

INFANTRY T&R MANUAL

CHAPTER 10

SCOUT SNIPER

	<u>PARAGRAPH</u>	<u>PAGE</u>
MOS DESCRIPTION	10001	10-3
CAREER PROGRESSION	10002	10-3
Appendix		
A BILLET CORE CAPABILITIES		10-A-1
B BILLET EVENT MATRIX (A-J)		10-B-1
C LEVEL 1 TRAINING		10-C-1
D LEVEL 2 TRAINING		10-D-1
E ADDITIONAL TRAINING		10-E-1

10001. MOS DESCRIPTION. Scout snipers participate in activities designed to deny the enemy freedom of movement by shooting enemy leaders, crew-served weapons operators, radiomen, observers, messengers, and other key personnel with single, well-aimed shots. Scout snipers also engage vital material targets such as command and control equipment, air defense radars, and missile launchers, which require precision rifle fire to neutralize. Scout Snipers also provide close reconnaissance and surveillance to the infantry battalion.

10002. CAREER PROGRESSION. Upon assignment to the scout sniper platoon, the scout sniper should complete the Scout Sniper Basic Course at Weapons Training Battalion, Quantico, VA; Weapons Training Battalion, Camp Lejeune, NC; Advanced Infantry Training Company, School of Infantry, Camp Pendleton, CA; or Regimental Schools, 3rd Marines, Kaneohe Bay, HI. Upon completion of the school, the scout sniper conducts Level 1 training. Once selected to be the Scout Sniper Platoon Sergeant or Chief Scout, the scout sniper should attend the Scout Sniper Advanced Course, Weapons Training Battalion, Quantico, VA. Scout Sniper Platoon Sergeant and Chief Scout conduct Level 2 training.

INFANTRY T&R MANUAL

CHAPTER 10

8541 SCOUT SNIPER

APPENDIX A

BILLET CORE CAPABILITIES

BILLET A: Scout Sniper/Observer

The Scout Sniper in the Scout Sniper Platoon carries out the orders of the Scout Sniper Platoon Commander and the Battalion Intelligence Officer. He is responsible for the employment of the M40A1 sniper rifle and the M82A1A special application scoped rifle. He is also responsible for the collection and reporting of information within the Battalion's immediate zone.

Core Capabilities:

1. Carries out the orders of the Scout Sniper Platoon Commander and the Battalion Intelligence Officer.
2. Performs task required of a Scout Sniper.
3. Carries, performs operator maintenance for, and is proficient in marksmanship with the M16A2 service rifle, M40A1 sniper rifle, M82A3 special application scoped rifle, and the M9 service pistol.
4. Emplaces and recovers M18A1 Claymore mine(s).
5. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
6. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
7. Communicates using proper communications procedures with the VHF, HF, and UHF radio equipment.
8. Performs self-aid and buddy aid.
9. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
10. Directs 81mm mortars, and Artillery in support of combat operations
11. Repels an enemy assault by fire and close combat.
12. Gains and maintains contact with the enemy.
13. Conducts surveillance in support of combat operations.
14. Detects, selects, reduces key targets and targets of opportunity.
15. Plans and executes basic Scout Sniper missions.
16. Operates and is proficient in OPFOR small arms.
17. Reports identified OPFOR weapons and vehicles.
18. Maintains proper camouflage.

INFANTRY T&R MANUAL

19. Executes team standard operating procedures.
 20. Builds final firing position in support of combat operations.
 21. Collect information utilizing Standard NATO Report formats.
 22. Performs tasks required of the observer.
 23. Employs all optics organic to the Scout Sniper team.
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BILLET B: Chief Scout

The Chief Scout is the senior scout sniper in the Scout Sniper Platoon. He directs the actions of the Scout Sniper Teams under the direction and guidance of the Scout Sniper Platoon Commander and the Battalion Intelligence Officer. He is proficient with the M40A1 sniper rifle and the M82A1A special application scoped rifle.

Core Capabilities:

1. Carries out the orders of the Scout Sniper Platoon Commander and the Battalion Intelligence Officer.
2. Performs the tasks required of a Chief Scout.
3. Serves as the second-in-command of the Scout Sniper Platoon for tactical and employment issues.
4. Trains his platoon in the performance of tasks which support platoon, company, and battalion training objectives.
5. Advises the commander on the discipline, appearance, control, conduct, and welfare of his platoon.
6. Assists the commander in conducting operation risk management.
7. Inspects the condition, care, and economical use of assigned weapons and equipment.
8. Carries, performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle, M40A1 sniper rifle, and the M82A1A special application scoped rifle.
9. Assists in the supply and re-supply of his assigned platoon.
10. Coordinates and supervises the embarkation and debarkation of his assigned platoon.
11. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
12. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
13. Determines his own location and traverses designated points using a topographic map, lensatic compass, and protractor.
14. Performs self-aid and buddy aid.
15. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
16. Communicates using proper communications procedures with a TA-1 field telephone, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel and frequency hopping mode.

INFANTRY T&R MANUAL

17. Writes and issues combat orders.
 18. Locates, closes with, and destroys the enemy by fire and maneuver.
 19. Repels the enemy assault by fire and close combat.
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INFANTRY T&R MANUAL

CHAPTER 10

8541 SCOUT SNIPER

APPENDIX B

BILLET EVENT MATRIX (A-J)

<u>Code</u>	<u>Billet</u>
A	Scout Sniper/Observer
B	Chief Scout

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
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Level: 1

