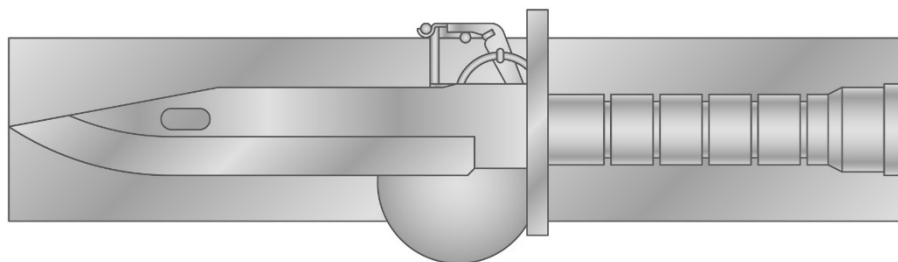


USAIS PAMPHLET 350-6 Expert Infantryman Badge



TRADOC Regulation 672-9 Expert Soldier Badge

HAND BOOK
2021

1/25 Stryker Brigade Combat Team
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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 for the EIB. Enlisted personnel in all other CMFs as their primary MOS are eligible for the ESB. EIB Personnel holding the 18DMOS 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. Officers in all other Branches are eligible for the ESB.
- (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 / ESB in accordance with TC 3-22.9. ARNG and USAR personnel must have qualified expert within one year of testing for the EIB / ESB. This prerequisite cannot be used to offset any testing requirements which occur within the EIB / ESB 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 / ESB 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/ ESB as long as their profile will not prevent them from taking part in any of the required events.
- (j) Company Commanders or equivalent are responsible for certifying that their Soldiers meet all eligibility requirements to test for the EIB/ ESB and are required to provide a roster of their Candidates, with supporting documentation, to the EIB/ ESB 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/ ESB Test Manager during the validation process.

PHASE ONE

EIB Physical Fitness Assessment & ESB Army Physical Fitness Test of Record

This event constitutes Phase One of the EIB / ESB test and may only be graded by EIB / ESB Graders. It is the responsibility of the EIB / ESB Board to ensure all Graders for this event are grading to the same standard without variance. The EIB / ESB 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 / ESB 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 / ESB NCOIC/OIC for out-processing. No Candidate who fails the EPFA or APFTOR will progress to Phase Two. The EPFA and APFTOR is the first graded event of the EIB / ESB test.

The fitness tests will 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 number 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/ ESB test. Units should ensure that the EPFA and APFTOR 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.

Expert Infantry Badge (EIB) Fitness Assessment –

EIB 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.

- (1) All candidates must pass the EPFA.
- (2) EPFA cannot be waived.
- (3) Alternate EPFA events are not authorized.
- (4) EPFA testing will be conducted in accordance with Field Manual (FM) 7-22.
- (5) All candidates must meet height and weight requirements in accordance with Army Regulation (AR 600-9)

Expert Soldier Badge (ESB) PT Test –

Army Physical Fitness Test of Record (APFTOR). The APFTOR is a prerequisite to participate in the ESB. RA candidates must have passed the APFTOR within six months prior to ESB testing day 1. ARNG and USAR candidates must have passed the APFTOR within one year of ESB testing day 1. ESB candidates must achieve 80% in each APFT event: Push-up, Sit-up, and 2 mile run in their respective age group. No alternate events are authorized. ESB candidates must pass the APFTOR within the limits of their profile, if any.

- (1) All candidates must pass the APFTOR.
- (2) APFTOR cannot be waived.
- (3) Alternate APFTOR events are not authorized.
- (4) APFTOR testing will be conducted in accordance with Field Manual (FM) 7-22.
- (5) All candidates must meet height and weight requirements in accordance with Army Regulation (AR) 600-9.

PHASE TWO

Land Navigation

Task: 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/ ESB test. This event is not re-testable.

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 / ESB 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:

- 1) At least two GPS devices to obtain a ten-digit grid per point; less than 20-meter difference between devices.
- 2) 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.
- 3) Courses will not be validated with civilian GPS models under any circumstances.
- 4) 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.
- 5) The EIB/ ESB 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/ ESB Graders negotiate each lane to confirm:
- 6) All points are present, in good condition, and have a reasonable expectation of being located.
- 7) The validation parameters from previous surveys remain in effect.
- 8) All points are equipped with a unique navigation punch to ensure Candidates were physically at the point.
- 9) 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.

- 10) 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.
- 11) Standards: The following standards will apply for all Candidates conducting the land navigation course:
- 12) 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.
- 13) 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.

Standards: 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/ ESB NCOIC/OIC for out-processing. No Candidate who fails land navigation will continue.

PHASE THREE WEAPONS LANE

W-1 Part I, M4 carbine/M16 rifle

Task basis: 071-COM-0028-Load an M16-Series Rifle/M4-Series Carbine, 071-COM-0027-Unload an M16-Series Rifle/M4-Series Carbine, 071-COM-0030-Engage Targets with an M16-Series Rifle/M4-Series Carbine.

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

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

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

Requirements: An M4/M16 with blank adaptor, and sling. 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. Hearing protection (part of the ESB uniform) must be worn when firing.

Note: Candidate will start with the weapon in the low ready position.

Performance steps:

- 1) Clear the weapon:
 - (a) Keep the weapon pointed in a safe direction.
 - (b) Attempt to place the weapon on SAFE.
 - (c) Lock the bolt to the rear.
 - (d) Pull the charging handle rearward. Press and hold the bottom of the bolt catch.
 - (e) Allow bolt to move forward until it engages the bolt catch. Release the bottom of the bolt catch.
 - (f) Return the charging handle to the forward position.
 - (g) Ensure the receiver and chamber are free of ammo. Place weapon on SAFE.
- 2) Load the weapon:
 - (a) Insert the magazine.
 - (b) Push the magazine upwards until the magazine catch engages.
 - (c) Tap upward on the bottom of the magazine to ensure the magazine is seated.
 - (d) Press the upper portion of the bolt catch allowing the bolt to go forward and chamber a round. *The bolt will not be ridden forward.*
 - (e) Tap forward assist to ensure that bolt is fully forward and locked.
 - (f) 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.
 - (b) Remove magazine from weapon.
 - (c) Lock the bolt open (if not already).

- (d) Pull the charging handle rearward. Press the bottom of the bolt catch.
- (e) Move bolt forward until it engages bolt catch. Return the charging handle to the forward position.
- (f) Ensure the receiver and chamber are free of ammo.
- (g) Place the weapon on SAFE (if not already).
- (h) Press the upper portion of the bolt catch to allow the bolt to go forward.
- (i) Close the ejection port cover.

Table W-1 Part I: M4/M16 carbine/rifle

PERFORMANCE MEASURES	GO	NO-GO
1. Clear the weapon.		
2. Load the weapon.		
3. Engage the target.		
4. Perform immediate action.		
5. Clear the weapon.		

W-1 Part II, Option I: M320 grenade launcher

Task basis: 071-031-0002-Load an M320 Grenade Launcher, 071-031-0003-Unload an M320 grenade launcher

Tasks: Clear, load, and fire an M320 grenade launcher. Unload and clear an M320 that has not been fired.

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

Standards: Correctly clear, load, and fire the grenade launcher in 20 seconds. Correctly unload and clear the grenade launcher within 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, a separate rifle/carbine, or in detached operation. If using a rifle/carbine, the rifle must have an empty magazine. A target/safe direction for the candidate to engage and a dummy/training round. If the ESB uniform does not include a grenade pouch, the station will provide appropriate load bearing equipment to properly secure the grenade.

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

Performance steps:1) Clear, load, and fire:

- (a) Point the weapon in a safe direction. Ensure weapon is on SAFE.
- (b) Press barrel release and pivot barrel out from receiver.
- (c) Make sure bore and chamber is clear of round or spent cartridge. Insert a single round of ammunition into barrel.
- (d) 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.
- (e) Place the weapon on fire.

2) Engage your target.

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

3) Unload and clear an unfired round:

- (a) Keep the weapon pointed in a safe direction, with trigger finger outside trigger guard.
- (b) Place the weapon on SAFE.
- (c) Press upward on barrel release lever and pivot barrel out from receiver.
- (d) Grasp rim of round. Pull rearward to remove round or cartridge case from the barrel.
- (e) Secure the round back in the appropriate pouch.
- (f) Pivot barrel into receiver until barrel release lever engages barrel.
- (g) Ensure weapon is still on SAFE.

W-1 Part II: M320 grenade launcher

PERFORMANCE MEASURES	GO	NO-GO
1. Clear the weapon		
2. Load the weapon		
3. Engage the target		
4. Unload and clear an unfired round		

W-2: Part I; M18 Pistol

Task basis: 071-004-0007-Maintain an M17/M18 pistol, 071-004-0008-Perform a function check on an M17/M18 pistol.

Tasks: Clear, disassemble, assemble, and perform a function check on an M17/M18 pistol

Conditions: 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.

Standards: Correctly clear and disassemble the M17/M18 pistol, matching the parts with the correct nomenclature labels within 30 seconds. Correctly assemble and perform a function 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. 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.

Performance steps:

Note: 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.

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

3) Assemble the pistol:

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

- (a) Grasp the slide with the bottom facing up.
- (b) Grasp the barrel assembly with the locking block facing up with the other hand.
- (c) Insert the muzzle into the forward end of the slide and simultaneously, lower the rear of the barrel assembly by moving the barrel slightly.

Note: The barrel will fall into place.

- (d) Insert the recoil spring guide into the recoil spring.

- (e) Insert the end of the recoil spring and the recoil spring guide into the recoil spring housing and simultaneously, compress the recoil spring and lower the spring guide until it is fully seated on the locking block cutaway.
- (f) Push the firing pin block lever down.
- (g) Grasp the slide and barrel assembly with the sights up and align the slide on the receiver assembly guide rails.
- (h) Push until the rear of the slide is a short distance beyond the rear of the receiver assembly and hold, simultaneously, rotate the disassembly latch lever upward.

Note: A click indicates a positive lock

4) Perform a functions check:

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

- (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. The magazine follower should push up on slide stop, locking slide to rear. Press the magazine catch. The magazine will fall free from pistol.
- (d) Press the slide catch. This will release the slide to the forward position. Ensure the slide is fully forward on the pistol.
- (e) Press the trigger. The striker should not be released.
- (f) Depress manual safety lever.
- (g) Press trigger and hold to rear. Striker should be released. An audible click should be heard.
- (h) While still holding trigger to rear, fully retract and release slide.
- (i) Release trigger. A light audible click should be heard and felt as the striker resets.
- (j) Press trigger. The striker should release and you should hear and feel a loud audible click.

Note: Time will stop when the candidate returns to the standing position with the weapon on the flat surface.

W-2:PART I Maintain M17/M18 pistol

PERFORMANCE MEASURES	GO	NO-GO
1. Clear the weapon.		
2. Disassemble the weapon.		
3. Assembled the weapon.		
4. Perform a functions check.		

W-2: Part II, Maintain 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 function 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.

Performance Measures:

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.

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

- 3) Assemble the weapon, ensuring it is on safe.
- 4) 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; re-cock 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 re-cock 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.

Table. W-2:PART II Maintain Shotgun

PERFORMANCE MEASURES	GO	NO-GO
1. Clear the weapon.		
2. Disassemble the weapon.		
3. Assembled the weapon.		
4. Perform a functions check.		

