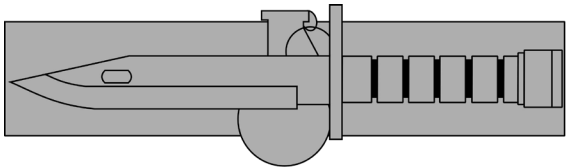
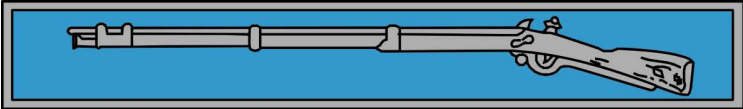


READY FIRST COMBAT TEAM EXPERT INFANTRY/SOLDIER BADGE

SEPTEMBER 2022



CANDIDATE HANDBOOK



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E3B packing list

ITEMS WORN	QUANTITY
OCP's (W/subdued or IR flag patch)	1 set
ID Tags (Long and Short Chain; worn around the neck)	1 set
Glove, Fire Retardant, or full leather	1 pair
Watch – No smart watches with GPS	1
Notebook w/pen or pencil (waterproofed)	1
ACH, w/cover, Camo Band and NVG plate	1
Eye protection APEL approved (Clear and shaded lens)	1 set
IOTV or Issued plate carrier with plates (front and back)	1
M4 w/magazine, iron sight (optics optional), and BFA	1
Lensatic Compass	1
Pro-Mask w/2x canisters and carrier	1 set
Protractor (GTA 05-02-012)	1
Whistle	1
Green chem light	1
Red lens flashlight	1
Assault Pack	1
Face Paint (brown, green, black)	1
Individual protective facemask (COVID Mitigation)	3
Waterproofing material (i.e., Ziplock bags, document protectors)	3
Knee Pads (Optional)	1 pair
*Fighting Load Carrier (FLC or TAPS)	1
Ammunition Pouch, 2 mags	3
Magazine, Ammunition	6
Grenade, Hand pouch	2
Utility Pouch (1qt canteen pouch)	1
Combat Earplugs w/case (small pouch of Utility Pouch)	1
Night Vision Goggles (NVGs), tied down in Utility Pouch EIB	1
Improved First Aid Kit (IFAK)	1
Hydration System (Multi-purpose hydration system adapter optional)	1
1 quart canteen pouch	1
1 quart canteen with M50 Protective mask cap	

*** Candidates must have FLC/TAPS available if heat index requires downgrade of IOTV. IOTV must be army issued. Commercial plate carriers are not authorized.**

PACKED IN RUCK	QUANTITY
MOLLE w/Frame	1
Poncho	1
Camo face paint (minimum colors brown, green, black)	1 set
Socks, Wool Cushion Sole, Green	4 pair
Sewing Kit (top flap)	1
NVG batteries	4
550 Cord (top flap)	50 feet
Wet Weather Top/Bottom	1 set
**Waterproof Bag	1
Poncho Liner	1
***Weapons Cleaning Kit	
Cleaning Rods	4
Cleaning Rod Handle	1
Oil Bottle, CLP	1
Eyelet	1
Patches	2 packets
Bore Brush	1
Chamber Brush	1
Personal Hygiene Kit	
Soap w/dish	1
Toothbrush and toothpaste	1
Razor (disposable or cartridges)	5
Shaving Cream	1
Foot Powder	1
T-Shirt, Brown	3
Undergarments (Male or Female)	3
Towel, Brown	1
Towel, Hand, Brown	1
Combat boots	1 pair
Sleep system (thick, thin, bivy cover)	1 set

W1, Part 1: Load, fire and reduce stoppage of an M4 Series Carbine Rifle

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

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

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

Requirements: An M4/M16 with blank adapter, sling, and optic/sights. Starting configuration for the weapon will be:

Free of ammunition, bolt forward, on FIRE (SEMI/BURST/AUTO), and the trigger pulled.

A magazine loaded with four blank rounds of ammunition and one inert/expended round.

A target/safe direction for the Candidate to engage.

Hearing protection (part of the E3B uniform) must be worn when firing.

Performance Measures:

Candidate will start with the weapon in the low ready.

1. Clear the weapon.
 - (a) Keep the weapon pointed in a safe direction. Attempt to place the weapon on SAFE.
 - (b) Lock the bolt to the rear.
 1. Pull the charging handle rearward. Press and hold the bottom of the bolt catch.
 2. Allow the bolt to move forward until it engages the bolt catch. Release the bottom of the bolt catch.
 3. Return the charging handle to the forward position.
 - (c) Ensure the receiver and chamber are free of ammo. Place weapon on SAFE.
2. Load the weapon.
 - (a) Insert the magazine.
 1. Push the magazine upwards until the magazine catch engages.
 2. Tap upward on the bottom of the magazine to ensure the magazine is seated.
 - (b) Chamber a round. The bolt should not be ridden forward.
 1. Press the upper portion of the bolt catch allowing the bolt to go forward
 2. Tap the forward assist to ensure that the 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) Remove the 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 non-firing hand.
 - (c) Grasp the charging handle and rapidly retract it fully to the rear and release.
 - (d) Reacquire target
 - (e) Press the trigger. Continue to engagement if the weapon fires. Proceed to remedial action if the weapon does not fire (for this task, move to clear the weapon).
5. Clear the weapon.
 - (a) Point the weapon in a safe direction. Attempt to place weapons on SAFE. Remove magazine from weapon.
 - (b) Lock the bolt open (if not already).
 1. Pull the charging handle to the rear. Press the bottom portion of the bolt catch.
 2. Move the bolt forward until it engages the bolt catch. Return the charging handle to the forward position.
 3. Place the selector lever on SAFE (if not already).
 - (c) Ensure that the receiver and chamber are free of ammunition.
 - (d) Return the bolt to the closed position.
 1. Press the upper portion of the bolt catch to allow the bolt to go forward.
 2. Place the selector lever on SEMI.
 3. Pull the trigger to release the pressure on the firing pin spring.
 - (e) Close the ejection port cover.

W1, Part 2: Load and unload a M320 Grenade Launcher

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

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

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

Requirements: An M320 Grenade Launcher; may be attached to the same rifle/carbine used in Part 1; rifle/carbine must have an empty magazine. A target/safe direction for the Candidate to engage and a dummy/training round. If the E3B uniform does not include a grenade pouch, the station should provide appropriate load bearing equipment to properly secure the grenade. Use the appropriate set of standards based on the weapon system being used.

Performance Measures:

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

1. Point the weapon in a safe direction.
2. Ensure the weapon is in "S" (safe) position.
3. Remove the muzzle cap.
4. Press barrel release and pivot barrel out from receiver.
5. Insert cartridge into barrel. Ensure the cartridge is seated fully forward in the rear of the barrel.
6. Pivot barrel into receiver until barrel locking lever engages barrel. There should be an audible click.
7. Move the selector lever to "F" (fire position). Engage your target.

Unload and Clear an Unfired Round.

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

1. Keep the weapon pointed in a safe direction, with trigger finger outside trigger guard.
2. Move the selector lever to the "S" (safe) position.
3. Press upward on barrel release lever and pivot barrel out from receiver.
4. Inspect the barrel to see if any ammunition is present. If ammunition is present, grasp the rim of the cartridge, and pull it toward the rear of the weapon. Dispose of ammunition in accordance with the unit SOP.
5. Pivot barrel into receiver until barrel release lever engages barrel.
6. Ensure selector lever remains in "S" (safe) position.

W2, Part 1: Maintain an M17 Pistol and Perform a Function Check

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

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

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

Requirements: An M17 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.

Performance Measures:

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 (Up) position
- (c) Depress the magazine release, and remove the magazine from the pistol.
- (d) Grasp the slide serrations and fully retract the slide.
- (e) Lock the slide to the rear using the slide stop.
- (f) Visually inspect the chamber, magazine well, and bolt face to ensure it is clear.
Release the slide forward.

