

APPENDIX 'J'

Check points will be established by the Military Commanders for the inspection of war material at the ports of entry for inbound and outbound carrying agencies as follows:

AMENDMENT TO THE INSTRUCTIONS FOR CHECK AND SUPERVISION OF 1500 PERSONNEL OF THE FRENCH MILITARY MISSION

at Pakse, Seno, Savannakhet, Tchepone, Vientiane, Luang Prabang and Xieng Khouang (Pisiane-dea-Jarres).

Reference instructions for the guidance of Fixed and Mobile Teams for Supervision and control of the French Union personnel of the French Military Mission attached to the Laotian National Army forwarded under cover of International Commission letter No. 8(3)-ICL/55/923, dated 26th April 1955.

The International Commission has reconsidered the procedure for supervision and control as laid down in the above mentioned instructions and has decided on the following amendments.

Part I, paragraphs 5 and 6 of the Instructions to be deleted in toto and the following substituted:-

"5. The number of the French Military personnel attached to the Royal Laotian Army in Laos will be checked by the Team at Vientiane by examining the following documents to support those submitted under paragraph 2 above -

(a) The register giving the details of personnel on the strength of the French Instructional staff. This will be kept in the French Military Mission Headquarters at Vientiane and would be available for the International Commission and its Teams, for check. (b)

(b) The individual pay cards of the personnel with the signature of the paying officer will be available for check and cross-check with the register.

(c) The pay roll where the officer/NCO signs for having received his pay will also be available for check with the register mentioned in (a) above and the individual pay cards (b) above.

The Team proceeding with the check will have to come into contact with the Commandant of the Headquarter of the French Military Mission at Vientiane.

Outstation Teams may also carry out checks of pay rolls whenever they are available."