W-3 Part I, Maintain M249 Squad Automatic Weapon

Task basis: 071-COM-4025-Maintain an M249 machine gun, 071-COM-4026-Perform a function check on an M249 machine gun

Tasks: Clear, disassemble, assemble, and perform a function check on an M249 Machine Gun.

Conditions: You are a member of a team that has just returned from a mission and you have been directed to conduct maintenance on your M249 Machine Gun.

Standards: Correctly clear and completely disassemble the M249 Machine Gun, matching the groups with the correct nomenclature within three minutes. Correctly assemble and perform a function 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 the weapon with appropriate nomenclature group labels. Photos of parts with nomenclature labels will be available in training area. Use separate weapon for part I and part II ensuring to have enough for your projected number of candidates.

Performance steps:

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 cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
 - (c) While holding the cocking handle to the rear with right hand palm up 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*.
 1. Check the feed pawl assembly under the cover.
 2. Check the feed tray. Lift the feed tray and inspect the chamber.
 3. Check the space between the face of the bolt and the chamber
 4. Check the space under the bolt/operating rod assembly.
 5. Check the magazine well.
 - (f) Lower the feed tray, close the feed cover, making sure it locks shut.
 - (g) Pull and hold cocking handle with right hand palm up to rear.
 - (h) While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to FIRE.
 - (i) While fully depressing the trigger, ease the bolt forward with right hand palm up 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 weapon into the following groups, ensuring all parts are on the correct nomenclature labels:
 1. Driving spring mechanism rod
 2. Spring
 3. Trigger mechanism
 4. Bolt carrier
 5. Bolt

6. Gas operating rod
7. Hand guard
8. Heat shield
9. Bipod legs
10. Barrel
11. Gas regulator
12. Gas regulator collar
13. Gas tube
14. Receiver with feed tray and feed tray cover assembly

3. Assemble the weapon.

4. Perform a functions check:

Note: Ensure the safety is on FIRE before moving the bolt/operating rod assembly.

(a) Pull and hold cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.

(b) While holding to rear with right hand palm up, 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 right hand palm up, 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.

Note: Time will stop when the candidate returns to the standing position with the weapon on the flat surface.

Table W-3 Part I: Maintain M249 squad automatic weapon

PERFORMANCE MEASURES	GO	NO-GO
1. Clear the weapon.		
2. Disassemble the weapon		
3. Assemble the weapon		
4. Perform functions check		

W-3 Part II, Operate M249 Squad Automatic Weapon

Task basis: 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

Tasks: Clear, load, fire until a stoppage occurs, perform immediate action, expend remaining ammunition, unload, and clear an M249 machine gun.

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

Standards: 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 ESB uniform) must be worn when firing.

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

Performance steps:

1. Clear the weapon:

- (k) Point weapon in a safe direction. Ensure safety is on FIRE before moving bolt/operating rod assembly.
- (l) Pull and hold cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
- (m) While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to SAFE.
- (n) Push the cocking handle assembly to the fully forward and locked position.
- (o) 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*.
 - 6. Check the feed pawl assembly under the cover.
 - 7. Check the feed tray. Lift the feed tray and inspect the chamber.
 - 8. Check the space between the face of the bolt and the chamber
 - 9. Check the space under the bolt/operating rod assembly.
 - 10. Check the magazine well.
- (p) Lower the feed tray.

2. Load the weapon:

- (a) Raise the feed cover
- (b) 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.
- (c) 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.
- (d) Place the weapon on FIRE and engage your target.

3. Take immediate action to correct a malfunction:

Note: Weapon remains on shoulder while performing immediate action.

- (a) Pull and hold cocking handle with right hand palm up 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 right hand palm up with no tension on bolt.
 - (c) (Push) 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.
 - (d) Squeeze the trigger and continue mission. Proceed to clear the weapon if it does not fire.
4. 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 (5) (f) below.
 - (c) Pull and hold cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
 - (d) While holding the cocking handle to the rear with right hand palm up 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 (1)(e) above.
 - (g) Lower the feed tray and close the feed cover, making sure it locks shut.
 - (h) Pull and hold cocking handle with right hand palm up to rear.
 - (i) While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to FIRE.
 - (j) While depressing trigger, ease bolt forward to close and lock. Release trigger. Close ejection port cover.

Table W-3 Part II: Operate M249 machine gun

PERFORMANCE MEASURES	GO	NO-GO
1. Clear the weapon.		
2. Load the weapon		
3. Engaged the target		
4. Take immediate action		
5. Unload and clear the weapon		

W-4 Part I, Maintain M240

Task basis: 071-025-0001-Maintain an M240B machine gun, 071-025-0002-Perform a function check on an M240B machine gun

Tasks: clear, disassemble, assemble, and perform a function check on an M240 machine gun.

Conditions: You are a member of a team that has just returned from a mission and you have been directed to conduct maintenance on your M240 machine gun.

Standards: Correctly clear and disassemble the M240 machine gun, matching the parts with the correct nomenclature labels within three minutes. Correctly assemble and perform a function check on the M240 machine gun within 3 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 part two, ensuring to have enough for your projected number of candidates.

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

Performance steps:

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 cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
 - (c) While holding the cocking handle to the rear with right hand palm up 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*.
 1. Check feed pawl assembly under cover.
 2. Check feed tray. Lift feed tray and inspect chamber.
 3. Check between face of bolt and chamber
 4. Check under bolt/operating rod assembly.
 - (f) Lower the feed tray and close the feed cover, making sure it locks shut.
 - (g) Pull and hold cocking handle with right hand palm up to rear.
 - (h) While holding the cocking handle to the rear with right hand palm up 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
 - (b) Bolt and operating rod assembly
 - (c) Driving spring rod assembly
 - (d) Trigger housing assembly
 - (e) Barrel assembly; removing heat shield

- (f) Cover assembly
- (g) Feed tray
- (h) Receiver assembly

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

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

Note: Time will stop when the candidate returns to the standing position with the weapon on the flat surface.

Table W4 Part I: Maintain an M240B machine gun

PERFORMANCE MEASURES	GO	NO-GO
1. Clear the weapon.		
2. Disassemble the weapon.		
3. Assemble the weapon.		
4. Perform a functions check.		

W-4 Part II, Operate M240B Machine Gun

Task basis: 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

Tasks: Clear, load, fire until a stoppage occurs, perform immediate action, expend remaining ammunition, unload, and clear an M240 machine gun.

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

Standards: 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 ESB uniform) must be worn when firing.

Performance steps:

Note: 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 cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
 - (c) While holding the cocking handle to the rear, with right hand palm up, 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/ammunition*.
 5. Check feed pawl assembly under cover.
 6. Check feed tray. Lift feed tray and inspect chamber.
 7. Check between face of bolt and chamber
 8. Check 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:

Note: 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).
- (c) (Push) Return cocking handle assembly to forward and locked position and proceed to clear weapon. If something ejects, push the cocking handle forward.

- (d) 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.

Table W-4 Part II: Operate M240B machine gun

PERFORMANCE MEASURES	GO	NO-GO
1. Clear the weapon.		
2. Load the weapon.		
3. Engage the target.		
4. Take immediate action.		
5. Unload and clear the weapon.		

W-5 Part I, Identify Hand Grenades

Task basis: 071-440-0031-Employ hand grenades during an urban operation

Tasks: Identify hand grenades

Conditions: 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.

Standards: Correctly identify the name/nomenclature of each hand grenade, within 2 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.

Performance steps: Identify the following hand grenades:

1. M67 Fragmentation:
 - (a) Use 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) Use to control riots or disable without serious injury.

W-5: Identify hand grenades

PERFORMANCE MEASURES	GO	NO-GO
1. M67 Fragmentation.		
2. MK3A2 Offensive grenade.		
3. M84 Diversionary/Flash-bang stun hand grenades.		
4. M18 Colored smoke.		
5. AN-M14 TH3 Incendiary hand grenade.		
6. ABC-M7A2/ABC-M7A3 Riot control hand grenades.		

W-5 Part II, Employ Hand Grenades Against Troops in The Open

Task basis: 071-COM-4407-Employ hand grenades

Tasks: Employ hand grenades

Conditions: 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.

Standards: 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 ESB uniform does not include grenade pouches, the station will 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.

Performance steps:

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.

1. Select proper throwing position:
 - (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). Ensure there are no obstacles that can alter or block the flight of the grenade when it is thrown.

(b) Confirm body target alignment. Allow the motion of the throwing arm to continue naturally once the grenade is released.

(c) 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.

(d) Prepare second grenade. Only pull the pin if needed.

(e) Reengage if grenade did not explode within five meters of the target (Grader guidance).

Note: Allow the clock to run on the first throw. If the first grenade is ineffective, the candidate has the remaining time to reengage the target. Time will stop when the second grenade leaves the candidate's hand.

Table W-5 Part II: Employ hand grenades against open troops

PERFORMANCE MEASURES	GO	NO-GO
1. Select proper throwing position.		
2. Grip the hand grenade.		
3. Prepare the hand grenade.		
4. Throw the hand grenade within the effective range of the target.		

W-5 Part III, Employ Hand Grenades Through a Window, Door or Bunker

Task basis: 071-COM-4407-Employ hand grenades, 071-440-0031-Employ hand grenades during an urban operation

Tasks: Employ hand grenades

Conditions: 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.

Standards: Correctly perform all tasks, in sequence, within 1 minute.

Requirements: Two training grenades with fuses. Candidate should place both grenades on their person, properly secured in their grenade pouches. If the ESB uniform does not include grenade pouches, the station will 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 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.

Performance steps:

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).

Table W-5 Employ hand grenades through a window, door or bunker

PERFORMANCE MEASURES	GO	NO-GO
1. Identify the target to engage.		
2. Select the appropriate movement technique.		
3. Select proper throwing position.		
4. Select proper throwing position.		
5. Grip the hand grenade.		
6. Prepare the hand grenade.		
7. Throw the hand grenade so it is within the opening of the target.		

W-6 M18A1 Claymore Mine (Electronic Initiation)

Task Basis: 071-325-4427-Employ an M18A1 Claymore Mine, 071-325-4426-Recover an M18A1

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

Conditions: 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.

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

A training Claymore mine 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.

Performance steps:

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, and 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, and 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 sandbag, 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 on the way 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.
- 15. 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.
- 16. 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.

Table P-7: M18A1 claymore mine operation (electronic initiation)

PERFORMANCE MEASURES	GO	NO-GO
1. Inventory the components.		
2. Ensure the firing device is on "SAFE" and remove dust covers.		
3. Prepare the munition for employment.		
4. Aim the munition.		
5. Arm the munition.		
6. Camouflage the munition and firing wire.		
7. Seek cover.		
8. Remove the shorting plug/dust cover.		
9. Plug connector of firing wire.		
10. Place the eye near the window of the test set and test the firing device.		
11. Move the firing device bail from "FIRE" to "SAFE".		
12. Disconnect test set from firing wire.		
13. Disconnect test set from firing device.		
14. Fire the munition.		
15. Disarm the mine.		
16. Recover the mine.		

W-7: 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.

