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Decorations, Awards, and Honors
Expert Soldier Badge Tasks

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History. This is an expedited 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 enlisted career management fields 11, 18, 68 and officer 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 (USACIMT). 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 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.

*This pamphlet supersedes TRADOC Pamphlet 672-9, dated 4 March 2021.

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 of Change

TRADOC Pamphlet 672-9
Expert Soldier Badge Tasks

This expedited revision, dated 21 June 2022-

- o Updates physical fitness assessment to reflect new assessment standards.
- o Updates appendices C, D, and E in accordance with updated common tasks, technical manuals, and training circulars.

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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 (TR) 672-9 for ESB responsibilities and requirements.

2. References

See [appendix A](#).

3. Explanation of abbreviations and terms

See the [glossary](#).

4. Individual testing station 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

Army Regulations (ARs), Field Manuals (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

Army Techniques Publication 7-22.01
Holistic Health and Fitness Testing

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 Combat Fitness Test (ACFT).
- b. Task: Achieve the minimum standards listed in Table B-1 for all three PFA events.
- c. Conditions:

(1) The PFA will be administered in the same fashion as an Army Combat Fitness Test (ACFT) in accordance with Army Techniques Publication (ATP) 7-22.01.

(2) The PFA consists of the hand-release push-up (HRP), sprint-drag-carry (SDC), and 2-mile run (2MR). While units can allow candidates to execute the HRP 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.

d. Standards: Candidates are required to complete the HRP with a minimum of 30 correct repetitions, the SDC with a time of at least 2:10, and the 2MR in 18:00. 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 run route instructions can be addressed at the 2MR start point.

Table B-1.
Physical fitness assessment

HRP	SDC	2MR
30	2min 10sec	18min 00sec

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. Weapons tasks are referred to in this pamphlet by the acronym of W1 (Weapons task 1), W2 (Weapons task 2), etc. or by the acronym of ESB1 (Expert Soldier Badge 1), etc.

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-SeriesCarbine, 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 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) Remove trigger finger from the trigger and ensure it is straight and pressed along the frame.
 - (b) Tap the bottom of the magazine firmly.
 - (c) Rapidly pull charging handle and release to extract/eject previous cartridge and feed/chamber/lock new round.
 - (d) 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) Return the bolt to the closed position:
 - Press the upper portion of the bolt catch to allow the bolt to go forward.
 - Place the weapon on SEMI.
 - Pull the trigger to release the pressure on the firing pin spring.
 - (g) Close the ejection port cover.

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

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

C-3. W1 Part II Option I: M320 Grenade Launcher

See W1 Part II Option I GO/NO-GO criteria in table C-2

a. Task basis: 071-031-0002-Load an M320 Grenade Launcher, 071-031-0003-Unload an M320 Grenade Launcher.

b. Tasks: 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 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) Load, and fire:

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

(b) Remove the muzzle cap.

(c) Press barrel release and pivot barrel out from receiver.

(c) Insert cartridge into barrel ensure cartridge is seated fully forward in rear of barrel.

(d) 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) Inspect the barrel to see if ammunition is present. If so, grasp rim of round. Pull rearward to remove round or cartridge case from the barrel.

(d) Dispose of ammunition in accordance with unit SOP. Pivot barrel into receiver until barrel release lever engages barrel.

(e) Ensure weapon is still on SAFE.

Table C-2.

W1 Part II Option I: M320 Grenade Launcher

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

C-4. W1 Part II Option II: M203 Grenade Launcher

See W1 Part II Option II GO/NO-GO criteria in table C-3

a. Task basis: 071-COM-2127-Load an M203 Grenade Launcher, 071-COM-2128-Unload an M203 Grenade Launcher.

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 SAFE 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

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

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

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

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

(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.

(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. 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

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

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

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

a. Task basis: 071-COM-4027-Load an M249 machine gun, 071-COM-4029-Correct malfunctions of an M249 machine gun, 071-COM-4028-Unload an M249 machine gun.

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

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

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

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

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

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

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

C-8. W3 Part II: Operate M240B machine gun
See W3 Part II GO/NO-GO criteria in table C-7

a. Task basis: 071-025-0003-Load an M240B machine gun, 071-025-0005-Correct malfunctions of an M240B/M240L machine gun, 071-025-0004-Unload an M240B machine gun.

