

*C Company, Illinois State Militia.  
167/21<sup>st</sup> FF*



**Illinois Militiaman's Handbook**  
**ILSTM 06-01**  
**Drafted 16 January 2007**

## Alpha Section – The Basic's

1. Purpose of the Illinois State Militia

- The purpose of the ISTM is to support and defend the Constitutions of both the United States of America and the State of Illinois against all enemies both foreign and domestic. Further, we uphold and defend the guarantees that were written within the Bill of Rights. Among these insured our inalienable rights regardless of Race, Religion, Sex, or Color.
- The ILSTM establishes and maintains a well-regulated, equipped, and trained unit that is separate from the organized militia and the control of the government.
- The ILSTM shall train its membership *IAW* the standards set forth by the United States Militia Association (U.S.M.A.) to function as a professional and well prepared force in times of crisis, civil unrest, natural and man-made disasters, invasion, or internal sedation. In the event of absence of civil authority, the ILSTM shall act within its constitutional authority by providing security for the communities of Illinois and the United States.

2. The Organizational Structure

- The ILSTM adheres to the National Militia Standards. Therefore, Illinois is located in the 1<sup>st</sup> Corp, 2<sup>nd</sup> Division. We are then recognized as the 21<sup>st</sup> Field Force, with this unit (C Company), 167<sup>th</sup> Battalion being located out of Sangamon County.

3. Who is the militia?

- All citizens of Illinois who have lived in the state of Illinois for at least one year.
- According to Title 10, of the U.S. Code, Section 311 “The unorganized Militia is comprised of all able-bodied men between the ages of 17 and 45 who are not in the regular Military or National Guard.”
- Congruent to Title 10, U.S.C; Article XII, Section 1 “Militia Membership”: “The State militia consists of all able-bodied persons residing in the State except those exempted by law.” (Source: Illinois Constitution.)

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## **NATIONAL MILITIA STANDARDS**

www.awrm.org

### **DUTY AND CODE OF CONDUCT**

1. I am a citizen of the State of Illinois, 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 of Illinois and will be prepared to Mobilize quickly.
3. I will never forget that I am a citizen of the State of Illinois, 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 am 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**

### **General Membership:**

General membership in the militia of Illinois is open to all lawful citizens of the State of Illinois at the age of 18-70. 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 destroyed in The event of crisis; and shall be used for no other purpose than the internal business of the unit.

All members will be required to pass a ninety day probationary period after which the Are required to subscribe to the Code of Conduct and swear or affirm the Membership oath.

### **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 for the 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. Standardization in caliber and weapons type within each Unit is strongly encouraged. Only in self-defense or during properly supervised Training sessions will a member discharge his weapons. All members are expected to Abide by all Constitutional State firearms regulations.

### **Training:**

All active duty members will be expected to pass Level One line qualifications. Support personnel will train in their assigned area of duty.

### **Assembly and Muster:**

Periodic assemblies, musters and meetings are necessary and shall be called to Achieve the overall goals of each unit. Regular monthly meetings shall be conducted on the third Saturday or Sunday. Members must discipline themselves to schedule And set aside time each month for musters and assembly for such purposes as field Training exercises. Therefore, members who miss 3 consecutive meetings without a Reasonable excuse will be dropped from the role. Members will be notified of such dates, times, and places of all meetings.

While it is intended that the militia intrude as little as possible in the lives of it's Members, it is clear that individual members are volunteers who must be ready to

Meet periodically and to deploy as need arises. It will be the objective of the Command Staff to infringe as little as possible on the time of its members, recognizing the responsibilities of family and job.

### **Bravo Section – The Basics**

Section 1. Since this unit is temporarily under the U.S.M.A. We shall follow those requirements set forth by the National Organization.

