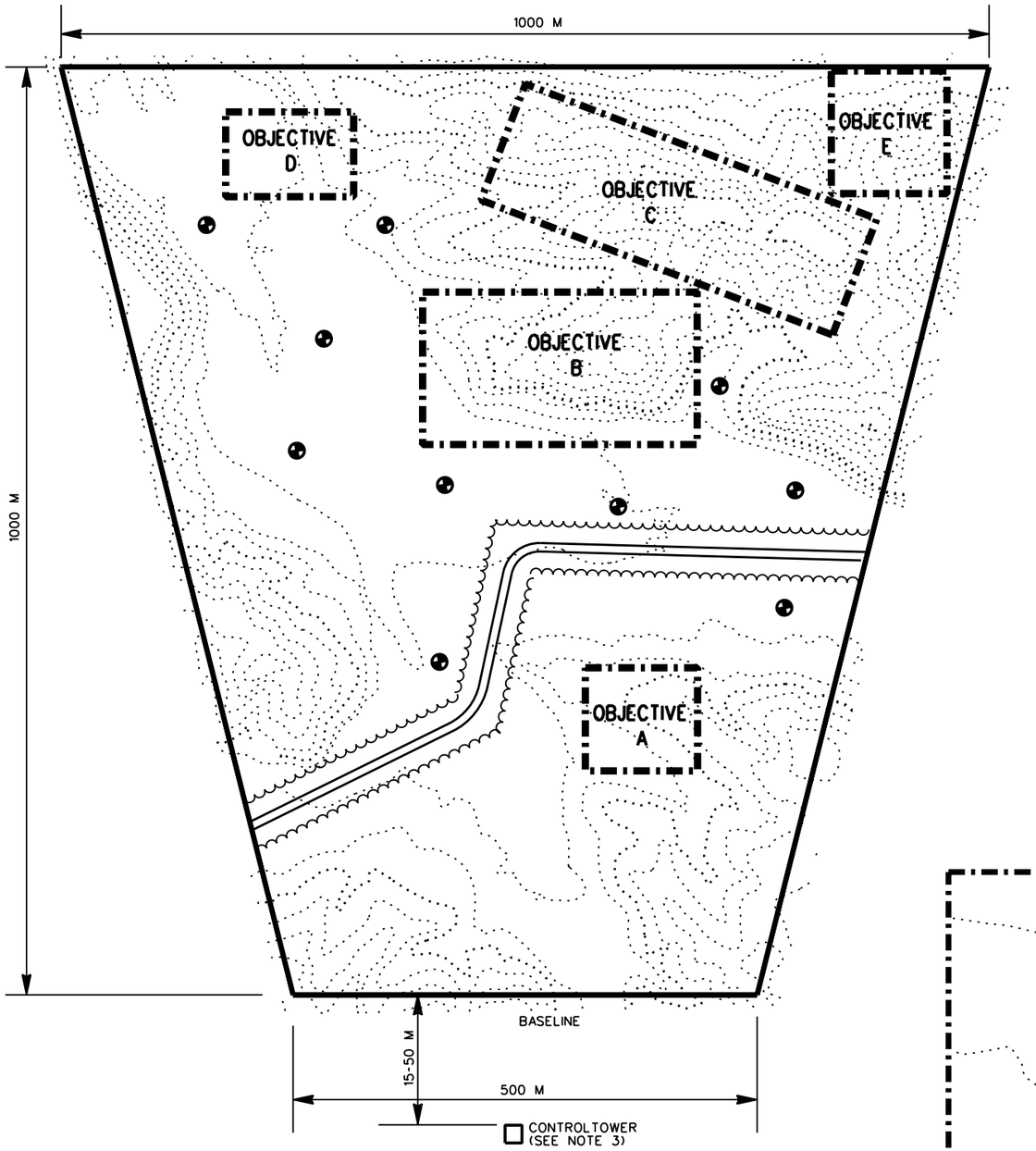
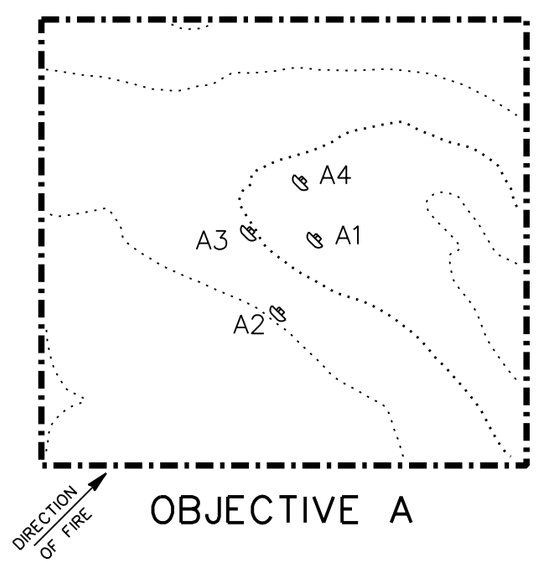


LEGEND: (SHEETS L-10 AND L-11)

- ARMOR MOVING TARGET (MAT) EMPLACEMENT
- STATIONARY ARMOR TARGET (SAT) EMPLACEMENT
- STATIONARY INFANTRY TARGET (SIT) EMPLACMENT WITH HOSTILE FIRE SIMULATOR
- MG BUNKER - MACHINEGUN (MG)
- OB BUNKER - OBSERVATION (OB)
- MOVING INFANTRY TARGET (MIT) EMPLACEMENT
- TRENCH
- DANGER AREA (CLEARED AREA WITH ROAD)
- MORTAR SIMULATION DEVICE EMPLACEMENT

GENERAL NOTES:

1. ISBC LAYOUT DEPICTS TARGET POSITIONS AND TRAINING SCENARIO SPECIFICALLY TAILORED FOR THE TOPOGRAPHY SHOWN. LIMIT MARKERS MUST BE POSITIONED BASED ON SITE SPECIFIC CONDITIONS FOR EACH OBJECTIVE AND THE ENTIRE RANGE.
2. SEE SHEET L-11 FOR OBJECTIVES B,C,D AND E.
3. RANGE BOUNDARIES ARE GENERIC AND REPRESENT MAXIMUM EXPECTED LAND USE REQUIREMENTS. ACTUAL RANGE BOUNDARY CONFIGURATION MAY VARY DEPENDING ON SITE SPECIFIC CONDITIONS.
4. SITE CONTROL TOWER 15-50 METERS FROM THE BASELINE IN AN AREA THAT WILL PROVIDE AN UNOBSTRUCTED VIEW OF THE BASELINE.
5. SEE DRAWING C-14 FOR TRENCH LAYOUT AND DETAILS.



OBJECTIVE A

US Army Corps of Engineers

Rev.	Description	Date	Approved

Designed by: Date: Rev.
Dwn by: Ckd by: Design file no.
Reviewed by: Drawing code:
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U. S. ARMY ENGINEERING AND SUPPORT CENTER, HUNTSVILLE
HUNTSVILLE, ALABAMA

15 APRIL 2005

RANGE AND TRAINING LAND PROGRAM
STANDARD DESIGN MANUAL

FCC# 17895
INFANTRY SQUAD BATTLE COURSE
(1 OF 2)

Sheet reference number:
ISB-C-01
Sheet of