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 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

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

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

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

C-10. W5: MK19 heavy grenade launcher

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

a. Task basis: 071-030-0001-Maintain an MK19 grenade machine gun, 071-030-0005-Load an MK 19 machine gun, 071-030-0008-Correct malfunctions of an MK19 grenade machine gun, 071-030-0006-Unload an MK 19 grenade machine gun, 331-18B-2421-Engage targets with the MK47 Advanced lightweight grenade launcher TM 9-1010-230-10.

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. 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. 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

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

C-11. W6 Option I: M9 Pistol

See W6 Option I GO/NO-GO criteria in table C-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 ensuring the slide is locked to the rear and on safe once assembled.

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) Visually inspect to ensure the decocking/safety lever is in the down position.

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

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

(h) Place the decocking/safety lever in the FIRE position.

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

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

(k) Manually retract and release the slide.

(l) Release the trigger. You should hear a click, but the hammer should not fall.

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

(n) Place the decocking/safety lever in the down (safe) position.

(o) Manually cock hammer and release. Hammer should fall fully forward position.

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

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

C-12. W6 Option II: M17/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 (up) position.

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

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

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

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

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

(a) Magazine.

(b) Receiver.

(c) Barrel.

(d) Slide assembly.

(e) Recoil spring guide assembly.

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.

(4) Perform a functions check:

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

(b) 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.

(c) Press the magazine catch. The magazine will fall free from pistol.

(d) Pull back and release slide.

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

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

(g) Push down on manual safety lever.

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

- (i) While still holding trigger to rear, fully retract and release slide.
- (j) Release trigger. A light audible click should be heard and felt as the striker resets.
- (k) Press trigger. The striker should release, and you should hear and feel a loud audible click.

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

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

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

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

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

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

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.

Table C-14.

Employ hand grenades through a window, door, or bunker

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

C-16. W8 Option I: M18A1 Claymore mine (electronic initiation)

See W8 Option I GO/NO GO criteria in table C-15.

a. Task basis: 071-325-4427-Employ an M18A1 Claymore Mine, 071-325-4426-Recover an M18A1.

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-chemical, biological, radiological, nuclear, or high yield explosive (CBRNE) 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 basic inventory items (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 that munition and all accessories are in bandoleer.
- Perform circuit test on the M57 firing device.
- Remove the M57 firing device (ensuring it is on SAFE) and the M40 test set from the bandoleer.
- Remove the dust cover from the connector of the M57 firing device.
- Remove the dust cover from the female connector of the M40 test set.
- Plug the M40 test set into the M57 firing device.
- Move the firing device bail to the FIRE position.
- Depress handle of firing device with a firm, quick squeeze, observing flash through window of M40 test set. Candidate states "I see the light." Candidate holds window near eye and shades with hand.
- Move M57 firing device bail to SAFE position. Place M57 firing device with M40 test set attached in the bandoleer.
- Remove the M4 electrical blasting cap assembly from the bandoleer. Remove twist tie from spool.
- Starting at the shorting/dust cover end of the electrical wire, uncoil approximately 1-meter of wire.
- At the 1-meter mark fold the firing wire to create a loop with a large enough circumference to go around a stake or a fixed object at the firing position. Twist the wire loop over the index and middle fingers of the right hand. Push the loop through the circle created in the previous step.
- Secure the firing wire from the blasting cap side of the munition to a stake or fixed object at the firing position.
- Uncoil enough wire to place the spool out of site. 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 M57 firing device with the M40 test set attached from the bandoleer.
- Remove the shorting plug/dust cover from the connector of the firing wire.
- Remove the shorting plug/ dust cover from the end of the M40 test set.
- Plug the connector of the firing wire to the M40 test set.
- Move the M57 firing device safety bail to the FIRE position.
- Depress handle of M57 firing device with a firm, quick squeeze, observing the flash of light through the window of the M40 test set. Candidate states "I see the light." When squeezing handle, an indicator lamp in the window of M40 test set flashes. The flash indicates the blasting cap circuitry is satisfactory.

- Place M57 firing device on SAFE. Disconnect M40 test set from firing wire; replace shorting plug/dust covers.
- 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 blasting cap inside) down within arm's reach of munition placement site.
- Assume a prone position and remove munition from bandoleer. Open legs to 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 place into ground, spread them as far as they will go so they are facing front/rear and munition 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 C-15.

