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History. This is a new U.S. Army Training and Doctrine Command pamphlet.

Summary. This pamphlet provides the performance measures for the Expert Soldier Badge tasks.

Applicability. This pamphlet applies to all Soldiers and commissioned officers in the Regular Army, Army National Guard, and U.S. Army Reserve, except those in career management fields 11, 18, 68 and areas of concentration Infantry, Special Forces, or Medical because they compete for the Expert Infantryman Badge or Expert Field Medical Badge. These same career management fields are not authorized to compete for the Expert Soldier Badge.

Proponent and exception authority. The proponent of this pamphlet is the U.S. Army Center for Initial Military Training. The proponent has the authority to approve exceptions or waivers to this pamphlet that are consistent with controlling law and regulations. The proponent may delegate this approval authority in writing to a division chief with the proponent agency or its direct reporting unit, or field operating agency in the grade of colonel, or the civilian equivalent. Activities may request a waiver to this pamphlet by providing justification that includes a full analysis of the expected benefits and must include formal review by the activity’s senior legal officer. The commander or senior leader of the requesting activity will endorse all waiver requests before forwarding them through higher headquarters to the policy proponent.
Suggested improvements. Send comments and suggested improvements on Department of the Army (DA) Form 2028 (Recommended Changes to Publications and Blank Forms) directly to the U.S. Army Center for Initial Military Training (ATMT), 210 Dillon Circle, Fort Eustis, VA 23604-5701.

Distribution. This regulation is available in electronic media only at the TRADOC Administrative Publications website.

Summary

TRADOC Pamphlet 672-9
Expert Soldier Badge Tasks

This new pamphlet, dated 4 March 2021-

- Provides new task list, standardizing the tasks used for all units (appendixes B-F).
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Chapter 1
Introduction

1. Purpose
This pamphlet provides the performance measures for the Expert Soldier Badge (ESB) tasks. See TRADOC Regulation 672-9 for ESB responsibilities and requirements.

2. References
See appendix A.

3. Explanation of abbreviations and terms
See the glossary.

4. ITS lane tasks/conditions/standards
The task/conditions/standards for all tested warrior tasks are published on the ESB website. Performance measures are from the Central Army Registry (CAR). The tasks have been modified for ESB. For continuity throughout the Army, this is the only authorized source for obtaining performance measures. All graders will read and be familiar with the individual tasks (ITASKs) and other references pertinent to their station.

5. Records management requirements
Records management (recordkeeping) requirements for all record numbers, forms, and reports required by this pamphlet are addressed in Records Retention Schedule-Army. Detailed information for all related record numbers, forms, and reports are located in Records Retention Schedule-Army. See TRADOC Regulation 672-9, for a partial list of records to be maintained.

6. Validation conditions
Validation typically occurs over 4 days. Validation day 1 will begin with an in brief from the ESB test validator(s) outlining the roles, responsibilities, and expectations during the ESB test process. The ESB test board president, ESB test board members, and lane officer in charge (OIC)/noncommissioned officer in charge (NCOIC) must be present.

Appendix A
References
ARs, FMs, training circulars (TCs), and Soldier training publications are available at https://armypubs.army.mil.

Section I
Required publications
TRADOC Regulation 672-9
Expert Soldier Badge
Section II
Related publications

AR 600-8-22
Military Awards

AR 600-8-105
Military Orders

Army Techniques Publication 3-21.18
Foot Marches

Soldier Training Publication 21-1-SMCT
Soldier’s Manual of Common Tasks Warrior Skills Level 1

Section III
Prescribed forms

This section contains no entries.

Section IV
Referenced forms

DA Form 2028
Recommended Changes to Publications and Blank Forms

TRADOC Form 1021
Expert Soldier Badge (ESB) Validator Checklist

Appendix B
Physical Fitness Assessment (PFA)

B-1. PFA
See PFA GO/NO-GO criteria in table B-1.

a. Task basis: Army Physical Fitness Test (APFT).

b. Task: Achieve the minimum standards listed in Table B-1 for all three PFA events within individual candidate age and gender category.

c. Conditions: The PFA consists of the following three events: push-ups; sit-ups; and a 2-mile run—done in that order—on the same day. Soldiers are allowed a minimum of 10 minutes and a maximum of 20 minutes rest between events. All three events must be completed within two hours. The test period is defined as the period of time that elapses from the start to the finish of the three events (from the first push-up performed to the last Soldier crossing the finish line of
the 2-mile run event). While units can allow candidates to execute push-ups and sit-ups beyond the minimum requirements, they may also stop candidates once the minimum has been reached, as this will reduce the time required to test all candidates. Candidates who fail any of the three events must be stopped immediately and directed to a different holding area to be processed for elimination from ESB testing. The OIC/NCOIC must select a test site that is flat and free of debris and of any significant hazards. The test site must include a briefing area for the reading of event instructions, a preparation area (can be same as briefing area), a soft, flat, dry area for push-ups and sit-ups, a flat, measure 2-mile running course with a solid surface that is not more than 3 percent grade. Sound judgment must be used in the selection of a 2-mile run course. There is no requirement to survey 2-mile run courses; however, selected test sites should be free of significant hazards such as traffic, slippery road surfaces, and areas where heavy pollution is present. Running tracks may be used to administer the 2-mile run event. If a 400-meter track is used, the OIC/NCOIC must add an additional 61 feet, 4 inches to the standard 8 laps to ensure the test’s required 2-mile distance is covered. One lap on a 400-meter track is 92 inches shorter than one lap on a 440-yard track. Eight laps on a 400-meter track is 736 inches shorter than eight laps (2 miles) on a 440-yard track. Therefore, Soldiers running on a 400-meter track must run an additional 61 feet, 4 inches. The site must be well lit to facilitate grading/control and the 2-mile run route must be clearly marked. An adequate number of medical personnel and safety vehicles must be available and proper risk management incorporated into the event.

d. Standards: Candidates are required to pass the 2-minute push-up, the 2-minute sit-up, and the 2-mile run per the minimum standards listed in Table B-1 for each event in their respective age and gender categories. Failing to reach the PFA standard will result in a NO-GO and the candidate will be eliminated from ESB testing. Candidates failing any of the three events will be directed to a separate holding area until they can be processed by the NCOIC/OIC. No candidate who fails any part of the PFA will be allowed to continue ESB testing.

e. Requirements: Proper controls must be implemented to track candidate progress. The ESB TMO will not dictate the method a host unit uses; however, they will validate the suitability of the process. The following instructions are read aloud to all Soldiers taking the PFA: “You are about to take the ESB physical fitness assessment. An assessment that will determine your eligibility to continue ESB Testing. Listen closely to the instructions.” The OIC or the NCOIC will read each event instructions prior to the start of the event. Specific 2-mile run route instructions can be addressed at the 2-mile run event test site.

f. Instructions/standards for performing the three PFA events:

(1) 2-minute push up:

(a) On the command, ‘get set’, assume the front-leaning rest position by placing your hands where they are comfortable for you. Your feet may be together or up to 12 inches apart (measured between the feet). When viewed from the side, your body should form a generally straight line from your shoulders to your ankles.

(b) On the command ‘go’ (2 minutes begins), begin the push-up by bending your elbows and lowering your entire body as a single unit until your upper arms are at least parallel to the
ground. Then, return to the starting position by raising your entire body until your arms are fully extended. Your body must remain rigid in a generally straight line and move as a unit while performing each repetition. At the end of each repetition, the scorer will state the number of repetitions you have completed correctly. If you fail to keep your body generally straight, to lower your whole body until your upper arms are at least parallel to the ground, or to extend your arms completely, that repetition will not count, and the scorer will repeat the number of the last correctly performed repetition.

(2) 2-minute sit up:

Note: If you stop and rest in the down (starting) position, the event will be terminated. If you make a continuous physical effort to sit up, the event will not be terminated. You may not use your hands or any other means to pull or push yourself up to the up (rest) position or to hold yourself in the rest position. If you do so, your performance in the event will be terminated.

(a) On the command ‘get set’, assume the starting position by lying on your back with your knees bent at a 90-degree angle. Your feet may be together or up to 12 inches apart (measured between the feet). Another person will hold your ankles with the hands only. No other method of bracing or holding the feet is authorized. The heel is the only part of your foot that must stay in contact with the ground. Your fingers must be interlocked behind your head and the backs of your hands must touch the ground. Your arms and elbows need not touch the ground.

(b) On the command, ‘go’ (2 minutes begins), begin raising your upper body forward to, or beyond, the vertical position. The vertical position means that the base of your neck is above the base of your spine. After you have reached or surpassed the vertical position, lower your body until the bottom of your shoulder blades touch the ground. Your head, hands, arms or elbows do not have to touch the ground. At the end of each repetition, the scorer will state the number of sit-ups you have correctly performed. A repetition will not count if you fail to reach the vertical position, fail to keep your fingers interlocked behind your head, arch or bow your back and raise your buttocks off the ground to raise your upper body, or let your knees exceed a 90-degree angle. If a repetition does not count, the scorer will repeat the number of your last correctly performed sit-up.

(3) 2-mile run:

(a) (All candidates will line up behind the starting line.) On the command ‘go’, the clock will start. You will begin running at your own pace. To run the required two miles, you must complete the required 2-mile distance (describe the number of laps, start and finish points, and course layout). If you are physically helped in any way (for example, pulled, pushed, picked up and/or carried), or leave the designated running course for any reason, the event will be terminated. It is permissible to pace a candidate during the 2-mile run as long as there is no physical contact with the paced candidate and it does not physically hinder other candidates taking the assessment.
Table B-1.
Physical fitness assessment

<table>
<thead>
<tr>
<th>AGE GROUP</th>
<th>17-21</th>
<th>22-26</th>
<th>27-31</th>
<th>32-36</th>
<th>37-41</th>
<th>42-46</th>
<th>47-51</th>
<th>52-56</th>
<th>57-61</th>
<th>62+</th>
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<tr>
<td>Minimum Repetitions</td>
<td></td>
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<tr>
<td>Push Up</td>
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<td>31</td>
<td>58</td>
<td>32</td>
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<td>34</td>
<td>56</td>
<td>31</td>
<td>54</td>
<td>30</td>
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<tr>
<td>Sit Up</td>
<td>66</td>
<td>65</td>
<td>64</td>
<td>60</td>
<td>57</td>
<td>52</td>
<td>58</td>
<td>57</td>
<td>57</td>
<td>46</td>
</tr>
</tbody>
</table>

Appendix C
Weapons Lane Tasks

C-1. Weapons lane tasks
See weapons lane tasks GO/NO-GO criteria in tables C-1 through C-18.

C-2. W1 Part I: M4 carbine/M16 rifle
See W1 Part I GO/NO-GO criteria in table C-1.

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

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

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

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

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

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

f. Performance steps.

(1) Clear the weapon:

(a) Keep the weapon pointed in a safe direction. Attempt to place the weapon on SAFE.

(b) Lock the bolt to the rear.

(c) Pull the charging handle rearward. Press and hold the bottom of the bolt catch.
(d) Allow bolt to move forward until it engages the bolt catch. Release the bottom of the bolt catch.

(e) Return the charging handle to the forward position.

(f) Ensure the receiver and chamber are free of ammunition. Place weapon on SAFE.

(2) Load the weapon.

(a) Insert the magazine.

(b) Push the magazine upwards until the magazine catch engages.

(c) Tap upward on the bottom of the magazine to ensure the magazine is seated.

(d) Chamber a round. The bolt should not be ridden forward.

(e) Press the upper portion of the bolt catch allowing the bolt to go forward

(f) Tap forward assist to ensure that bolt is fully forward and locked. The weapon is now loaded.

(3) Place the weapon on SEMI and begin engaging your target.

(4) Perform immediate action:

(a) Tap the bottom of the magazine firmly.

(b) Rapidly pull charging handle and release to extract/eject previous cartridge and feed/chamber/lock new round.

(c) Reassess by continuing the shot process. Weapon should fire. If weapon does not fire, proceed to remedial action (for this task, move to clear the weapon).

(5) Clear the weapon:

(a) Point weapon in safe direction. Attempt to place weapon on SAFE. Remove magazine from weapon.

(b) Lock the bolt open (if not already).

(c) Pull the charging handle rearward. Press the bottom of the bolt catch.

(d) Move bolt forward until it engages bolt catch. Return the charging handle to the forward position.
(e) Ensure the receiver and chamber are free of ammo.

(f) Place the weapon on SAFE (if not already).

(g) Press the upper portion of the bolt catch to allow the bolt to go forward. Close the ejection port cover.

Table C-1.
W1 Part I: M4/M16 Carbine/Rifle

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
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<tbody>
<tr>
<td>1. Clear the weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2. Load the weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. Engage the target</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. Perform immediate action</td>
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<td></td>
</tr>
</tbody>
</table>

C-3. W1 Part II Option I: M320 Grenade Launcher
See W1 Part II Option I GO/NO-GO criteria in table C-2


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

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

d. Standards: Correctly clear, load, and fire the M320 Grenade Launcher in 20 seconds. Correctly unload and clear the M320 Grenade Launcher in 20 seconds. You must not drop the 40-mm ammunition. All tasks will be performed in sequence.

e. Requirements: An M320 Grenade Launcher; may be attached to the same rifle/carbine used in Part 1, a separate rifle/carbine, or in detached operation. If using a rifle/carbine, the rifle must have an empty magazine. A target/safe direction for the candidate to engage and a dummy/training round. If the ESB uniform does not include a grenade pouch, the station will provide appropriate load bearing equipment to properly secure the grenade.

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

f. Performance steps:

(1) Clear, load, and fire:

(a) Point the weapon in a safe direction. Ensure weapon is on SAFE.

(b) Press barrel release and pivot barrel out from receiver.
(c) Make sure bore and chamber are clear of round or spent cartridge. Insert a single round of ammunition into barrel.

(d) Ensure cartridge is seated fully forward in rear of barrel. Pivot barrel into receiver until barrel locking lever engages barrel. There should be an audible click when the barrel locking lever engages barrel.

(e) Place the weapon on fire. Engage your target.

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

(2) Unload and clear an unfired round:

(a) Keep the weapon pointed in a safe direction, with trigger finger outside trigger guard.

(b) Place the weapon on SAFE. Press upward on barrel release lever and pivot barrel out from receiver.

(c) Grasp rim of round. Pull rearward to remove round or cartridge case from the barrel.

(d) Secure the round back in the appropriate pouch. Pivot barrel into receiver until barrel release lever engages barrel.

(e) Ensure weapon is still on SAFE.

Table C-2.

<table>
<thead>
<tr>
<th>W1 Part II Option I: M320 Grenade Launcher</th>
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</thead>
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<tr>
<td>PERFORMANCE MEASURES</td>
</tr>
<tr>
<td>------------------------</td>
</tr>
<tr>
<td>1. Clear the weapon</td>
</tr>
<tr>
<td>2. Load the weapon</td>
</tr>
<tr>
<td>3. Engage the target</td>
</tr>
<tr>
<td>4. Unload and clear an unfired round</td>
</tr>
</tbody>
</table>

C-4. W1 Part II Option II: M203 Grenade Launcher
See W1 Part II Option II GO/NO-GO criteria in table C-3


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

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

e. Requirements: An M320/M203 Grenade Launcher; may be attached to the same rifle/carbine used in Part 1; rifle/carbine must have an empty magazine, A target/safe direction for the candidate to engage and a dummy/training round. If the ESB 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:

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

f. Performance steps.

(1) Clear, load, and fire:

(a) Point the weapon in a safe direction. Ensure the safety is in SAFE position.

(b) Depress the barrel latch. Slide the barrel assembly forward.

(c) Make sure bore and chamber are clear of round or spent cartridge. Insert a single round of ammunition into chamber.

(d) Slide the barrel closed until it locks. When the barrel locks, you will hear a click.

(e) Place the weapon on fire. Engage your target.

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

(2) Unload and clear an unfired round:

(a) Point the weapon muzzle in a safe direction.

(b) Attempt to place the safety in the "S" position. If M203 is not cocked, the lever cannot be placed on SAFE.

(c) Remove the round from the M203: Depress the barrel latch. Place one hand under the barrel assembly forward of the trigger guard. Slowly slide barrel assembly forward. Grasp the round with one hand as it ejects.

(d) Secure the round back in the appropriate pouch. Close the barrel assembly. Place the weapon on safe.
Table C-3.

W1 Part II Option II: M203 Grenade Launcher

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Clear the weapon</td>
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<tr>
<td>2. Load the weapon</td>
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<td></td>
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<tr>
<td>3. Engage the target</td>
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<td></td>
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<tr>
<td>4. Unload and clear an unfired round</td>
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</table>

C-5. W2 Part I: Maintain M249 squad automatic weapon

See W2 Part I GO/NO-GO criteria in table C-4


b. Tasks: Clear, disassemble, assemble, and perform a functions check on an M249 machine gun.

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

d. 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 functions check on the M249 machine gun within three minutes. All tasks will be performed in sequence.

e. Requirements: An M249, on a flat surface, with the bipod legs extended. Starting configuration for weapon will be: Free of ammunition, on FIRE, with bolt forward. Basic maintenance tools, target/safe direction for candidate to point weapon, material/flat surface that will prevent candidate from losing parts to the weapon with appropriate nomenclature group labels. Photos of parts with nomenclature labels will be available in training area. Use separate weapon for part I and part II ensuring to have enough for your projected number of candidates. Candidate will start from a standing position with the weapon resting on the flat surface.

f. Performance steps:

(1) Clear the weapon:

(a) Point weapon in a safe direction. Ensure safety is on FIRE before moving bolt/operating rod assembly.

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

(c) While holding the cocking handle to the rear with right hand palm up (with no tension on the bolt), place the safety to SAFE.
(d) Push the cocking handle assembly to the fully forward and locked position.

(e) Push in feed cover latches, look in a safe direction, raise feed cover, and conduct a five-point safety check for brass/links/ammunition. Check feed pawl assembly under cover and feed tray. Lift feed tray and inspect chamber. Check between face of bolt and chamber as well as under bolt/operating rod assembly. Check magazine well. Lower the feed tray and close the feed cover, making sure it locks shut.