8541 - 1 - 014	Load an M16A2 service rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 015	Field expedient zero an M16A2 service rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 016	Engage targets with an M16A2 service rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 017	Engage immediate threat targets with an M16A2 service rifle									
	0.68									
	6									
8541 - 1 - 018	Engage targets with an M16A2 service rifle wearing a field protective mask									
	0.68									
	6									
8541 - 1 - 019	Perform immediate action for an M16A2 service rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 020	Perform remedial action for an M16A2 service rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 021	Combat reload an M16A2 service rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 022	Clear an M16A2 service rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 233	Perform weapons handling procedures with the M40A1 sniper rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 234	Perform preventive maintenance on the M40A1 sniper rifle									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 235	Zero the M40A1 sniper rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 236	Qualify with the M40A1 sniper rifle at known distances									
	0.68	0.654								
	6	6								
8541 - 1 - 237	Qualify with the M40A1 sniper rifle at unknown distances									
	0.68	0.654								
	6	6								
8541 - 1 - 238	Engage targets during low light and darkness with the M40A1 sniper rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 239	Engage targets with the M40A1 sniper rifle while wearing the field protective mask									
	0.68	0.654								
	6	6								
8541 - 1 - 244	Perform weapons handling procedures with the M82A1A special application scoped rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 245	Perform preventive maintenance on the M82A1A special application scoped rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 246	Zero the M82A1A special application scoped rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 247	Engage stationary targets with the M82A1A special application scoped rifle at known distances									
	0.68	0.654								
	6	6								
8541 - 1 - 248	Engage targets at unknown distances with the M82A1A special application scoped rifle									
	0.68	0.654								
	6	6								
8541 - 1 - 249	Engage targets during low light and darkness with the M82A1A special application scoped rifle									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 250	Engage targets with the M82A1A special application scoped rifle while wearing the field protective mask									
	0.68	0.654								
	6	6								
8541 - 1 - 251	Prepare a sniper range card									
	0.68	0.654								
	6	6								
8541 - 1 - 260	Emplace an M49A1 surface trip flare									
	0.68	0.654								
	6	6								
8541 - 1 - 261	Recover an M49A1 surface trip flare									
	0.68	0.654								
	6	6								
8541 - 1 - 262	Emplace an M18A1 Claymore mine									
	0.68	0.654								
	6	6								
8541 - 1 - 263	Recover an M18A1 Claymore mine									
	0.68	0.654								
	6	6								
8541 - 1 - 291	Probe for a mine									
	0.68	0.654								
	6	6								
8541 - 1 - 292	Negotiate a wire obstacle by crossing over									
	0.68	0.654								
	6	6								
8541 - 1 - 293	Negotiate a wire obstacle by crossing under									
	0.68	0.654								
	6	6								
8541 - 1 - 294	Negotiate a wire obstacle by cutting									
	0.68	0.654								
	6	6								
8541 - 1 - 299	Perform operator maintenance for M49 spotting scope, binoculars, Unertl 10X scope, and Leupold 6X scope									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 301	Perform operator maintenance on a AN/PVS-7 night vision goggles									
	0.68	0.654								
	6	6								
8541 - 1 - 302	Operate AN/PVS-7 night vision goggles									
	0.68	0.654								
	6	6								
8541 - 1 - 303	Mount and zero the KN203F SIMRAD night intensifier device									
	0.68	0.654								
	6	6								
8541 - 1 - 304	Perform focus/adjustment on the Unertl scope									
	0.68	0.654								
	6	6								
8541 - 1 - 326	Prepare a field sketch									
	0.68	0.654								
	6	6								
8541 - 1 - 331	Describe foreign weapons and equipment									
	0.68	0.654								
	6	6								
8541 - 1 - 332	Identify armored vehicles									
	0.68	0.654								
	6	6								
8541 - 1 - 333	Challenge personnel entering an area									
	0.68	0.654								
	6	6								
8541 - 1 - 334	React to a ground flare									
	0.68	0.654								
	6	6								
8541 - 1 - 335	React to an overhead flare									
	0.68	0.654								
	6	6								
8541 - 1 - 338	Perform creeping									
	0.68	0.654								
	6	6								
8541 - 1 - 339	Perform night walk									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 340	Move across an open area									
	0.68	0.654								
	6	6								
8541 - 1 - 341	Select a hasty firing position									
	0.68	0.654								
	6	6								
8541 - 1 - 343	Execute unarmed close combat									
	0.68	0.654								
	6	6								
8541 - 1 - 344	Execute armed close combat									
	0.68	0.654								
	6	6								
8541 - 1 - 350	Move parallel to a building									
	0.68	0.654								
	6	6								
8541 - 1 - 351	Move past a first floor window									
	0.68	0.654								
	6	6								
8541 - 1 - 352	Move past a basement window									
	0.68	0.654								
	6	6								
8541 - 1 - 353	Cross a wall									
	0.68	0.654								
	6	6								
8541 - 1 - 354	Prepare a fighting position within a building									
	0.68	0.654								
	6	6								
8541 - 1 - 355	Observe around a corner									
	0.68	0.654								
	6	6								
8541 - 1 - 356	Operate in support of actions in a built up area									
	0.68	0.654								
	6	6								
8541 - 1 - 361	Determine the grid coordinates of a point on a map									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 362	Determine a grid azimuth using a protractor									
	0.68	0.654								
	6	6								
8541 - 1 - 363	Convert a magnetic azimuth to a grid azimuth									
	0.68	0.654								
	6	6								
8541 - 1 - 364	Convert a grid azimuth to a magnetic azimuth									
	0.68	0.654								
	6	6								
8541 - 1 - 365	Orient a map with a compass									
	0.68	0.654								
	6	6								
8541 - 1 - 366	Measure distance on a map									
	0.68	0.654								
	6	6								
8541 - 1 - 367	Determine the error in a lensatic compass									
	0.68	0.654								
	6	6								
8541 - 1 - 368	Orient a map by terrain association									
	0.68	0.654								
	6	6								
8541 - 1 - 369	Determine a back azimuth									
	0.68	0.654								
	6	6								
8541 - 1 - 370	Pre-set a lensatic compass and follow an azimuth during daylight									
	0.68	0.654								
	6	6								
8541 - 1 - 371	Pre-set a lensatic compass and follow an azimuth during darkness									
	0.68	0.654								
	6	6								
8541 - 1 - 372	Locate an unknown point by intersection									
	0.68	0.654								
	6	6								
8541 - 1 - 373	Locate an unknown position by modified resection									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 374	Locate an unknown position by resection									
	0.68	0.654								
	6	6								
8541 - 1 - 375	Navigate using aerial photographs									
	0.68	0.654								
	6	6								
