



Crew Commander Course

Purpose of this course

- To introduce the basics role, duties, and responsibilities of a vehicle Crew Commander
- To ensure the safety of
 - Vehicles
 - Staff
 - Public
 - Buildings
- This is the first part of Crew Commanding. The learning is continued into the Convoy and Parade Operations Course.



Course Agenda

1. Crew Commander Overview
2. Crew Commander Safety Considerations
3. Crew Commander Commands



Crew Commander Overview



CTM Crew Commander Course

Crew Commander at the Museum



- The Crew Commander's primary responsibility is SAFETY!
- If there is an accident, the courts may hold the Crew Commander as the responsible party.
- The Crew Commander has a duty to control the vehicle through the driver including ordering a STOP!



Crew Commander at the Museum



- The Museum is a civilian organization and not the military.
- The Crew Commander is a member of the crew and NOT the boss of the crew.



CTM Crew Commander Course

Crew Commander at the Museum



- **Ground Guide(s) are still required.**
- A crew commander can act as a ground guide if dismounted.
- A crew commander cannot replace a ground guide while mounted.



Course Content is common for all vehicles but may not be equivalent. For example, Driver visibility on a Jeep is different from that on a tank – modify your actions accordingly.



CTM Crew Commander Course

Duties of the Crew Commander

1. Assist the Driver in preparing the vehicle
2. Manage any passengers
3. Act as second set of eyes for driver
4. Manage communications
5. Parade/Road Move Duties if assigned.
6. Assist the Driver in Final Parade of Vehicle



Safe Riding (Crew Commander, Crew, and passengers).

Armoured/Turreted



- On Roads
 - Waist below hatch ring
- Off Road
 - Head and shoulders only above hatch ring
 - One hand protecting face/head from impacting hatch ring or other parts of vehicle
- No cell phone use

Soft skin/wheeled



- Stay seated
- Seatbelt on if present
- Side windows down for signalling if possible
- No cell phone use



CTM Crew Commander Course



1. Prepare the Vehicle



CTM Crew Commander Course

Prepare the Vehicle for Movement

As a member of the crew and under the direction of the Driver:

1. Assist in Cleaning the Vehicle
2. Assist in Fueling the Vehicle
3. Assist in First Parading the Vehicle



Vehicle Safety Check with Driver

1. 360° Walk around
2. All hatches, doors, ramps are locked, either open or closed.
3. No loose equipment that can come off of vehicle while moving
4. No loose equipment in vehicle that could cause a hazard
 - a) Small items could get stuck under driver's pedals
 - b) Small items could get stuck under turret basket
5. Safety Equipment installed – First Aid, Fire extinguisher, Road Warning, Hi Vis Vest
6. Turret free to traverse