(f) Pull and hold cocking handle with right hand palm up to rear.

(g) While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to FIRE.

(h) While fully depressing the trigger, ease the bolt forward with right hand palm up to close and lock. Release the trigger.

(i) Attempt to place the safety to SAFE; safety must not be able to be moved to SAFE.

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

(a) Driving spring mechanism rod.

(b) Spring.

(c) Trigger mechanism.

(d) Bolt carrier.

(e) Bolt.

(f) Gas operating rod.

(g) Hand guard.

(h) Heat shield.

(i) Bipod legs.

(j) Barrel.

(k) Gas regulator.

(l) Gas regulator collar.

(m) Gas tube.
(n) Receiver with feed tray and feed tray cover assembly. Time will stop when the candidate returns to the standing position with all parts of the weapon on the flat surface [When does the time stop? Compare to para C-5f(4)d), below.]

(3) Assemble the weapon.

(4) Perform a functions check:

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

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

   (b) While holding to rear with right hand palm up, with no tension on bolt, place on SAFE and depress trigger. Weapon should not fire.

   (c) While holding the cocking handle to the rear with right hand palm up, with no tension on the bolt, place the safety to FIRE, and depress the trigger. Ease the bolt forward to close and lock. Release the trigger.

   (d) Attempt to place on SAFE; safety must not be able to be moved to SAFE. Close ejection port cover. Time will stop when the candidate returns to the standing position with the weapon on the flat surface.

Table C-4.
W2 Part I: Maintain M249 squad automatic weapon

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
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</thead>
<tbody>
<tr>
<td>1. Clear the weapon</td>
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<tr>
<td>2. Disassemble the weapon</td>
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<tr>
<td>3. Assemble the weapon</td>
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<td></td>
</tr>
<tr>
<td>4. Perform functions check</td>
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</tr>
</tbody>
</table>

C-6. W2 Part II: Operate M249 squad automatic weapon

See W2 Part II GO/NO GO criteria in table C-5


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

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

   d. Standards: Correctly perform all steps, in sequence, within 30 seconds.
e. Requirements: An M249 machine gun and blank adaptor with blank ammunition; at least three good blank rounds, followed by one expended round, and three more good rounds. Starting configuration for the weapon will be: Free of ammunition, on FIRE, with the bolt forward. A target/safe direction for the candidate to point the weapon. The weapon can alternatively be mounted on a vehicle or other type of fighting position. Hearing protection (part of the ESB uniform) must be worn when firing.

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

f. Performance steps:

(1) Clear the weapon:

(a) Point weapon in a safe direction. Ensure safety is on FIRE before moving bolt/operating rod assembly.

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

(c) While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to SAFE.

(d) Push the cocking handle assembly to the fully forward and locked position.

(e) Push in the feed cover latches, look in a safe direction, raise the feed cover, and conduct a five-point safety check for brass, links, or ammunition. Check the feed pawl assembly under the cover. Check the feed tray. Lift the feed tray and inspect the chamber. Check the space between the face of the bolt and the chamber as well as the space under the bolt/operating rod assembly. Check the magazine well. Lower the feed tray.

(2) Load the weapon:

(a) Place link belt on feed tray with the first round against the cartridge stop with the tips of the rounds pointing towards the barrel. Tilt the weapon to the right and/or hold the ammunition belt in place if necessary.

(b) Close the feed cover. Ensure the latches lock into place. Make sure rounds do not move away from cartridge stop during closing and latching of cover.

(3) Place the weapon on FIRE and engage your target.

(4) Take immediate action to correct a malfunction:

Note: Weapon remains on shoulder while performing immediate action.
(a) Pull and hold cocking handle with right hand palm up to rear ensuring bolt locks completely to rear.

(b) Observe ejection port to see if a cartridge case/belt link/round ejects. If not, place on SAFE while holding cocking handle to rear with right hand palm up with no tension on bolt. 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 (5) (f) below.

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

(d) While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to SAFE.

(e) Return the cocking handle assembly to the fully forward and locked position.

(f) Push in feed cover latches, look in a safe direction, raise feed cover, and conduct a five-point safety check, per step (1)(e) above. Lower the feed tray and close the feed cover, making sure it locks shut.

(g) Pull and hold cocking handle with right hand palm up to rear.

(h) While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to FIRE.

(i) While depressing trigger, ease bolt forward to close and lock. Release trigger. Close ejection port cover.
Table C-5.
W2 Part II: Operate M249 machine gun

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
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<tbody>
<tr>
<td>1. Clear the weapon</td>
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<tr>
<td>2. Load the weapon</td>
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<tr>
<td>3. Engage the target</td>
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<tr>
<td>4. Take immediate action</td>
<td></td>
<td></td>
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<tr>
<td>5. Unload and clear the weapon</td>
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</tbody>
</table>

C-7. W3 Part I: Maintain M240 machine gun

See W3 Part I GO/NO-GO criteria in table C-6


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

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

d. 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 functions check on the M240 machine gun within 3 minutes. All tasks will be performed in sequence.

e. Requirements: An M240 machine gun, on a flat surface, with the bipod legs extended. Starting configuration for the weapon will be: Free of ammunition, on FIRE, with the bolt forward. Basic maintenance tools. A target/safe direction for the candidate to point the weapon. Material/flat surface that will prevent candidate from losing parts to weapon. An area for candidate to place weapons parts with appropriate group nomenclature labels. Photos of parts with nomenclature labels will be available in the training area. Use separate weapon systems for part one and part two, ensuring to have enough for your projected number of candidates.

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

f. Performance steps.

(1) Clear the weapon:

(a) Point weapon in a safe direction. Ensure safety is on FIRE before moving the bolt/operating rod assembly.

(b) Pull and hold cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
(c) While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to SAFE.

(d) Release the cocking handle assembly to the fully forward and locked position.

(e) Push in feed cover latches, look in a safe direction, raise feed cover, and conduct a four-point safety check for brass/links/ammunition. Check feed pawl assembly under cover. Check feed tray. Lift feed tray and inspect chamber. Check between face of bolt and chamber as well as under bolt/operating rod assembly.

(f) Lower the feed tray and close the feed cover, making sure it locks shut.

(g) Pull and hold cocking handle with right hand palm up to rear.

(h) While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to FIRE.

(i) While fully depressing the trigger, ease the bolt forward to close and lock. Release the trigger.

(j) Attempt to place the safety to SAFE; safety must not be able to be moved to SAFE.

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

(a) Buttstock and buffer assembly.

(b) Bolt and operating rod assembly.

(c) Driving spring rod assembly.

(d) Trigger housing assembly.

(e) Barrel assembly; removing heat shield.

(f) Cover assembly.

(g) Feed tray.

(h) Receiver assembly.

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

(3) Assemble the weapon.
(4) Perform a functions check, ensuring the safety is on FIRE before moving the bolt/operating rod assembly:

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

(b) While holding handle to rear with right hand palm up, with no tension on bolt, place on SAFE and depress trigger. Weapon should not fire.

(c) While holding the cocking handle to the rear with right hand palm up, with no tension on the bolt, place the safety to FIRE, and depress the trigger. Ease the bolt forward to close and lock. Release the trigger.

(d) Attempt to place on SAFE; safety must not be able to be moved to SAFE. Close ejection port cover.

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

Table C-6.
W3 Part I: Maintain an M240B machine gun

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
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</thead>
<tbody>
<tr>
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<tr>
<td>2. Disassemble the weapon</td>
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<tr>
<td>3. Assemble the weapon</td>
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</tr>
<tr>
<td>4. Perform a functions check</td>
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</tbody>
</table>

C-8. W3 Part II: Operate M240B machine gun

See W3 Part II GO/NO-GO criteria in table C-6


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

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

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

e. Requirements: An M240 machine gun and blank adaptor with blank ammunition; at least three good blank rounds, followed by one expended/dummy round, and three more good rounds. Starting configuration for the weapon will be: Free of ammunition, on FIRE, with the bolt forward. A target/safe direction for the candidate to point the weapon. The weapon can
alternatively be mounted on a vehicle or other type of fighting position. Hearing protection (part of the ESB uniform) must be worn when firing.

f. Performance steps.

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

(1) Clear the weapon:

(a) Point weapon in a safe direction. Ensure safety is on FIRE before moving the bolt/operating rod assembly.

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

(c) While holding the cocking handle to the rear, with right hand palm up, with no tension on the bolt, place the safety to SAFE.

(d) Push the cocking handle assembly to the fully forward and locked position.

(e) Push in feed cover latches, look in a safe direction, raise feed cover, and conduct a four-point safety check for brass, links, or ammunition. Check feed pawl assembly under cover. Check feed tray. Lift feed tray and inspect chamber. Check between face of bolt and chamber as well as under bolt/operating rod assembly.

(f) Lower the feed tray.

(2) Load the weapon:

(a) Place link belt on feed tray with the first round against the cartridge stop with the tips of the rounds pointing towards the barrel. Tilt the weapon to the right and/or hold the ammunition belt in place if necessary.

(b) Close feed cover, ensuring latches lock. Ensure rounds do not move from cartridge stop during closing.

(3) Place the weapon on FIRE and engage your target.

(4) Take immediate action to correct a malfunction:

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. If bolt is forward, ensure safety is on FIRE before moving bolt/operating rod assembly. If the bolt is fully locked to the rear, ensure the safety is on SAFE and proceed to step (e).

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

(c) While holding the cocking handle to the rear (with no tension on the bolt), place the safety to SAFE.

(d) Return the cocking handle assembly to the fully forward and locked position.

(e) Push in the feed cover latches, look in a safe direction, raise the feed cover, and conduct a four-point safety check (per step 1e above); lower the feed tray and close the feed cover, making sure it locks shut.

(f) Pull and hold, with palm up, the cocking handle assembly with the right hand to the rear.

(g) While holding the cocking handle to the rear (with no tension on the bolt), place the safety to FIRE.

(h) While depressing trigger, ease bolt forward to close and lock. Release trigger. Close ejection port cover.

Table C-7.

W3 Part II: Operate M240B machine gun

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
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<tr>
<td>2. Load the weapon</td>
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<tr>
<td>3. Engage the target</td>
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<tr>
<td>4. Take immediate action</td>
<td></td>
<td></td>
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<tr>
<td>5. Unload and clear the weapon</td>
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</tbody>
</table>

C-9. W4: M2 machine gun
See W4 GO/NO-GO criteria in table C-8.
a. Task basis: 071-022-0001-Maintain a caliber .50 M2 series machine gun, 071-022-0003-Load a caliber .50 M2 series machine gun, 071-022-0005-Correct malfunctions of a caliber .50 M2 series machine gun, 071-022-0004-Unload a caliber .50 M2 series machine gun.

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

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

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

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

f. 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. 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 (5) below.

(e) Return the retracting slide handle to its forward position.

(f) If the bolt locks to the rear, depress the bolt latch to return the bolt to the forward position.

(g) Attempt to reengage the target; expend remaining ammunition.

(5) Unload and clear the weapon, removing all rounds and links:

(a) Place trigger block on SAFE and unlock the bolt latch release.

(b) Raise the cover and lift the cartridge extractor.

(c) Remove the ammunition belt from the feed way.

(d) Place cartridge extractor down and close the cover.

(e) Pull and lock the bolt to the rear, leaving the retracting slide handle to the rear.

(f) Open the cover and inspect the chamber and T-slot for rounds.
(g) Press the bolt latch release and ease the bolt forward with retracting slide handle. Close the cover.

Table C-8. W4: Operate M2 machine gun

<table>
<thead>
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<th>PERFORMANCE MEASURES</th>
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<td>2. Load the weapon</td>
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<tr>
<td>3. Take immediate action</td>
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<tr>
<td>4. Engage the target</td>
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<tr>
<td>5. Unload and clear an unfired round</td>
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C-10. W5: MK19 heavy grenade launcher

See W5 GO/NO-GO criteria in table C-9.


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

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

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

e. Requirements: An assembled MK 19 grenade machine gun, prepared for firing. Starting configuration for the weapon will be: Free of ammunition, on FIRE, with the bolt forward. Weapon may be mounted on a tripod, vehicle, or other fighting position. A belt of dummy ammunition and a cleaning rod or other tool for removal of spent round from the bolt face. Target for the candidate to engage. An MK 47 grenade launcher or other variant may be used based on the unit’s inventory; use the standards outlined in that weapon’s TM for clear, load, perform immediate action, unload, and clear.

f. Performance steps:

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

(1) Clear the weapon:

(a) Place the safety switch to SAFE and remove the case catch bag, if applicable.
(b) Charge the weapon. Pull both charger handles to the rear ensuring the bolt locks to the rear. Return both charger handles to the forward position and rotate only one charger handle up.

(c) Open the top cover assembly and check for rounds on the bolt, on/below feed tray, and feeder pawls.

(d) Return the bolt to the forward position. Place the safety switch on FIRE. Hold one charger handle to the rear. Ride the bolt forward by squeezing the trigger and easing the bolt forward. Ensure both charger handles are forward and in up position and place the safety switch on SAFE.

(2) Load the weapon:

(a) Attach feed throat to feeder. Squeeze spring-loaded pins on feed throat; insert into slots on sides of feeder.

(b) Insert round through feed throat (female first) into feeder. Push across first set of feeder pawls, ensuring it is straight and firmly seated against bolt. Push secondary drive lever to right and close to cover assembly.

(c) Load the first round to the fully loaded position. Pull both charger handles to the rear ensuring the bolt locks to the rear. Return both charger handles to the forward and up position. Place safety switch in FIRE position. Squeeze the trigger allowing the bolt to slam forward. Pull both charging handles to rear. Return both charger handles to the forward and up position.

(3) Attempt to fire the weapon until a stoppage occurs.

(4) Take immediate action:

(a) Hold weapon on target and pull the bolt to the rear. Observe or attempt to catch live round as it ejects.

(b) Push both charger handles forward to up position. Attempt to reengage target; expend remaining ammunition.

(5) Unload and clear the weapon:

(a) Place the safety switch to SAFE and remove the case catch bag, if applicable.

(b) Charge the weapon. Pull both charger handles to the rear ensuring the bolt locks to the rear. Return both charger handles to the forward position and rotate only one charger handle up.

(c) Remove live round or spent case from the bolt, if present. Insert the tip of a cleaning rod or tool through the receiver rail, as close to the bolt face as possible, with tip of rod or tool on top of round or case. Position one hand beneath the weapon to catch the round as it falls out.
Force round off the bolt face and out the bottom of the gun by pushing down on the cleaning rod or tool. Attempt to catch round as it falls out.

(d) Open top cover assembly. Remove linked rounds from feeder. Reach beneath feed tray with one hand. Press and hold primary and secondary positioning pawls. Slide linked rounds out of feeder and feed throat.

(e) Return the bolt to the forward position. Place the weapon on FIRE. Hold one charger handle to the rear. Ride the bolt forward by squeezing the trigger and easing the bolt forward. Ensure both charger handles are forward and up position. Place the weapon on SAFE.

Table C-9.
W5: Operate heavy grenade launcher

<table>
<thead>
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<th>PERFORMANCE MEASURES</th>
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<tr>
<td>2. Load the weapon</td>
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<td></td>
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<tr>
<td>3. Attempt to fire weapon until stoppage occurs</td>
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<tr>
<td>4. Take immediate action</td>
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<td></td>
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<tr>
<td>5. Unload and clear an unfired round</td>
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C-11. W6 Option I: M9 Pistol
See W6 Option I GO/NO-GO criteria in table B-10.

a. Task Basis: 071-COM-0001-Maintain an M9 pistol, 071-COM-0002-Perform a functions check on an M9 pistol.

b. Tasks: Clear, disassemble, assemble, and perform a functions check on an M9 pistol.

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

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

e. Requirements: An M9 pistol with magazine. A target/safe direction for the candidate to point the weapon. Starting configuration for the weapon will be: Free of ammunition, loaded with an empty magazine, bolt forward, on FIRE, material/flat surface that will prevent the candidate from losing parts to the weapon, an area for the candidate to place the weapons parts with the appropriate nomenclature labels. Photos of the parts with nomenclature labels will be available in the holding and retraining area. Other authorized Army pistols may be substituted based on the unit’s inventory; use the standards outlined in that weapon’s technical manual (TM) for clear, disassemble, assemble, and perform a functions check.

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

(1) Clear the weapon:

Note: Do not allow the hammer to fall with full force by pulling the trigger when the slide is removed, as damage to the receiver will occur. If necessary, the hammer should be manually lowered.

(a) Point the pistol in a safe direction for the duration of the event.

(b) Place on SAFE. Depress the magazine release and remove the magazine from the pistol.

(c) Grasp the slide serrations and fully retract the slide. Lock the slide to the rear using the slide stop.

(d) Visually inspect the chamber, magazine well, and bolt face to ensure it is clear. Release the slide forward.

(2) Disassemble the weapon:
Note: Place the components on the correct nomenclature labels.

(a) Magazine

(b) Receiver

(c) Barrel

(d) Slide assembly

(e) Recoil spring guide

(f) Recoil spring

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

(3) Assemble the pistol:

(a) Grasp the slide with the bottom facing up.

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

Note: The barrel will fall into place.

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

(e) Insert the end of the recoil spring and the recoil spring guide into the recoil spring housing and simultaneously compress the recoil spring and lower the spring guide until it is fully seated on the locking block cutaway.

(f) Push the firing pin block lever down.

(g) Grasp the slide and barrel assembly with the sights up and align the slide on the receiver assembly guide rails.

(h) Push until the rear of the slide is a short distance beyond the rear of the receiver assembly and hold, simultaneously, rotate the disassembly latch lever upward.

Note: A click indicates a positive lock.

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

(4) Perform a functions check:

(a) Depress the slide stop. Insert the empty magazine into the pistol.

(b) Ensure that the magazine catch locks the magazine in place.

(c) Retract the slide fully and release. The slide should lock to the rear.

(d) Depress the magazine release button allowing the magazine to fall freely into the hand.

(e) Depress the slide stop and allow slide to return fully forward. The hammer should fall to full forward position.

(f) Squeeze and release trigger. The firing pin block should move up and down. The hammer should not move.

(g) Place the safety lever in the FIRE position.

