

USAIS PAMPHLET 350-6

Expert Infantryman Badge



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All Previous Editions Obsolete
DEPARTMENT OF THE ARMY
United States Army Infantry School

Summary of Change

USAIS Pamphlet 350-6
Expert Infantryman Badge

This revision, dated 07 February 2020

- W6: M18A1 Claymore Mine Option One (Electric Initiation)/M18A1 Claymore Mine Option Two (Non-electric Initiation) moved from patrol lane to weapons lane
- P9: Operate PVS-14 Monocular Night Vision Device added to patrol lane
- The EIB Board's Responsibilities p.8, para e: Ensure all Candidates meet the prerequisites. **Under no circumstances will the Board allow unqualified personnel, to include NON-CMF 11/18 personnel, to take part in the actual EIB (remove) train-up and testing.**

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Preface

The United States Army Infantry School (USAIS) Pamphlet 350-6 establishes policies, procedures, and standards for the Expert Infantryman Badge (EIB). The EIB test measures a Soldier's physical fitness and ability to perform to standards of excellence in a broad spectrum of critical Infantry skills. Detailed instructions in this pamphlet ensure Army-wide uniformity. EIB training and testing is intended to be rigorous, mission-focused, and conducted under realistic conditions.

This training publication can be used for other Military Occupational Specialties as a guide for their warrior task training events. Training, testing, and awarding of the EIB is for Infantry and Special Forces personnel only. **This standard may not be waived.**

The proponent for this publication is the Office of the Chief of Infantry (OCOI). Send comments, recommendations, and all other correspondence related to this manual to the following address:

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Chapter 1-Overview

1. PURPOSE

The purpose of the EIB is to recognize Infantrymen who have demonstrated a mastery of critical tasks. These tasks build on the foundation of individual proficiency, allowing them to locate, close with, and destroy the enemy.

2. EVENTS

EIB Physical Fitness Assessment. The EPFA is gender-neutral and is similar to the assessment administered by the U.S. Army Ranger School. It is the first graded event; refer to Chapter Four for more details on this event.

Land Navigation. Land Navigation tests the ability of Candidates to navigate from one point to another using a map and compass while equipped with their individual combat gear. This is the second graded event they will undertake, demonstrating their proficiency under both day and night conditions. Land Navigation testing will be conducted in accordance with TC 3-25.26. Refer to Chapter Five for more details on this event.

Individual Testing Stations. The Individual Testing Stations are the third graded event and tests a Candidate's proficiency in a variety of Infantry skills. Individual Testing Stations are re-testable but Candidates must pass each Individual Testing Station in order to continue. Refer to Chapter Six for more details on this event.

12-Mile Foot March and Final Event. The 12-Mile Foot March and Final Event are the last events in the EIB test. Candidates must complete the 12-Mile route in three hours or less and then complete the Final Event in five minutes or less. Both events will be conducted according to the standards established in this publication, with additional standards for the 12-Mile Foot March outlined in ATP 3-21.18. Refer to Chapter Seven for more details on this event.

3. AUTHORITY AND STANDARDIZATION

OCOI is the sole authority to authorize EIB testing and award the EIB. OCOI will authorize qualified Units to conduct testing following the validation process, ensuring the Unit meets all requirements to administer an EIB test. OCOI is responsible for the standardization and implementation of the EIB test, reserving the right to review and make recommendations until the final day of testing. OCOI may revoke testing authorization to any Unit that fails to comply with the standards.

4. EIB TEST MANAGERS

OCOI appoints Senior NCOs who have earned the EIB to serve as EIB Test Managers. They serve as the primary point of contact for EIB testing to all eligible Units in the Army, Army National Guard (ARNG), and Army Reserve (USAR). The Test Managers will conduct site visits as needed with Units approved to conduct EIB testing.

5. TESTING ISSUES AND VIOLATIONS

If issues or violations are found during EIB testing, the Commander will be required to conduct an inquiry and submit the results to OCOI within 15 days. The Commander's inquiry must state what actions have been taken to address the issues, why the Commander feels the issues are unjustified, or that an investigation has been initiated. All correspondence will be directed to OCOI.

Upon receiving the issue/violation information, the Commander's inquiry, and/or investigation results, OCOI will review and make a decision. If all standards were met, the authorization to award the EIB for that test will remain in effect. If the investigation determines that EIB standards were violated, OCOI may revoke a Test Control Number (TCN). If a TCN is revoked, the test is considered invalid and no EIBs may be awarded. A written response of the decision will be provided to the Commander in a timely manner.

6. INTENT

Commanders will only offer the opportunity to qualified personnel who **volunteer** to undergo the testing. Special Forces Medics are not eligible to test for the EIB as they are able to test for the Expert Field Medical Badge (EFMB). Soldiers in all other CMFs will be able to test for the Expert Soldier Badge. See AR 600-8-22 for further guidance. Commanders may administer the EIB test as often as their operational tempo will allow. Multiple tests conducted by the same Unit will require separate TCNs obtained through the OCOI EIB Test Manager.

Testing must create an environment where Candidates strive to demonstrate their mastery of critical combat skills while meeting the standards set forth in the ATPs, FMs, SMCTs, TCs, and TMs. The training Candidates undertake while preparing for the EIB test will improve their survivability on the battlefield by highlighting weaknesses and strengths, while providing increased confidence in their own abilities.

7. EXCEPTIONS AND WAIVERS

Commanders may request exceptions to this publication through the EIB Test Manager, which will be considered on a case by case basis. Requests for waivers must be sent to the EIB Test Manager, along with the Unit's Test Request Memorandum, no later than 90 days prior to validation.

8. TEST INITIATION PROCESS

The Commander's Responsibilities:

- a. The Commander/OIC must be an Infantry Branch Officer and may also serve as President of the EIB Board.
- b. Emphasize training EIB tasks at the Unit level no less than 120 days prior to testing.
- c. Allow enough time for proper preparation, coordination, and Unit level training prior to the EIB train-up period. Test Request Memorandum and any waivers must be submitted at least 90 days prior to validation.
- d. Allocate internal resources and establish training priorities for EIB preparation, training, and testing.
- e. Appoint an EIB Board and EIB NCOIC/OIC to coordinate with the EIB Test Manager from within the Unit.
- f. Coordinate for validation no less than 45 days prior to the start of EIB train-up for CONUS Units and 60 days prior for OCONUS, ARNG, and USAR Units. Ensure a Line of Accounting is provided to the EIB Test Manager through the Defense Travel System to cover TDY costs. Units are responsible for funding the EIB Test Manager's travel for EIB validation.
- g. Issue appointment orders for all EIB Board members and Graders.
- h. Issue OCOI award orders/certificates and ensure they are uploaded into iPERMS for each recipient.
- i. Apply risk assessment and risk management procedures throughout the entire EIB process; appropriate controls will be put in place as needed in order to eliminate hazards and reduce risk. Safety violations will result in a Candidate's immediate removal from the test process at the discretion of any NCOIC/OIC.

The EIB Board's Responsibilities:

- a. Apply proper planning in order to develop a realistic training plan.
- b. Appoint an NCOIC/OIC for each lane/major event, as well as an adequate number of Graders for all events.
- c. Issue an Operations Order to the Unit detailing the EIB process, assign/delegate tasks, and conduct Unit IPRs through all stages of the EIB process.
- d. Submit a test concept and schedule to the EIB Test Manager no later than 60 days prior to the EIB validation period (a week prior to the start of the train-up week), with a copy provided to the responsible Major Army Command (MACOM). The Board will remain flexible to make changes to the test concept in accordance with guidance provided by the EIB Test Manager.
- e. Ensure all Candidates meet the prerequisites. **Under no circumstances will the Board allow unqualified personnel, to include NON-CMF 11/18 personnel, to take part in the actual EIB testing.**
- f. Prepare Board/Grader appointment/EIB orders for review by the EIB Test Manager during validation.
- g. Organize, administer, control, and execute all phases of the EIB process to standard.
- h. Use and verify individual score sheets, Unit Tracker Spreadsheet, and Station tracker Spreadsheets.
- i. Within 15 days of completion, submit an AAR to the EIB Test Manager. These AARs will be reviewed by OCOI and posted for review on the EIB website.

The EIB Test Manager's Responsibilities:

- a. Ensure the EIB website and USAIS PAM 350-6 remains updated and relevant, while providing supporting documentation and reference items to all Units engaged in the EIB process.
- b. Track all Units requesting authorization to test and assist Units as required throughout the EIB process.
- c. Travel to all test locations a week prior to the train-up, in order to validate that the testing Unit is in accordance with all standards outlined in this publication.
- d. Report all discrepancies to the Unit EIB Board President and testing Unit Commander, recommending changes or corrective action. The EIB Test Managers report is exempt from management information control requirements IAW AR 335-15. The EIB Test Manager is obligated to report all uncorrected discrepancies to OCOI. The authorization for testing can be revoked at the discretion of OCOI but Candidates still undergoing testing can continue the EIB test events until a decision is rendered. In this instance, EIBs will not be awarded to Candidates until OCOI determines all discrepancies are resolved.
- e. Upon validating a test site, issue a TCN to the testing Unit. A TCN should be provided prior to the first day of testing but may be withheld if a test site does not meet the requirements established in this publication.

Chapter 2-Administration and Procedures

1. PREPARATION

EIB testing requires a large commitment of equipment and personnel; every effort should be made to conserve resources and allow maximum participation of qualified personnel. Ensure that the testing Unit is prepared to commit the required time and effort into hosting the EIB Test.

- a. The appropriate time allotted on your Unit's schedule and be able to meet the suspense dates. See Chapter Three for schedule requirements.
- b. No conflicting missions that would hinder training or testing.
- c. The ability to obtain the appropriate equipment, personnel, and resources.
- d. Training areas available for all events.
- e. Enough Infantrymen who have been awarded the EIB to meet the personnel requirements.
- f. Command support.
- g. The ability to support the number of Candidates that will be participating.

ARNG and USAR Units should factor in the need for supporting personnel when planning their EIB, as well as a need for additional funds for TDY and Active Duty Operational Support orders.

Contact the EIB Test Manager before planning your test; ensure to view all the resources available on the EIB website.

2. PERSONNEL REQUIREMENTS

Personnel required to serve as the EIB Graders who will administer and support the EIB process will vary based on the size of the Unit testing as well as the number of Candidates involved in the process. All Graders must have already been awarded the EIB. The following manning and minimum rank requirements are for a battalion sized element and should be adjusted as needed by the EIB Board members:

Standard Concept

- a. One (1) EIB Board President (SGM/MAJ)
- b. Two (2) EIB Board Members (SFC/CPT)
- c. One (1) SFC/CPT to serve as the NCOIC/OIC of the EIB Operations Center
- d. Three (3) personnel to support the EIB Operations Center (Can be non-EIB holders)
- e. Three (3) MSG/MAJ to serve as Lane NCOIC/OICs (Weapons, Medical, and Patrol Lanes)
- f. Thirty (30) SGT/1LT to serve as Individual Test Stations NCOIC/OICs (one [1] NCOIC/OIC per station) and to support the EPFA, Land Navigation, 12-Mile Foot March, and Final Event
- g. Sixty (60) PVT/2LT to serve as Individual Testing Stations Graders (two [2] Graders per station) and to support the EPFA, Land Navigation, 12-Mile Foot March, and Final Event
- h. One (1) SFC/CPT to serve as the EPFA NCOIC/OIC
- i. One (1) SFC/CPT to serve as the 12-Mile Foot March and Final Event NCOIC/OIC
- j. One (1) SFC/CPT to serve as the Land Navigation NCOIC/OIC
- k. Thirty (30) station support personnel at a minimum (Can be non-EIB holders)

Total: 133 (100 EIB Holders 33 NON-EIB Holders)

Cradle to Grave Concept

- a. One (1) EIB Board President (SGM/MAJ)
- b. Two (2) EIB Board Members (SFC/CPT)
- c. One (1) SFC/CPT to serve as the NCOIC/OIC of the EIB Operations Center
- d. Three (3) personnel to support the EIB Operations Center (Can be non-EIB holders)
- e. Three (3) MSG/MAJ to serve as Lane NCOIC/OIC (Weapons, Medical, and Patrol Lanes), who will also serve as EPFA, Land Navigation, 12-Mile Foot March, and Final Event NCOIC/OICs
- f. Ten (10) SGT/1LT to serve as Individual Test Stations NCOIC/OICs (one [1] NCOIC/OIC per station) and to support the EPFA, Land Navigation, 12-Mile Foot March, and Final Event
- g. Twenty (20) PVT/2LT to serve as Individual Testing Stations Graders (two [2] Graders per station) and to support the EPFA, Land Navigation, 12-Mile Foot March, and Final Event
- h. Ten (10) station support personnel at a minimum (Can be non-EIB holders)

Total: 50 (37 EIB Holders 13 NON-EIB Holders)

In addition to the personnel listed above, Units will need to factor in additional support personnel (non-EIB holders) to assist with operations of the EIB (logistics, ammunition, transportation, medics, communications, meals, etc.). Some tasks may require additional graders/personnel/resources based on their length and complexity.

3. GRADER QUALIFICATION

The EIB Board must ensure that all Graders are trained to evaluate and grade their respective tasks to the same standards outlined in this publication. Personnel selected to serve as a Grader for the EIB must meet the following criteria:

- a. Must have been awarded the EIB and have a copy of their orders or certificate with orders number.
- b. Must be Infantry or Special Forces (Excluding 18D Medics).
- c. Must meet the height and weight requirements in AR 600-9 and have passed an APFT within six months.
- d. Must not be flagged.
- e. Must be appointed by orders to serve as an NCOIC/OIC or Grader.

4. SUBJECT MATTER EXPERTS

All phases of the EIB test will be graded by qualified personnel as outlined above, except in the following situations where a unit chooses to use a subject matter expertise (SME) to help at the station:

- a. Using a Medic to evaluate First Aid tasks.
- b. Using an Artilleryman or Forward Observer to evaluate Call for Fire.
- c. Using a Radio Operator to evaluate communications tasks.
- d. Using Chemical personnel to evaluate Chemical, Biological, Radiological, and Nuclear (CBRN) tasks.

If a Unit chooses to utilize SME evaluators to assist in the evaluation of specialized tasks, the following will apply:

- a. SME personnel must be certified through the EIB Board and appointed by orders.
- b. SME personnel will only be used to evaluate tasks specific to their expertise and will provide feedback to the Grader on a Candidate's performance. Graders will have the final authority in determining if a Candidate has passed the event or not. Under no circumstances will SME personnel be utilized as Graders for any event.

5. LOGISTICAL AND SITE REQUIREMENTS

Units may conduct the EIB train-up and testing during day or night. Site selection should be based on the number of Candidates that will be training and testing. It must allow enough room to construct the lanes, while allowing an adequate flow of Candidates through the Individual Testing Stations. Ammunition allocation and requests should follow established policies; ensure to plan accordingly.

The EIB Board must ensure that training scenarios differ from testing scenarios, including, but not limited to: grid/target locations, positions of treated wounds, and the scenarios given. Each station should strive to maximize changes to their scenario/information between:

- a. Practice and testing.
- b. Holding/retraining area and testing area.
- c. The two grading sites within one station. If a Candidate receives a NO-GO, the Candidate should retest under a different Grader, at the other site. More sites may be added if the Unit expects a backlog at that station but there should be at least two different options and two different Graders.

6. CANDIDATE ELIGIBILITY REQUIREMENTS

Candidates must meet the following requirements:

- a. Must be an active member of the U.S. Army, ARNG, or USAR.
- b. Enlisted personnel must possess a CMF 11 or CMF 18 MOS as their primary MOS. Personnel holding the 18D MOS are not eligible to test for the EIB. Secondary and additional Military Occupational Skills will not be considered in meeting this requirement.
- c. Officers must be branch qualified as Infantry or Special Forces. Officers who are branch detailed to the Infantry may test for the EIB as long as they have completed the Infantry Officer Basic Course and are still assigned to the Infantry from the donor branch in accordance with AR 614-100.
- d. Must meet all height and weight requirements outlined in AR 600-9.
- e. Must have passed an Army Physical Fitness Test within six months.
- f. Must not be flagged.

- g. Must have qualified expert with the M4 Carbine or M16 Rifle on a 300 meter Automated Record Fire (ARF) range within six months of testing for the EIB in accordance with TC 3-22.9. ARNG and USAR personnel must have qualified expert within one year of testing for the EIB. This prerequisite cannot be used to offset any testing requirements which occur within the EIB process. In instances where a 300 meter ARF range is not accessible to the Unit, qualification on the ALT-C course is acceptable; however, **the Unit will need to justify their inability to access a 300 meter ARF range via memorandum to the EIB Test Manager. The waiver(s) must include the individual names, and be accompanied by their respective ARF scorecards (within one year), and ALT C qualification (within six months). Both must show that the Candidate qualified expert, scoring at least 36 points. This waiver must be approved prior to validation.** ALT-C is not permitted in order to provide an additional attempt for weapons qualification for personnel who have been afforded an opportunity to qualify on a 300 meter ARF range prior to EIB testing.
- h. Must have received the recommendation of their current Commander to participate in testing and have a reasonable expectation of passing all events.
- i. Personnel who have received a permanent medical profile may test for the EIB as long as their profile will not prevent them from taking part in any of the required events.
- j. Foreign Soldiers who participate in the EIB process must meet all established criteria within this manual to be considered an eligible Candidate, to include holding an equivalent Infantry primary MOS. Foreign forces will not be utilized as Graders or officials for the EIB process. Foreign leadership should be present at every station to facilitate command and control of their troops as well as serve as translators. Foreign personnel who successfully complete the EIB test to standard may be awarded the EIB Certificate and the EIB in accordance with their prescribed uniform and award regulations.
- k. Foreign Soldiers are held to the same standards, with the following exemptions:
 - 1. Must be qualified expert/equivalent within six months using their country's process and weapons.
 - 2. They may qualify using the U.S. process and weapons.
 - 3. They may qualify using the U.S. process but their country's weapons.
 - 4. These exemptions also apply to foreign Soldiers who meet the requirements for an ALT C waiver.

Company Commanders or equivalent are responsible for certifying that their Soldiers meet all eligibility requirements to test for the EIB and are required to provide a roster of their Candidates, with supporting documentation, to the EIB Board. In order to maintain the integrity of the test, an approved sworn statement by each Battalion Commander or higher must be submitted to the EIB Test Manager during the validation process.

7. GRADING PROCEDURES

Candidates must successfully complete all phases of the EIB test to standard in order to receive the award. During all phases of testing, Candidates are evaluated by Graders, who are accountable to either an Individual Testing Station NCOIC/OIC or a Lane NCOIC/OIC. Lane NCOIC/OICs have overall responsibility and authority for their lane, to include final appeal/protest authority. Candidates are eliminated from EIB under the following criteria:

- a. Failing to pass any big event (EPFA, Day/Night Land Navigation, 12-Mile Foot March, and Final Event).
- b. Receiving more than one NO-GO within one lane over the course of the 30 Individual Testing Stations. (Candidates are allowed three total NO-GOs/retests; one per lane.)
- c. Failing to return for a retest within one hour.
- d. Any unsafe act or integrity violation (clearly defined and briefed by the EIB Board prior to training).

8. OPERATIONS

During the train-up and testing phases, all operations should be coordinated through a consolidated EIB operations center under the supervision of an Operations NCOIC/OIC appointed through orders by the EIB Board. The Operations NCOIC/OIC is responsible for consolidating and maintaining all Candidate packets and score sheets throughout all phases of testing. The NCOIC/OIC is required to submit all required spreadsheets, trackers, statistics, and other documentation to the EIB Test Manager at the end of each day and at the conclusion of testing. The final tracker must include all Candidates, even those who did not start/complete testing due to prerequisites, event failures, or administrative drops.

9. CANDIDATE PACKETS

The EIB Board is responsible for determining the content and format of Candidate packets, ensuring to provide any requested documentation to the EIB Test Manager. The Test Manager will inspect the Unit Tracker Spreadsheet, Candidate Record Briefs (ERB/SRB/ORB), and Battalion Commander's Sworn Statements (one per Battalion).

Chapter 3-Pre-Execution Phase

1. UNIT PREPARATION

Commanders should integrate EIB test events and subjects into individual and collective training programs at least 120-days prior to EIB execution. Sustainment training for physical fitness and land navigation will greatly improve the overall outcome of the EIB test success rate. In addition, it is highly recommended for Commanders to allocate sufficient squad level training focused on EIB tasks to ensure Soldiers are properly prepared.

The scheduled train-up period integrated into the EIB process is not designed to instill a level of proficiency to successfully pass the EIB test. This train-up period serves as an indicator for the EIB Board to identify problems with their test execution. This offers an opportunity to make slight adjustments prior to test execution, while providing the Candidates an understanding of how the test will be run.

The EIB Board establishes the uniform requirements for all phases of testing. It should be realistic, combat-focused, in accordance with the Unit's Standard Operating Procedures, and include the appropriate personal protective equipment.

The EIB Board must print an EIB book for all Candidates/Graders. The USAIS PAM 350-6 is the only authorized resource for obtaining this information for the EIB test, which ensures a uniform standard throughout the force. The USAIS PAM 350-6 can be found on the EIB website; www.benning.army.mil/infantry/eib

2. GRADER PREPARATION

The EIB Board is responsible for training and certifying all Graders, which should take place concurrently with the Unit train-up phase 120-days prior to EIB execution. All Graders will be certified by the EIB Board prior to validation. Training and certification of these personnel should ensure the following at a minimum:

- a. A complete understanding of all events and tasks that will be tested.
- b. A knowledge of the timeline for the entire EIB process.
- c. A complete understanding of their specific roles in the EIB process; grading standards, requirements, and re-test procedures for their specific areas of responsibility.
- d. Trained in all administrative requirements.
- e. Trained in the appeals process.
- f. A complete understanding of all safety and risk mitigation requirements for all phases of testing.

Training and certification of Graders requires them to demonstrate proficiency in their areas of responsibility through practical demonstration to the EIB Board. These personnel will rotate through the various positions that they will serve in, scoring and performing the tasks they are responsible for. The EIB Board should designate role players to act as Candidates for personnel to grade and interact with; they should intentionally execute tasks incorrectly to ensure Graders perform to standard. The NCOIC/OIC for each Individual Testing Station/Lane must be present for this process.

3. EIB TRAIN-UP

For Active Duty Units or Mobilized ARNG/USAR Units, the EIB train-up typically lasts a minimum of one week leading into the EIB test, unless a Unit has established an alternate train-up schedule.

Non-mobilized ARNG/USAR Units that conduct traditional M-day or TPU training may conduct EIB as follows:

- a. Train-up over two consecutive Inactive Duty Training (IDT) periods consisting of at least nine Mandatory Unit Training Assemblies (MUTA-9). Test over the next consecutive five day MUTA-9 IDT.
- b. Train-up and test (test is five consecutive days) over two consecutive MUTA-9 IDTs.
- c. Train-up and test (test is five consecutive days) over 14 consecutive days during their Annual Training (AT).
- d. Train-up over the five day MUTA-9 IDT prior to AT and test over five days, within the first eight days of AT.
- e. Train-up over two consecutive IDTs consisting of at least nine MUTAs immediately prior to AT. Testing must be completed over a five day period, within the first eight days of AT.
- f. Train-up over the last eight days of AT and test during the first five day MUTA-9 IDT following AT.

During train-up, Candidates are permitted to use the test land navigation site but lanes/points need to be changed for the actual EIB test. Candidates will not test on any of the same points they practiced on. Use two sites if available.

During the train-up phase it is not necessary to use the Graders as the primary instructors on the training site. Emphasis should be placed on having team leaders and squad leaders preparing and training their Soldiers for the test.

All required equipment and training aids must be present in working condition during train-up. Equipment requirements are dependent on the number of Candidates testing. The primary responsibility of the Graders is to

ensure all tasks are being executed according to the standards in this manual, while addressing any issues, questions, or concerns from the Candidates in regards to expectations and test requirements.

4. TEST VALIDATION

Validation typically occurs the week prior to train-up but can be adjusted based on the Unit's schedule. During validation, Units should be prepared to make adjustments to their test execution plan based on input from the EIB Test Manager. Maintaining open lines of communication with the EIB Test Manager during all test preparation will minimize changes/issues. A TCN will only be issued after the EIB Test Manager has validated the entire test site.

After validation no additional Candidates may be added to the roster.

5. TIME LINE

Train-up must consist of five days at a minimum. Testing is five consecutive days. Commanders are authorized to conduct a longer train-up period.

Here is an example for units that may use the five day minimum train-up. Using the following time line for a one week train-up as a guide, with T-Day representing Test Day 1:

- a. **T-7** Train-up Day 1
- b. **T-6** Train-up Day 2
- c. **T-5** Train-up Day 3
- d. **T-4** Train-up Day 4
- e. **T-3** Train-up Day 5
- f. **T-2** Commander's Time
- g. **T-1** Commander's Time
- h. **T-Day** Test Day 1: EPFA and Land Navigation
- i. **T+1** Test Day 2: Individual Testing Stations
- j. **T+2** Test Day 3: Individual Testing Stations
- k. **T+3** Test Day 4: Individual Testing Stations
- l. **T+4** Test Day 5: 12-Mile Foot March and associated tasks, and Award Ceremony

Units have the discretion to transition from Train-up Day 5 (T-3) directly into Test Day 1 (T-Day). Units may use the two days of Commander's Time for study groups, Sergeant's Time, refresher training, administrative time, pass, etc. Testing must begin no more than three days after the completion of the official train-up phase. Without exception, testing will be conducted over five continuous days beginning with the EPFA on Test Day 1 and ending with the 12-Mile Foot March and Final Event on Test Day 5. The time lines above reflect all Candidates conducting the EPFA and land navigation in one mass group on Test Day 1 (T-Day); the EIB Board may break the Candidates down into four groups on Test Day 1 after the EPFA, with groups rotating through the Land Navigation, Weapons, Medical, and Patrol Lanes over Test Days 1 through 4 (T-Day through T+3).

Chapter 4-Phase One: The EIB Physical Fitness Assessment

1. CONCEPT

The EPFA is the first graded event of the EIB test. Candidates are required to perform 49 push-ups in two minutes, 59 sit-ups in two minutes, and a four mile run in 32 minutes. This is a GO or NO- GO event which must be passed in order for a Candidate to remain in the EIB process. **This event is not re-testable.**

2. CONDITIONS

The EPFA should be administered in the same fashion as an Army Physical Fitness Test (APFT), based on the standards outlined in TC 3-22.20. The only difference will be the amount of push-ups and sit-ups required and the length of the run. While Units can allow Candidates to execute push-ups and sit-ups beyond the minimum requirements, they may also stop Candidates once the minimum has been reached, as this will reduce the time required to test all Candidates. Candidates who fail any event should be stopped immediately and directed to a different holding area to be processed for elimination from the EIB test.

Units should ensure that the EPFA site complies with current APFT regulations. The site must be well lit to facilitate grading/control and the four mile run route must be clearly marked. An adequate number of medical personnel/safety vehicles must be available and proper risk management incorporated into the event.

3. STANDARDS

This event constitutes Phase One of the EIB test and may only be graded by EIB Graders. It is the responsibility of the EIB Board to ensure all Graders for this event are grading to the same standard without variance. The EIB Board will establish this standard in accordance with existing regulations.

Candidates are required to pass each event; failing to do so will result in a NO-GO and the Candidate will be eliminated from the EIB test. Candidates failing this task should be segregated in a separate holding area until they can be processed by the NCOIC/OIC, followed by the EIB NCOIC/OIC for out-processing. No Candidate who fails the EPFA will progress to Phase Two.

