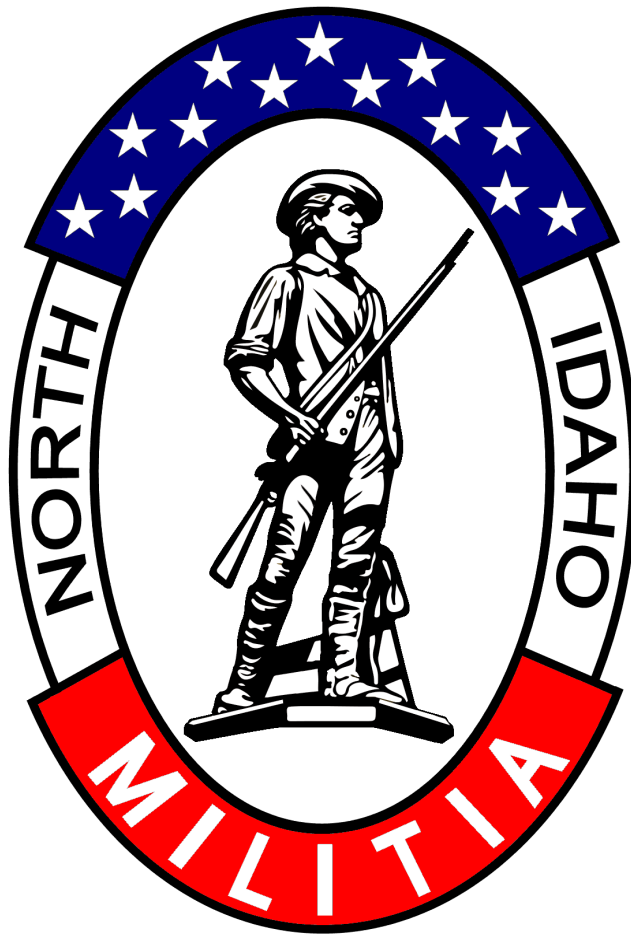


Standards & Principles of the North Idaho Militia



“Protecting Freedom Since 1774”

by the North Idaho Militia

2nd Edition, 20 May, 2018

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Who can join

The Idaho Constitution mandates that all militia members be 18 years or older in order to volunteer for a militia unit. Younger members are encouraged to attend but must be accompanied by a parent or guardian. Membership will be denied to anyone who is a felon, has ever been adjudicated as a mental defective, a member of any hate group, racist, moral reprobate, socialist, communist, anarchist, or a provocateur.

General membership in the militia is open to all lawful citizens of Idaho, ages 18 and up. There shall be no discrimination due to race, sex, national origin or physical characteristics. Membership is voluntary.

All prospective members shall be required to give their name, date of birth, address, contact information, next of kin and general information detailing prior military experience and/or other such skills as may be utilized by the militia. All such information shall be kept private under all circumstances and shall be used for no other purpose.

Congratulations on your decision to stand with the North Idaho Militia!

According to the U.S. Constitution, Federal Law, nearly all state constitutions and state code, all male citizens ages 18-45 years are members of the militia. According to Anglo-Saxon Common Law, and the laws and customs of the American Colonies before our separation from the British Empire, all males (and even females during an actual emergency) between the ages of 16 and 60 were considered members of the militia. So the militia, like your God given rights, existed before the United States government was formed. And as such, you are already a member of the militia, by statute and by God-given right.

The Geneva Conventions set forth the conditions for the recognition of legitimate militia organizations...

ANNEX TO THE CONVENTION : Regulations respecting the laws and customs of war on land.

-Section I : On belligerents

-Chapter I : The qualifications of belligerents

-Article 1. The laws, rights, and duties of war apply not only to armies, but also to militia and volunteer corps fulfilling the following conditions:

1. To be commanded by a person responsible for his subordinates;
2. To have a fixed distinctive emblem recognizable at a distance;
3. To carry arms openly; and
4. To conduct their operations in accordance with the laws and customs of war.

In order to fulfill these conditions we ask you to do the following:

- Obtain a suitable uniform and purchase the appropriate rank and insignia patches (see “Standard Uniform” page 30 for more info.)
- If you have experience and feel it would benefit others in the militia, please step up and ask to be considered for an officer position. After consideration by your fellow militiamen, they will hold a vote and, if accepted, you will be given a rank suitable to your talents. If you do not have any beneficial experience or do not wish to lead, then you must agree to accept the orders of those above you in rank. All ranks are voted on by the men below them. This is not regular army, militiamen cannot be threatened with court martial to make them obey orders, they must trust and respect the men who wish to lead them.
- When participating in any militia activity, you will openly bear only legal arms and accessories. When in active service, if called up by your Governor, you will obey the laws of war.

We are not a private militia or private para-military group. We are citizens of the state of Idaho who are simply exercising our rights, to bear arms and peacefully assemble, to train and network with other patriotic Americans, in order that we might be a “well-regulated militia” if the time ever comes when we are called upon to defend our County, State, Nation and U.S. Constitution “against all enemies, foreign and domestic.”

Training -

Training days will determined by the Battalion Commander, a list of gear needed will be provided by your local XO.

For the time being, we have settled on two quality field manuals to use for training so that we're all on the same page, so to speak.

- The first is “Light Infantry Tactics for Small Teams” by Christopher E. Larson.
- The second is the “Ranger Handbook”.

Statement of Ethics/Mission Statement

Statement of Ethics -

It is the duty of the citizen's militia to protect and defend the unalienable Rights of all members of the community. Under no circumstances will the militia tolerate those who advocate acts of criminal violence, terrorism or a change away from our republican form of government; nor will it support any specific political party or candidate, nor espouse any particular religious denomination or doctrine. All members must understand the duties and obligation of both citizens and government under the United States and Idaho's constitution.

Mission Statement -

The members of the unorganized militia shall ever stand, as have our forefathers before us, first to God, from Whom we acknowledge the Authority of all Rights, and all the blessings of governments and to the state of Idaho.

We therefore pledge:

- To promote and defend the unalienable God-given rights of all citizens, regardless of race, sex or national origin, as is expressed in the Idaho constitution and the Bill of Rights of the U.S. Constitution.

- To promote and defend the principles of just government bequeathed to us by our forefathers to wit, that the principle of the Tenth Amendment shall stand inviolate, as history has shown that the greatest system of checks and balances exists with the people and their states to check the powers accrued by the federal government.

- That the integrity of the courts, be they local, State or federal, shall remain honorable providing that they shall respect and uphold the rights of the citizens of Idaho, including but not limited to, upholding the due process of law, and to preserve the right of trial by jury, and to obtain immediate judicial review of cases wherein abuse of basic Constitutional rights are questioned.

- That all power is inherent in the people, and all free governments are founded on their authority, and instituted for their Life, Liberty, and Property; for the advancement of those ends they have at all times an unalienable and indefeasible right to alter, reform, or abolish the government in such manner as they may think proper.

- That government being instituted for the common benefit, the doctrine of nonresistance against arbitrary power is absurd, slavish, and destructive of the good and happiness of mankind.

- That all just government is servant of the people who have instituted it; that the people should never by force, nor coercion, be obliged to anything styled as "law" which has not been promulgated by their duly elected representatives; nor any as may be promulgated by them to bear conflict to the rights of the people, so that no government shall be made master of the people.

- To promote and propagate the militia as a well regulated (trained and prepared) organization, knowledgeable in historical precedent and current affairs, that is composed of common citizens.

- To develop a cohesive and competent command structure.

- To train our members in the many disciplines necessary to the function of the militia as a whole and to the members individually.

- To educate our members in areas of history, law and principle as compiled in the experience and records of our forefathers.

- To keep informed our members, and all citizens, of events Local, State, National and global that threaten to imperil our traditional Constitutional rights, or such as may imperil the sovereignty of our Nation by the undue influence of those who have forsaken their loyalty to our Nation, and to the principles upon which it was founded.

- To repel foreign aggression and invasions, by preparing and training for defense and by our encouraging and showing reason why all citizens should stand stoutly against socialism, fascism, communism, humanism, and all forms of tyranny.

- To suppress domestic insurrections and violence by supporting and assisting the appropriate Officers of the Law in upholding and maintaining law and order in accordance with such Local, State, and Federal statutes and laws that do not present jeopardy to our God-given rights as acknowledged in the U.S. Constitution, among others (see Amendment 9, Constitution of these United States).

Duty and Code of Conduct

1. I am a citizen of Idaho serving in the unorganized militia. I am prepared to give my life to guard and protect my homeland, our common law rights and liberties, and our way of life. This service is a duty of my citizenship.
2. I will keep and maintain the uniform, equipment, and weaponry necessary to perform the duties prescribed for the militia, and will be prepared to mobilize quickly.
3. I will never forget that I am a citizen of Idaho, and through her, of these United States. I am responsible for my actions and dedicated to the principles that made this country free. I will strive to lead an exemplary life and never, by action or statement, bring discredit to the militia, my country, or my fellow countrymen.
4. In all cases I shall endeavor to inform and urge all citizens to return to the Constitutional Republic our forefathers envisioned.
5. I will stand by, or come to the aid of, my brothers of the militia with whatever means necessary and without question or concern for my own well-being; to ensure due process of law as stated in the Constitution.
6. I will never misuse my position in the militia for financial or personal gain; nor will I engage in any activity subversive to the militia.
7. I will never surrender of my own free will. If in command, I will never surrender the members of my command while they have the means to resist.
8. If captured, I will continue to resist by all means possible. I will make every effort to escape. I will accept neither parole nor special favors from the enemy.
9. Should I become a prisoner of war, I am bound to give only my name, rank and date of birth. I will make no oral or written statements disloyal to the United States and its citizens or harmful to their continued struggle for liberty and freedom.
10. Should I become a prisoner of war, I will keep my faith with my fellow prisoners and accept no favors from the enemy. I will give no information, nor take part in any action, that might be harmful to my comrades. If I am a senior I will take command. If not, I will obey the lawful orders of those appointed over me and will support them in every way.

