

STP 21-1-SMCT

**HEADQUARTERS
DEPARTMENT OF THE ARMY**

Soldier's Manual of Common Tasks

**Warrior Skills
Level 1**

OCTOBER 2023

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This publication supersedes STP 21-1-SMCT, dated 7 September 2021.

The Soldier's Creed

I am an American Soldier.

I am a Warrior and a member of a team.

I serve the people of the United States and live the Army Values.

I will always place the mission first.

I will never accept defeat.

I will never quit.

I will never leave a fallen comrade.

I am disciplined, physically and mentally tough, trained, and proficient in my warrior tasks and drills.

I always maintain my arms, my equipment, and myself.

I am an expert and I am a professional.

I stand ready to deploy, engage, and destroy the enemies of the United States of America in close combat.

I am a guardian of freedom and the American way of life.

I am an American Soldier.

This publication is available at the Army Publishing Directorate site (<http://armypubs.army.mil/>) and the Central Army Registry site (<https://atiam.train.army.mil/catalog/dashboard>).

Soldiers Manual of Common Tasks Warrior Skills Level 1

Contents

	Page
PREFACE.....	ix
Chapter 1 INTRODUCTION TO THE SMCT SYSTEM.....	1-1
Chapter 2 TRAINING GUIDE	2-1
Chapter 3 WARRIOR SKILLS LEVEL 1 TASKS.....	3-1
 Subject Area 1: Shoot/Maintain, Employ, and Engage Targets with Individually Assigned Weapon System	3-1
071-COM-0032 Maintain an M16-Series Rifle/M4-Series Rifle Carbine.....	3-1
071-COM-0029 Perform a Function Check on an M16-Series Rifle/M4 Series Carbine	3-15
071-COM-0028 Load an M16-Series Rifle/M4-Series Carbine.....	3-19
071-COM-0027 Unload an M16-Series Rifle/M4-Series Carbine	3-23
071-COM-0033 Correct Malfunctions of an M16-Series Rifle/M4-Series Carbine.....	3-26
071-COM-0031 Zero an M16-Series Rifle/M4-Series Carbine	3-30
071-COM-0030 Engage Targets with an M16-Series Rifle/M4 Series Carbine	3-44
Subject Area 2: Shoot/Employ Hand Grenades	3-52

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Contents

071-COM-4401 Perform Safety Checks on Hand Grenades	3-52
071-COM-4407 Employ Hand Grenades	3-57
Subject Area 3: Move/Perform Individual Movement Techniques	3-64
071-COM-0541 Perform Exterior Movement Techniques during an Urban Operation.....	3-64
071-COM-0503 Move Over, Through, or Around Obstacles (except Minefields)	3-71
071-COM-0502 Move under Direct Fire.....	3-76
071-COM-1000 Identify the Marginal information and Symbols on a Military Map	3-80
071-COM-1001 Identify Terrain Features on a Map.....	3-84
071-COM-1002 Determine the Grid Coordinates of a Point on a Military Map	3-99
071-COM-1008 Measure Distance on a Map.....	3-109
071-COM-1005 Determine a Location on the Ground by Terrain Association	3-115
071-COM-1012 Orient a Map to the Ground by Map-Terrain Association.....	3-117
071-COM-1011 Orient a Map Using a Lensatic Compass	3-120
071-COM-1003 Determine a Magnetic Azimuth Using a Lensatic Compass.....	3-127
071-COM-1018 Determine Azimuth Using a Protractor.....	3-134
071-COM-1016 Convert an Azimuth.....	3-139
071-COM-0017 Compute Back Azimuths	3-146
071-COM-1006 Navigate from One Point on the Ground to another point while Dismounted	3-148
071-COM-1014 Locate an Unknown Point on a Map and on the Ground by Intersection.....	3-152
071-COM-1015 Locate an Unknown Point on a Map and on the Ground by Resection.....	3-157
071-COM-0501 Move as a Member of a Team	3-161
071-COM-0510 React to Indirect Fire while Dismounted.....	3-165
071-COM-0513 Select Hasty Fighting Positions	3-168
Subject Area 4: Communicate.....	3-171
113-COM-2070 Operate Single Channel Ground and Airborne Radio System (SINCGARS)	3-171
113-COM-1022 Perform Voice Communications.....	3-176
081-COM-0101 Request Medical Evacuation.....	3-178
171-COM-4080 Send a Spot Report (SPOTREP).....	3-185
071-COM-0608 Use Visual Signaling Techniques	3-190
Subject Area 5: Survive.....	3-216
031-COM-1010 Maintain Your Assigned Protective Mask	3-216

Contents

031-COM-1004 Protect Yourself from Chemical and Biological (CB) Contamination Using Your Assigned Protective Mask.....	3-219
031-COM-1007 React to Chemical or Biological (CB) Hazard/Attack.....	3-226
031-COM-1005 Protect Yourself from Chemical, Biological, Radiological and Nuclear (CBRN) Injury/Contamination by Assuming MOPP Level 4.....	3-231
031-COM-1009 Detect Liquid Chemical Agents Using M9 Detector Paper.....	3-235
031-COM-1008 Identify Liquid Chemical Agents Using M8 Paper.....	3-240
031-COM-1006 Decontaminate Your Skin.....	3-245
031-COM-1011 Decontaminate Your Individual Equipment	3-252
031-COM-1001 React to Nuclear Attack.....	3-259
031-COM-1013 React to a Radiological Hazzard.....	3-264
031-COM-1012 Conduct Personal Hydration While Wearing Your Assigned Protective Mask	3-268
031-COM-1003 Mark CBRN-Contaminated Areas.....	3-279
081-COM-1009 React to Nerve Agent Poisoning.....	3-288
081-COM-1001 Perform Casualty Care.....	3-296
081-COM-1004 Perform Airway Management	3-314
081-COM-1006 Perform Open Chest Wound Care	3-323
081-COM-1002 Perform Hemostatic Control.....	3-327
081-COM-1008 Treat an Eye Injury	3-336
081-COM-1046 Perform Casualty Movement.....	3-345
081-COM-1007 Perform Casualty Burn Care.....	3-357
052-COM-1271 Identify Visual Indicators of an Explosive Device	3-363
052-COM-1270 React an Improvised Explosive Device (IED).....	3-363
081-COM-1053 Apply Individual Preventive Medicine Countermeasure	3-364
071-COM-0815 Practice Noise, Light, and Litter Discipline.....	3-373
071-COM-0804 Perform Surveillance without the Aid of Electronic Devices	3-376
071-COM-0801 Challenge Persons Entering Your Area	3-382
071-COM-1004 Perform Duty as a Guard	3-386
052-COM-1361 Camouflage Yourself and Your Individual Equipment ...	3-389
071-COM-4408 Construct Individual Fighting Positions	3-397
159-COM-2026 Identify Combatant and Non-Combatant Personnel and Hybrid Threats	3-415
071-COM-0512 Perform Hand-to-Hand Combat.....	3-418
Appendix A BATTLE DRILLS	A-1
Appendix B PROPONENT SCHOOL OR AGENCY CODES	B-1
GLOSSARY	Glossary-1
REFERENCES	References-1

Contents

Figures

Figure 3-1. RCO Field Expedient Reticle Adjustment	3-32
Figure 3-2. Eye Relief.....	3-35
Figure 3-3. Example of Improper Eye Relief.....	3-35
Figure 3-4. RCO 25m Zero POA POI.....	3-36
Figure 3-5. Marking Shot Groups	3-38
Figure 3-6. Adjusting CCO	3-39
Figure 3-7. Front Sight Post Reticle Aim Focus	3-46
Figure 3-8. Hand Grenade Shipping Container.....	3-52
Figure 3-9. Shipping Can and Hand Grenade.....	3-53
Figure 3-10. Hand Grenade Initial Inspection	3-54
Figure 3-11. Hand Grenade Safety Checks	3-55
Figure 3-12. Pull Ring Grip, Right/Left Hand	3-59
Figure 3-13. Right Hand Grip, Pulling Safety Pin	3-60
Figure 3-14. Left Hand Grip, Pulling the Safety Pin.....	3-61
Figure 3-15. Soldier Moving Past Window.....	3-66
Figure 3-16. Soldier Moving Past Basement Window	3-67
Figure 3-17. Soldier Looking Around a Corner	3-68
Figure 3-18. Soldier Pie-ing Around a Corner	3-69
Figure 3-19. Soldier Crossing a Wall.....	3-70
Figure 3-20. High Crawl	3-78
Figure 3-21. Low Crawl.....	3-79
Figure 3-22. Rush.....	3-80
Figure 3-23. Topographical Map	3-86
Figure 3-24. Ridgeline	3-89
Figure 3-25. Hill.....	3-90
Figure 3-26. Saddle	3-91
Figure 3-27. Valley.....	3-92
Figure 3-28. Ridge	3-93
Figure 3-29. Depression.....	3-94
Figure 3-30. Draw	3-95
Figure 3-31. Spur	3-96
Figure 3-32. Cliff	3-97
Figure 3-33. Cut and Fill	3-98
Figure 3-34. Identifying the Grid Square	3-101
Figure 3-35. Grid Square 1181 Divided.....	3-102
Figure 3-36. Coordinate Scale and Protractor	3-104
Figure 3-37. GTA 05-02-012 Coordinate Scale and Protractor (Expanded View)	3-105

Contents

Figure 3-38. Aligning the Coordinate Scale	3-106
Figure 3-39. Aligning the Plotting Scale	3-107
Figure 3-40. Grid Reference Box.....	3-108
Figure 3-41. Graphic Bar Scale	3-111
Figure 3-42. Straight-Line Distance	3-111
Figure 3-43. Measure Distance along a Road, Stream, or Curve	3-112
Figure 3-44. Curve-Line Distance	3-113
Figure 3-45. Terrain Association	3-119
Figure 3-46. Map Oriented with 10 Degrees West Declination	3-123
Figure 3-47. Map Oriented with 21 Degrees East Declination	3-124
Figure 3-48. Map Oriented with 15 Degrees East Declination	3-125
Figure 3-49. Map Oriented with 10 Degrees West Declination	3-126
Figure 3-50. Lensatic Compass.....	3-128
Figure 3-51. Lensatic Compass Floating Dial.....	3-129
Figure 3-52. Compass-to-Cheek Method.....	3-130
Figure 3-53. Reading the Azimuth.....	3-131
Figure 3-54. Centerhold Technique	3-132
Figure 3-55. Measuring an Azimuth.....	3-135
Figure 3-56. Protractor.....	3-136
Figure 3-57. Declination Diagram with G-M Angle	3-141
Figure 3-58. Identifying an Easterly/Westerly G-M Angle.....	3-142
Figure 3-59. Declination Diagram with GM Angle	3-143
Figure 3-60. Identifying an Easterly/Westerly GM Angle.....	3-144
Figure 3-61. Calculation of a Back Azimuth	3-147
Figure 3-62. Intersection using Map and Compass	3-154
Figure 3-63. Intersection using the Straight Edge Method.....	3-155
Figure 3-64. Resection using the Map and Compass	3-158
Figure 3-65. Resection using Straight Edge Method	3-160
Figure 3-66. Wedge Formations	3-163
Figure 3-67. File Formation.....	3-163
Figure 3-68. Disperse.....	3-191
Figure 3-69. Assemble or Rally	3-192
Figure 3-70. Join Me, Follow Me, or Come Forward	3-192
Figure 3-71. Increase Speed, Double Time, or Rush	3-193
Figure 3-72. Quick Time	3-194
Figure 3-73. Enemy in sight.....	3-194
Figure 3-74. Wedge	3-195
Figure 3-75. Vee	3-195
Figure 3-76. Line	3-196
Figure 3-77. Coil.....	3-196
Figure 3-78. Staggered Column	3-197

Contents

Figure 3-79. Contact Left.....	3-198
Figure 3-80. Contact Right.....	3-198
Figure 3-81. Action Left	3-199
Figure 3-82. Action Right	3-199
Figure 3-83. Air Attack.....	3-200
Figure 3-84. Nuclear, Biological, Chemical Attack	3-201
Figure 3-85. Map Check	3-202
Figure 3-86. Pace Count.....	3-202
Figure 3-87. Head Count	3-203
Figure 3-88. Danger Area	3-204
Figure 3-89. Freeze or Halt	3-204
Figure 3-90. Start Engine or Prepare to Move	3-205
Figure 3-91. Start Engine, or Prepare to Move (Night).....	3-205
Figure 3-92. Halt or Stop.....	3-206
Figure 3-93. Halt or Stop (Night).....	3-207
Figure 3-94. Left Turn	3-208
Figure 3-95. Left Turn (Night).....	3-209
Figure 3-96. Right Turn	3-210
Figure 3-97. Right Turn (Night).....	3-210
Figure 3-98. Move Forward	3-211
Figure 3-99. Move Forward (Night).....	3-212
Figure 3-100. Move in Reverse.....	3-213
Figure 3-101. Move in Reverse (Night)	3-213
Figure 3-102. Stop Engine	3-214
Figure 3-103. Stop Engine (Night).....	3-215
Figure 3-104. M334 Decontamination Kit.....	3-254
Figure 3-105. M334 Decontamination Packets	3-255
Figure 3-106. Tear Notch on M334 Packet	3-256
Figure 3-107. Link Connector	3-270
Figure 3-108. Type M Mack Adapter	3-271
Figure 3-109. Mask Adapter Connect to Link Connector	3-271
Figure 3-110. Type M to QDC Connection.....	3-272
Figure 3-111. Side and Top View of Valves	3-272
Figure 3-112. Type A Connection.....	3-274
Figure 3-113. Multi-Purpose Personal Hydration System.....	3-275
Figure 3-114. Tactical Combat Casualty Care Card (TCCCC)	3-275
DD Form 1380 (Front).....	3-307
Figure 3-115. TCCCC - DD Form 1380 (Back).....	3-308
Figure 3-116. Injured Side Down Recovery Position.....	3-321
Figure 3-117. TQ Application.....	3-331
Figure 3-118. Potential Indicators of Displaced Persons, Refugees or Evacuees (DPRE).....	3-373

Contents

Figure 3-119. Rapid/Slow Scan.....	3-374
Figure 3-120. Detailed Search	3-375
Figure 3-121. Night Scanning Patterns	3-376
Figure 3-122. SALUTE Format.....	3-377
Figure 3-123. Colors Used for Camouflage.....	3-387
Figure 3-124. Camouflaged Helmets	3-389
Figure 3-125. Example of a Prone Fighting Position (Hasty)	3-395
Figure 3-126. Two-Man Fighting Position with OHC	3-396
Figure 3-127. Two-Man Fighting Position	3-396
Figure 3-128. Two-Man Fighting Position - Stage 2 (Top View).....	3-398
Figure 3-129. Digging the Position (Side View).....	3-399
Figure 3-130. Placement of Stringers for OHC.....	3-400
Figure 3-131. Installation of OHC	3-401
Figure 3-132. Machine Gun Fighting Position with OHC	3-402
Figure 3-133. Machine Gun Fighting Position (Top View).....	3-403
Figure 3-134. Standard Javelin Firing Position.....	3-406
Figure 3-135. Modified Seatbelt Clinch.....	3-415
Figure 3-136. Double Underhooks Clinch	3-416
Figure 3-137. The Rear Clinch	3-417
Figure 3-138. The Rear Mount	3-418
Figure 3-139. The Mount.....	3-419
Figure 3-140. The Guard	3-420
Figure 3-141. Side Control	3-421
Figure 3-142. Rear Naked Choke	3-422
Figure 3-143. Cross Collar Choke	3-423
Figure 3-144. Cross Collar Choke Continued.....	3-424
Figure 3-145. Bent Arm Bar	3-426
Figure 3-146. Straight Arm Bar from the Mount.....	3-427
Figure 3-147. Straight Arm Bar from the Guard.....	3-429
Figure 3-148. Guillotine Choke	3-430
Figure 3-149. Guillotine Choke Continued.....	3-431

Tables

Table 2-1. Army Warrior Training Plan.....	2-2
Table 3-1. Map Colors.....	3-84
Table 3-2. Magnetic Object Standoff.....	3-130
Table 3-3. MEDEVAC Request Lines 1-5.....	3-182
Table 3-4. MEDEVAC Request Lines 6-9.....	3-183
Table 3-5. MEDAVAC Brevity Code Lines 1-5.....	3-309

Contents

Table 3-6. MEDAVAC Brevity Code Lines 6-10.....	3-310
Table 3-7. Color Chart.....	3-388
Table B-1 Proponent School or Agency Codes.....	B-1

Preface

This manual is one of a Series of Soldier Training Publications (STPs) that support individual training. Commanders, Trainers, and Soldiers will use this manual to plan, conduct, sustain, and evaluate individual training of warrior tasks and battle drills in units.

This manual includes the Army Warrior Training plan for warrior skills level (SL) 1 and task summaries for SL 1 critical common tasks that support unit wartime missions. This manual is the only authorized source for these common tasks. Task summaries in this manual supersede any common tasks appearing in military occupational specialty (MOS) specific Soldier manuals.

Training support information, such as reference materials, is also included. Trainers and first-line supervisors will ensure that SL 1 Soldiers have access to this publication in their work areas, unit learning centers, and unit libraries.

This manual applies to the Active Army, the Army National Guard/Army National Guard of the United States, and the U.S. Army Reserve unless otherwise stated.

The proponent of this publication is the United States Army Training and Doctrine Command (TRADOC). The preparing agency is the Center for Initial Military Training (CIMT).

Proponents for the specific tasks are the Army schools and agencies as identified by the school code, listed in Appendix B. This code consists of the first three digits of the task identification number.

Send comments and recommendations on a DA Form 2028 (*Recommended Changes to Publications and Blank Forms*) to CIMT, usarmy.jble.tradoc.mbx.dcg-imt-g7@mail.mil, or submit an electronic DA Form 2028 to—

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Chapter 1

Introduction to the SMCT System

1-1. GENERAL

The Army's basic mission is to train and prepare Soldiers, leaders, and units to fight and win in combat. As explained in the Army's capstone training doctrine (ADP 7-0), units do not have the time or the resources to achieve and sustain proficiency with every possible training task. Therefore, commanders must identify the tasks that are the units' critical wartime tasks. These tasks then become the unit's Mission Essential Task List (METL). Commanders use the METL to develop their unit-training plan. Noncommissioned officers (NCOs) plan the individual training that Soldiers need to become warriors and to accomplish the METL. The STPs, also known as Soldier's Manuals (SMs), provide the critical individual tasks for each Military Occupational Specialty (MOS) that support all the unit's missions. The NCO leadership uses the tasks in the SMs to train the Soldiers and measure the Soldiers' proficiency with these unit-critical tasks. The manuals provide task performance and evaluation criteria and are the basis for individual training and evaluation in the unit and for task-based evaluation during resident training.

The Army identified warrior tasks and battle drills (WTBD) that enhance a Soldier's readiness to fight on the battlefield. Warrior tasks are a collection of individual Soldier skills known to be critical to Soldier survival. Examples include weapons training, tactical communications, urban operations, and first aid. Battle drills are group skills designed to teach a unit to react and survive in common combat situations. Examples included react to ambush, react to chemical attack, and evacuate injured personnel. WTBD increases the relevance of training to current combat requirements and enhance the rigor in training. The driving force behind the change comes from lessons learned. Standards remain constant but commanders must be aware that the enemy adapts and Soldier training will change more often because of current operational environments.

Note: If a task identified in the SMCT is not current, refer to "DTMS" or the Central Army Registry (CAR)

<https://atiam.train.army.mil/catalog/catalog/search.html>, all tasks are reviewed every two years and may change before the SMCT is updated.

Chapter 1

1-2. PURPOSE

This Soldier's Manual of Common Tasks (SMCT), Warrior Skill Level (SL) 1, contains the individual tasks that are essential to the Army's ability to win on the modern battlefield. In an operational environment, regardless of job or individual MOS, each Soldier risks exposure to hostile actions. This manual contains the warrior skills that Soldiers must be able to perform to fight, survive, and win in combat.

This SMCT gives the commander, NCO Trainer, first-line supervisor, and individual Soldiers the information necessary to support integration and sustainment training in their units. This information allows Trainers to plan, prepare, train, evaluate, and monitor individual training of warrior tasks. Using the appropriate mission-training plan (MTP), MOS-specific Soldier's training publication (STP), and this manual helps provide the foundation for an effective unit-training plan.

1-3. COMMANDER'S RESPONSIBILITIES

The commander at each level develops a unit METL in consultation with the command sergeant major and subordinate commanders. Using the training planning process described in ADP 7-0, the commander develops the METL and then determines the level of training needed to attain and maintain proficiency. WTBD in Chapter 3 supports an Army at war and becomes the key element in Army Warrior Training (AWT). Commanders use the unit METL and AWT to determine the necessary training for the unit and develop a strategy to accomplish the required training throughout the fiscal year (FY). The commander also gives the NCO leadership the guidance they need to carry out this strategy. Each commander must design a unit training plan that prepares the unit for the full spectrum of operations. Soldiers must develop and sustain proficiency in the critical tasks for their MOS and skill level. The commander's unit training program should provide individual training for all Soldiers assigned to the unit and evaluate Soldier proficiency by routine. The leader's assessment and the AWT are two tools that give the NCO leadership and commander information about the status of training for individuals and for the unit, which should be integrated with collective training such as the MTPs, crew drills, and battle drills.

Chapter 2 provides information about where tasks are trained to standard and how often tasks are trained to maintain proficiency.

Based on the commander's guidance, individual training in the unit is the responsibility of the NCO Trainers. The commander must give the NCO Trainer the priorities, resources, and directions needed to carry out training. Commanders and NCOs must also assess the training results of the MTP and

Introduction to the SMCT System

other training events, and adjust the unit training plan as a result. To develop a training program, use the following seven-step approach:

Step 1. Set the objectives for training.

Step 2. Plan the resources (personnel, time, funds, facilities, devices, and training aids).

Step 3. Train the Trainers.

Step 4. Provide the resources.

Step 5. Manage risks, environmental and safety concerns.

Step 6. Conduct the training.

Step 7. Evaluate the results.

1-4. TRAINER'S RESPONSIBILITIES

Trainers must use the following steps to plan and evaluate training:

- a. *Identify individual training requirements.* The NCO determines which tasks Soldiers need to train based on the commander's training strategy. The unit's training plan, METL, MTP, and the AWT plan (Chapter 2) are sources for helping the Trainer define the individual training needed.
- b. *Plan the training.* Plan individual training based on the unit's training plan. Be prepared to take advantage of opportunities to conduct individual training ("hip pocket" training).
- c. *Gather the training references and materials.* The task summaries list references that can assist the Trainer in preparing for the training of that task. The Reimer Digital Library provides current training materials.
- d. *Manage risks and environmental and safety concerns.* Assess the risks involved with training a specific task regarding the conditions current at the time of training and, if necessary, implement controls to reduce the risk level. Ensure that training preparation takes into account those cautions, warnings, and dangers associated with each task as well as environmental and safety concerns IAW ATP 5-19 (*Risk Management*).
- e. *Train each Soldier.* Demonstrate to the Soldier how to do the task with standard proficiency and explain (step by step) how to do the task. Give each Soldier the opportunity to practice the task step by step.
- f. *Check each Soldier.* Evaluate how well each Soldier performs the tasks in this manual. Conduct these evaluations during individual

Chapter 1

training sessions or while evaluating individual proficiencies when conducting unit collective tasks. This manual provides a training and evaluation guide for each task to enhance the NCO's ability to conduct year-round, hands-on evaluations of tasks critical to the unit's mission. Use the information in the AWT plan (Chapter 2) as a guide to determine how often to train Soldiers using each task to maintain proficiency.

- g. *Record the results.* Use the leader book referred to in ADP 7-0 to record task performance. This gives the leader total flexibility with the methods of recording training tasks. The Trainer may use DA Form 5164-R (*Hands-on Evaluation*) and DA Form 5165-R (*Field Expedient Squad Book*) as part of the leader book. These forms are optional and reproducible anywhere.
- h. *Retrain and evaluate.* Work with each Soldier until he/she performs the task to standard. Well-planned, integrated training increases the professional competence of each Soldier and contributes to the development of an efficient unit. The NCO or first-line supervisor is a vital link to the conduct of training.

1-5. SOLDIER'S RESPONSIBILITIES

Each Soldier must be able to perform the individual tasks that the first-line supervisor has identified based on the unit's METL. The Soldier must perform the task to the standard listed in this SMCT. If a Soldier has a question about how to do a task, or which tasks in this manual he or she must perform, it is the Soldier's responsibility to go to the first-line supervisor for clarification. The first-line supervisor knows how to perform each task or can direct the Soldier to the appropriate training materials. In addition, each Soldier should—

- a. Know the training steps for both the WTBD and the MOS-specific critical tasks for his or her skill level. A list of the critical tasks is found in Chapter 2 of this manual and the STP for the specific MOS (MOS-specific tasks). Check DTMS or the Central Army Registry (CAR) for new training materials to support self-development with maintaining earlier trained tasks or to learn new tasks.

1-6. TASK SUMMARIES

Task summaries document the performance requirements of a critical warrior task. They provide the Soldier and the Trainer with the information necessary to evaluate critical tasks. The formats for the task summaries are—

- a. *Task title.* The task title identifies the action to perform.

Introduction to the SMCT System

- b. *Task number.* The task number is an 10-digit number or letters that identifies each task. The first three digits of the number represent the proponent code for that task. (Appendix A provides a list of proponent codes.) Include the entire 10-digit task number, along with the task title, in any correspondence relating to the task.
- c. *Conditions.* The task conditions identify all the equipment, tools, materials, references, job aids, and supporting personnel that the Soldier needs to perform the task. This section identifies any environmental conditions that can alter task performance such as visibility, temperature, or wind. This section also identifies any specific cues or events (for example, a chemical attack or identification of an unexploded ordnance hazard) that trigger task performance.
- d. *Standards.* A task standard specifies the requirements for task performance by indicating how well, complete, or accurate a product must be produced, a process must be performed, or both. Standards are described in terms of accuracy, tolerances, completeness, format, and clarity, number of errors, quantity, sequence, or speed of performance.
- e. *Training and evaluation guide.* This section has two parts. The first part, Performance Steps, lists the individual steps that the Soldier must complete to perform the task. The second part is the Performance Evaluation Guide. This provides guidance about how to evaluate a Soldier's performance of the task. It is composed of three subsections. The *Evaluation Preparation* subsection identifies special setup procedures and, if required, instructions for evaluating the task performance. Sometimes the conditions and standards must be modified so that the task can be evaluated in a situation that does not, without approximation, duplicate actual field performance. The *Performance Measures* subsection identifies the criteria for acceptable task performance. The Soldier is rated (GO/NO-GO) on how well he or she performs specific actions or produces specific products. As indicated in *Evaluation Guidance*, a Soldier must score a GO on all or specified performance measures to receive a GO on the task to be considered trained.
- f. *References.* This section identifies references that provide more detailed and thorough explanations of task performance requirements than that given in the task summary description. This section identifies resources the Soldier can use to improve or maintain performance.
- g. In addition, task summaries can include safety statements, environmental considerations, and notes. Safety statements (danger,

warning, and caution) alert users to the possibility of immediate death, personal injury, or damage to equipment. Notes provide additional information to support task performance.

1-7. TRAINING TIPS FOR NCO LEADERS

- a. Prepare yourself.
 - (1) Get training guidance from your chain of command about when to train, which Soldiers to train, availability of resources, and a training site.
 - (2) Get task, conditions, and standards from the task summary in this manual. Ensure that you can do the task. Review the task summary and the references in the reference section. Practice doing the task or, if necessary, have someone train you how to perform the task.
- b. Prepare the resources.
 - (1) Obtain the required resources as identified in the conditions statement for each task and/or modified in the training and evaluation guide.
 - (2) Gather the equipment and ensure that it is operational.
 - (3) Prepare a training outline consisting of informal notes about what you want to cover during your training session.
 - (4) Practice your training presentation.
 - (5) Coordinate for the use of training aids and devices.
 - (6) Prepare the training site using the conditions statement as modified in the training and evaluation guide.
- c. Train the Soldiers.
 - (1) Tell the Soldier what task to do and how well it must be done. Refer to the task standards and the performance measures for the task, as appropriate.
 - (2) Caution Soldiers about safety, environment, and security considerations.
 - (3) Demonstrate how to do the task to the standard level. Have the Soldiers study the appropriate training materials.
 - (4) Provide any necessary training involving basic skills Soldiers must have before they can be proficient with the task.
 - (5) Have the Soldiers practice the task until they can perform it to standard levels.
 - (6) Provide critical information to those Soldiers who fail to perform at task standard levels and have them continue to practice until they can perform at standard levels.
 - (7) Combine training involving the individual tasks contained in this manual with the collective tasks contained in the MTP.

Introduction to the SMCT System

Ensure that the necessary safety equipment and clothing needed for proper performance of the job are on hand at the training site.

- d. Record the results: First-line supervisors record the results and report information to the unit leadership.

1-8. TRAINING SUPPORT

Appendix A lists the task proponents and agency codes (first three digits of the task number) with addresses for submitting comments concerning specific tasks in this manual.

1-9. EVALUATING TASK PERFORMANCE

Trainers need to keep the following points in mind when preparing to evaluate their Soldiers:

- a. Review the performance measures to become familiar with the criteria about which you will score the Soldier.
- b. Ensure that all necessary equipment and clothing needed for proper performance of the job are on hand at the training site. Remember to include safety equipment.
- c. Prepare the test site according to the conditions section of the task summary. Some tasks contain special evaluation preparation instructions. These instructions tell the Trainer what modifications must be made concerning job conditions to evaluate the task. Reset the site to its original condition after evaluating each Soldier to ensure that the conditions are the same for each Soldier.
- d. Advise each Soldier about any special guidance that appears in the evaluation preparation section of the task summary before evaluating.
- e. Score each Soldier regarding the information in the performance measures and evaluation guidance. Record the date of training and task performance score (GO/NO-GO) in the sections training records for each Soldier.
 - (1) When applicable, conduct an exercise after-action review to allow training participants to discover for themselves what happened, why it happened, and how it can be done better. Once all key points are discussed and linked to future training, the evaluator will make the appropriate notes for inclusion into the score.
 - (2) Score the Soldier GO if all performance measures pass. Score the Soldier NO-GO if the Soldier fails any step. If the Soldier

Chapter 1

fails, Show the Soldier what they did wrong and allow the Soldiers to take the test again.

Chapter 2

Training Guide

2-1. THE ARMY WARRIOR TRAINING PLAN

- a. Army Warrior Training focuses on training Soldiers warrior tasks, battle drills, and tasks from a unit's METL. This chapter and Chapter 3 provide information identifying individual tasks to train and assist in the Trainer's planning, preparation, training assessment, and monitoring of individual training in units. It lists by general subject area, and skill level, the critical warrior tasks Soldiers must perform, the initial training location, and a suggested expertise of training.
- b. The training location column uses brevity codes to indicate where the task is first taught to standard levels. If the task is taught in the unit, the word "UNIT" appears in this column. If the task is trained by a self-development media, "SD" appears in this column. If the task is taught in the training base, the brevity code (BCT, OSUT, and AIT) of the resident course appears. Brevity codes and resident courses are listed below.

Brevity Codes	
BCT	Basic Combat Training
OSUT	One Station Unit Training
AIT	Advanced Individual Training
UNIT	Trained in/by the Unit
SD	Self-Development Training

- c. The sustainment-training column lists how often (frequency) Soldiers should train with the task to ensure they maintain their proficiency. This information is a guide for commanders to develop a comprehensive unit training plan. The commander, in conjunction with the unit Trainers, is in the best position to determine which tasks, and how often Soldiers should train to maintain unit readiness. (See Chapter 3 for a list of individual tasks that support the WTBD to be trained in each Army unit.)

Chapter 2

Table 2-1: Army Warrior Training Plan

Frequency Codes			
AN	Annually		
SA	Semiannually		
QT	Quarterly		
Task Number	Title	Training Location	Sustainment Training Frequency
Warrior Skill Level 1			
Subject Area 1: Shoot/Maintain, Employ, and Engage Targets with Individually Assigned Weapon System:			
071-COM-0032	Maintain an M16-Series Rifle/M4-Series Rifle Carbine	BCT/OSUT	AN
071-COM-0029	Perform a Function Check on an M16-Series Rifle/M4-Series Carbine	BCT/OSUT	QT
071-COM-0028	Load an M16-Series/M4-Series Carbine	BCT/OSUT	SA
071-COM-0027	Unload an M16-Series Rifle/M4-Series Carbine	BCT/OSUT	SA
071-COM-0033	Correct Malfunctions of an M16-Series Rifle/M4-Series Carbine	BCT/OSUT	SA
071-COM-0031	Zero an M16-Series Rifle/M4-Series Carbine	BCT/OSUT	SA
071-COM-0030	Engage Targets with an M16-Series Rifle/M4-Series Carbine	BCT/OSUT	SA

Table 2-1: Army Warrior Training Plan (continued)

Subject Area 2: Shoot/Employ Hand Grenades:			
071-COM-4401	Perform Safety Checks on Hand Grenades	BCT/OSUT	AN
071-COM-4407	Employ Hand Grenades	BCT/OSUT	AN
071-COM-0541	Perform Exterior Movement Techniques during an urban operation	BCT/OSUT	AN
Subject Area 3: Move/ Perform Individual Movement Techniques:			
071-COM-0503	Move Over, Through, or Around Obstacles (Except Minefields)	BCT/OSUT	SA
071-COM-0502	Move Under Direct Fire	BCT/OSUT	SA
071-COM-1000	Identify the Marginal Information and Symbols on a Military Map	BCT/OSUT	AN
071-COM-1001	Identify Terrain Features on a Map	BCT/OSUT	AN
071-COM-1002	Determine the Grid Coordinates of a Point on a Military Map	BCT/OSUT	AN
071-COM-1008	Measure distance on a Map	BCT/OSUT	AN

Chapter 2

Table 2-1: Army Warrior Training Plan (continued)

071-COM-1005	Determine a Location on the Ground by Terrain Association	BCT/OSUT	AN
071-COM-1012	Orient a Map to the Ground by Map-Terrain Association	BCT/OSUT	AN
071-COM-1011	Orient a Map Using a Lensatic Compass	BCT/OSUT	AN
071-COM-1003	Determine a Magnetic Azimuth Using a Lensatic Compass	BCT/OSUT	AN
071-COM-0018	Determine Grid Azimuth Using a Protractor	BCT/OSUT	AN
071-COM-1016	Convert an Azimuth	BCT/OSUT	AN
071-COM-0017	Compute Back Azimuth	Unit	AN
071-COM-1006	Navigate from One Point on the Ground to Another Point While Dismounted	BCT/OSUT	AN
071-COM-1014	Locate an Unknown Point on a map and on the Ground by Intersection	BCT/OSUT	AN
071-COM-1015	Locate an Unknown Point on a map and on the Ground by Resection	BCT/OSUT	SA
071-COM-0501	Move as a Member of a Team	BCT/OSUT	SA

Table 2-1: Army Warrior Training Plan (continued)

071-COM-0510	React to Indirect Fire While Dismounted	BCT/OSUT	SA
071-COM-0513	Select Hasty Fighting Positions	BCT/OSUT	SA
Subject Area 4: Communicate:			
113-COM-2070	Operate Single Channel Ground and Airborne Radio System (SINCGARS)	BCT/OSUT	SA
113-COM-1022	Perform Voice Communications	BCT/OSUT	AN
081-COM-0101	Request Medical Evacuation	BCT/OSUT	SA
171-COM-4080	Send a Spot Report (SPOTREP)	BCT/OSUT	AN
071-COM-0608	Use Visual Signaling Techniques	BCT/OSUT	SA
Subject Area 5: Survive:			
031-COM-1010	Maintain Your Assigned Protective Mask	BCT/OSUT	AN
031-COM-1004	Protect Yourself from Chemical and Biological (CB) Contamination Using Your Assigned Protective Mask	BCT/OSUT	AN

Chapter 2

Table 2-1: Army Warrior Training Plan (continued)

031-COM-1007	React to Chemical or Biological (CB) Hazard/Attack	BCT/OSUT	AN
031-COM-1005	Protect Yourself from CBRN Injury/ Contamination by Assuming MOPP Level 4	BCT/OSUT	SA
031-COM-1009	Detect Liquid Chemical Agents Using M9 Detector paper	BCT/OSUT	AN
031-COM-1008	Identify Liquid Chemical Agents Using M8 paper	BCT/OSUT	AN
031-COM-1006	Decontaminate Your Skin	BCT/OSUT	AN
031-COM-1011	Decontaminate Your Individual Equipment	BCT/OSUT	AN
031-COM-1001	React to Nuclear Attack	BCT/OSUT	AN
031-COM-1013	React to Radiological Hazzard	BCT/OSUT	AN
031-COM- 1012	Conduct Personal Hydration While Wearing Your Assigned Protective mask	BCT/OSUT	AN
031-COM-1003	Mark CBRN- Contaminated Areas	Unit	AN
031-COM-1009	React to Nerve Agent Poisoning	BCT/OSUT	AN

Table 2-1: Army Warrior Training Plan (continued)

081-COM-1001	Perform Casualty Care	BCT/OSUT	AN
081-COM-1004	Perform Airway Management	BCT/OSUT	AN
081-COM-1006	Perform Open Chest Wound Care	BCT/OSUT	AN
081-COM-1002	Perform Hemostatic Control	BCT/OSUT	AN
081-COM-1008	Treat an Eye Injury	BCT/OSUT	AN
081-COM-1046	Perform Casualty Movement	BCT/OSUT	AN
081-COM-1007	Perform Casualty Burn Care	BCT/OSUT	AN
052-COM-1271	Identify Visual Indicators of an Improvised Explosive Device (IED)	BCT/OSUT	AN
052-COM-1270	React to Possible Improvised Device (IED) Attack	BCT/OSUT	AN
081-COM-1053	Apply Individual Preventive Medicine Countermeasures	BCT/OSUT	AN
071-COM-0815	Practice, Noise, Light, and Litter Discipline	BCT/OSUT	AN

Chapter 2

Table 2-1: Army Warrior Training Plan (continued)

071-COM-0804	Perform Surveillance without the Aid of Electronic Device	Unit	SA
071-COM-0801	Challenge Persons Entering your Area	BCT/OSUT	SA
071-COM-1004	Perform Duty as a Guard	BCT/OSUT	SA
052-COM-1361	Camouflage Yourself and Individual Equipment	BCT/OSUT	AN
071-COM-4408	Construct Individual Fighting Positions	BCT/OSUT	AN
159-COM-2026	Identify Combatant and Non-Combatant Personnel & Hybrid Threats	BCT/OSUT	AN
071-COM-0512	Perform Hand-to-Hand Combat	BCT/OSUT	AN
Battle Drill 1	Battle Drill: React to Contact	BCT/OSUT/UNIT	AN
N/A	Engage Targets with your assigned weapon	BCT/OSUT	AN
071-COM-0513	Select Hasty Fighting Positions	BCT/OSUT	SA
071-COM-0608	Use Visual Signaling Techniques	BCT/OSUT	AN
071-COM-0502	Move under Direct Fire	BCT/OSUT	SA

Table 2-1: Army Warrior Training Plan (continued)

071-COM-0510	React to Indirect Fire While Dismounted	BCT/OSUT	SA
113-COM-1022	Perform Voice Communications	BCT/OSUT	AN
071-COM-0501	Move as a Member of a Team	BCT/OSUT	SA
071-COM-4407	Employ Hand Grenades	BCT/OSUT	AN
071-COM-0503	Move over, through or around obstacles (except minefields)	BCT/OSUT	AN
052-COM-1271	Identify Visual Indicators of an Improvised Explosive Device	BCT/OSUT	AN
051-COM-1270	React to Possible Improvised Explosive Device	BCT/OSUT	AN
Battle Drill 2	Battle Drill: Establish Security at the Halt	BCT/OSUT/UNIT	AN
N/A	Engage Targets with your assigned weapon	BCT/OSUT	AN
071-COM-0513	Select Hasty Fighting Positions	BCT/OSUT	SA

Chapter 2

Table 2-1: Army Warrior Training Plan (continued)

113-COM-1022	Perform Voice Communications	BCT/OSUT	AN
071-COM-0801	Challenge Persons Entering Your Area	BCT/OSUT	AN
113-COM-2070	Operate SINCGARS Single-Channel (SC)	BCT/OSUT	AN
071-COM-1004	Perform Duty as a Guard	BCT/OSUT	AN
071-COM-0815	Practice Noise, Light, and Litter Discipline	BCT/OSUT	AN
071-COM-0608	Use Visual Signaling Techniques	BCT/OSUT	AN
071-COM-4080	Send a SPOT Report	BCT/OSUT	AN
051-COM-1361	Camouflage Yourself and Individual Equipment	BCT/OSUT	AN
071-COM-4408	Construct an Individual Fighting Position	BCT/OSUT	AN
Battle Drill 3	Battle Drill Perform Tactical Combat Casualty Care	BCT/OSUT/UNIT	AN
081-COM-1001	Perform Casualty Care	BCT/OSUT	SA
081-COM-1004	Perform Airway Management	BCT/OSUT	AN
081-COM-1007	Perform Casualty Burns Care	BCT/OSUT	AN
081-COM-1002	Perform Hemostatic Control	BCT/OSUT	AN

Table 2-1: Army Warrior Training Plan (continued)

081-COM-1008	Perform Eye Injury Care	BCT/OSUT	AN
081-COM-1046	Perform Casualty Movement	BCT/OSUT	AN
113-COM-1022	Perform Voice Communications	BCT/OSUT	AN
Battle Drill 4	Battle Drill React to Ambush (near)	BCT/OSUT/UNIT	AN
N/A	Engage Targets with your assigned weapon	BCT/OSUT	AN
052-COM-1271	Identify Visual Indicators of an IED	BCT/OSUT	AN
052-COM-1270	React to an IED Attack	BCT/OSUT	AN
071-COM-0512	React-to-Hand-to-Hand-Combat	BCT/OSUT	AN
071-COM-4407	Employ Hand Grenades	BCT/OSUT	AN

Note: Unit SOP may differ from individual tasks identified in the SMCT.

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Chapter 3

Warrior Skills Level 1 Tasks

Subject Area 1: Shoot/Maintain, Employ, and Engage Targets with Individually Assigned Weapon System

071-COM-0032

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

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

WARNING

Do not squeeze the trigger until the weapon has been cleared. Inspect the chamber to ensure that it is empty and no ammunition is in position to be chambered. Failure to do so may lead to death or serious injury.

Conditions:

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

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

Special Condition: None

Chapter 3

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

DANGER

Do not squeeze the trigger until the weapon has been cleared. Inspect the chamber to ensure that it is empty and no ammunition is in position to be chambered. Failure to do so may lead to death or serious injury.

WARNING

Always clear the weapon before cleaning.

Ensure weapon is always pointed in a safe direction.

Failure to comply with above warnings may result in injury or death to personnel. Seek immediate medical attention if injury occurs.

Note: There is a Windows 3D Interactive Multi-media Instructions (IMI) model that supports this task on the Central Army Registry (CAR) <https://rdl.train.army.mil>. Search for title: M4-Series Carbine - Windows 3D Interactive Multi-media Instructions (IMI).

Performance Steps

1. Clear the weapon.
 - a. Point weapon in safe direction.
 - b. Attempt to place the selector lever on SAFE.
- Note:** If weapon is not cocked, lever can't be pointed toward safe.
 - c. Remove the magazine from the weapon, if present.
 - d. Lock the bolt open.

Performance Steps

- (1) Pull the charging handle rearward.
- (2) Press the bottom of the bolt catch.
- (3) Move the bolt forward until it engages the bolt catch.
- (4) Return the charging handle to the forward position.
- (5) Ensure the receiver and chamber are free of ammo.

e. Place the selector lever on safe.

f. Press the upper portion of the bolt catch to allow the bolt to go forward.

2. Disassemble the weapon.

- a. Remove the sling.

CAUTION

Do not use a screwdriver or any other tool when removing the handguards. Doing so may damage the handguards, slip ring, or both. Do not bend or dent the gas tube while removing handguard.

b. Remove the handguards or lower adapter rails.

Note: Hand guards on the M16A2 are interchangeable because they are identical. On the M16A4 the hand guards can be replaced by the M5 adapter rails. On the M4 carbine Series, the hand guards can be replaced by the M4 adapter rails. The M4 and M5 adapter rails are marked with a T for top and B for bottom. The operator is only authorized to remove the lower adapter rail and rail covers for cleaning, lubrication, or attaching accessories.

- (1) Place the weapon on the buttstock.
- (2) Press down on the slip ring with both hands.

Chapter 3

Performance Steps

- (3) Pull the handguards free.
- c. Push the take down pin as far as it will go.
- d. Pivot the upper receiver from the lower receiver.
- e. Push the receiver pivot pin in as far as it will go.
- f. Separate the upper and lower receivers.
- g. Remove carrying handle, if applicable.
 - (1) Loosen the screws on the left side of the clamping bar.
 - (2) Lift the handle off once the clamping bar is loose.
- h. Pull back the charging handle.
- i. Remove the bolt carrier and bolt.
- j. Remove the charging handle.
- k. Disassemble the bolt carrier.
 - (1) Remove the firing pin retaining pin.

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

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

CAUTION

Do not drop or hit the firing pin. Damage to the pin may cause the weapon to malfunction.

- (3) Drop firing pin out of rear of bolt carrier.
- (4) Remove the bolt cam pin by turning it one-quarter of a turn and lifting it out.
- (5) Remove bolt assembly from carrier.
- (6) Press the rear of the extractor pin to check spring function.

Performance Steps

Note: Any weak springs should be reported to the unit armor for replacement.

(7) Remove the extractor pin by pushing it out with the firing pin.

(8) Lift out the extractor and spring, taking care that the spring does not separate from the extractor.

l. Remove buffer and buffer spring from buttstock.

(1) Press in buffer depress retainer and release buffer.

(2) Remove buffer and action spring.

m. Remove the buttstock. (M4-Series only)

(1) Extend the buttstock assembly to full open.

(2) Separate the buttstock assembly from the lower receiver extension.

(a) Grasp the lock lever in the area of the retaining nut.

(b) Pull downward.

(c) Slide the buttstock to the rear.

CAUTION

Do not mix parts of one weapon with other weapons. Parts are not interchangeable.

3. Clean the weapon.

Note: CLP (Cleaner, Lubricant, and Preservative) is used in the steps to identify when lubricant is needed, however it can be replaced with LSA (Weapons Lubricant Oil, semifluid), or LAW (Lubricating Oil, Arctic Weather) as applicable.

Chapter 3

Performance Steps

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

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

a. Clean the bore.

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

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

Note: When using bore brush, don't reverse direction while in bore.

- (4) Point muzzle down.
- (5) Hold the upper receiver in one hand while inserting the end of the rod without the brush into the chamber.
- (6) Let the rod fall straight through the bore.

Note: About 2 to 3 inches will be sticking out of the muzzle at this point.

- (7) Attach the handle section of the cleaning rod to the end of the rod sticking out of the muzzle.
- (8) Pull the brush through the bore and out of the muzzle.
- (9) Take off the handle section.
- (10) Run the brush through the bore again by repeating the process.
- (11) Replace the bore brush with the rod tip.

Performance Steps

- (12) Attach a patch with CLP to the rod tip.
- (13) Pull the patch through the bore.
- b. Upper receiver group.
 - (1) Connect chamber brush to cleaning rod handle.
 - (2) Dip the chamber brush in CLP and insert in chamber and locking lugs.
 - (3) Push and twist to clean.
 - (4) Use a worn out bore brush to clean outside of gas tube.
- Note:** Gas tubes will discolor from heat. Do not attempt to remove discoloration.
- (5) Clean the entire upper receiver by wiping it down.
- c. Bolt carrier group.
 - (1) Clean carbon and oil from firing pin.
 - (2) Clean bolt carrier key with worn brush.
 - (3) Clean firing pin recess with pipe cleaner.
 - (4) Clean firing pin hole with pipe cleaner.
 - (5) Clean behind bolt rings and lip of extractor.
 - (6) Clean carbon deposits and dirt from locking lugs.

CAUTION

Do not use wire brush or any other type of abrasive material to clean aluminum surfaces. Damage to equipment may occur.

- d. Lower receiver group.

Chapter 3

Performance Steps

- (1) Wipe dirt from trigger with a patch.
- (2) Use a patch damped with CLP to clean powder fouling, corrosion, and dirt from outside parts of lower receiver and extension assembly.
- (3) Use pipe cleaner to clean buttstock drain hole.
- (4) Clean buffer assembly, spring, and inside with patch damped with CLP.
- (5) Wipe dry.

e. Clean the ejector.

WARNING

Do not use a live round to perform this process.

- (1) Place a few drops of CLP on the ejector.
- (2) Press the ejector in using a spent round casing or dummy round.
- (3) Hook casing under extractor and rock back and forth against ejector.
- (4) Repeat this process a few times adding lubricant until the action of the ejector is smooth and strong.
- (5) Dry off excess CLP when process is completed.

WARNING

Do not interchange bolts between weapons.

4. Inspect the weapon for serviceability.

- a. Upper receiver group.

Performance Steps

- (1) Check handguards or rails for cracks, broken tabs, proper installation, and loose heat shields.
- (2) Check front sight post for straightness.
- (3) Check depression of the front detent.
- (4) Check compensator for looseness.
- (5) Check barrel for straightness, cracks, burrs or looseness.
- (6) Check charging handle for cracks, bends, or breaks.
- (7) Check rear sight assembly for properly working windage and elevation adjustments.
- (8) Ensure the short and long range sight spring holds the selected sight in place.
- (9) Check gas tube for bends or retention to barrel.

b. Inspect the bolt carrier group.

- (1) Inspect bolt cam pin for cracking or chipping.
- (2) Inspect firing pin for bends, cracks, and sharp or blunted tip.

Note: Bolts that contain pits in the firing pin hole need replacing.

- (3) Inspect for missing or broken gas rings.
- (4) Inspect bolt cam pin area for cracking or chipping.
- (5) Inspect locking lugs for cracking or chipping.
- (6) Inspect extractor assembly for missing extractor spring assembly with insert and for chipped or broken edges on the lip which engages the cartridge rim.
- (7) Inspect firing pin retaining pin to determine if bent or badly worn.
- (8) Inspect bolt carrier for loose bolt carrier key.
- (9) Inspect for cracking or chipping in cam pin hole area.

Chapter 3

Performance Steps

c. Lower receiver.

- (1) Inspect buffer for cracks or damage.
- (2) Inspect buffer spring for kinks.
- (3) Inspect buttstock for broken buttplate or cracks.
- (4) Inspect for bent or broken selector lever.
- (5) Inspect rifle grips for cracks or damage.
- (6) Inspect for broken or bent trigger.
- (7) Visually inspect the inside parts of the lower receiver for broken or missing parts.

d. Turn weapon in for maintenance if damaged or unserviceable parts are found during inspection.

5. Lubricate the weapon.

Note: Under all but the coldest arctic conditions, CLP is the lubricant to use on the weapon. Temperature between +10 degrees Fahrenheit and -10 degrees Fahrenheit, use either CLP or LAW. For -35 degrees Fahrenheit or lower, use LAW only. Lightly lube means apply a film of lubricant barely visible to the eye. Generously lube means apply the lubricant heavily enough so that it can be spread with the finger.

a. Lubricate upper receiver and carrying handle.

- (1) Lightly lubricate inside of upper receiver, bore, chamber, front sight, outer surfaces of barrel, and under the handguards.
- (2) Apply a drop or two of lubricant to the front sight detent.
 - (a) Depress and apply two or three drops of CLP to the front sight detent.
 - (b) Depress several times to work the lube into the spring.
- (3) Apply a drop or two of lubricant to both threaded studs.
 - (a) Lightly lube the clamping bar and both round nuts.
 - (b) Lightly lube the mating surface.

Performance Steps

- (4) Apply one or two drops of lubricant to the adjustable rear sight.
- (5) Ensure that the lubricant is spread evenly in the rear sight by rotating the following parts.
 - (a) Elevation screw shaft.
 - (b) Elevation knob.
 - (c) Windage knob.
 - (d) Windage screw.

b. Lubricate lower receiver group.

- (1) Lightly lube the inside and outside lower receiver extension, buffer, and action spring.
 - (a) Lightly lube the inside buttstock assembly.
 - (b) Generously lube the buttstock lock-release lever and retaining pin.
- (2) Generously lube the take down pin, pivot pin, detents, and all other moving parts and their pins.

c. Lubricate bolt carrier group.

- (1) Lightly lube the charging handle and the inner and outer surfaces of the bolt carrier.
- (2) Place one drop of CLP in the carrier key.
- (3) Apply a light coat of CLP on the firing pin and firing pin recess in the bolt.
- (4) Generously lube the outside of the bolt body, bolt rings, and cam pin area.
- (5) Apply a light coat of CLP on the extractor and pin.

Chapter 3

Performance Steps

WARNING

Do not interchange bolts between weapons.

6. Assemble the weapon.

a. Assemble the bolt carrier.

- (1) Insert the extractor and spring.
- (2) Push in the extractor pin.
- (3) Slide the bolt into the carrier.

DANGER

The cam pin must be installed in the bolt group. Failure to do so will cause weapon to explode when fired next. Injury or death may occur.

(4) Replace the bolt cam pin.

(5) Drop in and seat the firing pin.

(6) Pull the bolt back.

(7) Replace the retaining pin.

b. Engage and then push the charging handle in part of the way.

c. Slide in the bolt carrier assembly.

d. Push in the charging handle and the bolt carrier group together.

e. Insert the action spring and buffer.

f. Install the buttstock assembly (M4-Series only).

(1) Align the buttstock assembly with the lower receiver extension.

(2) Pull downward on the lock release lever near the retaining pin.

Performance Steps

- (3) Slide the buttstock assembly onto the lower receiver extension.
- g. Join the upper and lower receivers.
- h. Engage the receiver pivot pin.
- i. Close the upper and lower receiver groups.
- j. Push in the takedown pin.
- k. Replace the handguards.
- l. Replace the carrying handle, if applicable.
- m. Replace the sling.

7. Perform a function check on the weapon.
8. Maintain the magazine.
 - a . Disassemble magazine.
 - (1) Insert the nose of a cartridge into the hole in the base of the magazine.
 - (2) Raise the rear of the magazine until the indentation on the base is clear of the magazine.
 - (3) Slide the base forward until it is free of the tabs.
 - (4) Remove the magazine spring and follower (do not separate).
 - b . Clean all parts using a rag soaked with CLP.
 - c . Dry all parts.
 - d . Inspect parts for damage such as dents and corrosion.

Note: If any damage is found, turn in to maintenance.

- e . Lightly lube the spring only.
- f . Assemble the magazine.
 - (1) Insert the follower and spring into the magazine tube.

Chapter 3

Performance Steps

- (2) Jiggle the spring to seat them in the magazine.
- (3) Slide the base under all four tabs until it is fully seated.
- (4) Make sure the printing is on the outside.

9. Maintain the ammunition.

- a. Clean the ammunition with a clean dry rag.
- b. Inspect for and turn in any ammunition with the following defects:
 - (1) Corrosion.
 - (2) Dented cartridges.
 - (3) Cartridges with loose bullets.
 - (4) Cartridges with the bullet pushed in.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Cleared the weapon.	—	—
2 Disassembled the weapon.	—	—
3 Cleaned the weapon.	—	—

Performance Measures	GO	NO-GO
4 Inspected the weapon for serviceability.	_____	_____
5 Lubricated the weapon.	_____	_____
6 Assembled the weapon.	_____	_____
7 Performed a function check on the weapon.	_____	_____
8 Maintained the magazine.	_____	_____
9 Maintained the ammunition.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

071-COM-0029

Perform a Function Check on an M16-Series Rifle/M4-Series Carbine.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Chapter 3

WARNING

Always clear weapon before starting a function check. Do not squeeze trigger until weapon has been cleared. Ensure weapon is always pointed in a safe direction

Conditions: You are a member of a squad or team preparing for a tactical operation and must ensure the operability of your assigned M16-Series rifle or M4-Series carbine. Some iterations of this task should be performed in MOPP 4.

Standards: Verify the M16/M4 is clear and conduct a function check to ensure that the weapon operates properly with the selector switch in each position. All steps for the function check must be performed in sequence.

Special Condition: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Note: A function check is the final step of maintaining your weapon. It is also performed anytime the proper operation of a weapon is in question. Stop a function check at any time the weapon does not function properly and turn in the malfunctioning weapon as per unit Standing Operating Procedures. There is a Windows 3D interactive multi-media instructions (IMI) model that supports this task on the Central Army Registry (CAR) <https://rdl.train.army.mil>. Search for title: M4-Series Carbine - Windows 3D Interactive Multimedia Instructions (IMI).

Performance Steps

1. Confirm the M16/M4 is clear.
2. Check weapon in SEMI firing mode.
 - a. Place selector lever on SAFE.

Note: If the weapon is not cocked, you cannot place the selector lever on SAFE.

Performance Steps

- b. Pull charging handle to rear and release.
- c. Pull trigger.

Note: Hammer should not fall.

- d. Place selector lever on SEMI.
- e. Pull trigger.

Note: Hammer should fall.

- f. Hold trigger to the rear and charge the weapon.
- g. Release the trigger with a slow, smooth motion, until the trigger is fully forward.

Note: An audible click should be heard.

- h. Pull trigger.

Note: Hammer should fall.

- i. Place selector lever on BURST (M16A2, M16A4, and M4 only).
- j. Charge weapon one time.
- k. Squeeze trigger.

Note: Hammer should fall.

- l. Hold trigger to the rear.
- m. Charge weapon three times.
- n. Release trigger.
- o. Squeeze trigger.

Note: Hammer should fall.

- p. Place the selector switch on AUTO (M16A3 and M4A1 only).
- q. Pull the charging handle to the rear, charging the weapon.

Chapter 3

Performance Steps

r. Squeeze the trigger.

Note: Hammer should fall.

s. Hold the trigger to the rear.

t. Cock the weapon again.

u. Fully release the trigger then squeeze it again.

Note: The hammer should not fall because it should have fallen when the bolt was allowed to move forward during the chambering and locking sequences.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and/or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Confirmed the M16/M4 was clear.	_____	_____
2 Conducted a function check on the M16/M4.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Environment: Environmental protection is not just the law but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In

doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to the current Environmental Considerations manual and the current GTA Environmental-related Risk Assessment card.

Safety: In a training environment, leaders must perform a risk assessment in accordance with current Risk Management Doctrine. Leaders will complete the current Deliberate Risk Assessment Worksheet in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

References:

Related: TC 3-22.9, TM 9-1005-319-10

071-COM-0028

Load an M16-Series Rifle/M4-Series Carbine.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are assigned a M16-Series rifle or M4-Series carbine and must load it in preparation for operation. You have a 5.56-mm ammunition in a 20 or 30 round magazine. Some iterations of this task should be performed in MOPP 4.

Standards: Keep the weapon pointed in a safe direction, ensure chamber is empty, place weapon on safe, insert a magazine, and chamber a round. All steps must be performed in sequence and magazine must be securely seated

Chapter 3

Special Condition: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

DANGER

Weapon must always be pointed in a safe direction. Failure to comply may result in injury or death to personnel.

Performance Steps

Note: None.

1. Keep the weapon pointed in a safe direction.

2. Attempt to place weapon on safe.

Note: If the Weapon is not cocked, you cannot place the selector lever on SAFE.

3. Lock the bolt to the rear.

a. Pull the charging handle rearward.

b. Press and hold the bottom of the bolt catch.

c. Allow the bolt to move forward until it engages the bolt catch.

d. Release the bottom of the bolt catch.

e. Return the charging handle to the forward position.

Note: The chamber can be checked either by locking the bolt to the rear or by holding the bolt to the rear and then observing the chamber area.

4. Insert the magazine.

a. Push the magazine upwards until the magazine catch engages.

b. Tap upward on the bottom of the magazine to ensure the magazine is seated.

Performance Steps

5. Chamber a round.

Note: Round may be chambered with the bolt assembly open or closed.

a. Chamber a round when the bolt is open.

Note: The charging handle should not be ridden forward.

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

(2) Tap the forward assist to ensure that the bolt is fully forward and locked.

Note: The weapon is now loaded.

b. Chamber a round when the bolt is closed.

Note: The charging handle should not be ridden forward.

(1) Pull the charging handle to the rear as far as it will go.

(2) Release the charging handle.

(3) Tap the forward assist to ensure that the bolt is fully forward and locked. Note: The weapon is now loaded.

Note: The charging handle should not be rode forward.

(Asterisks indicates a leader performance step.)

WARNING

The weapon is now loaded and should be pointed in a safe direction.

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed.

Chapter 3

Performance Steps

If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and/or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Keep the weapon pointed in a safe direction.	_____	_____
2 Attempt to place the weapon on safe.	_____	_____
3 Locked the bolt to the rear.	_____	_____
4 Inserted a magazine.	_____	_____
5 Chamber a round.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Required: TC 3-22.9, TM 9-1005-319-10

071-COM-0027

Unload an M16-Series Rifle/M4-Series Carbine.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You have just returned from a mission and have been directed to unload your M16-Series rifle or M4-Series carbine. Some iterations of this task should be performed in MOPP 4.

Standards: Unload the M16-Series rifle or M4-Series carbine so that the magazine and all ammunition are removed from the weapon.

Special Condition: None

Special Standards: None

Safety Risk: Medium

MOPP 4: Sometimes

Task Statements

Cue: None

Note: There is a Windows 3D Interactive Multimedia Instructions (IMI) model that supports this task on the Central Army Registry (CAR) <https://rdl.train.army.mil>. Search for title: M4-Series Carbine - Windows 3D Interactive Multimedia Instructions (IMI).

Performance Steps

1. Point the weapon muzzle in a safe direction.

Chapter 3

Performance Steps

2. Place the selector lever on SAFE.

Note: If the weapon is not cocked, you cannot place the selector lever on SAFE.

3. Remove the magazine

a. Depress the magazine catch button.

b. Pull down on the magazine to remove.

4. Lock the bolt open.

a. Pull the charging handle to the rear.

b. Press the bottom portion of the bolt catch, locking the bolt open.

c. Allow the bolt to move forward until it engages the bolt catch

d. Return the charging handle to the forward position.

e. Place the selector lever on SAFE.

Note: If the weapon was cocked before locking the bolt open then the selector lever should already be on SAFE.

5. Ensure that no ammunition is in the receiver and chamber.

6. Return the bolt to the closed position.

a. Press the upper portion of the bolt catch allowing the bolt to go forward.

b. Close the ejection port cover.

(Asterisks indicates a leader performance step.)

Evaluation Preparation:

Setup: At a test site, provide an M4 or M4A1 carbine loaded with dummy ammunition.

Brief Soldier: Tell the Soldier to unload the carbine.

Task Statements		
Performance Measures	GO	NO-GO
1 Pointed the weapon muzzle in a safe direction.	_____	_____
2 Placed the selector lever on SAFE.	_____	_____
3 Removed the magazine.	_____	_____
4 Locked the bolt open.	_____	_____
5 Ensured no ammunition was in the receiver and chamber.	_____	_____
6 Returned the bolt to the closed position.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores NO-GO, show the Soldier what was done wrong and how to do it correctly.

References

Required: TC 3-22.9, TM 9-1005-319-10.

071-COM-0033

Chapter 3

Correct Malfunctions of an M16-Series Rifle/M4-Series Carbine.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

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

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

Special Condition: None

Safety Risk: Medium

MOPP 4: Sometimes

Cue: None

DANGER

Always be aware of a weapon's condition and muzzle orientation.

Treat all weapons as if they are loaded and prepared to fire.

Never point a weapon at anything you do not intend to shoot.

