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LEADER STAKES PREP BOOK

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1. Clear, disassemble, assemble, and perform a functions check on M16/M4 series rifle/carbine

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

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

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

d. 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.

e. 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

(1) Clear and disassemble:

(a) Clear the weapon:

- Weapon in safe direction, ensure it is on SAFE, and remove the magazine.
- Lock the bolt open and return charging handle to the forward position.
- Ensure the receiver and chamber are free of ammo.
- 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:

- Lower receiver and upper receiver. Separated but connected by sling.
- Charging handle and bolt carrier. Separated.
- Bolt, firing pin, bolt cam, and firing pin retaining pin. Separated
- 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:

(a) Assemble the weapon.

(b) Perform a function check on the weapon:

- Place selector lever on SAFE. Pull charging handle to rear and release.
- Pull trigger. Hammer should not fall.
- Place selector lever on SEMI. Pull trigger. Hammer should fall.
- Hold trigger to the rear and charge the weapon.
- Release trigger with a slow, smooth motion, until fully forward. An audible click should be heard.
- Pull trigger. Hammer should fall.
 - For BURST weapons:
 - Place selector lever on BURST. Pull charging handle to the rear and release.
 - Squeeze trigger. Hammer should fall.
 - Hold trigger to the rear. Charge weapon three times.
 - Release trigger. Squeeze trigger. Hammer should fall.
 - Charge the weapon again, place it on SAFE, and close the dust cover.
 - For AUTO weapons:
 - Place the selector switch on AUTO. Pull charging handle to the rear and release.
 - Squeeze the trigger. Hammer should fall.
 - Hold the trigger to the rear and cock the weapon again.
 - Fully release the trigger then squeeze it again. The hammer should not fall.
 - Charge the weapon again, place it on SAFE, and close the dust cover.

Clear, disassemble, assemble, and perform a functions check on M16/M4 series rifle/carbine

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

2. M4 carbine/M16 rifle

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

b. Tasks: Clear, load, fire until stoppage occurs, perform immediate action, expend remaining ammunition, unload, and clear anM4/M16.

c. Conditions: You are a member of a team conducting combat operations. You have a stoppage while engaging targets with yourM4/M16.

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

e. 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.

f. Performance steps.

(1) Clear the weapon:

- (a) Keep the weapon pointed in a safe direction. Attempt to place the weapon on SAFE.
- (b) Lock the bolt to the rear.
- (c) Pull the charging handle rearward. Press and hold the bottom of the bolt catch.
- (d) Allow bolt to move forward until it engages the bolt catch. Release the bottom of the bolt catch.
- (e) Return the charging handle to the forward position.
- (f) Ensure the receiver and chamber are free of ammunition. 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) Chamber a round. The bolt should not be ridden forward.
- (e) Press the upper portion of the bolt catch allowing the bolt to go forward.
- (f) Tap forward assist to ensure that bolt is fully forward and locked.

The weapon is now loaded.

- (3) Place the weapon on SEMI and begin engaging your target.
- (4) Perform immediate action:
 - (a) Tap the bottom of the magazine firmly.
 - (b) Rapidly pull charging handle and release to extract/eject previous cartridge and feed/chamber/lock new round.
 - (c) Reassess by continuing the shot process. Weapon should fire. If weapon does not fire, proceed to remedial action (for this task, move to clear the weapon).
- (5) Clear the weapon:
 - (a) Point weapon in safe direction. Attempt to place weapon on SAFE. Remove magazine from weapon.
 - (b) Lock the bolt open (if not already).
 - (c) Pull the charging handle rearward. Press the bottom of the bolt catch.
 - (d) Move bolt forward until it engages bolt catch. Return the charging handle to the forward position.
 - (e) Ensure the receiver and chamber are free of ammo.
 - (f) Place the weapon on SAFE (if not already).
 - (g) Press the upper portion of the bolt catch to allow the bolt to go forward. Close the ejection port cover.

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		

3. M17 Pistol

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

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

c. 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.

d. 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 functions check on the M17/M18 pistol within 45 seconds. All tasks will be performed in sequence.

e. 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.

f. 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.
- (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.

Maintain M17/M18 pistol

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

4. Identify hand grenades

- a. Task basis: 071-440-0031-Employ hand grenades during an urban operation
- b. Task: Identify hand grenades.
- c. 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.
- d. Standards: Correctly identify the name/nomenclature of each hand grenade, within 2 minutes and 30 seconds.
- e. 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.
- f. 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.

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		

5. Employ hand grenades against troops in the open

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

b. Tasks: Employ hand grenades

c. 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.

d. Standards: Correctly perform all tasks, in sequence, within 30 seconds.

e. 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.

f. 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).

- (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. Allow the motion of the throwing arm to continue naturally once the grenade is released.
- (d) Seek cover to avoid being hit by fragments or direct enemy fire.
- (e) Prepare second grenade. Only pull the pin if needed
- (f) Renegade if grenade did not explode within five meters of the target (grader guidance).

Note: If no cover is available, drop to the prone position with your protective head gear facing the direction of the grenade's detonation.

Note: The clock will 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.

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		

6. Employ hand grenades through a window, door, or bunker

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

b. Tasks: Employ hand grenades.

c. 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.

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

e. 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. Grader will prompt the candidate to begin and start time.

f. 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). Time will stop when the target is destroyed, or as the second grenade leaves the candidate's hand. [What is the "timing sequence" for this event (clock starting/stopping)? Compare to paragraph C-14]

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		

7. Request medical evacuation

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

b. Tasks: Request MEDEVAC.

c. 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-CBRN environment.

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

d. 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.

e. Requirements: A protractor and military map with candidate location clearly plotted. One set of signal operating instructions (SOI) according to unit standard operating procedure (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.

f. 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 CBRN environment.

(2) Transmit lines 1-5:

(a) Candidate states, "I have a MEDEVAC request". Grader provides a response within three seconds.