1) Prepare to Fire:

- (a) Candidate will start from a standing position next to the Javelin on the ground behind cover.
- (b) Prepare the CLU. Ensure power switch is OFF. Install the CLU battery. Open day sight and NVS lens covers on CLU.
- (c) Place the round on the ground with the flat sides of the end caps down and latch assembly facing up.
- (d) Kneel on the left side of the round, at the forward end, facing forward.
- (e) 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.
- (f) Remove protective covers from CLU and round interface connectors. Candidate verbalizes if not quipped.
- (g) Position protective covers so no interference exists when placing round interface bracket in round hooks.
- (h) 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.
- (i) Position open end of round on forward end cap.
- (j) Set power switch to NIGHT. The CLU has four modes of operation: Off, Day, Night (IR Surveillance), and test.
- (k) Verify CLU indicators are lit. Candidate verbalizes. Grader states, "CLU indicators are flashing".
- (l) 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.
- (m) 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.
- (n) 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".
- (o) Acquire the target. Candidate verbalizes this step.
- (p) Lock-on the target. Candidate verbalizes this step.

- (q) Squeeze the fire trigger. Grader will state “misfire”.
- 2) Perform Immediate Action for a misfire:
- (a) Candidate will start from the last position in the previous task.
 - (b) Release seeker and fire triggers and attempt to engage again per step 13 above. Grader will state, “Misfire”.
 - (c) Set Javelin on ground, pointed in direction of enemy, with the CLU handgrips facing up. Keep back blast area clear.
 - (d) Turn OFF the CLU, pausing in the DAY mode for one second to ensure flipper mirrors reset properly.
 - (e) Press the latch release and disconnect the CLU from the round. Check for dirt and debris.
 - (f) Reconnect the CLU to the same round. Rock and gently lift the CLU to ensure it is attached.
 - (g) Turn ON the CLU. It can take up to four minutes for the DDC/NVS to cool to operating temperature.
 - (h) Verify CLU indicators are lit and the NVS Not Cool Indicator is off. Candidate verbalizes this step.
 - (i) Adjust diopter adjust ring per step 12 above.
 - (j) Attempt to reengage the target per step 13 above. Grader will state, “Misfire”.
 - (k) Place the Javelin on the ground, pointing toward the enemy.
 - (l) Turn OFF CLU, pausing in the DAY mode for one second to ensure flipper mirrors reset properly.
 - (m) Disconnect the CLU from the round. Stay clear of the forward and aft ends of the round at all times.
 - (n) Move round 25 meters from the firing position and get a replacement. Candidate verbalizes this step.

Table: W-7: Javelin

PERFORMANCE MEASURES	GO	NO-GO
Prepare to Fire Javelin		
Perform Immediate Action for a misfire; Javelin		

W-8: M-2 Machine Gun

Task basis: 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

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

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

Standards: Correctly perform all steps, in sequence, within one minute.

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 ESB uniform) must be worn when firing.

Performance steps:

Note: 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 slide 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.
 - (g) Place the trigger block on FIRE and engage your target.
3. Take immediate action to correct a malfunction for a cool weapon (has fired less than 200 rounds in two minutes):
4. Engage the Target
 - (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 below.
 - (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.

Table W-4: Operate M-2 machine gun

PERFORMANCE MEASURES	GO	NO-GO
1. Clear the weapon.		
2. Load the weapon.		
3. Take immediate action.		
4. Engage the target.		
5. Unload and clear an unfired round.		

W-9: MK-19 Heavy Grenade Launcher

Task basis: 071-030-0001-Maintain an MK19 grenade machine gun, 071-030-0005-Load an MK 19 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

Tasks: Clear, load, fire until a stoppage occurs, perform immediate action, expend remaining ammunition, unload, and clear a MK 19 machine gun.

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

Standards: Correctly perform all steps in sequence within one minute.

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 for removal of spent round from the bolt face. 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.

Performance steps:

Note: 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 to 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 charger handles to the forward and up position.
3. Attempt to fire the weapon until a stoppage occurs.
4. Take immediate action:
 - (a) Hold weapon on target and pull the bolt to the rear. Observe or attempt to catch live round as it ejects.

- (b) Push both 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 charger handles are forward and up position. Place the weapon on SAFE.

W-9 Operate heavy grenade launcher

PERFORMANCE MEASURES	GO	NO-GO
1. Clear the weapon		
2. Load the weapon		
3. Attempt to fire weapon until stoppage occurs		
4. Take immediate action		
5. Unload and clear an unfired round		

W-10: Anti-Tank Weapons (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).

Performance Measures:

1) Prepare and Fire:

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

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.
- (c) Open breech by pushing venturi lock knob forward with right hand and rotating venturi with left hand on venturi lever.
- (d) Visually examine breech and barrel for dirt or unburnt propellant.
- (e) 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.
- (f) Insert round into chamber, ensuring the recess is in line with cartridge guide.
- (g) Close breech with left hand and tap venturi lock knob to rear to ensure lock is closed.
- (h) With right hand hold pressure on venturi lever until ready to fire.
- (i) Check back blast area (BBA) for personnel and loose debris and state, **"BBA clear"**.
- (j) Gunner acquire target based on weapon's optics/sights. Gunner state target identification.

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.
- (c) Gunner place on "F.", aim, apply slight pressure on trigger, aim, and fire weapon.
- (d) Grader will state, **"Misfire"**.
- (e) AG repeat **"Misfire"** three times and return pressure to venturi lever with right hand.

2) Perform Misfire Procedure and Unload:

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

Misfire procedures.

- (a) Keep aim; wait five seconds.
- (b) Candidate verbalizes. Gunner recharge, re-aim, and state, "On the way".
- (c) AG check BBA and verbalize **"BBA clear"**, release venturi lever, leave hand in place above lever, and watch BBA.
- (d) Gunner pull trigger.

- (e) Grader will state, "Misfire". AG repeat "Misfire" three times and return pressure to venturi lever with right hand.
 - (f) Gunner keep aim, recharge, and direct AG to check venturi lock.
 - (g) AG check handle is in lock position and round is fully seated, then state, "Venturi lock checked".
 - (h) Gunner re-aim and state, "On the way".
 - (i) AG check BBA, state "BBA clear", release venturi lever, leave hand in place above lever, and watch BBA.
 - (j) Gunner pull trigger.
 - (k) Grader will state, "**Misfire**". AG repeat "Misfire" three times and return pressure to venturi lever with right hand.
 - (l) Gunner keep aim, place on "S", and recharge. Maintain firing position and wait two minutes (Candidate verbalizes).
 - (m) Gunner direct AG to load a new round, re-aim, and state, "**On the way**".
 - (n) AG check BBA, state, "**BBA clear**", release venturi lever, leave hand in place above lever, and watch BBA.
 - (o) Gunner pull trigger.
 - (p) Grader will state, "**Misfire**".
 - (q) Gunner keep aim.
 - (r) AG repeat "**Misfire**" three times and return pressure to venturi lever with right hand.
3. 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 e from chamber; catch with underhand grip of right hand.
 - (c) Close breech with left hand and tap venturi lock knob to rear. Report, "**Clear**".

Table. W-10: Anti-Tank Weapons (Carl Gustaf 84-Mm Recoilless Rifle)

PERFORMANCE MEASURES	GO	NO-GO
1. Prepare and Fire, Carl Gustaf 84-mm Recoilless Rifle:		
2. Perform Misfire Procedure and Unload: Carl Gustaf 84-mm Recoilless Rifle:		
3. Unload the weapon, Carl Gustaf 84-mm Recoilless Rifle		

ESB-1: Arctic Skills, Employ an Ahkio Sled**Task:** Employ and Ahkio Sled**Conditions:** In a field environment, given an Ahkio with unit prescribed sustainment equipment, four traces, and four harnesses while wearing ECWCS appropriate to weather conditions, ballistic helmet, fighting load carrier, and weapon.**Standards:** Within ten (10) minutes, the Soldier Packed unit prescribed sustainment equipment into the Ahkio so balance is maintained and all items are contained in the Ahkio, secured, and covered.**Performance Measures:**(1) Pack Ahkio Sled

- (a) Place tent pins in bottom center of Ahkio with the heads opposite each other. Place hammers on floor of sled on either end of the tent pins, heads opposite one another.
- (b) Place bow saw on top of tent pins.
- (c) Place stove board on top of bow saw.
- (d) Place fire extinguisher, center pole, axe, two MSR fuel bottles, and machetes on either side of the stove board, along the sides of the sled, ensuring that the weight is distributed evenly.
- (e) To the rear of the stove board, place fuel can and water can. Fuel can opening is up and to the rear and is double bagged with HAZMAT pads for transport. Water can opening is down and towards the front of the Ahkio.
- (f) Lantern (in case) is placed in front of stove board, perpendicular to the long axis of the sled. Two cook sets are placed in front of the lantern.
- (g) Place repair kit (ammo can) in front of the lantern. Place squad stoves on either side of the sled next to the cook sets.
- (h) Place the pole board in front of the repair kit. Place the 120-foot rope, traces, and harnesses on top of the pole board.
- (i) Place SHA on top of and slightly to the rear of the stove board.
- (j) Place the tent with shovels (so that the apex is toward the front of the sled) on the SHA).
- (k) Fold two canvas ends of Ahkio sled over sled contents. Fold sides of canvas over sled contents.
- (l) Place the tripod and door poles on top of canvas (field expedient poles only). The manufactured tripod and collapsible door poles should be secured inside the sled with the center pole. Secure the contents of sled with lashing rope from rear to front.

Table. ESB-1: ARCTIC SKILLS, Employ and Ahkio Sled

PERFORMANCE MEASURES	GO	NO-GO
Pack Ahkio Sled		

ESB-2: Arctic Skills; Employ Individual Camouflage in A Snow-Covered Environment**Task:** Employ Individual Camouflage in a Snow-Covered Environment**Conditions:** In any snow-covered field environment above or below the tree line while wearing Extended Cold Weather Clothing System appropriate to conditions, fighting load carrier, ballistic helmet, weapon, and rucksack. Given a set of over whites (trousers, parka, mitten covers, helmet cover, and rucksack cover) and tape if available.**Standard:** Within five (5) minutes the Soldier selects and dons the camouflage outerwear appropriate for the terrain. Camouflage equipment and weapon without affecting the function. Change camouflage scheme as the conditions change.**Performance Measures:**(1) Select Over-white combination

(a) Soldier selected appropriate over white combination for given terrain.

(2) Describe Camouflage as necessary

(a) Approximately waist high vegetation. Soldier incorporates over-white Kevlar cover, top, and gloves.

(b) Used for trails or road systems, Soldier wears over-white bottoms, with standard top and helmet cover

(c) For open fields or above tree line, Soldier wears over-white Kevlar Cover, top, bottoms, and gloves.

Table. ESB-2 Arctic Skills; Employ Individual Camouflage in A Snow-Covered Environment

PERFORMANCE MEASURES	GO	NO-GO
Soldier selected appropriate over white combination for given terrain.		
Soldier explained camouflage scheme as necessary.		

MEDICAL LANE

M-1: Request Medical Evacuation

Task basis: 081-COM-0101-Request medical evacuation (MEDEVAC).

Tasks: Request MEDEVAC.

Conditions: 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.

NOTE: Give the candidate the security of the pickup site and any additional guidance.

Standards: 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.

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.