2. Disassemble the weapon into the following components, ensuring all parts are on the correct nomenclature labels.

- (a) Magazine.
- (b) Receiver.
- (c) Barrel.
- (d) Slide assembly.
- (e) Recoil spring guide assembly.

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

Assemble and Perform a Functions Check:

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

1. Assemble the weapon.

2. Perform a function check.

- (a) Insert an empty magazine into the magazine well. Ensure magazine catch engages and locks the magazine in place.
- (b) Grasp the slide serrations and pull the slide to the rear until it locks. Magazine follower should push up on the slide stop, locking the slide to the rear.
- (c) Press magazine catch. Magazine will fall free from the pistol.
- (d) Pull back and release the slide.
- (e) Push up on manual safety lever to engage the safety.
- (f) Press the trigger. Striker should not be released.
- (g) Push down on manual safety lever to disengage safety.
- (h) Press trigger and hold to rear. Striker should be released and an audible click should be heard.
- (i) While still holding trigger to rear, pull slide completely to the rear and release slide.
- (j) Release trigger. A light audible click should be heard and felt as the striker resets.
- (k) Press trigger. The Striker should release and you should hear and feel a loud audible click.

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

W2, Part 2: Maintain a Shotgun

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 function 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.

Assemble and Perform a Functions Check

Candidate will start from the last position in the previous task

1. Assemble the weapon, ensuring it is on safe.
2. Perform a function 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.

W3, Part 1: Maintain an M249 Squad Automatic Weapon

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.

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) With the right hand palm up, pull and hold the charging handle completely to rear. While holding the cocking handle to the rear place the weapon on SAFE.
- (c) Return the charging handle to the fully forward and locked position.
- (d) Look away from the feed tray cover. Squeeze the cover latches and open the feed tray cover assembly upwards to open it.
- (e) Remove ammunition belt and any loose links in the feed tray if present.
- (f) Conduct a five-point safety check. Check the feed pawl assembly; check the feed tray assembly; lift the feed tray assembly and inspect the chamber; inspect the magazine well; inspect the space between the bolt face and the chamber as well as the space under the bolt and operating rod.
- (g) Lower the feed tray cover assembly ensuring it securely locks.
- (h) With the right-hand palm up, pull and hold the charging handle completely to the rear. Place the weapon on FIRE.
- (i) Press the trigger with the left hand and ease the bolt forward with the right-hand until it locks in the forward position. Release the trigger.

2. Disassemble weapon into the following groups, ensuring all parts are on the correct nomenclature labels:

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

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

Assemble and Perform a Functions Check

Candidate will start from the last position in the previous task

1. Assemble the weapon.

2. Perform a functions check:

- (a) Point the weapon in a safe direction. Ensure safety is on FIRE.
- (b) With the right-hand palm up, pull and hold the charging handle completely to the rear. While still holding the charging handle, place the weapon on SAFE.
- (c) Squeeze the trigger. The weapon should not fire.
- (d) With the right-hand palm up, pull and hold the charging handle completely to the rear. Place the weapon on FIRE.
- (e) Press the trigger with the left-hand and ease the bolt forward with the right hand until it locks in the forward position. Release the trigger.

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

W3, Part 2: Operate an M249 Squad Automatic Weapon

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 E3B uniform) must be worn when firing. Note: Candidate will start in the prone position not touching the weapon.

Performance steps:

1. Clear the chamber area:
 - (a) Point the weapon in a safe direction. Ensure safety is on FIRE.
 - (b) With right hand palm up, pull and hold the charging handle completely to the rear. While still holding the charging handle, place the weapon on SAFE.
 - (c) Return the charging handle forward to the locked position.
 - (d) Look away from the feed tray cover. Squeeze the cover latches and open the feed tray cover assembly upwards to open it.
 - (e) Remove Ammunition belt and any loose links in the feed tray if present
 - (f) Conduct a five-point safety check: Check the feed pawl assembly; check the feed tray assembly; lift the feed tray assembly and inspect the chamber; inspect the magazine well; inspect the space between the bolt face and the chamber as well as the space under the bolt and operating rod.
2. Load the weapon:
 - (a) Cant the M249 to the right and ensure the feed tray cover assembly is open.
 - (b) Place the first round of the belt, with the open side of the links facing downward, in the feed tray groove against the cartridge stop.
 - (c) Hold the ammunition belt in place on the feed tray with your left hand and then close the feed tray cover assembly with your right hand.
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) With right hand palm up, pull and hold the charging handle completely to the rear.
 - (b) Observe ejection port to see if a cartridge case/belt link/round ejects. If not, place on SAFE while holding cocking handle to rear (with no tension on the bolt). Return cocking handle to forward and locked position and proceed to clear weapon. If a cartridge/belt link/round ejects, push the cocking handle forward.
 - (c) Squeeze the trigger and continue mission. Proceed to clear the weapon if it does not fire.
5. Unload and clear the weapon:
 - (a) Point weapon in a safe direction.
 - (b) If the bolt is forward, ensure the safety is on FIRE before moving the bolt/operating rod assembly. If the bolt is fully locked to the rear, ensure the safety is on SAFE and proceed to step (f) below.
 - (c) With the right-hand palm up, pull and hold the charging handle completely to the rear. While still holding the charging handle, place the weapon on SAFE.
 - (d) Return the charging handle forward to the locked position.
 - (e) Look away from the feed tray cover. Squeeze the cover latches and open the feed tray cover assembly upwards to open it.
 - (f) Remove ammunition belt and any loose links in the feed tray if present.
 - (g) Conduct a five-point safety check. Check the feed pawl assembly; check the feed tray assembly; lift the feed tray assembly and inspect the chamber; inspect the magazine well; inspect the space between the bolt face and the chamber as well as the space under the bolt and operating rod.

- (h) Lower and close the feed tray cover assembly ensuring it securely locks.
- (i) With the right-hand palm up, pull and hold the charging handle completely to the rear. Place the weapon on FIRE.
- (j) Press the trigger with the left hand and ease the bolt forward with the right hand until it locks in the forward position. Release the trigger.

W4, Part 1: Maintain an M240

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 three minutes. All tasks will be performed in sequence.

Requirements: An M240 machine gun, on a flat surface, with the bipod legs extended. Starting configuration for the weapon will be: Free of ammunition, on FIRE, with the bolt forward. Basic maintenance tools. A target/safe direction for the candidate to point the weapon. Material/flat surface that will prevent candidate from losing parts to weapon. An area for candidate to place weapons parts with appropriate group nomenclature labels. Photos of parts with nomenclature labels will be available in the training area.

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 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 feed cover latches, look in a safe direction, raise feed cover, and conduct a four point safety check for brass/links/ammunition: Check feed pawl assembly under cover. Check feed tray. Lift feed tray and inspect chamber. Check between face of bolt and chamber. 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, with palm up, the cocking handle assembly with the right hand to the rear.
 - (h) While holding the cocking handle to the rear (with no tension on the bolt), place the safety to FIRE.
 - (i) While fully depressing the trigger, ease the bolt forward to close and lock. Release the trigger.
 - (j) Attempt to place the safety to SAFE; safety must not be able to be moved to SAFE.
2. Disassemble the weapon into the following groups, ensuring all parts are on the correct nomenclature labels:
 - (a) Buttstock and buffer assembly
 - (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

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

Assemble and Perform a Functions Check:

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

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

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

W4, Part 2: Operate 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.