- Line 1: Six-digit grid, including grid zone identifier.
- Line 2: Operational frequency, call sign, and suffix. Candidate will use this frequency later to transmit lines 6-9.
- Line 3: A+/-Urgent, B+/-Urgent-Surgical, C+/-Priority, D+/-Routine, E+/- Convenience. States, "Break" between categories.
- Line 4: A-None, B-Hoist, C-Extraction Equipment, D-Ventilator.
- 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.

- Line 6: N-No enemy in area, P-Possibly enemy in area, E-Enemy in area, X-Enemy in area (armed escort required).
- Line 7: A-Panels, B-Pyrotechnic signal, C-Smoke, D-None, E-Other.
- 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.
- Line 9: Provide description of pertinent terrain information. End transmission by stating, "Over".

Request medical evacuation

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

8. Control bleeding

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

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

c. 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 CBRN environment.

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

e. 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.

f. Performance steps:

(1) Perform a blood sweep of the extremities, neck, armpits, and groin areas. Expose wounds if bleeding is detected. If the second wound is not simulated, the grader will identify the location during the blood sweep. If the candidate fails to sweep that area or detect the wound, they are a NO-GO.

(2) Apply a hemostatic dressing to the major non-arterial wound that is bleeding heavily:

(a) Remove all clothing or equipment to obtain access to the wound.

(b) Identify the point of bleeding within the wound. Remove any pooled blood from the wound cavity with your hand or a wad of cotton gauze. Locate the bleeding vessel(s).

(c) Pack Combat Gauze directly over the source of bleeding; pack

the wound with the entire dressing.

(d) Apply direct pressure for 3 minutes; periodically check dressing to ensure placement and bleeding control. When performed correctly, grader will state, "Three minutes has elapsed, and wound is still bleeding".

(e) Pack second Combat Gauze into wound. When performed correctly, grader will state, "Bleeding is under control".

(f) Bandage wound to secure the dressing in place.

- Apply cotton gauze (either wad or rolled) over the dressing.
- 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:

- 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.
- Pull self-adhering band tight around extremity and fasten it back on itself as tightly as possible.
- 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.
- Lock the windlass in place within the windlass clip and secure the windlass with the windlass strap.
- 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.
- 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.
- Secure the CAT in place with tape (provided in casualty's IFAK).
- Apply a pressure or hemostatic dressing.

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.		

9. Move under direct fire

a. Task basis: 071-COM-0502-Move

b. Tasks: Move under direct fire

c. 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.

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

e. 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.

f. 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, manmade 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. Hedgerows 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.

- Keep your body off of the ground, resting your weight on your forearms and lower legs.
- Cradle your weapon in your arms and keep the muzzle of the weapon off the ground.
- Keep your knees well behind your buttocks so it stays low.
- 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.

- Keep your body as flat as possible to the ground.
- Grasp the sling of the weapon at the upper sling swivel with your firing hand.
- Let the hand guard rest on your forearm and keep the muzzle of the weapon off the ground.
- Move forward.
- Push both arms forward while pulling your firing side leg forward.
- Pull on the ground with both arms while pushing with your firing side leg.
- 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.

- Raise your head and select your next position.
- Lower your head and draw your arms into your body.
- Pull your firing side leg forward, raise your body, and get up quickly.
- Run for 3-5 seconds to your next position.
- Plant both feet just before hitting the ground; fall forward and drop to your knees.
- 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.

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		

10. Camouflage and visual signaling techniques

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

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

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

d. 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.

e. 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.

f. Performance steps:

(1) Camouflage:

- (a) Subtly employ realistic camouflage that resembles the background without overdoing.
- (b) Use natural or artificial materials to breakup regular shapes, outlines, and equipment.
- (c) Reduce possible shine by covering or removing items that may reflect light.
- (d) Blend colors with the surroundings, ensuring that objects do not contrast with the background.
- (e) Camouflage your exposed skin.
 - Cover your skin oils, using paint sticks, even if you have very dark skin.

Note: Do not use oils or insect repellent to soften paint sticks. This defeats the purpose of paint sticks by making the skin shiny. Do not use mud, paint containing motor oil, or other field expedient paints for ESB.

- Use the color chart when applying paint on the face.
- Paint high, shiny areas (forehead, cheekbones, nose, ears, and chin) with a dark color.
- Paint low, shadow areas (around the eyes, under the nose and under the chin) with a light color.
- Paint exposed skin on the back of the neck, arms, and hands with an irregular pattern.

(f) Camouflage your uniform and helmet.

- Roll your sleeves down and fasten all buttons/zippers/Velcro.
- 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.
- Wear unstarched uniforms.
- Do not wear excessively faded or worn uniforms because camouflage effectiveness is lost.

(g) Camouflage your personal equipment.

- Cover or remove shiny items.
- Secure items that rattle or make noise when moved and/or worn.
- Breakup the shape of large and/or bulky equipment using natural or man-made items.

(2) Visual Signaling Techniques:

(a) Combat formations:

- Disperse: Extend the arm horizontally. Wave the arm and hand to the front, left, right, and rear. Point toward the direction of each movement.
- Assemble or rally: Raise arm vertically overhead. Turn palm to the front. Wave in large horizontal circles. Point to assembly or rally site.
- 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.
- 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.

- 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.
- Enemy in sight: Hold the rifle in the ready position at shoulder level. Point rifle in the direction of enemy.
- Wedge: Extend the arms downward to the side. Turn the palms to the front. Place your arms at a 45degree angle below horizontal.
- Vee: Raise the arms. Extend the arms 45-degrees above the horizontal.
- Line: Extend the arms. Turn palms downward parallel to the ground.
- Coil: Raise one arm above the head. Rotate it in a small circle.
- 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.

(b) Patrolling:

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

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.		

11. Resection and military maps

a. 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

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

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

d. 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.

e. 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 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.

f. Performance steps:

(1) Resection:

(a) Identify your location on a map by resection using the map and compass method.