(h) Squeeze the trigger to check the double action. The hammer should cock and fall.

(i) Squeeze the trigger again and hold it to the rear.

(j) Manually retract and release the slide.
(k) Release the trigger. You should hear a click, but the hammer should not fall.

(l) Squeeze the trigger to check the single action. The hammer should fall.

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

Table C-10.
W6 Option I: Maintain an M9 Pistol

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Clear the weapon.</td>
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<tr>
<td>2. Disassemble the weapon.</td>
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<tr>
<td>3. Assemble the weapon.</td>
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<tr>
<td>4. Perform a functions check.</td>
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C-12. W6 Option II: M18 Pistol

See W6 Option II GO/NO criteria in table C-11.

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

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

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

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

e. Requirements: An M17/M18 pistol with magazine. A target/safe direction for the candidate to point the weapon. Starting configuration for the weapon will be: Free of ammunition, loaded with an empty magazine, bolt forward, on FIRE, material/flat surface that will prevent the candidate from losing parts to the weapon. An area for the candidate to place the weapons parts with the appropriate nomenclature labels. Photos of the parts with nomenclature labels will be available in the training area. Other authorized Army pistol may be substituted based on the unit’s inventory; use the standards outlined in that weapon’s TM for clear, disassemble, assemble, and perform a functions check.

f. Performance steps.

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

(1) Clear the weapon.

(a) Point the pistol in a safe direction for the duration of the event.
(b) Place the safety lever in the safe (down) position

c) Depress the magazine release and remove the magazine from the pistol.

d) Grasp the slide serrations and fully retract the slide.

e) Lock the slide to the rear using the slide stop.

f) Visually inspect the chamber, magazine well, and bolt face to ensure it is clear. Release the slide forward.

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

(a) Magazine.

(b) Receiver.

(c) Barrel.

(d) Slide assembly.

(e) Recoil spring guide assembly.

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

(3) Assemble the pistol:

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

(a) Grasp the slide with the bottom facing up.

(b) Grasp the barrel assembly with the locking block facing up with the other hand.

(c) Insert the muzzle into the forward end of the slide and simultaneously, lower the rear of the barrel assembly by moving the barrel slightly.

Note: The barrel will fall into place.

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

(e) Insert the end of the recoil spring and the recoil spring guide into the recoil spring housing and simultaneously, compress the recoil spring and lower the spring guide until it is fully seated on the locking block cutaway.
(f) Push the firing pin block lever down.

(g) Grasp the slide and barrel assembly with the sights up and align the slide on the receiver assembly guide rails.

(h) Push until the rear of the slide is a short distance beyond the rear of the receiver assembly and hold, simultaneously, rotate the disassembly latch lever upward.

Note: A click indicates a positive lock.

(4) Perform a functions check:

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

(a) Insert an empty magazine into magazine well. Ensure magazine catch engages and locks magazine in place.

(b) Push up on manual safety lever to engage safety.

(c) Grasp slide serrations and pull the slide to rear until it locks. The magazine follower should push up on slide stop, locking slide to rear. Press the magazine catch. The magazine will fall free from pistol.

(d) Press the slide catch. This will release the slide to the forward position. Ensure the slide is fully forward on the pistol.

(e) Press the trigger. The striker should not be released.

(f) Depress manual safety lever.

(g) Press trigger and hold to rear. Striker should be released. An audible click should be heard.

(h) While still holding trigger to rear, fully retract and release slide.

(i) Release trigger. A light audible click should be heard and felt as the striker resets.

(j) Press trigger. The striker should release, and you should hear and feel a loud audible click.

Note: Time will stop when the candidate returns to the standing position with the weapon on the flat surface.
Table C-11.
W6 Option II: Maintain M17/M18 pistol

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<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
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<tbody>
<tr>
<td>1. Clear the weapon.</td>
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<td>2. Disassemble the weapon.</td>
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<td>3. Assemble the weapon.</td>
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<tr>
<td>4. Perform a functions check.</td>
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C-13. W7 Part I: Identify hand grenades
See W7 Part I GO/NO-GO criteria in table C-12.

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

b. Task: Identify hand grenades.

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

d. Standards: Correctly identify the name/nomenclature of each hand grenade, within 2 minutes and 30 seconds.

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

f. Performance steps: Identify the following hand grenades:

   (1) M67 Fragmentation:

      (a) Use to disable or kill personnel.

   (2) MK3A2 Offensive grenade:

      (a) Use for concussion effect in enclosed areas.

      (b) Use against enemy in bunkers, buildings, and fortified areas.

      (c) Use for blasting.

      (d) Use for demolition tasks.

   (3) M84 Diversionary/Flash-bang Stun hand grenades:

      (a) Use for disorientation, confusion, and loss of hearing.
(b) Use as a non-lethal diversionary device.

c) Use to damage eyesight and night vision during limited visibility.

(4) M18 Colored smoke:

(a) Use for screening.

(b) Use for signaling.

(5) AN-M14 TH3 Incendiary hand grenade:

(a) Use to destroy equipment.

(b) Use to start fires.

(6) ABC-M7A2 AND ABC-M7A3 Riot control hand grenades:

(a) Use to control riots or disable without serious injury.

Table C-12.
W7: Part I: Identify hand grenades

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<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
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<tbody>
<tr>
<td>1. M67 Fragmentation</td>
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<tr>
<td>2. MK3A2 Offensive grenade</td>
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<tr>
<td>3. M84 Diversionary/Flash-bang stun hand grenades</td>
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<tr>
<td>4. M18 Colored smoke</td>
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<tr>
<td>5. AN-M14 TH3 Incendiary hand grenade</td>
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<tr>
<td>6. ABC-M7A2/ABC-M7A3 Riot control hand grenades</td>
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C-14. W7 Part II: Employ hand grenades against troops in the open

See W7 Part II GO/NO criteria in table C-13.

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

b. Tasks: Employ hand grenades

c. Conditions: You are a member of a team that has been directed to employ hand grenades against troops in the open. You have two M67 fragmentation grenades.

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

e. Requirements: Two training grenades with fuses. Candidate should place both grenades on their person, properly secured in their grenade pouches. If the ESB uniform does not include grenade pouches, the station will provide appropriate load bearing equipment to properly secure the grenades. Single enemy silhouette at a range of 35 meters, with a five-meter radius circle.
around it. Covered position for the candidate. Grader should immediately tell the candidate if their grenade exploded within the circle, so the candidate can prepare and throw the second grenade within the time limit if required.

f. Performance steps.

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

(1) Select proper throwing position:

(a) Ensure you have a proper covered position.

(b) Determine the distance to the target.

(c) Align your body with the target.

(2) Grip the hand grenade:

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

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

Note: For left-handed throwers the grenade is inverted with the top of the fuse facing downwards.

(b) Keep the pull ring away from the palm of the throwing hand so that it can be easily removed by the index or middle finger of the free hand.

(3) Prepare the hand grenade.

(a) Tilt the grenade forward to observe the safety clip.

(b) Remove the safety clip by sweeping it away from the grenade with the thumb of the opposite hand.

(c) Insert the index or middle finger of the non-throwing hand in the pull ring until it reaches the knuckle.

(d) Ensure that you are holding the safety lever down firmly.
(e) Twist the pull ring toward the body (away from the body for left-handed throwers) to release the pull ring from the confidence clip.

(f) Remove the safety pin by pulling the pull ring from the grenade.

(4) Throw the hand grenade so it is within the effective range of the target:

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

Note: In observing the target, minimize exposure time to the enemy (no more than 3 seconds).

(b) Ensure there are no obstacles that can alter or block the flight of the grenade when it is thrown.

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

(d) Seek cover to avoid being hit by fragments or direct enemy fire.

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. Only pull the pin if needed.

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

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

Table C-13.
W7 Part II: Employ hand grenades against open troops

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
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<tbody>
<tr>
<td>1. Select proper throwing position</td>
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<td></td>
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<tr>
<td>2. Grip the hand grenade</td>
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<td></td>
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<tr>
<td>3. Prepare the hand grenade</td>
<td></td>
<td></td>
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<tr>
<td>4. Throw the hand grenade within the effective range of the target</td>
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</table>

C-15. W7 Part III: Employ hand grenades through a window, door, or bunker
See W7 Part III GO/NO-GO criteria in table C-14.

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

b. Tasks: Employ hand grenades.
c. Conditions: You are a member of a team that has been directed to employ hand grenades against troops in a building/room/bunker 10 meters away. You have two M67 fragmentation grenades.

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

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

f. Performance steps:

(1) Identify the target to engage.

(2) Select the appropriate movement technique; move to a safe, covered position with protection from a roll back grenade and enemy fields of fire.

(3) Select proper throwing position.

Note: Depending upon the type of target, type of grenade, and safety requirements for friendly forces, any of the following methods may be used: overarm throwing, underarm lobbing, throwing like a stone (sidearm delivery and or skipping a stone), flipping, or dropping in place, while maintaining control of your weapon.

(4) Determine the distance to the target.

(5) Grip the hand grenade:

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

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

Note: For left-handed throwers the grenade is inverted with the top of the fuse facing downwards.

(b) Keep the pull ring away from the palm of the throwing hand so that it can be easily removed by the index or middle finger of the free hand.
(6) Prepare the hand grenade:

(a) Tilt the grenade forward to observe the safety clip.

(b) Remove the safety clip by sweeping it away from the grenade with the thumb of the opposite hand.

(c) Insert the index or middle finger of the non-throwing hand in the pull ring until it reaches the knuckle.

(d) Ensure that you are holding the safety lever down firmly.

(e) Twist the pull ring toward the body (away from the body for left-handed throwers) to release the pull ring from the confidence clip.

(f) Remove the safety pin by pulling the pull ring from the grenade.

(7) Throw the hand grenade so it is within the opening of the target:

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

Note: In observing the target, minimize exposure time to the enemy (no more than 3 seconds).

(b) Ensure there are no obstacles that can alter or block the flight of the grenade when it is thrown.

(c) Confirm body target alignment.

(d) Allow the motion of the throwing arm to continue naturally once the grenade is released.

(e) Seek cover to avoid being hit by fragments or direct enemy fire.

Note: If no cover is available, drop to the prone position with your protective head gear facing the target.

(f) Prepare second grenade.

(g) Reengage if grenade did not explode within five meters of the target (grader guidance). Time will stop when the target is destroyed, or as the second grenade leaves the candidate’s hand. [What is the “timing sequence” for this event (clock starting/stopping)? Compare to paragraph C-14]
Table C-14.
Employ hand grenades through a window, door, or bunker

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
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<th>NO-GO</th>
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<tbody>
<tr>
<td>1. Identify the target to engage</td>
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<tr>
<td>2. Select the appropriate movement technique</td>
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<tr>
<td>3. Select proper throwing position.</td>
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<tr>
<td>4. Select proper throwing position</td>
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<td></td>
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<tr>
<td>5. Grip the hand grenade</td>
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<tr>
<td>6. Prepare the hand grenade</td>
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<tr>
<td>7. Throw the hand grenade so it is within the opening of the target</td>
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C-16. ESB1: React to possible improvised explosive device (IED)
See ESB1 GO/NO-GO criteria in table C-15.

a. Task basis: 052-COM-1270

b. Tasks: React to a possible IED

c. Conditions: In an operational environment you are a member of a mounted/dismounted patrol and encounter an improvised explosive device, with all personal protective equipment (PPE), weapon, and basic load, given clear directives, rules of engagement (ROE), and escalation of force (EOF) measures.

d. Standards: React to a possible IED conducting 5/25/100-meter checks and "5 Cs" using ROE and EOF measures to 100% accuracy, resulting in minimal damage to equipment and no loss of life/minimal injuries to personnel. All performance steps must be completed within 15 minutes.

e. Requirements: Provide the candidate with an area containing indicators of possible IEDs and/or IED simulators, binoculars, and a 9-line UXO card.

Note: Brief candidate. Tell the candidate to react to IED and explain the support provided by any notional unit assets.

f. Performance steps:

   (1) React to a possible static IED/vehicle borne improvised explosive device (VBIED) while mounted/dismounted.

Note: Time will begin when the candidate identifies the possible IED by alerting leadership. This can be done verbally using the grader or by using a role player to receive the report.

   (a) Alert leadership and other members of the element to the possible IED/VBIED and its location using the 3 Ds (direction, distance, description).
(b) Establish security, scan for possible secondary/tertiary IEDs/VBIEDs using the 5/25/100-meter checks.

(2) 5-Meter Check: Identify a position to halt. Carry out a systematic visual check using binoculars or other available optics. Check for abnormalities such as disturbed earth, suspicious objects, or loose bricks in walls and security ties. Work from the ground and continue above head height. Take your time, search methodically, and utilize night vision devices (NVD), thermal optics, weapon optics, or a white light during hours of reduced visibility, METT-TC dependent.

Note: If in a vehicle, upon dismounting the vehicle clear the area immediately around and under the vehicle. Conduct a buddy check when applicable due to dead space encountered with certain vehicle types, such as, but not limited to, Stryker and MRAP varieties. The driver and gunner should remain in the vehicle.

(3) 25-Meter Check: Once a 5-meter check is completed, continue visually clearing out to 25 meters. If mounted thoroughly scan through your windows. Unless leadership's analysis of METT-TC deems otherwise (i.e., very high sniper or directionally focused explosive charge (DFFC) threat), immediately conduct a dismounted check to a radius of at least 25 meters around your position, checking for any potential IED indicators or anything out of the ordinary.

(4) 100-Meter Check: During the conduct of the 5/25/100 meter checks the element must remain focused outward searching from near to far (out to approximately 100 meters) looking for suspected enemy activity (such as triggermen, cameramen, or snipers).

(5) Conduct the 5 Cs - these can be done concurrently (check, confirm, clear, cordon, control):

Note: If it is possible to stop the vehicle prior to entering the estimated casualty radius of the IED/VBIED, the driver should be prepared to immediately move away from the possible IED/VBIED and place the vehicle in a tactically safe position and distance or as leadership directs (the minimum safe distance is dependent on METT-TC factors).

(1) Check: All personnel should check their immediate area for secondary/tertiary devices by conducting 5/25/100-meter checks from their positions. If Soldiers suspect an IED while performing the 5/25/100-meter checks, they should assume it could detonate at any moment, even if the suspected IED turns out to be a false alarm.

(2) Confirm: The candidate must confirm the existence of a suspected IED from a safe distance using any available standoff means (robot, buffalo, optics, etc.). Once confirmed, the unit calls in an EH SPOTREP and requests Explosive Ordnance Disposal (EOD).

(a) Line 1, date-time group: Complete this line with the date and time the item was discovered.
(b) Line 2, reporting activity and location: Complete this line with the unit and the 8-digit grid location of the explosive hazard (EH).

(c) Line 3, contact method: Enter the radio frequency, call sign, point of contact (POC), and telephone number.

(d) Line 4, type of ordnance: Document whether it was dropped, projected, placed, or thrown or whether it was a possible IED. Give the number of items, if more than one. Include as detailed of a description as possible of the item in question, to include the size, shape, and physical condition.

(e) Line 5, chemical, biological, radioactive, and nuclear (CBRN) contaminations: Be as specific as possible.

(f) Line 6, resources threatened: Document equipment, facilities, or other assets that were threatened.

(g) Line 7, impact on mission: Provide a short description of the current tactical situation and how the Explosive Hazard (EH) affected the status of the mission.

(h) Line 8, protective measures: Document any measures taken to protect personnel and equipment.

(i) Line 9, recommended priority: Indicate whether it was immediate, indirect, minor, or no threat.

- **Immediate:** Stops the unit maneuver and mission capability or threatens critical assets vital to the mission.
- **Indirect:** Stops the unit maneuver and mission capability or threatens critical assets important to the mission.
- **Minor:** Reduces the unit maneuver and mission capability or threatens noncritical assets.
- **No threat:** Has little or no effect on the capabilities or assets of the unit.

(3) Clear: The unit clears the area around the device of all personnel, working from the device outwards. If an IED has been confirmed, the unit must clear the area. The safe distance is determined by several factors: the tactical situation, avoiding predictability, and moving several hundred meters away from the IED.

Note: The candidate will verbalize this action. If the unit predetermines a safe distance from the device, the candidate will state the distance the area is cleared.

(4) Cordon: Establish a security cordon around the danger area by setting up blocking positions to prevent foot and vehicle traffic from approaching the IED. An effective cordon will deny the enemy observation of friendly tactics, techniques, and procedures (TTPs), along with
denying them IED effectiveness. Continue to check for secondary/tertiary IEDs, make use of available cover, and establish an Incident Control Point (ICP).

Note: The candidate will verbalize this step. Time stops when the candidate establishes control.

(5) Control: The unit must control the area inside the cordon to ensure authorized access. Since the distance of all personnel from the IED directly affects their safety, Soldiers should control the site to prevent someone from straying dangerously close to the IED. The driver and the gunner should remain inside the vehicle for security purposes.

Note: In the event of larger elements, personnel who are deemed non-essential for the purpose of cordonning the area can use an alternate route of movement and continue the mission or return to the nearest safe area. Theater-specific guidance or mission necessities may require the unit to react to the IED in a different manner, such as reporting and bypassing.

Table C-15.

