

PENTOMIC ARMY

12/13

NOTES - PENTOMIC ARMY →

X
CADETS
1960

reorganizing of the old heavy concentration type Division to
A new dispersed (Five Unit Division) Army.

I Main elements of Pentomic Orgn:

- A. Dispersion (organic)
- B. Wide Ranging communications
- C. Long Ranging Fire power
- D. Far Ranging mobility and (Flexibility)

II Organization:

A. Old system:

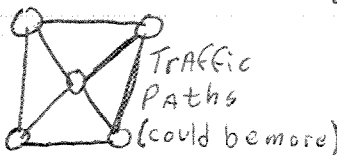
Triangular division (unit)

B. Pentomic System:

Spaces units out. The front is greater and the depth is greater. all the units work semi-independently

III Wide Ranging Communications:

Radio Relay circuits helps the Pentomic Army. It does not require wires. Various traffic patterns keep the relay working in case one unit gets knocked out.



The division tail is dispersed to, called through the radio relay. If one unit is knocked out you can get help from the other supply units by radio units.

IV Long Ranging Fire Power

A. missile Commands:

taken place of artillery

1. Air transportable

The rocket or missile can be carried by a plane.
The missile can be transported to inaccessible places.
an example of this is the honest John Rocket.

The Honest John Rocket is self propelled capable of carrying atomic or conventional warhead.

2. Heavy

Redstone is the heavy one. 65 feet by 6 feet wide.
This is a rocket.

3. medium:

Corporal and the new little John-guided missiles

4. Nike (missile) Family:
 The sort-guided anti-aircraft weapons.
 Nike
 Nike Ajax
 Nike Hercules

V Far Ranging mobility:

VI Weapons of Pentomic Army:

Pentomic Army

I. Important elements in a pentomic army

A. far ranging communications

1. very necessary

B. long ranging mobilization

C. far ranging fire power

1. very important

II. Dispersion

A. disperse the troops so that none are tightly packed.

JUDO

I SELF DEFENSE - Sport Judo



A. Reason for subject:

1. Made for smaller men - Japanese, etc.
2. Builds self-confidence, coordination, speed, etc.
3. Teaches defense besides boxing.
4. Develops in Cadets ability to act as guards, ushers, etc. with confidence and skill.

B. Points of Stress:

1. Balance - Objective is to keep yours and cause your opponent to lose his.
2. Defense positions - Similar to boxers. Spread feet about shoulders width with left heel in line with right toe. Bend body forward at waist, knees slightly bent.
3. Momentum: - Always assume opponent is stronger, never oppose directly in test of strength. Utilize momentum of opponent to get the upper hand.
4. Speed and automatic response necessary.
5. Falls -
 - (a) Take up shock with arms and leg.
 - (b) Keep neck tense to prevent head injury
 - (c) Keep chin tucked into your chest.
 - (d) Keep right or left arm (depending on fall) fisted across chest.
 - (e) Land with flattened feet-hands taking up shock
 - (f) Get back on your feet quickly if possible.
6. Throws - Speed is primary factor, but while learning do each phase deliberately with accuracy. After you learn the throws you can practice for speed.
7. Body building - Development should be in arms, legs, timing, speed afoot.
8. Class Progress - First: Build up ability to take falls
Gymnastics
Balance
Speed afoot
Confidence

Second: Hold required for throws (Shoulder, Hip, Arm throws)

Third: Practice Throws, Gymnastics

Fourth: Teach each Cadet how to defend himself, not attack
"Sport Judo" basis
9. The demonstrations will indicate what type of throws we will study and what type of defense will be used against attack.....
10. If you have any kind of body (physical) disability you must notify the Commandant before participating in this activity.

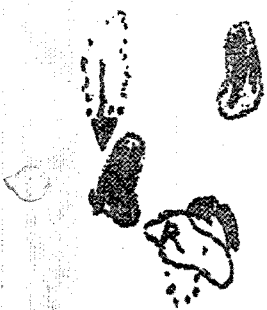


Fig A



Fig B

Foot Work



HIP THROW (OGOSHI)

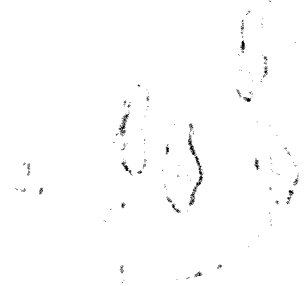
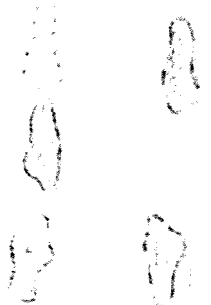
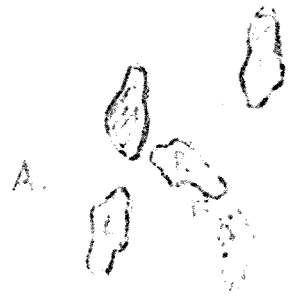
~~Hip Throw (Ogoshi)~~





Keep pulling him forward, withdrawing your left hip and rearing your right leg with it until the foot comes to rest just in front of the toes of his right foot.

