Employ a Hand Grenade and Destroy a Target

Task: Employ hand grenades and destroy a target.

Conditions: Using a sandbag wall as cover, competitors will correctly utilize training hand grenades to destroy an E-type silhouette target (FM 3-23.30). Uniform is ACH, LBE, gloves and eye-protection.

Standards: Successfully destroy the target by throwing a grenade within a 15m circle surrounding the target. Grenade must land and stay within the 15m circle.
8 TLPS Identification

Task: Correctly identify and order the 8 Troop Leading Procedures.

Conditions: Given a magnet board with 15 possible TLP’s, competitors will identify the 8 TLP’s and place them in order. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Successfully identify the 8 TLP’s and place them in the correct order as they appear in FM 3-21.10 Chapter 2.
Apply a Tourniquet

Task: Apply a tourniquet.

Conditions: Given a tourniquet, competitors will apply the tourniquet to a wound on the provided rescue dummy. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Competitors will properly apply a tourniquet to a rescue dummy as outlined in FM 4-25.11.

Performance Measures

Tourniquet was applied at least 2 inches from the wound between the wound and the heart but not on a joint or directly on the wound.

Tourniquet was properly applied and secured

Casualty’s head was marked with a T and the time.
Destroy a Target with a M4 (Airsoft)

Task: Destroy targets with an M4 (airsoft).

Conditions: Given an airsoft M4, with appropriate ammunition (pre-loaded), competitors will maneuver through the course. Engage enemy targets, using target discrimination, until all enemy targets have been hit. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Competitors will maneuver through the course and effectively engage hostile targets using an airsoft M4.
Grenade Identification

Task: Identify U.S. Army grenades.

Conditions: Given a magnet board and 12 possible hand grenade names, competitors will match pictures of U.S. Army Hand grenades to their correct names. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Given 12 possible hand grenade names, competitors will match the correct name to pictures of 5 U.S. Army Hand grenades.
Tomahawk Throw

Task: Destroy target with tomahawk.

Conditions: Given one target and two tomahawks, each competitor will take turns throwing their tomahawk. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Tomahawk hits and sticks into the wooden backdrop within the designated target area.
Memory ID

Task: Successfully identify a misplaced object prior to completion of the lane.

Conditions: Competitors will be given 1:00 to memorize 10 items at the start point of the Foot March and later correctly identify 10 items prior to the completion of the station. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Competitors will be given 1:00 memorize 10 items and later identify the misplaced item.
Terrain ID

Task: Identify a terrain feature.

Conditions: Given a four-digit grid, identify the major terrain feature inside the grid square. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Competitors must plot and properly identify the major terrain feature found within the grid square.
Determine an 8-Digit Grid

Task: Determine an 8-digit grid.

Conditions: Given a military unit symbol and a map, identify the 8-digit grid of the unit’s location. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Competitors will identify the 8-digit grid coordinate within a 20-meter tolerance of the stated military unit.
Determine Distance on a Map

Task: Determine the road distance on a map between two points.

Conditions: Given two points, identify the road distance between the two points. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Competitors must determine the road distance between two points on a map within a 50-meter tolerance.
Negotiate an Obstacle

Task: Negotiate an obstacle.

Conditions: Given a low wire obstacle. Uniform is ACH, gloves, and eye-protection. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Both team members must successfully crawl under a low wire obstacle approximately 50 yards without touching wire. Teams have two attempts. Results based, technique will not be graded.
SALUTE Report

Task: Issue SALUTE report.

Conditions: Given an enemy scene, properly fill out a SALUTE report to send to higher. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Assemble relevant information from observation point and transmit SALUTE report. Teams have two attempts. Ref FM 2-22.3 Appendix H.
Knot Tie

Task: Correctly tie 1 of 7 knots to be determined by the grader.