Performance steps:

1. Prepare the MEDEVAC request:
 - (a) Determine grid coordinates for pickup, providing complete six-digit grid with identifier, accurate within 200 meters.
 - (b) 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.
 - (c) Determine number of patients and precedence. Candidate uses TCCC cards to determine necessary information.
 - (d) Determine special equipment required based on the site location, patient injuries, and additional guidance.
 - (e) Determine number and type of patients. Candidate uses TCCC cards to determine the necessary information.
 - (f) Determine security of pickup site. Give this information to the candidate during the Condition brief.
 - (g) Determine method of marking the pickup site. Candidate must choose based on the choices given.
 - (h) 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.

- (i) Determine terrain description based on site location/map/additional guidance. While only required in peacetime, it can be given. It is used when not in a CBRNE environment.
2. Transmit lines 1-5:
- (a) Candidate states, "I have a MEDEVAC request". Grader provides a response within three seconds.
- (b) Line 1: Six-digit grid, including grid zone identifier.
- (c) Line 2: Operational frequency, call sign, and suffix. Candidate will use this frequency later to transmit lines 6-9.
- (d) Line 3: A+#-Urgent, B+#-Urgent-Surgical, C+#-Priority, D+#-Routine, E+#-Convenience. States, "Break" between categories.
- (e) Line 4: A-None, B-Hoist, C-Extrication Equipment, D-Ventilator.
- (f) Line 5: L+#-Litter, A+#-Ambulatory. State, "Break" between categories. End transmission by stating, "Over"
3. Transmit lines 6-9:
- (a) 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.
- (b) Line 6: N-No enemy in area, P-Possibly enemy in area, E-Enemy in area, X-Enemy in area (armed escort required).
- (c) Line 7: A-Panels, B-Pyrotechnic signal, C-Smoke, D-None, E-Other.
- (d) 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.
- (e) Line 9: Provide description of pertinent terrain information. End transmission by stating, "Over".

Table. M1: Request medical evacuation

PERFORMANCE MEASURES	GO	NO-GO
1. Prepare the MEDEVAC request		
2. Transmit lines 1-5		
3. Transmit lines 6-9		

M-2: Provide Care Under Fire and Move A Casualty

Task basis: 081-COM-1001-Evaluate a Casualty, 081-000-0048-Apply a Combat Application Tourniquet (CAT), 081-COM-1046-Movement of a Casualty, 081-000-0013-Initiate a Tactical Combat Casualty Care Card

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

Conditions: 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 CAT and you see bright red arterial bleeding. No spinal injury is suspected and you are not in a CBRNE environment.

Standards: 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.

Requirements: A simulated casualty; either an actual Soldier or mannequin (with all extremities) weighing 160-200 pounds 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 ESB 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 ESB uniform) must be worn when firing.

Performance steps:

1. Suppress enemy fire:

- (a) Return fire and take cover until fire suppression is achieved.

Note: Time starts when fire suppression has been achieved. (Grader states).

- (b) Candidate will return fire, move to cover, and yell direction, distance, and description.
- (c) 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.
- (d) 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:

- (e) With the casualty lying on his/her back, kneel at the head.
- (f) Slide your hands, palms up, under the casualty's shoulders getting a firm hold under his/her armpits.
- (g) 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.
- (h) 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.
 - (j) Transport and transfer a Casualty:
4. 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.
 - 5) Place and secure a casualty to a Sked litter.
 - 6) 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.
 - 7) Log roll casualty onto his/her non-CAT side in a steady and even manner.
 - 8) Slide the Sked litter as far under the casualty as possible.
 - 9) Gently roll the casualty until he/she is again lying on his/her back with the litter beneath him/her.
 - 10) Slide casualty to middle of the Sked litter, keeping his/her spinal column as straight as possible.
 - 11) Pull out the straps from under the Sked litter and bring the straps across the casualty.
 - 12) Lift sides of Sked litter and fasten the four cross straps to the buckles directly opposite the straps.
 - 13) 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.
 - 14) Fasten the straps to the buckles and check to make sure the casualty is secured to the Sked litter.
 - 15) Reassess CAT.
 - (b) 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".
 - 3) Drag the casualty 50 meters to the casualty collection point (CCP) and reassess CAT.

5. 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.
- (c) 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, and indicate whether local (L) or Zulu (Z) time. For example, "1300Z".
 - 4) Mechanism of Injury: Mark "X" on mechanism or cause of injury (artillery, blunt, burn, fall, grenade, gunshot wound (GSW), 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/injuries on the body picture.
 - 6) 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.
 - 7) 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.
- (d) Back of card:
- 1) Evacuation (EVAC): Mark "X" on casualty's priority/precedence (Urgent; Priority; 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.
 - 3) First Responder Name: Print the first responder's name (Last, First).
 - 4) First Responder Last 4: Write last four numbers of first responder's Social Security number.
 - 5) 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).

Table. M-2: Provide care under fire and move a casualty

PERFORMANCE MEASURES	GO	NO-GO
1. Suppress enemy fire.		
2. Move the casualty and his/her equipment to cover.		
3. Administer life-saving aid.		
4. Move the casualty using a Sked Litter.		
5. Document injuries and treatment given and transfer to medical personnel.		

M-3: Perform First Aid to Restore Breathing And/or Pulse

Task Basis: 081-831-1023-Perform First Aid to Restore Breathing and/or Pulse, 081-833-0142-Insert a Nasopharyngeal Airway

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

Conditions: 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.

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

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.

Performance steps:

1. Approach the casualty and check for responsiveness.

The 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. Roll the casualty as a single unit.
- (g) Place the casualty's arms at his/her sides.

The 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.

The grader will state, **“Casualty is not breathing”**

5. Insert an NPA:
- Keep the casualty in a face-up position.
 - 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.
 - Lubricate the tube of the NPA:
 - Push the tip of the casualty's nose upward gently.
 - 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.
 - 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.
 - Recheck breathing per step 4.

Grader will state, **“Casualty is still not breathing”**

6. Give breaths to ensure an open airway:
- 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.
 - Maintain airway and gently pinch nose closed (covering the NPA), using the hand on the casualty's forehead.
 - Take a normal breath and place your mouth, in an airtight seal, around the casualty's mouth.
 - 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”**

- 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:
- Kneel close to the side of the casualty's body.
 - Locate the nipple line placing the heel of one hand on the lower half of the sternum (breastbone).
 - 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.
 - Straighten and lock the elbows with the shoulders directly above the hands.
 - 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.
 - 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”**

- 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:
- (c) Press straight down to depress the breastbone 1 ½ to 2 inches.
- (d) 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.
- (e) 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.
- (f) Give two breaths:
- (g) Open the casualty's airway.
- (h) Give two breaths (1 second each).
- (i) 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.
- (j) Reassess the casualty:
- (k) Check for the return of the pulse for 3 to 5 seconds.
Grader will state, **“You feel a pulse”**
- (l) Check breathing for 3 to 5 seconds.
Grader will state, **“Casualty is not breathing”**
- (m) Give breaths at the rate of one every 5 to 6 seconds (10 to 12 breaths per minute).
- (n) 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.
- (o) Recheck for pulse and breathing.
Grader will state, **“The casualty is breathing and conscious”**
- (p) 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.
- (q) Candidate will state that if the casualty's condition deteriorates, they will continue CPR until:
- (r) The breathing and pulse returns.
- (s) They are relieved or stopped by a qualified person.
- (t) They are physically unable to continue.

Table M3: Perform first aid to restore breathing and or pulse

PERFORMANCE MEASURES	GO	NO-GO
1. Approach and check for responsiveness.		
2. Roll the casualty to his/her back.		
3. Open the airway using the head-tilt/chin-lift method		
4. Check for breathing.		
5. Insert an NPA.		
6. Give breaths to ensure an open airway.		
7. Perform chest compressions to clear the airway.		
8. Reopen airway and repeat the breaths.		
9. Check for a pulse.		
10. Perform CPR.		

M-4: Evaluate A Casualty for a Heat Injury**Task Basis:** 081-831-0038-Treat a Casualty for a Heat Injury, TR 350-29**Tasks:** Identify types, signs, symptoms, and treatment of heat injuries. Treat for heatstroke.**Conditions:** 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.**Standards:** 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 heatstroke within five minutes. All tasks will be performed in sequence.**Requirements:** Laminated sheet of paper with blank lines for the candidate to fill in signs/symptoms and treatments (Treatment not required for heatstroke as the candidate will execute). Alcohol pens and eraser. A 160-200 lb. mannequin in full ESB uniform. Ice packs, soaked ice sheets, bucket of water, and/or other means of cooling.**Performance steps**

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: Heatstroke.
 - (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.

(b) Treatment:

- 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) Immerse the casualty in cold water if available.
- 6) Place ice sheets/packs in groin, armpits, and around neck.
- 7) Cover all but the face with a soaked ice sheet.
- 8) Evacuate the casualty. Candidate verbalizes.

Table M-4: Evaluate a casualty for a heat injury

PERFORMANCE MEASURES	GO	NO-GO
1. Heat cramps.		
2. Heat exhaustion.		
3. Heat stroke.		

M-5: Control Bleeding

Task Basis: 081-COM-1001-Evaluate a Casualty, 081-000-0048-Apply a Combat Application Tourniquet, 081-000-0099-Apply a Hemostatic Dressing

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

Conditions: 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 CLS bag and are not in a CBRNE environment.

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

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 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.

Performance steps:

1. Perform a blood sweep of the extremities, neck, armpits, and groin areas.
 - (a) 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) wound to secure the dressing in place.
 - (g) Apply cotton gauze (either wad or rolled) over the dressing.
 - (h) 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:
- (c) 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.
- (d) Pull self-adhering band tight around 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 and secure the windlass with the windlass strap.
- (g) 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.
- (h) 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.
- (i) Secure the CAT in place with tape (provided in casualty's IFAK).
- (j) Apply a pressure or hemostatic dressing.

Table M-5: Control bleeding

PERFORMANCE MEASURES	GO	NO-GO
1. Perform a blood sweep and expose wounds as needed.		
2. Apply a hemostatic dressing.		
3. Reassess any tourniquets.		

M-6: Evaluate and Treat a Casualty

Task basis: 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

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

Conditions: 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.

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

Requirements: A simulated casualty or mannequin in the complete ESB 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.

Performance steps:

1. Identify signs and symptoms of shock:
 - (a) Sweaty but cool skin.
 - (b) Pale skin.
 - (c) Restlessness or nervousness.
 - (d) Thirst.
 - (e) Severe bleeding.
 - (f) Confusion.
 - (g) Rapid breathing.
 - (h) Blotchy blue skin.
 - (i) Nausea and/or vomiting.
 - (j) Low blood pressure.
 - (k) Absence of distal pulse.
 - (l) Capillary refill delayed more than three seconds.
2. 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.

- (d) The front height of the collar should fit between the chin and the chest at the suprasternal notch.
 - (e) 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.
 - (f) If the collar is too large, the casualty's neck may be placed in hyperextension.
 - (g) If the collar is too small, the casualty's neck may be placed in hyperflexion.
 - (h) Size the collar based on the manufacturer instructions.
 - (i) Apply the collar to a supine casualty.
 - (j) Ensure the other Soldier maintains in-line stabilization.
 - (k) Set the collar in place around the neck.
 - (l) Secure the Velcro strap in place.
 - (m) 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".
 - (n) Immobilize casualty to spine board using straps and head immobilization blocks (or improvise).
3. 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.
4. 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.
- (b) Maintain supine position and spinal immobilization.
 - (c) Loosen clothing at the neck, waist, or anywhere it is binding.

