



**ARMY CADET FORCE**  
**MAKE YOUR MARK**

# **Fire Control Orders**

## **Target Recognition**

**Find the Enemy and**

**Return Fire**

# Indication

Where to Look and What to Look For

## TYPES OF FIRE

- **RAPID**

- **DELIBERATE**

- **LSW FIRE “BURSTS”**

- **LSW FIRE “SINGLE SHOT**

# SEQUENCE

**G - Group**

**R - Range**

**I - Indication**

**T - Type of Fire**

# Fire Control Orders are Given:

- CLEARLY
- LOUDLY"
- AS AN ORDER
- WITH PAUSES

**CLAP!**

# Types of Fire Control Order

Full

Brief

Individual

Delayed

# Full

Given when there is sufficient time

*e.g. Charlie Fire Team - 200 -  
Gateway - Centre of Gateway -  
Enemy - Fire*

# Brief

- Given when there is little time and the enemy is obvious
- Example: Enemy Attacking Your Position

e.g. Delta Fire Team

- Quarter Right - Rapid Fire

# Individual Fire Control Orders

- Orders give you the chance to fire quickly when target appears

e.g. "D fire Team – 200 – slightly left – farm buildings – enemy in that area – Watch & Shoot"

# Individual

- Used when it is difficult for the Commander to control when the time to open fire when the enemy is moving in an area

e.g. Charlie LSW - 300m - Slightly Right - Farm Buildings - Enemy in that Area - **"Watch & Shoot"**

# Delayed

- Given when the movements of the enemy are known, or can be guessed and you have to wait for the right moment to open fire (**SO THE ORDER IS "DELAYED"**)
- *e.g. Charlie Fire Team - 300m - Wood  
- Moving Left to Right Through Wood  
- Rapid / Await my Order when  
Enemy Comes Out of Wood \*"**FIRE**"*





**The End**

**The End**



**Presented by**

**"Come on the Micks"**