- Orient the map on a flat surface using a compass.
- Identify at least two well-defined points on the ground.

- Mark these well-defined points on the map.
- Plot the back azimuths of these points on the map.
- Determine the magnetic azimuth from your location to one of the defined points.
- Convert the magnetic azimuth to a grid azimuth.
- Convert this grid azimuth to a back-grid azimuth.
- Place the index point of a protractor on the well-defined point.
- Align the protractor's 0- to 180-degree line to the top of the map's north-South grid line.
- Ensure the 0-degree mark is pointing to the north (or top of map).
- Place a tick mark on the map beside the number on the protractor that corresponds to the computed back grid azimuth.
- Draw a straight line from the well-defined point to the tick and beyond.
- Repeat for each well-defined point.
- Identify the point where the lines intersect as your location.
- Determine the six-digit grid coordinates to this location.

(b) Identify your location on a map by resection using the straightedge method.

- Orient your map on a flat surface using terrain association.
- Locate at least two known distant locations or prominent features on the ground.
- Plot these distant locations or prominent features on the map.
- Draw a resection line for each of these plotted points.
- Lay a straightedge on one of the two known points on the map.
- 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.
- Draw a line along straightedge away from the known position on the ground toward your position.
- Repeat for each plotted point.
- Identify the point where the lines intersect as your location.
- Determine the six-digit grid coordinates to this location

(2) Identify terrain features and colors on a map:

(a) Major terrain features:

- Hill.
- Saddle.
- Valley.
- Ridge.
- Depression.

(b) Minor terrain features:

- Draw.
- Spur.
- Cliff.

(c) Supplementary terrain features:

- Cut.
- Fill.

(d) Colors:

- Blue: Hydrography or water features such as lakes, swamps, rivers, and drainage.
- Black: Cultural (manmade) features such as buildings and roads, surveyed spot elevations, and all labels.
- Green: Vegetation with military significance such as woods, orchards, and vineyards.
- Brown: All relief features and elevation such as contours on older edition maps and cultivated land on red light readable maps.
- Red: Cultural features, such as populated areas, main roads, and boundaries, on older maps.
- 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.

- Index.
- Intermediate.
- Supplementary.

12. React to Indirect Fire

a. Task: 071-326-0510- React to Indirect Fire

b. Conditions: You are a member (without leadership responsibilities) of a squad or team. You are either in a defensive position or moving on foot. You hear incoming rounds, shells exploding or passing overhead, or someone shouting "incoming."

c. Standards: React to each situation by shouting "Incoming!" Follow the leader's directions, if available, and then either take new or maintain existing cover.

(1) Shout "Incoming!" in a loud, easily recognizable voice.

(2) Look to your leader for additional instructions.

(3) Remain in your defensive position (if appropriate), and make no unnecessary movements that could alert the enemy to your location.

(4) Take cover outside the impact area (if you are in an exposed position or moving). Keep your body low if the leader is not in sight.

PERFORMANCE MEASURES	GO	NO-GO
Shouted "incoming" in a loud, easily recognizable voice.		
Looked to the leader for additional instructions.		
Remained in the defensive position (if appropriate), and made no unnecessary movements that could have alerted the enemy to your location.		
Took cover outside the impact area (if you were in an exposed position or moving); and, if your leader was out of sight, kept body low.		

13. Move as a member of a team

a. Task: 071-326-0501 Move as a member of a team.

b. Conditions: In a designated position (other than team leader) in a moving fire team.

c. Standards: React immediately to the fire team leader's example. Perform the same actions as the fire team leader does in the designated position within the formation.

(1) Fire team formations describe the relationship of the Soldiers in the fire team to each other. Standard fire team formations are the wedge, modified wedge, diamond, and file.

(a) Fire team wedge. This is the basic fire team formation which:

- Is easy to control.
- Is flexible.
- Allows immediate fires in all directions.
- Offers all round local security.

(b) Fire team modified wedge. When rough terrain, poor visibility, or other factors reduce control of the wedge formation, the sides are closed up to (almost) a single file. When moving in less rugged terrain and control becomes easier, resume your original positions. The modified wedge is also used for extended periods when traveling on roads or trails. The modified wedge:

- Is easier to control in reduced visibility or rough terrain than are other formations.
- Offers less flank security than a wedge but more than a file.
- Masks fires initially to the front and rear for the majority of the team.

(c) Fire team diamond. This formation is a variation of the wedge. It is most often used when the fire team is operating alone or is the lead security element (point) for a column or file. The fire team diamond has the same characteristics as a wedge except that it:

- Has reduced frontage.
- Allows increased security to the rear.
- Allows immediate fires in all directions, although one Soldier's fires are always masked.

(1) Fire team file. When the fire team is not using a wedge or diamond formation, it uses the file. The file:

- (a) Provides maximum control.
- (b) Provides minimum frontage. It is the easiest formation to use in close terrain or vegetation.
- (c) Facilitates speed of movement.
- (d) Is less flexible than the wedge or diamond.
- (e) Provides immediate fires to flanks, but it masks most Soldier's fires to the front and rear.

(2) The distances between Soldiers in the formation depend on the terrain, visibility, and control factors. The normal interval in daylight is about 10 meters. Formations should not be held rigid but should vary based on mission, enemy, terrain and weather, troops and support available, time available, civil considerations (METT-TC).

- (a) The interval is increased in open terrain.
- (b) The interval is decreased when underbrush, terrain, darkness, smoke, or dense fog limits visibility.
- (c) The normal interval is resumed as soon as conditions permit.

PERFORMANCE MEASURES	GO	NO-GO
Kept relative distance within the formation.		
Maintained visual contact with the team leader.		
Performed the same action as the team leader while maintaining relative position.		
Maintained the appropriate interval within the formation based on visibility, terrain, and the team leader's instructions and signals.		
Assumed the proper position within the formation as the formation changed.		