General guidelines -

Personal Equipment:

Each member will be issued an itemized list of certain personal and unit equipment which he must procure and maintain. This equipment is necessary to the performance of his duties, personal sustenance and hygiene; and shall be maintained, packed and ready, for deployment at all times. A 20 minute, or shorter, departure capability is strongly recommended.

Each member shall bring with them enough food rations and water to sustain them during meetings, training and camp musters.

Weapons and Ammunition:

Each member is required to provide and maintain his own weapons, stocks of ammunition and deployment gear. Members are required to remain proficient in the maintenance and safe operation of their weapon; and to have on hand at all times 300 rounds per rifle and 100 rounds per sidearm.

Lacking the depth, resources and re-supply capabilities of a conventional military unit, militia members are urged to acquire at least 2000 rounds of ammunition and 6 magazines per rifle, as well as a cleaning kit and spare parts.

All members are expected to abide by all Constitutional state firearms regulations.

Training, Assembly and Muster:

All active duty (front line) members will be expected to pass a minimum of "Level one" MMQ (Militia Marksmanship Qualifications). Support personnel are encouraged to pass the MMQ, but are not required. Support personnel will train in their assigned area of duty (physical fitness qualifications are not required for support personnel).

To achieve the overall goals of the North Idaho Militia, regular monthly meetings and training shall be conducted. Members must discipline themselves to schedule and set aside time, for the Militia, each month. Members will be notified of dates, times, and places of all meetings and training. Members are volunteers and will need to be ready to meet and train Bi-Monthly and to muster as need arises. Recognizing the responsibilities of faith, family and work, Command Staff will endeavor to infringe as little as possible on the time of the members.

Rank Structure

The organization of rank levels in the North Idaho Militia shall be as follows:

ENLISTED RANKS -

Private

General Personnel
All members sworn in at this rank

No Insignia

Private

Awarded to personnel who
have completed Basic Training

**Private First Class**

Awarded to non-job position personnel
who have completed skill level 1

**Corporal**

Awarded to non-job position personnel
who have completed skill level 2
Squad 2nd in command
Combat Medic (Medical Patch)

**Sergeant**

Squad Leader
Awarded to non-job position personnel
who have completed skill level 3

**Staff Sergeant**

Platoon Sergeant 2nd in command
S.O.G. Communications (S.O.G. Patch)
S.O.G. Designated Riflemen (S.O.G. Patch)

**Sergeant First Class**

Platoon Sergeant
Assistant Supply/Logistics Officer
S.O.G. Assistant Team Leader (S.O.G. Patch)
Sniper/Spotter (Sniper Patch)

**Master Sergeant**

S-4 Supply/Logistics
Officer Assistant
Training Officer
S.O.G. Team Leader (S.O.G. Patch)
Sniper (Sniper Patch)



ENLISTED RANKS, Cont. -

First Sergeant

S-3 Training/Operations Officer
Senior Battalion NCO



OFFICER RANKS -

2nd Lieutenant - Subdued gold color

Platoon Commander
S-2 Assistant Communications/Intelligence Officer
S-5 Assistant Public Liaison Officer
Assistant Medical Officer
Assistant Chaplain



1st Lieutenant - Subdued black color

Company Commander
Battalion 2nd in command
S-1 Battalion Executive Officer
S-2 Communications/Intelligence Officer
S-5 Public Liaison Officer
Medical Officer (Medical Patch)
Chaplain



Captain

Battalion Commander



OATH - Enlisted personnel -

"I, _____(state your name), do solemnly swear that I will support and defend the Constitution of the State of Idaho and the Constitution of the United States against all enemies, foreign and domestic; that I will bear true faith and allegiance to the same; and that I will obey the orders of the Governor of the State of Idaho and the orders of the officers appointed over me. So help me God."

OATH - Officers -

"I, _____ (state your name), having been elected by my peers an officer in the Militia of the State of Idaho, do solemnly swear that I will support and defend the Constitution of the State of Idaho and the Constitution of the United States against all enemies, foreign or domestic, that I will bear true faith and allegiance to the same; that I take this obligation freely, without any mental reservations or purpose of evasion; and that I will well and faithfully discharge the duties of the office upon which I am about to enter. So help me God."

Unit Structure

FIRE TEAM -

The two man team is the basic building block of the militia when a three man team or larger is not required or is not practical. (2 men)

TEAM -

The three-man team is the basic building block of the militia. It consists of two Privates led by a Corporal. (3 men)

SQUAD -

A Squad consists of two Teams, led by a Sergeant. (7 men)

PLATOON -

A Platoon is made up of three Squads; led by a Staff Sergeant, with a radio man.

COMPANY -

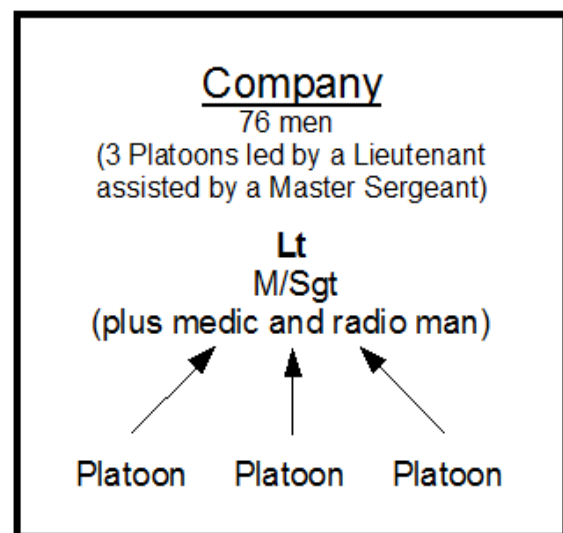
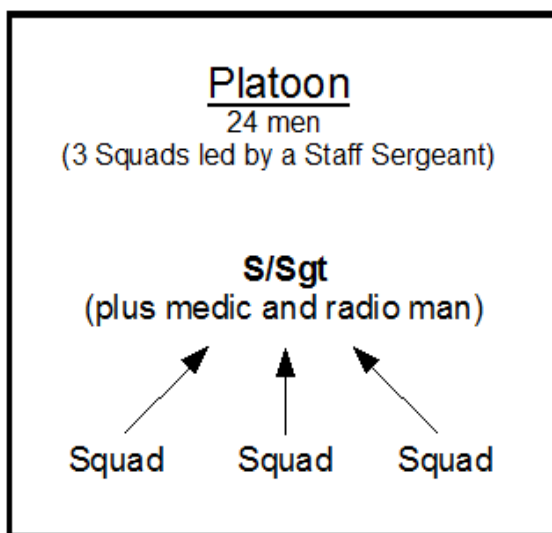
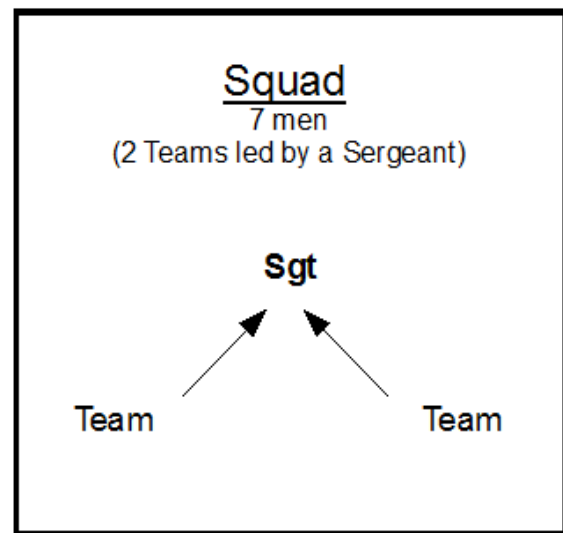
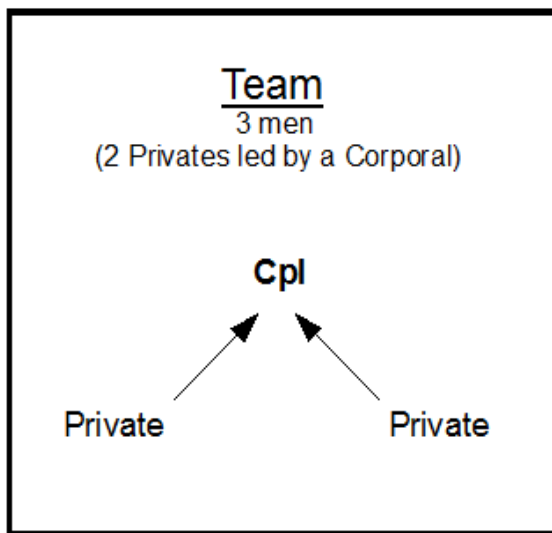
Three Platoons make up a Company; led by a Lieutenant, assisted by the Company Master Sergeant, with a radio man.