For sweeping (ob. three variations)



D.

ATOMIC WARFARE

INDIVIDUAL ACTION TO PROTECT AGAINST AN
ATOMIC BURST

EFFECTS OF AN ATOMIC BURST:

BLAST: Sudden Shock

Shock pressure from burst is not enough to kill. Flying objects cause almost all injuries. Keep down, close to shelter.

HEAT: Flash Heat

Bare skin can be burned at great distances from explosion. Your clothes or any other material which will cast a shadow gives protection. Keep minimum amount of skin area exposed.

Fires

Flash heat starts forest and brush fires. Fuel and short circuits start others. Fight these fires in the normal manner.

NUCLEAR RADIATION: Prompt Radiation

Most radiation occurs in the first 2 seconds of explosion. By the time objects have stopped falling there is no danger from prompt radiation. In most cases, if you are not wounded or burned, you need not worry about prompt radiation.

Fallout

From an air-burst, it is not dangerous. If fallout follows another kind of burst, you must protect yourself from by seeking shelter, etc. Your Civil Defense or Military Defense will tell you what to do.

INDIVIDUAL ACTION TO PROTECT YOURSELF:

BEFORE BURST:

If alert is sounded, follow these procedures— seek strongest shelter you can find in a hurry. Underground shelters, basements, deep foxholes, tanks, deep ditches, etc.

DURING AND AFTER BURST:

If you see Brilliant Light brighter than the sunlight, DIVE FAST to put something (dirt, tree, wall) between you and explosion. FALL FLAT on ground, face down, if you cannot reach shelter in 1, 1 repeat 1 step. CLOSE EYES. Keep head covered, PROTECT FACE and HANDS. Stay until blast effect is over or until heavy material has stopped falling. STAY CALM, your life may depend on doing the right thing at the right time.

after Burst help your leaders organize the clean up and evacuation of the wounded

REMEMBER THIS IS NO JOKE IT COULD HAPPEN AND

WHETHER YOU SURVIVE OR NOT DEPENDS ON YOUR OWN ACTIONS.

I. UNDERSTANDING THE ATOMIC BOMB

A. Three (3) types of Bomb Explosions:

1. Air-Burst
2. Surface--At ground surface or water surface
3. Sub-surface--Underwater or under ground

B. Three (3) Basic components of an Atomic Bomb Explosion:

1. Blast
2. Heat (flash)
3. Nuclear Radiation

C. CHAIN OF EVENTS IN AN ATOMIC BOMB EXPLOSION:

1. At the moment of detonation (explosion) a brilliant FLASH takes place.
 - (a) At an estimated 5.7 miles distance from "Ground Zero" it is 100 times brighter than the sun.
 - (b) The "Ball of Fire" lasts 10 seconds after the explosion and its glare can cause temporary blindness.

D. RADIATION is most dangerous at the moment of detonation.

1. Different waves are emitted at the moment of detonation; the most dangerous of these are the GAMMA RAYS which last up to 100 seconds and are deadly to humans exposed.
2. Other forms of Radiation are usually over in the first 2 seconds after the explosion.

E. HEAT

1. At the moment of detonation HEAT waves travel out from the center of the explosion. Heat waves last approximately 3 seconds after the explosion and are extremely deadly to humans.
2. This deadly HEAT wave moves before the Pressure or Shock Wave causing "Flash" burns and starting fires which cause great numbers of casualties later.
3. In areas close to the explosion's center the HEAT alone is capable of causing 100% casualties. It must be protected against or great numbers of casualties will occur at great distances from the explosion's center.