8541 - 1 - 376	Navigate using relief sketch									
	0.68	0.654								
	6	6								
8541 - 1 - 377	Navigate using the Global Positioning System (GPS)									
	0.68	0.654								
	6	6								
8541 - 1 - 378	Navigate using the AN/PSN-11 Precision Lightweight GPS Receiver (PLGR)									
	0.68	0.654								
	6	6								
8541 - 1 - 379	Transmit a Position Report (PosRep)									
	0.68	0.654								
	6	6								
8541 - 1 - 380	Select a route utilizing a topographic map									
	0.68	0.654								
	6	6								
8541 - 1 - 381	Construct a map overlay									
	0.68	0.654								
	6	6								
8541 - 1 - 382	Estimate range									
	0.68	0.654								
	6	6								
8541 - 1 - 388	Call for indirect fire using the grid method									
	0.68	0.654								
	6	6								
8541 - 1 - 389	Call for indirect fire using the polar method									
	0.68	0.654								
	6	6								
8541 - 1 - 390	Call for indirect fire using the shift from a known point method									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 391	Conduct an immediate suppression mission									
	0.68	0.654								
	6	6								
8541 - 1 - 392	Conduct an immediate smoke mission									
	0.68	0.654								
	6	6								
8541 - 1 - 393	Conduct a quick smoke mission									
	0.68	0.654								
	6	6								
8541 - 1 - 394	Conduct a Fire For Effect (FFE) mission									
	0.68	0.654								
	6	6								
8541 - 1 - 395	Conduct an illumination mission									
	0.68	0.654								
	6	6								
8541 - 1 - 397	Conduct a coordinated illumination mission									
	0.68	0.654								
	6	6								
8541 - 1 - 398	Conduct a mission on a moving target									
	0.68	0.654								
	6	6								
8541 - 1 - 399	Conduct 2 fire missions simultaneously									
	0.68	0.654								
	6	6								
8541 - 1 - 407	Conduct fire missions with the AN/GVS-5 laser range finder									
	0.68	0.654								
	6	6								
8541 - 1 - 408	Adjust naval gunfire									
	0.68	0.654								
	6	6								
8541 - 1 - 409	Plan for the employment of supporting arms									
	0.68	0.654								
	6	6								
8541 - 1 - 418	Communicate using hand and arm signals									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 419	Communicate using a TA-1 field telephone									
	0.68	0.654								
	6	6								
8541 - 1 - 420	Communicate using a TA-312 field telephone									
	0.68	0.654								
	6	6								
8541 - 1 - 421	Assemble a radio set									
	0.68	0.654								
	6	6								
8541 - 1 - 422	Maintain radio sets									
	0.68	0.654								
	6	6								
8541 - 1 - 423	Communicate using a AN/PRC-119 field radio in single channel mode									
	0.68	0.654								
	6	6								
8541 - 1 - 424	Communicate using a AN/PRC-119 field radio in frequency hopping mode									
	0.68	0.654								
	6	6								
8541 - 1 - 425	Waterproof communication gear									
	0.68	0.654								
	6	6								
8541 - 1 - 426	Operate an HF radio set									
	0.68	0.654								
	6	6								
8541 - 1 - 427	Operate a UHF radio set									
	0.68	0.654								
	6	6								
8541 - 1 - 429	Operate communications security equipment for HF radio set									
	0.68	0.654								
	6	6								
8541 - 1 - 430	Operate communications security equipment for VHF radio set									
	0.68	0.654								
	6	6								
8541 - 1 - 431	Report information									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 432	Operate satellite communication equipment									
	0.68	0.654								
	6	6								
8541 - 1 - 433	Construct a field expedient antenna									
	0.68	0.654								
	6	6								
8541 - 1 - 438	Evaluate a casualty									
	0.68	0.654								
	6	6								
8541 - 1 - 439	Transmit a Casualty Report (CasRep)									
	0.68	0.654								
	6	6								
8541 - 1 - 440	Perform rescue breathing									
	0.68	0.654								
	6	6								
8541 - 1 - 441	Perform Cardiopulmonary Resuscitation (CPR)									
	0.68	0.654								
	6	6								
8541 - 1 - 442	Apply a pressure dressing									
	0.68	0.654								
	6	6								
8541 - 1 - 443	Apply a tourniquet									
	0.68	0.654								
	6	6								
8541 - 1 - 444	Perform first aid for a head wound									
	0.68	0.654								
	6	6								
8541 - 1 - 445	Perform first aid for a chest wound									
	0.68	0.654								
	6	6								
8541 - 1 - 446	Perform first aid for an abdominal wound									
	0.68	0.654								
	6	6								
8541 - 1 - 447	Perform first aid for a burn									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 448	Splint a fracture									
	0.68	0.654								
	6	6								
8541 - 1 - 449	Perform first aid for heatstroke									
	0.68	0.654								
	6	6								
8541 - 1 - 450	Perform first aid for frostbite									
	0.68	0.654								
	6	6								
8541 - 1 - 451	Perform first aid for a snakebite									
	0.68	0.654								
	6	6								
8541 - 1 - 452	Perform a one-man fireman carry									
	0.68	0.654								
	6	6								
8541 - 1 - 458	Perform operator maintenance for an M40 field protective mask with hood									
	0.68	0.654								
	6	6								
8541 - 1 - 459	Don an M40 field protective mask with hood									
	0.68	0.654								
	6	6								
8541 - 1 - 460	Drink from a canteen while wearing an M40 field protective mask with hood									
	0.68	0.654								
	6	6								
8541 - 1 - 461	Don personal protective equipment to MOPP Level 4									
	0.68	0.654								
	6	6								
8541 - 1 - 462	Perform individual decontamination									
	0.68	0.654								
	6	6								
8541 - 1 - 463	Perform self-aid for a nerve agent									
	0.68	0.654								
	6	6								
8541 - 1 - 464	React to a nuclear attack without warning									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 465	Transmit an NBC-1 Report									
	0.68	0.654								
	6	6								
8541 - 1 - 474	Transmit Helicopter Landing Zone (HLZ) brief									
	0.68	0.654								
	6	6								
8541 - 1 - 481	Camouflage sniper equipment									
	0.68	0.654								
	6	6								
8541 - 1 - 482	Construct a ghillie suit									
	0.68	0.654								
	6	6								
8541 - 1 - 483	Conduct route reconnaissance									
	0.68	0.654								
	6	6								
8541 - 1 - 484	Execute surveillance of an objective									
	0.68	0.654								
	6	6								
8541 - 1 - 485	Operate from a hide									
	0.68	0.654								
	6	6								
8541 - 1 - 486	Move to and from a target location									
	0.68	0.654								
	6	6								
8541 - 1 - 487	Conduct a link-up									
	0.68	0.654								
	6	6								
8541 - 1 - 488	Select key targets in support of scout sniper mission									
	0.68	0.654								
	6	6								
8541 - 1 - 489	Plan a scout sniper team mission									
	0.68	0.654								
	6	6								
8541 - 1 - 490	Lead a scout sniper team mission									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
8541 - 1 - 496	Conduct a debrief									
	0.68	0.654								
	6	6								
8541 - 1 - 500	Lead a unit in preparations for combat									
	0.68	0.654								
	6	6								
8541 - 1 - 542	Compile information to prepare SITREP and other required reports									
	0.68	0.654								
	6	6								
8541 - 1 - 623	Operate in support of offensive actions									
	0.68	0.654								
	6	6								
8541 - 1 - 624	Operate in support of defensive actions									
	0.68	0.654								
	6	6								
8541 - 1 - 626	Operate in support of a Maritime Special Purpose Force (MSPF) Operation									
	0.68	0.654								
	6	6								

