

Militia Standards and Principles of the Light Foot



Amat Victoria Curam

“Victory Loves the Prepared!”

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Idaho 1st Regiment of Light Foot

3rd Edition, 19 April 2014

Why "Light Foot"?

We in the "Patriot Movement" like tradition.

Up until the late 18th / early 19th century, British infantry units were called "Foot" (foot soldiers). As in, the "13th Regiment of Foot". Light infantry was called "Light Foot".

Cavalry was called "Horse", heavy cavalry was "Heavy Horse", for example, the "48th Regiment of Horse".

As we will not have much in the way of supply lines or support elements, we will most likely "live off the land, resupply off the enemy", so to speak. Carrying what we need on our backs through the mountains and hills. Light = Fast.

Hence, the "Light Foot" militia or "Light Foot", for short (Idaho Light Foot, Utah Light Foot, etc).

Our unit patch in all states...

Is a circular green patch (or tan, depending on the camo pattern of your uniform) with a Spartan helmet and crossed short swords. Above is "Come and get them" in Greek. Pronounced "Molon Laveh".

It is a famous quote from ancient military history. It was uttered by Leonidas (King of Sparta) to Xerxes (King of Persia) during the battle of Thermopylae, when Xerxes ordered Leonidas... "Lay down your arms!"

Leonidas' reply will live in history... "Come and get them!"

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Congratulations on your decision to stand with the Light Foot 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 LFMS-01-07A "Uniform Standards").
- If you have experience you feel would benefit others in the militia, please step up and ask to be considered for an officer position. After consideration by your teammates, 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 several states 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 be agreed upon at the unit meetings and dates/times/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 US Army Field Manual FM 21-75 "Combat Skills of the Soldier".

These can be purchased from Ebay.com and Amazon.com. Or you can try running a search to see if you can find a better price from a different on-line retailer.

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 their state'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 our native state.

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 our state constitutions 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 unblemished providing that they shall respect and uphold the rights of the citizens of the several states, 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 my State 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 my State, 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 -**Membership:**

General membership in the militia is open to all lawful citizens of a state, ages 16 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 destroyed in the event of crisis; And shall be used for no other purpose than the internal business of the unit.

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.

Only in self-defense, hunting, sport shooting 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 (front line) members will be expected to pass Level One qualifications. Support personnel will train in their assigned area of duty (level qualifications are not necessary for support personnel).

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 in each Battalion (county). Members must discipline themselves to schedule and set aside time each month for musters and assembly for such purposes as field training exercises. 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 it's members, recognizing the responsibilities of faith, family and work.

Rank Structure

The organization of rank levels in the Light Foot Militia shall be a slightly modified and streamlined version of the U.S. military structure.

ENLISTED RANKS -

1. Private – Lowest rank: a trainee who's starting Basic Militia Training. Primary role is to carry out orders issued to them to the best of his/her ability. Building block of the Three Man Team.
2. Corporal – The base of the Non-Commissioned Officer (NCO) ranks. CPLs serve as team leader of the Basic Militia Unit, the three man team. Like SGTs, they are responsible for individual training, personal appearance and cleanliness of soldiers. Privates are promoted to this level after one year (with vote by peers) — or earlier by request of superior.
3. Sergeant – Considered to have the greatest impact on soldiers because SGTs oversee them in their daily tasks. Responsible for individual training, personal appearance and cleanliness of soldiers. In short, SGTs set an example and the standard for Privates to look up to, and live up to. Leader of a Squad (2 three man teams, 7 total). Recruit can begin at this level with experience or prior military training.
4. Staff Sergeant – Leader of a Platoon. Responsible for developing, maintaining and utilizing the full range of his soldiers' potential.
5. Master Sergeant – Senior NCO and Training Officer of the Company. He oversees all training within the Company. He coordinates with the S-2 and assists the Company Commanding Officer in operational planning. May be selected to be Battalion Supply Officer.
6. First Sergeant - Senior NCO and Operations / Training Officer of the Battalion. He oversees all training within the Battalion. He coordinates with the S-2 and is the key assistant and adviser to the Commanding Officer in operational planning.
7. Sergeant Major - Senior NCO and Operations Officer of the Regiment. He oversees all NCO's within the Regiment. Responsible for enforcement of training doctrine.
8. Command Sergeant Major - He is the senior NCO and Operations Officer of the Brigade.
9. Sergeant Major of the Militia – Senior NCO of the Light Foot in a State. Assistant to the Adjutant General of the State Militia.

OFFICERS RANKS -

1. Lieutenant - The entry-level rank for officers. Leads company-size elements consisting of three platoons, the company Master SGT and radio man. May be selected to be Battalion Executive Officer (XO).
 2. Captain - Commands and controls the County Battalion, together with a principal NCO assistant (First Sergeant).
 3. Major - Serves as Commanding Officer for the Regiment.
 4. Colonel - Serves as Commanding Officer for the Brigade.
 5. Adjutant General of the Militia- Highest ranking officer in the militia of a State. Assistant to the Commander-in-Chief of the state militia, your state's Governor.
-

OATHS -**Enlisted personnel -**

"I, _____(state your name), do solemnly swear that I will support and defend the Constitution of the State of (your state) 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 (your state) and the orders of the officers appointed over me. So help me God."

Officers -

"I, _____ (state your name), having been elected by my peers an officer in the Militia of the State of (your state), do solemnly swear that I will support and defend the Constitution of the State of (your state) 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**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.

REGIMENT -

A Regiment consists of 3-4 Battalions; led by a Major, with a Command Staff.

BRIGADE -

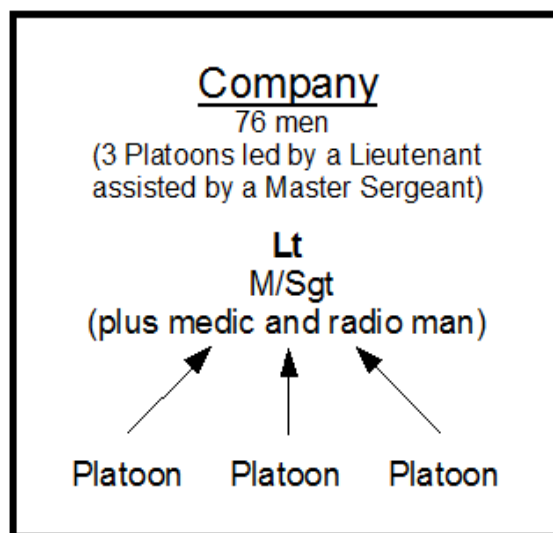
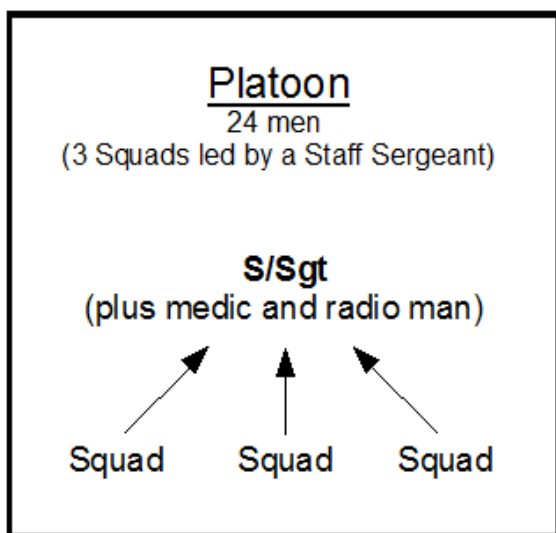
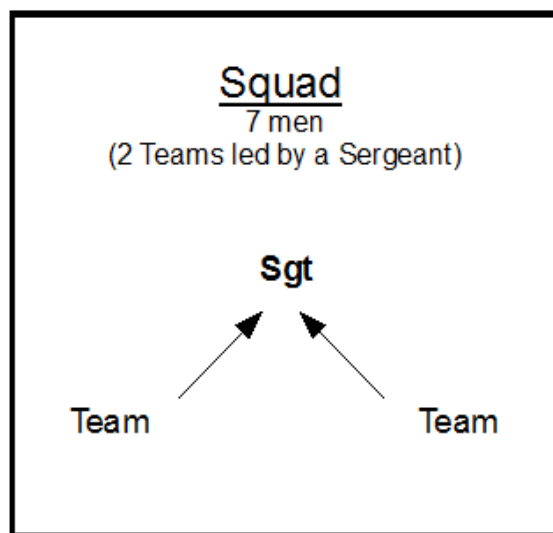
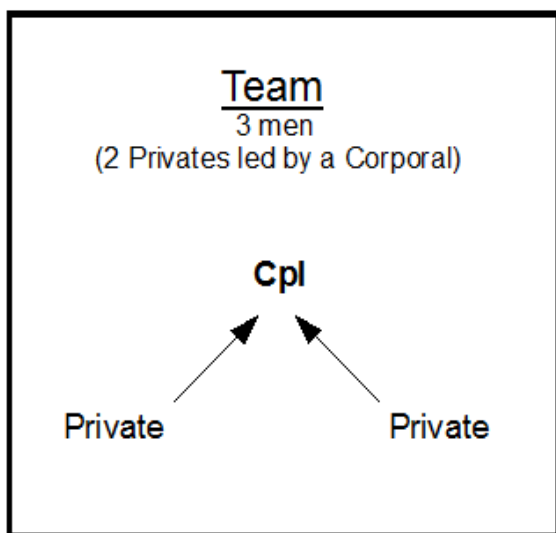
A Brigade consists of 3 Regiments; led by a Colonel, with a Command Staff.

FIELD FORCE -

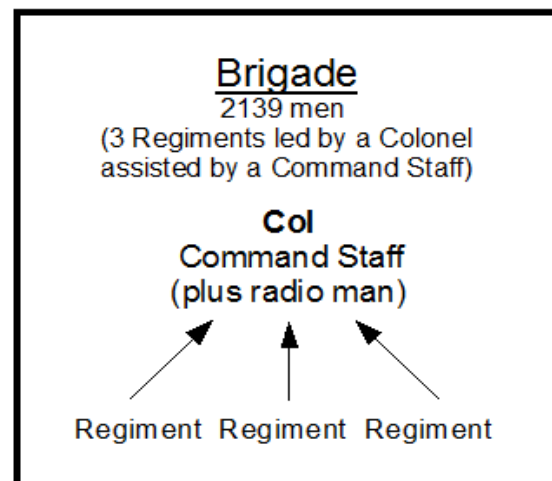
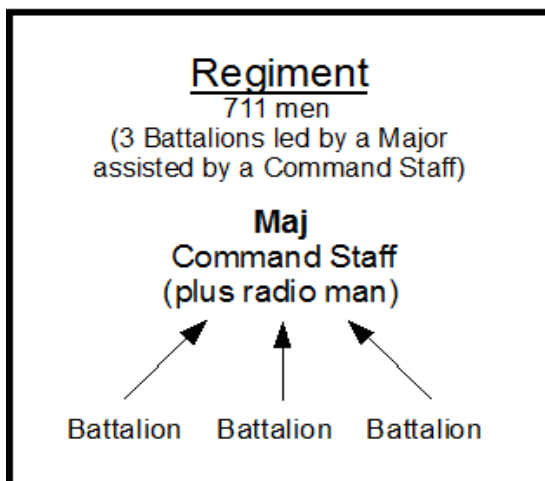
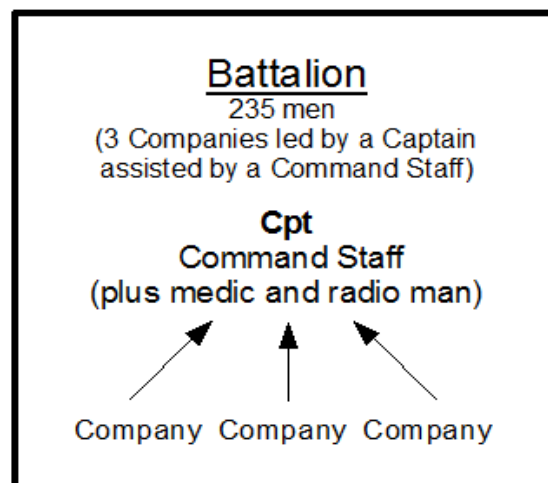
...is the name given to the entire State Militia. (Idaho is the 43rd state and as such is designated the 43rd Field Force. Washington is the 42nd, etc). It is led by the Adjutant General, who is second in command of the militia. The Governor is the Commander-in-Chief of the State Militia.

Unit Structure

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



As the 3-Man Team is the basic building block of the unit, so then the Battalion (county) is the basic building block of the State Militia.



The **Command Staff** is the leadership of the unit and provides planning, training and issues orders to be carried out by the individual teams. They have a P.O. Box, Phone #, email and/or fax (preferably a website, as well).

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 -

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).

Command Staff ranks for higher units -

Regiment – S-1 = Captain, S-2 = Captain, S-3 = Lieutenant, S-4 = First Sgt, S-5 = Captain

Brigade – S-1 = Major, S-2 = Major, S-3 = Captain, S-4 = Lieutenant, S-5 = Major

Field Force – S-1 = Colonel, S-2 = Colonel, S-3 = Major, S-4 = Captain, S-5 = Colonel

COMBAT TEAMS : Combat Teams shall be comprised of “Minutemen” 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.

Women are prohibited from serving with Combat Teams in order to maintain unit cohesion and mission readiness.

Women and 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 Levels 1 through 3.

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 C, “Medical Directive”. It was written for the Idaho LF, but you can tailor it for your needs.

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.

Unit Geography

The county being the basis of local control in a state, the militia units shall be organized by counties.