2. Manage Passengers



CTM Crew Commander Course

Manage Passengers

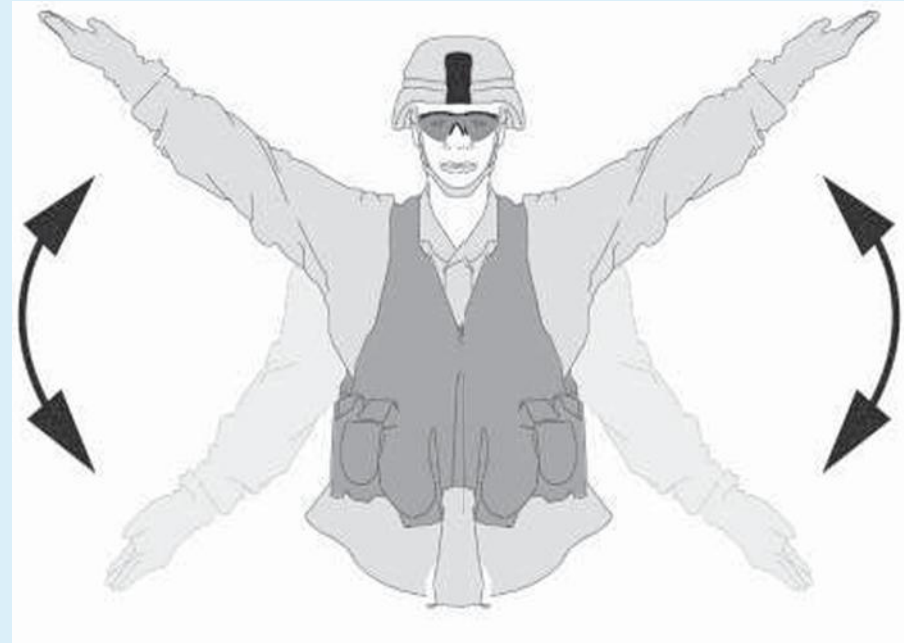


1. Ensure Passengers are briefed about safety before loading
 - a) Three points of positive contact if climbing, ladder or steps otherwise,
 - b) Keep arms inside the vehicle
 - c) Do not touch any controls unless prompted
 - d) Stay seated unless prompted
2. Answer any questions, if you know the answer
3. Assist in loading and unloading



Mount Up

- This signal is used for passenger assistants, passengers and drivers that passengers are boarding the vehicle
- The Vehicle is stopped
- The Ground Guide gives the signal by extending arms out horizontally and then raising them above the head.
 - Think lifting up
- Driver puts vehicle in Park
- Signal is used before lowering ramp, emplacing ladders or steps.



Dismount

- This signal is used for passenger assistants, passengers and drivers that passengers are boarding the vehicle
- The Vehicle is stopped.
- The Ground Guide gives the signal by extending arms above the head and then lowering them to the horizontal.
- Think pushing down
- Driver puts vehicle in Park
- Signal is used before lowering ramp, emplacing ladders or steps.





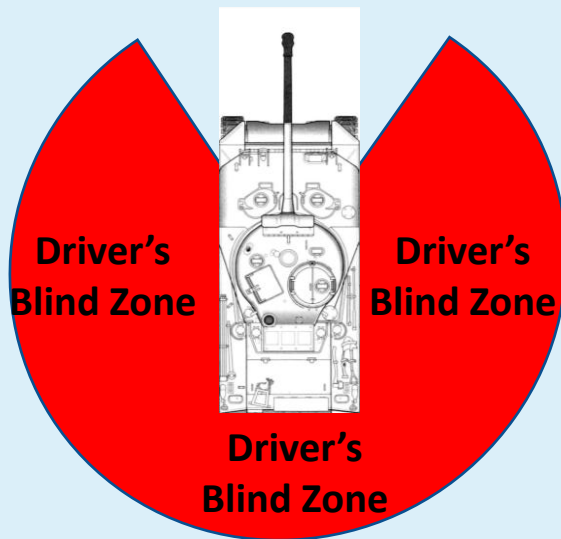
3. Second Set of eyes



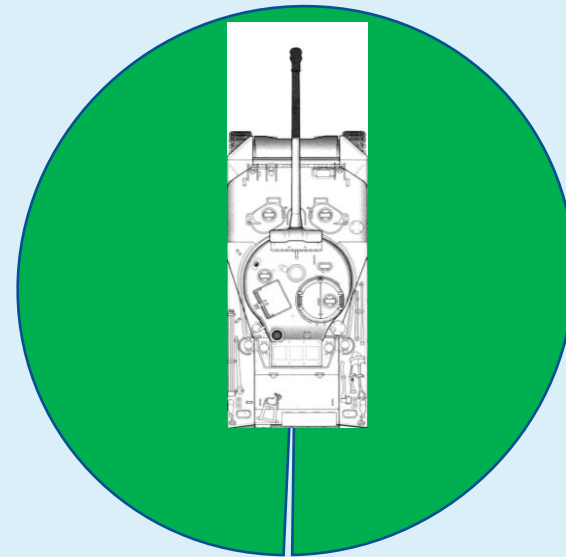
CTM Crew Commander Course

Why Crew Command?