14. Practice Noise, Light and Litter Discipline.

- a. Task: 071-331-0815 Practice Noise, Light, and Litter Discipline
 - b. Conditions: As a member of an element conducting a tactical mission.
 - c. Standards: Ensure that: noise is kept at a minimum, no light is visible to the enemy, the area is free of litter and other evidence of the unit's presence.
 - (1) Comply with noise discipline.
 - (a) Avoid all unnecessary vehicular and foot movement.
 - (b) Secure (with tape or other materials) metal parts, such as weapon slings, canteen cups, and identification tags, to prevent them from making noise during movement.
 - (c) Be careful to avoid restricting the movement of the parts of the weapon that must move in order for you to operate it.
 - (d) Talk only when necessary to conduct or explain operations.
 - (e) Use radios only when necessary; keep the volume low so only you can hear the radio.
 - (2) Comply with light discipline.
 - (a) Do not smoke except when concealed from enemy view.
- Note: Smoking at night should be restricted, as the enemy can see and smell the smoke.
- (b) Conceal flashlights and other light sources so that the light is filtered,
 - (c) for example, under a poncho.
 - (d) Cover anything that reflects light, for example, metal surfaces, vehicles, glass.
 - (e) Use all available natural concealment.
 - (f) Camouflage all vehicles and equipment.
- (3) Comply with litter discipline.
 - (a) Take all litter, such as empty food containers, empty ammunition cans or boxes, and old camouflage, to established collection points when occupying a position.
 - (b) Carry all litter with you until you can dispose of it without leaving any trace when moving.

PERFORMANCE MEASURES	GO	NO-GO
Complied with noise discipline requirements.		
Complied with light discipline requirements.		
Complied with litter discipline requirements.		

15. React to a Nuclear Attack.

a. Task: 031-COM-1001 React to a Nuclear Attack.

b. Conditions: You are in an area where a nuclear weapons have been deployed. You are given a protective mask, a brush or a broom, and shielding material. Some iterations of this task should be performed in MOPP 4.

c. Standards: React to a nuclear attack by performing the steps in sequence without becoming a casualty.

(1) Drop down immediately.

Note: Donning protective mask first prevents Alpha particles from entering the nose, mouth, throat, and lungs.

(2) If in Open Area, drop facedown immediately with feet facing the blast.

Note: This will lessen the possibility of heat/blast injuries to the head, face, and neck.

(3) If time, crawl to the closest available protection (i.e. A log, a large rock, or any depression in the earth's surface provides some protection).

(3) If time, don IPE (individual protective equipment) according to the unit SOP.

(4) If in a Shelter, lay face down on the floor near a wall, if time, don IPE (individual protective equipment) according to the unit SOP.

(5) If in a Foxhole, the best position is on the back with knees drawn up to the chest, hands holding back of knees, if time, don IPE (individual protective equipment) according to the unit SOP.

Note: This position may seem vulnerable, but the arms and legs are more radiation-resistant and will protect the head and trunk.

(6) Close eyes and open mouth.

Note: This will equalize the blast pressure and help prevent organ damage.

(7) If not in a foxhole position, protect exposed skin from heat by putting hands and arms under or near the body. In any position keep the helmet on.

Note: Doesn't apply to foxhole position.

(9) If in Open Area, use any available material to provide overhead cover after the blast wave passes to avoid direct contact with radioactive fallout (rain gear, poncho, tarps, or plastic).

(10) Remain in position until the blast wave passes and debris stops falling.

(11) Decontaminate Yourself.

- (a) Don protective mask or dust mask, if not already on.
- (b) Note: This ensures that personnel protect themselves from ingesting or inhaling the radioactive particles.
- (c) Brush or shake debris off of clothing.
- (d) Lift off dry contamination with sticky tape if available.
- (e) Wash exposed skin with soap (detergent) and tepid water.

Note: This would be all skin that was exposed during the attack.

(12) Check for casualties.

(13) Seek shelter, if not already in a shelter/foxhole with overhead cover.

PERFORMANCE MEASURES	GO	NO-GO
1. Dropped down immediately.		
Note : Donning protective mask first prevents Alpha particles from entering the nose, mouth, throat, and lungs.		
a. If in Open Area, dropped facedown immediately with feet facing the blast.		
(1) If time, crawled to the closest available protection (i.e. A log, a large rock, or any depression in the earth's surface provides some protection).		
(2) If time, donned IPE (individual protective equipment) according to the unit SOP.		
b. If in a Shelter, laid face down on the floor near a wall, if time, donned IPE (individual protective equipment) according to the unit SOP.		
c. If in a Foxhole, laid on back with knees drawn up to the chest, hands holding back of knees, if time,		

donned IPE (individual protective equipment) according to the unit SOP.		
2. Closed eyes and opened mouth.		
Note : This will equalize the blast pressure and help prevent organ damage.		
3. In any position kept the helmet on.		
4. If in Open Area, used any available material to provide overhead cover after the blast wave passes to avoid direct contact with radioactive fallout (rain gear, poncho, tarps, or plastic).		
5. Remained in position until the blast wave passed and debris stopped falling.		
6. Decontaminated your self.		
a. Donned protective mask or dust mask, if not already on.		
b. Brushed or shook debris off of clothing.		
c. Lifted off dry contamination with sticky tape if available.		
d. Washed exposed skin with hot soapy water. This would be all skin that was exposed during the attack.		
7. Checked for casualties.		
8. Sought shelter, if not already in a shelter/foxhole with overhead cover.		

16.Perform Safety Checks on Hand Grenades

a. Task: 071-COM-4401 Perform Safety Checks on Hand Grenades.

b. Conditions: You are a member of a squad or team preparing for a mission and have been directed to perform safety checks on the hand grenades issued to your squad/team. The hand grenades are in a shipping container. Some iterations of this task should be performed in MOPP 4.

c. Standards: Perform initial inspections on the shipping container(s), canisters, and hand grenades during unpacking. Conduct safety checks on the hand grenades. Secure hand grenades in ammunition pouches. All safety checks must be completed before the hand grenades are secured in ammunition pouches.