W8: M18A1 claymore mine operation (electronic initiation)

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

C-17. W8 Option II: M18A1 Claymore mine (non-electronic initiation)

See W8 Option II GO/NO GO criteria in table C-16.

a. Task basis: 071-325-4427-Employ an M18A1 Claymore Mine, 071-325-4428-Recover an M18A1 Claymore Mine Non-Electric Initiation (NEI) Training Circular 3-22.23

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-CBRNE 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 spool's cavity. Do not hold the blasting cap in your hand.
- Measure 1 meter of shock tube and replace the blasting cap inside the spool's cavity until ready to arm.
- Secure the shock tube approximately one meter from the rear of the munition so the munition will remain aligned if the shock tube is disturbed using a stake, a stone, gravel, a sandbag, or another available means.
- Unscrew one of the shipping plug priming adaptors from the munition.
- Slide the slotted end of the shipping plug priming adaptor onto the shock tube of the blasting cap between the crimped connections and blasting cap.
- Pull the excess wire through the slotted end of the adaptor until the top of the blasting cap is firmly seated and the bottom portion of the shipping plug priming adaptor.
- Screw the adaptor with the blasting cap into the detonator well.
- Check the aim of the munition to ensure that the point of aim has not changed. Unspool and camouflage the remaining shock tube while moving tactically 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.

- Hold the pull initiator against the center of the chest with the left hand.
- Encircle shock tube at base of pull initiator 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 pull initiator back into the shock tube assembly until ready to fire.
- 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.

(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:
 - Remove the initiator safety pin from the bandoleer.
 - 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.
 - Insert the safety pin through the body of the initiator.
 - 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 C-16.
W8 continued, M18A1 claymore mine operation (non-electronic)

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

C-18. ESB1: React to possible improvised explosive device (IED)

See ESB1 GO/NO-GO criteria in table C-17

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 unexploded ordnance (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, all mission, enemy, terrain, troops, time, civil considerations (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 mine-resistant ambush protected (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 fragmentation 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 explosive hazard (EH) spot report (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, radiological, nuclear, and high yield explosives (CBRNE) 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. This step is complete when the candidate establishes the Incident Control Point.

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

Table C-17.

ESB 1: React to possible improvised explosive device

PERFORMANCE MEASURES	GO	NO-GO
1. Alert leadership		
2. Establish security		
3. Conduct the “5 C’s”		

C-19. ESB2: Prepare an M136 launcher/ Perform misfire procedures on an M136 launcher

See ESB2 GO/NO-GO criteria in table C-18.

a. Task basis: 071-054-0001-Prepare an M136 launcher for firing, 071-054-0003-Perform misfire procedures on an M136 launcher.

b. Tasks: Prepare an M136 launcher (AT4) for firing. Perform immediate action procedures for a misfire.

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

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

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

f. Performance steps.

(1) Prepare and Fire: *Note.* Candidate will start from a standing position with the weapon slung.

(a) Prepare launcher for firing.

- Remove AT4 from carrying position and cradle in left arm. Keep munition's muzzle toward the target area.
- Pull and release transport safety pin, unsnap, unfold, and hold shoulder stop with right hand.
- Grip base of the sling on the front of the launcher with the left hand and shoulder stop with the right.
- Raise the munition out away from the body. While keeping munition pointed at target, pivot body 90 degrees to face target, placing munition on right shoulder.
- Grasp the front sight cover with the right hand, pressing down, and sliding it rearward.
- Grasp the rear sight cover with the right hand, pressing downward and sliding it forward.
- Ensure the backblast area is cleared of personnel.

(b) Arm the AT4.

- Unfold the cocking lever with the right hand.
- Place the thumb under the cocking lever.
- Push the cocking lever forward using the support of the fingers in front of the firing mechanism.
- Rotate the cocking lever downward and to the right and allow to slide backward.
- Adjust the rear sight to the correct range given in the instructions.
- Candidate visually checks and states, "Back blast area clear."
- Place the first two fingers of the right hand on the red safety catch and extend the thumb.
- Pull back on the sling with the left hand to seat the shoulder stop firmly against the shoulder.
- Attempt to fire the munition.

(2) Perform misfires procedures:

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

(a) Announce "Misfire" just loud enough for friendly personnel in the immediate area to hear.

(b) Maintain the original sight picture and keep the AT4 pointed at the target. Keep the back blast area clear.

(c) Release the red trigger button and the red safety release catch.

(d) Wait five seconds. Candidate verbalizes this step. Remove your right hand from the firing mechanism.

(e) Check the back blast area. Candidate visually checks and states, "Back blast area

clear”. Recoil the AT4.

(f) Firmly press downward on the red safety release catch, and hold.

(g) Aim the AT4 at target. Press and hold the red trigger button. Grader will state, “Misfire”.

(h) Announce “Misfire” just loud enough for friendly personnel in the immediate area to hear.

