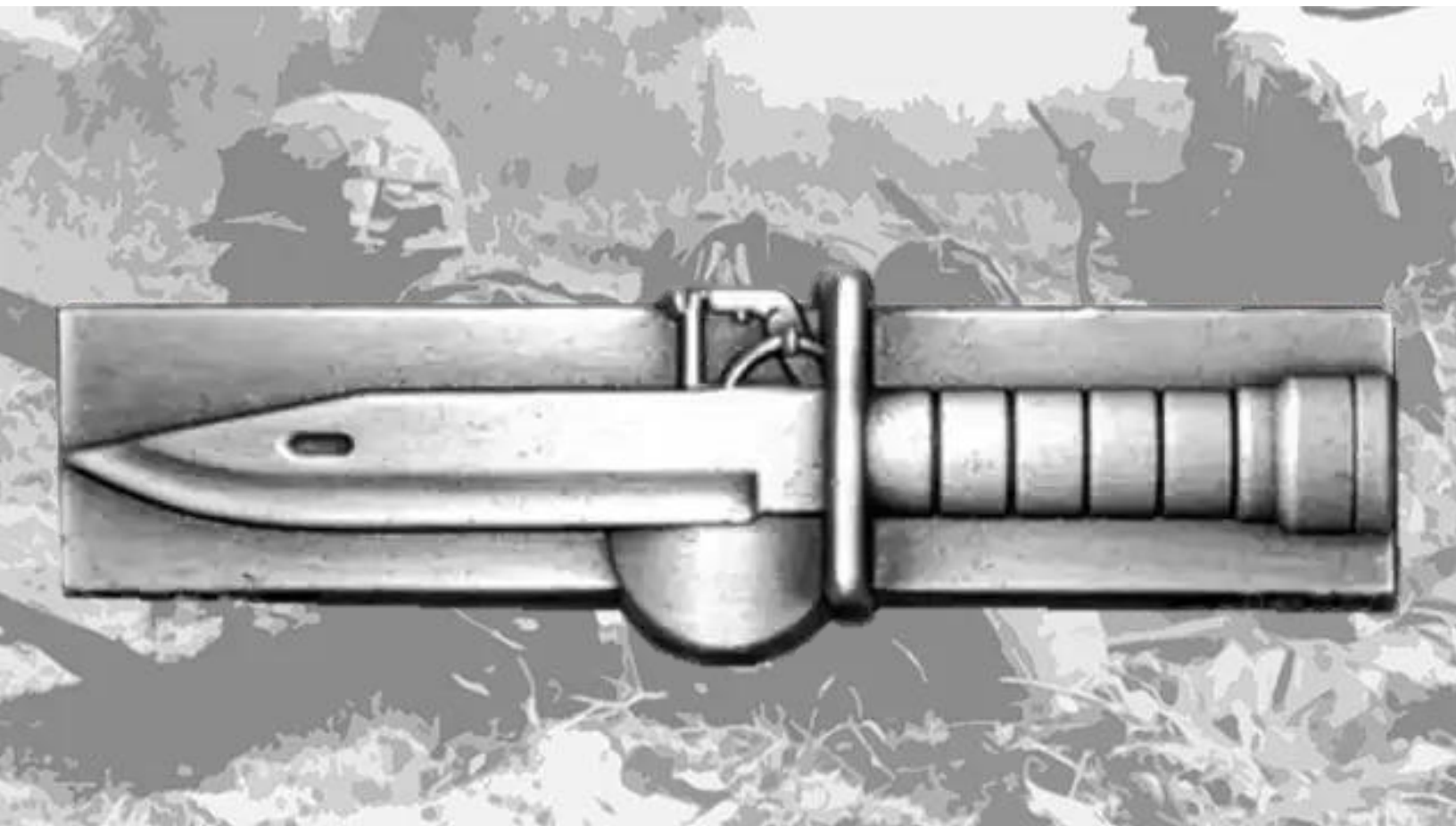


21st Theater Sustainment Command



Expert Soldier Badge Handbook

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INTRODUCTION



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

References: See appendix A.

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

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

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

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CHAPTER 1-OVERVIEW



PURPOSE: The purpose of the ESB is to recognize Service members who have demonstrated a mastery of critical tasks. These tasks build on the foundation of individual proficiency, allowing them to locate, close with, and destroy the enemy.

EVENTS: ESB Physical Fitness Assessment. The EPFA is age and gender neutral. Land Navigation. Land Navigation tests the ability of Candidates to navigate from one point to another using a map and compass while equipped with their individual combat gear. This is the second graded event they will undertake, demonstrating their proficiency under both day and night conditions. Land Navigation testing will be conducted in accordance with TC 3-25.26. Refer to Chapter Five for more details on this event. Individual Testing Stations. The Individual Testing Stations are the third graded event and tests a Candidate's proficiency in a variety of Soldier skills. Individual Testing Stations are re-testable, but Candidates must pass each Individual Testing Station to continue. Refer to Chapter Six for more details on this event. 12-Mile Foot March and Final Event. The 12-Mile Foot March and Final Event are the last events in the ESB test. Candidates must complete the 12-Mile route in three hours or less and then complete the Final Event in five minutes or less. Both events will be conducted according to the standards established in this publication, with additional standards for the 12-Mile Foot March outlined in ATP 3-21.18. Refer to Chapter Seven for more details on this event.

AUTHORITY AND STANDARDIZATION: The ESB Test Management Office (TMO) is the sole authority to authorize ESB testing and award the ESB. TMO will authorize qualified Units to conduct testing following the validation process, ensuring the Unit meets all requirements to administer an ESB test. TMO is responsible for the standardization and implementation of the ESB test, reserving the right to review and make recommendations until the final day of testing. TMO may revoke testing authorization to any Unit that fails to comply with the standards.

ESB TEST MANAGERS: TMO appoints Senior NCOs who have earned the EIB/ESB or EFMB to serve as ESB Test Managers. They serve as the primary point of contact for ESB testing to all eligible Units in the Army, Army National Guard (ARNG), and Army Reserve (USAR). The Test Managers will conduct site visits as needed with Units approved to conduct ESB testing.

TESTING ISSUES AND VIOLATIONS: If issues or violations are found during ESB testing, the Commander will be required to conduct an inquiry and submit the results to TMO within 15 days. The Commander's inquiry must state what actions have been taken to address the issues, why the Commander feels the issues are unjustified, or that an investigation has been initiated. All correspondence will be directed to TMO. Upon receiving the issue/violation information, the Commander's inquiry, and/or investigation results, TMO will review and decide. If all standards were met,



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the authorization to award the ESB for that test will remain in effect. If the investigation determines that ESB standards were violated, TMO may revoke a Test Control Number (TCN). If a TCN is revoked, the test is considered invalid and no ESBs may be awarded. A written response of the decision will be provided to the Commander in a timely manner.

INTENT: The Expert Soldier Badge Test is intended to be executed at the Brigade-level (O-6 CSL Commander) or higher. The Brigade is the formation that is best suited to enable resourcing of qualified cadre, material, and allocate appropriate time for training and execution. Conduct of Expert Soldier Badge testing may be approved for Battalion-level Headquarters. Requests for Battalion-level execution may be approved for battalions that are geographically located apart from their Brigade-level Headquarters, or forward deployed. Commanders will only offer the opportunity to qualified personnel who volunteer to undergo the testing. Testing must create an environment where Candidates strive to demonstrate their mastery of critical combat skills while meeting the standards set forth in the ATTPs, FMs, SMCTs, TCs, and TMs. The training Candidates undertake while preparing for the ESB test will improve their survivability on the battlefield by highlighting weaknesses and strengths, while providing increased confidence in their own abilities.

EXCEPTIONS AND WAIVERS: Commanders may request exceptions to this publication through the ESB Test Manager, which will be considered on a case-by-case basis. Requests for waivers must be sent to the ESB Test Manager no later than 30 days prior to validation.

TEST INITIATION PROCESS The Commander's Responsibilities:

1. The Commander/OIC must be an Officer and may also serve as President of the ESB Board.
2. Emphasize training ESB tasks at the Unit level no less than 120 days prior to testing.
3. Allow enough time for proper preparation, coordination, and Unit level training prior to the ESB train-up period. Test Request Memorandum must be submitted at least 90 days prior to validation for CONUS units and 120 days prior to validation for OCONUS units. Waivers must be submitted at least 30 days prior to validation.
4. Allocate internal resources and establish training priorities for ESB preparation, training, and testing.
5. Appoint an ESB Board and ESB NCOIC/OIC to coordinate with the ESB Test Manager from within the Unit.
6. Coordinate for validation no less than 45 days prior to the start of ESB train-up for CONUS Units and 60 days prior for OCONUS, ARNG, and USAR Units. Ensure a Line of Accounting is provided to the ESB Test Manager through the Defense Travel System to cover TDY costs. Units are responsible for funding the ESB Test Manager's travel for ESB validation.
7. Issue appointment orders for all ESB Board members and Graders.
8. Issue TMO award orders/certificates and ensure they are uploaded into iPERMS for each recipient.
9. Apply risk assessment and risk management procedures throughout the entire ESB process;



CHAPTER 1-OVERVIEW



appropriate controls will be put in place as needed to eliminate hazards and reduce risk. Safety violations will result in a Candidate's immediate removal from the test process at the discretion of any Lane NCOIC/OIC.

The ESB Board's Responsibilities:

1. Apply proper planning to develop a realistic training plan.
2. Appoint an NCOIC/OIC for each lane/major event, as well as an adequate number of Graders for all events.
3. Issue an Operations Order to the Unit detailing the ESB process, assign/delegate tasks, and conduct Unit IPRs through all stages of the ESB process.
4. Submit a test concept and schedule to the ESB Test Manager no later than 45 days prior to the ESB validation period (a week prior to the start of the train-up week), with a copy provided to the responsible Major Army Command (MACOM). The Board will remain flexible to make changes to the test concept in accordance with guidance provided by the ESB Test Manager.
5. Ensure all Candidates meet the prerequisites. Under no circumstances will the Board allow unqualified personnel, to include NON-CMF 11/18 personnel, to take part in the actual ESB testing.
6. Prepare Board/Grader appointment/ESB orders for review by the ESB Test Manager during validation.
7. Organize, administer, control, and execute all phases of the ESB process to standard.
8. Use and verify individual score sheets, Unit Tracker Spreadsheet, and Station tracker Spreadsheets.
9. Within 15 days of completion, submit an AAR to the ESB Test Manager. These AARs will be reviewed by TMO and posted for review on the ESB website.

The ESB Test Manager's Responsibilities:

1. Ensure the ESB website and USAIS PAM 350-6 remains updated and relevant, while providing supporting documentation and reference items to all Units engaged in the ESB process.
2. Track all Units requesting authorization to test and assist Units as required throughout the ESB process.
3. Travel to all test locations a week prior to the train-up, to validate that the testing Unit is in accordance with all standards outlined in this publication.
4. Report all discrepancies to the Unit ESB Board President and testing Unit Commander, recommending changes or corrective action. The ESB Test Managers report is exempt from management information control requirements IAW AR 335-15. The ESB Test Manager is obligated to report all uncorrected discrepancies to TMO. The authorization for testing can be revoked at the discretion of TMO but Candidates still undergoing testing can continue the ESB test events until a decision is rendered. In this instance, ESBs will not be awarded to Candidates until TMO determines all discrepancies are resolved.
5. Upon validating a test site, issue a TCN to the testing Unit. A TCN should be provided prior to the first day of testing but may be withheld if a test site does not meet the requirements established in this publication.



CHAPTER 1-OVERVIEW



ESB CANDIDATE GRADE SHEET							
Name: (Last, First, MI)		Rank:		Unit:			
APFT EVENT							
*(Cadre sign initials for GO/NO-GO EPFA)		GO	NO/GO	TEST DATE/TIME	GRADER RANK/NAME		
LAND NAVIGATION EVENT							
		GO	NO/GO	TEST DATE/TIME	GRADER RANK/NAME		
Day Land Navigation							
Night Land Navigation							
WEAPONS LANE							
TASKS		GO	NO/GO	GO	NO/GO	TEST DATE/TIME	GRADER RANK/NAME
W1	M4 Carbine/M16 Rifle						
W1	Light Grenade Launcher (M203 or M320)						
W2	Maintain M249 Squad Automatic Weapon						
W2	Operate M249 Squad Automatic Weapon						
W3	Maintain M240 Machine Gun						
W3	Operate M240 Machine Gun						
W4	M2. 50 Caliber Machine Gun						
W5	MK 19 Heavy Grenade Launcher						
W6	Pistol (M9 or M17)						
W7	Hand Grenades						
ESB1	React to IED Attack						
ESB2	Preventive-Maintenance Checks and Services						
ESB3	Search Individual in a Tactical Environment						
MEDICAL LANE							
TASKS		GO	NO/GO	GO	NO/GO	TEST DATE/TIME	GRADER RANK/NAME
M1	Request MEDEVAC						
M2	Provide care under fire						
M3	Restore breathing and or pulse						
M4	Evaluate a casualty for heat injury						
M5	Control bleeding						
M6	Evaluate and treat for shock/spinal injury						
M7	Apply an occlusive dressing						
M8	Open head wound in CBRN environment						
M9	Open abdominal wound and eye injuries						
M10	Treat a fracture and a burn						
PATROL LANE							
TASKS		GO	NO/GO	GO	NO/GO	TEST DATE/TIME	GRADER RANK/NAME
P1	Move Under Direct Fire						
P2	Tactical Handheld Radio						
P3	Defense Advanced GPS Receiver (DAGR)						
P4	Camouflage and Visual Signaling Techniques						
P5	Chemical and Biological Operations						
P6	Resection and Military Maps						
P7	Transmit a SPOT Report						
P8	M18A1 Claymore Mine						
ESB4	Employ Progressive Levels of Individual Force						
ESB5	Mark CBRN-Contaminated Areas						
12-MILE FOOT MARCH/FINAL EVENT							
TASKS		GO	NO/GO	TEST DATE/TIME	GRADER RANK/NAME		
12-Mile Foot March							
Final Event							
35 lbs Dry Weight (Scales and Lay-Out)							



CHAPTER 2-ADMINISTRATION AND PROCEDURES



PREPARATION: ESB testing requires a large commitment of equipment and personnel; every effort should be made to conserve resources and allow maximum participation of qualified personnel. Ensure that the testing Unit is prepared to commit the required time and effort into hosting the ESB Test.

1. The appropriate time allotted on your Unit's schedule and be able to meet the suspense dates. See Chapter Three for schedule requirements.
2. No conflicting missions that would hinder training or testing.
3. The ability to obtain the appropriate equipment, personnel, and resources.
4. Training areas available for all events.
5. Enough Soldiers who have been awarded the EIB/ESB/EFMB to meet the personnel requirements.
6. Command support.
7. The ability to support the number of Candidates that will be participating. ARNG and USAR Units should factor in the need for supporting personnel when planning their ESB, as well as a need for additional funds for TDY and Active-Duty Operational Support orders. Contact the ESB Test Manager before planning your test; ensure to view all the resources available on the ESB website.

PERSONNEL REQUIREMENTS: Personnel required to serve as the ESB Graders who will administer and support the ESB process will vary based on the size of the Unit testing as well as the number of Candidates involved in the process. All Graders must have already been awarded the ESB/EIB/EFMB. The following manning and minimum rank requirements are for a battalion sized element and should be adjusted as needed by the ESB Board members:

1. Standard Concept

- a. One (1) ESB Board President (SGM/MAJ)
- b. Two (2) ESB Board Members (SFC/CPT)
- c. One (1) SFC/CPT to serve as the NCOIC/OIC of the ESB Operations Center
- d. Three (3) personnel to support the ESB Operations Center (Can be non-Badge holders)
- e. Three (3) MSG/MAJ to serve as Lane NCOIC/OICs (Weapons, Medical, and Patrol Lanes)
- f. Thirty (30) SGT/1LT to serve as Individual Test Stations NCOIC/OICs (one [1] NCOIC/OIC per station) and to support the EPFA, Land Navigation, 12-Mile Foot March, and Final Event
- g. Sixty (60) PVT/2LT to serve as Individual Testing Stations Graders (two [2] Graders per station) and to support the EPFA, Land Navigation, 12-Mile Foot March, and Final Event
- h. One (1) SFC/CPT to serve as the EPFA NCOIC/OIC
- i. One (1) SFC/CPT to serve as the 12-Mile Foot March and Final Event NCOIC/OIC
- j. One (1) SFC/CPT to serve as the Land Navigation NCOIC/OIC
- k. Thirty (30) station support personnel at a minimum (Can be non-Badge holders)

Total: 133 (100 Badge Holders 33 NON-Badge Holders)



CHAPTER 2-ADMINISTRATION AND PROCEDURES



2. Cradle to Grave Concept

- a. One (1) ESB Board President (SGM/MAJ)
- b. Two (2) ESB Board Members (SFC/CPT)
- c. One (1) SFC/CPT to serve as the NCOIC/OIC of the ESB Operations Center
- d. Three (3) personnel to support the ESB Operations Center (Can be non-Badge holders)
- e. Three (3) MSG/MAJ to serve as Lane NCOIC/OIC (Weapons, Medical, and Patrol Lanes), who will also serve as EPFA, Land Navigation, 12-Mile Foot March, and Final Event NCOIC/OICs
- f. Ten (10) SGT/1LT to serve as Individual Test Stations NCOIC/OICs (one [1] NCOIC/OIC per station) and to support the EPFA, Land Navigation, 12-Mile Foot March, and Final Event
- g. Twenty (20) PVT/2LT to serve as Individual Testing Stations Graders (two [2] Graders per station) and to support the EPFA, Land Navigation, 12-Mile Foot March, and Final Event
- h. Ten (10) station support personnel at a minimum (Can be non-Badge holders)

Total: 50 (37 Badge Holders 13 NON-Badge Holders)

In addition to the personnel listed above, Units will need to factor in additional support personnel (non-Badge holders) to assist with operations of the ESB (logistics, ammunition, transportation, medics, communications, meals, etc.). Some tasks may require additional graders/personnel/resources based on their length and complexity.

GRADER QUALIFICATION: Individuals that have earned the Expert Soldier Badge (ESB) and Expert Field Medical Badge (EFMB) may serve as graders for Common Tasks as identified in the Soldiers Manual for Common Tasks (e.g., 071-COM-0032-Maintain an M16-Series Rifle/M4-Series Rifle Carbine). The requirements for Station NCOIC, Lane NCOIC and Board members must meet the requirements listed in Chapter 2-2. Personnel selected to serve as a Grader for the ESB must meet the following criteria:

1. Must have been awarded the ESB/EIB/EFMB and have a copy of their orders or certificate with orders number.
2. Must not possess a Suspension of Favorable Personnel Action (FLAG) or bar to continued service (BAR).
3. Must be appointed by orders to serve as an NCOIC/OIC or Grader.

SUBJECT MATTER EXPERTS: All phases of the ESB test will be graded by qualified personnel as outlined above, except in the following situations where a unit chooses to use a subject matter expert (SME) to help at the station:

1. Using a Medic to evaluate First Aid tasks.
2. Using an Artilleryman or Forward Observer to evaluate Call for Fire.
3. Using a Radio Operator to evaluate communications tasks.
4. Using Chemical personnel to evaluate Chemical, Biological, Radiological, and Nuclear (CBRN) tasks.



CHAPTER 2-ADMINISTRATION AND PROCEDURES



If a Unit chooses to utilize SME evaluators to assist in the evaluation of specialized tasks, the following will apply:

1. SME personnel must be certified through the ESB Board and appointed by orders.
2. SME personnel must be in the grade of E-5 or above.
3. SME personnel will only be used to evaluate tasks specific to their expertise and will provide feedback to the Grader on a Candidate's performance. Graders will have the final authority in determining if a Candidate has passed the event or not. Under no circumstances will SME personnel be utilized as Graders for any event.

LOGISTICAL AND SITE REQUIREMENTS: Units may conduct the ESB train-up and testing during day or night. Site selection should be based on the number of Candidates that will be training and testing. It must allow enough room to construct the lanes, while allowing an adequate flow of Candidates through the Individual Testing Stations. Ammunition allocation and requests should follow established policies; ensure to plan accordingly. The ESB Board must ensure that training scenarios differ from testing scenarios, including, but not limited to grid/target locations, positions of treated wounds, and the scenarios given. Each station should strive to maximize changes to their scenario/information between:

1. Practice and testing.
2. Holding/retraining area and testing area.
3. The two grading sites within one station. If a Candidate receives a NO-GO or wins a protest, the Candidate should retest under a different Grader, at the other site. More sites may be added if the Unit expects a backlog at that station but there should be at least two different options and two different Graders.

GRADING PROCEDURES: Candidates must successfully complete all phases of the ESB test to standard to receive the award. During all phases of testing, Candidates are evaluated by Graders, who are accountable to either an Individual Testing Station NCOIC/OIC or a Lane NCOIC/OIC. Lane NCOIC/OICs have overall responsibility and authority for their lane, to include final appeal/protest authority. Candidates are eliminated from ESB under the following criteria:

1. Failing to pass any big event (EPFA, Day/Night Land Navigation, 12-Mile Foot March, and Final Event).
2. Receiving more than one NO-GO within one lane over the course of the 30 Individual Testing Stations. (Candidates are allowed three total NO-GOs/retests; one per lane.)
3. Failing to return for a retest within one hour.
4. Any unsafe act or integrity violation (clearly defined and briefed by the ESB Board prior to training).



CHAPTER 2-ADMINISTRATION AND PROCEDURES



CANDIDATE ELIGIBILITY REQUIREMENTS

Candidates must meet the following requirements:

1. Must be an active member of the U.S. Army, ARNG, or USAR.
2. Must meet all height and weight requirements outlined in AR 600-9.
3. Must have passed an Army Physical Fitness Test within six months.
4. Must not be flagged.
5. Must have qualified expert with the M4 Carbine or M16 Rifle on a 300-meter Automated Record Fire (ARF) range within six months of testing for the ESB in accordance with TC 3-22.9. ARNG and USAR personnel must have qualified expert within one year of testing for the ESB. This prerequisite cannot be used to offset any testing requirements which occur within the ESB process. In instances where a 300-meter ARF range is not accessible to the Unit, qualification on the ALT-C course is acceptable; however, the Unit will need to justify their inability to access a 300-meter ARF range via memorandum to the ESB Test Manager. The waiver(s) must include the individual names and be accompanied by their respective ARF scorecards (within one year), and ALT C qualification (within six months). Both must show that the Candidate qualified expert, scoring at least 36 points. This waiver must be approved prior to validation. ALT-C is not permitted in order to provide an additional attempt for weapons qualification for personnel who have been afforded an opportunity to qualify on a 300-meter ARF range prior to ESB testing.
6. Must have received the recommendation of their current Commander to participate in testing and have a reasonable expectation of passing all events.
7. Personnel who have received a permanent medical profile may test for the ESB as long as their profile will not prevent them from taking part in any of the required events.
8. Company Commanders or equivalent are responsible for certifying that their Soldiers meet all eligibility requirements to test for the ESB and are required to provide a roster of their Candidates, with supporting documentation, to the ESB Board. In order to maintain the integrity of the test, an approved sworn statement by each Battalion Commander or higher must be submitted to the ESB Test Manager during the validation process.



CHAPTER 2-ADMINISTRATION AND PROCEDURES



OPERATIONS: During the train-up and testing phases, all operations should be coordinated through a consolidated ESB operations center under the supervision of an Operations NCOIC/OIC appointed through orders by the ESB Board. The Operations NCOIC/OIC is responsible for consolidating and maintaining all Candidate packets and score sheets throughout all phases of testing. The NCOIC/OIC is required to submit all required spreadsheets, trackers, statistics, and other documentation to the ESB Test Manager at the end of each day and at the conclusion of testing. The final tracker must include all Candidates, even those who did not start/complete testing due to prerequisites, event failures, or administrative drops.