ESB 1: React to possible improvised explosive device

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<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
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<tbody>
<tr>
<td>1. Alert leadership</td>
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<td>2. Establish security</td>
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<tr>
<td>3. Conduct the “5 C’s”</td>
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C-17. ESB2: Construct individual fighting position

See ESB2 GO/NO-GO criteria in table C-16.

a. Task basis: 071-COM-4408.

b. Tasks: Construct 2 hasty individual fighting positions.

c. Conditions: You are a member of a squad that has just occupied a defense position and you have been directed to construct an individual fighting position. You have your assigned weapon(s) (M249 machine gun, M240B machine gun, M16-series rifle, M4-series carbine, and/or a shoulder launched missile), personal protective equipment, construction material, and camouflage material. You have been given your sectors of fire.

d. Standards: Construct a fighting position based on leadership direction and type of weapon(s) assigned. Ensure fighting position provides: Frontal, side, rear, and overhead cover (OHC), as required. You must complete both fighting positions within 30 total minutes. Once time has stopped for the skirmisher’s trench, the remaining time will be used to complete the prone fighting position.

e. Requirements: A fighting position provides cover from fire and concealment from observation while allowing you to engage the enemy with your weapon. If assigned an M4 rather than an M16-series weapon, add 7 inches (18 centimeters). The length of two M16s is equal to two and a half M4s. The widths of all the fighting positions are only an approximate distance and based on the individual candidate’s equipment. OHC can be built up or down, this task covers
built up OHC. Built-up OHC is constructed on top of the parapets up to 18 inches (46 centimeters) and provides for maximum room inside the fighting position and adequate space between the end walls of the fighting position and the OHC. Built-down OHC is constructed at or below ground level and should not exceed 12 inches (30 centimeters) above ground. This lowers the profile of the fighting position, which aids in avoiding detection. However, it restricts the fighting space between the end walls of the fighting position and the OHC. To account for this restricted space the width of the fighting position should be extended to three M16 lengths.

f. Performance steps.

(1) Construct a hasty fighting position:

Note: A hasty fighting position should give frontal cover from enemy direct fire but allow firing to the front and the oblique. Hasty positions are used if: there is little time for preparation, there is no requirement for a deliberate defensive position (such as a pause during movement) or you have just occupied the position. A hasty fighting position uses whatever cover is available. The position can be developed into a deliberate position, if in a suitable location.

(a) Construct a skirmisher's trench:

Note: A skirmisher’s trench is used for immediate shelter from enemy fire when there are no defilade firing positions available. In all but the hardest ground, you can use this technique to quickly form a shallow, body-length pit. The candidate will start from the standing position with the entrenching tool on the ground.

- Lie prone or on your side.
- Orient your position so you are oblique to enemy fire.
- Scrape the soil underneath or beside you with an entrenching tool.
- Pile the soil in a low parapet between yourself and the enemy.

Note: The candidate must remain in the prone or on their side for the duration of the task. Time will stop when the candidate verbally announces to the grader that they are complete. The grader will state the time of completion.

(b) Construct a prone fighting position:

Note: The prone fighting position is a further refinement of the skirmisher's trench. It serves as a good firing position and provides you with better protection against direct fire weapons. The candidate will start from the standing position with the entrenching tool on the ground. The grader will state the remaining time left to complete the prone fighting position.

- Construct a skirmisher's trench fighting position.
- Scrape additional soil from your position to a depth of about 18 inches (46 centimeters).
- Build cover around the edge of the position by using the dirt dug from the hole.
Note: Except for its size, a one-man position is built the same way as a two-man fighting position. The hole of a one-man position is only large enough for you and your equipment. It does not have the security of a two-man position; therefore, it must allow you to shoot to the front or oblique from behind frontal cover.

Table C-16.

ESB2: Construct an individual fighting position

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
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<tr>
<td>1. Construct a skirmisher’s trench.</td>
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<tr>
<td>2. Construct a prone fighting position.</td>
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</table>

C-18. ESB3 Part I: Search an individual in a tactical environment

See ESB3 GO/NO-GO criteria in table C-17.

a. Task basis: 191-COM-0009 Search a Detainee

b. Tasks: Search a detainee.

c. Conditions: Given your individual equipment, assigned weapon, a detainee, disposable restraints, a guard, an interpreter (if available), DA Forms 4002 (evidence/property tag) and 4137 (evidence/property custody document), DD Form 2745 (Enemy Prisoner of War (EPW) Capture Tag), and materials to mark and bundle evidence and property.

d. Standards: Search and restrain the detainee sequentially according to the performance steps; locate and confiscate all weapons, contraband, and items of intelligence value. All performance steps must be correctly completed within 5 minutes.

e. Requirements: Provide the Soldier with role players as a guard and detainee. Provide the detainee role player with props (a knife, handgun, and/or intelligence papers) to guide on his/her person. The guard role player is required to obey the commands of the candidate.

Note: Brief candidate: Tell the candidate to search the detainee according to the performance steps unless otherwise directed by the evaluator. Instruct the Soldier whether you want him/her to fill out the appropriate forms on any items confiscated or to explain to you how he/she would complete them. Tell the guard to provide security and not to assist the searcher in the performance of the task. Tell the detainee to follow the instructions of the Soldier and not to resist.

f. Performance steps:

    (1) Position the detainee:

        (a) Direct the detainee to stand and face you.

Note: If an interpreter is not available, you may have to demonstrate the desired movement to the detainee to overcome the language barrier.
(b) Direct the detainee to raise his/her arms above his/her head, lock his/her elbows, and spread his/her fingers with his/her palms facing you.

(c) Check the detainee's hands visually for weapons or contraband.

(d) Order the detainee to turn around and drop to his/her knees.

(e) Search the back of the detainee's hands for weapons or contraband.

(f) Direct the detainee to lie on his/her stomach, extend his/her arms straight out to the sides with the palms up, and place his/her forehead on the ground.

(g) Tell the detainee to spread his/her legs as far apart as possible, turn his/her feet outward, and keep his/her heels in contact with the ground.

(h) Ensure that the guard remains in front of and at an oblique angle to the detainee (opposite the side being searched).

(2) Restrain the detainee:

Note: The situation may also dictate using a blindfold, ear plugs, or a muffle (an item such as cloth to prevent speech or outcry without causing injury) as deemed appropriate or directed by your supervisor.

(a) Approach the front of the detainee at about a 45-degree angle from the side opposite the guard and focus the search on the side of the detainee closer to you.

(b) Squat and put your knee that is nearer the detainee on the detainee's lower back.

Note: This is done to ensure control, not to inflict injury.

(c) Direct the detainee to put the arm that is nearer the searcher behind the detainee's back with the palm facing up.

(d) Maintain positive control of that arm.

(e) Grasp the detainee's other hand in a handshake hold, pull it across the top of the hand already under control, apply disposable restraints, and tighten them.

(3) Search the detainee:

Note: The body search is the prone frisk search. It is used to quickly detect contraband or weapons that could be used to cause injury or death.

(a) Use the bending and crushing technique, remove items as items are discovered, and set them aside.
Note: Conduct same-gender searches when possible. If mixed-gender searches are necessary for speed and security, conduct them in a respectful manner and in the presence of an additional witness to protect against allegations of misconduct. Further, consider your location at the time of the search and try to use any cover or protective barrier when possible.

- Bend the seams to determine if razor blades or similar devices are hidden.
- Grasp loose clothing, pull it away from the skin, and squeeze it to detect objects hidden under or within clothing.
- Cover each area by repeating the crushing technique until you are sure there are no hidden objects.

(b) Announce loudly any weapon found so that the guard and interpreter can clearly hear (for example, gun, knife, or razor):

- Alert the guard.
- Remain in firm contact with the detainee as you remove the weapon from its hiding place.
- Stand up with the weapon, being careful not to walk between the guard and the detainee and place the weapon a safe distance away within view of the guard.
- Return to the detainee and continue searching.

(c) Hold the disposable restraints between the detainee's hands and lift his/her arms slightly. Search the area in the small of the back.

(d) Release the disposable restraints and stand.

(e) Move to the area of the detainee's waist and face the detainee's head, squat (but do not rest your knee on the ground or on the detainee), and pivot (if required) to conduct the rest of the search.

(f) Remove the detainee's headgear (if not already removed).

- Bend the seams, before crushing, to determine if razor blades or similar devices are hidden.
- Place the headgear on the floor or ground.

(g) Search the detainee's head and hair.

(h) Search the detainee from fingers to shoulders.

- Search the collar and neck area (pull dog tags or necklace to the detainee's back).
- Remove anything that could be used as a weapon.

(i) Search the detainee's back from shoulder to waist on the side nearer the searcher.
• Grasp the inside of the detainee's closer elbow.
• Pull the detainee upward onto his/her side just high enough to search the front (shoulder to waist) without placing the detainee completely on his/her side.

Note: When searching a female detainee at chest level, the searcher searches down the middle of the bra; around the breast; below the bra; and along the connecting point on the bra and the back, if the clasp is not there, for contraband.

(j) Switch hands while controlling the detainee's elbow without changing position.

(k) Search the detainee from waist to knee, including the crotch.

Note: Do not be timid while searching the detainee's groin area. Experience has proven that this is a prime location for hiding weapons and contraband. Check it thoroughly.

(l) Return the detainee to the facedown position, release the elbow, and remind the detainee to keep his/her feet spread and his/her heels on the ground.

(m) Direct the detainee to raise his/her leg by bending his/her knee.

(n) Grasp the detainee's foot and search from the knee up to the foot. Check the footwear edges and soles.

- Check the top of the footwear by inserting a finger in the top edge and feeling for weapons.
- Check the footwear edges and soles.

(o) Direct the detainee to put the foot back down.

(p) Stand and move to the detainee's unsearched side. Move around the detainee's head, but do not walk between the detainee and the guard.

(q) Ensure that the guard rotates to the other side of the detainee (the side opposite the side to be searched) while maintaining a 45-degree angle from the detainee's head.

(r) Squat beside the detainee with your body facing the same direction as the detainee's head and search the other side in the same manner as the first.

(s) Assist the detainee to stand:

- Turn the detainee onto the side facing away from you.
- Direct the detainee to bring his/her knees to his/her chest.
- Grasp the detainee's arms at the shoulder area and assist him/her to his/her knees.
- Pull back on the detainee's arms to help him/her rise to his/her feet.
- Ensure that the guard remains focused on the detainee and gathers information as to the detainee's demeanor.
Table C17.
ESB3 Part I: Search an individual in a tactical environment

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Position the detainee.</td>
<td></td>
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<tr>
<td>2. Restrain the detainee.</td>
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<tr>
<td>3. Search the detainee.</td>
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</table>

C-19. ESB3 Part II: Complete a DD Form 2745 and DA Form 4137

See ESB3 Part II GO/NO-GO criteria in table C-18.

a. Task basis: 191-COM-0009

b. Tasks: Complete a DD Form 2745 and DA Form 4137.

c. Conditions: Given your individual equipment, assigned weapon, DA Forms 4002 (evidence/property tag) and 4137 (evidence/property custody document), DD Form 2745 (Enemy Prisoner of War (EPW) Capture Tag), and materials to mark and bundle evidence and property.

d. Standards: Prepare DD Form 2745 and DA Form 4137 without error within 15 minutes.

e. Requirements: Provide the candidate with all required materials and information necessary to properly fill out the documents. Provide a table for the candidate to work on.

Note: The DD Form 2745 and DA Form 4137 should be completed at the point of capture. However, when you are in imminent danger, these two steps can be completed once you and the detainee are in a safe location. The DD Form 2745 is a perforated three-part form that is individually serial-numbered. If you run out of DD Forms 2745, use a field-expedient method to tag.

f. Performance steps:

(1) Prepare the DD Form 2745:

(a) Ensure that the following minimum information is recorded:

- The date and time of capture.
- The detainee's name (if known).

Note: Use the DD Form 2745 number as the detainee's name to account for those who are unable or unwilling to provide this information (for example, those who are sick or injured, and/or those who do not speak English if an interpreter is not available).

- The location of the capture (grid coordinates).
- The capturing unit.
The circumstances of the capture, (for example, how the detainee was captured, did the detainee resist, and did the detainee surrender). Record the following minimum information:

- Various groups, locations, and activities from which the individual detained was operating.
- The physical condition of the detainee.
- The weapons the detainee had, if applicable.

Note: Due to the limited space on the DD Form 2745, you may need or be required to document the circumstances of capture on a separate sheet of paper or another form, such as the DA Form 2823. Circumstances of capture are essential in determining individual detainee status, making subsequent decisions to release or detain, and collecting and documenting items of intelligence and evidentiary value for custody transfer decisions or future judicial proceedings.

(b) Tag the detainee and his/her equipment. (If you are using a field-expedient method, ensure that you make 3 copies to represent parts A, B, and C of the form.) Distribute the DA Form 2745 tag as follows:

- Ensure that part A is attached to the detainee.
- Retain part B for yourself and/or the unit.
- Ensure that part C is attached to confiscated property (an individual item or attached to a bag or bundle).

(2) Document property/evidence:

(a) Mark all confiscated items with the detainee's DD Form 2745 number using one of the following methods if time permits and materials are available:

- Place the DD Form 2745 number in the "MPR/CIR Sequence Number" block of DA Form 4002 and annotate the item number from the DA Form 4137 and a short description in the "Remarks" block.

Note: This is the preferred method for large items because it does not damage them.

- Place the property/evidence in a re-sealable bag and mark the outside of the bag with a permanent marker.

Note: This is the preferred method for small items.

- Write the number directly on the property with a permanent marker.
- Etch the number using a sharp object.

Note: Carefully consider how and where to place identification marks on items. Unnecessary damage or destruction of items of personal property or valuable items that may ultimately be returned to the detainee or suspect is unwarranted. To avoid defacing or damaging items, identification markings should be as inconspicuous as possible. Otherwise, place the item in a container that can be sealed and marked.
(b) Prepare DA Form 4137:

- Annotate the DD Form 2745 number in the "MPR/CID Sequence Number" block.
- Insert the name of your unit in the "Receiving Activity" block.
- Place an accurate description of the location where your organization is currently based in the "Location" block (for example, the installation, state, and zip code or the deployed base camp and/or operating base).
- Enter the name, grade, and title (if known) of the person who owned or possessed the confiscated items in the block labeled, "Name, Grade, and Title of Person from Whom Received."
- Check the "Owner" box if the person or detainee owns the property that you confiscated during the search with the detainee's first name, middle initial, last name, rank, and title.
- Check the "Other" box if ownership is unknown. For example, a weapon is discovered by another individual or turned in by another unit at the point of capture.
- Enter "N/A" if the property does not come from a specific person (for example, the item is found at a certain location or is collected during a search).
- Enter the address of the person from whom you received the items in the "Address" block, if known. If it did not come from a person (if it came from a crime scene or point of capture), enter "N/A."
- Fill in the "Location From Where Obtained" block. If evidence and/or property was obtained from:
  - A person, enter "person of" and then enter the person's grade and last name and the location where the evidence and/or property was collected. Describe where the item was found on the person (for example, removed from left front pants pocket).
  - A location, annotate the exact location when the property was found in the area that the detainee was captured (for example, a description might read, "two-story house next to Exxon station on MSR Tampa IVO Baghdad").
- Enter the reason for confiscation in the "Reason Obtained" block (for example, enter "confiscated during search of the detainee").
- Record the date-time group of confiscation or item discovery (1400 hrs/15 Sep 06). Indicate the time span when they were collected (1400 hrs-1500 hrs/15 Sep 06) if several items were confiscated. Note the first time when the first item was taken and note the last time when the last item was confiscated.
- Enter the item numbers. List items consecutively.
- List the quantity of each item in the "Quantity" column. (Like items may be listed as a group. For example, 20 pills found in a container may be entered as one entry.)
- Describe each item in the "Description of Articles" block. Describe each item by what can be observed. Use plain bond paper to record the continuation if necessary.
  - Specify where and how you marked the items for identification (for example, "Marked for ID, 0090829 on barrel").
  - List the color, size, and shape.

Note: Never list or estimate the value of articles or describe the type of metal or stone in items. For example, describe an item that looks like gold as gold-colored metal.
List serial numbers or identifying marks if available.
Place continuous slashes (///) from the left border of the block to the right border of the block to indicate the end of the list.

- Complete the "Chain of Custody" portion of the form to transfer items from the owner or individual from whom the item is obtained to the person receiving custody of the items.
- Write "1 through 3" in the "Item Number" column if three items are listed in the "Description of Articles" block. The "Chain of Custody" portion of the form is also used to transfer items from one person to another. If only certain items are released, list only those items (for example, "Item 1, and 3").
- Enter the date of the custody transfer in the "Date" block.
- Fill in the "Released By" column as follows:
  - Enter the full name in the "Name, Grade, or Title" block if the property is confiscated from an individual. Have the person sign in the "Signature" block. Enter the words "Refused to sign" or "Unable to sign" in the "Signature" block if the person refuses or is unable to sign. There is no requirement for the form to be witnessed if the individual refuses to sign.
  - Enter "N/A" in the "Signature" block if the property does not come from a specific person (for example, if it is obtained from the capture scene).
- Fill in the "Received By" column (for example, enter the name, grade, or title of the person taking custody).
- Enter the reason for the custody transfer in the "Purpose of Change of Custody" column (for example, "Confiscated from detainee," "Detainee transferred to holding area," or "Detainee transferred to local authorities").

Note: Any material or method may be used to bundle property, as long as it is secure, will protect the property, and can be marked in such a way that it can be tracked with the detainee's DD Form 2745 number.

Table C-18.
ESB3 Part II: Complete a Department of Defense Form 2745 and DA Form 4137

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Prepare the DD Form 2745.</td>
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<td></td>
</tr>
<tr>
<td>2. Prepare the DA Form 4137.</td>
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</tbody>
</table>

Appendix D
Medical Lane Tasks

D-1. Medical lane tasks
See medical lane tasks GO/NO GO criteria in tables D-1 through D-10.

D-2. M1: Request medical evacuation
See M1 GO/NO GO criteria in table D-1.

b. Tasks: Request MEDEVAC.

c. Conditions: You are a member of a team who has been directed to request MEDEVAC for a wounded teammate. You are in a wartime, non-CBRN environment.

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

d. Standards: Prepare to send the MEDEVAC within three minutes. Transmit lines 1-5 within 25 seconds of initial contact with evacuation unit. Transmit lines 6-9 within one additional minute. All tasks will be performed in sequence, using the proper brevity codes and radiotelephone pronunciation and procedures with 100% accuracy.

e. Requirements: A protractor and military map with candidate location clearly plotted. One set of signal operating instructions (SOI) according to unit standard operating procedure (SOP), with all pertinent frequencies listed. All call signs and suffixes required. Two operational radios, powered on, with both the MEDEVAC and operational frequencies programmed. It will be set to the operational frequency, so the candidate is forced to make the changes based on the SOI. Two Department of Defense (DD) Form 1380 tactical combat casualty care (TCCC) cards properly filled out for the simulated casualties; the casualties should be of different type and precedence. The candidate is required to derive the applicable information from the cards, not have the information given to them. At least three appropriate signaling devices, such as VS-17 panel, colored smoke grenades, strobe lights, etc., to be used as the method of marking the pickup site. The candidate must select a device to use, not have the information given to them. Candidate must derive the appropriate special equipment based on the site location, patient injuries, and additional situation guidance from the grader. Laminated paper with nine blank lines, alcohol pens, and eraser. While all the information will be available in the holding area, during testing the candidate must not be given any graphic training aids (GTAs), cheat sheets, brevity codes, etc. At the test site, the candidate must not be able to see any of the information/equipment until time has started.

f. Performance steps:

(1) Prepare the MEDEVAC request:

(a) Determine grid coordinates for pickup, providing complete six-digit grid with identifier, accurate within 200 meters.