Keep finger straight and out of the trigger guard until ready to fire.

Ensure positive identification of target, backstop and beyond.

Notes: When any weapon fails to complete any phase of the cycle of function correctly, a malfunction has occurred. When a malfunction occurs, the Soldier's priority remains to defeat the target as quickly as possible. The malfunction, Soldier capability, and secondary weapon capability determine if, when, and how to transition to a secondary weapon system.

Performance Steps

1. Perform immediate action.

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

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

Note: Do not ride the charging handle.

- g. Tap on the forward assist to ensure bolt is closed.
- h. Reacquire target
- i. Press the trigger.
 - (1) Continue the engagement if the weapon fires.
 - (2) Proceed to remedial action if the weapon does not fire.

Chapter 3

Performance Steps

DANGER

Do not attempt to remove a round stuck in the barrel of a weapon; evacuate the weapon to maintainer when tactical situation permits.

2. Perform remedial action.

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

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

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

- (1) Attempt to place the weapon on safe
- (2) Remove the magazine.
- (3) Lock the charging handle to the rear.
- (4) Place the selector lever on SAFE, if not already done.
- (5) Visually inspect the chamber.
 - (a) Ensure chamber is empty.
 - (b) Ensure the breech face is clear of live or expended cartridges, foreign debris, and has no physical damage.

Performance Steps

DANGER

DO NOT attempt to remove a round stuck in the barrel of a weapon; evacuate the weapon to maintainer when tactical situation permits.

- (6) If obstructions are present, remove them from the chamber by:
 - (a) Angling the ejection port downward and shaking the rifle to remove cartridge.
 - (b) Using a cleaning rod to push out a cartridge stuck in the chamber.
 - (c) Insert a new loaded magazine.

Note: When the magazine is fully seated, you should hear an audible click.

- (d) Press bolt catch to release the bolt.
- (e) Visually observe the round enter the chamber.
- (f) Reacquire target.
- (g) Press the trigger.

- (1) Continue the engagement if the weapon fires.
- (2) If weapon fails to fire, evacuate weapon to maintainer when tactical situation permits.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Evaluation Preparation:

Chapter 3

Setup: Provide the Soldier with the equipment and/or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Performed immediate action.	_____	_____
2 Performed remedial action.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Required: TC 3-22.9, TM 9-1005-319-10

071-COM-0031

Zero an M16-Series Rifle/M4-Series Carbine.

Foreign Disclosure: **FD1.** This training product has been reviewed by the training developers in coordination with the G2, Fort Moore, GA 31905 Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are assigned an M16-Series rifle or M4-Series carbine and have been directed to zero the weapon. Your weapon has an M68 Close Combat Optic (CCO), an M150 Rifle Combat Optic (RCO), Back-Up Iron Sight (BUIS), or Carrying Handle Assembly. You are in a firing position and have 5.56-mm ammunition, the appropriate 25-meter zero target at 25 meters, and sandbags for support. Some iterations of this task should be performed in MOPP 4.

Standards: Prepare the sight system for operation and establish a correct sight picture. Establish a tight shot group. Adjust sights (if required). Establish and confirm your zero. Return the rear mechanical sight (Carrying Handle Assembly or BUIS) elevation to the 300-meter setting, if used. Record your zero and confirm the zero at 300 meters. Record your zero and confirm the zero at 300 meters.

Special Condition: None

Safety Risk: Medium

MOPP 4: Sometimes

Task Statements

Cue: None

DANGER

Always be aware of a weapon's condition and muzzle orientation. Treat all weapons as if they are loaded and prepared to fire. Keep finger straight and out of the trigger guard until ready to fire. Ensure positive identification of target, backstop and beyond.

Note: Bore sighting of the weapon and any optics is recommended prior to zeroing the weapon system. Although not required, bore sighting saves time and requires less rounds for the zeroing process.

Performance Steps

1. Prepare the sight system for zeroing.
 - a. Prepare the CCO.

Note: The CCO is equipped with 10 positions for different dot intensity settings. The "OFF" position is the number 1 position. Positions 2, 3, and 4 are

Chapter 3

Performance Steps

low intensity for night vision operations. Positions 5 through 10 are daytime settings. Position 10 is the extra high intensity setting.

- (1) Ensure the front lens cover is closed.
- (2) Turn the switch knob to the desired setting.
- (3) Remove rear lens cover.
- (4) Look through lens to verify the desired intensity of the red dot on the front lens cover.
- (5) Remove the front lens cover.

b. Prepare the RCO.

- (1) Open front and rear lens cover.
- (2) Adjust the Rear Sight (by weapon type).

Note: To adjust reticle illumination during extremely bright conditions, use rigger's tape (Figure 3-1) to shield the fiber optic collector. During bright conditions only about a half to one inch of fiber optic is required to illuminate reticle. The tape can be peeled back to expose more of the fiber optic when more reticle illumination is needed.

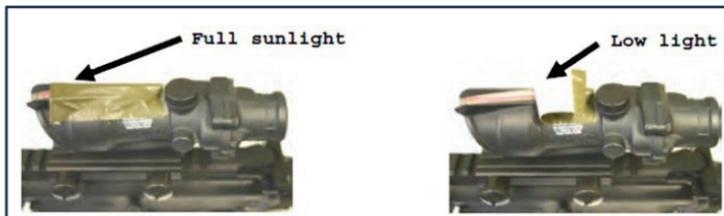


Figure 3-1. RCO Field Expedient Reticle Adjustment

c. Set the weapon to battlesight zero for mechanical sight (BUIS or Carrying Handle Assembly).

- (1) Set battlesight zero on weapon with carrying handle assembly.

Note: No changes are made to the front sight when setting a battlesight zero.

Performance Steps

(a) Adjust rear aperture by positioning the apertures so the unmarked aperture is up and the 0-200 meter aperture is down.

(b) Adjust windage by turning the windage knob to align the index mark on the 0-200 meter aperture with the long center index line on the rear sight assembly.

(c) (M16A2/M16A3 only) Adjust elevation

(1) Turn the elevation knob counterclockwise until the rear sight assembly rests flush with the carrying handle and the 8/3 marking is aligned with the index line on the left side of the carrying handle.

(2) Turn the elevation knob one click clockwise.

(d) (M4/M4A1 Carbine) Adjust elevation.

(1) Turn the elevation knob counterclockwise until the rear sight assembly rests flush with the carrying handle and the 6/3 marking is aligned with the index line on the left side of the carrying handle.

(2) Turn the elevation knob two more clicks clockwise so the index line on the left side of the detachable carrying handle is aligned with the "Z" on the elevation knob.

(e) M4-Series only) Adjust elevation by turning the elevation knob counterclockwise until the rear sight assembly rests flush with the detachable carrying handle and the 6/3 marking is aligned with the index line on the left side of the carrying handle.

(2) Set battlesight zero on weapon with a back-up iron sight (BUIS).

(a) (M4/M4A1 Carbine) Align the mark on the left side of the sight cam with the 300-meter mark.

(b) (M16A4 Rifle) Align the mark on the left side of the sight cam with the line between the 300 and 400-meter mark.

2. Establish a correct sight picture.

a. Identify 25 meter zero target.

Chapter 3

Performance Steps

- b. Assume a prone supported firing position.
- c. Obtain a correct sight picture.

(1) Obtain a correct sight picture with a CCO.

Note: When zeroing at 25 meters the point of impact (POI) of the round should be 1.4cm or (1.5 squares on a 25-meter zero target) below the point of aim (POA). You should focus your eye on the CCO aim point, not the target itself.

(a) Determine what method to use.

(1) Use the two-eyes-open method (preferred method) by positioning your head so that you can focus one eye on the red dot while scanning downrange with the other eye.

(2) Use the one-eye-open method by positioning your head so that you can shut your nonfiring eye while looking through the sight with your firing eye.

(b) Place the red dot on the center of mass of the target.

Note: The same aiming method should be used to both zero and engage targets. The weapon must not be canted during aiming or firing.

(2) Obtain a correct sight picture with a RCO.

Note: A 25-meter zero is less precise than a 100-meter zero and should be verified at longer distances once time and a range is available. You should focus on the correct aim point along the bullet drop compensator, not the target itself.

(a) Ensure proper eye-relief is obtained.

Note: Eye relief on the RCO is 1.5 inches.

Performance Steps



Figure 3-2. Eye Relief

(b) Obtain a proper stock weld.

Note: Proper Stock Weld ensures consistent sight alignment and will improve accuracy. Consistent sight alignment is achieved by resting the full weight of your head on the stock in a manner that allows your dominant eye to look through the center of the RCO.

(c) Ensure you have the correct sight alignment.

Note: "Scope shadow" indicates misalignment of the sights. The outside edge of the sight picture should be crisp.

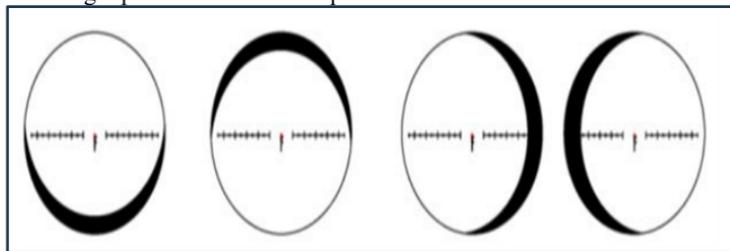


Figure 3-3. Example of improper eye relief

(d) Place the appropriate aiming point within the reticle center of mass of the target.

Note: Focus should be on the reticle. The target is a distraction and should not appear clear when the eye is focused properly.

Chapter 3

Performance Steps

Use tip of 300m post for POA/POI
zeroing at 25 meters



Figure 3-4. RCO 25m Zero Point of Aim (POA)/Point of Impact (POI)

- (3) Obtain a correct sight picture with a mechanical sight.

Note: You should focus on the front sight post, not the target itself.

- (a) Align the sights.

- (1) Center the top of the front sight post in the center of the rear sight.

- (2) Visualize imaginary cross hairs in the center of the rear aperture so that the top of the front sight post touches the imaginary horizontal line and the front sight post bisects imaginary vertical line.

- (3) Verify the sight picture.

- (b) Align the aiming point.

- (1) Aim at target center.

- (2) Position the top of the front sight post center mass of the scaled silhouette target.

- (3) Confirm that an imaginary vertical line drawn through the center of the front sight post splits the target.

- (4) Confirm that an imaginary horizontal line drawn through the top of the front sight post splits the target.

3. Establish a tight shot group.

Performance Steps

Note: The goal of the grouping exercise is to fire tight shot groups and consistently place those groups in the same location. Tight, consistently placed shot groups show that you are applying proper aiming and smooth trigger control before starting the zeroing process. You should not start the zeroing process until they have demonstrated your ability to group well.

- a. Fire a five round shot group at the 25-meter zeroing target.

Note: Standard in Training Commission (STRAC) Department of the Army Pamphlet (DA PAM) 350-38 allocates ammunition to conduct zeroing procedures using three-shot groups. The preferred method is to use a five-shot grouping, allowing the firer to more accurately analyze their shot group.

- b. Identify the shot group on the target.

Note: A tight shot group will fit within a 4 centimeter or less circle.

- c. Mark the shot group. (Figure 3-5)

Performance Steps

Note: If possible, shot groups should be marked using different colored markers so you can track your progress (Figure 3-5).

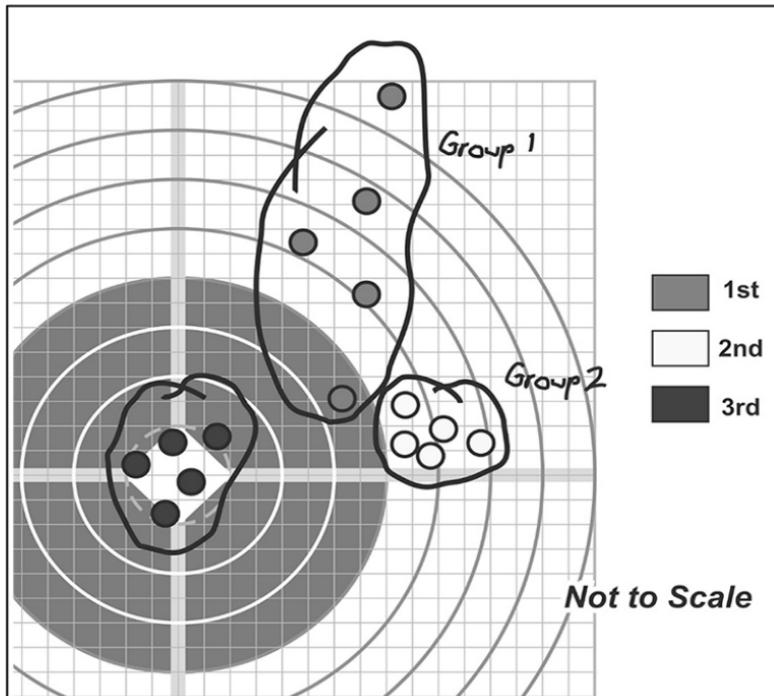


Figure 3-5. Marking Shot Groups

d. Repeat the process until you are consistently hitting within a 4 centimeter or less circle.

Note: If a tight shot group is not obtained after 18 rounds, then remedial training must be done.

4. Adjust sights (if required) to obtain a zero.

Performance Steps

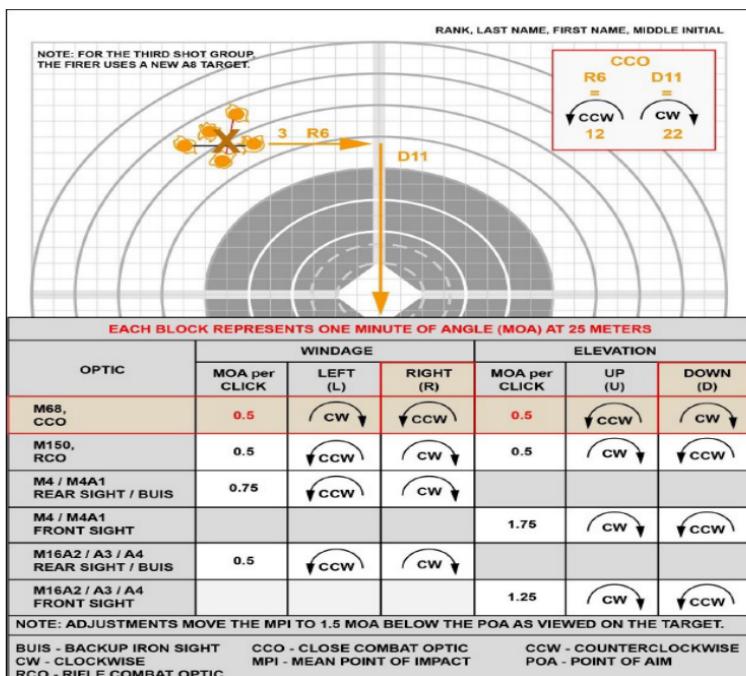


Figure 3-6. Adjusting Close Combat Optic (CCO)

Note: You should not adjust your sights if your shot group meets the standards.

- Determine the necessary sight adjustments.

Note: The numbered squares around the edges of the target each represent a click on the sight.

- (1) Identify the center of the last fired shot group.

Chapter 3

Performance Steps

(2) Identify the adjustment needed to move the point to the center of the strike zone (zero offset).

- b. Adjust the CCO to obtain a zero.

Note: Adjustments move the point of impact 4mm per click. Two clicks equal approximately 1 square on the standard M16A1/A2 25-meter zeroing target. The elevation adjustment screw is turned clockwise to move the point of impact down and counterclockwise to move up. The windage adjustment screw is turned clockwise to move the point of impact left and counterclockwise to move right.

- (1) Turn the adjuster knob to adjust windage.
- (2) Turn the adjuster knob to adjust elevation.

- c. Adjust the RCO to obtain a zero.

Note: The adjustment increments for the M150 RCO are 1/2 inch per click at 100 yards (91.44 meters). A click is defined as the sound or feel of the positive detent movement. This means that 2 clicks are required to move the bullet roughly one inch on the target at 100 meters. At 25 meters, 8 clicks move the bullet one inch. Turning the adjustment knob in the direction indicated on the arrow moves the bullet impact in the direction marked (up/right).

To ensure a consistent zero, tap the scope with the palm of your hand to stabilize the adjustment mechanism after an adjustment has been made.

- (1) Turn the adjuster knob or dial to adjust windage.
- (2) Turn the adjuster knob or dial to adjust elevation.

- d. Adjust the mechanical sights to obtain a zero.

- (1) Adjust Elevation.

Note: One click clockwise moves the strike of the bullet down one square, while one click counterclockwise moves the strike of the bullet up one square.

- (a) Find the horizontal line nearest the center of the shot group.
 - (b) Follow the line either left or right to the nearest edge of the target.

Performance Steps

(c) Identify the number of clicks and the direction of adjustment shown at the edge of the target.

(d) Adjust the front sight in the indicated direction by the appropriate number of clicks.

(e) Record the adjustment made on the target.

(2) Adjust Windage.

Note: Three clicks counterclockwise moves the strike of the bullet left one square, while three clicks clockwise moves the strike of the bullet right one square.

(a) Find the vertical line (up and down) nearest the center of the shot group.

(b) Follow the line either up or down to the nearest edge of the target.

(c) Identify the number of clicks and the direction of adjustment shown at the edge of the target.

(d) Adjust the rear sight in the indicated direction by the appropriate number of clicks.

(e) Record the adjustment made on the target.

(2) Adjust Windage.

Note: Three clicks counterclockwise moves the strike of the bullet left one square, while three clicks clockwise moves the strike of the bullet right one square.

(a) Find the vertical line (up and down) nearest the center of the shot group.

(b) Follow the line either up or down to the nearest edge of the target

(c) Identify the number of clicks and the direction of adjustment shown at the edge of the target.

Chapter 3

Performance Steps

- (d) Adjust the rear sight in the indicated direction by the appropriate number of clicks.
- (e) Record the adjustment made on the target

5. Establish a zero.

- a. Fire a five round shot group at the 25-meter zeroing target.
- b. Identify the location of the shot group on the target.

- (1) Return to step 4, if the group does not strike within the strike zone/zero offset.
- (2) Proceed to step 6 if the shot group strikes within the strike zone/zero offset.

6. Confirm the zero.

Note: A zero is confirmed when the majority of rounds from two consecutive groups land within the center 4 centimeter center circle or the zero offset circle.

- a. Fire a five round shot group at the 25-meter zeroing target.
- b. Identify the location of the shot group on the target.

- (1) Return to step 4, if the shot group does not strike within the strike zone/zero offset.
- (2) Cease fire if the shot group strikes within the strike zone/zero offset (your zero is confirmed).

7. (Mechanical sight only) Return the rear sight elevation to the 300-meter setting.

8. Record your zero.

9. Confirm the zero at 300 meters

Note: The most important step in the zeroing process is to confirm your zero at 300 meters. Having your weapon zeroed at 25 meters does not guarantee a center hit at 300 meters.

(Asterisks indicates a leader performance step.)

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Prepared the sight system for zeroing.	_____	_____
2 Established a correct sight picture.	_____	_____
3 Conducted grouping.	_____	_____
4 Initiated zeroing procedures.	_____	_____
5 Confirmed the Zero.	_____	_____
6 (Mechanical sight only) Returned the rear sight elevation to the 300-meter setting.	_____	_____
7 Recorded your Zero.	_____	_____
8 Confirmed the zero at 300 meters.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the

Chapter 3

Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References

Required: TC 3-22.9, TM 9-1005-319-10

071-COM-0030

Engage Targets with an M16-Series Rifle/M4-Series Carbine.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team engaged in active ground combat. You have an M16-Series rifle or M4-Series carbine and have identified a threat. You have additional loaded rifle magazines on hand, you do not have a secondary weapon. Some iterations of this task should be performed in MOPP 4.

Standards: Acquire the target. Determine the method of engagement. Engage the target and reload the weapon, if necessary.

Special Conditions: None

Safety Risk: High

MOPP 4: Sometimes

Task Statements

Cue: None

DANGER

Always be aware of a weapon's condition and muzzle orientation. Treat all weapons as if they are loaded and prepared to fire. Keep finger straight and out of the trigger guard until ready to fire. Ensure positive identification of target, backstop and beyond.

Performance Steps

1. Acquire target.
 - a. Detect potential threats.
 - b. Identify threat as friend, foe, or noncombatant.
 - c. Prioritize the threat(s) based on the level of danger they present.

Note: The standard prioritization of targets establishes the order of engagement. Similar threats are engaged based on the following guidelines:

Near before far, frontal before flank, stationary before moving.

2. Assume appropriate firing position.

Note: Due to the nature of combat you will not always be able to assume a particular firing position. You need to become proficient in firing your weapon from a variety of positions, including appropriate variations. The variation of supported or unsupported, in the standing, kneeling and prone positions will be determined by threat prioritization and the availability of cover.

- a. Select a suitable firing position or stance.

Note: Your situation should affect your physical positioning and firing stance. Your position should protect you from enemy fire and observation, yet allow you to place effective fire on targets in your sector of fire. Your position may vary from a fixed location to a temporary location during movement.

- b. Stabilize the weapon.

Note: A stable firing position provides you with four functions: Support for the weapon (Natural or Artificial), muscle relaxation to maintain the position, natural point of aim to achieve a proper sight picture, and recoil management for rapid subsequent engagements

- (1) Control the movement of the barrel.
 - (2) Adequately support the weapon system.
 - (3) Achieve natural point of aim.

Chapter 3

Performance Steps

Note: The natural point of aim is the point where the barrel naturally orients when your muscles are relaxed and support is achieved.

- c. Require the target.
3. Engage the target.
 - a. Disengage the manual safety.
 - b. Ensure sights are aligned on the target (Figure 3-7).

Note: The human eye can only focus clearly on one object at a time. To achieve proper and effective aim, focus your eye on the front sight post or reticle.

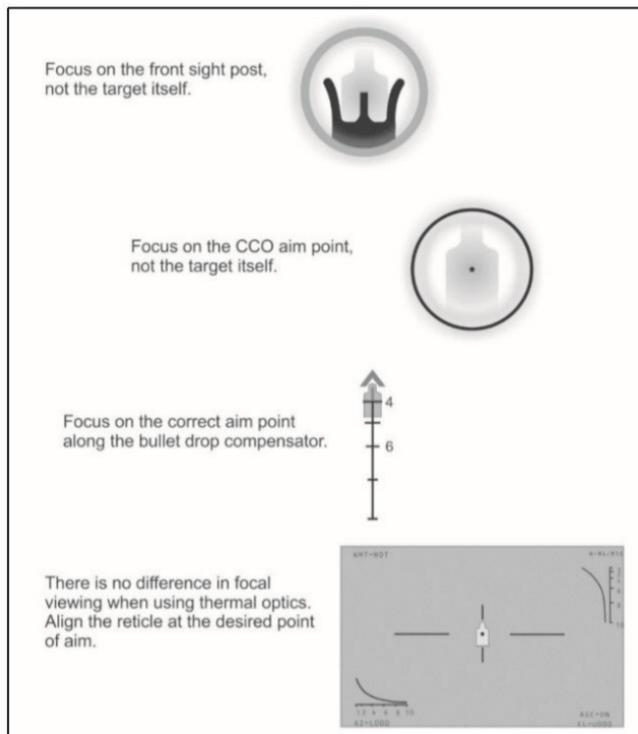


Figure 3-7. Front Sight Post Reticle Aim Focus

Performance Steps

- c. Pull the trigger straight to the rear by applying smooth continuous pressure without disturbing sight alignment.
- d. Release the trigger, just far enough for the sear to reset.
Note: You will feel and hear a metallic click as the sear resets. Pressure should be maintained on the trigger until engagement is compete or reloading is necessary. The action of releasing the trigger must happen during the recoil.
- e. Assess effects on target.
 - (1) Continue engagement if target is not destroyed or an additional target is identified.
 - (a) Adjust point of aim, as needed.
 - (b) Reengage target.
 - (2) Cease fire, if target is/targets are destroyed, suppressed, or you receive an order to cease fire.
 - (a) Fully release the trigger.
 - (b) Remove trigger finger from the trigger guard and rest it along the lower receiver.
 - (c) Engage the manual safety.
- c. Pull the trigger straight to the rear by applying smooth continuous pressure without disturbing sight alignment.
- 4. Reload the weapon, if necessary.

Note: Reloading can be performed anytime during the engagement process. The two types of reloads for the rifle/carbine are emergency reload without retention and reload with retention. The purpose of the emergency reload without retention is to bring an empty weapon back to firing condition in the shortest possible time. The reload with retention is a tactical reload used to bring the weapon back to its fully loaded status after firing one or more rounds, but with ammunition remaining in both the chamber and magazine.

Chapter 3

Performance Steps

- a. Ensure trigger finger is free of the trigger guard and resting along the lower receiver.
- b. Ensure the manual safety is engaged.
- c. Reload using one of the following.
- d. Conduct emergency reload without retention.
 - (1) Cant the weapon 45 degrees to your firing side.

Note: The muzzle of the weapon, your body and your eyes remain oriented towards the threat area.

(2) Press the magazine release while simultaneously reaching for and securing a new magazine with the non-firing hand.

Note: The magazine should fall free. If it does not, forcefully remove the magazine from the weapon.

(3) Visually observe that empty magazine falls free of the magazine well.

(4) Insert a new loaded magazine.

(5) Press bolt catch to release the bolt, as necessary

(6) Rotate the weapon 45 degrees to the non-firing side so that it is returned to the upright position and ready to engage.

e. Conduct a reload with retention.

(1) Bring weapon back into workspace with the firing hand while simultaneously reaching for and securing a new magazine with the non-firing hand.

Note: The workspace is a spherical area, 12 to 18 inches in diameter centered on the Soldier's chin and about 12 inches in front of his or her chin. The workspace is where the majority of weapons manipulations occur.

(2) Press the magazine release.

Note: The magazine should release and sit loose in the magazine well. If it does not, keep the magazine release depressed until the new loaded magazine has been loaded.

Performance Steps

(3) Secure the old magazine with the non-firing hand by placing the new loaded magazine parallel to it.

(4) Remove the old magazine and insert the new loaded magazine.

(5) Press bolt catch to release the bolt, as necessary.

Note: If the weapon was empty with the bolt locked to the rear, visually observe the round enter the chamber.

(6) Secure the empty magazine in a magazine pouch.

f. Engage target, as necessary.

(Asterisks indicates a leader performance step.)

Evaluation Preparation:

Setup: On a live-fire range, provide sufficient quantities of equipment and ammunition to support the number of Soldiers tested. Have each Soldier use his/her own rifle and magazine.

Brief Soldier: Tell the Soldier what is expected by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Acquired target(s).	_____	_____
2 Assumed appropriate firing position.	_____	_____
3 Engaged the target.	_____	_____

Chapter 3

Performance Measures	GO	NO-GO
4 Reloaded the weapon, if necessary.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Required: TC 3-22.9, TM 9-1005-319-10

Subject Area 2: Shoot/Employ Hand Grenades

071-COM-4401

Perform Safety Checks on Hand Grenades.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

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

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

Special Condition: None

Safety Risk: Medium

MOPP 4: Sometimes

Task Statements

Cue: None

Note: If any discrepancies are found upon receipt of an issued shipping container, canister or hand grenade, personnel should return the shipping

Performance Steps

DANGER

Do not open damaged shipping containers; return them to the issuing person and notify your immediate supervisor.

container, canister or hand grenade to the issuing person or dispose of it in accordance with the unit tactical standing operating procedures (TACSOP).

1. Inspect the hand grenade shipping container. (Figure 3-8)

Chapter 3



Initial inspection step 1

The hand grenade shipping container should be:

- Unopened (sealed with either a factory and/or ASP seal),
- Undamaged.

Figure 3-8. Hand Grenade Shipping Container

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

- a. Ensure that the container is not damaged.
- b. Ensure seals are present and not open.

2. Perform initial inspections when unpacking the hand grenades (Figure 3-9).

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

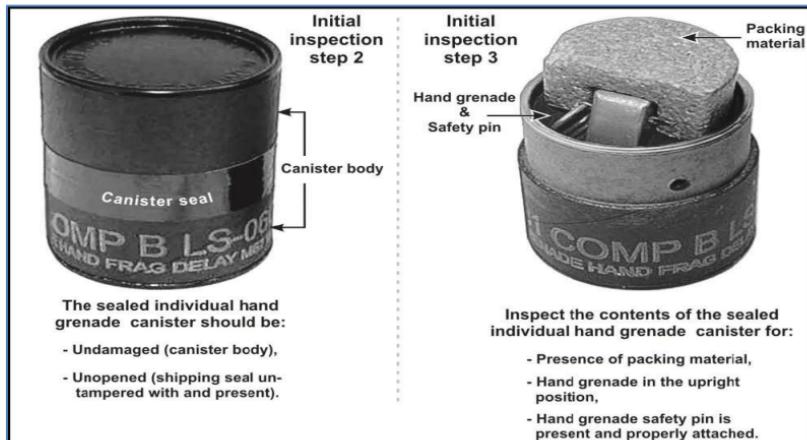


Figure 3-9. Shipping Can and Hand Grenade Initial Inspection

- a. Open the shipping container
- b. Inspect the canister for damage.
 - (1) Ensure the seal on the canister is present and has not been tampered with.
 - (2) Ensure canister is not dented or punctured.
- c. Open the canister.
 - (1) Ensure the packing material is present.
 - (2) Ensure that the grenade is upright.
 - (3) Ensure that the safety pins are properly attached.
- d. Remove the grenade from the canister.
- e. Inspect the grenade (Figure 3-10).

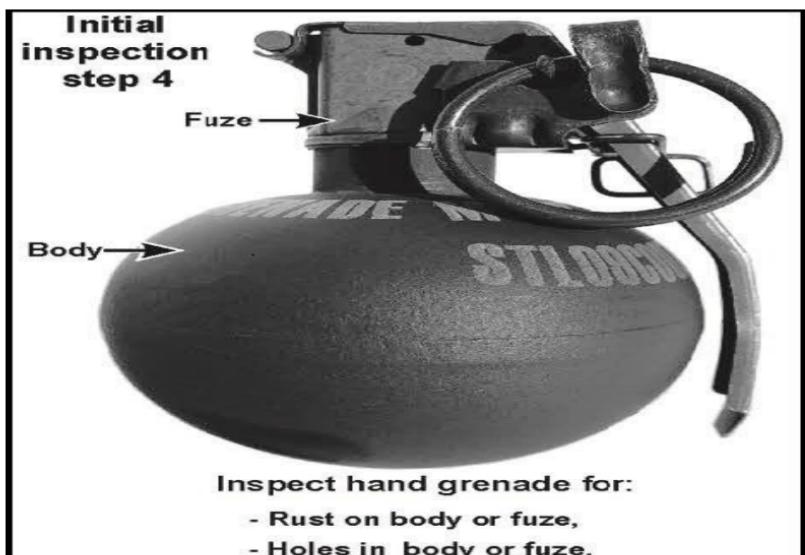


Figure 3-10. Hand Grenade Initial Inspection

- (1) Ensure the seal on the canister is present and has not been tampered with.
- (2) Ensure canister is not dented or punctured.
- c. Open the canister.
 - (1) Ensure the packing material is present.
 - (2) Ensure that the grenade is upright.
 - (3) Ensure that the safety pins are properly attached.
- d. Remove the grenade from the canister.
- e. Inspect the grenade (Figure 3-10).
 - (1) Check for rust on the body or the fuze.
 - (2) Ensure there are no holes or cracks visible in the body or fuze.
 - (3) Ensure the fuze is tight and there is not gap between it and the grenade body.

(4) Ensure that the safety lever hinge ears (7, Figure 3-11) are seated under the fuze lug (6, Figure 3-11) and are past the fuze centerline pointing up.

3. Perform safety checks on the hand grenades (Figure 3-11) prior to securing them in ammunition pouches.

Note: If any discrepancies are found during the safety checks on the hand grenades, return the grenade to the issuing person or notify your immediate supervisor.

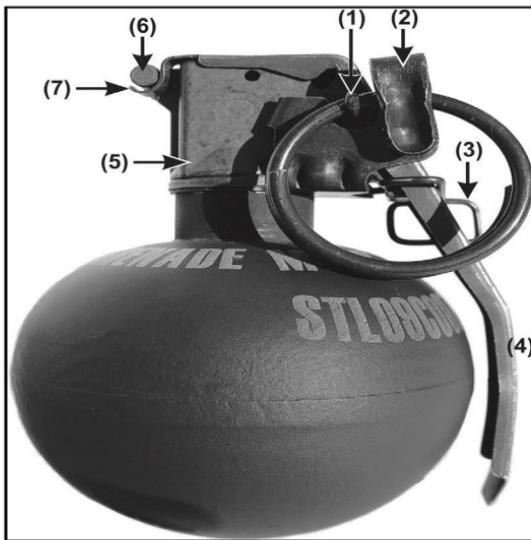


Figure 3-11. Hand Grenade Safety Checks

WARNING

Never remove the fuze from a live grenade.

Chapter 3

- a. Ensure fuse assembly is tightly fitted within the grenade body.
- b. Ensure the safety pin (1) has a pull ring and confidence clip (2).
- c. Ensure safety clip (3) is present.
- d. Ensure the safety lever (4) is present and not bent or broken.
- e. Check to see if the safety pin (1) is in proper position.

DANGER

Never carry the grenades suspended by the safety pull ring or safety lever. Do not attach grenades to clothing or equipment by the pull ring. Do not tape hand grenades to your gear. Do not attempt to modify a grenade.

4. Secure the grenades.
 - a. Ensure that the grenade is fully inside the carrying pouch.
 - b. Secure pouch flap.

(Asterisks indicates a leader performance step.)

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Inspected hand grenade shipping container.	_____	_____
2 Performed initial inspections when unpacking the hand grenades.	_____	_____

Performance Measures	GO	NO-GO
3. Performed safety checks on the hand grenades prior to securing them in ammunition pouches.	_____	_____
4. Secured the Grenades.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Required: TC 3-23.30; TM 9-1330-200-12

071-COM-4407

Employ Hand Grenades.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team conducting a tactical mission and have been directed to engage a point or area target using a grenade. You have the appropriate grenade(s) for the target. Some iterations of this task should be performed in MOPP 4.

Standards: Engage target with a hand grenade by selecting appropriate hand grenade based on type target, determining throwing position, correctly gripping, preparing, and throwing the hand grenade so it is within the effective range of the target.

Special Condition: None

Special Standards: None

Chapter 3

Safety Risk: High

Cue: None

MOPP 4: Sometimes

Task Statements

Performance Steps

1. Select appropriate hand grenade based on type of target.
2. Select proper throwing position.

Note: You can use five 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.

- a. Ensure you have a proper covered position.
- b. Determine the distance to the target.
- c. Align your body with the target.

3. 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 fuze facing downwards in the throwing hand.

- 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.

4. 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.

Performance Steps

c. Insert the index or middle finger of the nonthrowing hand in the pull ring until it reaches the knuckle of the finger (Figure 3-12).

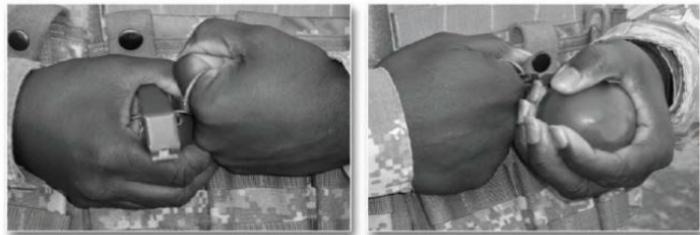


Figure 3-12. Pull Ring Grip, Right/Left Hand

DANGER

If pressure on the safety lever is relaxed after the safety clip pin are removed, the striker can rotate and strike the primer while the thrower is still holding the grenade. Continuing to hold the grenade beyond this point can result in injury or death.

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.

Performance Steps

CAUTION

Never attempt to reinsert a safety pin into a hand grenade during training. In combat, however, it may be necessary to reinsert a safety pin into a grenade. Take special care to replace the pin properly. If the tactical situation allows, it is safer to throw the grenade rather than to trust the reinserted pin.

- f. Remove the safety pin by pulling the pull ring from the grenade (Figure 3-13 and Figure 3-14).



Figure 3-13. Right Hand Grip, Pulling Safety Pin

Performance Steps



Figure 3-14. Left Hand Grip, Pulling the Safety Pin

5. 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 three seconds).

WARNING

The flight path of the grenade must be checked to make sure no obstacles alter the flight of the grenade or cause it to bounce back toward you.

Chapter 3

Performance Steps

- 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.

DANGER

Use cook-off procedures only in a combat environment. In training, never cook off live fragmentation hand grenades or offensive concussion grenades.

Never cook off the M84, stun grenade, or smoke grenades. These grenades have short fuze delays (1 to 2.3 seconds) and will cause serious personal injury if cook-off procedures are performed.

The grenade must be thrown immediately after count-off.

- d. Cook off the hand grenade. (Optional)

Note: Cooking off uses enough of the grenade's 4 to 5 second delay (about 2 seconds) to cause the grenade to detonate above ground or shortly after impact with the target.

- (1) Release the safety lever.
- (2) Count "One thousand one, one thousand two".

- e. Throw the grenade overhand so that the grenade arcs, landing on or near the target.

Note: To be effective the target must be within the bursting radius of the grenade.

- f. Allow the motion of the throwing arm to continue naturally once the grenade is released.

- g. 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.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Selected the appropriate hand grenade based on type of target.	_____	_____
2 Selected appropriate throwing position.	_____	_____
3 Gripped the hand grenade.	_____	_____
4 Prepared the grenade.	_____	_____
5 Threw the hand grenade so it was within the effective range of the target.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Chapter 3

References:

Related: TC 3-23.30, TM 9-1330-200-12

Subject Area 3: Move/Perform Individual Movement Techniques

071-COM-0541

Perform Exterior Movement Techniques during an Urban Operation.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2, Fort Moore, GA 31905 Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a dismounted squad or team conducting movement within an urban area. You have your assigned weapon and individual/protective equipment. The enemy's location and strength in the area are unknown.

Standards: Move within an urban area using proper urban movement techniques while minimizing exposure to enemy fire.

Special Condition: None

Safety Risk: Medium

MOPP 4:

Task Statements

Cue: None

Note: Outdoor movement in urban terrain is best conducted as part of a buddy team, a fire team, or a squad. This ensures at least one Soldier is providing overwatch of another Soldier's movement, either from a stationary position or as both are moving, and prevents individual Soldiers from being isolated. This allows for a rapid engagement of any enemy that either exposes themselves (such as by leaning out of or by silhouetting themselves in a window) or by firing.

Performance Steps**1. Move across streets or open areas.**

Note: Open areas include parks, plazas and large intersections as well as streets, open air buildings, and large rooms that are significantly exposed to exterior view. Ideally, avoid these open areas as they are potential killing zones for the enemy, especially crew-served weapons and snipers; however, operations often require movement across these areas. Cross these areas using the same basic techniques used to cross any danger area.

- a. Identify the far side position before moving with a clear understanding of how it will be occupied or cleared.
- b. Conduct a visual reconnaissance of all the dimensions of urban terrain to identify likely threat positions.
- c. Select a position on the far side that provides the best available cover.
- d. Select the best route to the far side position that minimizes the time exposed.

Note: Obscurants, such as smoke, are an option to conceal movement. However, thermal sighting systems can see through smoke and when smoke is thrown in an open area, an enemy may fire into the smoke cloud in anticipation of movement through or behind the smoke.

- e. Cross rapidly along the selected route to the selected position.
2. Move parallel to buildings.

Note: Moving parallel to buildings is the movement normally associated with moving down a roadway but also includes movement in plazas or other open areas that are between buildings. During contact, utilize smoke, suppressive fires, and individual movement techniques. In moving to adjacent buildings, team members should keep a distance of three to five meters between themselves, leapfrogging along each side of the street and from cover to cover.

- a. Soldier moves parallel to the side of a building.

Chapter 3

Performance Steps

- b. Use existing cover and concealment.
- c. Stay in the shadows.
- d. Present a low silhouette.
- e. Use proper techniques to cross door and window openings
- f. Move rapidly to the next position.

3. Move past building opening (windows and doors).

Note: The most common mistakes at windows are exposing the head in a first-floor window and not being aware of basement windows.

- a. Move past an above-knee window.
 - (1) Stay near the side of the building.
 - (2) Stay below the level of the window.
 - (3) Avoid silhouetting self in window (Figure 3-15).



Figure 3-15. Soldier Moving Past Window

- b. Move past a below-knee window (basement).
 - (1) Stay near the side of the building.
 - (2) Step or jump past the window without exposing legs (Figure 3-16).

Performance Steps**Figure 3-16. Soldier Moving Past Basement Window**

- c. Move past a full-height window (store type) or open door.

Note: A Soldier should not just walk past an adjacent full height window, as he presents a good target to an enemy inside the building.

(1) Identify a position on the far side of the window.

(2) Determine which technique to use to cross the opening.

 (a) Run across the opening to the far side.

 (b) Arc around the opening while covering the opening with your weapon while moving.

 (3) Move rapidly to the far side position.

4. Move around corners.

Note: Before moving around a corner, the Solider must first observe around the corner. The most common two mistakes Soldier make at corners are exposing their head and upper body where it is expected and flagging their weapon.

a. Look around the corner.

Chapter 3

Performance Steps

(1) Lie flat on the ground, weapon at your side, ensuring that your weapon is not forward of the corner.

Note: DO not show your head below at the height an enemy would expect to see it.

(2) Expose your head (with Helmet) only enough to observe around the corner (Figure 3-17).

Note: When speed is required the Pie-ing method is applied.



Figure 3-17. Soldier Looking Around a Corner

(3) Continue movement around the corner, if clear.

b. Move around the corner by using the pie-ing method.

(1) Aim the weapon beyond the corner (without flagging) into the direction of travel.

Performance Steps

(2) Side-step around the corner in a semi-circular fashion with the muzzle as the pivot point (Figure 3-18).



Figure 3-18. Soldier Pie-ing Around a Corner

(3) Continue movement around the corner, if clear.

5. Cross a wall.

a. Reconnoiter the other side.

Note: The far side must be relatively safe from enemy fire, as once across the wall, the Soldier is fully exposed. Additionally, the immediate opposite side of the wall must be safe for landing; long drops and debris can cause injury.

b. Identify a far side position.

Note: Once across the wall, you will then move to this far side position. This position may be at the wall, near the wall, or away from the wall.

c. Crouch near the wall.

d. Hold your weapon with one hand while grabbing the top of the wall with the other hand

Chapter 3

Performance Steps

- e. Pull with the hand on the wall while simultaneously swinging both legs over the wall, one right after the other.
- f. Roll your whole body quickly over the wall while keeping a low silhouette (Figure 3-19).



Figure 3-19. Soldier Crossing a Wall

- g. Move to your next position once on the far side.

Evaluation Preparation:

Setup: At the test site, provide all materials and equipment given in the task condition statement.

Brief Soldier: Tell the Soldier to move as a designated member of an assault element in urban terrain. The enemy strength and location are unknown.

Performance Measures	GO	NO-GO
1 Moved across a street or open area.	_____	_____

Performance Measures	GO	NO-GO
2 Moved parallel to a building.	____	____
3 Moved passed a building opening (window or open door).	____	____
4 Moved around a corner.	____	____
5 Crossed a wall.	____	____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Required: ATTP 3-06.11; TC 3-21.75

071-COM-0503

Move Over, Through, or Around Obstacles (Except Minefields).

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: As a member of a dismounted team conducting movement to contact, you encounter a natural or manmade obstacle. You have your assigned weapon and individual/protective equipment. The enemy's location

Chapter 3

and strength in the area are unknown. Some iterations of this task should be performed in MOPP 4.

Standards: Notify chain of command of obstacle encountered, evaluate obstacle, identify nearest covered position on far side of obstacle, negotiate a wall obstacle, and provide local security for follow on forces during negotiation or reduction of obstacle.

Special Condition: None

Special Standards: None

Safety Risk: Medium

MOPP 4: Sometimes

Task Statements

Cue: None

Note: An obstacle is any obstruction designed or employed to disrupt, fix, turn, or block the movement of an opposing force, and to impose additional losses in personnel, time, and equipment on the opposing force. Obstacles can be natural, manmade, or a combination of both.

Performance Steps

1. Notify your chain of command of the presence and type of obstacle encountered.

Note: Most obstacles, for maximum effectiveness, are covered by either fire or observation. Many obstacles, due to enemy fire or complexity of the obstacle, require a unit breaching operation and the appropriate collective task should also be followed.

2. Evaluate the obstacle, from a covered position, to determine whether to move around, through or over the obstacle

Note: Typically it is best to move around (or bypass) an obstacle, however this is not always possible.

3. Identify the nearest covered position on the far side of the obstacle.
4. Ensure a buddy, if present, covers your movement as you negotiate the obstacle.
5. Negotiate a wall obstacle.

Performance Steps

- a. Identify your immediate landing position on the far side of the wall.

Note: The far side must be relatively safe from enemy fire, as once across the wall, you are fully exposed. Additionally, the immediate opposite side of the wall must be safe for landing as long drops and debris can cause injury.

- b. Assume a crouching position near the wall, while holding your weapon with one hand and grabbing the top of the wall with the other hand.
- c. Pull with the hand on the wall while simultaneously swinging both legs over the wall, one right after the other.
- d. Roll quickly over the top to other side, keeping a low silhouette.
- e. Move to the identified covered position on the far side.

WARNING

An enemy may attach booby traps or tripwire-activated mines to wire obstacles.

6. Negotiate a wire obstacle.
 - a. Move to your designated crossing position.
 - b. Check for booby traps or early warning devices.
 - c. Cross over a wire obstacle.
 - (1) Place an object such as a piece of wood, metal, or mats, over the wire.
 - (2) Move over the wire by stepping on this object to avoid the wire entanglements.
 - d. Cross under a wire obstacle.
 - (1) Slide headfirst on your back under the bottom strands.

Chapter 3

Performance Steps

(2) Push yourself forward with your shoulders and heels, carrying your weapon lengthwise on your body and holding the barbed wire with one hand while moving.

(3) Let the barbed wire slide on the weapon to keep wire from catching on clothing and equipment.

e. Cut through a wire obstacle.

Note: If stealth is not needed then quickly cut all wires and proceed through the gap.

(1) Wrap cloth around the barbed wire between your hands.

(2) Cut partly through the barbed wire.

Note: Cutting the wire near a picket reduces the noise of a cut.

(3) Bend the barbed wire back and forth quietly until it separates.

(4) Cut only the lower strands.

(5) Cross under the remaining top wires.

7. Cross a ditch type obstacle.

a. Select a point that has cover and concealment on both sides, such as a bend in the ditch.

b. Move to your designated crossing site.

c. Crawl up to the edge of the open area.

d. Observe both the floor of the ditch and the far side for dangers.

e. Move rapidly but quietly across the exposed area.

f. Assume a covered position on the far side.

8. Provide local security on far side of obstacle for follow on forces, if present.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Warrior Skills Level 1 Tasks

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Notified the chain of command of the presence and type of obstacle encountered.	_____	_____
2 Evaluated the obstacle, from a covered position, to determine whether to move around, through or over the obstacle.	_____	_____
3 Identified the nearest covered position on the far side of the obstacle.	_____	_____
4 Ensured team members, if present, provide local security for your movements as you negotiated the obstacle.	_____	_____
5 Negotiated a wall obstacle.	_____	_____
6 Provide local security on far side of obstacles for follow on forces, if present.	_____	_____

Chapter 3

Performance Measures	GO	NO-GO

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show him what was done wrong and how to do it correctly.

References:

Required: TC 3-21.75

071-COM-0502

Move Under Direct Fire.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a team conducting movement to contact and are under fire from an enemy position that is 250 to 300 meters away from your position. You have an individual weapon, individual combat equipment, and a current firing position that provides cover from the enemy's direct fire. Some iteration of this task should be performed in MOPP 4.

Standards: Select a movement route, communicate your intent to move, and suppress enemy fire, as needed. Conduct movement using the appropriate techniques based on situation and terrain. Occupy a firing position within 100 meters of the enemy position and engage enemy.

Special Condition: None

Safety Risk: Medium

Special Equipment:

MOPP 4: Sometimes

Task Statements

Cue: None

Note: While this task may be performed by an individual Soldier, it is best performed as a member of a team or as part of a two-man buddy team.

Performance Steps

1. Select an individual movement route that adheres to the instructions provided by your team leader.

Note: When part of a team your movement route and general firing positions may be determined by your team leader. When moving as part of a team you must be prepared to follow your team leader's example.

- a. Search the terrain to your front for good firing positions.

Note: Large trees, rocks, stumps, fallen timber, rubble, vehicle hulls, man-made structures, and folds or creases on the ground may provide both cover and concealment and can be used as fighting positions.

- b. Select the best route to the positions.

Note: A gully, ravine, ditch, or wall at a slight angle to your direction of travel may provide cover and concealment when using the low or high crawl movement techniques. Hedge rows or a line of thick vegetation may provide concealment only when using the low or high crawl technique.

- (1) Pick a route that minimize your exposure to enemy fire.
- (2) Ensure route does not cross in front of other team members.

Chapter 3

Performance Measures	GO	NO-GO
<p>Note: The high crawl lets you move faster than the low crawl and still gives you a low silhouette. Use this crawl when there is good cover and concealment but enemy fire prevents you from getting up.</p>		



Figure 3-20. High Crawl

- (1) Keep your body off of the ground.
- (2) Rest your weight on your forearms and lower legs.
- (3) Cradle your weapon in your arms.
- (4) Keep the muzzle of the weapon off the ground.
- (5) Keep your knees well behind your buttocks so it stays low.
- (6) Move forward by alternately advancing your right elbow and left knee, and left elbow and right knee.

b. Move using the low crawl technique (Figure 3-21).

Note: The low crawl gives you the lowest silhouette. It is used to cross places where the cover and/or concealment are very low and enemy fire or observation prevents you from getting up.



Figure 3-21. Low Crawl

- (1) Keep your body as flat as possible to the ground.
- (2) Grasp the sling of the weapon at the upper sling swivel with your right hand.
- (3) Let the hand guard rest on your forearm.
- (4) Keep the muzzle of the weapon off the ground.
- (5) Move forward.
 - (a) Push both arms forward while pulling your right leg forward.
 - (b) Pull on the ground with both arms while pushing with your right leg.
 - (c) Repeat steps (a) and (b) until you reach your next position.
- c. Moved using the rush technique (Figure 3-22).

Chapter 3

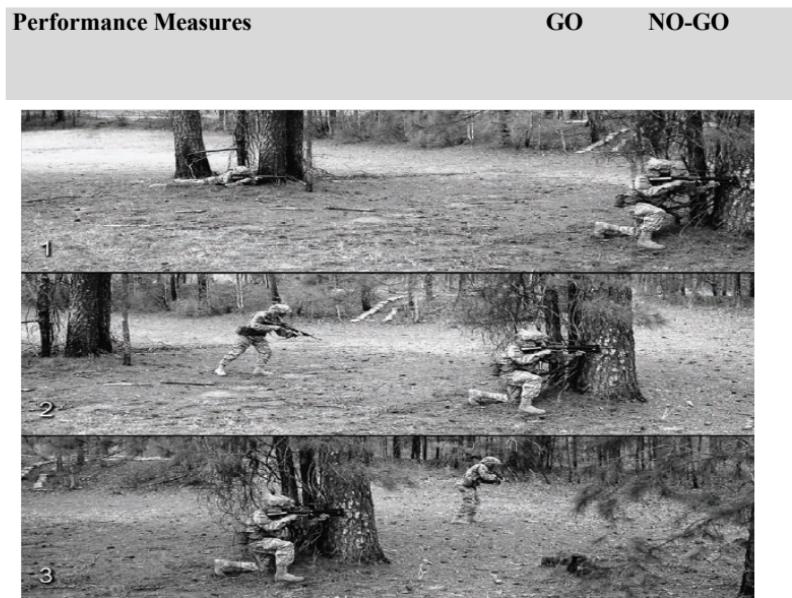


Figure 3-22. Rush

Note: The rush is the fastest way to move from one position to another. Use when you must cross an open area and time is critical.

- (1) Raise your head.
- (2) Select your next position.
- (3) Lower your head.
- (4) Draw your arms into your body.
- (5) Pull your right leg forward.
- (6) Raise your body.
- (7) Get up quickly.
- (8) Run for 3-5 seconds to your next position.
- (9) Plant both feet just before hitting the ground.
- (10) Fall forward.

Warrior Skills Level 1 Tasks

Performance Measures	GO	NO-GO
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(a) Drop to your knees.		
(b) Slide your right hand down to the heel of the butt of your weapon.		
(c) Break your fall with the butt of your weapon.		
d. Continue using movement techniques until you reach your final firing position.		
5. Occupy your identified firing position within 100 meters of the enemy position.		
a. Assume a firing position.		
b. Engage enemy with your individual weapon.		

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and/or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
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1 Selected an individual movement route that adhered to the instructions provided by your team leader.	_____	_____
--	-------	-------

Chapter 3

Performance Measures	GO	NO-GO
2 Communicated movement intent to buddy and team leader, as appropriate, using hand and arm signals.	_____	_____
3 Suppressed the enemy as required.	_____	_____
4 Conducted movement using the appropriate technique(s) to reach each position.	_____	_____
5 Occupied your identified firing position within 100 meters of the enemy position.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: TC 3-21.75

071-COM-1000

Identify the Marginal Information and Symbols on a Military Map.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team in a field environment and have been given; a 1:50,000 scale military map and a requirement to identify the marginal information and symbols on the map. Some iterations of this task should be performed in MOPP 4.

Standards: Identify the basic colors, topographic symbols, and marginal information on a military map.

Special Condition: None

Special Standards: None

Safety Risk: Low

MOPP 4:

Task Statements

Cue: None

Note: None

Performance Steps

1. Identify the six basic colors on a military map (Table 3-1).

Chapter 3

Performance Steps

Table 3-1. Map Colors

Color	Represents
Black	Cultural (man-made) features, elevation, labels
Blue	Water
Brown	All relief features / cultivated land on red-light readable maps
Green	Vegetation
Red	Major roads, built-up areas
Red-brown	All relief features and main roads on red-light readable maps

a. Identify the features that the color black represents.

Note: Indicates cultural (manmade) features such as buildings and roads, surveyed spot elevations, and all labels.

b. Identify the features that the color blue represents.

Note: Indicates hydrography or water features such as lakes, swamps, rivers, and drainage.

c. Identify the features that the color green represents.

Note: Indicates vegetation with military significance such as woods, orchards, and vineyards.

d. Identify the features that the color brown represents.

Note: Brown identifies all relief features and elevation such as contours on older edition maps and cultivated land on red light readable maps.

e. Identify the features that the color red represents.

Note: Classifies cultural features, such as populated areas, main roads, and boundaries, on older maps.

f. Identify the features that the color red brown represents.

Performance Steps

Note: These colors are combined to identify cultural features, all relief features, non-surveyed spot elevations, and elevation such as contour lines on red light readable maps.

- g. Identify all other features and the colors they represent, if applicable.

Note: Other colors may be used to show special information. These are indicated in the marginal information as a rule.

2. Identify the symbols on a military map.

- a. Use the legend, which should identify most of the symbols used on the map.

- b. Identify each object by its shape on the map.

Note: For example, a black, solid square represents a building or a house; a round or irregular blue item is a lake or pond.

- c. Use logic and color to identify each map feature.

Note: For example, blue represents water. If you see a symbol that is blue and has clumps of grass, this would be a swamp.

3. Identify the marginal information on a military map (Figure 3-23).

Chapter 3

Performance Steps

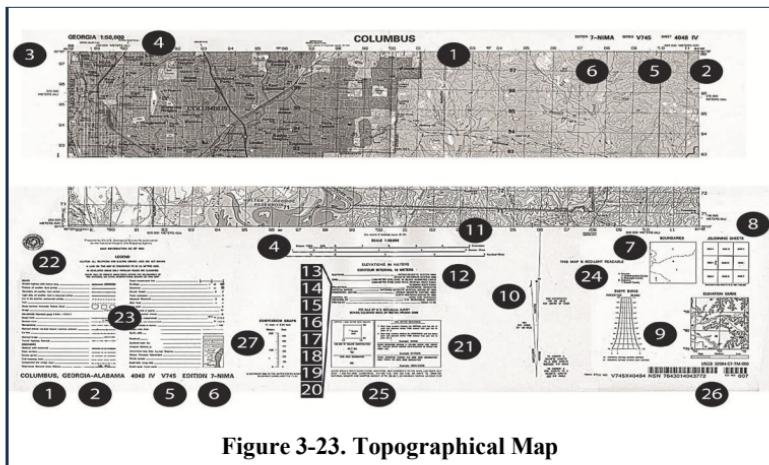


Figure 3-23. Topographical Map

- Identify the sheet name (1).
- Identify the sheet number (2).
- Identify the Series name (3).
- Identify the scale (4).
- Identify the Series number (5).
- Identify the edition number (6).
- Identify the index to boundaries (7).
- Identify the adjoining sheets diagram (8).
- Identify the elevation guide (9).
- Identify the declination diagram (10).
- Identify the bar scales (11).
- Identify the contour interval note (12).
- Identify the spheroid note (13).
- Identify the grid note (14).

Performance Steps

- o. Identify the projection note (15).
- p. Identify the vertical datum note (16).
- q. Identify the horizontal datum note (17).
- r. Identify the control note (18).
- s. Identify the preparation note (19).
- t. Identify the printing note (20).
- u. Identify the grid reference box (21).
- v. Identify the unit imprint and symbol (22).
- w. Identify the legend (23).

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Identified the six basic colors on a military map.	_____	_____
2 Identified the symbols on a military map.	_____	_____
3 Identified the marginal information on a military map.	_____	_____

Chapter 3

Performance Measures	GO	NO-GO

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: TC 3-25.26

071-COM-1001

Identify Terrain Features on a Map.

Foreign Disclosure: FD1. - This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team in a field environment and have been directed to identify the terrain features on a map. You have been given a 1:50,000 scale military map.

Standards: Identify the five major, three minor, and two supplementary terrain features on a military map.

Special Condition: None

Safety Risk: Low

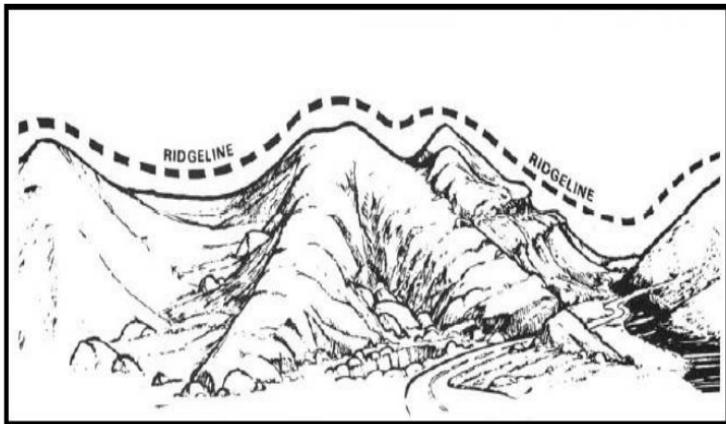
MOPP 4:

Task Statements

Cue: None

Note: All terrain features are derived from a complex landmass known as a mountain or ridgeline (Figure 3-24). The term ridgeline is not interchangeable with the term ridge. A ridgeline is a line of high ground, usually with changes

in elevation along its top and low ground on all sides from which a total of 10 natural or man-made terrain features are classified.

Performance Steps**Figure 3-24. Ridgeline**

1. Identify five major terrain features.
 - a. Identify a Hill (Figure 3-25).

Note: A hill is an area of high ground. From a hilltop, the ground slopes down in all directions. A hill is shown on a map by contour lines forming concentric circles. The inside of the smallest closed circle is the hilltop.

Performance Steps

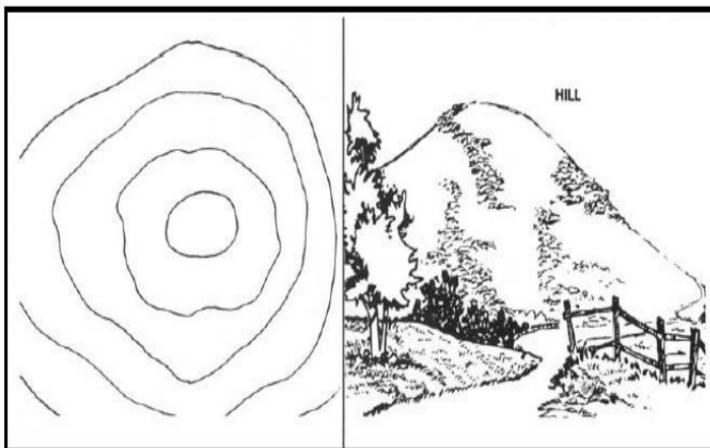


Figure 3-25. Hill

b. Identify a Saddle (Figure 3-26).

Note: A saddle is a dip or low point between two areas of higher ground. A saddle is not necessarily the lower ground between two hilltops; it may be simply a dip or break along a level ridge crest. If you are in a saddle, there is high ground in two opposite directions and lower ground in the other two directions. A saddle is normally represented as an hourglass.

Performance Steps

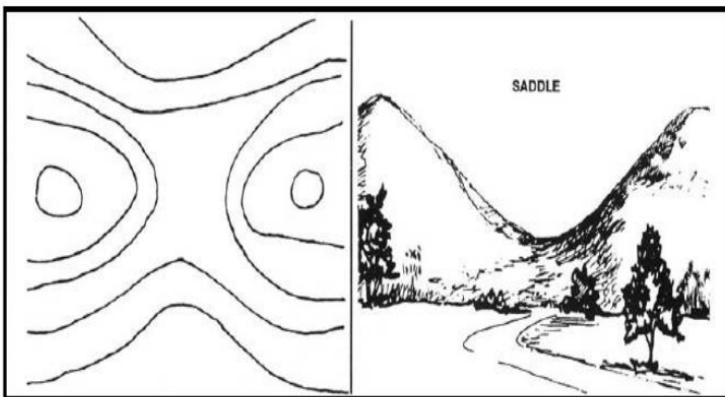


Figure 3-26. Saddle

c. Identify a Valley (Figure 3-27).

Note: A valley is a stretched-out groove in the land, usually formed by streams or rivers. A valley begins with high ground on three sides and usually has a course of running water through it. If standing in a valley, three directions offer high ground, while the fourth direction offers low ground. Depending on its size and where a person is standing, it may not be obvious that there is high ground in the third direction, but water flows from higher to lower ground. Contour lines forming a valley are either U-shaped or V-shaped. To determine the direction water is flowing, look at the contour lines. The closed end of the contour line (U or V) always points upstream or toward high ground.

Performance Steps

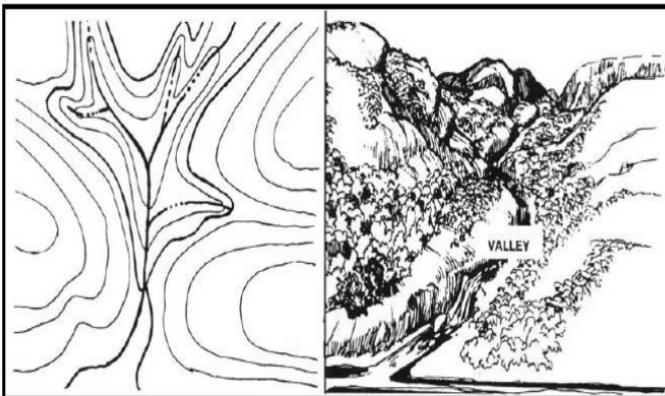
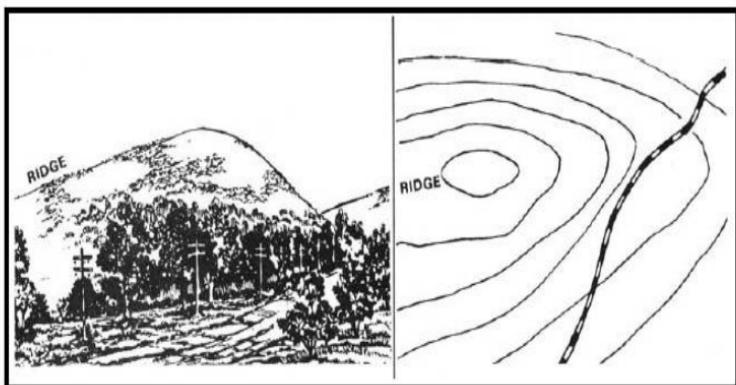


Figure 3-27. Valley

d. Identify a Ridge (Figure 3-28).