CANDIDATE PACKETS: The ESB Board is responsible for determining the content and format of Candidate packets, ensuring to provide any requested documentation to the ESB Test Manager. The Test Manager will inspect the Unit Tracker Spreadsheet, Candidate Record Briefs (STP), and Battalion Commander's Memorandum (one per Battalion).



CHAPTER 3-PRE-EXECUTION PHASE



UNIT PREPARATION: Commanders should integrate ESB test events and subjects into individual and collective training programs at least 120- days prior to ESB execution. Sustainment training for physical fitness and land navigation will greatly improve the overall outcome of the ESB test success rate. In addition, it is highly recommended for Commanders to allocate sufficient squad level training focused on ESB tasks to ensure Soldiers are properly prepared.

The scheduled train-up period integrated into the ESB process is not designed to instill a level of proficiency to successfully pass the ESB test. This train-up period serves as an indicator for the ESB Board to identify problems with their test execution. This offers an opportunity to make slight adjustments prior to test execution, while providing the Candidates an understanding of how the test will be run.

The ESB Board establishes the uniform requirements for all phases of testing. It should be realistic, combat-focused, in accordance with the Unit's Standard Operating Procedures, and include the appropriate personal protective equipment.

The ESB Board must print an ESB book for all Candidates/Graders. The USAIS PAM 350-6 is the only authorized resource for obtaining this information for the ESB test, which ensures a uniform standard throughout the force. The USAIS PAM 350-6 can be found on the ESB website:

[ESB|Expert Soldier Badge \(army.mil\)](https://www.army.mil/ESB/ExpertSoldierBadge)

2. GRADER PREPARATION: The ESB Board is responsible for training and certifying all Graders, which should take place concurrently with the Unit train-up phase 120-days prior to ESB execution. All Graders will be certified by the ESB Board prior to validation. Training and certification of these personnel should ensure the following at a minimum:

1. A complete understanding of all events and tasks that will be tested.
2. A knowledge of the timeline for the entire ESB process.
3. A complete understanding of their specific roles in the ESB process; grading standards, requirements, and re-test procedures for their specific areas of responsibility.
4. Trained in all administrative requirements.
5. Trained in the appeals process.
6. A complete understanding of all safety and risk mitigation requirements for all phases of testing.

Training and certification of Graders requires them to demonstrate proficiency in their areas of responsibility through practical demonstration to the ESB Board. These personnel will rotate through the various positions that they will serve in, scoring and performing the tasks they are responsible for. The ESB Board should designate role players to act as Candidates for personnel to grade and interact with; they should intentionally execute tasks incorrectly to ensure Graders perform to standard. The NCOIC/OIC for each Individual Testing Station/Lane must be present for this process.



CHAPTER 3-PRE-EXECUTION PHASE



ESB TRAIN-UP: For Active-Duty Units or Mobilized ARNG/USAR Units, the ESB train-up typically lasts a minimum of one week leading into the ESB test, unless a Unit has established an alternate train-up schedule. Non-mobilized ARNG/USAR Units that conduct traditional M-day or TPU training may conduct ESB as follows:

1. Train-up over two consecutive Inactive Duty Training (IDT) periods consisting of at least nine Mandatory Unit Training Assemblies (MUTA-9). Test over the next consecutive five-day MUTA-9 IDT.
2. Train-up and test (test is five consecutive days) over two consecutive MUTA-9 IDTs.
3. Train-up and test (test is five consecutive days) over 14 consecutive days during their Annual Training (AT).
4. Train-up over the five-day MUTA-9 IDT prior to AT and test over five days, within the first eight days of AT.
5. Train-up over two consecutive IDTs consisting of at least nine MUTAs immediately prior to AT. Testing must be completed over a five-day period, within the first eight days of AT.
6. Train-up over the last eight days of AT and test during the first five-day MUTA-9 IDT following AT.

During train-up, Candidates are permitted to use the test land navigation site, but lanes/points need to be changed for the actual ESB test. Candidates will not test on any of the same points they practiced on. Use two sites if available.

During the train-up phase it is not necessary to use the Graders as the primary instructors on the training site. Emphasis should be placed on having team leaders and squad leaders preparing and training their Soldiers for the test.

All required equipment and training aids must be present in working condition during train-up. Equipment requirements are dependent on the number of Candidates testing. The primary responsibility of the Graders is to ensure all tasks are being executed according to the standards in this manual, while addressing any issues, questions, or concerns from the Candidates regarding expectations and test requirements.

TEST VALIDATION: Validation typically occurs the week prior to train-up but can be adjusted based on the Unit's schedule. During validation, Units should be prepared to adjust their test execution plan based on input from the ESB Test Manager. Maintaining open lines of communication with the ESB Test Manager during all test preparation will minimize changes/issues. A TCN will only be issued after the ESB Test Manager has validated the entire test site.

After validation no additional Candidates may be added to the roster.

TIMELINE: Train-up must consist of five days at a minimum. Testing is five consecutive days. Commanders are authorized to conduct a longer train-up period.



CHAPTER 3-PRE-EXECUTION PHASE



Here is an example for units that may use the five-day minimum train-up. Using the following timeline for a one-week train-up as a guide, with T-Day representing Test Day 1:

- a. T-7 Train-up Day 1
- b. T-6 Train-up Day 2
- c. T-5 Train-up Day 3
- d. T-4 Train-up Day 4
- e. T-3 Train-up Day 5
- f. T-2 Commander's Time
- g. T-1 Commander's Time
- h. T-Day Test Day 1: EPFA and Land Navigation
- i. T+1 Test Day 2: Individual Testing Stations
- j. T+2 Test Day 3: Individual Testing Stations
- k. T+3 Test Day 4: Individual Testing Stations
- l. T+4 Test Day 5: 12-Mile Foot March and associated tasks, and Award Ceremony

Units have the discretion to transition from Train-up Day 5 (T-3) directly into Test Day 1 (T-Day). Units may use the two days of Commander's Time for study groups, Sergeant's Time, refresher training, administrative time, pass, etc. Testing must begin no more than three days after the completion of the official train-up phase. Without exception, testing will be conducted over five continuous days beginning with the EPFA on Test Day 1 and ending with the 12-Mile Foot March and Final Event on Test Day 5. The timelines above reflect all Candidates conducting the EPFA and land navigation in one mass group on Test Day 1 (T-Day); the ESB Board may break the Candidates down into four groups on Test Day 1 after the EPFA, with groups rotating through the Land Navigation, Weapons, Medical, and Patrol Lanes over Test Days 1 through 4 (T-Day through T+3).

ESB UNIFORM: The below uniform constitutes the worn ESB uniform and the minimum required for EACH candidate during ALL ESB testing events (excluding the EPFA). The below list consists of generic descriptions unless otherwise (*example*) stated and will not require a waiver unless requesting unit specific equipment. Requested items that do not meet the parameters of the below list WILL require a waiver consisting of an alternative, comparable, and unit issued item. Units may add to the below required uniform so long as the additional equipment does not place a candidate at a comparative disadvantage to their peers i.e., litters, breaching tools, etc. All waiver requests regarding individual equipment which identify a "like" or similar item will be approved/disapproved by the Office Chief of Infantry. Any request to remove items, while allowed, is highly discouraged and will be approved/ disapproved through the same waiver process.



CHAPTER 3-PRE-EXECUTION PHASE

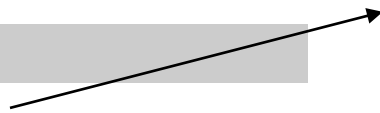


Quantity	Description
1 set	ACU Top & Bottom with subdued flag
1	Patrol Cap in cargo pocket
1	T-Shirt (Coyote)
1 pair	Socks (GRN/BLK/TAN)
1	Belt, Rigger
1 pair	Boots
1	APEL-approved eye protection
1	ID Tags & ID Card
1	Individual weapon
1	Gloves, Combat
1	Watch
1	M50 Joint Service General Purpose Mask
1	Note pad (with pen or pencil)
1 set	Ear protection
1 set	Knee pads
1	FLC/TAPS with 7 magazines, IFAK, and 2 grenade pouches
1	ACH (with cover and camouflage band)
1	ESB Handbook
1	Camouflage face paint
1	Camelbak hydration system
1 set	Wet weather top & bottom
1	Assault pack (Packing List)
1	Headlamp
1	Hand sanitizer, small



Assault Pack Packing List

- Fleece Cap
- MRE
- Writing instrument (Map Markers or 0.5mm mechanical Pencil)
- Alcohol Marker Correction Pen
- Lensatic Compass
- Protractor (1:50,000 Scale)
- ECWCS (Cold Weather Gear) as needed





CHAPTER 3-PRE-EXECUTION PHASE



Army Physical Fitness Test of Record (APFTOR).

Task basis: Army Combat Fitness Test (ACFT).

Task: Achieve the minimum standards for all ACFT events.

Conditions: This event constitutes Phase One of the ESB test. Candidates are required to pass each event; failing to do so will result in a NO-GO and the Candidate will be eliminated from the ESB test. No Candidate who fails the APFTOR will progress to Phase Two. The APFTOR is the first graded event of the ESB test.

The Army Combat Fitness Test (ACFT), based on the standards outlined in TC 3-22.20. Units should ensure that the APFTOR site complies with current ACFT regulations. The site must be well lit to facilitate grading/control and the two-mile run route must be clearly marked.

Standards: Candidates must complete an Army Combat Fitness Test (ACFT) within the last 180 days and score a minimum of 60% in each event by age and gender, to be eligible to compete for the Expert Soldier Badge.

Requirements: The APFTOR is a prerequisite to participate in the ESB. RA candidates must have passed the APFTOR within six months prior to ESB testing day 1. ARNG and USAR candidates must have passed the APFTOR within one year of ESB testing day 1. ESB candidates must achieve 60% in each ACFT event in their respective age group. No alternate events are authorized. ESB candidates must pass the APFTOR within the limits of their profile, if any.

1. All candidates must pass the APFTOR.
2. APFTOR cannot be waived.
3. Alternate APFTOR events are not authorized.
4. APFTOR testing will be conducted in accordance with Field Manual (FM) 7-22.
5. All candidates must meet height and weight requirements in accordance with Army Regulation (AR) 600-9.

Army Combat Fitness Test (ACFT)

PERFORMANCE MEASURES	GO	NO-GO
1. 3 Repetition Maximum Deadlift (MDL)		
2. Standing Power Throw (SPT)		
3. Hand Release Push-Up - Arm Extension (HRP)		
4. Sprint-Drag-Carry (SDC)		
5. Plank (PLK)		
6. Two-Mile Run (2MR)		



Expert Physical Fitness Assessment (EPFA)

Participants will complete the following events in a 30 minutes times standard:

- one-mile run
- dead-stop push-ups (a modified version of the hand-release push up)
- 100-meter sprint
- lift 16 sandbags onto a 66" tall platform
- 50-meter farmers carry with two 40-pound water cans
- 25-meter-high crawl
- 25 meter three-five second rush
- another one-mile run.





CHAPTER 4-DAY ONE PHASE ONE: EXPERT PHYSICAL FITNESS ASSESSMENT (EPFA) STANDARDS



Tasks: The EPFA is the first graded event of the ESB test. The EPFA is designed to simulate common tasks and exertions associated with combat. Candidates will execute the EPFA in body armor w/ front and back plates, helmet, OCPs, and boots. This is a continuous event where no individual event is timed; rather, a cumulative time of all events is used to determine whether a candidate passes or fails. Candidates are required to consecutively perform a 1-mile run, 30 dead stop pushups, 100-meter sprint, 16x sandbag lifts onto a 65" platform, 50-meter farmers carry consisting of two, five-gallon Army Water cans weighing approximately 40 lbs., 50-meter movement drill consisting of a high crawl for 25 meters and a 25 meter 3-5 second rush, finishing with another 1-mile run within 30 minutes and 00 seconds.

Conditions: The EPFA will be administered based on the standards that are outlined in DA PAM 350-6. Candidates that fail to complete all events within 30 minutes and 00 seconds or less, will be moved to a different holding area and processed out of further ESB Testing.

Standards: This event constitutes Phase one of the ESB test and may only be graded by ESB Graders. It is the responsibility of the ESB Board to ensure that all Graders for this event are grading to the same standard without variance. The ESB Board will establish this standard in accordance with existing regulations. Candidates are required to pass the entirety of the event in 30:00 minutes or less; failing to do so will result in a NO-GO and the candidate will be eliminated from the ESB test. Unless otherwise stated, technique is not an evaluated performance measure. Candidates failing this task should be consolidated in a separate holding area until they can be processed by the NCOIC/OIC, Followed by the ESB NCOIC/OIC for out-processing. No Candidate who fails the EPFA will progress to Phase Two.

Performance steps: Candidates will wear the below approved EPFA Uniform consisting of the following:

1. Uniform
 - a. Ballistic body armor carrier with Front and Back issued ballistic plates
 - Must be Army/CIF issued
 - the carrier must be assembled in the configuration it was designed (i.e., cummerbund attached)
 - the carrier must be sized appropriately to the individual- cover nipple to nipple / top of the sternum to navel and weigh a minimum of 20lbs.
 - the ballistic plates must match the carrier in size and intended configuration and made of Army approved ballistic protection
 - Army issued ballistic helmet
 - OCP Top and Bottoms
 - Belt
 - Coyote Tan T-shirt
 - AR 670-1 approved Boots



CHAPTER 4-DAY ONE PHASE ONE: EXPERT PHYSICAL FITNESS ASSESSMENT (EPFA) STANDARDS



2. EPFA Events

- a. **1-Mile run (1st):** The 1-Mile run measures your aerobic fitness and endurance of the leg muscles and raising one's VO2 max. The candidate must complete the run without any physical help. All candidates will line up behind the starting line. On the command go the clock will start. The candidate will begin running at their own pace. Candidates must complete the designated 1-Mile distance prior to moving to the next event. Although walking is authorized, it is strongly discouraged. If the candidate is physically helped in any way (For example, pulled, pushed, picked up or carried), or leaves the designated running course under any dishonest purpose (i.e., cut corners, hide in the woods, etc.), the event will be terminated. It is permitted to pace a soldier during the run if there is no physical contact with the paced soldier, and it does not physically hinder other soldiers from taking the assessment.
- b. **Dead Stop Pushup:** Candidates will assume the pushup position; hands can be placed in whatever position is comfortable. When viewed from the side the body should form a generally straight line from the base of the neck to the heels of the feet. Candidates will lower their body until the chest meets the grounds and then lift both hands off the surface (no technique is specified i.e., "T" or "Hand-Release" pushups). Candidates will then push up off the surface, ensuring a generally straight form with their knees no longer in contact with the ground, and finish with their arms generally straight; the up position should mirror that of the original start position. This will count as one repetition. All candidates must conduct 30 dead stop pushups before moving onto the next portion of the EPFA. No repetition will count wherein the candidate's knees remain in contact with the ground during the execution of the repetition. Graders are encouraged to count the repetitions out loud for the candidate. If the candidate fails to complete a repetition in the described manner, the grader will repeat the last correctly executed number. This will continue until the candidate executes 30 correct pushups. Candidates may stop at any time and rest in whatever position they choose but will not be allowed to continue until all repetitions are completed. The Candidate must return to the original starting position after taking any rest break prior to resuming the event.
- c. **100 Meter Sprint:** Candidates will move to and through the start line and sprint 100 meters to a designated finish line. Candidates must complete a total sprint of 100 meters on the validated course. Candidates can choose to complete the exercise at whatever pace to complete the event; however, they must finish prior to moving on to the next event.



CHAPTER 4-DAY ONE PHASE ONE: EXPERT PHYSICAL FITNESS ASSESSMENT (EPFA) STANDARDS



- d. **Sandbag Lift:** Candidates will start with 16 sandbags (weighing approx. 40lbs ea.) on the ground immediately in front of a five-foot six-inch (5 1/2') platform. The sandbags must be picked up and placed on the platform using any method necessary to place 16 sandbags on the platform. The exercise is not completed until all sixteen sandbags have been placed appropriately on the platform. Graders should observe and count each sandbag, ensuring that this task has been completed prior to the candidate moving to the next event. If a sandbag falls off the platform throughout the execution of the event, the candidate must replace that sandbag and will only move on once all sandbags are securely on the platform. Only then can the candidate move to the next event. Graders are not authorized to help the candidate in any way i.e., moving sandbags out of the way, throwing sandbags down before 16x have been placed, etc.
https://www.mvs.usace.army.mil/Portals/54/docs/FloodFight/resources/EOC_Sandbag_brochure.pdf
- e. **50 Meter Water Can Carry:** Candidates will move to the ready line where two Army issued, five-gallon Water cans, filled to capacity with water, and weighing approximately 40 pounds each, will be located. The candidate will move the water cans 50-meters to a designated location to conclude the exercise. Candidates may use any method to CARRY the water cans to the designated endpoint. Candidates can set the cans down as many times, as necessary. Dragging or throwing the water cans at any point is not authorized. If the grader observes any of these actions, the candidate will be instructed to move the cans back to the start point and repeat the event correctly. Candidates cannot intentionally remove any water from the water cans: if observed, the grader will remove the candidate from the event and given a no-go as a violation of integrity. The event is complete when both cans are in the upright position at the designated endpoint. At this point the candidate will move to the next event.
- f. **50 Meter Movement Lane:** This event consists of two separate lanes, that utilize two separate individual movement techniques required when moving under fire. Each movement will be conducted over 25 meters each.
- Move using high crawl technique across 25 meters. This movement technique affords a candidate to move faster than the low crawl while maintaining a low silhouette.
 - Keep your body off the ground, resting your weight on your forearms and lower legs.
 - Keep your knees well behind your buttocks, with hips down to stay low.
 - Move forward by alternately advancing your right elbow/left knee, and left elbow/right knee.
 - No other movement technique is authorized (i.e., “bear crawl,” “crab crawl”).
 - Move using rush technique across 25 meters. The rush is the fastest way to move from one position to another.
 - Begin in the prone position
 - Raise your head and select your next position.



CHAPTER 4-DAY ONE PHASE ONE: EXPERT PHYSICAL FITNESS ASSESSMENT (EPFA) STANDARDS



- Lower your head, draw your arms into your body, pull your firing side leg forward and raise your body.
 - Get up quickly, run for 3-5 seconds to your next position and plant both feet.
 - Assume a prone position (*note: this technique is commonly referred to as Point, Post, Sprawl*)
 - Post the non-firing hand on the ground as you do a rear or forward lunge.
 - Kick your legs rearward and out so that your body lays naturally on the ground in good firing position and reacquire the target.
 - Repeat this three times (approx. ~8meter bounds) ending in the prone position prior to moving to the next event. Graders should ensure that the proper movement technique is performed for each section of the event. If the candidate fails to conduct the appropriate technique for that portion of the event properly, the grader will instruct the candidate to move back to the start point and complete the specific portion appropriately (i.e., improper technique on 3-5 second rush, the candidate will move back to start point for the 3-5 second portion; not the high crawl). The event is complete when the candidate passes the designated event finish line in the prone position.
- g. 1-Mile run (2nd):** All candidates will move to the designated start line and continue moving until complete with a 1-mile run on a designated route in the same general manner they completed their first 1-mile run. Candidates may run at their own pace to complete the required 1-Mile distance. Candidates must complete the run without any physical help. Although walking is authorized, it is strongly discouraged. If a candidate is physically helped in any way during any portion or event (For example, pulled, pushed, picked up or carried), the event will be terminated. It is permitted to pace a soldier during either run, or any event so long as there is no physical contact with the paced soldier, and it does not physically hinder or help other soldiers taking the assessment. The 2nd mile run can be completed on the same designated route, or a separate route based on the unit's validated EPFA layout.

COORDINATING INSTRUCTIONS

1. Candidates CANNOT protest this event.
2. The events will be conducted in the order prescribed above.
3. Graders will instruct the candidate to move to the next event only after the previous event has been completed correctly under the above prescribed stipulations.
4. The unit should provide enough graders to evaluate the configured lanes and to accommodate their specific population of candidates while planning for backlogs on lanes.
5. Units should make every effort to ensure each lane, and the transitions to and from the 1-mile runs, are as equal/fair as possible given the terrain available. However, based on the layout, some lanes may be further from the start/stop point of the run than others.
6. Candidates may take as much time as they need to complete the repetitions and/or each event properly.

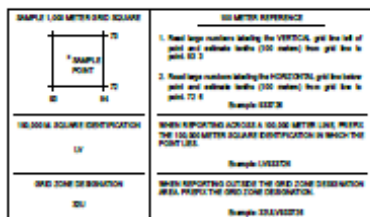
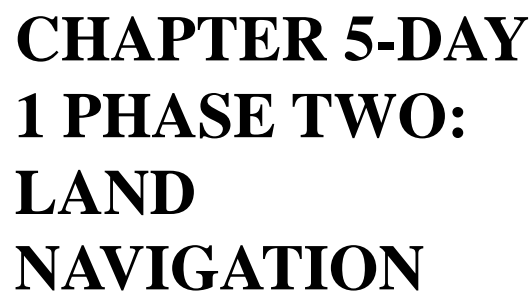


CHAPTER 4-DAY ONE PHASE ONE: EXPERT PHYSICAL FITNESS ASSESSMENT (EPFA) STANDARDS



7. Candidates have the option to move to a lane which is further away or wait for a closer lane, but the candidate must not exceed the prescribed time of 30:00.
8. To alleviate backlogs, candidates should be broken down into Ability Group Runs (AGR) or near equal ability.
9. Grader Expectations – graders should not interfere with the candidate's performance of the event and when viewed from the outside should be seen as facilitating and guiding the event.

Examples of interfering includes, but is not limited to, helping, assisting, screaming, berating, or confusing a candidate who is attempting to earn their badge. This event is an individual event and any grader observed or perceived doing these or anything like those mentioned **WILL BE** immediately removed from the EPFA site and further grading responsibilities.



Users should refer corrections or comments
for improving this product to:
usummy.bevera.7abc[at]usummy-apj[at]mail.ru
Updated version: December 2019



ELLIPSOID	WORLD GEODETIC SYSTEM 1984
UNIT	3000 METERS UTM ZONE 12
PROJECTION	TRANSVERSE MERCATOR
VERTICAL DATUM	MEAN SEA LEVEL
HORIZONTAL DATUM	WORLD GEODETIC SYSTEM 1984
PRODUCED BY	U.S. ARMY SURVEILLANCE & RECON. PROGRAM





CHAPTER 5-DAY 1 PHASE TWO: LAND NAVIGATION



Tasks: Candidates will demonstrate their individual proficiency in navigating from one point to another, while dismounted, without the aid of electronic navigation devices. Candidates must pass day and night and navigation to receive a GO for this event. Failing land navigation will eliminate the Candidate from the ESB test. This event is not re-testable.

Candidate Conditions: Candidates will have a 1:50,000-scale military topographic map, lensatic compass, protractor, and writing instrument. They will be provided with a score sheet, four 10-digit grids of the points they must find, a 10-digit grid to their known release point, and a 10-digit grid to their end point. Units must have a calibration site for the Candidates to verify their compass. Units must provide two 100-meter pace count verification areas (one on open terrain and the second on varying terrain that best represents the land navigation course). Candidates will complete both iterations while in the ESB uniform and will be checked upon arrival to ensure they have no electronic equipment to assist them. If the Unit desires that Candidates have a cell phone, they must be turned off and sealed inside a non-transparent mailing envelope, evidence bag, etc.

Land Navigation Course Conditions: The navigation courses utilized for train-up and testing must have all points validated through a site survey conducted by an Engineer/Field Artillery Unit. If unable to use a validated course, validation may be accomplished as follows:

1. At least two GPS devices to obtain a ten-digit grid per point; less than 20-meter difference between devices.
2. All GPS devices used in the validation of the course must be the same model. Using a DAGR and a PLGR together to validate a course would not be acceptable due to the accuracy differences.
3. Courses will not be validated with civilian GPS models under any circumstances.
4. Unit will make all efforts to use two different land navigation courses for train-up and testing. If the same land navigation course is used the Unit will need to change the location of all points prior to testing.