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
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Level: 2

8541 - 2 - 017 (KM)	Engage immediate threat targets with an M16A2 service rifle									
	0.654									
	6									
8541 - 2 - 018 (KM)	Engage targets with an M16A2 service rifle wearing a field protective mask									
	0.654									
	6									
8541 - 2 - 025	Inspect an M16A2 service rifle									
	0.654									
	6									
8541 - 2 - 311	Write a warning order									
	0.654									
	6									
8541 - 2 - 315	Write a five paragraph order									
	0.654									
	6									
8541 - 2 - 318	Issue an order									
	0.654									
	6									
8541 - 2 - 494	Establish a sniper control center									
	0.654									
	6									
8541 - 2 - 590	Conduct small unit training									
	0.654									
	6									

INFANTRY T&R MANUAL

CHAPTER 10

8541 SCOUT SNIPER

APPENDIX C

LEVEL 1 TRAINING

Purpose:

The purpose of the Level 1 training is to provide the knowledge and skills required to perform as a Scout Sniper.

Administrative Notes:

None.

Prerequisites:

The Marine will have completed the Scout Sniper Basic Course.

INFANTRY T&R MANUAL

EVENT: 8541 - 1 - 014

Load an M16A2 service rifle

Condition: Given an M16A2 service rifle and ammunition, while wearing a fighting load.

Standard: By preparing the weapon for firing.

PERFORMANCE STEPS

1. Ensure the weapon is in Condition 4.
2. Withdraw the magazine from the magazine pouch.
3. Ensure the magazine is filled.
4. Fully insert magazine in the magazine well.
5. Tug downward on the magazine to ensure it is held in the rifle by the magazine catch.
6. Close the magazine pouch.
7. Pull the charging handle to the rear and release.
8. Close the ejection port cover.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M16A2	5.56mm service rifle	
<u>DODIC</u>		<u>Quantity</u>
A059	CTG, 5.56mm, BALL, M855	30 each
Expenditure of ammunition is not required.		

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
-

EVENT: 8541 - 1 - 015

Field expedient zero an M16A2 service rifle

Condition: Given an M16A2 service rifle, ammunition, and a 36 yard BZO target, while wearing a fighting load.

Standard: By achieving point of aim/point of impact.

PREREQUISITES

8541 - 1 - 014

PERFORMANCE STEPS

1. Set rear sight elevation at 8/3.
2. Center the rear sight windage knob on the index line.
3. Flush the front sight post.
4. Ensure the small rear sight aperture is up.
5. Assume a prone position.

INFANTRY T&R MANUAL

6. Assume a hasty sling.
7. Fire a 3 shot group.
8. Triangulate the shot group.
9. Make required elevation adjustments with the front sight post and required windage adjustments with the windage knob to center the shot group on the point of aim.
10. Repeat performance steps 7 through 9 until point of aim/point of impact is achieved.
11. Fire a 4 shot group to confirm zero.
12. Record battle sight zero on a piece of paper and place the paper in the butt stock for subsequent use.

EXTERNAL SUPPORT

1. Live fire range for M16A2 service rifle with BZO targets at 36 yards

WEAPON AND AMMUNITION

Weapon: M16A2	5.56mm service rifle	
<u>DODIC</u>		<u>Quantity</u>
A059	CTG, 5.56mm, BALL, M855	10 each

RELATED ITS

014

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
-

EVENT: 8541 - 1 - 016

Engage targets with an M16A2 service rifle

Condition: Given an M16A2 service rifle, ammunition, a sector of fire, and twelve unknown distance, moving, and limited exposure targets from 50 to 300 meters, while wearing a fighting load.

Standard: By achieving a hit on 8 of 12 targets presented within one minute.

PREREQUISITES

8541 - 1 - 014

PERFORMANCE STEPS

1. Place rifle in Condition 1.
2. Assume a firing position that provides cover, concealment, and good observation of the assigned sector of fire.
3. Detect targets by searching and assessing the assigned sector of fire.
4. Present rifle from the ready.
5. Engage targets.
6. Search and assess the assigned sector of fire for additional targets.
7. Place rifle on SAFE.