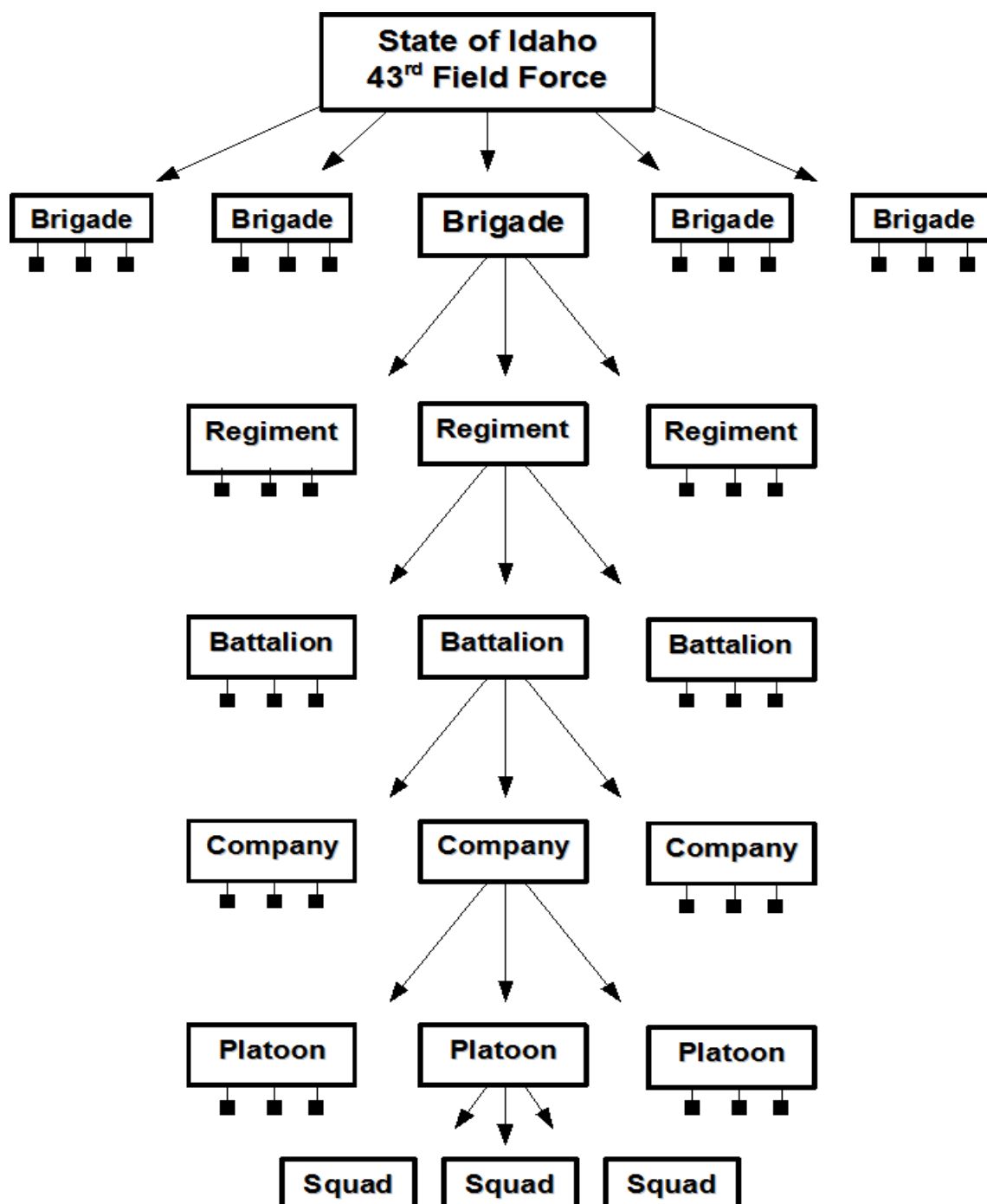
Each county shall constitute a battalion of militia. Each battalion being made up of three companies (see “Unit Structure” chart, pg. 10): Alpha, Bravo and Charlie.

“Alpha” company will be based in the county seat. “Bravo” in the next largest city; “Charlie” the next (and so on, if needed). Militiamen in the outlying areas of the county will join with the unit closest to them.

Above Battalion (county) level, three or four counties will join to assemble a Regiment. Three Regiments shall form a Brigade. There will be multiple Brigades covering each state.

BATTALION NUMBERING SYSTEM -

A very well thought out numbering system for all counties in each state in the nation has been provided by our friends at www.awrm.org and has been adopted by us for use at the battalion level. See appendix.



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, opposing wills that is the essence of combat.

Critiques are an important part of training because critical self-analysis, even after success, is essential to 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 pg. 20).

X1X - Level 1 - "Marksman" score on the Militia Marksmanship Qualification Test (next page).

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-numerics)

The “MMQ” -

The 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”, pg. 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 :	25-34 MARKSMAN	66%	- Level 1
	35-39 SHARPSHOOTER	77%	- Level 2
	40-45 EXPERT	88%	- Level 3

Ten shot DMR-Designated Marksman Rifle (see S.W.O.R.D.)- 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 should try to qualify at the “Standard” level.

Ten shot “Standard”- Single target at 25 yards, target is 8-1/2x11 inch “center mass”.

Stage 1. From the low ready position, fire 5 rounds within 60 seconds at 25 yards.

Stage 2. From the holster at 5 yards, draw and fire 5 rounds in 4 seconds.

Ten points per hit, late hits are not counted. 70 points 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 25 yards -

- ⌚ At the signal, draw and fire 2 rounds from a covered position.
- ⌚ Reload the second mag while moving to the 15 yard line. Fire 2 more rounds from 15 yards.
- ⌚ Reload the mag of 6 rounds while moving to the 7 yard line and fire 3 rounds.
- ⌚ Step to the 5 yard line 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 marksmanship skill is to ensure the militiamen is safe with his 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 Army FM 21-75

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 (ABC's – *Airway, Breathing, Circulation*)
- 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. An 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.

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

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

Troop Leading: He must have a basic understanding of Troop Leading Procedures including the 5 paragraph OPORD, SALUTE, CARVER 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. | d. Break contact. |
| b. React to indirect fire. | e. React to ambush, near or far. |
| c. React to contact. | 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 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.
 - f. Locate and construct a field expedient survival shelter.

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.
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.W.O.R.D. TEAMS (Select Weapons, Ordinance and Reconnaissance Detachment):

S.W.O.R.D. Teams consist of 6 men who receive extra training in one of three areas: Designated Marksman, Land Navigation or Communications. Two men 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 techniques (Reconnaissance).

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:**

- Must 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.
- Transmit and receive Morse code.

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 six man S.W.O.R.D. 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.W.O.R.D. 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 (2 each) – Sergeant

Since a “Select Weapons, Ordinance and Reconnaissance Detachment” is just that, a detachment, members of a Command Staff (Battalion, Regiment, etc.) cannot serve on S.W.O.R.D. Teams. If a detachment were deployed which contained members of the unit's Command Staff it would effectively decapitate the unit; leaving them 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 also perfectly acceptable, but you should bear in mind that ammunition may well become scarce, and 8mm and .303Brit should be well stocked if you opt for one of these calibers.

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

I don't think our enemies will be shooting .300 WinMag.

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 are going to be the most common. Be sure to choose a reliable handgun with a well established reputation. A 1911, 92FS, Glock, or S&W would serve you well (as would many others).

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 Sugar 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 (say that 3 times fast) 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 men can share a sleeping bag. Also, Mil-issue "pup tents" can be split between soldiers (each carries one shelter half w/ poles). These can be purchased for about \$25-\$30.

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). This is not to say that you MUST use BDUs. Anything that you would wear to hunt in the field would be perfect for militia use. The point is to blend in using durable clothing that can stand up to extended wear, and is comfortable. For wooded, mountainous terrain, the best camo is that old standby, woodland; available at any surplus store or online outlet. Next would be Marine Digital Pattern (MarPat). The current Army pattern, ACU (Advanced Combat Uniform), is supposed to work "in all environments". But, as the old adage goes, "camo that's made to work everywhere, actually works nowhere", could have been coined for the new Army digital camo. It's too grey for desert wear and way too light for the mountains of the northwestern United States. Desert pattern works well southwest and high desert areas of America.

(see "Uniform Standard" 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.

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.

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 buttack 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 this stuff 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 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 ol' sucks, 2nd 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 Light Foot Militia standard uniform shall be the woodland or desert camo BDU (battle dress uniform). It was chosen for three reasons...

- The color scheme matches your AO (area of operations).
- They are plentiful at surplus stores, gun shows and on-line sellers such as E-Bay.
- The U.S. Army and National Guard have both switched to the new ACU digital camo pattern, so we will set ourselves apart from the “regular army”.

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.

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 -

(you can purchase these through the vendors listed below)

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). *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”. This just shows the ignorance and lack of historical knowledge of our Pentagon commanders today.

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 ITS upper right. 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. Since our armed forces now have their flag flowing in the opposite direction, does that mean we are going against God? I think I could make a convincing case that we are, as a nation.

Over the right breast pocket shall be the soldier's last name tape. And over the left pocket will be the "(your state) MILITIA" tape. (*Order one with your last name and one with "(your state) MILITIA" for each BDU shirt or jacket you have.*) Olive drab or tan 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 (metallic-silver) 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 word "MILITIA" followed by your unit number/state # (for Boundary County, Idaho "21/43", for Bonner County "17/43" and for Kootenai County "55/43", etc.) *See Appendix VI, "Unit Designation".*
- Blood type
- Religious affiliation, if any.

The preceding items may be purchased through www.militarynames.com

The Light Foot makes no profit from the sale of any item from MilitaryNames.com

On the upper left shoulder shall be the
“Spartan Helmet” unit patch w/ “Molon Labe” rocker.



Medical personnel may wear the “Tactical Medic – Spartan”
patch below the unit patch on the left arm.



Level 3 qualified militiamen who are part of a 6 man
Select Weapons, Ordinance and Reconnaissance Detachment
(SWORD team) are eligible to wear the “Modern Spartan” patch.



Unit patches can be purchased at <http://milspecmonkey.com/store/>
(order “forest” or “desert” color)

The Light Foot is in no way associated with, nor derives any profit from, Mil-Spec Monkey.

When to wear the uniform -

Civilian clothes may be worn at meetings or on the target range, but the standard uniform should be worn to all field training exercises.

The standard uniform is not required for militia participation. If you have other military or hunter camouflage clothing, that's fine. But please understand that for unit cohesion, "esprit de corps" and to put forward a professional image to the public, you should try to acquire at least one set of camouflage BDU's as soon as you are able.

"Class B Uniform" –

We have also adopted a more "public friendly" uniform for county unit meetings, gun shows, official engagements and meetings with county sheriff /local elected representatives. It is a short sleeved polo style shirt with an embroidered Spartan patch and "molon labe" on the upper left chest area along with "(your state) Militia". The color scheme shall be determined by your state or county leadership.

Match that up with a pair of snazzy 511 tactical slacks (Again, color chosen by command) and you have the makings of a professional image to put forth in public.

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 enroute 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.

STARTING A “LIGHT FOOT”

MILITIA UNIT

**“Those who expect to reap the blessings of freedom,
must, like men, undergo the fatigues of supporting it.”**

Thomas Paine



*“These are the times that try men's souls. The summer soldier and the
sunshine patriot will, in this crisis, shrink from the service of his country;
but he that stands it now, deserves the love and thanks of man and woman.”*

Before you read this booklet,
be sure you have thoroughly studied the
“Light Foot Militia Standards”.

19 April 2011

To begin, let me thank you for taking the initiative and say that it takes real courage and conviction to stand up and say "I will be the first to step forward and organize my fellow citizens to help defend my community, state and nation against all enemies, foreign and domestic".

I, myself, was shaking when I started handing out fliers at the first "tea party" rally I attended in April of 2009 in Coeur d'Alene, Idaho. It was the beginning of what would become the "Idaho Light Foot", a constitutional militia. There was no one else; no one to back me up or offer support. I relied totally on my conviction that what I was doing was right and on my faith in our Father in Heaven.

ABOUT ME

Starting about 15 years ago I began to learn about the founding of our nation and principals on which it was based. I also studied the Communist Manifesto, books on socialism and marxist revolution, and found out how close we have come to replacing our Constitutional Republic with a Socialist Democracy. As I prayed about the situation I and my country was in, I felt led to prepare to defend my rights and my neighbors liberty.

I purchased my first rifle at the age of 26 (I know, I know... But you have to understand, I was born and raised in New England!) and began collecting the things I thought I might need. I gathered the proper gear, uniform and weapons in preparation for an unknown future. I studied military history and tactics, U.S. history, the Bible and Bible Law (you wouldn't believe how many of our "Laws of War" come straight out of the Old Testament). I studied Patton, Sun-Tzu, Rommel and Mao Tse-tung. For the past ten years I have been, to borrow a phrase from the Army, "A Militia of One".

After my initial preparations, I asked God what I should do; asked him to guide me in His direction. All I felt was... "Wait".

If any of you have ever felt like God was guiding you in a certain direction you'll understand what I'm talking about. For those of us who aren't in the Old Testament, God doesn't speak to you directly. At least not to me. If you've ever felt like you're being "pulled" in a certain direction in your life then you know what I mean. But this was a little different. I wasn't feeling "pulled".

I felt... "Wait".

So I did. For a long time.

Then, in 2009, when the Tea Party movement started up I began to get a different feeling. And no, this had nothing to do with Obama. Remember, I was a "minuteman" for nearly a decade before we'd ever even heard of him. This was a new feeling.

I felt... "Now".

"Now?", I thought. Now what? Was it "now is the time to join a militia"? I didn't know. But I started looking on the internet for a militia unit in Idaho. The only one I found was in southern Idaho (8 hours drive from where I lived) and from the looks of the website there were only three members, as far as I could tell. Plus, they only accepted "Christians, Jews and Mormons", which didn't seem right to me.

They weren't a true militia. They were a private paramilitary group. The militia is the people. All the people.

MY IDEA OF "MILITIA"

I feel that the first and biggest mistake most militias make is to be secretive about their existence. I know that people, myself included, are afraid of what the police powers (state and federal) have done to innocent patriotic Americans. But forming a secret, private militia is the worst thing we could try to do.