(1) Inspect the hand grenade shipping container.

Note: If any discrepancies are found upon receipt of newly issued grenade shipping container, return the unopened container to the ammunition supply point (ASP) or issuing person and notify your immediate supervisor.

(2) Ensure that the container is not damaged.

(3) Ensure seals are present and not open. 2. Perform initial inspections when unpacking the hand grenades.

Note: If any discrepancies are found during inspection, return the grenade and shipping canisters to the ammunition supply point (ASP) or issuing person and notify your immediate supervisor.

(4) Open the shipping container.

(5) Inspect the canister for damage.

(a) Ensure the seal on the canister is present and has not been tampered with.

(b) Ensure canister is not dented or punctured.

(6) Open the canister.

(a) Ensure the packing material is present.

(b) Ensure that the grenade is upright.

(c) Ensure that the safety pins are properly attached.

(7) Remove the grenade from the canister.

(8) Inspect the grenade.

(a) Check for rust on the body or the fuze.

(b) Ensure there are no holes or cracks visible in the body or fuze.

- (c) Ensure the fuze is tight and there is not gap between it and the grenade body.
 - (d) Ensure that the safety lever hinge ears (7, Figure 4) are seated under the fuze lug (6, Figure 4) and are past the fuze centerline pointing up.
- (8) Perform safety checks on the hand grenades (Figure 4) prior to securing them in ammunition pouches. Note: If any discrepancies are found during the safety checks on the hand grenades, return the grenade to the issuing person or notify your immediate supervisor.
- (a) Ensure fuse assembly is tightly fitted within the grenade body.
 - (b) Ensure the safety pin (1) has a pull ring and confidence clip (2).
 - (c) Ensure safety clip (3) is present.
 - (d) Ensure the safety lever (4) is present and not bent or broken.
 - (e) Check to see if the safety pin (1) is in proper position.
- (10) Secure the grenades.
- (a) Ensure that the grenade is fully inside the carrying pouch.
 - (b) Secure pouch flap.

PERFORMANCE MEASURES	GO	NO-GO
1. Inspected the hand grenade shipping container.		
2. Performed initial inspections when unpacking the hand grenades.		
3. Performed safety checks on the hand grenades prior to securing them in ammunition pouches.		
4. Secured the grenades.		

17. Correct Malfunction of an M4 series Rifle Carbine.

a. Task: 071-COM-0033 Correct Malfunction of an M4 series Rifle Carbine.

b. Conditions: You are a member of a squad or team engaged in active ground combat. Your M16-series rifle or M4-series carbine has failed to fire while engaging a threat. You have additional loaded rifle magazines on hand, you do not have a secondary weapon. Some iterations of this task should be performed in MOPP 4.

c. Standards: Apply immediate action and if necessary, remedial action needed to correct the malfunction so you may continue to engage targets.

(1) Perform immediate action:

Note: Immediate action involves quickly applying a possible correction to a malfunction without determining the actual cause. It does not involve observation, diagnosis of the malfunction, or decision-making beyond recognition that there is a problem. As the term suggests, it is performed immediately and quickly, taking no more than a few seconds. Like a battle drill, it is conducted reflexively, without thought or hesitation.

- (a) Remove trigger finger from the trigger and ensure it is straight and pressed along the frame.
- (b) Forcefully tap upward onto the baseplate of the magazine with the heel of the nonfiring hand.
- (c) Grasp the charging handle and rapidly retract it fully to the rear and hold.
- (d) Observe for ejection of case or cartridge.
- (e) Ensure cartridge or case is ejected and chamber is clear.
- (f) Release charging handle.

Note: Do not ride the charging handle forward.

- (g) Tap on the forward assist to ensure bolt is closed.
- (h) Reacquire target.
- (i) Press the trigger.

(2) Continue the engagement if the weapon fires.

(3) Proceed to remedial action if the weapon does not fire.

(4) Perform remedial action.

Note: Remedial action is a conscious, observed attempt to determine the cause of a malfunction and correct it using a specific set of actions. It differs from immediate action in that it requires a Soldier to consciously analyze the status of the weapon to determine the problem and select the appropriate actions to correct it.

- (a) Quickly move to a covered position, and announce your weapon status to the element.
- (b) Observe the weapon to identify the cause of the malfunction.
- (c) Correct an obstructed chamber.

Note: An obstructed chamber (stove piped round or double feed) are the only malfunctions covered under this task. The field expedient method for correcting charging handle impingement or bolt override can potentially damage equipment or injure personnel. If the weapon experiences a bolt override or charging handle impingement, evacuate the weapon to maintainer when tactical situation permits.

- (d) Attempt to place the weapon on SAFE.
 - (e) Remove the magazine.
 - (f) Lock the charging handle to the rear.
 - (g) Place the selector lever on SAFE, if not already done.
 - (h) Visually inspect the chamber.
- Ensure chamber is empty.
 - Ensure the breech face is clear of live or expended cartridges, foreign debris, and has no physical damage.

PERFORMANCE MEASURES	GO	NO-GO
1. Performed immediate action.		
2. Performed remedial action, if required		

18. Maintain an M16-Series Rifle/M4-Series Carbine

a. Task: 071-COM-0032 Maintain an M4-Series Carbine.

b. Conditions: You have just returned from a mission and have been directed to conduct maintenance on your weapon. You have with you your M16 series rifle or M4 series carbine, technical manual TM 9-1005-319-10, and the appropriate cleaning kit and materials. Some iterations of this task should be performed in MOPP 4.

c. Standards: Clear, disassemble, clean, inspect, lubricate, assemble, and perform a function check on the M16/M4. Maintain the magazine and ammunition. All maintenance must be performed in accordance with TM 9-1005-319-10. Steps must be performed in sequence.

(1) Clear the weapon.

(2) Disassemble the weapon.