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 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 feed cover latches, look in a safe direction, raise feed cover, and conduct a four point safety check for brass/links/ammunition: Check feed pawl assembly under cover. Check feed tray. Lift feed tray and inspect chamber. Check between face of bolt and chamber. 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.
 - (b) Close feed cover assembly, 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). Return cocking handle assembly to forward and locked position and proceed to clear weapon. If something ejects, push the cocking handle forward.
 - (c) Squeeze the trigger and continue mission. Proceed to clear the weapon if it does not fire.
5. Unload and clear the weapon:
 - (a) Point weapon in a safe direction. Ensure safety is on FIRE before moving bolt/operating rod assembly.
 - (b) Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
 - (c) While holding the cocking handle to the rear (with no tension on the bolt), place the safety to SAFE.
 - (d) 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 for brass/links/ammunition: Check feed pawl assembly under cover. Check feed tray. Lift feed tray and inspect chamber. Check between face of bolt and chamber. 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, with palm up, the cocking handle assembly with the right hand to the rear.
 - (h) While holding the cocking handle to the rear (with no tension on the bolt), place the safety to FIRE. While fully depressing the trigger, ease bolt forward to close and lock.
 - (i) Release the trigger. Close ejection port cover.

W5, Part 1: Identify Hand Grenades

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 two minutes and 30 seconds.

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

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

W5, Part 2: Employ Hand Grenades Against Troops in The Open

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 E3B 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. For left-handed throwers the grenade is inverted with the top of the fuse facing downwards.
 - (b) Keep the pull ring away from the palm of the throwing hand so that it can be easily removed by the index or middle finger of the free hand.

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

4. Throw the hand grenade so it is within the effective range of the target.
 - (a) Observe the target to estimate the distance between the throwing position and the target area. Note: In observing the target, minimize exposure time to the enemy (no more than 3 seconds).
 - (b) Ensure there are no obstacles that can alter or block the flight of the grenade when it is thrown.
 - (c) Confirm body target alignment.
 - (d) Allow the motion of the throwing arm to continue naturally once the grenade is released.
 - (e) Seek cover to avoid being hit by fragments or direct enemy fire. Note: If no cover is available, drop to the prone position with your protective head gear facing the direction of the grenade's detonation.

- (f) Prepare second grenade.
- (g) Reengage if grenade did not explode within five meters of the target (Grader guidance).

W5, Part 3: Employ Hand Grenades Through a Window, Door or Bunker

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 one minute.

Requirements: Two training grenades with fuses. Candidate should place both grenades on their person, properly secured in their grenade pouches. If the E3B 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).

W6: M18A1 Claymore Mine (Electronic Initiation)

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.

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

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 that the munition and all accessories are in the bandoleer.
 - (c) Perform circuit test on the M57 firing device.
 - (d) Remove the M57 firing device (ensuring it is on SAFE) and the M40 test set from the bandoleer.
 - (e) Remove the dust cover from the connector of the M57 firing device.
 - (f) Remove the dust cover from the female connector of the M40 test set.
 - (g) Plug the M40 test set into the M57 firing device.
 - (h) Move the firing device bail to the FIRE position.
 - (i) Depress handle of firing device with a firm, quick squeeze, and observing flashthrough window of test set. Candidate states, "I see the light". Operator holds window near eye and shades with other hand.
 - (j) Move firing device bail to SAFE position. Place firing device with test set attached in bandoleer.
 - (k) Remove the M4 electrical blasting cap assembly from bandoleer. Remove twist tie from spool.
 - (l) Starting at dust cover end of the electrical wire, uncoil approximately one meter of wire.
 - (m) At the 1-meter mark, fold the firing wire to create a loop with a large enough circumference to go around a stake or fixed object at the firing position. Twist the wire loop over the index and middle fingers of the right hand. Push the loop through the circle created in the previous step.
 - (n) Secure the firing wire from the blasting cap side of the munition to a stake or a fixed object at the firing position.
 - (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 M57 firing device with the M40 test set attached from the bandoleer. firing device with the test set attached from the bandoleer.
 - (q) Remove the shorting plug/dust cover from the connector of the firing wire.
 - (r) Remove shorting plug/dust cover from the end of the test set.
 - (s) Plug connector of firing wire into test set
 - (t) Move firing device safety bail to FIRE position.
 - (u) 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.

- (v) Place firing device on SAFE. Disconnect test set from firing wire; replace shorting plug/dust covers.
 - (w) Disconnect test set from firing device and replace dust covers. Repack in bandoleer.
 - (x) 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 of the munition emplacement site.
 - (y) Assume a prone position and remove munition from bandoleer. Open legs to a 45-degree facing front/rear.
 - (z) Ensure face of munition marked 'FRONT TOWARD ENEMY' and arrows on top of munition point to enemy.
 - (aa) 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.

Recover an Unfired Mine

- 1. Disarm the mine:
 - (a) Ensure firing device safety bail is in SAFE position. Disconnect firing device from the firing wire.
 - (b) Replace shorting plug on firing wire and dust cover on firing device. Place firing device in bandoleer.
 - (c) Remove firing wire from stake or anchor at firing position and place the firing wire forward of the position.
- 2. Recover the mine:
 - (a) Walk tactically to mine, assume a prone position, and check for booby traps and tampering.
 - (b) Remove shipping plug from detonator well. Separate shipping plug priming adapter from blasting cap.
 - (c) Pick up the spool and insert the blasting cap inside it. Place the spool back on the ground.
 - (d) Reverse 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.

W7: Javelin

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.

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.

Performance steps:

Prepare to Fire:

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

1. Prepare the CLU. Ensure power switch is OFF. Install the CLU battery.
2. Place the round on the ground with the flat sides of the end caps down and latch assembly facing up.
3. Kneel on the left side of the round, at the forward end, facing forward.
4. Remove the protective cover from the CLU interface connector. Pull on tab of lanyard to snug protective cover against side of the CLU. Position protective cover so that no interface will exist when round is connected. Candidate verbalizes if not equipped.
5. Remove protective covers from the round interface connector. Pull on tab of lanyard to snug protective cover against side of the CLU. Position protective cover so that no interface will exist when round is connected. Candidate verbalizes if not equipped.
6. Open day sight and NVS lens covers on CLU.
7. Place the CLU round interface bracket in round hooks.
8. Engage CLU and round interface connectors by sliding forward, then press down on CLU. NOTE: Round and CLU are connected correctly when latch release snaps into place.
9. Ensure that the round and CLU are connected. Rock the CLU from side-to-side. Pick up the Javelin.
10. Remove the forward end cap. Remove the locking pin by pulling straight up on the wire rope. Turn the forward end cap latch release counterclockwise. Note: if the forward end cap does not come off, press the manual release button to relieve pressure. Lift the javelin by CLU handgrips and remove forward end cap. Place the forward end cap on the ground.
11. Inspect the area around seeker dome for dirt or debris.
12. Tip the end of the round down to allow debris to fall out, if required.
13. Position open end of round on forward end cap.
14. Power up the CLU. Select a firing position that best meets your situation. Set power switch to the NIGHT position. Note: The CLU has four modes of: Off, Day, Night (IR Surveillance) and test. Wait approximately 2.5 to 3.5 minutes for NVS to cool.
15. Verify the CLU indicators are lit. Candidate verbalizes. Grader states, "CLU indicators are flashing"
16. If indicators are lit continue to step 17. If indicators are flashing perform battery warm-up procedures as follows: Turn the power switch to the DAY position for 30 to 60 seconds. Grader will state, "30 seconds has elapsed". Turn the power switch to the OFF position, then back to the NIGHT position.
17. Adjust diopter adjust ring for best clarity. Candidate verbalizes: "The javelin is prepared to engage."
18. 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".

Perform Immediate Action for a misfire:

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

1. Release seeker and fire triggers and attempt to engage again per step 13 above. Grader will state, "Misfire".
2. Keep Javelin pointed in direction of target. Keep back blast area clear.
3. Attempt to engage the target again. Release the seeker and fire triggers. Acquire the

target, if necessary. Lock-on the target. Squeeze the fire trigger. Grader will state, "Misfire".

