A Marine should be a thinking predator - A hunter of men.

MCIP 3-02.1i, Pg. 1
OVERVIEW

❖ **Combat Hunter**
  - Combat Hunter Defined
  - Combat Hunter Mission

❖ **Conduct Observation**
  - Observation Process, Principles & Purpose
  - Observation Techniques (Hasty, Detailed & Maintain)
  - Record & Report as required

❖ **Identify Anomalies**
  - Combat Rule of Threes
  - Combat Profiling - The Behavioral Domains
OVERVIEW (Continued)

- **Identify Spoor**
  - Combat Tracking
  - Observable Indicators
  - Non-Observable Indicators & The Sixth Sense
  - Footprint Dynamics and Human Pace
  - Assessing Indicators

- **The (OODA) Process**
  - Observe the situation
  - Orient your mental process to the situation
  - Decide a course of action
  - Act on the decision
LEARNING OBJECTIVES

Please Read Your

Terminal Learning Objectives

And

Enabling Learning Objectives
QUESTIONS
COMBAT HUNTER (Defined)

- The Combat Hunter:
  - Selects, uses, and maximizes the appropriate optics available to see objects and events, both hidden and distant.
  - Is equipped with the ability and language to perceive, analyze, and report critical events and objects in the human environment.
  - Understands the principles of observation and basic human behavior in order to exploit the enemy’s actions and focus on his own decisions.
• The Combat Hunter:

  • **Is the creation of a mindset** through the integration of enhanced observation, combat profiling, and combat tracking.

  • This mindset will enable Marines **to locate, close with, and destroy an elusive enemy that** hides among the population.

  • A hunter **studies the prey—its environment, habits, and routines.**

  • Enhanced observation, combat profiling, and combat tracking, make a Marine **is more lethal, survivable, and tactically-cunning.**
QUESTIONS
The Observation Process:

- Begins with the gathering and processing of information obtained through the 5 senses (i.e., sight, hearing, smell, touch, and taste).
- The mind uses to organize the sensory information to understand interpretation of the environment.
- All of the senses are used by the Marine to perceive his environment, but the majority of sensory information comes from sight and hearing.
Observation Process (Vision Requirements):

- The three requirements for vision are **light**, **motion**, and **edges**.
- **Light**: The eye must receive light to form an image.
- **Motion**: The eye will adapt to any stimulus without receptors. Without motion the stimulus would fade away.
- **Edges**: Without edges vision will fade and you can experience disorientation.
Observation Process (Peripheral Vision):

- Humans have only a small area of central vision.
- The rest of the visual field falls under *peripheral vision*.
- Your peripheral vision will usually not notice an object that remains still, but your eye will be drawn to anything moving in the periphery.
Observation Principles:

• The combat hunter observes the environment to establish a baseline and identify anomalies or action indicators within the environment.

• The combat hunter establishes a baseline from his initial set of critical observation data. It is used to establish what is normal for comparison at another time.

• An anomaly is a deviation from the baseline. It is the presence, absence, or change of something that creates a deviation from the baseline.
Observation Purpose:

- To gather facts and provide information for a specific intent. Information gathered by the individual Marine is reported, analyzed, and processed into intelligence for use by the commander.

- Observation utilizes a procedure identified as The Six R’s:
  - **Realize**
  - **Recognize**
  - **Record**
  - **Recall**
  - **Respond**
  - **Reassess**
The Six R’s of Observation:

• **REALIZE** - to understand what is to be accomplished, such as the goal, objective, or mission.

• **RECOGNIZE** - to identify the importance of the task and the risk or effort involved.

• **RECORD** - to save what was observed. (written/sketched)

• **RECALL** - to remember the most important details that are required for identification or assessment.

• **RESPOND** - to act appropriately, based upon assessment of the situation.