(a) Remove the sling.

(b) Remove the handguards or lower adapter rails.

Note: The operator is only authorized to remove the lower adapter rail and rail covers for cleaning, lubrication, or attaching accessories. The adapter rails for the M16A4 rifle and M4 carbine series replaced the handguards.

- (c) Place the weapon on the buttstock.
- (d) Press down on the slip ring with both hands.
- (e) Pull the handguards free.
- (f) Push the takedown pin as far as it will go.
- (g) Pivot the upper receiver from the lower receiver.
- (h) Push the receiver pivot pin in as far as it will go.
- (i) Separate the upper and lower receivers.
- (j) Remove carrying handle, if applicable.
- (k) Loosen the screws on the left side of the clamping bar.
- (l) Lift the handle off once the clamping bar is loose.
- (m) Pull back the charging handle.
- (n) Remove the bolt carrier and bolt.
- (o) Remove the charging handle.
- (p) Disassemble the bolt carrier.
- (q) Remove the firing pin retaining pin.

Note: Do not spread open or close split end of pin.

- (r) Push in bolt assembly to locked position.

- (3) Drop firing pin out of rear of bolt carrier.
 - (4) Remove the bolt cam pin by turning it one-quarter of a turn and lifting it out.
 - (5) Remove bolt assembly from carrier.
 - (6) Press the rear of the extractor pin to check spring function.
- Note: Any weak springs should be reported to the unit armor for replacement.
- (7) Remove the extractor pin by pushing it out with the firing pin.
 - (8) Lift out the extractor and spring, taking care that the spring does not separate from the extractor.

Note: Notify Field Maintenance if spring is damaged or missing.

- l. Remove buffer and buffer spring from buttstock.
 - (1) Press in buffer depress retainer and release buffer.
 - (2) Remove buffer and action spring.
- m. Remove the buttstock (M4 series only).
 - (1) Extend the buttstock assembly to full open.

- (2) Separate the buttstock assembly from the lower receiver extension.
 - (a) Grasp the lock lever in the area of the retaining nut.
 - (b) Pull downward.
 - (c) Slide the buttstock to the rear.
- b. Clean the weapon.

Note: CLP (cleaner, lubricant, and preservative) is used in the steps to identify when lubricant is needed, however it can be replaced with LSA (weapons lubricant oil, semifluid), or LAW (lubricating oil, arctic weather) as applicable.

Do not mix lubricants on the same weapon. The weapon must be thoroughly cleaned using dry cleaning solvent (SD) when changing from one lubricant to another.

 - a. Clean the bore.

Note: The bore of your weapon has lands and grooves called rifling. Rifling makes the bullet spin very fast as it moves down the bore and down range. Because it twists so quickly, it is difficult to push a new, stiff bore brush through the bore. You will find it easier to pull your bore brush through the bore. Also, because the brush will clean better if the bristles follow the grooves (called tracking), you want the bore brush to be allowed to turn as you pull it through.

 - (1) Attach three cleaning rod sections together.
 - (2) Attach the rod tip with a patch moistened with CLP or rifle bore cleaner (RBC).
 - (3) Swab out the bore.
 - (4) Attach the bore brush.

Note: When using bore brush, don't reverse direction while in bore.
 - (5) Point muzzle down.
 - (6) Hold the upper receiver in one hand while inserting the end of the rod without the brush into the chamber.
 - (7) Let the rod fall straight through the bore.

Note: About 2 to 3 inches will be sticking out of the muzzle at this point.
 - (8) Attach the handle section of the cleaning rod to the end of the rod sticking out of the muzzle.
 - (9) Pull the brush through the bore and out of the muzzle.
 - (10) Take off the handle section.
 - (11) Run the brush through the bore again by repeating the process.
 - (12) Replace the bore brush with the rod tip.
 - (13) Attach a patch with CLP to the rod tip.
 - (14) Pull the patch through the bore.
 - b. Clean the upper receiver group.
 - (1) Connect chamber brush to cleaning rod handle.
 - (2) Dip the chamber brush in CLP and insert in chamber and locking lugs.
 - (3) Push and twist to clean.

- (4) Use a worn out bore brush to clean outside of gas tube.
Note: Gas tubes will discolor from heat. Do not attempt to remove discoloration.
- (5) Clean the entire upper receiver by wiping it down.
- c. Clean the bolt carrier group.
 - (1) Clean carbon and oil from firing pin.
 - (2) Clean bolt carrier key with worn brush.
 - (3) Clean firing pin recess with pipe cleaner.
 - (4) Clean firing pin hole with pipe cleaner.
 - (5) Clean behind bolt rings and lip of extractor.
 - (6) Clean carbon deposits and dirt from locking lugs.
- d. Clean the lower receiver group.
 - (1) Wipe dirt from trigger with a patch.
 - (2) Use a patch dampened with CLP to clean powder fouling, corrosion, and dirt from outside parts of lower receiver and extension assembly.
 - (3) Use pipe cleaner to clean buttstock drain hole.
 - (4) Clean buffer assembly, spring, and inside with patch dampened with CLP.
 - (5) Wipe dry.
- e. Clean the ejector.
 - (1) Place a few drops of CLP on the ejector.
 - (2) Press the ejector in using a spent round casing or dummy round.
 - (3) Hook casing under extractor and rock back and forth against ejector.
 - (4) Repeat this process a few times adding lubricant until the action of the ejector is smooth and strong.
 - (5) Dry off excess CLP when process is completed.
- f. Clean the adapter rails and covers.
Note: Do not apply CLP to the plastic surfaces of the rail covers.
 - (1) Clean the adapter rails and rail covers with a general-purpose brush from the standard cleaning kit.
 - (2) Lubricate the upper and lower rail assemblies and retaining clips in the rail covers.
 - (3) Remove the lower rail assembly when debris is present and thoroughly clean the thermal liner.
 - (4) Rinse the upper and lower rail assemblies in fresh water as soon as possible, if exposed to salt water or corrosive materials.
 - (5) Lubricate the upper and lower rail assemblies, as required.
- 4. Inspect the weapon for serviceability.
 - a. Inspect the upper receiver group.
 - (1) Check handguards or rails for cracks, broken tabs, proper installation, and loose heat shields.
 - (2) Check front sight post for straightness.
 - (3) Check depression of the front detent.
 - (4) Check compensator for looseness.