- First, the police and the public would view you, not as their friends and neighbors, their allies whom they could call on in an emergency, but as a threat. What people don't know and understand, they fear.
- Second, the police (state, fed or both!) will be compelled to investigate you to make sure you aren't a threat. And as was seen in the 1990's, when paid informants couldn't find any evidence of wrongdoing, they made some up. They needed to justify their long and expensive investigation. It's sad but true.

No, that is not the right path. I felt we should do the opposite. There should be a liaison officer with the local county sheriff's departments. We should invite them to send a representative to meetings or training sessions. The unit's XO (executive officer) should send out a press release to let their friends and neighbors know what we stand for, what we are doing and why. No one should fear the militia. The county sheriff should know that we are HIS friends and neighbors as well, and that if there were an emergency he could call upon us for help.

After coming to these conclusions, and after much prayer, I knew that what was needed was a real militia. Not a "group" that you join.

THE LAW IS ON OUR SIDE

According to the U.S. Constitution, Federal Law, the Idaho State Constitution and Idaho 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.

Most state constitutions allow their governor to call up the state's militia (the people, armed). Idaho's constitution mandates that 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."* But they neglect their duties.

Our state constitution also mandates a public school system. They do that. But what if they didn't? Would you not teach your children yourselves? Or join with your neighbors and hire someone to teach your children in the absence of an organized school system? I say yes.

I also say that that's the way we should view the militia. If the state governments will not do what's right and prepare their citizens so that they can be ready for an emergency situation, then it's up to the people to do it themselves, until such time as the legislature again resumes its rightful duties.

OUR FOUNDING

The founding meeting of the "Idaho Light Foot" was held in the upstairs conference room at a local sports bar. The people who attended were mostly ex-military or ex-police officers. That fact might surprise you. But the truth is, if you found a group comprised of patriotic citizens having the common goal of helping out your community in an emergency, you end up attracting the same kind of people who've already volunteered to serve their neighbors and nation in the past. These people are a rare breed today and will not show up at meetings of secret, "under the radar" militia-type groups.

As I stated more than once at the first meeting, "not only are we not doing anything illegal, we aren't doing anything wrong".

We discussed our concerns about what was happening in our country and what we could do about it. I put forward my ideas for forming a militia unit, and with minor changes, everyone agreed with a few basic principals:

- 1) We are not a "group" that you join. If you are a citizen of Idaho, then you are a member of the militia according to our constitution and state law.
- 2) All may come no matter what race or religion, weather man or woman. As long as you support the US and Idaho Constitutions, understand that our country was founded by Christians, that our laws are based on Biblical law and that it is for these reasons that all are guaranteed the right to live, work and worship as they see fit. We do not care if you're Christian, Muslim or atheist... as long as stand up for the rights of others to live as they may, then you are a true protector of the Constitution. If you are a neo-nazi or anachist, you are the enemy of our Federal Constitution because you are seeking to replace it with a different form of government.
- 3) While women are welcome, they will serve in the Supply/Medical/Support units, not "combat" units, to preserve unit cohesion. They can serve as supply, transportation (truck drivers), medical, food service, communications or security personnel. But, all who join will be trained in firearms and basic combat skills.
- 4) We agreed to use the National Militia Standards (www.awrm.org) as our basic framework, which was quickly modified and customized with the result being the "Idaho Light Foot Militia Standards".
- 5) All officers and non-comms shall be voted on by the men below them. This isn't regular army. We cannot throw you in the stockade for failing to follow orders. You cannot force men to follow you, they must respect you want you to be their leader.
- 6) We voted in agreement on the flag and patches we would use for identification of "friendly" units.

WHERE DO YOU START?

- 1) Find a place to hold your first meeting. A public place is best; people feel more comfortable in a coffee shop than in a stranger's basement. Many restaurants have meeting/conference rooms that can be reserved for free as long as you eat while you're there. Also, check out community centers and libraries (if they have separate meeting rooms). We've even held meetings at the local ARBY's restaurant, no kidding.
- 2) Then start customizing and printing out copies of the flier included on the disk with this booklet. If you have a website already, add the address to the flier. If not, at least include your email, phone or other way to contact you for info about your first meeting.
- 3) If you're like me, you want to put on a professional looking presentation at your meetings. I purchased an Idaho State flag and an American flag at <http://patriotic-flags.com> . Then I went "big time" and purchased a recruiting banner that we could also use at gun shows and patriot rallies. I got mine at www.bannersonthecheap.com . Copies of the "Light Foot Standards" can be made at www.staples.com . If you specify which pages are color, they'll only charge extra for those, and then charge B&W for the rest of the manual. Costs about \$15 each; bound and covered. Or you can hand out copies on CD (much cheaper) and they can print them themselves.



- 4) Your uniform patches, name tapes and dog tags can be found at the websites listed in the "Uniform" section of the Standards.

- 5) All that you need to know for your first presentation is in the Standards. Study them well. At your first meeting you WILL be nervous. This is natural. Just talk to your new found patriot friends and ask them about themselves; what their concerns are; what they want to get out of this.
- 6) Under no circumstances is talk of explosives, illegal machine guns or other illegal activity permitted at any time. Yes, books on explosives and such are legal and "for informational purposes only", but discussing it (especially at a "militia meeting") can and has been used as evidence of conspiracy. Don't fall into this trap. If someone comes to one of your meetings and starts talking about "making bombs", he's either an idiot or a Fed. Either way, you don't want him around.
- 7) You should invite a representative of your county sheriff's office to attend your meetings. Be open with them. You're not doing anything wrong. If not at your founding meeting, then set up a meeting with the sheriff soon after so that you can introduce yourself (and other members who'd like to come with you to help represent the unit) and allay any fears he may have about a militia unit forming in his county.
- 8) Since we started in north Idaho we have networked with other groups and organizations. Tea Party, Libertarian, John Birch Society, 9-12 groups and others are a great way to "network". We have been welcomed by these and others with open arms (something I would not have believed 15 years ago). We started by going to their meetings (not in uniform, but not disguising who we were), handing out business cards (labeled "Idaho Light Foot" with contact info) and asking if we could set up an information table at their next event. Now, they ask us to come.
- 9) Gun shows are a great way to get your message out to the public and to recruit new people. You might even consider doing one before your first meeting. Hand out fliers with the date and time of your "Founding" meeting. Do it right though. Have a good size banner (2'x6' or 2'x8') so that people know who you are. Half of our job is education and gun shows and other patriotic rallies (County fairs are great too!) are the perfect opportunity to tell your neighbors what the militia is REALLY all about!

THE NEXT STEP

Once you've had your first meeting or two, you need to start electing officers. This isn't a “power” thing. As in any organization you need leaders to help get things, well... organized. It's honestly more of a job description than a military rank. If you read through the “Unit Structure” section in the Standards on page 11, “Battalion Command Staff”, you'll see what I mean.

Our officers understand that they only hold their position until someone better comes along. Then we will gladly step down into the ranks. We want the best qualified people in the proper leadership roles. This is not about EGO! This is about protecting our Republic! Leave your pride at the door, please.

In the beginning you'll more than likely have more officers than enlisted men. This is OK because you need to have a structure in place early on if you want to maintain momentum.

Your CO and XO should set up a meeting with the county sheriff and the local paper. Your Training Officer should start planning a training schedule and find out what the skills are of the former armed forces personnel, firemen, police and EMT's, among others, that are joining up. The Training Officer shouldn't have to conduct all the training himself. He should employ the experience of other members and “pass the knowledge around” the unit.

Do you have an EMT (emergency medical technician) in your group? Then have him do a field first aid training class! And so on...

NEIGHBORING COUNTIES

You will probably have people coming to your meetings, or emailing you for information, who are not in your area, simply because they don't have anything like what you're doing in their county.

Give them a copy of this booklet and the “Standards”. Help them to form a unit in their county. Have your officers attend their first couple of meetings to help get them going. Soon enough you'll have a “sister” unit next door. Help organize one more and you've formed a Regiment!

We in north Idaho are now the “1st Regiment of Light Foot”, consisting of the counties of Boundary (21st Battalion), Bonner (17th Bn) and Kootenai (55th Bn). We also have a “sister” unit... in Washington State! They came to our meetings and wanted to join us, but we told them “we're not a group, we're citizens of Idaho and therefore members of the Idaho militia”. So they formed the “Washington Light Foot” militia and have been assisting other counties in their state with organizing “Light Foot” units.

MEETINGS AND TRAINING

We've found that a schedule of once a month meetings and twice a month training days works out pretty good. If you can do more that's great. But, many people have other commitments (work, family, etc) and three days a month is enough to ask of them.

Your training schedule should consist of a classroom training (in say, “Map Reading/Land Navigation”) followed on the next scheduled training day with a field training (go out and use your map/compass) to put those newly learned skills into practical use while still fresh in the mind.

Use the “Basic Training Plan” on page 17 of the “Standards” for your guideline concerning the proper training curriculum. It outlines the goals for individual preparedness.

For training materials we've adopted two well made manuals. The first is the US Army Field Manual FM 21-75 “Combat Skills of the Soldier”. The second is “Light Infantry Tactics for Small Teams” by Christopher E. Larson. Both of these books can be found online at Ebay or Amazon.

AND FINALLY...

This path you're embarking on is not an easy one. You will need help from above. The Creator guided and protected our Founding Fathers before, during and after our War for Independence. We cannot be so proud and self-centered as to believe we can help protect and defend that independence without His protection and guidance.

Pray... with all your heart and all your soul for strength and wisdom.

...then start TRAINING LIKE A MAD MONKEY!

NAME (Last, First, Middle) : _____

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

Enlistment Unit : _____ Enlistment Rank : _____

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 form #LF-A-08, Militia Separation Record.

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

NAME (Last, First, Middle) : _____**Date of Birth (MM/DD/YYYY):** _____ **Unit :** _____**PERSONAL INFORMATION - Religious Preference (Check One):**

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

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 :** _____

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 :** _____

NAME (Last, First, Middle) : _____**Date of Birth (MM/DD/YYYY):** _____ **Unit :** _____
_____**By order of** _____,

Commanding Officer of _____, you (the above named Militiaman) are hereby ordered and authorized to appear before the commanding officer of unit _____, no later than _____ hours on the _____ day of _____, in the year _____.

You are to report to this unit for (*check one*):

☐ Training ☐ Service ☐ Separation ☐ Courts Marshal ☐ Other _____

You are to appear at the stated unit before the stated time without exception, or you may face administrative punishments, or courts marshal.

Your travel itinerary and other miscellanea may be outlined in the "Additional Instructions", below.

If not, it is up to you to transfer yourself to the location specified.

ISSUING OFFICER'S SIGNATURE : _____**ISSUED ON DATE :** _____
_____**RECEIVING OFFICER'S SIGNATURE :** _____**RECEIVED ON DATE :** _____

Additional Instructions:

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 LF-A-02, Militia Disposition Record.

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

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 : _____



What is a “Militia of One”?

Well, I guess I'm borrowing a phrase that was used in the fairly recent past by the US Army. They had a short lived recruitment campaign called “An Army of One”. I'm using it here to denote American patriots who, for whatever reason, cannot join or form a Light Foot unit in their area, but still wish to be ready when the time comes.

So, here's what you'll need to do.

- First, read the Light Foot Standards.
- Next, obtain the proper uniform for your AO (area of operations) as well as unit patches and dog tags. Do not attach any rank patches or pins to your uniform as all rank above private is voted upon (see chapter 3 “Rank Structure”).
- Go to chapter 6 - “Equipment”, and begin assembling your gear. You can find many different opinions on what is the “best” gear, but you need to think about your particular needs (type of weapon/ammo you carry) and your budget. A good quality surplus web belt with Y suspenders and canteen/ammo pouches doesn't look as sweet as a “tacti-cool” new combat vest made in China, but it will last you longer and costs less. More \$ doesn't always = better gear.

- Read and understand, totally and completely, the “Statement of Ethics”, “Mission Statement” and “Duty and Code of Conduct” in chapter 2. Live by these tenets, because many have died by them. They died so that you could live free. Prepare to defend the freedoms and liberties given us by God.
- Purchase a copy of “Light Infantry Tactics for Small Teams” by Christopher E. Larson. You can find it on Amazon.com or other online book seller. This is our standard field manual for the Light Foot; our “basic training” book, if you will. In it you will learn camouflage, movement techniques, battle drills, hand signals, etc. Memorize it!
- Get in shape (if you're not already). You might have the body of a “god”, but let's just hope that god's not Buddha! Seriously, you don't have to be in top physical condition, but it would be embarrassing to die of a heart attack during the road march to the battle, wouldn't it? Most people in decent shape can pass the Level 1 qualifications pretty easily (see chapter 5), but if you want to link up with an already formed Light Foot unit during a crisis you should strive to pass the level 2's.
- Take a regular file folder and write your name, date of birth and skill level on the tab. Fill out the paperwork at the back of the Standards. Make a photo copy of your driver's license (or other photo ID), your concealed carry permit (shows you're not a felon) and your DD214 (if you're a military veteran). Place the paperwork and your photocopies in the file and keep it with your gear. When the time comes for you to find and join up with a unit, having the proper paperwork ready will make your placement much easier. It also shows that you've prepared and that you take your duties as a militia-man seriously.

Pack your gear into a “bug-out-bag” and keep it in a safe place (but easy to get to on short notice). Keep training. Go to a local shooting range to practice or join a gun club. Go to church (or whatever your belief). Prepare yourself mentally for the times ahead. Prepare your family if you have one.

Pray.

Then, when the time comes...Join with us!

BATTALION MEDIC LOADOUT LIST

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, with repetitive items listed first. These are minimum standards.