4. Turn OFF the CLU. Note: prior to turning power switch to OFF, leave power switch in DAY position for at least one second to allow flipper mirror to move into day position.
5. Set Javelin on ground, pointed in direction of enemy, with the CLU handgrips facing up. Keep back blast area clear.
6. Press the latch release and disconnect the CLU from the round. Check for dirt and debris.
7. Reconnect the CLU to the same round.
8. Turn ON the CLU. It can take up to four minutes for the DDC/NVS to cool to operating temperature.
9. Attempt to engage the target. Grader will state, "Misfire".
10. Replace the battery coolant unit (BCU), if available. Candidate verbalizes this step.
11. Attempt to reengage target. Grader will state, "Misfire".
12. Turn OFF CLU. Note: Prior to turning power switch to OFF, leave power switch in DAY position for at least one second to allow flipper mirror to move into day position.
13. Please the Javelin on the ground, pointing toward the enemy.
14. Disconnect the CLU from the round.
15. Move round 25 meters from the firing position and get a replacement. Candidate verbalizes this step
16. Stay clear of the forward and aft ends of the round at all times.
17. Notify supervisor of the misfire. Indicate Javelin did not fire. Provide the location of the round. Candidate verbalizes this step.

W8: M-2 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. Hearing protection (part of the E3B 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.
3. Place the trigger block on FIRE and engage your target.
4. Take immediate action to correct a malfunction for a cool weapon (has fired less than 200 rounds in two minutes):
 - (a) Hold the weapon on target.
 - (b) Wait 10 seconds in case the weapon has a hang fire. Candidate verbalizes this step.
 - (c) Pull the retracting handle to the rear.
 - (d) Observe that round or case ejects. If yes, continue to next step; if not, proceed to unload weapon 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.

W9: MK-19 Heavy Grenade Launcher

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.

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. Place the safety switch on SAFE. 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.
 - (c) Place the weapon on SAFE and check for bore obstruction. Grader will state, "the bore is clear".
 - (d) Place the weapon on fire and 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) Clear the feeder. Open top cover. Remove linked rounds, if present. Reach beneath feed tray with one hand. Press and hold primary and secondary positioning pawls. Slide linked rounds out of feeder Return linked rounds to the ammunition can.
- (e) Return the bolt to the forward position. Place the weapon on FIRE. Hold one charger handle to the rear. Ride the bolt forward by squeezing the trigger and easing the bolt forward. Ensure both charging handles are forward and up position. Place the weapon on SAFE. Close the top cover.

W10: Prepare an M136 Launcher for Firing (AT4)

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

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

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

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

Performance steps:

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

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

Perform misfire procedures.

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

15. Place the AT4 on the ground, pointed in a safe direction.

M1: Request Medical Evacuation

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 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. 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.

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 using brevity codes:
 - (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, Enemy prisoner of war.

(e) Line 9: Provide description of pertinent terrain information. End transmission by stating, "Over".

M2: Provide Care Under Fire and Move A Casualty

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. A functional Sked litter packaged per unit SOP. Candidate will start the task in full E3B 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 E3B uniform) must be worn when firing.

Performance steps:

1. Return fire and take cover until fire suppression is achieved: Note: Time starts when fire suppression has been achieved. (Grader states).
 - (a) Candidate will return fire, move to cover, and yell direction, distance, and description.
 - (b) Direct the casualty to return fire, move to cover, and administer self-aid to stop the bleeding. When the candidate has demonstrated the proper techniques, the grader will state "Fire suppression has been achieved", or the enemy fire will stop.
 - (c) Candidate states, "Cover me". Grader will reply, "Got you covered".
2. Move the casualty, his/her weapon, and mission-essential equipment to cover using the Cradle-drop drag (below), or any appropriate technique, without causing further injuries or losing any equipment:
 - (a) With the casualty lying on his/her back, kneel at the head.
 - (b) Slide your hands, palms up, under the casualty's shoulders getting a firm hold under his/her armpits.
 - (c) Partially rise, supporting the casualty's head on one of your forearms. You may bring your elbows together and let the casualty's head rest on both of your forearms.
 - (d) With casualty in a semi-sitting position, rise and drag backwards to the nearest covered position.
3. Administer life-saving bleeding control by applying the CAT to the wounded extremity:
 - (a) Place tourniquet over the clothing of bleeding extremity as high as possible (without capturing the shoulder or buttocks).
 - (b) Route the band around the limb above the wound on the injured extremity.
 - (c) Pass the red tip through the inside slit in the buckle. Note: Ensure the tourniquet remains as high on the extremity as possible.
 - (d) Pull the band as tight as possible and secure the Velcro back on itself all the way around the limb, but not to cover the rod clips. Note: Band should be tight enough that three finger tips cannot slide between the band and the limb. If the tips of three fingers slide under the band, retighten and re-secure. This is the most important step.
 - (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) 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.
 - (g) Secure the windlass rod inside the windlass clip to lock it into place.
 - (h) Continue to route the self-adhering band between the windlass clips and over the windlass rod. Secure the rod and band with the windlass strap, if possible.
 - (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.
4. Transport and transfer a Casualty:
 - (a) Move the casualty using a Sked litter.
 - 1) Prepare the Sked litter for transport.
 - a. Remove the Sked litter from its pack and place it on the ground, unfasten the retainer strap.
 - b. Step on foot end of Sked litter and unroll completely, bending the Sked in half and back roll.

- c. Repeat with the opposite end of the litter so that the Sked litter lays flat.
 - d. Pull out the handholds, straps for the casualty, and dragline at the head of the litter.
- 2) Place and secure a casualty to a Sked litter.
- a. Position the front end of the litter beside the casualty's head
 - b. Roll the casualty on their non-CAT side ensuring their body is aligned and moves as one unit.
 - c. Slide the litter under the casualty's body as much as possible.
 - d. Roll the casualty's body onto the litter in one gentle motion while posting them to their back.
 - e. Ensure the casualty's body is positioned in the middle of the litter and their special
 - f. Position the strap from the litter across the body of the casualty.
 - g. Secure the straps across the body with the buckles affixed to the litter.
 - h. Ensure the casualty is securely fastened into the litter.
 - i. Reassess CAT per step 3e above.
- (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 per set 3f above.
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.
 - 1) Front of card:
 - a. Evacuation (EVAC): - Mark an "X" on the casualty's evacuation priority/precedence (Urgent; Priority; or Routine).
 - b. Date: Write date of injury in DD-MMM-YY format. For example, "29-JUN-13".
 - c. Time: Write 24-hour time of injury, and indicate whether local (L) or Zulu (Z) time. For example, "1300Z".
 - d. Mechanism of Injury: Mark "X" on mechanism or cause of injury (artillery, blunt, burn, fall, grenade, gunshot wound (GSW), 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.
 - f. TQ: R Leg (tourniquet, right leg) - If a tourniquet is applied to the right leg, write type of tourniquet used and the time of tourniquet application.
 - g. TQ: L Leg (tourniquet, left leg) - If a tourniquet is applied to the left leg, write type of tourniquet used and the time of tourniquet application.
 - (c) Back of card:

- a. Evacuation (EVAC): Mark "X" on casualty's priority/precedence (Urgent; Priority; Routine).
 - b. C: Mark an "X" for all Circulation hemorrhage control interventions. For tourniquets (TQ), mark category (Extremity, Junctional and/or Truncal) and write name of TQ(s) used.
 - c. First Responder Name: Print the first responder's name (Last, First).
 - d. First Responder Last 4: Write last four numbers of first responder's Social Security number.
- 1) Attach completed card to casualty per unit SOP. Do not attach the card to casualty's body armor as this equipment may will be separated from the casualty once they arrive at the medical treatment facility (MTF).

