

Notified in ACIs 2nd November, 1949  
Effective date 30th September, 1949

**PARACHUTE BATTALION**

HIGHER ESTABLISHMENT

## (i) PERSONNEL

Detail	Battalion headquarters	Headquarters company				Support company						Four rifle companies (each)			Total, parachute battalion
		Headquarters	Signal platoon	Administrative platoon	Total, company headquarters	Headquarters	3-inch mortar platoon	Carrier platoon	Anti-tank platoon	Assault pioneer platoon	Total, support company	Headquarters	Three platoons (each)	Total, a rifle company	
Officer commanding (lieutenant-colonel)	1														1
Second-in-command (major)	1														1
Adjutant (captain)	1														1
Majors		1			1	1					1	1		1	6
Captains			1		1		1	1			2	1		1	7
Subalterns	(a)2		1	(b)1	2		1	1	1	1			1	3	20
Quarter-master				1	1										1
Total, officers	5	1	2	2	5	1	2	2	1	1	7	2	1	5	37
Regimental serjeant-major	1														1
Regimental quarter-master-serjeant				(b)1	1										1
Company serjeant-majors		1			1	1					1	1		1	6
Total, warrant officers	1	1		1	2	1					1	1		1	8
Company quarter-master-serjeants		1			1	1					1	1		1	6
Drum/bugle major (b)	1														1
Orderly room serjeant	1														1
Serjeants:—															
Intelligence	1														1
Medical	1														1
Pioneer									1	1					1
Provost	1														1
Signal (driver-operators)			1		1										1
Sniper	1														1
Storeman (technical)				(b)1	1										1
Transport (driver class II or I)				(b)1	1										1
PRI				1	1										1
Serjeants							4	5	8		17		4	12	65



Detail	Battalion headquarters	Headquarters company				Support company						Four rifle companies (each)			Total, parachute battalion
		Headquarters	Signal platoon	Administrative platoon	Total, company headquarters	Headquarters	3-inch mortar platoon	Carrier platoon	Anti-tank platoon	Assault pioneer platoon	Total, support company	Headquarters	Three platoons (each)	Total, a rifle company	
Privates				12	12										12
Total, attached	7			24	24	2		1	1		4				35
Total, a parachute battalion (including attached)	91	7	55	67	129	11	45	57	40	29	182	17	40	137	950
(ii) DISTRIBUTION OF RANK AND FILE BY TRADES AND DUTIES															
Tradesmen—															
Clerks, general duties (includes 1 corporal)	2	1		(b)3	4	1					1	1		1	11
Drivers, includes 10 corporals)	(e)8		4	(e)16	20	(b)1	9	(b)14	8	(e)4	36	6		6	88
Drivers (for duty as batmen)	(g)3	1	2	2	5	1	2	2	1	1	7				15
Driver-operators (includes 3 corporals)	2	1	12		13	1	2	6	2		11	2		2	34
Equipment repairer					1	1									1
Pioneers—															
Bricklayers										1	1				1
Carpenters and joiners } (includes 1 corporal)										6	6				6
Storemen (technical)				(b)2	2										2
Vehicle mechanic (includes 1 corporal)				2	2										2
Total, tradesmen	15	3	18	26	47	4	13	22	11	12	62	9		9	160
Non-tradesmen—															
Assault pioneers (includes 3 corporals)										15	15				15
Batmen	3											2	1	5	23
Butchery dutyman				(b)1	1										1
Drummers/buglers (includes 1 corporal) (b) (c)	16														16
Gun numbers (includes 4 corporals)									18		18				18
Intelligence section (includes 1 corporal)	6														6
LMG numbers and riflemen—															
Corporals								8			8		3	9	44
Privates								2			2		27	81	326
MMG numbers								12			12				12