AIRWAY:

- | | |
|--|---|
| 1. Gauze, 4x4 and 2x2.....4 each. | 4. Combitube.....1 each. |
| 2. Oropharyngeal airway.....1 of each size. | 5. Bag valve mask.....1 each |
| 3. Nasopharyngeal airway.....1 of each size. | 6. Aqueous lube for tubes and airways....4 each |
-

BLEEDING:

- | | |
|--|--|
| 1. Compression bandage...2 each size (4,6,12 inch) | 5. Betadine. |
| 2. Blood stopping agent,(quik clot, celox, etc.) | 6. Gauze dressing,10 each,(more=better). |
| 3. Assorted bandages for lacerations....6 each size. | 7. Assorted bandages. |
| 4. Alcohol wipes/ wound cleaners.....10 min. | |
-

Wound Management:

- | | |
|--|----------------------------------|
| Sutures, 1-3, 5-7, and 8-10 (2 of each). | Sterile water (for irrigation). |
| Scalpel (disposable or autoclavable w/ extra blades.) | Wound glue. |
| Staple gun (15 min.) | |
-

Misc:

- | | |
|-------------------------------------|--------------------------------|
| Tape (heavy cloth, bandaging). | Sam splints (large and small) |
| Cravats for splinting. | Tweezers |
| Scissors (Trauma shears, dressing) | .Forceps |
| Tongue depressors. | |
-

Medications:

- | | |
|---|--|
| Benydril | D5W IV solution.(500 ml). |
| Anti-diuretics. | Normal saline solution.(1000 ml min.) |
| Analgesics.(over the counter pain med's). | |
-

Diagnostic:

- | |
|---|
| Stethoscope |
| Pen light |
| Blood pressure cuff, (Adult med and lrg). |

IV Administration:

- | |
|---|
| IV catheters (14, 18, 20 ga. 2 ea. Minimum). |
| IV starter kits, 3 minimum. |
| Tourniquets 2. ea. |

Subject: Medical Command Establishment Directive.
Number: 2013.1

PURPOSE . This directive:

- a. Establishes a Medical Command structure within the Idaho “Light Foot” 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 Idaho Militia (Here after referred to as IM) 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 IM.

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

TERMS. See Glossary.

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 IM, 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:

Field Force Medical Command.

- a. State Medical commander, Lt. Colonel
- b. Deputy State Medical Commander,..... Major
- c. Secretary, Medical Command Staff,..... 2nd Lt.

Brigade Medical Staff.

- a. Brigade Medical Officer,..... Major
- b. Deputy Brigade Medical Officer,..... Captain
- c. Secretary, Brigade Medical Staff,..... 2nd Lt.

Regimental Medical Command Staff.

- a. Regimental Medical Officer,..... Captain

Battalion Medical.

- a. Battalion Medical Officer,..... Lt.
- b. Platoon Medic,..... SSGT

FIELD FORCE MEDICAL COMMAND
STAFF POSITIONS
AND
DUTIES

Commander: The commander has overall authority over all medical personnel within the IM.

- a. Reports directly to the Field Force Commander.

Duties: Evaluates and disseminates to all levels of the IM, policies and procedures governing the conduct and duties of the medical personnel under his/her command.

Coordinates with subordinates to establish programs to facilitate the training, recruitment, and policies regarding medical services.

Reviews and approves all policies and procedures related to medical care within the IM.

Deputy Commander: Assists the Commander in carrying out the duties of his/her office.

Responsible for ensuring timely implementation of directives from the office of the Commander.

Responsible for providing the commander with periodic reports on the readiness, compliance, and implementation of directives from the office of the commander.

Performs the duties of Liaison officer between the Commander, and Brigade level command staffs.

Secretary: Assists both the Commander, and Deputy Commander in a clerical capacity to ensure that directives from the office of the Commander are posted to subordinate units.

Keeps records, and facilitates correspondence between subordinate units and the office of the Commander.

BRIGADE LEVEL
MEDICAL COMMAND

Brigade Medical Officer: This position reports directly to the Field Force Medical Command staff.

Duties: The Brigade Medical Officer (hereafter known as BMO), is responsible for ensuring the timely implementation of directives from the Field Force Command Staff, (hereafter known as FFMCS).

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

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

Deputy Brigade Medical Officer: This position reports directly to the Brigade Medical Officer.

Duties: The Deputy Brigade Medical Officer, (hereafter known as DBMO) will assist the BMO in carrying out the duties of his/her office.

Responsible for ensuring timely implementation of directives from the office of the BMO.

Responsible for providing the BMO with periodic reports on the readiness, compliance, and implementation of directives from the offices of the BMO and FFMCS.

Performs the duties of Liaison officer between the BMO, and Regimental Medical Officer.

Secretary: This position reports directly to the BMO.

Duties: Assists both the BMO, and DBMO in a clerical capacity to ensure that directives from the office of the BMO are posted to subordinate units.

Keeps records, and facilitates correspondence between subordinate units and the office of the BMO.

REGIMENTAL LEVEL
MEDICAL COMMAND

Regimental Medical Officer: This position reports directly to the BMO.

Duties: The Regimental Medical Officer, (hereafter known as RMO), will provide timely reports to the BMO concerning the implementation of directives from the BMO and FFMCS.

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

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

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.

BATTALION LEVEL
MEDICAL COMMAND

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

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

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

Submits timely reports to the RMO regarding compliance, implementation, and evaluation reviews on all directives received from the RMO, BMO, and FFMCS.

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.

PLATOON LEVEL
MEDICAL STAFF

Platoon Medic: 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.

GLOSSARY

BMO.....Brigade Medical Officer.

BNMO.....Battalion Medical Officer.

DBMO.....Deputy Brigade Medical Officer.

FFMCS.....Field Force Medical Command Staff.

IM.....Idaho “Light Foot” Militia.

RMO.....Regimental Medical Officer.

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.]**

Appendix: LIGHT FOOT UNIT NUMBERING SYSTEM

This was first posted on www.awrm.org (A Well Regulated Militia) and was picked up on by many units around the country. I feel it is the best system so far for militia unit numbering. I did however take the author's advice and "altered" part of his original work. I changed the "Corps" level to only 3, and changed their designations from "Eastern, Central, Mountain and Western", to 1st, 2nd and 3rd Corps (for east, central and western u.S.).

It's worked for us, I hope it works for you.

Sincerely, Jeff.

I know this will probably never be implemented, but if everyone used these standards, everyone could give themselves a unit designation for their geographical location and cut out a lot of time on finding out who is where (and don't worry, the feds already know where you are, so it's all good).

This post discusses breaking the US down into Corps (geographical areas sharing common themes such as desert or coastal areas), then Field Forces (states within a Corps), then Battalions (counties within a Field Force), and ultimately Companies (cities within a county). Numerical designations and separations have already been figured out for everything but the companies (there's too many cities in the US for me to give them all numerical designations).

Like I said, I never expect this to get implemented... But if it did, I imagine it would have a great effect on morale - it would help the overall feeling of cohesiveness in the militia, and would help to guide new recruits in without all the regular militia fear. Instead of saying "We're the Springfield Vipers", you could say "We're with Delta company, 19th Battalion 3rd Field Force US Militia".

But, anyway, here it is. Feel free to use or alter it in any way you see fit. That's what you're supposed to do with ideas. If you see references to "Appendixes" Or "The end of the book", it's because this was originally going to be part of a very large text file. Sorry if those references are still there, I might have missed a few.

NOTE: Due to the fact that this board has HTML turned off and this was originally composed as a plain text file, some formatting has been lost. A lot of text has become jumbled together, but it is still legible for this purpose. If anyone wants an original formatted and columnar copy of the text, email me at jkes09@accessus.net.

The Militia should be a network of state armies, linked by land, air, electronic, and (if possible) sea routes of communications and travel. Each state's army is called a "Field Force". These Field Forces are commonly grouped into Corps, which are referred to more often than an individual Field Force.

A Corps is a group of Field Forces that serve common geographical areas. Field Forces in a Corps are required to exchange troops, vehicles, supplies and intelligence on an as-needed basis without hesitation. Also, Field Forces in the same Corps are free to move from state to state within their corps without being hindered or stopped by the other Field Forces in the Corps, unless Corps command orders them to. The main purpose of a Corps is to allow Field Forces in an area to more easily integrate and use their troops to the best advantage, considering terrain, climate and population, while segregating units on paper to keep them from mixing up with each other and fouling each others' missions.

Corps are given designations 1st, 2nd and 3rd. The Corps are listed below.

Field Forces Corps Designation

39th FF, 40th FF, 48th FF, 47th FF, 50th FF, 31st FF, 33rd FF, 42nd FF, 41st FF, 43rd FF, 44th FF, 36th FF, 45th FF = **3rd Corps (west)**

23rd FF, 20th FF, 18th FF, 28th FF, 46th FF, 34th FF, 37th FF, 24th FF, 29th FF, 32nd FF, 21st FF, 30th FF = **2nd Corps (central)**

19th FF, 17th FF, 26th FF, 22nd FF, 25th FF, 4th FF, 10th FF, 15th FF, 16th FF, 1st FF, 35th FF, 2nd FF, 11th FF, 3rd FF, 5th FF, 6th FF, 9th FF, 14th FF, 51st FF = **1st Corps (east)**

Each field force is identified by a number. For example, the Militia of Indiana would be referred to as 19th Field Force. The numbers for Field Force designations are given below.

State FF # State FF # State FF #

Delaware 1 Pennsylvania 2 New Jersey 3 Georgia 4 Connecticut 5 Massachusetts 6
Maryland 7 South Carolina 8 New Hampshire 9 Virginia 10 New York 11 North Carolina 12
Rhode Island 13 Vermont 14 Kentucky 15 Tennessee 16 Ohio 17 Louisiana 18
Indiana 19 Mississippi 20 Illinois 21 Alabama 22 Maine 23 Missouri 24
Arkansas 25 Michigan 26 Florida 27 Texas 28 Iowa 29 Wisconsin 30
California 31 Minnesota 32 Oregon 33 Kansas 34 West Virginia 35 Nevada 36
Nebraska 37 Colorado 38 North Dakota 39 South Dakota 40 Montana 41 Washington 42
Idaho 43 Wyoming 44 Utah 45 Oklahoma 46 New Mexico 47 Arizona 48
Alaska 49 Hawaii 50 Washington DC 51

So, for example, the Militia of Pennsylvania would be "3rd Field Force", while the Militia of Montana would be "41st Field Force".

Field Forces are further broken down into Battalions. Each Battalion is assigned to a certain county, and is given a number according to that county. Battalions are under the control of the Field Force, not of the Corps (although the Corps can influence the Battalion through the Field Force). Battalion numbers are shown below, listed by Field Force. Field Force 51 only has 1 Battalion, unless that battalion grows to a size such that it needs to be split into two or more battalions, in which case Field Force command will designate the new battalions with proper sequential numbers.

Battalions can be further broken down into Companies. Usually, a company is assigned to a specific city, or (in the case of big cities) a specific Burroughs or section of a city. Companies are assigned letters of the alphabet by their parent Battalion, but the letters are not predetermined.

The company receives a letters in order of its population or standing as the "County Seat". (A, then B, then C, etc.) The county seat would be Alpha Company, followed by the next in population size being Bravo Company, next largest is Charlie Company, etc.

Companies can be broken down into Platoons. Platoons vary in size depending on purpose, but 25-30 personnel (plus 4 to 5 vehicles and various pieces of equipment) is the average. Platoons can be broken down into teams or squads, from which individual soldiers and pieces of equipment can be derived. Platoons are given numeric designations in order of creation. (For example, the 3rd platoon of the 2nd company in 77th Bn 24th FF would be "3rd Plt B Co 77/24".)

Platoons are different size and populated with different personnel and equipment depending on their role. Each Platoon's purpose is decided by its parent Company.

DELAWARE - 1st Field Force

001 Kent 003 New Castle 005 Sussex

PENNSYLVANIA - 2nd Field Force

001 Adams 051 Fayette 101 Philadelphia 003 Allegheny 053 Forest 103 Pike 005 Armstrong 055 Franklin 105 Potter
007 Beaver 057 Fulton 107 Schuylkill 009 Bedford 059 Greene 109 Snyder

011 Berks 061 Huntingdon 111 Somerset 013 Blair 063 Indiana 113 Sullivan 015 Bradford 065 Jefferson
115 Susquehanna 017 Bucks 067 Juniata 117 Tioga 019 Butler 069 Lackawanna 119 Union

021 Cambria 071 Lancaster 121 Venango 023 Cameron 073 Lawrence 123 Warren 025 Carbon 075 Lebanon
125 Washington 027 Centre 077 Lehigh 127 Wayne 029 Chester 079 Luzerne 129 Westmoreland

031 Clarion 081 Lycoming 131 Wyoming 033 Clearfield 083 McKean 133 York 035 Clinton 085 Mercer
037 Columbia 087 Mifflin 039 Crawford 089 Monroe

041 Cumberland 091 Montgomery 043 Dauphin 093 Montour 045 Delaware 095 Northampton
047 Elk 097 Northumberland 049 Erie 099 Perry

NEW JERSEY - 3rd Field Force

001 Atlantic 017 Hudson 033 Salem 003 Bergen 019 Hunterdon 035 Somerset 005 Burlington 021 Mercer
037 Sussex 007 Camden 023 Middlesex 039 Union 009 Cape May 025 Monmouth 041 Warren
011 Cumberland 027 Morris 013 Essex 029 Ocean 015 Gloucester 031 Passaic

GEORGIA - 4th Field Force

001 Appling 113 Fayette 225 Peach 003 Atkinson 115 Floyd 227 Pickens 005 Bacon 117 Forsyth 229 Pierce
007 Baker 119 Franklin 231 Pike 009 Baldwin 121 Fulton 233 Polk

011 Banks 123 Gilmer 235 Pulaski 013 Barrow 125 Glascock 237 Putnam 015 Bartow 127 Glynn 239 Quitman
017 Ben Hill 129 Gordon 241 Rabun 019 Berrien 131 Grady 243 Randolph