(i) Keep the AT4 pointed at the target; release the red trigger button and the red safety release catch.

(j) If situation permits, wait two minutes. Candidate verbalizes this step.

(k) Return the cocking lever to the SAFE (un-cocked) position.

(l) Remove the AT4 from your shoulder, keeping it pointed in safe direction.

(m) Cradle the AT4 in your left arm and reinsert the transport safety pin/fork.

(n) Break off the sights to identify the AT4 as misfired. Candidate verbalizes this step.

(o) Place the AT4 on the ground, pointed in safe direction.

Table C-18.

ESB2: Prepare an M136 launcher/ Perform misfire procedures on an M136 launcher

PERFORMANCE MEASURES	GO	NO-GO
1. Prepare an M136 launcher for firing.		
2. Perform misfire procedures on an M136 launcher.		

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. Medical tasks are referred to in this pamphlet by the acronym of M1 (Medical task 1), M2 (Medical task 2), etc.

D-2. M1: Request medical evacuation

See M1 GO/NO GO criteria in table D-1.

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

b. Tasks: Request MEDEVAC.

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

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

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

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

f. Performance steps:

(1) Prepare the MEDEVAC request:

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

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

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

(d) Determine special equipment required based on the site location, patient injuries, and additional guidance.

(e) Determine number and type of patients. Candidate uses TCCC cards to determine the necessary information.

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

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

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

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

(2) Transmit lines 1-5:

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

(b) Line 1: Six-digit grid, including grid zone identifier.

(c) Line 2: Operational frequency, call sign, and suffix. Candidate will use this frequency later to transmit lines 6-9.

(d) Line 3: A+ #-Urgent, B+ #-Urgent-Surgical, C+ #-Priority, D+ #-Routine, E+ #-Convenience. States, "Break" between categories.

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

(f) Line 5: L+ #-Litter, A+ #-Ambulatory. State, "Break" between categories. End transmission by stating, "Over"

(3) Transmit lines 6-9:

(a) Candidate switches radio to operational frequency and regains contact with evacuation platform for transmission of remaining lines. Grader initiates contact, requesting remaining lines when candidate switches radio frequency.

(b) Line 6: N-No enemy in area, P-Possibly enemy in area, E-Enemy in area, X-Enemy in area (armed escort required).

(c) Line 7: A-Panels, B-Pyrotechnic signal, C-Smoke, D-None, E-Other.

(d) Line 8: A-U.S. military, B-U.S. citizen, C-Non-U.S. military, D-Non-U.S. citizen, E-Enemy prisoner of war.

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

Table D-1.

M1: Request medical evacuation

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

D-3. M2: Provide care under fire and move a casualty

See M2 GO/NO GO criteria in tables D-2.

a. Task basis: 081-COM-1001-Evaluate a Casualty, 081-COM-0048-Apply a tourniquet to control extremity bleeding, 081-COM-1046-Movement of a Casualty, 081-000-0013-Initiate a Tactical Combat Casualty Care Card.

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 combat application tourniquet (CAT) and you see bright red arterial bleeding. No spinal injury is suspected, and you are not in a CBRNE 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 must be positioned on the ground, approximately 10 meters away from a covered position, where the candidate will apply aid. An additional covered position 50 meters away where the candidate will fill out the TCCC Card. A functional Sked litter packaged per unit SOP. Candidate will start the task in full ESB uniform, carrying the Sked litter, with a magazine of blank rounds loaded. Grader may provide verbal cues as to the enemy rate of fire, use a pneumatic gun, or have opposing force (OPFOR) Soldiers returning fire with blanks. Provide the candidate with, or ensure the candidate has a watch with the correct date and time. Candidate will start from an open position 10 meters away from the first covered position. Hearing protection (part of the ESB uniform) must be worn when firing.

f. Performance steps:

(1) Care under fire:

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

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

- 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”.

(b) 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:

- With the casualty lying on his/her back, kneel at the head.
- Slide your hands, palms up, under the casualty's shoulders getting a firm hold under his/her armpits.
- 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.
- With casualty in a semi-sitting position, rise and drag backwards to the nearest covered position.

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

- Place tourniquet over the clothing of bleeding extremity as high as possible (without capturing the shoulder or buttocks)
- Route the band around the limb above the wound on the injured extremity.
- Pass the red tip through the inside slit in the buckle. *Note.* Ensure the tourniquet remains as high on the extremity as possible.
- Pull the band as tight as possible and secure the Velcro back on itself all the way around the limb, but not over the rod clips.
- *Note.* Band should be tight enough that three finger tips cannot slide between the band and the limb. If the tips of three fingers slide under the band, retighten and re-secure. This is the most important step.
- 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.
- Continue to route the self-adhering band between the windlass clips and over the windlass rod. Secured the rod and band with the windlass strap, if possible.
- 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.