Chapter 5-Phase Two: Land Navigation

1. CONCEPT

Candidates will demonstrate their individual proficiency in navigating from one point to another, while dismounted, without the aid of electronic navigation devices. Candidates must pass day and night land navigation in order to receive a GO for this event. Failing land navigation will eliminate the Candidate from the EIB test. **This event is not re-testable.**

2. CONDITIONS

Candidate Conditions

Candidates will have a 1:50,000-scale military topographic map, lensatic compass, protractor, and writing instrument. They will be provided with a score sheet, four 10 digit grids of the points they have to find, a 10 digit grid to their known release point, and a 10 digit grid to their end point. Units must have a calibration site for the Candidates to verify their compass. Candidates will complete both iterations while in the EIB uniform and will be checked upon arrival to ensure they have no electronic equipment to assist them. If the Unit desires that Candidates have a cell phone, they must be turned off and sealed inside a non-transparent mailing envelope, evidence bag, etc.

Land Navigation Course Conditions

The navigation courses utilized for train-up and testing must have all points validated through a site survey conducted by an Engineer/Field Artillery Unit. If unable to use a validated course, validation may be accomplished as follows:

- a. At least two GPS devices to obtain a ten-digit grid per point; less than 20 meter difference between devices.
- b. All GPS devices used in the validation of the course must be the same model. Using a DAGR and a PLGR together to validate a course would not be acceptable due to the accuracy differences.
- c. Courses will not be validated with civilian GPS models under any circumstances.
- d. Unit will make all efforts to use two different land navigation courses for train-up and testing. If the same land navigation course is used the Unit will need to change the location of all points prior to testing.

The EIB Board is responsible for certifying the navigation course prior to the start of train-up and again before testing. Certification differs from validation process and consists of having EIB Graders negotiate each lane to confirm:

- a. All points are present, in good condition, and have a reasonable expectation of being located.
- b. The validation parameters from previous surveys remain in effect.
- c. All points are equipped with a unique navigation punch to ensure Candidates were physically at the point.

Lanes consist of a known release point, four navigation points, and a known end point (may be same as release point). Units may create as many release points as necessary based on the number of lanes/Candidates. **The distance between points is 800-1000 meters during day and 600-800 during night. The total distance of a lane will not exceed 4500 meters during day and 3500 during night.** The total includes the distance traveled from the Release Point to the End Point. If the course contains dense vegetation/limited visibility and the moon luminosity/weather conditions are poor, each point may be marked with a single blue glow stick at night. The Unit will not use a self-correcting course during testing; no points will have any identifying grid locations. The points must be clearly visible and free of obstructions within a 10 meter radius. No Candidate will have any of the same points during testing that they had during training. The NCOIC must have a spreadsheet that clearly shows all the requirements outlined in this paragraph; this spreadsheet will be inspected during validation. Day navigation will be conducted after sunrise and before End of Evening Nautical Twilight (EENT). Night navigation will be conducted after EENT and before sunrise.

3. STANDARDS

The following standards will apply for all Candidates conducting the land navigation course:

- a. Candidates stage at a known release point after receiving their points, course orientation brief, and safety brief. At the direction of the land navigation NCOIC/OIC, Candidates will be given the signal to start and official timing will begin. Units may use a staggered release to provide better control/reduce congestion.
- b. Candidates record the identification for each of their navigation points as well as punch their score card with the punch provided at each point. Candidate must have their map and scorecard upon return.
- c. Candidates have three hours to correctly locate three out of four of the navigation points on their lane, return to the end point, and report to the EIB Graders. Upon reporting to the Graders, the Candidate's completion time will be recorded on the score card. Candidates will not be permitted to re-enter the course, even if they have returned before time has expired.

Candidates failing this task will be segregated in a holding area until they can be processed by the NCOIC/OIC, followed by the EIB NCOIC/OIC for out-processing. No Candidate who fails land navigation will continue with Phase Three.

Chapter 6-Phase Three: Individual Testing Stations

1. CONCEPT

Individual Testing Stations are used to evaluate a Candidate's proficiency with tasks common to an Infantry Unit. Candidates are required to execute each task to an established set of standards within a specified period of time. Candidates who fail the Individual Testing Stations will be eliminated. See Chapters 9-11 for performance measures.

2. CONDITIONS

Individual Testing Stations consist of three lanes (Weapons, Medical, and Patrol). Units should establish sub-stations inside each station for throughput. Each station should have the following at a minimum:

- a. Authorized stopwatches and all required weapon systems/equipment.
- b. Adequate lighting, overhead cover, ground cloth, field tables, and dividers if needed.
- c. Adequate number of spreadsheets/scoresheets and administrative materials.
- d. Adequate safety requirements and appropriate signage at testing/holding areas.
- e. Minimum of two Graders, one serving as the NCOIC/OIC (three preferred).
- f. Copies of all Tasks, Conditions, Standards, and performance measures for all Graders.
- g. All Tasks, Conditions, Standards, and performance measures printed on large poster board in holding area.
- h. All associated Individual Tasks (ITASKs) and any other applicable resources in holding area.

3. TESTING

On Test Days 2 through 4, Candidates assemble at their appointed lane and receive a brief from the Lane NCOIC/OIC before proceeding to the Individual Testing Stations. Candidates must complete all 10 Individual Testing Stations within their lane for that day; failing to do so will result in an administrative drop. All Candidates will check in and out through their respective Lane NCOIC/OICs before reporting to the EIB NCOIC/OIC for turn in of their individual score sheet. Each station will have a spreadsheet to track Candidates. The holding areas must include all resources required at the testing station to ensure Candidate success. Candidates will start and complete each station in full EIB uniform, with board approved exceptions, such as removing gloves during certain tasks. Candidate weapons will remain slung, in hand, or within arm's reach throughout lane testing.

Grading

Prior to testing, the Candidates will be familiar with the Tasks, Conditions, and Standards and any special instructions for that station. Once the Candidates arrive at a station, the Grader will state, ***"I am (Rank and Name) and will be your Grader for Individual Testing Station (insert the Individual Testing Station task). I will be evaluating you during this phase of testing. Do you have any questions before you begin?"*** After this introduction, the Grader will provide additional guidance and/or directions specific to that Station. ***Graders must read all Tasks, Conditions, and Standards to the Candidate prior to beginning each Individual Testing Station.*** The Grader will then ask the Candidate if they have any questions; the Grader may repeat all instructions/guidance but must not provide additional information. The Grader will then show the Candidate that the stopwatch is at 0:00, wait five seconds, and say, "begin". If the Candidate finishes early, the Grader will state, "Candidate, you have more time". If the Candidate confirms they are complete, the Grader will stop the time and give the Candidate their grade. Grader prompts are bold, italicized, and underlined.

NO-GOs

If a Candidate performs a task out of sequence or fails to meet the time standard on any portion of a task, they will be stopped immediately and informed why they are a NO-GO; they will not be allowed to proceed any further in that task. If a Candidate receives a NO-GO, it will be logged on the Candidate's Individual Score Sheet and the Station Tracker spreadsheet. The Candidate has one hour to return for a retest and may not leave the station holding area until they retest. If a task has multiple parts (W1-W5), the Candidate does not have to retest the portion(s) they have already passed but will restart at the beginning of the part they failed. ***If a Candidate receives two NO-GOs at the same lane, they should be logged and out-processed through the Lane NCOIC/OIC and EIB NCOIC/OIC.***

If a Candidate wishes to protest a NO-GO, the situation must be handled professionally and all materials will remain untouched at the site until a verdict is given. If the station NCOIC/OIC cannot resolve the issue, it may be brought before the Lane NCOIC/OIC as the final decision authority. If the NO-GO is overturned, the Candidate may repeat the task.

Lane Tasks

Performance measures are from the Central Army Registry (CAR): <https://rdl.train.army.mil/>. The tasks have been modified for EIB. For continuity throughout the Army, this is the only authorized source for obtaining performance measures. All Graders will read and be familiar with the ITASKs and other references pertinent to their station.

Chapter 7-Phase Four: 12-Mile Foot March and Final Event

1. CONCEPT

The final phase of the EIB test is the 12-mile Foot March and Final Event. The Foot March is executed in accordance with the guidance listed in this publication and ATP 3-21.18. All Candidates must successfully complete the 12-mile Foot March in three hours or less, immediately followed by the Final Event, which must be completed within five minutes or less. See Chapter 12 for the Final Event performance measures. **The 12-mile Foot March and Final Event is not re-testable.**

2. CONDITIONS

The Foot March may be executed during the day or at night at the discretion of the EIB Board. The Foot March route must be 12 miles in length, clearly marked, and easily identifiable by the Candidates. The length of the route must be verified through the use of a calibrated distance measuring wheel. If a calibrated measuring wheel is not available then the course can be verified by using the average odometer reading taken from three different vehicles.

Route selection needs to include consideration for ease of movement, consistent terrain features, and no obstructions along the route that would require the Candidates to maneuver around. The slope of the terrain should be similar in nature to the terrain that the Candidates had been conducting their conditioning and training on. Units should take every effort to plan the Foot March along a route closed to vehicular traffic; if this is not possible, positive safety control measures need to be put in place to ensure Candidates are protected from vehicles. Units will ensure that medics are stationed along the route, ambulances are available, and that safety vehicles are used along the route during this event.

If the route requires a turn-around point, it must be easily recognizable by the Candidates. It must allow the Candidates to turn around without impeding each other or causing congestion. Units need to establish control measures along the route, including turns and turn-around points, to ensure Candidates remain on the route.

Water points need to be established along the route with reasonable distance between each water point. At a minimum, water should be available every three miles along the route.

Units will ensure there are at least two official timing devices which have been calibrated for the Foot March. While it is not required, Units are encouraged to provide the Candidates with the elapsed time when they reach the six-mile point of the Foot March. The time from the official clock will be the only time used to officiate this event.

3. STANDARDS

Candidates must carry 35 pounds of dry weight in their ruck-sack over the entire course of the Foot March. This weight is in addition to their personal equipment and water, which is worn and carried evenly distributed over their bodies. Units must have a calibrated scale at the end of the course to ensure that the Candidates finish the event with the required weight in their ruck-sack or the Unit conducts a layout of the required packing list totaling 35 pounds. Any Candidate who finishes with less than the required 35 pounds of dry weight in their ruck-sack or missing a piece of equipment from the layout will be eliminated from the EIB process, even if they completed the Foot March within the required time. The scales must be available to the Candidates at least one day prior to the Foot March. The 12-mile Foot March must be executed in the EIB uniform with approved boots. Units may add additional equipment at the direction of the EIB Board and Commander.

No Candidate will proceed to the Final Event if they fail to complete the Foot March in three hours or less. Candidates failing the Foot March should be segregated in a separate holding area until they can be processed by the station NCOIC/OIC, followed by the EIB NCOIC/OIC for out-processing.

Chapter 8-Post Test

1. AWARDING THE EXPERT INFANTRYMAN BADGE

Candidates who pass all phases of the EIB test will be awarded the Expert Infantryman Badge, Orders, and a Certificate. Units should ensure that the awarding of the Expert Infantryman Badge occurs during a suitable public ceremony as soon as possible after receiving award orders and certificates from OCOI. Announcement for the award of the EIB is in accordance with AR 600-8-105.

To ensure standardization throughout the Army, Units are required to present the OCOI EIB certificate as the official certificate to accompany the badge and orders. Units are discouraged from awarding a certificate of their own design in addition to the OCOI certificate, as it will not be accepted as proof of earning an EIB. For tracking and verification purposes, the corresponding order number from the orders will be recorded on the EIB certificate by OCOI.

It is the responsibility of the testing Unit to ensure individual Enlisted and Officer Records Briefs are properly updated to reflect the award of the EIB, **as well as ensuring a copy of the orders are uploaded into each recipient's Official Military Personnel File (OMPF).**

2. EXPERT INFANTRY STREAMER

In accordance with AR 600-8-22, when 65 percent or more of the assigned strength (during an EIB testing period) of a separate Infantry, Ranger, or SF Platoon, Company, Battalion, Group, Regiment, or Brigade has been awarded the EIB, the Unit will be awarded an Expert Infantry Streamer. This streamer may be displayed by the organization for one year, at the expiration of which the Unit must re-qualify under the above rules.

Commanders of Infantry, Ranger, or SF Battalions, Groups, Regiment, or Brigades may award the Expert Infantry Streamer to Infantry Companies under their command. All Commanding Generals may award the Expert Infantry Streamers to separate Infantry, Ranger, or SF Platoons, Infantry Battalions and Brigades under their command. This authority may not be further delegated.

3. POST TEST REQUIREMENTS

The testing Unit will submit an After Action Report (AAR) within 15 days of completion of the EIB process utilizing the format provided by the EIB Test Manager. Any issues that were identified during the EIB process should be resolved during this period.

Information from the AARs will be used for statistical purposes in regards to training and identifying trends across the force. In addition, the AAR information will assist in determining the relevancy of the EIB process and aid in making updates to the test process as needed. Units planning an EIB test are highly encouraged to review previous AARs to improve the efficiency of their own event. Under no circumstances will AAR information be used in assessing any Unit or command capabilities, as the EIB process is designed to test individual abilities only.

It is highly recommended that Units retain all EIB materials upon completion of the test process in order to establish continuity for future EIB tests conducted within the Unit. Units who conclude the EIB process are encouraged to continually share information with other Units concerning the EIB test.

Commanders must follow up with their appropriate S-1 staff to ensure that the records for all Soldiers who received their EIB were properly updated to reflect this award.

Chapter 9-Weapons Lane

W1: Carbine/Rifle and Light Grenade Launcher

Part One-M4 Carbine/M16 Rifle

Based on:

071-COM-0032-Maintain an M16-Series Rifle/M4-Series Rifle Carbine

071-COM-0028-Load an M16-Series Rifle/M4-Series Carbine

071-COM-0033-Correct Malfunctions of an M16-Series Rifle/M4-Series Carbine

071-COM-0027-Unload an M16-Series Rifle/M4-Series Carbine

TC 3-22.9

Task: Clear, load, fire until a stoppage occurs, perform immediate action, expend remaining ammunition, unload, and clear an M4/M16.

Condition: You are a member of a team conducting combat operations. You have a stoppage while engaging targets with your M4/M16.

Standard: Correctly perform all steps, in sequence, in 30 seconds or less.

Requirements: An M4/M16 with blank adaptor, sling, and optic/sights. Starting configuration for the weapon will be: free of ammunition, bolt forward, on FIRE (SEMI/BURST/AUTO), and the trigger pulled. A magazine loaded with four blank rounds of ammunition and one inert/expended round. A target/safe direction for the Candidate to engage. Hearing protection (part of the EIB uniform) must be worn when firing.

Candidate will start with the weapon in the low ready.

1. Clear the weapon.
 - a. Keep the weapon pointed in a safe direction. Attempt to place the weapon on SAFE.
 - b. Lock the bolt to the rear.
 1. Pull the charging handle rearward. Press and hold the bottom of the bolt catch.
 2. Allow bolt to move forward until it engages the bolt catch. Release the bottom of the bolt catch.
 3. Return the charging handle to the forward position.
 - c. Ensure the receiver and chamber are free of ammo. Place weapon on SAFE.
2. Load the weapon
 - a. Insert the magazine.
 1. Push the magazine upwards until the magazine catch engages.
 2. Tap upward on the bottom of the magazine to ensure the magazine is seated.
 - b. Chamber a round. The bolt should not be ridden forward.
 1. Press the upper portion of the bolt catch allowing the bolt to go forward
 2. Tap forward assist to ensure that bolt is fully forward and locked. The weapon is now loaded.
3. Place the weapon on SEMI and begin engaging your target.
4. Perform immediate action.
 - a. Tap the bottom of the magazine firmly.
 - b. Rapidly pull charging handle and release to extract/eject previous cartridge and feed/chamber/lock new round.
 - c. Reassess by continuing the shot process. Weapon should fire. If weapon does not fire, proceed to remedial action (for this task, move to clear the weapon).
5. Clear the weapon.
 - a. Point weapon in safe direction. Attempt to place weapon on SAFE. Remove magazine from weapon.
 - b. Lock the bolt open (if not already).
 1. Pull the charging handle rearward. Press the bottom of the bolt catch.
 2. Move bolt forward until it engages bolt catch. Return the charging handle to the forward position.
 3. Ensure the receiver and chamber are free of ammo.
 - c. Place the weapon on SAFE (if not already).
 - d. Press the upper portion of the bolt catch to allow the bolt to go forward. Close the ejection port cover.

Part Two-Light Grenade Launcher Option One (M320)

Based on:

071-031-0002-Load an M320 Grenade Launcher

071-031-0003-Unload an M320 Grenade Launcher

Task: Clear, load, and fire an M320 Grenade Launcher. Unload and clear an M320 that has not been fired.

Condition: You are a member of a team conducting dismounted operations.

Standard: Correctly clear, load, and fire the grenade launcher in 20 seconds. Correctly unload and clear the grenade launcher in 20 seconds. You must not drop the 40-mm ammunition. All tasks will be performed in sequence.

Requirements: An M320 Grenade Launcher; may be attached to the same rifle/carbine used in Part 1; rifle/carbine must have an empty magazine. A target/safe direction for the Candidate to engage and a dummy/training round. If the EIB uniform does not include a grenade pouch, the station should provide appropriate load bearing equipment to properly secure the grenade. Use the appropriate set of standards based on the weapon system being used:

Clear, Load, and Fire:

Candidate will start with the weapon in the low ready and the grenade secured in the appropriate pouch.

1. Point the weapon in a safe direction. Ensure weapon is on SAFE.
2. Press barrel release and pivot barrel out from receiver.
3. Make sure bore and chamber is clear of round or spent cartridge. Insert a single round of ammunition into barrel.
4. Ensure cartridge is seated fully forward in rear of barrel. Pivot barrel into receiver until barrel locking lever engages barrel. There should be an audible click when the barrel locking lever engages barrel.
5. Place the weapon on fire. Engage your target.

Unload and Clear an Unfired Round:

Candidate will start from the last position in the previous task.

1. Keep the weapon pointed in a safe direction, with trigger finger outside trigger guard.
2. Place the weapon on SAFE. Press upward on barrel release lever and pivot barrel out from receiver.
3. Grasp rim of round. Pull rearward to remove round or cartridge case from the barrel.
4. Secure the round back in the appropriate pouch. Pivot barrel into receiver until barrel release lever engages barrel.
5. Ensure weapon is still on SAFE.

Part Two-Light Grenade Launcher Option Two (M203)

Based on:

071-COM-2127-Load an M203 Grenade Launcher

071-COM-2128-Unload an M203 Grenade Launcher

071-031-0002-Load an M320 Grenade Launcher

071-031-0003-Unload an M320 Grenade Launcher

Task: Clear, load, and fire an M320/M203 Grenade Launcher. Unload, and clear an M320/M203 Grenade Launcher that has not been fired.

Condition: You are a member of a team conducting dismounted operations.

Standard: Correctly clear, load, and fire the grenade launcher in 20 seconds. Correctly unload and clear the grenade launcher in 20 seconds. You must not drop the 40-mm ammunition. All tasks will be performed in sequence.

Requirements: An M320/M203 Grenade Launcher; may be attached to the same rifle/carbine used in Part 1; rifle/carbine must have an empty magazine. A target/safe direction for the Candidate to engage and a dummy/training round. If the EIB uniform does not include a grenade pouch, the station should provide appropriate load bearing equipment to properly secure the grenade. Use the appropriate set of standards based on the weapon system being used:

Clear, Load, and Fire:

Candidate will start with the weapon in the low ready and the grenade secured in the appropriate pouch.

1. Point the weapon in a safe direction. Ensure the safety is in SAFE position.
2. Depress the barrel latch. Slide the barrel assembly forward.
3. Make sure bore and chamber is clear of round or spent cartridge. Insert a single round of ammunition into chamber.
4. Slide the barrel closed until it locks. When the barrel locks, you will hear a click.
5. Place the weapon on fire. Engage your target.

Unload and Clear an Unfired Round:

Candidate will start from the last position in the previous task.

1. Point the weapon muzzle in a safe direction.
2. Attempt to place the safety in the "S" position. If M203 is not cocked, the lever cannot be placed on SAFE.
3. Remove the round from the M203. Depress the barrel latch. Place one hand under the barrel assembly forward of the trigger guard. Slowly slide barrel assembly forward. Grasp the round with one hand as it ejects.
4. Secure the round back in the appropriate pouch. Close the barrel assembly. Place the weapon on safe.

W2: Pistol and Shotgun

Part One-Pistol Option One (M9)

Based on:

071-COM-0001-Maintain an M9 Pistol**071-COM-0002-Perform a Function Check on an M9 Pistol**

Task: Clear, Disassemble, Assemble, and Perform a Functions Check on an M9 Pistol

Condition: You are a member of a team that has just returned from a mission and you have been directed to conduct maintenance on your Pistol.

Standard: Correctly clear and disassemble the M9 Pistol, matching the parts with the correct nomenclature labels within 30 seconds. Correctly assemble and perform a functions check on the M9 Pistol within 45 seconds. All tasks will be performed in sequence.

Requirements: An M9 Pistol with magazine. A target/safe direction for the Candidate to point the weapon. Starting configuration for the weapon will be: free of ammunition, loaded with an empty magazine, bolt forward, on FIRE. Material/flat surface that will prevent the Candidate from losing parts to the weapon. An area for the Candidate to place the weapons parts with the appropriate nomenclature labels. Photos of the parts with nomenclature labels will be available in the training area. A Glock or other authorized Army pistol may be substituted based on the Unit's inventory; use the standards outlined in that weapon's TM for Clear, Disassemble, Assemble, and Perform a Functionscheck.

Clear and Disassemble:

Candidate will start from a standing position with the weapon resting on the flat surface.

1. Clear the weapon. Do not allow the hammer to fall with full force by pulling the trigger when the slide is removed, as damage to the receiver will occur. If necessary, the hammer should be manually lowered.
 - a. Point the pistol in a safe direction for the duration of the event.
 - b. Place on SAFE. Depress the magazine release, and remove the magazine from the pistol.
 - c. Grasp the slide serrations and fully retract the slide. Lock the slide to the rear using the slide stop.
 - d. Visually inspect the chamber, magazine well, and bolt face to ensure it is clear. Release the slide forward.
2. Disassemble the weapon into the following components, ensuring all parts are on the correct nomenclature labels.
 - a. Magazine.
 - b. Receiver.
 - c. Barrel.
 - d. Slide assembly.
 - e. Recoil spring guide.
 - f. Recoil spring.

Time will stop when the Candidate returns to the standing position with all parts of the weapon on the flat surface.

Assemble and Perform a Functions Check:

Candidate will start from the last position in the previous task.

1. Assemble the weapon with the slide locked to the rear and on safe.
2. Perform a functions check.
 - a. Depress the slide stop. Insert the empty magazine into the pistol.
 - b. Ensure that the magazine catch locks the magazine in place.
 - c. Retract the slide fully and release. The slide should lock to the rear.
 - d. Depress the magazine release button allowing the magazine to fall free.
 - e. Depress the slide stop and allow slide to return fully forward. Hammer should fall to full forward position.
 - f. Squeeze and release trigger. The firing pin block should move up and down. The hammer should not move.
 - g. Place the safety lever in the FIRE position.
 - h. Squeeze the trigger to check the double action. The hammer should cock and fall.
 - i. Squeeze the trigger again and hold it to the rear.
 - j. Manually retract and release the slide.
 - k. Release the trigger. You should hear a click, but the hammer should not fall.
 - l. Squeeze the trigger to check the single action. The hammer should fall.

Time will stop when the Candidate returns to the standing position with the weapon on the flat surface.

Part One-Pistol Option Two (M17/18)

Based on:

071-004-0007-Maintain an M17/M18 Pistol

071-004-0008-Perform a Function Check on an M17/M18 Pistol

Task: Clear, Disassemble, Assemble, and Perform a Functions Check on an M17/M18 Pistol

Condition: You are a member of a team that has just returned from a mission and you have been directed to conduct maintenance on your Pistol.

Standard: Correctly clear and disassemble the M17/M18 Pistol, matching the parts with the correct nomenclature labels within 30 seconds. Correctly assemble and perform a functions check on the M17/M18 Pistol within 45 seconds. All tasks will be performed in sequence.

Requirements: An M17/M18 Pistol with magazine. A target/safe direction for the Candidate to point the weapon. Starting configuration for the weapon will be: free of ammunition, loaded with an empty magazine, bolt forward, on FIRE. Material/flat surface that will prevent the Candidate from losing parts to the weapon. An area for the Candidate to place the weapons parts with the appropriate nomenclature labels. Photos of the parts with nomenclature labels will be available in the training area. A Glock or other authorized Army pistol may be substituted based on the Unit's inventory; use the standards outlined in that weapon's TM for Clear, Disassemble, Assemble, and Perform a Functions check.

Clear and Disassemble:

Candidate will start from a standing position with the weapon resting on the flat surface.

1. Clear the weapon.
 - a. Point the pistol in a safe direction for the duration of the event.
 - b. Place the safety lever in the safe (down) position.
 - c. Depress the magazine release, and remove the magazine from the pistol.
 - d. Grasp the slide serrations and fully retract the slide.
 - e. Lock the slide to the rear using the slide stop.
 - f. Visually inspect the chamber, magazine well, and bolt face to ensure it is clear. Release the slide forward.
2. Disassemble the weapon into the following components, ensuring all parts are on the correct nomenclature labels.
 - a. Magazine.
 - b. Receiver.
 - c. Barrel.
 - d. Slide assembly.
 - e. Recoil spring guide assembly.

Time will stop when the Candidate returns to the standing position with all parts of the weapon on the flat surface.

Assemble and Perform a Functions Check:

Candidate will start from the last position in the previous task.

1. Assemble the weapon.
2. Perform a functions check.
 - a. Insert an empty magazine into magazine well. Ensure magazine catch engages and locks magazine in place.
 - b. Push up on manual safety lever to engage safety.
 - c. Grasp slide serrations and pull the slide to rear until it locks. Magazine follower should push up on slide stop, locking slide to rear.
 - d. Press magazine catch. Magazine will fall free from pistol.
 - e. Press slide catch. This will release the slide to the forward position. Ensure slide is fully forward on pistol.
 - f. Press trigger. Striker should not be released.
 - g. Depress manual safety lever.
 - h. Press trigger and hold to rear. Striker should be released. An audible click should be heard.
 - i. While still holding trigger to rear, fully retract and release slide.
 - j. Release trigger. A light audible click should be heard and felt as the striker resets.
 - k. Press trigger. The striker should release and you should hear and feel a loud audible click.

Time will stop when the Candidate returns to the standing position with the weapon on the flat surface.

Part Two-Shotgun

Based on:

ARMY Technical Manual 9-1005-338-13&P

Task: Clear, Disassemble, Assemble, and Perform a Functions Check on an M500 series Shotgun.

Condition: You are a member of a team that has just returned from a mission and you have been directed to conduct maintenance on your Shotgun.

Standard: Correctly clear and disassemble the M500 series Shotgun, matching the parts with the correct nomenclature labels within one minute. Correctly assemble and perform a functions check on the M500 series Shotgun within two minutes. All steps will be performed in sequence.

Requirements: An M500 series Shotgun, free of ammunition and on SAFE. A safe direction for the Candidate to point weapon. Material/flat surface that will prevent Candidate from losing parts to weapon with appropriate nomenclature labels. Photos of the parts with nomenclature labels will be available in the training area. A Remington 870 or other authorized Army shotgun may be substituted based on the Unit's inventory; use the standards in that weapon's TM. The 870 will take 30 seconds to clear/disassemble, and 30 seconds to assemble/perform a functions check.