BATTALION -

A Battalion consists of three Companies; led by a Captain, with a Command Staff.

Unit Structure

The 3-Man Team is the basic building block of the Militia unit.



The **Command Staff** is the leadership of the unit and provides planning, training and issues orders to be carried out by the individual teams.

Initial organizational objectives: The CS meets once a month to -

1. Establish a working relationship between other counties.
2. Establish local and county-wide Rapid Alert System (security, intelligence, and communications).
3. Organize logistical and administrative services.
4. Institute training program.
5. Recruitment.

The **Command Staff's** responsibilities include:

- Dissemination of constitutional principles and ideology to the rank and file.
- Development and dissemination of training material and methods to be used within the individual teams.
- Development and security of tactical and strategic contingency plans for implementation by the tactical teams.
- Coordination of the various teams.
- Development and operations of public relations within the community.

Battalion Command Staff includes -

CO, Captain - Commanding Officer

- 1st in Command - over one or more Counties (Battalions)

XO, Lieutenant - S-1 Executive Officer

- 2nd in Command.
- Disseminates written communication (orders) to subordinate units.
- Handles administrative duties.

Lieutenant - S-2 Intelligence / Communications Officer

- Maintains and administers the Rapid Alert System.
- Supervises the counterintelligence program and operational security systems.
- Maintains the security of encoding/decoding systems.
- Supervises intelligence gathering activities.
- Analyzes and reports intelligence information.

First Sergeant - S-3 Operations / Training Officer

- Establishes and enforces training standards.
- Tailors training to specific missions.
- Coordinates with the Intelligence Officer and develops the Threat Assessment Folder.
- Planning of operations under CO's directions.

Master Sergeant - S-4 Supply / Logistics Officer

- Responsible for the acquisition and accountability of all supplies and materiel.
- Supervises all logistical support activities including: transport, evacuation, and medical, supply service and management.

Lieutenant – S-5 Liaison Officer

- Serves as Public Relations Officer (liaison with county sheriff, local officials and news media).
- Coordinates all interactions between the unit and the public (interviews, public forums, “militia open house” events, canned food drives, etc).

COMBAT TEAMS : Combat Teams shall be comprised of “Minutemen” (men & women) who are physically capable of carrying a full combat load and executing all necessary combat missions. Each Minuteman will pass the “Skill Level 1” test and endeavor to complete the “Skill Level 2” test as soon as possible. Minutemen must be physically fit enough to keep up with their teammates and complete the mission.

Those who have physical limitations or who do not wish to join a Combat Team shall be placed in a suitable Support Team. These militia members will still be required to maintain a basic set of web gear and weapon, and to train with them.

SUPPORT TEAMS : The support teams consist of those who are unable, unwilling, or ill-equipped for Minuteman duty. Their task is to provide whatever support is needed by the other units. Rank and advancement in support teams does not require achievement of Skill Level 1. See page 18, Physical Fitness.

MEDICAL -

The Medical Team supports operations by setting up and maintaining an aid station to receive, and care for, sick and wounded. There should be one member of each platoon trained as a Field Medic (platoon medics should carry the same “load-out” as the Battalion Medic, see Appendix). Field medics must see to it that a preventative medicine program is instituted and adhered to. Field sanitation and personal hygiene must be of paramount importance.

For more information concerning the structure of the medical branch, see Appendix III, “Medical Directive”.

SUPPLY / LOGISTICS-

The Supply Team supports the unit by procuring and delivering needed equipment and provisions. They may also be used as messengers between the CO and the tactical units, or as truck drivers and other personnel involved in the transport of men and materiel.

Re-supply is a particularly important consideration for all mobile units and for protracted emergencies. Each unit should plan and provide for storage and independent caches of the following: food, fuel, clothing, boots, shelter, medical equipment, combat equipment, arms, ammunition, and communications equipment.

RELIGIOUS SUPPORT-

Chaplains are to the militia, as Bibles are to Christians. They provide the necessary guidance and direction as it concerns our relationship with our Father in heaven. They perform services in the field, and lead prayers at public events. They can be relied upon to give a word of advice, a sympathetic ear, or a strong shoulder, depending on your need.

Each Battalion should have a Chaplain holding the rank of Lieutenant. They are officers and should be respected as such; but barring an assistant or two, Chaplains do not have command over militiamen.

BASIC TRAINING PLAN

Skill Levels 1, 2 + 3

The purpose of training is to prepare for war by developing forces that can win in combat. Training is the key to combat effectiveness and therefore is the focus of effort of the peacetime militia. However, training should not stop with the commencement of war; training must continue during war to adapt to the lessons of combat.

Basic individual skills are an essential foundation for combat effectiveness and must receive heavy emphasis. Members of the militia must endeavor to maintain proficiency in their individual skills. At the same time, unit skills are extremely important. They are not simply an accumulation of individual skills; adequacy in individual skills does not automatically mean unit skills are satisfactory.

Training programs should reflect practical, challenging and progressive goals. Training programs must be tailored to the voluntary, non-professional nature of the Militia. Repetition of the fundamentals is key.

Collective training consists of drills and exercises. Drills are a form of small unit training which stress proficiency by progressive repetition of tasks. Drills are an effective method for developing standardized techniques and procedures that must be performed repeatedly without variation to ensure speed and coordination, such as weapons drill or immediate actions.

In contrast, exercises are designed to train units and individuals in tactics under simulated combat conditions. Exercises should approximate the conditions of battle as much as possible. That is, they should introduce friction in the form of uncertainty, stress, disorder and opposing wills. This last characteristic is most important. Only in opposed, free-play exercises can we practice the art of war. Dictated or "canned" scenarios eliminate the element of independent and opposing wills. Independent and opposing wills are the essence of combat.

Critical self-analysis (critiques) are an important part of training and are essential to continuous improvement. Their purpose is to draw out the lessons of training. As a result, we should conduct critiques immediately after completing the training; before the memory of the events has faded.

Critiques should be held in an atmosphere of open and frank dialog in which all hands are encouraged to contribute. We learn as much from mistakes as from successes, so we must be willing to admit and discuss them. Because we recognize that no two situations in war are the same, our critiques should focus not so much on the actions we took, but on why we took those actions, and why they brought the results they did.

BASIC TRAINING PLAN

INTRODUCTION:

The goal of training is to produce a combat ready unit that responds rapidly to known or suspected enemy activity; and defeats that enemy. Individual skills and battle drill training are a key factor in achieving that goal. Leaders should tailor training to realistic, challenging, and attainable goals. Battle drills must be standardized, but their tactical employment must remain flexible.

TRAINING PLAN:

1. The Training Plan is based on the "Core Training Card"* concept in support of the battalion's Mission Essential Training List (METL)* requirements. The focus is to prepare all personnel for mobilization. The intent is to provide meaningful training that can be put into immediate use; and to motivate personnel to actively accept greater responsibilities.
2. The Training Plan will break down the "Core Training Card" into 4 quarterly schedules. Three topics will be routinely taught on a repetitive cycle until the unit reaches 100% training attainment (Shoot, Move and Communicate). Additional training topics are then added.
3. Each unit will conduct a yearly Alert Mobilization Drill.

All members must commit themselves individually, and in concert with their unit, to learn and master as many basic skills as possible, including proficiency with firearms (marksmanship, handling, field stripping and cleaning), hand signals, fields of fire, entrenchment, camouflage, cover and concealment, and individual / squad movement.

Each unit member is required to complete the mandatory training course to meet Minimum Mission Essential Training (METL) requirements.

***Core Training Card=** Is simply a document which tracks the training history of an individual militiaman. It should include the dates of training events attended, as well as if the militiaman passed certain Skill Level tests, and any scores recorded.

***METL (Mission Essential Training List)=** Compiled by the training officer in charge of unit training. It includes all individual skills as well as small unit tactics that should be covered during training sessions to ensure unit readiness.

GRADE MODIFIERS-

Modifiers are necessary to allow command to assign NCO leadership to lead new recruits as they become available. Training of active members as NCOs capable of leading at the squad level is the greatest force multiplier.

Knowledge, ability and dedication are the only valid criteria to assign rank within the militia. Grade modifiers are the only way to determine if a militiaman is able to carry out a specific mission. A militiaman might be level 2 physical fitness, but only level 1 marksmanship, and carry an AR-15 (i.e. 21A or twenty-one alpha). “Mixed Modifiers” are common, e.g. 12A, 32B, 01C, etc. The rank and the modifiers are included in the individual training card.

PHYSICAL FITNESS -

0XX - Unfit for front line combat - due to age (you're only as old as those you can keep up with!) or physical disability; This person is capable of operating in a support role such as training, communications, medical, supply and logistics. In the case of military veterans; their primary mission will be the training of others.

1XX - Minimum physical fitness level - 2 mile Field march w/Level 1 gear in 40 minutes.