INFANTRY T&R MANUAL

WEAPON AND AMMUNITION

Weapon: M16A2	5.56mm service rifle	
<u>DODIC</u>		<u>Quantity</u>
A059	CTG, 5.56mm, BALL, M855	48 each

RELATED ITS

014

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain
-

EVENT: 8541 - 1 - 018

Engage targets with an M16A2 service rifle wearing a field protective mask

Condition: Given an M16A2 service rifle, ammunition, a sector of fire, and twelve unknown distance, moving, and limited exposure targets, while wearing a fighting load and a field protective mask.

Standard: By achieving a hit on 7 of 12 targets presented.

PREREQUISITES

8541 - 1 - 014

PERFORMANCE STEPS

1. Don and clear the field protective mask.
2. Place rifle in Condition 1.
3. Assume a firing position that provides cover, concealment, and good observation of the assigned sector of fire.
4. Detect targets by searching and assessing the assigned sector of fire.
5. Present rifle from the ready.
6. Engage targets.
7. Search and assess the assigned sector of fire for additional targets.
8. Place rifle on SAFE.

EXTERNAL SUPPORT

1. Live fire range for M16A2 service rifle with 10 to 20 man-size targets (static, limited exposure, and moving) at ranges of 50 to 300 meters

WEAPON AND AMMUNITION

Weapon: M16A2	5.56mm service rifle	
<u>DODIC</u>		<u>Quantity</u>
A059	CTG, 5.56mm, BALL, M855	12 each

RELATED ITS

014

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
-

EVENT: 8541 - 1 - 019

Perform immediate action for an M16A2 service rifle

Condition: Given an M16A2 service rifle which fails to fire and ammunition, while wearing a fighting load.

Standard: By returning the weapon into action.

PERFORMANCE STEPS

1. Tap the bottom of the magazine to ensure it is seated.
2. Pull the charging handle to the rear and observe for ejected round.
3. Release the charging handle.
4. Sight in and attempt to fire.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M16A2	5.56mm service rifle	
<u>DODIC</u>		<u>Quantity</u>
A060	CTG, 5.56mm, DUMMY	2 each

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
-

EVENT: 8541 - 1 - 020

Perform remedial action for an M16A2 service rifle

Condition: Given an M16A2 service rifle which fails to fire after immediate action and ammunition, while wearing a fighting load.

Standard: By returning the weapon into action.

PREREQUISITES

8541 - 1 - 019

PERFORMANCE STEPS

1. Seek cover.
2. Pull the charging handle to the rear, observe for ejected brass or round and then lock the bolt to the rear.
3. If brass or round is ejected, go to step 9.
4. If no brass or round is ejected, place rifle in Condition 4.
5. Remove the bolt carrier group.
6. Inspect the bore for an obstruction from the chamber end.

INFANTRY T&R MANUAL

7. Insert a cleaning rod into the bore from the chamber end and clear any obstruction.
8. Insert a magazine.
9. Release the bolt by depressing the bolt catch.
10. Tap the forward assist.
11. Sight in and attempt to fire.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon:	M16A2	5.56mm service rifle	
	<u>DODIC</u>		<u>Quantity</u>
	A060	CTG, 5.56mm, DUMMY	2 each

RELATED ITS

019

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
-

EVENT: 8541 - 1 - 021

Combat reload an M16A2 service rifle

Condition: Given an M16A2 service rifle and ammunition, while wearing a fighting load.

Standard: By reloading while maintaining awareness of any threat.

PREREQUISITES

8541 - 1 - 014

PERFORMANCE STEPS

1. Seek cover.
2. Draw the rifle in close to your body so you can see what you are doing and retain positive control of the magazine.
3. Press the magazine release button.
4. Remove the partially filled or empty magazine and retain it on your person, if time permits.
5. Withdraw a filled magazine from the magazine pouch.
6. Fully insert the filled magazine into the magazine well and tug downward on the magazine to ensure it is properly seated.
7. If needed, release or press the bolt catch to allow the bolt carrier to move forward or pull the charging handle fully to the rear and release.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

INFANTRY T&R MANUAL

WEAPON AND AMMUNITION

Weapon: M16A2	5.56mm service rifle	
<u>DODIC</u>		<u>Quantity</u>
A059	CTG, 5.56mm, BALL, M855	30 each

Expenditure of ammunition is not required.

RELATED ITS

014

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
-

EVENT: 8541 - 1 - 022

Clear an M16A2 service rifle

Condition: Given an M16A2 service rifle, while wearing a fighting load.

Standard: By placing the weapon in condition 4.

PERFORMANCE STEPS

1. Place the weapon on SAFE.
2. Remove the magazine and retain.
3. Rotate the weapon until the ejection port is down.
4. Lock the bolt to the rear and observe that there is no round or brass in the chamber.
5. Release the charging handle and observe that the bolt moves forward on an empty chamber.
6. Close the ejection port cover.
7. Recover, inspect, and insert any ejected ammunition into the magazine.
8. Return the magazine to the magazine pouch and close the magazine pouch.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M16A2	5.56mm service rifle	
<u>DODIC</u>		<u>Quantity</u>
A059	CTG, 5.56mm, BALL, M855	30 each

Expenditure of ammunition is not required.

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
-

EVENT: 8541 - 1 - 233

Perform weapons handling procedures with the M40A1 sniper rifle

INFANTRY T&R MANUAL

Condition: Given an M40A1 sniper rifle and dummy ammunition.

Standard: Without violating the 4 safety rules.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Fill the magazine.
3. Empty the magazine.
4. Demonstrate the weapons carry.
5. Demonstrate the proper assembly and positioning of the sling.
6. Load the rifle.
7. Make the rifle ready to fire.
8. Unload the rifle.
9. Make the rifle safe.
10. Apply immediate action.
11. Apply remedial action.

ADMINISTRATIVE INSTRUCTIONS

1. The weapon must be stored without tension on the firing pin spring. Ensure the weapon is stored in a manner that will prevent damage to the scope or the weapon, such as a climate controlled armory with individual racks or hooks per weapon system.