- (d) 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.
- (e) Calm and reassure the casualty; watch the casualty closely for life-threatening conditions.
5. 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), 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/injuries 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).

Notes - Use this space to record any other pertinent information and/or clarifications. (Patient exhibiting signs and symptoms of shock).

- (l) First responder name: Print the first responder’s name (Last, First).
- (m) First responder last 4: Write last four numbers of first responder’s SSN.
- (n) Secure the TCCC card to the casualty per unit SOP.

Table Evaluate and treat a casualty for a spinal injury and shock

PERFORMANCE MEASURES	GO	NO-GO
1. Identify signs and symptoms of shock.		
2. Apply a cervical collar.		
3. Assess for shock.		
4. Treat for hemorrhagic shock.		
5. Correctly record all treatments on the front and back of the TCCC card.		

M-7: Apply an occlusive dressing and perform a needle chest decompression

Task Basis: 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

Tasks: Treat a chest wound and tension pneumothorax.

Conditions: 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.

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

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 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.

Performance steps:

1. Apply occlusive dressing:
 - (a) Expose the injuries.
 - (b) Apply an occlusive dressing to the entry wound.
 - (c) Upon full expiration, cover the wound with large, occlusive material dressing, covering the first wound encountered.
 - (d) Ensure the material extends 2 inches beyond the edge of the wound.
 - (e) Tape all four sides of the dressing (If a non-adhesive dressing).
 - (f) Log roll the casualty on unaffected side and examine the back for an exit wound.
 - (g) Apply an occlusive dressing to the exit wound using the same standards as Step b.
 - (a) Verify the presence of tension pneumothorax by checking for at least three of the indications below; verbalize as needed:
 - (b) 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".
 - (c) 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".
 - (d) 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".
 - (e) 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".
 - (f) Check for unilateral distension and chest expansion (excursion).
 - (g) Place one hand on the affected side.

- (h) the other hand on the unaffected side.
- (i) Observe the height of each hand as the chest rises and falls.
- (j) 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”**.

- (k) Look for bluish skin (cyanosis).

Grader will state, **“You observe mild cyanosis”**.

- (l) Look for signs and symptoms of shock.

Grader will state, **“You observe two signs of shock- (Grader choice)”**.

2. 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.
3. Thoroughly cleanse a 3-to-4-inch area around the insertion site. Begin in the center and work outward using a circular motion.
4. 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.
5. Decompress the affected side by aspirating as much air as is necessary to relieve the patient's acute symptoms.
6. 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.
 - (e) Ensure that air passes through the needle-valve assembly and improvised flutter valve on expiration.
 - (f) Ensure that the flutter valve collapses against itself on inspiration.
 - (g) Secure the catheter to the chest.
7. 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.
8. 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), 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/injuries 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 Saturation.
 - 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 SSN.

Table M-7: Apply an occlusive dressing and perform a needle chest decompression

PERFORMANCE MEASURES	GO	NO-GO
1. Apply occlusive dressing.		
2. Verify the presence of tension pneumothorax.		
3. Locate the insertion site.		
4. Thoroughly cleanse a 3" to 4" area around the insertion site.		
5. Apply a commercial needle decompression kit.		
6. Decompress the affected site.		
7. Apply a commercial one-way flutter valve.		
8. Measure pulse and O2 Saturation.		
9. Record all treatments on the TCCC card.		

M-8: Perform First Aid for an Open Head Wound in a CBRNE Environment

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

Tasks: Treat a casualty with an open head wound in a CBRNE Environment.

Conditions: 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 MOPP level three.

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

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 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 ESB uniform and protective mask at a minimum.

Performance steps:

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.
 - (b) Apply dressing, white side down, directly over wound with tails extending toward sides of head.
 - (c) Wrap tails, one at a time, around head in opposite directions, making sure tails cover dressing but not eyes or ears.
 - (d) Tie the tails at the side of the head using a nonslip knot.
 - (e) Apply the casualty's dressing to a wound on the top of head.
 - (f) Apply the dressing, white side down, directly over the wound.
 - (g) Wrap 1st tail under chin and bring up in front of ear over dressing above and in front of the other ear.
- Note: Ensure tails remain wide and close to the front of the chin to avoid choking the casualty.
- (h) Wrap 2nd tail under chin in opposite direction and up the side of head to meet 1st tail.
 - (i) Cross the tails.
 - (j) Wrap one tail across forehead above eyebrows to a point just above and in front of opposite ear.

- (k) Wrap other tail above ear, low over back of head, and above opposite ear to meet the other tail.
 - (l) Tie the tails using a nonslip knot.
 - (m) Apply the casualty's dressing to a wound on the side of the head or cheek.
 - (n) Apply dressing, white side down, directly over the wound with the tails extending up and down.
 - (o) 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.
 - (p) Wrap the other tail in the opposite direction to meet the first tail.
 - (q) Cross the tails and complete the procedure as follows:
 - (r) Wrap 1st tail across forehead above eyebrows to a point above and in front of opposite ear.
 - (s) Wrap the 2nd tail above ear, low over back of head, and above opposite ear to meet 1st tail.
 - (t) 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.

Table M-8 Perform first aid for an open head wound in a CBRNE environment

PERFORMANCE MEASURES	GO	NO-GO
1. Check the casualty's level of consciousness.		
2. Position the casualty		
3. Expose the wound.		
4. Apply a field dressing.		
5. Watch the casualty for life-threatening conditions, check for other injuries, treat for shock, and seek medical aid.		

M-9: Treat an Open Abdominal Wound and Eye Injuries

Task Basis: 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

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

Conditions: You are a member of a team on a mounted combat patrol. You witness an 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 CLS bag, are not in a CBRNE environment, and the casualty is conscious.

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

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 injuries options). Casualty will be in a full combat uniform per unit SOP, including weapon and a fully packed 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.

Performance Steps:

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.
 - (d) Apply garter shield cover or tape to edges of Fox eye shield or object.
 - (e) 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.

Table M-9: Treat an open abdominal wound and eye injuries

PERFORMANCE MEASURES	GO	NO-GO
1. Check for entry and exit wounds.		
2. Position the casualty.		
3. Expose the wound.		
4. Apply a moist, sterile abdominal dressing.		
5. Treat for shock.		
6. Treat lacerations and contusions of tissue surrounding the eye.		
7. Treat injury to the eyeball.		
8. Treat extrusion.		
9. Treat protruding object.		

M-10: Treat a Fracture and a Burn

Task Basis: 081-831-1034-Perform First Aid for a Suspected Fracture, 081-000-0044-Initiate Treatment for Burns

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

Conditions: You are a member of a team on a combat patrol. You witness an 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 CLS bag, are not in a CBRNE environment, and the conscious casualty is sitting up.

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

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 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.

Performance steps:

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 the nature of the casualty's circulation. 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-improvise 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. Note: Grader will prompt the status of the fracture. 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.

Table M-10: Treat a fracture and a burn

PERFORMANCE MEASURES	GO	NO-GO
1. Reassure casualty and explain the process of treating the fracture.		
2. Check for signs of circulation problems below injury		
3. Splint.		
4. Sling.		
5. Swathe.		
6. Treat burn.		

PATROL LANE

P-1: 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.

Performance Measures:

- (1) 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.
 - (a) The Grader will stand at the target location and after saying, "Shot over", will move to the calculated location.
 - (b) 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.
 - (c) 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:
 - (d) That same 25-meter fighting position will be .625 meters long and still appear as 12.5 mils.
 - (e) That same 50-meter building will be 1.25 meters long and still appear as 25 mils.
 - (f) If the Candidate makes a 50-meter correction, the Grader would move 1.25 meters.
 - (g) If the Candidate makes a 400-meter correction, the Grader would move 10 meters.
 - (h) 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:

- (i) That same 25-meter fighting position would be .3125 meters long and still appear as 6.25 mils.
 - (j) That same 50-meter building would be .625 meters long and still appear as 12.5 mils.
 - (k) If the Candidate makes a 50-meter correction, the Grader would move .625 meters.
 - (l) If the Candidate makes a 400-meter correction, the Grader would move 5 meters. Other distances or target sizes may be used, but:
 - (m) They must be represented accurately and to scale.
 - (n) The Candidate must know the actual size of the enemy target.
 - (o) The simulated target should be far enough away to require the Candidate to use the binoculars.
- (2) Transmit the Call for Fire:
- (a) Candidate plots their location on the map.
 - (b) Candidate determines direction to target using compass.
 - (c) Candidate estimates distance to target using mil-relation method based on known size.
 - (d) Candidate plots the enemy location on the map.
 - (e) Candidate transmits call for fire to the FDC using three transmissions.
 - 1) Send observer identification and warning order.
 - 2) Send eight-digit grid to the target location. Must be accurate within 250 meters.
 - 3) Send target description, method of engagement, and method of fire and control (direction if desired).
- (3) Adjust Fire:
- (a) If not already sent, give direction to target within 100 mils or five degrees as a four-digit number.
 - (b) 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.
 - (c) Spot each round when it impacts as right or left, over or short of your target.
 - (d) 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.
 - (e) 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".
 - (f) 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.

(g) 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 400meters.
- 3) More than 100 but less than 200 meters, add or drop 200meters.
- 4) Less than 100 meters, add or drop 100 meters.
- 5) Add or drop 50 meters and announce Fire for Effect.

(4) Fire for Effect:

- (a) When a 100-meter bracket is split or a range correct spotting is made, the fire-for-effect phase is entered.
- (b) 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.

Table. P-1: Adjust Indirect Fire

PERFORMANCE MEASURES	GO	NO-GO
1. Target Setup		
2. Transmit the Call for Fire		
3. Adjust Fire		
4. Fire for Effect		

P-2: Move Under Direct Fire

Task basis: 071-COM-0502-Move

Tasks: Move under direct fire

Conditions: 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.

Standards: Correctly and safely perform all steps, in sequence, within 5 minutes.

Requirements: Candidate will start the task in full ESB 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 ESB 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.

Performance steps:

1. Select a route that adheres to the instructions provided by your team leader.

Note: Grader will brief the candidate the left and right limits of the station.

- 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 the direction, distance 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.
 - 5) Push both arms forward while pulling your firing side leg forward.
 - 6) Pull on the ground with both arms while pushing with your firing side leg.
 - 7) 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.

Note: Grader will verbalize the destruction of the enemy. **Time will stop.**

Table P-2: Move under direct fire

PERFORMANCE MEASURES	GO	NO-GO
1. Select appropriate route.		
2. Communicate your movement.		
3. Suppress the enemy.		
4. Conduct movement using the appropriate techniques.		
5. Occupy your identified firing position within 100 meters of enemy and engage.		

P-3: Tactical Handheld Radio

Task basis: 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)

Tasks: 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.

Conditions: 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.

Standards: Correctly perform all tasks, in sequence, using the proper radio telephone operator (RTO) pronunciation and procedures within 8 minutes.

Requirements: One set of signal operating instructions (SOI) according to unit standard operating procedure (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.