Many of our vehicles limit the view of the driver; especially to the sides and back



Driver has limited view to front



Crew Commander has 360° View



CTM Crew Commander Course

Driver's Field of Vision

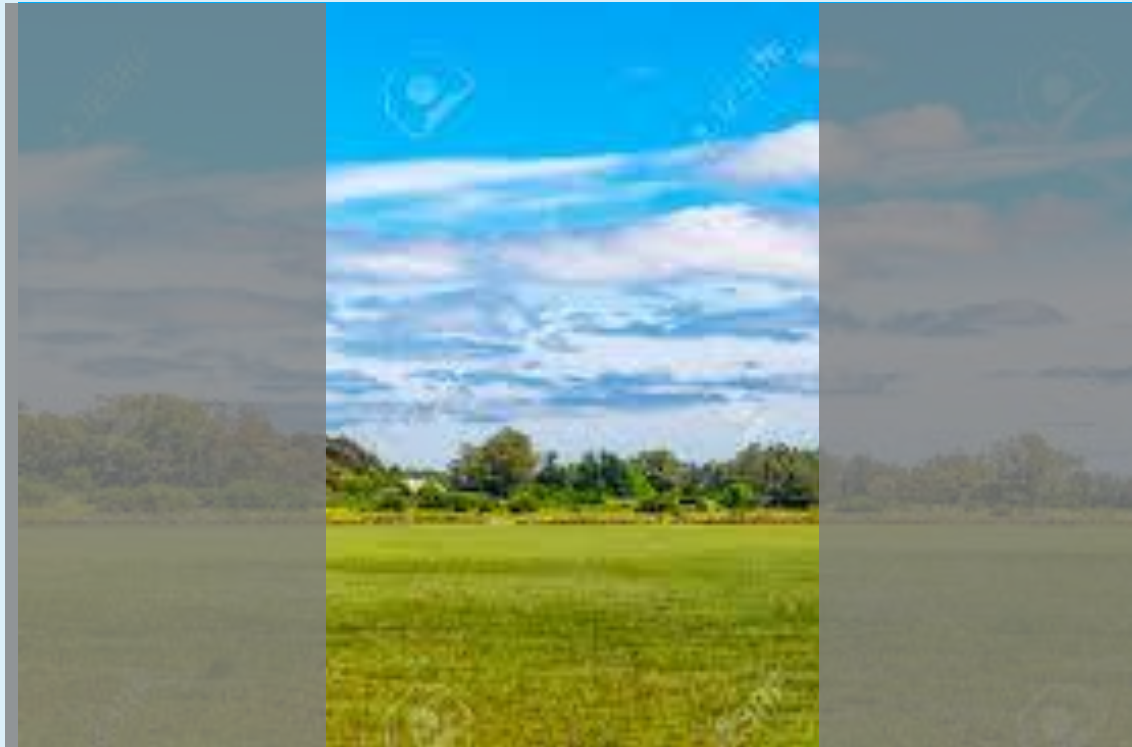


What you see from the turret



CTM Crew Commander Course

Driver's Field of Vision



What the Driver sees “hatches up”.



CTM Crew Commander Course

Driver's Field of Vision



What the Driver sees “hatches down”.