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

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. 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.
 - (g) Roll the casualty as a single unit.
 - (h) 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:
 - (a) Keep the casualty in a face-up position.
 - (b) Select the appropriate size of airway by measuring from the patient's nostril to the earlobe or from the patient's nostril to the angle of the jaw.
 - (c) Lubricate the tube of the NPA:
 - (d) Push the tip of the casualty's nose upward gently.
 - (e) Position tube of the NPA so that the bevel (pointed end) of the NPA faces toward the septum (the partition inside the nose that separates the nostrils). Most NPAs are designed to be placed in the right nostril.
 - (f) Insert NPA into the nostril and advance it until the flange rests against the nostril. Never force the airway into the patient's nostril. If resistance is met, pull the tube out and attempt to insert it in the other nostril.

- (g) Recheck breathing per step 4. Grader will state, "Casualty is still not breathing"
6. Give breaths to ensure an open airway:
- (a) Insert a face shield, if available, into the casualty's mouth, with the short airway portion over the top of the tongue, and flatten the plastic sheet around the mouth.
 - (b) Maintain airway and gently pinch nose closed (covering the NPA), using the hand on the casualty's forehead.
 - (c) Take a normal breath and place your mouth, in an airtight seal, around the casualty's mouth.
 - (d) Give two breaths (1 second each), taking a breath between them, while watching for the chest to rise and fall and listening and/or feeling for air to escape during exhalation. Breaths should not be over-exaggerated or forceful. Grader will state, "The chest did not rise"
 - (e) Reposition the casualty's head slightly farther backward and repeat the breaths. Grader will state, "The chest did not rise"
7. Perform chest compressions to clear the airway:
- (a) Kneel close to the side of the casualty's body.
 - (b) Locate the nipple line placing the heel of one hand on the lower half of the sternum (breastbone).
 - (c) Place the heel of the other hand on top of the first hand on the lower half of the breastbone, extending or interlacing the fingers.
 - (d) Straighten and lock the elbows with the shoulders directly above the hands.
 - (e) Without bending the elbows, rocking, or allowing the shoulders to sag, apply enough pressure to depress the breastbone 1½ to 2 inches. Give compressions at a rate of 100 per minute (hard and fast at a ratio of 30 compressions to 2 breaths) with the intent of relieving the obstruction.
 - (f) Look in the mouth for objects between compressions and breaths. After one round of compressions and breaths, the Grader will state, "You see an object in the casualty's mouth"
 - (g) Remove the object. Candidate simulates using proper technique.
8. Reopen airway and repeat the breaths (Steps 3 & 4). Grader will state, "You see the chest rise and fall with your breaths, but the casualty is still not breathing".
9. Check for a pulse for five to 10 seconds: Place tips of index and middle fingers in groove in casualty's throat beside the Adam's apple on the side closest to you. Do NOT use the thumb. Grader states, "You do not feel a pulse".
10. Perform CPR:
- (a) Position your hands and body for chest compressions as in step 7.
 - (b) Give 30 compressions:
 - 1. Press straight down to depress the breastbone 1 ½ to 2 inches.
 - 2. Come straight up and completely release pressure on breastbone to allow chest to return to its normal position. The time allowed for release should equal the time required for compression.
 - 3. Give 30 compressions in about 23 seconds (at a rate of 100 per minute). Do NOT remove the heel of your hand from the casualty's chest or reposition your hand between

compressions. However, all pressure must be released from the chest cavity to allow for full chest wall expansion.

- (c) Give two breaths:
 - 1. Open the casualty's airway.
 - 2. Give two breaths (1 second each).
 - (d) Repeat steps 10a-c for five cycles or two minutes. After one PROPERLY performed cycle, the Grader will state, "Two minutes has elapsed". If the candidate does not perform the steps properly within two minutes, they will be a NO-GO.
 - (e) Reassess the casualty:
 - 1. Check for the return of the pulse for 3 to 5 seconds. Grader will state, "You feel a pulse"
 - 2. Check breathing for 3 to 5 seconds. Grader will state, "Casualty is not breathing"
 - (f) Give breaths at the rate of one every 5 to 6 seconds (10 to 12 breaths per minute). Note: Breaths should not be over exaggerated or forceful. After the candidate has demonstrated proper performance, grader will state, "Two minutes has elapsed". If the candidate does not perform the steps properly within two minutes, they will be a NO-GO.
 - (g) Recheck for pulse and breathing. Grader will state, "The casualty is breathing and conscious"
11. Place the casualty in the recovery position (by rolling him/her as a single unit onto his/her side, placing the hand of his/her upper arm under his/her chin, and flexing his/her upper leg) until help arrives. Watch the casualty closely for life-threatening conditions, maintain an open airway, and check for other injuries.
12. Candidate will state that if the casualty's condition deteriorates, they will continue CPR until:
- (a) The breathing and pulse returns.
 - (b) They are relieved or stopped by a qualified person.
 - (c) They are physically unable to continue.

M4: Evaluate A Casualty for a Heat Injury

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 E3B 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.

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.

M5: Control Bleeding

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) Bandage wound to secure the dressing in place.
 - 1) Apply cotton gauze (either wad or rolled) over the dressing.
 - 2) Secure in place with an emergency bandage, elastic bandage, tape, or other type available.
3. Reassess any tourniquets placed during care under fire to ensure they are still effective. Grader will state, "The wound spurts blood when the limb is moved"
 - (a) Attempt to further tighten the CAT until bleeding stops. Candidate will verbalize this and will ensure to not overtighten if using an actual Soldier as a casualty. Grader will state, "The CAT is still ineffective"
 - (b) Place a second CAT, from the casualty's IFAK, side-by-side but above the other tourniquet:
 - 1) Pull free end of self-adhering band through buckle and route through friction adapter buckle. On an arm wound, it is not necessary to route the strap through the friction adapter.
 - 2) Pull self-adhering band tight around extremity and fasten it back on itself as tightly as possible.
 - 3) Twist the windlass until the bleeding stops. Candidate will verbalize this and will ensure to not overtighten if using an actual Soldier as a casualty.
 - 4) Lock the windlass in place within the windlass clip and secure the windlass with the windlass strap.
 - 5) Assess for absence of a distal pulse. Candidate should perform and verbalize with proper technique. Pulse must be taken with skin-to-skin contact and not using their thumb.
 - 6) Place a "T" and the time of the application on the casualty with a marker (provided in casualty's IFAK). This can be simulated and verbalized, or a piece of lamination can be applied to the casualty's forehead so each Candidate can perform the task.
 - 7) Secure the CAT in place with tape (provided in casualty's IFAK).
 - 8) Apply a pressure or hemostatic dressing.

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

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 E3B 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.
 - 1) The front height of the collar should fit between the chin and the chest at the suprasternal notch.
 - 2) Once in place, the collar should rest on the shoulder girdle and provide firm support under both sides of the mandible without obstructing the airway or any ventilation efforts.
 - 3) If the collar is too large, the casualty's neck may be placed in hyperextension.
 - 4) If the collar is too small, the casualty's neck may be placed in hyperflexion.
- (d) Size the collar based on the manufacturer instructions.
- (e) Apply the collar to a supine casualty.
 - 1) Ensure the other Soldier maintains in-line stabilization.
 - 2) Set the collar in place around the neck.
 - 3) Secure the Velcro strap in place.
 - 4) Maintain manual stabilization of the head and neck until the casualty is immobilized on a long spine board. *If the assistant is notional, the Grader will state, "The other Soldier has the head and neck immobilized".*
- (f) 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.
 - 2) Maintain supine position and spinal immobilization.
 - (b) Loosen clothing at the neck, waist, or anywhere it is binding.
 - (c) Prevent the casualty from getting chilled or overheated. Using a blanket or clothing, cover the casualty to avoid loss of body heat by wrapping completely around the casualty, underneath the litter straps. Re-secure the patient on the litter.
 - (d) Calm and reassure the casualty; watch the casualty closely for life-threatening conditions.
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).

- (l) Notes - Use this space to record any other pertinent information and/or clarifications.
(Patient exhibiting signs and symptoms of shock).
- (m) First responder name: Print the first responder's name (Last, First).
- (n) First responder last 4: Write last four numbers of first responder's SSN.
- (o) Secure the TCCC card to the casualty per unit SOP.