Clear and Disassemble:

Candidate will start from a standing position with the weapon resting on the flat surface.

1. Clear the weapon.
 - a. Point the weapon in a safe direction.
 - b. Ensure the weapon on safe (fully to the rear).
 - c. Depress the action lock lever, and open the action by sliding the forearm fully rearward.
 - d. Observe the chamber, visually checking for ammunition, ensuring magazine plug is visible.
2. Disassemble the weapon into the following components, ensuring all parts are on the correct nomenclature labels.
 - a. Receiver assembly.
 - b. Barrel assembly.
 - c. Magazine cap (M590 only).
 - d. Trigger housing retainer pin.
 - e. Trigger mechanism.
 - f. Cartridge interrupter.
 - g. Cartridge stop.
 - h. Bolt slide.
 - i. Bolt.
 - j. Fore end assembly.
 - k. Elevator.

Time will stop when the Candidate returns to the standing position with all parts of the weapon on the flat surface.

Assemble and Perform a Functions Check:

Candidate will start from the last position in the previous task.

1. Assemble the weapon, ensuring it is on safe.
2. Perform a functions check.
 - a. Close the action fully. The action lock should be fully down.
 - b. Pull the trigger; the hammer should NOT fall.
 - c. Move the safety forward to the FIRE position.
 - d. Pull the trigger; hammer should fall and the lock lever should be fully up.
 - e. Hold trigger to the rear; recock the weapon by moving the forearm fully to the rear and then forward.
 - f. Release the trigger; hammer should NOT fall and trigger should return to its forward position.
 - g. Pull trigger; hammer should fall and the lock lever should be fully up
 - h. Release trigger and recock the weapon. The hammer should NOT fall.
 - i. Move the safety rearward to the SAFE position.

Time will stop when the Candidate returns to the standing position with the weapon on the flat surface.

W3: M249

Part One-Maintain an M249

Based on:

071-COM-4025-Maintain an M249 Machine Gun**071-COM-4026-Perform a Function Check on an M249 Machine Gun**

Task: Clear, Disassemble, Assemble, and Perform a Functions Check on an M249 Machine Gun.

Condition: You are a member of a team that has just returned from a mission and you have been directed to conduct maintenance on your Machine Gun.

Standard: Correctly clear and completely disassemble the M249 Machine Gun, matching the groups with the correct nomenclature within three minutes. Correctly assemble and perform a functions check on the M249 Machine Gun within three minutes. All tasks will be performed in sequence.

Requirements: An M249, on a flat surface, with the bipod legs extended. Starting configuration for weapon will be: free of ammunition, on FIRE, with bolt forward. Basic maintenance tools. Target/safe direction for Candidate to point weapon. Material/flat surface that will prevent Candidate from losing parts to weapon with appropriate nomenclature group labels. Photos of parts with nomenclature labels will be available in training area. Use separate weapon for Part One and Two, ensuring to have enough for your projected number of candidates. As of the date of this publication, ITASKs are not up to date with the latest procedures and a new TM has not been published. TC that replaced the FM no longer covers these procedures. These steps reflect forthcoming changes to the TM from TACOM.

Clear and Disassemble:

Candidate will start from a standing position with the weapon resting on the flat surface.

1. Clear the weapon.
 - a. Point weapon in a safe direction. Ensure safety is on FIRE before moving bolt/operating rod assembly.
 - b. Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
 - c. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to SAFE.
 - d. Push the cocking handle assembly to the fully forward and locked position.
 - e. Push in feed cover latches, look in a safe direction, raise feed cover, and conduct a five-point safety check for brass/links/ammunition. Check feed pawl assembly under cover and feed tray. Lift feed tray and inspect chamber. Check between face of bolt and chamber as well as under bolt/operating rod assembly. Check magazine well. Lower the feed tray and close the feed cover, making sure it locks shut.
 - f. Pull and hold, with palm up, the cocking handle assembly with the right hand to the rear.
 - g. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to FIRE.
 - h. While fully depressing the trigger, ease the bolt forward to close and lock. Release the trigger.
 - i. Attempt to place the safety to SAFE; safety must not be able to be moved to SAFE.
2. Disassemble weapon into the following groups, ensuring all parts are on the correct nomenclature labels.

a. Driving spring and return rod transfer mechanism assembly. Separated.	d. Handguard and receiver assembly.
b. Bolt, slide, and piston assemblies. Separated.	e. Buttstock and buffer assembly.
c. Heat shield, gas regulator, and barrel.	f. Trigger mechanism assembly.
	g. Gas cylinder.
	h. Bipod.

Time will stop when the Candidate returns to the standing position with all parts of the weapon on the flat surface.

Assemble and Perform a Functions Check:

Candidate will start from the last position in the previous task.

1. Assemble the weapon.
2. Perform a functions check. Ensure the safety is on FIRE before moving the bolt/operating rod assembly.
 - a. Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
 - b. While holding to rear, with no tension on bolt, place on SAFE and depress trigger. Weapon should not fire.
 - c. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to FIRE and depress the trigger. Ease the bolt forward to close and lock. Release the trigger.
 - d. Attempt to place on SAFE; safety must not be able to be moved to SAFE. Close ejection port cover.

Time will stop when the Candidate returns to the standing position with the weapon on the flat surface.

Part Two-Operate an M249

Based on:

071-COM-4025-Maintain an M249 Machine Gun

071-COM-4027-Load an M249 Machine Gun

071-COM-4029-Correct Malfunctions of an M249 Machine Gun

071-COM-4028-Unload an M249 Machine Gun

Task: Clear, load, fire until a stoppage occurs, perform immediate action, expend remaining ammunition, unload, and clear an M249 Machine Gun.

Condition: You are a member of a team conducting combat operations. You have a stoppage while engaging targets with your machine gun.

Standard: Correctly perform all steps, in sequence, within 30 seconds.

Requirements: An M249 Machine Gun and blank adaptor with blank ammunition; at least three good blank rounds, followed by one expended round, and three more good rounds. Starting configuration for the weapon will be: free of ammunition, on FIRE, with the bolt forward. A target/safe direction for the Candidate to point the weapon. The weapon can alternatively be mounted on a vehicle or other type of fighting position. Hearing protection (part of the EIB uniform) must be worn when firing. As of the date of this publication, the ITASKs are not up to date with the latest procedures and the new TM has not been published yet. The TC that replaced the FM no longer covers these procedures. These performance measures reflect the forthcoming changes to the TM as established by TACOM.

Candidate will start in the prone position not touching the weapon.

1. Clear the weapon.
 - a. Point weapon in a safe direction. Ensure safety is on FIRE before moving bolt/operating rod assembly.
 - b. Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
 - c. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to SAFE.
 - d. Push the cocking handle assembly to the fully forward and locked position.
 - e. Push in the feed cover latches, look in a safe direction, raise the feed cover, and conduct a five-point safety check for brass, links, or ammunition. Check the feed pawl assembly under the cover. Check the feed tray. Lift the feed tray and inspect the chamber. Check the space between the face of the bolt and the chamber as well as the space under the bolt/operating rod assembly. Check the magazine well. Lower the feed tray.
2. Load the weapon.
 - a. Place link belt on feed tray with the first round against the cartridge stop with the tips of the rounds pointing towards the barrel. Tilt the weapon to the right and/or hold the ammunition belt in place if necessary.
 - b. Close the feed cover. Ensure the latches lock into place. Make sure rounds do not move away from cartridge stop during closing and latching of cover.
3. Place the weapon on FIRE and engage your target.
4. Take immediate action to correct a malfunction. Weapon remains on shoulder while performing immediate action.
 - a. Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
 - b. Observe ejection port to see if a cartridge case/belt link/round ejects. If not, place on SAFE while holding cocking handle to rear (with no tension on bolt). Return cocking handle to forward and locked position and proceed to clear weapon. If a cartridge/belt link/round ejects, push the cocking handle forward.
 - c. Squeeze the trigger and continue mission. Proceed to clear the weapon if it does not fire.
5. Unload and clear the weapon.
 - a. Point weapon in a safe direction.
 - b. If the bolt is forward, ensure the safety is on FIRE before moving the bolt/operating rod assembly. If the bolt is fully locked to the rear, ensure the safety is on SAFE and proceed to step f.
 - c. Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
 - d. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to SAFE.
 - e. Return the cocking handle assembly to the fully forward and locked position.
 - f. Push in feed cover latches, look in a safe direction, raise feed cover, and conduct a five-point safety check, per step 1e above. Lower the feed tray and close the feed cover, making sure it locks shut.
 - g. Pull and hold, with palm up, the cocking handle assembly with the right hand to the rear.
 - h. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to FIRE.
 - i. While depressing trigger, ease bolt forward to close and lock. Release trigger. Close ejection port cover.

W4: M240

Part One-Maintain an M240

Based on:

071-025-0001-Maintain an M240B Machine Gun**071-025-0002-Perform a Function Check on an M240B Machine Gun**

Task: Clear, Disassemble, Assemble, and Perform a Functions Check on an M240 Machine Gun.

Condition: You are a member of a team that has just returned from a mission and you have been directed to conduct maintenance on your machine gun.

Standard: Correctly clear and disassemble the M240 Machine Gun, matching the parts with the correct nomenclature labels within three minutes. Correctly assemble and perform a functions check on the M240 Machine Gun within three minutes. All tasks will be performed in sequence.

Requirements: An M240 Machine Gun, on a flat surface, with the bipod legs extended. Starting configuration for the weapon will be: free of ammunition, on FIRE, with the bolt forward. Basic maintenance tools. A target/safe direction for the Candidate to point the weapon. Material/flat surface that will prevent Candidate from losing parts to weapon. An area for Candidate to place weapons parts with appropriate group nomenclature labels. Photos of parts with nomenclature labels will be available in the training area. Use separate weapon systems for Part One and Two, ensuring to have enough for your projected number of candidates. As of the date of this publication, the ITASKs are not up to date with the latest procedures and a new TM has not been published. The TC that replaced the FM no longer covers these procedures. These performance measures reflect the forthcoming changes to the TM as established by TACOM.

Clear and Disassemble:

Candidate will start from a standing position with the weapon resting on the flat surface.

1. Clear the weapon.
 - a. Point weapon in a safe direction. Ensure safety is on FIRE before moving the bolt/operating rod assembly.
 - b. Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
 - c. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to SAFE.
 - d. Release the cocking handle assembly to the fully forward and locked position.
 - e. Push in feed cover latches, look in a safe direction, raise feed cover, and conduct a four-point safety check for brass/links/ammunition. Check feed pawl assembly under cover. Check feed tray. Lift feed tray and inspect chamber. Check between face of bolt and chamber as well as under bolt/operating rod assembly.
 - f. Lower the feed tray and close the feed cover, making sure it locks shut.
 - g. Pull and hold, with palm up, the cocking handle assembly with the right hand to the rear.
 - h. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to FIRE.
 - i. While fully depressing the trigger, ease the bolt forward to close and lock. Release the trigger.
 - j. Attempt to place the safety to SAFE; safety must not be able to be moved to SAFE.
2. Disassemble the weapon into the following groups, ensuring all parts are on the correct nomenclature labels:

a. Buttstock and buffer assembly.	e. Barrel assembly; removing heat shield.
b. Bolt and operating rod assembly.	f. Cover assembly.
c. Driving spring rod assembly.	g. Feed tray.
d. Trigger housing assembly.	h. Receiver assembly.

Time will stop when the Candidate returns to the standing position with all parts of the weapon on the flat surface.

Assemble and Perform a Functions Check:

Candidate will start from the last position in the previous task.

1. Assemble the weapon.
2. Perform a functions check, ensuring the safety is on FIRE before moving the bolt/operating rod assembly.
 - a. Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
 - b. While holding handle to rear, with no tension on bolt, place on SAFE and depress trigger. Weapon should not fire.
 - c. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to FIRE and depress the trigger. Ease the bolt forward to close and lock. Release the trigger.
 - d. Attempt to place on SAFE; safety must not be able to be moved to SAFE. Close ejection port cover.

Time will stop when the Candidate returns to the standing position with the weapon on the flat surface.

Part Two-Operate an M240

Based on:

071-025-0001-Maintain an M240B Machine Gun

071-025-0003-Load an M240B Machine Gun

071-025-0005-Correct Malfunctions of an M240B/M240L Machine Gun

071-025-0004-Unload an M240B Machine Gun

Task: Clear, load, fire until a stoppage occurs, perform immediate action, expend remaining ammunition, unload, and clear an M240 Machine Gun.

Condition: You are a member of a team conducting combat operations. You have a stoppage while engaging targets with your machine gun.

Standard: Correctly perform all steps, in sequence, within 30 seconds.

Requirements: An M240 Machine Gun and blank adaptor with blank ammunition; at least three good blank rounds, followed by one expended/dummy round, and three more good rounds. Starting configuration for the weapon will be: free of ammunition, on FIRE, with the bolt forward. A target/safe direction for the Candidate to point the weapon. The weapon can alternatively be mounted on a vehicle or other type of fighting position. Hearing protection (part of the EIB uniform) must be worn when firing. As of the date of this publication, the ITASKs are not up to date with the latest procedures and the new TM has not been published yet. The TC that replaced the FM no longer covers these procedures. These performance measures reflect the forthcoming changes to the TM as established by TACOM.

Candidate will start in the prone position not touching the weapon.

1. Clear the weapon.
 - a. Point weapon in a safe direction. Ensure safety is on FIRE before moving the bolt/operating rod assembly.
 - b. Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
 - c. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to SAFE.
 - d. Push the cocking handle assembly to the fully forward and locked position.
 - e. Push in feed cover latches, look in a safe direction, raise feed cover, and conduct a four-point safety check for brass, links, or ammunition. Check feed pawl assembly under cover. Check feed tray. Lift feed tray and inspect chamber. Check between face of bolt and chamber as well as under bolt/operating rod assembly.
 - f. Lower the feed tray.
2. Load the weapon.
 - a. Place link belt on feed tray with the first round against the cartridge stop with the tips of the rounds pointing towards the barrel. Tilt the weapon to the right and/or hold the ammunition belt in place if necessary.
 - b. Close feed cover, ensuring latches lock. Ensure rounds do not move from cartridge stop during closing.
3. Place the weapon on FIRE and engage your target.
4. Take immediate action to correct a malfunction. Weapon remains on shoulder while performing immediate action.
 - a. Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
 - b. Observe ejection port to see if a cartridge case/belt link/round ejects. If not, place on SAFE while holding cocking handle to rear (with no tension on the bolt). Return cocking handle assembly to forward and locked position and proceed to clear weapon. If something ejects, push the cocking handle forward.
 - c. Squeeze the trigger and continue mission. Proceed to clear the weapon if it does not fire.
5. Unload and clear the weapon.
 - a. Point weapon in a safe direction. If bolt is forward, ensure safety is on FIRE before moving bolt/operating rod assembly. If the bolt is fully locked to the rear, ensure the safety is on SAFE and proceed to step e.
 - b. Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
 - c. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to SAFE.
 - d. Return the cocking handle assembly to the fully forward and locked position.
 - e. Push in the feed cover latches, look in a safe direction, raise the feed cover, and conduct a four-point safety check (per step 1e above); lower the feed tray and close the feed cover, making sure it locks shut.
 - f. Pull and hold, with palm up, the cocking handle assembly with the right hand to the rear.
 - g. While holding the cocking handle to the rear (with no tension on the bolt), place the safety to FIRE.
 - h. While depressing trigger, ease bolt forward to close and lock. Release trigger. Close ejection port cover.

W5: Hand Grenades

Part One-Identify Hand Grenades

Based on:

071-440-0031-Employ Hand Grenades during an Urban Operation

Task: Identify Hand Grenades.

Condition: You are a member of a team that is conducting operations in an urban environment. You have been directed to employ hand grenades against a variety of enemy targets.

Standard: Correctly identify the name/nomenclature of each hand grenade, within two minutes and 30 seconds.

Requirements: Pictures of grenades or training grenades for identification, labeled with numbers. Candidates write names/nomenclatures, in addition to the number, on a laminated answer key that has the purposes listed below each line. 100% accuracy required.

1. M67 Fragmentation.
 - a. This grenade is used to disable or kill personnel.
2. MK3A2 Offensive Grenade.
 - a. Use for concussion effect in enclosed areas.
 - b. Use against enemy in bunkers, buildings and fortified areas.
 - c. Use for blasting.
 - d. Use for demolition tasks.
3. M84 Diversionary/Flash-Bang Stun Hand Grenades.
 - a. Use for disorientation, confusion, and loss of hearing.
 - b. Use as a non-lethal diversionary device.
 - c. Use to damage eyesight and night vision during limited visibility.
4. M18 Colored Smoke.
 - a. Use for screening.
 - b. Use for signaling.
5. AN-M14 TH3 Incendiary Hand Grenade.
 - a. Use to destroy equipment.
 - b. Use to start fires.
6. ABC-M7A2 AND ABC-M7A3 Riot Control Hand Grenades.
 - a. To control riots or disable without serious injury.

Part Two-Employ Hand Grenades against Troops in the Open

Based on:

071-COM-4407-Employ Hand Grenades**Task:** Employ Hand Grenades.**Condition:** You are a member of a team that has been directed to employ hand grenades against troops in the open. You have two M67 Fragmentation Grenades.**Standard:** Correctly perform all tasks, in sequence, within 30 seconds.**Requirements:** Two training grenades with fuses. Candidate should place both grenades on their person, properly secured in their grenade pouches. If the EIB uniform does not include grenade pouches, the station should provide appropriate load bearing equipment to properly secure the grenades. Single enemy silhouette at a range of 35 meters, with a five meter radius circle around it. Covered position for the Candidate. Grader should immediately tell the Candidate if their grenade exploded within the circle, so the Candidate can prepare and throw the second grenade within the time limit if required.

1. Select proper throwing position.

Note: There are five standard positions to throw grenades - standing, prone-to-standing, kneeling, prone-to-kneeling, and alternate prone. However, if you can achieve more distance and accuracy using your own personal style, do so as long as your body is facing sideways and toward the enemy's position, and you throw the grenade overhand while maintaining control of your weapon.

- a. Ensure you have a proper covered position.
- b. Determine the distance to the target.
- c. Align your body with the target.

2. Grip the hand grenade.

Note: Do not remove the safety clip or the safety pin until the grenade is about to be thrown.

- a. Place the hand grenade in the palm of the throwing hand with the safety lever placed between the first and second joints of the thumb.

Note: For left handed throwers the grenade is inverted with the top of the fuse facing downwards.
- b. Keep the pull ring away from the palm of the throwing hand so that it can be easily removed by the index or middle finger of the free hand.

3. Prepare the hand grenade.

- a. Tilt the grenade forward to observe the safety clip.
- b. Remove the safety clip by sweeping it away from the grenade with the thumb of the opposite hand.
- c. Insert the index or middle finger of the non-throwing hand in the pull ring until it reaches the knuckle.
- d. Ensure that you are holding the safety lever down firmly.
- e. Twist the pull ring toward the body (away from the body for left handed throwers) to release the pull ring from the confidence clip.
- f. Remove the safety pin by pulling the pull ring from the grenade.

4. Throw the hand grenade so it is within the effective range of the target.

- a. Observe the target to estimate the distance between the throwing position and the target area.

Note: In observing the target, minimize exposure time to the enemy (no more than 3 seconds).
- b. Ensure there are no obstacles that can alter or block the flight of the grenade when it is thrown.
- c. Confirm body target alignment.
- d. Allow the motion of the throwing arm to continue naturally once the grenade is released.
- e. Seek cover to avoid being hit by fragments or direct enemy fire.

Note: If no cover is available, drop to the prone position with your protective head gear facing the direction of the grenade's detonation.
- f. Prepare second grenade.
- g. Reengage if grenade did not explode within five meters of the target ***(Grader guidance)***.

Part Three-Employ Hand Grenades through a Window, Door, or Bunker

Based on:

071-COM-4407-Employ Hand Grenades

071-440-0031-Employ Hand Grenades during an Urban Operation

Task: Employ Hand Grenades.

Condition: You are a member of a team that has been directed to employ hand grenades against troops in a building/room/bunker 10 meters away. You have two M67 Fragmentation Grenades.

Standard: Correctly perform all tasks, in sequence, within one minute.

Requirements: Two training grenades with fuses. Candidate should place both grenades on their person, properly secured in their grenade pouches. If the EIB uniform does not include grenade pouches, the station should provide appropriate load bearing equipment to properly secure the grenades. Building with an open window/door or bunker with overhead cover. Covered position 10 meters away for the Candidate to start movement from. Both correct and incorrect throwing locations should be available for the Candidate to select. Grader should immediately tell the Candidate if their grenade exploded within the opening, so the Candidate can prepare and throw the second grenade within the time limit if required.

1. Identify the target to engage.
2. Select the appropriate movement technique; move to a safe, covered position with protection from a roll back grenade and enemy fields of fire.
3. Select proper throwing position.
Note: Depending upon the type of target, type of grenade, and safety requirements for friendly forces, any of the following methods may be used: overarm throwing, underarm lobbing, throwing like a stone (sidearm delivery and or skipping a stone), flipping, or dropping in place, while maintaining control of your weapon.
4. Determine the distance to the target.
5. Grip the hand grenade.
Note: Do not remove the safety clip or the safety pin until the grenade is about to be thrown.
 - a. Place the hand grenade in the palm of the throwing hand with the safety lever placed between the first and second joints of the thumb.
Note: For left handed throwers the grenade is inverted with the top of the fuse facing downwards.
 - b. Keep the pull ring away from the palm of the throwing hand so that it can be easily removed by the index or middle finger of the free hand.
6. Prepare the hand grenade.
 - a. Tilt the grenade forward to observe the safety clip.
 - b. Remove the safety clip by sweeping it away from the grenade with the thumb of the opposite hand.
 - c. Insert the index or middle finger of the non-throwing hand in the pull ring until it reaches the knuckle.
 - d. Ensure that you are holding the safety lever down firmly.
 - e. Twist the pull ring toward the body (away from the body for left handed throwers) to release the pull ring from the confidence clip.
 - f. Remove the safety pin by pulling the pull ring from the grenade.
7. Throw the hand grenade so it is within the opening of the target.
 - a. Observe the target to estimate the distance between the throwing position and the target area.
Note: In observing the target, minimize exposure time to the enemy (no more than 3 seconds).
 - b. Ensure there are no obstacles that can alter or block the flight of the grenade when it is thrown.
 - c. Confirm body target alignment.
 - d. Allow the motion of the throwing arm to continue naturally once the grenade is released.
 - e. Seek cover to avoid being hit by fragments or direct enemy fire.
Note: If no cover is available, drop to the prone position with your protective head gear facing the target.
 - f. Prepare second grenade.
 - g. Reengage if grenade did not explode within five meters of the target ***(Grader guidance)***.

W6: M18A1 Claymore Mine Option One (Electric Initiation)

Based on:

071-325-4427-Employ an M18A1 Claymore Munition

071-325-4426-Recover an M18A1 Claymore Mine

TC 3-22.23

Task: Employ a Claymore mine. Recover a Claymore mine.

Condition: You are a member of a platoon in a patrol base in a non-CBRNE environment. You have been directed to utilize a Claymore mine to enhance the perimeter defense. There is a known enemy presence.

Standard: Correctly employ and fire a Claymore mine, in sequence, within 10 minutes. Correctly recover an unfired Claymore mine, in sequence, within five minutes.

Station Requirements: A training Claymore mine/munition with all basic items of inventory (BII). One wooden stake in the ground/fixed object at the firing position 16-30 meters from mine emplacement location and another at the mine location. Sandbags, trees, or holes in the ground for Candidate to use to test the mine. A ground level target for the Candidate to aim at in front of the mine emplacement location.

Emplace and Fire:

1. Inventory the components: M57 firing device, M4 electric blasting cap assembly, M40 test set, and M7 bandoleer.
2. Select a firing position that offers cover and unobstructed observation of site selected for emplacing the munition.
3. Prepare the munition for employment.
 - a. Place bandoleer on shoulder or around neck.
 - b. Ensure firing device is on SAFE and remove dust covers from it and the test set.
 - c. Check the connectors and dust covers of the firing device and test set for foreign material. Remove dirt/debris from connectors/dust covers by gently tapping devices against palm of hand.
 - d. Plug the test set into the firing device. Move the firing device bail to the FIRE position.
 - e. Depress handle of firing device with a firm, quick squeeze, observing flash through window of test set. ***Candidate states, "I see the light"***. Operator holds window near eye and shades with other hand.
 - f. Move firing device bail to SAFE position. Place firing device with test set attached in bandoleer.
 - g. Remove electrical blasting cap assembly from bandoleer. Remove twist tie from spool.
 - h. Starting at dust cover end of the electrical wire, uncoil approximately one meter of wire.
 - i. Hold the shorting plug/dust cover against the center of the chest with the left hand.
 - j. Encircle firing wire at shorting plug/dust cover base with index finger/thumb of right hand.
 - k. While holding right hand to chest, extend left hand to arm's length, pulling firing wire through fingers of right hand. Lock the elbow, and pull all slack from the firing wire.
 - l. Allow shorting plug/dust cover to lay on the ground while tying off the firing wire.
 - m. At one meter mark, fold firing wire to create a loop large enough to go around a stake/fixed object at firing position. Twist wire loop over index and middle fingers of right hand. Push loop through the circle.
 - n. Secure firing wire from shorting plug/dust cover side of munition to a stake or a fixed object at firing position. Ensure no friendly personnel are near blasting cap during circuit test.
 - o. Uncoil enough wire to place the spool out of sight. Place the remaining spool of wire (with the blasting cap inside the spool) under a sandbag, behind a tree, or in a hole in the ground.
 - p. Remove the firing device with the test set attached from the bandoleer.
 - q. Remove shorting plug/dust cover from connector of firing wire and the end of the test set.
 - r. Plug connector of firing wire into test set and move firing device safety bail to FIRE position.
 - s. Depress handle of firing device with a firm, quick squeeze, observing flash of light through window of test set. ***Candidate states, "I see the light"***. When squeezing handle, an indicator lamp in window of test set flashes. This flash indicates that blasting cap circuitry is satisfactory.
 - t. Place firing device on SAFE. Disconnect test set from firing wire; replace shorting plug/dust covers.
 - u. Disconnect test set from firing device and replace dust covers. Repack in bandoleer.
 - v. Remove spool/firing wire/blasting cap from barrier used during circuit testing and walk tactically while unrolling wire from firing position to site selected for munition. Lay spool (with the blasting cap inside) down within arm's reach.
 - w. Assume a prone position and remove munition from bandoleer. Open legs to a 45 degree facing front/rear.
 - x. Ensure face of munition marked 'FRONT TOWARD ENEMY' and arrows on top of munition point to enemy.

