Ground Team Equipment

Developed as part of the National
Emergency Services Curriculum Project

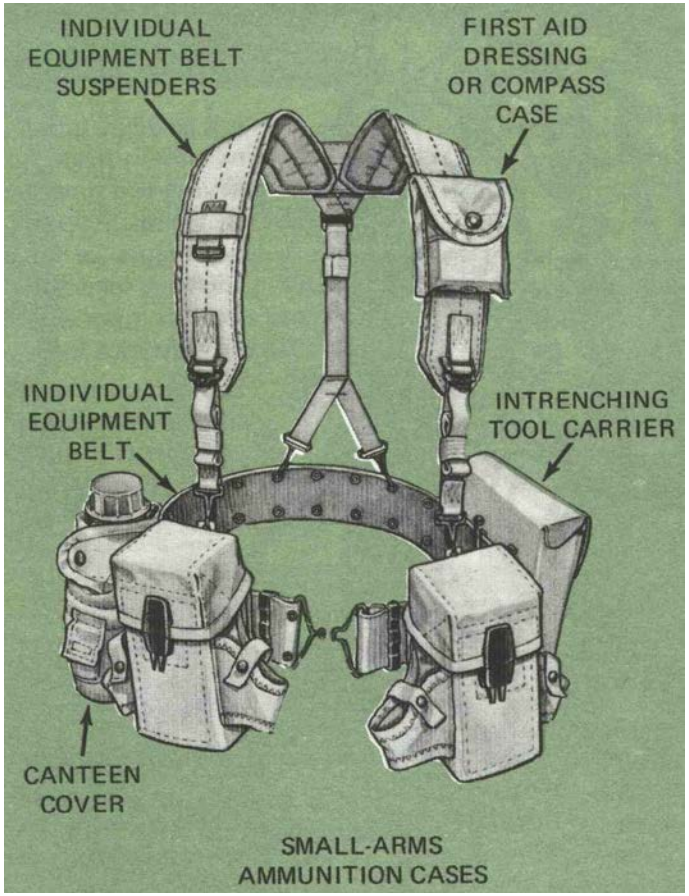
Clothing

- This is your first layer of protection from the elements
- Standard Uniform (ABUs or equivalent)
  - May be altered to meet safety needs (within reason)
  - Remember that we are the non-combatant auxiliary of the USAF doing a mission in the public's eyes

24 Hour Pack

- 24 Hour Pack
  - Short Haul, Quick Duty, Necessities for the job at hand
  - Set up for one day, including the possibility of an overnight stay, but does not mean to over pack The 24 hour pack should be replenished from the 72 hour pack at the end of each day if in the field for an extended period.

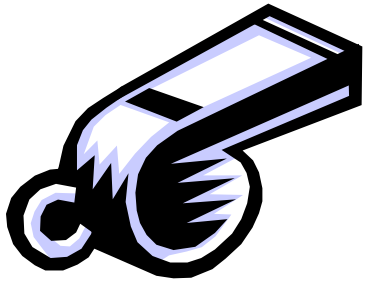
24 Hour Pack Continued



Load Bearing Equipment

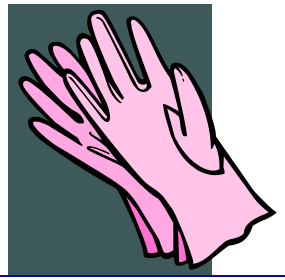
24 Hour Pack Continued

- On your person:
  - Complete uniform
  - Notepad and pencil
  - All CAP Identification
  - Watch
  - Handkerchief or tissues
  - Vest, reflective, orange
  - Comb (If necessary)
  - Whistle
  - Ground & Urban DF Team Task Guide



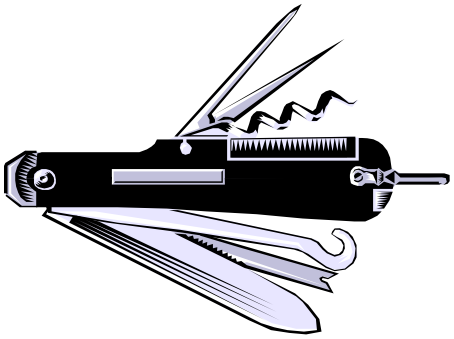
24 Hour Pack Continued

- Personal First Aid Kit - recommended items
  - Antiseptic cleansing pads
  - Antiseptic ointment
  - 6 Band-Aids, various sizes
  - Moleskin, 2” X 4”
  - Roller bandage
  - 2 Safety pins, large
  - 4 gauze pads
  - 1 Triangular Bandage
  - Tape, first aid
  - Personal medication
  - Rubber surgical gloves