#### ➤ Sub-Section 2. Line Gear

##### ▪ **1<sup>st</sup> Line gear**

❖ *The Gear that the modern minuteman would need to survive.*

Compass (Silva Ranger Type or Lensatic)

Map of AO (factory folds, laminated, no additional marking - so if you lose it, it does not TOTALLY compromise the mission)

Small Red LED flashlight (the Micro lights work for this - this is to read the map with at night)

Riggers Belt

Watch (waterproof)

Swiss Army Knife/Multitool

BFK on Drop Sheath

Strong Side Drop Holster

Side Arm

1 Spare Mag for Side Arm

Water holder (small canteen)

Small First Aid Kit

- Band Aids
- Small Tube of Neosporin
- Couple Aspirins/Motrin
- Compress/Tampons

Small Survival Kit

- Fish Hooks
- Fishing line
- Sinkers
- Fire starter (flint/steel/etc.)
- Packets of Top Ramen Mix WITHOUT NOODLES
- Snare Making Material (64 gauge brass wire)"
- Empty film canister full of dryer lint
- Water Purification Tabs

550 cord on Boonie Hat (25')  
Blast Match  
Flight Gloves  
'Do Rag' (USGI Triangular OD Bandage worn 'bandit style' around neck)

▪ **Second Line Gear**

❖ *Your Fighting Gear*

LBV

- LBV, LCE, MOLLE Suspension System
- 2 – USGI Canteens
- 1 – Canteen Cup
- 2 – USGI Canteen Covers
- 1 – First aid/Compass
- 2 - M-16 Mag Pouches
- 1 – Butt pack

Fighting Rifle

- Bushmaster M4gery
- Bushmaster Dissipater
- AKM
- FN-FAL

Magazines

- AR - 12 30 round mags
- FN - 8 20 round mags
- AK - 8 30 rounds mags

1 20 round mag of tracer (5.56mm/.223 when carrying AR-15)

GPS

Emergency Flares

Smoke Generator - White

Bug Repellent

Carabineer

20' of 1" OD nylon tubing (for expedient rappel harness)

Camo Pack (for face, neck and hands/arms)

FRS communication device

AA Batteries

- On a 'per day basis'
- 2 for the GPS
- 6 for the FRS

- 2 for PVS-14  
CR-1/3N Battery  
[list]
- On a 'per week basis'
- 1 for Aimpoint

#### Weapon Cleaning Gear

- Rod/Pull Through
- Bore Brush
- Chamber Brush
- Patches
- CLP

#### Day/Night Flare

Water Bladder (Platypus Hoser 3 Liter)

Water Purification Tabs

550 Cord - 20 feet

#### OPTIONAL

Binos

Hearing Protection

Red Lense Flashlight Mini-Mag

**And in the Butt Pack:**

Poncho Liner - Woodland Camo USGI

Poncho - Woodland Camo USGI

Stripped MRE's (approx 3)

First Aid Kit

- Gauze Bandages
- Mil-Compress
- 2 Suture Kits
- Motrin
- Lomotil
- Burn Cream
- Q-tips
- 2 packets of USGI 'Sodium Chloride - Sodium Bicarbonate'

Snake Bite Kit

Canteen Cup Stove USGI

Canteen Carrier w/ Water Tabs USGI

4 Trioxane Tabs

With the above mentioned load - one is able to live and fight for a 1-2 day period without

resupply.

REMEMBER TO DUMMY CORD!

- **Third Line Gear**

- ❖ *Heavy/Bug-out Kit*

- 4 10' lengths of OD bungee cord
- 20' of 550 cord
- 2 Liter Water carrier (civy wide mouth canteen)
- Water Bladder Camelback Storm in Ruck
- Water Purifier
- Sleeping Bag
- Sleeping Pad Thermarest
- Bivy Shelter
- 4 pair of socks USGI OD
- 2 set of cammies (top and bottom)
- 2 OD Tee Shirts
- 8 MRE's - Stripped
- 6 packets of Top Ramen with Noodles
- Gore Tex Rain Suit Top and Bottom
- 1 Packet of 'Bum Wipes' (Baby Wipes) UNSCENTED!
- Small tooth brush NO TOOTH PASTE!
- AA Batteries 24 pack
- Extra Ammo in bandoleers
- 2 Pair Thermal Underwear (Thermax/Polypro,etc.)
- Winter Gloves
- Sleep Hat USGI OD
- 4 pair Thermo Socks
- Snow Camo

### **Charlie Section – The Basics**

#### **The United States Militia Association Standards**

##### Basic Team Organization

The Basic unit of any team is the “Battle Buddy”. The battle buddy is made of two members. Two battle buddy teams make up the fire team, which is led by an M-4 Corporal. Two Fire Teams make up one squad, which should be led by an M-5 Sergeant. Three to Four Squads should make up a platoon and led by an M-6 Master Sergeant.