- y. Push legs into ground with munition facing direction of fire. In windy areas or when legs cannot be pressed into ground, spread them as far as they will go so they are facing front/rear and mine will not tip.
4. Aim the munition.
 - a. Select an aiming point at ground level in front of the munition.
 - b. Position one eye about six inches to the rear of the sight.
 - c. On knife-edge sight, align two edges of sight with aiming point. On slit-type peep sight, align groove of sight in line with aiming point that is two and a half meters off ground. Aiming point should be in center of area of coverage, with bottom edge of peep sight parallel to ground that is to be covered with fragment spray.
 - d. Aim the munition by aligning the two edges of the sight with the aiming point.
 5. Arm the munition.
 - a. Remove the blasting cap from the spool's cavity. Secure the firing wire approximately one meter from the blasting cap side of the munition to a stake, a stone, gravel, a sand bag, or another available means.
 - b. Hold the blasting cap against the center of the chest with the left hand.
 - c. Encircle firing wire at base of the blasting cap with the index finger and thumb of the right hand.
 - d. While holding right hand to chest, extend left hand to arm's length, pulling firing wire through fingers of right hand. Lock the elbow and pull all slack from the firing wire.
 - e. Place the blasting cap back into the spool's cavity until ready to fire.
 - f. At one meter mark, fold firing wire to create a loop with a large enough circumference to go around stake.
 - g. Twist loop over index/middle fingers of right hand. Push loop through circle created during previous step.
 - h. Secure the firing wire from the blasting cap side of the munition to a stake or a fixed object at the munition emplacement site. This prevents the munition from being misaligned if the firing wire is disturbed.
 - i. Unscrew/invert shipping plug priming adapter nearest stake or anchor. Remove blasting cap from spool.
 - j. Slide slotted end of shipping plug adapter approximately one inch onto firing wire between crimped connections and blasting cap. Pull wire through slotted end of adapter until top of blasting cap is firmly seated in bottom portion of shipping plug adapter. Screw adapter, with blasting cap, into detonator well.
 - k. Recheck the aim of the munition to ensure that the point of aim has not changed.
 6. Camouflage the munition and firing wire while moving tactically back to the firing position.
 7. Seek cover. Remove firing device and test set from bandoleer; remove dust covers. Plug test set into firing device.
 8. Remove shorting plug/dust cover from connector of firing wire and from end of test set.
 9. Plug connector of firing wire into test set. Move firing device safety bail to FIRE position.
 - 10.** Place the eye near the window of the test set and squeeze the handle of the firing device quickly to observe the indicator lamp flashing through the window of the test set. **Candidate states, "I see the light".**
 11. Move the firing device bail from FIRE position to the SAFE position.
 12. Disconnect test set from firing wire and replace the firing wire and the test set shorting plug/dust covers.
 13. Disconnect test set from firing device and replace test set dust covers. Repack test set into bandoleer.
 14. Fire the munition.
 - a. Remove shorting plug/dust cover from end of firing wire. Connect the firing device to the firing wire.
 - b. State, "CLAYMORE" twice. Move firing device safety to FIRE and quickly squeeze handle.

Recover an Unfired Mine:

1. Disarm the mine.
 - a. Ensure firing device safety bail is in SAFE position. Disconnect firing device from the firing wire.
 - b. Replace shorting plug on firing wire and dust cover on firing device. Place firing device in bandoleer.
 - c. Remove firing wire from stake or anchor at firing position and place the firing wire forward of the position.
2. Recover the mine.
 - a. Walk tactically to mine, assume a prone position, and check for booby traps and tampering.
 - b. Remove shipping plug from detonator well. Separate shipping plug priming adapter from blasting cap.
 - c. Pick up the spool and insert the blasting cap inside it. Place the spool back on the ground.
 - d. Invert the shipping plug priming adapter and screw the plug end of the adapter into the detonator well.
 - e. Lift mine from emplacement and secure legs. Repack mine and all accessories into bandoleer.
 - f. Remove the firing wire from the stake, anchor, or base of the emplaced munition.
 - g. Pick up the spool. Wrap the firing wire on the spool as you move back to the firing position and secure the shorting plug and dust cover inside the spool. Ensure all components are packed in the bandoleer.

W6: M18A1 Claymore Mine Option Two (Non-electric Initiation)

Based on:

071-325-4427-Employ an M18A1 Claymore Munition

071-325-4428-Recover an M18A1 Claymore Mine Non-Electric Initiation (NEI)

TC 3-22.23

Task: Employ a Claymore mine. Recover a Claymore mine.

Condition: You are a member of a platoon in a patrol base in a non-CBRNE environment. You have been directed to utilize a Claymore mine to enhance the perimeter defense. There is a known enemy presence.

Standard: Correctly employ and fire a Claymore mine, in sequence, within eight minutes. Correctly recover an unfired Claymore mine, in sequence, within five minutes.

Station Requirements: A training Claymore mine/munition with all basic items of inventory (BII). One wooden stake in the ground/fixed object at the firing position 16-30 meters from mine emplacement location and another at the mine location. Sandbags, trees, or holes in the ground for Candidate to use to test the mine. A ground level target for the Candidate to aim at in front of the mine emplacement location.

Emplace and Fire:

1. Inventory the component: The shock tube assembly with M81 pull initiator and the M7 bandoleer.
2. Select a firing position that offers cover and unobstructed observation of site selected for emplacing munition.
3. Prepare the munition for employment.
 - a. Place the bandoleer on the shoulder or around the neck.
 - b. Ensure that the munition and all accessories are in the bandoleer.
 - c. Walk tactically to the desired location where the munition will be setup.
 - d. Assume a prone position. Remove the munition from the bandoleer.
 - e. Open both pairs of legs to a 45 degree angle with two legs facing front and two legs facing rear.
 - f. Ensure face of munition marked 'FRONT TOWARD ENEMY' and arrows on top point toward enemy.
 - g. Push legs about one-third of the way into ground with the munition facing in the desired direction of fire.
Note: In windy areas or when legs cannot be pressed into the ground, legs should be spread as far as they will go (about 180 degrees) so that legs are to the front and rear of the mine and the mine will not tip over.
4. Aim the munition.
 - a. Select an aiming point at ground level in front of the munition.
 - b. Position one eye about six inches to the rear of the sight.
 1. On a knife-edge sight, align the two edges of the sight with the aiming point.
 2. On slit-type peep sight, align groove of sight in line with aiming point that is two and a half meters off the ground. Aiming point should be in center of the desired area of coverage, with the bottom edge of the peep sight parallel to the ground that is to be covered with the fragment spray.
 - c. Aim the munition by aligning the two edges of the sight with the aiming point.
5. Arm the munition.
 - a. Remove the blasting cap from the shock tube assembly.
 - b. Secure the shock tube approximately one meter from the blasting cap side of the munition to a stake, a stone, gravel, a sand bag, or another available means.
 - c. Hold the blasting cap against the center of the chest with the left hand.
 - d. Encircle shock tube at base of the blasting cap with the index finger and thumb of the right hand.
 - e. While holding the right hand to the chest, extend the left hand to arm's length, allowing the shock tube to be pulled through the fingers of the right hand.
 - f. Lock the elbow and pull all slack from the shock tube.
 - g. Place the blasting cap back into the shock tube assembly until ready to arm.
 - h. At the one meter mark, fold the shock tube to create a loop with a large enough circumference to go around the chosen stake.
 - i. Twist the loop over the index and middle fingers of the right hand.
 - j. Push the loop through the circle created during previous step.
 - k. Secure shock tube to stake/stone/sandbag/etc.
 - l. Unscrew and invert the shipping plug priming adapter nearest to the stake or anchor.
 - m. Slide the slotted end of the shipping plug priming adapter onto the shock tube of the blasting cap between the crimped connections and the blasting cap.

- n. Pull the excess shock tube through the slotted end of the adapter until the top of the blasting cap is firmly seated in the bottom portion of the shipping plug priming adapter.
 - o. Screw the adapter, with the blasting cap, into the detonator well.
 - p. Recheck the aim of the munition to ensure that the point of aim has not changed.
 - q. Unwind and camouflage the remaining shock tube while moving tactically back to the firing position.
6. Secure the shock tube to a stake or a fixed object at the firing position.
- a. Remove the pull initiator from the shock tube assembly.
 - b. Secure the shock tube approximately one meter from the pull initiator side of the munition to a stake, a stone, gravel, a sand bag, or another available means.
 - 1. Hold the pull initiator against the center of the chest with the left hand.
 - 2. Encircle shock tube at base of pull initiator with the index finger and thumb of the right hand.
 - 3. While holding the right hand to the chest, extend the left hand to arm's length, allowing the shock tube to be pulled through the fingers of the right hand.
 - 4. Lock the elbow, and pull all slack from the shock tube.
 - 5. Place the pull initiator back into the shock tube assembly until ready to fire.
 - 6. At the one meter mark, fold the shock tube to create a loop with a large enough circumference to go around the chosen stake.
 - 7. Twist the loop over the index and middle fingers of the right hand.
 - 8. Push the loop through the circle created during previous step.
 - 9. Secure shock tube to stake/stone/sandbag/etc.
7. Fire the munition.
- a. Seek cover.
 - b. Remove the initiator from the shock tube assembly.
 - c. Remove the safety pin (cotter pin) on the initiator and place it in the bandoleer for possible use later. Do not hold the shock tube while firing. This can cause minor burns as the flame burns through the tube.
 - d. Alert friendly personnel by announcing "CLAYMORE" twice.
 - e. While holding body of the initiator with one hand, insert the index finger of the other hand into the pull ring.
 - f. While holding the body of the initiator, turn the pull ring $\frac{1}{4}$ to the right or left. Then, pull the ring sharply.

Recover an Unfired Mine:

1. Disarm the mine.
- a. Check the initiator to ensure the safety pin is in place, if not:
 - 1. Remove the initiator safety pin from the bandoleer.
 - 2. Align the pull rod safety pin hole with the safety pin hole in the body of the initiator. While holding the body of the initiator, turn the pull ring until the safety pin hole in the pull rod aligns with the safety pin hole in the body of the initiator.
 - 3. Insert the safety pin through the body of the initiator.
 - 4. Gently spread the open ends of the safety pin, just enough to keep the safety pin from falling out.
 - b. Secure the initiator to the shock tube assembly.
2. Recover the mine.
- a. Remove the shock tube from the stake or anchor at the firing position.
 - b. Walk tactically, wrapping shock tube around shock tube assembly, while moving toward emplaced munition.
 - c. Assume a prone position. Lay the shock tube assembly down by the stake or anchor.
 - d. Observe the munition and surrounding area to check for booby traps and tampering.
 - e. Remove the shipping plug priming adapter from the detonator well.
 - f. Remove the blasting cap and shock tube from the shipping plug priming adapter.
 - g. Place the blasting cap inside the shock tube assembly.
 - h. Invert the shipping plug priming adapter and screw the plug end of the adapter into the detonator well.
 - i. Lift the munition from its emplacement, and secure the folding legs.
 - j. Repack munition in bandoleer. Pick up shock tube assembly and remove shock tube from stake or anchor at munition emplacement site. Wrap the remaining shock tube around the shock tube assembly.
 - k. Repack the shock tube assembly with pull initiator in the bandoleer.
 - l. Move back to the firing position. Ensure that all items are packed in the bandoleer.

W7: Javelin

Based on:

071-060-0004-Prepare a M98-series Javelin for Firing**071-060-0006-React to Javelin that Fails to Fire**

Task: Prepare a M98 Javelin for firing. Perform immediate action procedures for a misfire.

Condition: You are a gunner who has been directed to engage enemy targets with your Javelin. While engaging targets, you experience a misfire.

Standard: Prepare to fire in three minutes and thirty seconds. Perform immediate action procedures for a misfire in two minutes. All tasks will be performed in sequence.

Station Requirements: A M98 training Javelin with appropriate tools and accessories. A covered position for the Candidate to prepare the CLU, a firing position for the Candidate to move to, and a target.

Prepare to Fire:

Candidate will start from a standing position next to the Javelin on the ground behind cover.

1. Prepare the CLU. Ensure power switch is OFF. Install the CLU battery. Open day sight and NVS lens covers on CLU.
2. Place the round on the ground with the flat sides of the end caps down and latch assembly facing up.
3. Kneel on the left side of the round, at the forward end, facing forward.
4. Remove forward end cap. Remove locking pin by pulling straight up on wire rope. Turn forward end cap latch release counterclockwise. If cap does not come off, press manual release button to relieve pressure. Remove forward end cap by lifting Javelin away from forward end cap and resting missile on it.
5. Remove protective covers from CLU and round interface connectors. **Candidate verbalizes if not equipped.**
6. Position protective covers so no interference exists when placing round interface bracket in round hooks.
7. Engage CLU and round interface connectors by sliding forward, then press down on CLU. Round and CLU are connected correctly when latch release snaps into place. Rock and gently lift the CLU to ensure it is attached.
8. Position open end of round on forward end cap.
9. Set power switch to NIGHT. The CLU has four modes of operation: Off, Day, Night (IR Surveillance), and test.
10. Verify CLU indicators are lit. **Candidate verbalizes. Grader states, "CLU indicators are flashing".**
11. Perform battery warm-up procedures. Turn the power switch to DAY for 30 to 60 seconds. **Grader will state, "30 seconds has elapsed".** Turn the power switch to OFF, then back to NIGHT.
12. Place on shoulder. Do not lift by handgrips; roll onto shoulder with right arm under missile and left hand on grip. Adjust diopter adjust ring for clarity of CLU display. **Candidate verbalizes.** Javelin is prepared to engage.
13. Move to firing position and attempt to fire. Squeeze seeker trigger and wait four seconds (**Candidate will count**) for seeker to initialize before locking tracking gates and attempting to fire. Candidate visually checks and states, "Back blast area clear".
 - a. Acquire the target. **Candidate verbalizes this step.**
 - b. Lock-on the target. **Candidate verbalizes this step.**
 - c. Squeeze the fire trigger. **Grader will state "misfire".**

Perform Immediate Action for a misfire:

Candidate will start from the last position in the previous task.

1. Release seeker and fire triggers and attempt to engage again per step 13 above. **Grader will state, "Misfire".**
2. Set Javelin on ground, pointed in direction of enemy, with the CLU handgrips facing up. Keep back blast area clear.
3. Turn OFF the CLU, pausing in the DAY mode for one second to ensure flipper mirrors reset properly.
4. Press the latch release and disconnect the CLU from the round. Check for dirt and debris.
5. Reconnect the CLU to the same round. Rock and gently lift the CLU to ensure it is attached.
6. Turn ON the CLU. It can take up to four minutes for the DDC/NVS to cool to operating temperature.
7. Verify CLU indicators are lit and the NVS Not Cool Indicator is off. **Candidate verbalizes this step.**
8. Adjust diopter adjust ring per step 12 above.
9. Attempt to reengage the target per step 13 above. **Grader will state, "Misfire".**
10. Place the Javelin on the ground, pointing toward the enemy.
11. Turn OFF CLU, pausing in the DAY mode for one second to ensure flipper mirrors reset properly.
12. Disconnect the CLU from the round. Stay clear of the forward and aft ends of the round at all times.
13. Move round 25 meters from the firing position and get a replacement. **Candidate verbalizes this step.**

W8: M2 .50 Caliber Machine Gun

Based on:

071-022-0001-Maintain a Caliber .50 M2 Series Machine Gun

071-022-0003-Load a Caliber .50 M2 Series Machine Gun

071-022-0005-Correct Malfunctions of a Caliber .50 M2 Series Machine Gun

071-022-0004-Unload a Caliber .50 M2 Series Machine Gun

Task: Clear, load, fire until a stoppage occurs, perform immediate action, expend remaining ammunition, unload, and clear an M2 Machine Gun.

Condition: You are a member of a team conducting combat operations. You have a stoppage while engaging targets with your machine gun.

Standard: Correctly perform all steps, in sequence, in one minute or less.

Station Requirements: An assembled M2 Caliber .50 machine gun, with headspace and timing set, set up for firing blanks. Ensure the correct front cartridge stop is installed. Starting configuration for the weapon will be: free of ammunition, on FIRE/full auto, with the bolt forward. Weapon may be mounted on a tripod, vehicle, or other fighting position, but must be well emplaced and secure. A five round (minimum) belt of blank ammunition, with one dummy round in the middle. Safe direction for the Candidate to engage. Hearing protection (part of the EIB uniform) must be worn when firing.

Candidate will start in the seated (if on tripod) or standing (if vehicle-mounted) position not touching the weapon.

1. Clear the weapon.
 - a. Place the trigger block on SAFE and unlock the bolt latch release.
 - b. Raise the cover and lift the cartridge extractor.
 - c. Remove the ammunition belt from the feed way.
 - d. Place cartridge extractor down and close the cover.
 - e. Pull and lock the bolt to the rear, leaving the retracting slide handle to the rear.
 - f. Open the cover and inspect the chamber and T-slot for rounds.
 - g. Press the bolt latch release and ease the bolt forward with retracting slide handle. Close the cover.
2. Load the weapon.
 - a. Ensure the bolt is forward and bolt latch release is locked.
 - b. Insert double-loop end of ammunition belt into feed way until first round is engaged by belt-holding pawl.
 - c. Pull the retracting slide handle rearward, retracting the bolt all the way to the rear.
 - d. Release handle. The machine gun is now half-loaded. A round is not in the chamber.
 - e. Pull the retracting handle to the rear for a second time to fully load the gun.
 - f. Release handle. A round is now in the chamber and the machine gun is ready to fire.
3. Place the trigger block on FIRE and engage your target.
4. Take immediate action to correct a malfunction for a cool weapon (has fired less than 200 rounds in two minutes).
 - a. Hold the weapon on target.
 - b. Wait 10 seconds in case the weapon has a hang fire. Candidate verbalizes this step.**
 - c. Pull the retracting handle to the rear.
 - d. Observe that round or case ejects. If yes, continue to next step; if not, proceed to unload weapon.
 - e. Return the retracting slide handle to its forward position.
 - f. If the bolt locks to the rear, depress the bolt latch to return the bolt to the forward position.
 - g. Attempt to reengage the target; expend remaining ammunition.
5. Unload and clear the weapon, removing all rounds and links.
 - a. Place trigger block on SAFE and unlock the bolt latch release.
 - b. Raise the cover and lift the cartridge extractor.
 - c. Remove the ammunition belt from the feed way.
 - d. Place cartridge extractor down and close the cover.
 - e. Pull and lock the bolt to the rear, leaving the retracting slide handle to the rear.
 - f. Open the cover and inspect the chamber and T-slot for rounds.
 - g. Press the bolt latch release and ease the bolt forward with retracting slide handle. Close the cover.

W9: Heavy Grenade Launcher

Based on:

071-030-0001-Maintain an MK19 Grenade Machine Gun

071-030-0005-Load an MK 19 Grenade Machine Gun

071-030-0008-Correct Malfunctions of an MK19 Grenade Machine Gun

071-030-0006-Unload an MK 19 Grenade Machine Gun

331-18B-2421-Engage Targets with the MK47 Advanced Lightweight Grenade Launcher

TM 9-1010-230-10

Task: Clear, load, fire until a stoppage occurs, perform immediate action, expend remaining ammunition, unload, and clear a MK 19 Machine Gun.

Condition: You are a member of a team conducting combat operations. You have a stoppage while engaging targets with your machine gun.

Standard: Correctly perform all steps, in sequence, in one minute or less.

Station Requirements: An assembled MK 19 grenade machine gun, prepared for firing. Starting configuration for the weapon will be: free of ammunition, on FIRE, with the bolt forward. Weapon may be mounted on a tripod, vehicle, or other fighting position. A belt of dummy ammunition and a cleaning rod or other tool. Target for the Candidate to engage. A MK 47 Grenade Launcher or other variant may be used based on the Unit's inventory; use the standards outlined in that weapon's TM for Clear, Load, Perform Immediate Action, Unload, and Clear.

Candidate will start in the seated (if on tripod) or standing (if vehicle-mounted) position not touching the weapon.

1. Clear the weapon.
 - a. Place the safety switch to SAFE and remove the case catch bag, if applicable.
 - b. Charge the weapon. Pull both charger handles to the rear ensuring the bolt locks to the rear. Return both charger handles to the forward position and rotate only one charger handle up.
 - c. Open the top cover assembly and check for rounds on the bolt, on/below feed tray, and feeder pawls.
 - d. Return the bolt to the forward position. Place the safety switch on FIRE. Hold one charger handle to the rear. Ride the bolt forward by squeezing the trigger and easing the bolt forward. Ensure both charger handles are forward and in up position and place the safety switch on SAFE.
2. Load the weapon.
 - a. Attach feed throat to feeder. Squeeze spring-loaded pins on feed throat; insert into slots on sides of feeder.
 - b. Insert round through feed throat (female first) into feeder. Push across first set of feeder pawls, ensuring it is straight and firmly seated against bolt. Push secondary drive lever to right and close top cover assembly.
 - c. Load the first round to the fully-loaded position. Pull both charger handles to the rear ensuring the bolt locks to the rear. Return both charger handles to the forward and up position. Place safety switch in FIRE position. Squeeze the trigger allowing the bolt to slam forward. Pull both charging handles to rear. Return both charging handle to the forward and up position.
3. Attempt to fire the weapon until a stoppage occurs.
4. Take immediate action (Combat).
 - a. Hold weapon on target and pull the bolt to the rear. Observe or attempt to catch live round as it ejects.
 - b. Push charger handles forward to up position. Attempt to reengage target; expend remaining ammunition.
5. Unload and clear the weapon.
 - a. Place the safety switch to SAFE and remove the case catch bag, if applicable.
 - b. Charge the weapon. Pull both charger handles to the rear ensuring the bolt locks to the rear. Return both charger handles to the forward position and rotate only one charger handle up.
 - c. Remove live round or spent case from the bolt, if present. Insert the tip of a cleaning rod or tool through the receiver rail, as close to the bolt face as possible, with tip of rod or tool on top of round or case. Position one hand beneath the weapon to catch the round as it falls out. Force round off the bolt face and out the bottom of the gun by pushing down on the cleaning rod or tool. Attempt to catch round as it falls out.
 - d. Open top cover assembly. Remove linked rounds from feeder. Reach beneath feed tray with one hand. Press and hold primary and secondary positioning pawls. Slide linked rounds out of feeder and feed throat.
 - e. Return the bolt to the forward position. Place the weapon on FIRE. Hold one charger handle to the rear. Ride the bolt forward by squeezing the trigger and easing the bolt forward. Ensure both charging handles are forward and up position. Place the weapon on SAFE.

W10: Anti-Tank Weapons Option One (AT4)

Based on:

071-054-0001-Prepare an M136 Launcher for Firing

071-054-0003-Perform Misfire Procedures on an M136 Launcher

Task: Prepare an AT4 for firing. Perform immediate action procedures for a misfire.

Condition: You are a member of a team who has been directed to engage enemy targets (Grader states distance) with your AT4. While engaging targets, you experience a misfire.

Standard: Prepare and fire in 15 seconds. Perform misfire procedures in 45 seconds. All tasks will be performed in sequence.

Station Requirements: An AT4 training launcher with appropriate tools and accessories, in the appropriate starting configuration.

Prepare and Fire:

Candidate will start from a standing position with the weapon slung.

1. Prepare launcher for firing.
 - a. Remove AT4 from carrying position and cradle in left arm. Keep munition's muzzle toward the target area.
 - b. Pull and release transport safety pin, unsnap, unfold, and hold shoulder stop with right hand.
 - c. Grip base of the sling on the front of the launcher with the left hand and shoulder stop with the right.
 - d. Raise the munition out away from the body. While keeping munition pointed at target, pivot body 90 degrees to face target, placing munition on right shoulder.
 - e. Grasp the front sight cover with the right hand, pressing down, and sliding it rearward.
 - f. Grasp the rear sight cover with the right hand, pressing downward and sliding it forward.
 - g. Ensure the back blast area is clear. Candidate visually checks and states, "Back blast area clear".
2. Arm the AT4.
 - a. Unfold the cocking lever with the right hand.
 - b. Place the thumb under the cocking lever.
 - c. Push the cocking lever forward using the support of the fingers in front of the firing mechanism.
 - d. Rotate the cocking lever downward and to the right and allow to slide backward.
 - e. Adjust the rear sight to the range given in the instructions.
 - f. Place the first two fingers of the right hand on the red safety catch and extend the thumb.
 - g. Pull back on the sling with the left hand to seat the shoulder stop firmly against the shoulder.
 - h. Attempt to fire the munition.

Perform misfires procedures:

*Candidate will start from the last position in the previous task. **Grader will state, "You had a misfire".***

1. Announce "Misfire" just loud enough for friendly personnel in the immediate area to hear.
2. Maintain the original sight picture and keep the AT4 pointed at the target. Keep the back blast area clear.
3. Release the red trigger button and the red safety release catch.
4. Wait five seconds. Candidate verbalizes this step. Remove your right hand from the firing mechanism.
5. Check the back blast area. Candidate visually checks and states, "Back blast area clear". Recock the AT4.
6. Firmly press downward on the red safety release catch, and hold.
7. Aim the AT4 at target. Press and hold the red trigger button. **Grader will state, "Misfire".**
8. Announce "Misfire" just loud enough for friendly personnel in the immediate area to hear.
9. Keep the AT4 pointed at the target; release the red trigger button and the red safety release catch.
10. If situation permits, wait two minutes. **Candidate verbalizes this step.**
11. Return the cocking lever to the SAFE position.
12. Remove the AT4 from your shoulder, keeping it pointed in safe direction.
13. Cradle the AT4 in your left arm and reinsert the transport safety pin/fork.
14. Break off the sights to identify the AT4 as misfired. **Candidate verbalizes this step.**
15. Place the AT4 on the ground, pointed in safe direction.

W10: Anti-Tank Weapons Option Two (LAW)

Based on:

071-318-2204-Prepare an M72 Series Light Anti-Tank Weapon for Firing

Task: Prepare an M72 launcher. Perform immediate action procedures for a misfire.

Condition: You are a member of a team who has been directed to engage enemy targets (Grader states distance) with your LAW. While engaging targets, you experience a misfire.

Standard: Prepare and fire in 15 seconds. Perform misfire procedures in 45 seconds. All tasks will be performed in sequence.

Station Requirements: An M72 training launcher with appropriate tools and accessories, in the appropriate starting configuration.

Prepare and Fire:

Candidate will start from a standing position with the weapon slung.

1. Prepare the LAW for firing from left or right shoulder.
 - a. Cradle the launcher in your non-firing arm.
 - b. Remove transport pin and rotate the rear cover downward. Sling will fall off.
 - c. Grasp the rear sight cover with your firing hand.
 - d. Grasp the launcher, forward of the barrel detent, with your non-firing hand.
 - e. Pull your hands sharply in opposite directions to extend the launcher.
 - f. Check tube lock by trying to push tubes together.
 - g. Grip underneath rear of the launcher with firing hand and underneath forward end with non-firing hand.
 - h. Raise the launcher out and away from your body.
 - i. While keeping the launcher pointed at the target, pivot your body 90 degrees to face the target.
 - j. Place the launcher on your firing side shoulder.
2. Arm the LAW.
 - a. Ensure back blast area is clear of personnel. Candidate visually checks and states, "Back blast area clear".
 - b. Pull trigger arming handle to ARM. If handle will not remain in ARM position, launcher is not fully extended.
 - c. Pull the rear cover/shoulder stop firmly against your shoulder, and hold.
 - d. Attempt to fire. **Grader will state, "Misfire".**

Perform Misfire Procedures:

Candidate will start from the last position in the previous task.

1. Squeeze the trigger spring boot again. **Grader will state, "Misfire".**
2. Announce "MISFIRE".
3. Wait ten seconds (**Candidate verbalizes this step**) and place the trigger safety handle on SAFE.
4. Remove the munition from your shoulder and wait one minute. **Candidate verbalizes waiting.**
5. Partly collapse the launcher (about four inches), and then extend it to the locked position.
6. Push in on the launcher to ensure it is fully locked.
7. Place launcher on shoulder; check back blast area. Candidate visually checks and states, "Back blast area clear".
8. Arm, aim, and fire the munition. **Grader will state, "Misfire".**
9. Firmly squeeze the trigger spring boot again. **Grader will state, "Misfire".**
10. Announce "MISFIRE" and release the trigger.
11. Maintain firing position for ten seconds (**Candidate verbalizes this step**) and place the trigger safety handle on SAFE.
12. Wait one minute. **Candidate verbalizes this step.**
13. Remove munition from your shoulder, keeping the munition pointed toward the target. Do not collapse launcher.
14. Carefully lay the munition on the ground.