Conditions: Buddy teams will be given 1 swiss seat rope and tasked to tie 1 of 7 knots to be determined by the grader. The specified knots will be tired on a suspended rope between two anchors. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Buddy teams will arrive at knots station where a rope will be suspended between two anchors. The team will correctly tie 1 of 7 knots on the rope to include safety knots. Ref FM 3-05.70, 17 May 2002, figures G-4, G-7, G-8, G-9, G-12, G-13, pages G-4 – G-8.
Round Turn w/ 2 Half Hitches

Clove Hitch

Double Sheet Bend

Bowline with safety knot

Figure 8 on a bite or retrace

End of Line Prusik

Sheep Shank
9-Line MEDEVAC

Task: Request medical evacuation (9-line).

Conditions: Given a casualty scene, patient pickup site, and all required information. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Assemble information in proper format and transmit MEDEVAC request, providing all necessary information. Ref FM 4-02.2 5-115, 5-116, 5-117, and Table 5-2.
One-Man Carry

Task: One-Man Carry.

Conditions: Team members carry each other a specified distance using Fireman’s carry, Arms carry, or Saddleback carry. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Teams are allowed to switch roles, but not required to. If switching roles, team must remain stationary during the switch. Team can only advance on course while performing a carry. For standards on the three carries, reference: ATP 4-25.13 1-10, 1-13, 1-14 and Figures 1-2, 1-5, and 1-6.
Movement Under Fire

Task: Move with your buddy performing buddy team rushes while utilizing cover and paintball guns.

Conditions: Move a specified distance utilizing the buddy rush technique while providing cover with a paintball gun. Uniform is ACH, LBE, gloves and eye-protection.

Standards:

1. Start from the prone position
2. Select your next position by slowly raising your head while your buddy provides cover.
3. Lower your head while drawing your arms into your body, keeping your elbows down, and pulling your right leg forward.
4. Raise your body in one movement by straightening your arms.
5. Spring to your feet, stepping off with either foot.
6. Run to the next position
   (a) Keeping the distance short to avoid accurate enemy fire.
   (b) Stay up no longer than 3 to 5 seconds.
7. Plant both feet just before hitting the ground.
8. Fall forward and assume a prone firing position
9. Begin providing support for your buddy by firing your paintball gun
10. Repeat until you reach the designated point.
Hand and Arm Signals

Task: Correctly identify 5 hand and arm signals.

Conditions: Presented with 5 random hand and arm signals, buddy teams will correctly demonstrate. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Correctly identify and demonstrate 5 hand and arm signals. Ref FM 21-60 Chapter 2-4 and 2-5.
M4 Functions Check

Task: Perform a function check on an M4 carbine.

Conditions: Given an assembled M4 carbine on safe. Uniform is ACH, LBE and eye-protection.

Standards:

1. Place the selector lever on safe. If the selector switch will not go on safe, pull the charging handle to the rear and release. Place the selector lever on safe. Pull the trigger to the rear, the hammer should not fall.

2. Place the selector lever on semi. Pull the trigger to the rear and hold. The hammer should fall. While holding the trigger to the rear, pull the charging handle to the rear and release. Release the trigger and pull it to the rear again. The hammer should fall.

3. Place the selector level on burst. Pull the charging handle to the rear and release. Pull the trigger to the rear and hold. The hammer should fall. While holding the trigger to the rear, pull the charging handle to the rear three times and release. Release the trigger and pull it to the rear again. The hammer should fall. (Reference FM 3-22.9)
Litter Carry

Task: Perform a Litter Carry.

Conditions: Given a simulated casualty and a litter, transport the casualty a specified distance utilizing the two man litter carry. Uniform is ACH, LBE, gloves and eye-protection.

Standards:
1. Place the casualty on litter face up
2. Both team members face the same direction and stand up in unison
3. The casualty is carried feet first to a designated area.
Apply a Pressure Dressing

Task: Apply a pressure dressing to a wound on a casualty’s limb.

Conditions: Given a simulated casualty with bleeding from a limb and needed supplies. Uniform is ACH, LBE, gloves and eye-protection.

Standards: Correctly apply the proper dressing as needed to stop external bleeding. Ref FM 21-11 and FM 4-25.11.