The ESB Board is responsible for certifying the navigation course prior to the start of train-up and again before testing. Certification differs from validation process and consists of having ESB Graders negotiate each lane to confirm:

1. All points are present, in good condition, and have a reasonable expectation of being located.
2. The validation parameters from previous surveys remain in effect.
3. All points are equipped with a unique navigation punch to ensure Candidates were physically at the point.

Lanes consist of a known release point, four navigation points, and a known end point (may be same as release point). Units may create as many release points as necessary based on the number of



CHAPTER 5-DAY 1 PHASE TWO: LAND NAVIGATION



lanes/Candidates. **The distance between points is 800-1000 meters during day and 600-800 during night. The total distance of a lane will not exceed 4500 meters during day and 3500 during night.** The total includes the distance traveled from the Release Point to the End Point. At the discretion of the ESB Board, navigation points may be marked at night with reflective material. Units are NOT authorized to use artificial illumination devices to mark individual points. The Unit will not use a self-correcting course during testing; no points will have any identifying grid locations. The points must be clearly visible and free of obstructions within a 10-meter radius. No Candidate will have any of the same points during testing that they had during training.

The NCOIC must have a spreadsheet that clearly shows all the requirements outlined in this paragraph; this spreadsheet will be inspected during validation. Day navigation will be conducted after sunrise and before End of Evening Nautical Twilight (EENT). Night navigation will be conducted after EENT and before sunrise.

Standards: The following standards will apply for all Candidates conducting the land navigation course both Day and Night:

1. Candidates stage at a known release point after receiving their points, course orientation brief, and safety brief. At the direction of the land navigation NCOIC/OIC, Candidates will be given the signal to start, and official timing will begin. No candidate will have an identical lane to another candidate in the same start time iteration cohort and a gap between iterations will occur. Units may use a staggered release to provide better control/reduce congestion.
2. Candidates record the identification for each of their navigation points as well as punch their score card with the punch provided at each point. Candidate must have their map and scorecard upon return.
3. Candidates have three hours to correctly locate three out of four of the navigation points on their lane, return to the end point, and report to the ESB Graders. Upon reporting to the Graders, the Candidate's completion time will be recorded on the score card. Candidates will not be permitted to re-enter the course, even if they have returned before time has expired. Candidates failing this task will be segregated in a holding area until they can be processed by the NCOIC/OIC, followed by the ESB NCOIC/OIC for out-processing. No Candidate who fails land navigation will continue with Phase Three.



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Tasks: Individual Testing Stations are used to evaluate a Candidate's proficiency with common unit tasks. Candidates are required to execute each task to an established set of standards within a specified period. Candidates who fail the Individual Testing Stations will be eliminated. See Chapters 9-11 for performance measures.

Conditions: Individual Testing Stations consist of three lanes (Weapons, Medical, and Patrol). Units should establish sub-stations inside each station for throughput. Each station should have the following at a minimum:

1. Authorized stopwatches and all required weapon systems/equipment.
2. Adequate lighting, overhead cover, ground cloth, field tables, and dividers if needed.
3. Adequate number of spreadsheets/scoresheets and administrative materials.
4. Adequate safety requirements and appropriate signage at testing/holding area and retrain area.
5. Minimum of two Graders, one serving as the NCOIC/OIC (three preferred).
6. Copies of all Tasks, Conditions, Standards, and performance measures for all Graders.
7. All Tasks, Conditions, Standards, and performance measures printed on large poster board in holding area.
8. All Tasks, Conditions, Standards, and performance measures printed and available in the retrain area.
9. All associated Individual Tasks (ITASKs) and any other applicable resources in holding area and retrain area.

Standards: On Test Days 2 through 4, Candidates assemble at their appointed lane and receive a brief from the Lane NCOIC/OIC before proceeding to the Individual Testing Stations. Candidates must complete all 10 Individual Testing Stations within their lane for that day; failing to do so will result in an administrative drop. All Candidates will check in and out through their respective Lane NCOIC/OICs before reporting to the ESB NCOIC/OIC for turn in of their individual score sheet. Each station will have a spreadsheet to track Candidates. The holding area and retrain area must include all resources required at the testing station to ensure Candidate success. Candidates will start and complete each station in full ESB uniform, with board approved exceptions, such as removing gloves during certain tasks. Candidate weapons will remain slung, in hand, or within arm's reach throughout lane testing.

1. **Grading:** Prior to testing, the Candidates will be familiar with the Tasks, Conditions, and Standards and any special instructions for that station. Once the Candidates arrive at a station, the Grader will state, **"I am (Rank and Name) and will be your Grader for Individual Testing Station (insert the Individual Testing Station task). I will be evaluating you during this phase of**



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



testing. Do you have any questions before you begin?" After this introduction, the Grader will provide additional guidance and/or directions specific to that Station. **Graders must read all Tasks, Conditions, and Standards to the Candidate prior to beginning each Individual Testing Station.** The Grader will then ask the Candidate if they have any questions; the Grader may repeat all instructions/guidance but must not provide additional information. The Grader will then show the Candidate that the stopwatch is at 0:00, count-down five seconds (unless otherwise stated in the Individual Testing Station task), and say, "begin." Graders will give a five second count-down to the expiration of time. If the Candidate finishes early, the Grader will state, "Candidate, you have more time." If the Candidate confirms they are complete, the Grader will stop the time and give the Candidate their grade. Grader prompts are **bold, italicized, and underlined.**

2. **No-Gos:** If a Candidate performs a task out of sequence or fails to meet the time standard on any portion of a task, they will be stopped immediately and informed why they are a NO-GO; they will not be allowed to proceed any further in that task. If a Candidate receives a NO-GO, it will be logged on the Candidate's Individual Score Sheet and the Station Tracker spreadsheet. The Candidate has no less than 15 minutes and up to one hour to return for a retest. During that time, they may not leave the station retrain area until they retest. If a task has multiple parts (W1-W5), the Candidate does not have to retest the portion(s) they have already passed but will restart at the beginning of the part they failed. If a Candidate receives two NO-GOs at the same lane; the Lane NCOIC/OIC will out-process the candidate from ESB testing.
 - a. If a Candidate wishes to protest a NO-GO, the situation must be handled professionally, and all materials will remain untouched at the site until a verdict is given. If the station NCOIC/OIC cannot resolve the issue, it may be brought before the Lane NCOIC/OIC as the final decision authority. If the NO-GO is overturned, the Candidate may repeat the task under a different Grader, at the other site.
3. **Lane Tasks:** Performance measures are from the Central Army Registry (CAR): <https://rdl.train.army.mil/>. The tasks have been modified for ESB. For continuity throughout the Army, this is the only authorized source for obtaining performance measures. All Graders will read and be familiar with the ITASKs and other references pertinent to their station.



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



PATROL LANE

- P1- Move under Direct Fire
- P2- Tactical Handheld Radio
- P3- Defense Advanced GPS Receiver (DAGR) Operations
- P4- Camouflage and Visual Signaling Techniques
- P5- Chemical and Biological Operations
- P6- Resection and Military Maps
- P7- Transmit a Spot Report with a Tactical Man Pack Radio
- P8- M18A1 Claymore Mine (Electrical/Non-electrical Initiation)
- ESB 1: Employ Progressive Levels of Individual Force
- ESB 2: Mark CBRN-Contaminated Areas

MEDICAL LANE

- M1: Request Medical Evacuation
- M2: Provide Care Under Fire and Move a Casualty
- M3: Provide First Aid to Restore Breathing and/or Pulse
- M4: Evaluate a Casualty for a Heat Injury
- M5: Control Bleeding
- M6: Evaluate and Treat a Casualty for a Spinal Injury and Shock
- M7: Apply an Occlusive Dressing and Perform a Needle Chest Decompression
- M8: Perform First Aid on an Open Head Wound in a CBRN Environment
- M9: Treat an Open Abdominal Wound and Eye Injuries
- M10: Treat a Fracture and a Burn

WEAPON LANE

- W1 : Carbine/Rifle and Light Grenade Launcher
 - Part One-M4 Carbine/M16 Rifle
 - Part Two-Light Grenade Launcher (M203 or M320)
- W2-M249 Squad Automatic Weapon
 - Part One- Maintain the M249
 - Part Two- Operate the M249
- W3-M240 Machine Gun
 - Part One- Maintain the M240
 - Part Two- Operate the M240
- W4-M2. 50 Caliber Machine Gun
- W5-MK 19 Heavy Grenade Launcher
- W6-Pistol (M9 or M17)
- W7-Hand Grenades
- ESB 3: React to IED Attack
- ESB 4: PMCS a vehicle
- ESB 5: Search Individual in a Tactical Environment



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Patrol Lane

Move under direct fire

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

Tasks: Move under direct fire

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

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

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

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

Performance steps:

1. Select a route that adheres to the instructions provided by your team leader.
 - a. Search the terrain to your front for good firing positions. Large trees, rocks, stumps, fallen timber, rubble, vehicle hulls, manmade structures, and folds or creases on the ground may provide both cover and concealment.
 - b. Select the best route to the positions. A gully, ravine, ditch, or wall at a slight angle to your direction of travel may provide cover and concealment when using low/high crawl movement techniques. Hedgerows or a line of thick vegetation may provide concealment only when using the low or high crawl technique. Pick a route that minimizes your exposure to enemy and does not cross in front of team members.
2. Communicate your movement intent to your buddy/team leader, using voice or hand and arm signals. Candidate will return fire, move to cover, and yell the direction, distance, and description.
3. Suppress the enemy as required throughout the movement.
4. Conduct movement using the appropriate techniques to reach each position. These three techniques do not need to be in sequence, but instead must be employed correctly based on the terrain and enemy situation. Using an incorrect technique for the circumstances or an incorrect sequence of subtasks will be a NO-GO.



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- a. Move using high crawl technique. This lets you move faster than the low crawl and still gives you a low silhouette. Use when there is good cover and concealment, but enemy fire prevents you from getting up.
 - Keep your body off of the ground, resting your weight on your forearms and lower legs.
 - Cradle your weapon in your arms and keep the muzzle of the weapon off the ground.
 - Keep your knees well behind your buttocks so it stays low.
 - Move forward by alternately advancing your right elbow/left knee, and left elbow/right knee.
 - b. Move using low crawl technique. The low crawl gives you the lowest silhouette. It is used to cross places where cover and/or concealment are very low and enemy fire or observation prevents you from getting up.
 - Keep your body as flat as possible to the ground.
 - Grasp the sling of the weapon at the upper sling swivel with your firing hand.
 - Let the hand guard rest on your forearm and keep the muzzle of the weapon off the ground.
 - Move forward.
 - Push both arms forward while pulling your firing side leg forward.
 - Pull on the ground with both arms while pushing with your firing side leg.
 - Repeat until you reach your next position.
 - c. Move using rush technique. The rush is the fastest way to move from one position to another. Use when you must cross an open area and time is critical.
 - Raise your head and select your next position.
 - Lower your head and draw your arms into your body.
 - Pull your firing side leg forward, raise your body, and get up quickly.
 - Run for 3-5 seconds to your next position.
 - Plant both feet.
 - Assume a prone position. (Commonly referred to as point, post, Sprawl)
 - Acquire the target.
 - Orient yourself and the weapon to the target.
 - Post the non-firing hand on the ground as you do a rear or forward lunge.
 - Kick your legs rearward and out so that your body lays naturally on the ground in good firing position.
 - Reacquire the target.
5. Occupy your identified firing position within 100 meters of the enemy position and engage the enemy.

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



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Move under direct fire

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



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Patrol Lane

Tactical handheld radio

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

Tasks: Assemble and load Communications Security (COMSEC) into a tactical handheld radio using an SKL. Program it for secure, frequency hopping, SINGARS voice communications using a Defense Advanced Global Positioning System Receiver (DAGR). Conduct a radio check using an external headset/handset.

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

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

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

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

Performance steps:

1. Assemble the radio.
 - a. Battery.
 - b. Antenna.
 - c. Headset or external microphone/speaker (may be done after loading COMSEC).
2. Power on the radio.
3. Load the appropriate COMSEC keys into the radio with an SKL.
 - a. Select the correct COMSEC keys for the appropriate week.
 - b. Load the correct hop set.



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4. Program one secure, operational frequency into the radio according to the signal operating instructions (SOI) cypher text (CT); SINCGARS; frequency hop.
5. Change the settings to allow the radio to communicate via headset or external microphone/speaker.
6. Set the time with a DAGR.
7. Radio check. It is a NO-GO if the candidate is unable to communicate with the grader on the specified frequency or the candidate uses improper RTO pronunciation or procedures.

Operate tactical handheld radio

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



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Patrol Lane

Defense advanced GPS receiver (DAGR) operations

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

Tasks: Load two months of crypto keys into the DAGR and set to use only secure satellites. Enter mission duration, enter waypoints, and create a route. Operate DAGR when satellite signals are weak.

Conditions: You are a member of a team who has been directed to prepare for dismounted operations in a non-CBRNE, Electronic Warfare (EW) contested environment. You are in the forward operating base (FOB) preparing to move to the ORP. Grader states mission duration; crypto key rollover will occur during your mission.

Standards: Correctly perform all tasks within 15 minutes.

Requirements: One set of SOI according to unit SOP, with all pertinent information showing the appropriate crypto for each month. One properly set up DAGR, with all necessary BII, including a DAGR fill cable. An SKL with all necessary BII and loaded with two months of training crypto. Three 10-digit grids for the candidate to enter as waypoints and create the route.

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

Performance steps:

1. Load current month's and next month's crypto keys into the DAGR.
2. Restrict DAGR to use only secure satellites.
3. Enter mission duration.
4. Mark present position as a waypoint.
5. Enter three waypoints given.
6. Create a route using all four waypoints in the correct order.
7. Place DAGR in "Average Mode".



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Defense advanced Global Positioning System receiver operation

PERFORMANCE MEASURES	GO	NO-GO
1. Load current month's and next month's crypto keys into the DAGR.		
2. Restrict DAGR to use only secure satellites.		
3. Enter mission duration.		
4. Mark present position as a waypoint.		
5. Enter three waypoints given.		
6. Create a route using all four waypoints in the correct order.		
7. Place a DAGR in "Average Mode".		



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Patrol Lane

Camouflage and visual signaling techniques

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

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

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

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

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

Performance steps:

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

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

- Use the color chart when applying paint on the face.
- Paint high, shiny areas (forehead, cheekbones, nose, ears, and chin) with a dark color.
- Paint low, shadow areas (around the eyes, under the nose and under the chin) with a light color.



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- Paint exposed skin on the back of the neck, arms, and hands with an irregular pattern.
- f. Camouflage your uniform and helmet.
 - Roll your sleeves down and fasten all buttons/zippers/Velcro.
 - Attach leaves, grass, small branches, or other items to your uniform/helmet that will distort shapes and blend colors with the natural background. Soldiers must be aware of foliage hazards/poisonous leaves.
 - Wear unstarched uniforms.
 - Do not wear excessively faded or worn uniforms because camouflage effectiveness is lost.
- g. Camouflage your personal equipment.
 - Cover or remove shiny items.
 - Secure items that rattle or make noise when moved and/or worn.
 - Breakup the shape of large and/or bulky equipment using natural or man-made items.
- 2. Visual Signaling Techniques:
 - a. Combat formations:
 - Disperse: Extend the arm horizontally. Wave the arm and hand to the front, left, right, and rear. Point toward the direction of each movement.
 - Assemble or rally: Raise arm vertically overhead. Turn palm to the front. Wave in large horizontal circles. Point to assembly or rally site.
 - Join me, follow me, or come forward: Point toward person(s) or unit. Beckon by holding the arm horizontally to the front with palm up. Motion toward the body.
 - Increase speed, double time, or rush: Raise the fist to the shoulder. Thrust the fist upward to the full extent of the arm and back to shoulder level. Continue rapidly several times.
 - Quick time: Extend the arm horizontally sideward. Turn palm to the front. Wave the arm slightly downward several times, keeping the arm straight. Keep arm at shoulder level.
 - Enemy in sight: Hold the rifle in the ready position at shoulder level. Point rifle in the direction of enemy.
 - Wedge: Extend the arms downward to the side. Turn the palms to the front. Place your arms at a 45-degree angle below horizontal.
 - Vee: Raise the arms. Extend the arms 45-degrees above the horizontal.
 - Line: Extend the arms. Turn palms downward parallel to the ground.
 - Coil: Raise one arm above the head. Rotate it in a small circle.
 - Staggered column: Extend the arms so that upper arms are parallel to the ground. Make sure the forearms are perpendicular. Raise the arms so they are fully extended above the head.



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- b. Battle drills:
 - Contact left or right (grader choice): Extend the left/right arm parallel to the ground. Bend the arm until the forearm is perpendicular. Repeat.
 - Action left or right (grader choice): Extend both arms parallel to the ground. Raise the left/right arm until it is overhead. Repeat.
 - Air attack: Bend the arms with forearms at a 45-degree angle. The forearms should cross. Repeat.
 - Nuclear, biological, or chemical attack: Extend the arms and fists. Bend the arms to the shoulders. Repeat.
- c. Patrolling:
 - Map check: Place one hand on top of other. Point at palm of one hand with index finger of other hand.
 - Pace count: Bend knee so that heel can be tapped on. Tap heel of boot repeatedly with the open hand.
 - Head count: Raise one arm behind the head. Tap the back of the helmet repeatedly with an open hand.
 - Danger area: Raise one hand up until it is level with the throat. Draw the hand, palm down in a throat cutting motion across the neck.
 - Freeze or halt: Make a fist with one hand. Raise the fist to head level.
- d. Control drivers:
 - Start engine or prepare to move: Simulate cranking of the engine by moving the arm, with the fist, in a circular motion at waist level.
 - Halt or stop: Raise the hand upward to the full extent of the arm, with palm to the front. Hold that position until the signal is understood.
 - Left or right turn (grader choice): Extend the opposite arm horizontally to the side. Turn palm toward vehicle with finger extended in the direction of travel.
 - Move forward: Face the vehicle. Raise the hands to shoulder level with palms facing the chest. Move the hands and forearms backward and forward.
 - Move in reverse: Face the vehicle. Raise the hands to shoulder level with palms facing the vehicle. Move the hands and forearms backward and forward.
 - Stop engine: Extend the arm parallel to the ground with hand open. Move the arm across the body in a throat-cutting motion.



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Camouflage and visual signaling techniques

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



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Patrol Lane

Chemical and biological operations

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

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

Conditions: You are a member of a platoon within a secure Forward Operating Base (FOB). You are in MOPP level two when you suspect a chemical/biological attack.

Standards: Don, clear, and seal the mask within nine seconds and perform all remaining tasks to standard, in sequence, within 1 minute. Correctly decontaminate and assume MOPP level four within 5 minutes.

Requirements: Candidate's own functional, properly maintained mask with optional mask hood. Properly fitted Joint-service lightweight integrated suit technology (JSLIST) coat, trousers, over-boots, and gloves for the candidate to wear. Training decontamination lotion and wipes/mitts or simulated materials; standard is written for wipes. Poncho or overhead cover.

Performance steps:

1. Assume MOPP level three:
 - a. Don mask assembly:
 - Stop breathing and close eyes.
 - Remove helmet, put helmet between legs above knees or hold rifle between legs and place helmet on the muzzle. If helmet falls continue to mask.
 - Take off glasses and place in helmet, if applicable.
 - Open the mask carrier with non-firing hand. Nine second time standard starts.
 - Grasp the mask assembly with firing hand and remove it from the carrier.
 - Place chin in the chin pocket and press the face piece tight against face.
 - Hold mask assembly tightly against face.
 - Grasp the harness tab, pull the harness over and down the head as far as possible. Ensure the head harness is centered on the crown of the head and the temple straps are approximately parallel to the ground.
 - Grasp the loose end of the cheek straps, one at a time, and pull until strap feels tight.

Note. Both straps should be approximately equal length when complete. The temple and forehead straps have already been adjusted during fitting; do not tighten.

- b. Clear mask assembly:



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- Seal the outlet disk valve by placing one hand over the outlet valve cover assembly.
- Blow out hard to ensure that any contaminated air is forced out around the edges of the face piece.
- c. Seal mask assembly:
 - Cover both filter inlet ports with the palms of your hands and breathe in.
 - Ensure mask assembly collapses against the face.
 - Resume breathing. Nine second time standard stops.
- d. Give the alarm.
 - Shout, "Gas, Gas, Gas".
 - Give the appropriate hand-and-arm signal per unit SOP.
- e. Close mask carrier. One minute time standard stops if (f) does not apply.
- f. Don the mask hood, if applicable.

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

- Place hands under protective hood, stretch elasticized portion and raise protective hood up and over filters.
 - Carefully pull excess protective hood material over head, neck, and shoulders.
 - Grasp underarm straps.
 - Bring the male end of each underarm strap and fasten to female end.
 - Leave underarm straps loose enough to allow decontamination. (One minute time standard stops).
2. Assume MOPP Level four (Two minute time standard begins):
- a. Seek overhead cover or use a poncho for protection against further contamination; put helmet down.
 - b. Decontaminate your hands, face, and the inside of your mask:
 - Remove one Reactive Skin Decontamination Lotion (RSDL) packet from your carrying pouch.
 - Safety: Avoid contact with eyes and wounds. If contact with eyes or wounds occurs, rinse with water as soon as possible.
 - Tear RSDL packet open quickly at any notch.
 - Remove the applicator pad from the packet and save the packet as the remaining lotion can be added to the applicator pad, if required.
 - Thoroughly scrub the exposed skin of your hand, palm, and fingers with the applicator pad.

Note. The applicator pad can be used from either side and may be gripped in any manner allowing the applicator pad to be applied to the skin.



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- Switch the applicator pad to the other hand and repeat the procedure.
- Stop breathing, close eyes, grasp mask beneath chin and pull mask away from chin enough to allow one hand between the mask and your face. Hold the mask in this position.
- Thoroughly scrub the exposed skin of your face with lotion from the applicator pad.
- Thoroughly scrub across your forehead.
- Beginning at one side, scrub up and down across your cheeks, nose, chin, and closed mouth. Avoid ingesting.
- Scrub under the chin from the ear along the jawbone to the other ear to coat your skin with lotion.
- Turn your hand over and scrub the inside surfaces of the mask that may touch your skin. Be sure to include the drinking tube.

Note. Do not apply lotion to the lens of the protective mask. The RSDL may cause loss of transparency.

- Keep the applicator.
 - Seal your mask immediately, clear it, and check it.
 - Use the applicator and any remaining lotion in the packet. Without breaking the mask seal, scrub the applicator pad across the forehead, exposed scalp, the skin of the neck, ears, and throat.
 - Secure and tighten the hood.
 - Thoroughly scrub your hands with lotion again as in the steps above.
 - Assume MOPP Level 4 by putting on protective gloves; fasten Velcro. (Two minute time standard ends)
- c. Decontaminate your equipment (M295 or M334) (Five minute time standard begins):
- Open the M334 at either end where the kit is notched.
 - Remove one M334 packet from the kit.
 - Open an M334 packet at a notch on the packet.
 - Remove the individual wipe from the packet and unfold completely.
 - Decontaminate all contaminated individual equipment by wiping the surface using sweeping motions away from the body. Take care not to spread contamination to any area that has been visually determined clean.

Note. M334 individual wipe may leave behind a film on decontaminated surfaces. This film may alter how certain surfaces (i.e., optics, reflective surfaces) process light. Refer to the decontaminated equipment's TM for cleaning procedures, as some surfaces may require specific procedures to avoid damaging the surface. In the absence of cleaning procedures, a lens cloth has been found to be an effective means of removing any film left behind by the M334 individual wipe.

Note. The wipe may be folded/refolded as necessary to maximize use of the clean areas of the wipe, to obtain the proper grip, and to ensure even contact pressure. When wiping, pay special



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attention to areas that are hard to reach, such as cracks, crevices, and absorbent materials. To avoid premature evaporation of the solvent, do not open a new M334 packet until needed.