Performance steps:

1. Assemble the radio.
 - (a) Battery.
 - (b) Antenna.
 - (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.
 - (a) 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.

Table P-3: Operate tactical handheld radio

PERFORMANCE MEASURES	GO	NO-GO
1. Assemble the radio.		
2. Power on the radio.		
3. Load the appropriate COMSEC into the radio with an SKL.		
4. Program one secure operational frequency into the radio.		
5. Change the settings to allow the radio to communicate.		
6. Set the time with a DAGR.		
7. Conduct radio check.		

P-4: Defense Advanced GPS Receiver (DAGR) Operations

Task basis: 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

Tasks: Load two months of crypto keys into the DAGR and set to use only secure satellites. Enter mission duration, enter waypoints, and create a route. Operate DAGR when satellite signals are weak.

Conditions: 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.

Standards: Correctly perform all tasks within 15 minutes.

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.

Performance Steps:

- 1) Load current months 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".

Table P-4: Defense advanced GPS received (DAGR) operation

PERFORMANCE MEASURES	GO	NO-GO
1. Load current months 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 a DAGR in "Average Mode".		

P-5: Camouflage and Visual Signaling Techniques

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

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

Conditions: 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.

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

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.

Performance steps:

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.
 - (b) 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.
 - (c) Use the color chart when applying paint on the face.
 - (d) Paint high, shiny areas (forehead, cheekbones, nose, ears, and chin) with a dark color.
 - (e) Paint low, shadow areas (around the eyes, under the nose and under the chin) with a light color.
 - (f) 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:

8. 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. Make sure the forearms are perpendicular. Raise the arms so they are fully extended above the head.

9. 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.
- (e) Patrolling:
- (f) Map check: Place one hand on top of other. Point at palm of one hand with index finger of other hand.
- (g) Pace count: Bend knee so that heel can be tapped on. Tap heel of boot repeatedly with the open hand.
- (h) Head count: Raise one arm behind the head. Tap the back of the helmet repeatedly with an open hand.
- (i) 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.
- (j) Freeze or halt: Make a fist with one hand. Raise the fist to head level.

10. 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.

Table P-5: Camouflage and visual signaling techniques

PERFORMANCE MEASURES	GO	NO-GO
1. Subtly employ realistic camouflage that resembles the background;		
2. Use natural or artificial materials to breakup regular shapes.		
3. Reduce possible shine by covering or removing items that may reflect light.		
4. Blend colors with the surroundings.		
5. Camouflage your exposed skin.		
6. Camouflage your uniform and helmet.		
7. Camouflage your personal equipment.		
8. Combat formations.		
9. Battle drills.		
10. Patrolling.		
11. Control drivers.		

P-7: Chemical and Biological Operations

Task basis: 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

Tasks: Assume MOPP level three. Decontaminate your skin and equipment, assuming MOPP level four.

Conditions: 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.

Standards: Don, clear, and seal the mask within nine seconds and perform all remaining tasks to standard, in sequence, within 1 minute. Correctly decontaminate and assume MOPP level four within 5 minutes.

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.

Performance steps:

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.
 - (f) Assume MOPP Level four:
7. Seek overhead cover or use a poncho for protection against further contamination; put helmet down.
8. Decontaminate your hands, face, and the inside of your mask.
- (a) Remove one RSDL packet from your carrying pouch.
 - (b) Safety: Avoid contact with eyes and wounds. If contact with eyes or wounds occurs, rinse with water as soon as possible.
 - (c) Tear it open quickly at any notch.
 - (d) Remove the applicator pad from the packet and save the packet as the remaining lotion can be added to the applicator pad, if required.
 - (e) Thoroughly scrub the exposed skin of your hand, palm, and fingers with the applicator pad.
 - (f) 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.
 - (g) Switch the applicator pad to the other hand and repeat the procedure.
 - (h) 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.
 - (i) Thoroughly scrub the exposed skin of your face with lotion from the applicator pad.
 - (j) Thoroughly scrub across your forehead.
 - (k) Beginning at one side, scrub up and down across your cheeks, nose, chin, and closed mouth. Avoid ingesting.
 - (l) Scrub under the chin from the ear along the jawbone to the other ear to coat your skin with lotion.
 - (m) Turn your hand over and scrub the inside surfaces of the mask that may touch your skin. Be sure to include the drinking tube.
 - (n) Note: Do not apply lotion to the lens of the protective mask. The RSDL may cause loss of transparency.
 - (o) Keep the applicator.
 - (p) Seal your mask immediately, clear it, and check it.
 - (q) 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.
 - (r) Secure and tighten the hood.

- (s) Thoroughly scrub your hands with lotion again as in the steps above.
- (t) Assume MOPP Level 4 by putting on protective gloves; fasten Velcro.
- 9. 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.
 - (f) 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.
 - (g) Dispose of contaminated waste material in accordance with unit SOP.

Table P-7: Chemical and biological operations

PERFORMANCE MEASURES	GO	NO-GO
1. Don mask assembly.		
2. Clear mask assembly.		
3. Seal mask assembly.		
4. Give the alarm.		
5. Close mask carrier.		
6. Don the hood, if applicable.		
7. Seek overhead cover.		
8. Decontaminate your hands, face, and the inside of your mask.		
9. Decontaminate your equipment.		

P-8: Resection and Military Maps

Task basis: 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

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

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

Standards: 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.

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 individual tasks (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.

Performance steps:

1. Resection:

- (a) Identify your location on a map by resection using the map and compass method.
 - 1) Orient the map on a flat surface using a compass.
 - 2) Identify at least two well-defined points on the ground.
 - 3) Mark these well-defined points on the map.
 - 4) Plot the back azimuths of these points on the map.
- (b) Determine the magnetic azimuth from your location to one of the defined points.
- (c) Convert the magnetic azimuth to a grid azimuth.
- (d) Convert this grid azimuth to a back-grid azimuth.
- (e) Place the index point of a protractor on the well-defined point.
- (f) Align the protractor's 0- to 180-degree line to the top of the map's north-South grid line.
- (g) Ensure the 0-degree mark is pointing to the north (or top of map).
- (h) Place a tick mark on the map beside the number on the protractor that corresponds to the computed back grid azimuth.
- (i) Draw a straight line from the well-defined point to the tick and beyond.
- (j) Repeat for each well-defined point.
- (k) Identify the point where the lines intersect as your location.
- (l) Determine the six-digit grid coordinates to this location.
- (m) Identify your location on a map by resection using the straightedge method.

- (n) Orient your map on a flat surface using terrain association.
 - (o) Locate at least two known distant locations or prominent features on the ground.
 - (p) Plot these distant locations or prominent features on the map.
 - (q) Draw a resection line for each of these plotted points.
 - (r) Lay a straightedge on one of the two known points on the map.
 - (s) Rotate the straightedge on the map until straightedge lines up with both the known position on the map and the known position in the distance.
 - (t) Draw a line along straightedge away from the known position on the ground toward your position.
 - (u) Repeat for each plotted point.
 - (v) Identify the point where the lines intersect as your location.
 - (w) Determine the six-digit grid coordinates to this location
2. Identify terrain features and colors on a map:
- (a) Major terrain features:
 - (1) Hill.
 - (2) Saddle.
 - (3) Valley.
 - (4) Ridge.
 - (5) Depression.
 - (b) Minor terrain features:
 - (1) Draw.
 - (2) Spur.
 - (3) Cliff.
 - (c) Supplementary terrain features:
 - (1) Cut.
 - (2) Fill.
 - (d) Colors:
 - (1) Blue: Hydrography or water features such as lakes, swamps, rivers, and drainage.
 - (2) Black: Cultural (manmade) features such as buildings and roads, surveyed spot elevations, and all labels.
 - (3) Green: Vegetation with military significance such as woods, orchards, and vineyards.
 - (4) Brown: All relief features and elevation such as contours on older edition maps and cultivated land on red light readable maps.
 - (5) Red: Cultural features, such as populated areas, main roads, and boundaries, on older maps.
 - (6) Red-brown: Cultural features, all relief features, non-surveyed spot elevations, and elevation such as contour lines on red light readable maps.
 - (e) Contour lines.
 - (1) Index.
 - (2) Intermediate.
 - (3) Supplementary.
3. Identify Topographic Symbols:
- (a) Identify the sheet name.
 - (b) Identify the sheet number.

- (c) Identify the series name.
- (d) Identify the scale.
- (e) Identify the series number.
- (f) Identify the edition number.
- (g) Identify the index to boundaries.
- (h) Identify the adjoining sheets diagram.
- (i) Identify the elevation guide.
- (j) Identify the declination diagram.
- (k) Identify the bar scales.
- (l) Identify the contour interval note.
- (m) Identify the spheroid note.
- (n) Identify the grid note.
- (o) Identify the projection note.
- (p) Identify the vertical datum note.
- (q) Identify the horizontal datum note.
- (r) Identify the control note.
- (s) Identify the preparation note.
- (t) Identify the printing note.
- (u) Identify the grid reference box.
- (v) Identify the unit imprint and symbol.

Table P-8: Resection and military map reading

PERFORMANCE MEASURES	GO	NO-GO
1. Identify your location on a map using resection.		
2. Identify major terrain features.		
3. Identify minor terrain features.		
4. Identify supplementary terrain features.		
5. Identify what the colors on a military map indicate.		
6. Identify what the 3 types of contour lines on a military map.		
7. Identify topographic symbols.		

P-9: 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 temporarily expose/cover three different letter/number combinations which are only readable from the candidate's 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.

Table. P-9: Operate Pvs-14 Monocular Night Vision Device

PERFORMANCE MEASURES	GO	NO-GO
1. Operate AN/PVS-14 under normal conditions. Use the AN/PVS-14 mounted on a helmet.		
2. Identify 3 alpha/numeric symbols in low light/ no light conditions in under 30 seconds.		
3. Stow the AN/PVS-14.		

P-10: Transmit a SPOT Report with a Tactical Man Pack Radio

Task basis: 113-589-2004-Operate TACSAT Radio Set AN/PRC-117 in all modes of operation, 171-300-0063-Operate the Single Channel (SC) Ground and Airborne Radio System, Advanced System Improvement Program Radio 071-326-0512-Estimate Range 171-COM-4080-Send a SPOTREP

Tasks: 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 SPOTREP.

Conditions: 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).

Standards: 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.

Requirements: Calibrated compass, mil-reticle binoculars or 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 target 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.

Performance steps:

1. Assemble, load, program, and radio check:
 - (a) Assemble and power on radio. Battery/batteries/power supply, LOS antenna, and headset/external microphone/speaker.
 - (b) Load the correct COMSEC keys for the appropriate week into the radio with an SKL.

(c) Program one secure (SC; cypher text (CT)), operational frequency, into the radio according to the SOI.

(d) Radio check:

Note: NO-GO if candidate cannot communicate on this frequency/uses improper pronunciation/procedures so long as it is not an equipment failure.