Note: A ridge is a sloping line of high ground. If you are standing on the centerline of a ridge, you will normally have low ground in three directions and high ground in one direction with varying degrees of slope. If you cross a ridge at right angles, you will climb steeply to the crest and then descend steeply to the base. When you move along the path of the ridge, depending on the geographic location, there may be either an almost unnoticeable slope or a very obvious incline. Contour lines forming a ridge tend to be U-shaped or V-shaped. The closed end of the contour line points away from high ground.

Performance Steps**Figure 3-28. Ridge**

e. Identify a Depression (Figure 3-29).

Note: A depression is a low point in the ground or a sinkhole. It could be described as an area of low ground surrounded by higher ground in all directions, or simply a hole in the ground. Usually only depressions that are equal to or greater than the contour interval will be shown. On maps, depressions are represented by closed contour lines that have tick marks pointing toward low ground.

Performance Steps

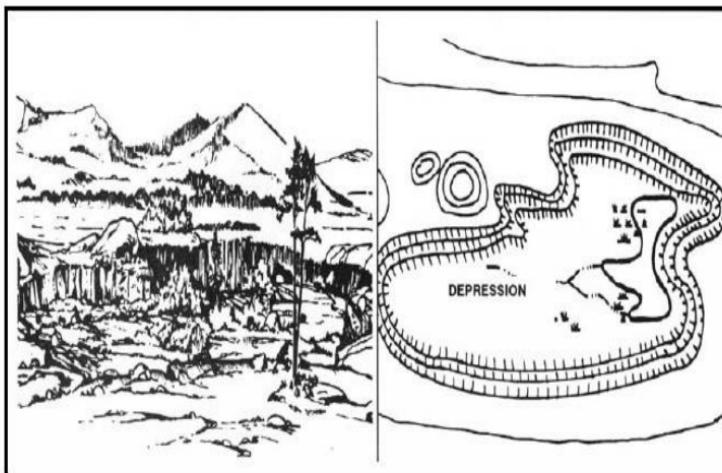
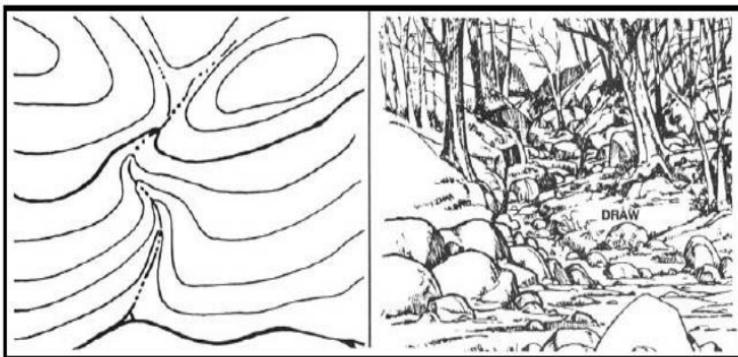


Figure 3-29. Depression

2. Identify three minor terrain features.

a. Identify a Draw (Figure 3-30).

Note: A draw is a stream course that is less developed than a valley. In a draw, there is essentially no level ground and, therefore, little or no maneuver room within its confines. If you are standing in a draw, the ground slopes upward in three directions and downward in the other direction. A draw could be considered as the initial formation of a valley. The contour lines depicting a draw are U-shaped or V-shaped, pointing toward high ground.

Performance Steps**Figure 3-30. Draw**

b. Identify a Spur (Figure 3-31).

Note: A spur is a short, continuous sloping line of higher ground, normally jutting out from the side of a ridge. A spur is often formed by two roughly parallel streams cutting draws down the side of a ridge. The ground will slope down in three directions and up in one. Contour lines on a map depict a spur with the U or V pointing away from high ground.

Performance Steps

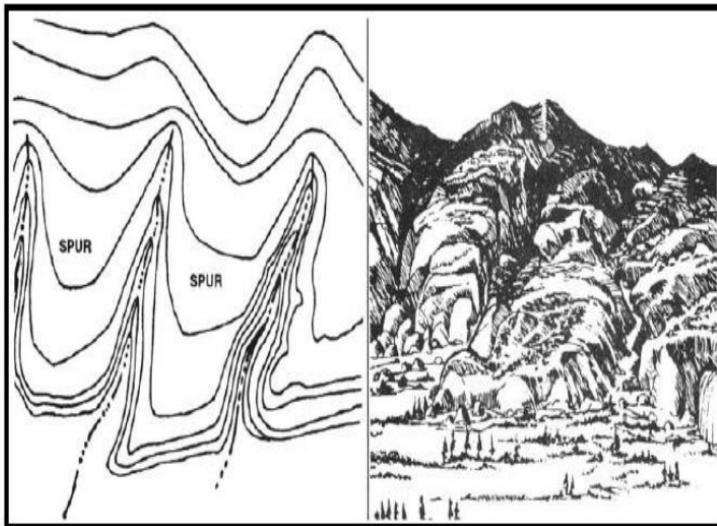


Figure 3-31. Spur

c. Identify a Cliff (Figure 3-32).

Note: A cliff is a vertical or near vertical feature; it is an abrupt change of the land. When a slope is so steep that the contour lines converge into one “carrying” contour of contours, this last contour line has tick marks pointing toward low ground. Cliffs are also shown by contour lines very close together and, in some instances, touching each other.

Performance Steps

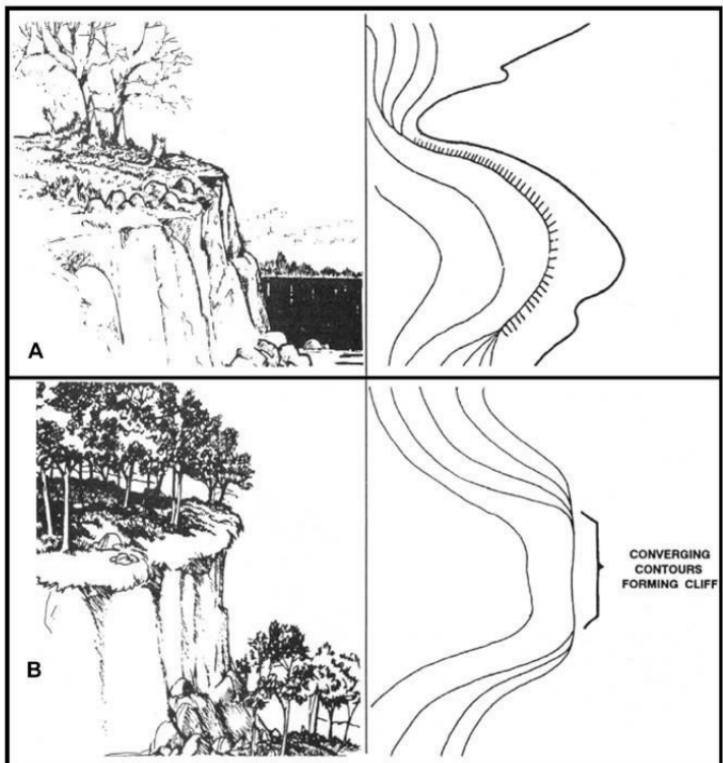


Figure 3-32. Cliff

3. Identify two supplementary terrain features.

- a. Identify a Cut (Figure 3-33).

Note: A cut is a man-made feature resulting from cutting through raised ground, usually to form a level bed for a road or railroad track. Cuts are shown on a map when they are at least 10 feet high, and they are drawn

Performance Steps

with a contour line along the cut line. This contour line extends the length of the cut and has tick marks that extend from the cut line to the roadbed, if the map scale permits this level of detail.

- b. Identify a fill (Figure 3-33).

Note: A fill is a man-made feature resulting from filling a low area, usually to form a level bed for a road or railroad track. Fills are shown on a map when they are at least 10 feet high, and they are drawn with a contour line along the fill line. This contour line extends the length of the filled area and has tick marks that point toward lower ground. If the map scale permits, the length of the fill tick marks is drawn to scale and extend from the base line of the fill symbol.

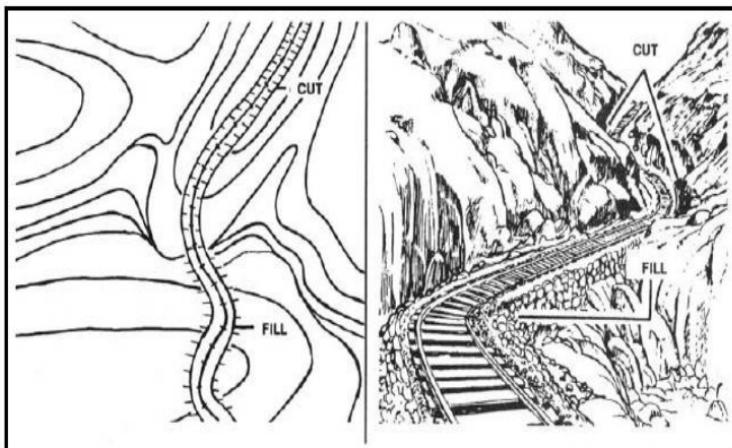


Figure 3-33. Cut and Fill

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions,

warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Identified the five major terrain features.	_____	_____
2 Identified the three minor terrain features.	_____	_____
3 Identified the two supplementary terrain features.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: TC 3-25.26

071-COM-1002

Determine the Grid Coordinates of a Point on a Military Map.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Chapter 3

Conditions: You are a member of a squad or team in a field environment and have been directed to identify the grid coordinates of a point on a map. You have a 1:50,000 scale military map, a coordinate scale and protractor or plotting scale, a pencil, and paper. You have been shown the point on the map. Some iterations of this task should be performed in MOPP 4.

Standards: Determine the six-digit grid coordinates of the point identified on the map by: finding the coordinates of the grid square where the point is located and the four-digit grid coordinates of the point, with or without a coordinate scale and protractor or plotting scale. Include the 100,000 meter square identifier with the grid coordinate.

Special Condition: None

Special Standards: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Note: None

Performance Steps

1. Determine the coordinates of the grid square (Figure 3-34).

Performance Steps

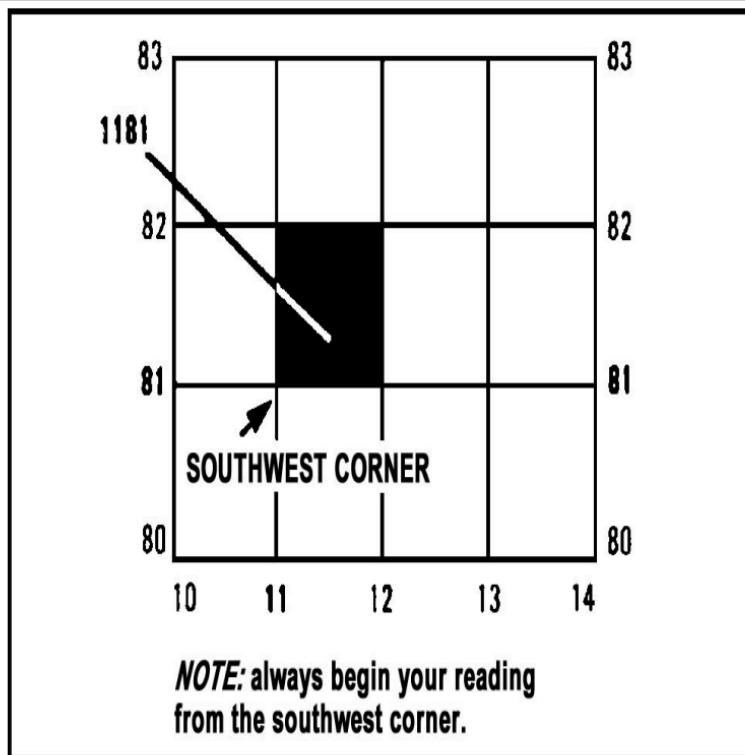


Figure 3-34. Identifying the Grid Square

- a. Select the grid square that contains the identified point on the map (see Figure 3-34).
- b. Read the north-south grid line that precedes the desired point (see Figure 3-34).

Performance Steps

- c. Record the number associated with that line.
- d. Read the east-west grid line that precedes the desired point (see Figure 3-34).
- e. Record the number associated with that line.

Note: The number of digits represents the degree of precision to which a point has been located and measured on a map the more digits the more precise the measurement. In the above example the four digits 1181 identify the 1,000 meter grid square to be used.

2. Determine point grid coordinates without a coordinate scale and protractor or plotting scale (Figure 3-35).

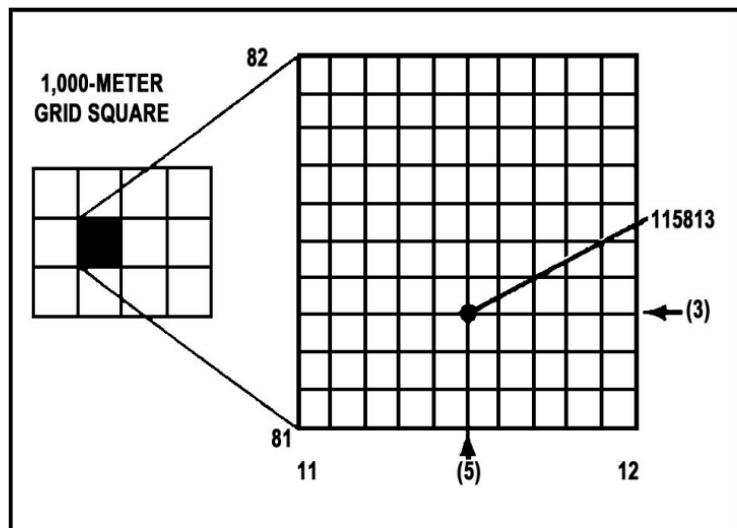


Figure 3-35. Grid Square 1181 Divided

- a. Allocate the grid square into a 10 by 10 grid.
- b. Read right (from the lower left corner) to the imaginary grid line nearest the identified point.

Performance Steps

Note: In the example the North-South imaginary line nearest the point is halfway or five lines out of a total of 10 lines. Therefore, the first half of your grid coordinate is 115.

c. Read up (from the point reached in step 3b) to the imaginary grid line nearest the identified point.

Note: In the example, the East-West imaginary line nearest the point is one third of the way up or three lines out of 10 lines. Therefore, the second half of your grid coordinate is 813.

3. Determine point grid coordinates with GTA 05-02-012 coordinate scale and protractor or plotting scale (Figure 3-36).

Note: The most accurate way to determine the coordinates of a point on a map is with a coordinate scale. You need not imagine lines because you can find the exact coordinates using the coordinate scale, protractor or the plotting scale. Each device actually includes two coordinate scales, 1:25,000 and 1:50,000 meters. Make sure that, regardless which device you use, you choose the correct scale.

Chapter 3

Performance Steps

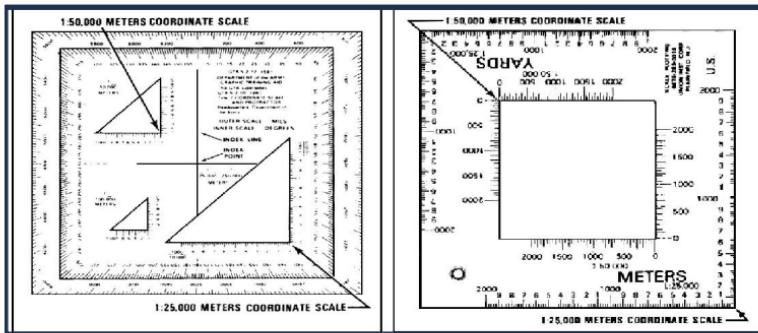


Figure 3-36. Coordinate Scale and Protractor

a. Locate the grid square where the point is located (Example: Point A in Figure 3-37).

b. Determine the coordinates of the grid square.

Note: The number of the vertical grid line on the left (west) side of the grid square gives the first and second digits of the coordinate. The number of the horizontal grid line on the bottom (south) side of the grid square gives the fourth and fifth digits of the coordinate.

c. Determine the third and sixth digits of the coordinate.

(1) Place a coordinate scale and protractor or a plotting scale on the bottom horizontal grid line of the grid square containing Point A.

(2) Check to see that the zeros of the coordinate scale are in the lower left-hand (southwest) corner of the grid square where Point A is located (Figure 3-37).

Performance Steps

NOTE: Slide scale to right and align Point A under vertical scale.

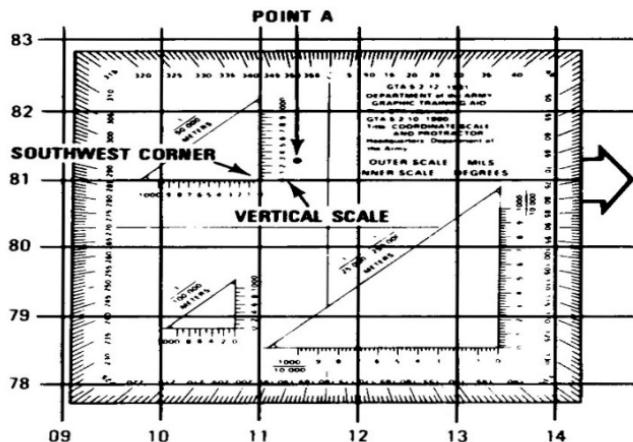


Figure 3-37. GTA 05-02-012
Coordinate Scale and Protractor (Expanded View)

(3) Slide the scale to the right, keeping the bottom of the scale on the bottom grid line until Point A is under the vertical (right-hand) scale (Figures 3-38 and 3-39).

Note: To determine the six-digit coordinate, look at the 100-meter mark on the bottom scale, which is nearest the vertical grid line. This mark is the third digit of the number 115. The 100-meter mark on the vertical scale nearest to Point A gives you the sixth digit of the number 813. The complete grid coordinate is 115813. Always read right, and then up.

Performance Steps

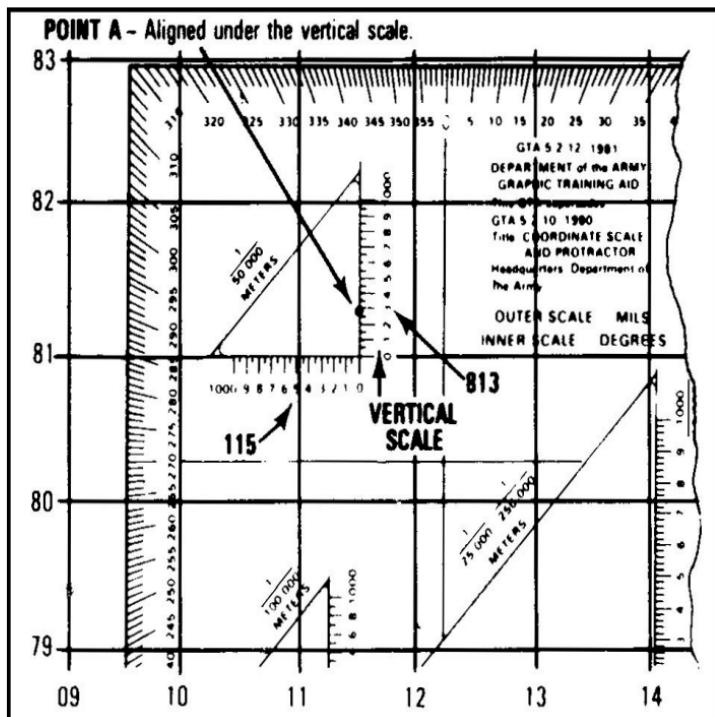


Figure 3-38. Aligning the Coordinate Scale

Performance Steps

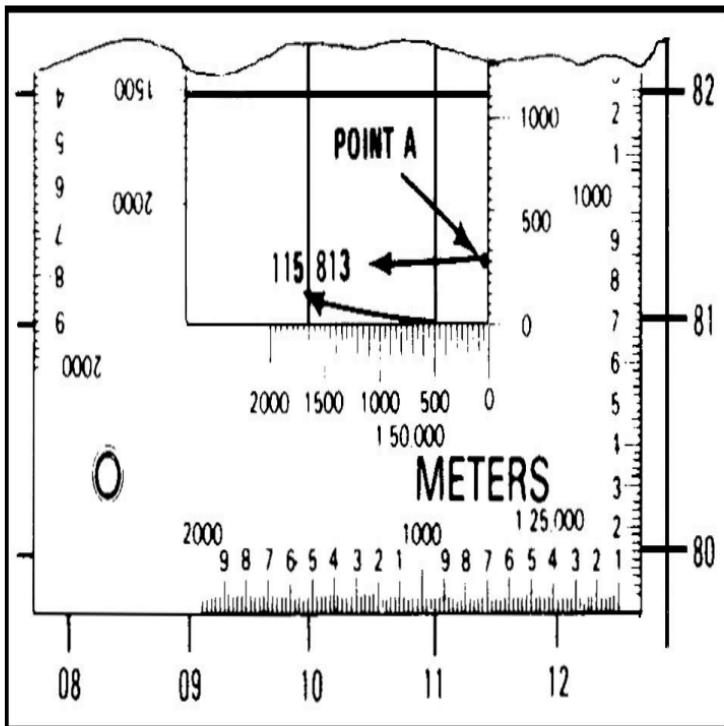


Figure 3-39. Aligning the Plotting Scale

4. Add the two letter 100,000 meter square identifier to determined grid coordinate.
 - a. Identify the two letter 100,000 meter square identifier by looking at the grid reference box in the margin of the map (Figure 3-40).

Chapter 3

Performance Steps

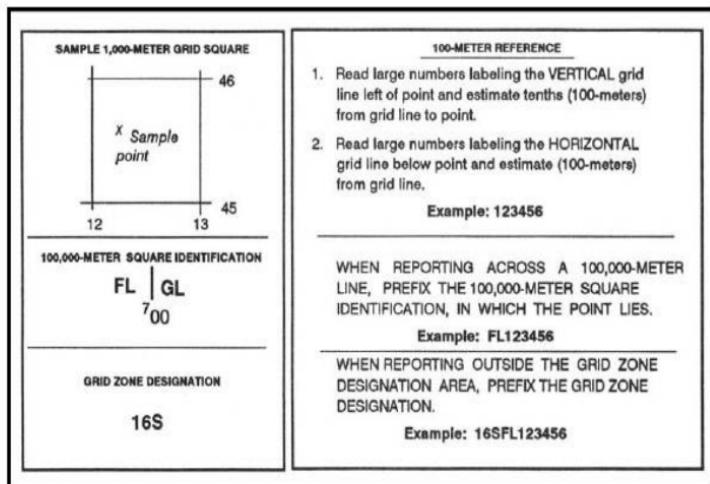


Figure 3-40. Grid Reference Box

b. Place the 100,000 meter square identifier in front of the grid coordinate.

Note: In the example given the final grid coordinate becomes GL115813.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Determined the coordinates of the grid square.	_____	_____
2 Determined point grid coordinates.	_____	_____
3 Added the two letter 100,000 meter square identifier to the determined grid coordinate.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: TC 3-25.26

071-COM-1008

Measure Distance on a Map.

Foreign Disclosure: FD1 This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team in a field environment and have been directed to determine the distance between two known points. You have a 1:50,000 scale map, a strip of paper with a straight edge, and a

Chapter 3

pencil. You have been shown the beginning and ending points on the map. Some iterations of this task should be performed in MOPP 4.

Standards: Determine the straight-line distance between two points with no more than a five percent error and the road (curved line) distance between two points with no more than a 10 percent error.

Special Condition: None

Special Standards: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Note: None

Performance Steps

1. Identify the graphic bar scale of the map (3-41).

Note: The graphic scale is a ruler printed on the map and is used to convert distances on the map to actual ground distances. The graphic scale is divided into two parts. To the right of the zero, the scale is marked in full units of measure and is called the primary scale. To the left of the zero, the scale is divided into tenths and is called the extension scale. Most maps have three or more graphic scales, each using a different unit of measure. When using the graphic scale be sure to use the correct scale for the unit of measure desired.

Performance Steps

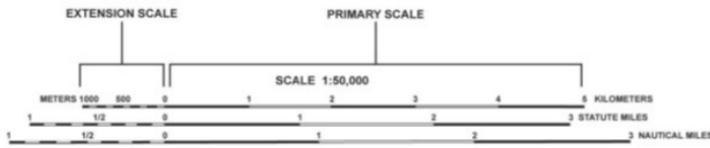


Figure 3-41. Graphic Bar Scale

2. Determine straight-line distance between two points on a map.
 - a. Lay a straight edged piece of paper on the map so that the edge of the paper touches both points and extends past them.
 - b. Make a tick mark on the edge of the paper at each point (Figure 3-42).

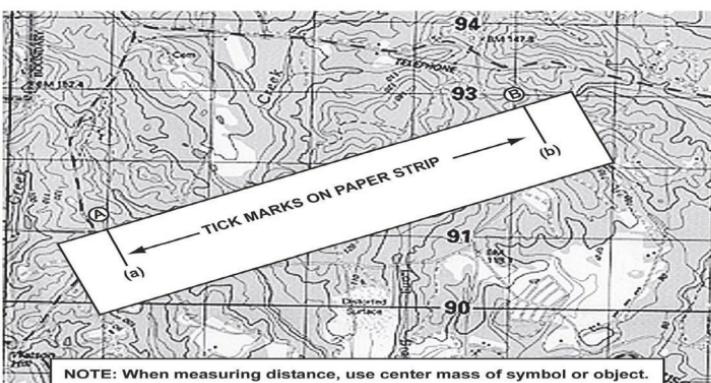


Figure 3-42. Straight-line Distance

- c. Move the paper down to the graphic bar scale.

Chapter 3

Performance Steps

d Align the right tick mark (b) with a printed number in the primary scale so that the left tick mark (a) is in the extension scale (Figure 3-43).

Note: The primary scale determines the distance to in 1000 meter intervals. If the distance between tick marks is greater than the scale determines the 1000 meter interval using the primary scale, then use the extended scale to determine the remaining intervals.

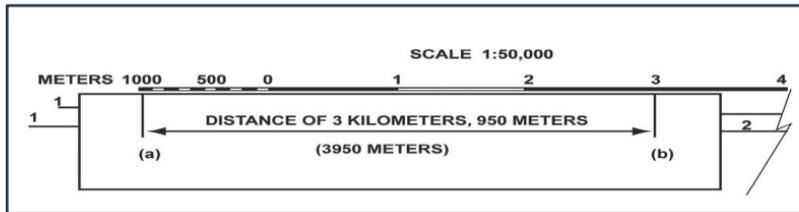


Figure 3-43. Measure Distance Along a Road, Stream, or Curve

The extension scale is numbered with zero at the right and increases to the left. When using the extended scale, always read right to left. From the zero left to the beginning of the first shaded area is 100 meters.

Note: In order to avoid confusion concerning the point to begin measuring from and the ending point, an eight-digit coordinate should be used for both the starting and ending points.

- a. Place a tick mark on the paper and map at the beginning point from which the curved line is to be measured.
- b. Align the edge of the paper along a straight portion and make a tick mark on both map and paper when the edge of paper leaves the straight portion of the line being measured (Figure 3-44).

Performance Steps

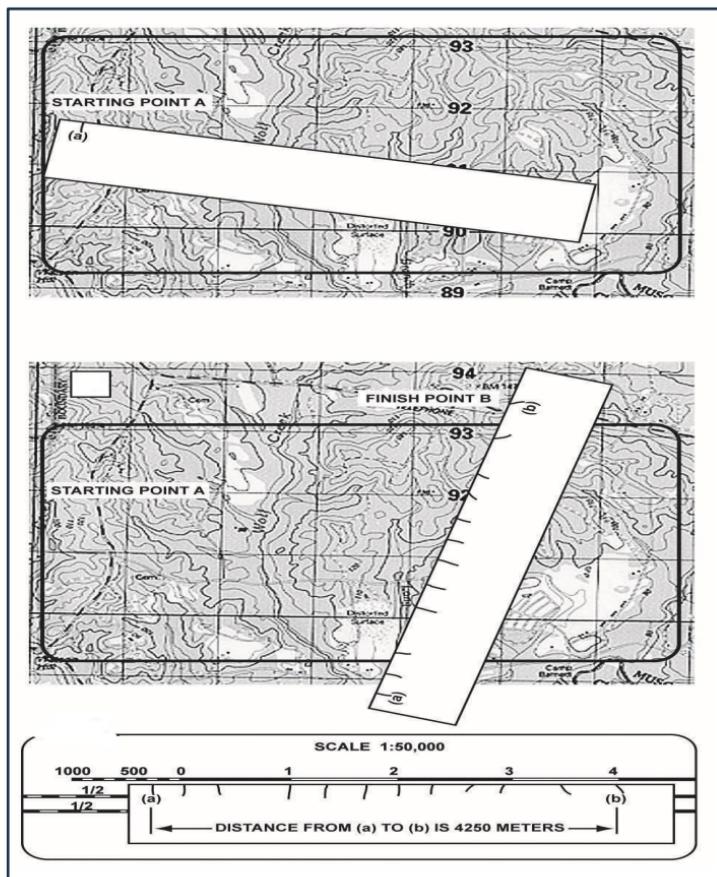


Figure 3-44. Curve-Line Distance

c. Keep the tick marks on the paper and map together.

Chapter 3

Performance Steps

- d. Place the point of the pencil close to the edge of the paper on the tick mark to hold it in place.
- e. Pivot the paper until another straight portion of the curved line is aligned with the edge of paper.
- f. Repeat steps 3c, 3d, and 3e until the measurement from start point to end point is completed.
- g. Move the paper to the graphic scale to determine the ground distance.
- h. Measure the distance between the beginning (a) and ending tick mark (b) only (Figure 4).

(Asterisks indicates a leader performance step.)

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Identified the graphic bar scale of the map.	_____	_____
2 Determine the straight-line distance between two points on a map.	_____	_____
3 Measure the distance along a road, stream, or other curved line.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the

Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: TC 3-25.26

071-COM-1005

Determine a Location on the Ground by Terrain Association.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team in a field environment and have been directed to determine your squad's/team's current location. You have a 1:50,000 scale military map, a compass, a coordinate scale and protractor or plotting scale, a pencil, and paper. Some iterations of this task should be performed in MOPP 4.

Standards: Orient the map. Identify the type of terrain on which you are located as well as the type of terrain that surrounds your location. Correlate the terrain features on the ground to those shown on the map. Determine the six digit grid coordinates to your location.

Special Condition: None

Special Standards: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Note: None

Chapter 3

Performance Steps

1. Orient the map.

Note: There are three ways to orient a map:

- Using a compass. The magnetic arrow of the compass points to magnetic north. As such, pay special attention to the declination diagram.
- Using terrain association. This method is typically used when a compass is not available or when the user has to make many quick references as he moves across country.
- Using Field-Expedient Methods. These methods are used when a compass is available and there are no recognizable terrain features.

2. Identify the type of terrain feature on which you are located.
3. Identify the types of terrain features that surround your location.
4. Correlate the terrain features on the ground to those shown on the map.
5. Determine your location on the map.
6. Determine the six-digit grid coordinate of your location.

Note: Grid coordinates of your location can be determined by using a coordinate scale and protractor, a plotting scale, or by visualizing a 10 by 10 grid box inside the appropriate grid square.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Oriented the map.	_____	_____

Performance Measures	GO	NO-GO
2 Identified the type of terrain feature on which you were located.	_____	_____
3 Identified the types of terrain features that surround your location.	_____	_____
4 Correlated the terrain features on the ground to those shown on the map.	_____	_____
5 Determined your location on the map.	_____	_____
6 Determined the six digit grid coordinate of your location.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: TC 3-25.26

071-COM-1012

Orient a Map to the Ground by Map-Terrain Association.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct

Chapter 3

international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team that is conducting movement in a field environment and you have been directed to orient a standard 1:50,000 scale military map to the ground. You do not have an operational compass. Some iterations of this task should be performed in MOPP 4.

Standards: Hold the map horizontally and match terrain features appearing on the map with physical features on the ground. Orient the map to within 30 degrees of magnetic north.

Special Condition: None

Special Standards: None

Safety Risk: Low

Task Statements

Cue: None

Note: A map can be oriented by terrain association when a compass is not available or when the user has to make many quick references as he moves across country. Using this method requires careful examination of the map and the ground, and the user must know his/her approximate location.

Performance Steps

1. Hold the map in a horizontal position.
2. Match terrain features appearing on your map with terrain features physically observable on the ground (Figure 3-45).

Performance Steps

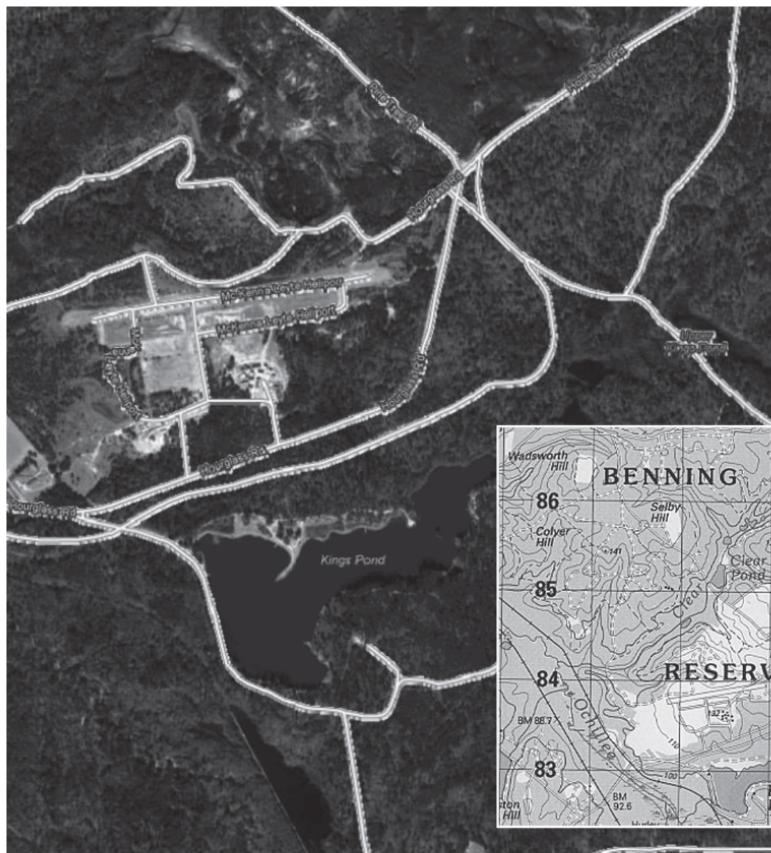


Figure 3-45. Terrain Association

3. Align the map with the terrain features on the ground.

Chapter 3

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Held the map in a horizontal position.	_____	_____
2 Matched terrain features appearing on map with physical features on the ground.	_____	_____
3 Aligned the map with the terrain features on the ground to within 30 degrees of magnetic north.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: TC 3-25.26

071-COM-1011

Orient a Map Using a Lensatic Compass.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team in a field environment and have been directed to orient a map in preparation for movement. You have a

1:50,000-scale topographic map of the area and a compass. Some iterations of this task should be performed in MOPP 4.

Standards: Lay the map in a horizontal position, determine the direction and value of declination, and orient the map to the ground using a compass.

Special Condition: None

Special Standards: None

Safety Risk: Low

Task Statements

Cue: None

Note: The first step for a navigator in the field is orienting the map. A map is oriented when it is in a horizontal position with its north and south corresponding to the north and south on the ground.

When orienting a map with a compass, remember that the compass measures magnetic azimuths. Since the magnetic arrow points to magnetic north, pay special attention to the declination diagram. Two techniques are used.

Special care should be taken when orienting your map with a compass. A small mistake can cause you to navigate in the wrong direction.

Once the map is oriented, magnetic azimuths are determined using the compass. Do not move the map from its oriented position since any change in its position moves it out of line with the magnetic north.

Performance Steps

1. Lay the map in a horizontal position.
2. Determine the direction of the declination and its value from the declination diagram on the map.
3. Use one of the two techniques to orient the map.
 - a. Orient the map using the first technique.

Chapter 3

Performance Steps

- (1) Take the straightedge on the left side of the compass and place it alongside the north-south grid line with the cover of the compass pointing toward the top of the map.

Note: This procedure places the fixed black index line of the compass parallel to north-south grid lines of the map.

- (2) Keep the compass aligned as directed above while rotating the map and compass together until the magnetic arrow is below the fixed black index line on the compass.

Note: At this time, the map is close to being oriented.

- (3) Rotate the map and compass in the direction of the declination diagram.

- (4) Verify the G-M angle.

- (a) If the magnetic north arrow on the map is to the left of the grid north, check the compass reading to see if it equals the G-M angle given in the declination diagram (Figure 3-46).

Performance Steps

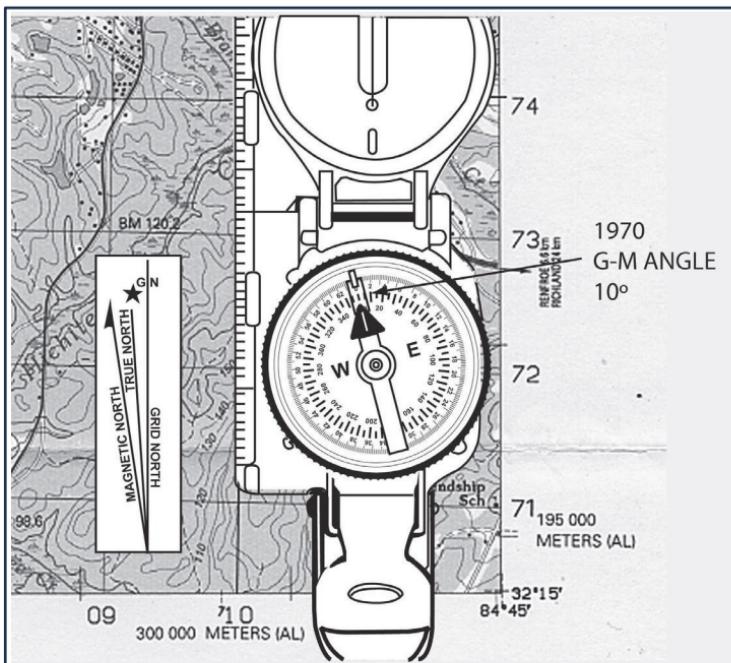


Figure 3-46. Map oriented with 10 Degrees West Declination

(b) If the magnetic north is to the right of grid north, check the compass reading to see if it equals 360 degrees minus the G-M angle (Figure 3-47).

Chapter 3

Performance Steps

Note: If the G-M angles are correct the map is oriented.

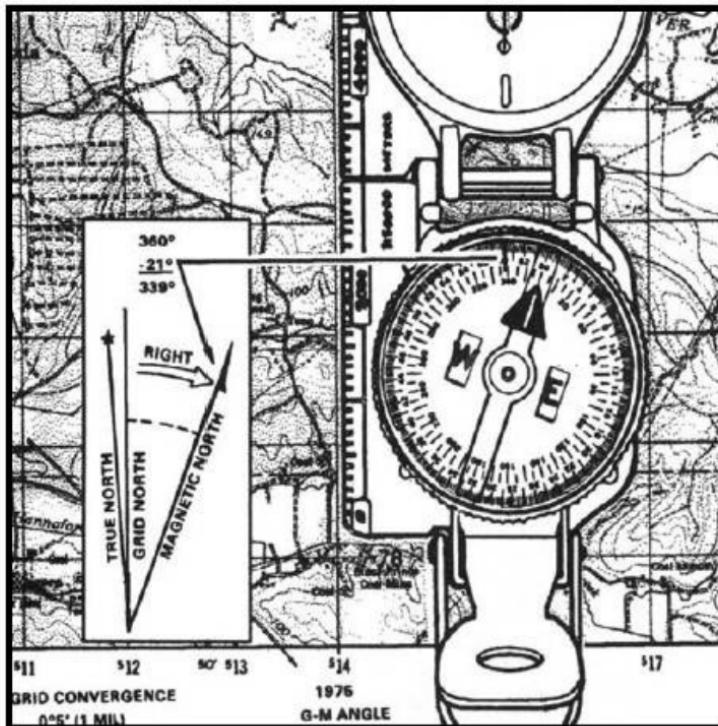


Figure 3-47. Map oriented with 21 Degrees East Declination

b. Orient the map using the second technique.

(1) Draw a magnetic azimuth equal to the G-M angle given in the declination diagram with the protractor using any north-south grid line on the map as a base.

(2) If the declination is easterly (right), the drawn line is equal to the value of the G-M angle:

Performance Steps

- (a) Align the straightedge on the left side of the compass alongside the drawn line on the map.
- (b) Rotate the map and compass until the magnetic arrow of the compass is below the fixed black index line (Figure 3-48).

Note: The map is now oriented.

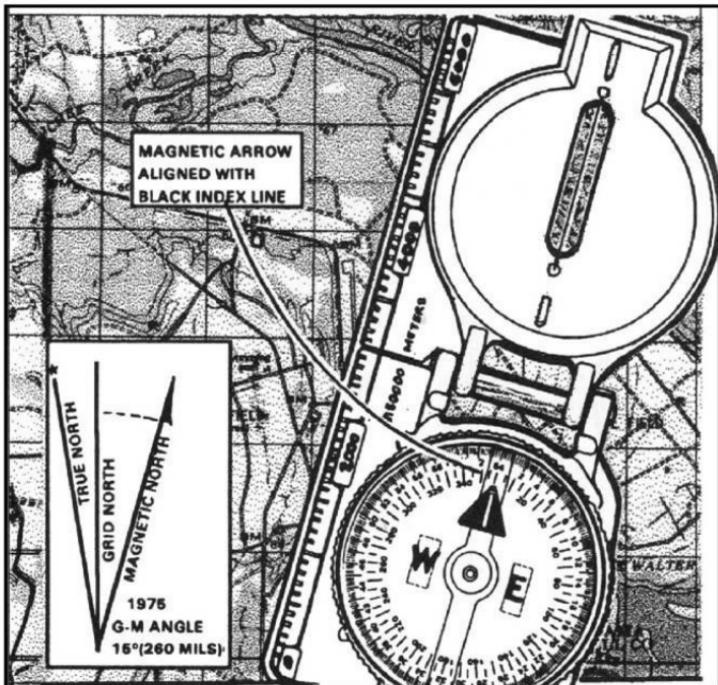


Figure 3-48. Map oriented with 15 Degrees East Declination

- (3) If the declination is westerly (left), the drawn line will equal 360 degrees minus the value of the G-M angle:

Chapter 3

Performance Steps

(a) Align the straightedge on the left side of the compass alongside the drawn line on the map.

(b) Rotate the map and compass until the magnetic arrow of the compass is below the fixed black index line.

Note: The map is now oriented.

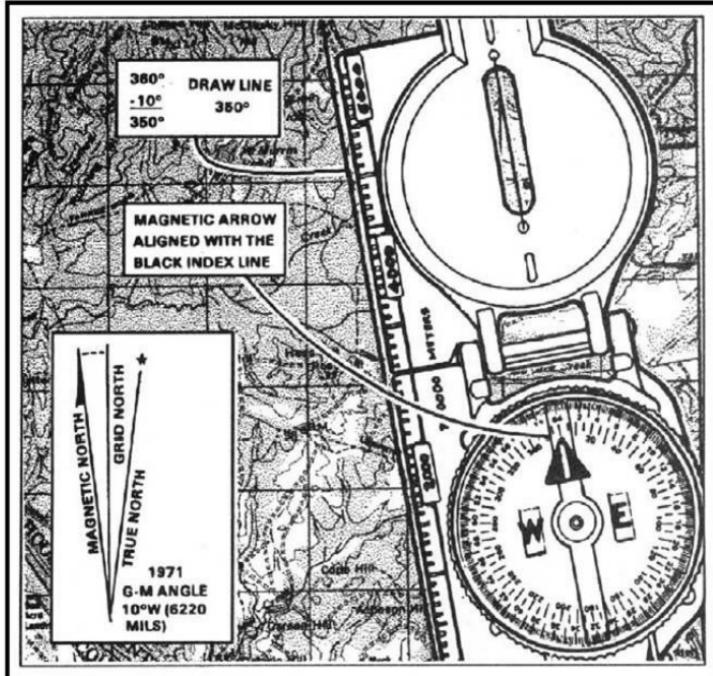


Figure 3-49. Map oriented with 10 Degrees West Declination

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Laid the map in a horizontal position.	_____	_____
2 Determined the direction of the declination and its value from the declination diagram.	_____	_____
3 Orient the map.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: TC 3-25.26

071-COM-1003

Determine a Magnetic Azimuth Using a Lensatic Compass.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Chapter 3

Conditions: You are a member of a squad or team in a field environment and have been directed to determine a magnetic azimuth. You have a compass and a designated point on the ground. Some iterations of this task should be performed in MOPP 4.

Standards: Inspect the compass. Determine the correct magnetic azimuth to the designated point within three degrees using the compass-to-cheek method, and within 10 degrees using the center-hold method.

Special Condition: None

Special Standards: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Performance Steps

1. Inspect the compass (Figure 3-50).

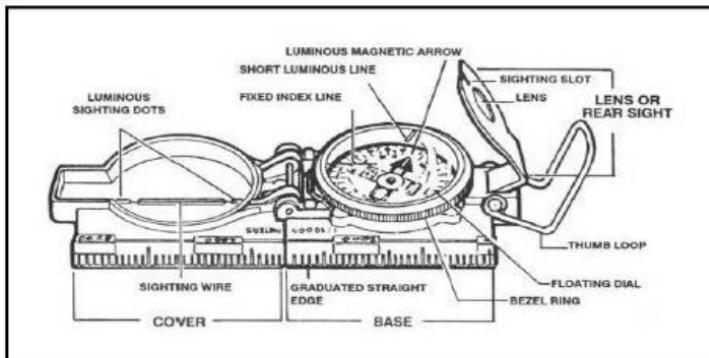


Figure 3-50. Lensatic Compass

Performance Steps

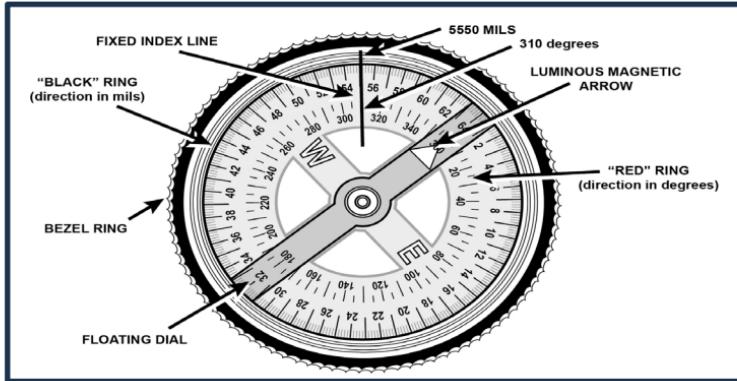


Figure 3-51. Lensatic Compass Floating Dial

2. Ensure there are no metal objects or electrical sources nearby that will affect compass accuracy.

Note: Effects of Metal and Electricity. Metal objects and electrical sources can affect the performance of a compass. However, nonmagnetic metals and alloys do not affect compass readings. The following table (Table 3-2) contains suggested separation distances ensure proper functioning of a compass.

Chapter 3

Performance Steps

Table 3-2. Magnetic Object Standoff

Object	Recommended Standoff Distance in Meters
High-tension power lines	55
Field gun, truck, or tank	18
Telegraph or telephone wires and barbed wire	10
Machine gun	2
Steel helmet or rifle	.5

3. Determine an azimuth with the compass-to-cheek method (Figure 3-52).

Note: The compass-to-cheek technique is used almost exclusively for sighting. It is the best technique for this purpose.

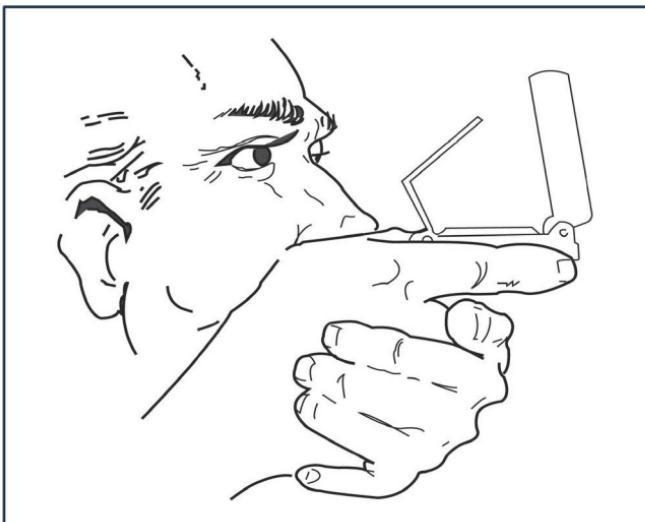


Figure 3-52. Compass-to-Cheek Method

- Open the cover to a 90-degree angle to the base.
- Position the eyepiece at a 45-degree angle to the base.

Performance Steps

- c. Place your thumb through the thumb loop.
- d. Establish a steady base with your third and fourth fingers.
- e. Extend your index finger along the side of the compass base.
- f. Place the hand holding the compass into the palm of the other hand.
- g. Move both hands up to your face.
- h. Position the thumb that is through the thumb loop against the cheekbone.
- i. Move the eyepiece up or down until the dial is in focus.
- j. Align the sighting slot of the eyepiece with the sighting wire (in the cover) on the designated point.
- k. Read the azimuth under the index line (Figure 3-53).

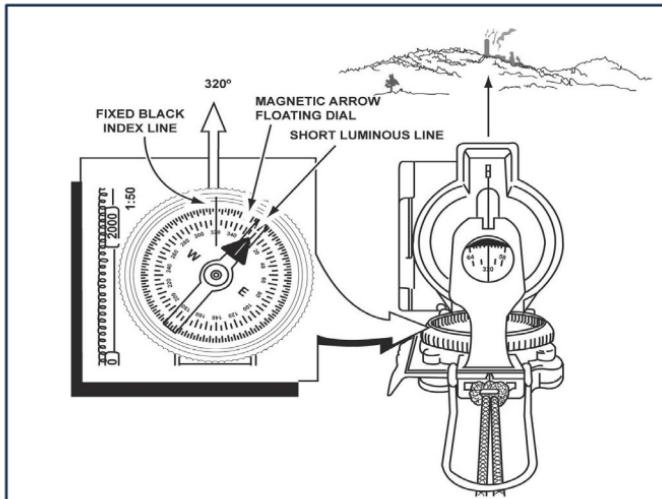


Figure 3-53. Reading the Azimuth

Chapter 3

Performance Steps

4. Determine an azimuth with the center-hold method (Figure 3-54).

Note: This method offers the following advantages over the compass-to- cheek technique:

- It is faster and easier to use.
- It can be used under all conditions of visibility.
- It can be used when navigating over any type of terrain.
- It can be used without putting down the rifle; however, the rifle must be slung well back over either shoulder.
- It can be used without removing eyeglasses.

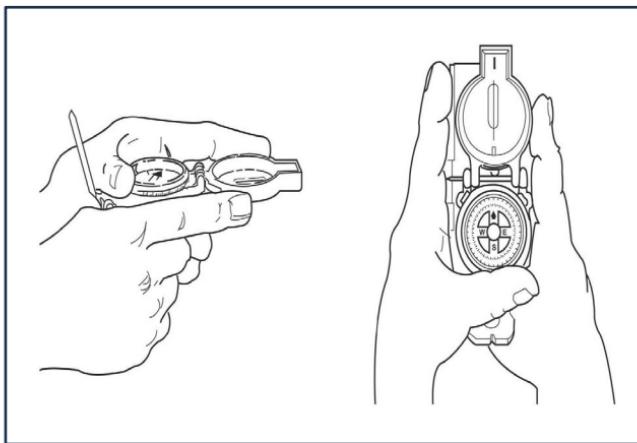


Figure 3-54. Centerhold Technique

- a. Open the compass so that the cover forms a straight edge with the base.
- b. Position the eyepiece lens to the full upright position.
- c. Place your thumb through the loop.

Performance Steps

- d. Establish a steady base with your third and fourth fingers.
- e. Extend your index finger along the side of the compass.
- f. Place the thumb of your other hand between the eyepiece and lens.
- g. Extend the index finger along the remaining side of the compass.
- h. Secure the remaining fingers around the fingers of the other hand.
- i. Place your elbows firmly into your side.

Note: This will place the compass between your chin and your belt.

- j. Turn your entire body toward the designated point.
- k. Align the compass to point directly at the designated point.
- l. Read the azimuth from beneath the fixed black index line.

(Asterisks indicates a leader performance step.)

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Inspected the compass.	_____	_____

Chapter 3

Performance Measures	GO	NO-GO
2 Ensured there are no metal objects or electrical sources nearby.	_____	_____
3 Determined an azimuth using the compass-to-cheek method.	_____	_____
4. Determined an azimuth using the center-hold method.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: TC 3-25.26

071-COM-1018

Determine Azimuth Using a Protractor.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restriction.

Conditions: You are a member of a squad or team that has received an order requiring movement. You have been directed to determine the grid azimuth from the starting point and ending point designated in the order. You have a 1:50,000-scale military map, a military protractor (GTA 05-02-012), a pencil, and paper. Some iterations of this task should be performed in MOPP 4.

Standards: Identify the starting point and ending point on the map, draw a straight line on the map connecting the points, align the protractor to the map, and determine the value of the angle.

Special Condition: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

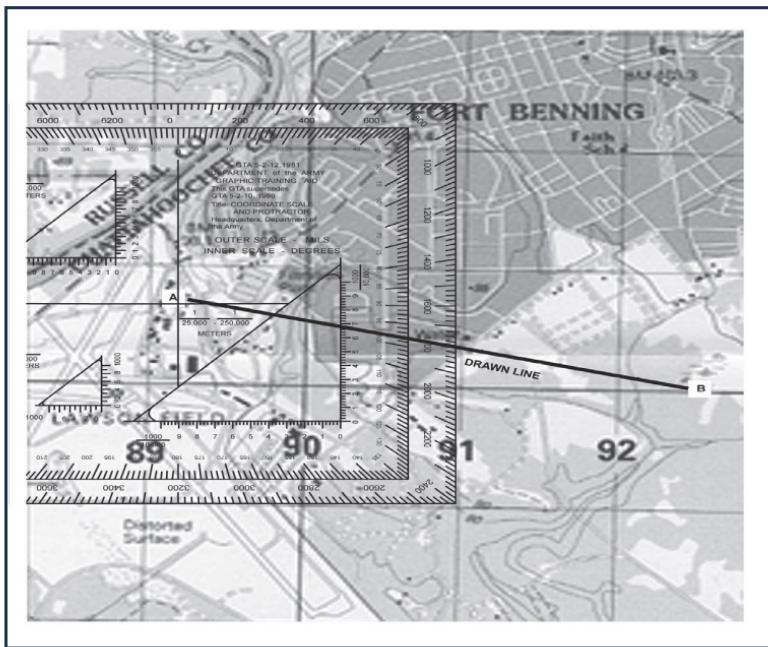


Figure 3-55. Measuring an Azimuth

Chapter 3

Performance Steps

1. Identify the starting point (A) on the map (Figure 3-55).

2. Identify the ending point (B) on the map (Figure 3-55).

Note: When measuring azimuths on a map, remember that you are measuring from a starting point to an ending point. If a mistake is made and the reading is taken from the ending point, the grid azimuth will be 180 degrees off, thus causing the user to go in the wrong direction.

3. Draw a straight line on the map connecting the two points.

Note: To ensure an accurate measurement the line should extend past the starting point and ending point

4. Align the protractor to the map (Figure 3-56).

Note: When using the protractor, the base line is always oriented parallel to a north-south grid line. The 0- or 360-degree mark is always toward the top or north on the map and the 90-degree mark is to the right

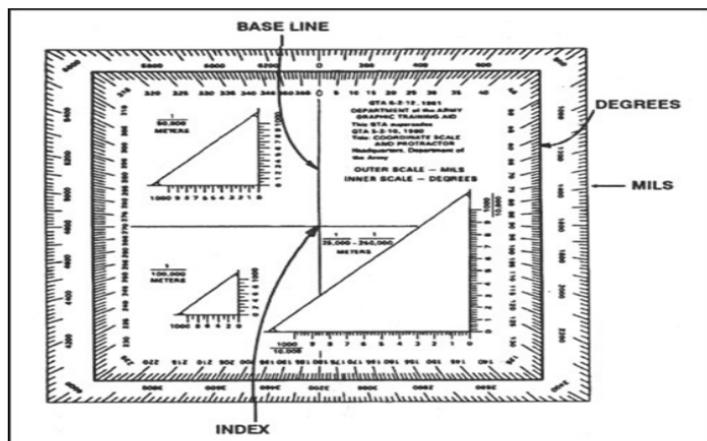


Figure 3-56. Protractor

Note: The grid azimuth is the degrees/mils value where the azimuth line crosses the protractor scale.

- a. Place the index of the protractor at the point where the drawn line crosses a vertical (north-south) grid line.
- b. Align the 0 to 180-degree line of the protractor on the vertical grid line, while keeping the index in position.
5. Determine the value of the angle (grid azimuth) from the scale.

Note: The grid azimuth is the degrees/mils value where the azimuth line crosses the protractor scale.

- a. Identify where the line crosses the protractor scale.
- b. Read the value (degrees or mils) where the line intersects with the scale.

Note: This value is the grid azimuth.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and/or materials described in the conditions statement.

Brief the Soldier: Tell the Soldier what is expected by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Identified the starting point on the map.	—	—

Chapter 3

Performance Measures	GO	NO-GO
2 Identify the ending point on the map.	_____	_____
3 Drew a straight line on the map connecting the two points.	_____	_____
4 Aligned the protractor to the map.	_____	_____
5 Determined the value of the angle.	_____	_____

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to the current ATP 3-34.5 and GTA 05-08-002.

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete the current DD Form 2977 (*Deliberate Risk Assessment Worksheet*) in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

071-COM-1016

Convert an Azimuth.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad preparing to conduct tactical movement and you have been directed to convert azimuths in preparation for the movement. You have been given a 1:50,000 military map with a declination diagram, pencil, paper, a magnetic azimuth, and a grid azimuth. Some iterations of this task should be performed in MOPP 4.

Standards: Convert an azimuth into a back azimuth, a magnetic azimuth to a grid azimuth and a grid azimuth to a magnetic azimuth, without error.

Special Condition: None

Special Standards: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Note: The North-South lines designate grid North on your map. The compass needle points to magnetic North. The grid magnetic (G-M) angle is the angle difference between grid North and magnetic North.

Chapter 3

Performance Steps

WARNING

When converting azimuths into back azimuths, extreme care should be exercised when adding or subtracting the 180 degrees. A simple mathematical mistake could have disastrous consequences.

1. Convert an azimuth into a back azimuth.
 - a. Add 180 degrees if the azimuth is 180 degrees or less.
 - b. Subtract 180 degrees if the azimuth is 180 degrees or more.
2. Convert a magnetic azimuth to a grid azimuth.

Note: To convert a magnetic azimuth to grid azimuth, subtract the G-M angle.

WARNING

When converting azimuths into back azimuths, extreme care should be exercised when adding or subtracting the 180 degrees. A simple mistake of one degree could be significant in the field.

- a. Locate the G-M angle, which is part of the declination diagram, at the bottom of your map. (Figure 3-57).

Note: The declination diagram shows both a graphic picture of the G-M angle and provides a written summary of the G-M angle. This written summary includes the date of the G-M angle and the actual angle in both degrees and mils.

Performance Steps

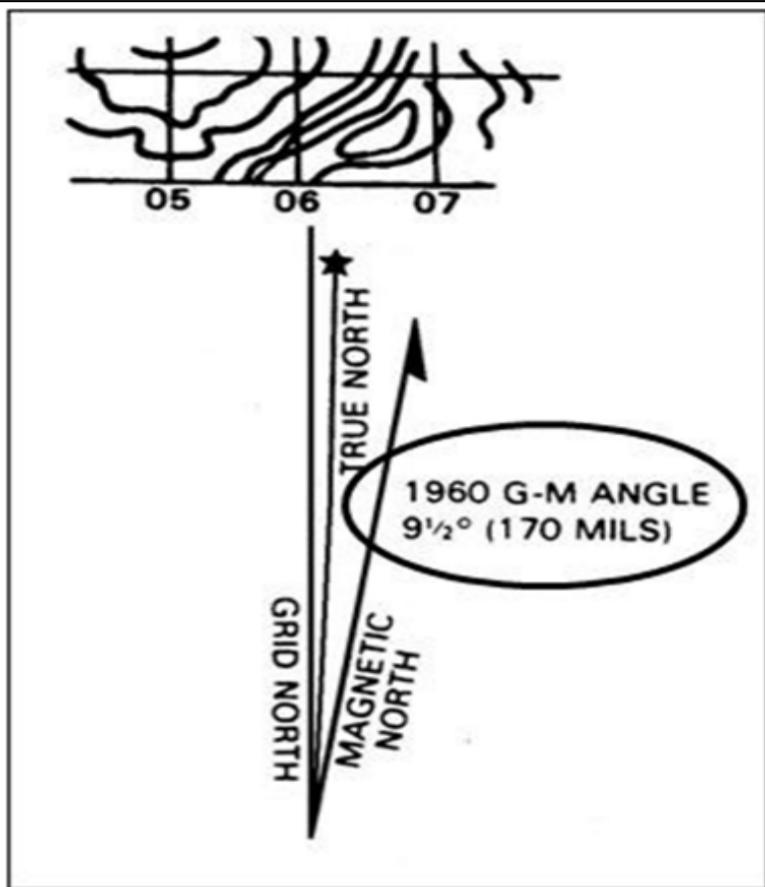


Figure 3-57. Declination Diagram with G-M Angle

Performance Steps

b. Determine whether the G-M angle is easterly or westerly. (Figure 3-58).

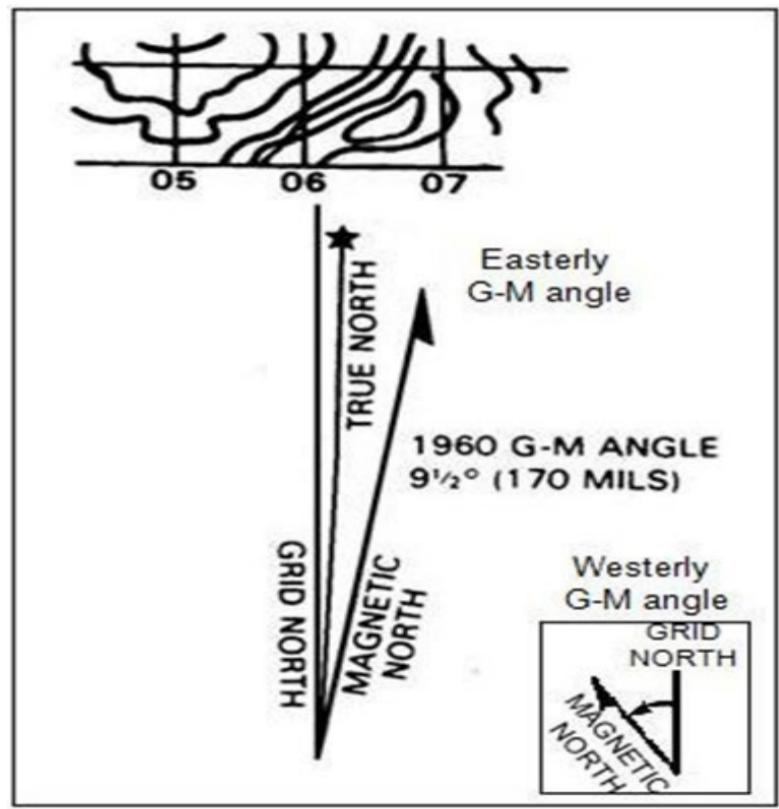


Figure 3-58. Identifying an Easterly/Westerly G-M Angle

c. Apply the mathematical formula to convert a magnetic azimuth to a grid azimuth.