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

Chemical and biological operations

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



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Patrol Lane

Resection and military maps

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

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

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

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

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

Performance steps:

1. Resection:
 - a. Identify your location on a map by resection using the map and compass method.
 - Orient the map on a flat surface using a compass.
 - Identify at least two well-defined points on the ground.
 - Mark these well-defined points on the map.
 - Plot the back azimuths of these points on the map.
 - Determine the magnetic azimuth from your location to one of the defined points.



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- Convert the magnetic azimuth to a grid azimuth.
 - Convert this grid azimuth to a back-grid azimuth.
 - Place the index point of a protractor on the well-defined point.
 - Align the protractor's 0- to 180-degree line to the top of the map's north-south grid line.
 - Ensure the 0-degree mark is pointing to the north (or top of map).
 - Place a tick mark on the map beside the number on the protractor that corresponds to the computed back grid azimuth.
 - Draw a straight line from the well-defined point to the tick and beyond.
 - Repeat for each well-defined point.
 - Identify the point where the lines intersect as your location.
 - Determine the six-digit grid coordinates to this location.
 - b. Identify your location on a map by resection using the straightedge method.
 - Orient your map on a flat surface using terrain association.
 - Locate at least two known distant locations or prominent features on the ground.
 - Plot these distant locations or prominent features on the map.
 - Draw a resection line for each of these plotted points.
 - Lay a straightedge on one of the two known points on the map.
 - Rotate the straightedge on the map until straightedge lines up with both the known position on the map and the known position in the distance.
 - Draw a line along straightedge away from the known position on the ground toward your position.
 - Repeat for each plotted point.
 - Identify the point where the lines intersect as your location.
 - Determine the six-digit grid coordinates to this location
2. Identify terrain features and colors on a map:
- a. Major terrain features:
 - Hill.
 - Saddle.
 - Valley.
 - Ridge.
 - Depression.
 - b. Minor terrain features:
 - Draw.
 - Spur.
 - Cliff.
 - c. Supplementary terrain features:
 - Cut.
 - Fill.
 - d. Colors:



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- Blue: Hydrography or water features such as lakes, swamps, rivers, and drainage.
 - Black: Cultural (manmade) features such as buildings and roads, surveyed spot elevations, and all labels.
 - Green: Vegetation with military significance such as woods, orchards, and vineyards.
 - Brown: All relief features and elevation such as contours on older edition maps and cultivated land on red light readable maps.
 - Red: Cultural features, such as populated areas, main roads, and boundaries, on older maps.
 - Red-brown: Cultural features, all relief features, non-surveyed spot elevations, and elevation such as contour lines on red light readable maps.
- e. Contour lines.
- Index.
 - Intermediate.
 - Supplementary.
2. Identify Topographic Symbols:
- Identify the sheet name.
 - Identify the sheet number.
 - Identify the series name.
 - Identify the scale.
 - Identify the series number.
 - Identify the edition number.
 - Identify the index to boundaries.
 - Identify the adjoining sheets diagram.
 - Identify the elevation guide.
 - Identify the declination diagram.
 - Identify the bar scales.
 - Identify the contour interval Note.
 - Identify the spheroid Note.
 - Identify the grid Note.
 - Identify the projection Note.
 - Identify the vertical datum Note.
 - Identify the horizontal datum Note.
 - Identify the control Note.
 - Identify the preparation Note.
 - Identify the printing Note.
 - Identify the grid reference box.
 - Identify the unit imprint and symbol.



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Resection and military map reading

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



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Patrol Lane

Transmit a spot report with a tactical man pack radio

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

Tasks: Assemble and load COMSEC into a tactical man packable or vehicle mounted radio, program it for both Line of Sight (LOS) and Satellite (SAT) voice communications, then conduct a LOS radio check. Use this radio to transmit your SPOTREP.

Conditions: You are a member of a team who has been directed to prepare your radio for operations in a non-CBRNE environment. Next, you have moved to an observation post (OP) and are witnessing enemy operations. Intelligence reporting gives the size of your target as (grader states height or width of target, ensuring candidate identifies it).

Standards: Assemble, load, and program the radio and conduct a LOS radio check within five minutes. Correctly transmit a SPOTREP within 10 minutes. All tasks will be performed in sequence, using the proper radiotelephone (RTO) pronunciation and procedures.

Requirements: Calibrated compass, mil-reticle binoculars or other magnified optical device with mil markings, and a stable platform to view the target. 10-digit grid to candidate's location, a protractor, and military map with declination diagram. Blank piece of laminated paper, alcohol pens, and eraser. One set of SOI according to unit SOP; all pertinent frequencies listed. All call signs required and an information sheet showing the appropriate COMSEC for each week of the month. One operational, tactical, man packable/vehicle-mounted radio with no frequencies programmed, no COMSEC loaded, disassembled, with all BII. An operational, tactical radio loaded with training COMSEC and pertinent frequencies for the grader to use. An SKL with all BII, loaded with four weeks of training COMSEC keys. Provide the candidate with, or ensure the candidate has a watch with the correct date and time. Grader must have a cheat sheet/overlay for the candidate's target plot. Target setup: The candidate must actually have to look through binoculars and talk on the radio during the SPOTREP rather than stand over a terrain model. As a result, a target such as a building, vehicle, or person/E-type target will be used at actual distance. If the local area does not permit enough distance, a target must be created to scale based on the desired distance and the actual distance from the candidate. For example, a person that is 19.5 inches (.495 meters) wide is 4.95 mils at 100 meters. At 2000 meters a 6.7-meter-long tank will appear as 3.35 mils. A 25-meter-long fighting position will appear as 12.5 mils. If this situation were scaled down to 50 meters away from the candidate: That same tank will be .1675 meters long and still appear as 3.35 mils. That same fighting position will be .625 meters long and still appear as 12.5 mils. Other distances or target sizes may be used, but: They must be represented accurately and to scale. The candidate must know the true size of the target regardless of whether it is scaled or actual distance.



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The simulated target should be far enough away to require the candidate to use the binoculars. If distances beyond 100 meters are available, use actual size targets rather than scaled. Consider placing training site on a roadway, power line cut, or elevated position in order to achieve more distance.

Performance steps:

1. Assemble, load, program, and radio check:
 - a. Assemble and power on radio. Battery/batteries/power supply, LOS antenna, and headset/external microphone/speaker.
 - b. Load the correct COMSEC keys for the appropriate week into the radio with an SKL.
 - c. Program one secure (single channel; CT), operational frequency, into the radio according to the SOI.
 - d. Radio check:

Note. NO-GO if candidate cannot communicate on this frequency/uses improper pronunciation/procedures so long as it is not an equipment failure.

2. Send SPOTREP:
 - a. Prepare SPOTREP:
 - LINE 1: Date time group (DTG) of report submission.
 - LINE 2: Reporting unit and method of observation: unaided, binoculars, infrared, thermal, night vision device, unmanned aircraft system, or other. Follow with narrative if needed.
 - LINE 3: Size of detected element:
 - Persons: Military, Civilian.
 - Vehicles: Military, Civilian.
 - Equipment: Military, Civilian.
 - LINE 4: Activity of detected element at DTG of report (sub-type if applicable). If needed add narrative.
 - Attacking (direction from).
 - Air defense artillery (ADA) (engaging).
 - Aircraft (engaging) (rotary wing [RW], fixed wing [FW]).
 - Ambush improvised explosive device (IED) [exploded], IED [unexploded], sniper, anti-armor, other).
 - Indirect fire (point of impact, point of origin).
 - Chemical, biological, radiological, nuclear, or high yield explosive (CBRNE).
 - Defending (direction from).
 - Moving (direction from).
 - Stationary.
 - Cache.
 - Civilian (criminal acts, unrest, infrastructure damage).



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- Personnel recovery (isolating event, observed signal).
 - Other (give name and description).
- LINE 5: location (grid coordinate with military grid reference system (MGRS) grid zone designator of detected element activity or event observed). Must send correct six-digit grid.
 - Candidate plots their location on the map.
 - Candidate determines direction to target using compass.
 - Candidate estimates distance to target using mil-relation method based on known size.
 - Candidate plots the enemy location on the map.
- LINE 6: Unit (detected element unit, organization, or facility). If it cannot be identified it should be described in detail to include uniform, vehicle markings, or other identifying information.
 - Conventional.
 - Irregular.
 - Coalition.
 - Host nation.
 - Nongovernmental organization (NGO).
 - Civilian.
 - Facility.
- LINE 7: Time (DTG of observation).
- LINE 8: Equipment element observed (and amplifying sub-type, if applicable). Narrative can be added to clarify/describe/explain the equipment. Nomenclature/type/quantity of all equipment observed should be provided if known. If equipment cannot be identified, it should be described in as much detail as possible.
 - ADA (missile (man-portable air defense system [MANPADS]), missile (other), gun).
 - Artillery (gun (self-propelled [SP]), gun (towed), missile or rocket, mortar)
 - Armored track vehicle (tank-personnel carrier-command and control-engineer-transport-other).
 - Armored wheel vehicle (gun, APC, C2, engineer, transport, other).
 - Wheel vehicle (gun, C2, engineer, transport, other).
 - Infantry weapon (anti-armor, RPG, machine gun, grenade launcher, small arms, other).
 - Aircraft (RW-attack/utility/observation helicopter; FW-attack/transportation/UAS/other).
 - Mine/IED (buried, surface, vehicle-borne IED, person-borne IED, other).
 - CBRNE.



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- Supplies (class III, class V, other).
 - Civilian.
 - Other.
 - LINE 9: Assessment (reason for/purpose of activity and threats to/opportunities for friendly forces).
 - LINE 10: Narrative (actions taken related to the activity: attack-withdraw-observe-other). Potential for subsequent reports: air support-BDA-call for fire-casualty report-EOD support-MEDEVAC-other.
 - LINE 11: Authentication (report authentication) per SOP.
3. Send SPOTREP to next higher element.

Transmit a spot report with a tactical man pack radio

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



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Patrol Lane

Option I: M18A1 Claymore mine (electronic initiation)

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

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

Conditions: You are a member of a platoon in a patrol base in a non-chemical, biological, radiological, nuclear, or high yield explosive (CBRNE) environment. You have been directed to utilize a Claymore mine to enhance the perimeter defense. There is a known enemy presence.

Standards: Correctly employ and fire a Claymore mine, in sequence, within 10 minutes. Correctly recover an unfired Claymore mine, in sequence, within five minutes.

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

Performance steps:

1. Emplace and fire:
 - a. Inventory the components: M57 firing device, M4 electric blasting cap assembly, M40 test set, and M7 bandoleer.
 - b. Select a firing position that offers cover and unobstructed observation of site selected for emplacing the munition.
 - c. Prepare the munition for employment:
 - Place bandoleer on shoulder or around neck.
 - Ensure that munition and all accessories are in bandoleer.
 - Perform circuit test on the M57 firing device.
 - Remove the M57 firing device (ensuring it is on SAFE) and the M40 test set from the bandoleer.
 - Remove the dust cover from the connector of the M57 firing device.
 - Remove the dust cover from the female connector of the M40 test set.
 - Plug the M40 test set into the M57 firing device.
 - Move the firing device bail to the FIRE position.
 - Depress handle of firing device with a firm, quick squeeze, observing flash through window of M40 test set. Candidate states "I see the light." Candidate holds window near eye and shades with hand.
 - Move M57 firing device bail to SAFE position. Place M57 firing device with M40 test set attached in the bandoleer.



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- Remove the M4 electrical blasting cap assembly from the bandoleer. Remove twist tie from spool.
 - Starting at the shorting/dust cover end of the electrical wire, uncoil approximately 1-meter of wire.
 - At the 1-meter mark fold the firing wire to create a loop with a large enough circumference to go around a stake or a fixed object at the firing position. Twist the wire loop over the index and middle fingers of the right hand. Push the loop through the circle created in the previous step.
 - Secure the firing wire from the blasting cap side of the munition to a stake or fixed object at the firing position.
 - Uncoil enough wire to place the spool out of site. Place the remaining spool of wire (With the blasting cap inside the spool) under a sandbag, behind a tree, or in a hole in the ground.
 - Remove the M57 firing device with the M40 test set attached from the bandoleer.
 - Remove the shorting plug/dust cover from the connector of the firing wire.
 - Remove the shorting plug/ dust cover from the end of the M40 test set.
 - Plug the connector of the firing wire to the M40 test set.
 - Move the M57 firing device safety bail to the FIRE position.
 - Depress handle of M57 firing device with a firm, quick squeeze, observing the flash of light through the window of the M40 test set. Candidate states “I see the light.” When squeezing handle, an indicator lamp in the window of M40 test set flashes. The flash indicates the blasting cap circuitry is satisfactory.
 - Place M57 firing device on SAFE. Disconnect M40 test set from firing wire; replace shorting plug/dust covers.
 - Remove spool/firing wire/blasting cap from barrier used during circuit testing and walk tactically while unrolling wire from firing position to site selected for munition. Lay spool (With blasting cap inside) down within arm’s reach of munition placement site.
 - Assume a prone position and remove munition from bandoleer. Open legs to 45 degree facing front/rear.
 - Ensure face of munition marked “FRONT TOWARD ENEMY” and arrows on top of munition point to enemy.
 - Push legs into ground with munition facing direction of fire. In windy areas, or when legs cannot be placed into ground, spread them as far as they will go so they are facing front/rear and munition will not tip.
- d. Aim the munition:
- Select an aiming point at ground level in front of the munition.
 - Position one eye about six inches to the rear of the sight.



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- On knife-edge sight, align two edges of sight with aiming point. On slit-type peep sight, align groove of sight in line with aiming point that is two and a half meters off ground. Aiming point should be in center of area of coverage, with bottom edge of peep sight parallel to ground that is to be covered with fragment spray.
- Aim the munition by aligning the two edges of the sight with the aiming point.
- e. Arm the munition:
 - Remove the blasting cap from the spool's cavity. Secure the firing wire approximately one meter from the blasting cap side of the munition to a stake, a stone, gravel, a sandbag, or another available means.
 - Hold the blasting cap against the center of the chest with the left hand.
 - Encircle firing wire at base of the blasting cap with the index finger and thumb of the right hand.
 - While holding right hand to chest, extend left hand to arm's length, pulling firing wire through fingers of right hand. Lock the elbow and pull all slack from the firing wire.
 - Place the blasting cap back into the spool's cavity until ready to fire.
 - At one-meter mark, fold firing wire to create a loop with a large enough circumference to go around stake.
 - Twist loop over index/middle fingers of right hand. Push loop through circle created during previous step.
 - Secure the firing wire from the blasting cap side of the munition to a stake or a fixed object at the munition emplacement site. This prevents the munition from being misaligned if the firing wire is disturbed.
 - Unscrew/invert shipping plug priming adapter nearest stake or anchor. Remove blasting cap from spool.
 - Slide slotted end of shipping plug adapter approximately one inch onto firing wire between crimped connections and blasting cap. Pull wire through slotted end of adapter until top of blasting cap is firmly seated in bottom portion of shipping plug adapter. Screw adapter, with blasting cap, into detonator well.
 - Recheck the aim of the munition to ensure that the point of aim has not changed.
- f. Camouflage the munition and firing wire on the way back to the firing position.
- g. Seek cover. Remove firing device and test set from bandoleer; remove dust covers. Plug test set into firing device.
- h. Remove shorting plug/dust cover from connector of firing wire and from end of test set.
- i. Plug connector of firing wire into test set. Move firing device safety bail to FIRE position.
- j. Place the eye near the window of the test set and squeeze the handle of the firing device quickly to observe the indicator lamp flashing through the window of the test set. Candidate states, "I see the light".



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- k. Move the firing device bail from FIRE position to the SAFE position.
 - l. Disconnect test set from firing wire and replace the firing wire and the test set shorting plug/dust covers.
 - m. Disconnect test set from firing device and replace test set dust covers. Repack test set into bandoleer.
 - n. Fire the munition:
 - Remove shorting plug/dust cover from end of firing wire. Connect the firing device to the firing wire.
 - State, “CLAYMORE” twice. Move firing device safety to FIRE and quickly squeeze handle.
2. Recover an unfired mine:
- a. Disarm the mine:
 - Ensure firing device safety bail is in SAFE position. Disconnect firing device from the firing wire.
 - Replace shorting plug on firing wire and dust cover on firing device. Place firing device in bandoleer.
 - Remove firing wire from stake or anchor at firing position and place the firing wire forward of the position.
 - b. Recover the mine:
 - Walk tactically to mine, assume a prone position, and check for booby traps and tampering.
 - Remove shipping plug from detonator well. Separate shipping plug priming adapter from blasting cap.
 - Pick up the spool and insert the blasting cap inside it. Place the spool back on the ground.
 - Invert the shipping plug priming adapter and screw the plug end of the adapter into the detonator well.
 - Lift mine from emplacement and secure legs. Repack mine and all accessories into bandoleer.
 - Remove the firing wire from the stake, anchor, or base of the emplaced munition.
 - Pick up the spool. Wrap the firing wire on the spool as you move back to the firing position and secure the shorting plug and dust cover inside the spool. Ensure all components are packed in the bandoleer.



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M18A1 claymore mine operation (electronic initiation)

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



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Patrol Lane

Option II: M18A1 Claymore mine (non-electronic initiation)

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

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

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

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

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

Performance steps:

1. Emplace and fire:
 - a. Inventory the component: The shock tube assembly with M81 pull initiator and the M7 bandoleer.
 - b. Select a firing position that offers cover and unobstructed observation of site selected for emplacing munition.
 - c. Prepare the munition for employment:
 - Place the bandoleer on the shoulder or around the neck.
 - Ensure that the munition and all accessories are in the bandoleer.
 - Walk tactically to the desired location where the munition will be setup.
 - Assume a prone position. Remove the munition from the bandoleer.
 - Open both pairs of legs to a 45-degree angle with two legs facing front and two legs facing rear.
 - Ensure face of munition marked 'FRONT TOWARD ENEMY' and arrows on top point toward enemy.
 - Push legs about one-third of the way into ground with the munition facing in the desired direction of fire.

Note. In windy areas or when legs cannot be pressed into the ground, legs should be spread as far as they will go (about 180 degrees) so that legs are to the front and rear of the mine and the mine will not tip over.

- d. Aim the munition:

- Select an aiming point at ground level in front of the munition.



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- Position one eye about six inches to the rear of the sight.
 - On a knife-edge sight, align the two edges of the sight with the aiming point.
 - On slit-type peep sight, align groove of sight in line with aiming point that is two and a half meters off the ground. Aiming point should be in center of the desired area of coverage, with the bottom edge of the peep sight parallel to the ground that is to be covered with the fragment spray.
- Aim the munition by aligning the two edges of the sight with the aiming point.
- e. Arm the munition:
 - Remove the blasting cap from the spool's cavity. Do not hold the blasting cap in your hand.
 - Measure 1 meter of shock tube and replace the blasting cap inside the spool's cavity until ready to arm.
 - Secure the shock tube approximately one meter from the rear of the munition so the munition will remain aligned if the shock tube is disturbed using a stake, a stone, gravel, a sandbag, or another available means.
 - Unscrew one of the shipping plug priming adaptors from the munition.
 - Slide the slotted end of the shipping plug priming adaptor onto the shock tube of the blasting cap between the crimped connections and blasting cap.
 - Pull the excess wire through the slotted end of the adaptor until the top of the blasting cap is firmly seated and the bottom portion of the shipping plug priming adaptor.
 - Screw the adaptor with the blasting cap into the detonator well.
 - Check the aim of the munition to ensure that the point of aim has not changed. Unspool and camouflage the remaining shock tube while moving tactically back to the firing position.
- f. Secure the shock tube to a stake or a fixed object at the firing position:
 - Remove the pull initiator from the shock tube assembly.
 - Secure the shock tube approximately one meter from the pull initiator side of the munition to a stake, a stone, gravel, a sandbag, or another available means.
 - Hold the pull initiator against the center of the chest with the left hand.
 - Encircle shock tube at base of pull initiator with the index finger and thumb of the right hand.
 - While holding the right hand to the chest, extend the left hand to arm's length, allowing the shock tube to be pulled through the fingers of the right hand.
 - Lock the elbow and pull all slack from the shock tube.
 - Place the pull initiator back into the shock tube assembly until ready to fire.
 - At the one-meter mark, fold the shock tube to create a loop with a large enough circumference to go around the chosen stake.



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- Twist the loop over the index and middle fingers of the right hand.
 - Push the loop through the circle created during previous step.
 - Secure shock tube to stake/stone/sandbag/etc.
 - g. Fire the munition:
 - Seek cover.
 - Remove the initiator from the shock tube assembly.
 - Remove the safety pin (cotter pin) on the initiator and place it in the bandoleer for possible use later. Do not hold the shock tube while firing. This can cause minor burns as the flame burns through the tube.
 - Alert friendly personnel by announcing “CLAYMORE” twice.
 - While holding body of the initiator with one hand, insert the index finger of the other hand into the pull ring.
 - While holding the body of the initiator, turn the pull ring $\frac{1}{4}$ to the right or left. Then, pull the ring sharply.
- 2. Recover an unfired mine:
 - a. Disarm the mine:
 - Check the initiator to ensure the safety pin is in place, if not:
 - Remove the initiator safety pin from the bandoleer.
 - Align the pull rod safety pin hole with the safety pin hole in the body of the initiator. While holding the body of the initiator, turn the pull ring until the safety pin hole in the pull rod aligns with the safety pin hole in the body of the initiator.
 - Insert the safety pin through the body of the initiator.
 - Gently spread the open ends of the safety pin, just enough to keep the safety pin from falling out. Secure the initiator to the shock tube assembly.
 - b. Recover the mine:
 - Remove the shock tube from the stake or anchor at the firing position.
 - Walk tactically, wrapping shock tube around shock tube assembly, while moving toward emplaced munition.
 - Assume a prone position. Lay the shock tube assembly down by the stake or anchor.
 - Observe the munition and surrounding area to check for booby traps and tampering.
 - Remove the shipping plug priming adapter from the detonator well.
 - Remove the blasting cap and shock tube from the shipping plug priming adapter.
 - Place the blasting cap inside the shock tube assembly.
 - Invert the shipping plug priming adapter and screw the plug end of the adapter into the detonator well.
 - Lift the munition from its emplacement and secure the folding legs.



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- Repack munition in bandoleer. Pick up shock tube assembly and remove shock tube from stake or anchor at munition emplacement site. Wrap the remaining shock tube around the shock tube assembly.
- Repack the shock tube assembly with pull initiator in the bandoleer.
- Move back to the firing position. Ensure that all items are packed in the bandoleer.

W8 continued, M18A1 claymore mine operation (non-electronic)

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



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Patrol Lane

Employ progressive levels of individual force

Task basis: 171-COM-0011

Tasks: Employ progressive levels of individual force.

Conditions: You are a member of a section or team that is securing a critical area and you are approached or confronted by one or more hostile individuals. You have your individual weapon, PPE, and the ROE.

Standards: Assess and immediately report threats situations to your leadership. Protect yourself against hazards. Control the situation using the minimum amount of force necessary. All required performance steps must be correctly completed within 8 minutes.

Requirements: Provide the candidate with the equipment and/or materials described in the conditions statement.

Note. Tell the candidate what is expected by reviewing the standards. Stress to the candidate the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment. Reporting requirements must be standardized for all candidates. Units can use their SOP's for this criterion.

Performance steps:

1. Assess the situation by identifying the level of the hostile threat.
 - a. Verbal.
 - b. Physical without weapons (touching, pushing).
 - c. Physical with weapons (rocks, clubs, spitting).
 - d. Physical with firearms shown.
 - e. Physical with firearms used.

2. Report the situation immediately to the section or team leader.

Note. Units will use predetermined reporting requirements and standardized SOI.

3. Protect yourself against physical and other hazards.
 - a. Use full- face shields.
 - b. Use double layer latex gloves.

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

4. Isolate hostile(s), if required.
 - a. Identify hostile group(s) sphere of influence.
 - b. Remove the individual with most influence of the crowd.
 - c. Use the 5S's (Search, Silence, Segregate, Safeguard, Speed to the rear).
5. Employ no more force than is necessary to control the situation using graduated response measures.