Send SPOTREP:

2. Prepare SPOTREP.

1. LINE 1: Date time group (DTG) of report submission.
2. 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.
3. LINE 3: Size of detected element:
 - (a) Persons: Military, Civilian.
 - (b) Vehicles: Military, Civilian.
 - (c) Equipment: Military, Civilian.
4. LINE 4: Activity of detected element at DTG of report (sub-type if applicable). If needed add narrative.
 - (a) Attacking (direction from).
 - (b) Air defense artillery (ADA) (engaging).
 - (c) Aircraft (engaging) (rotary wing [RW], fixed wing [FW]).
 - (d) Ambush improvised explosive device (IED) [exploded], IED [unexploded], sniper, anti-armor, other).
 - (e) Indirect fire (point of impact, point of origin).
 - (f) Chemical, biological, radiological, or nuclear (CBRN).
 - (g) Defending (direction from).
 - (h) Moving (direction from).
 - (i) Stationary.
 - (j) Cache.
 - (k) Civilian (criminal acts, unrest, infrastructure damage).
 - (l) Personnel recovery (isolating event, observed signal).
 - (m) Other (give name and description).
5. LINE 5: location (grid coordinate with military grid reference system (MGRS) grid zone designator of detected element activity or event observed). Must send correct six-digit grid.
 - (a) Candidate plots their location on the map.
 - (b) Candidate determines direction to target using compass.
 - (c) Candidate estimates distance to target using mil-relation method based on known size.
 - (d) Candidate plots the enemy location on the map.
6. 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.
 - (a) Conventional.
 - (b) Irregular.
 - (c) Coalition.
 - (d) Host nation.

- (e) Nongovernmental organization (NGO).
 - (f) Civilian.
 - (g) Facility.
7. LINE 7: Time (DTG of observation).
 8. 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.
 - (a) ADA (missile (man-portable air defense system [MANPADS]), missile (other), gun).
 - (b) Artillery (gun (self-propelled [SP]), gun (towed), missile or rocket, mortar)
 - (c) Armored track vehicle (tank-personnel carrier-command and control-engineer-transport-other).
 - (d) Armored wheel vehicle (gun, APC, C2, engineer, transport, other).
 - (e) Wheel vehicle (gun, C2, engineer, transport, other).
 - (f) Infantry weapon (anti-armor, RPG, machine gun, grenade launcher, small arms, other).
 - (g) Aircraft (RW-attack/utility/observation helicopter; FW-attack/transportation/UAS/other).
 - (h) Mine/IED (buried, surface, vehicle-borne IED, person-borne IED, other).
 - (i) CBRN.
 - (j) Supplies (class III, class V, other).
 - (k) Civilian.
 - (l) Other.
 9. LINE 9: Assessment (reason for/purpose of activity and threats to/opportunities for friendly forces).
 10. 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.
 11. LINE 11: Authentication (report authentication) per SOP.
3. Send SPOTREP to next higher element.

Table P-10: Transmit a spot report with a tactical man pack radio

PERFORMANCE MEASURES	GO	NO-GO
1. Assemble, load, program, and conduct radio check.		
2. Prepare SPOTREP.		
3. Send SPOTREP to next higher element.		

ESB-3: Arctic Focus, (ECWCS) Protect Yourself in Extreme Cold Weather.

Task: Protect Yourself and Fellow Soldiers in Extreme Cold Weather.

Conditions: In a field environment given a scenario with weather conditions and temperature.

Standards: Explain the acronym COLD and the three layers of the ECWCS. Explain the five types of glove and their level of protection and the seven levels of the Generation III ECWCS within ten minutes.

Evaluation preparation: Setup: Evaluator has the Cold Weather Smart Card (GTA 20-01-001 1 FEB 2013), the five sets of gloves, and the seven layers of the ECWCS.

Brief to Candidate: Tell the candidate to explain the acronym COLD and the three layers of the ECWCS. The Soldier then will be asked to explain the five types of gloves and their level of protection and the seven levels of the Generation III ECWCS.

Performance Measures:

Soldier explains COLD.

Soldier describes the three layers.

Soldier describes the five sets of gloves for Cold Weather and handling of POL.

Soldier describes the seven levels of the GEN III ECWCS.

Performance Steps:

1. Candidate will Describe the acronym COLD.
 - C – Keep it Clean.
 - O – Avoid Overheating.
 - L – Wear Clothing Loose and Layered.
 - D – Keep Clothing Dry.
2. The Candidate will explain the three layers of the ECWCS. (verbatim)
 - 1) Base Layer – also known as inner or wicking layer, the base layer(s) are designed to wick excess moisture away from your body
 - 2) Insulation Layer – intermediate layer(s) that provides volume to enable you to trap warm air between your body and outer garments.
 - 3) Outer Shell Layer – external layer that protects you from the elements providing protection from wind and moisture.
3. Correctly identify and Explain the five (5) types of gloves and their level of protection.
 - 1) Glove inserts
 - (a) Not a stand-alone item; to be worn inside of a glove or mitten shell.
 - (b) When sizing glove shell, ensure the gloves fit comfortably while wearing insert and that they do not restrict circulation.
 - 2) Glove shell; effective to 14 degrees Fahrenheit

Every Soldier reacts differently in the cold and may need to change gloves at varying temperatures.

 - 3) POL handling glove
 - (a) Only glove authorized for wear when handling fuel products.
 - 4) Trigger Finger Mittens; effective to -20 degrees Fahrenheit
 - (a) Can be worn with either type of insert.
 - (b) Some Soldiers need to wear shells only during physical activity to prevent over sweating.
 - 5) Arctic Mittens; effective to -60 degrees Fahrenheit
 - (a) Can be worn with either type of insert

- (b) Gloves may be stored under Gen III shell to keep warm and prevent accumulation of snow inside the mittens.
 - (c) Do not wear with Trigger Finger Mittens.
4. Correctly identify and Explain the seven (7) levels of the Generation III ECWCS
- 1) Level 1 (Base Layer)
 - (a) Lightweight Cold Weather Undershirt and Drawers.
 - (b) Long sleeve top and full-length bottom constructed from silk weight moisture wicking polyester.
 - (c) Material aids in movement of moisture from the skin to the outer layers.
 - 2) Level 2 (Base / Insulation Layer)
 - (a) Mid-weight Cold Weather Shirt and Drawers.
 - (b) Long sleeve top and full-length bottom garments constructed out of polyester 'grid' fleece. (Waffle top and bottoms)
 - (c) Grid fleece provides an increase of surface area for transportation of moisture away from the wearer during movement.
 - (d) Can be worn next to skin or over Level 1 for additional insulation.
 - 3) Level 3 (Insulation Layer)
 - (a) Fleece Jacket is the primary insulation layer for use in moderate to cold climates.
 - (b) Thermal pro, animal fur mimicking insulation provides an increase in warmth to weight ratio along with a reduction in volume when packed.
 - 4) Level 3 Fleece is not an outer layer.
 - 5) Level 4 (Outer Shell)
 - (a) Wind Cold Weather Jacket is made of a lightweight, wind resistant and water repellent material.
 - (b) Acts as a minimum outer shell layer, improving the performance of moisture wicking layers when combined with Body Armor and / or the ACU.
 - 6) Level 5 (Outer Shell)
 - (a) Soft Shell Cold Weather Jacket and Trousers.
 - (b) Made of a water and wind resistant material that increases moisture vapor transfer.
 - (c) Increased breathability improves performance of insulation layers by decreasing saturation due to moisture vapor accumulation.
 - (d) Provides a reduction in weight, bulk, and noise signature during movement.
 - (e) Designed for cold / dry climate.
 - 7) Level 6 (Outer Shell)
 - (a) Extreme Cold / Wet Weather Jacket and Trousers.
 - (b) A waterproof layer for use in prolonged or hard rain and cold / wet conditions.
 - (c) Designed for cold / wet climate.
 - 8) Level 7 (Outer Shell)
 - (a) Extreme Cold Weather Parka and Trousers.
 - (b) Provides superior warmth with low weight and volume.
 - (c) Water and wind resistant, provides moderate wind and moisture protection.
 - (d) Sized to fit over body armor
 - (e) For extreme cold weather climates; the outer most layer of protection.
 - (f) Meant for static positions or halts in movement.

ESB-3: Arctic Focus, (ECWCS) Protect Yourself and Fellow Soldiers in Extreme Cold Weather

PERFORMANCE MEASURES	GO	NO-GO
Candidate will Describe the acronym COLD.		
The Candidate will explain the three layers of the ECWCS.		
Correctly identify and Explain the five (5) types of gloves and their level of protection.		
Correctly identify and Explain the seven (7) levels of the Generation III ECWCS		

ESB-4: Arctic Focus, Identify and Perform First Aid for Cold Weather Injuries**Task:** Identify and Perform First Aid for Cold Weather Injuries**Conditions:** The Soldier sees a casualty who has signs and symptoms of a cold weather injury.**Standards:** Given the necessary equipment and materials consisting of a canteen with potable water, blanket or similar items to use for warmth, and dry clothing. The Soldier correctly identifies the type of cold weather injury and performs the correct first aid within ten 10 minutes.

Evaluation preparation:

Setup: Utilizing another Soldier or a mannequin as the simulated casualty. Walk the Soldier through the injury or injuries to be evaluated. If using another Soldier, coach the simulated casualty on how to answer questions about symptoms. Physical signs and symptoms that the casualty cannot readily simulate must be described to the Soldier performing aid.

Brief to Candidate Tell the candidate to determine what type of cold weather injury the casualty has. After the cold weather injury has been identified, ask the Soldier to describe the proper treatment.

Performance Measures:

Identified the type of cold weather injury.

Provided the proper first aid for the cold weather injury.

Performance steps:1. Identify & Treat Chilblain/ Frostnip

(a) Identify the signs and symptoms of Chilblain / Frostnip.

- 1) Prolonged exposure of bare skin at temperatures of 60 degrees Fahrenheit to 32 degrees Fahrenheit.
- 2) Redness or pallor of affected areas.
- 3) Absence of pain (numbness)
- 4) May have ulcerated bleeding skin lesions.

(b) Explain the treatment of Chilblain / Frostnip. (Do not rub or massage the area)

- 1) Apply rewarming (body heat).
- 2) Apply warmth with casualty's bare hands.
- 3) Blow warm air on the affected area.
- 4) For hands and fingertips, place hands in armpits.
- 5) Protect lesions (if present) with dry sterile dressing.
- 6) Seek medical aid. (If the condition does not respond to simple care, begin first aid for frostbite).

Note: Freezing of superficial skin tissue may occur with frostnip; however, there is no freezing of the deeper tissues.

2. Identify & Treat Frostbite (superficial & deep).

(a) Identify Frostbite

a. Superficial Frostbite

- 1) Loss of sensation or numb feeling in any part of the body.
- 2) Sudden whitening of the skin in the affected area followed by a momentary tingling feeling.
- 3) Redness of skin in light-skinned Soldiers, grayish coloring in dark-skinned Soldiers.

b. Deep Frostbite

- 1) Blisters.
- 2) Swelling or tender areas.

- 3) Loss of previous feeling of pain in the affected area.
- 4) Frozen area feels solid or wooden to the touch
- 5) Pale, yellowish, waxy-looking skin.

(b) Explain the treatment of Frostbite.

- 1) Warm the area using firm, steady pressure of hands, underarm, or abdomen.
- 2) Face, ears, nose - cover with hands (casualty's or a buddy's)
- 3) Hands – open casualty's field jacket and place against the body (under armpits if possible), then close the jacket.
- 4) Feet – remove boots, socks, and place feet under clothing and against the body of another Soldier.
- 5) Loosen or remove constricting clothing and remove any jewelry.
- 6) Increase insulation (cover with blanket or something similar and dry).
- 7) Have the casualty exercise as much as possible, avoiding trauma to injured part or parts.
- 8) Long exposure of feet to wet conditions at temperatures from 50 degrees to 32 degrees Fahrenheit.
- 9) Seek medical aid. Monitor the casualty for life-threatening conditions and apply appropriate first aid as necessary.