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

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.
 - 1) Upon full expiration, cover the wound with large, occlusive material dressing, covering the first wound encountered.
 - 2) Ensure the material extends 2 inches beyond the edge of the wound.
 - 3) Tape all four sides of the dressing (If a non-adhesive dressing).
 - (c) Log roll the casualty on unaffected side and examine the back for an exit wound.
 - (d) Apply an occlusive dressing to the exit wound using the same standards as Step b.
2. Verify the presence of tension pneumothorax by checking for at least three of the indications below; verbalize as needed:
 - (a) Question the casualty about difficulty in breathing, pain on the affected side, or coughing up blood, and observe for signs of progressive respiratory distress. Grader will state, "Casualty is gasping for air and has pain on the wound side".
 - (b) Observe the casualty's bare chest for respiratory rate depth and abdomen for progressive distension. Grader will state, "Casualty has poor respiratory rate and depth, and the abdomen is mildly distended".
 - (c) Look for mediastinal shift manifested as a tracheal deviation and/or jugular distension. Grader will state, "Casualty does not have tracheal deviation, but has mild jugular distension".
 - (d) Look at and feel the patient's chest for signs of air in the chest wall (subcutaneous emphysema). Grader will state, "You feel a crackling sensation on the casualty's chest".
 - (e) Check for unilateral distension and chest expansion (excursion).
 - 1) Place one hand on the affected side.
 - 2) the other hand on the unaffected side.
 - 3) Observe the height of each hand as the chest rises and falls.
 - 4) Determine if the height of the hand on the affected side is greater during expiration than the height of the hand on the unaffected side. Grader will state, "The hand on the unaffected side is higher than the other".
 - (f) Look for bluish skin (cyanosis). Grader will state, "You observe mild cyanosis".
 - (g) Look for signs and symptoms of shock. Grader will state, "You observe two signs of shock- (Grader choice)".
3. Identify needle decompression site. Locate the second intercostal space (between the second and third ribs) at the midclavicular line on the affected side of the patient's chest.
 - (a) Clean site with an antimicrobial solution using either Alcohol or Betadine.
 - (b) Insert needle into the chest at 90-degree angle to the chest wall. Remove the plastic cap from the 3.25 inch, or 10 or 14-gauge needle and remove the cover to the needle's flash chamber.
 - (c) Insert the needle into the skin over the superior border of the lower rib at the site and direct the needle into the ICS at 90-degree angle.
 - (d) As the needle enters the pleural space, a "pop" is felt, followed by a possible hiss of air. Insure the needle is advanced all the way to the hub and left in place for 5-10 sec.
 - (e) Remove the needle, leaving the catheter in place.
 - (f) If tension pneumothorax recurs (as noted by return of respiratory distress), repeat the

needle decompression on the injured side.

(g) Stabilize catheter hub to the chest wall with adhesive tape.

(h) Listen for increased breath sounds or observe decreased respiratory distress.

4. 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.

5. 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). 59 59

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 number of first responders Social Security number.

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

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 E3B 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.
 - 1) Apply dressing, white side down, directly over wound with tails extending toward sides of head.
 - 2) Wrap tails, one at a time, around head in opposite directions, making sure tails cover dressing but not eyes or ears.
 - 3) Tie the tails at the side of the head using a nonslip knot.
 - (b) Apply the casualty's dressing to a wound on the top of head.
 - 1) Apply the dressing, white side down, directly over the wound.
 - 2) Wrap 1st tail under chin and bring up in front of ear over dressing above and in front of the other ear. Note: Ensure tails remain wide and close to the front of the chin to avoid choking the casualty.
 - 3) Wrap 2nd tail under chin in opposite direction and up the side of head to meet 1st tail.
 - 4) Cross the tails.
 - 5) Wrap one tail across forehead above eyebrows to a point just above and in front of opposite ear.
 - 6) Wrap other tail above ear, low over back of head, and above opposite ear to meet the other tail.
 - 7) Tie the tails using a nonslip knot.
 - (c) Apply the casualty's dressing to a wound on the side of the head or cheek.
 - 1) Apply dressing, white side down, directly over the wound with the tails extending up and down.
 - 2) Wrap the top tail over the top of the head, down in front of the ear, under the chin, and up over the dressing to a point just above the ear.
 - 3) Wrap the other tail in the opposite direction to meet the first tail.
 - 4) Cross the tails and complete the procedure as follows:
 - a. Wrap 1st tail across forehead above eyebrows to a point above and in front of opposite ear.
 - b. Wrap the 2nd tail above ear, low over back of head, and above opposite ear to meet 1st tail.
 - c. Tie the tails using a nonslip knot.

5) Watch the casualty for life-threatening conditions, check for other injuries, and treat for shock. Seek medical aid.

5. Watch the casualty for life-threatening conditions, check for other injuries, and treat for shock. Seek medical aid.

M9: Treat an Open Abdominal Wound and Eye Injuries

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.
 - 1) Apply garter shield cover or tape to edges of Fox eye shield or object.
 - 2) Place over the injured eye, resting on the bony support of the face and secure with tape.
- 9. Treat protruding object (*Grader prompt if not simulated*): Immobilize object and dress with moist, loose dressing.

M10: Treat a Fracture and a Burn

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-improvised or SAM splint (Grader choice): SAM splints do not require padding (no femur fractures). Improvised splints are made from two rigid objects. Use improvised materials to secure the rigid objects/keep fracture immobilized. Use improvised materials to pad the splints. If splinting materials are not available, use the chest wall to immobilize a suspected fracture of the arm and the uninjured leg to immobilize the fractured leg.
 - (a) As a rule, splint fracture in position found. If no circulation below fracture site or limb is grossly angulated, you cannot effectively splint it. You may need to gently realign it. 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.

P1: Adjust Indirect Fire

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.

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.

Performance Measures:

1. 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).

2. 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.
- (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 68 68 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 400 meters.
 - 3) More than 100 but less than 200 meters, add or drop 200 meters.
 - 4) Less than 100 meters, add or drop 100 meters.
 - 5) Add or drop 50 meters and announce Fire for Effect.

3. 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.

P2: Move Under Direct Fire

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 E3B 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 E3B uniform) must be worn when firing.

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.
 - a. Push both arms forward while pulling your firing side leg forward.
 - b. Pull on the ground with both arms while pushing with your firing side leg.
 - c. Repeat until you reach your next position.
 - (c) Move using rush technique. The rush is the fastest way to move from one position to another. Use when you must cross an open area and time is critical.
 - 1) Raise your head and select your next position.
 - 2) Lower your head and draw your arms into your body.
 - 3) Pull your firing side leg forward, raise your body, and get up quickly.

- 4) Run for 3-5 seconds to your next position.
- 5) Plant both feet
- 6) Assume a prone position (note: this technique is commonly referred to as a Point, Post, Sprawl)
 - a. Acquire the target.
 - b. Orient yourself and the weapon to the target.
 - c. Post the non-firing hand on the ground as you do a rear or forward lunge
 - d. Kick your legs rearward and out so that your body lays naturally on the ground in good firing position.
 - e. Reacquire the target.
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.

P3: Tactical Handheld Radio

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 operational, tactical handheld radio with no frequencies programmed, no COMSEC loaded, set up for communication via internal microphone/speaker, and disassembled. All other necessary radio basic inventory items (BII). A Simple Key Loader (SKL) with all necessary BII and loaded. A DAGR with all BII, properly set up with the correct time.

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.*

P4: Defense Advanced GPS Receiver (DAGR) Operation

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".

P5: Camouflage and 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 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.

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.
8. Breakup the shape of large and/or bulky equipment using natural or man-made items.