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Note. Candidates should employ the minimum level of force necessary to address a threat but may use any level, even deadly force, without performing earlier steps, if the circumstances or threat do not allow for the use of graduated levels of force.

- a. Avoid confrontation if possible.
 - b. Do not deliberately instigate, threaten, provoke, or bluff.
 - c. Speak sternly to the individual and state the peaceful intent of your mission.
 - d. Tell the individual to "STAND BACK" and warn them that you may have to use force.
 - e. If an individual places his or her hands on your body, brush them back with hand or available PPE.
 - f. If an individual attempts to inflict bodily harm, use any authorized materials (such as water hoses, chemical gases) to impede movement.
 - g. Use your individual weapon, if necessary, as prescribed by the established ROE.
6. Establish and maintain control of the situation.
- a. Comply with the ROE, any host-nation requirements, applicable international treaties, and operational agreements.

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

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

Employ progressive levels of individual force

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



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Patrol Lane

Mark CBRNE contaminated areas

Task basis: 031-COM-1003.

Tasks: Mark CBRNE-contaminated areas.

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

Standards: Mark the CBRNE-contaminated area with the appropriate sign according to type of contamination and 100% of the required information written on the sign. Emplace a minimum of three markers at line of sight distances depending on terrain. This task will be performed in MOPP level 4 or Level A suit depending on CBRNE material used. All performance steps must be performed correctly within 15 minutes.

Requirements:

Note. When the actual distance required for marking is not available due to site limitations; the use of signs to indicate simulated distance is allowed.

Performance steps:

1. Employ CBRNE Markers (based on contamination type):
 - a. Employ the “ATOM” marker for radiological or nuclear contamination:
 - Place markers at the location where a dose rate of 1 centigray per hour (cGyph) or more is measured.
 - Place markers so that the word "ATOM" faces away from the contamination at waist height right-angled apex downward.
 - Print the following information clearly on the front of the markers:

Note. In case of limited space on the front surface of the sign, as a minimum, the name/symbol of the agent (if known) and/or the dose rate/concentration (if known) is to be written on the front surface. Any other details may be written on the back surface.

 - Date-time group (DTG) (Local/Zulu (L/Z)) of reading. If the DTG is not known, print "unknown".
 - Dose rate.
 - DTG (L/Z) of detonation/release, if known. If the DTG is not known, print "unknown".
 - b. Employ the “ATOM” marker for Toxic Industrial Radiological (TIR):



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Note. In case of limited space on the front surface of the sign, as a minimum, the name/symbol of the agent (if known) and/or the dose rate/concentration (if known) is to be written on the front surface. Any other details may be written on the back surface.

- Place markers at the location where a dose rate of 2 micrograys per hour (μGyph) or more is measured.

Place markers so that the word "ATOM" faces away from the contamination at waist height right-angled apex downward.

- Print the following information clearly on the front of the markers:

Note. In case of limited space on the front surface of the sign, as a minimum, the name/symbol of the agent (if known) and/or the dose rate/concentration (if known) is to be written on the front surface. Any other details may be written on the back surface.

- DTG (L/Z) of reading. If the DTG is not known, print "unknown".
 - Dose rate.
 - DTG (L/Z) of detonation/release, if known. If the DTG is not known, print "unknown".
- c. Employ the "BIO" marker for biological agents:
- Place markers 200 meters before the location where contamination is detected.
 - Place markers so that the word "BIO" faces away from the contamination at waist height right-angled apex downward.
 - Print the following information clearly on the front of the markers:
 - Name of agent/symbol, if known. If unknown, print "unknown".
 - Concentration levels, if known. If unknown, print "unknown".
 - DTG (L/Z) of detection. If the DTG is not known, print "unknown".
 - DTG (L/Z) of detonation/release. If the DTG is not known, print "unknown".
- d. Employ the GAS marker for persistent chemical agents:
- Place markers 200 meters before the location where contamination is detected.
 - Place markers so that the word "GAS" faces away from the contamination at waist height right-angled apex downward.
 - Print the following information clearly on the front of the markers:
 - Name of agent/symbol, if known. If unknown, print "unknown".
 - Concentration levels, if known. If unknown, print "unknown".
 - DTG (L/Z) of detection. If the DTG is not known, print unknown".
 - DTG (L/Z) of detonation/release. If the DTG is not known, print "unknown".
- e. Employ the "TOXIC" marker for Toxic Industrial Chemical (TIC) or Toxic Industrial Biological (TIB):
- Place markers 200 meters before the location where contamination is detected.



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- Place markers so that the word "TOXIC" faces away from the contamination at waist height right-angled apex downward.
 - Print the following information clearly on the front of the markers:
 - Name of agent/symbol, if known. If unknown, print "unknown".
 - Concentration levels, if known. If unknown, print "unknown".
 - DTG (L/Z) of detection. If the DTG is not known, print "unknown".
 - DTG (L/Z) of detonation/release. If the DTG is not known, print "unknown".
2. Emplace two additional markers, at a minimum, using procedures from step 1.
- a. Place markers 10 to 100 meters apart, depending on terrain, ensuring all markers are line-of-sight visible.
 - b. When marking a contaminated area in open terrain (that is, desert, plains, rolling hills), raise the markers to a desired height that permits approaching military forces to view the markers at distances up to 200 meters.

Mark chemical, biological, radiological, and nuclear-contaminated areas

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



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Medical Lane Tasks

Request medical evacuation

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

Tasks: Request MEDEVAC.

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

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

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

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

Performance steps:

1. Prepare the MEDEVAC request:
 - a. Determine grid coordinates for pickup, providing complete six-digit grid with identifier, accurate within 200 meters.
 - b. Determine operational radio frequency, call sign, and suffix. Candidate uses SOI to determine necessary information. Candidate makes appropriate changes to radio and prepares for transmission on MEDEVAC frequency.



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- c. Determine number of patients and precedence. Candidate uses TCCC cards to determine necessary information.
 - d. Determine special equipment required based on the site location, patient injuries, and additional guidance.
 - e. Determine number and type of patients. Candidate uses TCCC cards to determine the necessary information.
 - f. Determine security of pickup site. Give this information to the candidate during the Condition brief.
 - g. Determine method of marking the pickup site. Candidate must choose based on the choices given.
 - h. Determine patient nationality and status. Candidate uses TCCC cards to determine the necessary information. The number of patients in each category need not be transmitted.
 - i. Determine terrain description based on site location/map/additional guidance. While only required in peacetime, it can be given. It is used when not in a CBRNE environment.
2. Transmit lines 1-5:
- a. Candidate states, “I have a MEDEVAC request”. Grader provides a response within three seconds.
 - b. Line 1: Six-digit grid, including grid zone identifier.
 - c. Line 2: Operational frequency, call sign, and suffix. Candidate will use this frequency later to transmit lines 6-9.
 - d. Line 3: A+/-Urgent, B+/-Urgent-Surgical, C+/-Priority, D+/-Routine, E+/-Convenience. States, “Break” between categories.
 - e. Line 4: A-None, B-Hoist, C-Extrication Equipment, D-Ventilator.
 - f. Line 5: L+/-Litter, A+/-Ambulatory. State, “Break” between categories. End transmission by stating, “Over”
3. Transmit lines 6-9:
- a. Candidate switches radio to operational frequency and regains contact with evacuation platform for transmission of remaining lines. Grader initiates contact, requesting remaining lines when candidate switches radio frequency.
 - b. Line 6: N-No enemy in area, P-Possibly enemy in area, E-Enemy in area, X-Enemy in area (armed escort required).
 - c. Line 7: A-Panels, B-Pyrotechnic signal, C-Smoke, D-None, E-Other.
 - d. Line 8: A-U.S. military, B-U.S. citizen, C-Non-U.S. military, D-Non-U.S. citizen, E-Enemy prisoner of war.
 - e. Line 9: Provide description of pertinent terrain information. End transmission by stating, “Over”.



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Request medical evacuation

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



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Medical Lane Tasks

Provide care under fire and move a casualty

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

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

Conditions: You are a member of a team on a combat patrol that has come under sporadic small arms fire. You witness a teammate in the open receive a gunshot wound to the (grader will state left or right) leg. Your teammate is struggling to reach his/her combat application tourniquet (CAT) and you see bright red arterial bleeding. No spinal injury is suspected, and you are not in a CBRNE environment.

Standards: Perform care under fire, in sequence, within three minutes. Transport and transfer, in sequence, within nine minutes. You must not cause further injury, have no safety violations, and not lose any equipment.

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

Performance steps:

1. Care under fire:

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

- a. (a) Return fire and take cover until fire suppression is achieved.
 - Candidate will return fire, move to cover, and yell direction, distance, and description.
 - Direct the casualty to return fire, move to cover, and administer self-aid to stop the bleeding. When the candidate has demonstrated the proper techniques, the grader will state "Fire suppression has been achieved", or the enemy fire will stop.



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- Candidate states, “Cover me”. Grader will reply, “Got you covered”.
- b. Move the casualty, his/her weapon, and mission-essential equipment to cover using the Cradle-drop drag (below), or any appropriate technique, without causing further injuries or losing any equipment:
 - With the casualty lying on his/her back, kneel at the head.
 - Slide your hands, palms up, under the casualty's shoulders getting a firm hold under his/her armpits.
 - Partially rise, supporting the casualty's head on one of your forearms. You may bring your elbows together and let the casualty's head rest on both of your forearms.
 - With casualty in a semi-sitting position, rise and drag backwards to the nearest covered position.
- c. Administer life-saving bleeding control by applying the CAT to the wounded extremity:
 - Place tourniquet over the clothing of bleeding extremity as high as possible (without capturing the shoulder or buttocks)
 - Route the band around the limb above the wound on the injured extremity.
 - Pass the red tip through the inside slit in the buckle. *Note.* Ensure the tourniquet remains as high on the extremity as possible.
 - Pull the band as tight as possible and secure the Velcro back on itself all the way around the limb, but not over the rod clips.

Note. Band should be tight enough that three finger tips cannot slide between the band and the limb. If the tips of three fingers slide under the band, retighten and re-secure. This is the most important step.

- Twist the windlass until the bleeding stops. Candidate will verbalize this and will ensure to not overtighten if using an actual Soldier as a casualty.
 - Lock the windlass in place within the windlass clip.
 - Continue to route the self-adhering band between the windlass clips and over the windlass rod. Secured the rod and band with the windlass strap, if possible.
 - Place a "T" and the time of the application on the casualty with a marker (provided in casualty's IFAK). This can be simulated and verbalized, or a piece of lamination can be applied to the casualty's forehead so each candidate can perform the task.
 - Secure the CAT in place with tape.
2. Transport and transfer a casualty:
- a. Move the casualty using a Sked litter:
 - Prepare the Sked litter for transport.
 - Remove the Sked litter from its pack and place it on the ground, unfasten the retainer strap.
 - Step on foot end of Sked litter and unroll completely, bending the Sked in half and back roll.



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- Repeat with the opposite end of the litter so that the Sked litter lays flat.
 - Pull out the handholds, straps for the casualty, and dragline at the head of the litter.
 - Place and secure a casualty to a Sked litter.
 - Place the Sked litter next to the casualty so that the head end of the litter is next to the casualty's head and place the cross straps under the Sked litter.
 - Log roll casualty onto his/her non-CAT side in a steady and even manner.
 - Slide the Sked litter as far under the casualty as possible.
 - Gently roll the casualty until he/she is again lying on his/her back with the litter beneath him/her.
 - Slide casualty to middle of the Sked litter, keeping his/her spinal column as straight as possible.
 - Pull out the straps from under the Sked litter and bring the straps across the casualty.
 - Lift sides of Sked litter and fasten the four cross straps to the buckles directly opposite the straps.
 - Lift the foot portion of the Sked litter feeding the foot straps over the casualty's lower extremities and through the unused grommets at the foot end of the Sked litter.
 - Fasten the straps to the buckles and check to make sure the casualty is secured to the Sked litter.
 - Reassess CAT.
 - Suppress the enemy. (Grader or OPFOR prompted)
 - Candidate will return fire. When the candidate has demonstrated the proper techniques, the grader will state “Fire superiority has been achieved”, or the enemy fire will stop.
 - Candidate states, “Cover me”. Grader will reply, “Got you covered”.
 - Drag the casualty 50 meters to the casualty collection point (CCP) and reassess CAT.
- b. (b) Document injuries and treatment given on casualty's TCCC Card (in IFAK) for transfer to medical personnel.
- • Remove TCCC Card. Administrative data will already be filled out.
 - • Complete all pertinent entries as fully as possible:
 - o Front of card:
 - - Evacuation (EVAC): Mark an “X” on the casualty’s evacuation priority/precedence (Urgent; Priority; or Routine).
 - - Date: Write date of injury in DD-MMM-YY format. For example, “29-JUN-13”.



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- Time: Write 24-hour time of injury, and indicate whether local (L) or Zulu (Z) time. For example, “1300Z”.
- Mechanism of Injury: Mark “X” on mechanism or cause of injury (artillery, blunt, burn, fall, grenade, gunshot wound (GSW), IED, landmine, motor vehicle crash/collision (MVC), rocket propelled grenade (RPG), other (specify)). Mark all that apply.
- Injury: Mark an “X” at the site of the injury/injuries on the body picture.
- TQ: R Leg (tourniquet, right leg) - If a tourniquet is applied to the right leg, write type of tourniquet used and the time of tourniquet application.
- TQ: L Leg (tourniquet, left leg) - If a tourniquet is applied to the left leg, write type of tourniquet used and the time of tourniquet application.
- Back of card:
 - Evacuation (EVAC): Mark “X” on casualty’s priority/precedence (Urgent; Priority; Routine).
 - C: Mark an “X” for all Circulation hemorrhage control interventions. For tourniquets (TQ), mark category (Extremity, Junctional and/or Truncal) and write name of TQ(s) used.
 - First Responder Name: Print the first responder’s name (Last, First).
 - First Responder Last 4: Write last four numbers of first responder’s Social Security number.
- Attach completed card to casualty per unit SOP. Do not attach the card to casualty's body armor as this equipment may will be separated from the casualty once they arrive at the medical treatment facility (MTF).

Provide care under fire and move a casualty

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



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Medical Lane Tasks

Perform first aid to restore breathing and/or pulse

Task Basis: 081-831-1023-Perform First Aid to Restore Breathing and/or Pulse, 081-000-0067-Insert a Nasopharyngeal Airway.

Tasks: Perform first aid to restore breathing and/or pulse of an unconscious adult.

Conditions: You see an adult who appears to be choking collapse to the ground. You are on a forward operating base (FOB), not in a CBRNE environment, and no spinal injury is suspected. You have a Basic Life Support (BLS) bag.

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

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

Performance steps.

1. Approach the casualty and check for responsiveness. Grader will state, "Casualty is unresponsive."
 - a. Direct a specific bystander to call for medical personnel.
 - b. Direct another specific bystander to retrieve an Automated External Defibrillator (AED).
2. Roll the casualty onto his/her back:
 - a. Kneel beside the casualty.
 - b. Raise the near arm and straighten it out above the head.
 - c. Adjust the legs so they are together and straight or nearly straight.
 - d. Place one hand on the back of the casualty's head and neck.
 - e. Grasp the casualty under the arm with the free hand.
 - f. Pull steadily and evenly toward yourself, keeping the head and neck in line with the torso. Roll the casualty as a single unit.
 - g. Place the casualty's arms at his/her sides. Grader will state, "Casualty does not appear to be breathing".
3. Open the airway using the head-tilt/chin-lift method:
 - a. Expose casualty's bare chest.
 - b. Kneel at the level of the casualty's shoulders.



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- c. Place one hand on casualty's forehead and apply firm, backward pressure with palm to tilt head back.
 - d. Place fingertips of other hand under bony part of lower jaw and lift, bringing chin forward. Do not use thumb to lift. Do not completely close casualty's mouth. Do not press deeply into soft tissue under chin.
4. Check for breathing:
 - a. While maintaining the open airway position, place an ear over the casualty's mouth and nose, looking toward the chest and stomach.
 - b. Look for the chest to rise and fall.
 - c. Listen for air escaping during exhalation.
 - d. Feel for the flow of air on the side of your face.
 - e. Count the number of respirations for 15 seconds. Grader will state, "Casualty is not breathing".
5. Insert an NPA:
 - a. Keep the casualty in a face-up position.
 - b. Select the appropriate size of airway by measuring from the patient's nostril to the earlobe or from the patient's nostril to the angle of the jaw.
 - c. Lubricate the tube of the NPA.
 - d. Push the tip of the casualty's nose upward gently.
 - e. Position tube of the NPA so that the bevel (pointed end) of the NPA faces toward the septum (the partition inside the nose that separates the nostrils). Most NPAs are designed to be placed in the right nostril.
 - f. Insert NPA into the nostril and advance it until the flange rests against the nostril. Never force the airway into the patient's nostril. If resistance is met, pull the tube out and attempt to insert it in the other nostril.
 - g. Recheck breathing per step 4. Grader will state, "Casualty is still not breathing".
6. Give breaths to ensure an open airway:
 - a. Insert a face shield, if available, into the casualty's mouth, with the short airway portion over the top of the tongue and flatten the plastic sheet around the mouth.
 - b. Maintain airway and gently pinch nose closed (covering the NPA), using the hand on the casualty's forehead.
 - c. Take a normal breath and place your mouth, in an airtight seal, around the casualty's mouth.
 - d. Give two breaths (1 second each), taking a breath between them, while watching for the chest to rise and fall and listening and/or feeling for air to escape during exhalation. Breaths should not be over exaggerated or forceful. Grader will state, "The chest did not rise".
 - e. Reposition the casualty's head slightly farther backward and repeat the breaths. Grader will state, "The chest did not rise".
7. Perform chest compressions to clear the airway:
 - a. Kneel close to the side of the casualty's body.



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- b. Locate the nipple line placing the heel of one hand on the lower half of the sternum (breastbone).
- c. Place the heel of the other hand on top of the first hand on the lower half of the breastbone, extending or interlacing the fingers.
- d. Straighten and lock the elbows with the shoulders directly above the hands.
- e. Without bending the elbows, rocking, or allowing the shoulders to sag, apply enough pressure to depress the breastbone 1½ to 2 inches. Give compressions at a rate of 100 per minute (hard and fast at a ratio of 30 compressions to 2 breaths) with the intent of relieving the obstruction.
- f. Look in the mouth for objects between compressions and breaths. After one round of compressions and breaths, the Grader will state, “You see an object in the casualty’s mouth”.
- g. Remove the object. Candidate simulates using proper technique.
8. Reopen airway and repeat the breaths (Steps 3, 4, and 6). Grader will state, “You see the chest rise and fall with your breaths, but the casualty is still not breathing”.
9. Check for a pulse for five to 10 seconds: Place tips of index and middle fingers in groove in casualty's throat beside the Adam's apple on the side closest to you. Do NOT use the thumb. Grader states, “You do not feel a pulse”.
10. Perform CPR:
 - a. Position your hands and body for chest compressions as in step 7.
 - b. Give 30 compressions:
 - Press straight down to depress the breastbone 1 ½ to 2 inches.
 - Come straight up and completely release pressure on breastbone to allow chest to return to its normal position. The time allowed for release should equal the time required for compression.
 - Give 30 compressions in about 23 seconds (at a rate of 100 per minute). Do NOT remove the heel of your hand from the casualty’s chest or reposition your hand between compressions. However, all pressure must be released from the chest cavity to allow for full chest wall expansion.
 - c. Give two breaths:
 - Open the casualty's airway.
 - Give two breaths (1 second each).
 - d. Repeat steps 10a-c for five cycles or two minutes. After one properly performed cycle, the grader will state, “Two minutes has elapsed”. If the candidate does not perform the steps properly within two minutes, they will be a NO-GO.
 - e. Reassess the casualty:
 - Check for the return of the pulse for 3 to 5 seconds. Grader will state, “You feel a pulse”.
 - Check breathing for 3 to 5 seconds. Grader will state, “Casualty is not breathing”.
 - f. Give breaths at the rate of one every 5 to 6 seconds (10 to 12 breaths per minute).



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Note. Breaths should not be over exaggerated or forceful. After the candidate has demonstrated proper performance, grader will state, “Two minutes has elapsed”. If the candidate does not perform the steps properly within two minutes, they will be a NO-GO.

- g. Recheck for pulse and breathing. Grader will state, “The casualty is breathing and conscious”.
- 11. Place the casualty in the recovery position (by rolling him/her as a single unit onto his/her side, placing the hand of his/her upper arm under his/her chin, and flexing his/her upper leg) until help arrives. Watch the casualty closely for life-threatening conditions, maintain an open airway, and check for other injuries.
- 12. Candidate will state that if the casualty’s condition deteriorates, they will continue CPR until:
 - a. The breathing and pulse returns.
 - b. They are relieved or stopped by a qualified person.
 - c. They are physically unable to continue.

Perform first aid to restore breathing and or pulse

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



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Medical Lane Tasks

Evaluate a casualty for a heat injury

Task Basis: 081-000-0016-Treat a Casualty for a Heat Injury, TR 350-29.

Tasks: Identify types, signs, symptoms, and treatment of heat injuries. Treat for heat stroke.

Conditions: You see a Soldier who appears to be suffering from a heat injury and you must determine and provide the proper treatment. The casualty is responsive but confused. You are on a Forward Operating Base and not in a CBRNE environment.

Standards: Identify types, signs, symptoms, and treatments within five minutes. 100% accuracy for heat cramps. At least three correct signs and symptoms for both heat exhaustion and heat stroke, with no incorrect answers. At least three treatments for heat exhaustion, with no incorrect answers. Answers must be readable and understandable by the grader. Correctly provide treatment for heat stroke within five minutes. All tasks will be performed in sequence.

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

Performance steps

1. Identify signs, symptoms, and treatment:
 - a. Type: Heat cramps.
 - Signs and symptoms:
 - Muscle cramps of the arms, legs, and/or abdomen.
 - Treatment:
 - Move to shaded area and rest.
 - Loosen clothing.
 - Oral rehydration.
 - b. Type: Heat exhaustion.
 - Signs and symptoms:
 - Profuse sweating and pale/gray/moist/cool skin.
 - Headache.
 - Weakness.
 - Dizziness.
 - Temperature as high as 104 degrees.
 - Treatment:
 - Move the casualty to a shaded area and provide oral rehydration unless nauseated.
 - Loosen and/or remove the casualty's clothing and boots.



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

Evaluate a casualty for a heat injury

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



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Medical Lane Tasks

Control bleeding

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

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

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

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

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

Performance steps:

1. Perform a blood sweep of the extremities, neck, armpits, and groin areas. Expose wounds if bleeding is detected. If the second wound is not simulated, the grader will identify the location during the blood sweep. If the candidate fails to sweep that area or detect the wound, they are a NO-GO.
2. Apply a hemostatic dressing to the major non-arterial wound that is bleeding heavily:
 - a. Remove all clothing or equipment to obtain access to the wound.
 - b. Identify the point of bleeding within the wound. Remove any pooled blood from the wound cavity with your hand or a wad of cotton gauze. Locate the bleeding vessel(s).
 - c. Pack Combat Gauze directly over the source of bleeding; pack the wound with the entire dressing.
 - d. Apply direct pressure for 3 minutes; periodically check dressing to ensure placement and bleeding control. When performed correctly, grader will state, "Three minutes has elapsed, and wound is still bleeding".
 - e. Pack second Combat Gauze into wound. When performed correctly, grader will state, "Bleeding is under control".



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

Control bleeding

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



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Medical Lane Tasks

Evaluate and treat a casualty for spinal injury and shock

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

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

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

Standards: Identify at least six signs and symptoms of shock with no incorrect answers within one minute. Apply a cervical collar and treat for shock to standard, in sequence, within seven minutes, without causing further injury.

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

Performance steps:

1. Identify signs and symptoms of shock:
 - a. Sweaty but cool skin.
 - b. Pale skin.
 - c. Restlessness or nervousness.
 - d. Thirst.
 - e. Severe bleeding.
 - f. Confusion.
 - g. Rapid breathing.
 - h. Blotchy blue skin.
 - i. Nausea and/or vomiting.



