**Crowd Control Handout**

Team and Formation Commands:

1. All team leaders will utilize standard hand/arm signals and verbal commands. There will be no variance in these signals and commands in individual teams to prevent the possible miscommunication in the team as a whole.
2. Verbal commands will be issued in two parts.
	1. The first will be a preparatory command notifying the team of the formation to be assumed.
	2. The second is the execution command telling the team to begin assuming the formation. The execution command will always be “ready, move.”
3. There are two basic situations in which hand/arm signals will be utilized.
	1. Any time a team is moving into an area in an attempt to be undetected by the opposing force
	2. In situations where high noise levels prevent the team members from hearing verbal commands
4. Unit riot teams will move at three different speeds, depending upon the situation and the distance to be covered.
	1. **Double Time** – is a controlled jog in formation (usually a single or doublecolumn) designed to cover great distances with no opposition. The preparatory command is “**Team at a Double Time.**”
	2. **Full Step** – is a normal stride, still keeping in formation. Designed to coverlarge distances with little opposition. The preparatory command is “**Team at** **Full Step.**”
	3. **Half Step** – is approximately an eighteen-inch step in formation to move ata slower pace or over a short distance with increased opposition. The preparatory command is “**Team at Half Step.**”
5. When the team moves in an aggressive formation, it is imperative that it be done as a unit. To ensure this, all team members must be moving simultaneously. To fill this need, we will sound cadence. As the team member’s left foot strikes the ground, the team members will shout the word “**move.**” This way each of you will be able to check your step. In addition, the noise your team makes by stomping its feet and shouting “**move**” will add to your already intimidating appearance.
	1. One additional speed that we utilize does not involve movement:
		1. **Mark Time** – is normally a half step in place, designed to allow thesquad to regroup or encounter a specific problem. The preparatory command is “**Team – Mark Time.**”