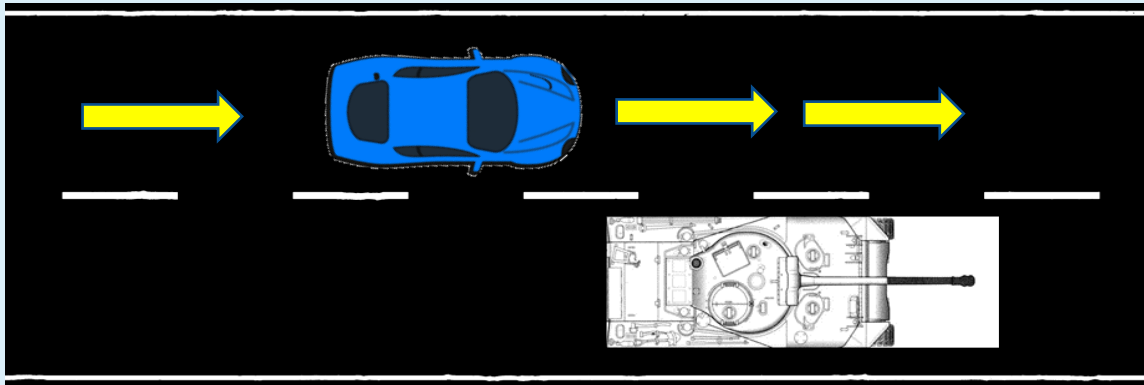
CTM Crew Commander Course

Special Cases for limited Driver View

- Changing Lanes
 - Changing lanes to go around slow or stopped traffic
- Traffic Ahead
 - Traffic stopping due to obstructions

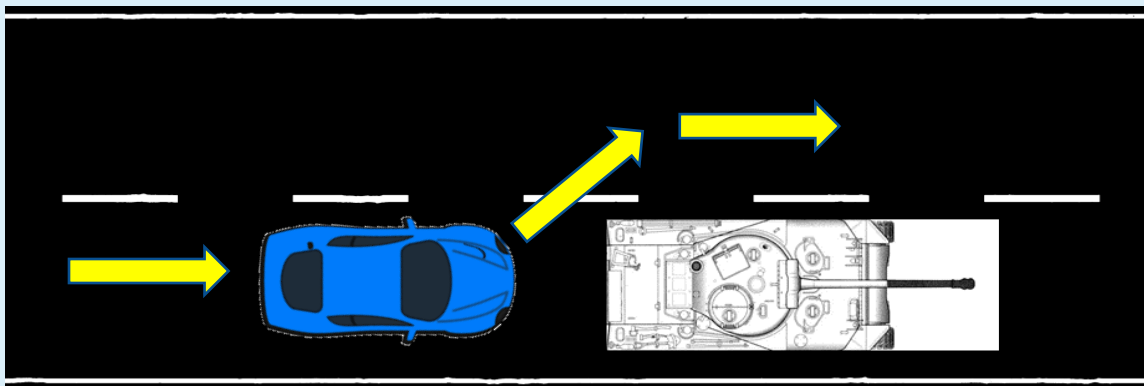


Special Case: Changing Lanes in AFVs



DANGER

Fast Car overtaking in blind spot; special consideration on curves and hills.



DANGER

Fast Car catching up from behind and then going around AFV.



CTM Crew Commander Course

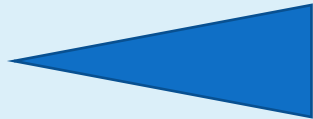
Changing Lanes in an AFV

- As a General Rule, Limited view AFVs should not change lanes. They should stay in the curbside lane
- If Changing Lanes is required:
 - Crew Commander “Driver, Prepare to Change Lanes, Left”
 - Driver “Ready to Change Lanes, Left”
- Crew Commander ensures lane is clear and no closing traffic
- Crew Commander “Driver, Clear to move left”
- Driver pulls into left lane.
- Crew Commander watches blind spot and rear of vehicle UNTIL AFV IN NEW LANE.