There should be one team leader for every four members. He is essentially an assistant squad leader. He should have most if not all of the same qualifications as an M-5.

The squad leader is responsible for the training, discipline, welfare and care of his or her squad. The SQL is responsible for the fire control, deployment, and tactical situation of the squad.

Since the Modern Militia of today do not have the access to the same weaponry as the U.S. Military, the eight-member squad should be made up of the following:

1. One "Heavy Hitter" Long Range Marksman (50 Cal, or other high caliber rifle)
2. One Shot Gunner, to replace the Military's SAW Gunner
3. Six Riflemen

All members of the squad will be cross-trained in at least one of the following positions.

1. Medic or Combat Life Saver (CLS).
2. Radio Telephone Operator (RTO)
3. Designated Marksman
4. Engineer/Demolitions
5. Operations/Intelligence

### **Training.**

All team members must pass Level 1 Line Qualifications *iaw*. Sec.4, NMS. Rank is to be used as an identifier of level of training.

Rank Structure (*iaw* NMS Sect. 4.0) For skill level qualifications, see Core Training Card Section.

### **M-1 Recruit**

In Basic Level One training, and is the mandatory 90 day probationary period.

### **M-2 Private**

Basic Militiaman-has attained Level One training and equipment standards. The M-2 will be able to survive in the field for at least 24 Hours.

### **M-3 Private First Class**

Assistant Team Leader Can assist in the training of M-1's & has met all Level Two training and equipment standards.

### **M-4 Corporal (Team Leader)**

Has Mastered all level 1 and 2 skills and can teach them to others. Has proper knowledge of small unit tactics, troop leading procedures and has proven leadership ability.

**M-5 (Squad Leader)**

The M-5 has served in the rank of M-4 for at least a year. Is a master of all Level 1, 2, 3 skills and is knowledgeable in troop leadership, and ground infantry/small unit tactics to include mission planning and execution.

*Since this is the start of the unit, no other rank will be introduced at this time.*

**Primary Forces**

The Squad should be trained at a minimum of Level 2 Standards

For the squad to be considered “Primary Force Identified” They must be able to shoot, move, communicate. Should be trained in basic patrol tactics, and be able to conduct patrols and raids. They are organized into 4 member teams and when combined at the squad level, they will make a 12 man squad.

Duties of the PF maybe assigned to:

Guard Duty  
Patrolling  
Security and Warning (Recon)  
Intelligence  
Logistics  
Recruiting

***Core Training Card*****Skill Level Zero (M-1)**

1. Full Knowledge of Basic Pistol Safety.
2. Be able to recite and explain the five firearm safety rules
  - a. Rule one – All firearms should always be considered loaded.
  - b. Never point a weapon at someone unless you are absolutely sure you will kill them.
  - c. Keep your figure away from the trigger well and away from the trigger until your sites are on target.
  - d. Weapons are always on safe until you are ready to fire.
  - e. Be sure of your target.

All new M-1 are required to complete within the 90 day probationary period.

**Skill Level One (M-2)**

Upon completion of Level 1 training and is officially voted into the unit after 90 day period, the will automatically be advanced to the rank of Private (M-2).

**To be advanced to (M-3)**

The M-2 must complete

1. Knowledge of Command and Organization
2. Mobilization and Alert Readiness

- a. Rapid Alert System
  - b. Evacuation: Routes and Rally Points to include Bug-out retreats.
3. Physical Fitness Level 1XX
- a. Field March for 2 Miles in 30 Minutes with all Level 1 gear. 3 to 5 second rushes for 100 yard, 10 Push ups and 10 Sit-ups.
4. *Basic Rifle Marksmanship Level XIX*
- A. *Must score recruit or better on the RQC (Rifle Qualification Course)*
4. Basic Patrol and Movement
- a. Team Column Line, and Wedge Formations
  - b. Demonstrate knowledge of movement techniques
    - 1. Traveling
    - 2. Traveling Over watch
    - 3. Bounding Over watch
5. Individual and Equipment Camouflage
6. Basic Firlf Communications:
- a. Hand and Arm Signals
  - b. Basic Radio Operation Procedure
  - c. COMSEC/SALUTE/SITREP
  - d. Perform Survieillance with out aid of electronic devices
7. Basic First Responder Courses:
- a. Evaluate a casualty
  - b. Prevent and treat shock
  - c. Clear and an object in throat.
  - d. Treat and prevent Heat Casualties, and Cold weather injuries such as frost bite.
  - e. Treat Burns
  - f. Apply a field or pressure dressing
  - g. Identify, and treat an open chest wound, head wound and abdominal wound.
  - h. Identify and treat/splint an open and closed fracture
  - i. Perform CPR
  - j. Transport a casualty
  - k. Basic Field Sanitation, preventive medicine and health maintance.