- (1) Add an easterly G-M angle to a magnetic azimuth to obtain a grid azimuth.

Performance Steps

(2) Subtract a westerly G-M angle from a magnetic azimuth to obtain a grid azimuth.

Note: As an example, given a magnetic azimuth of 190 degrees, using the above diagram, you would add 9.5 degrees to 190 degrees to obtain a grid azimuth of 199.5 degrees.

3. Convert a grid azimuth to a magnetic azimuth.

a. Locate the G-M angle, which is part of the declination diagram, at the bottom of your map. (Figure 3-59).

Note: The declination diagram shows both a graphic picture of the G-M angle and provides a written summary of the G-M angle. This written summary includes the date of the G-M angle and the actual angle in both degrees and mils.

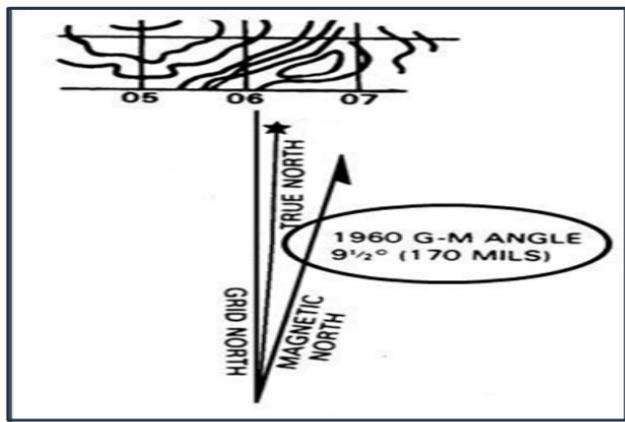


Figure 3-59. Declination Diagram with GM Angle

b. Determine whether the G-M angle is easterly or westerly (Figure 3-60).

Performance Steps

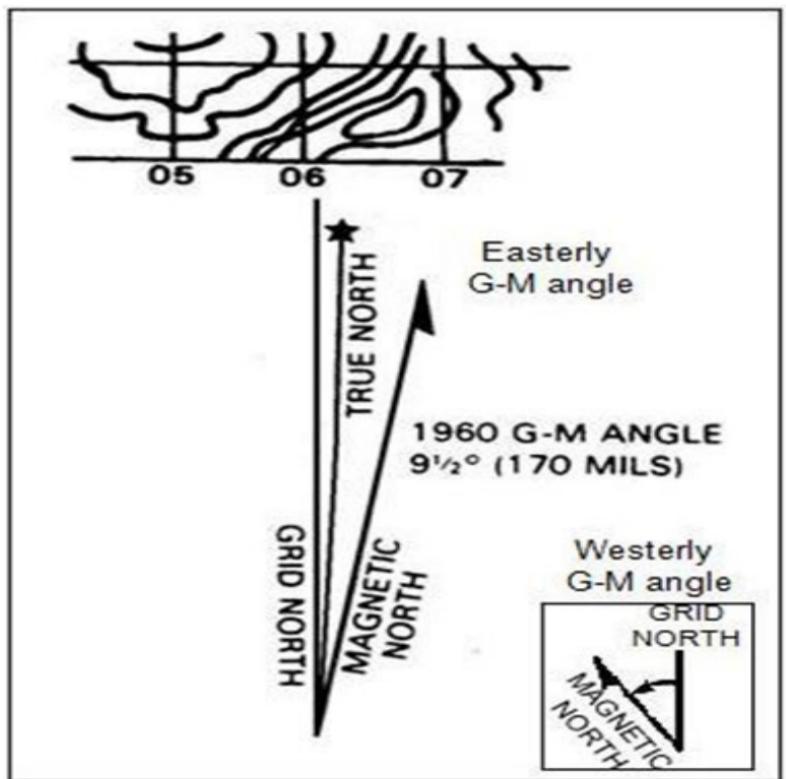


Figure 3-60. Identifying an Easterly/Westerly GM Angle

c. Apply the mathematical formula to convert a magnetic azimuth to a grid azimuth.

- (1) Subtract an easterly G-M angle from a grid azimuth to obtain a magnetic azimuth.
- (2) Add a westerly G-M angle to a grid azimuth to obtain a magnetic azimuth.

Performance Steps

Note: As an example, given a grid azimuth of 199.5 degrees, using the above diagram you would subtract 9.5 degrees from 199.5 degrees to obtain a magnetic azimuth of 190 degrees.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and/or materials described in the conditions statement.

Brief the Soldier: Tell the Soldier what is expected by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Converted an azimuth into a back azimuth.	_____	_____
2 Converted a magnetic azimuth to a grid azimuth.	_____	_____
3 Converted a grid azimuth to magnetic azimuth.	_____	_____

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be

Chapter 3

Performance Measures	GO	NO-GO
alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002.		

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete the current DD Form 2977 in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

071-COM-0017

Compute Back Azimuths.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team that is preparing for a mission and you have been directed to determine back azimuth(s) for given azimuth(s). The azimuths may be in either degrees or mils. Some iterations of this task should be performed in MOPP 4.

Standards: Determine the back azimuth for each given azimuth to the exact degree or mil.

Special Condition: None

Special Standards: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

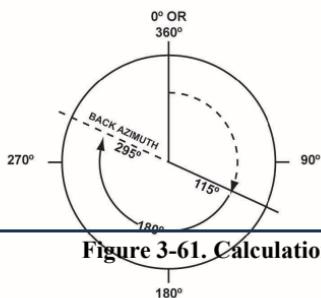
Note: None

WARNING

When converting azimuths into back azimuths, a simple mathematical mistake may cause disastrous consequences.

Remarks: None

Notes: None



EXAMPLE:

AZIMUTH	\pm BACK AZIMUTH
115°	$+180^\circ = 295^\circ$
337°	$-180^\circ = 157^\circ$

Figure 3-61. Calculation of a Back Azimuth

Chapter 3

Performance Steps

1. Determine back azimuth using degrees.

Note: Figure 3-61 provides an example on calculating a back azimuth in degrees.

- a. Add 180 degrees if the azimuth is 180 degrees or less.
- b. Subtract 180 degrees if the azimuth is 180 degrees or more.

2. Determine back azimuth using mils.

- a. If the azimuth is less than 3200 mils, add 3200 mils.

Note: As an example, given an 1150-mil azimuth, add 3200 to 1150 to obtain a back azimuth of 4350-mils. Mathematically, this is $1150 + 3200 = 4350$.

- b. If the azimuth is more than 3200 mils, subtract 3200 mils.

Performance Measures	GO	NO-GO
1 Determined back azimuth using degrees.	_____	_____
2 Determined back azimuth using mils.	_____	_____

References:

Related: TC 3-25.26

071-COM-1006

Navigate from One Point on the Ground to another Point while Dismounted.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the G2, Fort Moore, GA 31905 Foreign Disclosure Officer. This training product cannot be used to instruct international military student.

Conditions: You are a member of a squad or team in a field environment and have been directed to conduct movement to a designated point. You have a 1:50,000-scale topographic map of the area, a coordinate scale, a protractor, and a magnetic compass. Some iterations of this task should be performed in MOPP 4.

Standards: Navigate to the designated point using terrain association, dead reckoning, or a combination of both.

Special Condition: None

Special Standards: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Note: None

Performance Steps

1. Navigate using terrain association.
 - a. Identify the start point and destination point on the map.
 - b. Analyze the terrain between these two points for both movement and tactical purposes.
 - c. Identify terrain features that can be recognized during movement, such as hilltops, roads, rivers, etc.
 - d. Plan the best route, including checkpoints, if needed.
 - e. Determine the map distances between identified checkpoints and the total distance to be traveled.
 - f. Determine the actual ground distance by adding 20 percent to the map distance.

Chapter 3

Performance Steps

Note: Twenty percent is a general rule of thumb for cross country terrain - road movement and flat terrain do not require this 20 percent increase.

g. Move to the designated end point (or intermediate point) using identified terrain features as aiming points or handrails.

Note: Handrails are linear features like roads or highways, railroads, power transmission lines, ridgelines, or streams that run roughly parallel to your direction of travel.

2. Navigate using dead reckoning.

Note: The use of steering marks is recommended when navigating by dead reckoning. A steering mark is a distant feature visible along one's route that is used as distant aiming point that one moves towards. Once reached another steering point is identified until a change of direction or the final destination is reached.

a. Identify the start point and destination point on the map.

b. Analyze the terrain between these two points for both movement and tactical purposes.

c. Plan the best route, including checkpoints, if needed.

d. Determine the grid azimuths between identified checkpoints (if any) and the final point.

e. Convert the grid azimuth(s) taken from the map to a magnetic azimuth(s).

f. Determine the map distances between identified checkpoints and the total distance to be traveled.

g. Determine the direction of movement using the compass.

h. Move in the identified direction of travel or towards the identified steering mark.

i. Determine a new steering mark or confirm direction of travel as needed.

Note: The direction of movement, when not using a steering mark, must be periodically confirmed.

Performance Steps

3. Navigate using a combination of dead reckoning and terrain association.
 - a. Follow the procedures outlined for both techniques.
 - b. Use each technique to reinforce the accuracy of the other technique.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief the Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Navigated using terrain association.	_____	_____
2 Navigated using dead reckoning.	_____	_____
3 Navigated using a combination of dead reckoning and terrain association.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Chapter 3

References:

Related: TC 3-25.26

071-COM-1014

Locate an Unknown Point on a Map and on the Ground by Intersection.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or section and have a requirement to determine the location of the unknown point on the map. You have a 1:50,000-scale military map, a magnetic compass, a military protractor, pencil, paper, and an item that can be used as a straight edge. There are at least two well-defined points on the ground that you can locate on the map. Some iterations of this task should be performed in MOPP 4.

Standards: Determine the grid coordinates of the unknown point to within 100 meters; include the two-letter 100,000 meter square identifier, using either the map-and-compass method or the straight edge method.

Special Standards: None

Safety Risk: Low

MOPP 4: Sometimes

Note: Intersection is the location of an unknown point by occupying at least two (preferably three) known positions on the ground (either successively by one Soldier or simultaneously by two or more Soldiers), then plotting on the map the grid azimuth of each of these known points to the unknown point, and identifying the point on the map where the lines intersect. It is used to locate distant or inaccessible points or objects such as enemy targets and danger areas. There are two methods of intersection: the map-and-compass method and the straight edge method.

Performance Steps

1. Identify an unknown point on a map by intersection using the

Performance Steps

map-and-compass method (Figure 3-62).

- a. Orient the map on a flat surface using a compass.
- b. Plot grid azimuths from known points to the unknown point on the map.
 - (1) Mark your position (the observers) on the map.
 - (2) Determine the magnetic azimuth from your position to the unknown point.
 - (3) Convert the magnetic azimuth to a grid azimuth.
 - (4) Place the index point of a protractor on your plotted position.
 - (5) Align the protractor's 0 to 180-degree line to the top of the map's North-South grid line.
 - (6) Ensure the 0-degree mark is pointing to the north (or top of map).
 - (7) Place a tick mark on the map beside the number on the protractor that corresponds to the computed grid azimuth.
 - (8) Draw a straight line from your plotted position to the tick mark and beyond.
 - (9) Repeat steps 1b(1) through 1b(8) for each observer position.

Performance Steps

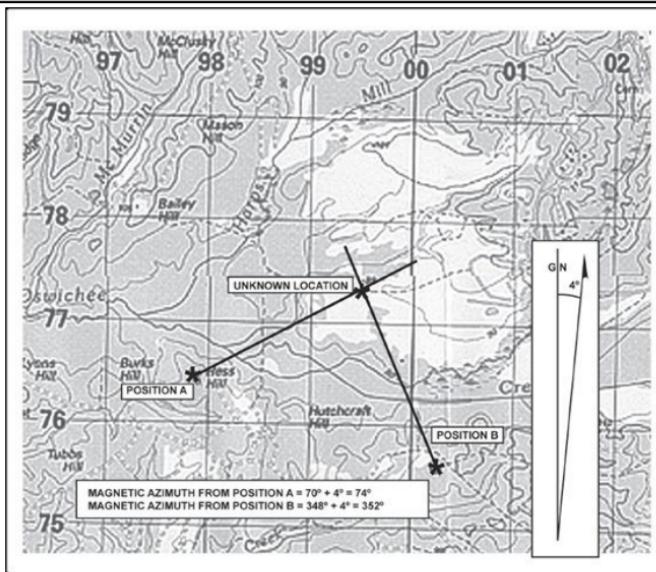


Figure 3-62. Intersection using Map and Compass

(10) Identify the point where the lines intersect as the location of the unknown point.

(11) Determine the grid coordinates to this location to the desired accuracy.

2. Identify an unknown point on a map by intersection using the straight edge method (Figure 3-63).

Performance Steps

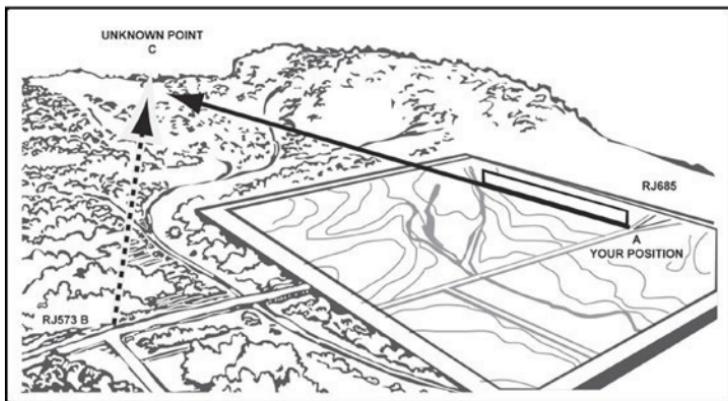


Figure 3-63. Intersection using the Straight Edge Method

- a. Orient your map on a flat surface using terrain association.
- b. Mark your position (the observers) on the map.
- c. Draw an intersection line for each of these plotted points.
 - (1) Lay a straight edge on one of the two known observer points on the map.
 - (2) Rotate the straightedge on the map until the straightedge lines up with both the known observer position on the map (Point A and Point B in Figure 2) and the unknown position in the distance (Point C in Figure 3-64).
 - (3) Draw a line along the straight edge from the known observer position toward the unknown position on the ground.
 - (4) Repeat steps 2c(1) through 2c(3) for each plotted point.

Chapter 3

Performance Steps

- d. Identify the point where the lines intersect as the unknown location.
- e. Determine the grid coordinates to this location to the desired accuracy.

(Asterisks indicates a leader performance step.)

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and/or materials described in the conditions statement.

Brief the Soldier: Tell the Soldier what is expected by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Identified an unknown point on a map by intersection using the map-and-compass method.	_____	_____
2 Identified an unknown point on a map by intersection using the straight edge method.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002.

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete the current DD Form 2977 in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

References:

Related: TC 3-25.26

071-COM-1015

Locate an Unknown Point on a Map and on the Ground by Resection.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are as a member of a squad or team conducting tactical operations and have a requirement to determine the squad or team's current location. You have a 1:50,000-scale military map, a magnetic compass, a military protractor, a pencil, paper, and an item to use as a straight edge. There are at least two well-defined points on the ground that can be located on the map. Some iterations of this task should be performed in MOPP 4.

Standards: Determine the grid coordinates of the unknown point to within 100 meters; include the two-letter 100,000 meter square identifier, using either the map-and-compass method or the straight edge method.

Chapter 3

Note: Resection is the method of locating one's position on a map by determining the grid azimuth to at least two well-defined locations that can be pinpointed on the map. For greater accuracy, the desired method of resection is to use three or more well-defined locations.

Special Standards: None

Safety Risk: Low

MOPP 4: Sometimes

Cue: None

Remarks: None

Task Statements

Performance Steps

1. Identify your location on a map by resection using the map and compass method (Figure 3-64).

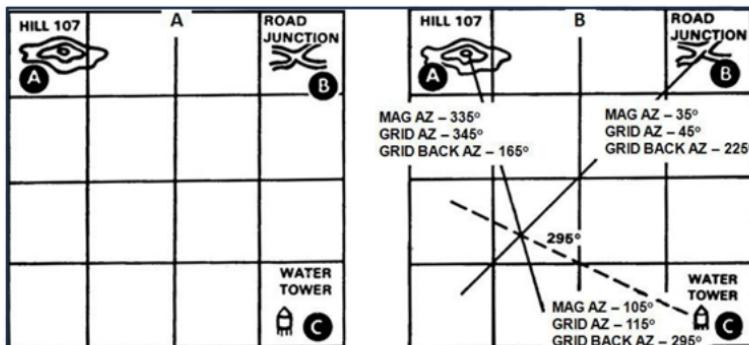


Figure 3-64. Resection using the Map and Compass

- a. Orient the map on a flat surface using a compass.
- b. Identify at least two well-defined points on the ground.
- c. Mark these well-defined points on the map (Figure 3-65, Example A).

Performance Steps

d. Plot the back azimuths of these points on the map (Figure 3-65, Example B).

- (1) Determine the magnetic azimuth from your location to one of the defined points.
- (2) Convert the magnetic azimuth to a grid azimuth.
- (3) Convert this grid azimuth to a back grid azimuth.
- (4) Place the index point of a protractor on the well-defined point.
- (5) Align the protractor's 0 to 180-degree line to the top of the map's North-South grid line.
- (6) Ensure the 0-degree mark is pointing to the north (or top of map).
- (7) Place a tick mark on the map beside the number on the protractor that corresponds to the computed back grid azimuth.
- (8) Draw a straight line from the well-defined point to the tick and beyond.
- (9) Repeat steps 1d (1) through 1d (8) for each well-defined point.

e. Identify the point where the lines intersect as your location.

f. Determine the grid coordinates to this location to the desired accuracy.

2. Identify your location on a map by resection using the straightedge method (Figure 3-65).

Chapter 3

Performance Steps

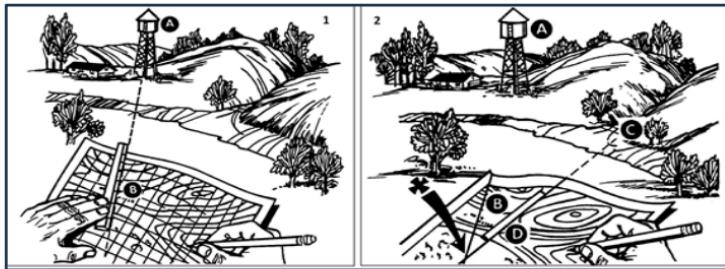


Figure 3-65. Resection using Straight Edge Method

- a. Orient your map on a flat surface using terrain association.
- b. Locate at least two known distant locations or prominent features on the ground.
- c. Plot these distant locations or prominent features on the map.
- d. Draw a resection line for each of these plotted points.
 - (1) Lay a straightedge on one of the two known points on the map.
 - (2) Rotate the straightedge on the map until straight edge lines up with both the known position on the map (Figure 3-65, Point B and Point D) and the known position in the distance (Figure 3-65, Point A and Point C).
 - (3) Draw a line along the straightedge away from the known position on the ground toward your position.
 - (4) Repeat steps 2d (1) through 2d (3) for each plotted point.
- e. Identify the point where the lines intersect as your location.
- f. Determine the grid coordinates to this location to the desired accuracy.

(Asterisks indicates a leader performance step.)

Performance Steps**Evaluation Preparation:**

Setup: Provide the Soldier with the equipment and/or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Identified your location on a map by resection using the map and compass method.	_____	_____
2 Identified your location on a map by resection using the straightedge method.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: TC 3-25.26

071-COM-0501

Move as a Member of a Team.

Chapter 3

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a dismounted team that is conducting tactical movement. You are not the team leader. You have your individual weapon and individual combat equipment. Some iterations of this task should be performed in MOPP 4.

Standards: Assume your position in the team's current formation, maintain proper distance between you and other team members, follow the team leader's example, and maintain security of your sector.

Special Condition: None

Special Standards: None

Safety Risk: Medium

MOPP 4: Sometimes

Task Statements

Cue: None

Note: The standard team is composed of four personnel - team leader (TL), automatic rifleman (AR), grenadier (G), and rifleman (R). The team leader designates positions based on the mission variables.

Performance Steps

1. Assume your position in the team's current formation.

Note: Specific positions vary based on the type of movement formation selected by the team leader.

- a. Assume your position within the team wedge formation (Figure 3-66).

Note: This is the basic team formation. It is easy to control, it is flexible, allows immediate fires in all directions, and it offers all-round local security.

Performance Steps

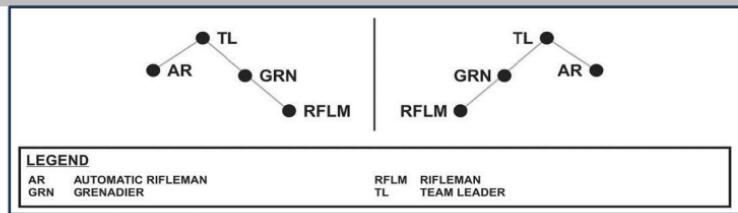


Figure 3-66. Wedge Formations

b. Assume your position within the team file formation (Figure 3-67).

Note: The file is used when employing the wedge is impractical. This formation is most often used in severely restrictive terrain, like inside a building, dense vegetation, limited visibility, and so forth. The distance between Soldiers changes due to constraints of the situation, particularly when in urban operations.

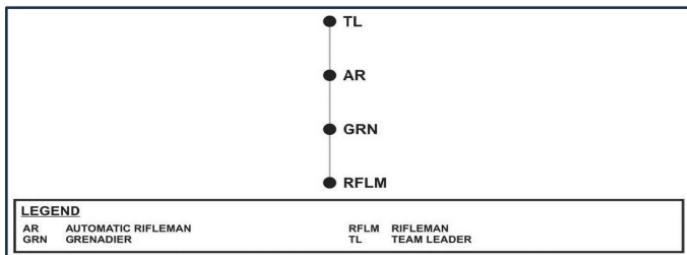


Figure 3-67. File Formation

2. Maintain proper distance between you and other team members.

Note: The normal distance between Soldiers is 10 meters. When enemy contact is possible, the distance between teams should be about 50 meters. In open terrain such as desert, the interval may increase. The distance

Chapter 3

Performance Steps

between individuals is determined by how much control the team leader can still exercise over his/her team members.

3. Maintain visual contact with your team leader.

Note: It is essential for all team members to maintain visual contact with the team leader.

4. Follow the team leader's example.

Note: When the team leader moves left, you move to the left. When the team leader gets down, you get down.

5. Adjust your position within the team as designated by the team leader.

6. Maintain security of your sector (i.e. to the flanks, front or rear of the team).

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Assumed position in the team's current formation.	_____	_____
2 Maintained proper distance from other team members.	_____	_____
3 Maintained visual contact with the team leader.	_____	_____

Performance Measures	GO	NO-GO
4 Followed the team leader's example.	_____	_____
5 Changed position within the team as designated by the team leader.	_____	_____
6 Maintained security of assigned sector.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: ATP 3-21.8, TC 3-21.75

071-COM-0510

React to Indirect Fire while Dismounted.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team conducting a dismounted patrol and you hear indirect fire exploding or passing overhead. You have your individual weapon and equipment. Some iterations of this task should be performed in MOPP 4.

Chapter 3

Standards: React to indirect fire while moving as a member of a squad or team by performing 100 % of all necessary steps based on the tactical situation and environment.

Special Condition: None

Safety Risk: Medium

MOPP 4: Sometimes

Task Statements

Cue: None

Performance Steps

1. Shout "Incoming!" in a loud, recognizable voice.
2. Drop to the ground.
3. Follow commands and actions of your leader.

Note: Normally, if moving, the leader will tell you to run out of the impact area in a certain direction or will tell you to follow him. If you cannot see or hear your leader, you should follow other team members.

4. Seek the nearest appropriate cover.
5. Avoid the impact area if not already in it.
6. Run in a direction away from the incoming fire.
7. Assess your situation.
8. Report your situation to your leader.
9. Continue the mission.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and/or materials described in the conditions statement.

Brief Soldier: Explain what is expected from the Soldier by reviewing the task standards. Stress the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Warrior Skills Level 1 Tasks

Performance Measures	GO	NO-GO
1 Shouted "Incoming!" in a loud, easily recognizable voice.	_____	_____
2 Drop to the ground.	_____	_____
3 Followed the commands and actions of your leader.	_____	_____
4 Sought the nearest appropriate cover.	_____	_____
5 Avoided the impact area if not already in it.	_____	_____
6 Ran in direction away from the incoming fire.	_____	_____
7 Assessed your situation.	_____	_____
8 Reported your situation to your leader.	_____	_____
9 Continued the mission.	_____	_____

Evaluation Guidance: Refer to chapter 1, paragraph 1-9e, (1) and (2).

References: TC 3-21.75

Chapter 3

071-COM-0513

Select Hasty Fighting Positions.

Foreign Disclosure FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Condition: You are a member of a dismounted squad or team occupying an area and have been directed to establish a temporary fighting position to cover a given sector of fire. You have an individual or crew-served weapon and your individual combat equipment.

Standard: Select and prepare a hasty fighting position that protects you from enemy observation and fire, and allows effective fires to be placed within sector of fire.

Special Condition: None

Safety Risk: Low

MOPP 4:

Task Statements

Performance Steps

1. Identify a position that will provide the best cover and concealment.

Note: Cover, made of natural or man-made materials, gives protection from bullets, fragments of exploding rounds, flame, nuclear effects, biological and chemical agents, and enemy observation. Concealment is anything that hides personnel, equipment, and/or vehicles from enemy observation. Concealment does not protect you from enemy fire.

a. Use natural, undisturbed cover and concealment, if available.

b. Ensure man-made cover and concealment blends with surroundings.

2. Ensure the position allows effective weapon emplacement.

a. Ensure proper sector of fires for appropriate weapon system.

Performance Steps

- b. Ensure proper field of fires.
- 3. Prepare the fighting position.
 - a. Avoid disclosing your position by careless or excessive clearing.
 - b. Leave a thin, natural screen of vegetation to hide your position.
 - c. Cut off lower branches of large, scattered trees in sparsely wooded areas.
 - d. Clear underbrush only where it blocks your view.
 - e. Remove cut brush, limbs, and weeds so the enemy will not spot them.
 - f. Cover cuts on trees and bushes forward of your position with mud, dirt, or snow.
 - g. Leave no trails as clues for the enemy.
- 4. Maintain camouflage.

Note: Camouflage is anything you use to keep yourself, your equipment, and your position from being identified.

- a. Prevent attention by controlling movement and activities.
- b. Avoid putting anything where the enemy expects to find it.
- c. Break up outlines and shadows.
- d. Conceal shining objects.
- e. Break up familiar shapes to make them blend in with their surroundings.
- f. Camouflage yourself and your equipment to blend with the surroundings.
- g. Ensure proper dispersion.
- h. Study the terrain and vegetation of the area in which you are operating.

Chapter 3

Performance Steps

- i. Use camouflage material that bests blends with the area.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and/or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Identified a position that provided the best cover and concealment.	—	—
2 Ensured the position allowed effective weapon emplacement.	—	—
3 Prepared the fighting position.	—	—
4 Maintained camouflage.	—	—

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002. Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Units will assess environmental risk using the assessment matrixes in ATP 3-34.5, Appendix D. Always be alert to ways to protect our environment during training and missions. In

Performance Steps

doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects.

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete DD Form 2977 during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW TM 3-11.32 Multi-Service Reference for Chemical, Biological, Radiological, and Nuclear Warning and Reporting and Hazard Prediction Procedures.

References:

Related: TC 3-21.75

Subject Area 4: Communicate

113-COM-2070

Operate Single Channel Ground and Airborne Radio System (SINCGARS).

Foreign Disclosure: FD1 - This training product has been reviewed by the Training Developers in coordination with the US Army Cyber Center of Excellence & Fort Eisenhower Foreign Disclosure Officer. This training product can be used to instruct International Military Students from all approved countries without restrictions.

Conditions: Given a requirement to contact a distant radio station, an operational SINCGARS, loaded Communication Security (COMSEC) fill device, antenna, distant station, Signal Operations Instructions (SOI), and

Chapter 3

required references in an operational environment. Some iterations of this task should be performed in MOPP 4.

Standards: Prepare SINCGARS in Single Channel (SC) and Frequency Hopping (FH) modes; establish communications with a distant station by successfully conducting a secure communications check according to required references.

Special Condition: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

DANGER

Unsafe procedures may cause loss of life or damage to equipment. Personnel in units must be familiar with the content of all pertinent publications. Technical bulletins and technical manuals provide information on the safe handling, use, storage, and maintenance requirements of tools, equipment, and hazardous materials.

Shortcuts or deviations can result in accidents.

Cue: You may begin.

WARNING

Service members may have to depend upon their first aid knowledge and skills to save themselves or other service members. Service members may be exposed to hazardous material and or electrical shock. Service members need to know what to do, what not to do, and when to seek medical assistance. Follow all safety procedures IAW TM 11-5820-890-13&P-1. For more information, refer to TC 4-02.1, First Aid for Soldiers.

CAUTION

Identifying hazards and controlling risks across the full spectrum of Army functions, operations, and activities is the responsibility of all Soldiers. This equipment contains parts that are susceptible to damage by Electrical Static Discharge (ESD). Follow all proper handling and installation procedures IAW TM 11-5820-890-13&P-1. Leaders alert all users to the possibility of personal injury or damage to equipment that may result from long- term failure to follow correct procedures and to avoid all unsafe acts.

Remarks: None

Notes: Stop time or evaluation between modes of operation.

Performance Steps

1. Operate SINCGARS in SC mode.
 - a. Perform start-up procedures.
 - b. Enter the following parameters.
 - (1) Turn FCTN knob to Load (LD).
 - (2) Put radio into SC MODE.

Note: For R/T-1523D and previous models turn the MODE knob to SC. For R/T-1523E, and later models press the MENU button repeatedly to navigate to the MODE options; then press the CHG button to change the radio to SC.

(3) Select Channel (CHAN) 1-6, CUE, or MAN.

Note: For R/T-1523D and previous models use the CHAN knob to change channels. For R/T-1523E and later models use the MENU button to navigate to CHANNEL and press button 1-6, CUE (0), or MAN (7) for correlating channel.

- (4) Press Frequency (FREQ), then Clear (CLR).
- (5) Enter frequency.
- (6) Press Store (STO).
- (7) Repeat the above steps b3-b6 for each channel requiring a frequency

c. Load Communication Security (COMSEC).

(1) Change COMSEC MODE to Cypher Text (CT).

Note: For R/T-1523D, and previous models turn the COMSEC knob to CT. For R/T-1523E, and later models press the MENU button repeatedly to

Chapter 3

Performance Steps

navigate to the COMSEC option menu; then press the CHG button to change the radio to CT.

(2) Connect COMSEC fill device to AUD/FILL port.

(3) Initiate COMSEC transfer by pressing LOAD (0) then STO and then the corresponding channel key.

Note: Repeat for each channel requiring COMSEC.

d. Turn FCTN knob to Squelch (SQ)/ON.

e. Conduct a radio check.

(1) Enter the net using proper radio procedures IAW ACP-125

SUPP1.

(2) Establish communication with distant end.

2. Operate SINCGARS in Frequency Hop (FH) mode.

a. Perform start-up procedures.

b. Execute the FH load procedures.

(1) Turn FCTN knob to LD.

(2) Put radio into FH MODE.

Note: For R/T-1523D, and previous models turn the MODE knob to FH.

For R/T-1523E, and later models press the MENU button repeatedly to navigate to the MODE options; then press the CHG button to change the radio to FH.

(3) Put radio into CT mode.

Note: For R/T-1523D, and previous models turn the COMSEC knob to CT.

For R/T-1523E, and later models press the MENU button repeatedly to navigate to the COMSEC options; then press the CHG button to change the radio to CT.

c. Load COMSEC.

(1) Connect COMSEC fill device to AUD/FILL port.

(2) Initiate COMSEC transfer by press LOAD (0) then STO then the correlating channel key.

(3) Load the HOPSET.

Note: HOPSET loading procedures vary greatly between fill devices; reference the appropriate manual for the available fill device.

d. Set the radio date.

Note: Press TIME, then MENU/CLR. Enter current Julian date then press STO.

e. Set radio time.

Note: Press TIME, then MENU/CLR. Enter current Zulu/Universal Time Co-ordinated (UTC); press STO. The time starts counting as soon as the STO button is pressed. Accuracy in timing is essential to SINCGARS

Performance Steps

operations, deviations of +4 seconds could result in inability to communicate.

- f. Turn FCTN knob to SQ/ON.
- g. Conduct a radio check (repeat step 1e).

Evaluation Preparation:

Performance Measures	GO	NO-GO
1 Prepared SINCGARS for secure SC operations.	_____	_____
2 Conduct secure radio check in SC mode with distant station.	_____	_____
3 Prepared SINCGARS for secure FH operations.	_____	_____
4 Conducted secure radio check in FH mode with distant station.	_____	_____

Evaluation Guidance: Score the soldier GO if all steps are passed. Score the soldier NO-GO if any step is failed. If the soldier fails any step, show what was done wrong and how to do it correctly. Have the soldier practice until the task can be performed correctly.

References:

Required: ACP 125F, TM 11-5820-890-13&P-10, TM 11-5820-890-13&P-2, UNIT SOI Unit/Unit's Signal Operation Instructions (SOI)

Chapter 3

113-COM-1022

Perform Voice Communications.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the Headquarters, Training and Doctrine Command Center for Initial Military Training (CIMT) Fort Eustis Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: Given: 1. One operational radio set for each net member, warmed up and set to the net frequency. 2. A call sign information card (5 x 8) consisting of: net member duty position (S-1, S-2), net call sign (letter-number-letter), suffix list (Net Control Station [NCS] - 46, S-1 - 39, S-2 - 13), and a message to be transmitted. 3. Situation: The net is considered to be secure and authentication is not required. 4. ACP 131, Note: This task may have as many net members as there is equipment available. Each net member must have a different suffix and message to transmit.

Standards: Perform voice communications by entering and leaving the net in alphanumeric sequence and use of correct pro-words, phonetic alphabet, and numerals that result in successful communication of the message.

Special Condition: None

Special Standards: None

Safety Risk: Low

Task Statements

Cue: None

Note: None

Performance Steps

1. Enter the net.
 - a. Determine the abbreviated call sign and answering sequence for your duty position.
 - b. Respond to the NCS issuing a net call.

Performance Steps

- c. Answer in alphanumeric sequence.

Note: At this time, the NCS acknowledges and the net is open.

2. Send a message.

- a. Listen to make sure the net is clear. Do not interrupt any ongoing communications.
- b. Call the NCS and tell the operator the priority of the message you have for his or her station.
- c. Receive a response from the NCS that he or she is ready to receive.
- d. Send your message using the correct prowords and pronunciation of letters and numbers.
- e. Get a receipt for the message.

3. Leave the net in alphanumeric sequence.

Note: The NCS acknowledges and the net is closed. **Note:** The following call signs are used in this task as an example: Net call sign - E3E, NCS - E46, S-1 - E39, S-2 - E13.

- a. Answer in alphanumeric sequence.
- b. You receive a call from the NCS who issues a close down order.

Evaluation Preparation:

Setup: Position operational radio sets in different rooms or tents or at least 70 feet apart outside. Obtain call signs, suffixes, and a radio frequency through the normal command chain. Select a message 15-25 words in length, containing some number groups such as map coordinates and times. Print the call signs for the sender and the receiver, along with the message to be sent, on 5 x 8 cards. Perform a communications check to ensure operation of the radios. Have an assistant who is proficient in radio operation man the NCS. Provide the assistant with the call signs. If the soldier has not demonstrated

Chapter 3

sufficient progress to complete the task within 5 minutes, give him or her a NO-GO. This time limit is an administrative requirement, not a doctrinal one; so if the soldier has almost completed the task correctly, you may decide to allow him or her to finish.

Brief Soldier: Give the soldier to be tested the card containing the message and call signs. Tell him or her the radio is ready for operation, the net is considered to be secure and authentication is not required, and to send the message to the NCS and get a receipt. Tell the soldier, if sufficient progress in completing the task within 5 minutes has not been demonstrated, he or she will receive a NO-GO for the task.

Performance Measures	GO	NO-GO
1 Entered the net in alphanumeric sequence.	_____	_____
2 Sent a message of 15 to 25 words using the correct prowords and phonetic alphabet and numerals.	_____	_____
3 Left the net in alphanumeric sequence.	_____	_____

Evaluation Guidance: Score the soldier GO if all performance measures are passed. Score the soldier NO-GO if any performance measure is failed. If the soldier scores NO-GO, show the soldier what was done wrong and how to do it correctly.

References:

Related: AC P 125 (F); ACP 131 (F); TB 9-2320-280-35-2

081-COM-0101

Request Medical Evacuation.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the Joint Base San Antonio, Fort Sam

Houston/US Army Medical Center of Excellence (MEDCoE) Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: In an operational environment you have a casualty requiring medical evacuation (MEDEVAC). All medical interventions have been addressed and the casualty is prepared for evacuation by available means. You have a radio set and a litter. Some iterations of this task should be performed in MOPP 4. This task should be trained under IED Threat conditions. Some iterations of this task should be performed in MOPP 4. This task should be trained under IED Threat conditions.

Standards: Request a 9-Line MEDEVAC with 100% accuracy and providing all necessary information as quickly as possible in accordance with (IAW) Army Training Publication (ATP) 4-02.2, Medical Evacuation, while adhering to all warnings and cautions, without error, using the task GO/NO-GO checklist.

Special Condition: None

Special Standards: None

Special Equipment:

Safety Level: Low

MOPP: Sometimes

Task Statements

Cue: None

Note: For non-APD references contact your Training Noncommissioned Officer (NCO) and or check with the MOS library.

CAUTION

All body fluids should be considered potentially infectious so always observe body substance isolation (BSI) precautions by wearing gloves and eye protection as a minimal standard of protection.

Chapter 3

Remarks: This task should be performed under all environmental conditions. Four or more operational variables of political, military, economic, social, information, infrastructure, physical environment, time should be present. Some iterations of this task should be performed with degraded mission command networks, degraded conditions in the electromagnetic spectrum, and/or with degraded, denied, and disrupted space operations environment (D3SOE).

Note: Training of this task should be conducted at various levels of MOPP for increased rigor and practice.

References: None

Performance Steps

1. Collect all applicable information needed for the MEDEVAC request using authorized brevity codes. (See Table 3-3 Table 3-4).

Note: Unless the MEDEVAC information is transmitted over secure communications systems, it must be encrypted, except as noted in step 2b (1).

- a. Determine the grid coordinates for the pickup site.
(See STP 21-1-SMCT, Task 071-COM-1002.)
- b. Obtain radio frequency, call sign, and suffix.
- c. Obtain the number of patients and precedence.
- d. Determine the type of special equipment required.
- e. Determine the number and type (litter or ambulatory) of patients.
- f. Determine the security of the pickup site.
- g. Determine how the pickup site will be marked.
- h. Determine patient nationality and status.
- i. Obtain pickup site chemical, biological, radiological, and nuclear (CBRN) contamination information normally obtained from the senior person or medic.

Note: CBRN line 9 information is only included when contamination exists.

2. Request Medical evacuation. (See STP 21-1-SMCT, Task 113-COM-1022.).

Performance Steps

a. Contact the unit that controls the evacuation assets.

(1) Use proper call sign and frequency assignment in the Signal Operating Instructions (SOI) from an Automated Net Control Device (ANCD).

(2) Give the following in the clear "I HAVE A MEDEVAC REQUEST;" wait one to three seconds for a response. If no response, repeat the statement.

b. Transmit the MEDEVAC information in the proper sequence.

(1) State all line item numbers in clear text. The call sign and suffix (if needed) in line 2 may be transmitted in the clear text.

Note: Line numbers 1 through 5 must always be transmitted during the initial contact with the evacuation unit and sent within 25 seconds. Lines 6 through 9 may be transmitted while the aircraft or vehicle is enroute.

(2) Follow the procedure provided in the explanation column of the MEDEVAC request format to transmit other required information. (See Table 3-3 and Table 3-4).

(3) Pronounce letters and numbers according to appropriate radio procedures.

(4) End the transmission by stating "OVER."

Chapter 3

Performance Steps

Table 3-3. MEDEVAC Request Lines 1-5

Nine-line medical evacuation request

Line	Item	Explanation	Where/how obtained	Who normally provides	Reason
1	Location of pickup site.	Grid coordinates of the pickup site should be sent by secure communication. To prevent confusion the grid zone letters are included in the message.	From map or navigational device determine the military grid reference system six-digit grid coordinates of the pickup site.	Unit leader(s).	Required so evacuation vehicle knows where to pick up the patient/casualty. Also, so that the unit coordinating the evacuation mission can plan the route for the evacuation vehicle (if the evacuation vehicle must pick up from more than one location).
2	Radio frequency, call sign and suffix.	Frequency of the radio at the pickup site, not a relay frequency. The call sign (and suffix if used) of persons to be contacted at the pickup site may be transmitted in the clear.	From automated net control device or other approved means.	Radio transmission operator.	Required so that evacuation vehicle can contact requesting unit while en route (obtain additional information or changes in situation or directions).
3	Number of patients by precedence.	A—URGENT B—URGENT-SURG C—PRIORITY D—ROUTINE E—CONVENIENCE If two or more categories must be reported in the same request, insert the word "BREAK" between each category.	From evaluation of patients.	Medic or senior person present.	Required by unit controlling vehicles to assist in prioritizing missions.
4	Special equipment required.	A—None B—Hoist C—Extraction equipment D—Ventilator	From evaluation of patient/situation.	Medic or senior person present.	Required so that the equipment can be placed on board the evacuation vehicle prior to the start of the mission.
5	Number of patients by type.	Report only applicable information, if requesting medical evacuation for both types, insert the word "BREAK" between the litter entry and ambulatory entry. L+# of patients—Litter A+# of patients—Ambulatory (sitting)	From evaluation of patients.	Medic or senior person present.	Required so that the appropriate number of evacuation vehicles may be dispatched to the pickup site. They should be configured to carry the patients requiring evacuation.

Performance Steps

Table 3-4. MEDEVAC Request Lines 6-9

LINE	ITEM	EXPLANATION	WHERE/HOW OBTAINED	WHO NORMALLY PROVIDES	REASON
6	Number and type of wound, injury, or illness (peacetime)	Specific information regarding patient wounds by type (gash/ot or shrapnel). Report serious bleeding, along with patient's blood type, if known.	From evaluation of patient(s)	Medic or senior person present	Required to assist evacuation personnel in determining treatment and special equipment needed.
7	Method of marking pickup site	Encrypt the brevity codes. A - Panels B - Pyrotechnic signal C - Smoke signal D - None E - Other	Based on situation and availability of materials	Medic or senior person present	Required to assist the evacuation crew in identifying the specific location of the pickup. Note that the color of the panels or smoke should not be transmitted until the evacuation vehicle arrives at the unit (prior to its arrival). For security, the crew should identify the color and the unit verifies it.
8	Patient nationality and status	The number of patients in each category need not be transmitted. Encrypt only the applicable brevity codes. A - US military B - US citizen C - Non-US military D - Non-US citizen E - Enemy prisoner of war (EPW)	From evaluation of patient(s)	Medic or senior person present	Required to assist in planning for destination facilities and need for guard. The planning supervisor should ensure that there is an English-speaking representative at the pickup site.
9	CBRN contamination (wartime)	Include this line only when applicable. Encrypt the applicable brevity codes. C - Chemical B - Biological R - Radiological N - Nuclear	From situation	Medic or senior person present	Required to assist in planning for the mission (decisions will be made as to which vehicle will accomplish the mission and when it will be accomplished).
9	Terrain description (peacetime)	Include details of terrain features in and around proposed landing site. If possible, describe relationship of site to prominent terrain feature (lake, mountain, tower).	From area survey	Personnel present	Required to allow evacuation personnel to assess route/avenue of approach into area. Of particular importance if helo operation is required.

3. Keep the radio on and listen for additional instructions or contact from the evacuation unit.

Evaluation Preparation:

Setup: For evaluation of this task, create a scenario and provide the Soldier information for the request as the Soldier requests it. You or an assistant will act as the radio contact at the evacuation unit during "transmission" of the request. Give a copy of the MEDEVAC request format to the Soldier.

Chapter 3

Brief Soldier: Tell the Soldier to prepare and transmit a MEDEVAC request. State that the communication net is secure.

Performance Measures	GO	NO-GO
1 Collected all information needed for the MEDEVAC request using authorized brevity codes. (see MEDEVAC Brevity Code Tables 1 and 2)	_____	_____
2 Request medical evacuation request as quickly as possible (lines 1 through 5 within 25 seconds), following appropriate radiotelephone procedures.	_____	_____
3 Receive positive receipt or additional instructions from the evacuation unit.	_____	_____

Evaluation Guidance: Score the Soldier GO if all steps are passed. Score the Soldier NO-GO if any step is failed. If the Soldier fails any step, show what was done wrong and how to do it correctly.

Environment: Environmental protection is not just the law but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to the current Environmental Considerations manual and the current GTA Environmental-related Risk Assessment card.

Safety: In a training environment, leaders must perform a risk assessment in accordance with current Risk Management Doctrine. Leaders will complete the current Deliberate Risk Assessment Worksheet in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC). Note: During MOPP training, leaders must ensure personnel are monitored for potential heat

injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

References:

Required: ATP 4-02.2, ATP 6-02.53, Tactical Combat Casualty Card Guidelines 2021

Related: ATP 6-02.53

171-COM-4080

Send a Spot Report (SPOTREP)

Foreign Disclosure: FD1 - This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a team or squad conducting operations and have a situation that requires you to send a Spot Report (SPOTREP). You have voice or digital communications with higher headquarters. Some iterations of this task should be performed in MOPP 4.

Standards: Prepare a Spot Report (SPOTREP) in standard format and send to the next higher element.

Special Condition: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Note: The SPOTREP is used to report timely intelligence or status regarding events that could have an immediate and significant effect on current and future operations. This is the initial means for reporting troops in contact and

Chapter 3

event information. Several lines of the SPOTREP provide sub-categories that structure reported data. Some lines may be omitted in an emergency. For example, the SPOTREP could provide only the reporting unit, event DTG, location, and activity. The format of a SPOTREP may also change based on unit's Standing Operating Procedures (SOP).

If equipped with Force XXI Battle Command Brigade-and-Below (FBCB2), the FBCB2 Operator must update observed enemy force locations, neutral organizations, civilians and other battlefield hazards.

Performance Steps

1. Prepare SPOTREP.
 - a. LINE 1 – date time group (DTG) of report submission.
 - b. LINE 2 – reporting unit (Unit Making Report).
- Note:** After the unit designation, the method of observation must be indicated: unaided, binoculars, infrared, thermal, night vision device (NVD), unmanned aircraft system (UAS), or other. Follow with narrative if needed.

 - c. LINE 3 – size of detected element.
 - (1) Persons: Military, Civilian.
 - (2) Vehicles: Military, Civilian.
 - (3) Equipment: Military, Civilian
 - d. LINE 4 - activity of detected element at DTG of report.
 - (1) Attacking (direction from).
 - (a) Air Defense Artillery (ADA) (engaging).
 - (b) Aircraft (engaging) (rotary wing [RW], fixed wing [FW]).
 - (c) Ambush (IED [exploded], IED [unexploded], sniper, anti-armor, other).
 - (d) Indirect fire (point of impact, point of origin).

Performance Steps

- (e) Chemical, Biological, Radiological or Nuclear (CBRN).
- (2) Defending (direction from).
- (3) Moving (direction from).
- (4) Stationary.
- (5) Cache.
- (6) Civilian (criminal acts, unrest, infrastructure damage).
- (7) Personnel recovery (isolating event, observed signal).
- (8) Other (give name and description).

e. LINE 5 - location (Universal Transverse Mercator (UTM) or grid coordinate with Military Grid Reference System (MGRS) grid zone designator of detected element activity or event observed).

f. LINE 6 - unit (detected element unit, organization, or facility).

Note: The type of unit, organization, or facility detected should be identified. If it cannot be clearly identified it should be described in as much detail as possible to include; the type of uniform, vehicle markings, and other identifying information.

- (1) Conventional.
- (2) Irregular.
- (3) Coalition.
- (4) Host Nation.
- (5) Nongovernmental Organization (NGO).
- (6) Civilian.
- (7) Facility.

g. LINE 7 – Time (DTG of observation).

h. LINE 8 – Equipment (equipment of element observed).

Chapter 3

Performance Steps

Note: The equipment type or types, and amplifying sub-type should be identified, if applicable. A narrative can be added if necessary to clarify, describe, or explain the type of equipment. The nomenclature, type, and quantity of all equipment observed should be provided, if known. If equipment cannot be clearly identified it should be described in as much detail as possible

- (1) ADA (missile (man-portable air defense system [MANPADS]), missile (other), gun).
- (2) Arty (gun (self-propelled [SP]), gun (towed), missile or rocket, mortar).
- (3) Armored track vehicle (tank, armored personnel carrier [APC], command and control [C2], engineer, transport, other).
- (4) Armored wheel vehicle (gun, APC, C2, engineer, transport, other).
- (5) Wheel vehicle (gun, C2, engineer, transport, other).
- (6) INF weapon (WPN) (anti-armor missile, anti-armor gun, rocket-propelled grenade [RPG], heavy [HVV] machine gun [MG], grenade launcher [GL], small arms, other).
- (7) Aircraft (RW (attack helicopter [AH]), RW (utility helicopter [UH]), RW (observation helicopter), FW (atk), FW (trans), UAS, other).
- (8) Mine or IED (buried, surface, vehicle-borne improvised explosive device [VBIED], person-borne improvised explosive device [PBIED], other).
- (9) CBRN.
- (10) Supplies (Class III, Class V, other).
- (11) Civilian.
- (12) Other.
 - i. LINE 9 – Assessment (apparent reason for or purpose of the activity observed, and apparent threats to or opportunities for friendly forces).
 - j. LINE 10 –Narrative (free text for clarifying report).

Performance Steps

Note: The narrative should describe the actions taken related to the detected activity: attack, withdraw, continue to observe, or other. When feasible, the narrative should also state potential for subsequent reports such as air support request, battle damage assessment (BDA) report, call for fire, casualty report, explosive ordinance disposal (EOD) support, medical evacuation (MEDEVAC) or other reports.

k. LINE 11 – Authentication (report authentication) per SOP.

2. Send SPOTREP to next higher element.

Note: The unit SOP may have additional guidance on who receives the SPOTREP.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Prepared the SPOTREP.	_____	_____
2 Sent the SPOTREP to higher headquarters.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Chapter 3

References:

Required: FM 6-99

071-COM-0608

Use Visual Signaling Techniques.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a mounted or dismounted platoon in a field environment and must use visual signals to communicate. Some iterations of this task should be performed in MOPP 4.

Standards: Communicate with other Soldiers and vehicle crews using visual signaling techniques.

Special Condition: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Note: Visual signals are any means of communication that require sight and can be used to transmit planned messages rapidly over short distances. This includes the devices and means used for the recognition and identification of friendly forces. The most common types of visual signals are arm-and-hand, flag, pyrotechnic, and ground-to-air. However, Soldiers are not limited to the types of signals discussed and may use what is available. Chemical light sticks, flashlights, and other items can be used, provided their use is standardized within a unit and understood by Soldiers and units working in the area. The only limit is the Soldier's initiative and imagination. Visual signals have certain limitations: (1) range and reliability of visual communications are significantly reduced during poor visibility and when terrain restricts observation; (2) may be misunderstood; and (3) vulnerable to enemy interception and may be used for deception. Leaders of mounted units use arm-and-hand signals to control individual vehicles and platoon movement.

When distances between vehicles increase, flags can be used as an extension of the arms to give the signals.

Performance Steps

1. Use visual signals for combat formations
 - a. Disperse (Figure 3-68).
 - (1) Extend the arm horizontally.
 - (2) Wave the arm and hand to the front, left, right, and rear
 - (3) Point toward the direction of each movement.

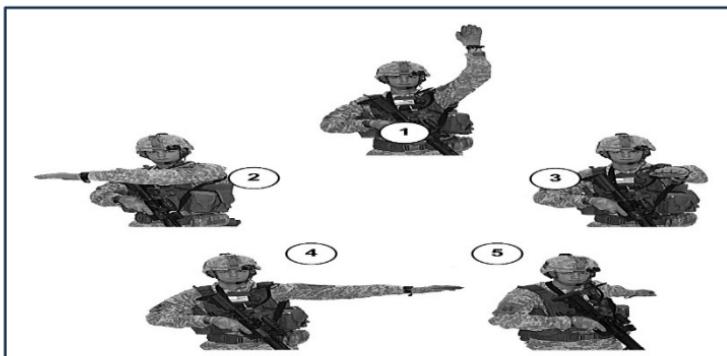


Figure 3-68. Disperse

- b. Assemble or Rally (Figure 3-69).

Note: The assemble and rally signal is normally followed by pointing to the assembly or rally site.

- (1) Raise arm vertically overhead.
 - (2) Turn palm to the front.
 - (3) Wave in large horizontal circles.

Performance Steps



Figure 3-69. Assemble or Rally

- c. Join me, follow me, or come forward (Figure 3-70).
 - (1) Point toward person(s) or unit.
 - (2) Beckon by holding the arm horizontally to the front with palm up.
 - (3) Motion toward the body.



Figure 3-70. Join Me, Follow Me, or Come Forward

- d. Increase speed, Double time, or Rush (Figure 3-71).
 - (1) Raise the fist to the shoulder.

Performance Steps

- (2) Thrust the fist upward to the full extent of the arm and back to shoulder level.
- (3) Continue rapidly several times.

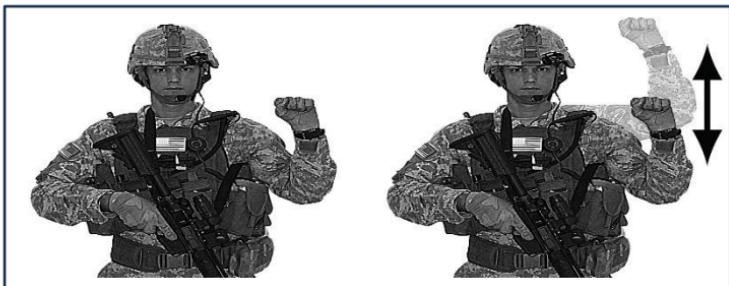


Figure 3-71. Increase Speed, Double Time, or Rush

- e. Quick time (Figure 3-72).

Note: This is the same signal as SLOW DOWN when directing vehicles. The difference in meaning must be understood from the context in which they are used.

- (1) Extend the arm horizontally sideward.
- (2) Turn palm to the front.
- (3) Wave the arm slightly downward several times, keeping the arm straight.
- (4) Keep arm at shoulder level.

Chapter 3

Performance Steps



Figure 3-72. Quick Time

f. Enemy in sight (Figure 3-73).

- (1) Hold the rifle in the ready position at shoulder level.
- (2) Point the rifle in the direction of the enemy.



Figure 3-73. Enemy in sight

g. Wedge (Figure 3-74).

- (1) Extend the arms downward to the side.

Performance Steps

- (2) Turn the palms to the front.
- (3) Place your arms at a 45-degree angle below horizontal.



Figure 3-74. Wedge

h. Vee (Figure 3-75).

- (1) Raise the arms.
- (2) Extend the arms 45-degrees above the horizontal.



Figure 3-75. Vee

i. Line (Figure 3-76).

Chapter 3

Performance Steps

- (1) Extend the arms.
- (2) Turn palms downward parallel to the ground.



Figure 3-76. Line

- j. Coil (Figure 3-77).
 - (1) Raise one arm above the head.
 - (2) Rotate it in a small circle.



Figure 3-77. Coil

- k. Staggered Column (Figure 3-78).
 - (1) Extend the arms so that upper arms are parallel to the ground.
 - (2) Make sure the forearms are perpendicular.
 - (3) Raise the arms so they are fully extended above the head.

Performance Steps

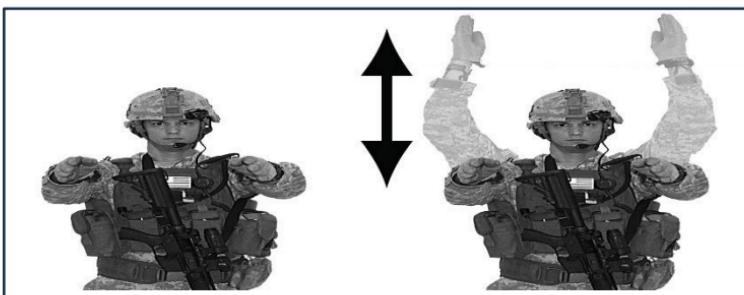


Figure 3-78. Staggered Column

2. Use visual signals for battle drills.

Note: Drills are a rapid, reflexive response executed by a small unit. These signals are used to initiate drills.

- a. Contact left (Figure 3-79).
 - (1) Extend the left arm parallel to the ground.
 - (2) Bend the arm until the forearm is perpendicular.
 - (3) Repeat.

Performance Steps



Figure 3-79. Contact Left

b. Contact right (Figure 3-80).

- (1) Extend both arms parallel to the ground.
- (2) Bend the arm until the forearm is perpendicular.
- (3) Repeat.

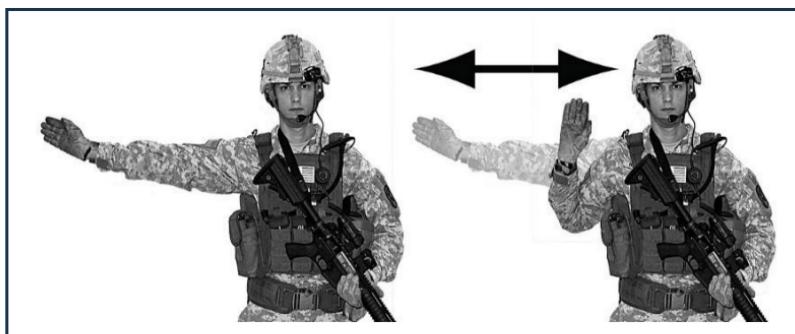


Figure 3-80. Contact Right

c. Action left (Figure 3-81).

- (1) Extend both arms parallel to the ground.
- (2) Raise the right arm until it is overhead.
- (3) Repeat.

Performance Steps



Figure 3-81. Action Left

d. Action right (Figure 3-82).

- (1) Extend both arms parallel to the ground
- (2) Raise the left arm until it is overhead.
- (3) Repeat.



Figure 3-82. Action Right

e. Air Attack (Figure 3-83).

- (1) Bend the arms with forearms at a 45-degree angle.
- (2) The forearms should cross.

Chapter 3

Performance Steps

- (3) Repeat.



Figure 3-83. Air Attack

f. Nuclear, Biological, Chemical attack (Figure 3-84).

- (1) Extend the arms and fists.
- (2) Bend the arms to the shoulders.
- (3) Repeat.

Performance Steps**Figure 3-84. Nuclear, Biological, Chemical Attack**

3. Use visual signals for patrolling.

Note: Patrolling is conducted by many type units. Infantry units patrol in order to conduct combat operations. Other units patrol for reconnaissance and security. Successful patrols require clearly understood communication signals among members of a patrol.

- a. Map Check (Figure 3-85).
 - (1) Place one hand on top of the other.
 - (2) Point at the palm of one hand with the index finger of the other hand.

Chapter 3

Performance Steps



Figure 3-85. Map Check

b. Pace Count (Figure 3-86).

- (1) Bend the knee so that the heel can be tapped on.
- (2) Tap the heel of the boot repeatedly with the open hand.



Figure 3-86. Pace Count

c. Head Count (Figure 3-87).

- (1) Raise one arm behind the head.

Performance Steps

(2) Tap the back of the helmet repeatedly with an open hand.



Figure 3-87. Head Count

d. Danger Area (Figure 3-88).

Note: This movement is the same as stop engine when directing a driver. The difference in meaning is understood from the context in which it is used.

(1) Raise the right hand up until it is level with the throat.

(2) Draw the right hand, palm down in a throat-cutting motion from left to right across the neck.

Chapter 3

Performance Steps

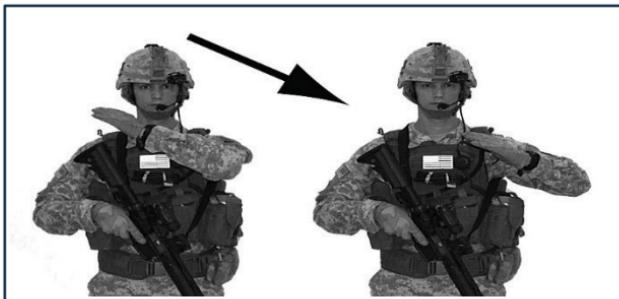


Figure 3-88. Danger Area

- e. Freeze or Halt (Figure 3-89).
 - (1) Make a fist with the right hand.
 - (2) Raise fist to head level.



Figure 3-89. Freeze or Halt

- 4. Use visual signals to control vehicle drivers.

Note: Flashlights or chemical lights are used at night to direct vehicles. Flashlights with blue filters and chemical lights will have less effect on a Soldier's night vision.

Performance Steps

a. Start Engine or Prepare to Move.

(1) Day: Simulate cranking of the engine by moving the arm, with the fist, in a circular motion at waist level (Figure 3-90).



Figure 3-90. Start Engine or Prepare to Move

(2) Start Engine or Prepare to Move (Night): Move a light in a horizontal figure 8 in a vertical plane in front of the body (Figure 3-91).



Figure 3-91. Start Engine, or Prepare to Move (Night)

Chapter 3

Performance Steps

b. Halt or stop.

(1) Day (Figure 3-92).

(a) Raise the hand upward to the full extent of the arm, with palm to the front.

(b) Hold that position until the signal is understood



Figure 3-92. Halt or Stop

(2) Halt or Stop (Night) (Figure 3-93).

(a) Move a light horizontally back and forth several times across the path of approaching traffic to stop vehicles.

(b) Use the same signal to stop engines.

Performance Steps



Figure 3-93. Halt or Stop (Night)

b. Left Turn.

(1) Day (Figure 3-94).

(a) Extend the right arm horizontally to the side

(b) Turn palm toward vehicle with fingers extended in the direction of travel.

Performance Steps



Figure 3-94. Left Turn

(2) Left Turn (Night) (Figure 3-95).

- (a) Bend the right arm at the elbow parallel to the ground.
- (b) Rotate a light to describe a 12 to 18 inch circle to the right.

Performance Steps



Figure 3-95. Left Turn (Night)

d. Right Turn.

(1) Day (Figure 3-96).

(a) Extend the left arm horizontally to the side.

(b) Turn palm toward vehicle with fingers extended in the direction of travel.