• **REASSESS** - to re-evaluate by critically analyzing the goal or mission, information gathered, action taken, and results of participation.
Observation Techniques:

- Observation techniques include the *hasty search*, the *detailed search*, and *maintaining observation*.
The Hasty Search technique:

- Is the first phase of observing a target area.
- Conduct a 10 second search for any enemy activity.
- Quick glances at specific points, terrain.
- Do not sweep in a continuous motion.
- Observe the closer area first, it poses most immediate threat.
- Search until entire sector has been searched.
The Detailed Search technique:

- Is the second phase of observing a target area.
- Detailed search using overlapping strip method.
- Systematically searches the terrain from his right flank in a 180-degree arc, 50 meters in depth.
- Search should cover as far out as the observer can see.
CONDUCT OBSERVATION

- Maintain Observation:
  - Memorize as much of the area as possible.
  - Hasty and detailed searches, should be repeated every 15 to 20 minutes.
  - Minimize exposure to enemy observation.
  - Marines should alternate observers every 20 to 30 minutes.
CONDUCT OBSERVATION

- Record & Report Observations:
  - Writing utensils, logbooks, sketch kits, tape recordings, and cameras to support the recording.
  - If time allows, develop a terrain sketch as a reference or to pass on to relief.
  - Observation reporting is conducted in the SALUTE format (size, activity, location, unit, time and equipment).
  - SALUTE reports are transmitted to the commander from the Observation Post (OP).
  - Based upon the commander’s guidance, the unit leader selects the general location for the unit’s OPs after analyzing the situational factors (e.g., METT-T [mission, enemy, terrain and weather, troops and support available—time available])

MCIP 3-02.1i, Page 21, 25, 85 & 95
QUESTIONS
An Anomaly:

- is an observation that rises above or falls below the baseline. Examples of an anomaly could be a vehicle out of place, the lack of or presence of people, or a sudden change in the mood of an area. The presence of such anomalies may indicate a potentially important change.

- Every anomaly must be analyzed.

- A decision must be made based upon analysis (file folder) of the anomaly.
IDENTIFY ANOMALIES

○ The Combat Rule of Threes:

• An anomaly cue is anything that does not belong in the immediate area, is obvious, or becomes readily detectable. This evidence should arouse the observer’s curiosity and cause him to investigate the area more thoroughly.

• Deviations from normal or typical enemy behavior would be an anomaly cue that would lead a Marine to believe that an observed situation may have the potential for harming him or other people. This anomaly could include persons, events, vehicles, or objects.
IDENTIFY ANOMALIES

- The Combat Rule of Threes (Continued):
  - In most cases, a single anomaly cue is not enough to make an action or reporting decision, unless that cue is an immediate threat to the Marine (i.e., the inherent right to self-defense).
  - When three anomalies cue are detected a decision must be made.
  - Read all cues in a cluster. Three or more cues are enough to make a rational decision. Once a cluster has been developed, a conclusion may be developed and a decision be made.
IDENTIFY ANOMALIES

○ Combat Profiling:
  • is a method of proactively identifying enemy personnel or threats through human behavior pattern analysis and recognition. Combat profiling is a tool that Marines can use to improve their ability to move through the decision cycle process (OODA loop).

Korea  Russia  Germany  Iraq
IDENTIFY ANOMALIES

Behavioral Domains:

- Are used to describe human behavioral characteristics.
- The more cues observed by the user within each domain, the stronger the evidence is to make a sound conclusion to act and/or report.
- One standalone cue, from a single domain, is rarely strong enough to make a tactical decision.
- The Six Behavioral Domains are:
  - **KINESICS**
  - **BIOMETRICS**
  - **PROXEMICS**
  - **ATMOSPHERICS**
  - **GEOGRAPHICS**
  - **HEURISTICS**
The Six Behavioral Domains:

- **KINESICS** - *(nonverbal language)*, is the interpretation of body movements, gestures, and facial expressions as a means of communication. Kinesics also includes grooming habits and the positioning of the body in space.
The Six Behavioral Domains:

- **BIOMETRICS** - *(skin & eye reactions)* are biological and physiological responses that are impossible to hide. Histamines, adrenaline, and endorphins all cause a human body response, such as redness, swelling, sweating, and fixed pupils. Cues can be caused by anger or embarrassment which create a noticeable redness on the face, ears, and neck. The addition or absence of adrenaline or endorphins can cause a person to turn pale in preparation for fight, flight, or freeze.
The Six Behavioral Domains (Continued):

- **Proxemics** - is the \((relative\ distance)\) between people.
- The (4) subcategories of Relative Distance are as follows:
  - Intimate Distance - embracing, touching, or whispering
  - Personal Distance - interaction among good friends
  - Social Distance - interacting with acquaintances
  - Public Speaking Distance - for public speaking
The Six Behavioral Domains (Continued):

- **ATMOSPHERICS** - The (environmental mood) interpreted consciously through the five senses and subconsciously through intuition. To the combat hunter, atmosphere is how a place looks, sounds, tastes, feels, and smells. Every baseline has an atmosphere.
The Six Behavioral Domains (Continued):

- **GEOGRAPHICS** - or the (*human environment*), is the study of the physical geography, weather, and the human environment within that area. Geographics also include the interpretation of the relationships between people and their physical surroundings. This interpretation will determine the significance of social interactions as it relates to their motivations.
IDENTIFY ANOMALIES

The Six Behavioral Domains (Continued):

- **HEURISTICS** - are a rapid method of mentally labeling observed behaviors. Heuristics are (stereotypes), providing just enough information to draw a reasonable conclusion. By using heuristics, a Marine is able to draw a conclusion and accelerate through the OODA loop.
QUESTIONS
• The combat tracker gathers information by analyzing the forensic evidence that is left by the enemy on the natural environment.

• This information will allow Marines to develop a better intelligence picture with regard to an enemy’s size, activities, location, composition, equipment, and intent.
Combat Tracking (Continued):

- The mission of the combat tracking team is to follow and collect information about the signs or indicators (i.e., spoor) left by the quarry.
- Combat Tracking can be employed in a multitude of different missions across the range of military operations.
IDENTIFY SPOOR

Combat Tracking Rules:

- To achieve success in tracking, it is imperative that the combat tracking team follows the rules of tracking.
- The 10 common rules of tracking are as follows:
  - Ensure you correctly identify the tracks that you wish to follow.
  - Mark and record the grid reference of the ICP.
  - Never walk on top of ground spoor.
  - Never overshoot the last known spoor (LKS).
  - Seek evidence that would confirm that you are on the correct tracks.
  - Always know exactly where you are.
  - Always maintain visual contact with other team members.
  - Always try to anticipate what your quarry will do.
  - The tracker sets the pace of the follow-up.
  - Never force a track to conform to your own preconception.
Combat Tracking - Indicators:

- Combat tracking indicators are broken down into two (2) main categories:
  - OBSERVABLE INDICATORS
  - NON-OBSERVABLE INDICATORS
IDENTIFY SPOOR

Observable Indicators:

- Are changes to the natural state of the environment that indicate to the tracker that the quarry (person being tracked) has passed that way.

- Observable indicators sought by the combat tracker are:
  - Ground Spoor
  - Aerial Spoor
  - Sign
  - Litter
  - Blood Spoor
  - Body Waste
  - Booby-traps / IEDs / Landmines
IDENTIFY SPOOR

○ Ground Spoor:

• are marks and impressions of footwear, other body parts, or equipment that are left on the ground surfaces. **Ground spoor can be identify by the following five characteristics:**

  • **Regularity** - Constant uniform tread pattern or rhythm of footprints.
  • **Flattening** - Impression left on the ground created by pressure from the quarry.
  • **Transference** - the unintended movement of spoor from its natural location to another surface or object.
  • **Color** - Movement of the quarry across the environment will reveal a color change on broken surface.
  • **Disturbance** - Any changes to the environment that is out of balance with the surrounding natural state.
IDENTIFY SPOOR