Caution: Do not rub snow on the frostbitten part, massage or rub the frostbitten part, use dry or radiant heat to rewarm, rupture blisters, use ointments or other medications on the affected area, handle a frostbitten extremity roughly, allow a thawed extremity to refreeze, or allow the casualty to use alcohol or tobacco products.

Caution: Do not remove clothing in a chemical environment. Do not attempt to thaw the casualty's feet, or other seriously frozen areas, if the Soldier will be required to walk or travel to a medical center to receive medical treatment. The possibility of injury from walking is less when the feet are frozen than after they have been thawed (if possible, avoid walking). Thawing in the field increases the possibility of infection, gangrene, or further injury.

3. Identify and treat Immersion foot /trench foot

(a) Identify the signs and symptoms of Immersion foot / trench foot

- 1) Early stage / first phase
 - a. Affected area feels cold.
 - b. Numb and painless.
- 2) Later stage / advanced phase
 - a. Limbs feel hot and burning.
 - b. Shooting pains.
 - c. Affected area is pale with bluish cast.
 - d. Pulse strength decreased.
 - e. Other signs that may follow include blisters, swelling, redness, heat, hemorrhages, or gangrene.

(b) Explain the treatment of Immersion foot / Trench foot.

- 1) Gradually rewarm by exposing to warm air.
- 2) Protect affected parts from trauma.
- 3) Dry feet thoroughly and avoid walking.
- 4) Elevate the affected part.
- 5) Seek medical treatment (evacuate the casualty).

4. Identify & Treat Snow Blindness.

- (a) Identify Snow Blindness
 - 1) Scratchy feeling in eyes, as if from sand or dirt.
 - 2) Watery eyes.
 - 3) Redness.
 - 4) Headache.
- (b) Explain the treatment of Snow blindness.
 - 1) Cover the eyes with a dark cloth.
 - 2) Seek medical treatment (evacuate the casualty).
 - 3) Increased pain with exposure to light.

5. Identify & Treat Hypothermia. (mild & severe)

Caution: This is a medical emergency! Prompt medical treatment is necessary.

- (a) Identify the signs and symptoms of Mild Hypothermia (body temperature 90-95 degrees Fahrenheit).
 - 1) Conscious, but usually apathetic or lethargic.
 - 2) Shivering.
 - 3) Pale cold skin.
 - 4) Slurred speech.
 - 5) Poor muscle coordination.
- (b) Explain the treatment of Mild Hypothermia
 - 1) Move to warm dry environment.
 - 2) Replace damp clothing with dry clothing.
 - 3) Add extra insulation under and around casualty. Rewarm body evenly. (Must provide heat source – campfire or other Soldier’s body) Note: Merely placing the casualty in a sleeping bag or covering with a blanket is not enough since the casualty is unable to generate his or her own body heat.
 - 4) Give warm liquids gradually if the casualty is conscious.
 - 5) Package moderately hypothermic casualty in a hypothermia wrap
 - 6) Seek medical treatment immediately (evacuate the casualty).
 - 7) Faint pulse.
- (a) Identify the signs and symptoms of Severe Hypothermia (body temperature 90 degrees or lower Fahrenheit).
 - 1) Breathing slow or shallow.
 - 2) Irregular heart action.
 - 3) Pulse weaker or absent.
 - 4) Stupor or unconsciousness.
 - 5) Ice cold skin.
 - 6) Rigid muscles.
- (b) Explain the treatment of Severe Hypothermia.
 - 1) Stabilize the temperature.
 - 2) Replacing damp clothing with dry clothing.
 - 3) Attempt to avoid further heat loss.
 - 4) Package in a hypothermia wrap.

Note: Rewarming a severe hypothermic casualty in the field is extremely dangerous. There is a great possibility of complications such as rewarming shock and disturbance in the rhythm of the heartbeat.

- 5) Handle carefully; rough treatment may cause the heart to stop.

- 6) Use supplemental o₂ or begin rescue breathing if breathing stopped.
- 7) Evacuate the casualty immediately using the gentlest means available and monitor the casualty for life-threatening conditions.
- 8) Glassy eyed.

Caution: Hypothermia is a medical emergency. Prompt medical treatment is necessary. Casualty should be evacuated to a Medical Treatment Facility immediately.

6. Identify & Treat Dehydration.

(a) Identify the signs and symptoms of Dehydration

- 1) Mouth, tongue, and throat are parched and dry.
- 2) Swallowing is difficult.
- 3) Nausea and dizziness.
- 4) Fainting.
- 5) Tired and weak.
- 6) Muscle cramps especially in the legs.
- 7) Focusing eyes may be difficult.

(b) Explain the treatment of Dehydration

- 1) Keep warm.
- 2) Loosen clothing to improve circulation.
- 3) Give fluids for fluid replacement.
- 4) Rest.
- 5) Seek medical assistance.

Table. ESB-4: Arctic Focus, Identify and Perform First Aid for Cold Weather Injuries

PERFORMANCE MEASURES	GO	NO-GO
Identify & Treat Chilblain/ Frostnip		
Identify & Treat Frostbite (superficial & deep).		
Identify and treat Immersion foot / trench foot		
Identify & Treat Snow Blindness.		
Identify & Treat Hypothermia. (mild & severe)		
Identify & Treat Dehydration.		

ESB-5: Arctic Focus, Evacuate A Hypothermic Casualty**Task:** Evacuate a Hypothermic Casualty**Conditions:** In a field environment on terrain no greater than class 2 given a simulated non-ambulatory hypothermia patient, a SKEDCO litter, 60M static climbing rope, 4 locking carabiners, sleeping bags, ponchos, insulating pads, Hypothermia Prevention & Management Kit (HPMK), and a requirement to move a simulated hypothermia casualty to a suitable LZ for air evacuation; while wearing fighting load carrier, ballistic helmet, and weapon.**Standards:** Package a casualty for transport in a hypothermia wrap within 10 minutes. Package a casualty for transport in a SKEDCO in horizontal orientation within 10 minutes.**Performance Measures:**

1. Package a Casualty with a Hypothermia Wrap
 - (a) Change the environment the casualty is in from cold and wet to warm and dry.
 - (b) Replace damp clothing with dry clothing.
 - (c) Add a windproof / waterproof layer and / or place the casualty in a shelter.
 - (d) Add extra insulation under and around the casualty.
 - (e) Provide the casualty with food and warm liquids.
 - (f) Exercise mildly hypothermic patients.
 - (g) Package a moderately hypothermic casualty in a hypothermia wrap.
 - (h) Lay a poncho on the ground.
 - (i) Lay an insulating pad on top of the poncho.
 - (j) Lay a closed sleeping bag on top of the insulating pad.
 - (k) Lay an open sleeping bag on top of the first one.
 - (l) Place the patient inside. Add a hot water bottle to the chest area. Do not place it directly to the skin. Zip the sleeping bag closed.
 - (m) Place a third, open sleeping bag on top of the second.
 - (n) Fold the poncho around the patient like a burrito.
 - (o) Place the whole package onto the SKEDCO or other litter for evacuation.
2. Conduct Horizontal Transport of a Casualty on a SKEDCO
 - (a) SKEDCO is unrolled and placed next to the patient.
 - (b) Casualty is placed on litter with arms at side (unless injured).
 - (c) Four body straps used to secure the patient to the litter.
 - (d) Feet straps secured last with straps running around the outside of the feet.
 - (e) Head Strap (shorter webbing) inserted through the lift slot, routed under sled and through slot on the opposite side.
 - (f) Foot strap (longer webbing) inserted through the lift slot, routed under sled and through slot on the opposite side.
 - (g) Straps equalized and secured with a large steel locking carabiner.

Table ESB-5: Arctic Focus, Evacuate a Hypothermic Casualty

PERFORMANCE MEASURES	GO	NO-GO
Package a Casualty with a Hypothermia Wrap		
Conduct Horizontal Transport of a Casualty on a SKEDCO		

PHASE FOUR

**12-Mile Foot March
CONCEPT**

The final phase of the EIB/ ESB 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.

Conditions: The Foot March may be executed during the day or at night at the discretion of the EIB/ ESB 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.

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 / ESB 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 / ESB uniform with approved boots. Units may add additional equipment at the direction of the EIB / ESB 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 / ESB NCOIC/OIC for out-processing.

Final event: Clear, disassemble, assemble, and perform a function check on M16/M4 series rifle/carbine

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

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

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

Standards: 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.

Requirements: Adequate graders to ensure candidates flow directly into their task following completion of the 12-mile Foot March with no more than a 5-minute 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 OIC/NOIC, followed by the ESB OIC/NCOIC for out-processing. Candidates who pass this event should be escorted to the weigh-in NCO for final processing

Performance Measures:

1. Clear and disassemble:

(a) Clear the weapon:

- 1) Point weapon in safe direction, ensure it is on SAFE, and remove the magazine.
- 2) Lock the bolt open and return charging handle to the forward position.
- 3) Ensure the receiver and chamber are free of ammo.
- 4) Press the upper portion of the bolt catch to allow the bolt to go forward.

(b) Disassemble the weapon, clearly separating the following parts, retaining sling and optics:

- 1) Lower receiver and upper receiver. Separated but connected by sling.
- 2) Charging handle and bolt carrier. Separated.
- 3) Bolt, firing pin, bolt cam, and firing pin retaining pin. Separated
- 4) Buffer and buffer spring. Separated.

Note: Time will stop when the candidate returns to the standing position with all parts of the weapon on the flat surface. Candidate will start from the last position in the previous task.

2. Assemble and perform functions check:

3. Assemble the weapon.

4. Perform a function check on the weapon:

- 1) Place selector lever on SAFE. Pull charging handle to rear and release.
- 2) Pull trigger. Hammer should not fall.
- 3) Place selector lever on SEMI. Pull trigger. Hammer should fall.
- 4) Hold trigger to the rear and charge the weapon.
- 5) Release trigger with a slow, smooth motion, until fully forward. An audible click should be heard.
- 6) Pull trigger. Hammer should fall.
- 7) For BURST weapons:
- 8) Place selector lever on BURST. Pull charging handle to the rear and release.
- 9) Squeeze trigger. Hammer should fall.
- 10) Hold trigger to the rear. Charge weapon three times.
- 11) Release trigger. Squeeze trigger. Hammer should fall.
- 12) Charge the weapon again, place it on SAFE, and close the dust cover.
- 13) For AUTO weapons:

- 14) Place the selector switch on AUTO. Pull charging handle to the rear and release.
- 15) Squeeze the trigger. Hammer should fall.
- 16) Hold the trigger to the rear and cock the weapon again.
- 17) Fully release the trigger then squeeze it again. The hammer should not fall.
- 18) Charge the weapon again, place it on SAFE, and close the dust cover.

Final event

PERFORMANCE MEASURES	GO	NO-GO
1. Clear the weapon.		
2. Disassemble the weapon		
3. Assemble the weapon		
4. Perform a functions check		