#### SKILL LEVEL TWO: (M3)

Skill Level 2 is required to advance to the rank of M-3 Private First Class and to be considered capable of performing Primary Forces missions. M-3's 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 3 miles in 40 minutes.

Marksmanship: X2X "Sharpshooter" score or better on the RQC

Must have a thorough understanding of:

Troop leading procedures including the 5 paragraph OPORD, SALUTE, CARVER etc.

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 in both field and Urban environments

4. Select and construct individual fighting positions in both field and Urban environments

5. Set up Patrol Base camp

6. Cross danger areas

.....a. Linear

.....b. Large Open Areas

.....c. Small Open 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 Primary Forces member must maintain a 3 month supply of the following and the knowledge to use it.

.....a. Water Storage / Purification

.....b. Field Hygiene / Sanitation

.....c. Food Storage

.....d. Medical Supplies

10. Basic Survival Abilities

.....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

.....f. Locate, and construct a field expedient survival shelter.

#### SKILL LEVEL 3: (M4)

To progress to Skill Level 4, the militia soldier must have mastered all Level 2 (M3) qualifications.

1. Assist a M5 (or higher) in Patrol Planning
2. Assist a M5 (or higher) in running Patrols
3. Be an “assistant” instructor to a M5 (or higher) while teaching M1, M2 and M3 skill sets
4. M4 should score a minimum of “Marksman” on the RQC.

#### SKILL LEVEL 4: (M5)

To progress to Skill Level 4, the militia soldier must have mastered all Level 3 (M4) qualifications.

1. Patrol Planning – he must be able – after being given a Warning Order – to plan the mission and present this plan to his superiors. He must do this for both a reconnaissance patrol, and a raid or ambush.
2. Conduct a patrol during daylight – and at night with his superiors/peers grading the patrol. He will only pass when the patrol went “excellent” (which will running a minimum of 12 - six multi-day and six multi-night - patrols to get to that point.)
3. M5’s should score a minimum of “Marksman” on the RQC with more than one longarm platform (i.e. AR and AK, or AK and M1A, etc.)  
In addition he must master the skills found in the M2, M3 and M4 levels to the point that he can teach these skills to others to M1, M2, M3 and M4 level personnel.

The M5 also needs to be proficient in the following skill sets of Designated Marksman and CQB operations:

Designated Marksman Operations:

Conduct a terrain survey

Conduct long range surveillance of target for intelligence personnel

Plan and implement a enemy harassment plan

Plan and conduct interdiction operations on key target personnel

Estimate range to target

Construct and use a ghillie suit

Construct and use a Sniper/Forward Observation Post hide





\*Note\* Each I.U. must maintain at least 2 teams (2 Long Range Precision Riflemen form ONE team) qualified as Designated Marksmen - X4X, i.e. one must score Expert on the Rifle Qualification Course and meet the RQC DMR requirements.

CQB Operations:

Conduct room clearing with a team

Conduct building clearing with a squad

## Ranks structure

Rank	Insignia/Designation	Description of Possible Duties	
Recruit	None M-1	Basic Training Level 1. Also rank at which a recruit starts at in a real call up.	
Private	1 Stripe M-2	Basic Rifleman or Basic Line Medic (depending upon training)	
Private First Class	1 Stripe and 1 Rocker M-3	Assistant Team Leader	
Corporal	2 Stripes M-4	Team Leader	
Sergeant	3 Stripes M-5	Squad Leader	
Master Sergeant	3 Strips 3 Rocker M-6	Platoon Leader/Sergeant	
First Sergeant	3 Strips 3 Rockers and 1 Diamond M-7	Training NCO, Company Level Command Staff	
Sergeant Major	3 Strips 3 Rockers M-8 1 Star	Battalion Level Command Staff Available only in time of real call up, unless otherwise specified	



**Delta Section – The Basics**

- ***Placement of the DUI, Name Tape, and other insignia on the FGU (Field Garrison Uniform)***

(1) Description.