Visual Signaling Techniques:

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

- (f) Enemy in sight: Hold the rifle in the ready position at shoulder level. Point rifle in the direction of enemy.
- (g) Wedge: Extend the arms downward to the side. Turn the palms to the front. Place your arms at a 45 degree angle below horizontal.
- (h) Vee: Raise the arms. Extend the arms 45-degrees above the horizontal.
- (i) Line: Extend the arms. Turn palms downward parallel to the ground.
- (j) Coil: Raise one arm above the head. Rotate it in a small circle.
- (k) Staggered column: Extend the arms so that upper arms are parallel to the ground. Make sure the forearms are perpendicular. Raise the arms so they are fully extended above the head.

2. Battle drills:

- (a) Contact left or right: (Grader choice). Extend the left/right arm parallel to the ground. Bend the arm until the forearm is perpendicular. Repeat.
- (b) Action left or right: (Grader choice). Extend both arms parallel to the ground. Raise the left/right arm until it is overhead. Repeat.
- (c) Air attack: Bend the arms with forearms at a 45-degree angle. The forearms should cross. Repeat.
- (d) Nuclear, biological, or chemical attack: Extend the arms and fists. Bend the arms to the shoulders. Repeat.

3. Patrolling:

- (a) Map check: Place one hand on top of other. Point at palm of one hand with index finger of other hand.
- (b) Pace count: Bend knee so that heel can be tapped on. Tap heel of boot repeatedly with the open hand.
- (c) Head count: Raise one arm behind the head. Tap the back of the helmet repeatedly with an open hand.
- (d) Danger area: Raise one hand up until it is level with the throat. Draw the hand, palm down in a throat cutting motion across the neck.
- (e) Freeze or halt: Make a fist with one hand. Raise the fist to head level.

4. Control drivers:

- (a) Start engine or prepare to move: Simulate cranking of the engine by moving the arm, with the fist, in a circular motion at waist level.
- (b) Halt or stop: Raise the hand upward to the full extent of the arm, with palm to the front. Hold that position until the signal is understood.
- (c) Left or right turn: Grader choice. Extend the opposite arm horizontally to the side. Turn palm toward vehicle with finger extended in the direction of travel.
- (d) Move forward: Face the vehicle. Raise the hands to shoulder level with palms facing the chest. Move the hands and forearms backward and forward.
- (e) Move in reverse: Face the vehicle. Raise the hands to shoulder level with palms facing the vehicle. Move the hands and forearms backward and forward.
- (f) Stop engine: Extend the arm parallel to the ground with hand open. Move the arm across the body in a throat-cutting motion.

P6: Range Card

Task: Prepare a range card for a machine gun.

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

Standard: Complete the marginal information. Sketch the primary sector of fire, develop the sketch for the primary sector of fire and record the weapon system data. Sketch the secondary sector of fire, label the dead space, and record the position of the weapon system. All directions/deflections must be accurate within 54 mils, all ranges with no more than a 20% margin of error. Correctly perform all tasks within 20 minutes.

Requirements: A calibrated compass, protractor, and a complete military map with either the gun position plotted or an easily identifiable know reference point. Tripod-mounted machine gun with a T&E mechanism and sector stakes. Binoculars or a magnified optical device mounted on the machine gun.

Performance steps:

1. Complete the marginal information located at the top and the center of the standard range card.
 - (a) Record the squad, platoon and company designations.
 - (b) Record the relative direction of magnetic north.
 1. Use the magnetic north symbol.
 2. Orient the range card to the terrain.
 3. Determine magnetic north.
 - (c) Record your defensive position as primary, alternate, or supplementary.
 - (d) Record the date and time the range card was prepared.
 - (e) Record the type of machine gun used.
 - (f) Record the incremental distance of the nine range circles.
 1. Use the farthest prominent terrain feature that is within the gun's range.
 2. Determine the distance that each range circle represents.
 3. Record the distance.
 4. Draw this terrain feature on the sketch.
2. Sketch the primary sector of fire using either a FPL or PDF.
 - (a) Sketch the primary sector of fire using a PDF.
 1. Draw a basic machine gun symbol pointing in the direction of the PDF.
 2. Draw two solid lines, one for the left limit and one for the right limit to the left and right of the machine gun symbol
 - (b) Sketch the primary sector of fire using a FPL.
 1. Draw a basic machine gun symbol (an arrow) as a long line down the appropriate left or right limit.
 2. Draw another long arrow for the opposite limit (left or right).
 3. Sketch the grazing fire and dead space along the FPL.
 - a. Observe a Soldier walking the FPL by looking through or over the sights.
 - b. Adjusts the elevation to achieve maximum amount of grazing fire out to the 600 meters maximum range of grazing fire.
 - c. Record the actual maximum range of grazing fire at the end of the shaded blade.
 - d. Identify any are of dead space by determining where this person drops below the weapon's LOS and where he/she returns to the LOS.
3. Develop the Sketch for the primary sector of fire.
 - (a) Identify all prominent terrain features within the primary sector of fire.
 - (b) Sketch appropriate symbol for each target at the approximate positions within the primary sector of fire.
 - (c) Number all targets consecutively, beginning with number 2, in order of tactical importance; circle numbers.
4. Record the gun firing data in appropriate space of the data section.
 - (a) Record target numbers, in numerical order in the NO block.
 - (b) Record
DIRECTION/DEFLECTION' data in the appropriate block. All directions/deflections must be accurate within 54 mils.

1. Record FPL data by writing either "L" or "R" whichever traversing limit designates the FPL (Block 1 only)
 2. Record PDF data by writing either "0" if the tripod is center on the PDF or the actual left or the right direction/deflection of the PDF (Block 1 only).
 3. Record data for all other targets.
 - a. Lay the gun on the base of the target.
 - b. Determine the direction of the barrel (L or R).
 - c. Read the direction on the traversing bar at the left edge of the traversing bar slide.
 - d. Record the direction.
- (c) Record ELEVATION data in the appropriate block
1. Record, for FPL only, any elevation change used to obtain the maximum distance of grazing fire (Block 1 only).
 2. Record the actual elevation for PDF and all other targets \.
 - a. Ensure the barrel is in line with the target.
 - b. Rotate the elevating hand wheel until the sight picture reaches the base of the target.
 - c. Determine the elevation
 1. Read number above first visible line on elevating screw scale (including "+" or "-").
 2. Read the number on the elevating hand wheel.
 - d. Record these two numbers in the elevation column separated by a slash.
- (d) Record the RANGE data, in meters, in the appropriate block. All ranges must be accurate within 20%.
1. Record for a FPL, the maximum achieved distance of grazing fire.
 2. Record for the PDF and all other targets the distance to the target.
- (e) Record any special ammunition required in the AMMO block. Given by the Grader in the instruction brief.
- (f) Describe the target in the block labeled DESCRIPTION.
1. Record a FPL as "FPL".
 2. Record a PDF as "PDF".
 3. Describe all other targets by providing a simple description of the target.
- (g) Record REMARKS in the appropriate block
1. Record the elevation change, for the FPL only that causes the rounds to strike the ground at the beginning of the first dead space.
 2. Record data for large (Deep) targets that defines the target's depth.
 - a. Lay the weapon on target.
 - b. Record target number.
 1. Write and circle the target number in the remarks section.
 2. Write the letters "TD" (target depth).
 3. Write the already determined elevation and the word "to".
 - c. Rotate the elevating hand wheel until the sight picture reaches the top of the target.
 - d. Determine the depth.
 - e. Record these two numbers after the "to". Example TD +50/15 to +50/22.
 3. Record data for linear targets that defines the target's width.