021 Bibb 133 Greene 245 Richmond 023 Bleckley 135 Gwinnett 247 Rockdale 025 Brantley 137 Habersham
249 Schley 027 Brooks 139 Hall 251 Screven 029 Bryan 141 Hancock 253 Seminole

031 Bulloch 143 Haralson 255 Spalding 033 Burke 145 Harris 257 Stephens 035 Butts 147 Hart 259 Stewart
037 Calhoun 149 Heard 261 Sumter 039 Camden 151 Henry 263 Talbot

043 Candler 153 Houston 265 Taliaferro 045 Carroll 155 Irwin 267 Tattnall 047 Catoosa 157 Jackson 269 Taylor
049 Charlton 159 Jasper 271 Telfair 051 Chatham 161 Jeff Davis 273 Terrell

053 Chattahoochee 163 Jefferson 275 Thomas 055 Chattooga 165 Jenkins 277 Tift 057 Cherokee 167 Johnson
279 Toombs 059 Clarke 169 Jones 281 Towns 061 Clay 171 Lamar 283 Treutlen

063 Clayton 173 Lanier 285 Troup 065 Clinch 175 Laurens 287 Turner 067 Cobb 177 Lee 289 Twiggs
069 Coffee 179 Liberty 291 Union 071 Colquitt 181 Lincoln 293 Upson

073 Columbia 183 Long 295 Walker 075 Cook 185 Lowndes 297 Walton 077 Coweta 187 Lumpkin 299 Ware
079 Crawford 189 McDuffie 301 Warren 081 Crisp 191 McIntosh 303 Washington

083 Dade 193 Macon 305 Wayne 085 Dawson 195 Madison 307 Webster 087 Decatur 197 Marion 309 Wheeler
089 DeKalb* 199 Meriwether 311 White 091 Dodge 201 Miller 313 Whitfield

093 Dooly 205 Mitchell 315 Wilcox 095 Dougherty 207 Monroe 317 Wilkes 097 Douglas 209 Montgomery
319 Wilkinson 099 Early 211 Morgan 321 Worth 101 Echols 213 Murray

103 Effingham 215* Muscogee 105 Elbert 217 Newton 107 Emanuel 219 Oconee

109 Evans 221 Oglethorpe 111 Fannin 223 Paulding

CONNECTICUT - 5th Field Force

001 Fairfield 007 Middlesex 013 Tolland 003 Hartford 009 New Haven 015 Windham 005 Litchfield 011 New London

MASSACHUSETTS - 6th Field Force

001 Barnstable 011 Franklin 021 Norfolk 003 Berkshire 013 Hampden 023 Plymouth 005 Bristol 015 Hampshire
025 Suffolk 007 Dukes 017 Middlesex 027 Worcester 009 Essex 019 Nantucket

MARYLAND - 7th Field Force

001 Allegany 023 Garrett 043 Washington 003 Anne Arundel 025 Harford 045 Wicomico 005 Baltimore 027 Howard
047 Worcester 009 Calvert 029 Kent 011 Caroline 031 Montgomery 013 Carroll 033 Prince George's*
015 Cecil 035 Queen Anne's* 017 Charles 037 St. Mary's * 019 Dorchester 039 Somerset 021 Frederick 041 Talbot
INDEPENDENT CITY
510 Baltimore (city)

SOUTH CAROLINA - 8th Field Force

001 Abbeville 041 Florence 081 Saluda 003 Aiken 043 Georgetown 083 Spartanburg 005 Allendale 045 Greenville
085 Sumter 007 Anderson 047 Greenwood 087 Union 009 Bamberg 049 Hampton 089 Williamsburg

011 Barnwell 051 Horry 091 York 013 Beaufort 053 Jasper 015 Berkeley 055 Kershaw 017 Calhoun 057 Lancaster
019 Charleston 059 Laurens 021 Cherokee 061 Lee 023 Chester 063 Lexington 025 Chesterfield 065 McCormick

027 Clarendon 067 Marion 029 Colleton 069 Marlboro 031 Darlington 071 Newberry 033 Dillon 073 Oconee
035 Dorchester 075 Orangeburg 037 Edgefield 077 Pickens 039 Fairfield 079 Richland

NEW HAMPSHIRE - 9th Field Force

001 Belknap 009 Grafton 017 Strafford 003 Carroll 011 Hillsborough 019 Sullivan 005 Cheshire 013 Merrimack
007 Coos 015 Rockingham

VIRGINIA - 10th Field Force

001 Accomack 075 Goochland 153 Prince William 003 Albemarle 077 Grayson 155 Pulaski 005 Alleghany
079 Greene 157 Rappahannock 007 Amelia 081 Greensville 159 Richmond 009 Amherst 083 Halifax 161 Roanoke
011 Appomattox 085 Hanover 163 Rockbridge

013 Arlington 087 Henrico 165 Rockingham 015 Augusta 089 Henry 167 Russell 017 Bath 091 Highland 169 Scott
019 Bedford 093 Isle of Wight 171 Shenandoah 021 Bland 095 James City 173 Smyth
023 Botetourt 097 King and Queen 175 Southampton

025 Brunswick 099 King George 177 Spotsylvania 027 Buchanan 101 King William 179 Stafford
029 Buckingham 103 Lancaster 181 Surry 031 Campbell 105 Lee 183 Sussex 033 Caroline 107 Loudoun
185 Tazewell 035 Carroll 109 Louisa 187 Warren

036* Charles City 111 Lunenburg 191 Washington 037* Charlotte 113 Madison 193 Westmoreland
041 Chesterfield 115 Mathews 195 Wise 043 Clarke 117 Mecklenburg 197 Wythe
045 Craig 119 Middlesex 199 York 047 Culpeper 121 Montgomery

049 Cumberland 125 Nelson 051 Dickenson 127 New Kent 053 Dinwiddie 131 Northampton 057 Essex
133 Northumberland 059 Fairfax 135 Nottoway 061 Fauquier 137 Orange

063 Floyd 139 Page 065 Fluvanna 141 Patrick 067 Franklin 143 Pittsylvania 069 Frederick 145 Powhatan
071 Giles 147 Prince Edward 073 Gloucester 149 Prince George

INDEPENDENT CITIES of Virginia

510 Alexandria (city) 683 Manassas (city) 515 Bedford (city) 685 Manassas Park (city)
520 Bristol (city) 690 Martinsville (city) 530 Buena Vista (city) 700 Newport News (city)
540 Charlottesville (city) 710 Norfolk (city) 550 Chesapeake (city) 720 Norton (city)
560 Clifton Forge (city) 730 Petersburg (city)

570 Colonial Heights (city) 735 Poquoson (city) 580 Covington (city) 740 Portsmouth (city)
590 Danville (city) 750 Radford (city) 595 Emporia (city) 760 Richmond (city)
600 Fairfax (city) 770 Roanoke (city) 610 Falls Church (city) 775 Salem (city)
620 Franklin (city) 780 South Boston (city)

630 Fredericksburg (city) 790 Staunton (city) 640 Galax (city) 800 Suffolk (city)
650 Hampton (city) 810 Virginia Beach (city) 660 Harrisonburg (city) 820 Waynesboro (city)
670 Hopewell (city) 830 Williamsburg (city) 678 Lexington (city) 840 Winchester (city)
680 Lynchburg (city)

NEW YORK - 11th Field Force

001 Albany 051 Livingston 101 Steuben 003 Allegany 053 Madison 103 Suffolk 005 Bronx 055 Monroe 105 Sullivan
007 Broome 057 Montgomery 107 Tioga 009 Cattaraugus 059 Nassau 109 Tompkins

011 Cayuga 061 New York 111 Ulster 013 Chautauqua 063 Niagara 113 Warren 015 Chemung 065 Oneida
115 Washington 017 Chenango 067 Onondaga 117 Wayne 019 Clinton 069 Ontario 119 Westchester

021 Columbia 071 Orange 121 Wyoming 023 Cortland 073 Orleans 123 Yates 025 Delaware 075 Oswego
027 Dutchess 077 Otsego 029 Erie 079 Putnam

031 Essex 081 Queens 033 Franklin 083 Rensselaer 035 Fulton 085 Richmond 037 Genesee 087 Rockland
039 Greene 089 St. Lawrence

041 Hamilton 091 Saratoga 043 Herkimer 093 Schenectady 045 Jefferson 095 Schoharie 047 Kings 097 Schuyler
049 Lewis 099 Seneca

NORTH CAROLINA - 12th Field Force

001 Alamance 071 Gaston 141 Pender 003 Alexander 073 Gates 143 Perquimans 005 Alleghany 075 Graham
145 Person 007 Anson 077 Granville 147 Pitt 009 Ashe 079 Greene 149 Polk 011 Avery 081 Guilford 151 Randolph
013 Beaufort 083 Halifax 153 Richmond 015 Bertie 085 Harnett 155 Robeson 017 Bladen 087 Haywood

157 Rockingham 019 Brunswick 089 Henderson 159 Rowan 021 Buncombe 091 Hertford 161 Rutherford 023 Burke
093 Hoke 163 Sampson 025 Cabarrus 095 Hyde 165 Scotland 027 Caldwell 097 Iredell 167 Stanly 029 Camden
099 Jackson 169 Stokes 031 Carteret 101 Johnston 171 Surry 033 Caswell 103 Jones 173 Swain 035 Catawba

105 Lee 175 Transylvania 037 Chatham 107 Lenoir 177 Tyrrell 039 Cherokee 109 Lincoln 179 Union
041 Chowan 111 McDowell 181 Vance 043 Clay 113 Macon 183 Wake 045 Cleveland 115 Madison 185 Warren
047 Columbus 117 Martin 187 Washington 049 Craven 119 Mecklenburg 189 Watauga

051 Cumberland 121 Mitchell 191 Wayne 053 Currituck 123 Montgomery 193 Wilkes 055 Dare 125 Moore
195 Wilson 057 Davidson 127 Nash 197 Yadkin 059 Davie 129 New Hanover 199 Yancey 061 Duplin
131 Northampton 063 Durham 133 Onslow 065 Edgecombe 135 Orange 067 Forsyth 137 Pamlico
069 Franklin 139 Pasquotank

RHODE ISLAND - 13th Field Force

001 Bristol 005 Newport 009 Washington 003 Kent 007 Providence

VERMONT - 14th Field Force

001 Addison 011 Franklin 021 Rutland 003 Bennington 013 Grand Isle 023 Washington 005 Caledonia 015 Lamoille
025 Windham 007 Chittenden 017 Orange 027 Windsor 009 Essex 019 Orleans

KENTUCKY - 15th Field Force

001 Adair 081 Grant 161 Mason 003 Allen 083 Graves 163 Meade 005 Anderson 085 Grayson 165 Menifee
007 Ballard 087 Green 167 Mercer 009 Barren 089 Greenup 169 Metcalfe

011 Bath 091 Hancock 171 Monroe 013 Bell 093 Hardin 173 Montgomery 015 Boone 095 Harlan 175 Morgan
017 Bourbon 097 Harrison 177 Muhlenberg 019 Boyd 099 Hart 179 Nelson

021 Boyle 101 Henderson 181 Nicholas 023 Bracken 103 Henry 183 Ohio 025 Breathitt 105 Hickman 185 Oldham
027 Breckinridge 107 Hopkins 187 Owen 029 Bullitt 109 Jackson 189 Owsley

031 Butler 111 Jefferson 191 Pendleton 033 Caldwell 113 Jessamine 193 Perry 035 Calloway 115 Johnson 195 Pike
037 Campbell 117 Kenton 197 Powell 039 Carlisle 119 Knott 199 Pulaski

041 Carroll 121 Knox 201 Robertson 043 Carter 123 Larue 203 Rockcastle 045 Casey 125 Laurel 205 Rowan
047 Christian 127 Lawrence 207 Russell 049 Clark 129 Lee 209 Scott

051 Clay 131 Leslie 211 Shelby 053 Clinton 133 Letcher 213 Simpson 055 Crittenden 135 Lewis 215 Spencer
057 Cumberland 137 Lincoln 217 Taylor 059 Daviess 139 Livingston 219 Todd

061 Edmonson 141 Logan 221 Trigg 063 Elliott 143 Lyon 223 Trimble 065 Estill 145 McCracken 225 Union
067 Fayette 147 McCreary 227 Warren 069 Fleming 149 McLean 229 Washington

071 Floyd 151 Madison 231 Wayne 073 Franklin 153 Magoffin 233 Webster 075 Fulton 155 Marion 235 Whitley
077 Gallatin 157 Marshall 237 Wolfe 079 Garrard 159 Martin 239 Woodford

TENNESSEE - 16th Field Force

001 Anderson 071 Hardin 141 Putnam 003 Bedford 073 Hawkins 143 Rhea 005 Benton 075 Haywood 145 Roane
007 Bledsoe 077 Henderson 147 Robertson 009 Blount 079 Henry 149 Rutherford

011 Bradley 081 Hickman 151 Scott 013 Campbell 083 Houston 153 Sequatchie 015 Cannon 085 Humphreys
155 Sevier 017 Carroll 087 Jackson 157 Shelby 019 Carter 089 Jefferson 159 Smith

021 Cheatham 091 Johnson 161 Stewart 023 Chester 093 Knox 163 Sullivan 025 Claiborne 095 Lake 165 Sumner
027 Clay 097 Lauderdale 167 Tipton 029 Cocke 099 Lawrence 169 Trousdale

031 Coffee 101 Lewis 171 Unicoi 033 Crockett 103 Lincoln 173 Union 035 Cumberland 105 Loudon 175 Van Buren
037 Davidson 107 McMinn 177 Warren 039 Decatur 109 McNairy 179 Washington

041 DeKalb* 111 Macon 181 Wayne 043 Dickson 113 Madison 183 Weakley 045 Dyer 115 Marion 185 White
047 Fayette 117 Marshall 187 Williamson 049 Fentress 119 Maury 189 Wilson