(a) For woodland camouflage or olive-green uniforms, the insignia is a woven tape of olive-green cloth, 1 inch wide, with the inscription “ILSTM” in black block letters, 3/4 inch high.

(b) As an option, members may purchase and wear 1–inch wide tape with embroidered 3/4–inch block letters. The length of the ILSTM distinguishing insignia tape is 4 1/2 inches, or it extends to the edge of the pocket flap when sewn on the uniform

How worn. ILSTM distinguishing insignia tape is worn immediately above, and parallel to the top edge of the left breast pocket of the uniform shirt, only. The insignia is worn on the temperate, hot-weather, enhanced hot weather, maternity, aviation, and desert BDU shirts; BDU field jackets; and on organizational clothing when required and prescribed by the commander issuing the organizational clothing.

(1) Description.

(a) For woodland camouflage or olive-green uniforms (except for the ECWCS parka), the nametape is a strip of olive-green cloth, 1 inch wide, with the individual’s last name in black block letters, 3/4 inch in height. “Handles” consisting of 11 letters or more are constructed using Franklin gothic extra-condensed print (48 point), 1/2 inch high.

The nametape insignia is 4 1/2 inches in length, or extends to the edge of the pocket flap when sewn on the uniform.

(b) For desert camouflage uniforms, the nametape is a strip of khaki tape with spice-brown lettering, of the same description as in paragraph b(1)(a), above.

(c) For the extended cold-weather clothing system (ECWCS) (Gortex) parka, the nametape is a strip of olive-green cloth, 3 1/2 inches long and 1/2–inch wide, with 1/4–inch black block lettering. The nametape can accommodate up to 14 characters. No other size nametape is authorized for wear on the Gortex parka.

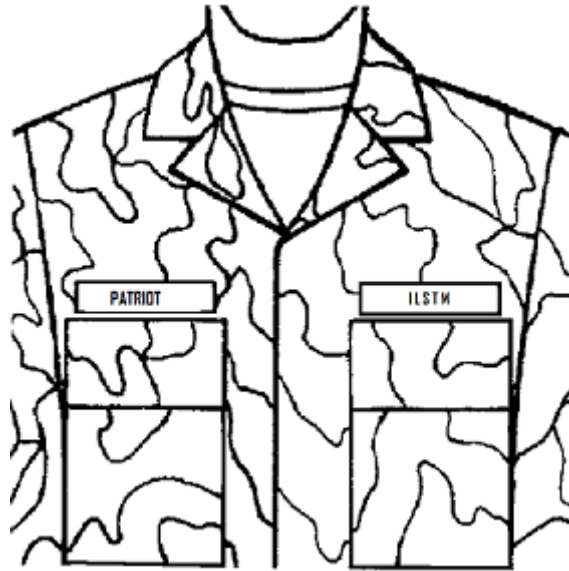
(d) See para 28–3g(1) for wear of nametapes on helmet bands.

(2) How worn.

(a) All personnel will wear the nametape above the top right breast pocket on the same uniforms and in the same manner as described for the “ILSTM” tape above. When the nametape is worn with the ILSTM tape, both must be the same size, 4 1/2 inches in length, or they must extend to the edge of the pocket flaps.

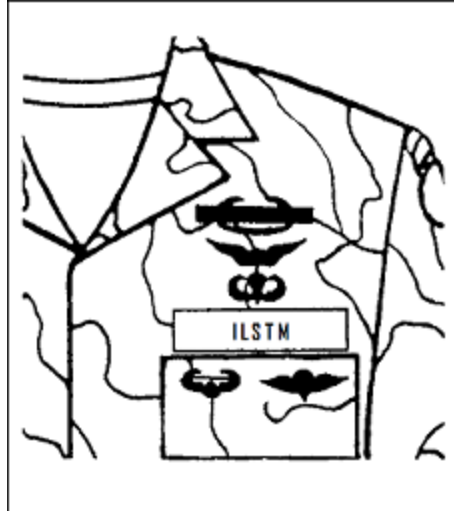
Personnel are not authorized to have the last name embroidered directly onto the uniform. Personnel may wear embroidered nametapes with woven ILSM insignia.