WEAPON AND AMMUNITION

Weapon: M40A1	7.62mm Sniper Rifle	
<u>DODIC</u>		<u>Quantity</u>
A171	CTG, 7.62MM, BALL, MATCH, M852	5 each

Ammunition is not expended.

REFERENCES

1. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
-

EVENT: 8541 - 1 - 234

Perform preventive maintenance on the M40A1 sniper rifle

Condition: Given an M40A1 sniper rifle, operator's manual, approved cleaning equipment, cleaning solvents and lubricants.

Standard: Ensuring the weapon is clean, lubricated and serviceable.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Place the weapon in Condition 4.
3. Disassemble the rifle.
4. Clean the rifle.
5. Lubricate the rifle.
6. Assemble the rifle.

INFANTRY T&R MANUAL

7. Perform a function check.
8. Make entries in the gun book.
9. Ensure the rifle gun case and bag are clean and serviceable.

ADMINISTRATIVE INSTRUCTIONS

1. The scout sniper must know the M40A1 rifle's characteristics and understand the weapon's cycle of operation.
2. Check gun book for appropriate entries and serviceability.
3. The scout sniper must know the proper torque for his assigned weapon.

REFERENCES

1. FMFM 1-3B Sniping
 2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
-

EVENT: 8541 - 1 - 235

Zero the M40A1 sniper rifle

Condition: Given an M40A1 rifle with adjusted scope, an observer, ammunition, and any known distance target.

Standard: To ensure point of aim/point of impact is obtained once zeroed.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Place scope on initial elevation, windage, and fine tune settings. Ensure the set screws are tight.
3. Assume a supported firing position.
4. Prepare for firing.
5. Fire 3 well aimed shots, while applying the fundamentals of marksmanship.
6. Record information in the data book.
7. Analyze data.
8. Apply required adjustments to scope.
9. Fire a second zeroing group (repeat steps 5 to 8).
10. Fire a well aimed 4 shot group to confirm zero.
11. Demonstrate field expedient zeroing techniques.

ADMINISTRATIVE INSTRUCTIONS

1. The 100 yard method can be used at ranges of 200 and 300 yards with main elevation knob set at 2 and 3 respectively.

EXTERNAL SUPPORT

1. Known distance range with appropriate targets

INFANTRY T&R MANUAL

WEAPON AND AMMUNITION

Weapon: M40A1	7.62mm Sniper Rifle	
<u>DODIC</u>		<u>Quantity</u>
A171	CTG, 7.62MM, BALL, MATCH, M852	10 each

REFERENCES

1. FMFM 1-3B Sniping
 2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
-

EVENT: 8541 - 1 - 236

Qualify with the M40A1 sniper rifle at known distances

Condition: Given an M40A1 sniper rifle, observer, 35 rounds of ammunition, M49 spotting scope, and targets.

Standard: To engage 35 designated targets at various known ranges with a 80 percent accuracy (28 of 35 on target).

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Assume the firing position.
3. Prepare for firing.
4. Engage a stationary target at 300 yards with 5 rounds to confirm zero.
5. Engage 3 stationary targets at 300, 500, 600, 700, and 800 yards and 5 stationary targets at 900 and 1,000 yards at the sustained rate of fire.
6. Determine method of engagement.
7. Engage moving target based on observer's commands.
8. Engage targets of limited exposure.
9. Engage multiple targets.
10. Assess the situation.

ADMINISTRATIVE INSTRUCTIONS

1. The sustained rate of fire for the M40A1 is 1 round per minute.

EXTERNAL SUPPORT

1. Known distance range (minimum of 1000 meters) with appropriate targets

WEAPON AND AMMUNITION

Weapon: M40A1	7.62mm Sniper Rifle	
<u>DODIC</u>		<u>Quantity</u>
A171	CTG, 7.62MM, BALL, MATCH, M852	35 each

REFERENCES

1. FMFM 1-3B Sniping
2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1

EVENT: 8541 - 1 - 237

Qualify with the M40A1 sniper rifle at unknown distances

Condition: Given an M40A1 sniper rifle, observer, 10 rounds of ammunition, M49 spotting scope, binoculars, and target.

Standard: To engage 10 designated targets at various ranges with 80 percent accuracy (8 of 10 targets hit).

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Assume the firing position.
3. Prepare a range card.
4. Prepare a field sketch.
5. Estimate range to all targets.
6. Prepare for firing.
7. Engage 10 stationary targets at various ranges with 2 rounds per target.
8. Assess the situation.

EXTERNAL SUPPORT

1. Live fire range with appropriate targets

WEAPON AND AMMUNITION

Weapon: M40A1	7.62mm Sniper Rifle	
<u>DODIC</u>		<u>Quantity</u>
A171	CTG, 7.62MM, BALL, MATCH, M852	10 each

REFERENCES

1. FMFM 1-3B Sniping
 2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
-

EVENT: 8541 - 1 - 238

Engage targets during low light and darkness with the M40A1 sniper rifle

Condition: Given an M40A1 sniper rifle, observer, 10 rounds of ammunition, M49 spotting scope, targets and artificial illumination, during periods of low light and darkness.

Standard: To engage targets in low light without illumination and in darkness with illumination, while compensating for the effects of weather to achieve point of aim/point of impact.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Acquire night vision.
3. Prepare for firing.
4. Detect the target.

INFANTRY T&R MANUAL

5. Present the rifle to the target while assuming the firing position.
6. Engage target based on observer's commands.
7. Assume the ready position.
8. Assess the situation.

EXTERNAL SUPPORT

1. Known distance range with appropriate targets

WEAPON AND AMMUNITION

Weapon:	M40A1	7.62mm Sniper Rifle	
<u>DODIC</u>			<u>Quantity</u>
A171	CTG, 7.62MM, BALL, MATCH, M852		10 each

REFERENCES

1. FMFM 1-3B Sniping
 2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
-

EVENT: 8541 - 1 - 239

Engage targets with the M40A1 sniper rifle while wearing the field protective mask

Condition: Given an M40A1 sniper rifle, observer, 10 rounds of ammunition, M49 spotting scope, targets, and field protective mask.