Chapter 3

Performance Steps



Figure 3-96. Right Turn

- (1) Right Turn (Night) (Figure 3-97).
 - (a) Bend the right arm at the elbow parallel to the ground.
 - (b) Rotate a light to describe a 12 to 18 inch circle to the left.



Figure 3-97. Right Turn (Night)

- e. Move Forward.
 - (1). Day. (Figure 3-98).
 - (a) Face the vehicle.
 - (b) Raise the hands to shoulder level with palms facing the chest.

Performance Steps

(c) Move the hands and forearms backward and forward.



Figure 3-98. Move Forward

(1). Move Forward (Night) (Figure 3-99).

- (a) Face the vehicle.
- (b) Hold a light at shoulder level.
- (c) Move the hands and forearms backward and forward.

Performance Steps



Figure 3-99. Move Forward (Night)

f. Move in Reverse.

(1). Day (Figure 3-100).

- (a) Face the vehicle.
- (b) Raise the hands to shoulder level with palms facing the vehicle.
- (c) Move the hands and forearms backward and forward.

Performance Steps



Figure 3-100. Move in Reverse

(2). Night (Figure 3-101).

- (a) Hold a light at shoulder level.
- (b) Blink it several times toward the vehicle.



Figure 3-101. Move in Reverse (Night)

Chapter 3

Performance Steps

g. Stop Engine

(1). Day (Figure 3-102).

(a) Extend the arm parallel to the ground with hand open.

(b) Move the arm across the body in a throat-cutting motion.

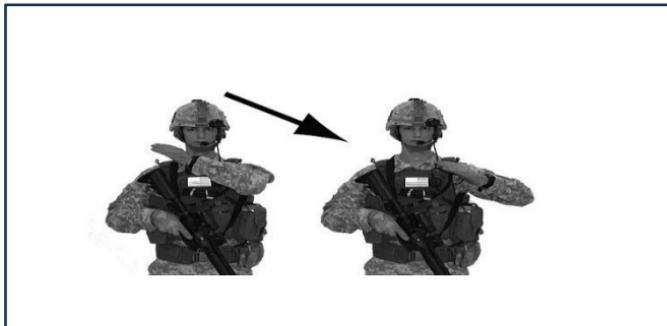


Figure 3-102. Stop Engine

(2). Stop Engine (Night) (Figure 3-103).

(a) Extend the arm parallel to the ground with hand open.

Performance Steps**Figure 3-103. Stop Engine (Night)**

b. Use the same signal to halt or stop vehicle.

(Asterisks indicates a leader performance step.)

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Used visual signals for combat formations.	_____	_____
2 Used visual signals for battle drills.	_____	_____

Chapter 3

Performance Measures	GO	NO-GO
3 Used visual signals for patrolling.	_____	_____
4 Used visual signals to control vehicle drivers.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show him what was done wrong and how to do it correctly.

References: None

Subject Area 5: Survive

031-COM-1010

Maintain Your Assigned Protective Mask.

WARNING

Read and adhere to all safety notes in your mask's operator's tm prior to beginning mask maintenance.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the United States Army Chemical Biological Radiological Nuclear School (USACBRNS) Foreign Disclosure Representative and Maneuver Support Center of Excellence (MSCoE) Foreign Disclosure Officer. This training product cannot be used to instruct international military student.

Conditions: You are in a field or garrison environment given your assigned protective mask (with authorized accessories and components), cleaning materials in accordance with (IAW) the applicable operator technical manual (TM), a preventive maintenance checks and services (PMCS) DA Form

5988-E (Equipment Maintenance and Inspection Worksheet) and mask replacement parts. This task should not be trained in MOPP 4.

Standards: Maintain your assigned protective mask by performing operator PMCS IAW mask TM and completing DA Form 5988-E (*Equipment Maintenance and Inspection Worksheet*) IAW DA Pam 750-8.

Special Condition: None

Special Standards: None

Safety Risk: Low

MOPP 4: Never

Task Statements

Cue: You are getting ready for a mission in which the protective mask is required. You are conducting regularly scheduled equipment maintenance.

WARNING

Read and adhere to all safety notes in your mask operator's technical manual (TM) prior to beginning mask maintenance.

Remarks: None

Note: None

Performance Steps

1. Inspect your protective mask and accessories according to the PMCS tables located in the mask operator TM.
 - a. Identify deficiencies and shortcomings.
 - b. Correct operator level deficiencies.
2. Perform operator level "light" cleaning of your assigned protective mask IAW the operator TM.

Chapter 3

Performance Steps

3. Record uncorrected deficiencies on DA Form 5988-E or DA Form 2404 (*Equipment Inspection and Maintenance Worksheet*) IAW DA Pam 750-8.

4. Provide the completed DA Form 5988-E or DA Form 2404 to your supervisor.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier fails any performance measure, show him how to do it correctly.

Evaluation Preparation:

Setup: A good time to evaluate this task is during normal care and cleaning of the mask. Place the required equipment on a field table or another suitable surface. Simulate defects in the mask by removing components from the mask or using a defective mask not issued to the Soldier.

Brief Soldier: Tell the Soldier there is no time standard for this task on the job, but for testing purposes he must perform the task within 30 minutes. Tell him to perform operator level PMCS on the mask, clean his/her assigned protective mask, and replace the mask filter. Tell the Soldier completing task IAW DA PAM 750-8 is not part of the task.

Performance Measures	GO	NO-GO
1 Inspected protective mask and accessories according to the PMCS tables located in mask operator TM. a. Identify deficiencies and shortcomings. b. Corrected operator level deficiencies.	_____	_____
2 Performed operator level "light" cleaning of your assigned protective mask IAW the operator TM.	_____	_____

Performance Measures	GO	NO-GO
3 Recorded uncorrected deficiencies on a DA Form 5988-E or DA Form 2404 IAW DA Pam 750-8.	_____	_____
4 Provided the completed DA Form 5988-E or DA Form 2404 to your supervisor.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier fails any performance measure, show him how to do it correctly.

References:

Required: PAM 750-8, TM 3-4240-542-13&P, DA FORM 2404, DA Form 5988-E

031-COM-1004

Protect Yourself from Chemical and Biological (CB) Contamination Using Your Assigned Protective Mask.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the USACBRNS Foreign Disclosure Officer and MSCoE Foreign Disclosure Officer. This training product cannot be used to instruct international military student.

Conditions: You are given your assigned protective mask, a hood, and a mask carrier. Some iterations of this task should be performed in MOPP 4.

Standards: Protect yourself from CB agent contamination by donning, clearing, and sealing your assigned protective mask within nine seconds, then giving the alarm without becoming a casualty.

Chapter 3

Special Conditions: Do not wear contact lenses when performing this task. Do not use masks with damaged filters because filters contain hazardous materials.

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: 1. You realize that you are under a CB agent attack, 2. You are ordered to mask, 3. You must enter a contaminated area, 4. You hear or see a chemical alarm, or 5. You observe any other automatic masking criteria designated in your unit SOP.

WARNING

Contact lenses (soft or hard) may not be worn with CB Masks. Inadequate oxygen supply to the corneal surface, exposure to dust, dirt, and smoke or gas may cause serious vision loss or eye damage. Soldiers requiring vision correction are provided optical inserts for their protective masks by their unit medical facility.

Filters must be installed prior to donning mask. Filters must be changed out one at a time. The warfighter will be unable to breathe if both filters are removed from his/her mask. Lack of oxygen for more than 30 seconds could lead to injury or death.

Before stowing the mask, ensure that the cheek straps are not positioned below the M61 filters. Cheek straps positioned below the filters may stretch the mask causing improper chin placement; may induce buckling in the brow region causing improper seal; or may cause the cheek straps to catch underneath the filters delaying donning times resulting in illness or death.

Notes: Soldier must complete Steps 1 through 3, in sequence, within 9 seconds.

Performance Steps

1. Don mask assembly.

a. Stop breathing and close eyes.

b. Remove helmet, put helmet between legs above knees, or hold rifle between legs and place helmet on the muzzle.

Note: If helmet falls, continue to mask.

c. Take off glasses and place in helmet, if applicable.

d. Open the mask carrier with left hand.

e. Grasp the mask assembly with right hand, and remove it from the carrier.

f. Place chin in the chin pocket, and press the face piece tight against face.

g. Hold mask assembly tightly against face.

h. Grasp the harness tab, pull overhead, and down the head harness as far as possible.

Note: Ensuring the head harness is centered on the crown of the head and the temple straps are approximately parallel to the ground.

i. Grasp the loose end of the cheek straps, one at a time, and pull until strap feels tight.

Note: Both straps should be approximately equal length when complete. Also the temple and forehead straps have already been adjusted during fitting do not tighten.

2. Clear mask assembly.

a. Seal the outlet disk valve by placing one hand over the outlet valve cover assembly.

b. Blow out hard to ensure that any contaminated air is forced out around the edges of the face piece.

3. Seal mask assembly.

Chapter 3

Performance Steps

- a. Cover both filter inlet ports with the palms of your hands and breathe in.
- b. Ensure mask assembly collapse against the face.
- c. Resume breathing.
4. Give the alarm.
 - a. Shout, "Gas, Gas, Gas."
 - b. Give the appropriate hand-and-arm signal per unit SOP.
5. Close mask carrier.
6. Don the mask hood, if applicable.

Note: The Soldier is using the mask in conjunction with the lightweight integrated suit technology (JSLIST), he/she skips this step (the mask lacks a hood because it is built in on the JSLIST). Be careful when pulling on the hood because it could snag and tear on the buckles of the head harness. Be careful not to break face piece seal when pulling protective hood over your head.

- a. Place hands up under the protective hood, stretch elasticized portion and raise protective hood up and over filters.
- b. Carefully pull excess protective hood material over head, neck and shoulders.
- c. Grasp underarm straps.
- d. Bring the male end of each underarm strap and fasten to female end.
- e. Tighten underarm straps.

7. Put on the helmet and secure gear.

Note: For combat vehicle crewman (CVC) helmet, perform the following steps: 1. Disconnect the boom microphone from the helmet, 2. Connect the mask microphone to the receptacle in the helmet, 3. Grasp the helmet next to the ear cups with the hand, and spread the helmet as far as possible, 4. Place the helmet overhead, tilting the helmet forward slightly so that the first contact when putting it on is with the forehead surface of the mask and 5. Rotate the helmet back and down over the head until it is seated in position. Make sure you don't break seal of the mask.

Performance Steps

8. Continue the mission.

(Asterisks indicates a leader performance step.)

Evaluation Preparation: Gather all items in the conditions statement so that they can be provided to the Soldier. Prepare scenarios and questions to ask the Soldier in order to illicit a response that can be evaluated against the performance measures.

Performance Measures	GO	NO-GO
<p>1 Donned the mask.</p> <p>a. Stopped Breathing and closed eyes.</p> <p>b. Removed helmet, put helmet between legs above knees or held rifle between legs and placed helmet on the muzzle.</p> <p>c. Took off glasses and placed in helmet, if applicable.</p> <p>d. Opened the mask carrier with left hand.</p> <p>e. Grasped the mask assembly with right hand, and removed it from the carrier.</p> <p>f. Placed chin in the chin pocket, and pressed the face piece tight against face.</p>	_____	_____

Chapter 3

Performance Measures	GO	NO-GO
g. Held mask assembly tightly against face.		
h. Grasped the harness tab, pulled over head and down the head harness as far as possible. Note:		
i. Grasped the loose end of the cheek straps, one at a time, and pulled until strap feels tight.		
2 Cleared mask assembly.	—	—
a. Sealed the outlet disk valve by placing one hand over the outlet valve cover assembly.		
b. Blew out hard and ensured that any contaminated air is forced out around the edges of the face piece.		
3 Seated mask Assembly.	—	—
a. Covered both filter inlet ports with the palms of your hands and breathed in.		
b. Ensured mask assembly collapse against the face.		
c. Resumed breathing.		
4 Gave the alarm.	—	—
a. Shouted, "Gas, Gas, Gas."		
b. Gave the appropriate hand-and-arm signal per unit SOP.		
5 Closed mask carrier.	—	—

Performance Measures	GO	NO-GO
6 Donned the mask hood, if applicable. a. Placed hands up under the protective hood, stretched elasticized portion and raised protective hood up and over filters. b. Carefully pulled excess protective hood material over head, neck and shoulders. c. Grasped underarm straps. d. Brought the male end of each underarm strap and fastened to female end. e. Tightened underarm straps.		
7 Put on the helmet and secured gear.		
8 Continued the mission.		

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier fails any performance measure, show him how to do it correctly.

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002.

Chapter 3

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete DD Form 2977 in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

References:

Required: ATP 3-11.32, TM 3-4240-542-13&P

031-COM-1007

React to Chemical or Biological (CB) Hazard/Attack.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the USACBRNS Foreign Disclosure Officer and MSCoE Foreign Disclosure Officer. This training product cannot be used to instruct international military students.

Conditions: You are in an area in which a chemical or biological attack is occurring. You are given your Multipurpose Personal Hydration System (MPHS), assigned protective mask and complete set of MOPP Gear (JSLIST, Gloves, and Boots), individual equipment decontamination kit, and Reactive Skin Decontamination Lotion (RSDL). You are wearing eye protection, Army Combat Helmet (ACH), Improved Outer Tactical Vest (IOTV), and Deltoid Auxiliary Protectors (DAPs). You are currently in MOPP Level 0. This task is always performed in MOPP 4.

Standards: React to a CB hazard/attack without becoming a casualty by donning your protective mask within 9 seconds, conducting skin decontamination within two minutes, assuming MOPP 4 (after decontamination) within eight minutes, connecting your MPHS to your assigned protective mask, and decontaminating your individual equipment using the decontaminating kit as necessary.

Special Condition: MPHS is used whenever Soldiers wear their mask which does not have to include any other IPE. So, if Soldiers are in a Mask Only

posture, they would connect their MPHS after conducting immediate skin decontamination.

Safety Risk: Low

MOPP 4: Always

Cue: You are in an area in which a chemical or biological attack is occurring.

Note: None

Task Statements

Performance Steps

1. Protect yourself from CB contamination by using your assigned protective mask, IAW common task 031-COM-1004, within nine seconds.

Note: The mask provides protection against conventional warfare agents. The mask provides little if any protection from toxic industrial materials (TIMs), but it provides the best available protection to enable you to evacuate the hazard area. You may be required to evacuate to a minimum safe distance of at least 300 meters upwind from the contamination (if possible) or as directed by the commander.

2. Take cover (if possible) and conduct immediate skin decontamination, IAW common task 031-COM-1006, within 2 minutes.
3. Assume MOPP Level 4, IAW common task 031-COM-1005, within eight minutes. Follow the step below when wearing ACH, IOTV, or DAPs.
 - a. Remove the ACH and protective eye wear.

Chapter 3

Performance Steps

- b. Loosen the DAPs.

WARNING

When doffing the IOTV from the shoulder, take care not to snag the filter canister and break the seal of your protective mask.

- c. Doff the IOTV by lifting the front flap and detach side plate carriers by separating hook and loop fastener tape. Lift front carrier and detach internal elastic bands at hook and loop interface. Open the medical access hook and pile closure, loosen the left shoulder adjustment strap and slide vest off the right shoulder.

- d. Assume MOPP Level 4.

- e. Don the IOTV over the right shoulder by tightening the left shoulder adjustment strap and fastening the medical access hook and pile closure. Attach internal elastic bands at hook and loop interface and close the front carrier. Attach side plate carriers and close the front flap.

- f. Secure the DAP.

- g. Don the ACH.

4. Conduct personal hydration while wearing your assigned protective mask IAW common task 031-COM-1012.

5. Decontaminate your individual equipment using your individual equipment decontamination kit, IAW common task 031-COM-1011.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier fails any performance measure, show him how to do it correctly.

Evaluation Preparation:

Setup: A good time to evaluate this task is during a field exercise when a variety of CB hazards can be simulated. Select a site with adequate cover, and ensure that Soldiers have their assigned protective mask.

Brief Soldier: Tell the Soldier that there will be an encounter with simulated CB agents and/or a CB alarm will be given

Performance Measures	GO	NO-GO
1 Protected yourself from CB contamination by using your assigned protective mask, IAW Common Task 031-COM-1004, within nine seconds.	—	—
2 Took cover (if possible) and conducted immediate skin decontamination, IAW Common Task 031-COM-1006, within two minutes.	—	—
3 Assumed MOPP Level 4, IAW common task 031-COM-1005, within eight minutes. Followed the step below when wearing ACH, IOTV, or DAPs. <ul style="list-style-type: none"> a. Removed the ACH and Protective eyewear. b. Loosened the DAPs. c. Doffed the IOTV by lifting the front flap and detaching side plate carriers by separating hook and loop fastener tape. Lifted front carrier and detached internal elastic bands at hook and loop interface. Opened the medical access hook and pile closure, loosened the left shoulder adjustment strap and slid vest off the right shoulder. d. Assumed MOPP Level 4. e. Donned the IOTV over the right shoulder by tightening the left shoulder adjustment strap and 	—	—

Chapter 3

Performance Measures	GO	NO-GO
fastening the medical access hook and pile closure. Attached internal elastic bands at hook and loop interface and closed the front carrier. Attached side plate carriers and closed the front flap.		
f. Secured the DAPs.		
g. Donned the ACH.		
4 Conducted personal hydration while wearing their assigned protective mask IAW Common Task 031-COM-1012.	_____	_____
5 Decontaminated your individual equipment using your individual equipment decontamination kit, IAW Common Task 031-COM-1011.	_____	_____

References:

Required: ATP 3-11.32, TM 10-8415-220-10, TM 3-4240-542-13&P, TM 3-6665-439-10.

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002.

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete DD Form 2297 in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during

Performance Measures	GO	NO-GO
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times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

031-COM-1005

Protect Yourself from Chemical Biological Radiological and Nuclear (CBRN) Injury/Contamination by Assuming MOPP Level 4.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the USACBRNS Foreign Disclosure Officer and MSCoE Foreign Disclosure Officer. This training product cannot be used to instruct international military students.

Conditions: In a contaminated or potentially contaminated environment, given the Lightweight, Integrated Suit Technology (JSLIST), your assigned protective mask, CBRN over boots, and CBRN protective gloves. You are in MOPP level 0. This task is always performed in MOPP 4.

Standards: Protect yourself from CBRN injury or contamination by assuming MOPP level 1 thru 4 in sequence within eight minutes.

Special Condition: None

Safety Risk: Low

MOPP 4: Always

Task Statements

Special Equipment:

Cue: You learn a CBRN attack is imminent or must enter/cross an area where CBRN has been used. You are directed to assume mission-oriented protective posture (MOPP) level 4.

Note: Complete Steps in sequence within eight minutes for a GO.

Chapter 3

Performance Steps

1. Assume MOPP Level 1 by donning the JSLIST over garments.

Note: Complete Steps in sequence within eight minutes for a GO.

- a. Don the JSLIST over garment trousers.

(1) Extend your toes downward, put one leg into the trousers, and pull them up. Repeat the procedure for your other leg.

(2) Close the slide fastener, and fasten the two fly opening snaps.

(3) Pull the suspenders over your shoulders, and fasten the snap couplers.

(4) Adjust the suspenders to ensure that the trousers fit comfortably.

Note: The trouser length can be adjusted by raising or lowering the suspenders.

(5) Adjust the waistband hook-and-pile fasteners for a snug fit.

- b. Don the JSLIST over garment coat.

(1) Don the coat, and close the slide fastener up as far as your chest.

(2) Secure the front closure hook-and-pile fasteners up as far as your chest.

(3) Pull the bottom of the coat down over the trousers.

(4) Pull the loop out and away from the over garment coat, and bring it forward between the legs.

(5) Pull on the loop until the bottom of the coat fits snugly over the trousers.

2. Assume MOPP Level 2 by donning the over boots.

a. Don the over boots over the combat boots.

b. Adjust and secure the strap-and-buckle fasteners.

c. Pull the trouser legs over the over boots.

d. Secure the hook-and-pile fasteners on each ankle to fit snugly around the boot.

3. Assume MOPP Level 3 by donning chemical-protective mask IAW task 031-COM-1004.

4. Assume MOPP Level 4. Don the gloves.

Performance Steps

- a. Push the sleeve cuffs up your arm.
- b. Put on the glove liners (inserts).
- c. Put on the gloves (black rubber).
- d. Pull the sleeve cuffs over the top of the gloves.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Read the action, condition, and standard to the Soldier. Provide the Soldier with all items given in the Conditions Statement. Complete Steps in sequence within eight minutes for a GO. Score the Soldier GO if all performance measures are passed (P) in sequence. Score the Soldier NO-GO if any performance measure is failed (F) or out of sequence. If the Soldier scores NO-GO, show the Soldier what was done wrong and how to do it correctly.

Evaluation Preparation: Gather all items in the conditions statement so that they can be provided to the Soldier. Prepare scenarios and questions to ask the Soldier in order to illicit a response that can be evaluated against the performance measures.

Performance Measures	GO	NO-GO
1 Assumed MOPP Level 1, donned the JSLIST over garments. a. Donned the JSLIST over garment trousers. (1) Extended their toes downward, put one leg into the trousers, and pulled them up. Repeated the procedure for their other leg. (2) Closed the slide fastener, and fastened the two fly opening snaps. (3) Pulled the suspenders over their shoulders, and fastened the snap couplers.	_____	_____

Chapter 3

Performance Measures	GO	NO-GO
(4) Adjusted the suspenders to ensure that the trousers fit comfortably.		
b. Donned the JSLIST over garment coat.		
(1) Donned the coat, and closed the slide fastener up as far as their chest.		
(2) Secured the front closure hook-and-pile fasteners up as far as their chest.		
(3) Pulled the bottom of the coat down over the trousers.		
(4) Pulled the loop out and away from the over garment coat, and brought it forward between the legs.		
(5) Pulled on the loop until the bottom of the coat fits snugly over the trousers.		
2 Assumed MOPP Level 2, donned the over boots.	—	—
a. Donned the over boots over the combat boots.		
b. Adjusted and secured the strap-and-buckle fasteners.		
c. Pulled the trouser legs over the over boots.		
d. Secured the hook-and-pile fasteners on each ankle to fit snugly around the boot.		
3 Assumed MOPP Level 3, donned chemical-protective mask IAW Task 031-COM-1004.	—	—
4 Assumed MOPP Level 4. Don the gloves.	—	—
a. Pushed the sleeve cuffs up arm.		

Performance Measures	GO	NO-GO
<ul style="list-style-type: none"> b. Put on the glove liners (inserts). c. Put on the gloves (black rubber). d. Pulled the sleeve cuffs over the top of the gloves. e. Secured the hook-and-pile fastener tape snugly on each wrist. 		

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier fails any performance measure, show him how to do it correctly.

References:

Required: ATP 3-11.32, TM 10-8415-220-10

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002.

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete the current DD Form 2977 in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

031-COM-1009

Chapter 3

Detect Liquid Chemical Agents Using M9 Detector Paper.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the MSCoE Foreign Disclosure Officer. This training product cannot be used to instruct international military students.

Conditions: You are in tactical environment or an area with suspected liquid chemical contamination given a roll of M9 detector paper. Some iterations of this task should be performed in MOPP 4.

Standards: Detect liquid chemical agents by attaching M9 detector paper to your MOPP gear on the correct (according to dominant hand) upper arm, wrist, and ankle with 1 inch tabs. Attach to equipment, with 1.5 inch tabs, in areas likely to be contaminated within view of the operator IAW unit SOP.

Special Condition: None.

Special Standards: None

MOPP 4: Sometimes

Task Statements

Cue:

1. You are required to initiate passive defensive measures prior to or after a CBRN attack.
2. You are required to detect a potential liquid chemical agent.

WARNING

Always wear protective gloves when touching M9 detector paper. Do not get M9 detector paper in or near your mouth or on your skin.

CAUTION

Firing weapons lubricated with lubricating oil, semi-fluid; lubricant, small arms; or lubricant, semifluid, automatic weapons (LSA) may cause false positive responses on the olive drab (OD) detector paper.

Heat may cause detector paper to turn red and cause false readings. Keep detector paper away from hot surfaces such as vehicle hoods, weapon barrels, or cannon assemblies.

Do not attach M9 detector paper to hot, dirty, oily, or greasy surfaces because it may give false positive readings.

Do not rub or scrape detector paper across rough surfaces. Scuff marks will cause false readings.

A color blind person may see a red spot as gray or black. Spots must be checked by a person who is not color blind.

When dispenser is not in use, place in plastic storage bag to prevent contamination.

Note: Do not check M9 detector paper with colored light because you will not see liquid chemical agent red spots.

Performance Steps

1. Attach M9 detector paper to your MOPP gear.

Note: M9 detector paper will not detect chemical agent vapors. Paper band must not be too tight because it will tear with movement. However, it must not be too loose because it may slip down. If assistance is available, let your buddy tear off and attach your detector paper to your MOPP gear.

- a. If you are left handed, place a strip of M9 detector paper around your left upper arm, right wrist, and left ankle with approximately 1 inch overlaps.
- b. If you are right-handed, place a strip of M9 detector paper around your right upper arm, left wrist, and right ankle with approximately 1 inch overlaps.

Chapter 3

Note: These are the places where a moving Soldier will most likely brush against a surface (such as undergrowth) that is contaminated with a liquid chemical agent.

2. Attach M9 paper to equipment.
 - a. Place M9 paper with 1.5 inch tab for easy removal where it will come into contact with contaminated objects.
 - b. Place M9 paper where it will be visible to the operator.
3. Check for surface liquid agent contamination by taking a piece of M9 paper and blotting the surface of equipment, ground, or vegetation around suspected area.
4. Monitor the M9 detector paper constantly for any color change.

Note: If pink, red, red-brown, red-purple, or any shade of red streaks or spots are detected assume that you have been exposed to a liquid chemical agent. Blue, yellow, green, gray, or black spots are not from a liquid chemical agent.

5. Use other types of chemical agent detectors kits (such as M8 paper or M256A2 kit) to verify the test results.
6. Notify supervisor or the results.

Evaluation Preparation:

Setup: Provide the items listed in the task condition statement. Simulate an unknown liquid chemical agent by using expedient training aids (such as brake fluid, cleaning compound, gasoline, insect repellent, or antifreeze). Place drops of the simulated agent on M9 detector paper to obtain a reading. For M8 detector paper, place the simulated agent on non-porous material (such as an entrenching tool).

Brief Soldier: Tell the Soldier that he/she will be entering an area where chemical agents have been used. Tell him/her to attach M9 detector paper to his/her MOPP gear and equipment. Tell him/her that if you observe any acts that are unsafe or that could produce a false reading you will stop the test and he/she will be scored a NO-GO.

Performance Measures	GO	NO-GO
1 Attached M9 detector paper to Soldiers in MOPP gear. a. Placed strip of M9 detector paper around your left upper arm, right wrist, and left ankle if you were left-handed with approximately 1 inch overlaps. b. Placed M9 detector paper around your right upper arm, left wrist, and right ankle if you were righthanded with approximately 1 inch overlaps.	_____	_____
2 Attached M9 paper to equipment. a. Placed M9 detector paper with 1.5 inch tab for easy removal where it would come in contact with contaminated objects. b. Placed M9 detector paper where it will be seen by the operator.	_____	_____
3 Checked for surface liquid agent contamination by taking a piece of M9 paper and blotting the surface of equipment, ground, or vegetation around suspected area.	_____	_____
4 Monitored the M9 detector paper constantly for any color change.	_____	_____
5 Used other types of chemical agent detectors kits (such as M8 paper or M256A2 kit) to verify the test results.	_____	_____
6 Notified supervisor of the results.	_____	_____

Chapter 3

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier fails any performance measure, show him how to do it correctly.

References:

Required: TM 3-6665-311-10

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002. Environmental considerations and hazards (Noise, Air, Water, or Land Pollution) associated with this training must be reviewed as published in the required and related references before conducting demonstration and hands-on training for this equipment. Follow procedures to dispose of waste materials per local environmental restrictions.

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete DD Form 2297 in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

031-COM-1008

Identify Liquid Chemical Agents using M8 Paper.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the MSCoE Foreign Disclosure Officer. This training product cannot be used to instruct international military students.

Conditions: You are in a tactical environment or an area with suspected liquid chemical contamination, given a booklet of M8 detector paper. This task is always performed in MOPP 4.

Standards: Identify liquid chemical agents using M8 Paper by comparing any color change on the M8 detector paper to the color chart on the inside front cover of the booklet with 100% accuracy.

Special Conditions: None

Safety Risk: Low

MOPP 4: Always

Task Statements

Cue:

1. You are required to initiate passive CBRN defensive measures prior to or after a CBRN attack.
2. You are required to detect a potential liquid chemical agent.

WARNING

Do not use M8 paper if you do not see colors correctly. Color combinations and comparisons are used during test. A wrong reading of results might cause agent exposure due to premature removal of protective equipment.

M8 paper that indicates positive results should be treated as contaminated. Report results, as required.

Note: M8 detector paper reacts positively with petroleum products and ammonia. When conducting agent test at night, remove any colored lens because it may provide a false negative response.

Chapter 3

1. Identify liquid chemical agents with M8 detector paper using the active method.

a. Remove a sheet of M8 paper from the book (use one-half sheet if it is perforated).

Note: You may want to put the paper on the end of a stick or another object and then blot the paper on the suspected liquid agent.

CAUTION

M8 paper is subject to false positive indications caused by many substances. Do not scrub or rub M8 paper on suspected contaminated surfaces.

b. Dip the paper into the suspected liquid agent or blot the suspected area to be tested with the paper.

Note: Do not touch the liquid with protective glove.

WARNING

Some decontaminants will give false positive results on the M8 detector paper. The M8 detector paper may indicate positive results if used in an area where decontaminants have been used.

c. Observe the M8 detector paper for a color change. Identify the contamination by comparing any color change on the M8 detector paper to the color chart on the inside front cover of the booklet.

(1) A yellow-gold color indicates the presence of a nerve (G) agent.

(2) A red-pink color indicates the presence of a blister (H) agent.

(3) A dark green color indicates the presence of a nerve (V) agent.

(4) Any other color or no color change indicates that the liquid cannot be identified using M8 detector paper.

2. Identify liquid chemical agents with M8 detector paper using the passive method.

a. Remove a sheet of M8 paper from the booklet.

- b. Secure the sheet to any object in an area which would most likely receive contamination.
- c. Periodically inspect the paper for color changes. Identify the contamination by comparing any color change on the M8 detector paper to the color chart on the inside front cover of the booklet.
3. Store the booklet of M8 detector paper in a manner which will prevent wetting.
4. Use other types of chemical-agent detector kits (such as the M256A2 Kit) to verify the test results.
5. Notify your supervisor of the test results.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier scores NO-GO, show the Soldier what was done wrong and how to do it correctly.

Evaluation Preparation: Provide the Soldier with the items listed in the task condition statement. Evaluate this task during a field training exercise or a situational training exercise.

Performance Measures	GO	NO-GO
<p>1 Identified liquid chemical agents with M8 detector paper using the active method.</p> <p>a. Removed a sheet of M8 detector paper from the book.</p> <p>b. Dipped the paper into the suspected liquid agent without touching the liquid with protective glove.</p> <p>c. Observed the M8 detector paper for a color change. Identified the contamination by comparing any color change on the M8 detector</p>	—	—

Chapter 3

Performance Measures	GO	NO-GO
paper to the color chart on the inside front cover of the booklet.		
2. Identified liquid chemical agents with M8 detector paper using the passive method.	_____	_____
a. Removed a sheet of M8 paper from the booklet.		
b. Secured the sheet to an object in the area which would most likely receive contamination.		
c. Periodically inspected the paper for color changes. Identified the contamination by comparing any color change on the M8 paper to the color chart on the inside front cover of the booklet.		
3. Stored the booklet of M8 detector paper.	_____	_____
4. Used other types of chemical-agent detector kits (such as the M256A2 kit) to verify the test results.	_____	_____
5. Notified supervisor of the test results.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier fails any performance measure, show him how to do it correctly.

Required:

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002. Environmental considerations and hazards (Noise, Air, Water, or Land Pollution) associated with this training must be reviewed as published in the required and related references before conducting demonstration and hands-on training for this equipment. Follow procedures to dispose of waste materials per local environmental restrictions.

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete DD Form 2977 in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine. Everyone is responsible for safety. A thorough risk assessment must be completed prior to every mission or operation.

031-COM-1006

Decontaminate Your Skin.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the USACBRNS Foreign Disclosure Officer,

Chapter 3

and MSCoE Foreign Disclosure Officer. This training product cannot be used to instruct international military students.

Conditions: You are in a contaminated environment in MOPP Level 2. You are given a chemical protective mask, chemical protective gloves, chemical protective overboots, a poncho, load-bearing equipment (LBE) or load-bearing vest, Interceptor Body Armor (IBA), the Improved Outer Tactical Vest (IOTV), and a Reactive Skin Decontamination Lotion (RSDL). This task is always performed in MOPP 4.

Standards: Decontaminate your skin using the RSDL in sequence. Start the steps to decontaminate your skin within 1 minute after contamination and finish within 2 minutes.

Special Condition: None

Safety Conditions: None

MOPP 4: Always

Task Statements

Cue: Your skin has been exposed to chemical agents, or you have passed through a chemically contaminated area and suspect that you have contamination on your skin.

DANGER

Do Not mix RSDL with solid, undiluted high-test hypochlorite (HTH) or super tropical bleach (STB), heat and/or fire may result.

WARNING

Under no circumstances should the training RSDL be used in place of the RSDL during actual combat operations. The training lotion does not contain active ingredients.

Performance Steps

1. Don protective mask and hood. Do not pull the drawstrings. Do not fasten the shoulder straps if your hood has them.

Performance Steps

Note: For training purposes, use the Training RSDL.

2. Seek overhead cover or use a poncho for protection against further contamination.

Note: If contamination of the eyes is suspected, stop breathing, remove mask and place in on an uncontained surface, if available. Flush eyes vigorously with water. Quickly don, clear and seal the mask.

3. Decontaminate your hands, face, and the inside of your mask.
 - a. Remove one RSDL packet from your carrying pouch.
 - Safety:** Avoid contact with eyes and wounds. If contact with eyes or wounds occurs, rinse with water as soon as possible.
 - b. Tear it open quickly at any notch.
 - c. Remove the applicator pad from the packet, and save the packet as the remaining lotion can be added to the applicator pad, if required.
 - d. Thoroughly scrub the exposed skin of your hand, palm, and fingers with the applicator pad.

Note: The applicator pad can be used from either side and may gripped in any manner allowing the applicator pad to be applied to the skin.

- e. Switch the applicator pad to the other hand, and repeat the procedure.

Note: 1. Do not discard the applicator pad at this time.

2. If you were masked with your hood secured when you became contaminated, stop. Put on your protective gloves, and proceed to Step 4.
3. If you were not masked with the hood secured when you became contaminated, continue decontaminating the exposed skin.

Chapter 3

Performance Steps

DANGER

Death or injury may result if you breathe toxic agents while doing the following steps. If you need to breathe before you finish, reseal your mask, clear it, check it, get your breath, and then resume the decontaminating procedure.

f. Stop breathing, close eyes, grasp mask beneath chin and pull mask away from chin enough to allow one hand between the mask and your face.

Hold the mask in this position during steps (3g) through (3m).

g. Thoroughly scrub the exposed skin of your face with lotion from the applicator pad.

h. Thoroughly scrub across your forehead.

i. Beginning at one side, scrub up and down across your cheeks, nose, chin, and closed mouth. Avoid ingesting.

j. Scrub under the chin from the ear along the jawbone to the other ear to coat your skin with lotion.

k. Turn your hand over and scrub the inside surfaces of the mask that may touch your skin. Be sure to include the drinking tube.

CAUTION

Do not apply lotion to the lens of the protective mask.
The RSDL may cause loss of transparency.

l. Keep the applicator.

m. Seal your mask immediately, clear it, and check it.

n. Use the applicator and any remaining lotion in the packet. Without breaking the mask seal, scrub the applicator pad across the forehead,

Performance Steps

exposed scalp, the skin of the neck, ears, and throat.

- o. Secure the hood.
- p. Thoroughly scrub your hands with lotion again as in steps (3d) through (3e).
- q. Assume MOPP Level 4 by putting on protective gloves.

WARNING

Do not discard the RSDL packaging or applicator pads into containers that contain HTH or STB. Heat and/or fire may result.

4. Allow RSDL to remain on skin for at least 2 minutes to destroy the chemical agent.

5. Discard the used packet(s) and applicator pad(s) by leaving them in place.

Note: Do not put used packets in your pockets. Discard the carrying pouch after using the packets.

6. Remove the decontaminating lotion with soap and water when operational conditions permit, such as an "All Clear" directive.

Note: Upon completion of training and evaluation, ensure that Soldiers have adequate mask cleaning supplies and water to clean training RSDL off of their protective mask.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier scores NO-GO, show the Soldier what was done wrong and how to do it correctly.

Evaluation Preparation: Setup: Gather all items in the conditions statement so that they can be provided to the Soldier. A good time to

Chapter 3

Performance Steps

evaluate this task is while in a field environment. **Brief Soldier:** Tell the Soldier that their exposed skin has been contaminated and they must decontaminate. Then tell them to decontaminate their personal equipment.

Evaluation Preparation:

Setup: Provide the Soldier with the items listed in the task conditions statement. A good time to evaluate this task is while in a field environment. Gather materials for the disposal of hazardous waste according to federal, state, and local rules and regulations.

Brief Soldier: Tell the Soldier what body parts and equipment are contaminated.

Performance Measures	GO	NO-GO
1 Donned protective mask and hood. Did not pull the drawstrings. Did not fasten the shoulder straps if hood had them.	_____	_____
2 Sought overhead cover or used a poncho for protection against further contamination.	_____	_____
3 Decontaminated hands, face, and the inside of mask.	_____	_____
a. Removed one RSDL packet from carrying pouch.		
b. Tore open quickly at notch.		
c. Removed the applicator pad from the packet, and saved the packet.		
d. Thoroughly scrubbed the exposed skin hand, palm, and fingers with the applicator pad.		

Performance Measures	GO	NO-GO
<p>e. Switched the applicator pad to the other hand and repeated the procedure.</p> <p>f. Stopped breathing, closed eyes, grasped mask beneath chin and pulled mask away from chin enough to allow one hand between the mask and face. Held the mask in this position during steps (3g) through (3m).</p> <p>g. Thoroughly scrubbed the exposed skin of the face with lotion from the applicator pad.</p> <p>h. Thoroughly scrubbed across the forehead.</p> <p>i. Beginning at one side, scrubbed up and down across cheeks, nose, chin, and closed mouth.</p> <p>j. Scrubbed under the chin from the ear along the jawbone to the other ear coating skin with lotion.</p> <p>k. Turned hand over and scrubbed the inside surfaces of the mask that may touch skin.</p> <p>l. Kept the applicator.</p> <p>m. Sealed the mask immediately, cleared it, and checked it.</p> <p>n. Used the applicator and any remaining lotion in the packet. Without breaking the mask seal, scrubbed the applicator pad across the forehead,</p>		

Chapter 3

Performance Measures	GO	NO-GO
exposed scalp, skin of the neck, ears, and throat		
o. Secured the hood.		
p. Thoroughly scrubbed hands with lotion again as in steps (3d) through (3e).		
q. Assumed MOPP Level 4 by putting on protective gloves. include the drinking tube.		
4 Allowed RSDL to remain on skin for at least 2 minutes to destroy the chemical agent.	—	—
5 Discarded the used packet(s) and applicator pad(s) by leaving them in place.	—	—
6 Removed the decontaminating lotion with soap and water when operational conditions permitted, such as an "All Clear" directive.	—	—

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier fails any performance measure, show him how to do it correctly.

References:

Required ATP 3-11.32, TM 10-8415-220-10

Related: Biological, and Chemical (NBC) Protection.

031-COM-1011

Decontaminate Individual Equipment.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the USACBRNS, Foreign Disclosure Officer and MSCoE Foreign Disclosure Officer. This training product cannot be used to instruct international military students.

Conditions: You are in a contaminated environment in MOPP Level 4, given helmet, loadbearing vest, Interceptor Body Armor (IBA), Improved Outer Tactical Vest (IOTV), and a M334 Decontamination Kit, Individual Equipment. This task is always performed in MOPP 4.

Standards: Decontaminate your individual equipment using a M334 within 15 minutes of contamination. Complete 100% of the performance steps in sequence.

Special Condition: None

Safety Conditions: None

MOPP 4: Always

Task Statements

Cue: Your skin has been exposed to chemical agents, or you have passed through a chemically contaminated area and suspect that you have contamination on your skin.

WARNING

Avoid inhalation, ingestion, and contact with eyes and skin. M334 is NOT to be used for personal skin decontamination. See TC 4-02.1 for Army first aid procedures. Failure to heed this warning may result in injury to personnel.

Keep M334 individual wipe away from heat/sparks/open flames/hot surfaces. Failure to heed this warning may result in injury to personnel.

Chapter 3

Performance Steps

1. Open the M334 at either end where the Kit is notched. (Figure 3-104).

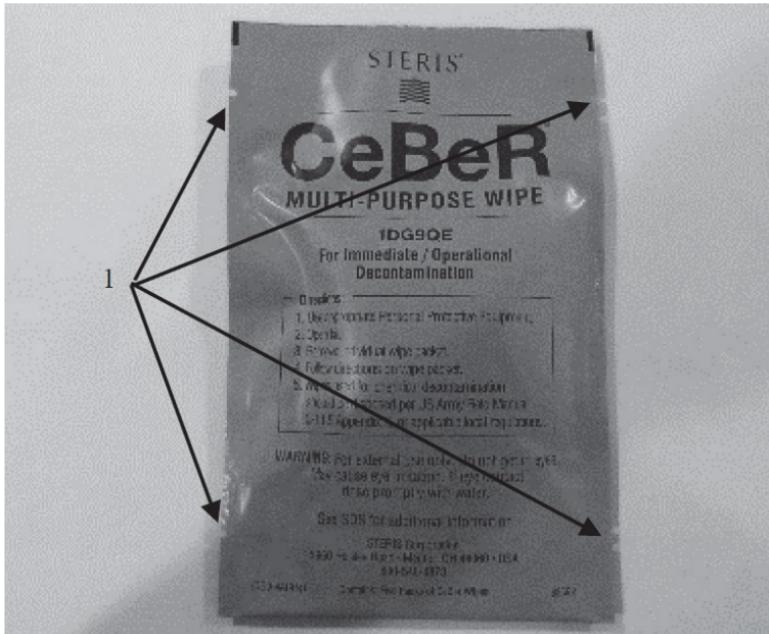


Figure 3-104. M334 Decontamination Kit

2. Remove one M334 packet from the Kit (Figure 3-105).

Performance Steps



Figure 3-105. M334 Decontamination Packets

3. Open an M334 packet at a notch on the packet (Figure 3-106, Item 1).

Chapter 3

Performance Steps

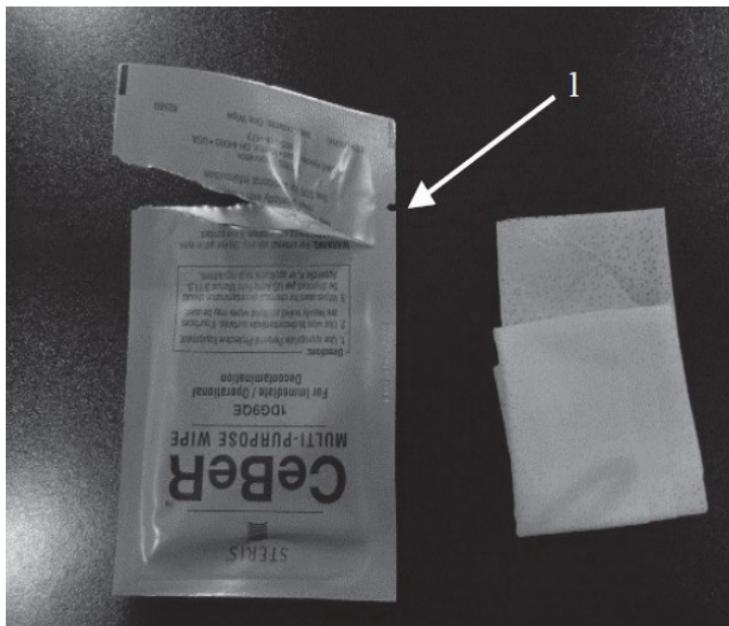


Figure 3-106. Tear Notch on M334 Packet

4. Remove the individual wipe from the packet and unfold completely.
5. Decontaminate all contaminated individual equipment by wiping the surface using sweeping motions away from the body. Take care not to spread any contamination to any area that has been visually determined as 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

Performance Steps

cloth has been found to be an effective means of removing any film left behind by the M334 individual wipe.

WARNING

Allow solvent to fully evaporate from equipment surfaces before sampling with detectors. Use of chemical detectors on items recently decontaminated with the M334 individual wipe could potentially cause false negative or false positives if surface is sampled while wet with solvent. Failure to heed this warning may result in injury or death to personnel.

6. Check for signs of remaining contamination after all suspected areas have been wiped. Droplets from the M334 individual wipe tend to evaporate fairly quickly. If liquid contamination is still suspected or detected, get another M334 packet and repeat steps 3-6.

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.

WARNING

Wipes used to decontaminate CWAs must be handled and disposed as hazardous waste. Wipes will be contaminated once used for decontamination. Failure to heed this warning may result in injury or death to personnel.

Chapter 3

Performance Steps

7. Dispose of contaminated waste material IAW unit SOP and local and federal regulations.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier scores NO-GO, show the Soldier what was done wrong and how to do it correctly.

Evaluation Preparation:

Setup: Provide the Soldier with the items listed in the task conditions statement. A good time to evaluate this task is while in a field environment. Gather materials for the disposal of hazardous waste according to federal, state, and local rules and regulations.

Brief Soldier: Tell the Soldier what body parts and equipment are contaminated.

Performance Measures	GO	NO-GO
1 Opened the M334 at either end where the Kit was notched.	_____	_____
2 Removed one M334 packet from the kit.	_____	_____
3 Opened an M334 packet at a notch on the packet.	_____	_____
4 Removed the individual wipe from the packet and unfolded completely.	_____	_____
5. Decontaminated all contaminated individual equipment by wiping the surface using sweeping motions away from the body. Took care not to spread any contamination to any area that had been visually determined as clean.	_____	_____

Performance Measures	GO	NO-GO
6. Checked for signs of remaining contamination after all suspected areas had been wiped. Droplets from the M334 individual wipe tend to evaporate fairly quickly. If liquid contamination was still suspected or detected, got another M334 packet and repeated Steps 3-6.	_____	_____
7. Disposed of contaminated waste material IAW unit SOP and local and federal regulations.	_____	_____

References:**Required:** TM 3-6665-439-10

031-COM-1001**React to Nuclear Attack**

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the USACBRNS Foreign Disclosure representative and MSCoE Foreign Disclosure Officer. This training product cannot be used to instruct international military students.

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

CAUTION

Chapter 3

Do not use masks with damaged filters because certain models contain hazardous materials. Do not change the filter in a contaminated environment.

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

Special Condition: None

Safety Level: Low

MOPP: Sometimes

Task Statements

Cue: 1. You observe a bright flash, 2. There is an enormous explosion, high winds, and a mushroom-shaped cloud forms, clearly indicating a nuclear attack, 3. Third-party information, including current intelligence is received (for example, terrorist warning or report of an incident at a nuclear facility by the Host Nation), or 4. You receive instructions to respond to a nuclear attack.

Performance Steps

1. Drop down immediately.

a. If in Open Area, drop facedown immediately with feet facing the blast.

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

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

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

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

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

Performance Steps

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

2. Close eyes and open mouth.

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

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

Note: Doesn't apply to foxhole position.

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

5. Remain in position until the blast wave passes and debris stops falling.

6. Decontaminate Yourself.

- a. Don protective mask or dust mask, if not already on.

Note: This ensures that personnel protect themselves from ingesting or inhaling the radioactive particles.

- b. Brush or shake debris off of clothing.

- c. Lift off dry contamination with sticky tape if available.

- d. Wash exposed skin with soap (detergent) and tepid water.

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

7. Check for casualties.

8. Seek shelter, if not already in a shelter/foxhole with overhead cover.

(Asterisks indicate a leader performance step.)

Evaluation Guidance: Read the action, condition, and standard to the Soldier. Provide the Soldier with all items given in the Conditions.

Statement. Score the Soldier GO if all performance measures are passed (P) in sequence. Score the Soldier NO-GO if any performance measure is failed

Chapter 3

(F) or out of sequence. If the Soldier scores NO-GO, show the Soldier what was done wrong and how to do it correctly.

Evaluation Preparation: Gather all items in the conditions statement so that they can be provided to the Soldier. Prepare scenarios and questions to ask the Soldier in order to illicit a response that can be evaluated against the performance measures.

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

Performance Measures	GO	NO-GO
3 In any position kept the helmet on.	_____	_____
4 If in Open Area, used any available material to provide overhead cover after the blast wave passes to avoid direct contact with radioactive fallout (rain gear, poncho, tarps, or plastic). Remained in position until the blast wave passed and debris stopped falling.	_____	_____
5. Decontaminated yourself.	_____	_____
6. a. Donned protective mask or dust mask, if not already on. b. Brushed or shook debris off of clothing. c. Lifted off dry contamination with sticky tape if available. d. Washed exposed skin with hot soapy water. This would be all skin that was exposed during the attack.	_____	_____
7. Checked for casualties.	_____	_____
8. Sought shelter, if not already in a shelter/foxhole with overhead cover.	_____	_____

Chapter 3

References:

Required: ATP 3-11.32, ATP 4-02.13, STANAG 2083, TM 10-8415-220-10, TM 3-4240-542-13&P

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002.

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete DD Form 2977 in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

Supporting tasks:

071-121-4066 Prepare an Armor/Cavalry vehicle for Nuclear Attack

031-COM-1013

React to a Radiological Hazzard.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the MSCoE Foreign Disclosure Officer. This training product cannot be used to instruct international military students.

Conditions: As a Soldier in an operational environment, you encounter a damaged building with radioactive signs and symbols. You are given a radiation detector, personal dosimeter, and your assigned protective mask. You are wearing eye protection, Army Combat Helmet (ACH) and Improved Outer Tactical Vest (IOTV). Some iterations of this task should be performed in MOPP 4.

Standards: React to a radiological hazard IAW TM 3-11.91 without error using the GO/NO-GO criteria.

Special Conditions: None

Safety Risk: Low

MOPP 4: Sometimes

Cue: You encounter a damaged building with radioactive signs and symbols.

Remarks: None

Notes: None

Performance Steps

1. Identify signs or possible source of a radiological hazard.
2. Assume respiratory protection such as protective mask, respirator, handkerchief or rag over nose and mouth.
3. Alert other personnel in the area of the radiological hazard.
4. Evacuate all personnel a minimum of 25 meters (75 feet) away from the point of the threat. Note: Stay upwind.
5. Find appropriate cover and shielding such as concrete barriers, ditches and subsurface structures.
6. Conduct immediate decontamination by wiping or brushing dust and debris from clothing. Note: If possible, use soapy water to decontaminate exposed skin.
7. Provide basic medical assistance as needed, monitor personnel for radiological contamination.
8. Send a SITREP to your higher HQs and request guidance.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier scores NO-GO, show the Soldier what was done wrong and how to do it correctly.

Chapter 3

Performance Steps

Note: Evaluator can use any of the following scenarios when this task is conducted - You encounter an "ATOM" marker; are alerted to suspect there is a radiological hazard; encounter a damaged piece of military equipment that contains a radioactive source; identify a damaged piece of civilian equipment (usually marked with a radioactive symbol); see a destroyed/damaged building/room with radioactive signs/symbols; personal dosimeter or radiation detector reads twice the background reading or higher; or encounter a damaged vehicle with radioactive placards.

Evaluation Preparation: Gather all equipment and materials listed in the condition statement. Develop several sets of scenarios for testing purposes. Use approved simulants, devices, or sources to simulate contamination

Performance Measures	GO	NO-GO
1 Identify signs of possible sources of a radiological hazard.	_____	_____
2 Assume respiratory protection.	_____	_____
3 Alerted other personnel in the area of the radiological hazard.	_____	_____
4 Evacuated all personnel a minimum of 25 meters (75 feet) away from the point of the threat.	_____	_____
5 Found appropriate cover and shielding such as concrete barriers, ditches and sub-surface structures.	_____	_____
6 Conducted immediate decontamination.	_____	_____
7 Provided basic medical assistance and monitored personnel for radiological contamination.	_____	_____

Performance Measures	GO	NO-GO
8 Sent SITREP to higher HQs and requested guidance.	_____	_____

References:

Required: ERG 2016, TM 3-11.91

Environment: Environmental protection is not just the law but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to the current Environmental Considerations manual and the current GTA Environmental-related Risk Assessment card.

Safety: In a training environment, leaders must perform a risk assessment in accordance with current Risk Management Doctrine. Leaders will complete the current Deliberate Risk Assessment Worksheet in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

Chapter 3

031-COM-1012

Conduct Personal Hydration While Wearing Your Assigned Protective Mask.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the USACBRNS Foreign Disclosure Officer and MSCoE Foreign Disclosure Officer. This training product cannot be used to instruct international military students.

Conditions: You are masked in a CBRN environment and need to drink water. You are wearing your assigned protective mask and the Multipurpose Personal Hydration System (MPHS) filled with water and the appropriate mask adapter (Type A or Type M) is stored in your mask carrier. Given either Reactive Skin Decontamination Lotion (RSDL) or a M334 Decontamination Kit, Individual Equipment. Some iterations of this task should be performed in MOPP 4.

Standards: Conduct Personal Hydration While Wearing Your Assigned Protective Mask without error, IAW ATP 3-11.32 and TACOM Safety Message 17-010, using the task Go/ No-Go checklist.

Special Conditions: MPHS is used whenever Soldiers wear their mask which does not have to include any other IPE. If Soldier is in Mask Only posture, they would also have their MPHS connected.

Safety Risk: Low

MOPP 4: Sometimes.

Special Equipment:	Task Statements
--------------------	-----------------

Cue: 1. You are masked in a CBRN environment and need to drink water.

Remarks: None

WARNING

The only authorized drinking system in a contaminated environment is the MPHS. The 1-qt, 2-qt, and the steel cold weather canteens are no longer authorized for use in a CBRN environment. The MPHS may be used for up to 30 days once it's removed from its packaging and will protect contents for up to six hours in a CBRN environment. In a high threat situation Soldiers should keep the MPHS full of water. Refilling it in a toxic environment risks exposure to contamination. If your MPHS begins leaking while operating in a contaminated environment, DO NOT USE! Never use mask adapters that have been used for training in a contaminated environment. When issued a MPHS, stow or discard mask adapters that have been used for training. Do not connect the quick-disconnect coupling (QDC) to the MPHS until you are certain that all surfaces are free of contamination.

CAUTION

To prevent possible leakage around mask assembly, DO NOT pull on external drink tube when removing connection to the MPHS. Care should be taken not to break the mask seal while turning the internal drink tube lever on the front module assembly for the M50-Series Mask and while pressing in on the outlet valve cover for the M40-Series Mask. Always turn the water valve to the OFF position when not drinking. Failure to do so may cause water to flood the mask.”

Note: This task is performed by protective mask Series. DO NOT perform the entire task, only the part for you assigned protective mask.

Notes: This task is performed by protective mask Series. DO NOT perform the entire task, only the part for you assigned protective mask.

Performance Steps

1. Drink water while wearing a M40-Series Protective Mask.

Chapter 3

Performance Steps

- a. Turn the water valve lever to the OFF position by rotating it forward (or up) and toward the bite valve (see Figure 3-107).
- b. Depress the link button on the link connector and remove bite valve (see Figure 3-107). Store the bite valve in your mask carrier.

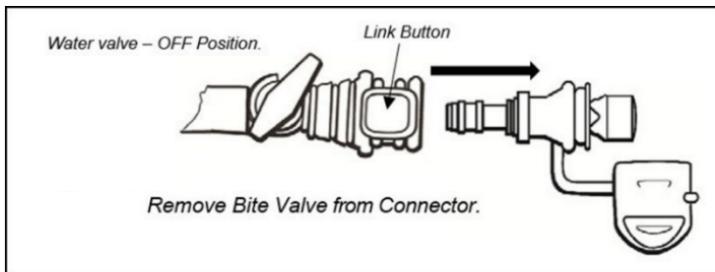


Figure 3-107. Link Connector

- c. Install the Type M mask adapter (see Figure 3-108) into the link connector by pressing it into the link connector until it clicks (see Figure 3-109).
 - (1) Check the mask adapter and link connector for contamination using M8 paper (before clicking them together).
 - (2) Decontaminate using the RSDL or M334, if contaminated, then click together.

Performance Steps

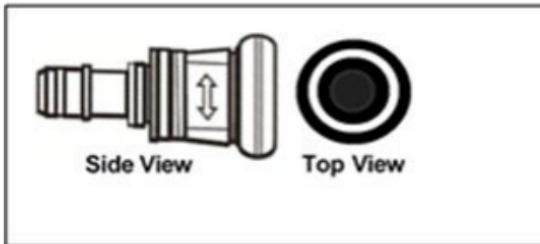


Figure 3-108. Type M Mask Adapter

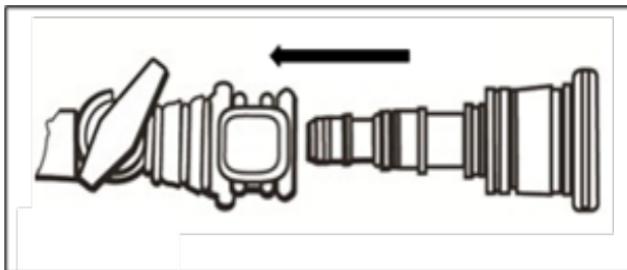


Figure 3-109 – Mask Adapter connect to Link Connector

- d. Steady the mask with one hand and remove the drink coupler from its retainer on the outlet valve cover.
- e. Firmly push the drink coupler into the Protective Mask Adapter and rotate $\frac{1}{2}$ turn to seat the connection (see Figure 3-110).

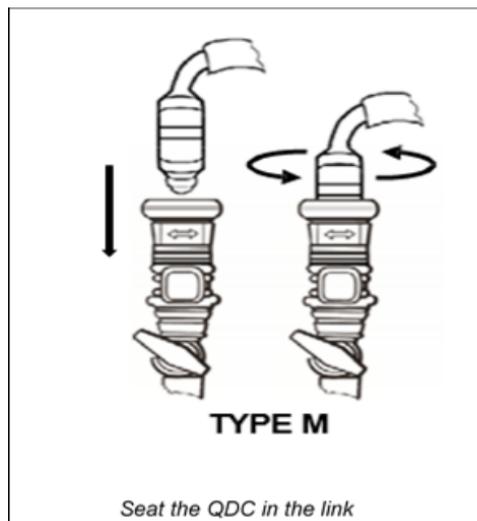


Figure 3-110 -Type M to QDC Connection

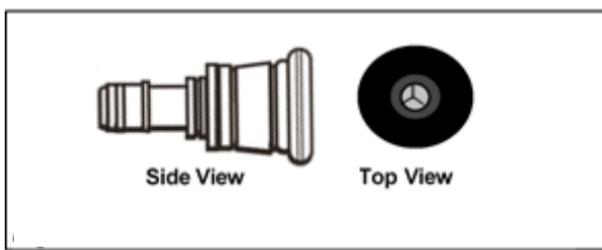


Figure 3-111. Side and Top View of Valves

WARNING

DO NOT drink if you do not feel resistance. Some resistance while drinking is normal, if resistance is not felt, drinking system may be leaking. Notify CBRN NCO as soon as mission allows. If this occurs while using in a suspected contaminated environment, a replacement must be obtained.

- f. Press in on the front of the outlet valve cover until the internal drink tube can be grasped between your teeth.
- g. Open the link connector by rotating the water valve lever backward (or down) to the ON position.
- h. To drink, suck in on the internal drink tube (like when using a straw). Water flows only when you draw on the internal drink tube with the valve in the on position.
- i. When finished, rotate the lever to the OFF position.
- j. Keep the drinking system connected to the mask and continue the mission.

Note: If the drinking system becomes disconnected, check for contamination, decontaminate as necessary (using either the RSDL or M334), and then reconnect.

2. Drink water while wearing a M50-Series or Joint Service Aircrew Mask (JSAM) (MPU 5 or 6) Protective Mask.
 - a. Turn the water valve lever to the OFF position by rotating it forward (or up) and toward the bite valve or mask adapter.
 - b. Depress the link button on the link connector and remove bite valve (see Figure 3-111 above). Store the bite valve in your mask carrier.
 - c. Install the Type A mask adapter (see Figure 3-111) into the link connector by pressing it into the link connector until it clicks (see Figure 3-103 above).
 - (1) Check the mask adapter and link connector for contamination using M8 paper (before clicking them together).
 - (2) Decontaminate using the RSDL or M334, if contaminated, then click together.

- d. Steady mask with one hand and pull drink coupler out of the coupler receptacle below the front module main body.
- e. Firmly push the protective mask drink coupler into the Protective Mask Adapter until it clicks (see Figure 3-110).

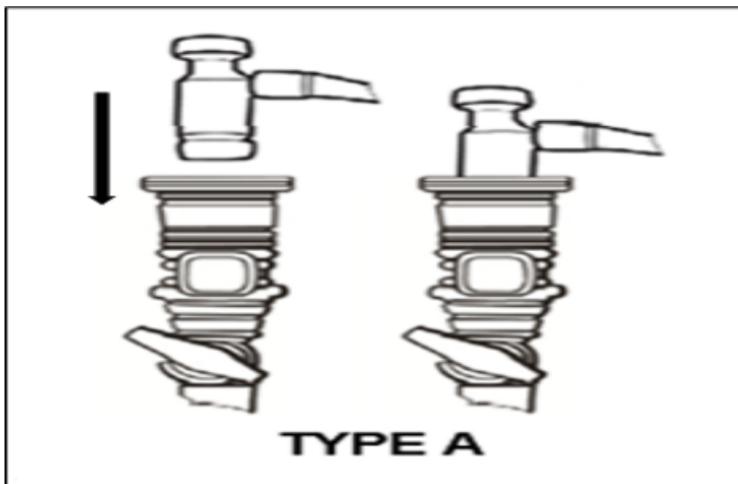


Figure 3-112 - Type A Connection

WARNING

DO NOT drink if you do not feel resistance. Some resistance while drinking is normal, if resistance is not felt, drinking system may be leaking. Notify CBRN NCO as soon as mission allows. If this occurs while using in a suspected contaminated environment, a replacement must be obtained.

- d. Open the link connector by rotating the water valve lever backward (or down) to the ON position.
- e. Turn drink tube lever on the front module assembly upward, until it stops and is fully opened, positioning the internal drink tube to the front of mouth, then grasp the internal drink tube between your

lips.

f. To drink, suck in on the internal drink tube (like using a straw). Water flows only when you draw on the internal drink tube with the valve in the on position.

g. When finished, rotate the water lever to the OFF position, then rotate the drink tube lever on front module assembly downward to return (stow) the internal drink tube back to its original position.

h. Keep the drinking system connected to the mask and continue the mission.

Note: If the drinking system becomes disconnected, check for contamination, decontaminate as necessary (using either the RSDL or M334), and then reconnect.