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- j. Low blood pressure.
- k. Absence of distal pulse.
- l. Capillary refill delayed more than three seconds.
2. Apply cervical collar:
 - a. Have the other Soldier kneel at the casualty's head and manually apply in-line stabilization of the head and neck. If the assistant is notional, the grader will state, "The other Soldier has the head and neck in-line and immobilized".
 - b. Reassure the casualty and explain the procedure to him/her.
 - c. Measure and determine the size of collar to apply.
 - The front height of the collar should fit between the chin and the chest at the suprasternal notch.
 - Once in place, the collar should rest on the shoulder girdle and provide firm support under both sides of the mandible without obstructing the airway or any ventilation efforts.
 - If the collar is too large, the casualty's neck may be placed in hyperextension.
 - If the collar is too small, the casualty's neck may be placed in hyperflexion.
 - d. Size the collar based on the manufacturer instructions.
 - e. Apply the collar to a supine casualty.
 - Ensure the other Soldier maintains in-line stabilization.
 - Set the collar in place around the neck.
 - Secure the Velcro strap in place.
 - Maintain manual stabilization of the head and neck until the casualty is immobilized on a long spine board. If the assistant is notional, the grader will state, "The other Soldier has the head and neck immobilized".
 - Immobilize casualty to spine board using straps and head immobilization blocks (or improvise).
3. Assess for shock:
 - a. Assess casualty's level of consciousness. Grader will state, "Casualty does not answer, but reacts to pain".
 - b. Evaluate skin. Grader will state, "Skin is pale and moist; abdomen is distended".
 - c. Assess capillary refill on a finger. Grader will state, "Capillary refill takes four seconds".
 - d. Check for pedal pulse (skin to skin; no thumb). Grader will state, "You do not feel a pulse".
 - e. Check for femoral pulse (skin to skin; no thumb). Grader will state, "You do not feel a pulse".
 - f. Check for radial pulse (skin to skin; no thumb). Grader will state, "You do not feel a measurable pulse".
 - g. Check for carotid pulse (skin to skin; no thumb). Grader will state, "You feel a weak but rapid pulse".
 - h. Measure pulse for 30 seconds (skin to skin; no thumb). Grader prompt if using a mannequin.



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- i. Assess respirations. Grader will state, “Respirations are rapid but shallow”.
- j. Measure respirations for 30 seconds. Grader prompt if using a mannequin.
4. Treat for hemorrhagic shock.
 - a. Position the casualty.

- Move the casualty under shelter to shade him/her from direct sunlight.

Note. Secure casualty to the litter before moving. If no assistant is available, Candidate will verbalize, but still ensure to secure the casualty on the litter.

- Maintain supine position and spinal immobilization.

- b. Loosen clothing at the neck, waist, or anywhere it is binding.
- c. Prevent the casualty from getting chilled or overheated. Using a blanket or clothing, cover the casualty to avoid loss of body heat by wrapping completely around the casualty, underneath the litter straps. Re-secure the patient on the litter.
- d. Calm and reassure the casualty; watch the casualty closely for life-threatening conditions.
5. Correctly record all treatments on the front and back of the TCCC Card:
 - a. Evacuation (EVAC): -Mark an “X” on the casualty’s evacuation priority/precedence (Urgent; Priority; Routine).
 - b. Date: Write date of injury in DD-MMM-YY format. For example, “29-JUN-13”.
 - c. Time: Write 24-hour time of injury, and indicate whether local (L) or Zulu (Z) time. For example, “1300Z”.
 - d. Mechanism of Injury: Mark an “X” on the mechanism or cause of injury (artillery, blunt, burn, fall, grenade, gunshot wound (GSW), IED, landmine, motor vehicle crash/collision (MVC), rocket propelled grenade (RPG), other (specify)). Mark all that apply.
 - e. Injury: Mark an “X” at the site of the injury/injuries on the body picture. If multiple mechanisms of injury and multiple injuries, draw a line between the mechanism of injury and the anatomical site of the injury. (Spinal injury and internal bleeding).
 - f. Time: Write time of vital signs taken.
 - g. Pulse (rate & location): Write casualty's pulse rate.
 - h. Respiratory Rate: Write casualty's respiratory rate.
 - i. AVPU: Write casualty's level of consciousness (AVPU: Alert, Verbal, Pain, Unresponsive).
 - j. Evacuation (EVAC): Mark an “X” on the casualty’s evacuation priority/precedence (Urgent; Priority; Routine).
 - k. Other: Mark an “X” for other treatments administered (combat pill pack, eye shield (mark right (R) or left (L)), splint, hypothermia prevention) and type of device(s) used. (Cervical collar).
 - l. Notes - Use this space to record any other pertinent information and/or clarifications. (Patient exhibiting signs and symptoms of shock).
 - m. First responder name: Print the first responder’s name (Last, First).



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- n. First responder last 4: Write last four numbers of first responder's social security number (SSN).
- o. Secure the TCCC card to the casualty per unit SOP.

Evaluate and treat a casualty for a spinal injury and shock

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



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Medical Lane Tasks

Apply an occlusive dressing and perform a needle chest decompression

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

Tasks: Treat a chest wound and tension pneumothorax.

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

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

Requirements: A simulated casualty (mannequin with all extremities and ribs that can be seen and/or felt) in a full combat uniform per unit SOP, including weapon, and a fully packed IFAK. Casualty must have two simulated gunshot wounds to the upper body; one on the front (entry) and one on the back (exit). A TCCC card with the administrative data already filled out; alcohol pens and eraser. A BLS bag with occlusive dressings and/or materials with which to improvise. Pulse oximetry device (fingertip) and alcohol swabs. May cover the screen with tape and degraded vitals for testing. Provide the candidate with, or ensure the candidate has a watch with the correct date and time.

Performance steps:

1. Apply occlusive dressing:
 - a. Expose the injuries.
 - b. Apply an occlusive dressing to the entry wound.
 - Upon full expiration, cover the wound with large, occlusive material dressing, covering the first wound encountered.
 - Ensure the material extends 2 inches beyond the edge of the wound.
 - Tape all four sides of the dressing (If a non-adhesive dressing).
 - c. Log roll the casualty on unaffected side and examine the back for an exit wound.
 - d. Apply an occlusive dressing to the exit wound using the same standards as Step b.
2. Verify the presence of tension pneumothorax by checking for at least three of the indications below; verbalize as needed:
 - a. Question the casualty about difficulty in breathing, pain on the affected side, or coughing up blood, and observe for signs of progressive respiratory distress. Grader will state, "Casualty is gasping for air and has pain on the wound side".



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- b. Observe the casualty's bare chest for respiratory rate depth and abdomen for progressive distension. Grader will state, "Casualty has poor respiratory rate and depth, and the abdomen is mildly distended".
- c. Look for mediastinal shift manifested as a tracheal deviation and/or jugular distension. Grader will state, "Casualty does not have tracheal deviation, but has mild jugular distension".
- d. Look at and feel the patient's chest for signs of air in the chest wall (subcutaneous emphysema). Grader will state, "You feel a crackling sensation on the casualty's chest".
- e. Check for unilateral distension and chest expansion (excursion).
 - Place one hand on the affected side.
 - Place the other hand on the unaffected side.
 - Observe the height of each hand as the chest rises and falls.

Determine if the height of the hand on the affected side is greater during expiration than the height of the hand on the unaffected side. Grader will state, "The hand on the unaffected side is higher than the other".

- f. Look for bluish skin (cyanosis). Grader will state, "You observe mild cyanosis".
 - g. Look for signs and symptoms of shock. Grader will state, "You observe two signs of shock- (grader choice)".
3. Identify needle decompression site:
- a. Primary site: 5th intercostal space (ICS) on the lateral chest wall at the anterior axillary line (AAL) on the same side as the injury.
 - b. Alternate site (primary pediatric site)
4. Perform needle chest decompression:
- a. Clean site with an antimicrobial solution using either Alcohol or Betadine.
 - b. Insert needle into the chest at a 90-degree angle to the chest wall. Remove the plastic cap from the 3.25 inch, 10 or 14-gauge needle and remove the cover to the needle's flash chamber.
 - c. Insert the needle into the skin over the superior border of the lower rib at the site and direct the needle into the ICS at a 90-degree angle.
 - d. As the needle enters the pleural space, a "pop" is felt, followed by a possible hiss of air. Insure the needle is advanced all the way to the hub and left in place for 5-10 sec.
 - e. Remove the needle, leaving the catheter in place.
 - f. If tension pneumothorax recurs (as noted by return of respiratory distress), repeat the needle decompression on the injured side.
 - g. Stabilize catheter hub to the chest wall with adhesive tape.
 - h. Listen for increased breath sounds or observe decreased respiratory distress.
5. Measure pulse and oxygen saturation (O2 SAT). Candidate can perform this step on themselves or another Soldier since the casualty must be a mannequin, or grader may prep the device screen with degraded vitals.
- a. Wipe the index, middle, or ring fingertip with alcohol to ensure it is clean and dry.



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- b. Apply the sensor.
 - c. Document the readings on the TCCC card.
6. Record all treatments on the TCCC card.
- a. Front of card:
 - Evacuation (EVAC): Mark an “X” on the casualty’s evacuation priority/precedence (Urgent; Priority; or Routine).
 - Date - Write date of injury in DD-MMM-YY format. For example, “29-JUN-13”.
 - Time: Write 24-hour time of injury, indicating whether local (L) or Zulu (Z) time, such as “1300Z”.
 - Mechanism of Injury: Mark an “X” on the mechanism or cause of injury (artillery, blunt, burn, fall, grenade, gunshot wound (GSW), IED, landmine, motor vehicle crash/collision (MVC), rocket propelled grenade (RPG), other (specify)). Mark all that apply.
 - Injury: Mark an “X” at the site of the injury/injuries on the body picture. For burn injuries, circle the burn percentage(s) on the figure. If multiple mechanisms of injury and multiple injuries, draw a line between the mechanism of injury and the anatomical site of the injury.
 - Time: Write time of vital signs taken.
 - Pulse (rate & location): Write casualty's pulse rate.
 - O2 Sat: Write casualty's O2 Saturation.
 - AVPU: Write casualty's level of consciousness (AVPU: Alert, responds to Verbal stimulus, responds to Pain stimulus, Unresponsive).
 - b. Back of card:
 - Evacuation (EVAC): Mark an “X” on the casualty’s evacuation priority/precedence (Urgent; Priority; or Routine).
 - C: Mark an “X” for all Circulation hemorrhage control interventions. For tourniquets (TQ), mark category (Extremity, Junctional and/or Truncal) and write name of TQ(s) used. For dressings, mark category (Hemostatic, Pressure, and/or Other) and write type of dressing(s) used.
 - B: Mark an “X” for all Breathing interventions oxygen (O2), needle decompression (Needle-D), Chest-Tube, (Chest-Seal) and write type of device(s) used.
 - First responder name: Print the first responder’s name (Last, First).
 - First responder last 4: Write last four numbers of first responder’s SSN.



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Apply an occlusive dressing and perform a needle chest decompression

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



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Medical Lane Tasks

Perform first aid for an open head wound in a CBRNE environment

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

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

Conditions: You are a member of a team on a combat patrol in a CBRNE environment that has come under indirect fire. You witness a teammate in the open receive fragmentation to the head. Your teammate was able to move to you and is responsive. You are behind cover, not under hostile fire, and your teammates have established a security perimeter. You must begin treatment while waiting on medical personnel to arrive. The injured Soldier is conscious and alert. You are in mission oriented protective posture (MOPP) level three.

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

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

Performance steps:

1. Check the casualty's level of consciousness by asking, "What is your name, where you, and what is today's date?" Grader states, "The casualty replies appropriately".
2. Position the casualty.
 - a. Have the casualty sit up.
 - b. Turn head to the side (opposite the wound) to prevent bleeding into the mouth.
3. Expose the wound by removing the casualty's helmet, if necessary, but retaining all MOPP garments. Do NOT attempt to clean the wound, remove a protruding object, or apply a pressure dressing. Do NOT put unnecessary pressure on the wound or attempt to push any brain matter back into the head (skull). Do NOT touch white (sterile) side of dressing or allow it to come into contact with any surface other than wound.
4. The following procedures are for applying a field dressing. If you are applying an emergency bandage, follow the procedure for other bleeding wounds, while observing general guidelines and precautions.
 - a. Apply the casualty's dressing to a wound on the forehead or back of head.
 - Apply dressing, white side down, directly over wound with tails extending toward sides of head.
 - Wrap tails, one at a time, around head in opposite directions, making sure tails cover dressing but not eyes or ears.
 - Tie the tails at the side of the head using a nonslip knot.



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- b. Apply the casualty's dressing to a wound on the top of head.
- Apply the dressing, white side down, directly over the wound.
 - Wrap 1st tail under chin and bring up in front of ear over dressing above and in front of other ear.

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

- Wrap 2nd tail under chin in opposite direction and up the side of head to meet 1st tail.
 - Cross the tails.
 - Wrap one tail across forehead above eyebrows to a point just above and in front of opposite ear.
 - Wrap other tail above ear, low over back of head, and above opposite ear to meet the other tail.
 - Tie the tails using a nonslip knot.
- c. Apply the casualty's dressing to a wound on the side of the head or cheek.
- Apply dressing, white side down, directly over the wound with the tails extending up and down.
 - Wrap the top tail over the top of the head, down in front of the ear, under the chin, and up over the dressing to a point just above the ear.
 - Wrap the other tail in the opposite direction to meet the first tail.
 - Cross the tails and complete the procedure as follows:
 - Wrap 1st tail across forehead above eyebrows to a point above and in front of opposite ear.
 - Wrap the 2nd tail above ear, low over back of head, and above opposite ear to meet 1st tail.
 - Tie the tails using a nonslip knot.
5. Watch the casualty for life-threatening conditions, check for other injuries, and treat for shock. Seek medical aid.

Perform first aid for an open head wound in a chemical, biological, radiological, and nuclear environment

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



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Medical Lane Tasks

Treat an open abdominal wound and eye injuries

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

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

Conditions: You are a member of a team on a mounted combat patrol. You witness an IED immobilize the convoy's lead vehicle. You are assisting medics with triage and treatment. You are behind cover, not under hostile fire, and your teammates have established a security perimeter. The medic performed a rapid trauma assessment on the first patient and determined that there are no other immediate, life threatening injuries. The medic directed you to treat the open abdominal wound and eye injury (grader will state type of eye injury if it is not clearly simulated). You have a CLS bag, are not in a CBRNE environment, and the casualty is conscious.

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

Requirements: A simulated casualty; either an actual Soldier or mannequin (with all extremities) with a clearly visible simulated abdominal wound (with simulated organs or intestines outside the body) and an eye injury (grader will select one of the eye injury options). Casualty will be in a full combat uniform per unit SOP, including weapon and a fully packed IFAK. Casualty should be positioned on the ground where the candidate will apply aid. A CLS bag including all appropriate bandages, dressings, and materials needed to improvise.

Performance Steps:

1. Check for both entry and exit wounds (there should only be one) by sitting casualty up or rolling to the side.
2. Position the casualty on back, flex knees, and turn head to side, keeping airway clear in case of vomiting.
3. Expose the wound. Pick up organs that are on ground using a clean, dry dressing and gently place on abdomen without touching them. Do not probe/clean/try to remove foreign objects from or push organs back inside body.
4. Apply a moist, sterile abdominal dressing. If an object is extending from wound, do not remove it. Place as much of wrapper over wound as possible without dislodging or moving. Do not place wrapper over object.
 - a. Ensure dressing is large enough to cover entire mass of protruding organs or area of the wound.



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- b. If large enough to cover affected area, place sterile side of plastic wrapper directly over wound.
 - c. Place dressing directly on wound or plastic wrapper if used. Do not apply pressure or expose internal parts.
 - d. Tie dressing tails loosely at casualty's side or secure hooking ends of closure bar into bandage.
 - e. Repeat if two dressings are needed. Ensure that ties of additional dressings are not tied over each other.
 - f. Ensure dressing is secured firmly enough to prevent slipping, without applying pressure.
5. Treat for shock:
 - a. Loosen binding clothing and prevent the casualty from getting chilled or overheated. While performing this step, the grader will state, "The casualty is making vomiting sounds".
 - b. Roll to side without causing further injuries. Grader will state, "Vomiting has stopped".
 - c. Return to supine position with knees flexed. Re-secure bandages and blanket if needed.
6. Treat lacerations and contusions of tissue surrounding the eye (grader prompt if not simulated).
 - a. Close the lid of the affected eye. Do not exert pressure or manipulate the globe in any way.
 - b. Cover the injury with moist, sterile dressing to prevent drying.
 - c. Cover torn eyelids with a loose dressing. Place field dressing over eye pad or dressing.
7. Treat injury to the eyeball (grader prompt if not simulated). Do not reposition the globe or replace it in the socket.
 - a. Cover injured eye with a sterile dressing soaked in saline to keep the wound from drying.
 - b. Place a field dressing over eye pad. Tell the casualty not to squeeze the eyelids together.
8. Treat extrusion (grader prompt if not simulated):
 - a. Cut a hole in several layers of dressing material and then moisten it with saline.
 - b. Place dressing so globe protrudes through hole without touching it. Build up dressing higher than globe.
 - c. Apply Fox eye shield or improvised object such as a paper cup, structural aluminum malleable (SAM) splint, or intact set of eyewear secured in place.
 - Apply garter shield cover or tape to edges of Fox eye shield or object.
 - Place over the injured eye, resting on the bony support of the face and secure with tape.
9. Treat protruding object (grader prompt if not simulated): Immobilize object and dress with moist, loose dressing.



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Treat an open abdominal wound and eye injuries

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



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Medical Lane Tasks

Treat a fracture and a burn

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

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

Conditions: You are a member of a team on a combat patrol. You witness an IED throw several teammates to the ground. You are assisting medics with triage and treatment. You are behind cover, not under hostile fire, and your teammates have established a security perimeter. The medic performed a rapid trauma assessment on the first patient and determined that there are no other immediate, life threatening injuries. The medic directed you to treat the casualty's (grader states extremity) closed fracture and burn to (grader states location of burn injury). You have a CLS bag, are not in a CBRNE environment, and the conscious casualty is sitting up.

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

Requirements: A simulated casualty; either an actual Soldier or mannequin (with all extremities) with a clearly visible simulated fracture to an extremity and a burn injury. Casualty will be in a full combat uniform per unit SOP, including weapon and a fully packed IFAK. Casualty will be seated on ground where candidate will apply aid. CLS bag including all bandages/dressings/splints/materials needed to improvise if required. All candidates must be provided the same splint/sling/swathe supplies; the graders can provide all options or select one.

Performance steps:

1. Reassure casualty and explain the process of treating the fracture, loosen tight/binding clothing, and remove jewelry from limb, placing in casualty's pocket.
2. Check for signs of circulation problems below injury: Grader prompts the nature of the casualty's circulation. Check light-skinned persons for skin color (pale, white, or bluish gray). Check dark-skinned persons by depressing toenail or fingernail beds and seeing how fast the color returns. A slower return of color to the injured side indicates a circulation problem. Feel injured arm or leg to see if it is colder than the uninjured one. Ask about presence of numbness, tightness, or cold sensation.
3. Splint-improvised or SAM splint (grader choice): SAM splints do not require padding (no femur fractures). Improvised splints are made from two rigid objects. Use improvised materials to secure the rigid objects/keep fracture immobilized. Use improvised materials to pad the splints. If splinting materials are not available, use the chest wall to immobilize a suspected fracture of the arm and the uninjured leg to immobilize the fractured leg.
 - a. As a rule, splint fracture in position found. If no circulation below fracture site or limb is grossly angulated, you cannot effectively splint it. You may need to gently realign it. Grader will prompt the status of the fracture.



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With one hand supporting fracture site, use other to grasp part of limb farthest from fracture and gently pull traction.

- b. Ensure ends of splints do not press against groin. Pressure could interfere with blood circulation.
 - c. Place one splint on each side of arm/leg and pad appropriately. Make sure splints reach beyond joints above and below fracture. A single SAM splint may be used for small fractures such as wrist.
 - d. Tie nonslip knots on splint with improvised or actual cravats. Do not tie cravats directly over the fracture. Gently place at least two cravats above and two cravats below the fracture if possible.
 - e. Check splint for tightness. Make sure cravats are tight enough to hold splinting materials securely in place. Recheck circulation below injury to make sure that circulation is not impaired. Make any adjustments to improve circulation without allowing splint to become ineffective.
4. Sling-actual or improvised (grader choice): Make an improvised sling from non-stretching material.
- a. Ensure supporting pressure is on uninjured side and hand of supported arm is slightly higher than elbow.
 - b. Recheck circulation below the injury to make sure that circulation is not impaired.
 - c. Make any adjustments to improve circulation without allowing the sling to become ineffective.
5. Swathe (grader choice): Apply when there is a splinted fracture of elbow/leg or when fracture cannot be splinted.
- a. Place swathes above and/or below the fracture, not over it.
 - b. Apply swathes to arm by wrapping over injured arm, around casualty's back, and under arm on uninjured side. Tie ends on uninjured side.
 - c. Apply swathes to injured leg by wrapping swathes around both legs and tying on uninjured side.
 - d. Recheck circulation below the injury to make sure that circulation is not impaired.
 - e. Make any adjustments to improve circulation without allowing the swathe to become ineffective.
6. Treat burn:
- a. Cut casualty's clothing away from burns and remove potentially constricting items such as rings/bracelets.
 - b. Apply a dry sterile dressing securely but not overly tight. Cover extensive burns with a sterile sheet/linen.



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Treat a fracture and a burn

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



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WEAPONS LANE

Part I, M4 carbine/M16 rifle

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

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

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

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

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

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

Performance steps:

1. Clear the weapon:
 - a. Keep the weapon pointed in a safe direction.
 - b. Attempt to place the weapon on SAFE.
 - c. Lock the bolt to the rear.
 - d. Pull the charging handle rearward. Press and hold the bottom of the bolt catch.
 - e. Allow bolt to move forward until it engages the bolt catch. Release the bottom of the bolt catch.
 - f. Return the charging handle to the forward position.
 - g. Ensure the receiver and chamber are free of ammo. Place weapon on SAFE.
2. Load the weapon:
 - a. Insert the magazine.
 - b. Push the magazine upwards until the magazine catch engages.
 - c. Tap upward on the bottom of the magazine to ensure the magazine is seated.
 - d. Press the upper portion of the bolt catch allowing the bolt to go forward and chamber a round. The bolt will not be ridden forward.
 - e. Tap forward assist to ensure that bolt is fully forward and locked.
 - f. The weapon is now loaded.
3. Place the weapon on SEMI and begin engaging your target.



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

Part I: M4/M16 carbine/rifle

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



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WEAPONS LANE

Part II, Option I: M320 grenade launcher

Task basis: 071-031-0002-Load an M320 Grenade Launcher, 071-031-0003-Unload an M320 grenade launcher

Tasks: Clear, load, and fire an M320 grenade launcher. Unload and clear an M320 that has not been fired.

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

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

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

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

Performance steps:

1. Clear, load, and fire:
 - a. Point the weapon in a safe direction. Ensure weapon is on SAFE.
 - b. Press barrel release and pivot barrel out from receiver.
 - c. Make sure bore and chamber is clear of round or spent cartridge. Insert a single round of ammunition into barrel.
 - d. Ensure cartridge is seated fully forward in rear of barrel. Pivot barrel into receiver until barrel locking lever engages barrel. There should be an audible click when the barrel locking lever engages barrel.
 - e. Place the weapon on fire.

2. Engage your target.

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

3. Unload and clear an unfired round:
 - a. Keep the weapon pointed in a safe direction, with trigger finger outside trigger guard.
 - b. Place the weapon on SAFE.
 - c. Press upward on barrel release lever and pivot barrel out from receiver.
 - d. Grasp rim of round. Pull rearward to remove round or cartridge case from the barrel.
 - e. Secure the round back in the appropriate pouch.