(b) Determine operational radio frequency, call sign, and suffix. Candidate uses SOI to determine necessary information. Candidate makes appropriate changes to radio and prepares for transmission on MEDEVAC frequency.

(c) Determine number of patients and precedence. Candidate uses TCCC cards to determine necessary information.

(d) Determine special equipment required based on the site location, patient injuries, and additional guidance.
(e) Determine number and type of patients. Candidate uses TCCC cards to determine the necessary information.

(f) Determine security of pickup site. Give this information to the candidate during the Condition brief.

(g) Determine method of marking the pickup site. Candidate must choose based on the choices given.

(h) Determine patient nationality and status. Candidate uses TCCC cards to determine the necessary information. The number of patients in each category need not be transmitted.

(i) Determine terrain description based on site location/map/additional guidance. While only required in peacetime, it can be given. It is used when not in a CBRN environment.

(2) Transmit lines 1-5:

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

(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.


(e) Line 4: A- None, B-Hoist, C-Extraction Equipment, D-Ventilator.


(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.

(c) Line 9: Provide description of pertinent terrain information. End transmission by stating, “Over”.

Table D-1. M1: Request medical evacuation

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
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<th>NO-GO</th>
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<tbody>
<tr>
<td>1. Prepare the MEDEVAC request</td>
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<tr>
<td>2. Transmit lines 1-5</td>
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<td></td>
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<tr>
<td>3. Transmit lines 6-9</td>
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</table>

D-3. M2: Provide care under fire and move a casualty
See M2 GO/NO GO criteria in tables D-2.


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

c. 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 CBRN environment.

d. 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.

e. Requirements: A simulated casualty; either an actual Soldier or mannequin (with all extremities) weighing 160-200 pounds with a clearly visible simulated extremity wound. The casualty will be in a full combat uniform per unit SOP, including weapon, a fully packed improved first aid kit (IFAK), and CAT. The casualty’s TCCC card will have the administrative data already filled out. Casualty should be positioned on the ground, 10 meters away from a covered position, where the candidate will apply aid. An additional covered position 50 meters away where the candidate will fill out the TCCC Card. A functional Sked litter packaged per unit SOP. Candidate will start the task in full ESB uniform, carrying the Sked litter, with a magazine of blank rounds loaded. Grader may provide verbal cues as to the enemy rate of fire, use a pneumatic gun, or have OPFOR Soldiers returning fire with blanks. Provide the candidate with, or ensure the candidate has a watch with the correct date and time. Candidate will start from an open position 10 meters away from the first covered position. Hearing protection (part of the ESB uniform) must be worn when firing.

f. Performance steps:

(1) Care under fire:
(a) Return fire and take cover until fire suppression is achieved.

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

• Candidate will return fire, move to cover, and yell direction, distance, and description.
• 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.
• Candidate states, “Cover me”. Grader will reply, “Got you covered”.

(2) Move the casualty, his/her weapon, and mission-essential equipment to cover using the Cradle-drop drag (below), or any appropriate technique, without causing further injuries or losing any equipment:

(a) With the casualty lying on his/her back, kneel at the head.

(b) Slide your hands, palms up, under the casualty's shoulders getting a firm hold under his/her armpits.

(c) Partially rise, supporting the casualty's head on one of your forearms. You may bring your elbows together and let the casualty’s head rest on both of your forearms.

(d) With casualty in a semi-sitting position, rise and drag backwards to the nearest covered position.

(3) Administer life-saving bleeding control by applying the CAT to the wounded extremity:

(a) Expose the wound and remove the CAT from the casualty’s IFAK.

(b) Place CAT, 2-3 inches above the wound on the injured extremity.

(c) Pull the free end of the self-adhering band through the buckle and route through the friction adapter buckle.

(d) Pull the self-adhering band tight around the extremity and fasten it back on itself as tightly as possible.

(e) Twist the windlass until the bleeding stops. Candidate will verbalize this and will ensure to not overtighten if using an actual Soldier as a casualty.

(f) Lock the windlass in place within the windlass clip.

(g) Secure the windlass with the windlass strap.
(h) Assess for absence of a distal pulse. Candidate should perform and verbalize with proper technique. Pulse must be taken with skin to skin contact and not using their thumb.

(i) Place a "T" and the time of the application on the casualty with a marker (provided in casualty’s IFAK). This can be simulated and verbalized, or a piece of lamination can be applied to the casualty’s forehead so each candidate can perform the task.

(4) Transport and transfer a casualty:

(a) Move the casualty using a Sked litter:

- Prepare the Sked litter for transport.
  - Remove the Sked litter from its pack and place it on the ground, unfasten the retainer strap.
  - Step on foot end of Sked litter and unroll completely, bending the Sked in half and back roll.
  - Repeat with the opposite end of the litter so that the Sked litter lays flat.
  - Pull out the handholds, straps for the casualty, and dragline at the head of the litter.
- Place and secure a casualty to a Sked litter.
  - Place the Sked litter next to the casualty so that the head end of the litter is next to the casualty's head and place the cross straps under the Sked litter.
  - Log roll casualty onto his/her non-CAT side in a steady and even manner.
  - Slide the Sked litter as far under the casualty as possible.
  - Gently roll the casualty until he/she is again lying on his/her back with the litter beneath him/her.
  - Slide casualty to middle of the Sked litter, keeping his/her spinal column as straight as possible.
  - Pull out the straps from under the Sked litter and bring the straps across the casualty.
  - Lift sides of Sked litter and fasten the four cross straps to the buckles directly opposite the straps.
  - Lift the foot portion of the Sked litter feeding the foot straps over the casualty's lower extremities and through the unused grommets at the foot end of the Sked litter.
  - Fasten the straps to the buckles and check to make sure the casualty is secured to the Sked litter.
  - Reassess CAT.
- Suppress the enemy. (Grader or OPFOR prompted)
  - 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.
  - Candidate states, “Cover me”. Grader will reply, “Got you covered”.
- Drag the casualty 50 meters to the casualty collection point (CCP) and reassess CAT.
- Document injuries and treatment given on casualty's TCCC Card (in IFAK) for transfer to medical personnel.
- Remove TCCC Card. Administrative data will already be filled out.

(b) Complete all pertinent entries as fully as possible:
• Front of card:
  o Evacuation (EVAC): Mark an “X” on the casualty’s evacuation priority/precedence (Urgent; Priority; or Routine).
  o Date: Write date of injury in DD-MMM-YY format. For example, “29-JUN-13”.
  o Time: Write 24-hour time of injury, and indicate whether local (L) or Zulu (Z) time. For example, “1300Z”.
  o 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.
  o Injury: Mark an “X” at the site of the injury/injuries on the body picture.
  o 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.
  o 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.

• Back of card:
  o Evacuation (EVAC): Mark “X” on casualty’s priority/precedence (Urgent; Priority; Routine).
  o 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.
  o First Responder Name: Print the first responder’s name (Last, First).
  o First Responder Last 4: Write last four numbers of first responder’s Social Security number.

(5) Attach completed card to casualty per unit SOP. Do not attach the card to casualty's body armor as this equipment may will be separated from the casualty once they arrive at the medical treatment facility (MTF).

Table D-2.
M2: Provide care under fire and move a casualty

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
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<tbody>
<tr>
<td>1. Suppress enemy fire</td>
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<tr>
<td>2. Move the casualty and his/her equipment to cover</td>
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<td></td>
</tr>
<tr>
<td>3. Administer life-saving aid</td>
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<td></td>
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<tr>
<td>4. Move the casualty using a Sked Litter</td>
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<tr>
<td>5. Document injuries and treatment given and transfer to medical personnel</td>
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</table>

D-4. M3: Perform first aid to restore breathing and/or pulse
See M3 GO/NO GO criteria in table D-3.

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

  b. Tasks: Perform first aid to restore breathing and/or pulse of an unconscious adult.
c. Conditions: You see an adult who appears to be choking collapse to the ground. You are on a Forward Operating Base, not in a CBRN environment, and no spinal injury is suspected. You have a Basic Life Support (BLS) bag.

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

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

f. Performance steps.

(1) Approach the casualty and check for responsiveness. Grader will state, “Casualty is unresponsive.”

(a) Direct a specific bystander to call for medical personnel.

(b) Direct another specific bystander to retrieve an Automated External Defibrillator (AED).

(2) Roll the casualty onto his/her back:

(a) Kneel beside the casualty.

(b) Raise the near arm and straighten it out above the head.

(c) Adjust the legs so they are together and straight or nearly straight.

(d) Place one hand on the back of the casualty's head and neck.

(e) Grasp the casualty under the arm with the free hand.

(f) Pull steadily and evenly toward yourself, keeping the head and neck in line with the torso. Roll the casualty as a single unit.

(g) Place the casualty's arms at his/her sides. Grader will state, “Casualty does not appear to be breathing”.

(3) Open the airway using the head-tilt/chin-lift method:

(a) Expose casualty’s bare chest.
(b) Kneel at the level of the casualty's shoulders.

(c) Place one hand on casualty's forehead and apply firm, backward pressure with palm to tilt head back.

(d) Place fingertips of other hand under bony part of lower jaw and lift, bringing chin forward. Do not use thumb to lift. Do not completely close casualty’s mouth. Do not press deeply into soft tissue under chin.

(4) Check for breathing:

(a) While maintaining the open airway position, place an ear over the casualty's mouth and nose, looking toward the chest and stomach.

(b) Look for the chest to rise and fall.

(c) Listen for air escaping during exhalation.

(d) Feel for the flow of air on the side of your face.

(e) Count the number of respirations for 15 seconds. Grader will state, “Casualty is not breathing”.

(5) Insert an NPA:

(a) Keep the casualty in a face-up position.

(b) Select the appropriate size of airway by measuring from the patient's nostril to the earlobe or from the patient's nostril to the angle of the jaw.

(c) Lubricate the tube of the NPA.

(d) Push the tip of the casualty's nose upward gently.

(e) Position tube of the NPA so that the bevel (pointed end) of the NPA faces toward the septum (the partition inside the nose that separates the nostrils). Most NPAs are designed to be placed in the right nostril.

(f) Insert NPA into the nostril and advance it until the flange rests against the nostril. Never force the airway into the patient's nostril. If resistance is met, pull the tube out and attempt to insert it in the other nostril.

(g) Recheck breathing per step 4. Grader will state, “Casualty is still not breathing”.

(6) Give breaths to ensure an open airway:
(a) Insert a face shield, if available, into the casualty's mouth, with the short airway portion over the top of the tongue and flatten the plastic sheet around the mouth.

(b) Maintain airway and gently pinch nose closed (covering the NPA), using the hand on the casualty's forehead.

(c) Take a normal breath and place your mouth, in an airtight seal, around the casualty's mouth.

(d) Give two breaths (1 second each), taking a breath between them, while watching for the chest to rise and fall and listening and/or feeling for air to escape during exhalation. Breaths should not be over exaggerated or forceful. Grader will state, “The chest did not rise”.

(e) Reposition the casualty's head slightly farther backward and repeat the breaths. Grader will state, “The chest did not rise”.

(7) Perform chest compressions to clear the airway:

(a) Kneel close to the side of the casualty's body.

(b) Locate the nipple line placing the heel of one hand on the lower half of the sternum (breastbone).

(c) Place the heel of the other hand on top of the first hand on the lower half of the breastbone, extending or interlacing the fingers.

(d) Straighten and lock the elbows with the shoulders directly above the hands.

(e) Without bending the elbows, rocking, or allowing the shoulders to sag, apply enough pressure to depress the breastbone 1½ to 2 inches. Give compressions at a rate of 100 per minute (hard and fast at a ratio of 30 compressions to 2 breaths) with the intent of relieving the obstruction.

(f) Look in the mouth for objects between compressions and breaths. After one round of compressions and breaths, the Grader will state, “You see an object in the casualty's mouth”.

(g) Remove the object. Candidate simulates using proper technique.

(8) Reopen airway and repeat the breaths (Steps 3 & 4). Grader will state, “You see the chest rise and fall with your breaths, but the casualty is still not breathing”.

(9) Check for a pulse for five to 10 seconds: Place tips of index and middle fingers in groove in casualty's throat beside the Adam's apple on the side closest to you. Do NOT use the thumb. Grader states, “You do not feel a pulse”.

(10) Perform CPR:
(a) Position your hands and body for chest compressions as in step 7.

(b) Give 30 compressions:

- Press straight down to depress the breastbone 1 ½ to 2 inches.
- 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.
- 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:

- Open the casualty's airway.
- 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:

- Check for the return of the pulse for 3 to 5 seconds. Grader will state, “You feel a pulse”.
- 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.

Table D-3.
M3: Perform first aid to restore breathing and or pulse

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

D-5. M4: Evaluate a casualty for a heat injury
See M4 GO/NO GO criteria in table D-4.


c. 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 CBRN environment.

d. 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 heat stroke within five minutes. All tasks will be performed in sequence.

e. Requirements: Laminated sheet of paper with blank lines for the candidate to fill in signs/symptoms and treatments (treatment not required for heat stroke as the candidate will execute). Alcohol pens and eraser. A 160-200 lb. mannequin in full ESB uniform. Ice packs, soaked ice sheets, bucket of water, and/or other means of cooling.

f. Performance steps

(1) Identify signs, symptoms, and treatment:

(a) Type: Heat cramps.
• Signs and symptoms. Muscle cramps of the arms, legs, and/or abdomen.
• Treatment:
  o Move to shaded area and rest.
  o Loosen clothing.
  o Oral rehydration.

(b) Type: Heat exhaustion.

• Signs and symptoms:
  o Profuse sweating and pale/gray/moist/cool skin.
  o Headache.
  o Weakness.
  o Dizziness.
  o Temperature as high as 104 degrees.
• Treatment:
  o Move the casualty to a shaded area and provide oral rehydration unless nauseated.
  o Loosen and/or remove the casualty's clothing and boots.
  o Pour water on the casualty and fan him/her if possible.
  o Cover with ice sheet; elevate legs.

(c) Type: Heat stroke.

• Signs and symptoms:
  o Core temperature rising above 106 degrees within 15 minutes.
  o Hot, dry skin.
  o Headache.
  o Dizziness.
  o Nausea.
  o Confusion.
  o Weakness.
  o Pulse and respirations are weak and rapid.
• Treatment:
  o Call for evacuation. Candidate verbalizes.
  o Cool the casualty with any means available, even before taking the clothes off (unit SOP).
  o Remove the casualty's outer garments and/or protective clothing.
  o Lay the casualty down and elevate his/her legs.
  o Place ice sheets/packs in groin, armpits, and around neck.
  o Immerse the casualty in cold water if available.
  o Cover all but the face with a soaked ice sheet.
  o Evacuate the casualty. (Candidate verbalizes).
Table D-4.
M4: Evaluate a casualty for a heat injury

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
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</thead>
<tbody>
<tr>
<td>1. Heat cramps.</td>
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<tr>
<td>2. Heat exhaustion.</td>
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<tr>
<td>4. Treatment.</td>
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</table>

D-6. M5: Control bleeding
See M5 GO/NO GO criteria in table D-5.


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

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

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

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

f. Performance steps:

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

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

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

(c) Pack Combat Gauze directly over the source of bleeding; pack the wound with the entire dressing.

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

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

(f) Bandage wound to secure the dressing in place.
   - Apply cotton gauze (either wad or rolled) over the dressing.
   - Secure in place with an emergency bandage, elastic bandage, tape, or other type available.

(3) Reassess any tourniquets placed during care under fire to ensure they are still effective. Grader will state, “The wound spurts blood when the limb is moved”.

(a) Attempt to further tighten the CAT until bleeding stops. Candidate will verbalize this and will ensure to not overtighten if using an actual Soldier as a casualty. Grader will state, “The CAT is still ineffective”.

(b) Place a second CAT, from the casualty’s IFAK, side-by-side but above the other tourniquet:
   - Pull free end of self-adhering band through buckle and route through friction adapter buckle. On an arm wound, it is not necessary to route the strap through the friction adapter.
   - Pull self-adhering band tight around extremity and fasten it back on itself as tightly as possible.
   - Twist the windlass until the bleeding stops. Candidate will verbalize this and will ensure to not overtighten if using an actual Soldier as a casualty.
   - Lock the windlass in place within the windlass clip and secure the windlass with the windlass strap.
   - Assess for absence of a distal pulse. Candidate should perform and verbalize with proper technique. Pulse must be taken with skin to skin contact and not using their thumb.
   - Place a "T" and the time of the application on the casualty with a marker (provided in casualty’s IFAK). This can be simulated and verbalized, or a piece of lamination can be applied to the casualty’s forehead so each Candidate can perform the task.
   - Secure the CAT in place with tape (provided in casualty’s IFAK).
   - Apply a pressure or hemostatic dressing.
Table D-5.
M5: Control bleeding

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
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</thead>
<tbody>
<tr>
<td>1. Perform a blood sweep and expose wounds as needed.</td>
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<tr>
<td>2. Apply a hemostatic dressing.</td>
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<tr>
<td>3. Reassess any tourniquets.</td>
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D-7. M6: Evaluate and treat a casualty for spinal injury and shock
See M6 GO/NO GO criteria in table D-6.

a. Task basis: 081-COM-1001-Evaluate a Casualty, 081-000-0083-Apply a Cervical Collar 081-68C-3136-Assess for Signs of Shock, 081-COM-1005-Perform First Aid to Prevent or Control Shock 081-000-0013-Initiate a Tactical Combat Casualty Care Card

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

c. Conditions: You are a member of a platoon within a secure Forward Operating Base (FOB) in a non-CBRN 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.

d. 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.

e. Requirements: A simulated casualty or mannequin in the complete ESB uniform; a DD Form 1380 Tactical Combat Casualty Care (TCCC) Card with the administrative data already filled out; a BLS bag with adjustable Cervical Collars (one pediatric and one adult), set to incorrect sizes; head immobilization blocks; laminated sheet of paper with blank lines; alcohol pens and eraser; and a stopwatch. Additional Soldiers (if available) will be provided to assist. The casualty should be positioned on the litter and spine board where the candidate will apply aid.

f. Performance steps:

   (1) Identify signs and symptoms of shock:

      (a) Sweaty but cool skin.

