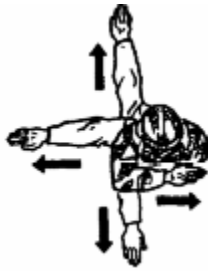


Signals illustrated with a single arrowhead indicate that the signal is not continuously repeated; however, it may be repeated at intervals until acknowledged or the desired action is executed. Signals illustrated with double arrowheads are repeated continuously until acknowledged or the desired action is taken. Signals are illustrated as normally seen by the viewer. Some signals are illustrated in oblique, right angle, or overhead views for clarity.

## SIGNALS FOR COMBAT FORMATIONS AND BATTLE DRILLS

Leaders of dismounted units use arm-and-hand signals to control the movement of individuals, teams, and squads. These signals are used by infantry and also by combat support and combat service support elements organized for infantry missions.



DISPERSE



ASSEMBLE/RALLY



FOLLOW ME, OR COME FORWARD



FIX BAYONETS



DOUBLE TIME



QUICK TIME



ENEMY IN SIGHT



TAKE COVER



WEDGE



VEE



LINE



COIL



ECHELON LEFT



ECHELON RIGHT



COULUMN

## PATROLLING ARM-AND-HAND SIGNALS

Patrolling is conducted by many type units. Infantry units patrol in order to conduct combat operations. Other units patrol for reconnaissance and security. Successful patrols require clearly understood communication signals among members of a patrol



MAP CHECK



PACE COUNT



RADIO OPERATOR FORWARD



HEAD COUNT



DANGER AREA



FREEZE

## SIGNALS TO AIRCRAFT

With the introduction of the airplane and helicopter to the combined arms team, a new requirement for communication was added to the battlefield. Ground troops and air forces need to communicate. There will be times when radios cannot be used and visual signals must be used. Therefore, systems of standard visual signals have been developed to allow ground-to-air communication. These systems include arm-and-hand signals used by ground forces to direct helicopters in direct support; devices that can be used to communicate with aircraft; and ground-to-air emergency signals and codes.



ASSUME GUIDANCE



MOVE UPWARD



MOVE UPWARD



MOVE REARWARD



MOVE AHEAD



SPOT TURN



MOVE LEFT



MOVE RIGHT



DO NOT LAND



LAND



STOP



CUT ENGINES