(b) All personnel will wear the nametape on the ECWCS (Gortex) parka, on the left-sleeve pocket flap, 1/4 inch above the bottom of the flap, and centered left to right on the flap.



Personnel are not authorized to wear the nametape in any other location on the parka than the pocket flap, and they are not authorized to embroider the name directly on the pocket flap.

Subdued pin-on and embroidered sew-on combat and special skill badges. Personnel may wear no more than five subdued combat and special skill badges on the temperate, hot weather, enhanced hot weather, maternity, aviation, and desert FGU shirts. Badges are worn one above the other, centered above the ILSM tape, in order of group precedence. When five badges are worn, three are centered 1/4 inch above the ILSM tape in a vertical line with 1/2 inch between badges, and two are worn on the pocket flap, 1/8 inch below the top of the pocket, with at least 1 inch between badges. When four badges are worn, three are centered 1/4 inch above the ILSM tape in a vertical line with 1/2 inch between badges, and one is worn on the pocket flap, 1/8 inch below the top of the pocket, with at least 1 inch between badges. When three badges are worn, two badges are centered 1/4 inch above the ILSM tape in a vertical line with 1/2 inch between badges, and one is worn centered on the pocket flap, 1/8 inch below the top of the pocket. When two badges are worn, both are centered 1/4 inch above the ILSM tape in a vertical line with 1/2 inch between badges. If only one badge is worn, it is centered 1/4 inch above the ILSM tape



**Wear of subdued combat and special skill badges**

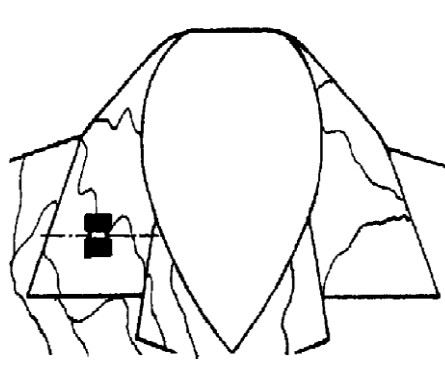
*e.* Wear of special skill tabs.

(1) Ranger tab.

(a) The full-color tab is  $2\frac{3}{8}$  inches long,  $\frac{11}{16}$  inch wide, with a  $\frac{1}{8}$ -inch yellow border and the word "RANGER" inscribed in yellow letters  $\frac{5}{16}$  inch high. The subdued tab is identical, except the background is olive-drab and the word "RANGER" is in black letters.

(b) How worn. The full-color tab is worn  $\frac{1}{2}$  inch below the shoulder seam on the left sleeve of the Army green coat. The subdued tab is worn  $\frac{1}{2}$  inch below the shoulder seam on the left sleeve of utility uniforms, field jackets, and the desert FGU.

On utility uniforms, the subdued insignia is worn centered horizontally on the right collar, 1 inch from the lower edge of the collar, with the centerline of the insignia parallel to the lower edge of the collar. On cold weather coats, the subdued grade insignia is worn on the shoulder loops in the same manner as the non-subdued insignia described above. On the ECWCS (Gortex) parka, the subdued insignia is worn centered on the front tab. Wear of cloth rank insignia tab on the front tab of the ECWCS parka is authorized. Only subdued pin-on grade insignia is worn on organizational clothing, unless otherwise specified in this regulation.



(c) Officers may not mix pin-on and sew-on grade insignia on the uniform. However if they wear sew-on insignia on the shirts, they may wear pin-on insignia on the field jacket or headgear, or vice versa.

### **Grade insignia for enlisted personnel**

(3) Subdued grade insignia.

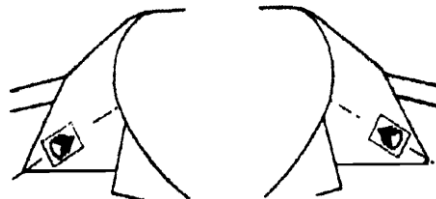
(a) All enlisted personnel will wear subdued grade insignia on utility uniforms, the cold-weather coat, and on the

ECWCS (Gortex) parka. On utility uniforms and the cold-weather coat, the insignia is worn centered on the collar so

that the centerline of the insignia bisects the points of the collar, and the bottom of the insignia (not the cloth backing, if sew-on insignia is worn) is positioned 1 inch up from the collar point.