      (b) Pale skin.
(c) Restlessness or nervousness.

(d) Thirst.

(e) Severe bleeding.

(f) Confusion.

(g) Rapid breathing.

(h) Blotchy blue skin.

(i) Nausea and/or vomiting.

(j) Low blood pressure.

(k) Absence of distal pulse.

(l) Capillary refill delayed more than three seconds.

(2) Apply cervical collar:

(a) Have the other Soldier kneel at the casualty's head and manually apply in-line stabilization of the head and neck. If the assistant is notional, the grader will state, “The other Soldier has the head and neck in-line and immobilized”.

(b) Reassure the casualty and explain the procedure to him/her.

(c) Measure and determine the size of collar to apply.

(d) The front height of the collar should fit between the chin and the chest at the suprasternal notch.

(e) Once in place, the collar should rest on the shoulder girdle and provide firm support under both sides of the mandible without obstructing the airway or any ventilation efforts.

(f) If the collar is too large, the casualty's neck may be placed in hyperextension.

(g) If the collar is too small, the casualty's neck may be placed in hyperflexion.

(h) Size the collar based on the manufacturer instructions.

(i) Apply the collar to a supine casualty.

(j) Ensure the other Soldier maintains in-line stabilization.
(k) Set the collar in place around the neck.

(l) Secure the Velcro strap in place.

(m) Maintain manual stabilization of the head and neck until the casualty is immobilized on a long spine board. If the assistant is notional, the grader will state, “The other Soldier has the head and neck immobilized”.

(n) Immobilize casualty to spine board using straps and head immobilization blocks (or improvise).

(3) Assess for shock:

(a) Assess casualty’s level of consciousness. Grader will state, “Casualty does not answer, but reacts to pain”.

(b) Evaluate skin. Grader will state, “Skin is pale and moist; abdomen is distended”.

(c) Assess capillary refill on a finger. Grader will state, “Capillary refill takes four seconds”.

(d) Check for pedal pulse (skin to skin; no thumb). Grader will state, “You do not feel a pulse”.

(e) Check for femoral pulse (skin to skin; no thumb). Grader will state, “You do not feel a pulse”.

(f) Check for radial pulse (skin to skin; no thumb). Grader will state, “You do not feel a measurable pulse”.

(g) Check for carotid pulse (skin to skin; no thumb). Grader will state, “You feel a weak but rapid pulse”.

(h) Measure pulse for 30 seconds (skin to skin; no thumb). Grader prompt if using a mannequin.

(i) Assess respirations. Grader will state, “Respirations are rapid but shallow”.

(j) Measure respirations for 30 seconds. Grader prompt if using a mannequin.

(4) Treat for hemorrhagic shock.

(a) Position the casualty.

• 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.

- 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.

Table D-6.
M6 Evaluate and treat a causality for a spinal injury and shock

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
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</thead>
<tbody>
<tr>
<td>1. Identify signs and symptoms of shock</td>
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<tr>
<td>2. Apply a cervical collar</td>
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<td></td>
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<tr>
<td>3. Assess for shock</td>
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<td></td>
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<tr>
<td>4. Treat for hemorrhagic shock</td>
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<tr>
<td>5. Correctly record all treatments on the front and back of the TCCC card</td>
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D-8. M7: Apply an occlusive dressing and perform a needle chest decompression
See M7 GO/NO GO criteria in table D-7.

a. Task Basis: 081-833-0069-Apply an Occlusive Dressing, 081-833-3007-Perform Needle Chest Decompression, 081-833-0164-Measure a Patient's Pulse Oxygen Saturation, 081-000-0013

b. Tasks: Treat a chest wound and tension pneumothorax.

c. Conditions: You are a member of a team on a combat patrol that has come under small arms fire in a non-CBRN 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.

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

e. 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 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.

f. Performance steps:

(1) Apply occlusive dressing:

(a) Expose the injuries.

(b) Apply an occlusive dressing to the entry wound.

• Upon full expiration, cover the wound with large, occlusive material dressing, covering the first wound encountered.
• Ensure the material extends 2 inches beyond the edge of the wound.
• 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).

• Place one hand on the affected side.
• Place the other hand on the unaffected side.
• Observe the height of each hand as the chest rises and falls.
Determine if the height of the hand on the affected side is greater during expiration than the height of the hand on the unaffected side. Grader will state, “The hand on the unaffected side is higher than the other”.

(f) Look for bluish skin (cyanosis). Grader will state, “You observe mild cyanosis”.

(g) Look for signs and symptoms of shock. Grader will state, “You observe two signs of shock- (grader choice)”.

(3) Locate the insertion site. Locate the second intercostal space (between the second and third ribs) at the midclavicular line (approximately in line with the nipple) on the affected side of the patient's chest.

(4) Thoroughly cleanse a 3 to 4-inch area around the insertion site. Begin in the center and work outward using a circular motion.

(5) Apply a commercial needle decompression kit according to manufacturer’s instructions or improvise by inserting a large bore (10 to 14 gauge) needle with attached catheter (steps below).

(a) Place the needle tip, bevel up, on the insertion site (2nd intercostal space, midclavicular line).

(b) Lower the proximal end of the needle to permit the tip to enter the skin just above the third rib margin.

(c) Firmly insert the needle into the skin over the third rib, until the pleura has been penetrated, as evidenced by feeling a "pop" as the needle enters the pleural space.

(d) Remove the needle and discard per unit SOP.

(6) Decompress the affected side by aspirating as much air as is necessary to relieve the patient's acute symptoms.

(7) Apply a commercial one-way flutter valve according to instructions or improvise (one method below).

(a) Cut a finger casing from a sterile glove.

(b) Cut off the fingertip.

(c) Tie or tape the finger casing to the needle hub.

(d) Check the operation of the improvised flutter valve.
Ensure that air passes through the needle-valve assembly and improvised flutter valve on expiration.
Ensure that the flutter valve collapses against itself on inspiration.

(e) Secure the catheter to the chest.

(8) Measure pulse and O2 SAT. Candidate can perform this step on themselves or another Soldier since the casualty must be a mannequin, or grader may prep the device screen with degraded vitals.

(a) Wipe the index, middle, or ring fingertip with alcohol to ensure it is clean and dry.

(b) Apply the sensor.

(c) Document the readings on the TCCC card.

(9) Record all treatments on the TCCC card.

(a) Front of card:

- Evacuation (EVAC): Mark an “X” on the casualty’s evacuation priority/precedence (Urgent; Priority; or Routine).
- Date - Write date of injury in DD-MMM-YY format. For example, “29-JUN-13”.
- Time: Write 24-hour time of injury, indicating whether local (L) or Zulu (Z) time, such as “1300Z”.
- 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.
- 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.
- Time: Write time of vital signs taken.
- Pulse (rate & location): Write casualty's pulse rate.
- O2 Sat: Write casualty's O2 Saturation.
- AVPU: Write casualty's level of consciousness (AVPU: Alert, responds to Verbal stimulus, responds to Pain stimulus, Unresponsive).

(b) Back of card:

- Evacuation (EVAC): Mark an “X” on the casualty’s evacuation priority/precedence (Urgent; Priority; or Routine).
- 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.
• 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.
• First responder name: Print the first responder’s name (Last, First).
• First responder last 4: Write last four numbers of first responder’s SSN.

Table D-7.
M7: Apply an occlusive dressing and perform a needle chest decompression

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

D-9. M8: Perform first aid for an open head wound in a CBRN environment
See M8 GO/NO GO criteria in table D-8.

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

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

c. Conditions: You are a member of a team on a combat patrol in a CBRN 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.

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

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

f. 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.

- Apply dressing, white side down, directly over wound with tails extending toward sides of head.
- Wrap tails, one at a time, around head in opposite directions, making sure tails cover dressing but not eyes or ears.
- 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.

- Apply the dressing, white side down, directly over the wound.
- Wrap 1st tail under chin and bring up in front of ear over dressing above and in front of other ear.

Note: Ensure tails remain wide and close to the front of the chin to avoid choking the casualty.

- Wrap 2nd tail under chin in opposite direction and up the side of head to meet 1st tail.
- Cross the tails.
- Wrap one tail across forehead above eyebrows to a point just above and in front of opposite ear.
- Wrap other tail above ear, low over back of head, and above opposite ear to meet the other tail.
- Tie the tails using a nonslip knot.

(c) Apply the casualty's dressing to a wound on the side of the head or cheek.
• Apply dressing, white side down, directly over the wound with the tails extending up and down.
• 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.
• Wrap the other tail in the opposite direction to meet the first tail.
• Cross the tails and complete the procedure as follows:
  o Wrap 1st tail across forehead above eyebrows to a point above and in front of opposite ear.
  o Wrap the 2nd tail above ear, low over back of head, and above opposite ear to meet 1st tail.
  o Tie the tails using a nonslip knot.

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

Table D-8.
M8 Perform first aid for an open head wound in a chemical, biological, radiological, and nuclear environment

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Check the casualty’s level of consciousness</td>
<td>GO</td>
<td>NO-GO</td>
</tr>
<tr>
<td>2. Position the casualty</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. Expose the wound</td>
<td>GO</td>
<td>NO-GO</td>
</tr>
<tr>
<td>4. Apply a field dressing</td>
<td></td>
<td></td>
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<tr>
<td>5. Watch he casualty for life-threatening conditions, check for other injuries, treat for shock, and seek medical aid</td>
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</tbody>
</table>

D-10. M9: Treat an open abdominal wound and eye injuries
See M9 GO/NO GO criteria in table D-9.

a. Task Basis: 081-COM-1001-Evaluate a Casualty, 081-831-1025-Perform First Aid for an Open Abdominal Wound, 081-000-0127-Initiate Treatment for an Open Abdominal Wound 081-833-0057-Treat Lacerations, Contusions, and Extrusions of the Eye, 081-COM-1055-Apply a Fox Eye Shield.

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

c. 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 CBRN environment, and the casualty is conscious.

d. Standards: Perform all tasks to standard, in sequence, within seven minutes, without causing further injury.
e. Requirements: A simulated casualty; either an actual Soldier or mannequin (with all extremities) with a clearly visible simulated abdominal wound (with simulated organs or intestines outside the body) and an eye injury (grader will select one of the eye injury options). Casualty will be in a full combat uniform per unit SOP, including weapon and a fully packed 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.

f. 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.

- Apply garter shield cover or tape to edges of Fox eye shield or object.
- Place over the injured eye, resting on the bony support of the face and secure with tape.

(9) Treat protruding object (grader prompt if not simulated): Immobilize object and dress with moist, loose dressing.
Table D-9.
M9: Treat an open abdominal wound and eye injuries

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

D-11. M10: Treat a fracture and a burn
See M10 GO/NO GO criteria in table D-10.

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

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

c. 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 CBRN environment, and the conscious casualty is sitting up.

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

e. Requirements: A simulated casualty; either an actual Soldier or mannequin (with all extremities) with a clearly visible simulated 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.

f. 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-improved or SAM splint (grader choice): SAM splints do not require padding (no femur fractures). Improvised splints are made from two rigid objects. Use improvised materials to secure the rigid objects/keep fracture immobilized. Use improvised materials to pad the splints. If splinting materials are not available, use the chest wall to immobilize a suspected fracture of the arm and the uninjured leg to immobilize the fractured leg.

(a) As a rule, splint fracture in position found. If no circulation below fracture site or limb is grossly angulated, you cannot effectively splint it. You may need to gently realign it. Grader 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.

(f) Treat burn:

(a) Cut casualty's clothing away from burns and remove potentially constricting items such as rings/bracelets.

(b) Apply a dry sterile dressing securely but not overly tight. Cover extensive burns with a sterile sheet/linen.

Table D-10.
M10: Treat a fracture and a burn

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
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<tbody>
<tr>
<td>1. Reassure casualty and explain the process of treating the fracture.</td>
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<tr>
<td>2. Check for signs of circulation problems below injury.</td>
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<tr>
<td>3. Splint.</td>
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<td>4. Sling.</td>
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<tr>
<td>5. Swathe.</td>
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<tr>
<td>6. Treat burn.</td>
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</tbody>
</table>

Appendix E

Patrol Lane Tasks

E-1. Patrol tasks
See patrol lane tasks GO/NO GO criteria in tables E-1 through E-13.

E-2. P1: Move under direct fire
See P1 GO/NO GO criteria in table E-1.

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

b. Tasks: Move under direct fire
c. Conditions: You are a member of a team conducting movement to contact and are under fire from an enemy position that is 200 meters away from your position.

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

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

f. Performance steps:

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

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

(a) Search the terrain to your front for good firing positions. Large trees, rocks, stumps, fallen timber, rubble, vehicle hulls, manmade structures, and folds or creases on the ground may provide both cover and concealment.

(b) Select the best route to the positions. A gully, ravine, ditch, or wall at a slight angle to your direction of travel may provide cover and concealment when using low/high crawl movement techniques. Hedgerows or a line of thick vegetation may provide concealment only when using the low or high crawl technique. Pick a route that minimizes your exposure to enemy and does not cross in front of team members.

(2) Communicate your movement intent to your buddy/team leader, using voice or hand and arm signals. Candidate will return fire, move to cover, and yell the direction, distance, and description.

(3) Suppress the enemy as required throughout the movement.

(4) Conduct movement using the appropriate techniques to reach each position. These three techniques do not need to be in sequence, but instead must be employed correctly based on the terrain and enemy situation. Using an incorrect technique for the circumstances or an incorrect sequence of subtasks will be a NO-GO.

(a) Move using high crawl technique. This lets you move faster than the low crawl and still gives you a low silhouette. Use when there is good cover and concealment, but enemy fire prevents you from getting up.
• Keep your body off of the ground, resting your weight on your forearms and lower legs.
• Cradle your weapon in your arms and keep the muzzle of the weapon off the ground.
• Keep your knees well behind your buttocks so it stays low.
• Move forward by alternately advancing your right elbow/left knee, and left elbow/right knee.

(b) Move using low crawl technique. The low crawl gives you the lowest silhouette. It is used to cross places where cover and/or concealment are very low and enemy fire or observation prevents you from getting up.

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

(c) Move using rush technique. The rush is the fastest way to move from one position to another. Use when you must cross an open area and time is critical.

• Raise your head and select your next position.
• Lower your head and draw your arms into your body.
• Pull your firing side leg forward, raise your body, and get up quickly.
• Run for 3-5 seconds to your next position.
• Plant both feet just before hitting the ground; fall forward and drop to your knees.
• Slide your firing hand down to the heel of the butt of your weapon, using it to break your fall.

(5) Occupy your identified firing position within 100 meters of the enemy position and engage the enemy.

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

Table E-1.
P1: Move under direct fire

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Select appropriate route</td>
<td></td>
<td></td>
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<tr>
<td>2. Communicate your movement</td>
<td></td>
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<tr>
<td>3. Suppress the enemy</td>
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<tr>
<td>4. Conduct movement using the appropriate techniques</td>
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<tr>
<td>5. Occupy your identified firing position within 100 meters of enemy and engage</td>
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</tbody>
</table>
E-3. P2: Tactical handheld radio
See P2 GO/NO GO criteria in table E-2.

a. Task basis: 113-000-1016-Operate Simple Key Loader (SKL) AN/PYQ-10
   031-UCS-3174-Operate the Simple Key Loader (SKL) KG-175D
   113-100-1138-Operate Multi-band Inter/Intra Team Radio (MBITR)
   113-587-2007-Input Program Data into AN/PRC-152 Multi-Band Multi-Mission Handheld Radio (MMHR)

b. 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 Defense Advanced Global Positioning System Receiver (DAGR). Conduct a radio check using an external headset/handset.

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

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

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

f. 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. CT; SINGARS; frequency hop.

(5) Change the settings to allow the radio to communicate via headset or external microphone/speaker.

(6) Set the time with a DAGR.

(7) Radio check. It is a NO-GO if the candidate is unable to communicate with the grader on the specified frequency or the candidate uses improper RTO pronunciation or procedures.

Table E-2.
**P2: Operate tactical handheld radio**

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

E-4. **P3: Defense advanced GPS receiver (DAGR) operations**

See P3 GO/NO GO criteria in table E-3.

a. Task basis: 113-000-1016-Operate Simple Key Loader (SKL) AN/PYQ-10 , 031-UCS-3174-Operate the Simple Key Loader (SKL) KG-175D , 301-PRO-6026-Load the DAGR with Crypto Variable (CV) Keys 301-PRO-6011-Enter Waypoints in the DAGR , 301-PRO-6012-Program a Route into the DAGR , 301-PRO-6016-Operate the DAGR in a Jamming Environment 301-PRO-6515-Bring AN/PSN-13 Defense Advanced Global Positioning Receiver (DAGR) to an Operational State When Satellite Signals are Weak or Lost

b. 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.

c. Conditions: You are a member of a team who has been directed to prepare for dismounted operations in a non-CBRN, 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.

d. Standards: Correctly perform all tasks within 15 minutes.
e. Requirements: One set of SOI according to unit SOP, with all pertinent information showing the appropriate crypto for each month. One properly set up DAGR, with all necessary BII, including a DAGR fill cable. An 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.

f. Performance steps:

(1) Load current month’s and next month’s crypto keys into the DAGR.

(2) Restrict DAGR to use only secure satellites.

(3) Enter mission duration.

(4) Mark present position as a waypoint.

(5) Enter three waypoints given.