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- f. Pivot barrel into receiver until barrel release lever engages barrel.
- g. Ensure weapon is still on SAFE.

Part II: M320 grenade launcher

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



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WEAPONS LANE

Part I, Maintain M249 Squad Automatic Weapon

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

Tasks: Clear, disassemble, assemble, and perform a function check on an M249 Machine Gun.

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

Standards: Correctly clear and completely disassemble the M249 Machine Gun, matching the groups with the correct nomenclature within three minutes. Correctly assemble and perform a function check on the M249 Machine Gun within three minutes. All tasks will be performed in sequence.

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

Performance steps:

1. Clear the weapon
 - a. Point weapon in a safe direction. Ensure safety is on FIRE before moving bolt/operating rod assembly.
 - b. Pull and hold cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
 - c. While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to SAFE.
 - d. Push the cocking handle assembly to the fully forward and locked position.
 - e. Push in the feed cover latches, look in a safe direction, raise the feed cover, and conduct a *five-point safety check for brass, links, or ammunition.*
 - i. Check the feed pawl assembly under the cover.
 - ii. Check the feed tray. Lift the feed tray and inspect the chamber.
 - iii. Check the space between the face of the bolt and the chamber
 - iv. Check the space under the bolt/operating rod assembly.
 - v. Check the magazine well.
 - f. Lower the feed tray, close the feed cover, making sure it locks shut.
 - g. Pull and hold cocking handle with right hand palm up to rear.



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- h. While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to FIRE.
 - i. While fully depressing the trigger, ease the bolt forward with right hand palm up to close and lock. Release the trigger.
 - j. Attempt to place the safety to SAFE; safety must not be able to be moved to SAFE.
2. Disassemble weapon into the following groups, ensuring all parts are on the correct nomenclature labels:
 - Driving spring mechanism rod
 - Spring
 - Trigger mechanism
 - Bolt carrier
 - Bolt
 - Gas operating rod
 - Hand guard
 - Heat shield
 - Bipod legs
 - Barrel
 - Gas regulator
 - Gas regulator collar
 - Gas tube
 - Receiver with feed tray and feed tray cover assembly

3. Assemble the weapon.

4. Perform a functions check:

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

- a. Pull and hold cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
- b. While holding to rear with right hand palm up, with no tension on bolt, place on SAFE and depress trigger. Weapon should not fire.
- c. While holding the cocking handle to the rear with right hand palm up, with no tension on the bolt, place the safety to FIRE, and depress the trigger. Ease the bolt forward to close and lock. Release the trigger.
- d. Attempt to place on SAFE; safety must not be able to be moved to SAFE. Close ejection port cover.

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



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Part I: Maintain M249 squad automatic weapon

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



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WEAPONS LANE

Part II: Operate M249 squad automatic weapon

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

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

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

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

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

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

Performance steps:

1. Clear the weapon:
 - a. Point weapon in a safe direction. Ensure safety is on FIRE before moving bolt/operating rod assembly.
 - b. Pull and hold cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
 - c. While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to SAFE.
 - d. Push the cocking handle assembly to the fully forward and locked position.
 - e. Push in the feed cover latches, look in a safe direction, raise the feed cover, and conduct a five-point safety check for brass, links, or ammunition. Check the feed pawl assembly under the cover. Check the feed tray. Lift the feed tray and inspect the chamber. Check the space between the face of the bolt and the chamber as well as the space under the bolt/operating rod assembly. Check the magazine well. Lower the feed tray.
2. Load the weapon:
 - a. Place link belt on feed tray with the first round against the cartridge stop with the tips of the rounds pointing towards the barrel. Tilt the weapon to the right and/or hold the ammunition belt in place if necessary.
 - b. Close the feed cover. Ensure the latches lock into place. Make sure rounds do not move away from cartridge stop during closing and latching of cover.



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

4. Take immediate action to correct a malfunction:

Note. Weapon remains on shoulder while performing immediate action.

- Pull and hold cocking handle with right hand palm up to rear ensuring bolt locks completely to rear.
- Observe ejection port to see if a cartridge case/belt link/round ejects. If not, place on SAFE while holding cocking handle to rear with right hand palm up with no tension on bolt. Return cocking handle to forward and locked position and proceed to clear weapon. If a cartridge/belt link/round ejects, push the cocking handle forward.
- Squeeze the trigger and continue mission. Proceed to clear the weapon if it does not fire.

5. Unload and clear the weapon:

- Point weapon in a safe direction.
- If the bolt is forward, ensure the safety is on FIRE before moving the bolt/operating rod assembly. If the bolt is fully locked to the rear, ensure the safety is on SAFE and proceed to step (5)(f) below.
- Pull and hold cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
- While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to SAFE.
- Return the cocking handle assembly to the fully forward and locked position.
- Push in feed cover latches, look in a safe direction, raise feed cover, and conduct a five-point safety check, per step (1)(e) above. Lower the feed tray and close the feed cover, making sure it locks shut.
- Pull and hold cocking handle with right hand palm up to rear.
- While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to FIRE.
- While depressing trigger, ease bolt forward to close and lock. Release trigger. Close ejection port cover.

Part II: Operate M249 machine gun

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



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WEAPONS LANE

Part I: Maintain M240 machine gun

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

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

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

Standards: Correctly clear and disassemble the M240 machine gun, matching the parts with the correct nomenclature labels within three minutes. Correctly assemble and perform a functions check on the M240 machine gun within 3 minutes. All tasks will be performed in sequence.

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

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

Performance steps.

1. Clear the weapon:
 - a. Point weapon in a safe direction. Ensure safety is on FIRE before moving the bolt/operating rod assembly.
 - b. Pull and hold cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
 - c. While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to SAFE.
 - d. Release the cocking handle assembly to the fully forward and locked position.
 - e. Push in feed cover latches, look in a safe direction, raise feed cover, and conduct a four-point safety check for brass/links/ammunition. Check feed pawl assembly under cover. Check feed tray. Lift feed tray and inspect chamber. Check between face of bolt and chamber as well as under bolt/operating rod assembly.
 - f. Lower the feed tray and close the feed cover, making sure it locks shut.
 - g. Pull and hold cocking handle with right hand palm up to rear.
 - h. While holding the cocking handle to the rear with right hand palm up with no tension on the bolt, place the safety to FIRE.



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- i. While fully depressing the trigger, ease the bolt forward to close and lock. Release the trigger.
 - j. Attempt to place the safety to SAFE; safety must not be able to be moved to SAFE.
2. Disassemble the weapon into the following groups, ensuring all parts are on the correct nomenclature labels:
 - a. Buttstock and buffer assembly.
 - b. Bolt and operating rod assembly.
 - c. Driving spring rod assembly.
 - d. Trigger housing assembly.
 - e. Barrel assembly; removing heat shield.
 - f. Cover assembly.
 - g. Feed tray.
 - h. Receiver assembly.

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

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

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

Part I: Maintain an M240B machine gun

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



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WEAPONS LANE

Part II: Operate M240B machine gun

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

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

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

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

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

Performance steps.

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

1. Clear the weapon:
 - a. Point weapon in a safe direction. Ensure safety is on FIRE before moving the bolt/operating rod assembly.
 - b. Pull and hold cocking handle with right hand palm up to rear, ensuring bolt locks completely to rear.
 - c. While holding the cocking handle to the rear, with right hand palm up, with no tension on the bolt, place the safety to SAFE.
 - d. Push the cocking handle assembly to the fully forward and locked position.
 - e. Push in feed cover latches, look in a safe direction, raise feed cover, and conduct a four-point safety check for brass, links, or ammunition. Check feed pawl assembly under cover. Check feed tray. Lift feed tray and inspect chamber. Check between face of bolt and chamber as well as under bolt/operating rod assembly.
 - f. Lower the feed tray.
2. Load the weapon:
 - a. Place link belt on feed tray with the first round against the cartridge stop with the tips of the rounds pointing towards the barrel. Tilt the weapon to the right and/or hold the ammunition belt in place if necessary.
 - b. Close feed cover, ensuring latches lock. Ensure rounds do not move from cartridge stop during closing.



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

4. Take immediate action to correct a malfunction:

Note. Weapon remains on shoulder while performing immediate action.

- Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
- Observe ejection port to see if a cartridge case/belt link/round ejects. If not, place on SAFE while holding cocking handle to rear (with no tension on the bolt). Return cocking handle assembly to forward and locked position and proceed to clear weapon. If something ejects, push the cocking handle forward.
- Squeeze the trigger and continue mission. Proceed to clear the weapon if it does not fire.

5. Unload and clear the weapon:

- Point weapon in a safe direction. If bolt is forward, ensure safety is on FIRE before moving bolt/operating rod assembly. If the bolt is fully locked to the rear, ensure the safety is on SAFE and proceed to step (e).
- Pull and hold, with palm up, cocking handle with right hand to rear, ensuring bolt locks completely to rear.
- While holding the cocking handle to the rear (with no tension on the bolt), place the safety to SAFE.
- Return the cocking handle assembly to the fully forward and locked position.
- Push in the feed cover latches, look in a safe direction, raise the feed cover, and conduct a four-point safety check (per step 1e above); lower the feed tray and close the feed cover, making sure it locks shut.
- Pull and hold, with palm up, the cocking handle assembly with the right hand to the rear.
- While holding the cocking handle to the rear (with no tension on the bolt), place the safety to FIRE.
- (h) While depressing trigger, ease bolt forward to close and lock. Release trigger. Close ejection port cover.

Part II: Operate M240B machine gun

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



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WEAPONS LANE

M2 machine gun

Task basis: 071-022-0001-Maintain a caliber .50 M2 series machine gun, 071-022-0003-Load a caliber .50 M2 series machine gun, 071-022-0005-Correct malfunctions of a caliber .50 M2 series machine gun, 071-022-0004-Unload a caliber .50 M2 series machine gun.

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

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

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

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

Performance steps:

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

1. Clear the weapon:
 - a. Place the trigger block on SAFE and unlock the bolt latch release.
 - b. Raise the cover and lift the cartridge extractor.
 - c. Remove the ammunition belt from the feed way.
 - d. Place cartridge extractor down and close the cover.
 - e. Pull and lock the bolt to the rear, leaving the retracting slide handle to the rear.
 - f. Open the cover and inspect the chamber and T-slot for rounds.
 - g. Press the bolt latch release and ease the bolt forward with retracting slide handle. Close the cover.
2. Load the weapon:
 - a. Ensure the bolt is forward and bolt latch release is locked.
 - b. Insert double-loop end of ammunition belt into feed way until first round is engaged by belt-holding pawl.
 - c. Pull the retracting slide handle rearward, retracting the bolt all the way to the rear.
 - d. Release handle. The machine gun is now half-loaded. A round is not in the chamber.



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- e. Pull the retracting slide handle to the rear for a second time to fully load the gun.
 - f. Release handle. A round is now in the chamber and the machine gun is ready to fire.
3. Place the trigger block on FIRE and engage your target.
4. Take immediate action to correct a malfunction for a cool weapon (has fired less than 200 rounds in two minutes):
 - a. Hold the weapon on target.
 - b. Wait 10 seconds in case the weapon has a hang fire. (Candidate verbalizes this step).
 - c. Pull the retracting handle to the rear.
 - d. Observe that round or case ejects. If yes, continue to next step; if not, proceed to unload weapon (5) below.
 - e. Return the retracting slide handle to its forward position.
 - f. If the bolt locks to the rear, depress the bolt latch to return the bolt to the forward position.
 - g. Attempt to reengage the target; expend remaining ammunition.
5. Unload and clear the weapon, removing all rounds and links:
 - a. Place trigger block on SAFE and unlock the bolt latch release.
 - b. Raise the cover and lift the cartridge extractor.
 - c. Remove the ammunition belt from the feed way.
 - d. Place cartridge extractor down and close the cover.
 - e. Pull and lock the bolt to the rear, leaving the retracting slide handle to the rear.
 - f. Open the cover and inspect the chamber and T-slot for rounds.
 - g. Press the bolt latch release and ease the bolt forward with retracting slide handle. Close the cover.

Operate M2 machine gun

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



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WEAPONS LANE

MK19 heavy grenade launcher

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

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

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

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

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

Performance steps:

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

1. Clear the weapon:
 - a. Place the safety switch to SAFE and remove the case catch bag, if applicable.
 - b. Charge the weapon. Pull both charger handles to the rear ensuring the bolt locks to the rear. Return both charger handles to the forward position and rotate only one charger handle up.
 - c. Open the top cover assembly and check for rounds on the bolt, on/below feed tray, and feeder pawls.
 - d. Return the bolt to the forward position. Place the safety switch on FIRE. Hold one charger handle to the rear. Ride the bolt forward by squeezing the trigger and easing the bolt forward. Ensure both charger handles are forward and in up position and place the safety switch on SAFE.
2. (2) Load the weapon:
 - a. Attach feed throat to feeder. Squeeze spring-loaded pins on feed throat; insert into slots on sides of feeder.
 - b. (b) Insert round through feed throat (female first) into feeder. Push across first set of feeder pawls, ensuring it is straight and firmly seated against bolt. Push secondary



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drive lever to right and close to cover assembly.

- c. Load the first round to the fully loaded position. Pull both charger handles to the rear ensuring the bolt locks to the rear. Return both charger handles to the forward and up position. Place safety switch in FIRE position. Squeeze the trigger allowing the bolt to slam forward. Pull both charging handles to rear. Return both charger handles to the forward and up position.
3. Attempt to fire the weapon until a stoppage occurs.
4. Take immediate action:
 - a. Hold weapon on target and pull the bolt to the rear. Catch live round as it ejects.
 - b. Push both charger handles forward to up position. Attempt to reengage target; expend remaining ammunition.
5. Unload and clear the weapon:
 - a. Place the safety switch to SAFE and remove the case catch bag, if applicable.
 - b. Charge the weapon. Pull both charger handles to the rear ensuring the bolt locks to the rear. Return both charger handles to the forward position and rotate only one charger handle up.
 - c. Remove live round or spent case from the bolt, if present. Insert the tip of a cleaning rod or tool through the receiver rail, as close to the bolt face as possible, with tip of rod or tool on top of round or case. Position one hand beneath the weapon to catch the round as it falls out. Force round off the bolt face and out the bottom of the gun by pushing down on the cleaning rod or tool. Catch round as it falls out.
 - d. Open top cover assembly. Remove linked rounds from feeder. Reach beneath feed tray with one hand. Press and hold primary and secondary positioning pawls. Slide linked rounds out of feeder and feed throat.
 - e. Return the bolt to the forward position. Place the weapon on FIRE. Hold one charger handle to the rear. Ride the bolt forward by squeezing the trigger and easing the bolt forward. Ensure both charger handles are forward and up position. Place the weapon on SAFE.

Operate heavy grenade launcher

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



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WEAPONS LANE

M17/M18 Pistol

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

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

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

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

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

Performance steps:

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

1. Clear the weapon.
 - a. Point the pistol in a safe direction for the duration of the event.
 - b. Place the safety lever in the safe (down) position
 - c. Depress the magazine release and remove the magazine from the pistol.
 - d. Grasp the slide serrations and fully retract the slide.
 - e. Lock the slide to the rear using the slide stop.
 - f. Visually inspect the chamber, magazine well, and bolt face to ensure it is clear.
Release the slide forward.
2. Disassemble the weapon into the following components, ensuring all parts are on the correct nomenclature labels:
 - a. Magazine.
 - b. Receiver.
 - c. Barrel.
 - d. Slide assembly.
 - e. Recoil spring guide assembly.

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



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3. Assemble the pistol:

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

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

Note: The barrel will fall into place.

- d. Insert the recoil spring guide into the recoil spring. (e) Insert the end of the recoil spring and the recoil spring guide into the recoil spring housing and simultaneously, compress the recoil spring and lower the spring guide until it is fully seated on the locking block cutaway.
- f. Push the firing pin block lever down.
- g. Grasp the slide and barrel assembly with the sights up and align the slide on the receiver assembly guide rails.
- h. Push until the rear of the slide is a short distance beyond the rear of the receiver assembly and hold, simultaneously, rotate the disassembly latch lever upward.

Note: A click indicates a positive lock

4. Perform a functions check:

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

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

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



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Maintain M17/M18 pistol

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



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WEAPONS LANE

Part I: Identify hand grenades

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

Task: Identify hand grenades.

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

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

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

Performance steps: Identify the following hand grenades:

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



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Part I: Identify hand grenades

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



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WEAPONS LANE

Part II: Employ hand grenades against troops in the open

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

Tasks: Employ hand grenades

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

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

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

Performance steps.

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

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

2. Grip the hand grenade:

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

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

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

- b. Keep the pull ring away from the palm of the throwing hand so that it can be easily removed by the index or middle finger of the free hand.
3. Prepare the hand grenade.
 - a. Tilt the grenade forward to observe the safety clip.
 - b. Remove the safety clip by sweeping it away from the grenade with the thumb of the opposite hand.



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- c. Insert the index or middle finger of the non-throwing hand in the pull ring until it reaches the knuckle.
- d. Ensure that you are holding the safety lever down firmly.
- e. Twist the pull ring toward the body (away from the body for left-handed throwers) to release the pull ring from the confidence clip.
- f. Remove the safety pin by pulling the pull ring from the grenade.
4. Throw the hand grenade so it is within the effective range of the target:
 - a. Observe the target to estimate the distance between the throwing position and the target area.

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

- b. Ensure there are no obstacles that can alter or block the flight of the grenade when it is thrown.
- c. Confirm body target alignment. Allow the motion of the throwing arm to continue naturally once the grenade is released.
- d. Seek cover to avoid being hit by fragments or direct enemy fire.

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

- e. Prepare second grenade. Only pull the pin if needed.
- f. Reengage if grenade did not explode within five meters of the target (grader guidance).

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

Part II: Employ hand grenades against open troops

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



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WEAPONS LANE

Part III: Employ hand grenades through a window, door, or bunker

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

Tasks: Employ hand grenades.

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

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

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

Performance steps:

1. Identify the target to engage.
2. Select the appropriate movement technique; move to a safe, covered position with protection from a roll back grenade and enemy fields of fire.
3. Select proper throwing position.

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

4. (4) Determine the distance to the target.
5. (5) Grip the hand grenade:

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

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

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

- b. (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.



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6. Prepare the hand grenade:
 - a. Tilt the grenade forward to observe the safety clip.
 - b. Remove the safety clip by sweeping it away from the grenade with the thumb of the opposite hand.
 - c. Insert the index or middle finger of the non-throwing hand in the pull ring until it reaches the knuckle.
 - d. Ensure that you are holding the safety lever down firmly.
 - e. Twist the pull ring toward the body (away from the body for left-handed throwers) to release the pull ring from the confidence clip.
 - f. Remove the safety pin by pulling the pull ring from the grenade.
7. Throw the hand grenade so it is within the opening of the target:
 - a. Observe the target to estimate the distance between the throwing position and the target area.

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

- b. Ensure there are no obstacles that can alter or block the flight of the grenade when it is thrown.
- c. Confirm body target alignment.
- d. Allow the motion of the throwing arm to continue naturally once the grenade is released.
- e. Seek cover to avoid being hit by fragments or direct enemy fire.

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

- f. Prepare second grenade.
- g. Reengage if grenade did not explode within five meters of the target (grader guidance). Time will stop when the target is destroyed, or as the second grenade leaves the candidate's hand.

Employ hand grenades through a window, door, or bunker

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



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WEAPONS LANE

React to possible improvised explosive device (IED)

Task basis: 052-COM-1270.

Tasks: React to a possible IED.

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

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

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

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

Performance steps:

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

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

- a. Alert leadership and other members of the element to the possible IED/VBIED and its location using the 3 Ds (direction, distance, description).
 - b. Establish security, scan for possible secondary/tertiary IEDs/VBIEDs using the 5/25/100-meter checks.
2. 5-Meter check: Identify a position to halt. Carry out a systematic visual check using binoculars or other available optics. Check for abnormalities such as disturbed earth, suspicious objects, or loose bricks in walls and security ties. Work from the ground and continue above head height. Take your time, search methodically, and utilize night vision devices (NVD), thermal optics, weapon optics, or a white light during hours of reduced visibility, all mission, enemy, terrain, troops, time, civil considerations (METT-TC) dependent.

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



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3. 25-meter check: Once a 5-meter check is completed, continue visually clearing out to 25 meters. If mounted thoroughly scan through your windows. Unless leadership's analysis of METT-TC deems otherwise (i.e., very high sniper or directionally focused fragmentation charge (DFFC) threat), immediately conduct a dismounted check to a radius of at least 25 meters around your position, checking for any potential IED indicators or anything out of the ordinary.
4. 100-meter check: During the conduct of the 5/25/100 meter checks the element must remain focused outward searching from near to far (out to approximately 100 meters) looking for suspected enemy activity (such as triggermen, cameramen, or snipers).
5. Conduct the 5 Cs - these can be done concurrently (check, confirm, clear, cordon, control):
Note. If it is possible to stop the vehicle prior to entering the estimated casualty radius of the IED/VBIED, the driver should be prepared to immediately move away from the possible IED/VBIED and place the vehicle in a tactically safe position and distance or as leadership directs (the minimum safe distance is dependent on METT-TC factors).
 - a. Check: All personnel should check their immediate area for secondary/tertiary devices by conducting 5/25/100-meter checks from their positions. If Soldiers suspect an IED while performing the 5/25/100-meter checks, they should assume it could detonate at any moment, even if the suspected IED turns out to be a false alarm.
 - b. Confirm: The candidate must confirm the existence of a suspected IED from a safe distance using any available standoff means (robot, buffalo, optics, etc.). Once confirmed, the unit calls in an explosive hazard (EH) spot report (SPOTREP) and requests Explosive Ordnance Disposal (EOD).
 - Line 1, date-time group: Complete this line with the date and time the item was discovered.
 - Line 2, reporting activity and location: Complete this line with the unit and the 8-digit grid location of the explosive hazard (EH).
 - Line 3, contact method: Enter the radio frequency, call sign, point of contact (POC), and telephone number.
 - Line 4, type of ordnance: Document whether it was dropped, projected, placed, or thrown or whether it was a possible IED. Give the number of items, if more than one. Include as detailed of a description as possible of the item in question, to include the size, shape, and physical condition.
 - Line 5, chemical, biological, radiological, nuclear, and high yield explosives (CBRNE) contaminations: Be as specific as possible.
 - Line 6, resources threatened: Document equipment, facilities, or other assets that were threatened.
 - Line 7, impact on mission: Provide a short description of the current tactical situation and how the explosive hazard (EH) affected the status of the mission.
 - Line 8, protective measures: Document any measures taken to protect personnel and equipment.



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- Line 9, recommended priority: Indicate whether it was immediate, indirect, minor, or no threat.
 - Immediate: Stops the unit maneuver and mission capability or threatens critical assets vital to the mission.
 - Indirect: Stops the unit maneuver and mission capability or threatens critical assets important to the mission.
 - Minor: Reduces the unit maneuver and mission capability or threatens noncritical assets.
 - No threat: Has little or no effect on the capabilities or assets of the unit.
- c. Clear: The unit clears the area around the device of all personnel, working from the device outwards. If an IED has been confirmed, the unit must clear the area. The safe distance is determined by several factors: the tactical situation, avoiding predictability, and moving several hundred meters away from the IED.

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

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

Note. The candidate will verbalize this step. This step is complete when the candidate establishes the Incident Control Point.

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

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

React to possible improvised explosive device

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



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WEAPONS LANE

Perform Operator Preventive-Maintenance Checks and Services (PMCS)

Task basis: 052-201-1180

Tasks: Perform Operator Preventive-Maintenance Checks and Services (PMCS)

Conditions: As a combat engineer in a field environment, given a piece of equipment, the appropriate technical manual (TM), Department of the Army (DA) Form 5988-E, and a pen. Some iterations of this task should be performed in MOPP 4.

