



## Route Reconnaissance Criteria

First, look for places that can help you!

Any area or place that provides sanctuary. Places that have personnel that will provide back-up to your effort to escape an attack.

Safe Havens: United States / Allied Units or Corporations, Police Departments, Fire Departments or Stations, Hospitals, Government Buildings Schools, Public Venues with Security, Airports

Any area or specific items that may help support or assist you in your mission.

Support: ATMs, Telephones, Medical Facilities, Fuel Stops, Restaurants with easy access,  
Vehicle Repair Sites

Easily recognizable points along your route that enable you to plan immediate actions for that particular area. For example, between check points A and B, we will watch out for this particular choke point or danger area, or if attacked, we will go to this particular safe haven.

Phase Lines: Major intersections, Over/Under Passes, Immediately before or after major choke points, Malls, Factories, Major land marks, Water Towers, Rivers, Peculiar Features

## Route Reconnaissance Criteria

Then, look for things or places that will hurt you or make your job harder!

Anything that makes you change direction or speed and slows you down are called Choke Points, which are man-made or natural obstacles that facilitate an ambush or a road-block.

Choke Points:                      Construction sites, Crash Scenes, School Zones, Cul-de-Sacs, Traffic Circles  
Congested Traffic, Corner Turns, T Intersections, Toll Booths, Gates, decoys

Any place that narrows your path of travel and allows only for forward or reverse direction.

Channels:                          Bridges, Overpasses, Dense Urban Areas, Lakes, Heavy Forests, Fences,  
Privacy Walls, Roadways with no side escape routes

Any area where, while they may not force you to change speed or direction, potential attackers can hide in close proximity to the expected path of travel.

Danger Areas:                      Parks, Heavy Forests, Parking Garages, High Building that dominate surrounding area,  
High Terrain that dominates surrounding area, Partially Destroyed Buildings, Markets