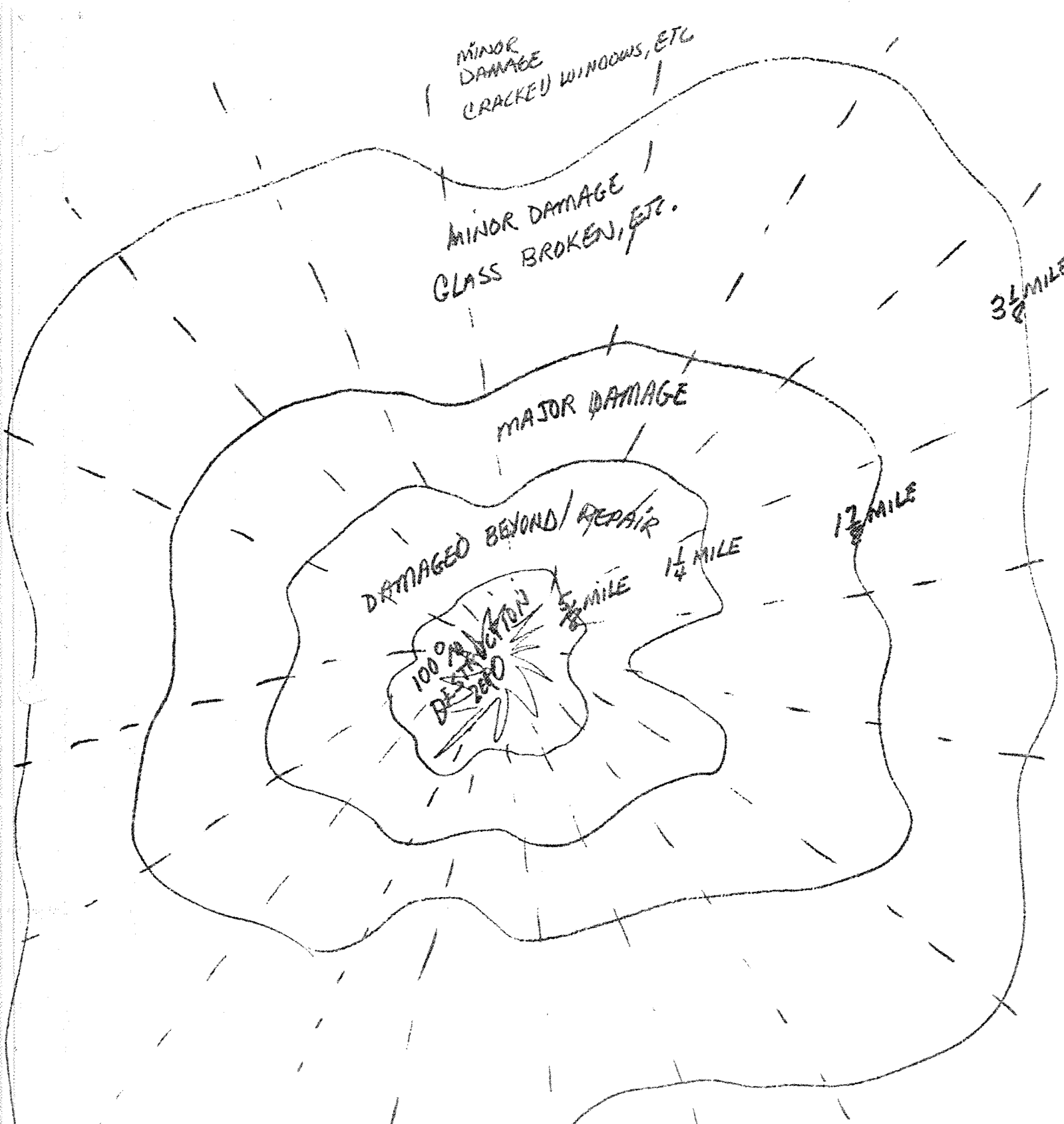
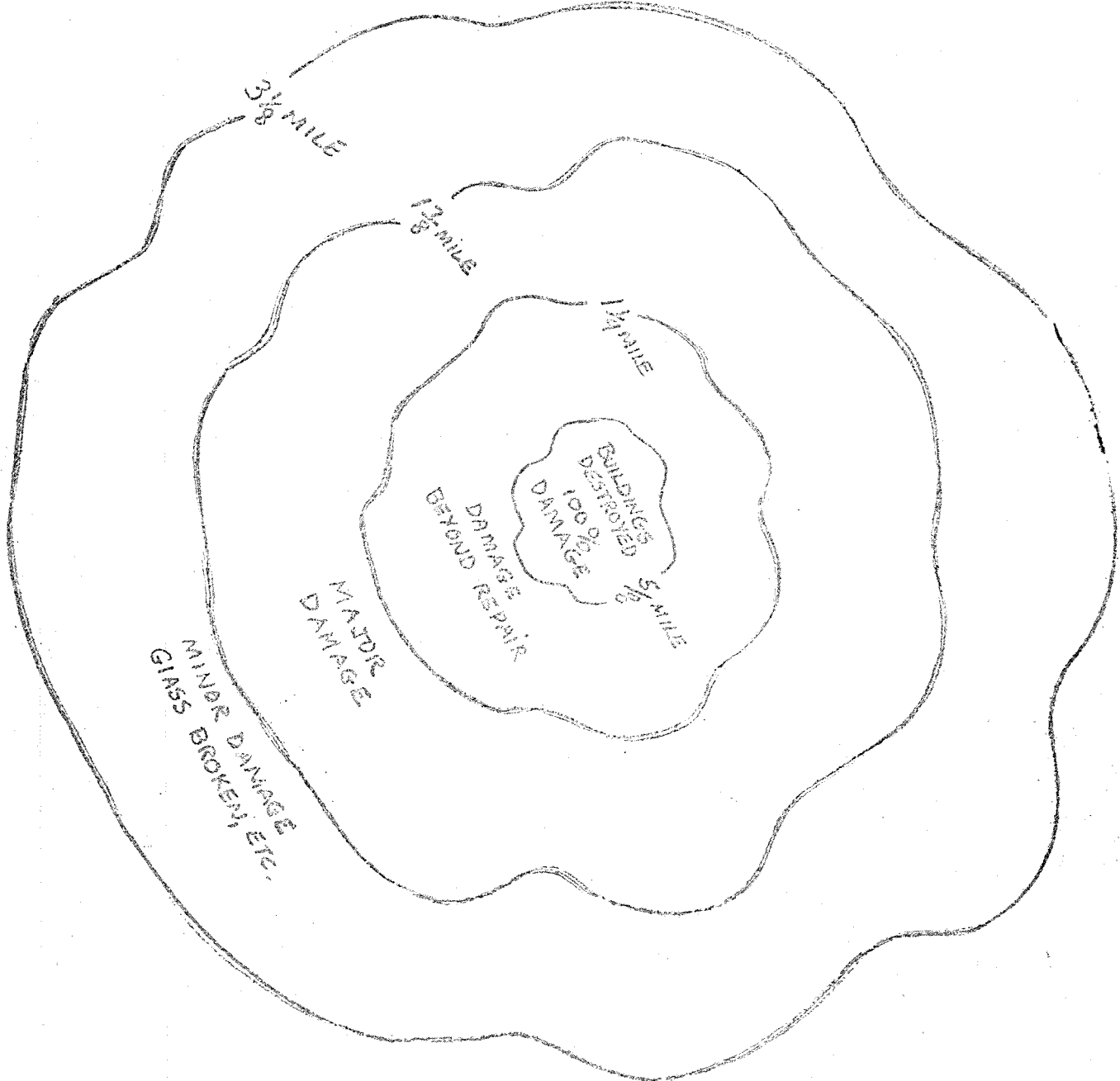