2XX - Moderate physical fitness level - 3 miles field march w/Level 2 gear in 65 minutes.

3XX - Excellent physical fitness level - 5 mile field march w/Level 3 (72 hour) gear in 2 hours.

MARKSMANSHIP -

X0X - Basic - “Recruit” Has passed the Basic Marksmanship Qualification Test. (see page 20)

X1X - Level 1 - “Marksman” score on the Militia Marksmanship Qualification Test.

X2X - Level 2 - “Sharpshooter” score on MMQ Test.

X3X - Level 3 - “Expert” score on MMQ Test.

X4X - Designated Marksman (Sniper) - “Expert” score and passes the DMR Qualification Test.

QUALIFYING WEAPON – (what you carry in the field)

XXA - Qualified with 5.56

XXB - " " 7.62 x 39

XXC - " " 7.62 x 51 (308)

XXD - " " 7.62 x 63 (30.06)

XXE - " " other military/hunting caliber

XXF - " " .50 cal

(X=blank, a place holder for other Grade Modifier alpha-numeric)

RIFLE QUALIFICATION -

The MMQ (Militia Marksmanship Qualification) course is used to sharpen the skills of militiamen and provide an objective means of qualifying personnel when ammunition is in short supply and/or range areas are limited.

The MMQ is conducted at the conclusion of the Basic Marksmanship Course (see “Skill Level: Recruit”, page 20) which is required for all Militia members. The MMQ incorporates three firing positions, magazine changes, movement and a timer to add stress. Only 15 rounds are required to qualify. A range of 50 yards is needed and a 8-1/2 x 11 inch target (approximates “center mass”). **Start sequence:** Load 3 magazines with 5 rounds each. At the firing line assume the low ready position with the weapon loaded and on safe.

At the signal the shooter will fire 5 rounds from the standing position, RELOAD, fire 5 rounds from the kneeling position, RELOAD, and fire the last 5 rounds from the prone position, all within 45 seconds.

Scoring: 3 points per hit, for a total of 45 points.

Point breakdown :	27-33 MARKSMAN	Hits - 9, 10, 11	60% - 66% - 73%	- Level 1
	36-39 SHARPSHOOTER	Hits - 12, 13	80% - 86%	- Level 2
	42-45 EXPERT	Hits - 14, 15	93% - 100%	- Level 3

Ten shot DMR-Designated Marksman Rifle (see S.O.G.) Ten out of ten shots in a 8-1/2"x11" center mass target at 200 yards. Prone position. Timed: 3 minutes.

PISTOL QUALIFICATION – Carrying a pistol is not mandatory, but if you do you must qualify at the “Standard” level.

Ten shot “Standard”- Single target at 5 yards, target is 8-1/2x11 inch “center mass”.

Stage 1. From the low ready position, fire 5 rounds within 15 seconds.

Stage 2. From the holster, draw and fire 5 rounds in 5 seconds.

Must score 7 out of 10 hits - Pass or Fail.

Ten shot “Assault”- Running clock qualification using 8-1/2x11 inch target. Time: 40 seconds.
Load 2 magazines with two rounds each and 1 magazine with six rounds.
Load pistol, engage safety and holster.

Starting at 10 yards -

At the signal, draw and fire 2 rounds from a covered position.

Reload the second mag. while moving to the 7 yard line. Fire 2 rounds at the 7 yard line.

Reload the mag. of 6 rounds while moving to the 5 yard line, then fire 3 rounds.

Step towards the target slowly, while firing your final 3 rounds.

Ten points per hit, late hits are not counted. 70 points Pass or Fail.

CORE TRAINING CARD

SKILL LEVEL “RECRUIT”:

Basic rifle marksmanship skill is to ensure the militiaman is safe with their weapon and does not endanger himself or others. He will also become confident in the function of his weapon and be able to apply basic marksmanship principles. The militiamen must know and demonstrate the following:

- a. Must know the four safety rules for all weapons.
- b. Must field strip and assemble their weapon for repair and cleaning.
- c. Must demonstrate the loading, clearing and malfunction drills.
- d. Must hit eight out of ten shots on a 8-1/2x11 inch target at 50 yards, one reload will be required after the 5th round (two mags with 5 rds each). Total time is 5 min.

SKILL LEVEL ONE:

This is the basic training level which all new recruits are required to complete in order to attain the rank of Private. Upon completion of Level 1 training the militiaman will be considered an active “front line” member of the unit.

SL1 completion is required before you may be considered for the rank of Corporal. But it does not guaranty automatic advancement. You must show leadership abilities and have the confidence of your fellow militiamen to merit promotion.

The militiaman must demonstrate an understanding of, and/or the ability to:

1. Command and Organization

- a. Rank structure
- b. Unit structure

2. Mobilization and Alert Readiness

- a. Rapid Alert System / Alert levels
- b. Evacuation: Routes, Rally Points

3. Physical Fitness 1XX

- a. Road march for 2 miles in 40 minutes with all Level 1 gear.
- b. 3 to 5 second rushes (with 2-3 second pauses) for 100 yards, in L1 gear.
- c. 10 push ups, 10 sit ups.

4. Marksmanship X1X – Score 25-34 points on the MMQ.

5. Individual Movement Techniques

- a. low/high crawl
- b. team file and wedge formation.

6. Individual Camouflage – see “Light Infantry Tactics for Small Teams” by Christopher E. Larson

7. Basic Field Communications

- a. Hand and Arm Signals
- b. Basic Radio Operating Procedures
- c. COMSEC / SALUTE / SITREP
- d. Perform surveillance without the aid of electronic devices.

8. Basic First Aid

- a. Evaluate a casualty (CAB – *Circulation, Airway and Breathing*)
- b. Prevent / treat shock
- c. Clear an object from the throat
- d. Treat / prevent heat stroke and frostbite
- e. Treat burns
- f. Put on a field or pressure dressing
- g. Apply a dressing to an open chest, abdominal, and head wound.
- h. Splint a fracture
- i. Perform CPR
- j. Transport a casualty
- k. Basic sanitation, preventative medicine and health maintenance

SKILL LEVEL TWO:

Skill Level 2 is required to advance to the rank of Sergeant and to be considered capable of performing Primary Forces missions. A NCO (non-commissioned officer) must be prepared to deploy quickly and remain in the field unsupported for 72 hours. He is a fully functional and deployable militia soldier, capable of leading his squad and training others. To meet Level 2 standards one must have mastered all Level 1 qualifications and equipment plus:

Physical Fitness: 2XX - Field march with all Level 2 gear for 3 miles in 65 minutes.

- Total of 20 push ups, 20 sit ups.

Marksmanship: X2X - Rifle: Score 35-39 points on the MMQ.

Pistol (optional): 70% or better on "Standard" pistol qualification.

Troop Leading: He must have a basic understanding of Troop Leading Procedures including the 5 paragraph OPORD, SALUTE, SITREP, etc.

(See military field manuals concerning squad or platoon leading, or NCO leadership)

And have a demonstrated knowledge of Small Unit Tactics:

1. Immediate Action Drills-

- a. Move under direct fire.
- b. React to indirect fire.
- c. React to contact.
- d. Break contact.
- e. React to ambush, near or far.
- f. React to flares.

2. Movement Techniques-
 - a. Fire Team and Squad Wedge.
 - b. File.
 - c. Traveling, Traveling Overwatch and Bounding Overwatch.
3. Perform Reconnaissance.
4. Select and construct individual fighting positions.
5. Set up Patrol Base camp.
6. Cross danger areas.
7. Basic Land Navigation-
 - a. Identify topographic symbols and features on a map.
 - b. Determine a location on the ground by terrain association.
 - c. Measure distance on a map.
 - d. Orient a map to the ground by terrain association.
 - e. Determine direction with and without a compass.
8. Basic Camouflage-
 - a. Individual.
 - b. Noise light and litter discipline.
 - c. Field emplacements, or base camp.
9. Emergency Preparedness- *Every militiaman should try to maintain a 3 month supply (per person) of the following (at home) and the knowledge to use it.*
 - a. Water Storage / Purification.
 - b. Field Hygiene / Sanitation.
 - c. Food Storage.
 - d. Medical Supplies.
10. Basic Survival Knowledge-
 - a. Identify wild foods in the A/O.
 - b. Identify poisonous plants and snakes in the A/O.
 - c. Locate and purify drinking water.
 - d. Build a fire.
 - e. Snare/trap wild game.

SKILL LEVEL THREE:

To progress to Skill Level 3, the militia soldier must have mastered all Level 2 qualifications. In addition he must demonstrate the following skills:

1. Physical Fitness: 3XX
 - 5 mile field march in 2 hours with Level 3 gear.
 - Total of 30 push ups, 30 sit ups.
2. Marksmanship: X3X
 - Rifle: Score of 40-45 on the MMQ.
 - Pistol (mandatory): Score 70% or better on the "Standard" pistol qualification (optional): Score 70% or better on the "Assault" pistol qualification.
3. Train in CQB (Close Quarters Battle):
 - Conduct room clearing with a team.
 - Conduct building clearing with a squad.