Standard: To engage targets while wearing the field protective mask, compensating for the effects of weather.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Prepare for firing.
3. Don and clear the field protective mask.
4. Detect the target.
5. Present the rifle to the target, while assuming the firing position.
6. Engage target, based on observer's commands.
7. Assume the ready position.
8. Assess the situation.

ADMINISTRATIVE INSTRUCTIONS

1. Not executed at formal school.

EXTERNAL SUPPORT

1. Known distance range with appropriate targets

WEAPON AND AMMUNITION

Weapon:	M40A1	7.62mm Sniper Rifle	
<u>DODIC</u>			<u>Quantity</u>
A171	CTG, 7.62MM, BALL, MATCH, M852		10 each

RELATED ITS

238

REFERENCES

1. FMFM 1-3B Sniping
 2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
-

EVENT: 8541 - 1 - 244

Perform weapons handling procedures with the M82A1A special application scoped rifle

Condition: Given an M82A1A special application scoped rifle and ammunition.

Standard: Without violating the 4 safety rules.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Fill the magazine.
3. Empty the magazine.
4. Demonstrate the weapons carry based on tactical scenario/employment method.
5. Load the rifle.
6. Make the rifle ready to fire.
7. Unload the rifle.
8. Make a Condition 4 weapon.
9. Apply immediate action.
10. Apply remedial action.

ADMINISTRATIVE INSTRUCTIONS

1. Ensure weapon is properly disassembled for storage and is stored in its prescribed carrying case. Cases should be stored side-by-side, and not stacked, to prevent damage to the weapon system.

WEAPON AND AMMUNITION

Weapon: M82A1A .50 cal Special Application Scoped Rifle	
<u>DODIC</u>	<u>Quantity</u>
A602 CTG, CAL .50, SRTA	5 each

Ammunition is not expended.

REFERENCES

1. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
-

EVENT: 8541 - 1 - 245

Perform preventive maintenance on the M82A1A special application scoped rifle

Condition: Given an M82A1A special application scoped rifle, operator's

INFANTRY T&R MANUAL

manual, approved cleaning equipment, cleaning solvents, and lubricants.

Standard: Ensuring the weapon is clean, lubricated, and serviceable.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Place the weapon in Condition 4.
3. Disassemble the rifle.
4. Clean the rifle.
5. Lubricate the rifle.
6. Reassemble the rifle.
7. Perform a function check.
8. Make entries in the gun book.
9. Ensure the rifle gun case and bag are clean and serviceable.

ADMINISTRATIVE INSTRUCTIONS

1. The scout sniper must know the M82A1A rifle's characteristics and understand the weapon's cycle of operation.
2. Check the gun book for appropriate entries and serviceability.

REFERENCES

1. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
-

EVENT: 8541 - 1 - 246

Zero the M82A1A special application scoped rifle

Condition: Given an M82A1A special application scoped rifle with adjusted scope, an observer, ammunition, M49 spotting scope, and target.

Standard: To ensure point of aim/point of impact is obtained once zeroed.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Place scope on initial elevation, windage, and fine tune settings. Ensure the set screws are tight.
3. Assume the supported prone firing position.
4. Prepare for firing.
5. Fire 3 well aimed shoots while applying the fundamentals of marksmanship.
6. Record information in the data book.
7. Analyze data.
8. Apply required adjustments to scope.
9. Fire a second zeroing group (repeat steps 5 to 8).
10. Fire a well aimed 4 shot group to confirm zero.

INFANTRY T&R MANUAL

EXTERNAL SUPPORT

1. Known distance range with appropriate targets

WEAPON AND AMMUNITION

Weapon: M82A1A .50 cal Special Application Scoped Rifle	
<u>DODIC</u>	<u>Quantity</u>
A602 CTG, CAL .50, SRTA	10 each

REFERENCES

1. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
-

EVENT: 8541 - 1 - 247

Engage stationary targets with the M82A1A special application scoped rifle at known distances

Condition: Given an M82A1A special application scoped rifle, observer, ammunition, M49 spotting scope, and stationary targets at known distances out to the maximum effective range of the rifle.

Standard: To achieve point of aim/point of impact on target.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Assume the firing position.
3. Prepare for firing.
4. Engage target based on observer's commands.
5. Assess the situation.

ADMINISTRATIVE INSTRUCTIONS

1. The sustained rate of fire for the M82A1A is 1 round per minute.
2. The rapid rate of fire for the M82A1A is 10 rounds per minute.

EXTERNAL SUPPORT

1. Known distance range with appropriate targets

WEAPON AND AMMUNITION

Weapon: M82A1A .50 cal Special Application Scoped Rifle	
<u>DODIC</u>	<u>Quantity</u>
A602 CTG, CAL .50, SRTA	10 each

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
 2. FMFM 1-3B Sniping
 3. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
-

INFANTRY T&R MANUAL

EVENT: 8541 - 1 - 248

Engage targets at unknown distances with the M82A1A special application scoped rifle

Condition: Given an M82A1A special application scoped rifle, observer, ammunition, M49 spotting scope, and targets.

Standard: To engage targets at unknown distances while compensating for the effects of weather to achieve point of aim/point of impact.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Prepare for firing.
3. Detect the target.
4. Estimate the range to the target.
5. Present the rifle to the target, while assuming a supported field firing position.
6. Engage target.
7. Assume the ready position.
8. Assess the situation.

EXTERNAL SUPPORT

1. Live fire range with appropriate targets

WEAPON AND AMMUNITION

Weapon: M82A1A .50 cal Special Application Scoped Rifle	
<u>DODIC</u>	<u>Quantity</u>
A602 CTG, CAL .50, SRTA	10 each

REFERENCES

1. FMFM 1-3B Sniping
 2. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
-

EVENT: 8541 - 1 - 249

Engage targets during low light and darkness with the M82A1A special application scoped rifle

Condition: Given an M82A1A special application scoped rifle, observer, ammunition, M49 spotting scope, targets, and artificial illumination, during periods of low light and darkness.