W10: Anti-Tank Weapons Option Three (Carl Gustaf 84-mm Recoilless Rifle)

Based on:

331-18B-2103-Engage Targets with the Carl Gustaf 84-mm Recoilless Rifle

071-318-2255-Perform Misfire Procedures on an 84-MM Recoilless M3 Rifle

Task: Prepare a Carl Gustaf for firing. Perform immediate action procedures for a misfire unload.

Condition: You are a member of a team who has been directed to engage enemy targets (Grader states distance) with your Carl Gustaf. While engaging targets, you experience a misfire.

Standard: Prepare and fire in one minute. Perform misfire procedures and unload in one minute. All tasks will be performed in sequence.

Station Requirements: A Carl Gustaf and training round with appropriate tools and accessories, in the appropriate starting configuration. Gunner for the Carl Gustaf (can be the Grader).

Prepare and Fire:

Candidate/Assistant Gunner (AG) will start from a standing position with the weapon held by the Grader/Gunner.

1. Load the weapon.
 - a. Gunner assume firing position and push cocking handle forward with right thumb, returning hand to firing grip with index finger on trigger guard. Put on "S" and state, "Target description, load one round type".
 - b. AG repeat Gunner's order. Open breech by pushing venturi lock knob forward with right hand and rotating venturi with left hand on venturi lever. Visually examine breech and barrel for dirt or unburnt propellant. Pick up round, nose forward, with right hand, using underhand grip; remove protective cover and grasp rim of round with left hand, placing a finger in recess in rim of round. Insert round into chamber, ensuring the recess is in line with cartridge guide. Close breech with left hand and tap venturi lock knob to rear to ensure lock is closed. With right hand hold pressure on venturi lever until ready to fire. Check back blast area (BBA) for personnel and loose debris and state, "BBA clear".
 - c. Gunner acquire target based on weapon's optics/sights. Gunner state target identification.
2. Fire the weapon.
 - a. AG repeat target identification and maintain pressure on venturi lever. Gunner state, "On the way".
 - b. AG check BBA, report, "BBA clear", release venturi lever, leave hand in place above lever, and watch BBA. Gunner place on "F.", aim, apply slight pressure on trigger, aim, and fire weapon. **Grader will state, "Misfire"**. AG repeat "Misfire" three times and return pressure to venturi lever with right hand.

Perform Misfire Procedure and Unload:

Candidate will start from the last position in the previous task.

1. Misfire procedures.
 - a. Keep aim; wait five seconds. **Candidate verbalizes**. Gunner recharge, re-aim, and state, "On the way". AG check BBA and verbalize "BBA clear", release venturi lever, leave hand in place above lever, and watch BBA. Gunner pull trigger. **Grader will state, "Misfire"**. AG repeat "Misfire" three times and return pressure to venturi lever with right hand.
 - b. Gunner keep aim, recharge, and direct AG to check venturi lock. AG check handle is in lock position and round is fully seated, then state, "Venturi lock checked". Gunner re-aim and state, "On the way". AG check BBA, state "BBA clear", release venturi lever, leave hand in place above lever, and watch BBA. Gunner pull trigger. **Grader will state, "Misfire"**. AG repeat "Misfire" three times and return pressure to venturi lever with right hand.
 - c. Gunner keep aim, place on "S", and recharge. Maintain firing position and wait two minutes (**Candidate verbalizes**). Gunner direct AG to load a new round, re-aim, and state, "On the way". AG check BBA, state, "BBA clear", release venturi lever, leave hand in place above lever, and watch BBA. Gunner pull trigger. **Grader will state, "Misfire"**. Gunner keep aim. AG repeat "Misfire" three times and return pressure to venturi lever with right hand.
2. Unload the weapon.
 - a. Gunner place on "S"; with trigger hand on firing grip, place index finger on trigger guard. State, "Unload".
 - b. AG repeat, "Unload". Open breech and tap venturi lock knob forward to partially eject round. Grasp round rim with left hand to remove from chamber; catch with underhand grip of right hand. Close breech with left hand and tap venturi lock knob to rear. Report, "Clear".

Chapter 10-Medical Lane

M1: Request Medical Evacuation

Based on:

081-COM-0101-Request Medical Evacuation**Task:** Request a Medical Evacuation (MEDEVAC).**Condition:** You are a member of a team who has been directed to request MEDEVAC for a wounded teammate. You are in a wartime, non-CBRNE environment. Give the Candidate the security of the pickup site and any additional guidance.**Standard:** Prepare to send the MEDEVAC within three minutes. Transmit lines 1-5 within 25 seconds of initial contact with evacuation unit. Transmit lines 6-9 within one additional minute. All tasks will be performed in sequence, using the proper brevity codes and radiotelephone pronunciation and procedures, with 100% accuracy.**Station Requirements:** A protractor and military map with Candidate location clearly plotted. One set of Signal Operating Instructions (SOI) according to unit SOP, with all pertinent frequencies listed. All call signs and suffixes required. Two operational radios, powered on, with both the MEDEVAC and operational frequencies programmed. It will be set to the operational frequency so the Candidate is forced to make the changes based on the SOI. Two Department of Defense (DD) Form 1380 Tactical Combat Casualty Care (TCCC) Cards properly filled out for the simulated casualties; the casualties should be of different type and precedence. The Candidate is required to derive the applicable information from the cards, not have the information given to them. At least three appropriate signaling devices, such as VS-17 panel, colored smoke grenades, strobe lights, etc., to be used as the method of marking the pickup site. The Candidate must select a device to use, not have the information given to them. Candidate must derive the appropriate special equipment based on the test site, casualties, and additional situation guidance from the Grader. Laminated paper with nine blank lines, alcohol pens, and eraser. While all the information will be available in the holding area, during testing the Candidate must not be given any Graphic Training Aids (GTAs), cheat sheets, brevity codes, etc. At the test site, the Candidate must not be able to see any of the information/equipment until time has started.**Prepare the MEDEVAC request:**

1. Determine grid coordinates for pickup, providing complete six digit grid with identifier, ***accurate within 200 meters.***
2. Determine operational radio frequency, call sign, and suffix. Candidate uses SOI to determine necessary information. Candidate makes appropriate changes to radio and prepares for transmission on MEDEVAC frequency.
3. Determine number of patients and precedence. Candidate uses TCCC Cards to determine necessary information.
4. Determine special equipment required based on the site location, patient injuries, and additional guidance.
5. Determine number and type of patients. Candidate uses TCCC Cards to determine the necessary information.
6. Determine security of pickup site. Give this information to the Candidate during the Condition brief.
7. Determine method of marking the pickup site. Candidate must choose based on the choices given.
8. Determine patient nationality and status. Candidate uses TCCC Cards to determine the necessary information. The number of patients in each category need not be transmitted.
9. Determine terrain description based on site location/map/additional guidance. While only required in peacetime, it can be given as it will be transmitted on an encrypted frequency; it is used when not in a CBRNE environment.

Transmit lines 1-5 using brevity codes:

1. Candidate states, "I have a MEDEVAC request". ***Grader provides a response within three seconds.***
2. Line 1: Six digit grid, including grid zone identifier.
3. Line 2: Operational frequency, call sign, and suffix. Candidate will use this frequency later to transmit lines 6-9.
4. Line 3: A+#-Urgent, B+#-Urgent-Surgical, C+#-Priority, D+#-Routine, E+#-Convenience. States, "Break" between categories.
5. Line 4: A-None, B-Hoist, C-Extrication Equipment, D-Ventilator.
6. Line 5: L+#-Litter, A+#-Ambulatory. State, "Break" between categories. End transmission by stating, "Over".

Transmit lines 6-9:

1. Candidate switches radio to operational frequency and regains contact with evacuation platform for transmission of remaining lines. ***Grader initiates contact, requesting remaining lines when Candidate switches radio frequency.***
2. Line 6: N-No enemy in area, P-Possibly enemy in area, E-Enemy in area, X-Enemy in area (armed escort required).
3. Line 7: A-Panels, B-Pyrotechnic signal, C-Smoke, D-None, E-Other.
4. Line 8: A-U.S. military, B-U.S. citizen, C-Non-U.S. military, D-Non-U.S. citizen, E-Enemy prisoner of war.
5. Line 9: Provide description of pertinent terrain information. End transmission by stating, "Over".

M2: Provide Care under Fire and Move a Casualty

Based on:

081-COM-1001-Evaluate a Casualty

081-000-0048-Apply a Combat Application Tourniquet

081-COM-1046-Movement of a Casualty

081-000-0013-Initiate a Tactical Combat Casualty Care Card

Task: Perform care under fire. Transport and transfer a casualty.

Condition: You are a member of a team on a combat patrol that has come under sporadic small arms fire. You witness a teammate in the open receive a gunshot wound to the (Grader will state left or right) leg. Your teammate is struggling to reach his/her Combat Application Tourniquet (CAT) and you see bright red arterial bleeding. No spinal injury is suspected and you are not in a CBRNE environment.

Standard: Perform Care under Fire, in sequence, within three minutes. Transport and Transfer, in sequence, within nine minutes. You must not cause further injury, have no safety violations, and not lose any equipment.

Station Requirements: A simulated casualty; either an actual soldier or mannequin (with all extremities) weighing 160-200 lbs. with a clearly visible simulated extremity wound. The casualty will be in a full combat uniform per Unit SOP, including weapon, a fully packed Improved First Aid Kit (IFAK), and CAT. The casualty's TCCC Card will have the administrative data already filled out. Casualty should be positioned on the ground, 10 meters away from a covered position, where the Candidate will apply aid. An additional covered position 50 meters away where the Candidate will fill out the TCCC Card. A functional Sked litter, packaged per Unit SOP. Candidate will start the task in full EIB uniform, carrying the Sked litter, with a magazine of blank rounds loaded. Grader may provide verbal cues as to the enemy rate of fire, use a pneumatic gun, or have Opposing Force (OPFOR) Soldiers returning fire with blanks. Provide the Candidate with, or ensure the Candidate has a watch with the correct date and time. Candidate will start from an open position 10 meters away from the first covered position. Hearing protection (part of the EIB uniform) must be worn when firing. Weighted objects between 160 and 200 lbs. may be used to ensure litters are not damaged during the drag portion.

Care under Fire:

Time starts when the Grader says that fire suppression has been achieved.

1. Return fire and take cover until fire suppression is achieved.
 - a. Candidate will return fire, move to cover, and yell distance, direction, and description.
 - b. Direct the casualty to return fire, move to cover, and administer self-aid to stop the bleeding.
When the Candidate has demonstrated the proper techniques, the Grader will state "Fire suppression has been achieved", or the enemy fire will stop.
 - c. Candidate states, "Cover me". **Grader will reply, "Got you covered".**
2. Move the casualty, his/her weapon, and mission-essential equipment to cover using the Cradle-drop drag (below), or any appropriate technique, without causing further injuries or losing any equipment.
 - a. With the casualty lying on his/her back, kneel at the head.
 - b. Slide your hands, palms up, under the casualty's shoulders getting a firm hold under his/her armpits.
 - c. Partially rise, supporting the casualty's head on one of your forearms. You may bring your elbows together and let the casualty's head rest on both of your forearms.
 - d. With casualty in a semi-sitting position, rise and drag backwards to the nearest covered position.
3. Administer life-saving bleeding control by applying the CAT to the wounded extremity.
 - a. Expose the wound and remove the CAT from the casualty's IFAK.
 - b. Place CAT, 2-3 inches above the wound on the injured extremity.
 - c. Pull the free end of the self-adhering band through the buckle and route through the friction adapter buckle.
 - d. Pull the self-adhering band tight around the extremity and fasten it back on itself as tightly as possible.
 - e. Twist the windlass until the bleeding stops. Candidate will verbalize this, and will ensure to not overtighten if using an actual soldier as a casualty.
 - f. Lock the windlass in place within the windlass clip.
 - g. Secure the windlass with the windlass strap.
 - h. Assess for absence of a distal pulse. Candidate should perform and verbalize with proper technique. Pulse must be taken with skin to skin contact and not using their thumb.
 - i. Place a "T" and the time of the application on the casualty with a marker (provided in casualty's IFAK). This can be simulated and verbalized, or a piece of lamination can be applied to the casualty's forehead so each

Candidate can perform the task.

Transport and Transfer a Casualty:

1. Move the casualty using a Sked litter.
 - a. Prepare the Sked litter for transport.
 1. Remove the Sked litter from its pack and place it on the ground, unfasten the retainer strap.
 2. Step on foot end of Sked litter and unroll completely, bending the Sked in half and back roll.
 3. Repeat with the opposite end of the litter so that the Sked litter lays flat.
 4. Pull out the handholds, straps for the casualty, and dragline at the head of the litter.
 - b. Place and secure a casualty to a Sked litter.
 1. Place the Sked litter next to the casualty so that the head end of the litter is next to the casualty's head and place the cross straps under the Sked litter.
 2. Log roll casualty onto his/her non-CAT side in a steady and even manner.
 3. Slide the Sked litter as far under the casualty as possible.
 4. Gently roll the casualty until he/she is again lying on his/her back with the litter beneath him/her.
 5. Slide casualty to middle of the Sked litter, keeping his/her spinal column as straight as possible.
 6. Pull out the straps from under the Sked litter and bring the straps across the casualty.
 7. Lift sides of Sked litter and fasten the four cross straps to the buckles directly opposite the straps.
 8. Lift the foot portion of the Sked litter feeding the foot straps over the casualty's lower extremities and through the unused grommets at the foot end of the Sked litter.
 9. Fasten the straps to the buckles and check to make sure the casualty is secured to the Skedlitter.
 10. Reassess CAT per step 3h above.
 - c. Suppress the enemy.
 1. Candidate will return fire. **When the Candidate has demonstrated the proper techniques, the Grader will state "Fire superiority has been achieved", or the enemy fire will stop.**
 2. Candidate states, "Cover me". **Grader will reply, "Got you covered".**
 - d. Drag the casualty 50 meters to the casualty collection point (CCP) and reassess CAT per step 3h above.
2. Document injuries and treatment given on casualty's TCCC Card (in IFAK) for transfer to medical personnel.
 - a. Remove TCCC Card. Administrative data will already be filled out.
 - b. Complete all pertinent entries as fully as possible.
 1. Front of card.
 - a. Evacuation (EVAC) - Mark an "X" on the casualty's evacuation priority/precedence (Urgent; Priority; or Routine).
 - b. Date - Write date of injury in DD-MMM-YY format. For example, "29-JUN-13".
 - c. Time - Write 24 hour time of injury, and indicate whether local (L) or Zulu (Z) time. For example, "1300Z".
 - d. Mechanism of Injury - Mark "X" on mechanism or cause of injury (artillery, blunt, burn, fall, grenade, gunshot wound (GSW), improvised explosive device (IED), landmine, motor vehicle crash/collision (MVC), rocket propelled grenade (RPG), other (specify)). Mark all that apply.
 - e. Injury - Mark an "X" at the site of the injury (ies) on the body picture.
 - f. TQ: R Leg (tourniquet, right leg) - If a tourniquet is applied to the right leg, write type of tourniquet used and the time of tourniquet application.
 - g. TQ: L Leg (tourniquet, left leg) - If a tourniquet is applied to the left leg, write type of tourniquet used and the time of tourniquet application.
 2. Back of card.
 - a. Evacuation (EVAC) - Mark "X" on casualty's priority/precedence (Urgent; Priority; Routine).
 - b. C - Mark an "X" for all Circulation hemorrhage control interventions. For tourniquets (TQ), mark category (Extremity, Junctional and/or Truncal) and write name of TQ(s) used.
 - c. First Responder Name - Print the first responder's name (Last, First).
 - d. First Responder Last 4 - Write last four numbers of first responder's Social Security number.
 - c. Attach completed Card to casualty per Unit SOP. Do not attach the Card to casualty's body armor as this equipment may will be separated from the casualty once they arrive at the medical treatment facility (MTF).

M3: Perform First Aid to Restore Breathing and/or Pulse

Based on:

081-831-1023-Perform First Aid to Restore Breathing and/or Pulse

081-833-0142-Insert a Nasopharyngeal Airway

Task: Perform first aid to restore breathing and/or pulse of an unconscious adult.

Condition: You see an adult who appears to be choking collapse to the ground. You are on a Forward Operating Base, not in a CBRNE environment, and no spinal injury is suspected. You have a Basic Life Support (BLS) bag.

Standard: Correctly perform all tasks to standard, in sequence, within seven minutes, without causing further injury.

Station Requirements: Cardiopulmonary Resuscitation (CPR) mannequin is preferred so the Grader can adequately judge the depth and rate of compressions, as well as the quality of breaths given. If a non-CPR mannequin is used, it should be fully functional with all extremities for maximum training value. The mannequin and Candidate will start in the standard field uniform. A BLS bag with at least two different sizes of Nasopharyngeal Airways (NPAs), and CPR accessories, such as face shields. The mannequin will be on a hard, flat surface.

1. Approach the casualty and check for responsiveness. **Grader will state, "Casualty is unresponsive"**.
 - a. Direct a specific bystander to call for medical personnel.
 - b. Direct another specific bystander to retrieve an Automated External Defibrillator (AED).
2. Roll the casualty onto his/her back.
 - a. Kneel beside the casualty.
 - b. Raise the near arm and straighten it out above the head.
 - c. Adjust the legs so they are together and straight or nearly straight.
 - d. Place one hand on the back of the casualty's head and neck.
 - e. Grasp the casualty under the arm with the free hand.
 - f. Pull steadily and evenly toward yourself, keeping the head and neck in line with the torso.
 - g. Roll the casualty as a single unit.
 - h. Place the casualty's arms at his/her sides. **Grader will state, "Casualty does not appear to be breathing"**.
3. Open the airway using the head-tilt/chin-lift method.
 - a. Expose casualty's bare chest.
 - b. Kneel at the level of the casualty's shoulders.
 - c. Place one hand on casualty's forehead and apply firm, backward pressure with palm to tilt head back.
 - d. Place fingertips of other hand under bony part of lower jaw and lift, bringing chin forward. Do not use thumb to lift. Do not completely close casualty's mouth. Do not press deeply into soft tissue under chin.
4. Check for breathing.
 - a. While maintaining the open airway position, place an ear over the casualty's mouth and nose, looking toward the chest and stomach.
 - b. Look for the chest to rise and fall.
 - c. Listen for air escaping during exhalation.
 - d. Feel for the flow of air on the side of your face.
 - e. Count the number of respirations for 15 seconds. **Grader will state, "Casualty is not breathing"**.
5. Insert an NPA.
 - a. Keep the casualty in a face-up position.
 - b. Select the appropriate size of airway by measuring from the patient's nostril to the earlobe or from the patient's nostril to the angle of the jaw.
 - c. Lubricate the tube of the NPA.
 - d. Push the tip of the casualty's nose upward gently.
 - e. Position tube of the NPA so that the bevel (pointed end) of the NPA faces toward the septum (the partition inside the nose that separates the nostrils). Most NPAs are designed to be placed in the right nostril.
 - f. Insert NPA into the nostril and advance it until the flange rests against the nostril. Never force the airway into the patient's nostril. If resistance is met, pull the tube out and attempt to insert it in the other nostril.
 - g. Recheck breathing per step 4. **Grader will state, "Casualty is still not breathing"**.
6. Give breaths to ensure an open airway.
 - a. Insert a face shield, if available, into the casualty's mouth, with the short airway portion over the top of the tongue, and flatten the plastic sheet around the mouth.

- b. Maintain airway and gently pinch nose closed (covering the NPA), using the hand on the casualty's forehead.
 - c. Take a normal breath and place your mouth, in an airtight seal, around the casualty's mouth.
 - d. Give two breaths (1 second each), taking a breath between them, while watching for the chest to rise and fall and listening and/or feeling for air to escape during exhalation. Breaths should not be over exaggerated or forceful. **Grader will state, "The chest did not rise"**.
 - e. Reposition the casualty's head slightly farther backward and repeat the breaths. **Grader will state, "The chest did not rise"**.
7. Perform chest compressions to clear the airway.
- a. Kneel close to the side of the casualty's body.
 - b. Locate the nipple line placing the heel of one hand on the lower half of the sternum (breastbone).
 - c. Place the heel of the other hand on top of the first hand on the lower half of the breastbone, extending or interlacing the fingers.
 - d. Straighten and lock the elbows with the shoulders directly above the hands.
 - e. Without bending the elbows, rocking, or allowing the shoulders to sag, apply enough pressure to depress the breastbone 1½ to 2 inches. Give compressions at a rate of 100 per minute (hard and fast at a ratio of 30 compressions to 2 breaths) with the intent of relieving the obstruction.
 - f. Look in the mouth for objects between compressions and breaths. **After one round of compressions and breaths, the Grader will state, "You see an object in the casualty's mouth"**.
 - g. Remove the object. Candidate simulates using proper technique.
8. Reopen airway and repeat the breaths (Steps 3 & 4). **Grader will state, "You see the chest rise and fall with your breaths, but the casualty is still not breathing"**.
9. Check for a pulse for five to 10 seconds. Place tips of index and middle fingers in groove in casualty's throat beside the Adam's apple on the side closest to you. Do NOT use the thumb. **Grader states, "You do not feel a pulse"**.
10. Perform CPR.
- a. Position your hands and body for chest compressions as in step 7.
 - b. Give 30 compressions.
 - 1. Press straight down to depress the breastbone 1 ½ to 2 inches.
 - 2. Come straight up and completely release pressure on breastbone to allow chest to return to its normal position. The time allowed for release should equal the time required for compression.
 - 3. Give 30 compressions in about 23 seconds (at a rate of 100 per minute). Do NOT remove the heel of your hand from the casualty's chest or reposition your hand between compressions. However, all pressure must be released from the chest cavity to allow for full chest wall expansion.
 - c. Give two breaths.
 - 1. Open the casualty's airway.
 - 2. Give two breaths (1 second each).
 - d. Repeat steps 10a-c for five cycles or two minutes. **After one PROPERLY performed cycle, the Grader will state, "Two minutes has elapsed". If the Candidate does not perform the steps properly within two minutes, they will be a NO-GO.**
 - e. Reassess the casualty.
 - 1. Check for the return of the pulse for 3 to 5 seconds. **Grader will state, "You feel a pulse"**.
 - 2. Check breathing for 3 to 5 seconds. **Grader will state, "Casualty is not breathing"**.
 - f. Give breaths at the rate of one every 5 to 6 seconds (10 to 12 breaths per minute).
Note: Breaths should not be over exaggerated or forceful. **After the Candidate has demonstrated PROPER performance, Grader will state, "Two minutes has elapsed". If the Candidate does not perform the steps properly within two minutes, they will be a NO-GO.**
 - g. Recheck for pulse and breathing. **Grader will state, "The casualty is breathing and conscious"**.
11. Place the casualty in the recovery position (by rolling him/her as a single unit onto his/her side, placing the hand of his/her upper arm under his/her chin, and flexing his/her upper leg) until help arrives. Watch the casualty closely for life-threatening conditions, maintain an open airway, and check for other injuries.
12. Candidate will state that if the casualty's condition deteriorates, they will continue CPR until:
- a. The breathing and pulse returns.
 - b. They are relieved or stopped by a qualified person.
 - c. They are physically unable to continue.

M4: Evaluate a Casualty for a Heat Injury

Based on:

081-831-0038-Treat a Casualty for a Heat Injury**TRADOC Regulation 350-29****Task:** Identify types, signs, symptoms, and treatment of heat injuries. Treat for heat stroke.**Condition:** You see a Soldier who appears to be suffering from a heat injury and you must determine and provide the proper treatment. The casualty is responsive, but confused. You are on a Forward Operating Base and not in a CBRNE environment.**Standard:** Identify types, signs, symptoms, and treatments within five minutes. 100% accuracy for heat cramps. At least three correct signs and symptoms for both heat exhaustion and heat stroke, with no incorrect answers. At least three treatments for heat exhaustion, with no incorrect answers. Answers must be readable and understandable by the Grader. Correctly provide treatment for heat stroke within five minutes without causing further injury. All tasks will be performed in sequence.**Station Requirements:** Laminated sheet of paper with blank lines for the Candidate to fill in signs/symptoms and treatments (Treatment not required for heat stroke as the Candidate will execute). Alcohol pens and eraser. A 160-200 lb. mannequin in full EIB uniform. Ice packs, soaked ice sheets, bucket of water, and/or other means of cooling.**Identify Signs, Symptoms, and Treatment:**

1. Type: Heat cramps.

a. Signs and symptoms:

1. Muscle cramps of the arms, legs, and/or abdomen.

b. Treatment:

1. Move to shaded area and rest.
2. Loosen clothing.
3. Oral rehydration.

2. Type: Heat exhaustion.

a. Signs and symptoms:

1. Profuse sweating and pale/gray/moist/cool skin.
2. Headache.
3. Weakness.
4. Dizziness.
5. Temperature as high as 104 degrees.

b. Treatment:

1. Move the casualty to a shaded area and provide oral rehydration unless nauseated.
2. Loosen and/or remove the casualty's clothing and boots.
3. Pour water on the casualty and fan him/her if possible.
4. Cover with ice sheet; elevate legs.

3. Type: Heat stroke.

a. Signs and symptoms:

1. Core temperature rising above 106 degrees within 15 minutes.
2. Hot, dry skin.
3. Headache.
4. Dizziness.
5. Nausea.
6. Confusion.
7. Weakness.
8. Pulse and respirations are weak and rapid.

Treatment heat stroke:

1. Call for evacuation. **Candidate verbalizes.**
2. Cool the casualty with any means available, even before taking the clothes off (Unit SOP).
3. Remove the casualty's outer garments and/or protective clothing.
4. Lay the casualty down and elevate his/her legs.
5. Place ice sheets/packs in groin, armpits, and around neck.
6. Immerse the casualty in cold water or pour cold water on the casualty if available.
7. Cover all but the face with a soaked ice sheet.
8. Evacuate the casualty. **Candidate verbalizes.**

M5: Control Bleeding

Based on:

081-COM-1001-Evaluate a Casualty

081-000-0048-Apply a Combat Application Tourniquet

081-000-0099-Apply a Hemostatic Dressing

Task: Evaluate a casualty using Tactical Field Care and control bleeding.

Condition: You are a member of a team on a combat patrol that has come under small arms fire. You witness a teammate in the open receive a gunshot wound to the (Grader will state the extremity). Your teammate was able to apply his/her own Combat Application Tourniquet (CAT), move to you, and is responsive. You are behind cover, not under hostile fire, and your teammates have established a security perimeter. You have a Combat Lifesaver (CLS) bag and are not in a CBRNE environment.

Standard: Perform all tasks to standard, in sequence, within five minutes, without causing further injury.

Station Requirements: A simulated casualty; either an actual Soldier or mannequin (with all extremities), with a clearly visible simulated extremity wound and an applied CAT. The casualty will be in a full combat uniform per Unit SOP, including weapon and a fully packed Improved First Aid Kit (IFAK). An additional, deep, non-arterial wound should be made visible, or the Grader should provide a prompt during the Candidate's blood sweep. Casualty should be positioned on the ground where the Candidate will apply aid. A CLS bag including an extra CAT, at least two Combat Gauzes, and appropriate bandages and dressings. Provide the Candidate with, or ensure the Candidate has a watch with the correct date and time.