051 Franklin 121 Meigs 053 Gibson 123 Monroe 055 Giles 125 Montgomery 057 Grainger 127 Moore
059 Greene 129 Morgan

061 Grundy 131 Obion 063 Hamblen 133 Overton 065 Hamilton 135 Perry 067 Hancock 137 Pickett
069 Hardeman 139 Polk

OHIO - 17th Field Force

001 Adams 061 Hamilton 121 Noble 003 Allen 063 Hancock 123 Ottawa 005 Ashland 065 Hardin 125 Paulding
007 Ashtabula 067 Harrison 127 Perry 009 Athens 069 Henry 129 Pickaway

011 Auglaize 071 Highland 131 Pike 013 Belmont 073 Hocking 133 Portage 015 Brown 075 Holmes 135 Preble
017 Butler 077 Huron 137 Putnam 019 Carroll 079 Jackson 139 Richland

021 Champaign 081 Jefferson 141 Ross 023 Clark 083 Knox 143 Sandusky 025 Clermont 085 Lake 145 Scioto
027 Clinton 087 Lawrence 147 Seneca 029 Columbiana 089 Licking 149 Shelby

031 Coshocton 091 Logan 151 Stark 033 Crawford 093 Lorain 153 Summit 035 Cuyahoga 095 Lucas 155 Trumbull
037 Darke 097 Madison 157 Tuscarawas 039 Defiance 099 Mahoning 159 Union

041 Delaware 101 Marion 161 Van Wert 043 Erie 103 Medina 163 Vinton 045 Fairfield 105 Meigs 165 Warren
047 Fayette 107 Mercer 167 Washington 049 Franklin 109 Miami 169 Wayne

051 Fulton 111 Monroe 171 Williams 053 Gallia 113 Montgomery 173 Wood 055 Geauga 115 Morgan 175 Wyandot
057 Greene 117 Morrow 059 Guernsey 119 Muskingum

LOUISIANA - 18th Field Force

001 Acadia 051 Jefferson 101 St. Mary 003 Allen 053 Jefferson Davis 103 St. Tammany 005 Ascension
055 Lafayette 105 Tangipahoa 007 Assumption 057 Lafourche 107 Tensas 009 Avoyelles 059 La Salle
109 Terrebonne

011 Beauregard 061 Lincoln 111 Union 013 Bienville 063 Livingston 113 Vermilion 015 Bossier 065 Madison
115 Vernon 017 Caddo 067 Morehouse 117 Washington 019 Calcasieu 069 Natchitoches 119 Webster

021 Caldwell 071 Orleans 121 W. Baton Rouge 023 Cameron 073 Ouachita 123 W. Carroll 025 Catahoula
075 Plaquemines 125 W. Feliciana 025 Catahoula 077 Pointe Coupee 127 Winn 027 Claiborne 079 Rapides
029 Concordia

031 De Soto 081 Red River 033 E. Baton Rouge 083 Richland 035 E. Carroll 085 Sabine 037 E. Feliciana
087 St. Bernard 039 Evangeline 089 St. Charles 041 Franklin 091 St. Helena 043 Grant 093 St. James 045 Iberia
095 St. John the Baptist 047 Iberville 097 St. Landry 049 Jackson 099 St. Martin

INDIANA - 19th Field Force

001 Adams 071 Jackson 141 St. Joseph 003 Allen 073 Jasper 143 Scott 005 Bartholomew 075 Jay 145 Shelby
007 Benton 077 Jefferson 147 Spencer 009 Blackford 079 Jennings 149 Starke

011 Boone 081 Johnson 151 Steuben 013 Brown 083 Knox 153 Sullivan 015 Carroll 085 Kosciusko 155 Switzerland
017 Cass 087 Lagrange 157 Tippecanoe 019 Clark 089 Lake 159 Tipton

021 Clay 091 La Porte 161 Union 023 Clinton 093 Lawrence 163 Vanderburgh 025 Crawford 095 Madison
165 Vermillion 027 Daviess 097 Marion 167 Vigo 029 Dearborn 099 Marshall 169 Wabash

031 Decatur 101 Martin 171 Warren 033 De Kalb 103 Miami 173 Warrick 035 Delaware 105 Monroe 175 Washington
037 Dubois 107 Montgomery 177 Wayne 039 Elkhart 109 Morgan 179 Wells
041 Fayette 111 Newton 181 White 043 Floyd 113 Noble 183 Whitley 045 Fountain 115 Ohio
047 Franklin 117 Orange 049 Fulton 119 Owen 051 Gibson 121 Parke 053 Grant

123 Perry 055 Greene 125 Pike 057 Hamilton 127 Porter 059 Hancock 129 Posey 061 Harrison 131 Pulaski
063 Hendricks 133 Putnam 065 Henry 135 Randolph 067 Howard 137 Ripley 069 Huntington 139 Rush

MISSISSIPPI - 20th Field Force

001 Adams 061 Jasper 121 Rankin 003 Alcorn 063 Jefferson 123 Scott 005 Amite 065 Jefferson Davis 125 Sharkey
007 Attala 067 Jones 127 Simpson 009 Benton 069 Kemper 129 Smith

011 Bolivar 071 Lafayette 131 Stone 013 Calhoun 073 Lamar 133 Sunflower 015 Carroll 075 Lauderdale
135 Tallahatchie 017 Chickasaw 077 Lawrence 137 Tate 019 Choctaw 079 Leake 139 Tippah

021 Claiborne 081 Lee 141 Tishomingo 023 Clarke 083 Leflore 143 Tunica 025 Clay 085 Lincoln 145 Union
027 Coahoma 087 Lowndes 147 Walthall 029 Copiah 089 Madison 149 Warren

031 Covington 091 Marion 151 Washington 033 DeSoto* 093 Marshall 153 Wayne 035 Forrest 095 Monroe
155 Webster 037 Franklin 097 Montgomery 157 Wilkinson 039 George 099 Neshoba 159 Winston

041 Greene 101 Newton 161 Yalobusha 043 Grenada 103 Noxubee 163 Yazoo 045 Hancock 105 Oktibbeha
047 Harrison 107 Panola 049 Hinds 109 Pearl River

051 Holmes 111 Perry 053 Humphreys 113 Pike 055 Issaquena 115 Pontotoc 057 Itawamba 117 Prentiss
059 Jackson 119 Quitman

ILLINOIS - 21st Field Force

001 Adams 071 Henderson 141 Ogle 003 Alexander 073 Henry 143 Peoria 005 Bond 075 Iroquois 145 Perry
007 Boone 077 Jackson 147 Piatt 009 Brown 079 Jasper 149 Pike

011 Bureau 081 Jefferson 151 Pope 013 Calhoun 083 Jersey 153 Pulaski 015 Carroll 085 Jo Daviess 155 Putnam
017 Cass 087 Johnson 157 Randolph 019 Champaign 089 Kane 159 Richland

021 Christian 091 Kankakee 161 Rock Island 023 Clark 093 Kendall 163 St. Clair 025 Clay 095 Knox 165 Saline
027 Clinton 097 Lake 167 Sangamon 029 Coles 099 La Salle 169 Schuyler

031 Cook 101 Lawrence 171 Scott 033 Crawford 103 Lee 173 Shelby 035 Cumberland 105 Livingston 175 Stark
037 DeKalb* 107 Logan 177 Stephenson 039 De Witt 109 McDonough 179 Tazewell

041 Douglas 111 McHenry 181 Union 043 DuPage* 113 McLean 183 Vermilion 045 Edgar 115 Macon 185 Wabash
047 Edwards 117 Macoupin 187 Warren 049 Effingham 119 Madison 189 Washington

051 Fayette 121 Marion 191 Wayne 053 Ford 123 Marshall 193 White 055 Franklin 125 Mason 195 Whiteside
057 Fulton 127 Massac 197 Will 059 Gallatin 129 Menard 199 Williamson

061 Greene 131 Mercer 201 Winnebago 063 Grundy 133 Monroe 203 Woodford 065 Hamilton 135 Montgomery
067 Hancock 137 Morgan 069 Hardin 139 Moultrie

ALABAMA - 22nd Field Force

001 Autauga 051 Elmore 101 Montgomery 003 Baldwin 053 Escambia 103 Morgan 005 Barbour 055 Etowah
105 Perry 007 Bibb 057 Fayette 107 Pickens 009 Blount 059 Franklin 109 Pike

011 Bullock 061 Geneva 111 Randolph 013 Butler 063 Greene 113 Russell 015 Calhoun 065 Hale 115 St. Clair
017 Chambers 067 Henry 117 Shelby 019 Cherokee 069 Houston 119 Sumter

021 Chilton 071 Jackson 121 Talladega 023 Choctaw 073 Jefferson 123 Tallapoosa 025 Clarke 075 Lamar
125 Tuscaloosa 027 Clay 077 Lauderdale 127 Walker 029 Cleburne 079 Lawrence 129 Washington

031 Coffee 081 Lee 131 Wilcox 033 Colbert 083 Limestone 133 Winston 035 Conecuh 085 Lowndes
037 Coosa 087 Macon 039 Covington 089 Madison

041 Crenshaw 091 Marengo 043 Cullman 093 Marion 045 Dale 095 Marshall 047 Dallas 097 Mobile
049 DeKalb* 099 Monroe

MAINE - 23rd Field Force

001 Androscoggin 013 Knox 025 Somerset 003 Aroostook 015 Lincoln 027 Waldo 005 Cumberland 017 Oxford
029 Washington 007 Franklin 019 Penobscot 031 York 009 Hancock 021 Piscataquis 011 Kennebec 023 Sagadahoc

MISSOURI - 24th Field Force

001 Adair 081 Harrison 161 Phelps 003 Andrew 083 Henry 163 Pike 005 Atchison 085 Hickory 165 Platte
007 Audrain 087 Holt 167 Polk 009 Barry 089 Howard 169 Pulaski

011 Barton 091 Howell 171 Putnam 013 Bates 093 Iron 173 Ralls 015 Benton 095 Jackson 175 Randolph
017 Bollinger 097 Jasper 177 Ray 019 Boone 099 Jefferson 179 Reynolds

021 Buchanan 101 Johnson 181 Ripley 023 Butler 103 Knox 183 St. Charles 025 Caldwell 105 Laclede 185 St. Clair
027 Callaway 107 Lafayette 186 Ste. Genevieve
029 Camden 109 Lawrence 187 St. Francois

031 Cape Girardeau 111 Lewis 189 St. Louis 033 Carroll 113 Lincoln 195 Saline 035 Carter 115 Linn 197 Schuyler
037 Cass 117 Livingston 199 Scotland 039 Cedar 119 McDonald 201 Scott

041 Chariton 121 Macon 203 Shannon 043 Christian 123 Madison 205 Shelby 045 Clark 125 Maries 207 Stoddard
047 Clay 127 Marion 209 Stone 049 Clinton 129 Mercer 211 Sullivan

051 Cole 131 Miller 213 Taney 053 Cooper 133 Mississippi 215 Texas 055 Crawford 135 Moniteau 217 Vernon
057 Dade 137 Monroe 219 Warren 059 Dallas 139 Montgomery 221 Washington

061 Daviess 141 Morgan 223 Wayne 063 DeKalb* 143 New Madrid 225 Webster 065 Dent 145 Newton 227 Worth
067 Douglas 147 Nodaway 229 Wright 069 Dunklin 149 Oregon

071 Franklin 151 Osage 073 Gasconade 153 Ozark 075 Gentry 155 Pemiscot 077 Greene 157 Perry 079 Grundy
159 Pettis

INDEPENDENT CITY
510 St. Louis (city)

ARKANSAS - 25th Field Force

001 Arkansas 051 Garland 101 Newton 003 Ashley 053 Grant 103 Ouachita 005 Baxter 055 Greene 105 Perry
007 Benton 057 Hempstead 107 Phillips 009 Boone 059 Hot Spring 109 Pike

011 Bradley 061 Howard 111 Poinsett 013 Calhoun 063 Independence 113 Polk 015 Carroll 065 Izard 115 Pope
017 Chicot 067 Jackson 117 Prairie 019 Clark 069 Jefferson 119 Pulaski

021 Clay 071 Johnson 121 Randolph 023 Cleburne 073 Lafayette 123 St. Francis 025 Cleveland 075 Lawrence
125 Saline 027 Columbia 077 Lee 127 Scott 029 Conway 079 Lincoln 129 Searcy

031 Craighead 081 Little River 131 Sebastian 033 Crawford 083 Logan 133 Sevier 035 Crittenden 085 Lonoke
135 Sharp 037 Cross 087 Madison 137 Stone 039 Dallas 089 Marion 139 Union

041 Desha 091 Miller 141 Van Buren 043 Drew 093 Mississippi 143 Washington 045 Faulkner 095 Monroe 145 White
047 Franklin 097 Montgomery 147 Woodruff 049 Fulton 099 Nevada 149 Yell

MICHIGAN - 26th Field Force

001 Alcona 061 Houghton 121 Muskegon 003 Alger 063 Huron 123 Newaygo 005 Allegan 065 Ingham 125 Oakland
007 Alpena 067 Ionia 127 Oceana 009 Antrim 069 Iosco 129 Ogemaw

011 Arenac 071 Iron 131 Ontonagon 013 Baraga 073 Isabella 133 Osceola 015 Barry 075 Jackson 135 Oscoda
017 Bay 077 Kalamazoo 137 Otsego 019 Benzie 079 Kalkaska 139 Ottawa

021 Berrien 081 Kent 141 Presque Isle 023 Branch 083 Keweenaw 143 Roscommon 025 Calhoun 085 Lake
145 Saginaw 027 Cass 087 Lapeer 147 St. Clair 029 Charlevoix 089 Leelanau 149 St. Joseph

031 Cheboygan 091 Lenawee 151 Sanilac 033 Chippewa 093 Livingston 153 Schoolcraft 035 Clare 095 Luce
155 Shiawassee 037 Clinton 097 Mackinac 157 Tuscola 039 Crawford 099 Macomb 159 Van Buren