Detail	Battalion headquarters	Headquarters company				Support company						Four rifle companies (each)			Total, parachute battalion
		Headquarters	Signal platoon	Administrative platoon	Total, company headquarters	Headquarters	3-inch mortar platoon	Carrier platoon	Anti-tank platoon	Assault pioneer platoon	Total, support company	Headquarters	Three platoons (each)	Total, a rifle company	
Mortarmen for—															
3-inch mortars (includes 4 corporals)							24								24
2-inch mortars													3	9	36
Medical officer's orderly (lance-corporal)	1														1
Orderlies						1					1		1	3	13
Motor-cycle orderlies			3		3		2	1	1		4	1		1	11
Post orderly (lance-corporal)				(b)1	1										1
Rangetakers											3				3
Regimental police (includes 1 lance-corporal)	4														4
Sanitary dutymen (includes 1 corporal)				(b)7	7										7
Signallers (includes 3 corporals)			24		24										24
Snipers (includes 1 corporal and 1 lance-corporal)	7														7
Storemen		1	1	(b)2	4	1		1			2	1		1	10
Stretcher-bearers (includes 1 corporal)	20														20
Total, non-tradesmen	57	1	33	11	45	2	26	27	19	15	89	4	35	109	627
Total, rank and file	72	4	51	37	92	6	39	49	30	27	151	13	35	118	787
(iii) TRANSPORT															
Bicycles—															
Folding, airborne	3		3		3								1	3	18
GS												1		1	4
Motor-cycles, solo—															
125-cc, lightweight	2		2		2		3				3	1		1	11
350-cc	2		2	2	4			3	1		4				10
Cars—															
4 x 4, heavy utility	1														1
5-cwt, 4 x 4	6	1	3	2	6	1	7	1	8	4	21	1		1	37

Detail	Battalion headquarters	Headquarters company				Support company						Four rifle compaines (each)			Total, parachute battalion
		Headquarters	Signal platoon	Administrative platoon	Total, company headquarters	Headquarters	3-inch mortar platoon	Carrier platoon	Anti-tank platoon	Assault pioneer platoon	Total, support company	Headquarters	Three platoons (each)	Total, a rifle company	
Trucks, 15-cwt, 4 x 4—															
GS	1	1	1	1	3	1	3	1	1		6	3		3	22
Armoured ambulance	1														1
Water, 200-gallons				2	2										2
Lorries, 3-ton, 4 x 4—															
GS	2		1	14	15					1	1				18
Office	1														1
Winch				1	1										1
Carriers, universal			1		1			13			13	2		2	22
Scout car	1														1
Trailers—															
10-cwt, 2-wheeled,lightweight, GS	7	2	3	2	7	1	7	1	3	4	16	1		1	34
1-ton, 2-wheeled, water, 180-gallons				1	1										1
(iv) WEAPONS															
LMGs—															
.303-inch	2		2	4	6		3	11	5	3	22	2	3	11	74
.303-inch (pool reserve)				17	17										17
MMGs-															
.303-inch								6			6				6
.303-inch (pool reserve)				2	2										2
PsiIAT	1		1	3	4		3	4			7	3		3	24
PsiIAT (pool reserve)				6	6										6
Mortars—															
2-inch								4	4		8	1	1	4	24
2-inch (pool reserve)				6	6										6
3-inch							6				6				6
3-inch (pool reserve)				3	3										3
Guns, 6-pounder, anti-tank									6		6				6

(v) ORGANIZATION

This table is intended merely as a guide to officers commanding units and may be varied within the numbers of ranks, tradesmen and vehicles provided, according to tactical or administrative requirements

