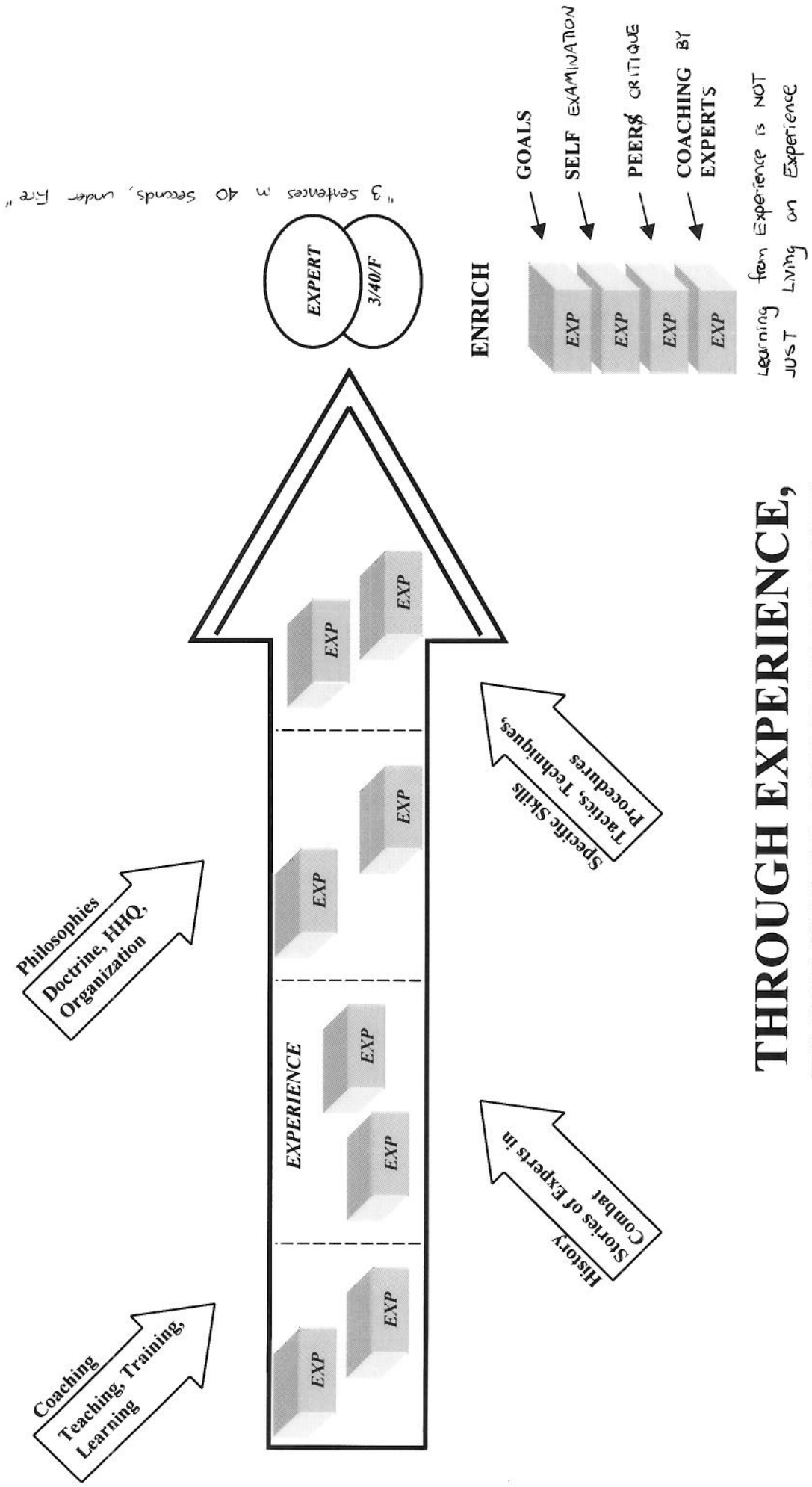


Tactical Decision Training

1. **The purpose of TDGs is to *make and communicate tactical decisions*.** Secondary uses include: tactical training, weapons and combined arms techniques, and orders processes.
2. **How to facilitate a TDG.** As a facilitator, there are three general steps to running a TDG.
 - a. **Orientation.** Read the situation, clarify the units and locations, and answer any questions. Each Marine needs a map, a copy of the situation, a pencil, and a sheet of paper.
 - b. **Order.** Each Marine prepares an order. One Marine is selected as the commander. Three Marines are selected as subordinate unit commanders. The commander issues his order directly to his subordinates. This is important. Prior to any discussion, the commander is making a decision and **committing** to a course of action. This is the most important step.
 - (1) The commander is selected **after** each man writes an order.
 - (2) Do not interfere with the order. The order is presented to the three subordinate commanders just as it would be in combat.
 - (3) Do not allow: “I’d then do this...”, “If this were real...”, “If I had more time...”
 - c. **Discussion.** Ask the subordinates to ask questions of the commander. Ask the commander **WHY** he made his decision, what his estimate of the situation was, what his commander’s intent is and how he is supporting it.
 - (1) Note that discussion on estimate of the situation occur **after** the order is briefed.
 - (2) Ask another student for his order, or canvas the group for other ideas and estimates of the situation. At this point, a general discussion is encouraged.
3. Notes for facilitators.
 - a. Avoid saying “I’d do this...” This implies that your answer is the right answer. Compare different student orders. Each has merits. Each has drawbacks. There is no *right* answer.
 - b. Avoid lecturing. Ask questions to bring out the learning points. If a tactical lesson is to be emphasized, tie the order given with that lesson.
4. Two-Step TDG. An alternative technique is to walk through the commander’s order as if it were being executed, introducing unforeseen events into the situation, and forcing the commander to make additional decisions. Ask the subordinate commanders how they would act without direction from the commander. This *really* tests the flexibility of a plan.

HOW DOES AN INDIVIDUAL BECOME AN EXPERT?



**THROUGH EXPERIENCE,
ENRICHED EXPERIENCE!**