1. Perform a blood sweep of the extremities, neck, armpits, and groin areas. Expose wounds if bleeding is detected. **If the second wound is not simulated, the Grader will identify the location during the blood sweep. If the Candidate fails to sweep that area or detect the wound, they are a NO-GO.**
2. Apply a hemostatic dressing to the major non-arterial wound that is bleeding heavily.
 - a. Remove all clothing or equipment to obtain access to the wound.
 - b. Identify the point of bleeding within the wound. Remove any pooled blood from the wound cavity with your hand or a wad of cotton gauze. Locate the bleeding vessel(s).
 - c. Pack Combat Gauze directly over the source of bleeding; pack the wound with the entire dressing.
 - d. Apply direct pressure for 3 minutes; periodically check dressing to ensure placement and bleeding control. **When performed correctly, Grader will state, "Three minutes has elapsed and wound is still bleeding".**
 - e. Pack second Combat Gauze into wound. **When performed correctly, Grader will state, "Bleeding is under control".**
 - f. Bandage wound to secure the dressing in place.
 1. Apply cotton gauze (either wad or rolled) over the dressing.
 2. Secure in place with an emergency bandage, elastic bandage, tape, or other type available.
3. Reassess any tourniquets placed during Care under Fire to ensure they are still effective. **Grader will state, "The wound spurts blood when the limb is moved".**
 - a. Attempt to further tighten the CAT until bleeding stops. Candidate will verbalize this and will ensure to not overtighten if using an actual Soldier as a casualty. **Grader will state, "The CAT is still ineffective".**
 - b. Place a second CAT, from the casualty's IFAK, side-by-side but above the other tourniquet
 1. Pull free end of self-adhering band through buckle and route through friction adapter buckle. On an arm wound, it is not necessary to route the strap through the friction adapter.
 2. Pull self-adhering band tight around extremity and fasten it back on itself as tightly as possible.
 3. Twist the windlass until the bleeding stops. Candidate will verbalize this and will ensure to not overtighten if using an actual Soldier as a casualty.
 4. Lock the windlass in place within the windlass clip and secure the windlass with the windlass strap.
 5. Assess for absence of a distal pulse. Candidate should perform and verbalize with proper technique. Pulse must be taken with skin to skin contact and not using their thumb.
 6. Place a "T" and the time of the application on the casualty with a marker (provided in casualty's IFAK). This can be simulated and verbalized, or a piece of lamination can be applied to the casualty's forehead so each Candidate can perform the task.
 7. Secure the CAT in place with tape (provided in casualty's IFAK).
 8. Apply a pressure or hemostatic dressing.

M6: Evaluate and Treat a Casualty for a Spinal Injury and Shock

Based on:

081-COM-1001-Evaluate a Casualty

081-000-0083-Apply a Cervical Collar

081-68C-3136-Assess for Signs of Shock

081-COM-1005-Perform First Aid to Prevent or Control Shock

081-000-0013-Initiate a Tactical Combat Casualty Care Card

Task: Identify the signs and symptoms of shock. Evaluate and treat a casualty for spinal injury and shock.

Condition: You are a member of a platoon within a secure Forward Operating Base (FOB) in a non-CBRNE environment. You are assisting another Soldier with an injury to a fellow service member and preparing him/her for evacuation while waiting on the Medical Evacuation (MEDEVAC). The other Soldier states that he/she witnessed the casualty fall from a guard tower; he/she suspects internal bleeding and a spinal injury. He/she goes on to state that after initially acting fine, the injured Soldier began complaining of nausea, difficulty breathing, and abdominal pain. The injured Soldier is laying on a litter with long spine board when you arrive and is alert to pain only. The uninjured Soldier is available to assist you with spinal stabilization and movement of the casualty while you provide treatment.

Standard: Identify at least six signs and symptoms of shock with no incorrect answers within one minute. Apply a cervical collar, treat for shock, and prepare for transfer to standard, in sequence, within seven minutes, without causing further injury.

Station Requirements: A simulated casualty or mannequin in the complete EIB uniform. A Department of Defense (DD) Form 1380 Tactical Combat Casualty Care (TCCC) Card with the administrative data already filled out. A Basic Life Support (BLS) bag with adjustable Cervical Collars (one pediatric and one adult), set to incorrect sizes. Head immobilization blocks. Casualty should be positioned on the litter and spine board where the Candidate will apply aid. Additional Soldier (if available) to assist. Laminated sheet of paper with blank lines, alcohol pens, and eraser. Provide the Candidate with, or ensure the Candidate has a stopwatch.

Identify Signs and Symptoms of Shock:

1. Sweaty but cool skin.
2. Pale skin.
3. Restlessness or nervousness.
4. Thirst.
5. Severe bleeding.
6. Confusion.
7. Rapid breathing.
8. Blotchy blue skin.
9. Nausea and/or vomiting.
10. Low blood pressure.
11. Absence of distal pulse.
12. Capillary refill delayed more than three seconds.

Apply a Cervical Collar, Treat for Shock, and Prepare for Transfer:

1. Apply Cervical Collar
 - a. Have the other Soldier kneel at the casualty's head and manually apply in-line stabilization of the head and neck. **If the assistant is notional, the Grader will state, "The other Soldier has the head and neck in-line and immobilized".**
 - b. Reassure the casualty and explain the procedure to him/her.
 - c. Measure and determine the size of collar to apply.
 1. The front height of the collar should fit between the chin and the chest at the suprasternal notch.
 2. Once in place, the collar should rest on the shoulder girdle and provide firm support under both sides of the mandible without obstructing the airway or any ventilation efforts.
 3. If the collar is too large, the casualty's neck may be placed in hyperextension.
 4. If the collar is too small, the casualty's neck may be placed in hyperflexion.
 - d. Size the collar based on the manufacturer instructions.
 - e. Apply the collar to a supine casualty.

1. Ensure the other Soldier maintains in-line stabilization.
 2. Set the collar in place around the neck.
 3. Secure the Velcro strap in place.
 4. Maintain manual stabilization of the head and neck until the casualty is immobilized on a long spine board. **If the assistant is notional, the Grader will state, "The other Soldier has the head and neck immobilized".**
 5. Immobilize casualty to spine board using straps and head immobilization blocks (or improvise).
2. Assess for shock.
- a. Assess casualty's level of consciousness. **Grader will state, "Casualty does not answer, but reacts to pain".**
 - b. Evaluate skin. **Grader will state, "Skin is pale and moist; abdomen is distended".**
 - c. Assess capillary refill on a finger. **Grader will state, "Capillary refill takes four seconds".**
 - d. Check for pedal pulse (skin to skin; no thumb). **Grader will state, "You do not feel a pulse".**
 - e. Check for femoral pulse (skin to skin; no thumb). **Grader will state, "You do not feel a pulse".**
 - f. Check for radial pulse (skin to skin; no thumb). **Grader will state, "You do not feel a measurable pulse".**
 - g. Check for carotid pulse (skin to skin; no thumb). **Grader will state, "You feel a weak but rapid pulse".**
 - h. Measure pulse for 30 seconds (skin to skin; no thumb). **Grader prompt if using a mannequin.**
 - i. Assess respirations. **Grader will state, "Respirations are rapid but shallow".**
 - j. Measure respirations for 30 seconds. **Grader prompt if using a mannequin.**
3. Treat for hemorrhagic shock.
- a. Position the casualty.
 1. Move the casualty under shelter to shade him/her from direct sunlight.
Note: Secure casualty to the litter before moving. **If no assistant is available, Candidate will verbalize, but still ensure to secure the casualty on the litter.**
 2. Maintain supine position and spinal immobilization.
 - b. Loosen clothing at the neck, waist, or anywhere it is binding.
 - c. Prevent the casualty from getting chilled or overheated. Using a blanket or clothing, cover the casualty to avoid loss of body heat by wrapping completely around the casualty, underneath the litter straps. Re-secure the patient on the litter.
 - d. Calm and reassure the casualty; watch the casualty closely for life-threatening conditions.
4. Correctly record all treatments on the front and back of the TCCC Card.
- a. Evacuation (EVAC) -Mark an "X" on the casualty's evacuation priority/precedence (Urgent; Priority; Routine).
 - b. Date - Write date of injury in DD-MMM-YY format. For example, "29-JUN-13".
 - c. Time - Write 24 hour time of injury, and indicate whether local (L) or Zulu (Z) time. For example, "1300Z".
 - d. Mechanism of Injury - Mark an "X" on the mechanism or cause of injury (artillery, blunt, burn, fall, grenade, gunshot wound (GSW), improvised explosive device (IED), landmine, motor vehicle crash/collision (MVC), rocket propelled grenade (RPG), other (specify)). Mark all that apply.
 - e. Injury - Mark an "X" at the site of the injury (ies) on the body picture. If multiple mechanisms of injury and multiple injuries, draw a line between the mechanism of injury and the anatomical site of the injury. (Spinal injury and internal bleeding).
 - f. Time - Write time of vital signs taken.
 - g. Pulse (rate & location) - Write casualty's pulse rate.
 - h. Respiratory Rate - Write casualty's respiratory rate.
 - i. AVPU - Write casualty's level of consciousness (AVPU: Alert, Verbal, Pain, Unresponsive).
 - j. Evacuation (EVAC) -Mark an "X" on the casualty's evacuation priority/precedence (Urgent; Priority; Routine).
 - k. Other - Mark an "X" for other treatments administered (combat pill pack, eye shield (mark right (R) or left (L)), splint, hypothermia prevention) and type of device(s) used. (Cervical collar).
 - l. Notes - Use this space to record any other pertinent information and/or clarifications. (Patient exhibiting signs and symptoms of shock).
 - m. First Responder Name - Print the first responder's name (Last, First).
 - n. First Responder Last 4 - Write last four numbers of first responder's Social Security number.
 - o. Secure the TCCC Card to the casualty per Unit SOP.

M7: Apply an Occlusive Dressing and Perform a Needle Chest Decompression

Based on:

081-833-0069-Apply an Occlusive Dressing

081-833-3007-Perform Needle Chest Decompression

081-833-0164-Measure a Patient's Pulse Oxygen Saturation

081-000-0013-Initiate a Tactical Combat Casualty Care Card

Task: Treat a chest wound and tension pneumothorax.

Condition: You are a member of a team on a combat patrol that has come under small arms fire in a non-CBRNE environment. You witness a teammate in the open receive a gunshot wound to upper body. Your teammate was able to move to you, and is responsive. You are behind cover, not under hostile fire, and your teammates have established a security perimeter. You must begin treatment while waiting on medical personnel to arrive. The injured Soldier is alert and complaining of difficulty breathing. Another Soldier is helping you finish the casualty assessment and is obtaining the other vital signs.

Standard: Perform all tasks to standard, in sequence, within 10 minutes, without causing further injury.

Station Requirements: A simulated casualty (mannequin with all extremities and ribs that can be seen and/or felt) in a full combat uniform per Unit SOP, including weapon, and a fully packed Improved First Aid Kit (IFAK). Casualty must have two simulated gunshot wounds to the upper body; one on the front (entry) and one on the back (exit). A TCCC Card with the administrative data already filled out; alcohol pens and eraser. A Basic Life Support (BLS) bag with occlusive dressings and/or materials with which to improvise. Pulse oximetry device (fingertip) and alcohol swabs. May cover the screen with tape and degraded vitals for testing. Provide the Candidate with, or ensure the Candidate has a watch with the correct date and time.

1. Apply occlusive dressing.
 - a. Expose the injuries.
 - b. Apply an occlusive dressing to the entry wound.
 1. Upon full expiration, cover the wound with large, occlusive material dressing, covering the first wound encountered.
 2. Ensure the material extends 2 inches beyond the edge of the wound.
 3. Tape all four sides of the dressing (If a non-adhesive dressing).
 - c. Log roll the casualty on unaffected side and examine the back for an exit wound.
 - d. Apply an occlusive dressing to the exit wound using the same standards as Step b.
2. Verify the presence of tension pneumothorax by checking for at least three of the indications below; verbalize as needed.
 - a. Question the casualty about difficulty in breathing, pain on the affected side, or coughing up blood, and observe for signs of progressive respiratory distress. **Grader will state, "Casualty is gasping for air and has pain on the wound side".**
 - b. Observe the casualty's bare chest for respiratory rate depth and abdomen for progressive distension. **Grader will state, "Casualty has poor respiratory rate and depth, and the abdomen is mildly distended".**
 - c. Look for mediastinal shift manifested as a tracheal deviation and/or jugular distension. **Grader will state, "Casualty does not have tracheal deviation, but has mild jugular distension".**
 - d. Look at and feel the patient's chest for signs of air in the chest wall (subcutaneous emphysema). **Grader will state, "You feel a crackling sensation on the casualty's chest".**
 - e. Check for unilateral distension and chest expansion (excursion).
 1. Place one hand on the affected side.
 2. Place the other hand on the unaffected side.
 3. Observe the height of each hand as the chest rises and falls.
 4. Determine if the height of the hand on the affected side is greater during expiration than the height of the hand on the unaffected side. **Grader will state, "The hand on the unaffected side is higher than the other".**
 - f. Look for bluish skin (cyanosis). **Grader will state, "You observe mild cyanosis".**
 - g. Look for signs and symptoms of shock. **Grader will state, "You observe two signs of shock-(Grader choice)".**
3. Locate the insertion site. Locate the second intercostal space (between the second and third ribs) at the midclavicular line (approximately in line with the nipple) on the affected side of the patient's chest.

4. Thoroughly cleanse a 3 to 4 inch area around the insertion site. Begin in the center and work outward using a circular motion.
5. Apply a commercial needle decompression kit according to manufacturer's instructions or improvise by inserting a large bore (10 to 14 gauge) needle with attached catheter (steps below).
 - a. Place the needle tip, bevel up, on the insertion site (2nd intercostal space, midclavicular line).
 - b. Lower the proximal end of the needle to permit the tip to enter the skin just above the third rib margin.
 - c. Firmly insert the needle into the skin over the third rib, until the pleura has been penetrated, as evidenced by feeling a "pop" as the needle enters the pleural space.
 - d. Remove the needle and discard per unit SOP.
6. Decompress the affected side by aspirating as much air as is necessary to relieve the patient's acute symptoms.
7. Apply a commercial one-way flutter valve according to instructions or improvise (one method below).
 - a. Cut a finger casing from a sterile glove.
 - b. Cut off the fingertip.
 - c. Tie or tape the finger casing to the needle hub.
 - d. Check the operation of the improvised flutter valve.
 1. Ensure that air passes through the needle-valve assembly and improvised flutter valve on expiration.
 2. Ensure that the flutter valve collapses against itself on inspiration.
 - e. Secure the catheter to the chest.
8. Measure pulse and O2 SAT. Candidate can perform this step on themselves or another soldier since the casualty must be a mannequin, or Grader may prep the device screen with degraded vitals.
 - a. Wipe the index, middle, or ring finger tip with alcohol to ensure it is clean and dry.
 - b. Apply the sensor.
 - c. Document the readings on the TCCC Card.
9. Record all treatments on the TCCC Card.
 - a. Front of card.
 1. Evacuation (EVAC) - Mark an "X" on the casualty's evacuation priority/precedence (Urgent; Priority; or Routine).
 2. Date - Write date of injury in DD-MMM-YY format. For example, "29-JUN-13".
 3. Time - Write 24 hour time of injury, indicating whether local (L) or Zulu (Z) time, such as "1300Z".
 4. Mechanism of Injury - Mark an "X" on the mechanism or cause of injury (artillery, blunt, burn, fall, grenade, gunshot wound (GSW), improvised explosive device (IED), landmine, motor vehicle crash/collision (MVC), rocket propelled grenade (RPG), other (specify)). Mark all that apply.
 5. Injury - Mark an "X" at the site of the injury (ies) on the body picture. For burn injuries, circle the burn percentage(s) on the figure. If multiple mechanisms of injury and multiple injuries, draw a line between the mechanism of injury and the anatomical site of the injury.
 6. Time - Write time of vital signs taken.
 7. Pulse (rate & location) - Write casualty's pulse rate.
 8. O2 Sat - Write casualty's O2 SAT.
 9. AVPU - Write casualty's level of consciousness (AVPU: Alert, responds to Verbal stimulus, responds to Pain stimulus, Unresponsive).
 - b. Back of card.
 1. Evacuation (EVAC) - Mark an "X" on the casualty's evacuation priority/precedence (Urgent; Priority; or Routine).
 2. C - Mark an "X" for all Circulation hemorrhage control interventions. For tourniquets (TQ), mark category (Extremity, Junctional and/or Truncal) and write name of TQ(s) used. For dressings, mark category (Hemostatic, Pressure, and/or Other) and write type of dressing(s) used.
 3. B - Mark an "X" for all Breathing interventions oxygen (O2), needle decompression (Needle-D), Chest-Tube, (Chest-Seal) and write type of device(s) used.
 4. First Responder Name - Print the first responder's name (Last, First).
 5. First Responder Last 4 - Write last four numbers of first responder's Social Security number.

M8: Perform First Aid for an Open Head Wound in a CBRNE Environment

Based on:

081-831-1033-Perform First Aid for an Open Head Wound

Task: Treat a casualty with an open head wound.

Condition: You are a member of a team on a combat patrol in a CBRNE environment that has come under indirect fire. You witness a teammate in the open receive fragmentation to the head. Your teammate was able to move to you and is responsive. You are behind cover, not under hostile fire, and your teammates have established a security perimeter. You must begin treatment while waiting on medical personnel to arrive. The injured Soldier is conscious and alert. You are in Mission Oriented Protective Posture (MOPP) level three.

Standard: Perform all tasks to standard, in sequence, within five minutes, without causing further injury.

Station Requirements: A simulated casualty (mannequin with all extremities) with a clearly visible simulated head wound. Casualty will be in a full MOPP level three combat uniform per Unit SOP, including weapon and a fully packed Improved First Aid Kit (IFAK). Something for the casualty to sit/lean against. Unit may degrade this Candidate's MOPP uniform due to heat considerations but the Candidate will wear the complete EIB uniform and protective mask at a minimum.

1. Check the casualty's level of consciousness by asking, "What is your name, where you, and what is today's date?"
Grader states, "The casualty replies appropriately".
2. Position the casualty.
 - a. Have the casualty sit up.
 - b. Turn head to the side (opposite the wound) to prevent bleeding into the mouth.
3. Expose the wound by removing the casualty's helmet, if necessary, but retaining all MOPP garments.
Do NOT attempt to clean the wound, remove a protruding object, or apply a pressure dressing.
Do NOT put unnecessary pressure on the wound or attempt to push any brain matter back into the head (skull).
Do NOT touch white (sterile) side of dressing or allow it to come into contact with any surface other than wound.
4. The following procedures are for applying a field dressing. If you are applying an emergency bandage, follow the procedure for other bleeding wounds, while observing general guidelines and precautions.
 - a. Apply the casualty's dressing to a wound on the forehead or back of head.
 1. Apply dressing, white side down, directly over wound with tails extending toward sides of head.
 2. Wrap tails, one at a time, around head in opposite directions, making sure tails cover dressing but not eyes or ears.
 3. Tie the tails at the side of the head using a nonslip knot.
 - b. Apply the casualty's dressing to a wound on the top of head.
 1. Apply the dressing, white side down, directly over the wound.
 2. Wrap 1st tail under chin and bring up in front of ear over dressing above and in front of other ear.
Note: Ensure tails remain wide and close to the front of the chin to avoid choking the casualty.
 3. Wrap 2nd tail under chin in opposite direction and up the side of head to meet 1st tail.
 4. Cross the tails.
 5. Wrap one tail across forehead above eyebrows to a point just above and in front of opposite ear.
 6. Wrap other tail above ear, low over back of head, and above opposite ear to meet the other tail.
 7. Tie the tails using a nonslip knot.
 - c. Apply the casualty's dressing to a wound on the side of the head or cheek.
 1. Apply dressing, white side down, directly over the wound with the tails extending up and down.
 2. Wrap the top tail over the top of the head, down in front of the ear, under the chin, and up over the dressing to a point just above the ear.
 3. Wrap the other tail in the opposite direction to meet the first tail.
 4. Cross the tails and complete the procedure as follows:
 - a. Wrap 1st tail across forehead above eyebrows to a point above and in front of opposite ear.
 - b. Wrap the 2nd tail above ear, low over back of head, and above opposite ear to meet 1st tail.
 - c. Tie the tails using a nonslip knot.
5. Watch the casualty for life-threatening conditions, check for other injuries, and treat for shock. Seek medical aid.

M9: Treat an Open Abdominal Wound and Eye Injuries

Based on:

081-COM-1001-Evaluate a Casualty

081-831-1025-Perform First Aid for an Open Abdominal Wound

081-000-0127-Initiate Treatment for an Open Abdominal Wound

081-833-0057-Treat Lacerations, Contusions, and Extrusions of the Eye

081-COM-1055-Apply a Fox Eye Shield

Task: Perform first aid for an abdominal and eye injury.

Condition: You are a member of a team on a mounted combat patrol. You witness an Improvised Explosive Device (IED) immobilize the convoy's lead vehicle. You are assisting medics with triage and treatment. You are behind cover, not under hostile fire, and your teammates have established a security perimeter. The medic performed a rapid trauma assessment on the first patient and determined that there are no other immediate, life threatening injuries. The medic directed you to treat the open abdominal wound and eye injury (Grader will state type of eye injury if it is not clearly simulated). You have a Combat Lifesaver (CLS) bag, are not in a CBRNE environment, and the casualty is conscious.

Standard: Perform all tasks to standard, in sequence, within seven minutes, without causing further injury.

Station Requirements: A simulated casualty; either an actual Soldier or mannequin (with all extremities) with a clearly visible simulated abdominal wound (with simulated organs or intestines outside the body) and an eye injury (Grader will select one of the eye injury options). Casualty will be in a full combat uniform per Unit SOP, including weapon and a fully packed Improved First Aid Kit (IFAK). Casualty should be positioned on the ground where the Candidate will apply aid. A CLS bag including all appropriate bandages, dressings, and materials needed to improvise.

1. Check for both entry and exit wounds (there should only be one) by sitting casualty up or rolling to the side.
2. Position the casualty on back, flex knees, and turn head to side, keeping airway clear in case of vomiting.
3. Expose the wound. Pick up organs that are on ground using a clean, dry dressing and gently place on abdomen without touching them. Do not probe/clean/try to remove foreign objects from or push organs back inside body.
4. Apply a moist, sterile abdominal dressing. If an object is extending from wound, do not remove it. Place as much of wrapper over wound as possible without dislodging or moving. Do not place wrapper over object.
 - a. Ensure dressing is large enough to cover entire mass of protruding organs or area of the wound.
 - b. If large enough to cover affected area, place sterile side of plastic wrapper directly over wound.
 - c. Place dressing directly on wound or plastic wrapper if used. Do not apply pressure or expose internal parts.
 - d. Tie dressing tails loosely at casualty's side or secure hooking ends of closure bar into bandage.
 - e. Repeat if two dressings are needed. Ensure that ties of additional dressings are not tied over each other.
 - f. Ensure dressing is secured firmly enough to prevent slipping, without applying pressure.
5. Treat for shock.
 - a. Loosen binding clothing and prevent the casualty from getting chilled or overheated. **While performing this step, the Grader will state, "The casualty is making vomiting sounds".**
 - b. Roll to side without causing further injuries. **Grader will state, "Vomiting has stopped".**
 - c. Return to supine position with knees flexed. Re-secure bandages and blanket if needed.
6. Treat lacerations and contusions of tissue surrounding the eye **(Grader prompt if not simulated)**.
 - a. Close the lid of the affected eye. Do not exert pressure or manipulate the globe in any way.
 - b. Cover the injury with moist, sterile dressing to prevent drying.
 - c. Cover torn eyelids with a loose dressing. Place field dressing over eye pad or dressing.
7. Treat injury to the eyeball **(Grader prompt if not simulated)**. Do not reposition the globe or replace it in the socket.
 - a. Cover injured eye with a sterile dressing soaked in saline to keep the wound from drying.
 - b. Place a field dressing over eye pad. Tell the casualty not to squeeze the eyelids together.
8. Treat extrusion **(Grader prompt if not simulated)**.
 - a. Cut a hole in several layers of dressing material and then moisten it with saline.
 - b. Place dressing so globe protrudes through hole without touching it. Build up dressing higher than globe.
 - c. Apply Fox eye shield or improvised object such as a paper cup, structural aluminum malleable (SAM) splint, or intact set of eyewear secured in place.
 1. Apply garter shield cover or tape to edges of Fox eye shield or object.
 2. Place over the injured eye, resting on the bony support of the face and secure with tape.
9. Treat protruding object **(Grader prompt if not simulated)**: Immobilize object and dress with moist, loose dressing.

M10: Treat a Fracture and a Burn

Based on:

081-831-1034-Perform First Aid for a Suspected Fracture

081-000-0044-Initiate Treatment for Burns

Task: Perform first aid for a fracture and a burn.

Condition: You are a member of a team on a combat patrol. You witness an Improvised Explosive Device (IED) throw several teammates to the ground. You are assisting medics with triage and treatment. You are behind cover, not under hostile fire, and your teammates have established a security perimeter. The medic performed a rapid trauma assessment on the first patient and determined that there are no other immediate, life threatening injuries. The medic directed you to treat the casualty's (Grader states extremity) closed fracture and burn to (Grader states location of burn injury). You have a Combat Lifesaver (CLS) bag, are not in a CBRNE environment, and the conscious casualty is sitting up.

Standard: Perform all tasks to standard, in sequence, within five minutes, without causing further injury.

Station Requirements: A simulated casualty; either an actual Soldier or mannequin (with all extremities) with a clearly visible simulated fracture to an extremity and a burn injury. Casualty will be in a full combat uniform per Unit SOP, including weapon and a fully packed Improved First Aid Kit (IFAK). Casualty will be seated on ground where Candidate will apply aid. CLS bag including all bandages/dressings/splints/materials needed to improvise if required. All Candidates must be provided the same splint/sling/swathe supplies; the Graders can provide all options or select one.

1. Reassure casualty and explain the process of treating the fracture, loosen tight/binding clothing, and remove jewelry from limb, placing in casualty's pocket.
2. Check for signs of circulation problems below injury. **Grader prompts.** Check light-skinned persons for skin color (pale, white, or bluish gray). Check dark-skinned persons by depressing toenail or fingernail beds and seeing how fast the color returns. A slower return of color to the injured side indicates a circulation problem. Feel injured arm or leg to see if it is colder than the uninjured one. Ask about presence of numbness, tightness, or cold sensation.
3. Splint-improvised or SAM splint (**Grader choice**). SAM splints do not require padding (no femur fractures). Improvised splints are made from two rigid objects. Use improvised materials to secure the rigid objects/keep fracture immobilized. Use improvised materials to pad the splints. If splinting materials are not available, use the chest wall to immobilize a suspected fracture of the arm and the uninjured leg to immobilize the fractured leg.
 - a. As a rule, splint fracture in position found. If no circulation below fracture site or limb is grossly angulated/you cannot effectively splint it, you may need to gently realign it. **Grader prompt.** With one hand supporting fracture site, use other to grasp part of limb farthest from fracture and gently pull traction.
 - b. Ensure ends of splints do not press against groin. Pressure could interfere with blood circulation.
 - c. Place one splint on each side of arm/leg and pad appropriately. Make sure splints reach beyond joints above and below fracture. A single SAM splint may be used for small fractures such as wrist.
 - d. Tie nonslip knots on splint with improvised or actual cravats. Do not tie cravats directly over the fracture. Gently place at least two cravats above and two cravats below the fracture if possible.
 - e. Check splint for tightness. Make sure cravats are tight enough to hold splinting materials securely in place. Recheck circulation below injury to make sure that circulation is not impaired. Make any adjustments to improve circulation without allowing splint to become ineffective.
4. Sling-actual or improvised (**Grader choice**). Make an improvised sling from non-stretching material.
 - a. Ensure supporting pressure is on uninjured side and hand of supported arm is slightly higher than elbow.
 - b. Recheck circulation below the injury to make sure that circulation is not impaired.
 - c. Make any adjustments to improve circulation without allowing the sling to become ineffective.
5. Swathe (**Grader choice**). Apply when there is a splinted fracture of elbow/leg or when fracture cannot be splinted.
 - a. Place swathes above and/or below the fracture, not over it.
 - b. Apply swathes to arm by wrapping over injured arm, around casualty's back, and under arm on uninjured side. Tie ends on uninjured side.
 - c. Apply swathes to injured leg by wrapping swathes around both legs and tying on uninjured side.
 - d. Recheck circulation below the injury to make sure that circulation is not impaired.
 - e. Make any adjustments to improve circulation without allowing the swathe to become ineffective.
6. Treat burn.
 - a. Cut casualty's clothing away from burns and remove potentially constricting items such as rings/bracelets.
 - b. Apply a dry sterile dressing securely but not overly tight. Cover extensive burns with a sterile sheet/linen.

