

# Condensed Room Entries: Exerpts from FM and other sources... Techniques, Tactics, Principles and Considerations

## High Intensity Verses Precision Clearing Techniques:

standard high-intensity room clearing drills can be thought of as a deliberate attack. The task is to seize control of the room with the purpose being the neutralization of the enemy in the room. The deliberate attack (high-intensity techniques), with its devastating suppressive and preparatory fires, neutralizes everyone in the room and is less dangerous to the assaulting troops.

Precision room clearing techniques are used when the tactical situation calls for room-by-room clearing of a relatively intact building in which enemy combatants and noncombatants may be intermixed. They involve increased risk in order to clear a building methodically. (precision techniques) conserves ammunition, reduces damage, and minimizes the chance of noncombatant casualties. Unfortunately, even when well-executed, it is very stressful and hazardous for friendly troops.

## PRINCIPLES OF PRECISION ROOM CLEARING

a. Surprise. Surprise is the key to a successful assault at close quarters. The fire team or squad clearing the room must achieve surprise, if only for seconds, by deceiving, distracting, or startling the enemy. Sometimes stun grenades may be used to achieve surprise. These are more effective against a non-alert, poorly trained enemy than against alert, well-trained soldiers.

b. Speed. Speed provides a measure of security to the clearing unit. It allows soldiers to use the first few vital seconds provided by surprise to their maximum advantage. In precision room clearing, **speed is not how fast you enter the room, rather it's how fast the threat is eliminated and the room is cleared.**

c. Controlled Violence of Action. Controlled violence of action eliminates or neutralizes the enemy while giving him the least chance of inflicting friendly casualties. It is not limited to the application of firepower only, but also involves a soldier mind-set of complete domination. Each of the principles of precision room clearing has a synergistic relationship to the others. Controlled violence coupled with speed increases surprise. Hence, successful surprise allows increased speed.

## 11 FUNDAMENTALS OF PRECISION ROOM CLEARING (More Principles at end of doc)

- 1.) Move tactically and silently while securing the corridors to the room to be cleared.
- 2.) Carry only the minimum amount of equipment. (Rucksacks and loose items carried by soldiers tire them, slow their pace, and cause noise.)
- 3.) Arrive undetected at the entry to the room in the correct order of entrance, prepared to enter on a single command.
- 4.) Enter quickly and dominate the room. Move immediately to positions that allow complete control of the room and provide unobstructed fields of fire.
- 5.) Eliminate all enemy in the room by fast, accurate, and discriminating fires.
- 6.) Gain and maintain immediate control of the situation and all personnel in the room.
- 7.) Confirm whether enemy casualties are wounded or dead. Disarm, segregate, and treat the wounded. Search all enemy casualties.
- 8.) Perform a cursory search of the room. Determine if a detailed search is required.
- 9.) Evacuate all wounded and any friendly dead.
- 10.) Mark the room as cleared using a simple, clearly identifiable marking in accordance with the unit SOP.
- 11.) Maintain security and be prepared to react to more enemy contact at any moment. Do not neglect rear security.

Situation and Environment should dictate methodology... Limited or Dynamic

Conducting room entry training: You must train for Worst Case Scenario

Fundamentals 1<sup>st</sup>, then leading to more complex elements

- Dedicated armed OPFOR, who is oriented toward the door and waiting for you to enter into the room.
- If you are not training for worst case, then you are setting yourself up for failure.
- Train as if the OPFOR is at the same, if not better tactical skill level as you

Other Scenarios:

- OPFOR armed/unarmed, alert/not alert, aware/unaware of presence, oriented/not oriented to entry point, active shooter oriented/non-oriented, presence of civilians/hostage..
- Team entry to structure planned/unplanned, stacked/unstacked, covered by overwatch/uncovered
- Team objectives life intervention/non intervention (seeking cover), whole building search/partial building search, Multiple team elements/single element....

### **The Fatal Funnel**

Doorways are fatal funnels the instant you are in the threshold. Otherwise they should be considered corners.

Hallways are more of a Fatal Funnel than a doorway.

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### **General Tactics and Entry/Coverage Types:**

**Limited:**

**Dynamic:**

- 1. Zone Based**
- 2. Linear**
- 3. Threat Based**

**Principle Based: Is the convergence of all of the above entry types and will be discussed at the end.**

### **Room Entry Types: Limited**

Limited:

- Limited: a Non Intervention (non lifesaving) method. Exposing a small portion of your body and weapon past the threshold of a doorway to clear the “Deep” Corner.
- Limited entries are non committed entries, meaning that the entire body is not ‘dedicated’ to the room, and allows withdrawal.
- Pieing

### **Limited Entry Tactics:**

**Pie: Slow Pie- Dynamic Pie**

Slow Pie: Thunder Ranch Style. Cutting slice of corner in methodical manner.

