to the *Posse Comitatus Act*, except under martial law. US forces deployed to a foreign nation are subject to the law of that nation, international law, as well as the Uniform Code of Military Justice. These limitations may involve everything from the number of troops allowed in country (troop ceiling) to authorization to operate a motor vehicle. Status of forces agreements may preclude certain forces or weapons because of population density or host nation forces already in place with similar missions assigned. For example, military alliances such as NATO have agreements that

specify standard operating procedures for all alliance partners. The United Nations provides specific charters for operations sanctioned by them. Planners must be intimately familiar with all these factors when developing plans. ***Insist on specific ROE from the chain of command.*** Remember, Air Force intelligence obtains classified ROE that pertain to pilots, so when requesting ROE ensure to ***ask specifically for ground ROE.*** The impact of effective planning will be immediate. Peacetime or contingency operations require flexibility when planning how and where to use control forces. Civil disturbance situations may arise quickly and require swift response. Deployment location, support availability and specific mission may have to be determined as the situation unfolds. In summary, the US military has the potential to perform a myriad of roles outside the parameters of war, i.e., operations other than war, which are often modified by ROE. Under the best circumstances, ROE can be challenging. Lack of planning may make certain operations impossible.

11.4. The Mobile Support Force (MSF). The MSF provides on-scene resupply, subject identification, a processing unit and an emergency holding facility so control force teams, particularly apprehension teams, can quickly return to their duties. Establish this unit out of view of the crowd, but close to the scene. The MSF may incorporate or colocate with the on-scene command post (CP) provided there is no disruption of the CP functions. Design mobility into the MSF to permit relocation if the disturbance shifts to another location.

11.5. Logistics.

11.5.1. Restrict personnel and the kinds and amount of equipment on hand to what is necessary. Mission preplanning is essential. Front-line law enforcement agencies that have considerable experience with response planning have adopted flowcharts and equipment lists for a full spectrum of civil disturbance situations. Commanders must convene, well in advance, a panel of subject matter experts in the areas of law enforcement, security and corrections to ascertain:

11.5.1.1. What situations are likely at base/location X? ***And for each situation:***

11.5.1.1.1. How many apprehensions are expected?

11.5.1.1.2. What are the best and worst case apprehension, threat and violence scenarios?

11.5.1.1.3. How many troops are needed per subject for crowd control, mob violence and apprehension?

11.5.1.1.4. What is the likely duration of the situation?

11.5.1.1.5. What coordination/support will local law enforcement provide (if applicable)?

11.5.1.1.6. What other base agencies will be involved and/or provide sustainment support?

11.5.1.1.7. What directives from the installation commander must be incorporated into the plans and flowcharts?

11.5.1.1.8. Has Staff Judge Advocate (SJA) prepared/approved interim or specific barment letters approved by the installation commander?

11.5.1.1.9. What will the apprehension process involve? Will detainees be debarred and released or formally charged and released to civil law enforcement authorities?

11.5.1.1.10. Based on a thorough planning process, what resources are necessary to ensure an effective operation?

11.5.2. Personnel. Minimize the personnel composing the MSF. The team should include:

11.5.2.1. An armed OIC for squadron-size employments or larger; otherwise, an armed NCOIC.

11.5.2.2. One armed security person for every ten detainees in a secure holding area or one armed security person for every five detainees in a non secure area.

11.5.2.3. One administrative person for every ten detainees.

11.5.2.4. A still/video camera person.

11.5.2.5. One driver for every 44-person flight deployed.

11.5.3. Equipment. Basic equipment should consist of a step van or similar vehicle that would adequately hold:

11.5.3.1. A variety of cutting tools (to free demonstrators that have chained/cabled themselves to an asset).

11.5.3.2. Forced-entry equipment.

11.5.3.3. Spare helmets, body armor, face shields, and body shields.

11.5.3.4. Spare batons.

11.5.3.5. Spare pepper spray canisters.

11.5.3.6. Spare munitions (e.g., smoke and M-9/M-16/M-870 ammunition).

11.5.3.7. Portable/mobile radios, spare batteries and operating charger(s).

11.5.3.8. Battery-operated illumination.

11.5.3.9. Restraining devices (like flex-cuffs) and cutters for removing the cuffs.

11.5.3.10. Instant developing camera.

11.5.3.11. Hand-operated ferrous and nonferrous metal detectors.

11.5.3.12. Laptop/portable computer loaded with appropriate software to process detainees.

11.5.3.13. Administrative materials (interim barment letters, incident reports or appropriate worksheets).

11.5.3.14. Administrative supplies.

11.5.3.15. Evidence collection kits.

11.5.3.16. Video camera

11.5.3.17. First aid kit.

11.5.3.18. Secure storage lockers for weapons and munitions.

11.6. Processing Actions.

11.6.1. Conduct a simple frisk when a subject is turned over to the MSF and confiscate all contraband. Place all weapons or contraband in a sealed, marked evidence container. Process all contraband as evidence and maintain the chain of custody. If contraband is later needed as evidence, it may be inadmissible in court if the chain of custody has been broken. Complete a subject identification sheet and