(2) 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.

(b) 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.
- Complete all pertinent entries as fully as possible:
 - 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, and indicate whether local (L) or Zulu (Z) time. For example, “1300Z”.
- 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.
- Injury: Mark an “X” at the site of the injury/injuries on the body picture.
- 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.
- 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.
- o Back of card:
 - Evacuation (EVAC): Mark “X” on casualty’s priority/precedence (Urgent; Priority; 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.
 - First Responder Name: Print the first responder’s name (Last, First).
 - First Responder Last 4: Write last four numbers of first responder’s Social Security number.
- 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

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

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, 081-000-0067-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 (FOB), not in a CBRNE 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 CPR mannequin is used units must manufacture extremities for maximum training value. 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, and 6). 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

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

D-5. M4: Evaluate a casualty for a heat injury

See M4 GO/NO GO criteria in table D-4.

- a. Task Basis: 081-000-0016-Treat a Casualty for a Heat Injury, TR 350-29.
- b. Tasks: Identify types, signs, symptoms, and treatment of heat injuries. Treat for heat stroke.
- 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 CBRNE 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:
 - Move to shaded area and rest.
 - Loosen clothing.
 - Oral rehydration.

(b) Type: Heat exhaustion.

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

(c) Type: Heat stroke.

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

Table D-4.
M4: Evaluate a casualty for a heat injury

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

D-6. M5: Control bleeding

See M5 GO/NO GO criteria in table D-5.

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

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

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

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

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

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.

- The front height of the collar should fit between the chin and the chest at the suprasternal notch.
- 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.
- If the collar is too large, the casualty's neck may be placed in hyperextension.
- If the collar is too small, the casualty's neck may be placed in hyperflexion.

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

(e) Apply the collar to a supine casualty.

- Ensure the other Soldier maintains in-line stabilization.
- Set the collar in place around the neck.
- Secure the Velcro strap in place.

- 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”.
- 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 social security number (SSN).

(o) Secure the TCCC card to the casualty per unit SOP.

Table D-6.

M6 Evaluate and treat a casualty for a spinal injury and shock

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

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

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) Identify needle decompression site:

(a) Primary site: 5th intercostal space (ICS) on the lateral chest wall at the anterior axillary line (AAL) on the same side as the injury.

(b) Alternate site (primary pediatric site)

(4) Perform needle chest decompression:

(a) Clean site with an antimicrobial solution using either Alcohol or Betadine.

(b) Insert needle into the chest at a 90-degree angle to the chest wall. Remove the plastic cap from the 3.25 inch, 10 or 14-gauge needle and remove the cover to the needle's flash chamber.

(c) Insert the needle into the skin over the superior border of the lower rib at the site and direct the needle into the ICS at a 90-degree angle.

(d) As the needle enters the pleural space, a "pop" is felt, followed by a possible hiss of air. Insure the needle is advanced all the way to the hub and left in place for 5-10 sec.

(e) Remove the needle, leaving the catheter in place.

(f) If tension pneumothorax recurs (as noted by return of respiratory distress), repeat the needle decompression on the injured side.

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

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

(5) Measure pulse and oxygen saturation (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.

(6) 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

PERFORMANCE MEASURES	GO	NO-GO
1. Apply occlusive dressing		
2. Verify the presence of tension pneumothorax		
3. Determine the insertion site		
4. Perform needle chest decompression		
5. Measure pulse and O2 Saturation		
6. Record all treatments on the TCCC card		

D-9. M8: Perform first aid for an open head wound in a CBRNE 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 CBRNE Environment.

c. Conditions: You are a member of a team on a combat patrol in a CBRNE environment that has come under indirect fire. You witness a teammate in the open receive fragmentation to the head. Your teammate was able to move to you and is responsive. You are behind cover, not under hostile fire, and your teammates have established a security perimeter. You must begin treatment while waiting on medical personnel to arrive. The injured Soldier is conscious and alert. You are in mission oriented protective posture (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:
 - Wrap 1st tail across forehead above eyebrows to a point above and in front of opposite ear.
 - Wrap the 2nd tail above ear, low over back of head, and above opposite ear to meet 1st tail.
 - 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

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

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 CBRNE 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

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

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

(a) As a rule, splint fracture in position found. If no circulation below fracture site or limb is grossly angulated, you cannot effectively splint it. You may need to gently realign it. Grader will prompt the status of the fracture. With one hand supporting fracture site, use other to grasp part of limb farthest from fracture and gently pull traction.