Standards: Verify the equipment data on a DA Form 5988-E. Ensure that the equipment matches the appropriate TM. Perform PMCS on the equipment, and record all of the faults on the DA Form 5988-E. Correct any operator level shortcomings and update the changes on DA Form 5988-E. Turn in the completed DA Form(s) 5988-E to the immediate supervisor.

Requirements: Provide the candidate with the items listed in the conditions perform PMCS on the equipment, and record all of the faults on a DA Form 5988-E.

Performance steps:

1. Prepare the vehicle for inspection by verifying the equipment listed on the existing DA Form 5988-E. Line out incorrect data, and replace it with the correct information. The DA Form 5988-E is broken down into the following three sections:
 - a. Section 1: Equipment Data.
 - Administration number: Bumper number on the vehicle.
 - Equipment model: Model of the equipment.
 - Equipment noun: Nomenclature; enter the noun abbreviation of the equipment.
 - Equipment national stock number (NSN): Equipment NSN.
 - Equipment serial number: Enter the NSN when no serial number is available.
 - Registration number: The vehicle's registration number. Enter the NSN when no registration number is available.
 - Type of inspection: Enter the type of PMCS performed.
 - Current reading: If no entry is shown, write in the current reading. To add a reading in miles, begin with an "m"; in kilometers, begin with a "k"; and in hours, begin with an "h."
 - Publication: If no entry is shown, write in all of the publications used for the piece of equipment, the date the publication was written, and any changes to the publication's number.
 - Signature block: The operator performing the PMCS signs and dates the form upon completion of the PMCS.
 - b. Section 2: Parts Requested.



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- Fault: The symbol identifies a deficiency or a shortcoming.
 - Document number: Tracks the part that is ordered.
 - National item identification number (NIIN): Shows the last eight numbers of the part number.
 - NOUN: Shows the part's name.
 - Quantity due/received: How many parts were ordered/how many parts have been received.
 - Status date: The date the fault was entered.
 - Date completed: The date the fault was corrected.
 - Priority: The number representing the urgency requirement for the part.
 - Deadline code (DLC): yes/no.
- c. Section 3: Maintenance Faults.
- Item number: The inspection number from the TM.
 - Fault date: The date the fault was found.
 - Fault status: The symbol identifies the shortcoming or the deficiency.
 - Fault description: Briefly describe the fault.
 - Corrective action: Briefly describe the action taken to correct the fault
 - Operator hours and license number: Enter the time taken to correct the deficiency and the license number or social security number (SSN) of the operator or mechanic.

Note:

- i. Fault is a term used to indicate that a piece of equipment has a deficiency or shortcoming.
 - ii. A deficiency is a problem that causes the equipment to malfunction and makes the equipment nonmission capable (NMC).
 - iii. A shortcoming is a fault that requires maintenance or supply action on a piece of equipment but does not render the equipment NMC.
2. Refer to the TM which contains the required technical information to complete the inspection, services, adjustments, removal, installation, and testing on the equipment and its components.
- a. Verify that the TM number on the equipment data plate matches the TM number listed on the manual's cover and on DA Form 5988-E. Ensure that the manual's date is the most current and that all changes are included.
 - b. Note that the TM cover contains the following information:
 - The complete nomenclature and description of the equipment and the NSN for the piece of equipment covered in the manual.
 - The branch or branches of service that are authorized to use the manual.
 - Some manuals come with a quick chapter reference, located in the right-hand corner of the cover.
 - Some manuals indicate how many changes have been included.
 - c. Note that the TM number consists of the following information:



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- The first number indicates the general type of equipment that is covered in the manual. For example, the number 5 stands for engineer equipment, and the number 9 stands for ordnance equipment.
- The second group of numbers is the federal supply class or group. The four-digit code refers to a more specific type of equipment. For example, the number 3805 represents earthmoving, excavating, and highway maintenance equipment.
- The third set of numbers are the numerical sequence. This group of numbers pertains to the specific model and make of the equipment. For example, the number 226 identifies the manual as containing information related to the M48 armored vehicle launcher.
- The last two numbers signify the category of maintenance or the level covered by the manual. For example, the number 10 stands for operator-level maintenance. When a manual applies to more than one category of maintenance, the first digit will indicate the lowest level, and the second digit will indicate the highest level. For example, the number 24 indicates that unit-level, intermediate direct-support, and intermediate general support maintenance are covered in the manual. The number 24 and the letter "P" indicate that instruction in maintenance and repair parts are covered in the manual.

3. Verify the information, use the TM to perform PMCS on the equipment, and record the faults on DA Form 5988-E.

Perform Operator Preventive-Maintenance Checks and Services (PMCS)

PERFORMANCE MEASURES	GO	NO-GO
1. Prepared the vehicle for inspection by verifying the equipment data listed on DA Form 5988-E.		
2. Referenced the TM containing the required technical information.		
3. Verified the information, used the TM to perform PMCS on the equipment, and recorded the faults on DA Form 5988-E.		



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



WEAPONS LANE

Search an Individual in a Tactical Environment

Task basis: Summary Report for Individual Task 191-COM-0008

Tasks: Search an Individual in a Tactical Environment

Conditions: You are assigned the mission of searching an individual for weapons or contraband, given surgical/disposable gloves, a person to provide overwatch, and a translator if available. You have the authorization to search, and the person may or may not have weapons or contraband concealed on his/her person. This task should not be trained in MOPP.

Standards: Search an individual, locating weapons and contraband on the person, while maintain control of the individual throughout the search. Determine the final course of action based on the situation and the result of the search.

Note. Males will search males and females should search females whenever possible. If a female searcher is not available, consider using a doctor, medic or a designated person from the local population to pull clothing tight while you observe.

Requirements: The candidate must be able to conduct a thorough and efficient search of an individual in a tactical environment, while maintaining situational awareness and weapons readiness. The candidate will identify and locate weapons, ammunition, explosives, and other contraband on the individual, and must be able to detain and secure the individual in a safe and humane manner.

Performance steps:

1. Determine which type of search to perform based on the situation.

Note: This should be done in conjunction with an interpreter or language handbook of the local population, if available.

- a. Stand-up search with hand restraints.
 - b. Stand-up search without hand restraints.
 - c. Frisk search.
 - d. Prone search.
 - e. Strip search. (If a strip search is required, it is conducted in a place of confinement/privacy by a qualified person.)
2. Conduct a stand-up search with hand restraints (hand irons or flexicuffs).
- a. Direct the subject to—
 - Turn and face away from you.
 - Spread his feet until you say "Stop."
 - Point his toes outward.
 - Bring his hands behind his back with palms out and thumbs upward.
 - Stand still.



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Note: If the subject resists, attempts to escape, or must be thrown down before the search is complete, restart the search from the beginning.

- b. Ensure that the overwatch Soldier is in the correct position.
- c. Approach the subject cautiously, apply hand restraints, and maintain positive control of the subject throughout the search.
- d. Position yourself behind the subject and remain balanced, with your front foot forward and rear foot to the outside of the subject's feet.
- e. Search the subject's headgear.
 - Remove the headgear carefully.
 - Bend the seams of the headgear before crushing to detect hidden razor blades or similar items.
 - Complete the search of the headgear, and place it on the ground.
- f. Search the subject using the pat-and-crush method in the following sequence:

Note: Mentally divide the body into two parts, and repeat the search for both sides in the same sequence, overlapping areas in the center.

- The head and hair.
- The selected side from arm to shoulder.
- The neck and collar. Bring neckwear worn by the subject to the back, and carefully look for weapons or contraband.
- The selected side of the back to the waist.
- The selected side of the chest to the waist.

Note: When searching females, check the bra by pulling out the center far enough to allow concealed weapons or contraband to fall out.

- The waistband, from the front to the middle of the back.
 - Bend the material and then crush it to detect razor blades.
 - Check between the belt and the pants, the pants and the undergarment, and the undergarment and the skin.
- The selected side of the buttocks.

Note: Squat when searching the lower half of the subject's body so you are not placed in an unbalanced position.

- The selected side hip, abdomen, and crotch.
- The selected side leg from the crotch to the top of the shoe.
- The selected side shoe. Check the top edge of the boot or shoe by carefully inserting a finger in the top edge to feel for weapons.

- g. Reverse the position of your feet, and search the opposite side.

3. Conduct a stand-up search without hand restraints.

Note: The decision to place hand restraints on the subject before searching must be based on the situation and according to the local Standard Operating Procedures (SOP) or policy. It is always safer to have the subject restrained before searching, but in some instances, you may not be authorized. Obtain guidance from your supervisor if you are unsure.



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- a. Direct the subject to —
 - Raise his arms above his head, lock his elbows, and spread his fingers with palms facing you.
 - Turn so that his back is toward you.
 - Spread his feet apart (more than shoulder width), with his toes pointed out.
 - Interlock his fingers and place his hands on the crown of his head.
- b. Ensure that the overwatch Soldier is in the correct position.
- c. Position yourself behind the subject and remain balanced, with your front foot forward and rear foot to the outside of the subject's feet.
- d. Search the headgear.
 - Direct the subject to raise his interlocked hands off his head.
 - Remove the headgear.
 - Direct the subject to return his interlocked hands to his head.
 - Bend the seams of the headgear before crushing to detect hidden razor blades or similar items. Complete the search of the headgear, and place it on the ground.
- e. Search the subject using the pat-and-crush method in the following sequence:
 - Grasp two fingers of the subject's right hand, or both of the interlocked hands with your left hand. Apply
 - pressure, and pull the subject slightly backward to keep the subject off balance.
 - The head and hair.
 - The selected side from arm to shoulder.
 - The neck and collar. Bring neckwear worn by the subject to the back, and carefully look for weapons or
 - contraband.
 - The selected side of the back to the waist.
 - The selected side of the chest to the waist.

Note: When searching females, check the bra by pulling out the center far enough to allow concealed weapons or contraband to fall out.

- The waistband, from the front to the middle of the back.
 - Bend the material and then crush it to detect razor blades.
 - Check between the belt and the pants, the pants and the undergarment, and the undergarment and the skin.
- The selected side of the buttocks.

Note: Squat when searching the lower half of the subject's body so you are not placed in an unbalanced position.

- The selected side hip, abdomen, and crotch.
- The selected side leg from the crotch to the top of the shoe.
- The selected side shoe. Check the top edge of the boot or shoe by carefully inserting a finger in the top edge to feel for weapons.



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



- f. Reverse the search to the subject's opposite side.
 - Grasp two fingers of the subject's left hand with your opposite hand or grasp the interlocked hands with both
 - hands without releasing the subject's right fingers.
 - Reverse the position of your feet.
 - Search the opposite side of the subject's body in the same manner as the right side.
4. Conduct a frisk search.
 - a. Position the subject. Direct the subject to —
 - Raise his arms above his head, lock his elbows, and spread his fingers with palms facing you.
 - Turn so that his back is toward you.
 - Spread his feet apart (more than shoulder width), with his toes pointed out.
 - Interlock his fingers and place his hands on the crown of his head.
 - b. Ensure that the overwatch Soldier is in the correct position.
 - c. Conduct the frisk similar to the stand-up search, except use the massaging method rather than the crushing method to locate weapons.

Note: Although the main intent of a frisk is to ensure that the subject is not carrying a weapon, other contraband found can still be used against the subject. However, be prepared to justify your actions in legal proceedings that result from the search.

- Conduct the frisk by searching the outside of the garments only.
 - Do not search the subject's pockets or waistband unless the pat down suggests the presence of a weapon.
 - Ask permission to search items that the subject is carrying, such as a purse or backpack. If given permission, search the items in a manner consistent with looking for weapons. If the subject refuses permission to search the items, or if you are unsure if you are authorized to search these items, contact the military police desk sergeant for further guidance.
 - Stop the search if a weapon is found, and take whatever measures necessary for your safety before continuing the search.
5. Conduct a prone search.
 - a. Position the subject.
 - Command the subject to face you, to raise his arms above his head, lock his elbows, and spread his fingers with the palms facing you.
 - Visually check the subject's hands for evidence of weapons.
 - Order the subject to turn around and drop to his knees.
 - Search the back of the subject's hands for evidence of weapons.
 - Direct the subject to lie on his stomach, extend his arms straight out to the sides with the palms up, and place his forehead on the ground.
 - Tell the subject to spread his/her legs as far as possible, turn his/her feet outward, and keep his/her heels in contact with the ground.



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



Note: Positioning the subject as described is dependent upon the subject following your directions. If the subject refuses, you may have to take his/her to the ground using physical force or whatever alternate use of force is authorized by your PMO.

- b. Ensure that the assistant, if available, is in front of and to one side of the subject, opposite the side that is to be searched first.
- c. Apply the hand restraints.
 - Approach the front of the subject at about a 45° angle.
 - Squat and place your knee that is nearest the subject between his/her shoulder blades.
 - Direct the subject to put the arm nearest you, behind him/her, with the palm facing up.
 - If applying handcuffs-
 - Grasp the subject's hand in a handshake hold and put the first handcuff on it.
 - Hold the handcuff chain along with the belt or waistband of the subject's trousers, direct the subject to put his other hand behind him, with the palm facing out, and apply the other handcuff.
 - If applying flexicuffs put the flexicuff around the first hand, holding it along with the waistband of the subjects trousers. Finish by completing the application with the other hand.
- d. Search the subject.

Note: Refer to the task special conditions in reference to searching members of the opposite sex.

- Hold the center of the hand restraint, and lift the subject's arms slightly. Search the area in the small of the back and any area the subject can reach. Release the chain and stand.
- Move to the area of the subject's waist and face the subject's head. Squat, but do not rest your knee on the ground or on the subject. Pivot, if required to conduct the rest of the search.
- Remove the subject's headgear.
 - Bend the seams before crushing to determine if razor blades or similar devices are hidden.
 - Place the headgear on the floor or ground.
- Search the subject's head and hair.
- Search the subject from fingers to shoulders. Search the collar and neck area (pull any neckwear to the subject's back), and remove anything that could be used as a weapon.
- Search the subject's back from shoulder to waist on the side nearest you.
- Grasp the inside of the subject's closest elbow, and pull the subject toward his side, just high enough to search the front without the subject being completely placed on his side. Then, search the front from shoulder to waist. Check the bra area on female subjects.



CHAPTER 6-PHASE THREE: INDIVIDUAL TESTING STATIONS



- Switch hands while controlling the subject's elbow without changing position.
 - Search the subject from waist to knee, including the crotch.
 - Return the subject to the facedown position, and release the elbow. Remind the subject to keep his feet spread and his heels on the floor.
 - Tell the subject to raise his foot by bending at the knee.
 - Grasp the subject's foot, and search from the knee up. Check the top of the footwear by inserting a finger in the top edge and feeling for evidence of weapons. You must also check the edges and soles.
 - Tell the subject to put his foot back down.
 - Stand and move to the subject's unsearched side. Move around the subject's head, but do not walk between the subject and the assistant military police Soldier.
 - Ensure that the assistant moves to the side opposite of the side being searched.
 - Squat beside the subject, with your body facing the same direction as the subject's head.
 - Complete the search of the unsearched side using the same method.
 - Help the subject stand once the search is complete by turning him onto his side facing away from you. Have him bring his knees up to his chest. Grasp his arms, and assist the subject to his knees and then to his feet.
6. Determine the next course of action based on the situation and the result of the search.
- a. If weapons or contraband are found initiate chain of custody documentation, and maintain control of the individual.
 - b. If no weapons or contraband are found proceed in accordance with local SOP or as directed by your supervisor.

Search an Individual in a Tactical Environment

PERFORMANCE MEASURES	GO	NO-GO
1. Determined which type of search to perform based on the situation.		
2. Conducted a stand-up search with hand restraints.		
3. Conducted a stand-up search without hand restraints.		
4. Conducted a frisk search.		
5. Conducted a prone search.		
6. Determined the next course of action based on the situation, the result of the search, and/or directions given by the commander or the immediate supervisor		



CHAPTER 7-PHASE FOUR: 12-MILE FOOT MARCH



Task: The final phase of the ESB test is the 12-mile Foot March and Final Event. The Foot March is executed in accordance with the guidance listed in this publication and ATP 3-21.18. All Candidates must successfully complete the 12-mile Foot March in three hours or less, immediately followed by the Final Event, which must be completed within five minutes or less. See Chapter 12 for the Final Event performance measures. The 12-mile Foot March and Final Event is not re- testable.

Conditions: The Foot March may be executed during the day or at night at the discretion of the ESB Board. The Foot March route must be 12 miles in length, clearly marked, and easily identifiable by the Candidates. The length of the route will be verified by unit personnel walking the route with two DAGRs. Routes will not be verified using civilian GPS devices. DAGRs used by USAIS validator will be provided by the requesting unit. Units may walk a calibrated distance measuring wheel as an alternate means of verifying the length of the route with an approved waiver. Route selection needs to include consideration for ease of movement, consistent terrain features, and no obstructions along the route that would require the Candidates to maneuver around. The slope of the terrain should be similar in nature to the terrain that the Candidates had been conducting their conditioning and training on. Units should take every effort to plan the Foot March along a route closed to vehicular traffic; if this is not possible, positive safety control measures need to be put in place to ensure Candidates are protected from vehicles. Units will ensure that medics are stationed along the route, ambulances are available, and that safety vehicles are used along the route during this event. Units will ensure sufficient water points are established along the route for Candidates IAW the Commanders DRAW. If the route requires a turn-around point, it must be easily recognizable by the Candidates. It must allow the Candidates to turn around without impeding each other or causing congestion. Units need to establish control measures along the route, including turns and turn-around points, to ensure Candidates remain on the route. Units will ensure there are at least two official timing devices which have been calibrated for the Foot March. While it is not required, Units are encouraged to provide the Candidates with the elapsed time when they reach the six-mile point of the Foot March. The time from the official clock will be the only time used to officiate this event.

Standards: Candidates must carry 35 pounds of dry weight in their rucksack over the entire course of the Foot March. This weight is in addition to their personal equipment and water, which is worn and carried evenly distributed over their bodies. Units must have a calibrated scale at the end of the course to ensure that the Candidates finish the event with the required weight in their rucksack or the Unit conducts a layout of the required packing list totaling 35 pounds. Any Candidate who finishes with less than the required 35 pounds of dry weight in their rucksack or missing a piece of equipment from the layout will be eliminated from the



CHAPTER 7-PHASE FOUR: 12-MILE FOOT MARCH



ESB process, even if they completed the Foot March within the required time. The scales must be available to the Candidates at least one day prior to the Foot March. The 12-mile Foot March must be executed in the ESB uniform with approved boots. The weapon will be carried “at the ready” and will not be slung on the back, secured to, or placed in the rucksack. Units may add additional equipment at the direction of the ESB Board and Commander. No Candidate will proceed to the Final Event if they fail to complete the Foot March in three hours or less. Candidates failing the Foot March should be segregated in a separate holding area until they can be processed by the station NCOIC/OIC, followed by the ESB NCOIC/OIC for out-processing.



CHAPTER 7-PHASE FOUR: 12-MILE FOOT MARCH



Item #	Quantity	Description
1	1	Large MOLLE with 2 Sustainment Pouches
2	1	E-Tool with Carrier (Tied Down)
3	1	ESB Handbook
4	1	1 QT Canteen
5	1	APEL Approved Eye Protection
6	1	Bag, Clothing Waterproof
7	1	Gloves, Leather
8	1	Patrol Cap
9	1 Set	Drawers, Cold Weather and Shirt, Cold Weather (Waffle)
10	1 Set	Drawers, Cold Weather and Shirt, Cold Weather (Silk)
11	1 Set	ACU Coat and Trousers
12	1	Poncho
13	1 Set	ECWCS Wet Weather Top & Bottom
14	2 Pair	Socks (BLK/GRN/TAN)
15	3	T-Shirt (Coyote)
16	1	Liner, Wet Weather Poncho
17	1	Complete Sleep System (with Bivy Cover & Large Stuff Sack)
18	1	Hydration System (Camelbak)

Foot March Packing List



- Ruck must weigh at least 35 lbs. (no water or Pro Mask)
- Pro Mask may be worn or carried in MOLLE
- Ruck is weighed at the end of the foot march, if less than 35 lbs., Ruck will be re-weighed on another scale, if still less than 35 lbs., candidate has failed the forced march task



CHAPTER 8-FINAL EVENT



Task basis: 071-COM-0032-Maintain an M16-Series Rifle/M4-Series Rifle Carbine
071-COM-0029-Perform a Function Check on an M16-Series Rifle/M4-Series Carbine

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

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

Standard: Clear and disassemble within two minutes and 30 seconds. Assemble and perform a functions check within two minutes and 30 seconds. All tasks will be performed in sequence. This event is not re-testable.

Station Requirements: Adequate Graders to ensure Candidates flow directly into their task following completion of the Foot March with no rest period. Starting configuration for the weapon will be free of ammunition, loaded with an empty magazine, bolt forward, on SAFE, with a sling. Provide one poncho or other material per station for the Candidates to test on that will prevent them from losing parts. Candidates failing this task should be segregated in a separate holding area until they can be processed by the station NCOIC/OIC, followed by the ESB NCOIC/OIC for out- processing. Candidates who pass this event should be escorted to the weigh-in NCO. Candidates failing the weigh-in should be escorted to the layout NCO to determine if they meet the packing list requirements. Candidates who pass the weigh-in/layout should be escorted to the station NCOIC/OIC for tracking.

Clear and Disassemble:

Candidate will start with the weapon in the low ready.

1. Clear the weapon.
 - a. Point weapon in safe direction, ensure it is on SAFE, and remove the magazine.
 - b. Lock the bolt open and return charging handle to the forward position.
 - c. Ensure the receiver and chamber are free of ammo.
 - d. Press the upper portion of the bolt catch to allow the bolt to go forward.
2. Disassemble the weapon, clearly separating the following parts, retaining sling and optics:
 - a. Lower receiver and upper receiver. Separated but connected by sling.
 - b. Charging handle and bolt carrier. Separated.
 - c. Bolt, firing pin, bolt cam, and firing pin retaining pin. Separated.
 - d. Buffer and buffer spring. Separated. Time will stop when the Candidate returns to the standing position with all parts of the weapon on the flat surface.



CHAPTER 8-FINAL EVENT



Assemble and Perform a Functions Check:

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

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

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

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



CHAPTER 9-POST TEST



AWARDING THE EXPERT SOLDIER BADGE

Candidates who pass all phases of the ESB test will be awarded the Expert Soldier Badge, Orders, and a Certificate. Units should ensure that the awarding of the Expert Soldier Badge occurs during a suitable public ceremony as soon as possible after receiving award orders and certificates from TMO. Announcement for the award of the ESB is in accordance with AR 600-8-105. To ensure standardization throughout the Army, Units are required to present the TMO ESB certificate as the official certificate to accompany the badge and orders. Units are discouraged from awarding a certificate of their own design in addition to the TMO certificate, as it will not be accepted as proof of earning an ESB. For tracking and verification purposes, the corresponding order number from the orders will be recorded on the ESB certificate by TMO. It is the responsibility of the testing Unit to ensure individual Enlisted and Officer Records Briefs are properly updated to reflect the award of the ESB, as well as ensuring a copy of the orders are uploaded into each recipient's Official Military Personnel File (OMPF).

POST TEST REQUIREMENTS

The testing Unit will submit an After-Action Report (AAR) within 15 days of completion of the ESB process utilizing the format provided by the ESB Test Manager. Any issues that were identified during the ESB process should be resolved during this period. Information from the AARs will be used for statistical purposes regarding training and identifying trends across the force. In addition, the AAR information will assist in determining the relevancy of the ESB process and aid in making updates to the test process as needed. Units planning an ESB test are highly encouraged to review previous AARs to improve the efficiency of their own event. Under no circumstances will AAR information be used in assessing any Unit or command capabilities, as the ESB process is designed to test individual abilities only. It is highly recommended that Units retain all ESB materials upon completion of the test process to establish continuity for future ESB tests conducted within the Unit. Units who conclude the ESB process are encouraged to continually share information with other Units concerning the ESB test.

Commanders must follow up with their appropriate S-1 staff to ensure that the records for all Soldiers who received their ESB were properly updated to reflect this award.



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