Aerial Spoor:

- is damage and disturbance to vegetation that is created by passage of the quarry through it, from head to toe. **Damage and disturbance may be described as the following:**
  - Foliage, moss, vines, sticks, or rocks that are scuffed or snapped from their original position.
  - Broken dirt seals around rocks, mud or dirt moved to rocks or other natural debris, and water moved onto the banks of a stream.
  - Vines may be dragged.
  - Dew droplets displaced.
  - Stones and sticks are overturned to show a different color underneath.
  - Grass or other vegetation may be bent or broken in the direction of movement. This often results in an obvious color change as the sunlight reflects off of the disturbed vegetation from a different angle.
IDENTIFY SPOOR

Sign:

- any indicator other than ground or aerial spoor. Types of signs include the following:
  - Torn spider webs.
  - Wild animals and birds that are flushed from their habitat.
  - Moving tops of tall grass or brush.
IDENTIFY SPOOR

○ Litter:
  • any manmade artifact that was either accidentally dropped or deliberately discard or hidden. **Types of litter signs include the following:**
    • Gum or candy wrappers
    • Ration cans or package
    • Cigarette butts
    • Spent shell casings
Blood Spoor:

- blood dropped or splashed onto the ground as result of a wound. **Types of blood signs include the following:**
  - Venous bleeding - a dark red.
  - Arterial bleeding - brighter red spurts/splashes.
  - Lung shot - pink and frothy blood.
  - Head wound - grey matter, bone fragments, blood.
  - Gut shot - dark red, blackish, and foul odor.
Body Waste:

- urine and feces that will leave a stain when deposited on the ground, trees, bushes, or rocks. Analysis of feces can also indicate the health of the quarry.
IDENTIFY SPOOR

- Booby Trap / IED / Landmine:
  - may consist of trip wires, disturbed ground, protruding branches across trails, metal spikes in the ground, unnatural hollows or depressions, brushed ground, or any other item of interest.
IDENTIFY SPOOR

Non-Observableable Indicators:

- Can be both subtle and obvious. Combat Hunter will use other senses to collect and identify them. Noises, smells, and other sensory activators are just important. **Non-Observable clues and may included the following:**
  - Smell of sweat (body odor), bug spray, rifle oil.
  - Cigarette smoke.
  - Certain noises may indicate the presence of the quarry.
  - Absence of noises, such as birds and insects.
The Sixth Sense:

- Combat Tracker must never ignore what is called the sixth sense or intuition. The sixth sense is subtle, subconscious inputs that have not been processed into conscious, recognizable, and logical thoughts by the brain yet. In the absence of recognizable facts, a combat tracker may have to rely upon his sixth sense.
Dynamics of a Footprint:

- A footprint is comprised of three main elements - the \textit{Primary Impact Point (PIP)}, the \textit{Foot Roll}, and the \textit{Terminal Point}:
Dynamics of a Footprint (Continued):

- The *Primary Impact Point (PIP)* is the first part of the foot to strike the ground. Normally, the heel will be the PIP when walking forward at a normal pace. When walking backwards, sprinting, or climbing steep terrain, the toe will be the PIP.
Dynamics of a Footprint (Continued):

- The *Foot Roll* is the sole of the foot rolling through its length from rear to front. It is the rolling motion made by the foot as the weight of the body is moved over the foot or the middle part of the foot.
Dynamics of a Footprint (Continued):

- The *Terminal Point (TP)* is the last place of the foot to leave the ground. Normally, the toe will be the terminal point while walking forward at a normal pace. When walking backwards, the heel will be the terminal point.
Characteristics of Human Pace:

- As a person moves across the ground, his footprints will leave five observable elements. These (5) human pace elements are:
  - Dwell Time
  - Pitch Angle
  - Pressure
  - Straddle
  - Stride
Characteristics of Human Pace (Cont.):

- **Pressure** is the total weight of the quarry (including any load they are carrying) and determined by how the foot is applying pressure onto the ground.