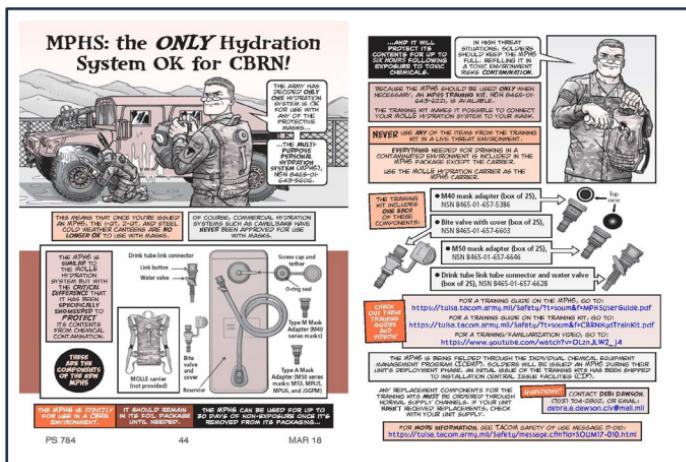


Figure 3-113. Multi-purpose Personal Hydration System (MPHS)

Evaluation Guidance: Score the Soldier "GO" if all steps are passed. Score the Soldier "NO-GO" if any step is failed. If the Soldier fails any step, show what was done wrong and how to do it correctly.

Chapter 3

Evaluation Preparation: Ensure all materials, parts, manuals, forms and equipment (or appropriate substitutions) required in the condition statements are available to the Soldier.

Performance Measures	GO	NO-GO
1 Drank water while wearing a M40-Series Protective Mask. <ul style="list-style-type: none">a. Turned the water valve lever to the OFF position by rotating it forward (or up) and toward the bite valve (see figure 1).b. Depressed the link button on the link connector and removed bite valve. Stored the bite valve in their mask carrier.c. Installed the Type M mask adapter into the link connector by pressing it into the link connector until it clicked.d. Steadied the mask with one hand and removed the drink coupler from its retainer on the outlet valve cover.e. Steadied the mask with one hand and removed the drink coupler from its retainer on the outlet valve cover.f. Pressed in on the front of the outlet valve cover until the internal drink tube could be grasped between your teeth.g. Opened the link connector by rotating the water valve lever backward (or down) to the ON position.h. To drink, sucked in on the internal drink tube (like when using a straw). Water flows only when you draw on the internal drink tube with the valve in the on position.i. When finished, rotated the lever to the OFF position.j. Kept the drinking system connected to the mask and continued the mission.	_____	_____

Performance Measures	GO	NO-GO
<p>2 Drank water while wearing a M50-Series or Joint Service Aircrew Mask (JSAM) (MPU 5 or 6) Protective Mask.</p> <p>a. Turned the water valve lever to the OFF position by rotating it forward (or up) and toward the bite valve or mask adapter.</p> <p>b. Depressed the link button on the link connector and removed bite valve. Stored the bite valve in their mask carrier.</p> <p>c. Installed the Type A mask adapter into the link connector by pressing it into the link connector until it clicked.</p> <p>(1) Checked the mask adapter and link connector for contamination using M8 paper (before clicking them together).</p> <p>(2) Decontaminated using the RSDL or M334, if contaminated, then clicked together.</p> <p>d. Steadied mask with one hand and pulled drink coupler out of the coupler receptacle below the front module main body.</p> <p>e. Firmly pushed the protective mask drink coupler into the Protective Mask Adapter until it clicked.</p> <p>f. Opened the link connector by rotating the water valve lever backward (or down) to the ON position.</p> <p>g. Turned drink tube lever on the front module assembly upward, until it stopped and was fully opened, positioned the internal drink tube to the front of mouth, then grasped the internal drink tube between your lips.</p> <p>h. To drink, sucked in on the internal drink tube (like using a straw). Water flows only when you draw on the internal drink tube with the valve in the on position.</p>		

Chapter 3

Performance Measures	GO	NO-GO
<ul style="list-style-type: none">i. When finished, rotated the water lever to the OFF position, then rotate the drink tube lever on front module assembly downward to return (stow) the internal drink tube back to its original position.j. Kept the drinking system connected to the mask and continued the mission.		

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier fails any performance measure, show him how to do it correctly.

Environment: Environmental protection is not just the law but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to the current Environmental Considerations manual and the current GTA Environmental-related Risk Assessment card.

Safety: In a training environment, leaders must perform a risk assessment in accordance with current Risk Management Doctrine. Leaders will complete the current Deliberate Risk Assessment Worksheet in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC). Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

031-COM-1003

Mark CBRN-Contaminated Areas.

Foreign Disclosure: FD3. This training product has been reviewed by the developers in coordination with the USACBRNS Foreign Disclosure representative and MSCoE Foreign Disclosure Officer. This training product cannot be used to instruct international military students.

Conditions: You in an environment where CBRN weapons have been deployed. The contamination has been located and identified in an area. You are given a M328 Chemical, Biological, Radiological, and Nuclear (CBRN) marking kit, and appropriate Individual Protective Equipment (IPE). This task is always performed in MOPP 4.

Standards: Mark the CBRN-contaminated area with the appropriate sign according to type of contamination and 100% of the required information written on the sign. Emplace a minimum of three markers at line of sight distances depending on terrain. This task will be performed in mission-oriented protective posture (MOPP) level 4 or Level A suit depending on CBRN material used.

Special Condition: None

Special Standards: None

Special Equipment:

Task Statements

Cue:

1. CBRN material is detected.
2. Given a requirement to mark an area known to be CBRN contaminated.

Remarks: MOPP 4 or appropriate level of protective equipment (Individual Protective Equipment (IPE) or Personal Protective Equipment (PPE)), based on the type of toxic material in the operational environment. If the type of toxic material in the operational environment is unknown, then the appropriate level of protective equipment should always be in Level A PPE.

Chapter 3

Performance Steps

1. Employ CBRN Markers (based on contamination type).
 - a. Employ the ATOM marker for Radiological or Nuclear contamination.
 - (1) Place markers at the location where a dose rate of 1 centigray per hour (cGyph) or more is measured.
 - (2) Place markers so that the word "ATOM" faces away from the contamination at waist height right-angled apex downward.
 - (3) 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.
 - (a) Date-time group (DTG) (Local/Zulu (L/Z)) of reading. If the DTG is not known, print "unknown".
 - (b) Dose rate.
 - (c) 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.

- (1) Place markers at the location where a dose rate of 2 micrograys per hour (μ Gyph) or more is measured.
 - (2) Place markers so that the word "ATOM" faces away from the contamination at waist height right-angled apex downward.
 - (3) 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.

Performance Steps

- (a) DTG (L/Z) of reading. If the DTG is not known, print "unknown".
- (b) Dose rate.
- (c) DTG (L/Z) of detonation/release, if known. If the DTG is not known, print "unknown".
- c. Employ the BIO marker for Biological Agent's.
 - (1) Place markers 200 meters before the location where contamination is detected.
 - (2) Place markers so that the word "BIO" faces away from the contamination at waist height right-angled apex downward.
 - (3) Print the following information clearly on the front of the markers:
 - (a) Name of agent/symbol, if known. If unknown, print "unknown".
 - (b) Concentration levels, if known. If unknown, print "unknown".
 - (c) DTG (L/Z) of detection. If the DTG is not known, print "unknown".
 - (d) DTG (L/Z) of detonation/release. If the DTG is not known, print "unknown".
 - d. Employ the GAS marker for Persistent Chemical Agent's.
 - (1) Place markers 200 meters before the location where contamination is detected.
 - (2) Place markers so that the word "GAS" faces away from the contamination at waist height right-angled apex downward.
 - (3) Print the following information clearly on the front of the markers:

Chapter 3

Performance Steps

- (a) Name of agent/symbol, if known. If unknown, print "unknown".
- (b) Concentration levels, if known. If unknown, print "unknown".
- (c) DTG (L/Z) of detection. If the DTG is not known, print "unknown".
- (d) 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).
 - (1) Place markers 200 meters before the location where contamination is detected.
 - (2) Place markers so that the word "TOXIC" faces away from the contamination at waist height right-angled apex downward.
 - (3) Print the following information clearly on the front of the markers:
 - (a) Name of agent/symbol, if known. If unknown, print "unknown".
 - (b) Concentration levels, if known. If unknown, print "unknown".
 - (c) DTG (L/Z) of detection. If the DTG is not known, print "unknown".
 - (d) 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

Performance Steps

approaching military forces to view the markers at distances up to 200 meters.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Read the action, condition, and standard to the Soldier. Provide the Soldier with all items given in the Conditions Statement. Score the Soldier GO if all performance measures are passed (P) in sequence. Score the Soldier NO-GO if any performance measure is failed (F) or out of sequence. If the Soldier scores NO-GO, show the Soldier what was done wrong and how to do it correctly.

Evaluation Preparation: Gather all items in the conditions statement so that they can be provided to the Soldier. Prepare scenarios and questions to ask the Soldier in order to illicit a response that can be evaluated against the performance measures.

Performance Measures	GO	NO-GO
<p>1 Employed CBRN Markers (based on contamination type).</p> <p>a. Employed the ATOM marker for Radiological or Nuclear contamination.</p> <p>(1) Placed markers at the location where a dose rate of 1 centigray per hour (cGyph) or more is measured.</p> <p>(2) Placed markers so that the word "ATOM" faces away from the contamination at waist height right-angled apex downward.</p> <p>(3) Printed 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</p>	_____	_____

Chapter 3

Performance Measures	GO	NO-GO
<p>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.</p> <p>(a) Date-time group (DTG) (Local/Zulu (L/Z)) of reading. If the DTG is not known, print "unknown".</p> <p>(b) Dose rate.</p> <p>(c) DTG (L/Z) of detonation/release, if known. If the DTG is not known, print "unknown".</p> <p>b. Employed the ATOM marker for Toxic Industrial Radiological (TIR).</p> <p>(1) Placed markers at the location where a dose rate of 2 micrograys per hour (μGyph) or more is measured.</p> <p>(2) Placed markers so that the word "ATOM" faces away from the contamination at waist height right-angled apex downward.</p> <p>(3) Printed 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.</p> <p>(a) DTG (L/Z) of reading. If the DTG is not known, print "unknown".</p> <p>(b) Dose rate.</p> <p>(c) DTG (L/Z) of detonation/release, if known. If the DTG is not known, print "unknown".</p>		

Performance Measures	GO	NO-GO
<p>c. Employed the BIO marker for Biological Agent's.</p> <p>(1) Placed markers 200 meters before the location where contamination is detected.</p> <p>(2) Placed markers so that the word "BIO" faces away from the contamination at waist height right angled apex downward.</p> <p>(3) Printed the following information clearly on the front of the markers:</p> <p>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.</p> <p>(a) Name of agent/symbol, if known. If unknown, print "unknown".</p> <p>(b) Concentration levels, if known. If unknown, print "unknown".</p> <p>(c) DTG (L/Z) of detection. If the DTG is not known, print "unknown".</p> <p>(d) DTG (L/Z) of detonation/release. If the DTG is not known, print "unknown".</p> <p>d. Employed the GAS marker for Persistent Chemical Agent's.</p> <p>(1) Placed markers 200 meters before the location where contamination is detected.</p>		

Chapter 3

Performance Measures	GO	NO-GO
(2) Placed markers so that the word "GAS" faces away from the contamination at waist height right angled apex downward.		
(3) Printed 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.		
(a) Name of agent/symbol, if known. If unknown, print "unknown".		
(b) Concentration levels, if known. If unknown, print "unknown".		
(c) DTG (L/Z) of detection. If the DTG is not known, print "unknown".		
(d) DTG (L/Z) of detonation/release. If the DTG is not known, print "unknown".		
e. Employed the TOXIC marker for Toxic Industrial Chemical (TIC) or Toxic Industrial Biological (TIB).		
(1) Placed markers 200 meters before the location where contamination is detected.		
(2) Placed markers so that the word "TOXIC" faces away from the contamination at waist height right-angled apex downward.		
(3) Printed 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		

Performance Measures	GO	NO-GO
the front surface. Any other details may be written on the back surface.		
(a) Name of agent/symbol, if known. If unknown, print "unknown".		
(b) Concentration levels, if known. If unknown, print "unknown".		
(c) DTG (L/Z) of detection. If the DTG is not known, print "unknown".		
(d) DTG (L/Z) of detonation/release. If the DTG is not known, print "unknown".		
2 Emplaced two additional markers, at a minimum, using procedures from step 1.	_____	_____
a. Placed 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), raised the markers to a desired height that permits approaching military forces to view the markers at distances up to 200 meters.		

Evaluation Guidance: Score the Soldier GO if all performance measures are passed (P). Score the Soldier NO-GO if any performance measure is failed (F). If the Soldier fails any performance measure, show him how to do it correctly.

References:

Required: ATP 3-11.32, ATP 3-11.37, TM 3-9905-002-10

Chapter 3

081-COM-1009

React to Nerve Agent Poisoning.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the Joint Base San Antonio, Fort Sam Houston/US Army Medical Center of Excellence (MEDCoE) Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are in an Operational Environment, and your unit has come under a possible chemical attack. You need to react to nerve agent poisoning and will need chemical protective gloves, overgarments, overboots, protective mask, mask carrier, and three Antidote Treatment Nerve Agent Autoinjector (ATNAAs), one Convulsant Antidote for Nerve Agents (CANA), Autoinjector, Improved First Aid Kit (IFAK), and DD Form 1380 (Tactical Combat Casualty Care Card). The casualty has three ATNAAs. This task is always performed in MOPP 4. This task should be trained under IED Threat conditions.

Standards: React to nerve agent poisoning by administering Nerve Agent Antidote to yourself, or if required administer three ATNAAs followed by the CANA to a casualty, in accordance with (IAW) Army Technique Publication (ATP) 4-02.85 Multi-Service Tactics, Techniques, and Procedures for Treatment of Chemical Warfare Agent Casualties and Conventional Military Chemical Injuries, without error, using the task GO/NO-GO checklist

Special Standards: None

Special Equipment:

Safety Risk: Low

MOPP 4: Always

Task Statements

Cue: None.

CAUTION

All body fluids should be considered potentially infectious so always observe body substance isolation (BSI) precautions by wearing gloves and eye protection as a minimal standard of protection.

Remarks: This task should be performed under all environmental conditions. Four or more operational variables of political, military, economic, social, information, infrastructure, physical environment, time should be present. Some iterations of this task should be performed with degraded mission command networks, degraded conditions in the electromagnetic spectrum, and/or with degraded, denied, and disrupted space operations environment (D3SOE).

Note: For non-APD references contact your Training NCO and or check with the MOS library.

Performance Steps

1. React to the chemical hazard.
 - a. Stop breathing immediately and close your eyes.
 - b. Don your protective mask.
- Note:** Do NOT put on additional protective clothing at this time.
 - c. Give the alarm.
2. Identify signs and symptoms of nerve agent poisoning.
 - a. Mild nerve agent poisoning.
 - (1) Unexplained runny nose.
 - (2) Unexplained sudden headache.
 - (3) Sudden drooling.
 - (4) Tightness in the chest or difficulty breathing.
 - (5) Difficulty seeing (dimness of vision or pinpoint pupils).
 - (6) Localized sweating and muscular twitching in the area of contaminated skin.
 - (7) Stomach cramps.
 - (8) Nausea.

Chapter 3

Performance Steps

- b. Severe nerve agent poisoning.
 - (1) Strange or confused behavior.
 - (2) Wheezing, difficulty breathing and coughing.
 - (3) Severely pinpointed pupils.
 - (4) Red eyes with tearing.
 - (5) Vomiting.
 - (6) Severe muscular twitching.
 - (7) Involuntary urination and defecation.
 - (8) Convulsions.
 - (9) Unconsciousness and/or respiratory failure.

Cue: Signs and symptoms of nerve agent poisoning have been identified.

- 3. Administer self-aid for mild nerve agent poisoning.

Note: Only administer one ATNAA as self-aid. Do not self-administer the CANA.

- a. Administer ATNAA autoinjector.
 - (1) Obtain one ATNAA auto-injector.
 - (2) Locate injection site
 - a. Outer thigh muscle, about a hand's width below the hip joint and above the knee) and ensure that it is clear of objects that will interfere with injection.
 - b. Thinly built Soldiers, injection should be given into the upper outer quadrant of the buttock

Note: If the individual is thinly built, injection should be given into the upper outer quadrant of the buttock.

- (3) With your dominant hand, hold the ATNAA in your closed fist with the green end of the injector (needle end) extending beyond the little finger in front of you at eye level.

Performance Steps

(4) Pull off the safety cap (Gray Plastic) from the bottom of the injector with a smooth motion using non-dominant hand and drop it to the ground.

Note: If the injection is accidentally given in the hand, another small injector must be obtained and the injection given in the proper site.

CAUTION

When injecting antidote in the buttock, be very careful to inject only into the upper, outer quarter of the buttock to avoid hitting the major nerve that crosses the buttocks. Hitting the nerve may cause paralysis.

(5) Place the needle end of the injector against chosen injection site and apply firm pressure until needle activates into muscle.

Note: A jabbing motion is not necessary to trigger the activating mechanism.

(6) Hold the injector firmly in place for at least 10 seconds.

(7) Remove the injector from your muscle

b. Secure Injector.

(1) Bend the needles of all used injectors by pressing on a hard surface to form a hook.

(2) Attach all used injectors to blouse pocket flap or JSLIS

3. Administer Buddy-Aid for severe nerve agent poisoning.

a. Mask the casualty if necessary.

(1) Place the mask on the casualty.

(2) If the casualty can follow directions, have him clear the mask.

Chapter 3

Performance Steps

- (3) Check for a complete mask seal by covering the inlet valves of the mask.
- (4) Pull the protective hood over the head, neck, and shoulders of the casualty.
- (5) Position the casualty on the right side (recovery position) with the head slanted down so that the casualty will not roll back over.

b. ATNAA

- (1) Position yourself near the casualty's thigh.
- (2) Obtain casualty's three or remaining ATNAA autoinjectors.

Note: Be sure to use the casualty's own autoinjectors, and not your own.

- (3) Using the same method as in self-aid, administer up to, but no more than three doses of the ATNAA nerve agent antidote.

Note: If casualty's condition improves (regains consciousness, become coherent, able to stand or walk) after the first or second dose, do not administer the remaining dose(s), but monitor until medical help arrives or he is evacuated to higher care.

- (4) Bend the needles of all used injectors by pressing on a hard surface to form a hook.
- (5) Attach all used injectors to blouse pocket flap or JSLIST.
- (6) Massage injection site; mission permitting.

Note: If the individual is thinly built, injection should be given into the upper outer quadrant of the buttock.

CAUTION

Before initiating buddy-aid, determine if one ATNAA autoinjectors have already been used. No more than three sets (total) of the antidote are to be administered.

Performance Steps

c. Administer CANA.

Note: Buddy-aid also includes administering the CANA with the ATNAA to prevent convulsions.

- (1) Position yourself near the casualty's thigh.
- (2) Obtain one CANA autoinjector from the casualty.

Note: Do NOT use your own auto-injector. (3) Locate injection site.

(a) Outer thigh muscle, about a hand's width below the hip joint and above the knee.

CAUTION

Squat, do not kneel, when masking the casualty or administering the nerve agent antidotes to the casualty

(b) Thinly built Soldiers, injection should be given into the upper outer quadrant of the buttock.

(4) Hold the CANA with your dominant hand, in a closed fist with the needle end extending beyond the little finger in front of you at eye level.

(5) Pull off the safety cap from the bottom of the injector with a smooth motion using non-dominant hand, and drop it to the ground.

(6) Place the needle end of the injector against chosen injection site and apply firm, even pressure until needle activates into muscle. (Do not jab)

(7) Hold the injector firmly in place for at least 10 seconds.

Chapter 3

Performance Steps

- (8) Remove the injector from casualty's muscle.
- (9) Secure the used injector in the same manner as the ATNAA's.
- (10) Massage injection site, mission permitting.
5. Decontaminate skin, if necessary.
6. Put on remaining protective clothing.
7. Seek medical aid.
8. Document care given to the casualty on the DD Form 1380.

Evaluation Guidance: Score each Soldier according to the performance measures in the evaluation guide. Training instructor determines if the entire task will be trained and evaluated or parts, based on a Soldier's military occupational specialty (MOS) or assigned position and available equipment.

Evaluation Preparation: You must evaluate the Soldier on their performance of this task in an operational condition related to the actual task.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score each Soldier according to the performance measures in the evaluation guide. Training instructor determines if the entire task will be trained and evaluated or parts, based on a Soldier's military occupational specialty (MOS) or assigned position and available equipment.

Evaluation Preparation: You must evaluate the Soldier on their performance of this task in an operational condition related to the actual task.

Performance Measures	GO	NO-GO
1 Reacted to the chemical hazard.	_____	_____

Performance Steps

2	Identified signs and symptoms of nerve agent poisoning.	_____	_____
3	Administered self-aid for mild nerve agent poisoning.	_____	_____
4	Administered buddy-aid for severe nerve agent poisoning.	_____	_____
5	Decontaminated skin, if necessary.	_____	_____
6	Put on remaining protective clothing.	_____	_____
7	Sought medical aid.	_____	_____
8	Documented care to the casualty on DD Form 1380.	_____	_____

Supporting Reference(s):

References: ATP 4-02.85/MCRP 4-11.1A/NTRP 4-02.22/AFTTP(I) 3-2.69, DD Form 1380, TC 4-02.1

Chapter 3

081-COM-1001

Perform Casualty Care.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the Joint Base San Antonio, Fort Sam Houston/US Army Medical Center of Excellence (MEDCoE) Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: While in an operational environment, you encounter a combat casualty. You have access to the casualty's Improved First Aid Kit (IFAK), you have a DD Form 1380 and assigned communication equipment. You may be in a care under fire or a tactical field care situation. Some iterations of this task should be performed in MOPP 4. This task should be trained under IED Threat conditions.

Standards: Perform casualty care, in accordance with (IAW), Tactical Combat Casualty Care (TCCC) Guidelines 2021; by Joint Trauma System (JTS) Committee on Tactical Combat Casualty Care (TCCC) and TC 4-02.1, First Aid while adhering to all warnings and cautions with 100% accuracy utilizing GO/NO-GO criteria.

Special Condition: None

Special Standards: None

Safety Level: Low

MOPP 4: Sometimes

Special Equipment:

Task Statements

Cue: None

CAUTION

All body fluids should be considered potentially infectious so always observe body substance isolation (BSI) precautions by wearing gloves and eye protection as a minimal standard of protection.

Note: Training of this task should be conducted at various levels of MOPP for increased rigor and practice.

Remarks: This task should be performed under all environmental conditions. Four or more operational variables of political, military, economic, social, information, infrastructure, physical environment, time should be present. Some iterations of this task should be performed with degraded mission command networks, degraded conditions in the electromagnetic spectrum, and/or with degraded, denied, and disrupted space operations environment (D3SOE).

Notes: For non-APD references contact your Training NCO and or check with the MOS library. Proponent for this task is 68W, Combat Medic Specialist.

Performance Steps

CAUTION

Minimize movement of casualty with suspected back/neck injury. Seek medical assistance if available.

WARNING

If a broken neck or back is suspected, do not move the casualty unless to save his/her life.

1. Perform care under fire.

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

b. Direct the casualty to return fire, move to cover, and administer self-aid (stop bleeding), if possible.

Note: If the casualty is unable to move and shows no sign of life, the casualty can be tended to after the area is secure. If the casualty shows signs of life but is unable to move, you are unable to move to the casualty, and the casualty is still under direct enemy fire, have the casualty "play dead."

Chapter 3

Performance Steps

Cue: You or your unit has obtained fire superiority of the enemy

c. Approach the casualty in a battle-buddy team, (use smoke or other concealment if available) using the most direct route possible.

Note: Your battle-buddy will pull security while you stop life threatening bleeding (if applicable) on the casualty. You and your battle-buddy will then move the casualty to a secure position before continuing assessment and treatments required.

d. Remove Casualties from burning vehicles or buildings and place them in a safe location. If casualty is burning, do what is necessary to stop the burning process.

e. Administer life-saving extremity hemorrhage control (stop extremity bleeding with a hasty tourniquet high and tight).

CAUTION

Minimize movement of casualty with suspected back/neck injury. Seek medical assistance if available.

f. Move casualty if required.

(1) Drag

(2) Neck Drag

(3) Cradle-Drop Drag

(4) Pack Strap Carry

(5) Extraction devices Note: If security degrades, or enemy regains fire superiority, revert back care under fire.

(a) Combat Rescue Sling

(b) Two Handle Extraction System

(c) Dragon Harness

(d) Litter

Performance Steps

Note: If security degrades, or enemy regains fire superiority, revert back to care under fire.

Cue: You are now behind cover and are not under hostile fire.

2. Perform Tactical Field Care.

Note: When evaluating and/or treating a casualty, seek medical aid as soon as possible. Do NOT stop treatment. If the situation allows, send another person to find medical aid.

a. Establish a security perimeter in accordance with (IAW) unit tactical standard operating procedures and/or battle drills. Maintain tactical situational awareness.

Note: Remove weapons and communications equipment from casualties with an altered mental status.

b. Conduct Rapid Casualty Assessment (MARCH)

(1) Check for responsiveness

Cue: You are now behind cover and are not under hostile fire.

(2) Massive Bleeding

(3) Airway

(4) Respiration

(5) Circulation

(6) Hypothermia/Head Injury

(7) Other injuries: Burns, Eye Trauma, Dislocation

3. Check for responsiveness

a. Ask in a loud, but calm, voice: "Are you okay?" Gently shake or tap the casualty on the shoulder.

b. Determine the level of consciousness by using AVPU: A = Alert; V = responds to Voice; P = responds to Pain; U = Unresponsive.

Chapter 3

Performance Steps

Note: To check a casualty's response to pain, squeeze the first or second toe or finger over the nail. Alternately pinch the casualty's nose or earlobe.

c. If the casualty is conscious, ask if their body feels different than usual, or where it hurts.

4. Identify Massive Hemorrhage

Note: For life threatening bleeding to an extremity/amputation with no previous tourniquet used. Apply a tourniquet directly on the skin 2-3 inches above the wound. If bleeding is not controlled with the first tourniquet, apply a second tourniquet side-by-side with no gap next to the first. For life threatening bleeding where a limb tourniquet cannot be applied, use hemostatic dressing.

5. Control Massive Hemorrhage

a. Perform a blood sweep of the extremities, neck, armpits, and groin areas.

b. Expose only when bleeding is detected.

c. Reassess any tourniquets placed during Care Under Fire to ensure they are still effective.

Note: If wound or amputation is still bleeding; 1) Attempt to further tighten the tourniquet until bleeding stops; 2) If wound or amputation continues to bleed place a second tourniquet side-by-side with no gap next to the first. Do not cover tourniquet sites. Using a permanent marker document the time of tourniquet application on a piece of tape and attach to tourniquet.

d. Treat for Shock.

(1) Position the casualty in the recovery position or position of comfort to ease breathing.

(2) Prevent the casualty from getting chilled or overheated.

(3) Calm the casualty.

6. Open the Airway, position the casualty in the recovery position.

a. Position casualty supine (on their back) without causing any further injuries.

b. Place casualty's arm at right angle to the body, bent at the

Performance Steps

elbow with the hand pointing upward.

c. Place the back of casualty's hand against the opposite cheek.

d. Keep your hand there to guide and support the casualty's head as you roll them.

e. Pull casualty's knee up so that the leg is bent, and foot is flat on the floor.

f. Gently pull the casualty's knee toward you so the casualty rolls over onto their side facing you. Cue: Unconscious casualty without airway obstruction.

g. Open the airway with a head-tilt/chin-lift method or if suspected spinal/neck injury jaw-thrust method. Insert a Nasopharyngeal airway (NPA) and place the casualty in the recovery position.

h. Casualty with an airway obstruction. Open the airway with head-tilt/chin-lift method or jaw-thrust method and insert an NPA. Allow conscious casualties to assume position best for their comfort. Unconscious casualties place in the recovery position. If measures are unsuccessful, refer to a combat medic immediately.

7. Assess Respirations. Look, listen, and feel for respiration. Place your ear over the casualty's mouth.

a. Expose the chest, check for equal rise and fall of the chest, and for any wounds.

b. Apply an Occlusive Dressing if casualty has a penetrating chest wound.

Note: If the casualty continues or starts to have difficulty breathing, remove the occlusive dressing to let air escape and then replace occlusive dressing (burping the wound). If the casualty still has difficulty breathing after burping the wound refer to a medic immediately.

c. Check for an exit wound, if found, apply an occlusive dressing.

Chapter 3

Performance Steps

8. Check Circulation and all other bleeding injuries with emergency bandages.

Note: Altered mental status and absent or weak radial pulses are key indicators for shock. If casualty is in shock or develops shock, begin treatment and refer to Combat medic. If the following indicators are present.

a. Mental confusion

b. Weak or absent radial pulse

c. If both indicators exist, the casualty has lost a significant amount of blood. Note: If casualty is not in shock, fluids may be given by mouth if casualty is alert and able to swallow. Reassess frequently for onset of shock.

9. Assess for Head injury and prevent onset of Hypothermia.

a. Minimize casualty's exposure to elements but keep protective gear on or with casualty.

b. Replace wet clothing with dry if possible.

c. Apply blanket, sleeping bag, or other garments may be used to keep the casualty warm.

10. Treat for any additional wounds found.

a. Treat penetrating eye trauma.

(1) Perform a gross eye examination.

(2) Cover casualty's eye with an eye shield or other rigid eye shield/material.

b. Check the casualty for burns.

(1) Look carefully for reddened, blistered, or charred skin. Also check for singed clothes.

(2) Treat all burns found, immediately.

c. Communicate with the casualty if possible.

(1) Encouragement and reassurance are helpful to the casualty.

Performance Steps**(2) Explain all assessments and treatments**

11. Administer Combat Pill Pack if the casualty is able to swallow.

Note: Each Soldier will be issued a combat pill pack before deploying on tactical missions.

12. Transport the casualty. *Note:* Transport patient in recovery or position of comfort with the affected side down, if possible. Positions of comfort may include sitting, lying on their back with knees bent, feet flat on the surface or what the patient feels best.

a. Fireman's carry-use for an unconscious or severely injured casualty.

b. Neck drag-use in combat for short distances.

c. Cradle-drop drag-use to move a casualty who cannot walk when being moved up or down stairs.

d. Use litters if materials are available, if the casualty must be moved a long distance, or if manual carries will cause further injury.

13. Reassess casualty until medical person arrive or the patient arrives at a military treatment facility (MTF).

14. Complete DD Form 1380 from the casualty's IFAK, fill all entries on form as fully as possible. *Note:* As the DD Form 1380 is the first, and sometimes only, record of treatment of combat casualties, accuracy and thoroughness of information provided is of the utmost importance.

a. Front of DD Form 1380.

Note: As the DD Form 1380 is the first, and sometimes only, record of treatment of combat casualties, accuracy and thoroughness of information provided is of the utmost importance.

(1) Battle Roster # - Write first letter of casualty's first name, then first letter of casualty's last name, then write the last four numbers of casualty's Social Security number. For example, John Doe 123-12-1234 is Battle Roster # "JD1234". *Note:* Soldier SSN is still used for their battle roster number.

Chapter 3

Performance Steps

- (2) Evacuation (EVAC) - Mark an “X” on the casualty’s evacuation priority/precedence (Urgent; Priority; or Routine).
- (3) Name - Write casualty’s name (Last, First).
- (4) Last 4 - Write last four numbers of casualty’s Social Security number.
- (5) Gender - Mark an “X” on the casualty’s gender Male (M) or Female (F).
- (6) Date - Write date of injury in DD-MMM-YY format. For example, “29-JUN-22”.
- (7) Time - Write 24-hour time of injury and indicate whether local (L) or Zulu (Z) time. For example, “1300Z”.
- (8) Service - Write casualty’s branch of service (USA, USAF, USCG, USN, USMC). For U.S. civilians, write “US CIV”. For non-U.S. personnel, write “NON-US” or a standard abbreviation for casualty’s nationality.
- (9) Unit - Write casualty’s unit name.
- (10) Allergies - Write casualty’s known drug allergies. If no drug allergies, write no known drug allergies (NKDA)
- (11) Mechanism of Injury - Mark an “X” on the mechanism or cause of injury (artillery, blunt, burn, fall, grenade, gunshot wound (GSW), improvised explosive device (IED), landmine, motor vehicle crash/collision (MVC), rocket-propelled grenade (RPG), other (specify)). Mark all that apply.
- (12) Injury - Mark an “X” at the site of the injury(ies) on the body picture. For burn injuries, circle the burn percentage(s) on the figure. If multiple mechanisms of injury and multiple injuries exist, draw a line between the mechanism of injury and the anatomical site of the injury.
- (13) TQ: R Arm (tourniquet, right arm) - If a tourniquet is applied to the right arm, write type of tourniquet used and the time of tourniquet application.

Performance Steps

(14) TQ: L Arm (tourniquet, left arm) - If a tourniquet is applied to the left arm, write type of tourniquet used and the time of tourniquet application.

(15) 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.

(16) 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.

(17) Time - Write the time vital signs were taken.

(18) Pulse (rate & location)- Write casualty's pulse rate.

(19) Blood Pressure - Write casualty's blood pressure.

(20) Respiratory Rate - Write casualty's respiratory rate.

(21) Pulse Oxygen (Ox) % Oxygen Saturation (O2 Sat) - Write casualty's pulse Ox% and O2 saturation.

(22) AVPU - Write casualty's level of consciousness (AVPU: Alert, responds to Verbal stimulus, responds to Pain stimulus, Unresponsive).

(23) Pain Scale (0-10) - Write casualty's level of pain in numeric rating scale of 0 to 10, with 0 being no pain and 10 being the worst pain.

b. Back of Card.

(1) Battle Roster # - Write first letter of casualty's first name, then first letter of casualty's last name, and then write the last four numbers of casualty's Social Security number. For example, John Doe 123-12-1234 is Battle Roster # "JD1234".

(2) Evacuation (EVAC) - Mark an "X" on the casualty's evacuation priority/precedence (Urgent; Priority; or Routine).

(3) 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

Chapter 3

Performance Steps

category (Hemostatic, Pressure, and/or Other) and write type of dressing(s) used.

(4) A - Mark an "X" for all airway interventions (Intact, nasopharyngeal airway (NPA), cricothyroidotomy (CRIC), endotracheal (ET) tube, supraglottic airway (SGA) and write type of device(s) used.

(5) 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.

(6) C: Fluid - Circulation resuscitation interventions. Write name, volume, route, and time of any fluids given.

(7) D: Blood Product - Circulation resuscitation interventions. Write name, volume, route, and time of any blood products given. Note: When more space is needed for documentation, attach another DD Form 1380 to the original by safety pin or other means. The second form will be labeled DD Form 1380 #2 and will show the Soldier's name and unit.

(8) Meds: Analgesic Medications - Write name, dose, route, and time of any analgesics given.

(9) Meds: Antibiotic Medications - Write name, dose, route, and time of any antibiotics given.

(10) Meds: Other - Medications. Write name, dose, route, and time of any other administered medications.

(11) 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.

(12) Notes - Use this space to record any other pertinent information and/or clarifications.

(13) First Responder Name - Print the first responder's name (Last, First).

(14) First Responder Last 4 - Write last four numbers of first responder's Social Security number.

Performance Steps

BATTLE ROSTER #:																								
EVAC: <input type="checkbox"/> Urgent <input type="checkbox"/> Priority <input type="checkbox"/> Routine																								
Treatments: (X all that apply, and fill in the blank) Type C: TQ- <input type="checkbox"/> Extremity <input type="checkbox"/> Junctional <input type="checkbox"/> Truncal Dressing- <input type="checkbox"/> Hemostatic <input type="checkbox"/> Pressure <input type="checkbox"/> Other A: <input type="checkbox"/> Intact <input type="checkbox"/> NPA <input type="checkbox"/> CRIC <input type="checkbox"/> ET-Tube <input type="checkbox"/> SGA B: <input type="checkbox"/> O2 <input type="checkbox"/> Needle-D <input type="checkbox"/> Chest-Tube <input type="checkbox"/> Chest-Seal																								
C: <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th>Name</th> <th>Volume</th> <th>Route</th> <th>Time</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>Fluid</i></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td style="text-align: center;"><i>Blood Product</i></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>						Name	Volume	Route	Time	<i>Fluid</i>					<i>Blood Product</i>									
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MEDS: <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th>Name</th> <th>Dose</th> <th>Route</th> <th>Time</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>Analgesic</i> (e.g., Ketamine, Fentanyl, Morphine)</td> <td style="text-align: center;">S</td> <td style="text-align: center;">A</td> <td style="text-align: center;">M</td> <td style="text-align: center;">P</td> </tr> <tr> <td style="text-align: center;"><i>Antibiotic</i> (e.g., Moxifloxacin, Ertapenem)</td> <td style="text-align: center;">L</td> <td></td> <td></td> <td></td> </tr> <tr> <td style="text-align: center;"><i>Other</i> (e.g., TXA)</td> <td style="text-align: center;">E</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>						Name	Dose	Route	Time	<i>Analgesic</i> (e.g., Ketamine, Fentanyl, Morphine)	S	A	M	P	<i>Antibiotic</i> (e.g., Moxifloxacin, Ertapenem)	L				<i>Other</i> (e.g., TXA)	E			
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<i>Antibiotic</i> (e.g., Moxifloxacin, Ertapenem)	L																							
<i>Other</i> (e.g., TXA)	E																							
OTHER: <input type="checkbox"/> Combat-Pill-Pack <input type="checkbox"/> Eye-Shield (<input type="checkbox"/> R <input type="checkbox"/> L) <input type="checkbox"/> Splint <input type="checkbox"/> Hypothermia-Prevention Type: _____																								
NOTES: _____																								
FIRST RESPONDER NAME (Last, First): _____ LAST 4: _____																								

Figure 3-114. Tactical Combat Casualty Care Card (TCCCC) DD Form 1380 (Front)

Chapter 3

TACTICAL COMBAT CASUALTY CARE (TCCC) CARD																															
BATTLE ROSTER #: _____																															
EVAC: <input type="checkbox"/> Urgent <input type="checkbox"/> Priority <input type="checkbox"/> Routine																															
NAME (Last, First): _____		LAST 4: _____																													
GENDER: <input type="checkbox"/> M <input type="checkbox"/> F		DATE (DD-MMM-YY): _____																													
SERVICE: _____		UNIT: _____	ALLERGIES: _____																												
Mechanism of Injury: (X all that apply) <input type="checkbox"/> Artillery <input type="checkbox"/> Blunt <input type="checkbox"/> Burn <input type="checkbox"/> Fall <input type="checkbox"/> Grenade <input type="checkbox"/> GSW <input type="checkbox"/> IED <input type="checkbox"/> Landmine <input type="checkbox"/> MVC <input type="checkbox"/> RPG <input type="checkbox"/> Other:																															
Injury: (Mark injuries with an X) 																															
Signs & Symptoms: (Fill in the blank) <table border="1"> <thead> <tr> <th>Time</th> <th></th> <th></th> <th></th> </tr> </thead> <tbody> <tr> <td>Pulse (Rate & Location)</td> <td>/</td> <td>/</td> <td>/</td> </tr> <tr> <td>Blood Pressure</td> <td>/</td> <td>/</td> <td>/</td> </tr> <tr> <td>Respiratory Rate</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Pulse Ox % O2 Sat</td> <td></td> <td></td> <td></td> </tr> <tr> <td>AVPU</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Pain Scale (0-10)</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>				Time				Pulse (Rate & Location)	/	/	/	Blood Pressure	/	/	/	Respiratory Rate				Pulse Ox % O2 Sat				AVPU				Pain Scale (0-10)			
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Pulse Ox % O2 Sat																															
AVPU																															
Pain Scale (0-10)																															

DD Form 1380, JUN 2014

TCCC CARD

Figure 3-115. TCCCC - DD Form 1380 (Back)

15. Collect all applicable information needed for the MEDEVAC request using authorized brevity codes. (See MEDEVAC Brevity Code Tables 3-7 and 3-8)

Note: Unless the MEDEVAC information is transmitted over secure communications systems, it must be encrypted, except as noted in Step 2b (1).

Table 3-5. MEDEVAC Brevity Code, Lines 1-5

<i>Line</i>	<i>Item</i>	<i>Explanation</i>	<i>Where/how obtained</i>	<i>Who normally provides</i>	<i>Reason</i>
1	Location of pickup site.	Grid coordinates of the pickup site should be sent by secure communication. To prevent confusion the grid zone letters are included in the message.	From map or navigational device determine the military grid reference system ten-digit grid coordinates of the pickup site.	Unit leader(s).	Required so evacuation vehicle knows where to pick up the patient/casualty. Also, so that the unit coordinating the evacuation mission can plan the route for the evacuation vehicle (if the evacuation vehicle must pick up from more than one location).
2	Radio frequency, call sign and suffix.	Frequency of the radio at the pickup site, not a relay frequency. The call sign (and suffix if used) of person to be contacted at the pickup site may be transmitted in the clear.	From automated net control device or other approved means.	Radio transmission operator.	Required so that evacuation vehicle can contact requesting unit while en route (obtain additional information or changes in situation or directions).
3	Number of patients by precedence.	A—URGENT B—URGENT-SURG C—PRIORITY D—ROUTINE E—CONVENIENCE If two or more categories must be reported in the same request, insert the word "BREAK" between each category.	From evaluation of patients.	Medic or senior person present.	Required by unit controlling vehicles to assist in prioritizing missions.
4	Special equipment required.	A—None B—Hoist C—Extraction equipment D—Ventilator	From evaluation of patient/situation.	Medic or senior person present.	Required so that the equipment can be placed on board the evacuation vehicle prior to the start of the mission.
5	Number of patients by type.	Report only applicable information, if requesting medical evacuation for both types, insert the word "BREAK" between the litterentry and ambulatory entry. L+# of patients—Litter A+# of patients—Ambulatory(sitting)	From evaluation of patients.	Medic or senior person present.	Required so that the appropriate number of evacuation vehicles may be dispatched to the pickup site. They should be configured to carry the patients requiring evacuation.

Chapter 3

Table 3-6. MEDEVAC Brevity Code, Lines 6-10

Line	Item	Explanation	Where/how obtained	Who normally provides	Reason
6	Security of pickup site (wartime).	N—No enemy troops in area. P—Possibly enemy troops in area (approach with caution). E—Enemy troops in area (approach with caution). X—Enemy troops in area (armed escort required).	From evaluation of situation.	Unit leader.	Required to assist the evacuation crew in assessing the situation and determining if assistance is required. More definitive guidance can be furnished to the evacuation vehicle while it is en route (specific location of enemy to assist an aircraft in planning its approach).
6	Number and type of wound, injury or illness (peacetime).	Specific information regarding patient wounds by type (gunshot or shrapnel). Report serious bleeding, along with patient's blood type, if known.	From evaluation of patients.	Medic or senior person present.	Required to assist evacuation personnel in determining treatment and special equipment needed.
7	Method of marking pickup site.	A—Panels B—Pyrotechnic signal C—Smoke signal D—None E—Other	Based on situation and availability of materials.	Medic or senior person present.	Required to assist the evacuation crew in identifying the specific location of the pickup. Note that the color of the panel or smoke should not be transmitted until the evacuation vehicle contacts the unit (just prior to its arrival). For security, the crew should identify the color and the unit verifies it.
8	Patient nationality and status.	The number of patients in each category need not be transmitted. A—U.S. military B—U.S. citizen C—Non-U.S. military D—Non-U.S. citizen E—enemy prisoner of war	From evacuation platform.	Medic or senior person present.	Required to assist in planning for destination facilities and need for guards. Unit requesting support should ensure that there is an English-speaking representative at the pickup site.
9	Chemical, Biological, Radiological, and Nuclear contamination (wartime).	Include this line only when applicable C—Chemical B—Biological R—Radiological N—Nuclear	From situation.	Medic or senior person present.	Required to assist in planning for the mission. (Determine which evacuation vehicle will accomplish the mission and when it will be accomplished.)
9	Terrain description (peacetime).	Includes details of terrain features in and around proposed landing site. If possible, describe relationship of site to prominent terrain feature (lake, mountain, or tower).	From area survey.	Personnel present.	Required to allow evacuation personnel to assess route/avenue of approach into area. Of particular importance if hoist operation is required.

- Determine the grid coordinates for the pickup site.
- Obtain radio frequency, call sign, and suffix.
- Obtain the number of patients and precedence.
- Determine the type of special equipment required.

- e. Determine the number and type (litter or ambulatory) patients.
- f. Determine the security of the pickup site.
- g. Determine how the pickup site will be marked.
- h. Determine patient nationality and status.
- i. Obtain pickup site chemical, biological, radiological, and nuclear (CBRN) contamination information normally obtained from the senior person or medic.

Note: CBRN line 9 information is only included when contamination exists.

16. Transmit the MEDEVAC request.

Note: Transmission may vary depending on individual experience level and situation.

- a. Contact the unit that controls the evacuation assets.
 - i. Use proper call sign and frequency assignment in the Signal Operating Instructions (SOI) from an Automated Net Control Device (ANCD).

- ii. Give the following in the clear "I HAVE A MEDEVAC REQUEST;" wait one to three seconds for a response. If no response, repeat the statement.

b. Transmit the MEDEVAC information in the proper sequence.

- (1) State all line item numbers in clear text. The call sign and suffix (if needed) in line 2 may be transmitted in the clear text.

Note: Line numbers 1 through 5 must always be transmitted during the initial contact with the evacuation unit and sent within 25 seconds. Lines 6 through 9 may be transmitted while the aircraft or vehicle is enroute.

- (2) Follow the procedure provided in the explanation column of the MEDEVAC request format to transmit other required information. (See MEDEVAC Brevity Code Tables 1 and 2)

- (3) Pronounce letters and numbers according to appropriate radio

Chapter 3

procedures.

(4) End the transmission by stating "OVER."

17. Receive positive receipt or additional instructions from the evacuation unit.

Evaluation Guidance: Score each Soldier according to the performance measures in the evaluation guide. Unless otherwise stated in the task summary, the Soldier must pass all performance measures to be scored GO. If the Soldier fails any step, show what was done wrong and how to do it correctly.

Evaluation Preparation:

Setup: Prepare a "casualty" for the Soldier to evaluate in Step 2 by simulating one or more wounds or conditions. Simulate the wounds using a war wounds moulage set, casualty simulation kit, or other available materials. You can coach a "conscious casualty" on how to respond to the Soldier's questions about location of pain or other symptoms of injury. However, you will have to cue the Soldier during evaluation of an "unconscious casualty" as to whether the casualty is breathing and describe the signs or conditions, as the Soldier is making the checks.

Performance Measures	GO	NO-GO
1. Performed care under fire.	_____	_____
2. Performed tactical field care.	_____	_____
3. Checked for response.	_____	_____
4. Identified Massive Hemorrhage	_____	_____
5. Controlled Massive Hemorrhage	_____	_____
6. Opened the Airway, positioned the casualty in the recovery position.	_____	_____

Warrior Skills Level 1 Tasks

Performance Measures	GO	NO-GO
7. Assessed Respirations. Looked, listened, and felt for respiration. Placed your ear over the casualty's mouth.	_____	_____
8. Checked Circulation and all other bleeding injuries with emergency bandages.	_____	_____
9. Assessed for Head injury and prevented onset of Hypothermia.	_____	_____
10. Treated for any additional wounds found.	_____	_____
11. Administered Combat Pill Pack if the casualty was able to swallow.	_____	_____
12. Transported the casualty.	_____	_____
13. Reassessed casualty until medical person arrived or the patient arrives at a military treatment facility (MTF).	_____	_____
14. Completed DD Form 1380 from the casualty's IFAK filled all entries on form as fully as possible.	_____	_____
15. Collected all applicable information needed for the MEDEVAC request, used authorized brevity codes. (See MEDEVAC Brevity Code Tables 1 and 2)	_____	_____
16. Transmitted the MEDEVAC request.	_____	_____

Chapter 3

Performance Measures	GO	NO-GO
17. Received positive receipt or additional instructions from the evacuation unit.	_____	_____

Evaluation Guidance: Score each Soldier according to the performance measures in the evaluation guide. Training instructor determines if the entire task will be trained and evaluated or parts, based on a Soldier's MOS or assigned position and available equipment.

References: AR40-66, ATP 4-02.2, ATP 6-02.53, TC 4-01.1, TCCC Guidelines 2021

081-COM-1004

Perform Airway Management.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the Joint Base San Antonio, Fort Sam Houston/US Army Medical Center of Excellence (MEDCoE) Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions

Conditions: While in an operational environment, you encounter a casualty that does not appear to be breathing. The casualty has an Improved First Aid Kit (IFAK), and DD Form 1380. This task should not be trained in MOPP 4. This task should be trained under IED Threat conditions.

Standards: Perform Airway Management in accordance with (IAW) Tactical Combat Casualty Care (TCCC) Guidelines; by Joint Trauma System (JTS) Committee on Tactical Combat Casualty Care (CoTCCC), while adhering to all warnings and cautions, without error, using the task GO/NO-GO checklist.

Special Condition: None

Safety Risk: Low

MOPP 4: Never

Task Statements

Cue: While in an operational environment, you encounter a casualty that does not appear to be breathing. The casualty has an Improved First Aid Kit (IFAK), and Department of Defense (DD) 1380, Tactical Combat Casualty Care Card (TCCC). This task should not be trained in MOPP 4. This task should be trained under IED Threat conditions.

CAUTION

All body fluids should be considered potentially infectious so always observe body substance isolation (BSI) precautions by wearing gloves and eye protection as a minimal standard of protection.

Notes: None

Performance Steps

1. Open the airway

- a. If the casualty has a mild airway obstruction (able to speak or cough forcefully, may be wheezing between coughs), do not interfere except to encourage the casualty to cough.
- b. If the casualty has a severe airway obstruction (poor air exchange and increased breathing difficulty, a silent cough, cyanosis, or inability to speak or breathe), continue with step 2.

Note: You can ask the casualty one question, "Are you choking?" If the casualty nods yes, help is needed.

CAUTION

Do not slap a choking casualty on the back. This may cause the object to go down the airway instead of out.

2. Perform abdominal or chest thrusts, as required.

Note: Abdominal thrusts should be used unless they are in the advanced stages of pregnancy, is very obese, or has a significant abdominal wound.

Chapter 3

Performance Steps

Note: Clearing a conscious casualty's airway obstruction can be performed with the casualty either standing or sitting.

- a. Abdominal thrusts.
 - (1) Stand behind the casualty.
 - (2) Wrap your arms around the casualty's waist.
 - (3) Make a fist with one hand.
 - (4) Place the thumb side of the fist against the abdomen slightly above the navel and well below the tip of the breastbone.
 - (5) Grasp the fist with the other hand.
 - (6) Give quick backward and upward thrusts.

Note: Each thrust should be a separate, distinct movement. Thrusts should be continued until the obstruction is expelled or the casualty becomes unconscious.

b. Chest thrusts.

- (1) Stand behind the casualty.
- (2) Wrap your arms under the casualty's armpits and around the chest.
- (3) Make a fist with one hand.
- (4) Place the thumb side of the fist on the middle of the breastbone.
- (5) Grasp the fist with the other hand.
- (6) Give backward thrust

3. Continue abdominal or chest thrusts, as required. Give abdominal or chest thrusts until the obstruction is clear, you are relieved by a qualified person, or the casualty becomes unconscious. Note: If the casualty becomes unconscious, lay them down reassess the airway.

DANGER

Do not use this the head tilt/chin lift method if a spinal or neck injury is suspected.

Performance Steps

WARNING

The casualty should be carefully rolled as a whole, so the body does not twist

CAUTION

All body fluids should be considered potentially infectious so always observe body substance isolation (BSI) precautions by wearing gloves and eye protection as a minimal standard of protection.

Remarks: Remove casualties' helmet and ruck prior to placing on their back

4. Position the casualty onto their back, arms down, face up, on a flat hard surface.
 - a. Kneel beside the casualty.
 - b. Raise the arm nearest you and straighten it above the casualty's head.
 - c. Position the legs so that they are together and straight.
 - d. Support the back of the head and neck with the hand nearest them.
 - e. Grasp the casualty under the far arm with the free hand.
 - f. Pull steadily and evenly toward yourself, keeping the head and neck in line with the torso.

Chapter 3

Performance Steps

g. Roll the casualty as a single unit. h. Place the casualty's arms at their side.

DANGER

Do not use this the head tilt/chin lift method if a spinal or neck injury is suspected.

5. Open the casualty's airway.

Note: If foreign material or vomit is in the mouth, remove it as quickly as possible

a. Head-tilt/chin-lift method.

(1) Kneel beside the casualty's head and shoulders

(2) Place the palm of one hand on the casualty's forehead and the index and middle fingers of the other hand on the bony part of the jaw below the chin.

CAUTION

Do NOT press deeply into the soft tissue under the chin with the fingers.

(3) Tilt the casualty's head backward gently.

Note: Do NOT use the thumb to lift. Note: Do NOT completely close the casualty's mouth.

Cue: Use this method if a spinal or neck injury is suspected. If you are unable to maintain an airway after the second attempt, use the head-tilt/chin-lift method.

(4) Release pressure on the chin to allow the mouth to open slightly once the head is tilted backward.

(5) a) Head-tilt/chin-lift method. b. Jaw-Thrust Method

(1) Kneel above the casualty's head (looking toward the casualty's feet).

Performance Steps

(2) Rest your elbows on the ground or floor.

CAUTION

Do not tilt or rotate the casualty's head.

(3) Place hands on each side of the casualty's lower jaw at the angle of the jaw, below the ears.

(4) Use the index and middle fingers to push the angles of the casualty's lower jaw forward.

Note: If the casualty's lips are still closed after the jaw has been moved forward, use your thumbs to retract the lower lip and allow air to enter the casualty's mouth.

6. Check for breathing.

a. Maintain the open airway position, place an ear above 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, multiply that number by 4 to get the rate of breaths per minute.

CAUTION

DO NOT use the Nasopharyngeal (NPA) if there is clear fluid (cerebrospinal fluid-CSF) coming from the ears or nose. This may indicate a skull fracture

Chapter 3

Performance Steps

f. If the casualty is unconscious, if respiratory rate is less than 2 in 15 seconds, and/or if the casualty is making snoring or gurgling sounds, insert the NPA.

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

(2) Lubricate the tube of the NPA with a water-based lubricant (Page 5).

(Asterisks indicates a leader performance step.)

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

(4) Position the 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).

CAUTION

Never force the NPA into the casualty's nostril. If resistance is met, pull the tube out and attempt to insert it in the other nostril. If neither nostril will accommodate the NPA, place the casualty in the recovery position

(5) Insert the NPA into the nostril and advance it until the flange rests against the nostril.

(6) Secure the NPA to the casualty with tape.

7. Place casualty in the recovery position, if breathing normally (12-20 breaths per minute).

Note: The arm with shoulder on the ground can be placed; under casualty's head, forward at 90 degrees, or towards the knees at 45 degrees. Whichever is most comfortable for the casualty

8. Seek medical assistance, if casualty is not breathing.

9. Attach completed DD 1380 Form with all care rendered to the casualty's uniform.



Figure 3-116. Injured Side Down Recovery Position

Evaluation Guidance: Score each Soldier according to the performance measures in the evaluation guide. Training instructor determines if the entire task will be trained and evaluated or parts, based on a Soldier's military occupational specialty (MOS) or assigned position and available equipment.

Evaluation Preparation:

Setup: You must evaluate the Soldier on their performance of this task in an operational condition related to the actual task

Brief Soldier: Tell the Soldier to treat the casualty to prevent or control shock.

Performance Measures	GO	NO-GO
1 Determined if the casualty needed help.	_____	_____

Chapter 3

Performance Measures	GO	NO-GO
2. Performed abdominal or chest thrusts, as required.	_____	_____
3. Continued abdominal or chest thrusts, as required.	_____	_____
4. Positioned the casualty onto their back, arms down, face up, on a flat hard surface.	_____	_____
5. Opened the airway.	_____	_____
6. Checked for breathing.	_____	_____
7. Placed casualty in the recovery position, if breathing normally (12-20 breaths per minute).	_____	_____
8. Sought medical assistance if casualty is not breathing.	_____	_____
9. Attached completed DD 1380 TCCC Card with all care rendered to the casualty's uniform.	_____	_____

Evaluation Guidance: Score each Soldier according to the performance measures. Unless otherwise stated in the task summary, the Soldier must pass all performance measures to be scored GO. If the Soldier fails any steps, show the Soldier what was done wrong and how to do the task correctly.

Environment: protection is not just the law but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways

to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to the current Environmental Considerations manual and the current GTA Environmental-related Risk Assessment card

Safety: In a training environment, leaders must perform a risk assessment in accordance with current Risk Management Doctrine. Leaders will complete the current Deliberate Risk Assessment Worksheet in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC). Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

References: TC 4-02.1, Tactical Combat Casualty Card Guidelines 2021

Related: TC 4-02.1

081-COM-1006**Perform Open Chest Wound Care**

Foreign Disclosure: FD1 - This training product has been reviewed by the training developers in coordination with the Joint Base San Antonio, Fort Sam Houston/US Army Medical Center of Excellence (MEDCoE) Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: While in an Operational Environment during the Tactical Field Care phase, you encounter a casualty with an open chest wound. The casualty is breathing, has no life threatening bleeding, and has an Improved First Aid Kit (IFAK). You are provided a DD Form 1380, gloves, and eye protection if available. This task should not be trained in MOPP 4. This task should be trained under IED Threat conditions.

Chapter 3

Standards: Perform Open Chest Wound Care in accordance with (IAW) the TCCC Guidelines by Joint Trauma System (JTS) Committee on Tactical Combat Casualty Care (CoTCCC) while adhering to all warnings and cautions with 100% accuracy utilizing GO/NO-GO criteria.

Special Condition: None

Safety Level: Low

MOPP: Never

MOPP 4: Never

Task Statements

Cue: You are in Tactical Field Care conditions. Your casualty has an Open Chest Wound and is showing signs of difficulty breathing and also has a small amount of blood on their chest.

CAUTION

All body fluids should be considered potentially infectious so always observe body substance isolation (BSI) precautions by wearing gloves and eye protection as a minimal standard of protection.

Remarks: This task should be performed under all environmental conditions. Four or more operational variables of political, military, economic, social, information, infrastructure, physical environment, time should be present. Some iterations of this task should be performed with degraded mission command networks, degraded conditions in the electromagnetic spectrum, and/or with degraded, denied, and disrupted space operations environment (D3SOE).

Note: None

Performance Steps

1. Don gloves.
2. Expose the injury.

Note: Remove enough clothing to obtain access to the injury.

Performance Steps

3. Assess the injury.

4. Place gloved hand over the open chest wound to create a temporary seal. Note: Since air can pass through most dressings and bandages, you must seal the open chest wound with an occlusive dressing, plastic, cellophane, or other nonporous, airtight material to prevent air from entering the chest.

5. Apply occlusive dressing from casualty's IFAK over the wound. (First wound found, first wound treated).

Note: Ensure material extends 2" beyond the edge of the wound. If improvised seal is used, tape four sides of nonporous dressing down.

a. Wipe dirt and fluid from skin with gauze supplied in commercial dressing. Note: Cleaning the area around the wound allows for proper seal.

b. Place dressing on wound, vent directly over wound opening upon full expiration, with adhesive side down (ensuring not to touch adhesive side of dressing).

c. Firmly press dressing on skin to ensure a good seal.

Note: If using a vented chest seal do not tape to secure (vents must remain open). If using Bolin or other vented commercial chest seal, tape all sides of chest seal with 2-3 inch tape.

6. Position the casualty.

a. Log-roll the casualty or have the conscious casualty sit up and examine the back for an exit wound. Note: If exit wound is found, perform same steps as for an entrance wound.

b. Place a conscious casualty in position of comfort (usually sitting) or in the recovery position with his injured side next to the ground.

c. Place an unconscious casualty in the recovery position on the injured side

7. Continue to monitor the casualty closely for difficulty breathing.

Chapter 3

Performance Steps

8. Document treatment administered to casualty on DD Form 1380.

Performance Measures	GO	NO-GO
1 Donned gloves.	_____	_____
2 Exposed the injury.	_____	_____
3 Assessed the injury.	_____	_____
4 Placed gloved hand over the open chest wound to create a temporary seal.	_____	_____
5 Applied occlusive dressing from casualty's IFAK over the wound. (First wound found, first wound treated).	_____	_____
6 Positioned the casualty.	_____	_____
7 Continued to monitor the casualty closely for difficulty breathing.	_____	_____
8 Documented treatment administered to casualty on DD Form 1380	_____	_____

Reference: TC 4-02-1, Tactical Combat Casualty Card

081-COM-1002

Perform Hemostatic Control.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the Joint Base San Antonio, Fort Sam Houston/US Army Medical Center of Excellence (MEDCoE) Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are in an operational environment. You encounter a casualty with life-threatening bleeding. Fire superiority has not been achieved. All required equipment is located in the casualty's Improved First Aid Kit (IFAK), including the Combat Application Tourniquet (CAT). Some iterations of this task should be performed in MOPP 4. This task should be trained under IED Threat conditions.

Standards: Perform Hemorrhage Control without causing further injury to the casualty in accordance with (IAW) Tactical Combat Casualty Care (TCCC) 2021; by Joint Trauma System (JTS) Committee on Tactical Combat Casualty Care (CoTCCC), while adhering to all performance measures without error, using the task Go/No-Go checklist.

Special Conditions: None

Safety Risk: Low

MOPP 4: Sometimes

Chapter 3

Task Statements

CAUTION

All body fluids should be considered potentially infectious so always observe body substance isolation (BSI) precautions by wearing gloves and eye protection as a minimal standard of protection.

Remarks: None

Note: This task should be performed under all environmental conditions. Four or more operational variables of political, military, economic, social, information, infrastructure, physical environment, time should be present. Some iterations of this task should be performed with degraded mission command networks, degraded conditions in the electromagnetic spectrum, and/or with degraded, denied, and disrupted space operations environment (D3SOE).

Performance Steps

1. Direct the casualty to return fire, move to cover, and apply self-aid or buddy aid if possible. Note: Some iterations of this task must include Self-Aid application of tourniquet.

2. Determine life threatening bleeding.

Note: Put on gloves from the casualty's IFAK if tactical situation permits.

a. Amputation.

b. Blood that is spurting out of the wound.

c. Bleeding that will not stop.

3. Place tourniquet over the clothing of bleeding extremity as high as possible (without capturing the shoulder or buttocks) if the bleeding site is not visible. If the site is visible place the band around the limb 2-3" above the wound on the injured extremity.

Note: This type of tourniquet application can be referred to as a hasty tourniquet.

Performance Steps

a. Combat Application Tourniquet

- (1) Pass the red tip through the inside slit in the buckle.
- (2) 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 fingertips 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.

- (3) Twist the windlass until the bleeding stops.

Note: This must be completed within one minute. Bleeding should stop after 3 rotations of the windlass.

(a) If the extremity continues to bleed attempt additional tightening.

(b) If additional tightening is ineffective, apply a second tourniquet above and side by side with the first one (with no gap between the tourniquets).

- (4) Secure the windlass rod inside the windlass clip to lock it in place.

(5) Continue to route the self-adhering band between the windlass clips and over the windlass rod. Secure the rod and band with the windlass strap, if possible.

b. Special Operational Forces Tourniquet.

- (1) Pass the loop around the limb.

- (2) Pull the tail as tight as possible.

- (3) Twist the windlass until the bleeding stops.

Note: This must be completed within one minute. Bleeding should stop after 3 rotations of the windlass.

(a) If the extremity continues to bleed attempt additional tightening.

(b) If additional tightening is ineffective, apply a second tourniquet above and side by side with the first one.

Chapter 3

Performance Steps

- (4) Secure the windlass rod inside the windlass clip to lock it in place.
- (5) Tighten the tension screw to prevent the tail from slipping.

c. Improvised Tourniquet.