(b) Ensure ends of splints do not press against groin. Pressure could interfere with blood circulation.

(c) Place one splint on each side of arm/leg and pad appropriately. Make sure splints reach beyond joints above and below fracture. A single SAM splint may be used for small fractures such as wrist.

(d) Tie nonslip knots on splint with improvised or actual cravats. Do not tie cravats directly over the fracture. Gently place at least two cravats above and two cravats below the fracture if possible.

(e) Check splint for tightness. Make sure cravats are tight enough to hold splinting materials securely in place. Recheck circulation below injury to make sure that circulation is not impaired. Make any adjustments to improve circulation without allowing splint to become ineffective.

(4) Sling-actual or improvised (grader choice): Make an improvised sling from non-stretching material.

(a) Ensure supporting pressure is on uninjured side and hand of supported arm is slightly higher than elbow.

(b) Recheck circulation below the injury to make sure that circulation is not impaired.

(c) Make any adjustments to improve circulation without allowing the sling to become ineffective.

(5) Swathe (grader choice): Apply when there is a splinted fracture of elbow/leg or when fracture cannot be splinted.

(a) Place swathes above and/or below the fracture, not over it.

(b) Apply swathes to arm by wrapping over injured arm, around casualty's back, and under arm on uninjured side. Tie ends on uninjured side.

(c) Apply swathes to injured leg by wrapping swathes around both legs and tying on uninjured side.

(d) Recheck circulation below the injury to make sure that circulation is not impaired.

(e) Make any adjustments to improve circulation without allowing the swathe to become ineffective.

(6) Treat burn:

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

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

Table D-10.

M10: Treat a fracture and a burn

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

**Appendix E
Patrol Lane Tasks**

E-1. Patrol tasks

See patrol lane tasks GO/NO GO criteria in tables E-1 through E-13. Patrol lane tasks are referred to in this pamphlet by the acronym of P1 (Weapons task 1), P2 (Weapons task 2), etc.

E-2. P1: Move under direct fire

See P1 GO/NO GO criteria in table E-1.

a. Task basis: 071-COM-0502-Move under direct fire

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.

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

f. Performance steps:

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

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

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

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

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

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

(a) Move using high crawl technique. This lets you move faster than the low crawl and still gives you a low silhouette. Use when there is good cover and concealment, but enemy fire prevents you from getting up.

- Keep your body off of the ground, resting your weight on your forearms and lower legs.
- Cradle your weapon in your arms and keep the muzzle of the weapon off the ground.
- Keep your knees well behind your buttocks so it stays low.
- Move forward by alternately advancing your right elbow/left knee, and left elbow/right knee.

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

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

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

- Raise your head and select your next position.
- Lower your head and draw your arms into your body.
- Pull your firing side leg forward, raise your body, and get up quickly.
- Run for 3-5 seconds to your next position.
- Plant both feet.
- Assume a prone position. (Commonly referred to as point, post, Sprawl)
- Acquire the target.
- Orient yourself and the weapon to the target.
- Post the non-firing hand on the ground as you do a rear or forward lunge.
- Kick your legs rearward and out so that your body lays naturally on the ground in good firing position.
- Reacquire the target.

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

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

Table E-1.

P1: Move under direct fire

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

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-CBRNE environment. You are in the patrol base preparing to move to the Objective Rally Point (ORP). 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.

Note. Do not allow the candidate to see the SOI until time starts. Grader will confirm that both the SKL and DAGR are powered on and unlocked before the candidate's time starts.

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 signal operating instructions (SOI) cypher text (CT); SINCGARS; 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

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

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 dismantled operations in a non-CBRNE, Electronic Warfare (EW) contested environment. You are in the forward operating base (FOB) preparing to move to the ORP. 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.

Note. Do not allow the candidate to see the SOI until time starts. Grader will confirm that both the SKL and DAGR are powered on and unlocked before the candidate's time starts.

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 receiver operation

PERFORMANCE MEASURES	GO	NO-GO
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 a DAGR in "Average Mode".		

E-5. P4: Camouflage and visual signaling techniques

See P4 GO/NO GO criteria in table E-4.