place this sheet into the evidence containers with the contraband. Tag all items for complete identification. Sound identification practices ensure the correct people receive their property upon release. Photograph each detained subject and staple the photograph to the identification information sheet. Place both in the evidence container. Use this documentation later for full reports. Administrative personnel will complete the AF Form 3545, *Incident Report*, or a locally devised worksheet enabling personnel to complete the AF Form 3545 at a later time. Transport the subject to and secure in the detention area. The detention facility must include:

11.6.1.1. Search areas.

11.6.1.2. Separate incoming holding areas for men and women.

11.6.1.3. A processing area.

11.6.1.4. Separate holding areas for men and women who have committed misdemeanors.

11.6.1.5. Separate holding areas for men and women who have committed felonies or are violent.

11.6.1.6. A secure property/evidence room.

11.6.1.7. An administrative records area.

11.6.1.8. A medical unit.

11.6.1.9. Latrine facilities.

11.6.2. Facility operation plans must, at a minimum, address medical, sanitation and sustained operations. Emergency plans need to address fire, internal disturbances, facility external defense and internal security. As the situation grows, so shall the number and kinds of operating plans. A commander's best resource is trained corrections personnel to set up and run a detention facility.

11.6.3. Photography. There are many sound reasons for photographing (still and video) individuals and actions at the scene. Photography provides a specific time reference to document actions in precise detail. Pictures also help refine training techniques, identify disturbance leaders or agitators and provide evidence to support prosecution. Photographing often deters some people from violent acts and/or outrageous behavior. Take photographs of both rioters and control force members for later use in court. Have the photographer keep a detailed log of all pictures taken. The log should include who, what, when, where, why and how.

11.6.4. Communications. The capability to effectively communicate is essential to all operations involved in controlling crowds, and especially quelling disturbances. Effective communication between the scene, MSF and operations headquarters is vital. Situations may require an on-scene command post. Establish a firm chain of command and allow information to flow through that chain for action and coordination.

11.6.5. Written Procedures. Establish written procedures (e.g., checklists, flowcharts, grid maps, proclamations, references, response plans and operations orders) for all potential operations. Identify and prioritize potential threat areas. Use the 5-paragraph format contained in AFH 31-302, *Air Base Defense Collective Skills*, when developing operations orders, modified as necessary to meet civil disturbance requirements. When preparing a civil disturbance plan, draft a dispersal proclamation to read to the group, informing the crowd about avenues of escape and a specific time to disperse. Make the time limit realistic to the situation and avoid granting extensions. Have the SJA review and approve all proclamations before use.

11.7. Medical Services.

11.7.1. Emergency medical attention must be available for military and civilians. However, medical support for civilians should be provided by civilian medical facilities. Civilians may use military medical facilities only to prevent undue suffering or loss of life or limb. Plans must provide for qualified medical personnel, air and ground ambulance service, medical facilities, medical supplies, medical evacuations and casualty reporting. Factors to consider for medical facilities include location, sources of power and water, and sanitation facilities. Existing medical facilities, military and civilian, can be used whenever practical. Consider establishing an memorandum of understanding/memorandum of agreement with local medical facilities, when necessary, to ensure medical support is available as needed.

11.8. Media Relations.

11.8.1. Normally, whenever federal forces respond to a disorder, media interest is generated. In a disturbance area, the public is directly affected by actions taken individually and collectively by military personnel. Similarly, the public outside the area has an intense interest in events taking place within the area. Press interest in most cases will be high. Unless timely, accurate information is furnished, the press will be forced to rely on speculation and rumor.

11.8.2. The responsibilities of all military personnel with regard to media contact must be made clear. Military personnel must be informed that they must treat media members with courtesy and respect. They must also be cautioned to not make any comments concerning upcoming or active civil disturbances and unit missions, even if told their remarks will be “off the record.” When approached, service members should refer inquiries to the public affairs officer (PAO).