- a. Record target number.
 1. Write and circle the target number in the remarks section.
 2. Write letters "TW" (target width) followed by some blank space and then a slash.
 - b. Lay the gun on the target using existing data.
 - c. Traverse from this initial lay point, to the most dangerous edge of the target.
 1. Count the number of MILS.
 2. Note the direction (L or R) of movement.
 - d. Record this data to the right of the slash. Accurate within 54 mils.
 - e. Traverse the gun to the opposite edge of the target counting the total number of MILS.
 - f. Record this data to the left of the slash. Accurate within 54 mils. Example TW 15 /L8.
5. Sketch the secondary sector of fire.
- (a) Draw a "V" using two broken lines to represent the left and right limits of the secondary sector of fire.
 - (b) Sketch identified targets in the secondary sector of fire.
 - (c) Record range (in meters) to each target above the target's sketch. All ranges must be accurate within 20%.
 - (d) If necessary, employ field expedient firing aids for the secondary sector.
 - (e) Sketch the field expedient firing aid above the target for ease of identification.
6. Label the area between the primary and secondary sectors as dead space.
7. Record the position of the machine gun using one of the two below methods.
- (a) Use the Grid Method.
 1. Determine the eight-digit grid coordinate of the gun.
 2. Record the coordinate directly below the gun position.
 - (b) Use the Reference Point Method.
 1. Orient firing position to a prominent terrain feature (visible on map) no more than 1000m away.
 2. Draw a line between these two points, with barbed arrows pointing to the gun position.
 3. Determine the azimuth from the terrain feature to the gun position
 4. Record azimuth in mils or degrees below barbed line. Accurate within three degrees or 54mils.
 5. Determine distance from terrain feature to the gun position and recording above the barbed line.

P7: Chemical and Biological Operations

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.

Assume MOPP Level four:

1. Seek overhead cover or use a poncho for protection against further contamination; put helmet

down.

2. Decontaminate your hands, face, and the inside of your mask.
 - (a) Remove one RSDL packet from your carrying pouch. Safety: Avoid contact with eyes and wounds. If contact with eyes or wounds occurs, rinse with water as soon as possible.
 - (b) Tear it open quickly at any notch.
 - (c) Remove the applicator pad from the packet and save the packet as the remaining lotion can be added to the applicator pad, if required.
 - (d) Thoroughly scrub the exposed skin of your hand, palm, and fingers with the applicator pad. Note: The applicator pad can be used from either side and may be gripped in any manner allowing the applicator pad to be applied to the skin.
 - (e) Switch the applicator pad to the other hand and repeat the procedure.
 - (f) Stop breathing, close eyes, grasp mask beneath chin and pull mask away from chin enough to allow one hand between the mask and your face. Hold the mask in this position.
 - (g) Thoroughly scrub the exposed skin of your face with lotion from the applicator pad.
 - (h) Thoroughly scrub across your forehead.
 - (i) Beginning at one side, scrub up and down across your cheeks, nose, chin, and closed mouth. Avoid ingesting.
 - (j) Scrub under the chin from the ear along the jawbone to the other ear to coat your skin with lotion.
 - (k) Turn your hand over and scrub the inside surfaces of the mask that may touch your skin. Be sure to include the drinking tube. Note: Do not apply lotion to the lens of the protective mask. The RSDL may cause loss of transparency.
 - (l) Keep the applicator.
 - (m) Seal your mask immediately, clear it, and check it.
 - (n) Use the applicator and any remaining lotion in the packet. Without breaking the mask seal, scrub the applicator pad across the forehead, exposed scalp, the skin of the neck, ears, and throat.
 - (o) Secure and tighten the hood.
 - (p) Thoroughly scrub your hands with lotion again as in the steps above.
 - (q) Assume MOPP Level 4 by putting on protective gloves; fasten Velcro.

Two minute time standard ends

3. Decontaminate your equipment (M295 or M334). Five-minute time standard begins
 - (a) Open the M334 at either end where the kit is notched.
 - (b) Remove one M334 packet from the kit.
 - (c) Open an M334 packet at a notch on the packet.
 - (d) Remove the individual wipe from the packet and unfold completely.
 - (e) Decontaminate all contaminated individual equipment by wiping the surface using sweeping motions away from the body. Take care not to spread contamination to any area that has been visually determined clean. Note: M334 individual wipe may leave behind a film on decontaminated surfaces. This film may alter how certain surfaces (i.e., optics, reflective surfaces) process light. Refer to the decontaminated equipment's TM for cleaning procedures, as some surfaces may require specific procedures to avoid damaging the surface. In the absence of cleaning procedures, a lens cloth has been

found to be an effective means of removing any film left behind by the M334 individual wipe. Note: The wipe may be folded/refolded as necessary to maximize use of the clean areas of the wipe, to obtain the proper grip, and to ensure even contact pressure. When wiping, pay special attention to areas that are hard to reach, such as cracks, crevices, and absorbent materials. To avoid premature evaporation of the solvent, do not open a new M334 packet until needed.

- (f) Dispose of contaminated waste material in accordance with unit SOP.

P8: Resection and Military Maps

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, EType 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.
 - 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.
 - 5) Identify the point where the lines intersect as your location.
 - 6) Determine the six-digit grid coordinates to this location.
- (b) Identify your location on a map by resection using the straightedge method.
- 1) Orient your map on a flat surface using terrain association.
 - 2) Locate at least two known distant locations or prominent features on the ground.
 - 3) Plot these distant locations or prominent features on the map.
 - 4) 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.
 - 5) Identify the point where the lines intersect as your location.
 - 6) 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) Cu
t.
- (2) Fil
l.

(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.

P9: Operate 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.

Requirements: A tent or other light proof structure, which will contain a table to place AN/PVS-14 Nods, carrying case, and all appropriate BII. AN/PVS-14s will be staged with working battery correctly installed and Diopter knobs mal- adjusted. Also, candidate will be provided with a grade sheet to record three alpha/numeric combinations. A system to temporally expose/cover three different letter/number combinations which are only readable from the candidate's position with 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). One minute time starts
 - (b) Place the NVD in the socket of the helmet mount. (1-8 can be done in any sequence)
 - 1) Depress the side buttons (or press down on side lever on metal mount) to set the eye relief.
 - 2) Move the NVD fore or aft until the eyecup comfortably seals around the eye.
 - 3) Turn the NVD ON.
 - 4) Rotate the diopter adjustment for the clearest view of the image intensifier screen.
 - 5) Adjust the eye relief distance.
 - 6) Press the side buttons (or press down on side lever on metal mount).
 - 7) Slide the NVD fore or aft to obtain a full field-of-view of the image.
 - 8) Adjust the objective lens focus, while observing an object, until the sharp image is obtained.
 - (c) 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.
 - (d) Grasp the helmet tilt and flip-up assembly and rotate downward and forward until the latch is firmly engaged.
 - (e) Turn the power switch to the ON position to resume viewing.
2. Identify 3 alpha/numeric symbols in low light/ no light conditions in under 30 seconds.
 - (a) (grader will expose 3 distinct Letter/Number Combinations) candidate records all three exposed letter/number combinations on provided grade sheet then steps back when complete.
3. Stow the AN/PVS-14.
 - (a) Turn NVD OFF.
 - (b) Remove the NVD from the headset or helmet mount.
 - (c) Remove battery or batteries.
 - (d) Inspect the battery compartment for corrosion or moisture.
 - (e) Replace battery cap.
 - (f) Remove eyecup, demist shield, sacrificial window, compass or 3X magnifier.
 - (g) Replace eyepiece and objective lens cap.
 - (h) Ensure monocular is clean and dry before placing into carrying case.
 - (i) Replace all equipment in the carrying case.

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

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). 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.

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.
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).
 - Air defense artillery (ADA) (engaging).
 - Aircraft (engaging) (rotary wing [RW], fixed wing [FW]).
 - Ambush improvised explosive device (IED) [exploded], IED [unexploded], sniper, anti-armor, other).
 - Indirect fire (point of impact, point of origin).
 - Chemical, biological, radiological, or nuclear (CBRN).
 - (b) Defending (direction from).
 - (c) Moving (direction from).
 - (d) Stationary.
 - (e) Cache.
 - (f) Civilian (criminal acts, unrest, infrastructure damage).
 - (g) Personnel recovery (isolating event, observed signal).
 - (h) 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.