(6) Create a route using all four waypoints in the correct order.

(7) Place DAGR in “Average Mode”.

Table E-3.
P3: Defense advanced Global Positioning System received operation

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Load current month’s and next month’s crypto keys into the DAGR.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2. Restrict DAGR to use only secure satellites.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. Enter mission duration.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. Mark present position as a waypoint.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5. Enter three waypoints given.</td>
<td></td>
<td></td>
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<tr>
<td>6. Create a route using all four waypoints in the correct order.</td>
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<td></td>
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<tr>
<td>7. Place a DAGR in “Average Mode”.</td>
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</tbody>
</table>

E-5. P4: Camouflage and visual signaling techniques
See P4 GO/NO GO criteria in table E-4.


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

c. Conditions: You are a member of a team preparing to establish an ambush position in a non-CBRN environment. You are in the patrol base preparing to move to the Objective Rally Point. Enemy presence is suspected.
d. Standards: Correctly apply camouflage within 10 minutes or less. Correctly demonstrate each of the 15 visual signaling techniques within 10 seconds of receiving the prompt.

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

f. Performance steps:

(1) Camouflage:

(a) Subtly employ realistic camouflage that resembles the background without overdoing.

(b) Use natural or artificial materials to breakup regular shapes, outlines, and equipment.

(c) Reduce possible shine by covering or removing items that may reflect light.

(d) Blend colors with the surroundings, ensuring that objects do not contrast with the background.

(e) Camouflage your exposed skin.

• Cover your skin oils, using paint sticks, even if you have very dark skin.

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

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

(f) Camouflage your uniform and helmet.

• Roll your sleeves down and fasten all buttons/zippers/Velcro.
• Attach leaves, grass, small branches, or other items to your uniform/helmet that will distort shapes and blend colors with the natural background. Soldiers must be aware of foliage hazards/poisonous leaves.
• Wear unstarched uniforms.
• Do not wear excessively faded or worn uniforms because camouflage effectiveness is lost.

(g) Camouflage your personal equipment.

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

(2) Visual Signaling Techniques:

(a) Combat formations:

• Disperse: Extend the arm horizontally. Wave the arm and hand to the front, left, right, and rear. Point toward the direction of each movement.
• Assemble or rally: Raise arm vertically overhead. Turn palm to the front. Wave in large horizontal circles. Point to assembly or rally site.
• Join me, follow me, or come forward: Point toward person(s) or unit. Beckon by holding the arm horizontally to the front with palm up. Motion toward the body.
• Increase speed, double time, or rush: Raise the fist to the shoulder. Thrust the fist upward to the full extent of the arm and back to shoulder level. Continue rapidly several times.
• Quick time: Extend the arm horizontally sideward. Turn palm to the front. Wave the arm slightly downward several times, keeping the arm straight. Keep arm at shoulder level.
• Enemy in sight: Hold the rifle in the ready position at shoulder level. Point rifle in the direction of enemy.
• Wedge: Extend the arms downward to the side. Turn the palms to the front. Place your arms at a 45-degree angle below horizontal.
• Vee: Raise the arms. Extend the arms 45-degrees above the horizontal.
• Line: Extend the arms. Turn palms downward parallel to the ground.
• Coil: Raise one arm above the head. Rotate it in a small circle.
• Staggered column: Extend the arms so that upper arms are parallel to the ground. Make sure the forearms are perpendicular. Raise the arms so they are fully extended above the head.

(b) Battle drills:

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

(c) Patrolling:

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

(d) Control drivers:

• 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.
• 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.
• 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.
• Move forward: Face the vehicle. Raise the hands to shoulder level with palms facing the chest. Move the hands and forearms backward and forward.
• 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.
• Stop engine: Extend the arm parallel to the ground with hand open. Move the arm across the body in a throat-cutting motion.

Table E-4.
P4: Camouflage and visual signaling techniques

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
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</thead>
<tbody>
<tr>
<td>1. Subtly employ realistic camouflage that resembles the background.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2. Use natural or artificial materials to breakup regular shapes</td>
<td></td>
<td></td>
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<tr>
<td>3. Reduce possible shine by covering or removing items that may reflect light.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. Blend colors with the surroundings.</td>
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<tr>
<td>5. Camouflage your exposed skin.</td>
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<tr>
<td>6. Camouflage your uniform and helmet.</td>
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<tr>
<td>7. Camouflage your personal equipment.</td>
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<tr>
<td>8. Combat formations.</td>
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<tr>
<td>11. Control drivers.</td>
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</tr>
</tbody>
</table>
D-6. P5: Chemical and biological operations
See P5 GO/NO GO criteria in table E-5.


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

c. 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.

d. 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.

e. 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.

f. Performance steps:

(1) Assume MOPP level three:

(a) Don mask assembly:

- Stop breathing and close eyes.
- 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.
- Take off glasses and place in helmet, if applicable
- Open the mask carrier with non-firing hand. Nine second time standard starts.
- Grasp the mask assembly with firing hand and remove it from the carrier.
- Place chin in the chin pocket and press the face piece tight against face.
- Hold mask assembly tightly against face.
- 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.
- 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.

(b) Clear mask assembly:
• Seal the outlet disk valve by placing one hand over the outlet valve cover assembly.
• Blow out hard to ensure that any contaminated air is forced out around the edges of the face piece.

(c) Seal mask assembly:
• Cover both filter inlet ports with the palms of your hands and breathe in.
• Ensure mask assembly collapse against the face.
• Resume breathing. Nine second time standard stops.

(d) Give the alarm.
• Shout, "Gas, Gas, Gas". Give the appropriate hand-and-arm signal per unit SOP.

(e) Close mask carrier.

(f) Don the mask hood, if applicable.

Note: If the Soldier is using the mask in conjunction with the 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.

• Place hands under protective hood, stretch elasticized portion and raise protective hood up and over filters.
• Carefully pull excess protective hood material over head, neck, and shoulders.
• Grasp underarm straps.
• Bring the male end of each underarm strap and fasten to female end.
• Leave underarm straps loose enough to allow decontamination.

(2) Assume MOPP Level four:

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

(b) Decontaminate your hands, face, and the inside of your mask:

• 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.
• Tear it open quickly at any notch.
• Remove the applicator pad from the packet and save the packet as the remaining lotion can be added to the applicator pad, if required.
• 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.
• Switch the applicator pad to the other hand and repeat the procedure.
• 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.
• Thoroughly scrub the exposed skin of your face with lotion from the applicator pad.
• Thoroughly scrub across your forehead.
• Beginning at one side, scrub up and down across your cheeks, nose, chin, and closed mouth. Avoid ingesting.
• Scrub under the chin from the ear along the jawbone to the other ear to coat your skin with lotion.
• 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.

• Keep the applicator.
• Seal your mask immediately, clear it, and check it.
• 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.
• Secure and tighten the hood.
• Thoroughly scrub your hands with lotion again as in the steps above.
• Assume MOPP Level 4 by putting on protective gloves; fasten Velcro.

(c) Decontaminate your equipment (M295 or M334).

• Open the M334 at either end where the kit is notched.
• Remove one M334 packet from the kit.
• Open an M334 packet at a notch on the packet.
• Remove the individual wipe from the packet and unfold completely.
• 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.

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

Table E-5.

P5: Chemical and biological operations

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
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</thead>
<tbody>
<tr>
<td>1. Don mask assembly.</td>
<td></td>
<td></td>
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<tr>
<td>2. Clear mask assembly.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. Give the alarm.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5. Close mask carrier.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6. Don the hood, if applicable.</td>
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<td></td>
</tr>
<tr>
<td>7. Seek overhead cover.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8. Decontaminate your hands, face, and the inside of your mask.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9. Decontaminate your equipment.</td>
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</tbody>
</table>

E-7. P6: Resection and military maps

See P6 GO/NO GO criteria in table E-6.

a. Task basis: 071-COM-1015-Locate an Unknown Point on a Map and on the Ground by Resection, 071-COM-1000-Identify Topographic Symbols on a Military Map, 071-COM-1001-Identify Terrain Features on a Map

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

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

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

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

f. Performance steps:

(1) Resection:

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

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

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

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

(a) Major terrain features:
- Hill.
- Saddle.
- Valley.
- Ridge.
- Depression.

(b) Minor terrain features:
- Draw.
- Spur.
- Cliff.

(c) Supplementary terrain features:
- Cut.
- Fill.

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

(e) Contour lines.
- Index.
- Intermediate.
- Supplementary.

(3) Identify Topographic Symbols:
- Identify the sheet name.
- Identify the sheet number.
- Identify the series name.
• Identify the scale.
• Identify the series number.
• Identify the edition number.
• Identify the index to boundaries.
• Identify the adjoining sheets diagram.
• Identify the elevation guide.
• Identify the declination diagram.
• Identify the bar scales.
• Identify the contour interval note.
• Identify the spheroid note.
• Identify the grid note.
• Identify the projection note.
• Identify the vertical datum note.
• Identify the horizontal datum note.
• Identify the control note.
• Identify the preparation note.
• Identify the printing note.
• Identify the grid reference box.
• Identify the unit imprint and symbol.

Table E-6.
P6: Resection and military map reading

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

See P7 Option I GO/NO GO criteria in table E-7.


b. Tasks: Employ a Claymore mine. Recover a Claymore mine.

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

d. Standards: Correctly employ and fire a Claymore mine, in sequence, within 10 minutes. Correctly recover an unfired Claymore mine, in sequence, within five minutes.
e. Requirements: A training Claymore mine with all 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.

f. Performance steps:

(1) Emplace and fire:

(a) Inventory the components: M57 firing device, M4 electric blasting cap assembly, M40
test set, and M7 bandoleer.

(b) Select a firing position that offers cover and unobstructed observation of site selected
for emplacing the munition.

(c) Prepare the munition for employment:

- Place bandoleer on shoulder or around neck.
- Ensure firing device is on SAFE and remove dust covers from it and the test set.
- Check the connectors and dust covers of the firing device and test set for foreign
material. Remove dirt/debris from connectors/dust covers by gently tapping devices
against palm of hand.
- Plug the test set into the firing device. Move the firing device bail to the FIRE
position.
- Depress handle of firing device with a firm, quick squeeze, and observing flash
through window of test set. Candidate states, “I see the light”. Operator holds window
near eye and shades with other hand.
- Move firing device bail to SAFE position. Place firing device with test set attached in
bandoleer.
- Remove electrical blasting cap assembly from bandoleer. Remove twist tie from
spool.
- Starting at dust cover end of the electrical wire, uncoil approximately one meter of
wire.
- Hold the shorting plug/dust cover against the center of the chest with the left hand.
- Encircle firing wire at shorting plug/dust cover base with index finger/thumb of right
hand.
- 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.
- Allow shorting plug/dust cover to lay on the ground while tying off the firing wire.
- At one-meter mark, fold firing wire to create a loop large enough to go around a
stake/fixed object at firing position. Twist wire loop over index and middle fingers of
right hand. Push loop through the circle.
- Secure firing wire from shorting plug/dust cover side of munition to a stake or a fixed
object at firing position. Ensure no friendly personnel are near blasting cap during
circuit test.
• 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.
• Remove the firing device with the test set attached from the bandoleer.
• Remove shorting plug/dust cover from connector of firing wire and the end of the test set.
• Plug connector of firing wire into test set and move firing device safety bail to FIRE position.
• 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.
• Place firing device on SAFE. Disconnect test set from firing wire; replace shorting plug/dust covers.
• Disconnect test set from firing device and replace dust covers. Repack in bandoleer.
• 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.
• Assume a prone position and remove munition from bandoleer. Open legs to a 45-degree facing front/rear.
• Ensure face of munition marked ‘FRONT TOWARD ENEMY’ and arrows on top of munition point to enemy.
• 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.

(d) Aim the munition:

• Select an aiming point at ground level in front of the munition.
• Position one eye about six inches to the rear of the sight.
• 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.
• Aim the munition by aligning the two edges of the sight with the aiming point.

(e) Arm the munition:

• 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.
• Hold the blasting cap against the center of the chest with the left hand.
• Encircle firing wire at base of the blasting cap with the index finger and thumb of the right hand.
• 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.
• Place the blasting cap back into the spool’s cavity until ready to fire.
• At one-meter mark, fold firing wire to create a loop with a large enough circumference to go around stake.
• Twist loop over index/middle fingers of right hand. Push loop through circle created during previous step.
• 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.
• Unscrew/invert shipping plug priming adapter nearest stake or anchor. Remove blasting cap from spool.
• 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.
• Recheck the aim of the munition to ensure that the point of aim has not changed.

(f) Camouflage the munition and firing wire on the way back to the firing position.

(g) Seek cover. Remove firing device and test set from bandoleer; remove dust covers. Plug test set into firing device.

(h) Remove shorting plug/dust cover from connector of firing wire and from end of test set.

(i) Plug connector of firing wire into test set. Move firing device safety bail to FIRE position.

(j) 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”.

(k) Move the firing device bail from FIRE position to the SAFE position.

(l) Disconnect test set from firing wire and replace the firing wire and the test set shorting plug/dust covers.

(m) Disconnect test set from firing device and replace test set dust covers. Repack test set into bandoleer.

(o) Fire the munition:

• Remove shorting plug/dust cover from end of firing wire. Connect the firing device to the firing wire.
• State, “CLAYMORE” twice. Move firing device safety to FIRE and quickly squeeze handle.

(2) Recover an unfired mine:

(a) Disarm the mine:

• Ensure firing device safety bail is in SAFE position. Disconnect firing device from the firing wire.
• Replace shorting plug on firing wire and dust cover on firing device. Place firing device in bandoleer.
• Remove firing wire from stake or anchor at firing position and place the firing wire forward of the position.

(b) Recover the mine:

• Walk tactically to mine, assume a prone position, and check for booby traps and tampering.
• Remove shipping plug from detonator well. Separate shipping plug priming adapter from blasting cap.
• Pick up the spool and insert the blasting cap inside it. Place the spool back on the ground.
• Invert the shipping plug priming adapter and screw the plug end of the adapter into the detonator well.
• Lift mine from emplacement and secure legs. Repack mine and all accessories into bandoleer.
• Remove the firing wire from the stake, anchor, or base of the emplaced munition.
• Pick up the spool. Wrap the firing wire on the spool as you move back to the firing position and secure the shorting plug and dust cover inside the spool. Ensure all components are packed in the bandoleer.
Table E-7.
P7: M18A1 claymore mine operation (electronic initiation)

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

E-10. P7 Option II: M18A1 Claymore mine (non-electronic initiation)
See P7 Option II GO/NO GO criteria in table E-8.


b. Tasks: Employ a Claymore mine. Recover a Claymore mine.

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

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

e. Requirements: A training Claymore mine/munition with all 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.

f. Performance steps:

(1) Emplace and fire:
(a) Inventory the component: The shock tube assembly with M81 pull initiator and the M7 bandoleer.

(b) Select a firing position that offers cover and unobstructed observation of site selected for emplacing munition.

(c) Prepare the munition for employment:

- Place the bandoleer on the shoulder or around the neck.
- Ensure that the munition and all accessories are in the bandoleer.
- Walk tactically to the desired location where the munition will be setup.
- Assume a prone position. Remove the munition from the bandoleer.
- Open both pairs of legs to a 45-degree angle with two legs facing front and two legs facing rear.
- Ensure face of munition marked ‘FRONT TOWARD ENEMY’ and arrows on top point toward enemy.
- Push legs about one-third of the way into ground with the munition facing in the desired direction of fire. Note: In windy areas or when legs cannot be pressed into the ground, legs should be spread as far as they will go (about 180 degrees) so that legs are to the front and rear of the mine and the mine will not tip over.

(d) Aim the munition:

- Select an aiming point at ground level in front of the munition.
- Position one eye about six inches to the rear of the sight.
  - On a knife-edge sight, align the two edges of the sight with the aiming point.
  - On slit-type peep sight, align groove of sight in line with aiming point that is two and a half meters off the ground. Aiming point should be in center of the desired area of coverage, with the bottom edge of the peep sight parallel to the ground that is to be covered with the fragment spray.
- Aim the munition by aligning the two edges of the sight with the aiming point.

(e) Arm the munition:

- Remove the blasting cap from the shock tube assembly.
- Secure the shock tube approximately one meter from the blasting cap side of the munition to a stake, a stone, gravel, a sandbag, or another available means.
- Hold the blasting cap against the center of the chest with the left hand.
- Encircle shock tube at base of the blasting cap with the index finger and thumb of the right hand.
- While holding the right hand to the chest, extend the left hand to arm’s length, allowing the shock tube to be pulled through the fingers of the right hand.
- Lock the elbow and pull all slack from the shock tube.
- Place the blasting cap back into the shock tube assembly until ready to arm.
• At the one-meter mark, fold the shock tube to create a loop with a large enough circumference to go around the chosen stake.
• Twist the loop over the index and middle fingers of the right hand.
• Push the loop through the circle created during previous step.
• Secure shock tube to stake/stone/sandbag/etc.
• Unscrew and invert the shipping plug priming adapter nearest to the stake or anchor.
• Slide the slotted end of the shipping plug priming adapter onto the shock tube of the blasting cap between the crimped connections and the blasting cap.
• Pull the excess shock tube through the slotted end of the adapter until the top of the blasting cap is firmly seated in the bottom portion of the shipping plug priming adapter.
• Screw the adapter, with the blasting cap, into the detonator well.
• Recheck the aim of the munition to ensure that the point of aim has not changed.
• Unwind and camouflage the remaining shock tube on the way back to the firing position.

(f) Secure the shock tube to a stake or a fixed object at the firing position:

• Remove the pull initiator from the shock tube assembly.
• Secure the shock tube approximately one meter from the pull initiator side of the munition to a stake, a stone, gravel, a sandbag, or another available means.
  o Hold the pull initiator against the center of the chest with the left hand.
  o Encircle shock tube at base of pull initiator with the index finger and thumb of the right hand.
  o While holding the right hand to the chest, extend the left hand to arm’s length, allowing the shock tube to be pulled through the fingers of the right hand.
  o Lock the elbow and pull all slack from the shock tube.
  o Place the pull initiator back into the shock tube assembly until ready to fire.
  o At the one-meter mark, fold the shock tube to create a loop with a large enough circumference to go around the chosen stake.
  o Twist the loop over the index and middle fingers of the right hand.
  o Push the loop through the circle created during previous step.
  o Secure shock tube to stake/stone/sandbag/etc.