DIAGRAM OF ATOMIC BOMB'S
DAMAGE EXTENSIONS

DIAGRAM OF ATOMIC BOMBS
DAMAGE EXTENSIONS:



Elements of ATOMIC ATTACK

The amount of energy released by an Atomic Explosion is 1000 times that of a normal bomb.

I There are three (3) basic elements to an Atomic Explosion:

- A. Heat-Light Flash
 - B. Blast
 - C. Nuclear Radiation
- * All three are expelled at the same moment that an Atomic bomb is detonated.

II Effects of these three elements:

1. Heat-Light:

- a) Flash blindness
- b) Burns: To exposed skin you can receive 3rd degree burns at 2,200 yds; as well as 2nd degree burns if within 3,000 yds. However for covered portions of the body there is no severe burns at 1,500 yds. PROTECT YOURSELF

2. Blast:

- a) Blast comes in a wave, traveling at the speed of sound. Approximately one-half ($\frac{1}{2}$) of the energy in the bomb is Blast.
- b) Maximum blast effect by surface detonations is due to double pressure wave. (Refer to diagram) *
- c) Blast injuries come from pressure and flying debris.

3. Radiation:

- a) Most nuclear radiation concentration is in first 2 seconds after detonation.
- b) One minute after the detonation there is no significant radiation in the Ground Zero (GZ) target area. (Air Burst type)
- c) Most of the radiation is in the "Fire Ball" and rises into the upper atmosphere.
- d) Lingering radiation can be found in water, debris, earth, food, etc.
- e) The killers of a nuclear radiation are the Gamma Rays.