- (1) Place the prepared cravat and windlass 2-3 inches above the wound and secure the cravat tightly against the extremity with a full non-slip knot.
- (2) Twist the windlass until the bleeding stops.

Note: must be completed within one minute. Bleeding should stop after 3 rotations of the windlass.

- (a) If the extremity continues to bleed attempt additional tightening.
- (b) If additional tightening is ineffective, apply a second tourniquet above and side by side with the first one.

- (3) While holding tension on the windlass, place the windlass inside the half knot of the second cravat proximal to the tourniquet (if possible).
- (4) Tighten the second cravat around the windlass and secure the second cravat to the extremity with a full non-slip knot

Performance Steps

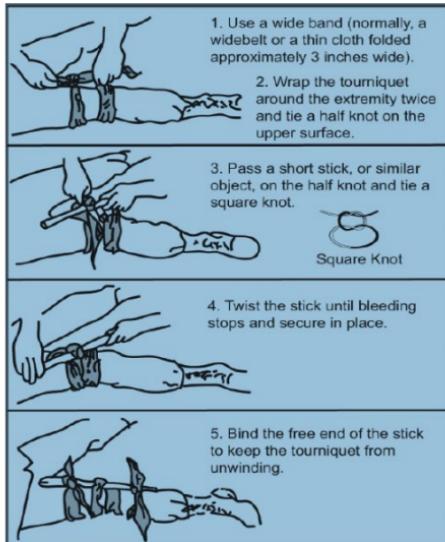


Figure 3-117. TQ Application

4. Check for a pulse below the injury site.
5. Place a "T" and the time of the application on the casualty.
6. Secure the tourniquet in place with tape.

Cue: You are in the Tactical Field Care Phase of TCCC.

7. Don gloves.

Note: If not already donned in Care Under Fire phase.

8. Assess the wound.

Chapter 3

Performance Steps

Note: Expose the wound by opening or cutting away the casualty's clothing surrounding the wound.

9. Pack hemostatic dressing tightly into the wound over the site most actively bleeding.

Note: If possible, remove excess blood from the wound with a cotton gauze while preserving any clots that may have formed before packing the wound.

10. Pack the wound with the entire dressing.

Note: Use more than one hemostatic dressing, if required, to stop bleeding.

11. Apply direct pressure for 3 minutes.

12. Check the dressing to ensure proper placement and bleeding control.

Note: Pack a second hemostatic dressing into the wound, if the bandage became soaked through and there was still active bleeding.

Cue: Bleeding has been controlled with the hemostatic dressing.

Place white portion of the emergency bandage covering all of the wound.

13. Place white portion of the emergency bandage covering all of the wound.

14. Wrap the elastic portion of the bandage around the extremity.

15. Insert elastic wrap into the pressure bar. Pull bandage in opposite direction

and apply pressure with pressure bar over the wound.

16. Pull bandage in opposite direction and apply pressure with the pressure bar over the wound.

17. Continue to wrap the wound tightly ensuring all edges of the wound pad are covered.

18. Secure the closure bar to the bandage.

19. Monitor for continued bleeding.

Performance Steps

20. Secure the bandage with tape.
21. Record the treatment on a DD 1380 TCCC card.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score each Soldier according to the performance measures in the evaluation guide. Training instructor determines if the entire task will be trained and evaluated or parts, based on a Soldier's military occupational specialty (MOS) or assigned position and available equipment.

Evaluation Preparation: You must evaluate the Soldier on their performance of this task in an operational condition related to the actual task.

Performance Measures	GO	NO-GO
1 Directed casualty to return fire, moved to cover, and applied self-aid or buddy aid if possible.	_____	_____
2 Determined life threatening bleeding.	_____	_____
3 Placed tourniquet over the clothing of bleeding extremity as high as possible (without capturing the shoulder or buttocks) if the bleeding site was not visible. If the site was visible placed the band around the limb 2-3" above the wound on the injured extremity.	_____	_____
4 Checked for a pulse below the injury site.	_____	_____

Chapter 3

Performance Measures	GO	NO-GO
5. Placed a "T" and the time of the application on the casualty.	_____	_____
6. Secured the tourniquet in place with tape.	_____	_____
7. Donned gloves.	_____	_____
8. Assessed the wound.	_____	_____
9. Packed hemostatic dressing tightly into the wound over the site most actively bleeding.	_____	_____
10. Packed the wound with the entire dressing.	_____	_____
11. Applied direct pressure for 3 minutes.	_____	_____
12. Checked the dressing to ensure proper placement and bleeding control.	_____	_____
13. Placed white portion of the emergency bandage covering all of the wound.	_____	_____
14. Wrapped the elastic portion of the bandage around the extremity.	_____	_____
15. Inserted elastic wrap into the pressure bar.	_____	_____

Warrior Skills Level 1 Tasks

Performance Measures	GO	NO-GO
16. Pulled bandage in opposite direction and applied pressure with the pressure bar over the wound.	_____	_____
17. Continued to wrap the wound tightly ensuring all edges of the wound pad were covered.	_____	_____
18. Secured the closure bar to the bandage.	_____	_____
19. Monitored for continued bleeding.	_____	_____
20. Secured the bandage with tape.	_____	_____
21. Recorded the treatment on a DD 1380 TCCC card.	_____	_____

References: DD Form 1380, TC 4-02.1, Tactical Combat Casualty Card 2021

Chapter 3

081-COM-1008

Treat an Eye Injury.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the Joint Base San Antonio, Fort Sam Houston/US Army Medical Center of Excellence (MEDCoE) Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are in an Operational Environment during the Tactical Field Care (TFC) phase, you encounter a casualty with an ocular injury, you are directed to treat an eye injury. You have a DD Form 1380, cotton eye pad, adhesive tape, and an eye shield. The casualty has an Improved First Aid Kit (IFAK) for use by casualty responder. Some iterations of this task should be performed in MOPP 4. This task should be trained under IED Threat conditions.

Standards: Treat an eye injury without causing further injury in accordance with (IAW) Tactical Combat Casualty Care (TCCC) 2021 Guidelines; by Joint Trauma System (JTS) Committee on Tactical Combat Casualty Care (CoTCCC) and ATP 4-02.5, while adhering to all warnings and cautions without error using the task GO/NO-GO criteria.

Special Conditions: Although ocular injuries are not often encountered, they must be considered whenever there is facial or orbital trauma suspected. Foreign bodies protruding from the eye or orbit should be left in place and safely immobilized during evacuation.

Safety Risk: Low

MOPP 4: Sometimes

WARNING

Do not cause further injury to the patient.

CAUTION

All body fluids should be considered potentially infectious so always observe body substance isolation (BSI) precautions by wearing gloves and eye protection as a minimal standard of protection.

Remarks: This task should be performed under all environmental conditions. Four or more operational variables of political, military, economic, social, information, infrastructure, physical environment, time should be present. Some iterations of this task should be performed with degraded mission command networks, degraded conditions in the electromagnetic spectrum, and/or with degraded, denied, and disrupted space operations environment (D3SOE).

Task Statements**Performance Steps**

1. Perform a rapid gross visual acuity examination.
 - a. Cover the casualty's uninjured eye and have the casualty read printed word. If the casualty is unable to read text move to the next step.
 - Note:** The Tactical Combat Casualty Care (TCCC) Card can be used for gross visual acuity.
 - b. Cover the casualty's uninjured eye and have the casualty count the number of fingers you hold up. Record the furthest distance at which the fingers can be counted correctly (example: 4 feet). If the casualty is unable to count fingers move to the next step.

Note: The Tactical Combat Casualty Care (TCCC) Card can be used for gross visual acuity.

- c. Cover the casualty's uninjured eye and wave your hand within 1 to 2 inches of the casualty's injured eye to assess his/her ability to detect hand motion. If the casualty is unable to detect hand motion move to the next step.
 - d. Cover the casualty's uninjured eye and check to see if the casualty can detect light using a light source such as a flashlight or pen light.
2. Position the casualty with head supported.

Chapter 3

Performance Steps

3. Ask the casualty to close both eyes.
4. Apply garter shield cover or tape to edges of rigid eye shield.

Note: Soft adhesive wrap or tape can be applied prior to injury and stored in IFAK at the ready.

CAUTION

Covering both eyes, even if only one eye is injured, is not recommended in a combat environment. A casualty with both eyes covered is rendered defenseless against the enemy. Additionally, the casualty is completely dependent on others.

5. Place the rigid eye shield over the injured eye.

Note: The eye shield is designed to rest on the bony support of the face arching over the ocular structures.

6. Secure the eye shield with one or more strips of tape to the casualty's cheek and forehead.

Note: In the absence of a Fox eye shield other objects can effectively perform the same function. Sam splint, paper cup, or an intact set of protective eyewear secured in place.

(Asterisks indicates a leader performance step.)

CAUTION

To ensure that your casualty does not have an allergic reaction or go into anaphylactic shock, check medication allergies by asking the casualty if they have any medication allergies or allergy tags.

Performance Steps

7. Administer the casualty's combat pill pack.

Note: Only administered to a casualty that is conscious and able to swallow

8. Document treatment, visual acuity, and medication administered to the casualty on the DD Form 1380.

Note: The DD Form 1380 must be transported with the casualty to the next level of medical care to ensure continuity of care.

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score each Soldier according to the performance measures in the evaluation guide. Training instructor determines if the entire task will be trained and evaluated or parts, based on a Soldier's military occupational specialty (MOS) or assigned position and available equipment.

Evaluation Preparation: You must evaluate the Soldier on their performance of this task in an operational condition related to the actual task.

Performance Measures	GO	NO-GO
1 Performed a rapid gross visual acuity examination.	_____	_____
2 Positioned the casualty with head supported.	_____	_____
3 Asked the casualty to close both eyes to protect the uninjured eye during treatment	_____	_____

Chapter 3

Performance Measures	GO	NO-GO
4 Applied eye shield cover or tape to edges of eye shield.	_____	_____
5 Placed the eye shield over the injured eye.	_____	_____
6 Secured the eye shield with one or more strips of tape to the casualty's cheek and forehead.	_____	_____
7 Administered the casualty's combat pill pack.	_____	_____
8 Documented treatment, visual acuity, and medication administered to the casualty on the DD Form 1380.	_____	_____

References: ATP 4-02.13, ATP 4-02.2, ATP 4-02.5, DD Form 1380; TC 4-02.1

081-COM-1046

Perform Casualty Movement.

Foreign Disclosure: FD2. This training product has been reviewed by the training developers in coordination with the Joint Base San Antonio, Fort Sam Houston/US Army Medical Center of Excellence (MEDCoE) Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are in an Operational Environment, and you must move a casualty. You are provided with a Fibrous Rope, a Rescue Sling (CRS), a Dragging Harness, an Extrication System Two Handle, a Sling Patient Rescue, a Litter, a Sled Based Rescue System. Some iterations of this task should be performed in MOPP 4. This task should be trained under IED Threat conditions.

Standards: Perform casualty movement in accordance with (IAW) Tactical Combat Casualty Care (TCCC) 2021 Guidelines; by Joint Trauma System (JTS) Committee on Tactical Combat Casualty Care (CoTCCC), and ATP 4-02.13 while adhering to all performance measures, without error, using the task Go / No-Go checklist.

Special Condition: None

Safety Level: Low

MOPP 4: Sometimes

Task Statements

Cue: None.

Note: None.

CAUTION

All body fluids should be considered potentially infectious so always observe body substance isolation (BSI) precautions by wearing gloves and eye protection as a minimal standard of protection

Remarks: This task should be performed under all environmental conditions. Four or more operational variables of political, military, economic, social, information, infrastructure, physical environment, time should be present. Some iterations of this task should be performed with degraded mission command networks, degraded conditions in the electromagnetic spectrum,

Chapter 3

and/or with degraded, denied, and disrupted space operations environment (D3SOE).

Performance Steps

1. Identify the correct extraction device for the tactical situation.
2. Communicate the plan to the casualty.
3. Approach the casualty (tactically).
4. Secure the casualty's weapon and equipment (if applicable).
5. Move a casualty using a manual carry/drag.
 - a. Perform the Hawes (pack-strap) carry.

Note: The Hawes or pack-strap carry is used for moderate distances between 50 to 300 meters.

- (1) Position the casualty on their abdomen.

Note: This method is performed if the casualty needs to be positioned from a position on their back to the abdomen.

- (a) Kneel down by the uninjured side of the casualty.
- (b) Place the casualty's arms above their head.
- (c) Position the casualty's ankle that is the farthest over the ankle that is closer.
- (d) Place one hand on the casualty's farthest shoulder and the other on the farthest portion of the hip or thigh.
- (e) Grasp the casualty's clothing securely.
- (f) Roll the casualty on their abdomen from the uninjured side.

- (2) Lift the casualty to a standing position.

- (a) Straddle the casualty by standing directly over them with the torso between each leg.
- (b) Extend hands underneath the casualty's chest while interlocking the fingers together.
- (c) Lift the patient gently while moving backwards until their legs are straight and their knees are locked.

Performance Steps

Note: Ensure the casualty has been lifted to a standing position and keep them slightly tilted to prevent the knees from buckling.

- (d) Provide support of the casualty.
 - (1) Use one hand to hold the casualty.
 - (2) Grasp the casualty's wrist with the available hand while raising the casualty up.
 - (3) Slide the head and body under the raised arm of the casualty.

Note: Ensure you are directly facing the casualty at the completion of this step.

- (3) Lift the casualty onto your back.
 - (a) Grasp the casualty's wrist with one hand.
 - (b) Extend the casualty's arm above your head with your non-firing arm while supporting the weight of the casualty with the other arm.
 - (c) Grasp the casualty's wrist while rotating your body to a position where the casualty's chest is resting on your back.

Note: After completion of this step, the casualty's right arm should be extended over your right shoulder, or the left army should be extended over your left shoulder (depending upon the non-firing arm).

- (d) Lift the casualty off their feet while leaning forward.
- (e) Make adjustments as needed to support the weight of the casualty.

Note: The performance of this carry is deemed correct if the rescuer can use his /her weapon while carrying the casualty.

- (f) Place the casualty's bound wrists (if unconscious) around the rescuers neck.

Chapter 3

Performance Steps

WARNING

Do NOT use the neck drag if the casualty has a broken and/or fractured arm or a suspected neck injury. If the casualty is unconscious, be sure to protect their head from the ground.

b. Perform the neck drag.

Note: The neck drag is generally used for short distances in combat.

(1) Ensure the casualty is positioned on their back.

(2) Bind the casualty's hands together at the wrists.

Note: If the casualty is conscious, they can clasp their hands together around the neck of the rescuer.

(3) Straddle the casualty in a kneeling position that directly faces them.

(4) Place the casualty's bound wrists around the neck of the rescuer.

(5) Drag the casualty in a forward crawling position while keeping a line of sight directly in front.

c. Perform the cradle-drop drag.

Note: The cradle-drop drag is used to move a casualty up and down stairs when they are unable to walk.

(1) Ensure the casualty is positioned on their back.

(2) Kneel down by the head of the casualty.

(3) Slide the rescuer's hands under the casualty's shoulders with the palms facing upward to ensure a firm grip under the casualty's armpit.

(4) Stand-up halfway while supporting the casualty's head on one forearm.

Note: The elbows may also be brought together to allow the casualty's head to rest on both forearms. When this step is complete, the casualty should be in a semi-sitting position.

Performance Steps

- (5) Lift the casualty while simultaneously dragging them backwards.
- (6) Maintain proper support for the casualty's head and body while moving up or down stairs.

Cue: If the unit has extraction devices all Soldiers will train and practice casualty movement techniques.

6. Move a casualty with the corresponding extraction device(s).

Note: If an extraction device cannot be used, a manual carry must be performed.

- a. Move a casualty using the Combat Rescue Sling (single and four-man rescuer).

Note: The CRS is an extraction device that enables rescuers to drag or carry a casualty. The CRS contains five color coded tubular nylon loops (one green, two brown, and two black) and can withstand weights up to 4,500 pounds.

- (1) Spread the Combat Rescue Sling over the casualty's body.
- (2) Place the green loop on the casualty's neck and the two brown loops at the casualty's arms.
- (3) Slide each of the casualty's legs through one of the black loops (Four-man Rescuer).

CAUTION

Do not place the casualty's head through the green loop.

- (4) Place the green loop (located on the neck) behind the casualty's head.
- (5) Grasp the black loops to use as handles (single rescuer).

Chapter 3

Performance Steps

Note: Instruct the rescuers positioned at the casualty's shoulders to grab the brown loops and the rescuers at the casualty's thighs grab the black loops. All four rescuers lift the casualty off the ground simultaneously (four-man rescuer).

(6) Move the casualty to safety or cover.

b. Move a casualty using the Two Handle Extraction System (head or feet first).

(1) Kneel down next to the casualty.

(2) Slide the carabineer under the shoulder strap of the casualty's body armor (headfirst), around the casualty's ankles (feet first).

Note: Be sure to use the carabineer that is attached to the distal portion of the dragon handles system.

(3) Slide the straps through the keeper of the carabineer.

(4) Pull up on the straps to reduce the slack.

(5) Stand up slowly while grasping both handles (straps) with the non-firing hand.

Note: Lean back slightly when standing up to elevate the casualty's legs and torso off the ground.

(6) Extract the casualty to safety or cover.

c. Extract a casualty using the Dragon Handles System (feet first).

(1) Kneel down next to the casualty's feet.

(2) Slide the carabineer under and around the casualty's ankles.

(3) Slide the straps through the keeper of the carabineer.

(4) Stand up slowly while grasping both handles (straps) with the non-firing hand.

Note: Lean back slightly when standing up to elevate the casualty's legs off the ground.

(5) Extract the casualty to safety or cover.

Performance Steps

d. Extract a casualty using the Dragon Harness System.

(1) Kneel down next to the casualty's shoulders.

(2) Stand up slowly while grasping both handles (straps) with the non-firing hand.

Note: Lean slightly back to when standing to elevate the casualty off the ground.

(3) Extract the casualty to safety or cover.

e. Extract a casualty using RAT straps (headfirst).

(1) Kneel down next to the casualty's shoulder that is the closest.

(2) Slide the carabineer under the shoulder strap of the casualty's body armor.

Note: Be sure to use the carabineer that is attached to the distal portion of the RAT handle system.

(3) Slide the strap through the keeper of the carabineer.

(4) Stand up slowly while grasping both handles (straps) with the non-firing hand.

Note: Lean back slightly when standing up to elevate the casualty's legs and torso off the ground.

(5) Pull up on the straps to reduce the slack.

(6) Extract the casualty to safety or cover.

f. Extract a casualty using RAT straps (feet first).

(1) Kneel down next to the casualty's feet.

(2) Slide the carabineer under and around the casualty's ankles.

Note: Use the carabineer that is attached to the distal portion of the strap.

(1) Slide the strap through the keeper of the carabineer.

Chapter 3

Performance Steps

(4) Pull up on the straps to reduce the slack.

(5) Stand up slowly while grasping both handles (straps) with the non-firing hand.

Note: Lean back slightly when standing up to elevate the casualty's legs and torso off the ground.

(6) Extract the casualty to safety or cover.

7. Transport a casualty using a litter.

Note: Litters are often used if materials are available, if the casualty must be moved a long distance, or if manual carries could cause further injury to the casualty.

a. Use the SKED litter for transport (four-rescuer carry).

(1) Place the litter on the ground while removing the retainer strap.

(2) Place a foot on one end of the litter to prevent it from moving.

(3) Unroll the remaining portion of the litter while bending it in half.

Note: Perform this step to each side of the litter while ensuring it lays flat.

(4) Position the handles, straps, and dragline in an outward direction at the head of the litter.

(5) Position the front end of the litter beside the casualty's head.

(6) Roll the casualty onto their side ensuring their body is aligned and moves as one unit.

(7) Slide the litter under the casualty's body as much as possible.

(8) Roll the casualty's body onto the litter in one gentle motion while positioning them on their back.

(9) Ensure the casualty's body is positioned in the middle of the litter and their spinal column remains aligned.

(10) Position the strap from the litter across the body of the casualty.

Performance Steps

- (11) Secure the straps across the body with the buckles affixed to the litter.
- (12) Ensure the casualty is securely fastened into the litter.
- (13) Lift the litter.
 - (a) Position one rescuer on each corner of the litter.
 - (b) Ensure each rescuer is facing toward the direction of the casualty's feet.
 - (c) Instruct each rescuer to grasp their correspond handle with the hand that is closest to the casualty.
 - (d) Instruct the rescuers to lift the litter by giving the verbal command "prepare to lift".
 - (e) Ensure the rescuers lift the litter in one simultaneous motion while keeping the litter parallel and even.
- (14) Transport the patient to safety.
 - b. Use the Talon litter for transport (one-rescuer wheeled litter).
 - (1) Position the litter in an upright position.
 - (2) Unfasten the buckles.
 - (3) Place the litter on the ground while fully extended with the fabric side of the litter facing upward.
 - (4) Rotate the handles inward until the hinges of the litter lock in place.
 - Note:** It is important to keep the litter as straight as possible when performing this step. This step is best performed with 2 rescuers, one placed on each end of the litter.
 - (5) Lock the spreader bar into place by applying pressure with the foot.

Chapter 3

Performance Steps

Note: When performing this step, be sure to keep the hinges in the locked position.

- (6) Position the front end of the litter beside the casualty's head.
- (7) Roll the casualty onto their side ensuring their body is aligned and moves as one unit.
- (8) Slide the littler under the casualty's body as much as possible.
- (9) Roll the casualty's body onto the litter in one gentle motion while positioning them on their back.
- (10) Ensure the casualty's body is positioned in the middle of the litter and their spinal column remains aligned.
- (11) Secure the casualty to the litter using the straps or other available materials.
- (12) Remove the locking clamp on the litter.
- (13) Transport the patient to safety using the four man litter carry.
 - (a) Have a litter bearer stand at each handle of the litter (four litter bearers total).
 - (b) The position at the right side of the casualty's head is the number 1 position and is the Squad Leader. All commands come from the number 1 litter bearer.
 - (c) Have all four litter bearers face toward the casualty's feet, kneel and grab the litter handles.
 - (d) The number 1 position gives the preparatory command "Prepare to Lift" and the command of execution "Lift".
 - (e) Upon the command of execution "lift", all four litter bearers will stand simultaneously.
 - (f) The direction of travel for the patient is feet first on level terrain.
 - (g) Once the litter is lifted off of the ground and all four litter bearers are standing, the command to proceed is "Four Man Carry, Move".

(Asterisks indicates a leader performance step.)

Evaluation Preparation:

Setup: For training and evaluation, use other Soldiers to be simulated casualties to be transported. Place Soldiers in both vehicles and on the ground for transport. Have at least one tactical vehicle available for loading, or at least a large platform area that can accommodate several litter casualties.

Brief Soldier: Tell the Soldier the simulated casualties require movement to the evacuation platform.

Performance Measures	GO	NO-GO
1 Identified the correct extraction device for the tactical situation.	_____	_____
2 Communicated the plan to the casualty.	_____	_____
3 Approached the casualty (tactically).	_____	_____
4 Secured the casualty's weapon and equipment, if applicable.	_____	_____
5 Moved a casualty using a manual carry/drag.	_____	_____
6 Moved a casualty with the corresponding extraction device(s), if applicable.	_____	_____
7 Transported a casualty using a litter.	_____	_____

Chapter 3

Evaluation Guidance: Score each Soldier according to the performance measures. Unless otherwise stated in the task summary, the Soldier must pass all performance measures to be scored GO. If the Soldier fails any steps, show the Soldier what was done wrong and how to do the task correctly.

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002.

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete a DD Form 2977 during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW TM 3-11.32 Multi-Service Reference for Chemical, Biological, Radiological, and Nuclear Warning and Reporting and Hazard Prediction Procedures.

References:

Related: TC 4-02.1, ATP 4-02.13, ATP 4-02.2

081-COM-1007

Perform Casualty Burn Care.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the Joint Base San Antonio, Fort Sam Houston/US Army Medical Center of Excellence (MEDCoE) Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are in an operational environment and have a Soldier who requires you to perform casualty burn care. You have a pen, an Improved First Aid Kit (IFAK), and a DD Form 1380. You are in tactical combat care conditions. Some iterations of this task should be performed in MOPP 4. This task should be trained under IED Threat conditions.

Standards: Perform casualty burn care in accordance with (IAW) Tactical Combat Casualty Care (TCCC) Guidelines; by Joint Trauma System (JTS) Committee on Tactical Combat Casualty Care (CoTCCC) and TC 4-02.1, while adhering to all performance measures without error, using the task Go / No-Go checklist.

Special Condition: None

Safety Risk: Low

MOPP: Sometimes

Task Statements

Cue: None

Note: For non-APD references contact your Training NCO and or check with the MOS library. Proponent for this task is 68W, Combat Medic Specialist.

Remarks: This task should be performed under all environmental conditions. Four or more operational variables of political, military, economic, social, information, infrastructure, physical environment, time should be present. Some iterations of this task should be performed with degraded mission command networks, degraded conditions in the electromagnetic spectrum, and/or with degraded, denied, and disrupted space operations environment (D3SOE).

WARNING

Do NOT uncover the wound in a chemical environment. Exposure could cause additional harm.

Remarks: This task should be performed under all environmental conditions. Four or more operational variables of political, military, economic, social, information, infrastructure, physical environment, time should be present. Some iterations of this task should be performed with degraded mission

Chapter 3

command networks, degraded conditions in the electromagnetic spectrum, and/or with degraded, denied, and disrupted space operations environment (D3SOE).

Performance Steps

Cue: You are in a tactical Combat Care Conditions.

1. Eliminate the source of thermal burn.

CAUTION

All body fluids should be considered potentially infectious so always observe body substance isolation (BSI) precautions by wearing gloves and eye protection as a minimal standard of protection.

- a. Eliminate the source of the burn. (1) Remove the casualty from the source of the burn. (2) Extinguish any flames on the casualty.

CAUTION

Synthetic materials, such as nylon, may melt and cause further injury.

(a) Cover the casualty with a field jacket or any large piece of non-synthetic material.

(b) Roll the casualty on the ground.

Performance Steps

WARNING

Do not touch the casualty or the electrical source with your bare hands. You will be injured too!

WARNING: High voltage electrical burns from an electrical source or lightning may cause temporary unconsciousness, difficulties in breathing, or difficulties with the heart (irregular heartbeat).

b. Eliminate source of electrical burns.

(1) Turn off any sources of electricity that have come in contact with the casualty (if applicable).

(2) Use a nonconductive material to drag the casualty away from the electrical source (if it cannot be turned off).

Note: Types of nonconductive material include rope, clothing, and dry wood.

WARNING

Blisters caused by a blister agent are actually burns. Do not try to decontaminate skin where blisters have already formed. If blisters have not formed, decontaminate the skin.

c. Eliminate source of chemical burns.

Chapter 3

Performance Steps

(1) Flush the affected area of the casualty with as much water as possible to remove any liquid chemicals.

(2) Brush off dry chemicals (carefully) with a clean, dry cloth.

Note: Flush the affected area if a large source of water is available.

(3) Apply a wet cloth, water, or wet mud to white phosphorous burns.

d. Eliminate source of laser burns.

Note: Wear appropriate eye protection (when possible) to prevent injuries/burns from the laser source.

(1) Move the casualty away from the laser source.

(2) Monitor the casualty for conditions requiring lifesaving measures.

WARNING

Do NOT uncover the wound in a chemical environment. Exposure could cause additional harm.

2. Expose the affected area for treatment.

a. Remove clothing (gently) to expose the wound/burn.

Note: Expose the wound by cutting the surrounding clothing from the affected area. Also be sure to check for entry and exit wounds of electrical burns to ensure proper treatment of the casualty.

b. Remove any jewelry from the affected area of the casualty (if applicable).

Note: Place any removed jewelry in the casualty's pockets (if applicable).

3. Apply a sterile dressing to the affected area.

Performance Steps

CAUTION

Do not break any blisters.

Do not apply lotions, creams or ointments to the burns.

- a. Place the pad of the dressing directly over the wound with the white side facing downward.

Note: Ensure the dressing is wet if the burn was caused from white phosphorous.

- b. Wrap the dressing tails around the dressing pad.

Note: Ensure all the white portions of the bandage are covered with the bandage tails. No white should be exposed from the dressing.

- c. Tie a nonslip knot over the outer edge of the dressing for field dressings.

Note: Avoid placing the nonslip knot over the wound. If using a bandage instead of a dressing, secure the fasteners to the outer portion of the bandage.

4. Monitor the casualty for life-threatening conditions.

5. Check for additional injuries.

6. Treat for shock (if applicable).

7. Seek medical aid.

8. Annotate treatment/care on the DD Form 1380.

(Asterisks indicates a leader performance step.)

Evaluation Preparation:

Setup: For training and evaluation, use another Soldier to simulate a casualty with a burn injury.

Brief Soldier: Tell the Soldier to treat the casualty with a burn injury.

Chapter 3

Performance Measures	GO	NO-GO
1 Eliminated the source of the burn.	_____	_____
2 Exposed the affected area for treatment.	_____	_____
3 Applied a sterile dressing to the affected area.	_____	_____
4 Monitored the casualty for life-threatening conditions.	_____	_____
5 Checked for additional injuries.	_____	_____
6 Treated for shock (if applicable).	_____	_____
7 Sought medical aid.	_____	_____
8 Annotated treatment/care on the DD Form 1380.	_____	_____

Evaluation Guidance: Score each Soldier according to the performance measures in the evaluation guide. Unless otherwise stated in the task summary, the Soldier must pass all performance measures to be scored GO. If the Soldier fails any step, show what was done wrong and how to do it correctly.

Environment: Environmental protection is not just the law but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to the current Environmental Considerations manual and the current GTA Environmental-related Risk Assessment card.

Safety: In a training environment, leaders must perform a risk assessment in accordance with current Risk Management Doctrine. Leaders will complete the current Deliberate Risk Assessment Worksheet in accordance with the

TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

References:

052-COM-1271

Identify visual Indicators of an Explosive Device (IED). (Located at <https://www.us.army.mil/suite/doc/23838510>) (UNCLASSIFIED//FOR OFFICIAL USE ONLY) (U//FOUO)

Conditions: This task is identified as FOUO, refer to DTMS or CAR to view

052-COM-1270

React to an Improvised Explosive Device (IED) Attack. (Located at <https://www.us.army.mil/suite/doc/23838478>) (UNCLASSIFIED//FOR OFFICIAL USE ONLY) (U//FOUO)

Conditions: This task is identified as FOUO, refer to DTMS or CAR to view

081-COM-1053

Apply Individual Preventive Medicine Countermeasures.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the Joint Base San Antonio, Fort Sam Houston/US Army Medical Center of Excellence (MEDCoE) Foreign

Chapter 3

Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are in an operational environment and have been directed to maintain individual preventive medicine countermeasures. You have lip balm, sunscreen, talcum/foot powder, socks, insect repellent, hand sanitizer, a 1-quart canteen. This task should not be trained in MOPP 4.

Standards: Apply individual preventive medicine countermeasures in accordance with (IAW) TC 4-02.3. Field Hygiene and Sanitation, while adhering to all performance measures with 100% accuracy, utilizing GO/NO-GO criteria.

Special Condition: None

Safety Risk: Low

MOPP 4: Never

CAUTION

All body fluids should be considered potentially infectious so always observe body substance isolation (BSI) precautions by wearing gloves and eye protection as a minimal standard of protection.

Remarks: This task should be performed under all environmental conditions. Four or more operational variables of political, military, economic, social, information, infrastructure, physical environment, time should be present. Some iterations of this task should be performed with degraded mission command networks, degraded conditions in the electromagnetic spectrum, and/or with degraded, denied, and disrupted space operations environment (D3SOE).

Notes: Every Soldier should be issued and should maintain a supply of personal protection items. These items include lip balm, personal insect repellent, hand sanitizing gel, sunscreen, foot powder, soap, washcloth, baby wipes, own supply of toilet paper, toothbrush and toothpaste, shampoo, iodine tablets, razor and other necessary personal hygiene or medical supplies (may be gender specific)

Task Statements

Cue: None

Note: None

Performance Steps

1. Apply countermeasures to protect against hot and cold weather injuries.
 - a. Ensure proper hydration.

Note: Consume 1 quart an hour under most training conditions and 1 and 1/2 quarts of water under very strenuous conditions. Do not exceed 12 quarts daily to prevent water toxicity. Rehydration should be performed slowly and steadily after training.

- b. Maintain nutrition by consuming meals regularly.

Note: It is important to eat meals regularly to replenish salts and nutrients.

- c. Avoid the use of alcohol or tobacco products.
 - d. Implement rest breaks as necessary.

Note: In hot weather conditions, take breaks in shaded areas and in cold weather conditions, use warming tents

- e. Maintain proper body temperature.
 - (1) Increase activity or warming exercises to maintain proper circulation. Note: Utilize warming tents or facilities when available.
 - (2) Consume hot or warm fluids in cold weather conditions.
 - (3) Consume cool or room temperature water in hot weather conditions.

Note: Drinking water that is too cold will cause an increase in body temperature due to the body trying to normalize the temperature of the water.

- f. Ensure the proper wear and maintenance of the uniform.
 - (1) Apply layers of loose clothing when applicable.

Note: Remove layers of clothing before performing strenuous activities and replace the clothing once the activity is completed.

Chapter 3

Performance Steps

- (2) Avoid use of blousing bands or other constricting devices which could hinder circulation.
- (3) Ensure the uniform is clean and dry.
 - (a) Change uniforms regularly when wet or soiled.
 - (b) Change socks every 8 hours or when damp.
 - (c) Apply foot powder as needed to absorb moisture.
 - (d) Alternate pairs of boots daily. Note: Alternating the wear of boots allows them to dry out to prevent excess moisture.
 - (e) Wash uniforms and undergarments regularly.
- g. Maintain adequate amounts of sleep.
- h. Monitor the use of prescribed or over the counter (OTC) medications.
- i. Cover exposed areas of skin.
- j. Inspect work and sleep areas for proper ventilation to prevent carbon monoxide poisoning.
- k. Avoid prolonged exposure to extreme weather conditions and temperatures.
 - l. Apply barrier creams and lotions to avoid heat injuries and burns.
 - m. Utilize the buddy system to observe signs and symptoms of weather injuries.
 - n. Seek medical attention at the onset of signs and symptoms for weather injuries.
- 2. Apply countermeasures to protect against arthropod (insect) bites and arthropod-borne diseases.
 - a. Protect against biting arthropods (insects).
 - (1) Apply extended-duration arthropod repellent or lotion to exposed skin, ankles, and waistline.

Note: Avoid getting the spray or lotion in the eyes or mouth.

Performance Steps

- (2) Ensure sleeves are rolled down.
- (3) Ensure trouser legs are tucked into boots.
- (4) Apply repellent to uniform (if not treated with permethrin).
- (5) Inspect uniforms and equipment for arthropods.
- (6) Avoid the use of scented lotions, perfumes, or cologne.

Note: Scented lotions, perfumes, or cologne attracts insects in the field environment which can increase the chances of insect bites.

- b. Ensure vaccinations are current.
- c. Take prescribed medications for prevention of disease (when necessary).
- d. Utilize the buddy system to check for exposure or bites from ticks, lice, fleas, mosquitoes, and mites.

3. Apply food/water and waste management countermeasures to protect against disease.
 - a. Drink water from approved sources only.
 - (1) Identify the terminology for potable water.
 - (2) Identify sources of potable water.
 - (3) Identify the terminology for non-potable water.
 - (4) Identify sources of non-potable water.
 - b. Eat from approved food sources only.
 - (1) Wash fruits and vegetables prior to eating.
 - (2) Avoid consuming raw or undercooked meats, poultry, seafood, shellfish, or eggs.
 - (3) Avoid eating perishable foods that have been exposed to extreme heat for a prolonged period of time.

Chapter 3

Performance Steps

c. Wash hands prior to handling food.

d. Identify the types and specifications of field latrines.

(1) Cat-hole latrine. Note: The cat-hole is used when the unit is on the move and has a dimension that is one foot deep and one foot in diameter.

(2) Straddle trench latrine. Note: The straddle trench latrine is utilized during bivouacs and field training exercises for a duration of 1 to 3 days.

(3) Deep pit latrines. Note: Deep pit latrines are utilized for temporary camps/sites that exceed 3 days.

(4) Burn out latrines.

Note: Burn out latrines are used in areas of large amounts of vegetation that have high water tables. The component mixture consists of one quart (1 liter) of gasoline to four quarts (4 liters) of diesel (JP8). The waste is burned daily.

(5) Chemical latrines.

Note: Chemical latrines are used where environmental laws prohibit the construction of latrines. These latrines must be cleaned daily, but the contents are emptied based on usage.

e. Dispose of trash in the designated receptacles or burn pits.

f. Conduct police calls.

g. Consume food and drink in designated areas to avoid attracting rodents or insects.

h. Ensure trash receptacle lids are closed and sealed properly.

4. Apply personal hygiene countermeasures to protect against infection and disease.

a. Wash hands rigorously and regularly to minimize infection or contamination.

Note: Handwashing should be performed (at a minimum) before eating, after eating, after using the latrine, when hands have become soiled, and before touching serving utensils, food, or water.

Performance Steps

- b. Apply hand-sanitizing gel (as needed). Note: Hand sanitizing gel should be used in addition to handwashing, not as a substitute.
- c. Ensure toiletry items are readily accessible. Note: Recommended toiletry items include soap, washcloth, baby wipes, a towel, a hairbrush, toothpaste, a toothbrush, floss, sanitary napkins (women), talcum/foot powder, tissue, and deodorant.

- d. Conduct proper bathing and washing daily.

Note: Take showers regularly if shower points are available. If shower points are not available and/or time is limited, use water, soap, and a washcloth or baby wipes to cleanse the body.

- e. Use foot/talcum powder to absorb moisture and keep feet dry.
- f. Change uniforms regularly when wet or soiled.
- g. Change (alternate) pairs of boots daily.
- h. Use boot or sock liners for road marches exceeding 3 miles to prevent blisters. Note: To minimize blisters or injuries during a road march, it is important to wear boots that are the correct size and have been broken in already.
- i. Ensure nails and toenails are trimmed.
- j. Identify additional countermeasures for women's health.
 - (1) Empty the bladder as soon as the urge occurs (avoid holding it).
 - (2) Wash female genitalia daily (at a minimum).
 - (3) Wipe from front to back after bowel movements or urination.
 - (4) Maintain proper hydration.
 - (5) Change feminine sanitary napkins or tampons frequently during menstruation.
 - (6) Ensure proper use and sanitation of female urinary devices (if applicable).

Chapter 3

Performance Steps

(7) Use cotton underwear.

(8) Avoid clothing that is too small or constricting.

5. Apply countermeasures for nutrition and health.

a. Implement effective sleeping habits. Note: Good sleep habits must be learned and practiced to overcome the many challenges to restful sleep, which is critical to attentiveness, alertness, and functioning.

(1) Avoid the use of caffeine or supplements at least 6 hours prior to bedtime.

(2) Ensure 8 hours of sleep nightly.

(3) Avoid use of electronic devices at least 1 hour prior to bedtime.

(4) Empty the bladder prior to bedtime to avoid interruption of sleep.

(5) Avoid strenuous activity or exercise prior to bedtime.

(6) Ensure sleeping environment is free from loud noise and lighting.

(7) Dress up or down for bed (modify the uniform) to prevent overheating or freezing. b. Ensure proper amounts of activity and exercise.

Note: During initial training, you maintain a high level of activity.

However once you graduate, you will have more control over your level of activity. You will need recreational-type activities to maintain optimum performance.

c. Maintain proper nutrition and calorie intake.

Note: A proper diet increases energy and endurance, shortens recovery time between activities, improves focus and concentration, and helps Soldiers look and feel better. d. Avoid use of tobacco or alcohol products.

6. Apply countermeasures to protect against sexually transmitted infections (STI's).

a. Use latex condoms every time during intercourse.

b. Conduct proper washing and personal hygiene before and after intercourse.

c. Avoid high-risk sexual behaviors.

Performance Steps

- d. Maintain current on testing for human immunodeficiency virus (HIV).
- e. Ensure vaccinations are current.
- f. Refrain from having intercourse.

7. Apply countermeasures to prevent mild traumatic brain injuries (mTBI) or Concussions.

- a. Ensure the proper use and wear of helmets and safety equipment.
- b. Avoid the use of drugs and alcohol when operating vehicles or machinery, or when fatigued.

Evaluation Guidance: Score each Soldier according to the performance measures in the evaluation guide. Unless otherwise stated in the task summary, the Soldier must pass all performance measures to be scored GO. If the Soldier fails any step, show what was done wrong and how to do it correctly.

Evaluation Preparation: You must evaluate the Soldier on their performance of this task in an operational condition related to the actual task.

Performance Measures	GO	NO-GO
1 Applied countermeasures to protect against hot and cold weather injuries.	_____	_____
2 Applied countermeasures to protect against arthropod (insect) bites and arthropod-borne diseases.	_____	_____

Chapter 3

Performance Steps

3	Applied food or water and waste management countermeasures to protect against disease.	_____	_____
4	Applied personal hygiene countermeasures to protect against infection and disease.	_____	_____
5	Applied countermeasures for nutrition and health.	_____	_____
6	Applied countermeasures to protect against sexually transmitted infections (STI's).	_____	_____
7	Applied countermeasures to prevent mild traumatic brain injuries (mTBI) or concussions.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Related:

Environment: Environmental protection is not just the law but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to the current Environmental Considerations manual and the current GTA Environmental-related Risk Assessment card.

Safety: In a training environment, leaders must perform a risk assessment in accordance with current Risk Management Doctrine. Leaders will complete the current Deliberate Risk Assessment Worksheet in accordance with the TRADOC Safety Officer during the planning and

completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC). Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine.

071-COM-0815**Practice Noise, Light, and Litter Discipline.**

Foreign Disclosure: FD3. This training product has been reviewed by the Training Developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA, 31905. This training product cannot be used to instruct International Military Students from all approved countries without restrictions or approval from the proponent.

Conditions: You are member of a mounted or dismounted element conducting a tactical mission and have been directed to comply with noise, light and litter discipline. Enemy elements are in your area of operation. Some iterations of this task should be performed in MOPP 4.

Standards: Prevent enemy from locating your element by exercising noise, light, and litter discipline at all times.

Special Condition: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Note: None

Chapter 3

Performance Steps

1. Exercise noise discipline.
 - a. Avoid all unnecessary vehicular and foot movement.
 - b. Secure (with tape or other materials) metal parts (for example, weapon slings, canteen cups, identification (ID) tags) to prevent them from making noise during movement.

Note: Do not obstruct the moving parts of weapons or vehicles.

- c. Avoid all unnecessary talk.
 - d. Use radio only when necessary.
 - e. Set radio volume low so that only you can hear.
 - f. Use visual techniques to communicate.

2. Exercise light discipline.

- a. Do not smoke.

Note: The smoking of cigarettes, cigars, etc., can be seen and smelled by the enemy.

- b. Conceal flashlights and other light sources so that the light is filtered (for example, under a poncho).
 - c. Cover or blacken anything that reflects light (for example, metal surfaces, vehicles, glass).
 - d. Conceal vehicles and equipment with available natural camouflage.

3. Exercise litter discipline.

- a. Establish a litter collection point (empty food containers, empty ammunition cans or boxes, old camouflage) when occupying a position.
 - b. Verify all litter has been collected in preparation to leaving a position.
 - c. Take all litter with you when leaving a position.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Exercised noise discipline.	_____	_____
2 Exercised light discipline.	_____	_____
3 Exercised litter discipline.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References: ATP 3-37.34

Related: TC 3-21.75

071-COM-0804**Perform Surveillance without the Aid of Electronic Device.**

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team in a defensive position and must conduct surveillance within your assigned sector during both daylight

Chapter 3

and limited visibility (night). Some iterations of this task should be performed in MOPP 4.

Standards: Identify potential activity indicators and conduct a visual search of your assigned sector. Submit reports as required.

Special Condition: None

Safety Risk: Low

MOPP 4: Sometimes

Cue: None

Note: None

Task Statements

Performance Steps

1. Identify potential activity indicators in sector (Figure 3-116).

Performance Steps

SIGHT Look for--	SOUND Listen for--	TOUCH Feel for--	SMELL Smell for--
<ul style="list-style-type: none"> • Enemy personnel, vehicles, and aircraft • Sudden or unusual movement • New local inhabitants • Smoke or dust • Unusual movement of farm or wild animals • Unusual activity—or lack of activity—by local inhabitants, especially at times or places that are normally inactive or active • Vehicle or personnel tracks • Movement of local inhabitants along uncleared routes, areas, or paths • Signs that the enemy has occupied the area • Evidence of changing trends in threats • Recently cut foliage • Muzzle flashes, lights, fires, or reflections • Unusual amount (too much or too little) of trash 	<ul style="list-style-type: none"> • Running engines or track sounds • Voices • Metallic sounds • Gunfire, by weapon type • Unusual calm or silence • Dismounted movement • Aircraft 	<ul style="list-style-type: none"> • Warm coals and other materials in a fire • Fresh tracks • Age of food or trash 	<ul style="list-style-type: none"> • Vehicle exhaust • Burning petroleum products • Food cooking • Aged food in trash • Human waste
OTHER CONSIDERATIONS			
Armed Elements		Locations of factional forces, mine fields, and potential threats.	
Homes and Buildings		Condition of roofs, doors, windows, lights, power lines, water, sanitation, roads, bridges, crops, and livestock.	
Infrastructure		Functioning stores, service stations, and so on.	
People		Numbers, gender, age, residence or DPRE status, apparent health, clothing, daily activities, and leadership.	
Contrast		Has anything changed? For example, are there new locks on buildings? Are windows boarded up or previously boarded up windows now open, indicating a change in how a building is expected to be used? Have buildings been defaced with graffiti?	

Figure 3-118. Potential Indicators of Displaced Persons, Refugees, or Evacuees (DPRE)

2. Perform observation techniques of the sector.

a. Conduct day observation.

(1) Use rapid scan technique (Figure 3-117).

Chapter 3

Performance Steps

Note: The rapid scan technique is used to detect obvious signs of enemy activity. It is usually the first method you will use.

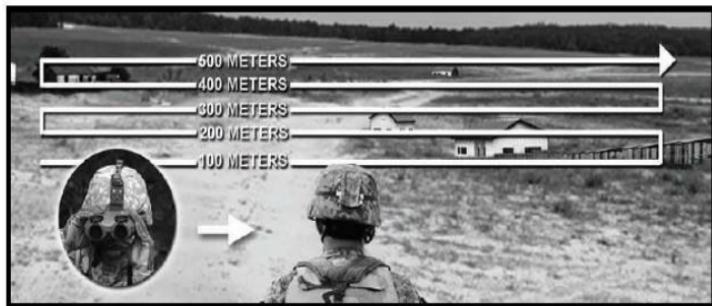


Figure 3-119. Rapid/Slow Scan

- (a) Search a strip of terrain about 100 meters deep, from left-to-right, pausing at short intervals.
- (b) Search another 100-meter strip farther out, from right-to-left, overlapping the first strip scanned, pausing at short intervals.
- (c) Continue this method until the entire sector of fire has been searched.

(2) Use slow scan technique.

Note: Slow scan search technique uses the same process as the rapid scan but much more deliberately; this means a slower, side-to-side movement and more frequent pauses.

- (3) Use detailed search technique paying attention to the following: (Figure 3-118).

Note: The detailed search, even more than the rapid or slow scan, depends on breaking a larger sector into smaller sectors to ensure everything is covered in detail and no possible enemy positions are overlooked.

Performance Steps

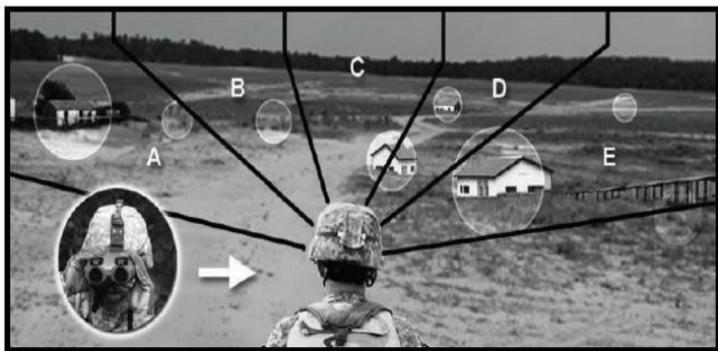


Figure 3-120. Detailed Search

- (a) Likely enemy positions and suspected vehicle/dismounted avenues of approach.
- (b) Target signatures, such as road junctions, hills, and lone buildings, located near prominent terrain features.
- (c) Areas with cover and concealment, such as tree lines and draws.
 - b. Conduct limited visibility observation.
 - (1) Use dark adaptation technique.
 - (a) Stay in a dark area for about 30 minutes.
 - (b) Move into a red-light area for about 20 minutes followed by about 10 minutes in a dark area.
 - Note:* The red-light method may save time by allowing you to get orders, check equipment, or do some other job before moving into darkness.
 - (2) Use night vision scan technique (Figure 3-119).

Chapter 3

Performance Steps

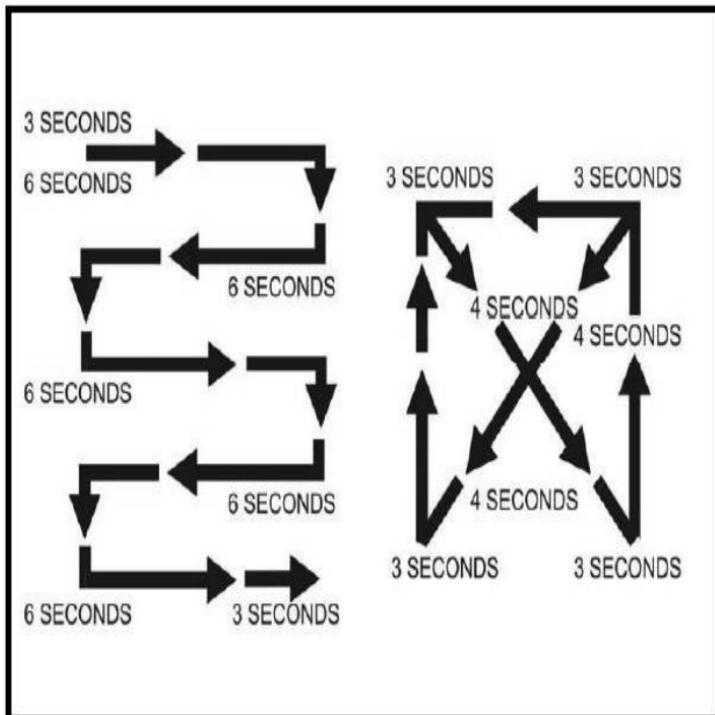


Figure 3-121. Night Scanning Patterns

(a) Look from right to left or left to right using a slow, regular scanning movement.

(b) At night avoid looking directly at a faintly visible object when trying to confirm its presence.

(3) Use off center vision technique.

Note: The technique of viewing an object using central vision is ineffective at night due to the night blind spot that exist during low illumination. You must learn to use off-center vision.

Performance Steps

(a) View an object by looking 10 degrees above, below, or to either side of it rather than directly at it.

(b) Shift your eyes from one off-center point to another.

(c) Continue to pick-up the object in your peripheral field of vision.

3. Submit SALUTE report (Figure 3-120).

<i>Line No.</i>	<i>Type Info</i>	<i>Description</i>
1	(S)ize/Who	Expressed as a quantity and echelon or size. For example, report "10 enemy Infantrymen" (not "a rifle squad").
If multiple units are involved in the activity you are reporting, you can make multiple entries.		
2	(A)ctivity/What	Relate this line to the PIR being reported. Make it a concise bullet statement. Report what you saw the enemy doing, for example, "emplacing mines in the road."
3	(L)ocation/Where	This is generally a grid coordinate, and should include the 100,000-meter grid zone designator. The entry can also be an address, if appropriate, but still should include an eight-digit grid coordinate. If the reported activity involves movement, for example, advance or withdrawal, then the entry for location will include "from" and "to" entries. The route used goes under "Equipment/How."
4	(U)nit/Who	Identify who is performing the activity described in the "Activity/What" entry. Include the complete designation of a military unit, and give the name and other identifying information or features of civilians or insurgent groups.
5	(T)ime/When	For future events, give the DTG for when the activity will initiate. Report ongoing events as such. Report the time you saw the enemy activity, not the time you report it. Always report local or Zulu (Z) time.
6	(E)quipment/How	Clarify, complete, and expand on previous entries. Include information about equipment involved, tactics used, and any other essential elements of information (EEI) not already reported in the previous lines.

Figure 3-122. SALUTE Format

Evaluation Preparation:

Chapter 3

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Identified potential activity indicators in sector.	_____	_____
2 Performed observation techniques of the sector.	_____	_____
3 Submitted SALUTE report, as required.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Related: TC 3-21.75

071-COM-0801

Challenge Persons Entering Your Area.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad or team providing security for your unit in a field environment. You have your assigned weapon, individual protective equipment, and the current challenge and password. An unknown

person or persons is approaching your area. Some iterations of this task should be performed in MOPP 4.

Standards: Detect and challenge all approaching personnel; prevent compromise of password; allow personnel positively identified as friendly to pass; and disarm, detain and report personnel not positively identified.

Special Condition: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Note: None

Performance Steps

1. Detect all personnel entering your area.
2. Challenge an individual that enters your area.
 - a. Cover the individual with your weapon without disclosing your position.
 - b. Command the individual to "HALT" before they are close enough to pose a threat.

Note: Commands and questions must be loud enough to be heard by the individual but not loud enough that others outside of the immediate area can hear. Commands should be repeated as necessary.

- c. Ask, "WHO IS THERE?" just loud enough for the individual to hear.

Note: The individual should reply with an answer that best describes them, example "Sergeant Jones".

- d. Order the individual to "ADVANCE TO BE RECOGNIZED".
- e. Continue to keep individual covered without exposing yourself.

Chapter 3

Performance Steps

f. Order the individual to "HALT" when they are within 2 to 3 meters from your position.

Note: The individual should be halted at a location that provides protection to you and prevents them from escaping if they are deemed unfriendly.

g. Issue the challenge in a low voice.

Note: The challenge should only be heard by the individual challenged to prevent all others from overhearing. You may also ask the individual questions that only a friendly person should be able to answer correctly.

h. Determine if the individual is friendly based upon their return of the correct password and your own situational awareness.

(1) Allow the individual to pass if the individual returns the correct password and you are convinced the individual is friendly.

(2) Detain an individual if they return an incorrect password or cannot be positively identified as friendly.

(a) Direct the individual to disarm.

(b) Notify your chain of command.

(c) Await instruction from your command.

3. Challenge a group that enters your area.

Note: These procedures and precautions are similar to those for challenging a single person.

a. Cover the group with your weapon without disclosing your position.

b. Order the group to halt before they are close enough to pose a threat to you.

c. Command "WHO IS THERE?" just loud enough to be heard by the group.

d. Wait for reply from group.

Note: Reply should clearly identify group, example "Friendly Patrol".

Performance Steps

- e. Order the leader of the group to "ADVANCE TO BE RECOGNIZED".
- f. Continue to keep group leader covered without exposing yourself.
- g. Order the group leader to "HALT" when the individual is within 2 to 3 meters from your position.

Note: The group leader should be halted at a location that provides protection to you and prevents the leader from escaping if they are deemed unfriendly.

- h. Issue the challenge to only the group leader.

Note: You may also ask questions that only a friendly person should be able to answer correctly.

- i. Determine if the group leader is friendly based upon their return of the correct password and your own situational awareness.

(1) Direct the group leader to remain with you to assist in identifying group members, if you determine he/she is friendly.

(a) Direct the group leader to vouch for or positively identify each member of his group as they pass to your flank.

(b) Detain any individual in the group not recognized by the group leader by disarming them, and having them wait until your chain of command provides additional instructions.

(2) Detain the group leader, if not positively identified as friendly.

(a) Direct the individual to disarm.

(b) Direct him/her to inform their group to wait.

(c) Notify your chain of command.

(d) Await instruction from your chain of command.

Evaluation Preparation:

Chapter 3

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Detected all personnel entering your area.	_____	_____
2 Challenged all individuals that entered your area.	_____	_____
3 Challenged all groups that entered your area.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References: TC 3-21.75, TC 3-22.6

071-COM-1004

Perform Duty as a Guard.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a Soldier and have been assigned to a guard post. The Sergeant of the Guard has given you any guard post-specific equipment, special orders, and local Standard Operating Procedures (SOP). You have your individual weapon and personal equipment.

Standards: Perform duty on assigned guard post in accordance with special orders and SOP.

Special Condition: None

Safety Risk: Low

MOPP 4:

Task Statements

Performance Step

1. Prepare for guard duty.
 - a. Review general orders, special orders, and local implementing SOPs.
 - b. Inspect all required equipment for serviceability.
2. Assume guard post duty.
 - a. Receive special order changes, if any.
 - b. Establish communications with the Relief Commander or the Sergeant of the Guard via FM or telephonic means.
3. Walk the guard post or assume the guard position.

Note: During a duty tour a guard is required to execute orders ONLY from the commanding officer, the field officer of the day, the officer of the day and officers of the guard.

4. Challenge personnel as specified by the special orders.

Note: Challenge position is port arms or raised pistol.

- a. Challenge all suspicious individuals observed.
- b. Challenge a group as specified by the special orders.
- c. Salute officers when performing guard duty on guard posts that do not require a challenge.

Chapter 3

5. Pass instructions and changes to orders on to relief guard.

Task Statements

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and/or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Prepare for guard duty.	_____	_____
2 Assumed guard duty.	_____	_____
3 Walked guard post or assumed guard position.	_____	_____
4 Challenged personnel as specified by the special orders.	_____	_____
5 Passes instructions and changes to orders on to relief guard.	_____	_____

References:

Required: TC 3-22.6

052-COM-1361

Camouflage Yourself and Your Individual Equipment.

Foreign Disclosure: FD1 - This training product has been reviewed by the training developers in coordination with the MSCoE Foreign Disclosure Officer. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: : In an operational environment given a mission to camouflage yourself and your individual equipment, an individual weapon, grass, bushes, trees, pieces of the Lightweight Camouflage Screen System (LCSS), skin paint, and charcoal and/or mud. Some iterations of this task should be performed in MOPP 4.

Standards: Camouflage yourself and your individual equipment to prevent detection by visual, near-infrared, infrared, ultraviolet, radar, acoustic, and radio sensors without error, while utilizing the GO / NO-GO criteria, IAW TM 3-34.85.

Special Condition: None

Safety Risk: Low

Special Standards: None

Special Equipment:

MOPP 4: Sometimes

Cue: You're given an order from your supervisor to camouflage yourself and your individual equipment.

Performance Steps:

1. Apply camouflage principles throughout camouflaged operations.
 - a. Employ realistic camouflage.
 - (1) Employ camouflage material that resembles the background.

Chapter 3

Performance Steps:

(2) Employ camouflage subtly without overdoing.

b. Apply camouflaged movement technique.

Note: Movement draws attention, and darkness does not prevent observation. The naked eye and infrared/radar sensors can detect movement.

(1) Minimize movement.

(2) Move slowly and smoothly when movement is necessary.

c. Breakup regular shapes.

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

(2) Stay in shadows when moving, if possible.

(3) Disguise or distort the shape of your helmet and your body with natural or artificial materials when conducting operations close to the enemy.

d. Reduce possible shine by covering or removing items that may reflect light.

Note: Examples of items that should be covered and/or removed include mirrors, eyeglasses, watch crystals, plastic map cases, starched uniforms, clear-plastic garbage bags, red-filtered flashlights, goggles worn on top of helmets cigarettes and pipes.

e. Blend colors with the surroundings or, at a minimum, ensure that objects do not contrast with the background (Figure 3-121).

Note: Change camouflage, as required, when moving from one area to another. What works well in one location may draw fire in another.

Performance Steps:

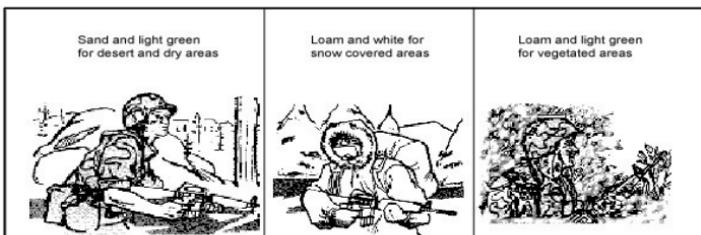


Figure 3-123. Colors Used for Camouflage

- f. Employ noise discipline.
- 2. Camouflage your exposed skin.

Note: Exposed skin reflects light.

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

Note: Paint sticks cover these oils and provide blending with the background.

Chapter 3

Performance Steps:

Table 3-7. Color Chart

Camouflage Material	Skin Color	Shine Areas	Shadow Areas
	Light or Dark	Forehead, Cheekbones, Ears, Nose, and Chin	Around Eyes, Under Nose, and Under Chin
Loam and Light Green Stick	All troops use in areas with green vegetation	Use loam	Use light green
Sand and Light Green Stick	All troops use in areas lacking green vegetation	Use light green	Use sand
Loam and White Stick	All troops use only in snow covered terrain	Use loam	Use white
Burnt Cork, Bark Charcoal, or Lamp Black	All troops use if camouflage sticks are not available	Use	Do not use
Light – Color Mud	All troops use if camouflage sticks are not available	Do not use	Use

c. Paint high, shiny areas (forehead, cheekbones, nose, ears, and chin) with a dark color

d. Paint low, shadow areas (around the eyes, under the nose and under the chin) with a light color.

CAUTION

Mud contains bacteria, some of which is harmful and may cause disease or infection. Mud should be considered as a last resort for field expedient paint.

Expedient paint containing motor oil should be used with extreme caution. Prolonged exposure to motor oil may result in personal injury.

e. Paint exposed skin on the back of the neck, arms, and hands with an irregular pattern.

3. Camouflage your uniform and helmet.

a. Roll your sleeves down, and button all buttons.

CAUTION

Soldiers must be aware of local foliage hazards, and possible reactions to poisonous leaves.

Performance Steps:

b. Attach leaves, grass, small branches, or pieces of LCSS to your uniform and helmet (Figure 3-122). These items will distort shapes and blend colors with the natural background

Note: ACUs provide visual and near-infrared camouflage.



Figure 3-124. Camouflaged Helmets

c. Wear unstarched ACUs.

Note: Starch counters the infrared properties of the dyes.

d. Replace excessively faded and worn ACUs because camouflage effectiveness is lost.

Chapter 3

Performance Steps:

- c. Wear unstarched ACUs.

Note: Starch counters the infrared properties of the dyes.

- d. Replace excessively faded and worn ACUs because camouflage effectiveness is lost.

4. Camouflage your personal equipment

- a. Cover or remove shiny items.

- b. Secure items that rattle or make noise when moved or worn.

- c. Breakup the shape of large and bulky equipment using natural items and/or LCSS.

5. Maintain camouflage.

- a. Replace natural camouflage as it dies and loses its effectiveness.

- b. Replace camouflage as it fades.