(g) Fire the munition:

• Seek cover.
• Remove the initiator from the shock tube assembly.
• Remove the safety pin (cotter pin) on the initiator and place it in the bandoleer for possible use later. Do not hold the shock tube while firing. This can cause minor burns as the flame burns through the tube.
• Alert friendly personnel by announcing “CLAYMORE” twice.
• While holding body of the initiator with one hand, insert the index finger of the other hand into the pull ring.
• While holding the body of the initiator, turn the pull ring \( \frac{1}{4} \) to the right or left. Then, pull the ring sharply.

(2) Recover an unfired mine:

(a) Disarm the mine:

• Check the initiator to ensure the safety pin is in place, if not:
  o Remove the initiator safety pin from the bandoleer.
  o Align the pull rod safety pin hole with the safety pin hole in the body of the initiator. While holding the body of the initiator, turn the pull ring until the safety pin hole in the pull rod aligns with the safety pin hole in the body of the initiator.
  o Insert the safety pin through the body of the initiator.
  o Gently spread the open ends of the safety pin, just enough to keep the safety pin from falling out. Secure the initiator to the shock tube assembly.

(b) Recover the mine:

• Remove the shock tube from the stake or anchor at the firing position.
• Walk tactically, wrapping shock tube around shock tube assembly, while moving toward emplaced munition.
• Assume a prone position. Lay the shock tube assembly down by the stake or anchor.
• Observe the munition and surrounding area to check for booby traps and tampering.
• Remove the shipping plug priming adapter from the detonator well.
• Remove the blasting cap and shock tube from the shipping plug priming adapter.
• Place the blasting cap inside the shock tube assembly.
• Invert the shipping plug priming adapter and screw the plug end of the adapter into the detonator well.
• Lift the munition from its emplacement and secure the folding legs.
• Repack munition in bandoleer. Pick up shock tube assembly and remove shock tube from stake or anchor at munition emplacement site. Wrap the remaining shock tube around the shock tube assembly.
• Repack the shock tube assembly with pull initiator in the bandoleer.
• Move back to the firing position. Ensure that all items are packed in the bandoleer.
Table E-8.
P7 continued, M18A1 claymore mine operation (non-electronic)

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Inventory the components.</td>
<td></td>
<td></td>
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<tr>
<td>2. Select a firing position.</td>
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<tr>
<td>3. Prepare the munition for employment.</td>
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<tr>
<td>4. Aim the munition.</td>
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<tr>
<td>5. Arm the munition.</td>
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<tr>
<td>6. Secure the shock tube to a stake or fixed object.</td>
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<tr>
<td>7. Fire the munition.</td>
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<tr>
<td>8. Disarm the mine.</td>
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<tr>
<td>9. Recover the mine.</td>
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</tr>
</tbody>
</table>

E-11. P8: Transmit a spot report with a tactical man pack radio
See P8 GO/NO GO criteria in table E-9.


b. Tasks: Assemble and load 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.

c. Conditions: You are a member of a team who has been directed to prepare your radio for operations in a non-CBRN 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).

d. 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.

e. 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 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 BII. An operational, tactical radio loaded with training COMSEC and pertinent frequencies for the grader to use. An SKL with all BII, loaded with four weeks of training COMSEC keys. Provide the candidate with, or ensure the candidate has a watch with the correct date and time. Grader must have a cheat sheet/overlay for the candidate’s target plot. Target setup: The candidate must actually have to look through binoculars and talk on the radio during the SPOTREP rather than stand over a terrain model. As
a result, a target such as a building, vehicle, or person/E-type target will be used at actual
distance. If the local area does not permit enough distance, a target must be created to scale
based on the desired distance and the actual distance from the candidate. For example, a person
that is 19.5 inches (.495 meters) wide is 4.95 mils at 100 meters. At 2000 meters a 6.7-meter-
long tank will appear as 3.35 mils. A 25-meter-long fighting position will appear as 12.5 mils. If
this situation were scaled down to 50 meters away from the candidate: That same tank will be
.1675 meters long and still appear as 3.35 mils. That same fighting position will be .625 meters
long and still appear as 12.5 mils. Other distances or target sizes may be used, but: They must be
represented accurately and to scale. The candidate must know the true size of the target
regardless of whether it is scaled or actual distance. The simulated target should be far enough
away to require the candidate to use the binoculars. If distances beyond 100 meters are available,
use actual size targets rather than scaled. Consider placing training site on a roadway, power line
cut, or elevated position in order to achieve more distance.

f. 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) Send SPOTREP:

(a) Prepare SPOTREP:

- LINE 1: Date time group (DTG) of report submission.
- 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.
- LINE 3: Size of detected element:
  o Persons: Military, Civilian.
  o Vehicles: Military, Civilian.
  o Equipment: Military, Civilian.
- LINE 4: Activity of detected element at DTG of report (sub-type if applicable). If
  needed add narrative.
  o 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).
  - Defending (direction from).
  - Moving (direction from).
  - Stationary.
  - Cache.
  - Civilian (criminal acts, unrest, infrastructure damage).
  - Personnel recovery (isolating event, observed signal).
  - Other (give name and description).
- 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.
  - Candidate plots their location on the map.
  - Candidate determines direction to target using compass.
  - Candidate estimates distance to target using mil-relation method based on known size.
  - Candidate plots the enemy location on the map.
- 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.
  - Conventional.
  - Irregular.
  - Coalition.
  - Host nation.
  - Nongovernmental organization (NGO).
  - Civilian.
  - Facility.
- LINE 7: Time (DTG of observation).
- 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.
  - ADA (missile (man-portable air defense system [MANPADS]), missile (other), gun).
  - Artillery (gun (self-propelled [SP]), gun (towed), missile or rocket, mortar)
  - Armored track vehicle (tank-personnel carrier-command and control-engineer-transport-other).
  - Armored wheel vehicle (gun, APC, C2, engineer, transport, other).
  - Wheel vehicle (gun, C2, engineer, transport, other).
  - Infantry weapon (anti-armor, RPG, machine gun, grenade launcher, small arms, other).
  - Aircraft (RW-attack/utility/observation helicopter; FW-attack/transportation/UAS/other).
o Mine/IED (buried, surface, vehicle-borne IED, person-borne IED, other).
  o CBRN.
  o Supplies (class III, class V, other).
  o Civilian.
  o Other.
  • LINE 9: Assessment (reason for/purpose of activity and threats to/opportunities for friendly forces).
  • 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.
  • LINE 11: Authentication (report authentication) per SOP.

(3) Send SPOTREP to next higher element.

Table E-9.

P8: Transmit a spot report with a tactical man pack radio

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Assemble, load, program, and conduct radio check.</td>
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<tr>
<td>2. Prepare SPOTREP.</td>
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<tr>
<td>3. Send SPOTREP to next higher element.</td>
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</tbody>
</table>

E-12. ESB4: Employ progressive levels of individual force
See ESB4 GO/NO GO criteria in table E-10.

a. Task basis: 171-COM-0011

b. Tasks: Employ progressive levels of individual force.

c. Conditions: You are a member of a section or team that is securing a critical area and you are approached or confronted by one or more hostile individuals. You have your individual weapon, PPE, and the (ROE.

d. Standards: Assess and immediately report threats situations to your leadership. Protect yourself against hazards. Control the situation using the minimum amount of force necessary. All required performance steps must be correctly completed within 8 minutes.

e. Requirements: SITE SETUP: Provide the candidate with the equipment and/or materials described in the conditions statement.

Note: Tell the candidate what is expected by reviewing the standards. Stress to the candidate the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment. Reporting requirements must be standardized for all candidates. Units can use their SOP’s for this criterion.

f. Performance steps:
(1) Assess the situation by identifying the level of the hostile threat.
   (a) Verbal.
   (b) Physical without weapons (touching, pushing).
   (c) Physical with weapons (rocks, clubs, spitting).
   (d) Physical with firearms shown.
   (e) Physical with firearms used.

(2) Report the situation immediately to the section or team leader.
    Note: Units will use predetermined reporting requirements and standardized SOI.

(3) Protect yourself against physical and other hazards.
    Note: Any exposure incident must be reported to the chain of command.

(5) Employ no more force than is necessary to control the situation using graduated response measures.
    Note: Candidates should employ the minimum level of force necessary to address a threat but may use any level, even deadly force, without performing earlier steps, if the circumstances or threat do not allow for the use of graduated levels of force.
   (a) Avoid confrontation if possible.
   (b) Do not deliberately instigate, threaten, provoke, or bluff.
   (c) Speak sternly to the individual and state the peaceful intent of your mission.
   (d) Tell the individual to "STAND BACK" and warn them that you may have to use force.
   (e) If an individual places his or her hands on your body, brush them back with hand or available PPE.
   (f) If an individual attempts to inflict bodily harm, use any authorized materials (such as water hoses, chemical gases) to impede movement.
   (g) Use your individual weapon, if necessary, as prescribed by the established ROE.

(6) Establish and maintain control of the situation.
   (a) Comply with the ROE, any host-nation requirements, applicable international treaties, and operational agreements.
Note: ROE are standing orders issued by competent military authority that delineate the circumstances and the limitations under which United States forces will initiate and/or continue combat engagement. ROE help commanders accomplish the strategic and tactical mission by regulating the rules for the use of force tailored to a particular conflict. Everyone must understand the ROE and be prepared to execute them properly in every possible scenario.

(b) Minimize casualties and collateral damage.

(c) Maintain professional demeanor and appearance.

Table E-10.
ESB 4: Employ progressive levels of individual force

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
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</thead>
<tbody>
<tr>
<td>1. Assess the situation by identifying the level of hostile threat.</td>
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<tr>
<td>2. Report the situation immediately to the section of team leader.</td>
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<tr>
<td>3. Protect yourself against physical and other hazards.</td>
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<tr>
<td>4. Employ no more force than is necessary to control the situation using graduated response measures.</td>
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<tr>
<td>5. Establish and maintain control of the situation.</td>
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</tbody>
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E-13. ESB5: Mark CBRN contaminated areas
See ESB5 GO/NO GO criteria in table E-11.

a. Task basis: 031-COM-1003

b. Tasks: Mark CBRN-contaminated areas

c. Conditions: You in an environment where CBRN weapons have been deployed. The contamination has been located and identified in an area. You are given a M328 CBRN marking kit, and appropriate individual protective equipment (IPE). This task is always performed in MOPP level 4 at a minimum.

d. Standards: Mark the CBRN-contaminated area with the appropriate sign according to type of contamination and 100% of the required information written on the sign. Emplace a minimum of three markers at line of sight distances depending on terrain. This task will be performed in MOPP level 4 or Level A suit depending on CBRN material used. All performance steps must be performed correctly within 15 minutes.

e. Requirements:

Note: When the actual distance required for marking is not available due to site limitations; the use of signs to indicate simulated distance is allowed.

f. Performance steps:

(1) Employ CBRN Markers (based on contamination type):
(a) Employ the “ATOM” marker for radiological or nuclear contamination:

- Place markers at the location where a dose rate of 1 centigray per hour (cGyph) or more is measured.
- Place markers so that the word "ATOM" faces away from the contamination at waist height right-angled apex downward.
- Print the following information clearly on the front of the markers:
  - Date-time group (DTG) (Local/Zulu (L/Z)) of reading. If the DTG is not known, print "unknown".
  - Dose rate.
  - DTG (L/Z) of detonation/release, if known. If the DTG is not known, print "unknown".

Note: In case of limited space on the front surface of the sign, as a minimum, the name/symbol of the agent (if known) and/or the dose rate/concentration (if known) is to be written on the front surface. Any other details may be written on the back surface.

(b) Employ the “ATOM” marker for Toxic Industrial Radiological (TIR):

Note: In case of limited space on the front surface of the sign, as a minimum, the name/symbol of the agent (if known) and/or the dose rate/concentration (if known) is to be written on the front surface. Any other details may be written on the back surface.

- Place markers at the location where a dose rate of 2 micrograys per hour (µGyph) or more is measured.
- Place markers so that the word "ATOM" faces away from the contamination at waist height right-angled apex downward.
- Print the following information clearly on the front of the markers:
  - DTG (L/Z) of reading. If the DTG is not known, print "unknown".
  - Dose rate.
  - DTG (L/Z) of detonation/release, if known. If the DTG is not known, print "unknown".

Note: In case of limited space on the front surface of the sign, as a minimum, the name/symbol of the agent (if known) and/or the dose rate/concentration (if known) is to be written on the front surface. Any other details may be written on the back surface.

(c) Employ the “BIO” marker for biological agents:

- Place markers 200 meters before the location where contamination is detected.
- Place markers so that the word "BIO" faces away from the contamination at waist height right-angled apex downward.
- Print the following information clearly on the front of the markers:
  - Name of agent/symbol, if known. If unknown, print "unknown".
o Concentration levels, if known. If unknown, print "unknown".
  o DTG (L/Z) of detection. If the DTG is not known, print "unknown".
  o DTG (L/Z) of detonation/release. If the DTG is not known, print "unknown".

(d) Employ the GAS marker for persistent chemical agents:

- Place markers 200 meters before the location where contamination is detected.
- Place markers so that the word "GAS" faces away from the contamination at waist height right-angled apex downward.
- Print the following information clearly on the front of the markers:
  o Name of agent/symbol, if known. If unknown, print "unknown".
  o Concentration levels, if known. If unknown, print "unknown".
  o DTG (L/Z) of detection. If the DTG is not known, print "unknown".
  o DTG (L/Z) of detonation/release. If the DTG is not known, print "unknown".

(e) Employ the “TOXIC” marker for Toxic Industrial Chemical (TIC) or Toxic Industrial Biological (TIB):

- Place markers 200 meters before the location where contamination is detected.
- Place markers so that the word "TOXIC" faces away from the contamination at waist height right-angled apex downward.
- Print the following information clearly on the front of the markers:
  o Name of agent/symbol, if known. If unknown, print "unknown".
  o Concentration levels, if known. If unknown, print "unknown".
  o DTG (L/Z) of detection. If the DTG is not known, print "unknown".
  o DTG (L/Z) of detonation/release. If the DTG is not known, print "unknown".

(2) Emplace two additional markers, at a minimum, using procedures from step 1.

   (a) Place markers 10 to 100 meters apart, depending on terrain, ensuring all markers are line-of-sight visible.

   (b) When marking a contaminated area in open terrain (that is, desert, plains, rolling hills), raise the markers to a desired height that permits approaching military forces to view the markers at distances up to 200 meters.

Table E-11.
ESB 5: Mark chemical, biological, radiological, and nuclear-contaminated areas

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Employ CBRN markers based on contamination type.</td>
<td></td>
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<tr>
<td>2. Employ 2 additional markers, at a minimum.</td>
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</tbody>
</table>
Appendix F
Final Event

F-1. Final Event: Clear, disassemble, assemble, and perform a functions check on M16/M4 series rifle/carbine

See Final Event tasks GO/NO GO criteria in table F-1.

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

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

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

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

e. Requirements: Adequate graders to ensure candidates flow directly into their task following completion of the 12-mile Foot March with no more than a 5-minute rest period. Starting configuration for the weapon will be: Free of ammunition, loaded with an empty magazine, bolt forward, on SAFE, with a sling. Provide one poncho or other material per station for the candidates to test on that will prevent them from losing parts. Candidates failing this task should be segregated in a separate holding area until they can be processed by the station OIC/NOIC, followed by the ESB OIC/NCOIC for out-processing. Candidates who pass this event should be escorted to the weigh-in NCO for final processing

(1) Clear and disassemble:

(a) Clear the weapon:

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

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

- Lower receiver and upper receiver. Separated but connected by sling.
- Charging handle and bolt carrier. Separated.
- Bolt, firing pin, bolt cam, and firing pin retaining pin. Separated
- Buffer and buffer spring. Separated.
Note: Time will stop when the candidate returns to the standing position with all parts of the weapon on the flat surface. Candidate will start from the last position in the previous task.

(2) Assemble and perform functions check:

(a) Assemble the weapon.

(b) Perform a function check on the weapon:

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

<table>
<thead>
<tr>
<th>PERFORMANCE MEASURES</th>
<th>GO</th>
<th>NO-GO</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Clear the weapon.</td>
<td></td>
<td></td>
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<tr>
<td>2. Disassemble the weapon</td>
<td></td>
<td></td>
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<tr>
<td>3. Assemble the weapon</td>
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<tr>
<td>4. Perform a functions check</td>
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</tbody>
</table>

Table F-1.
Final Event: Clear, disassemble, assemble, and perform a functions check on M16/M4 series rifle/carbine

Glossary

Section I
Abbreviations

AAR after action report
APFT Army Physical Fitness Test
TRADOC Pamphlet 672-9

AOC areas of concentration
AR Army regulation
ARF automated record fire
 ARNG Army National Guard
AT annual training
BII basic inventory items
CAT combat application tourniquet
CAR Central Army Registry
CBRN chemical, biological, radiological, and nuclear
CG commanding general
CLS combat lifesaver
CMF career management field
CSM command sergeant major
DAGR Defense Advanced Global Positioning System Receiver
ESB Expert Soldier Badge
EW electronic warfare
FM field manual
lbs. pounds
IDT inactive duty training
ITASK individual tasks
ITS individual testing station
LTB Leader Training Brigade
MOLLE modular lightweight load-carrying equipment
MOPP mission oriented protective posture
MOS military occupational specialty
MUTA mandatory unit training assemblies
NCO noncommissioned officer
NCOIC noncommissioned officer in charge
OIC officer in charge
SMCT Soldier’s Manual Common Tasks
SME subject matter expert
SOP standard operating procedure
SPOTREP spot report
TCN test control number
TM training manual
TR U.S. Army Training and Doctrine Command regulation
TRADOC U.S. Army Training and Doctrine Command
U.S. United States
USAR U.S. Army Reserve
USACIMT U.S. Army Center for Initial Military Training