S.O.G. TEAMS (Special Operations Group):

S.O.G. Teams consist of 3 men who receive extra training in one of three areas: Designated Marksman, Land Navigation or Communications. Each man in each team will duplicate the necessary disciplines of "Shoot, Move and Communicate".

They will carry highly accurate rifles with higher end optics/night vision (Select Weapons); study the theory and employment of military weapons they may encounter on a future battlefield, such as grenades, RPG's, mines, etc. (Ordinance); and practice advanced land navigation, compass/map reading and recon (Reconnaissance) techniques .

All members of the team must be:

- Level 3 qualified in both Physical Fitness and Marksmanship (i.e. a Grade Modifier of 33X).
- Assault Pistol qualification is also required.

Individual Skills -

Communications:

- Everyone is encouraged to complete a HAM radio training program and have a thorough understanding of Basic Operating Procedures, Tactical Comm, CommSec, the Rapid Alert System, SitRep and SALUTE and his unit C.E.O.I.
- Must be able to operate all unit comm. equipment.
- Build a field expedient, clandestine antenna.

Designated Marksman Team:

- Both must pass DMR qualification. In the field one will act as the spotter.
- Conduct a terrain survey.
- Estimate range to target.
- Construct and use a ghillie suit.
- Construct and use a Sniper/Forward Observation Post hide.
- Conduct long range surveillance of target for intelligence gathering purposes.
- Plan and implement an enemy harassment plan.
- Plan and conduct interdiction operations on key target personnel.

Advanced Land Navigation:

- Advanced map/compass reading
- Excellent land navigation skills
- Plan, lead and execute patrols and reconnaissance gathering missions.

Training activities of a three man S.O.G. Team:

- Plan and conduct a surveillance/recon patrol; to include long range ops (LRRP).
- Plan and implement psychological ops.
- Prepare accurate SitReps and assist Command Staff in the planning of operations.
- Identify and track enemy patrol/recon operations.
- Design and implement ambushes and raids; to include sniper operations.
- Know how to assemble incendiary devices made from common readily available material (knowledge, not build illegal devices).
- Create a smoke screen.

S.O.G. Team Rank Structure-

The Team Leader and Assistant Team Leader must be the two members of the team trained in advanced land navigation techniques. They will plan and lead the patrols/operations, as well as assist in the training of the other members of the team.

Team Leader – Master Sergeant

Assistant Team Leader – Staff Sergeant

Comm's and DM's – Sergeant

Since a “Special Operations Group” is a detachment, members of a Command Staff cannot serve on S.O.G. Teams. If a detachment were deployed which contained members of the unit's Command Staff, it would leave the unit lacking in key personnel.

EQUIPMENT

Level 1, 2 & 3 gear:

Level one is what you carry on you; in your BDU pockets (compass, matches, knife, etc. Pistol if in a drop leg holster)

Level two is the above plus your rifle, web gear/vest, buttpack, mag. pouches, etc.

Level three is all the above plus your full pack w/sleeping bag (AKA, "72 hour gear")

This is not a list of required gear, but you should try to equip yourself as well as your wallet will allow. Remember, you're staking your life on this gear!

Rifle -

Should be semi-auto, but rule number one of a gun fight is: "Have a Gun." Should be of a common caliber e.g.. 7.62x39, .223/556, .308win. Military surplus are perfectly acceptable.

Also, remember one of the great lessons learned by the south in the War Between the States... "Live off the land, re-supply off the enemy".

EyePro, EarPro & IFAK -

Eye Protection, Ear Protection and an (IFAK) Individual First Aid Kit are all required for all Field Training Exercises.

Sidearm -

If you choose a secondary weapon it should be of a major caliber: 9mm, .40S&W, or .45acp for semi-autos, and .38spl/.357mag for revolvers. Be sure to choose a reliable handgun with a well established reputation. A 1911, Beretta 92FS, Glock, Sig or S&W would serve you well.

Ammunition -

You should carry as much ammunition as you can comfortably bear. Obviously, weight will be a concern, and while .308 win has more punch than .223 rem., you will not be able to carry as much of it. Most folks will carry about 200-300 rounds on their combat load. If you opt for a sidearm, you should have at least 3-5 magazines (or speed-loaders) for your sidearm in your 72 hour kit.

Weapons Cleaning Gear -

For obvious reasons. If you don't keep it clean, it ain't gonna work.

LBE /LBV - (Load Bearing Equipment / Load Bearing Vest)

LBE/LBV is what you use to carry the stuff you can't do without. It is not your pack. Generally, it will consist of a belt with suspenders, and you will attach your canteens, magazine pouches/ammo bandoleers, first aid pouch/kit, sidearm, etc; or a vest with a similar configuration. Most folks opt for the USGI issued pistol belt and H/Y Harness or the USGI load bearing vest. There are a multitude of different types of vests, harnesses, and the like (too many to list here). Basically, you need something to carry the gear that you need to have immediately on hand and still keep your hands free.

Pack -

You may well be on the move for a while, so you will need to have something to carry your equipment (that isn't on your LBE). Most folks use the USGI A.L.I.C.E. (All Purpose Individual Carrying Equipment) pack or the new MOLLE pack. A "Real Tree" (or equivalent hunting gear) day pack will work until you trade up.

Boots -

Be good to your feet and they'll be good to you. Uncle Sam spends millions of dollars to figure out what boot is best (for the smallest amount of money) for his soldiers. He knows full well that if his fighter's feet are "fubar" they simply can't fight.

Having said that, any boot worn by our combat troops will be more than sufficient. Don't expect to last very long if you plan to fight in a pair of sneakers. Go get a good pair of boots, and don't skimp.

Water -

Without it you're dead in 3 days, it is that simple. You absolutely must have water purification tablets. Plus, you'll need something to carry it in. USGI canteens can be had for less than \$5 each, they hold 1 quart, and you can normally fit two canteen pouches on your LBE along with all of your other gear (and they have a neat little pocket on the pouch made especially for the little water purification pill bottle).

Two quart canteens can also be carried or attached to your pack with Alice clips. There are also hydration packs available (Camel Backs). These can be had in a variety of capacities. I have seen them available in sizes up to 72 ounces.

Shelter -

Tent and/or sleeping bag. Some may opt to sleep under the stars and save the weight, but if you are in a harsh climate like the high desert, a hooch (tent) will keep you from getting baked (it can be used as a lean-to during the day to provide shade) or in the north during the long cold winters, a decent sleeping bag will keep you from getting frostbite or hypothermia. To conserve weight in your ruck, two can share a sleeping bag. Also, Mil-issue "pup tents" can be split between soldiers (each carries one shelter half w/ poles).

Food -

You should have at least a 3 day supply in your 72 hour battle pack. MREs are expensive, but they will last a long time. Canned food is cheaper, but heavier than an MRE. Another option is Coast guard survival rations. A three day supply of food is about the size of one MRE. They taste like a sugar cookie, and you need about a quart of water to wash down one ration, but they will keep you alive. You can save space by breaking open the MRE and tightly wrapping the contents into a smaller package. But keep the heavy plastic bag. It has a multitude of uses, including as a dressing for a sucking chest wound.

Uniform -

Most militia folk (at least most of those in organized groups) wear some manner of uniform (also, it's required by the Geneva Conventions). Generally, they wear some manner of BDU (Battle Dress Uniform) with the pattern determined by their AO (Area of Operations). For wooded, mountainous terrain, the best camo is that old standby, woodland camo; available at most surplus stores or online outlets. (see "Standard Uniform" page 30 for more info.)

Field Jacket & Liner -

The most common is the USGI M65 field jacket, it is available in woodland and desert camo pattern. If you've got the cash, you may want to look at the Gortex versions of the jackets. The M65 with the liner will keep you quite warm, the Gortex will do the same and keep you dry at the same time.

Knife -

For Combat purposes this should be of the fixed blade variety, not a folder. A 5" blade seems to be the unspoken standard. The USMC issued K-BAR fills this requirement and is relatively inexpensive. Alternative knife: Tops Knives - Brothers of Bushcraft.

Compass -

Preferably the lensatic, military style with some manner of luminous dial. Along with a compass you should have topographical maps of your AO and surrounding areas, and a copy of the "Map Reading and Land Navigation" Army field manual.

Entrenching Tool -

An E-Tool, if you don't know, is a shovel. They are available at any camping store or military surplus outlet. Some have said, "If you buy from a military surplus store, opt for the more current tri-folder, versus the WWII style with the wooden handle. The tri-folders are more compact and lighter."

The tri-folds are more compact and have that nice handle for digging. However, the old style are sturdier and can be used as a weapon (thrown, hacking). Study WWI trench warfare, the straight handled shovel is an indispensable backup weapon.

Baofeng Radio

Baofeng Programmable Amateur Radio, Frequency Range: 65-108 MHz, VHF: 136-174 MHz, UHF: 400-520 MHz. The Baofeng radio has proven to be rugged, reliable and has excellent battery life. Recommended models: UV-5R, UV-5R V2+ and BF-F8HP.

Radio throw antenna

The throw antenna is a roll up Slim Jim/J-Pole antenna with 10' of coax. This antenna will greatly improve your Baofeng radio and is only 3 ounces. The throw antenna is an invaluable part of your militia gear.