Chapter 11-Patrol Lane

P1: Adjust Indirect Fire

Based on:

061-283-6003-Adjust Indirect Fire

071-326-0512-Estimate Range

Task: Call for indirect fire. Adjust indirect fire. Fire for effect.

Condition: You are a senior leader in a platoon or company during a traveling over watch movement in a non-CBRNE environment. Your adjacent unit has come under fire from (Grader states type and size of target, as well as cardinal direction to target) and is requesting fire support. Do you identify your target? You have no Forward Observer in your element. You have a 10 digit grid to your location and (Grader states type of mortars/artillery) available.

Standard: Transmit a call for fire, utilizing a grid mission, to the FDC within three minutes of target identification, locating the target within 250 meters. State direction to target within 100 mils/5 degrees with or before the first correction. Adjust fire to within 50 meters of the target using at least two but no more than six bracketing corrections, calling each adjustment within 45 seconds of the previous round impact. Fire for effect, transmit the results, and end the mission within 30 seconds of the final adjusting round impact. All tasks will be performed in sequence, using the proper radiotelephone pronunciation and procedures, with 100% accuracy.

Station Requirements: A protractor, military map with the correct declination diagram, and compass. Mil-reticle binoculars or other magnified optical device with mil markings and a stable platform to view the target. The 10 digit grid to the Candidate's location and all call signs required. Two operational radios, powered on, with operational frequencies programmed. Laminated paper, superfine point alcohol pens, eraser, and a basic calculator. While all information will be available in the holding area, during testing the Candidate must not be given any Graphic Training Aids (GTAs), cheat sheets, etc. At the test site, the Candidate must not be able to see any of the information/equipment until time has started. Grader must have a cheat sheet/overlay for the Candidate's initial target plot.

Target setup: The intent of this task is for the Candidate to actually have to look through binoculars and talk on the radio during the entire task rather than stand over a terrain model/sand table. As a result, a target such as a building or fighting position must be created to scale based on the desired distance and the actual distance from the Candidate. The Grader will stand at the target location and after saying, "Shot over", will move to the calculated location. Upon moving to the impact area, the Grader will raise one hand for several seconds to signify that the round has impacted, and cue the Candidate to begin their next calculation. The Grader must know the exact distance scale to mark the round impacts accurately based on the Candidates corrections. For example, at 2000 meters a 25 meter long fighting position will appear as 12.5 mils and a 50 meter long building will appear as 25 mils. If this situation were scaled down to 50 meters away from the Candidate:

- That same 25 meter fighting position will be .625 meters long and still appear as 12.5 mils.
- That same 50 meter building will be 1.25 meters long and still appear as 25 mils.
- If the Candidate makes a 50 meter correction, the Grader would move 1.25 meters.
- If the Candidate makes a 400 meter correction, the Grader would move 10 meters.

At 4000 meters a 25 meter long fighting position will appear as 6.25 mils and a 50 meter long building will appear as 12.5 mils. If this situation were scaled down to 50 meters away from the Candidate:

- That same 25 meter fighting position would be .3125 meters long and still appear as 6.25 mils.
- That same 50 meter building would be .625 meters long and still appear as 12.5 mils.
- If the Candidate makes a 50 meter correction, the Grader would move .625 meters.
- If the Candidate makes a 400 meter correction, the Grader would move 5 meters.

Other distances or target sizes may be used, but:

- They must be represented accurately and to scale.
- The Candidate must know the actual size of the enemy target.
- The simulated target should be far enough away to require the Candidate to use the binoculars.

Transmit the Call for Fire:

1. Candidate plots their location on the map.
2. Candidate determines direction to target using compass.
3. Candidate estimates distance to target using mil-relation method based on known size.
4. Candidate plots the enemy location on the map.

5. Candidate transmits call for fire to the FDC using three transmissions.
 - a. Send observer identification and warning order.
 - b. Send eight digit grid to the target location. ***Must be accurate within 250 meters.***
 - c. Send target description, method of engagement, and method of fire and control (direction if desired).

Adjust Fire:

1. If not already sent, give direction to target within 100 mils or five degrees as a four digit number.
2. Adjust rounds. ***Grader will stand at or point to the Candidate's initial impact location. Regardless of how accurate the grid was, the Grader should put the initial impact far enough away to require at least two corrections. All impact locations must be given accurately based on the target scale and the Candidate's stated corrections.***
 - a. Spot each round when it impacts as right or left, over or short of your target.
 - b. Determine corrections for deviation left or right of the target. Measure the horizontal angle in mils, using reticle pattern in binoculars. Estimate range to target and divide by 1,000. This is the Observer-Target (OT) factor. If OT distance is 1,000 meters or greater, the OT Factor is expressed to the nearest whole number. If OT distance is less than 1,000 meters, the OT factor is expressed to the nearest 1/10th. For example, 800 = 0.8. Multiplying the OT factor by the deviation measured in mils produces deviation corrections in meters.
 - c. When the first range spotting is observed, make a range correction that would result in a range spotting in the opposite direction. ***NO-GO if the Candidate does not bracket correctly.*** For example, if you estimate that the first round impacted 50 mils left and 250 meters short on a target that is 2100 meters away, add enough to get an over on the next round. You must add 400 meters to start successive bracketing procedures. With an OT factor of 2, the round impacted 100 meters left. Your correction to the FDC is "RIGHT 100-ADD 400-OVER".
 - d. Continue splitting the range bracket until a 100-meter bracket is split or range correct spotting is observed, maintaining deviation on line, and transmitting all corrections to the FDC in meters. ***After each correction the Grader will state, "Shot over", and the Candidate will reply with "Shot out". The Grader will move to the new impact location, raise one hand for several seconds, and wait for the Candidate's next correction.***
 - e. Use the following guide to establish a bracket. When the estimated round impact distance to the target is:
 1. More than 400 meters, add or drop 800 meters.
 2. More than 200 but less than 400 meters, add or drop 400 meters.
 3. More than 100 but less than 200 meters, add or drop 200 meters.
 4. Less than 100 meters, add or drop 100 meters.
 5. Add or drop 50 meters and announce Fire for Effect.

Fire for Effect:

1. When a 100-meter bracket is split or a range correct spotting is made, the fire-for-effect phase is entered.
2. Observe the results of fire for effect. Give a brief description of what happened to the target. Example: "EOM, TARGET DESTROYED, ESTIMATE TWO CASUALTIES, OVER.

P2: Move under Direct Fire

Based on:

071-COM-0502-Move under Direct Fire

Task: Move under direct fire.

Condition: You are a member of a team conducting movement to contact and are under fire from an enemy position that is 200 meters away from your position.

Standard: Correctly and safely perform all steps, in sequence, within five minutes.

Station Requirements: Candidate will start the task in full EIB uniform with one magazine of blank rounds and a sling on their weapon. Grader may provide verbal cues as to the enemy rate of fire, use a pneumatic gun, or have Opposing Force (OPFOR) soldiers returning fire with blanks. Hearing protection (part of the EIB uniform) must be worn when firing. A 100 meter route will be created using a variety of natural and man-made obstacles that will, in conjunction with the enemy rate of fire, force the Candidate to use a specific movement technique. Generally, the lane should start with the rush, transition to the high crawl, followed by the low crawl, ending with destroying the enemy; modify as required.

1. Select a route that adheres to the instructions provided by your team leader. **Grader prompt.**
 - a. Search the terrain to your front for good firing positions. Large trees, rocks, stumps, fallen timber, rubble, vehicle hulls, man-made structures, and folds or creases on the ground may provide both cover and concealment.
 - b. Select the best route to the positions. A gully, ravine, ditch, or wall at a slight angle to your direction of travel may provide cover and concealment when using low/high crawl movement techniques. Hedge rows or a line of thick vegetation may provide concealment only when using the low or high crawl technique. Pick a route that minimizes your exposure to enemy and does not cross in front of team members.
2. Communicate your movement intent to your buddy/team leader, using voice or hand and arm signals. Candidate will return fire, move to cover, and yell distance, direction, and description.
3. Suppress the enemy as required throughout the movement.
4. Conduct movement using the appropriate techniques to reach each position. **These three techniques do not need to be in sequence, but instead must be employed correctly based on the terrain and enemy situation. Using an incorrect technique for the circumstances or an incorrect sequence of subtasks will be a NO-GO.**
 - a. Move using high crawl technique. This lets you move faster than the low crawl and still gives you a low silhouette. **Use when there is good cover and concealment but enemy fire prevents you from getting up.**
 1. Keep your body off of the ground, resting your weight on your forearms and lower legs.
 2. Cradle your weapon in your arms and keep the muzzle of the weapon off the ground.
 3. Keep your knees well behind your buttocks so it stays low.
 4. Move forward by alternately advancing your right elbow/left knee, and left elbow/right knee.
 - b. Move using low crawl technique. The low crawl gives you the lowest silhouette. **It is used to cross places where cover and/or concealment are very low and enemy fire or observation prevents you from getting up.**
 1. Keep your body as flat as possible to the ground.
 2. Grasp the sling of the weapon at the upper sling swivel with your firing hand.
 3. Let the hand guard rest on your forearm and keep the muzzle of the weapon off the ground.
 4. Move forward.
 - a. Push both arms forward while pulling your firing side leg forward.
 - b. Pull on the ground with both arms while pushing with your firing side leg.
 - c. Repeat until you reach your next position.
 - c. Move using rush technique. The rush is the fastest way to move from one position to another. **Use when you must cross an open area and time is critical.**
 1. Raise your head and select your next position.
 2. Lower your head and draw your arms into your body.
 3. Pull your firing side leg forward, raise your body, and get up quickly.
 4. Run for 3-5 seconds to your next position.
 5. Plant both feet just before hitting the ground; fall forward and drop to your knees.
 6. Slide your firing hand down to the heel of the butt of your weapon, using it to break your fall.
5. Occupy your identified firing position within 100 meters of the enemy position and engage the enemy.

P3: Tactical Handheld Radio

Based on:

113-000-1016-Operate Simple Key Loader (SKL) AN/PYQ-10

031-UCS-3174-Operate the Simple Key Loader (SKL) KG-175D

113-100-1138-Operate Multi-band Inter/Intra Team Radio (MBITR)

113-587-2007-Input Program Data into AN/PRC-152 Multi-Band Multi-Mission Handheld Radio (MMHR)

Task: Assemble and load Communications Security (COMSEC) into a tactical handheld radio using an SKL. Program it for secure, frequency hopping, SINGARS voice communications using a DAGR. Conduct a radio check using an external headset/handset.

Condition: You are a member of a team who has been directed to prepare the Unit radios for dismounted operations in a non-CBRNE environment. You are in the patrol base preparing to move to the Objective Rally Point. Enemy presence is suspected.

Standard: Correctly perform all tasks, in sequence, using the proper radiotelephone (RTO) pronunciation and procedures within eight minutes.

Station Requirements: One set of Signal Operating Instructions (SOI) according to unit SOP, with all pertinent frequencies and details listed. All call signs/suffixes required and an information sheet showing the appropriate COMSEC for each week of the month. One operational, tactical handheld radio with no frequencies programmed, no COMSEC loaded, set up for communication via internal microphone/speaker, and disassembled. A second operational, tactical radio loaded with training COMSEC and pertinent frequencies for the Grader to use. All other necessary radio Basic Inventory Items (BII). A Simple Key Loader (SKL) with all necessary BII and loaded with four weeks of training COMSEC keys. A DAGR with all BII, properly set up with the correct time. The frequencies, COMSEC, and message to be transmitted must differ between the training week, test holding area, and at least two test sites.

1. Assemble the radio.
 - a. Battery.
 - b. Antenna (May be done after loading COMSEC if necessary).
 - c. Headset or external microphone/speaker (May be done after loading COMSEC).
2. Power on the radio.
3. Load the appropriate COMSEC keys into the radio with an SKL.
 - a. Select the correct COMSEC keys for the appropriate week.
 - b. Load the correct hop set.
4. Program one secure, operational frequency into the radio according to the SOI. CT; SINGARS; frequency hop.
5. Change the settings to allow the radio to communicate via headset or external microphone/speaker.
6. Set the time with a DAGR.
7. Radio check. **It is a NO-GO if the Candidate is unable to communicate with the Grader on the specified frequency or the Candidate uses improper RTO pronunciation or procedures.**

[P4: Defense Advanced GPS Receiver \(DAGR\) Operations](#)

Based on:

113-000-1016-Operate Simple Key Loader (SKL) AN/PYQ-10

031-UCS-3174-Operate the Simple Key Loader (SKL) KG-175D

301-PRO-6026-Load the DAGR with Crypto Variable (CV) Keys

301-PRO-6011-Enter Waypoints in the DAGR

301-PRO-6012-Program a Route into the DAGR

301-PRO-6016-Operate the DAGR in a Jamming Environment

301-PRO-6515-Bring AN/PSN-13 Defense Advanced Global Positioning Receiver (DAGR) to an Operational State When Satellite Signals are Weak or Lost

Task: Load two months of crypto keys into the Defense Advanced Global Positioning Receiver (DAGR) and set to use only secure satellites. Enter mission duration, enter waypoints, and create a route. Operate DAGR when satellite signals are weak.

Condition: You are a member of a team who has been directed to prepare for dismounted operations in a non-CBRNE, Electronic Warfare (EW) contested environment. You are in the forward operating base (FOB) preparing to move to the Objective Rally Point. Grader states mission duration; crypto key rollover will occur during your mission.

Standard: Correctly perform all tasks within 15 minutes.

Station Requirements: One set of Signal Operating Instructions (SOI) according to unit SOP, with all pertinent information showing the appropriate crypto for each month. One properly set up DAGR, with all necessary Basic Inventory Items (BII), including a DAGR fill cable. A Simple Key Loader (SKL) with all necessary BII and loaded with two months of training crypto. Three 10 digit grids for the Candidate to enter as waypoints and create the route.

1. Load current month's and next month's crypto keys into the DAGR.
2. Restrict DAGR to use only secure satellites.
3. Enter mission duration.
4. Mark present position as a waypoint.
5. Enter three waypoints given.
6. Create a route using all four waypoints in the correct order.
7. Place DAGR in Average Mode.

P5: Camouflage and Visual Signaling Techniques

Based on:

052-COM-1361-Camouflage Yourself and Your Individual Equipment**071-COM-0608-Use Visual Signaling Techniques**

Task: Subtly employ realistic camouflage that resembles the background to your skin, uniform, weapon, and equipment. Demonstrate visual signaling techniques.

Condition: You are a member of a team preparing to establish an ambush position in a non-CBRNE environment. You are in the patrol base preparing to move to the Objective Rally Point. Enemy presence is suspected.

Standard: Correctly apply camouflage within 10 minutes or less. Correctly demonstrate each of the 15 visual signaling techniques within 10 seconds of receiving the prompt.

Station requirements: Both appropriate and inappropriate camouflage items based on the environment and the Candidate's uniform/packing list. The training area should contain a mannequin or an actual Soldier who is completely camouflaged correctly and appropriately. The color charts and other graphic references from the appropriate references must also be available in the training area. The Candidate must know how to apply camouflage correctly, what the standard is for their environment/equipment, and be given the means/materials to succeed. The Unit will choose which 15 visual signaling techniques are to be used; they must be the same 15 that were used during practice week. Different visual signaling techniques may be used based on valid Army publications.

Camouflage:

1. Subtly employ realistic camouflage that resembles the background without overdoing.
2. Use natural or artificial materials to breakup regular shapes, outlines, and equipment.
3. Reduce possible shine by covering or removing items that may reflect light.
4. Blend colors with the surroundings, ensuring that objects do not contrast with the background.
5. Camouflage your exposed skin.
 - a. Cover your skin oils, using paint sticks, even if you have very dark skin.
Note: Do not use oils or insect repellent to soften paint sticks. This defeats the purpose of paint sticks by making the skin shiny. Do not use mud, paint containing motor oil, or other field expedient paints for EIB.
 - b. Use the color chart when applying paint on the face.
 - c. Paint high, shiny areas (forehead, cheekbones, nose, ears, and chin) with a dark color.
 - d. Paint low, shadow areas (around the eyes, under the nose and under the chin) with a light color.
 - e. Paint exposed skin on the back of the neck, arms, and hands with an irregular pattern.
6. Camouflage your uniform and helmet.
 - a. Roll your sleeves down and fasten all buttons/zippers/Velcro.
 - b. Attach leaves, grass, small branches, or other items to your uniform/helmet that will distort shapes and blend colors with the natural background. Soldiers must be aware of foliage hazards/poisonous leaves.
 - c. Wear unstarched uniforms.
 - d. Do not wear excessively faded or worn uniforms because camouflage effectiveness is lost.
7. Camouflage your personal equipment.
 - a. Cover or remove shiny items.
 - b. Secure items that rattle or make noise when moved and/or worn.
 - c. Breakup the shape of large and/or bulky equipment using natural or man-made items.

Visual Signaling Techniques:

1. Combat formations.
 - a. Disperse: Extend the arm horizontally. Wave the arm and hand to the front, left, right, and rear. Point toward the direction of each movement.
 - b. Assemble or rally: Raise arm vertically overhead. Turn palm to the front. Wave in large horizontal circles. Point to assembly or rally site.
 - c. Join me, follow me, or come forward: Point toward person(s) or unit. Beckon by holding the arm horizontally to the front with palm up. Motion toward the body.
 - d. Increase speed, double time, or rush: Raise the fist to the shoulder. Thrust the fist upward to the full extent of the arm and back to shoulder level. Continue rapidly several times.
 - e. Quick time: Extend the arm horizontally sideward. Turn palm to the front. Wave the arm slightly

downward several times, keeping the arm straight. Keep arm at shoulder level.

- f. Enemy in sight: Hold the rifle in the ready position at shoulder level. Point rifle in the direction of enemy.
 - g. Wedge: Extend the arms downward to the side. Turn the palms to the front. Place your arms at a 45-degree angle below horizontal.
 - h. Vee: Raise the arms. Extend the arms 45-degrees above the horizontal.
 - i. Line: Extend the arms. Turn palms downward parallel to the ground.
 - j. Coil: Raise one arm above the head. Rotate it in a small circle.
 - k. Staggered column: Extend the arms so that upper arms are parallel to the ground, palms facing each other. Raise the arms so they are fully extended above the head.
2. Battle drills.
- a. Contact left or right: ***Grader choice.*** Extend the left/right arm parallel to the ground. Bend the arm until the forearm is perpendicular. Repeat.
 - b. Action left or right: ***Grader choice.*** Extend both arms parallel to the ground. Raise the left/right arm until it is overhead. Repeat.
 - c. Air attack: Bend the arms with forearms at a 45-degree angle. The forearms should cross. Repeat.
 - d. Nuclear, biological, or chemical attack: Extend the arms and fists. Bend the arms to the shoulders. Repeat.
3. Patrolling.
- a. Map check: Place one hand on top of other. Point at palm of one hand with index finger of other hand.
 - b. Pace count: Bend knee so that heel can be tapped on. Tap heel of boot repeatedly with the open hand.
 - c. Head count: Raise one arm behind the head. Tap the back of the helmet repeatedly with an open hand.
 - d. Danger area: Raise one hand up until it is level with the throat. Draw the hand, palm down in a throat-cutting motion across the neck.
 - e. Freeze or halt: Make a fist with one hand. Raise the fist to head level.
4. Control drivers.
- a. Start engine or prepare to move: Simulate cranking of the engine by moving the arm, with the fist, in a circular motion at waist level.
 - b. Halt or stop: Raise the hand upward to the full extent of the arm, with palm to the front. Hold that position until the signal is understood.
 - c. Left or right turn: ***Grader choice.*** Extend the opposite arm horizontally to the side. Turn palm toward vehicle with finger extended in the direction of travel.
 - d. Move forward: Face the vehicle. Raise the hands to shoulder level with palms facing the chest. Move the hands and forearms backward and forward.
 - e. Move in reverse: Face the vehicle. Raise the hands to shoulder level with palms facing the vehicle. Move the hands and forearms backward and forward.
 - f. Stop engine: Extend the arm parallel to the ground with hand open. Move the arm across the body in a throat-cutting motion.

P6: Range Card

Based on:

071-000-0005-Prepare a Range Card for a Machine Gun

071-326-0512-Estimate Range

Task: Prepare a range card for a machine gun.

Condition: You are a member of a platoon gun team at a defensive fighting position in a non-CBRNE environment. You have a tripod-mounted machine gun with a traversing and elevation (T&E) mechanism. Grader will then identify the primary sector of fire with recognizable targets (either a Final Protective Line [FPL] or Principal Direction of Fire [PDF]) and the secondary sector of fire with recognizable targets.

Standard: Correctly perform all tasks within 20 minutes.

Station Requirements: A calibrated compass, protractor, and complete military map with either the gun position plotted or an easily identifiable known reference point. Tripod-mounted machine gun with a T&E mechanism and sector stakes. Binoculars or a magnified optical device mounted on the machine gun. All administrative information required. Laminated range card, superfine point alcohol pens, and eraser. While a correctly filled out range card will be available in the holding area, during testing the Candidate must not be given any Graphic Training Aids (GTAs), cheat sheets, etc. At the test site, the Candidate must not be able to see any of the information/equipment until the Grader identifies the targets and sectors of fire; time will start as soon as the Candidate acknowledges the target area. Provide the Candidate with, or ensure the Candidate has a watch with the correct date and time. The scenarios/grids/targets must differ between the training week, test holding area, and at least two test sites. Provide a variety of targets including deep and/or linear targets. A laser range finder or other accurate device must be used to determine the distance to each target since the Candidate is required to estimate the range with no more than a 20% margin of error. The Grader will have an answer key with the allowed margins of error so as to be able to rapidly grade the Candidate upon completion. These instructions are written for T&E mechanisms with wheels; modify as necessary.

1. Complete the marginal information located at the top and center of the standard range card.
 - a. Record the squad, platoon, and company designations.
 - b. Record the relative direction of magnetic north.
 1. Use the magnetic north symbol.
 2. Orient the range card to the terrain.
 3. Determine magnetic north.
 - c. Record your defensive position as primary, alternate, or supplementary.
 - d. Record the date and time the range card was prepared.
 - e. Record the type of machine gun used.
 - f. Record the incremental distance of the nine range circles.

Note: If the distance to this terrain feature is less than 450 meters then each circle represents 50 meters. If the distance is between 450 and 900 meters then each circle represents 100 meters. If the distance to this terrain feature is greater than 900 meters then each circle represents 200 meters.

 1. Use the farthest prominent terrain feature that is within the gun's range.
 2. Determine the distance that each range circle represents.
 3. Record the distance.
 4. Draw this terrain feature on the sketch.
2. Sketch the primary sector of fire using either a FPL or PDF.
 - a. Sketch the primary sector of fire using a PDF.
 1. Draw a basic machine gun symbol pointing in the direction of the PDF.
 2. Draw two solid lines, one for the left limit and one for the right limit to the left and right of the machine gun symbol.

Note: These limits should be 437 mils to the left and right of the PDF unless reduced by the presence of friendly positions. Both lines are drawn out to the maximum range of the weapon or to the ninth range circle, whichever is less. If the gunner cannot use the maximum traverse to establish a left or right firing limit, then he/she must record the actual direction of the limit at the end of the arrow or line.
 - b. Sketch the primary sector of fire using a FPL.
 1. Draw a basic machine gun symbol (an arrow) as a long line down the appropriate left or right limit.

2. Draw another long arrow for the opposite limit (left or right).
Note: This represents the line formed by the maximum traverse of the tripod-mounted machine gun (875 mils). Both arrows are drawn out to the maximum range of the weapon or to the ninth range circle, whichever is less.
3. Sketch the grazing fire and dead space along the FPL.
Note: Grazing fire is represented by a shaded blade on the inside of the FPL line; dead space is represented by breaks in this shaded blade. Since the enemy situation in this case prevents a person from walking the FPL, the gunner estimates the locations and limits of dead space and the maximum range of grazing fire, recording the results on the sketch as appropriate.
 - a. Observe a Soldier walking the FPL by looking through or over the sights.
 - b. Adjusts the elevation to achieve maximum amount of grazing fire out to the 600 meters maximum range of grazing fire.
 - c. Record the actual maximum range of grazing fire at the end of the shaded blade.
 - d. Identify any area of dead space by determining where this person drops below the weapon's LOS and where he/she returns to the LOS.

3. Develop the sketch for the primary sector of fire.

- a. Identify all prominent terrain features within the primary sector of fire.
Note: Where enemy elements may position themselves during periods of limited visibility, such as road junctions, buildings, and ditches as targets.
- b. Sketch an appropriate symbol for each target at the approximate positions within the primary sector of fire.
- c. Number all targets consecutively, beginning with number 2, in order of tactical importance; circle numbers.
Note: The FPL or PDF, whichever is used, is numbered as target 1.

4. Record the gun firing data in appropriate space of the data section.

- a. Record the target numbers, in numerical order in the NO block.
- b. Record DIRECTION/DEFLECTION' data in the appropriate block. **All directions/deflections must be accurate within 54 mils.**

Note: Confirm the T&E mechanism is properly connected and the center traversing hand wheel is on the center mark. Block one is always either the FPL or the PDF and uses unique data.

1. Record FPL data by writing either "L" or "R" whichever traversing limit designates the FPL (Block 1 only).
2. Record PDF data by writing either "0" if the tripod is centered on the PDF or the actual left or right direction/deflection of the PDF (Block 1 only).
3. Record data for all other targets.
 - a. Lay the gun on the base of the target.
 - b. Determine the direction of the barrel (L or R).
 - c. Read the direction on the traversing bar at the left edge of the traversing bar slide.
 - d. Record the direction.
- c. Record ELEVATION data in the appropriate block.
 1. Record, for FPL only, any elevation change used to obtain the maximum distance of grazing fire (Block 1 only).
 2. Record the actual elevation for PDF and all other targets.
 - a. Ensure the barrel is in line with the target.
 - b. Rotate the elevating hand wheel until the sight picture reaches the base of the target.
 - c. Determine the elevation.
 1. Read number above first visible line on elevating screw scale (including "+" or "-").
 2. Read the number on the elevating hand wheel.
 - d. Recording these two numbers in the elevation column separated by a slash.
- d. Record the RANGE data, in meters, in the appropriate block. **All ranges must be accurate within 20%.**
 1. Record for a FPL, the maximum achieved distance of grazing fire.
 2. Record for the PDF and all other targets the distance to the target.
- e. Record any special ammunition required in the AMMO block. **Given by the Grader in the instruction brief.**
- f. Describe the target in the block labeled DESCRIPTION.
 1. Record a FPL as "FPL".