BATTALION HEADQUARTERS	
Bicycles, folding, airborne	1-3 (each) Intelligence personnel
Motor-cycles, solo, 125-cc, lightweight	1-2 (each) Regimental police
Motor-cycle, solo, 350-cc	1 Intelligence serjeant
Motor-cycle, solo, 350-cc	2 Provost serjeant
Car, 4 x 4, heavy utility	Officer commanding Batman Driver
5-cwt car, 4 x 4 (draws 10-cwt trailer)	1 Adjutant Driver
5-cwt car, 4 x 4 (draws 10-cwt trailer)	2 Second-in-command Batman Driver-operator
5-cwt car, 4 x 4 (draws 10-cwt trailer)	3 Assistant adjutant Driver (for duty as batman)
5-cwt car, 4 x 4 (draws 10-cwt trailer)	4 Intelligence officer Intelligence (private) Driver (for duty as batman)
5-cwt car, 4 x 4 (draws 10-cwt trailer) (fitted for stretchers)	5 Medical officer Driver (for duty as batman)
5-cwt car, 4 x 4 (draws 10-cwt trailer) (for sign posting and equipment)	6 Regimental policeman Regimental policeman (driver)
15-cwt truck, 4 x 4, G.S. (draws 10-cwt trailer) LMG and ammunition	Regimental serjeant-major Intelligence (corporal) Intelligence (private) Driver
15-cwt truck, 4 x 4, Armoured ambulance	Medical serjeant Medical officer's orderly Driver
3-ton lorry, 4 x 4, GS	1 Serjeant, R.A.M.C. 2 stretcher bearers Driver
3-ton lorry, 4 x 4, GS	2 Sniper serjeant 7 snipers Driver
3-ton lorry, 4 x 4, office LMG and ammunition PIAT and ammunition	Orderly room serjeant 2 clerks Batman Driver
Scout car VHF set No. 31 seat	Driver-operator Driver

Marching

18 stretcher bearers  
5 corporals, RAMC  
Drum/bugle major  
16 drummers/buglers  
3 LMGs  
3 PsIAT

HEADQUARTERS COMPANY

Headquarters

5-cwt car, 4 x 4, (draws 10-cwt trailer)  
Major  
Driver (for duty as batman)

15-cwt truck, 4 x 4, GS (draws 10-cwt trailer)		Company serjeant-major
VHF set		Clerk
		Storeman
		Driver-operator
(company quarter-master-serjeant carried in administrative platoon transport)		
		Signal platoon
		Headquarters
Bicycles, folding, airborne	1-3 (each)	Orderly
Motor-cycle, solo, 350-cc		Driver-operator (serjeant)
5-cwt car, 4 x 4 (draws 10-cwt trailer)		Captain
		Driver (for duty as batman)
3-ton lorry, 4 x 4, GS		Storeman
(stores and wireless spares)		Driver
		Wireless section
Carrier, universal (forward control)		Driver-operator (serjeant)
VHF set		Driver-operator
No. 31 set		Driver
LMG and ammunition		
With companies or marching—11 driver operators		
		Signal office and line section
Motor-cycles, solo, 125-cc, lightweight	1-2 (each)	Motor-cycle orderly
Motor-cycle, solo, 350-cc		Motor-cycle orderly
5-cwt car, 4 x 4 (draws 10-cwt trailer)	1	Subaltern
(fitted cable layer)		Driver (for duty as batman)
5-cwt car, 4 x 4 (draws 10-cwt trailer)	2	Orderly
DR and battery delivery		Driver
15-cwt truck, 4 x 4, GS		Orderly
Cable and line stores		2 signallers
PIAT		Driver
LMG and ammunition		
		Administrative platoon
Motor-cycle, solo, 350-cc	1	Transport serjeant (driver)
Motor-cycle, solo, 350-cc	2	Vehicle mechanic
5-cwt car, 4 x 4 (draws 10-cwt trailer)	1	Transport officer
		Driver (for duty as batman)
5-cwt car, 4 x 4 (draws 10-cwt trailer)	2	Quarter-master
		Clerk
		Driver (for duty as batman)
15-cwt truck, 4 x 4, GS		Sanitary dutyman
Reserve ammunition		Driver
15-cwt trucks, 4 x 4, water 200-gallons	1-2(each)	Sanitary dutyman
		Driver
3-ton lorry, 4 x 4, GS	1	2 sanitary dutymen
Reserve ammunition		Driver
3-ton lorry, 4 x 4, GS	2	Equipment repairer
Reserve ammunition		Shoemaker
		Driver
3-ton lorry, 4 x 4, GS	3	Company quarter-master-serjeant (headquarters company)
Rations and cooking equipment		Serjeant, ACC
		Corporal, ACC
		2 privates, ACC
		Driver
3-ton lorry, 4 x 4, GS	4	Company quarter-master-serjeant (support company)
Rations and cooking equipment		Serjeant, ACC
		2 privates, ACC
		Driver



