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Schemes of Maneuver

This document contains guidelines how to maneuver systematically to clear a building. These schemes are especially useful if the team has no or only limited information about the target layout (i.e. no floor-plan). They ensure that no room is skipped and help to maintain the forward momentum of the assault.

Main source: "Building Clearing / Tactical Raid" from Texas Explorer's Guide to Law Enforcement Training

Coordinated

- one or more teams follow a set route, possibly including synchronized entries to key-locations from several points
- this way the team can choose entry points and positions which offer a tactical advantage
- requires good coordination and communication
- usually requires knowledge of the target layout

Room-by-Room

- the team clears room by room, usually working clockwise or counter-clockwise
- larger teams may assault more than one room at a time
- requires no knowledge of the target layout
- a backup team may provide hallway

Flood

- every room is cleared by (at least) a 2 man team (almost) at the same time
- requires a lot of operators (depending on the size of the target)
- requires some basic knowledge about the target layout
- dynamic assault

Enveloping

- the team surrounds the target and does a limited penetration at every possible opening (i.e. cover the inside from outside, e.g. from windows)
- the goal is to dominate as much of the target as possible prior to the entry

Split

- the team enters at the center of the target and then splits up, one sub-team clears left and one right
- usually dynamic assault

Hammer and Anvil

- special case of coordinated entry

- 2 teams clear the target from opposing sides, surrounding possible tangos
- in particular advised for L-Shape buildings: one team pushes the tangos in the direction of the waiting team
- other variant:
    - stealth entry of one team
    - second team on standby at the opposing side of the target
    - when compromised both teams proceed dynamically assaulting tangos from 2 directions

Snake

- aka “Scout”
- assault team to clear rooms, supporting team follows to take care of surrendered or disabled contacts
- advantage: the actual assault team can move very fast; it can be pretty small (e.g. 3 operators) and is therefore highly flexible
- usually dynamic assault

Notes:

- these schemes may be combined depending on the situation
- whenever multiple teams operate at the same target, the teams should have definite Areas of Operation to avoid friendly fire and ensure that the whole target is cleared; one way to separate AOs are different floors (using stairs to isolate the areas)
- the used scheme must be extended if the target has more than one floor
- usually it’s preferable to clear from top to bottom (remember the clearing of stairs!)