Flashlight -

Any size or style, just make sure that it has a second red colored lens to use at night in tactical situations (reading a map); under a poncho, of course. Remember, even a red lens covered flashlight looks like a Christmas Tree in Night Vision Goggles.

First Aid Kit -

At a minimum, you should have a combat field dressing, in a small first aid/compass pouch attached to your suspenders on the left shoulder. Also, you might consider a small first aid kit attached to your pistol belt or ruck. Ready-made IFAK kits are available at most camping stores, and surplus shops. These should contain:

1. Pouch: attachable to web gear and conspicuously marked.
2. Compression bandage 1 minimum.
3. Assortment of bandages for minor wounds.
4. Tourniquet.
5. Tape (Heavy).
6. Pain medication, OTC.

These are minimum requirements for a basic IFAK. You may include other items as you need, such as needed medications and other items you feel may be beneficial.

Other items for consideration are:

1. Decompression needle.
2. IV starter kit w/ catheter needle 14Ga.
3. Blood stopping agents.
4. Suture kit (small)

Cold/Wet Weather Gear -

For the cold, you'll want to be sure you have some decent long johns to wear under your uniform, along with a good pair of wool or polypro socks to keep your feet warm and dry. For wet weather, you'll need a poncho, preferably two (one in your ruck and one under your buttpack with a poncho liner). If you have the money, you may want to look at the Gortex parka and pant sets.

Hygiene Gear -

Ya' gotta keep clean, otherwise you are going to come down with nasty diseases and infection; soap, razors, shaving creme, toothpaste, toothbrush, etc. These are not optional things that are nice to have on hand, they are essential pieces of gear that you absolutely must have in order to fulfill the mission.

Helpful hint: Take a roll of TP, pull out the cardboard tube, then flatten and stuff into a ziplock sandwich bag. Dispense by pulling tissue from the center of the roll.

Additional Gear - *(Get these items as your budget allows)***Helmet -**

Kevlar or steel pot, worth it's weight in gold. Get one. (FYI... the kevlar helmet will better protect you noggin', but you can't use it as a shaving/wash basin).

30 Day Food Supply -

Hopefully you will have a base of operations, because there is no way you are going to be able to carry a 30 day food supply on your back. Same as the 3 day supply for your 72 hour kit, it should be nonperishable, nothing that requires refrigeration.

Ammo Cache -

1,000 rounds for your primary weapon. You should have as much as you can afford, and keep adding to it whenever your budget permits. If you opt for a sidearm, you should keep plenty of ammo on hand for that, too. 200 rounds is a good start.

Binoculars -

Admit it, your eyes aren't as good as you think they are. You need a good set of Binos to be able to identify friendlies and enemies at a distance. Stieners are probably the best you can get, but you can get a decent set of 10x50's from the "Big Box" or similar stores for less than \$60.

Body Armor -

Be it a USGI Flak Jacket, or a Level III, III+ Vest, body armor is worth its weight in gold for obvious reasons. (But, it's a trade off with weight and mobility)

GPS -

GPS (Global Positioning System) is a piece of electronic gear that uses satellites (at least three) to triangulate your position on the Earth. Since it is electronic, it is not foolproof, and does not replace your compass and topo maps.

Water Filtration System -

If you are pulling your water from a river and not your kitchen spigot, you need some way to get all of the unknown nasties out of it.

Night Vision Equipment -

If you decide to buy night vision equipment, be it goggles, or rifle scopes, don't skimp. Be sure to get 3rd generation technology. 1st generation plain sucks, 2nd gen. isn't much better, but 3rd generation actually works.

Spare Rifle/Pistol Parts -

The loudest sound on the battlefield is not a bomb going off or the belch of a machine-gun, but the unmistakable "click" of a hammer dropping on a firing pin without the expected crack of the bullet breaking the sound barrier. You should know your weapon, it's weaknesses, and what parts are prone to failure, and have those parts on hand.

Standard Uniform

The North Idaho Militia standard uniform shall be the "Woodland camo" BDU (battle dress uniform).

- The "Woodland camo" color scheme is good for our AO (area of operations).
- They are plentiful at surplus stores, gun shows and on-line sellers such as E-Bay.
- Militias (civilians) are prohibited from wearing "uniforms" currently in use by active military personnel.

You should try to acquire 2 sets of BDU's (one to wear, one in your pack) and an M-65 Field Jacket w/ liner.

When to wear the Uniform -

Civilian clothes may be worn at meetings (see Class B Uniform below), but the standard uniform must be worn to all field training exercises. (You will have a 90 day grace period to purchase your uniform.)

The standard uniform is required for militia participation. The Geneva Convention and other laws require that all militias must have uniforms with insignia to designate them as such.

During the 90 day grace period it is fine to wear other military or hunter camouflage clothing. But please understand that for unit cohesion, and to put forward a professional image to the public, you must acquire at least one set of woodland camouflage BDU's before the 90 day grace period ends.

"Class B" Uniform -

We have adopted a more "public friendly" uniform for our unit meetings, gun shows, official engagements and meetings with county sheriff /local elected representatives. It is a short sleeved black polo style shirt with an embroidered "North Idaho Militia" logo on the upper left chest area. It also comes with a matching black baseball style cap with matching logo.

"Class C" Uniform -

We have also adopted a PT (Physical Training) uniform for all of our physical training tests and activities. Our "Class C" Uniform is a grey t-shirt or tank top with a large "North Idaho Militia" logo on the back, with navy shorts w/logo on left thigh. For cooler weather, we use a navy sweat shirt w/logo on left chest and navy sweat pants w/logo on left thigh.

Headgear- Privates, Corporals and Sergeants will wear the GI "Boonie Hat" in woodland. All Officers will wear the woodland BDU Patrol Cap. Combat is confusing enough; being able to readily distinguish officers (without being overly obvious to the enemy) is of the utmost importance. (In the field on patrol, officers may opt for a boonie for its ability to break up your outline and hide you from enemy observation.)

Patches and Insignia -

Members of each unit shall wear on their right upper shoulder a subdued green or tan American flag patch (with the field of stars on the upper left) or the Idaho State flag in subdued green or tan. *One per BDU shirt or jacket.*



It has been mentioned by some that our military now uses the “backwards” flag patch on the right shoulder to show the flag “riding into battle”.

U. S. law and military tradition side with us. The flag, when displayed (whether on a wall, in a book or on a shoulder patch), must hang with the field of blue to the upper left. Military tradition stated that the flag (on the shoulder patch) was “flying forward” because it was blown by the breath of God, and God was behind us. *Other styles of flags are not allowed.*

Over the right breast pocket will be the soldiers last name tape. And over the left pocket will be the “IDAHO MILITIA” tape. (*Order one with your last name and one with “IDAHO MILITIA” for each BDU shirt or jacket you have.*) Olive drab w/ black lettering.



Rank insignia shall be worn on both collar tabs.
(ranks above private must be voted on by the unit)



Dog Tags - ID tags will be standard military-style worn on a chain around the neck. If you feel so inclined, one tag may be worn on the neck chain, the other one tied underneath the bootlaces of the right boot.

Information on the tag should include-

- Last name, first name and middle initial (one or two lines)
- The words "IDAHO MILITIA"
- Blood type
- Religious affiliation, if any.



Blood Type Patch - Display your Blood Type patch in a highly visible area. It is very helpful for the Medical staff and could save your life.



On the upper left shoulder shall be the "North Idaho Militia" unit patch. The North Idaho Militia unit patch can be purchased from Command.



Medical personnel may wear the “Medic” patch above their unit patch, color OD Green.



Level 3 qualified militiamen who are part of a Select Weapons, Ordinance and Reconnaissance Detachment (S.O.G. team) are eligible to wear the “S.O.G.” above their unit patch, color OD Green. Use custom text tab patch.

Level 3 qualified militiamen who are part of a SNIPER team are eligible to wear the “SNIPER” patch above their unit patch, color OD Green.



“MORALE” patches are encouraged and may be worn, but they can not be offensive, racist or sexist. Morale patches may be removed, by command, if they are deemed inappropriate.



Evacuation and Mobilization SOP

An evacuation may become necessary for many reasons; including natural or manmade disasters, civil unrest, terrorism etc. If you wait until the last minute to evacuate you will be caught up in the masses of panic stricken sheep who don't have a clue what to do. There may be rioting, looting and panic buying at the stores by the unprepared. Martial law will be declared; with curfews, gas and food rationing, checkpoints and roadblocks. DO NOT get caught in this mess.

- You must pre-plan for these events.
- You must have somewhere to retreat to set up in advance and must have a Primary route as well as 2 secondary routes planned.
- Always keep your gear packed and ready to go.
- Keep the gas tank full at all times and have at least two 5 gallon cans in reserve.
- Every vehicle must be equipped with a mobility kit.

