

ART 1.2.2.3 Employ Bounding Overwatch Movement Technique

Using successive or alternate bounds, overwatching elements cover bounding elements from covered, concealed positions with good observation of, and fields of fire against, possible enemy positions. (FM 3-90) (USACAC)

NO.	Scale	Measure
01	Yes/No	Combat formation reflected the existing factors of mission, enemy, terrain and weather, troops and support available, time available, civil considerations (METT-TC).
02	Yes/No	Unit complied with all graphic control measures.
03	Yes/No	Unit employed the movement formation ordered by the leader.
04	Yes/No	Unit commander expected to make enemy contact.
05	Yes/No	All subordinate elements of the unit assigned an area of operations for observation during the movement.
06	Yes/No	Unit leaders ensured 360-degree coverage exists for observation and fire, to include air guard.
07	Yes/No	Length of bounds, selected overwatch positions, and variation of techniques—use of alternate or successive bounds—reflected existing factors of METT-TC.
08	Yes/No	Route of movement offered concealment from enemy ground and air observation, avoided skylining, avoided moving directly forward from firing positions, crossed open areas quickly, avoided possible kill zones, avoided wide open spaces (especially where high ground dominates or where the terrain covers and conceals the enemy), and avoided obvious avenues of approach.
09	Time	To initiate movement.
10	Time	To complete movement.
11	Percent	Of allocated forces in place at the start of the execution of the plan.
12	Percent	Of unit in designated combat formation throughout the movement.
13	Percent	Of unit moving on the specified route or axis.
14	Percent	Of casualties to the force occurring during the operation.

15	KPH	Rate of movement.
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Supporting Collective Tasks:

Task No.	Title	Proponent	Echelon
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