3-ton lorry, 4 x 4, GS Rations and cooking equipment	5-8 (each)	Company quarter-master-serjeant (rifle company) 2 privates, ACC Driver
3-ton lorry, 4 x 4, GS Petrol, oil and lubricants	9	Clerk (MT) Instructor, APTC Driver
3-ton lorry, 4 x 4, GS Quarter-master stores	10	Regimental quarter-master-serjeant Clerk Post orderly Storeman Driver
3-ton lorry, 4 x 4, GS MT stores	11	Vehicle mechanic, REME 2 storemen (technical) Driver
3-ton lorry, 4 x 4, GS (draws 1-ton water trailer) Rations	12	Butchery dutyman Storeman Driver
3-ton lorry, 4 x 4, GS Anti-gas stores and armourers	13	Vehicle mechanic, REME 2 armourers, REME 2 sanitary dutymen Driver
3-ton lorry, 4 x 4, GS Officers' mess	14	PRI serjeant 2 privates, ACC Driver
3-ton lorry, 4 x 4, winch MT stores LMG		Storeman (technical) (serjeant) Vehicle mechanic, REME Vehicle mechanic
SUPPORT COMPANY		
Headquarters		
5-cwt car, 4 x 4 (draws 10-cwt trailer) VHF set		Major Driver-operator Vehicle mechanic, REME Driver (for duty as batman)
15-cwt truck, 4 x 4, GS No. 31 set		Company serjeant-major Clerk Orderly Storeman Vehicle mechanic, REME Driver
(company quarter-master-serjeant carried in administrative platoon transport)		
3-inch mortar platoon		
Motor-cycles, solo, 125-cc, lightweight	1-2 (each)	Motor-cycle orderly
Motor-cycle, solo, 125-cc, lightweight	3	Platoon serjeant
5-cwt car, 4 x 4 (draws 10-cwt trailer) VHF set No. 31 set	1	Captain 2 driver-operators Driver (for duty as batman)
5-cwt cars, 4 x 4, (draw 10-cwt trailers)	2-4 (each)	Serjeant 3 mortarmen Driver
3-inch mortar and bombs LMG and ammunition No. 88 set		
5-cwt cars, 4 x 4, (draw 10-cwt trailers)	5-7 (each)	Corporal 3 mortarmen Driver
3-inch mortar and bombs PIAT and ammunition No. 88 set		

15-cwt truck, GS	1 Subaltern
Mortar bombs	Mortarman
No. 31 set	Driver (for duty as batman)
15-cwt truck, GS	2 Corporal
Mortar bombs	Driver
No. 31 set	
15-cwt truck, GS	3 Mortarman
Platoon stores	Driver
	Carrier platoon
	Headquarters
Motor-cycle, solo	1 Subaltern
Motor-cycle, solo	2 Motor-cycle orderly
5-cwt car, 4 x 4, (draws 10-cwt trailer)	Serjeant
No. 31 set (rear link)	Driver-operator
	Driver (for duty as batman)
151-cwt truck, 4 x 4, GS	Vehicle mechanic, REME
Platoon stores	Storeman
	Driver
Carrier, universal	1 Captain
LMG	Driver-operator
PIAT	Driver (for duty as batman)
No. 31 set (forward link)	Driver
No. 88 set	
	Three sections (MMG) (each)
Carrier, universal	2 Serjeant
LMG	Rangetaker
PIAT	Driver-operator
No. 31 set (forward link)	Driver
No. 88 set	
Carriers, universal	3-4 Corporal
MMG	(each) 2 privates
(3 with 2-inch mortars)	Driver
	One section (wasp)
Carrier, universal	11 Serjeant
LMG	Driver-operator
PIAT	Driver
No. 31 set	
No. 88 set	
Carriers, universal	12-13 Corporal
LMG	(each) Private
	Driver
	Anti-tank platoon
	Headquarters
Motor-cycle, solo, 350-cc	Motor-cycle orderly
5-cwt car, 4 x 4 (draws 10-cwt trailer)	1 Serjeant
	Driver
5-cwt car, 4 x 4 (draws 10-cwt trailer)	2 Subaltern
VHF set	2 driver-operators
No. 31 set	Driver (for duty as batman)
No. 88 set	
LMG and ammunition	
15-cwt truck, 4 x 4, GS (draws 10-cwt-trailer)	Serjeant
LMG and ammunition	Fitter REME
2-inch mortar	Driver
6-pounder ammunition and fitter's stores	
	Six detachments
5-cwt car, 4 x 4	3-8 Serjeant
6-pounder gun	3 gun numbers
No. 88 set	Driver