041 Delta 101 Manistee 161 Washtenaw 043 Dickinson 103 Marquette 163 Wayne 045 Eaton 105 Mason
165 Wexford 047 Emmet 107 Mecosta 049 Genesee 109 Menominee

051 Gladwin 111 Midland 053 Gogebic 113 Missaukee 055 Grand Traverse 115 Monroe 057 Gratiot 117 Montcalm
059 Hillsdale 119 Montmorency

FLORIDA - 27th Field Force

001 Alachua 051 Hendry 101 Pasco 003 Baker 053 Hernando 103 Pinellas 005 Bay 055 Highlands 105 Polk
007 Bradford 057 Hillsborough 107 Putnam 009 Brevard 059 Holmes 109 St. Johns

011 Broward 061 Indian River 111 St. Lucie 013 Calhoun 063 Jackson 113 Santa Rosa 015 Charlotte 065 Jefferson
115 Sarasota 017 Citrus 067 Lafayette 117 Seminole 019 Clay 069 Lake 119 Sumter

021 Collier 071 Lee 121 Suwannee 023 Columbia 073 Leon 123 Taylor 025 Dade 075 Levy 125 Union
027 DeSoto* 077 Liberty 127 Volusia 029 Dixie 079 Madison 129 Wakulla

031 Duval 081 Manatee 131 Walton 033 Escambia 083 Marion 133 Washington 035 Flagler 085 Martin
037 Franklin 087 Monroe 039 Gadsden 089 Nassau

041 Gilchrist 091 Okaloosa 043 Glades 093 Okeechobee 045 Gulf 095 Orange 047 Hamilton 097 Osceola
049 Hardee 099 Palm Beach

TEXAS - 28th Field Force

001 Anderson 171 Gillespie 341 Moore 003 Andrews 173 Glasscock 343 Morris 005 Angelina 175 Goliad 345 Motley
007 Aransas 177 Gonzales 347 Nacogdoches 009 Archer 179 Gray 349 Navarro

011 Armstrong 181 Grayson 351 Newton 013 Atascosa 183 Gregg 353 Nolan 015 Austin 185 Grimes 355 Nueces
017 Bailey 187 Guadalupe 357 Ochiltree 019 Bandera 189 Hale 359 Oldham

021 Bastrop 191 Hall 361 Orange 023 Baylor 193 Hamilton 363 Palo Pinto 025 Bee 195 Hansford 365 Panola
027 Bell 197 Hardeman 367 Parker 029 Bexar 199 Hardin 369 Parmer

031 Blanco 201 Harris 371 Pecos 033 Borden 203 Harrison 373 Polk 035 Bosque 205 Hartley 375 Potter
037 Bowie 207 Haskell 377 Presidio 039 Brazoria 209 Hays 379 Rains

041 Brazos 211 Hemphill 381 Randall 043 Brewster 213 Henderson 383 Reagan 045 Briscoe 215 Hidalgo 385 Real
047 Brooks 217 Hill 387 Red River 049 Brown 219 Hockley 389 Reeves

051 Burleson 221 Hood 391 Refugio 053 Burnet 223 Hopkins 393 Roberts 055 Caldwell 225 Houston 395 Robertson
057 Calhoun 227 Howard 397 Rockwall 059 Callahan 229 Hudspeth 399 Runnels

061 Cameron 231 Hunt 401 Rusk 063 Camp 233 Hutchinson 403 Sabine 065 Carson 235 Irion 405 San Augustine
067 Cass 237 Jack 407 San Jacinto 069 Castro 239 Jackson 409 San Patricio

071 Chambers 241 Jasper 411 San Saba 073 Cherokee 243 Jeff Davis 413 Schleicher 075 Childress 245 Jefferson
415 Scurry 077 Clay 247 Jim Hogg 417 Shackelford 079 Cochran 249 Jim Wells 419 Shelby

081 Coke 251 Johnson 421 Sherman 083 Coleman 253 Jones 423 Smith 085 Collin 255 Karnes 425 Somervell
087 Collingsworth 257 Kaufman 427 Starr 089 Colorado 259 Kendall 429 Stephens

091 Comal 261 Kenedy 431 Sterling 093 Comanche 263 Kent 433 Stonewall 095 Concho 265 Kerr 435 Sutton
097 Cooke 267 Kimble 437 Swisher 099 Coryell 269 King 439 Tarrant

101 Cottle 271 Kinney 441 Taylor 103 Crane 273 Kleberg 443 Terrell 105 Crockett 275 Knox 445 Terry
107 Crosby 277 Lamar 447 Throckmorton 109 Culberson 279 Lamb 449 Titus

111 Dallam 281 Lampasas 451 Tom Green 113 Dallas 283 La Salle 453 Travis 115 Dawson 285 Lavaca 455 Trinity
117 Deaf Smith 287 Lee 457 Tyler 119 Delta 289 Leon 459 Upshur

121 Denton 291 Liberty 461 Upton 123 DeWitt* 293 Limestone 463 Uvalde 125 Dickens 295 Lipscomb
465 Val Verde 127 Dimmit 297 Live Oak 467 Van Zandt 129 Donley 299 Llano 469 Victoria

131 Duval 301 Loving 471 Walker 133 Eastland 303 Lubbock 473 Waller 135 Ector 305 Lynn 475 Ward
137 Edwards 307 McCulloch 477 Washington 139 Ellis 309 McLennan 479 Webb

141 El Paso 311 McMullen 481 Wharton 143 Erath 313 Madison 483 Wheeler 145 Falls 315 Marion 485 Wichita
147 Fannin 317 Martin 487 Wilbarger 149 Fayette 319 Mason 489 Willacy

151 Fisher 321 Matagorda 491 Williamson 153 Floyd 323 Maverick 493 Wilson 155 Foard 325 Medina 495 Winkler
157 Fort Bend 327 Menard 497 Wise 159 Franklin 329 Midland 499 Wood

161 Freestone 331 Milam 501 Yoakum 163 Frio 333 Mills 503 Young 165 Gaines 335 Mitchell 505 Zapata
167 Galveston 337 Montague 507 Zavala 169 Garza 339 Montgomery

IOWA - 29th Field Force

001 Adair 071 Fremont 141 O'Brien 003 Adams 073 Greene 143 Osceola 005 Allamakee 075 Grundy 145 Page
007 Appanoose 077 Guthrie 147 Palo Alto 009 Audubon 079 Hamilton 149 Plymouth

011 Benton 081 Hancock 151 Pocahontas 013 Black Hawk 083 Hardin 153 Polk 015 Boone 085 Harrison
155 Pottawattamie 017 Bremer 087 Henry 157 Poweshiek 019 Buchanan 089 Howard 159 Ringgold

021 Buena Vista 091 Humboldt 161 Sac 023 Butler 093 Ida 163 Scott 025 Calhoun 095 Iowa 165 Shelby
027 Carroll 097 Jackson 167 Sioux 029 Cass 099 Jasper 169 Story

031 Cedar 101 Jefferson 171 Tama 033 Cerro Gordo 103 Johnson 173 Taylor 035 Cherokee 105 Jones 175 Union
037 Chickasaw 107 Keokuk 177 Van Buren 039 Clarke 109 Kossuth 179 Wapello

041 Clay 111 Lee 181 Warren 043 Clayton 113 Linn 183 Washington 045 Clinton 115 Louisa 185 Wayne
047 Crawford 117 Lucas 187 Webster 049 Dallas 119 Lyon 189 Winnebago

051 Davis 121 Madison 191 Winneshiek 053 Decatur 123 Mahaska 193 Woodbury 055 Delaware 125 Marion
195 Worth 057 Des Moines 127 Marshall 197 Wright 059 Dickinson 129 Mills

061 Dubuque 131 Mitchell 063 Emmet 133 Monona 065 Fayette 135 Monroe 067 Floyd 137 Montgomery
069 Franklin 139 Muscatine

WISCONSIN - 30th Field Force

001 Adams 051 Iron 099 Price 003 Ashland 053 Jackson 101 Racine 005 Barron 055 Jefferson 103 Richland
007 Bayfield 057 Juneau 105 Rock 009 Brown 059 Kenosha 107 Rusk

011 Buffalo 061 Kewaunee 109 St. Croix 013 Burnett 063 La Crosse 111 Sauk 015 Calumet 065 Lafayette
113 Sawyer 017 Chippewa 067 Langlade 115 Shawano 019 Clark 069 Lincoln 117 Sheboygan

021 Columbia 071 Manitowoc 119 Taylor 023 Crawford 073 Marathon 121 Trempealeau 025 Dane 075 Marinette
123 Vernon 027 Dodge 077 Marquette 125 Vilas 029 Door 078 Menominee 127 Walworth

031 Douglas 079 Milwaukee 129 Washburn 033 Dunn 081 Monroe 131 Washington 035 Eau Claire 083 Oconto
133 Waukesha 037 Florence 085 Oneida 135 Waupaca 039 Fond du Lac 087 Outagamie 137 Waushara

041 Forest 089 Ozaukee 139 Winnebago 043 Grant 091 Pepin 141 Wood 045 Green 093 Pierce
047 Green Lake 095 Polk 049 Iowa 097 Portage

CALIFORNIA - 31st Field Force

001 Alameda 041 Marin 081 San Mateo 003 Alpine 043 Mariposa 083 Santa Barbara 005 Amador 045 Mendocino
085 Santa Clara 007 Butte 047 Merced 087 Santa Cruz 009 Calaveras 049 Modoc 089 Shasta

011 Colusa 051 Mono 091 Sierra 013 Contra Costa 053 Monterey 093 Siskiyou 015 Del Norte 055 Napa 095 Solano
017 El Dorado 057 Nevada 097 Sonoma 019 Fresno 059 Orange 099 Stanislaus 021 Glenn 061 Placer 101 Sutter
023 Humboldt 063 Plumas 103 Tehama

025 Imperial 065 Riverside 105 Trinity 027 Inyo 067 Sacramento 107 Tulare 029 Kern 069 San Benito
109 Tuolumne 031 Kings 071 San Bernardino 111 Ventura 033 Lake 073 San Deigo 113 Yolo 035 Lassen 075 San
Francisco 115 Yuba 037 Los Angeles 077 San Joaquin 039 Madera 079 San Luis Obispo

MINNESOTA - 32nd Field Force

001 Aitkin 061 Itasca 121 Pope 003 Anoka 063 Jackson 123 Ramsey 005 Becker 065 Kanabec 125 Red Lake
007 Beltrami 067 Kandiyohi 127 Redwood 009 Benton 069 Kittson 129 Renville

011 Big Stone 071 Koochiching 131 Rice 013 Blue Earth 073 Lac qui Parle 133 Rock 015 Brown 075 Lake
135 Roseau 017 Carlton 077 Lake of the 019 Carver Woods 137 St. Louis 079 Le Sueur 139 Scott

021 Cass 081 Lincoln 141 Sherburne 023 Chippewa 083 Lyon 143 Sibley 025 Chisago 085 McLeod 145 Stearns
027 Clay 087 Mahnomen 147 Steele 029 Clearwater 089 Marshall 149 Stevens

031 Cook 091 Martin 151 Swift 033 Cottonwood 093 Meeker 153 Todd 035 Crow Wing 095 Mille Lacs 155 Traverse
037 Dakota 097 Morrison 157 Wabasha 039 Dodge 099 Mower 159 Wadena

041 Douglas 101 Murray 161 Waseca 043 Faribault 103 Nicollet 163 Washington 045 Fillmore 105 Nobles
165 Watonwan 047 Freeborn 107 Norman 167 Wilkin 049 Goodhue 109 Olmsted 169 Winona

051 Grant 111 Otter Tail 171 Wright 053 Hennepin 113 Pennington 173 Yellow Medicine 055 Houston 115 Pine
057 Hubbard 117 Pipestone 059 Isanti 119 Polk

OREGON - 33rd Field Force

001 Baker 031 Jefferson 061 Union 003 Benton 033 Josephine 063 Wallowa 005 Clackamas 035 Klamath 065 Wasco
007 Clatsop 037 Lake 067 Washington 009 Columbia 039 Lane 069 Wheeler

011 Coos 041 Lincoln 071 Yamhill 013 Crook 043 Linn 015 Curry 045 Malheur 017 Deschutes 047 Marion
019 Douglas 049 Morrow 021 Gilliam 051 Multnomah 023 Grant 053 Polk 025 Harney 055 Sherman
027 Hood River 057 Tillamook 029 Jackson 059 Umatilla

KANSAS - 34th Field Force

001 Allen 071 Greeley 141 Osborne 003 Anderson 073 Greenwood 143 Ottawa 005 Atchison 075 Hamilton
145 Pawnee 007 Barber 077 Harper 147 Phillips 009 Barton 079 Harvey 149 Pottawatomie

011 Bourbon 081 Haskell 151 Pratt 013 Brown 083 Hodgeman 153 Rawlins 015 Butler 085 Jackson 155 Reno
017 Chase 087 Jefferson 157 Republic 019 Chautauqua 089 Jewell 159 Rice

021 Cherokee 091 Johnson 161 Riley 023 Cheyenne 093 Kearny 163 Rooks 025 Clark 095 Kingman 165 Rush
027 Clay 097 Kiowa 167 Russell 029 Cloud 099 Labette 169 Saline

031 Coffey 101 Lane 171 Scott 033 Comanche 103 Leavenworth 173 Sedgwick 035 Cowley 105 Lincoln 175 Seward
037 Crawford 107 Linn 177 Shawnee 039 Decatur 109 Logan 179 Sheridan

041 Dickinson 111 Lyon 181 Sherman 043 Doniphan 113 McPherson 183 Smith 045 Douglas 115 Marion
185 Stafford 047 Edwards 117 Marshall 187 Stanton 049 Elk 119 Meade 189 Stevens