- **Dwell time** is the amount of time the foot is in the same spot.
Characteristics of Human Pace (Cont.):

- **Stride** is the distance from one footprint to the next in the quarry’s direction of movement. This is determined by measuring the distance between the PIPs. Under normal conditions, an average human pace is approx. 30 inches.

- **Pitch Angle** is the orientation of the foot to the line of travel. A foot can pitch outward, inward (i.e., pigeon toed), or remain parallel to the line of travel. The pitch angle is best determined by estimating or measuring the angle of the foot in relation to the center line of travel.
Characteristics of Human Pace (Cont.):

- Stride
- Pitch Angle
Characteristics of Human Pace (Cont.):

- **Straddle** is the distance between the inside edge of the left foot, to the inside edge of the right foot.
QUESTIONS
Decision Cycle Process (OODA)

- Boyd’s Decision Cycle:
  - Is the constantly revolving cycle that the mind goes through when dealing with tasks that range from the mundane to the most complicated.
  - This cycle follows the pattern of **Observe, Orient, Decide, Act (OODA)**.
  - This cycle applies to friendly forces, enemy forces, and noncombatants. It is how the mind deals with the outside environment and translates it into action.
Decision Cycle Process (OODA)

- **Observe:**
  - Is the first step in the OODA loop, is a search for information that is relative to the tactical situation.
  - Observation searches include: environment, enemy Tactics, Techniques and Procedures (TTPs), physical, mental, and moral situation.
  - The active effort to seek out all of the available information by whatever means possible.
Decision Cycle Process (OODA)

- **Orient:**
  - The observer uses information to form an awareness of the circumstances and places emphasis on the context in which events occur.
  - Orientation helps to turn information into understanding and leads to making good decisions.
Decision Cycle Process (OODA)

- **Decide:**
  - Making a decision is a conscious activity following orientation.
  - Decision is based upon the combat hunter’s perceived observations, training, experience, rules of engagement, orders, and directives.
  - Some decisions can become automatic or reflexive; for example, immediate action drills.
Decision Cycle Process (OODA)

○ Act:

• It is crucial to understand that the action (i.e., implementation of the decision) taken will influence the environment. Any change in the environment requires the Combat Hunter to recycle through the OODA loop & reassess the situation.

• The more factors there are to consider, the more difficult it is to analyze them quickly.

• Knowing where to focus and what to ignore is crucial.
QUESTIONS
SUMMARY

❖ **Combat Hunter**
  - Combat Hunter Defined
  - Combat Hunter Mission

❖ **Conduct Observation**
  - Observation Process, Principles & Purpose
  - Observation Techniques (Hasty, Detailed & Maintain)
  - Record & Report as required

❖ **Identify Anomalies**
  - Combat Rule of Threes
  - Combat Profiling - The Behavioral Domains
SUMMARY (Continued)

- **Identify Spoor**
  - Combat Tracking
  - Observable Indicators
  - Non-Observable Indicators & The Sixth Sense
  - Footprint Dynamics and Human Pace
  - Assessing Indicators

- **The (OODA) Process**
  - Observe the situation
  - Orient your mental process to the situation
  - Decide a course of action
  - Act on the decision
BACKUP SLIDES
DON’T BE THAT GUY

!!! STUDY !!!
Heel Strike - Right

Foot Roll, 2
Foot Roll, 3- pre-Terminal Point
COMBAT PROFILING (CONT.)

• **Decision**: Must make a decision based upon analysis of the anomaly.

• **File Folder**: a mental folder of knowledge developed through an individual’s life experiences and lead to pattern recognition.
• **Context**: is the background, environment, framework, setting, or situation surrounding an event or occurrence.

• **Relevance**: is the relationship of something to the present situation.