Dynamic Pie: Pieing under constant movement, lateral to threshold or parallel to threshold opening.

Employed method dictated by threat and environment....

## **Dynamic**

### **Room Entry Types: Dynamic (Stacked or Stackless)**

#### **The STACK**

- Stay off the Walls
- Have clear Communication methods in place (see comm section)
- Weapons down (better to get shot in the foot than back of the head)
- Indexed until clearing the threshold

#### **Entry Rules**

- The Number 1 man IS NEVER WRONG!
  - AGAIN the #1 Man is NEVER WRONG!
  - If you decide to breach the room- you cannot stop or egress.
  - Meter in Meter out
  - TRUST YOUR TEAM MEMBERS (fields of fire, threat coverage, 360 coverage)
  - ALLOW NOTHING to prevent every breaching member from entry
  - ALLOW nothing to prevent breaching member from getting to their area of responsibility, which will be dependent on what tactics are employed.
  - Dominate. Internal cool, External fury.
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#### **Zone Based: (2,3,4 man)**

+ Saturation, domination

- zoning can create tunnel vision

- if there is a dedicated OPFOR in the 10% then 1 and 2 will be on his 6-12 line. Confronting an armed suspect on that line is tactically unsound

If employment of Limited is used, then there is less of a need for additional persons, only the 10% regions are left. Utilizing a full zone based 4 man entry = wasted resources.

#### **Responsibilities:**

1- Point, Hard Corner (deep corner) communicates to team by actions or commands necessary changes (shifts, short room, decides flow and rate of... Field of Fire Corner to Front

2- hard corner, field of fire corner to front

3- Follows 1's path, Field of fire from center to corner

4- follows 2's path, Field of fire from center to corner, can also provide rear security

#### **Methods:**

Buttonhook:

Crisscross:

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#### **Linear:**

Mixture of Zone and Threat.

Entry is straight through the threshold in a linear fashion.

Employs points of domination as zone based does.

#### **Responsibilities:**

1- center, straight in moving forward and takes L or RT. Field of fire covers 100% to 0% of wall.

Movement continues to 100% of room depth to make way for others.

2- Follows 1 movement in linear fashion, but takes opposing coverage

3- Follows movement, takes #1 field of fire

4- Follows movement, takes #2 Field of fire

## **Threat Based:**

More Fluid Dynamic room entry tactic.

No set formations or “point of domination” positions

Everyone in room is considered threat.

- + good for dealing with people immediately instead of zones within room
- If more people are present than operators...
- tunnel vision due to threat focus and lack of awareness outside of operator’s immediate ‘threat’

## **Responsibilities:**

All entering operators go towards the 1<sup>st</sup> person they see.

Additional ‘non committed’ operators can cover rear, zone, other potential threats

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## **Principle Based Room Entry**

Zone and Threat tactics utilize some principles while ignoring others.

Principle based entries use all principles that most tacticians would agree are sound principles.

Many tactics exist for each principle. EX: clearing the deep corner is a principle. Limited entries, buttonhook, ballistic shields, mirrors, cameras are the various tactics to apply to the principle.

Some tactics work great for some situations and environments but not in others.

Sticking to the Principles allows the modification of tactics on the fly based on environment and situation.

## **Responsibilities/ Principles:**

- Must be a clear leader (point man) for each room entry. All others supports the point man
- Clear as much of the room from the outside, prior to entry.
- It’s not how fast you enter the room... it’s how fast you see the target.
- Prioritize the threat- Immediate threat (armed) vs. potential threat (unarmed)... and then there is the unarmed, ‘deer in headlights’ look.... Point: Train extensively for multiple target engagements AND Target discrimination.
- Move into the known, not the unknown. Choose the path of least resistance.
- Be a hard target. Stay moving until you determine there is no threat in the deep corner.
- Form triangulation on suspects ASAP.
- Priority of search: Bodies, Doors, Hides .. in that order....
- There is a difference between room entry, and room clearing
- NO PRINCIPLE OR TACTIC IS 100% safe.

## **Individual skills:**

- Slow is Smooth and Smooth is Fast
- Upper Body at 100% and STABLE (analogy of Abrams Tank)
- Lower Body Controlled
- Move heel Toe
- Learn to keep stack tight, body contact is a must (allows faster team entry and helps prevent complete cycle of OPFOR OODA processes)
- Usage of primary and secondary in CQ environments
- Transitions in CQ room environments
- Speed of target acquisition and sweeps.