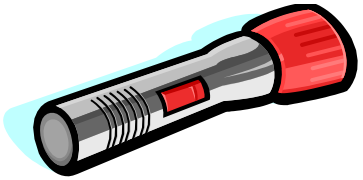
24 Hour Pack Continued

- Survival Equipment
  - Duct tape, 5-10 feet
  - Leaf bag, large
  - 12 waterproofed matches
  - Match container, waterproof, with striking surface
  - 1 Chemical Light Stick, Green (T)
  - 50’ of nylon line (paracord).
  - Signal Mirror



24 Hour Pack Continued

- General Equipment
  - Change of socks
  - Flagging tape
  - Flashlight (with red or blue lens, spare bulb and batteries)
  - Spare Flashlight
  - Insect Repellent
  - Lip balm
  - Sunscreen
  - Tissue Paper
  - Leather Work Gloves
  - 4 Moist Towelettes
  - Coins and bills for phone calls, or cell phone



24 Hour Pack Continued

- Other GT Equipment
  - 2 Meals
  - Shelter Material
  - Coat (appropriate to climate)
  - Poncho
  - 2 Canteens (1 quart)
  - 1 Canteen Cup
  - Compass (Lensatic or Orienteering)
  - Pocket Knife (Multipurpose knife or tool like Swiss Army Knives or Gerber Tools)



24 Hour Pack Continued

- Team Leader Specific Equipment
  - Map Protractor
  - Map Case or Sealant
  - Pencil, with eraser
  - Alcohol pens and eraser fo
  - Straightedge ruler, at least 6″ long
  - Mission Paperwork



72 Hour Pack

- Used for Long Haul or Duration Field Operations
  - Members should be able to carry this equipment 6+ miles, for longer and/or tougher assignments.
  - Packs will vary in size and description depending upon the user and the type of frame most suitable and comfortable for the task.
  - Materials in this pack are in addition to the 24 Hour Pack requirements



72 Hour Pack Continued







72 Hour Pack Continued

- Tent or Shelter
- 5 Meals
- 2 Lawn and Leaf Trash Bags
- Spare Uniform and Undergarments in waterproof bag(s)
- Sleeping Bag & Pad
- Spare insignia (cadet airmen)
- Sewing Kit w/ spare buttons
- Shoe Shine Kit
- Toiletry Kit
- Spare Boot Laces
- Optional Items (Next Slide)

72 Hour Pack Continued

- Optional Items
  - Durable Rainwear
  - Webbing, nylon, 1” wide, 20’ long
  - Water Purification Tablets
  - Eye Protection
  - Entrenching Tool
  - Handheld FM Transceiver



Team Equipment

The following items are suggested team equipment, and local OIs may dictate more stringent requirements

- VHF-FM Radio(s)
- Signal Panels
- Bloodborne Pathogens Kit
- E-Tool
- Maps & Case(s)
- CAP Forms, Manuals...
- Camera
- GPS
- Electronic Direction Finder
- Team First Aid Kit
- Barrier Tape
- Spotlight

Equipment Readiness

- Following a mission, personnel can easily forget to make sure that equipment is ready to go for the next mission, which can leave teams unprepared when the time comes.
- Being prepared to go at a moment's notice is the name of the game. You may be alerted for another mission within hours of completing one -- it happens!

4 R's

- **Replenish**: Replace any items lost or used on the mission for the next time
- **Repair**: Fix broken equipment, clean uniforms, polish boots, patch holes etc.
- **Repack**: Once equipment is replenished and repaired, make sure you put it back in it's place on your equipment
- **Rest**: Once that is done, get a well deserved rest

Common Problems

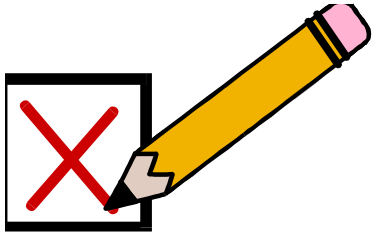
- Personnel carry too much stuff
  - Pack realistically, not for a war
  - There are often multiple uses for one tool or item
- Personnel carrying equipment that they are not qualified to use
  - Just because something looks cool, doesn't mean you need it
  - Carry what you will probably need for the mission



Common Problems Continued

- Make sure you gear is secured that you are carrying
  - Lost equipment does you no good!

To prevent having problems forgetting items- use a check list for equipment



Ground Team Equipment Tasks

- Ground Team Member
  - O-0001: Prepare Individual Equipment
  - O-0002: Conduct Individual Refit
- Ground Team Leader
  - O-0005: Inspect Team Members
  - O-0006: Inspect Team Equipment
- Urban DF Teams
  - O-0010: Prepare Urban DF Team Individual Equipment

QUESTIONS?

THINK SAFETY!