- (5) Check barrel for straightness, cracks, burrs, or looseness.
- (6) Check charging handle for cracks, bends, or breaks.
- (7) Check rear sight assembly for properly working windage and elevation adjustments.
- (8) Ensure the short and long range sight spring holds the selected sight in place.
- (9) Check gas tube for bends or retention to barrel.
- b. Inspect the bolt carrier group.
 - (1) Inspect bolt cam pin for cracking or chipping.
 - (2) Inspect firing pin for bends, cracks, and sharp or blunted tip.
Note: Bolts that contain pits in the firing pin hole need replacing.
 - (3) Inspect for missing or broken gas rings.
 - (4) Inspect bolt cam pin area for cracking or chipping.
 - (5) Inspect locking lugs for cracking or chipping.
 - (6) Inspect extractor assembly for missing extractor spring assembly with insert and for chipped or broken edges on the lip which engages the cartridge rim.
 - (7) Inspect firing pin retaining pin to determine if bent or badly worn.
 - (8) Inspect bolt carrier for loose bolt carrier key.
 - (9) Inspect for cracking or chipping in cam pin hole area.
- c. Inspect the lower receiver.
 - (1) Inspect buffer for cracks or damage.
 - (2) Inspect buffer spring for kinks.
 - (3) Inspect buttstock for broken buttplate or cracks.
 - (4) Inspect for bent or broken selector lever.
 - (5) Inspect rifle grips for cracks or damage.
 - (6) Inspect for broken or bent trigger.
 - (7) Visually inspect the inside parts of the lower receiver for broken or missing parts.
- d. Turn weapon with unserviceable parts in for maintenance.
- 5. Lubricate the weapon.
Note: Under all but the coldest arctic conditions, CLP is the lubricant to use on the weapon. Temperature between +10 degrees fahrenheit and -10 degrees fahrenheit, use either CLP or LAW. For -35 degrees fahrenheit or lower, use LAW only. Lightly lube means apply a film of lubricant barely visible to the eye. Generously lube means apply the lubricant heavily enough so that it can be spread with the finger.
- a. Lubricate the upper receiver and carrying handle.
 - (1) Lightly lubricate inside of upper receiver, bore, chamber, front sight, outer surfaces of barrel, and under the handguards.
 - (2) Apply a drop or two of lubricant to the front sight detent.
 - (a) Depress and apply two or three drops of CLP to the front sight detent.
 - (b) Depress several times to work the lube into the spring.
 - (3) Apply a drop or two of lubricant to both threaded studs.
 - (a) Lightly lube the clamping bar and both round nuts.
 - (b) Lightly lube the mating surface.

- (4) Apply one or two drops of lubricant to the adjustable rear sight.
 - (5) Ensure that the lubricant is spread evenly in the rear sight by rotating the following parts.
 - (a) Elevation screw shaft.
 - (b) Elevation knob.
 - (c) Windage knob.
 - (d) Windage screw.
 - b. Lubricate the lower receiver group.
 - (1) Lightly lube the inside and outside lower receiver extension, buffer, and action spring.
 - (a) Lightly lube the inside buttstock assembly.
 - (b) Generously lube the buttstock lock-release lever and retaining pin.
 - (2) Generously lube the take down pin, pivot pin, detents, and all other moving parts and their pins.
 - c. Lubricate the bolt carrier group.
 - (1) Lightly lube the charging handle and the inner and outer surfaces of the bolt carrier.
 - (2) Place one drop of CLP in the carrier key.
 - (3) Apply a light coat of CLP on the firing pin and firing pin recess in the bolt.
 - (4) Generously lube the outside of the bolt body, bolt rings, and cam pin area.
 - (5) Apply a light coat of CLP on the extractor and pin.
- 6. Assemble the weapon.
 - a. Assemble the bolt carrier.
 - (1) Insert the extractor and spring.
 - (2) Push in the extractor pin.
 - (3) Slide the bolt into the carrier.
 - (4) Replace the bolt cam pin.
 - (5) Drop in and seat the firing pin.
 - (6) Pull the bolt back.
 - (7) Replace the retaining pin.
 - b. Engage and then push the charging handle in part of the way.
 - c. Slide in the bolt carrier assembly.
 - d. Push in the charging handle and the bolt carrier group together.
 - e. Insert the action spring and buffer.
 - f. Install the buttstock assembly. (M4 series only)
 - (1) Align the buttstock assembly with the lower receiver extension.
 - (2) Pull downward on the lock release lever near the retaining pin.
 - (3) Slide the buttstock assembly onto the lower receiver extension.
 - g. Join the upper and lower receivers.
 - h. Engage the receiver pivot pin.
 - i. Close the upper and lower receiver groups.
 - j. Push in the takedown pin.
 - k. Install the handguards.

- l. Install the carrying handle, if applicable. m. Install the sling.
- 7. Perform a function check.
- 8. Maintain the magazine.
 - a. Disassemble magazine.
 - (1) Insert the nose of a cartridge into the hole in the base of the magazine.
 - (2) Raise the rear of the magazine until the indentation on the base is clear of the magazine.
 - (3) Slide the base forward until it is free of the tabs.
 - (4) Remove the magazine spring and follower (do not separate).
 - b. Clean all parts using a rag soaked with CLP.
 - c. Dry all parts. d. Inspect parts for damage such as dents and corrosion.
- Note: If any damage is found, turn in to maintenance.
- e. Lightly lube the spring only.
- f. Assemble the magazine.
 - (1) Insert the follower and spring into the magazine tube.
 - (2) Jiggle the spring to seat them in the magazine.
 - (3) Slide the base under all four tabs until it is fully seated.
 - (4) Make sure the printing is on the outside.
- 9. Maintain the ammunition.
 - a. Clean the ammunition with a clean dry rag.
 - b. Inspect for and turn in any ammunition with the following defects:
 - (1) Corrosion.
 - (2) Dented cartridges.
 - (3) Cartridges with loose bullets.
 - (4) Cartridges with the bullet pushed in.