On the ECWCS parka, the subdued insignia is worn centered on the front tab of the parka. Wear of the cloth rank insignia tab on the front tab of the ECWCS parka is authorized.

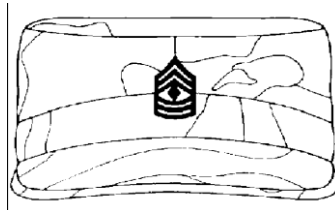
Personnel may wear pin-on or sew-on, embroidered or woven, subdued grade insignia on the uniforms described above. Only subdued pin-on grade insignia is worn on organizational clothing unless otherwise specified in this regulation. Personnel may not mix pin-on and sew-on grade insignia on the uniform. However, if personnel wear sew-on insignia on the shirts, they may wear pin-on insignia on the field jacket or headgear, and vice versa



Woodland and desert camouflage patrol (formerly the FGU and DFGU) caps, desert camouflage hat, and cold weather utility caps.

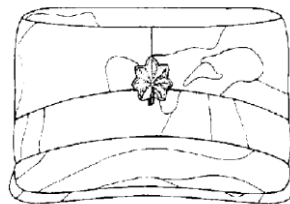
(1) Enlisted personnel wear subdued grade insignia on the patrol caps, the desert patrol hat, and cold-weather utility caps. The grade insignia is centered on the front of the headgear left to right, and top to bottom.

Officers will wear non-subdued grade insignia when in a garrison environment, and subdued insignia when in a field environment. Chaplains wear non-subdued branch insignia in a garrison environment, and subdued branch insignia in a field environment.

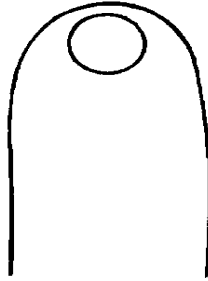


Grade insignia (branch insignia for chaplains) is centered on the front of the headgear left to right, and top to

bottom; no other insignia is worn on the headgear listed above



All personnel will wear the non-subdued SSI of their current organization centered on the left sleeve, 1/2-inch below the top of the shoulder seam, on the coat of the Army green uniform. When the Ranger, Special Forces, or President's Hundred tab is worn, the tab is placed 1/2 inch below the top of the shoulder seam. The SSI is worn 1/4 inch below special skill or marksmanship tabs. If there is simultaneous wear of two tabs, the SSI remains at 1/4 inch below the tabs. Tabs that are an integral part of SSI, such as airborne or mountain, are worn directly above the SSI with no space between the insignia and tab



This guidance applies to soldiers of all components (Active, ARNG and USAR) that deploy during periods of service designated for wear of the SSI–FWTS.

- a.* There is no time-in-theater requirement to be authorized to wear the SSI–FWTS.
- b.* A deployed unit that is authorized to wear an SSI in its own right (or an organic component thereof), in accordance with para 28–16, will wear that unit’s SSI as the SSI–FWTS. This is true regardless of whether the headquarters element deploys, and regardless of the number of changes to the unit’s alignment or operational control (OPCON) during the period of deployment.
- c.* When a unit not entitled to its own SSI deploys, the OPCON relationship prior to deployment is terminated, and a new OPCON relationship is established. Members of these units will wear the SSI of the lowest echelon deployed unit entitled to an SSI in each of their new deployed chains of command as their SSI–FWTS.
- d.* When there is no intermediate unit that has its own SSI in the deployed chain of command, members of units not entitled to their own SSI will wear the SSI of the senior Militia command in the theater as their SSI–FWTS.
- e.* Soldiers who are cross-leveled, assigned, attached, or augmenting deployed units, and soldiers who are TDY on orders through the use of DD Form 1610 (Request and Authorization for TDY Travel of DOD Personnel) will wear the same SSI–FWTS worn by members of the deployed unit(s) to which attached or OPCON. This does not apply to members of Trial Defense and CIDC, who will wear the SSI of their respective commands as their SSI–FWTS.
- f.* Soldiers authorized to wear more than one SSI–FWTS may choose which SSI–FWTS they wear. Soldiers also may elect not to wear the SSI–FWTS.
- g.* Precedence was established in Vietnam for elements organic to, or an integral part of an organization to wear the organizational SSI as their SSI–FWTS.

**DISCLAIMER**

*The information contained in Delta Section was provided by the U.S. Army, AR 670-1 for use in the proper placement of uniform insignia.*