Vehicle Mobility Kit:

- ✓ 2 - Cans Fix A Flat plus a tire plug kit
- ✓ 1 - Spare tire, jack and lug wrench
- ✓ 1 - 12 Volt compressor
- ✓ 1 - Set of tire chains
- ✓ 1 - Come along or winch
- ✓ 1 - Chain saw
- ✓ 1 - Axe, single bit
- ✓ 1 - Shovel
- ✓ 1 - Bolt cutter
- ✓ 2 - 5 gallon can of gas
- ✓ 1 - Each fuel and oil filter, 5 quarts oil
- ✓ 1 - spare fan belts, headlight, fuses
- ✓ 1 - Set basic tools
- ✓ 1 - Fire extinguisher
- ✓ 1 - Spotlight
- ✓ 1 - Flashlight and spare batteries
- ✓ CB radio
- ✓ Police/Fire/Emergency channel scanner

EVAC ROUTES:

Prior reconnaissance is an absolute must. You will need a State Atlas and a USGS map of your Area of Operations. You need to plan out 3 routes in advance. The primary route should be the most direct possible. Avoid all interstates and major state highways. The alternate routes

should be back roads as far off the beaten path as possible. When selecting a route; look for all choke points and possible ambush sites so that you won't be surprised when the time comes. Once you have selected your routes drive them night and day under various conditions. You must familiarize yourself with these routes and come to know them like the back of your hand. You must know them well enough to drive them without lights. Look for out of the way sites to pre-deploy supplies along the way.

OPSEC AND CONVOY OPS:

The **First** step in preparing your evacuation plan is the predesignation of an initial rendezvous point. It should be centrally located and en route to the designated area of operations. Try to pick a high elevation that will provide a degree of cover and concealment. If the route is over 30 miles long, or passes through several small towns, then you must set up intermediate rally points, using the same criteria as before.

Second, the Order of March:

- First in line will be the lightest and least capable vehicle, carrying the forward security element. If the first vehicle crosses obstacles unassisted, then the rest of the convoy should have no problem.
- Second in line is the heaviest and most capable vehicle carrying tow lines, winch, chain saw, axes and other vehicle recovery and road clearing equipment. In the event of a stuck vehicle or road block, this equipment will be used to clear it. The forward security element will position itself for rapid deployment in the event of an ambush during clearing operations.
- Third and Fourth in line will be the supply vehicles and support personnel. Last in line will be the rear security element in a heavy 4WD, carrying equipment to create roadblocks.

Third: On the march, maintain maximum safe interval between vehicles. Don't bunch up; particularly at obstacles or possible ambush points. Each vehicle should remain in sight and small arms range of the vehicle in front and behind it. Minimize exposure by maintaining the interval at temporary halts.

Fourth: Radio Communications must be maintained between vehicles. Use all COMSEC measures. Make no "on the air" references to road or place names, landmarks etc. Do not engage in senseless chatter. Maintain radio silence as much as possible.

Fifth: Laager (disperse in a circle) all vehicles under camouflage and concealment during any prolonged halt. Maintain light and noise discipline at all times. Both light and noise travel long distances at night in rural areas. Keep two sentries patrolling the circle in opposite directions so they can keep watch on the laager and each other. Rotate sentries every 2 hours.

NORTH IDAHO MILITIA
Enlistment Record

36

NAME (Last, First, Middle) : _____

Date of Birth (MM/DD/YYYY): _____ Swear-In Date (MM/DD/YYYY): _____

Enlistment Unit : _____ Enlistment Rank : _____

Email Address: _____

RELEVANT EXPERIENCE -

Former Military? Y / N (circle) - Occupation (infantry, artillery, etc.): _____ No. of years: _____

List skills: _____

Former Law Enforcement? Y / N (circle) - No. of years: _____ - State/County: _____

List skills: _____

ADDRESS OF RECORD -

Street Address: _____ Apt / Unit : _____

City : _____ State : _____ Zip Code : _____

Telephone : (_____) _____ - _____ County : _____

NEXT OF KIN -

Name (First, Middle, Last) : _____

Street Address: _____ Apt / Unit : _____

City : _____ State / Province : _____ Postal Code : _____

Telephone : (_____) _____ - _____ County : _____

FAMILY INFORMATION -

MARRIED : YES _____ **NO** _____ **Number of Children at home (under age of 18):** _____

I, the undersigned, do hereby certify that the above is true and accurate to the best of my knowledge. I further understand that by signing, I am committing myself to militia service according to my Oath, until such time as I file a Militia Separation Record.

Enlistee's Signature : _____ **DATE :** _____

Enlisting Officer's Signature : _____ **DATE :** _____

NORTH IDAHO MILITIA
Disposition Record

37

NAME (Last, First, Middle) : _____

Date of Birth (MM/DD/YYYY): _____ **Unit :** _____

PERSONAL INFORMATION - Religious Preference (Check One):

Christian _____ Buddhist _____ Jewish _____ Agnostic _____ Atheist _____ Muslim _____

Other (Specify) _____

In the event of my death in Militia service, I DO / DO NOT (circle one) want the last rites of my faith given to me by a Chaplain.

I have a living will : _____ **I have a last will and testament :** _____

Militia Leadership should contact my Spouse and Next of Kin should any of the following occur during militia service:

I am wounded _____ I become gravely ill _____ I become deceased _____

I become missing _____ I become captured _____

In the event of my death in Militia service, and in the absence of a last will and testament, I want my equipment and immediate possessions and moneys given to someone other than my spouse and/or next of kin. Yes / No (circle one)

(If "Yes", please choose A or B)

A: Allow my squad/unit to split up my gear/possessions. _____ (yes/no)

B: Send them to:

BENEFICIARY

Name (First, Middle, Last) : _____

Street Address: _____ Apt / Unit : _____

City : _____ State / Province : _____ Postal Code : _____

Telephone : (_____) _____ - _____ County : _____

I, the undersigned, do hereby certify that the above is true to the best of my knowledge.

Militiaman's Signature : _____ **Date :** _____

Witnessing Officer's Signature : _____ **Date :** _____

NORTH IDAHO MILITIA
Rank Record

38

NAME (Last, First, Middle) : _____

Date of Birth (MM/DD/YYYY): _____ **Unit :** _____

OFFICER'S PORTION -

I, the undersigned Officer, being in command of the Unit to which the undersigned Militiaman is assigned at this time, and being of sufficient rank and stature to bestow this honor, do hereby acknowledge and confer upon him or her the rank of _____, along with all honors, powers, duties and responsibilities befitting said rank.

I hereby state that this rank has been given to the Militiaman only by majority vote of the men placing themselves under his command, with consideration given of his performance in the past, and future potential.

This rank is to become effective upon the soldier on the ____ day of _____, in the year _____.

I also state and swear that I have counseled the Militiaman in question regarding the duties and responsibilities of this rank within the unit, and that I am certain he or she can and will carry out said duties and responsibilities in a way that will bring honor to himself, this unit, our state, and these united States of America.

Unit Name and Designation : _____

Unit Commander's Name and Rank : _____

Unit Commander's Signature : _____ **Date :** _____

MILITIAMAN'S PORTION -

I, the undersigned Militiaman, recognize that I have been honored by my compatriots with the new rank of _____, effective on the ____ day of _____, in the year _____.

I understand that this new rank carries with it new responsibilities and duties, and that I have been counseled on same by my Unit Commander; and I do hereby solemnly swear and affirm that I will carry out all duties and responsibilities of my new rank in a manner that will bring honor to myself, my unit, my state, and these united States of America.

Soldier's Signature : _____ **Date :** _____

NORTH IDAHO MILITIA

39

Change of Next of Kin

NAME (Last, First, Middle) : _____

Date of Birth (MM/DD/YYYY): _____ **Unit :** _____

NEXT OF KIN

Name (First, Middle, Last) : _____

Street Address: _____ **Apt / Unit :** _____

City : _____ **State / Province :** _____ **Postal Code :** _____

Telephone : (_____) _____ - _____ County : _____

I, the undersigned, do hereby certify that I wish to have my Next of Kin on file changed to the above person, and to have them notified according to my wishes on my form I-b, Militia Disposition Record.

Soldier's Signature : _____ **Date :** _____

Witnessing Officer's Signature : _____ **Date :** _____

NORTH IDAHO MILITIA
Separation Record

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NAME (Last, First, Middle) : _____

Date of Birth (MM/DD/YYYY): _____ **Unit :** _____

SEPARATION INFORMATION

Separation Unit : _____ **Separation Rank :** _____

Separation Type :

____ **Bad Conduct** ____ **Dishonorable** ____ **Honorable** ____ **Medical** ____ **General**

Reason for Separation : _____

Unit Officer Comments on Separation (if any):

Effective Separation Date : _____

I, the undersigned, do hereby certify that the above is true in as far as I am aware.

Soldier's Signature : _____ **Date :** _____

Unit Officer's Signature : _____ **Date :** _____

BATTALION MEDIC LOADOUT LIST

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This is by no means a complete list. There may be mission specific items not covered in this directive. The items listed in these tables, will allow you to perform the required procedures for which they are listed for. It is incumbent upon the medic to acquire and, to become proficient in each procedure.

Equipment is broken down into tables. These are minimum standards.

AIRWAY:

Gauze, 4x4 and 2x2, 4 ea.	Combitube or King tube, 1 ea.
Oropharyngeal airway, 1 ea.	Bag valve mask, 1 ea.
Nasopharyngeal airway, 1 ea.	Aqueous lube for tubes and airways, 4 ea.
Suction (disposable)	

BLEEDING:

Compression bandage, 2 each size (4, 6, 12 inch)	Gauze dressing, 10 ea., (more=better).
Blood stopping agent, (quik clot, celox, etc.)	Assorted bandages.
Assorted bandages for lacerations, 6 each size.	