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

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

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

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

e. Requirements: Both appropriate and inappropriate camouflage items based on the environment and the candidate's uniform/packing list. The training area should contain a mannequin or an actual Soldier who is completely camouflaged correctly and appropriately. The color charts and other graphic references from the appropriate references must also be available in the training area. The candidate must know how to apply camouflage correctly, what the

standard is for their environment/equipment, and be given the means/materials to succeed. The unit will choose which 15 visual signaling techniques are to be used; they must be the same 15 that were used during practice week. Different visual signaling techniques may be used based on valid Army publications.

f. Performance steps:

(1) Camouflage:

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

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

- Use the color chart when applying paint on the face.
 - Paint high, shiny areas (forehead, cheekbones, nose, ears, and chin) with a dark color.
 - Paint low, shadow areas (around the eyes, under the nose and under the chin) with a light color.
 - Paint exposed skin on the back of the neck, arms, and hands with an irregular pattern.
- (f) Camouflage your uniform and helmet.
- Roll your sleeves down and fasten all buttons/zippers/Velcro.
 - Attach leaves, grass, small branches, or other items to your uniform/helmet that will distort shapes and blend colors with the natural background. Soldiers must be aware of foliage hazards/poisonous leaves.
 - Wear unstarched uniforms.
 - Do not wear excessively faded or worn uniforms because camouflage effectiveness is lost.
- (g) Camouflage your personal equipment.
- Cover or remove shiny items.
 - Secure items that rattle or make noise when moved and/or worn.

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

(2) Visual Signaling Techniques:

(a) Combat formations:

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

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

E-6. P5: Chemical and biological operations

See P5 GO/NO GO criteria in table E-5.

a. Task basis: 031-COM-1004-Protect Yourself from Chemical and Biological (CB) Contamination Using Your Assigned Protective Mask, 031-COM-1006-Decontaminate your Skin, 031-COM-1011-Decontaminate Individual Equipment.

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 collapses 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. One minute time standard stops if (f) does not apply.

(f) Don the mask hood, if applicable.

Note. If the Soldier is using the mask in conjunction with the Joint Service Lightweight Integrated Suit Technology (JSLIST), he/she skips this step (the mask lacks a hood because it is built in on the JSLIST). Be careful when pulling on the hood because it could snag and tear on the buckles of the head harness. Be careful not to break face piece seal when pulling protective hood over your head.

- 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. (One minute time standard stops).

(2) Assume MOPP Level four (Two minute time standard begins):

(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 Reactive Skin Decontamination Lotion (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 RSDL packet 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. (Two minute time standard ends)

(c) Decontaminate your equipment (M295 or M334) (Five minute time standard begins):

- 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

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

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

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

E-8. P7: Transmit a spot report with a tactical man pack radio

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

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

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-CBRNE environment. Next, you have moved to an observation post (OP) and are witnessing enemy operations. Intelligence reporting gives the size of your target as (grader states height or width of target, ensuring candidate identifies it).

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 (single channel; 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:
 - Persons: Military, Civilian.
 - Vehicles: Military, Civilian.
 - Equipment: Military, Civilian.
- LINE 4: Activity of detected element at DTG of report (sub-type if applicable). If needed add narrative.
 - 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, nuclear, or high yield explosive (CBRNE).
 - 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).
- Mine/IED (buried, surface, vehicle-borne IED, person-borne IED, other).
- CBRNE.
- Supplies (class III, class V, other).
- Civilian.
- 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-7.

P7: Transmit a spot report with a tactical man pack radio

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

E-9. ESB3 Search a Detainee

See ESB3 GO/NO-GO criteria in table E-8.

- 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).

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 E-8.

ESB3: Search a detainee

PERFORMANCE MEASURES	GO	NO-GO
1. Position the detainee.		
2. Restrain the detainee.		
3. Search the detainee.		

E-10. ESB4: Employ progressive levels of individual force

See ESB4 GO/NO GO criteria in table E-9.

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: 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.

(a) Use full- face shields.

(b) Use double layer latex gloves.

Note. Any exposure incident must be reported to the chain of command.

(4) Isolate hostile(s), if required.

(a) Identify hostile group(s) sphere of influence.

(b) Remove the individual with most influence of the crowd.

(c) Use the 5S's (Search, Silence, Segregate, Safeguard, Speed to the rear).

(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 directives issued by competent military authority that delineate the circumstances and the limitations under which United States forces will initiate and/or continue combat engagement with other forces encountered. ROE help commanders accomplish the mission by regulating the rules for the use of force. Everyone must understand the ROE and be prepared to execute them properly in every possible confrontation.

