

NMCB ONE HEADQUARTERS COMPANY GUAM GOES TACTICAL

Story by IT1(SCW) Finn

NMCB ONE Headquarters Company (HQ Co.) proved they are just as capable as the line companies to successfully plan and execute convoys, patrols, and sectors of defense.

NMCB ONE has adopted the Marine Corps concept of Super Squad (SS). The concept consists of competitions between squads (generally comprised of 14 personnel), presently the competition is only within the companies but soon...the whole Battalion. The Marine Corps competitions reach the Division level and are extremely intense, grueling, and highly competitive. These competitions yield solid training in numerous areas focusing mainly on basic combat skills but they encompass physical and mental skills such as; Land Navigation, Strength and Stamina, Leadership Reaction Course (LRC), Convoys, Patrols, Sectors of Defense, Close-order Drill, Wounded Seabee, and Seabee History.

Super Squad brings small unit leadership to the squad and fire team (4 personnel) level, which makes every Seabee in the squad more accountable. This leadership style generates teamwork within the squad and forms a basis of trust that extends from the Squad Leader down to the Rifleman. Squad Leaders and Fire Team Leaders are responsible for evaluating the abilities of their troops and developing the areas in which they need to improve.

Currently Headquarters Company has six squads competing against each other for the title of Super Squad. The squad that accumulates the most points at the end of the training day earns "Late Sleepers" on a Wednesday morning Battalion PT day, an extremely coveted prize. HQ Co. squads trained on each SS area within the first three months of deployment, this tactile (hands-

on) training is the most effective type of training especially for a company that mainly consists of non-combat type ratings.

After an exhilarating day in the field patrolling vine entangled paths, keeping a watchful eye out for improvised explosive devices (IEDs), aggressors, and suicide bombers, HQ Co. tallied up the points and named their Super Squad. IT1(SCW) Finn's 2nd Platoon, 2nd Squad had the highest score overall for the day's events. EA2 Floy (1st Platoon Squad Leader) while out on patrol remarked: "We need to do this more often, we don't get enough hands-on training like this". PN2(SCW) Bowman enjoyed the sweet effects of the victory and stated "I feel tired, I think I slept too much. It was GREAT to sleep in!" Where else in the Navy would Electronic Technicians, Information Technicians, Storekeepers, Ship's Servicemen, Personnelmen, Yeoman, Postal Clerks, Disbursing Clerks, Legalman, and Culinary Specialists get to ride on a Medium Tactical Vehicle Replacement (MTVR), into the field with a M16A3 assault rifle at their side, set-up and operate field radios, patrol through the woods looking for bad-guys and booby traps, set-up and man fighting positions, triage and carry their wounded in a make-shift litter back to a Command Post (CP)? The SEABEES, that's where!

Headquarters Company services the line companies of the Battalion, but on 23 February 2004, THEY GOT TO PERFORM AS A LINE COMPANY!



Headquarters... We got us a convoy!



"Cookie Monster" on to first check point.



Final details of EA2's Patrol Brief.



BU3 prepares his M60 range card.



Checking the fill on the PRC-119.



The M60 concealed, sighted, and ready!



CS2 "Request to test fire weapons".



Freeze! BU3 has his sites on you.