Wound Management:

Sutures, 3-0, 4-0 nylon (ethylon) on a cutting needle	Sterile saline (for irrigation).
Scapel w/ extra blades.	Alcohol wipes/ wound cleaners, 10 min.
Staple gun (15 staples min)	Betadine
Wound glue (medical grade) or Super/Krazy glue	Suture Kit (Kelly Forceps or Needle Holder)
5ml and 10ml syringes 2 ea.	Adson Forceps with teeth
18, 22, 25 ga needles 2 ea.	Suture scissor

Misc:

Tape, have either cloth or silk & plastic tape	Sam splints (large and small)
Cravats for splinting.	Tweezers
Scissors (Trauma shears, dressing)	Forceps
Tongue depressors.	

Medications:

Benydril	D5W IV solution.(500 ml).
Epi-pen	Normal saline solution. (1000 ml min.)
Analgesics.(over the counter pain med's)	Oral glucose
1% lidocaine plain	

Diagnostic:

Stethoscope
Pen light
Blood pressure cuff, (Adult med. and lrg.)
16 ga IV catheters.

IV Administration:

IV catheters (14, 18, 20 ga. 2 ea. Min.)
IV starter kits, 3 Min.
Tourniquets, 2 ea.

Medical Command Establishment Directive

PURPOSE . This directive:

- a. Establishes a Medical Command structure within the North Idaho Militia.
- b. Assigns duties and responsibilities of Medical personnel.
- c. Establishes policies, protocols and procedures for Medical personnel in the performance of their duties.

SUMMARY . The need for medical practitioners within the ranks of the North Idaho Militia (Here after referred to as NIM) is without question, and in keeping with long held practices, it is the objective of this directive to establish the necessary frame work that will provide adequate medical care to patients in and outside the ranks of the NIM.

APPLICABILITY . This directive applies to all levels of the NIM.

POLICY . This directive shall be implemented consistent with established medical procedures covering pre-hospital care of the sick and injured.

AUTHORITY . This directive is implemented with the full weight and authority of the Command staff and body of the NIM, as of the date of draft.

All subsequent additions and revisions will require unanimous approval, unless said revision/ addition is for clarification purposes.

Command Ranks: It is with the intent to provide a seamless coordination and integration of medical services, that a rank structure be established. This tree of authority will ensure the consistent application of medical services, and provide the vehicle for implementation and oversight of, said services.

Positions and Ranks thereto:

Battalion Medical.

- a. Battalion Medical Officer,..... 1st Lt.
- b. Assistant Battalion Medical Officer,..... 2nd Lt.

BATTALION LEVEL
MEDICAL COMMAND

Battalion Medical Officer: This position reports directly to the BNCO.

Duties: The Battalion Medical Officer, (hereafter known as BNMO), will provide timely reports to the CO concerning the implementation of directives from the CO.

Ensures that all policies and procedures are being followed through the Battalion level.

Coordinates with subordinate medical personnel in achieving the desired goals of all directives tasked within his/her scope of authority.

Works within his/her AO, to obtain, identify, and secure medical supplies needed to maintain a level of compliance with established directives.

Is directly tasked with ensuring skill competencies of medical personnel under his/her command.

ASSISTANT BATTILION
MEDICAL STAFF

Assistant Battalion Medical Officer: This position reports directly to the BNMO.

Duties:

Follows all policies and procedures.

Submits timely reports to the BNMO regarding compliance, implementation, and evaluation reviews on all directives received.

Conducts oneself in a manner to achieve the desired goals of all directives tasked within his/her scope of authority.

Works within his/her AO, to obtain, identify, and secure medical supplies needed to maintain a level of compliance with established directives.

Is directly tasked with ensuring personal skill competencies are at a level of acceptable compliance.

Engages in community outreach and education activities to promote good will.

SCOPE OF AUTHORITY

As you may know, we in the Unorganized Militia have certain limitations and restrictions placed upon us due to the fact we are not sworn active duty military.

It is therefore incumbent upon us to conduct ourselves in a manner that is both legal, and responsible.

In matters medical, those who become injured or otherwise find themselves within our care, deserve the utmost efforts from us in ensuring that their injuries will be treated in a professional and competent manner.

We will therefore strive to ensure that all those to whom the medical field is a calling, have at their disposal, the skills, knowledge, and required materials to perform the necessary procedures to mitigate the emergency at hand.

Some may question our legal standing in rendering medical aid to the sick and injured. Below is an excerpt from the Idaho code governing the common citizen rendering aid, and the protections afforded them that do.

It is our belief, and the view of the law, that as long as you apply the skills you have training in, and stay within the bounds of reasonable efforts, that rendering aid in time of need will be protected.

Idaho Good Samaritan Law

I.C. §5-330.

Immunity of persons giving first aid from damage claim.

That no action shall lie or be maintained for civil damages in any court of this state against any person or persons, or group of persons, who in good faith, being at, or stopping at the scene of an accident, offers and administers first aid or medical attention to any person or persons injured in such accident unless it can be shown that the person or persons offering or administering first aid, is guilty of gross negligence in the care or treatment of said injured person or persons or has treated them in a grossly negligent manner.

The immunity described herein shall cease upon delivery of the injured person to either a generally recognized hospital for treatment of ill or injured persons, or upon assumption of treatment in the office or facility of any person undertaking to treat said injured person or persons, or upon delivery of said injured person or persons into custody of an ambulance attendant. *[1965, ch. 241, §1, p. 591.]*

CONSTITUTION OF THE STATE OF IDAHO
APPROVED JULY 3, 1890
ARTICLE XIV
MILITIA

SECTION 1. PERSONS SUBJECT TO MILITARY DUTY. All able-bodied male persons, residents of this state, between the ages of eighteen and forty-five years, shall be enrolled in the militia, and perform such military duty as may be required by law; but no person having conscientious scruples against bearing arms, shall be compelled to perform such duty in time of peace. Every person claiming such exemption from service, shall, in lieu thereof, pay into the school fund of the county of which he may be a resident, an equivalent in money, the amount and manner of payment to be fixed by law.

SECTION 2. LEGISLATURE TO PROVIDE FOR ENROLMENT OF MILITIA. The legislature shall provide by law for the enrolment, equipment and discipline of the militia, to conform as nearly as practicable to the regulations for the government of the armies of the United States, and pass such laws to promote volunteer organizations as may afford them effectual encouragement.

SECTION 3. SELECTION AND COMMISSION OF OFFICERS. All militia officers shall be commissioned by the governor, the manner of their selection to be provided by law, and may hold their commissions for such period of time as the legislature may provide.

SECTION 4. PRESERVATION OF RECORDS, BANNERS, AND RELICS. All military records, banners, and relics of the state, except when in lawful use, shall be preserved in the office of the adjutant general as an enduring memorial of the patriotism and valor of the soldiers of Idaho; and it shall be the duty of the legislature to provide by law for the safekeeping of the same.

SECTION 5. NATIONAL AND STATE FLAGS ONLY TO BE CARRIED. All military organizations under the laws of this state shall carry no other device, banner or flag, than that of the United States or the state of Idaho.

SECTION 6. IMPORTATION OF ARMED FORCES PROHIBITED. No armed police force, or detective agency, or armed body of men, shall ever be brought into this state for the suppression of domestic violence except upon the application of the legislature, or the executive, when the legislature can not be convened.

LINKS TO MILITIA GEAR

NIM Standards, Download: <http://www.NorthIdahoMilitia.com/documents/NIM2018.pdf>

Idaho Constitution, Download: <http://www.NorthIdahoMilitia.com/documents/IdahoConst.pdf>

Ranger Handbook, Download: <http://www.NorthIdahoMilitia.com/documents/RangerHB.pdf>

Ranger Handbook, Can be purchased at <http://www.Amazon.com>

Light Infantry Tactics for Small Teams, by Christopher E. Larson, <http://www.Amazon.com>

Militia Rank Bars - Can be purchased at <http://www.militarynames.com>

USA Flags & Idaho Flags - Can be purchased at <http://www.gadsdenandculpeper.com>

Dog tags - Can be purchased at <http://www.Amazon.com>

Blood Type patches - Can be purchased at <http://www.gadsdenandculpeper.com>

Name tape & Idaho Militia tape - Can be purchased at <http://www.militarynames.com>

North Idaho Militia unit patches - Can be purchased from Command staff.

Medical patches - Can be purchased at <http://www.tacticalgearjunkie.com/>

S.O.G. patches - Can be purchased at <http://www.tacticalgearjunkie.com/> use custom text tab patch

SNIPER patches - Can be purchased at <http://www.tacticalgearjunkie.com/>

Morale patches - Can be purchased at <http://www.gadsdenandculpeper.com>

Class B Uniform - Purchase at We Bee Quiltin & Embroderin, 208-683-2725, cfmandis@yahoo.com

Baofeng Radio - Can be purchased at <http://www.Amazon.com>

Radio throw Antenna - Can be purchased at <http://www.Ebay.com>

More Militia Gear - Can be seen at our web site <http://www.NorthIdahoMilitia.com/gear.html>