PERFORMANCE MEASURES	GO	NO-GO
1. Cleared the weapon		
2. Disassembled the weapon.		
3. Cleaned the weapon		
4. Inspected the weapon for serviceability.		
5. Lubricated the weapon.		
6. Assembled the weapon.		
7. Performed a function check.		
8. Maintained the magazine.		
9. Maintained the ammunition.		

19. Issue a Warning Order

- a. Task: 071-326-5503 Issue a Warning Order
- b. Conditions: Given preliminary notice of an order or action that is to follow and a requirement to develop and issue a warning order (WARNORD) to subordinates.
- c. Standards: Within time allotted, develop a warning order and issue it to subordinate leaders. Issue order so that all subordinate leaders understand their missions and any coordinated instructions. Issue it in the standard operation order (OPORD) format.

1. Say "Warning order" before issuing the order.
2. Use standard terminology.
3. Issue the WARNORD in the five-paragraph OPORD format.
 - a. SITUATION paragraph.
 - (1) Enemy forces: Provide available information on disposition, composition, strength, capabilities, and most probable course of action.
 - (2) Friendly forces: Give available information about the missions of next higher and adjacent units.
 - (3) Attachments and detachments: Give information about any units that have been attached or detached.
 - b. MISSION paragraph. Clearly and concisely state the mission as a task to be accomplished and state the purpose for doing it.
 - c. EXECUTION paragraph. Provide information about the operation, if available.
 - d. SERVICE SUPPORT paragraph. Provide all known instructions and arrangements supporting the operation.
 - e. COMMAND AND SIGNAL paragraph. Designate the succession of command if it differs from the unit standing operating procedure (SOP).

Note: Warning orders involving movement should state the time of movement.

PERFORMANCE MEASURES	GO	NO-GO
1. Said "Warning order."		
2. Used standard military terminology		
3. Issued the warning order in the five-paragraph OPORD format.		
4. Gave all available information.		

20. Employ the CRM Process and Principles

- a. Task: 153-001-2000 Employ the CRM Process and Principles
- b. Conditions: As a small unit leader, given a mission, activity, or task, in a garrison or tactical environment, access to FM 5-19 and a DA Form 7566.
- c. Standards: Make an oral or written report that identifies the five steps of the composite risk management (CRM) process, and apply the CRM process to a given mission, activity, or task.
 1. Identify the five steps of the CRM process.
 2. Identify and list hazards associated with the mission or task using mission, enemy, terrain and weather, troops and support available, time available, civil considerations (METT-TC) factors.
 3. Assess the hazards to determine the level of risk (E,H,M,L). for each hazard and its impact on the mission or task
 4. Select appropriate controls and reassess risk (E,H,M,L) for each identified hazard.
 5. Identify appropriate methods for implementing the identified controls.
 6. Identify appropriate personnel to supervise and evaluate the controls.
 7. Determine the overall level of risk (E,H,M,L) for the mission, activity, or task.

PERFORMANCE MEASURES	GO	NO-GO
1. Identified all five steps of the CRM process.		
2. Identified all hazards associated with the mission or task using METT-TC factors (a minimum of one, depending on the mission or task).		
3. Determined the level of risk (E,H,M,L) for each hazard.		
4. Selected appropriate controls for each hazard and reassessed the risk levels (E,H,M,L) for all identified hazards.		
5. Identified appropriate methods for implementing controls.		
6. Identified the appropriate personnel to supervise and evaluate control implementation.		
7. Determined the overall level of risk (E,H,M,L) for the mission, activity, or task.		

21. Supervise Preventive Maintenance Checks and Services (PMCS)

- a. Task: 091-CTT-2001 Supervise Preventive Maintenance Checks and Services (PMCS)
 - b. Conditions: In a contemporary operational environment, given equipment, appropriate technical manuals, supporting forms and documentation, tools, petroleum, oils, and lubricants (POL) (if applicable), and personnel.
 - c. Standards: Ensure that the maintenance status of assigned equipment is reported and personnel are trained in the proper procedures for conducting preventive maintenance checks and services (PMCS) according to the applicable references.
1. Direct PMCS.
 - a. Verify that all current and updated technical manuals and references are available or requisitioned for section's assigned equipment.
 - b. Verify that all tools, POL, personnel and other resources are available for PMCS.
 - c. Observe operators performing PMCS at prescribed intervals according to the technical manual.
 - d. Review maintenance forms and reporting procedures for accuracy and completeness.
 - e. Reduce training distractions.
 2. Train personnel in the proper procedures for conducting PMCS.
 - a. Enforce the commander's training program for operators of assigned equipment.
 - b. Verify that all operators are licensed for their equipment.
 - c. Verify that all operators are properly trained with PMCS procedures.
 3. Report the maintenance status of assigned equipment.
 - a. Verify that the operator has correctly identified and corrected or recorded faults on DA Form 5988-E (Equipment Inspection Maintenance Worksheet) or DA Form 2404 (Equipment Inspection and Maintenance Work Sheet).

b. Confirm that not mission capable (NMC) faults are corrected before dispatch (if applicable).

PERFORMANCE MEASURES	GO	NO-GO
1. Verified that current and updated technical manuals and references were available.		
2. Verified correctly that all tools, POL, personnel and other resources were available for PMCS.		
3. Checked operator's DA Form 5988-E to confirm that operators were licensed.		
4. Identified correct PMCS intervals according to the technical manual.		