2. Record a PDF as "PDF".
3. Describe all other targets by providing a simple description of the target.
- g. Record REMARKS in the appropriate block.
 1. Record the elevation change, for the FPL only that causes the rounds to strike the ground at the beginning of the first dead space.
 2. Record data for Large (Deep) targets that defines the target's depth.
 - a. Lay the weapon on target.
 - b. Record target number.
 1. Write and circle the target number in the remarks section.
 2. Write the letters "TD" (target depth).
 3. Write the already determined elevation and the word "to".
 - c. Rotate the elevating hand wheel until the sight picture reaches the top of the target.
 - d. Determine the depth.
Note: This is a second elevation reading, which can be done by reading the number above the first visible line on elevating screw scale (including the "+" or "-") and then reading the number on the elevating hand wheel.
 - e. Record these two numbers after the "to". Example TD +50/15 to +50/22.
 3. Record data for Linear targets that defines the target's width.
 - a. Record target number.
 1. Write and circle the target number in the remarks section.
 2. Write letters "TW" (target width) followed by some blank space and then a slash.
 - b. Lay the gun on the target using existing data.
Note: The initial target data should lay the gun on the most dangerous point of the target, which may be anywhere on the target.
 - c. Traverse from this initial lay point, to the most dangerous edge of the target.
 1. Count the number of MILS.
 2. Note the direction (L or R) of movement.
 - d. Record this data to the right of the slash. ***Accurate within 54 mils.***
 - e. Traverse the gun to the opposite edge of the target counting the total number of MILS.
 - f. Record this data to the left of the slash. ***Accurate within 54 mils.*** Example TW 15 / L8.
5. Sketch the secondary sector of fire.
 - a. Draw a "V" using two broken lines to represent the left and right limits of the secondary sector of fire.
 - b. Sketch identified targets in the secondary sector of fire.
 - c. Record range (in meters) to each target above the target's sketch. ***All ranges must be accurate within 20%.***
 - d. Employ field expedient firing aids for the secondary sector.
 - e. Sketch the field expedient firing aid above the target for ease of identification.
Note: Firing data is not determined for the secondary sector of fire as the tripod remains fixed in the primary firing position. To fire in the secondary sector of fire, the gun is dismounted from the tripod, moved, and fired in the bipod mode. The gunner uses field expedient firing aids for targets in the secondary sector.
6. Label the area between the primary and secondary sectors as dead space.
7. Record the position of the machine gun.
 - a. Use the Grid Method.
 1. Determine the eight-digit grid coordinate of the gun.
 2. Record the coordinate directly below the gun position.
 - b. Use the Reference Point Method.
 1. Orient firing position to a prominent terrain feature (visible on map) no more than 1000m away.
 2. Draw a line between these two points, with barbed arrows pointing to the gun position.
 3. Determine the azimuth from the terrain feature to the gun position.
 4. Record azimuth in mils or degrees below barbed line. ***Accurate within three degrees or 54 mils.***
 5. Determine distance from terrain feature to the gun position and recording above the barbed line.

P7: Chemical and Biological Operations

Based on:

031-COM-1004-Protect Yourself from Chemical and Biological (CB) Contamination Using Your Assigned Protective Mask

031-COM-1006-Decontaminate your Skin

031-COM-1011-Decontaminate Individual Equipment

Task: Assume Mission Oriented Protective Posture (MOPP) level three. Decontaminate your skin and equipment, assuming MOPP level four.

Condition: You are a member of a platoon within a secure Forward Operating Base (FOB). You are in MOPP level two when you suspect a chemical/biological attack.

Standard: Don, clear, and seal the mask within nine seconds and perform all remaining tasks to standard, in sequence, within one minute. Correctly decontaminate and assume MOPP level four within five minutes.

Station Requirements: Candidate's own functional, properly maintained mask with optional mask hood. Properly fitted Joint-service lightweight integrated suit technology (JSLIST) coat, trousers, over-boots, and gloves for the Candidate to wear. Training decontamination lotion and wipes/mitts or simulated materials; standard is written for wipes. Poncho or overhead cover.

Assume MOPP Level Three:

1. Don mask assembly.
 - a. Stop Breathing and close eyes.
 - b. Remove helmet, put helmet between legs above knees or hold rifle between legs and place helmet on the muzzle. If helmet falls continue to mask.
 - c. Take off glasses and place in helmet, if applicable.
 - d. Open the mask carrier with non-firing hand. Nine second time standard starts.**
 - e. Grasp the mask assembly with firing hand and remove it from the carrier.
 - f. Place chin in the chin pocket and press the face piece tight against face.
 - g. Hold mask assembly tightly against face.
 - h. Grasp the harness tab, pull the harness over and down the head as far as possible. Ensure the head harness is centered on the crown of the head and the temple straps are approximately parallel to the ground.
 - i. Grasp the loose end of the cheek straps, one at a time, and pull until strap feels tight.
Note: Both straps should be approximately equal length when complete. The temple and forehead straps have already been adjusted during fitting; do not tighten.
2. Clear mask assembly.
 - a. Seal the outlet disk valve by placing one hand over the outlet valve cover assembly.
 - b. Blow out hard to ensure that any contaminated air is forced out around the edges of the face piece.
3. Seal mask assembly.
 - a. Cover both filter inlet ports with the palms of your hands and breathe in.
 - b. Ensure mask assembly collapse against the face.
 - c. Resume breathing. Nine second time standard stops.**
4. Give the alarm.
 - a. Shout, "Gas, Gas, Gas".
 - b. Give the appropriate hand-and-arm signal per unit SOP.
5. Close mask carrier.
6. Don the mask hood, if applicable.
Note: If the Soldier is using the mask in conjunction with the joint-service, lightweight integrated suit technology (JSLIST), he/she skips this step (the mask lacks a hood because it is built in on the JSLIST). Be careful when pulling on the hood because it could snag and tear on the buckles of the head harness. Be careful not to break face piece seal when pulling protective hood over your head.
 - a. Place hands under protective hood, stretch elasticized portion and raise protective hood up and over filters.
 - b. Carefully pull excess protective hood material over head, neck, and shoulders.
 - c. Grasp underarm straps.
 - d. Bring the male end of each underarm strap and fasten to female end.
 - e. Leave underarm straps loose enough to allow decontamination.

Assume MOPP Level Four:

1. Seek overhead cover or use a poncho for protection against further contamination; put helmet down.
2. Decontaminate your hands, face, and the inside of your mask.
 - a. Remove one RSDL packet from your carrying pouch.
Safety: Avoid contact with eyes and wounds. If contact with eyes or wounds occurs, rinse with water as soon as possible.
 - b. Tear it open quickly at any notch.
 - c. Remove the applicator pad from the packet and save the packet as the remaining lotion can be added to the applicator pad, if required.
 - d. Thoroughly scrub the exposed skin of your hand, palm, and fingers with the applicator pad.
Note: The applicator pad can be used from either side and may be gripped in any manner allowing the applicator pad to be applied to the skin.
 - e. Switch the applicator pad to the other hand and repeat the procedure.
 - f. Stop breathing, close eyes, grasp mask beneath chin and pull mask away from chin enough to allow one hand between the mask and your face. Hold the mask in this position.
 - g. Thoroughly scrub the exposed skin of your face with lotion from the applicator pad.
 - h. Thoroughly scrub across your forehead.
 - i. Beginning at one side, scrub up and down across your cheeks, nose, chin, and closed mouth. Avoid ingesting.
 - j. Scrub under the chin from the ear along the jawbone to the other ear to coat your skin with lotion.
 - k. Turn your hand over and scrub the inside surfaces of the mask that may touch your skin. Be sure to include the drinking tube.
Note: Do not apply lotion to the lens of the protective mask. The RSDL may cause loss of transparency.
 - l. Keep the applicator.
 - m. Seal your mask immediately, clear it, and check it.
 - n. Use the applicator and any remaining lotion in the packet. Without breaking the mask seal, scrub the applicator pad across the forehead, exposed scalp, the skin of the neck, ears, and throat.
 - o. Secure and tighten the hood.
 - p. Thoroughly scrub your hands with lotion again as in the steps above.
 - q. Assume MOPP Level 4 by putting on protective gloves; fasten Velcro.
3. Decontaminate your equipment (M295 or M334).
 - a. Open the M334 at either end where the Kit is notched.
 - b. Remove one M334 packet from the kit.
 - c. Open an M334 packet at a notch on the packet.
 - d. Remove the individual wipe from the packet and unfold completely.
 - e. Decontaminate all contaminated individual equipment by wiping the surface using sweeping motions away from the body. Take care not to spread contamination to any area that has been visually determined clean.
Note: M334 individual wipe may leave behind a film on decontaminated surfaces. This film may alter how certain surfaces (i.e. optics, reflective surfaces) process light. Refer to the decontaminated equipment's TM for cleaning procedures, as some surfaces may require specific procedures to avoid damaging the surface. In the absence of cleaning procedures, a lens cloth has been found to be an effective means of removing any film left behind by the M334 individual wipe.
Note: The wipe may be folded/refolded as necessary to maximize use of the clean areas of the wipe, to obtain the proper grip, and to ensure even contact pressure. When wiping, pay special attention to areas that are hard to reach, such as cracks, crevices, and absorbent materials. To avoid premature evaporation of the solvent, do not open a new M334 packet until needed.
 - f. Dispose of contaminated waste material IAW unit SOP and local and federal regulations.

P8: Resection and Military Maps

Based on:

071-COM-1015-Locate an Unknown Point on a Map and on the Ground by Resection

071-COM-1000-Identify Topographic Symbols on a Military Map

071-COM-1001-Identify Terrain Features on a Map

Task: Determine your location. Identify terrain features, colors, and contour lines. Identify topographic symbols.

Condition: You are a member of a team conducting tactical operations and have a requirement to determine your current location.

Standard: Determine the correct six digit grid to your location using resection within five minutes. Identify five major, three minor, and two supplementary terrain features, what the six basic colors represent, and the three types of contour lines within five minutes with 100% accuracy. Correctly identify 22 topographic symbols within ten minutes.

Station Requirements: A protractor, straight edge, calibrated compass, and military map(s) (use as many maps as required to ensure all terrain features are represented). Laminated paper with blank lines labeled appropriately (one for Candidate's grid, five for the major terrain features, three for the minor terrain features, two for the supplementary terrain features, six for the colors, and three for the contour lines). The 22 topographic symbols with a blank line next to each for the Candidate to write the number. Alcohol pens and eraser. The map for resection must have two clearly identifiable features that are visible to the Candidate. If the local terrain is limited, E-Type targets, vehicles, etc. may be used as long as they are clearly plotted and labeled on the map. The map(s) for identifying symbols/features must have each item to be identified clearly labeled. The training area will have the figures and illustrations from the ITASKs, as well as any additional references. While all the information will be available in the holding area, during testing the Candidate must not be given any Graphic Training Aids (GTAs), cheat sheets, etc. At test site, the Candidate must not be able to see any of the information/equipment until time has started. Do not use the actual grid to the site for test week.

Resection:

1. Identify your location on a map by resection using the map and compass method.
 - a. Orient the map on a flat surface using a compass.
 - b. Identify at least two well-defined points on the ground.
 - c. Mark these well-defined points on the map.
 - d. Plot the back azimuths of these points on the map.
 1. Determine the magnetic azimuth from your location to one of the defined points.
 2. Convert the magnetic azimuth to a grid azimuth.
 3. Convert this grid azimuth to a back grid azimuth.
 4. Place the index point of a protractor on the well-defined point.
 5. Align the protractor's 0- to 180-degree line to the top of the map's North-South grid line.
 6. Ensure the 0-degree mark is pointing to the north (or top of map).
 7. Place a tick mark on the map beside the number on the protractor that corresponds to the computed back grid azimuth.
 8. Draw a straight line from the well-defined point to the tick and beyond.
 9. Repeat for each well-defined point.
 - e. Identify the point where the lines intersect as your location.
 - f. Determine the six digit grid coordinates to this location.
2. Identify your location on a map by resection using the straightedge method.
 - a. Orient your map on a flat surface using terrain association.
 - b. Locate at least two known distant locations or prominent features on the ground.
 - c. Plot these distant locations or prominent features on the map.
 - d. Draw a resection line for each of these plotted points.
 1. Lay a straightedge on one of the two known points on the map.
 2. Rotate the straightedge on the map until straight edge lines up with both the known position on the map and the known position in the distance.
 3. Draw a line along straightedge away from the known position on the ground toward your position.
 4. Repeat for each plotted point.
 - e. Identify the point where the lines intersect as your location.
 - f. Determine the six digit grid coordinates to this location.

Identify Terrain Features and Colors:

1. Major terrain features.
 - a. Hill.
 - b. Saddle.
 - c. Valley.
 - d. Ridge.
 - e. Depression.
2. Minor terrain features.
 - a. Draw.
 - b. Spur.
 - c. Cliff.
3. Supplementary terrain features.
 - a. Cut.
 - b. Fill.
4. Colors.
 - a. Blue: Hydrography or water features such as lakes, swamps, rivers, and drainage.
 - b. Black: Cultural (manmade) features such as buildings and roads, surveyed spot elevations, and all labels.
 - c. Green: Vegetation with military significance such as woods, orchards, and vineyards.
 - d. Brown: All relief features and elevation such as contours on older edition maps and cultivated land on red light readable maps.
 - e. Red: Cultural features, such as populated areas, main roads, and boundaries, on older maps.
 - f. Red-brown: Cultural features, all relief features, non-surveyed spot elevations, and elevation such as contour lines on red light readable maps.
5. Contour lines.
 - a. Index.
 - b. Intermediate.
 - c. Supplementary.

Identify Topographic Symbols:

1. Identify the sheet name.
2. Identify the sheet number.
3. Identify the series name.
4. Identify the scale.
5. Identify the series number.
6. Identify the edition number.
7. Identify the index to boundaries.
8. Identify the adjoining sheets diagram.
9. Identify the elevation guide.
10. Identify the declination diagram.
11. Identify the bar scales.
12. Identify the contour interval note.
13. Identify the spheroid note.
14. Identify the grid note.
15. Identify the projection note.
16. Identify the vertical datum note.
17. Identify the horizontal datum note.
18. Identify the control note.
19. Identify the preparation note.
20. Identify the printing note.
21. Identify the grid reference box.
22. Identify the unit imprint and symbol.

P9: Operate PVS-14 Monocular Night Vision Device

Based On:

071-706-0001 Operate the AN/PVS-14 Monocular Night Vision Device

Task: Prepare, mount and operate a set of AN/PVS-14 Monocular Night Vision Device. Identify characters in no light/ low light conditions. Correctly Stow AN/PVS-14s.

Conditions: You are member of a squad conducting operations in limited visibility and have an AN/PVS-14 monocular night vision device (NVD) that is prepared for operation. You have all your assigned personal equipment. You are conducting operations in a non-CBRN environment.

Standards: Place the AN/PVS-14 NVD into operation under normal conditions in one minute while wearing your helmet in no light/ low light conditions. Correctly identify and record 3 alpha/numeric symbols with a 100% accuracy in no light/ low light conditions using correctly adjusted AN/PVS14s in 30 seconds or less. Properly stow the AN/PVS-14 NVD after use **in sequence** in under 1 minute in lighted conditions.

Station Requirements: A tent or other light proof structure, which will contain a table to place AN/PVS-14 Nods, carrying case, and all appropriate BII. AN/PVS-14s will be staged with working battery correctly installed and Diopter knobs mal-adjusted. Also candidate will be provided with a grade sheet to record three alpha/numeric combinations. A system to temporally expose/cover three different letter/number combinations which are only readable from the candidates position will correctly worn and adjusted NVDs. A light source will be available for the “stow” portion of the task to facilitate steps “3 d” and “3 h”.

Candidate will start in the standing position not touching the equipment.

Performance Steps

1. Operate AN/PVS-14 under normal conditions. Use the AN/PVS-14 mounted on a helmet.
 - a. Don the helmet (**will maintain helmet on until step 3**).
 - b. Place the NVD in the socket of the helmet mount.
 - c. Depress the side buttons (or press down on side lever on metal mount) to set the eye relief.
 - d. Move the NVD fore or aft until the eyecup comfortably seals around the eye.
 - e. Turn the NVD ON.
 - f. Rotate the diopter adjustment for the clearest view of the image intensifier screen.
 - g. Adjust the eye relief distance.
 - h. Press the side buttons (or press down on side lever on metal mount).
 - i. Slide the NVD fore or aft to obtain a full field-of-view of the image.
 - j. Adjust the objective lens focus, while observing an object, until the sharp image is obtained.
 - k. Grasp the helmet tilt and flip-up assembly and rotate upward and rearward until the latch is firmly engaged.
Note: The NVD will automatically power off when flipped up.
 - l. Grasp the helmet tilt and flip-up assembly and rotate downward and forward until the latch is firmly engaged.
 - m. Turn the power switch to the ON position to resume viewing.

2. Identify 3 alpha/numeric symbols in low light/ no light conditions in under 30 seconds.
 - a. (**grader will expose 3 distinct Letter/Number Combinations**) candidate records all three exposed letter/number combinations on provided grade sheet then steps back when complete.

3. Stow the AN/PVS-14.
 - a. Turn NVD OFF.
 - b. Remove the NVD from the headset or helmet mount.
 - c. Remove battery or batteries.
 - d. Inspect the battery compartment for corrosion or moisture.
 - e. Replace battery cap.
 - f. Remove eyecup, demist shield, sacrificial window, compass or 3X magnifier.
 - g. Replace eyepiece and objective lens cap.
 - h. Ensure monocular is clean and dry before placing into carrying case.
 - i. Replace all equipment in the carrying case.

P10: Transmit a Spot Report with a Tactical Man Pack Radio

Based on:

113-589-2004-Operate TACSAT Radio Set AN/PRC-117 in all Modes of operation

171-300-0063-Operate the Single Channel Ground and Airborne Radio System (SINCGARS) Advanced System Improvement Program (ASIP) Radio

071-326-0512-Estimate Range

171-COM-4080-Send a Spot Report (SPOTREP)

Task: Assemble and load Communications Security (COMSEC) into a tactical man packable or vehicle mounted radio, program it for both Line of Sight (LOS) and Satellite (SAT) voice communications, then conduct a LOS radio check. Use this radio to transmit your Spot Report (SPOTREP).

Condition: You are a member of a team who has been directed to prepare your radio for operations in a non-CBRNE environment. Next, you have moved to an observation post (OP) and are witnessing enemy operations. Intelligence reporting gives the size of your target as (Grader states height or width of target, ensuring Candidate identifies it).

Standard: Assemble, load, and program the radio and conduct a LOS radio check within five minutes. Correctly transmit a SPOTREP within 10 minutes. All tasks will be performed in sequence, using the proper radiotelephone (RTO) pronunciation and procedures.

Station Requirements: Calibrated compass, mil-reticle binoculars/other magnified optical device with mil markings, and a stable platform to view the target. 10 digit grid to Candidate's location, a protractor, and military map with declination diagram. Blank piece of laminated paper, alcohol pens, and eraser. One set of Signal Operating Instructions (SOI) according to unit SOP; all pertinent frequencies listed. All call signs required and an information sheet showing the appropriate COMSEC for each week of the month. One operational, tactical, man packable/vehicle-mounted radio with no frequencies programmed, no COMSEC loaded, disassembled, with all Basic Inventory Items (BII). An operational, tactical radio loaded with training COMSEC and pertinent frequencies for the Grader to use. A Simple Key Loader (SKL) with all BII, loaded with four weeks of training COMSEC keys. Provide the Candidate with, or ensure the Candidate has a watch with the correct date and time. Grader must have a cheat sheet/overlay for the Candidate's target plot.

Target setup: The Candidate must actually have to look through binoculars and talk on the radio during the SPOTREP rather than stand over a terrain model. As a result, a target such as a building, vehicle, or person/E-type will be used at actual distance. If the local area does not permit enough distance, a target must be created to scale based on the desired distance and the actual distance from the Candidate. For example, a person that is 19.5 inches (.495 meters) wide is 4.95 mils at 100 meters. At 2000 meters a 6.7 meter long tank will appear as 3.35 mils. A 25 meter long fighting position will appear as 12.5 mils. If this situation were scaled down to 50 meters away from the Candidate:

- That same tank will be .1675 meters long and still appear as 3.35 mils.
- That same fighting position will be .625 meters long and still appear as 12.5 mils.

Other distances or target sizes may be used, but:

- They must be represented accurately and to scale.
- The Candidate must know the true size of the target regardless of whether it is scaled or actual distance.
- The simulated target should be far enough away to require the Candidate to use the binoculars.
- If distances beyond 100 meters are available, use actual size targets rather than scaled. Consider placing training site on a roadway, power line cut, or elevated position in order to achieve more distance.

Assemble, Load, Program, and Radio Check:

1. Assemble and power on radio. Battery (ies)/power supply, LOS antenna, and headset/external microphone/speaker.
2. Load the correct COMSEC keys for the appropriate week into the radio with an SKL.
3. Program one secure (SC; CT), operational frequency, into the radio according to the SOI.
4. Radio check. **NO-GO if Candidate cannot communicate on this frequency/uses improper pronunciation/procedures.**

Send SPOTREP:

1. Prepare SPOTREP.
 - a. LINE 1 - date time group (DTG) of report submission.
 - b. LINE 2 - reporting unit and method of observation: unaided, binoculars, infrared, thermal, night vision device, unmanned aircraft system, or other. Follow with narrative if needed.
 - c. LINE 3 - size of detected element.

1. Persons: Military, Civilian.
 2. Vehicles: Military, Civilian.
 3. Equipment: Military, Civilian.
 - d. LINE 4 - activity of detected element at DTG of report (sub-type if applicable). If needed add narrative.
 1. Attacking (direction from).
 - a. Air defense artillery (ADA) (engaging).
 - b. Aircraft (engaging) (rotary wing [RW], fixed wing [FW]).
 - c. Ambush (IED [exploded], IED [unexploded], sniper, anti-armor, other).
 - d. Indirect fire (point of impact, point of origin).
 - e. Chemical, biological, radiological, or nuclear (CBRN).
 2. Defending (direction from).
 3. Moving (direction from).
 4. Stationary.
 5. Cache.
 6. Civilian (criminal acts, unrest, infrastructure damage).
 7. Personnel recovery (isolating event, observed signal).
 8. Other (give name and description).
 - e. LINE 5 - location (grid coordinate with military grid reference system (MGRS) grid zone designator of detected element activity or event observed). **Must send correct, complete six-digit grid.**
 1. Candidate plots their location on the map.
 2. Candidate determines direction to target using compass.
 3. Candidate estimates distance to target using mil-relation method based on known size.
 4. Candidate plots the enemy location on the map.
 - f. LINE 6 - unit (detected element unit, organization, or facility). If it cannot be identified it should be described in detail to include; uniform, vehicle markings, or other identifying information.
 1. Conventional.
 2. Irregular.
 3. Coalition.
 4. Host nation.
 5. Nongovernmental organization (NGO).
 6. Civilian.
 7. Facility.
 - g. LINE 7 - time (DTG of observation).
 - h. LINE 8 - equipment element observed (and amplifying sub-type, if applicable). Narrative can be added to clarify/describe/explain the equipment. Nomenclature/type/quantity of all equipment observed should be provided if known. If equipment cannot be identified, it should be described in as much detail as possible.
 1. ADA (missile (man-portable air defense system [MANPADS]), missile (other), gun).
 2. Artillery (gun (self-propelled [SP]), gun (towed), missile or rocket, mortar).
 3. Armored track vehicle (tank-personnel carrier-command and control-engineer-transport-other).
 4. Armored wheel vehicle (gun, APC, C2, engineer, transport, other).
 5. Wheel vehicle (gun, C2, engineer, transport, other).
 6. Infantry weapon (anti-armor, RPG, machine gun, grenade launcher, small arms, other).
 7. Aircraft (RW-attack/utility/observation helicopter; FW-attack/transportation/UAS/other).
 8. Mine/IED (buried, surface, vehicle-borne IED, person-borne IED, other).
 9. CBRN.
 10. Supplies (class III, class V, other).
 11. Civilian.
 12. Other.
 - i. LINE 9 - assessment (reason for/purpose of activity and threats to/opportunities for friendly forces).
 - j. LINE 10 – narrative (Actions taken related to the activity: attack-withdraw-observe-other). Potential for subsequent reports: air support-BDA-call for fire-casualty report-EOD support-MEDEVAC-other.
 - k. LINE 11 - authentication (report authentication) per SOP.
2. Send SPOTREP to next higher element.

Chapter 12-Final Event

Based on:

071-COM-0032-Maintain an M16-Series Rifle/M4-Series Rifle Carbine

130-CLC-0029-Perform a Function Check on an M16-Series Rifle/M4-Series Carbine

Task: Clear, disassemble, assemble, and perform a functions check on an M4/M16.

Condition: You have just returned from a mission and have been directed to conduct maintenance on your carbine/rifle.

Standard: Clear and disassemble within two minutes and 30 seconds. Assemble and perform a functions check within two minutes and 30 seconds. All tasks will be performed in sequence. This event is not re-testable.

Station Requirements: Adequate Graders to ensure Candidates flow directly into their task following completion of the Foot March with no rest period. Starting configuration for the weapon will be: free of ammunition, loaded with an empty magazine, bolt forward, on SAFE, with a sling. Provide one poncho or other material per station for the Candidates to test on that will prevent them from losing parts. Candidates failing this task should be segregated in a separate holding area until they can be processed by the station NCOIC/OIC, followed by the EIB NCOIC/OIC for out-processing. Candidates who pass this event should be escorted to the weigh-in NCO. Candidates failing the weigh-in should be escorted to the layout NCO to determine if they meet the packing list requirements. Candidates who pass the weigh-in/layout should be escorted to the station NCOIC/OIC for tracking.

Clear and Disassemble:

Candidate will start with the weapon in the low ready.

1. Clear the weapon.
 - a. Point weapon in safe direction, ensure it is on SAFE, and remove the magazine.
 - b. Lock the bolt open and return charging handle to the forward position.
 - c. Ensure the receiver and chamber are free of ammo.
 - d. Press the upper portion of the bolt catch to allow the bolt to go forward.
2. Disassemble the weapon, clearly separating the following parts, retaining sling and optics:
 - a. Lower receiver and upper receiver. Separated but connected by sling.
 - b. Charging handle and bolt carrier. Separated.
 - c. Bolt, firing pin, bolt cam, and firing pin retaining pin. Separated.
 - d. Buffer and buffer spring. Separated.

Time will stop when the Candidate returns to the standing position with all parts of the weapon on the flat surface.

Assemble and Perform a Functions Check:

Candidate will start from the last position in the previous task.

1. Assemble the weapon.
2. Perform a function check on the weapon.
 - a. Place selector lever on SAFE. Pull charging handle to rear and release.
 - b. Pull trigger. Hammer should not fall.
 - c. Place selector lever on SEMI. Pull trigger. Hammer should fall.
 - d. Hold trigger to the rear and charge the weapon.
 - e. Release trigger with a slow, smooth motion, until fully forward. An audible click should be heard.
 - f. Pull trigger. Hammer should fall.
 - g. For BURST weapons.
 1. Place selector lever on BURST. Pull charging handle to the rear and release.
 2. Squeeze trigger. Hammer should fall.
 3. Hold trigger to the rear. Charge weapon three times.
 4. Release trigger. Squeeze trigger. Hammer should fall.
 5. Charge the weapon again, place it on SAFE, and close the dust cover.
 - h. For AUTO weapons.
 1. Place the selector switch on AUTO. Pull charging handle to the rear and release.
 2. Squeeze the trigger. Hammer should fall.
 3. Hold the trigger to the rear and cock the weapon again.
 4. Fully release the trigger then squeeze it again. The hammer should not fall.
 5. Charge the weapon again, place it on SAFE, and close the dust cover.