- (b) Minimize casualties and damage.
- (c) Maintain professional demeanor and appearance.

Table E-9.

ESB 4: Employ progressive levels of individual force

PERFORMANCE MEASURES	GO	NO-GO
1. Assess the situation by identifying the level of hostile threat.		
2. Report the situation immediately to the section or team leader.		
3. Protect yourself against physical and other hazards.		
4. Isolate hostile(s), if required.		
5. Employ no more force than is necessary to control the situation using graduated response measures.		
6. Establish and maintain control of the situation.		

E-11. ESB5: Mark CBRNE contaminated areas

See ESB5 GO/NO GO criteria in table E-10.

a. Task basis: 031-COM-1003.

b. Tasks: Mark CBRNE-contaminated areas.

c. Conditions: You in an environment where CBRNE weapons have been deployed. The contamination has been located and identified in an area. You are given a M328 CBRNE marking kit, and appropriate individual protective equipment (IPE). This task is always performed in MOPP level 4.

d. Standards: Mark the CBRNE-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 CBRNE 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 CBRNE 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:

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.

- 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".

(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:

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.

- 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".

(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".
 - Concentration levels, if known. If unknown, print "unknown".
 - DTG (L/Z) of detection. If the DTG is not known, print "unknown".
 - 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:
 - Name of agent/symbol, if known. If unknown, print "unknown".
 - Concentration levels, if known. If unknown, print "unknown".
 - DTG (L/Z) of detection. If the DTG is not known, print unknown".
 - 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:
 - Name of agent/symbol, if known. If unknown, print "unknown".
 - Concentration levels, if known. If unknown, print "unknown".
 - DTG (L/Z) of detection. If the DTG is not known, print "unknown".
 - 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-10.

ESB 5: Mark chemical, biological, radiological, and nuclear-contaminated areas

PERFORMANCE MEASURES	GO	NO-GO
1. Employ CBRNE markers based on contamination type.		
2. Employ 2 additional markers, at a minimum.		

**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 F-1.**Final Event: Clear, disassemble, assemble, and perform a functions check on M16/M4 series rifle/carbine**

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

Glossary**Section I****Abbreviations**

2MR	2-mile run
ACFT	Army Combat Fitness Test
ADA	air defense artillery
AOC	areas of concentration
APC	armored personnel carrier
AR	Army regulation
ARF	automated record fire
ATP	Army Technique Publication
BII	basic inventory items
BLS	basic life support
C2	command and control
CAT	combat application tourniquet
CAR	Central Army Registry
CBRNE	chemical, biological, radiological, nuclear, and high yield explosives
CLS	combat lifesaver
COMSEC	communications security
CT	cypher text
DAGR	Defense Advanced Global Positioning System Receiver
DD	Department of Defense
DFFC	directionally focused fragmentation charge
DTG	date/time group
EOF	escalation of force
EH	explosive hazard
EOD	explosive ordnance disposal
ESB	Expert Soldier Badge

EW	electronic warfare
FM	field manual
FW	fixed wing
FOB	forward operating base
GPS	global positioning system
GTA	graphic training aid
HRP	hand-release push-up
IED	improvised explosive device
ICP	incident control point
ICS	intercostal space
ITASK	individual tasks
JSLIST	Joint Service Lightweight Integrated Suit Technology
MEDEVAC	medical evacuation
MGRS	military grid reference system
MOPP	mission oriented protective posture
NCO	noncommissioned officer
NCOIC	noncommissioned officer in charge
NGO	nongovernmental organization
NVD	night vision device
O2	oxygen
OIC	officer in charge
OPFOR	opposing force
PPE	personal protective equipment
POC	point of contract
ROE	rules of engagement
RSDL	reactive skin decontamination lotion
RW	rotary wing
SAM	structural aluminum malleable
SAT	saturation
SC	single channel
SDC	sprint-drag-carry
SINCGARS	single channel ground and airborne radio system
SKL	simple key loader
SMCT	Soldier's Manual Common Tasks
SME	subject matter expert
SOI	signal operating instruction
SOP	standard operating procedure
SSN	social security number
SPOTREP	spot report
TC	training circular
TM	technical manual
TMO	test management office
TR	U.S. Army Training and Doctrine Command regulation
TRADOC	U.S. Army Training and Doctrine Command
TTP	tactics, techniques, and procedures
U.S.	United States

USACIMT United States Army Center for Initial Military Training
UXO unexploded ordnance
VBIED vehicle borne improvised explosive device