11.8.3. The commander must anticipate media contact. Plans must include the clearance of all news releases through the Assistant Secretary of Defense for Public Affairs, the on-site public affairs chief or a higher authority, whichever is appropriate. Procedures must be established for confiscating film and videotape of prohibited areas. Both the PAO and the SJA must review the procedures to ensure the ability of the media to gather and report news is not unduly restricted.

11.8.4. To help media relations, plans must also include:

11.8.4.1. Procedures for furnishing authorized media members with press passes to facilitate their passage through police lines and military checkpoints. News media members must be allowed freedom of movement as long as they do not interfere with control force operations.

11.8.4.2. Standard operating procedures for coordinating press requests to cover operations in the disturbance area, including furnishing military escorts.

11.8.4.3. Establishment of a newsroom by the task force PAO. The newsroom can be used for periodic press briefings and furnishing the media with fact sheets and other background data concerning the operation.

11.8.4.4. Regular news conferences and periodic briefings. They should be held so senior civilian and military officials can provide timely, accurate information and the media has an opportunity to question senior commanders. When it is practical, the commander should consider allowing the media to accompany senior officials on tours of the affected area.

11.8.4.5. News releases concerning civil disturbance operations and instructions for public cooperation.

11.8.4.6. Liaison and coordination with local civilian public affairs officials and information agencies. This simplifies the exchange of information, ensures the information's accuracy and generally aids the newsgathering effort.

11.8.4.7. Setting up a rumor control center. A rumor control center helps reduce the adverse effects of misinformation.

11.8.5. Appropriate operating procedures and command guidance must be issued *in writing* to prevent the release of information that is potentially harmful to the military mission. Members of the news media must be clearly informed of the location of prohibited areas that may not be photographed or videotaped and restricted areas where they must have proper escort. If security force personnel must detain or apprehend members of the media for entering restricted areas without proper authorization or for trying to film or videotape prohibited areas, they must notify their leaders immediately. Operating procedures should include the locations of newsrooms and the access control procedures for restricted areas. In most instances, the media will not be furnished communications or transportation, nor will a press center be set up in the disturbance area. However, a newsroom should be set up. The media should be afforded the use of tables, chairs, typewriters and other equipment associated with a newsroom operation when this does not interfere with control force operations. If the military is the only source capable of providing communications support, such support will be provided, if possible. However, prior arrangements must be made for reimbursement.

CHARLES F. WALD, Lt General, USAF
DCS, Air and Space Operations

Attachment 1

GLOSSARY OF REFERENCES AND SUPPORTING INFORMATION

References

AFI 10-802, *Military Support to Civil Authorities*

AFI 31-101, *The Air Force Installation Security Program*

AFI 31-207, *Arming and Use of Force By Air Force Personnel*

AFMAN 10-100, *Airman's Manual*

AFMAN 31-222, *Security Forces Use of Force Manual*

AFMAN 36-2203, *Drill and Ceremonies*

AFH 31-302, *Air Base Defense Collective Skills*

AFH 31-305, *Security Police Deployment Planning*

DODD 3025.12, *Military Assistance for Civil Disturbances*

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Posse Commitatis Act

Army FM 23-30, *Grenades And Pyrotechnic Signals*

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USC, Title 10

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C-5210-41M, *Nuclear Weapons Security Manual/Air Force Supplement*

18 U.S.C. 1385

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Civil Disorders Act of 1968

AF Form 3545, *Incident Report*

Abbreviations and Acronyms

AFI—Air Force Instruction

AFH—Air Force Handbook

AFMAN—Air Force Manual

AFOSI—Air Force Office of Special Investigations

AFSFC—Air Force Security Forces Center, Lackland AFB, TX

CP—Command Post

CSF—Chief of Security Forces

DoD—Department of Defense

FM—Field Manual

EST —Emergency Services Team

HQ—Headquarters

JIT—Just In Time

MOOTW—Military Operations Other Than War

MSF—Mobile Support Force

MWD—Military Working Dog

NATO—North Atlantic Treaty Organization

NEO—Noncombatant Evacuation Operation

NLW—Non-lethal Weapons

NSN—National Stock Number

PAO—Public Affairs Office

ROE —Rules of Engagement

ROTC—Reserve Officer Training Corps

SF—Security Forces

SJA—Staff Judge Advocate

TAC—Tactical

U.S.C.—United States Code

UTC—Unit Type Code