NOTE—5-cwt cars, 4 x 4, 3,5 and 7 carry LMG and ammunition

5-cwt cars, 4 x 4, 4,6, and 8 carry 2-inch mortar

	Assault pioneer platoon
	Headquarters
5-cwt car, 4 x 4 (draws 10-cwt trailer)	Subaltern Driver (for duty as batman)
	Three assault sections (each)
5-cwt car, 4 x 4, (draws 10-cwt trailer) Tools and explosives LMG and ammunition	Corporal 4 pioneers Driver
	Pioneer section
3-ton lorry, 4 x 4, GS Tools and stores	Serjeant Bricklayer 6 carpenters and joiners Driver
	EACH RIFLE COMPANY
	Headquarters
Bicycle, GS	Batman
Motor-cycle, solo, 125-cc, lightweight	Motor-cycle orderly
5-cwt car, 4 x 4, GS (draws 10-cwt trailer)	Captain Driver
15-cwt truck, 4 x 4, GS Stores	1 Storeman Driver
15-cwt truck, 4 x 4, GS Tools	2 Batman Driver
15-cwt truck, 4 x 4, GS Greatcoats	3 Clerk Driver
Carrier universal LMG 2-inch mortar VHF set No. 31 set No. 88 set	1 Major 2 driver-operators Driver
Carrier universal 3 PsIAT LMG No. 88 set (company quarter-master-serjeant carried in administrative platoon)	1 Company serjeant-major Driver
	Three platoons (each)
Bicycle, folding, airborne	Orderly Marching
	Headquarters
No. 88 set 2-inch mortar	Subaltern Serjeant Batman
	Three sections (each)
LMG	Serjeant Corporal 9 privates
	Mortar sub-section
2-inch mortar	3 mortarmen

- (a) One for intelligence office, one for assistant adjutant
- (b) May be non-jumpers
- (c) To be trained as drum/bugle major and drummers/buglers respectively
- (d) May be serjeant, colour serjeant or a warrant officer, class II according to service. If a warrant officer the total serjeants will be decreased and the total warrant officers increased accordingly
- (e) 50 per cent may be non-jumpers

- (f) Rank to be allotted by officer i/c APTC records  
 (g) Includes one for the medical officer

#### NOTES

1. Scottish and Irish battalions will be allowed the following additional personnel
 

Pipe major (serjeant)	1
Pipers	5
2. The undermentioned personnel will in addition to their normal duties, be trained as follows:—
  - (a) Assault pioneer platoon—Anti-gas duties and decontamination work; 2 carpenters and joiners—sign writing
  - (b) Sanitary dutymen—water duties
  - (c) Drivers of trucks, 15-cwt, 4 x 4, water—water duties
  - (d) Driver of petrol lorry—petrol storeman
  - (e) Drivers of vehicles in signal platoon—signallers
  - (f) 2 drivers in administrative platoon } equipment repairer  
 1 driver in each rifle company }
3. One man in each company will be trained up to the standard of shoemaker group "C", class III
4. Of the drivers, at least 24 will be class II or I

#### NOTE ON FIRST REINFORCEMENTS

Details left at base—Clerk, general duties (serjeant)	1
The following in the scale of first reinforcements required to make good one month's wastage at the intense rate	
Captain	2
Subalterns	7
Warrant officers	2
Staff-serjeants	3
Serjeants	6
Corporals	9
Lance-corporals	18
Privates	144
Total, first reinforcements	191

The total rank and file will include the following

Tradesmen—	
Carpenter and joiner	1
Clerks	2
Drivers (includes 5 class II or I)	17
Driver-operators	7
Non-tradesmen—	
Assault pioneers	2
Gun numbers	4
3-inch mortarmen	5
Signallers	6
Sniper	1
Stretcher bearers	4
Attached—	
Cooks, ACC	3