- c. Replace camouflage to correspond to changing surroundings.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Applied camouflage principles throughout camouflaged operations. <ul style="list-style-type: none">a. Employed realistic camouflage.b. Applied camouflaged movement technique.c. Broke-up regular shapes.	—	—

Warrior Skills Level 1 Tasks

Performance Measures	GO	NO-GO
<ul style="list-style-type: none">d. Reduced possible shine by covering or removing items that may reflect light.e. Blended colors with the surroundings or, at a minimum, ensured that colors so not contrast with the background.f. Employed noise discipline.		
<p>2 Camouflaged your exposed skin.</p> <ul style="list-style-type: none">a. Covered your skin oils, using paint sticks, even if you have very dark skin.b. Used the color chart in Table 3-9 when applying paint on the face.c. Painted high, shiny areas (forehead, cheekbones, nose, ears, and chin) with a dark color.d. Painted low, shadow areas (around the eyes, under the nose and under the chin) with a light color.e. Painted exposed skin on the back of the neck, arms, and hands with an irregular pattern.	—	—
<p>3 Protected yourself against physical and other hazards.</p> <ul style="list-style-type: none">a. Rolled your sleeves down and buttoned all buttons.b. Attached leaves, grass, small branches, or pieces of LCSS to your uniform and helmet.c. Wore unstarched ACUs.d. Replaced excessively faded and worn ACUs because camouflage effectiveness is lost.	—	—

Chapter 3

Performance Measures	GO	NO-GO
4 Camouflaged your personal equipment. a. Covered or removed shiny items. b. Secured items that rattle or make noise when moved or worn. c. Broke-up the shape of large and bulky equipment using natural items and/or LCSS.	_____	_____
5 Maintained camouflage. a. Replaced natural camouflage as it dies and loses its effectiveness. b. Replaced camouflage as it fades. c. Replaced camouflage to correspond to changing surroundings.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Required: ATP 3-37.34, TC 3-21.75, TM 3-34.85

071-COM-4408

Construct Individual Fighting Positions.

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: You are a member of a squad that has just occupied a defense position and you have been directed to construct an individual fighting

position. You have your assigned weapon(s) (M249 machine gun, M240B machine gun, M16-Series rifle, M4-Series carbine, and/or a shoulder launched missile), a blank DA Form 5517 (*Standard Range Card*), personal protective equipment, construction material, and camouflage material. You have been given your sectors of fire. Some iterations of this task should be performed in MOPP 4.

Standards: Construct a fight position based on leadership direction and type of weapon(s) assigned. Ensure fighting position provides frontal, side, rear, and overhead cover (OHC), as required. Prepare a range card for the position.

Special Condition: None

Safety Risk: Low

MOPP 4: Sometimes

Task Statements

Cue: None

Note: A fighting position provides cover from fire and concealment from observation while allowing you to engage the enemy with your weapon. There are two types of fighting position: hasty and deliberate. The type of fighting position you construct is dependent on time available, equipment available, and the required level of protection required. If assigned an M4 rather than an M16-Series weapon, add 7 inches (18 centimeters). The length of two M16s is equal to two and a half M4s. The widths of all the fighting positions are only an approximate distance and based on the individual Soldier's equipment.

OHC can be built up or down, this task covers built up OHC. Built-up OHC is constructed on top of the parapets up to 18 inches (46 centimeters) and provides for maximum room inside the fighting position and adequate space between the end walls of the fighting position and the OHC. Built-down OHC is constructed at or below ground level and should not exceed 12 inches (30 centimeters) above ground. This lowers the profile of the fighting position, which aids in avoiding detection. However, it restricts the fighting space between the end walls of the fighting position and the OHC. To account for this restricted space the width of the fighting position should be extended to three M16 lengths.

Chapter 3

Performance Steps

1. Construct a hasty fighting position

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

a. Construct a shell crater.

Note: A shell crater is 2 to 3 feet (0.61 to 1 meter) wide and offers immediate cover (except for overhead) and concealment.

(1). Lie prone in the depression.

(2).) Dig a steep face on the side toward the enemy.

b. Construct a skirmisher's trench.

(1). Physical with firearms used.

Note: A skirmisher's trench is used for immediate shelter from enemy fire when there are no defilade firing positions available. In all but the hardest ground, you can use this technique to quickly form a shallow, body-length pit.

(1) Lie prone or on your side.

(2). Orient your position so you are oblique to enemy fire.

(3). Scrape the soil underneath or beside you with an entrenching tool.

(4). Pile the soil in a low parapet between yourself and the enemy

c. Construct a prone fighting position (Figure 3-123).

Note: The prone position is a further refinement of the skirmisher's trench. It serves as a good firing position and provides you with better protection against direct fire weapons.

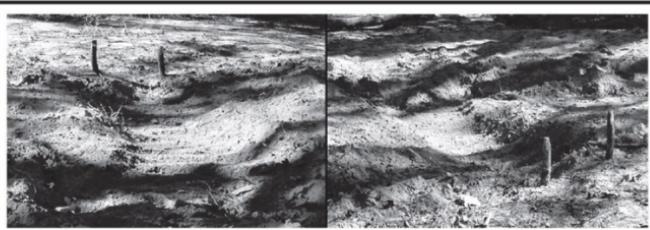
Performance Steps

Figure 3-125. Example of a Prone Fighting Position (Hasty)

- (1). Construct a crater or skirmisher's trench fighting position.
- (2). Scrape additional soil from your position to a depth of about 18 inches (46 centimeters).
- (3). Build cover around the edge of the position by using the dirt dug from the hole.

2. Construct a deliberate fighting position.

- a. Construct a one-man fighting position.

Note: Except for its size, a one-man position is built the same way as a two-man fighting position. The hole of a one-man position is only large enough for you and your equipment. It does not have the security of a two-person position; therefore, it must allow you to shoot to the front or oblique from behind frontal cover.

- b. Construct a two-man fighting position (Figure 3-124).

Note: A two-man fighting position is preferred over the one-man fighting position as it allows more flexibility and better security. A two-man fighting position is constructed in four stages with the chain of command normally inspecting and providing additional guidance between each phase.

Chapter 3

Performance Steps



Figure 3-126. Two-man Fighting Position with OHC

- (1). Construct stage 1 of a two-man fighting position (Figure 3-125).

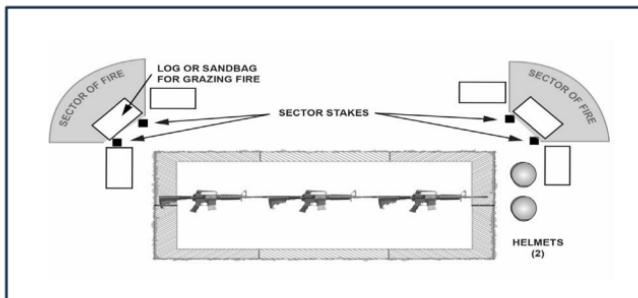


Figure 3-127. Two-man Fighting Position

- (a). Identify sector(s) of fire (at least primary and possibly secondary).
- (b). Check fields of fire from the prone position.

Performance Steps

(c). Emplace sector stakes (right and left) to define your sectors of fire.

Note: The sector stakes must be sturdy and stick out of the ground at least 18 inches (46 centimeters); this will prevent your weapon from being pointed out of your sector.

(d). Emplace aiming and limiting stakes as needed.

Note: Aiming and limiting stakes help you fire into dangerous approaches at night and at other times when visibility is poor. Forked tree limbs about 12 inches (30 centimeters) long makes good stakes. One stake (possibly sandbags) is placed near the edge of the hole to rest the stock of your rifle on. The other stake is placed forward of the rear (first) stake/sandbag toward each dangerous approach. The forward stakes are used to hold the rifle barrel.

(e). Emplace grazing fire logs or sandbags to achieve grazing fire 1 meter above ground level.

(f). Scoop out elbow holes to keep your elbows from moving around when you fire.

(g). Trace position outline.

Note: The length of two M16s is equal to two and a half M4s. The widths of all the fighting positions are only an approximate distance and based on the individual Soldier's equipment.

(h). Clear primary and secondary (if applicable) fields of fire

(2). Construct stage 2 of a two-man fighting position (Figure 3-126).

Chapter 3

Performance Steps

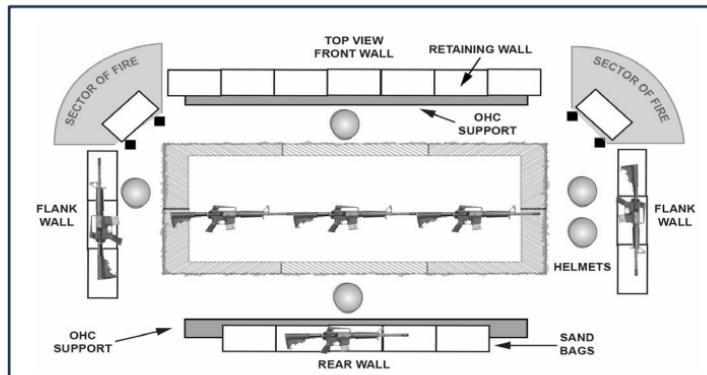


Figure 3-128. Two-man Fighting Position - Stage 2 (Top View)

- (a). Emplace OHC supports to front and rear of position, at least 12 inches (30 centimeters) from the edge of the position outline.

Note: 12 inches (30 centimeters) is about 1-helmet length.

If you plan to use logs or cut timber, secure them in place with strong stakes from 2 to 3 inches (5 to 7 centimeters) in diameter and 18 inches (46 centimeters) long. Short U-shaped pickets will work.

- (b). Construct parapet retaining walls.
 1. Construct the front retaining wall at least 10 inches (25 centimeters) high, two filled sandbags deep, and equal length of the fighting position.
 2. Construct rear retaining wall--At least 10 inches (25 centimeters) high, and one M16 long.
 3. Construct flank retaining walls--At least 10 inches (25 centimeters) high, and equal width of the fighting position.

(c). Remove the top layer of dirt from the hole.

1. Set aside grass or foliage for camouflage

Performance Steps

2. Use excavated soil to fill sandbags

(3). Construct stage 3 of a two-man fighting position

(a). Dig position with vertical walls to a maximum depth of armpit deep (if soil conditions permit) (Figure 3-127).

Note: If the walls of the position are unstable, due to soil properties, you can use revetments and/or slope the walls. Plywood or sheeting material and pickets can be used to rivet walls. For sloped walls you would first dig a vertical hole and then slope the walls at 1:4 ratio (move 12 inches [30 centimeters] horizontally for each 4 feet [1.22 meters] vertically).

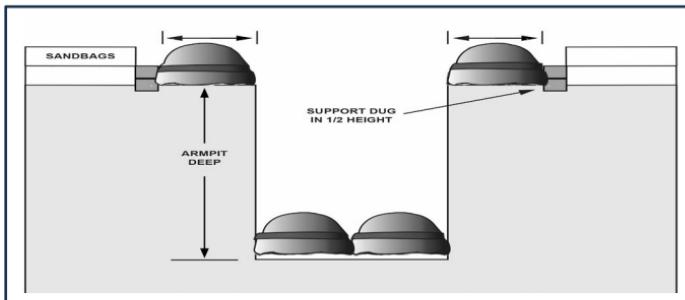


Figure 3-129. Digging the Position (Side View)

(b). Use excavated soil from hole to fill parapets in the order of front, flanks, and rear.

(c). Verify you can cover the entire sector of fire from this position

(d). Dig two grenade sumps in the floor one on each end.

Note: Grenade sumps are as wide as the entrenching tool blade; at least as deep as an entrenching tool and as long as the position floor is wide.

Chapter 3

Performance Steps

- (e). Slope the floor toward the grenade sumps.
- (f). Dig a storage compartment in the bottom of the back wall; the size of the compartment depends on the amount of equipment and ammunition to be stored.
- (g). Install revetments, if required, to prevent wall collapse/cave-in.
- (h). Emplace standard length stringers for OHC (Figure 3-128).

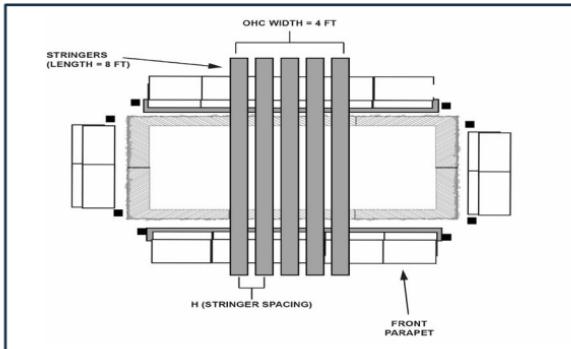


Figure 3-130. Placement of Stringers for OHC

- (4). Construct stage 4 of a two-man fighting position.
 - (a). Install OHC (Figure 3-129).

Performance Steps

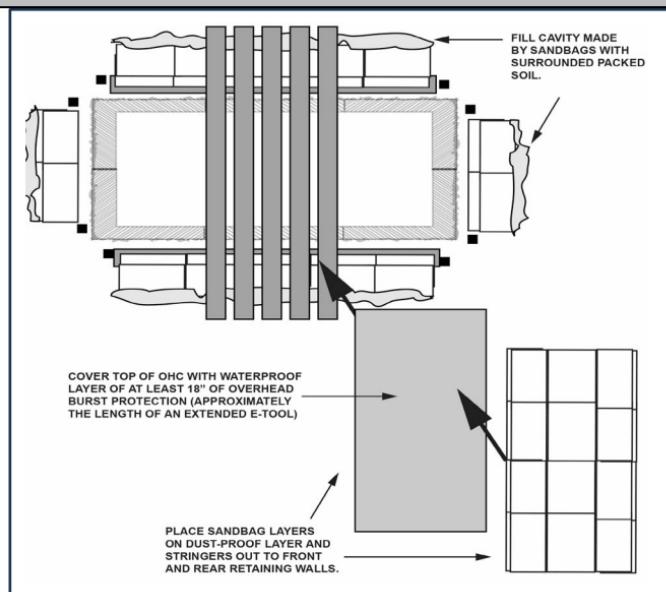


Figure 3-131. Installation of OHC

1. Emplace dustproof layer.

Note: Plywood, sheeting mats can be used as a dustproof layer (could be boxes, plastic panel, or interlocked U-shaped pickets). A standard dustproof layer is 4'x4' sheets of $\frac{3}{4}$ -inch plywood centered over dug position

2. Nail plywood dustproof layer to stringers, if required

Chapter 3

Performance Steps

3. Emplace at least 18 inches (46 centimeters) of filled sandbags for overhead burst protection (*Note:* At a minimum four layers.) the sandbags must cover the area between the front and rear retaining wall.

4. Use plastic or a poncho for waterproofing layer.

5. Fill center cavity with soil from dug hold and surrounding soil.

(b). Camouflage the fighting position.

1. Mold the OHC and parapets to blend with the surrounding terrain

2. Camouflage the position with natural materials that do not have to be replaced

Note: Rocks, logs, live bushes, grass, and other available materials can be used to make the position blend with surroundings, or camouflage screen systems

3. Ensure the position cannot be seen within 115 feet (35 meters).

3. Construct a machine gun fighting position (Figure 3-130 and Figure 3-131).



Figure 3-132. Machine Gun Fighting Position with OHC

Performance Steps

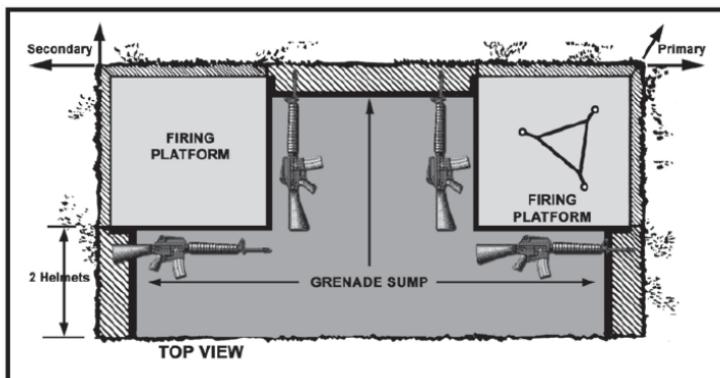


Figure 3-133. Machine Gun Fighting Position (Top View)

- Construct stage 1 of a machine gun fighting position.
 - Establish sectors (primary and secondary) of fire
 - Check fields of fire from the prone position.
 - Assign sector of fire (primary and secondary) and final protective line (FPL) or principal direction of fire (PDF).
 - Emplace aiming stakes.
 - Decide whether to build OHC up or down, based on potential enemy observation of position.
 - Mark the outline of the position.
 - Trace position outline to include location of two distinct firing platforms.
 - Mark position of the tripod legs where the gun can be laid on the FPL or PDF.

Chapter 3

Performance Steps

- (3). Clear primary and secondary fields of fire.
- b. Construct Stage 2 of a machine gun fighting position.
 - (1). Dig firing platforms 6 to 8 inches (15 to 20 centimeters) deep and one M16 in length and width.
 - (2). Emplace the OHC supports to front and rear of the position.
- Note:** The supports are placed the same as for a two-man fighting position.
- (3). Construct the parapet retaining walls.
 - (4). Position the machine gun to cover primary sector of fire.
- c. Construct stage 3 of a machine gun fighting position.
 - (1) Dig position and build parapets.
 - (a) Dig the position to a maximum armpit depth around the firing platform.
 - (b) Use soil from hole to fill parapets in order of front, flanks, and rear.
 - (c) Dig grenade sumps and slope floor toward them.
 - (d) Install revetment if needed.
- Note:** Follow same steps as for two-man fighting position.
- (2) Place stringers for OHC.
- Note:** Stringers are placed the same way as for a two-man position.
- d. Construct stage 4 of a machine gun fighting position.
 - (1) Install OHC.
 - (2) Install camouflage.
 - (a) Use surrounding topsoil and camouflage screen systems.

Performance Steps

- (b) Ensure position cannot be seen within 115 feet (35 meters).
- (c) Use soil from hole to fill sandbags and OHC cavity, or to spread around and blend position in with surrounding ground.

4. Construct a shoulder launched missile fighting position.
 - a. Construct an M136 fighting position

Note: An M136 fighting position is a standard two-man fighting position that includes basic considerations for firing shoulder launched missile. The shoulder launched missile is fired from a modified standing position by leaning against the rear wall of the fighting position and ensuring the rear of the weapon extends beyond the rear of the fighting position.

- (1) Construct stage 1.

Note: Only additional consideration is identifying the backblast area to ensure it is kept cleared. Leaders must ensure that shoulder launched missiles are positioned so that the backblast misses other fighting positions.

- (2) Construct stage 2.

Note: Only additional consideration is the rear parapet does not block the backblast area.

- (3) Construct stage 3.

Note: No additional considerations.

- (4) Construct stage 4.

Note: Only additional consideration is ensuring any camouflage in the backblast area is secure and not easily combustible.

- b. Construct a standard Javelin fighting position with OHC.

Note: The standard Javelin fighting position has cover to protect you from direct and indirect fires. The position is prepared the same as the two-man fighting position with two additional steps. See Figure 3-132.

Chapter 3

Performance Steps

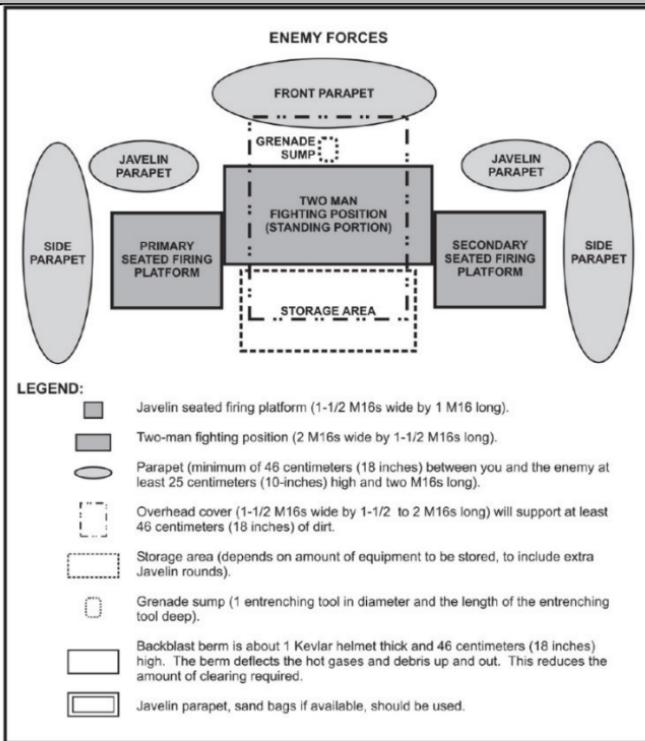


Figure 3-134. Standard Javelin Firing Position

(1) Extend and slope the back wall of the position rearward to serve as a storage area.

(2) Extend the front and side parapets twice the length as the dimensions of the two-man fighting position with the Javelin's primary and secondary seated firing platforms added to both sides.

5. Prepare a DA Form 5517 for the fighting position.

Note: A range card is comprised of sectors of fire, principal direction of fire, final protective line, and dead space.

Performance Steps

a. Orient the card so both the primary and secondary sectors of fire can fit on it.

b. Draw a rough sketch of the terrain to the front of your position.

Note: Include any prominent natural and man-made features that could be likely targets.

c. Draw your position at the bottom of the sketch.

Note: Do not put in the weapon symbol at this time.

d. Fill in the marginal data.

(1) Gun number or squad.

(2) Platoon, company and date.

(3) Magnetic north arrow.

e. Sketch in the magnetic north arrow on the card with its base starting at the top of the marginal data section.

f. Using your compass, determine the azimuth in degrees from the terrain feature to the gun position.

g. Determine the distance between the gun and the feature by pacing or plotting the distance on a map.

h. Sketch in the terrain feature on the card in the lower left or right hand corner.

i. Connect the sketch of the position and the terrain feature with a barbed line from the feature to the gun.

j. Write in the distance in meters.

k. Add final protective fires to your range card.

(1) Sketch in the limits of the primary sector of fire as assigned by your leader.

(2) Sketch in the FPL line on your sector limit as assigned.

Chapter 3

Performance Steps

- (3) Determine dead space on the final protective line by having your assistant gunner walks the final protective line.
- (4) Watch him walk down the line and mark spaces that cannot be grazed.

(5) Sketch dead space by showing a break in the symbol for an FPL and write in the range to the beginning and end of the dead space.

(6) Label all targets in your primary sector in order of priority.

1. Prepare DA Form 5517 when assigned a PDF instead of an FPL.

(1) Sketch in the limits of the primary sector of fire as assigned by your leader.

Note: Sector should not exceed 875 mils, the maximum traverse of the tripod-mounted machine gun.

(2) Sketch in the symbol for an automatic weapon oriented on the most dangerous target within your sector.

Note: The PDF will be Target Number One in your sector. All other targets will be numbered in priority.

(3) Sketch in your secondary sector of fire.

Note: The secondary sector is drawn using a broken line.

(4) Label targets within the secondary sector with the range in meters from your gun to each target.

Note: When necessary, the bipod is used to engage targets in your secondary sector.

(5) Sketch in aiming stakes, if used.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Warrior Skills Level 1 Tasks

Performance Measures	GO	NO-GO
1 Constructed a hasty fighting position.	_____	_____
2 Constructed a deliberate fighting position.	_____	_____
3 Constructed a machine gun fighting position.	_____	_____
4 Constructed a shoulder launched missile fighting position.	_____	_____
5 Prepared a DA Form 5517 for the fighting position.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References: ATP 3-21.8

Required: DA Form 5517, TC 3-21.75, TM 3-23.25

Related:

159-COM-2026

Identify Combatant and Non-Combatant Personnel and Hybrid Threats.

Chapter 3

Foreign Disclosure: FD1 - This training product has been reviewed by the training developers in coordination with the TRADOC G2 Foreign Disclosure Officer, Joint Base Langley Eustis, VA. This training product can be used to instruct international military students from all approved countries without restrictions.

Conditions: In a field, urban terrain, or garrison environment, where a Soldier is required to demonstrate an understanding of the various personnel in an Operational Environment (OE). Standard MOPP 4 conditions do not exist for this task. See the MOPP 4 statement for specific conditions.

Standards: Identify the combatant and non-combatant personnel and hybrid threats within an OE.

Special Condition: None

Safety Risk: Low

MOPP 4: N/A

Task Statements

Remarks: None

Notes: None

Performance Steps

1. Identify the combatant and/or noncombatant personnel within an OE.
 - a. Identify Armed Combatants:
 - (1) Regular Military Forces.
 - (2) Internal Security Forces.
 - (3) Insurgent Organizations.
 - (4) Guerilla Organizations.
 - (5) Private Security Organizations.
 - (6) Criminal Organizations.
 - b. Identify Unarmed Combatants

Performance Steps

(1) Unarmed nonmilitary personnel who may decide to support hostilities-recruiting, financing, intelligence-gathering, providing targeting information, supply brokering, transportation, courier, information warfare (videographers), improvised explosive device (IED) fabricators.

(2) Unarmed combatants may possibly be affiliated with paramilitary organizations.

(3) Includes support that takes place off the battlefield.

(4) Other examples of unarmed combatants-medical teams, media (local, national, international), non-governmental organizations/private voluntary organizations (NGOs/PVOs), Trans-national corporations, foreign government and diplomatic personnel, internally displaced persons (IDPs), transients, local populace.

c. Identify the following types of Noncombatants.

(1) Media Personnel.

(2) Humanitarian Relief Organizations.

(3) Multinational Corporations.

(4) Criminal Organizations.

(5) Private Security Organizations.

(6) Other Noncombatants and Civilian Population Support.

(7) Information Warfare elements.

2. Identify Hybrid Threats within an OE

(Asterisks indicates a leader performance step.)

Evaluation Guidance: Score the soldier GO if all performance measures are passed. Score the soldier NO-GO if any performance measure is failed. If the soldier scores NO-GO, show the soldier what was done wrong and how to do it correctly.

Chapter 3

Evaluation Preparation: Setup: This task may be evaluated at the end of OE training as well as during a field training exercise.

Brief Soldier: Tell soldier that they will be evaluated on their ability to correctly identify examples of combatant and/or noncombatant personnel and hybrid threats within an OE.

Performance Measures	GO	NO-GO
1 Identify Combatants.	_____	_____
2 Identify Paramilitary Forces.	_____	_____
3 Identify Insurgents.	_____	_____
4 Identify Terrorists.	_____	_____
5 Identify Drug and Criminal Organizations.	_____	_____
6 Identify Hybrid Threats.	_____	_____
7 Identify Noncombatants.	_____	_____

Environment: Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002. Environmental protection is not just the law, but the right thing to do. It is a continual process and starts with deliberate planning. Always be alert to ways to protect our environment during training

and missions. In doing so, you will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects. Refer to ATP 3-34.5 and GTA 05-08-002.

Safety: In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete DD Form 2297 in accordance with the TRADOC Safety Officer during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW current CBRN doctrine. In a training environment, leaders must perform a risk assessment in accordance with ATP 5-19. Leaders will complete a DD Form 2977 during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC).

Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW TM 3-11.32 Multi-Service Reference for Chemical, Biological, Radiological, and Nuclear Warning and Reporting and Hazard Prediction Procedures.

References: ADP 3-0; TC 7-100

Skills: None

071-COM-0512**Perform Hand-to-Hand Combat.**

Foreign Disclosure: FD1. This training product has been reviewed by the training developers in coordination with the G2 Foreign Disclosure Officer, Fort Moore, GA 31905. This training product can be used to instruct

Chapter 3

international military students from all approved countries without restrictions.

Conditions: You are a member of a dismounted squad conducting operations and you have encountered an unarmed adversary. You may be equipped with personnel protective equipment (PPE). Some iterations of this task should be performed in MOPP 4.

Standards: Dominate the enemy using the basic fighting strategy by achieving the clinch, gaining a dominant position and finishing the fight.

Special Condition: None

Special Standards: None

Safety Risk: Low

Task Statements

Cue: None

Note: This task is only a basic introduction to combatives. For advanced combatives, refer to TC 3-25.150, Combatives.

Performance Steps

1. Close the distance.

Note: Controlling a standup fight means controlling the range between fighters. The untrained fighter is primarily dangerous at punching range. The goal is to avoid that range. Even if you are the superior striker, the most dangerous thing you can do is to spend time at the range where the enemy has the highest probability of victory.

a. Achieve the clinch.

(1) Face your opponent, and assume the Fighting Stance just outside of kicking range.

(2) Tuck your chin, and use your arms to cover your head while aggressively closing the distance.

(3) Drive your head into your opponent's chest.

(4) Move your cupped hands to your opponent's biceps.

(5) Aggressively fight for one of the dominant clinch positions.

b. Achieve the Modified Seatbelt Clinch (Figure 3-133).

Performance Steps

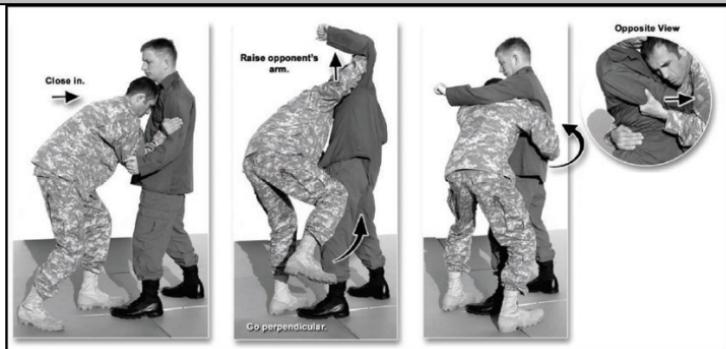


Figure 3-135. Modified Seatbelt Clinch

- (1) Raise one of his/her arms.
- (2) Move yourself perpendicular to your opponent.
- (3) Reach around your opponent's waist to grab his/her opposite-side hip.
- (4) Pull his/her arm into your chest with your other arm.
- (5) Control his/her arm at the triceps.

c. Achieve the Double Under-hooks Clinch (Figure 3-134).

Chapter 3

Performance Steps

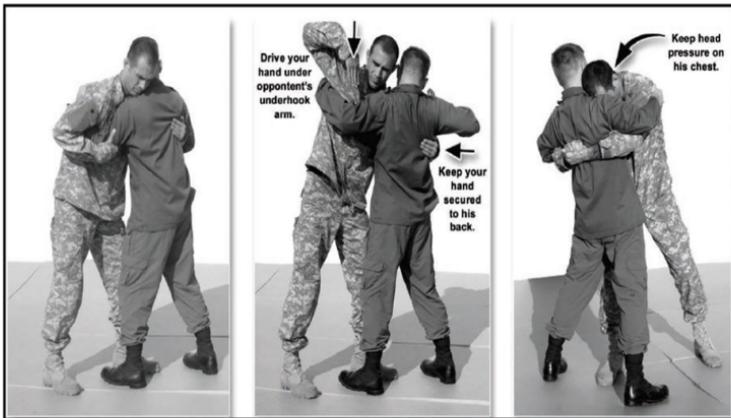


Figure 3-136. Double Underhooks Clinch

(1) Drive your overhook hand (with a knife edge) under your opponent's underhook arm.

(2) Clasp your hands in a Wrestler's Grip behind your opponent, while keeping head pressure on his /her chest.

d. Achieve the Rear Clinch (Figure 3-135).

Performance Steps

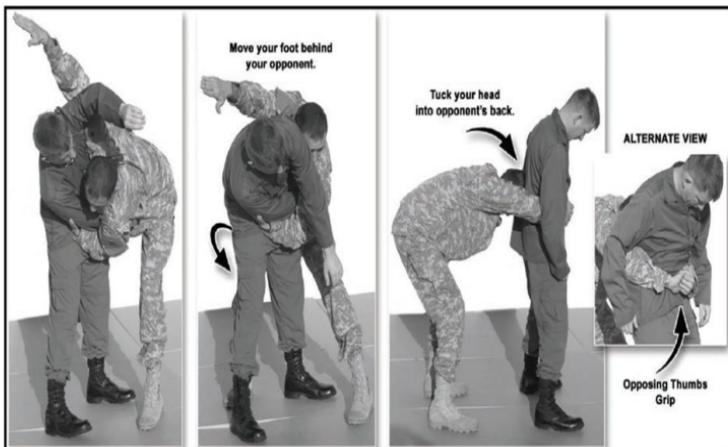


Figure 3-137. The Rear Clinch

- (1) Step behind your opponent.
- (2) Clasp your hands around your opponent's waist in an Opposing Thumbs Grip.
- (3) Place your forehead in the small of his/her back to avoid strikes.

Note: From this secure position, you can attempt to take the opponent down.

2. Gain dominant position.
 - a. Achieve the Rear Mount (Figure 3-136).

Chapter 3

Performance Steps



Figure 3-138. The Rear Mount

(1) Place one arm under your opponent's armpit and the other over his/her opposite shoulder.

(2) Clasp your hands in an Opposing Thumbs Grip.

WARNING

When in the Rear Mount, DO NOT cross your feet; this would provide the opponent an opportunity for an ankle break.

(3) Wrap both legs around your opponent, with your heels hooked inside his/her legs

Note: Keep your head tucked to avoid headbutts.

b. Achieve the Mount (Figure 3-137).

Note: The Mount allows the fighter to strike the opponent with punches, while restricting the opponent's ability to deliver effective return punches.

Performance Steps

The Mount also provides the leverage to attack the opponent's upper body with chokes and joint attacks.

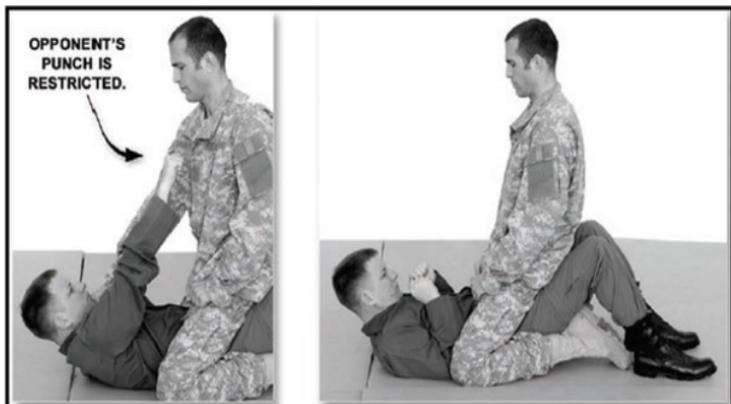


Figure 3-139. The Mount

- (1) Position your knees as high as possible toward the opponent's armpits.
- (2) Place your toes in line with or inside of your ankles to avoid injuring your ankles when your opponent attempts to roll you over.

c. Achieve the Guard (Figure 3-138).

Note: A fighter never wants to be under his/her opponent; the Guard enables him/her to defend himself and transition off of his/her back into a more advantageous position. The Guard allows the bottom fighter to exercise a certain amount of control over the range by pushing out or pulling in the opponent with his/her legs and hips. With skill, the bottom fighter can defend against strikes and even apply joint locks and chokes.

Chapter 3

Performance Steps

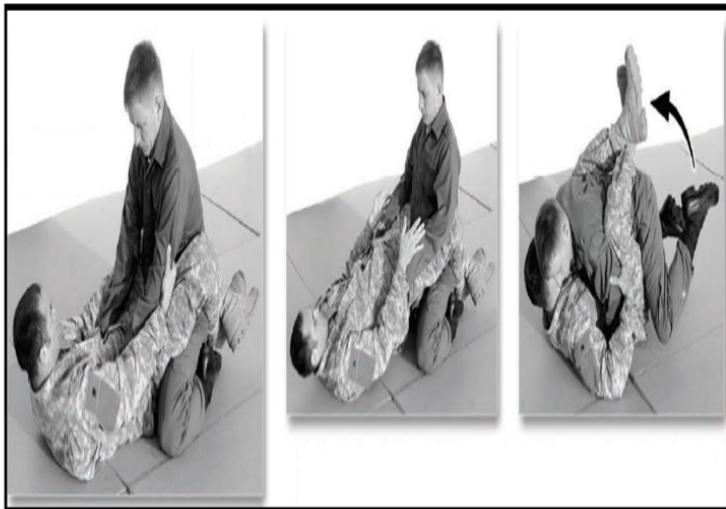


Figure 3-140. The Guard

- (1) Control opponent's arms at the elbows.
- (2) Lock your ankles around opponent's torso.

d. Achieve Side Control (Figure 3-139).

Performance Steps

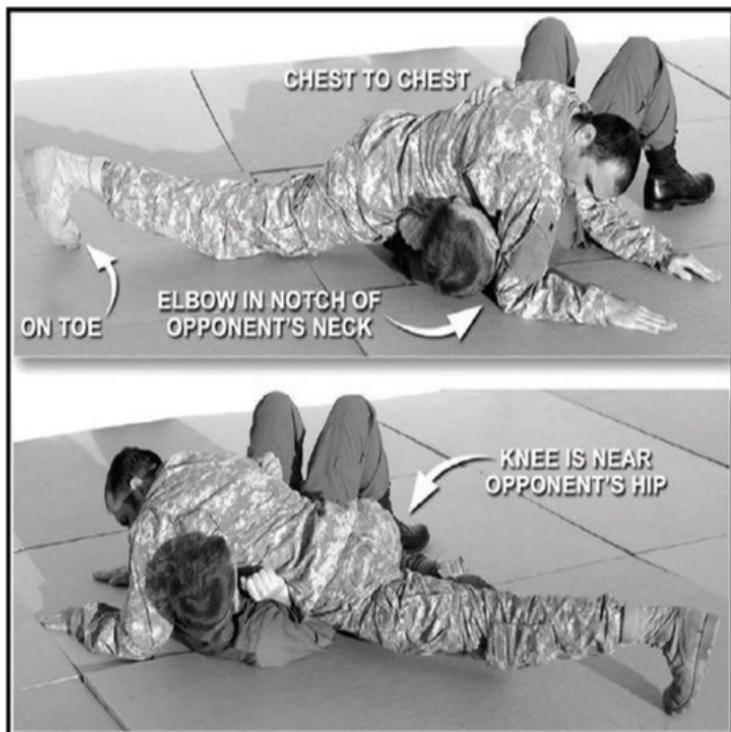


Figure 3-141. Side Control

- (1) Keep the leg closest to your opponent's head straight.
- (2) Bend the other leg so that the knee is near your opponent's hip.
- (3) Keep your head turned away to avoid knee strikes.

Chapter 3

Performance Steps

(4) Place your elbow on the ground in the notch created by the opponent's head and shoulder.

(5) Position your other hand palm down on the ground under the opponent's near-side hip.

3. Finish the Fight.

Note: When dominant body position has been achieved, the fighter can begin attempts to finish the fight secure in the knowledge that if an attempt fails, as long as he maintains dominant position, he may simply try again.

a. Achieve the Rear Naked Choke (Figure 3-140).

Note: The Rear Naked Choke slows the flow of blood in the carotid arteries, which can eventually cause your opponent to be rendered unconscious for a short period of time.

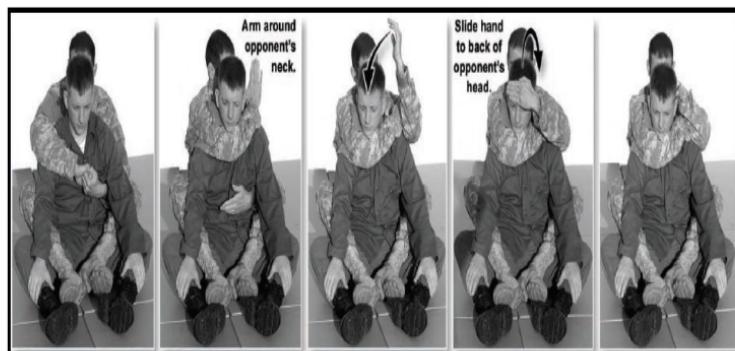


Figure 3-142. Rear Naked Choke

(1) Place your bicep along one side of your opponent's neck; take your forearm and roll it around to the other side of neck, his/her chin will line up with your elbow.

(2) Tighten choke up and grab your shoulder or arm.

(3) Place your opposite hand behind the head as if you're combing his/her hair back.

Performance Steps

- (4) Tuck your head in to avoid getting hit.
- (5) Roll your shoulders back, push chest forward and finish the choke.
- b. Achieve the Cross Collar Choke from the Mount and Guard (Figures 3-141 and 3-142).

Note: The Cross-Collar Choke is a blood choke that can only be employed when your opponent is wearing a durable shirt. This choke should be performed from either the Mount or Guard.

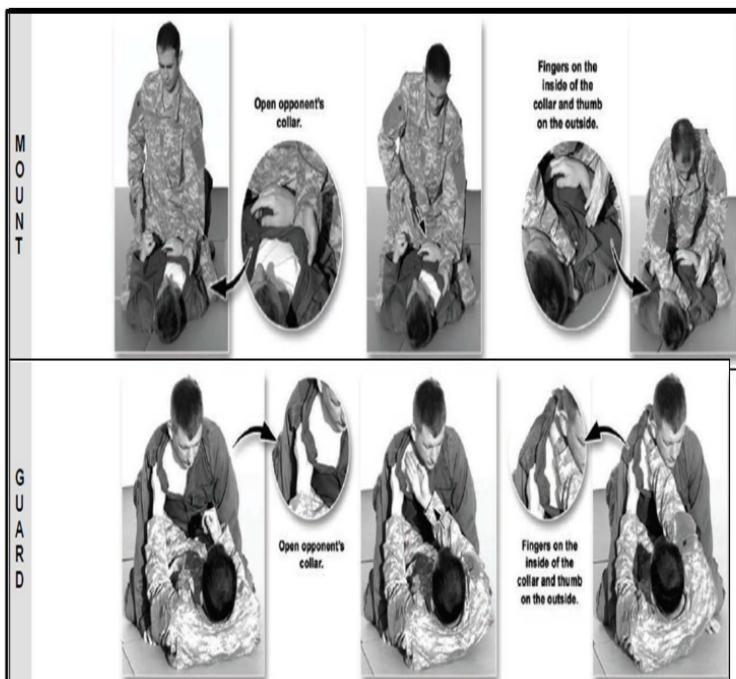


Figure 3-143. Cross Collar Choke

Chapter 3

Performance Steps

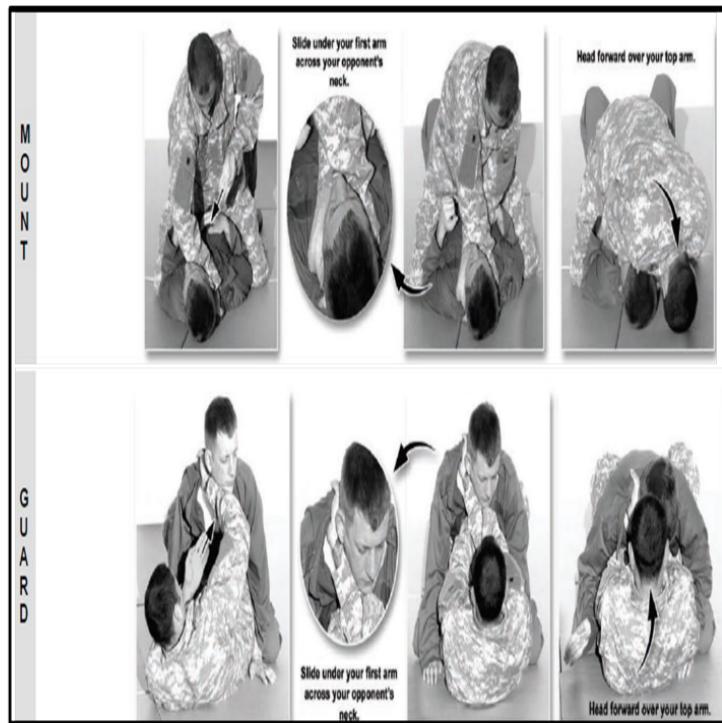


Figure 3-144. Cross Collar Choke Continued

- (1) Open your opponent's same-side collar with your non-dominant hand.
- (2) Reach across your body, and insert your dominant hand into the collar you just opened.
- (3) Relax the dominant hand, and reach all the way behind your opponent's neck.
- (4) Grasp his/her collar with your fingers on the inside and your thumb on the outside.

Performance Steps

- (5) Release the grip of your non-dominant hand, and move your dominant-side forearm across your opponent's neck under the first arm, clearing his/her chin.
- (6) Reach all the way back until your dominant hand meets the other hand using the same grip.
- (7) Turn your wrists so that your palms face you, and pull your opponent into you.
- (8) Expand your chest and pinch your shoulders together.
- (9) Bring your elbows to your hips to finish the choke.

c. Achieve the Bent Arm Bar from the Mount and Side Control (Figure 3-143).

Note: The Bent Arm Bar is a joint lock that attacks the shoulder girdle. This technique can be employed from either the Mount or Side Control.

Chapter 3

Performance Steps

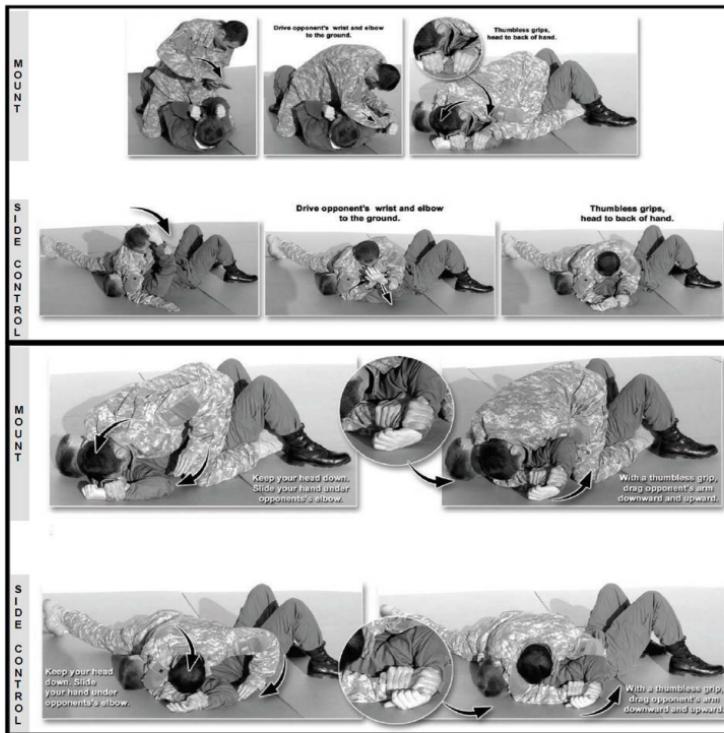


Figure 3-145. Bent Arm Bar

- (1) Drive your opponent's wrist and elbow to the ground with thumbless grip.
- (2) Move your elbow to the notch created by your opponent's neck and shoulder.
- (3) Keep your head on the back of your hand to protect your face from strikes.
- (4) Place your other hand under his/her elbow.
- (5) Grab your own wrist with a Thumbless Grip.

Performance Steps

- (6) Drag the back of your opponent's hand toward his/her waistline.
- (7) Lift his/her elbow, and dislocate his/her shoulder.
- d. Achieve the Straight Arm Bar from the Mount (Figure 3-144).

Note: The Straight Arm Bar is a joint lock designed to damage the elbow. While this exercise outlines a Straight Arm Bar performed from the Mount, this technique can be performed from any dominant position.

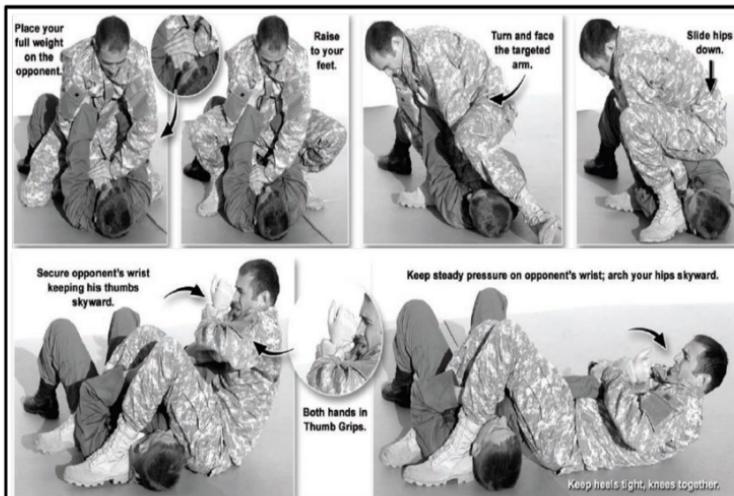


Figure 3-146. Straight Arm Bar from the Mount

- (1) Decide which arm you wish to attack.
- (2) Isolate that arm by placing your opposite-side hand in the middle of your opponent's chest, between his/her arms.
- (3) Target the unaffected arm and press down to prevent your opponent from getting off the flat of hi/hers back.

Chapter 3

Performance Steps

(4) Loop your same-side arm around the targeted arm and place that hand in the middle of your opponent's chest, applying greater pressure.

(5) Place all of your weight on your opponent's chest and raise to your feet in a very low squat.

(6) Turn your body 90 degrees to face the targeted arm.

(7) Bring the foot nearest to your opponent's head around his/her face, and plant it in the crook of his/her neck on the opposite side of the targeted arm.

(8) Slide your hips down the targeted arm, keeping your buttocks tight to your opponent's shoulder.

(9) Secure your opponent's wrist with both of your hands in Thumb Grips.

(10) Keep his/her thumb pointed skyward to achieve the correct angle.

(11) Pull your heels tight to your buttocks, and pinch your knees together tightly with the upper arm trapped between your knees, not resting on your groin.

(12) Apply steady pressure by trapping your opponent's wrist on your chest, and arching your hips skyward.

e. Achieve the Straight Arm Bar from the Guard (Figure 3-145).

Note: Fighting from your back can be very dangerous. When your opponent attempts to strike and apply chokes from within your Guard, use the Straight Arm Bar from the Guard, a joint lock designed to damage the elbow.

Performance Steps

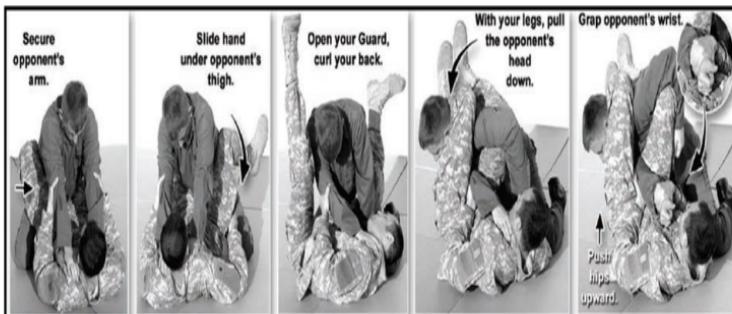


Figure 3-147. Straight Arm Bar from the Guard

- (1) Secure the arm at or above the elbow when your opponent presents a straight arm.
- (2) Hold your opponent's elbow for the remainder of the move.
- (3) Insert your other hand under the opponent's thigh on the side opposite the targeted arm.

Note: The hand should be palm up.

- (4) Open your Guard, and bring your legs up, while curling your back to limit the friction.
- (5) Contort your body by pulling with the hand that is on the back of your opponent's thigh.
- (6) Bring your head to his/her knee.
- (7) Place your leg over his/her head.
- (8) Grab your opponent, and pull him down by pulling your heels to your buttocks and pinching your knees together with your leg.
- (9) Move the hand that was behind your opponent's thigh to grasp the wrist that you secured at the elbow with a Thumb Grip.

Chapter 3

Performance Steps

(10) Curl your calf downward and push up with your hips to break your opponent's arm.

f. Achieve the Guillotine Choke (Figures 3-146 and 3-147).

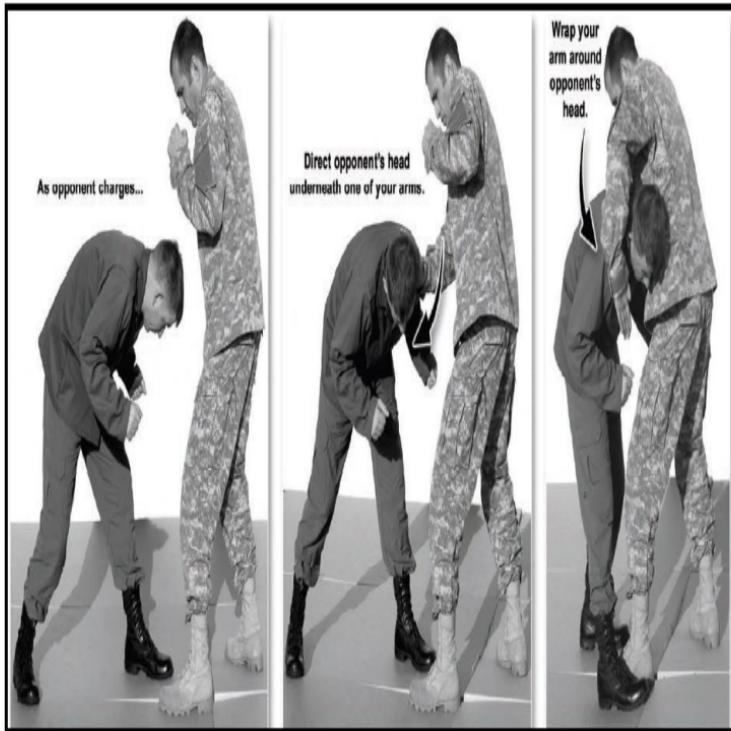


Figure 3-148. Guillotine Choke

Performance Steps

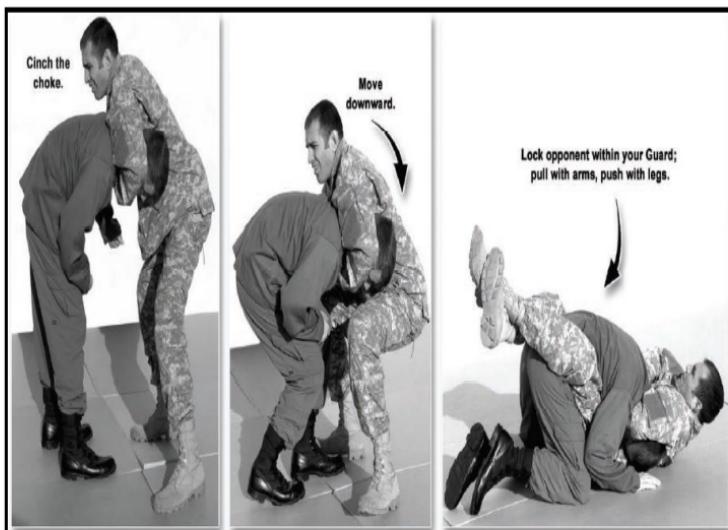


Figure 3-149. Guillotine Choke Continued

- (1) Direct your opponent's head underneath one of your arms, and take a step back when your opponent charges your legs.
- (2) Wrap your arm around your opponent's head and under his /her neck.
- (3) Grasp the first hand where a watch would be with your other hand, ensuring that you have not reached around your opponent's arm.
- (4) Cinch the choke by bringing your arm further around your opponent's head, improving your grip.
- (5) Cinch up the choke and sit down to place him in your guard.

Note: Your palm should be facing your own chest.

- (6) Sit Down.

Chapter 3

Performance Steps

(7) Place your opponent within your Guard.

(8) Finish the choke by pulling with your arms and pushing with your legs.

Evaluation Preparation:

Setup: Provide the Soldier with the equipment and or materials described in the conditions statement.

Brief Soldier: Tell the Soldier what is expected of him by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

Performance Measures	GO	NO-GO
1 Closed the distance.	_____	_____
2 Gained a dominant position.	_____	_____
3 Finished the Fight.	_____	_____

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO-GO if any performance measure is failed. If the Soldier scores a NO-GO, show the Soldier what was done wrong and how to do it correctly.

References:

Required:

Related: TC 3-25.150

Appendix A

Battle Drills

React to Contact:

Engage Targets with Individually assigned weapon.

071-COM-0502 Move under Direct Fire

071-COM-0608 Use Visual Signaling Techniques

113-COM-1022 Perform Voice Communications

071-COM-0503 Move over, Through, or Around Obstacles (Except Minefields)

071-COM-0510 React to Indirect Fire while dismounted

071-COM-0513 Select Hasty Fighting Positions

071-COM-0501 Move as a member of a Fire Team

071-COM-4407 Employ Hand Grenades

071-COM-1271 Identify Visual Indicators of an Improvised Explosive Device

071-COM-1270 React to Possible Improvised Explosive Devise

Appendix A

Establish Security at the Halt:

Engage Targets with Individually assigned weapon.

071-COM-0801 Challenge Persons Entering your Area

071-COM-1004 Perform Duty as a Guard

071-COM-0815 Practice Noise and Light Discipline

113-COM-2070 Operate SINCGARS Single-Channel (SC)

113-COM-1022 Perform Voice Communications

171-COM-4080 Send a Spot Report (SPOTREP)

071-COM-0513 Select Hasty Fighting Positions

071-COM-0608 Use Visual Signaling Techniques

052-COM-1361 Camouflage Yourself and Individual Equipment

071-COM-4408 Construct an Individual Fighting Position

Perform Tactical Combat Casualty Care:

081-COM-1053 Apply Individual Preventive Medicine Countermeasures

081-COM-1004 Perform Airway Management

081-COM-1046 Perform Casualty Movement

081-COM-1008 Treat an Eye Injury

191-COM-1002 Perform Hemostatic Control

081-COM-1007 Perform Casualty Burn Care

113-COM-1022 Perform Voice Communications

081-COM-0101 Request Medical Evacuation

React to Ambush:

Near-

Engage Targets with Individually assigned weapon
052-COM-1271 Identify visual indicators of an IED
052-COM-3261 React to an IED attack
071-COM-0512 React to Hand-to-Hand Combat
071-COM-0030 Engage targets with M4/M16 Rifle
071-COM-4407 Employ hand grenades
071-COM-0501 Move as a member of a team
071-COM-0502 Move under direct fire
071-COM-0513 Select Hasty fighting positions
071-COM-0608 Use visual signal techniques
113-COM-1022 Perform voice communications

Far-

Engage Targets with Individually assigned weapon
071-COM-0501 Move as a member of a team
071-COM-0513 Select Hasty fighting positions
113-COM-1022 Perform voice communications

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Appendix B

Proponent School or Agency Codes

The first three digits of the task number identify the proponent school or agency responsible for the task. Send recommendation to CIMT on a DA Form 2028 and send it to the proponent school with an information copy to:

Commander, U.S. Army Center for Initial Military Training

ATTN: ATMT-OP

Building 210 Dillon Circle

Fort Eustis, VA 23604-5166

Table B-1. Proponent School or Agency Codes

<i>School Code</i>	<i>Command</i>
MSCoE CM 031	U.S. Army Chemical School Directorate of Training/Training Development 464 MANSCEN Loop, Suite 2617 Fort Leonard Wood, MO 65473-8929
MSCoE EN 052	Commandant, U.S. Army Engineer School ATTN: ATSE-DT (Individual Training Division) 320 MANSCEN Loop, Suite 370 Fort Leonard Wood, MO 65473
FCoE 061	DIRECTORATE OF TRAINING AND DOCTRINE U.S. Army Field Artillery School ATTN: ATSF-D Fort Sill, OK 73503-5000
MCoE 071	Commandant, U.S. Army Infantry School ATTN: ATSH-OTSS Fort Moore-5593

Appendix B

Table B-1. Proponent School or Agency Codes (continued)

<i>School Code</i>	<i>Command</i>
AHS 081	Department of Training Support ATTN: MCCS-HTI 1750 Greeley Rd, Suite 135 Fort Sam Houston, TX 78234-5078
SCoE 091 (OMMS) 093 (OMEMS)	U.S. Army Combined Arms Support Command (CASCOM) Training Directorate USACASCOM, ATTN: ATCL-TD 2221 Adams Avenue., Suite 2018 Fort Gregg-Adams, VA 23801-1809
SCoE 101	Commander, US Army Quartermaster Center and School ATTN: ATSM-MA Fort Gregg-Adams, VA 23801-5000
SCoE 113	Commander, USA Signal Center & School ATTN: ATZH-DTM-U Fort Eisenhower, GA 30905-5074
MCoE 171	Commander, USA Armor Center and School ATTN: ATZK-TDT-TD 204 1ST Cavalry Regiment Road Fort Knox, KY 40121-5123
JAG 181	Commandant, Judge Advocate General Legal Center and School ATTN: JAGS-TDD 600 Massie Road Charlottesville, VA 22903-1781
MSCoE MP 191	Commandant, United States Army Military Police School ATTN: ATSJ-Z 401 MANSCEN Loop, Suite 1068 Fort Leonard Wood, MO 65473-8926

Proponent School or Agency Codes

Table B-1. Proponent School or Agency Codes (continued)

<i>School Code</i>	<i>Command</i>
APAC 224	Director, Army Public Affairs Center 6 ACR Road, Bldg. 8607 ATTN: SAPA-PA Fort Meade, MD 20755-5650
ICoE 301	Commander, USA Intelligence Center & Fort Huachuca 550 Cibeque Street, Suite 168 ATTN: ATZS-TDS-I Fort Huachuca, AZ 85613-7002
JFK 331	U.S. Army JFK Special Warfare Center and School Fort Liberty, NC 28310-5000
SCoE 551	U.S. Army Combined Arms Support Command (CASCOM) Training Directorate USACASCOM, ATTN: ATCL-A 2221 Adams Avenue Fort Gregg-Adams, VA 23801-2102
Fort Jackson SRT	U.S. Army Training Center, Fort Jackson Director of Basic Combat Training (DBCT), Doctrine and Training Development, ATTN: (ATZJ-DTD) 4325 Jackson Blvd. Fort Jackson, SC 29207-5315

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Glossary

Section I

Acronyms & Abbreviations

ACP	access control points
ADP	Army Doctrine Publications
AR	Army Regulation
ATP	Army Training Publication
ATTP	Army Tactics, Techniques, and Procedures
AVPU	alertness, responsiveness to vocal stimuli, responsiveness to painful stimuli, unresponsiveness
CBRN	chemical, biological, radiological, and nuclear
DA Form	Department of Army Form
DA Pam	Department of Army Pamphlet
DD Form	Defense Department Form
DOD	Department of Defense
ECBC	Edgewood Chemical Biological Center
EPW	enemy prisoner of war
FM	field manual; frequency modulation
GTA	graphic training aid
IBA	individual ballistic armor
IED	improvised explosive device
IPE	individual protective equipment
JAG	Judge Advocate General
MEDEVAC	medical evacuation
METT	Mission Essential training tasks
MOPP	Mission Orientating Protective Posture
NBC	nuclear, biological, and chemical

Glossary

RCIED	radio controlled improvised explosive device
ROE	rules of engagement
RTO	radio/telephone operator
SALUTE	size, activity, location, unit, time, and equipment
SMCT	Soldier's Manual of Common Tasks
SOI	Soldier operating instructions
SOP	standing operating procedure
STANAG	standardization agreement
STP	Soldier Training Publication
TB	Technical Bulletin
TC	Training Circular
TM	Training Manual
TCCC	tactical combat casualty care
TPP	tactics, techniques, and procedures

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Prescribed Forms

This section contains no entries

Referenced Forms

Unless otherwise indicated, DA forms are available online: <https://armypubs.army.mil>.

DD forms are available online: <https://www.esd.whs.mil/Directives/forms>.

DA Form 2028 Recommended Changes to Publications and Blank Forms

DA Form 2404 Equipment Inspection and Maintenance Worksheet

DA Form 5164-R Hands-On Evaluation

DA Form 5165-R Field Expedient Squad Book

DA Form 5517 Standard Range Card

DA Form 5988-E Equipment Maintenance and Inspection Worksheet

DD Form 1380 Tactical Combat Casualty Care (TCCC) Card

DD Form 2977 Deliberate Risk Assessment Worksheet

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STP 21-1-SMCT

16 October 2023

By Order of the Secretary of the Army:

RANDY A. GEORGE

*General, United States Army
Chief of Staff*

Official:



MARK F. AVERILL

Administrative Assistant

to the Secretary of the Army

2328603

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The Warrior Ethos forms the foundation for the American Soldier's spirit and total commitment to victory, in peace and war, always exemplifying the ethical behavior and Army Values. Soldiers put the mission first, refuse to accept defeat, never quit, and never leave behind a fellow American. Their absolute faith in themselves and their comrades makes the United States Army invariably persuasive in peace and invincible in war.



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