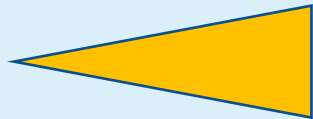


CTM Crew Commander Course

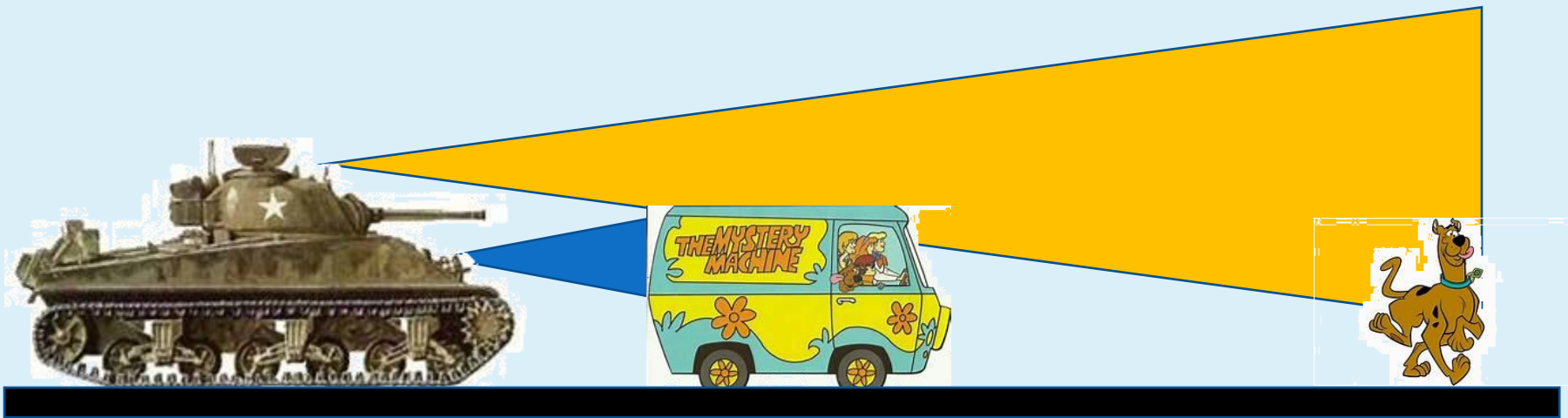
What is ahead? Don't hit Scooby-Doo!



What the Driver sees (View is blocked)



What the Crew Commander sees (View is better)



CTM Crew Commander Course



4. Manage Communications



CTM Crew Commander Course

Three Primary Communications Channels

1. Communication with the Driver
 - a) Vehicle Intercom/Loud Voice
2. Communication with other vehicles
 - a) Hand and Arm Signals
 - b) Radio
3. Communication with Headquarters
 - a) Radio
 - b) Cell Phone
4. Driver does not use radios or cell phones while driving!



“Yelling is communicating”



CTM Crew Commander Course

Radio and Intercom

- Radio

- Must follow Radio Procedure Standards
- Covered in Radio Course



- Intercom

- Speak normally
- Be cautious of headsets becoming unplugged.



CTM Crew Commander Course

Hand and Arm Signals

- Used to communicate movement to other vehicles; either museum or other; Make sure the signal is early enough
- Signals passed from vehicle to vehicle.
- Used from hatch only. Not always useful from soft skinned vehicles. Use appropriately.
- Must be out of the hatch high enough to be seen
- Standard Signals
 - Turning Left
 - Turning Right
 - Stopping
 - Moving Forward



CTM Crew Commander Course

Turning



Turning
Right



Turning
Left



CTM Crew Commander Course

Stopping and starting



- Hold both arms straight up to signal Stopping



- Wave one or both arms forward to signal forward movement





5. Final Parade



CTM Crew Commander Course



You helped get it dirty, you'll help get it clean.



CTM Crew Commander Course

Final Parade

As a member of the crew and under the direction of the Driver:

1. Assist in Cleaning the Vehicle
2. Assist in Fueling the Vehicle
3. Assist in Final Parading the Vehicle





**Nobody goes to the wing
until we all go to the wing.**



CTM Crew Commander Course

Review: Crew Commander at the Museum



- The Crew Commander's primary responsibility is SAFETY!
- If there is an accident, the courts may hold the Crew Commander as the responsible party.
- The Crew Commander has a duty to control the vehicle through the driver including ordering a STOP!



If you are going on Convoy or in a parade,
take the Convoy and Parade Operations
Course



CTM Crew Commander Course



Crew Commander Course