051 Ellis 121 Miami 191 Sumner 053 Ellsworth 123 Mitchell 193 Thomas 055 Finney 125 Montgomery 195 Trego
057 Ford 127 Morris 197 Wabaunsee 059 Franklin 129 Morton 199 Wallace

061 Geary 131 Nemaha 201 Washington 063 Gove 133 Neosho 203 Wichita 065 Graham 135 Ness 205 Wilson
067 Grant 137 Norton 207 Woodson 069 Gray 139 Osage 209 Wyandotte

WEST VIRGINIA - 35th Field Force

001 Barbour 041 Lewis 081 Raleigh 003 Berkeley 043 Lincoln 083 Randolph 005 Boone 045 Logan 085 Ritchie
007 Braxton 047 McDowell 087 Roane 009 Brooke 049 Marion 089 Summers

011 Cabell 051 Marshall 091 Taylor 013 Calhoun 053 Mason 093 Tucker 015 Clay 055 Mercer 095 Tyler
017 Doddridge 057 Mineral 097 Upshur 019 Fayette 059 Mingo 099 Wayne

021 Gilmer 061 Monongalia 101 Webster 023 Grant 063 Monroe 103 Wetzel 025 Greenbrier 065 Morgan 105 Wirt
027 Hampshire 067 Nicholas 107 Wood 029 Hancock 069 Ohio 109 Wyoming

031 Hardy 071 Pendleton 033 Harrison 073 Pleasants 035 Jackson 075 Pocahontas 037 Jefferson 077 Preston
039 Kanawha 079 Putnam

NEVADA - 36th Field Force

001 Churchill 013 Humboldt 027 Pershing 003 Clark 015 Lander 029 Storey 005 Douglas 017 Lincoln 031 Washoe
007 Elko 019 Lyon 033 White Pine 009 Esmeralda 021 Mineral 011 Eureka 023 Nye

INDEPENDENT CITY
510 Carson City

NEBRASKA - 37th Field Force

001 Adams 071 Garfield 141 Platte 003 Antelope 073 Gosper 143 Polk 005 Arthur 075 Grant 145 Red Willow
007 Banner 077 Greeley 147 Richardson 009 Blaine 079 Hall 149 Rock

011 Boone 081 Hamilton 151 Saline 013 Box Butte 083 Harlan 153 Sarpy 015 Boyd 085 Hayes 155 Saunders
017 Brown 087 Hitchcock 157 Scotts Bluff 019 Buffalo 089 Holt 159 Seward

021 Burt 091 Hooker 161 Sheridan 023 Butler 093 Howard 163 Sherman 025 Cass 095 Jefferson 165 Sioux
027 Cedar 097 Johnson 167 Stanton 029 Chase 099 Kearney 169 Thayer

031 Cherry 101 Keith 171 Thomas 033 Cheyenne 103 Keya Paha 173 Thurston 035 Clay 105 Kimball 175 Valley
037 Colfax 107 Knox 177 Washington 039 Cuming 109 Lancaster 179 Wayne

041 Custer 111 Lincoln 181 Webster 043 Dakota 113 Logan 183 Wheeler 045 Dawes 115 Loup 185 York
047 Dawson 117 McPherson 049 Deuel 119 Madison

051 Dixon 121 Merrick 053 Dodge 123 Morrill 055 Douglas 125 Nance 057 Dundy 127 Nemaha 059 Fillmore
129 Nuckolls 061 Franklin 131 Otoe 063 Frontier 133 Pawnee 065 Furnas 135 Perkins 067 Gage 137 Phelps
069 Garden 139 Pierce

COLORADO - 38th Field Force

001 Adams 051 Gunnison 101 Pueblo 003 Alamosa 053 Hinsdale 103 Rio Blanco 005 Arapahoe 055 Huerfano
105 Rio Grande 007 Archuleta 057 Jackson 107 Routt 009 Baca 059 Jefferson 109 Saguache
011 Bent 061 Kiowa 111 San Juan 013 Boulder 063 Kit Carson 113 San Miguel 015 Chaffee 065 Lake 115 Sedgwick
017 Cheyenne 067 La Plata 117 Summit 019 Clear Creek 069 Larimer 119 Teller

021 Conejos 071 Las Animas 121 Washington 023 Costilla 073 Lincoln 123 Weld 025 Crowley 075 Logan 125 Yuma
027 Custer 077 Mesa 029 Delta 079 Mineral 031 Denver 081 Moffat 033 Dolores 083 Montezuma 035 Douglas
085 Montrose 037 Eagle 087 Morgan 039 Elbert 089 Otero 041 El Paso 091 Ouray 043 Fremont 093 Park 045
Garfield 095 Phillips 047 Gilpin 097 Pitkin 049 Grand 099 Prowers

NORTH DAKOTA - 39th Field Force

001 Adams 041 Hettinger 081 Sargent 003 Barnes 043 Kidder 083 Sheridan 005 Benson 045 LaMoure* 085 Sioux
007 Billings 047 Logan 087 Slope 009 Bottineau 049 McHenry 089 Stark 011 Bowman 051 McIntosh 091 Steele
013 Burke 053 McKenzie 093 Stutsman 015 Burleigh 055 McLean 095 Towner 017 Cass 057 Mercer 097 Traill 019
Cavalier 059 Morton 099 Walsh

021 Dickey 061 Mountrail* 101 Ward 023 Divide 063 Nelson 103 Wells 025 Dunn 065 Oliver 105 Williams
027 Eddy 067 Pembina 029 Emmons 069 Pierce 031 Foster 071 Ramsey 033 Golden Valley 073 Ransom 035 Grand
Forks 075 Renville 037 Grant 077 Richland 039 Griggs 079 Rolette

SOUTH DAKOTA - 40th Field Force

003 Aurora 053 Gregory 103 Pennington 005 Beadle 055 Haakon 105 Perkins 007 Bennett 057 Hamlin 107 Potter
009 Bon Homme 059 Hand 109 Roberts 011 Brookings 061 Hanson 111 Sanborn 013 Brown 063 Harding
113 Shannon 015 Brule 065 Hughes 115 Spink 017 Buffalo 067 Hutchinson 117 Stanley 019 Butte 069 Hyde

119 Sully 021 Campbell 071 Jackson 121 Todd 023 Charles Mix 073 Jerauld 123 Tripp 025 Clark 075 Jones
125 Turner 027 Clay 077 Kingsbury 127 Union 029 Codington 079 Lake 129 Walworth 031 Corson 081 Lawrence
135 Yankton 033 Custer 083 Lincoln 137 Ziebach 035 Davison 085 Lyman 037 Day 087 McCook 039 Deuel

089 McPherson 041 Dewey 091 Marshall 043 Douglas 093 Meade 045 Edmunds 095 Mellette 047 Fall River
097 Miner 049 Faulk 099 Minnehaha 051 Grant 101 Moody

MONTANA - 41st Field Force

001 Beaverhead 041 Hill 081 Ravalli 003 Big Horn 043 Jefferson 083 Richland 005 Blaine 045 Judith Basin
085 Roosevelt 007 Broadwater 047 Lake 087 Rosebud 009 Carbon 049 Lewis & Clark 089 Sanders

011 Carter 051 Liberty 091 Sheridan 013 Cascade 053 Lincoln 093 Silver Bow 015 Chouteau 055 McCone
095 Stillwater 017 Custer 057 Madison 097 Sweet Grass 019 Daniels 059 Meagher 099 Teton

021 Dawson 061 Mineral 101 Toole 023 Deer Lodge 063 Missoula 103 Treasure 025 Fallon 065 Musselshell
105 Valley 027 Fergus 067 Park 107 Wheatland 029 Flathead 069 Petroleum 109 Wibaux

031 Gallatin 071 Phillips 111 Yellowstone 033 Garfield Park* 073 Pondera 113 Yellowstone National
035 Glacier 075 Powder River 037 Golden Valley 077 Powell 039 Granite 079 Prairie

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The portion of Yellowstone National Park in Montana is not located in any Field Force's territory - it is neutral ground  
in peace time. In time of war, it will fall to control of the closest Field Force(s).

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WASHINGTON - 42nd Field Force  
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001 Adams 031 Jefferson 061 Snohomish 003 Asotin 033 King 063 Spokane 005 Benton 035 Kitsap 065 Stevens  
007 Chelan 037 Kittitas 067 Thurston 009 Clallam 039 Klickitat 069 Wahkiakum

011 Clark 041 Lewis 071 Walla Walla 013 Columbia 043 Lincoln 073 Whatcom 015 Cowlitz 045 Mason 075 Whitman  
017 Douglas 047 Okanogan 077 Yakima 019 Ferry 049 Pacific 021 Franklin 051 Pend Oreille 023 Garfield 053 Pierce  
025 Grant 055 San Juan 027 Grays Harbor 057 Skagit 029 Island 059 Skamania

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IDAHO - 43rd Field Force  
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001 Ada 031 Cassia 061 Lewis 003 Adams 033 Clark 063 Lincoln 005 Bannock 035 Clearwater 065 Madison  
007 Bear Lake 037 Custer 067 Minidoka 009 Benewah 039 Elmore 069 Nez Perce

011 Bingham 041 Franklin 071 Oneida 013 Blaine 043 Fremont 073 Owyhee 015 Boise 045 Gem 075 Payette  
017 Bonner 047 Gooding 077 Power 019 Bonneville 049 Idaho 079 Shoshone

021 Boundary 051 Jefferson 081 Teton 023 Butte 053 Jerome 083 Twin Falls 025 Camas 055 Kootenai 085 Valley  
027 Canyon 057 Latah 087 Washington 029 Caribou 059 Lemhi

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WYOMING - 44th Field Force  
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001 Albany 021 Laramie 041 Uinta 003 Big Horn 023 Lincoln 043 Washakie 005 Campbell 025 Natrona 045 Weston  
007 Carbon 027 Niobrara 009 Converse 029 Park 011 Crook 031 Platte 013 Fremont 033 Sheridan 015 Goshen 035  
Sublette 017 Hot Springs 037 Sweetwater 019 Johnson 039 Teton

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UTAH - 45th Field Force  
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001 Beaver 021 Iron 041 Sevier 003 Box Elder 023 Juab 043 Summit 005 Cache 025 Kane 045 Tooele  
007 Carbon 027 Millard 047 Uintah 009 Daggett 029 Morgan 049 Utah

011 Davis 031 Piute 051 Wasatch 013 Duchesne 033 Rich 053 Washington 015 Emery 035 Salt Lake 055 Wayne  
017 Garfield 037 San Juan 057 Weber 019 Grand 039 Sanpete

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OKLAHOMA - 46th Field Force  
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001 Adair 061 Haskell 121 Pittsburg 003 Alfalfa 063 Hughes 123 Pontotoc 005 Atoka 065 Jackson 125 Pottawatomie  
007 Beaver 067 Jefferson 127 Pushmataha 009 Beckham 069 Johnston 129 Roger Mills 011 Blaine 071 Kay

131 Rogers 013 Bryan 073 Kingfisher 133 Seminole 015 Caddo 075 Kiowa 135 Sequoyah 017 Canadian 077 Latimer  
137 Stephens 019 Carter 079 Le Flore 139 Texas 021 Cherokee 081 Lincoln 141 Tillman 023 Choctaw 083 Logan

143 Tulsa 025 Cimarron 085 Love 145 Wagoner 027 Cleveland 087 McClain 147 Washington 029 Coal  
089 McCurtain 149 Washita 031 Comanche 091 McIntosh 151 Woods 033 Cotton 093 Major 153 Woodward  
035 Craig 095 Marshall 037 Creek 097 Mayes 039 Custer 099 Murray



041 Delaware 101 Muskogee 043 Dewey 103 Noble 045 Ellis 105 Nowata 047 Garfield 107 Okfuskee  
049 Garvin 109 Oklahoma 051 Grady 111 Okmulgee 053 Grant 113 Osage 055 Greer 115 Ottawa  
057 Harmon 117 Pawnee 059 Harper 119 Payne

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NEW MEXICO - 47th Field Force  
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001 Bernalillo 028 Los Alamos 057 Torrance 003 Catron 029 Luna 059 Union 005 Chaves 031 McKinley 061 Valencia  
006\* Cibola 033 Mora 007 Colfax 035 Otero 009 Curry 037 Quay 011 De Baca\* 039 Rio Arriba 013 Dona Ana

041 Roosevelt 015 Eddy 043 Sandoval 017 Grant 045 San Juan 019 Guadalupe 047 San Miguel 021 Harding  
049 Santa Fe 023 Hidalgo 051 Sierra 025 Lea 053 Socorro 027 Lincoln 055 Taos

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ARIZONA - 48th Field Force  
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001 Apache 011 Greenlee 019 Pima 003 Cochise 012\* La Paz 021 Pinal 005 Coconino 013 Maricopa 023 Santa Cruz  
007 Gila 015 Mohave 025 Yavapai 009 Graham 017 Navajo 027 Yuma

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ALASKA - 49th Field Force  
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013 Aleutians East 185 North Slope 016 Aleutians West (CA) 188\* Northwest Arctic 020 Anchorage 201 Prince of  
050 Bethel (CA) Wales-OuterKetchikan (CA) 060 Bristol Bay 220 Sitka 068 Denali070 Dillingham (CA)

231 Skagway-Yakutat-Angoon (CA) 090 Fairbanks North Star 240 Southeast Fairbanks (CA)  
100 Haines 261 Valdez-Cordova (CA) 110 Juneau 270 Wade Hampton (CA) 122 Kenai Peninsula 280 Wrangell-  
Petersburg (CA)

130 Ketchikan Gateway 290 Yukon-Koyukuk (CA) 150 Kodiak Island 164\* Lake and Peninsula  
170 Matanuska-Susitna 180 Nome (CA) 290 Yukon-Koyukuk (CA)

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HAWAII - 50th Field Force  
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001 Hawaii 005 Kalawao 009 Maui 003 Honolulu 007 Kauai