Standard: To engage targets in low light without illumination and in darkness with illumination, while compensating for the effects of weather to achieve point of aim/point of impact.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Acquire night vision.
3. Prepare for firing.

INFANTRY T&R MANUAL

4. Detect the target.
5. Present the rifle to the target, while assuming the firing position.
6. Engage target based on observer's commands.
7. Assume the ready position.
8. Assess the situation.

EXTERNAL SUPPORT

1. Known distance range with appropriate targets

WEAPON AND AMMUNITION

Weapon: M82A1A .50 cal Special Application Scoped Rifle	
<u>DODIC</u>	<u>Quantity</u>
A602 CTG, CAL .50, SRTA	5 each

REFERENCES

1. FMFM 1-3B Sniping
 2. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
-

EVENT: 8541 - 1 - 250

Engage targets with the M82A1A special application scoped rifle while wearing the field protective mask

Condition: Given an M82A1A special application scoped rifle, observer, ammunition, M49 spotting scope, targets, and field protective mask.

Standard: To engage targets while wearing the field protective mask, compensating for the effects of weather.

PERFORMANCE STEPS

1. Handle the weapon safely.
2. Prepare for firing.
3. Don and clear the field protective mask.
4. Detect the target.
5. Present the rifle to the target, while assuming the firing position.
6. Engage target based on observer's commands.
7. Assume the ready position.
8. Assess the situation.

EXTERNAL SUPPORT

1. Known distance range with appropriate targets

WEAPON AND AMMUNITION

Weapon: M82A1A .50 cal Special Application Scoped Rifle	
<u>DODIC</u>	<u>Quantity</u>
A602 CTG, CAL .50, SRTA	5 each

REFERENCES

1. FMFM 1-3B Sniping
 2. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
 3. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
-

EVENT: 8541 - 1 - 251

Prepare a sniper range card

Condition: Given a mission, a military map, pen or pencil, straight edge, protractor, lensatic compass, M40A1 sniper rifle with Unertl scope, M49 spotting scope, and binoculars.

Standard: To prepare a field expedient range card within 1 hour.

PERFORMANCE STEPS

1. Estimate distance to target.
2. Identify reference points.
3. Establish 3 sectors.
4. Identify center azimuth.
5. Include marginal data.
6. Draw terrain features on range card.

REFERENCES

1. FMFM 1-3B Sniping
-

EVENT: 8541 - 1 - 260

Emplace an M49A1 surface trip flare

Condition: Given an M49A1 surface trip flare, while wearing a fighting load.

Standard: In accordance with TM 9-1370-208-10.

PERFORMANCE STEPS

1. Inspect for straightness of the pull pin.
2. Inspect for alignment of the safety clip and the holes in cover loading assembly.
3. Inspect for corrosion and looseness of the cover loading assembly.
4. Inspect for a deformed flare and/or mounting bracket.
5. Inspect for tension and position of trigger spring.
6. Inspect for legibility of the ammunition lot number.
7. Loosen both wing-nuts on the mounting bracket.
8. Remove the flare assembly from the mounting bracket by sliding upward.
9. Place the flare in safe place until the mounting bracket is ready for use.

INFANTRY T&R MANUAL

10. Nail or clamp the mounting bracket firmly to a stationary object and in the upright position, with the trigger assembly up.
11. Attach the trip wire to a rigid object, approximately 40 feet to the right of the mounting bracket.
12. Return to the mounting bracket, while unrolling the trip wire.
13. Insert the trip wire through the hole in the trigger, and pull the wire taut.
14. Rotate the trigger counter-clockwise 1/4 turn, and center trigger over the opening between the tabs on the top of the mounting bracket.
15. Pull the trip wire tight to hold the trigger. Then wrap the trip wire around the trigger, and twist the trip wire until it is secure.
16. Check to ensure the trip wire is free of snags and will not bind. Ensure the trigger is centered between the tabs.
17. Replace the flare into the mounting bracket so the lower tip of the firing lever is centered between the tabs on the top of the mounting bracket and 1/16 of an inch above the trigger body.
18. Clamp the flare into position by tightening only the upper wing-nut hand tight.
19. Check to ensure the firing lever is clear to spring outward when the trigger is tripped.
20. Hold the firing lever firmly against the flare.
21. Remove the safety clip from the holes in the cover loading assembly, and retain the safety clip on the person.
22. Carefully release pressure on the firing lever until it rests against the trigger.

WEAPON AND AMMUNITION

Weapon:	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
L495	FLARE, SURFACE, TRIP, M49A1	1 each

Expenditure of ammunition is not required.

RELATED ITS

261

REFERENCES

1. TM 9-1370-208-10 Photoflash cartridges, surface flares, and miscellaneous pyrotechnic items

EVENT: 8541 - 1 - 261

Recover an M49A1 surface trip flare

Condition: Given an emplaced M49A1 surface trip flare, while wearing a fighting load.

Standard: In accordance with TM 9-1370-208-10.

INFANTRY T&R MANUAL

PERFORMANCE STEPS

1. Carefully depress and hold the firing lever against the flare body.
2. Insert the safety clip through the clip holes.
3. Loosen the upper wing-nut and push the flare down into the mounting bracket.
4. Slowly release the firing lever until the safety clip is properly positioned and holding the firing lever against the body of the flare.
5. Remove the trip wire from the trigger, and rewind the wire.
6. Remove the mounting bracket and flare assembly from the stationary object.
7. Clean and dry the flare and the bracket assembly.
8. Repack the flare inside the original packing.

WEAPON AND AMMUNITION

Weapon:	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
L495	FLARE, SURFACE, TRIP, M49A1	1 each

Expenditure of ammunition is not required.

RELATED ITS

260

REFERENCES

1. TM 9-1370-208-10 Photoflash cartridges, surface flares, and miscellaneous pyrotechnic items

EVENT: 8541 - 1 - 262

Emplace an M18A1 Claymore mine

Condition: Given an M18A1 Claymore mine, while wearing a fighting load.

Standard: In accordance with FM 23-23.

PERFORMANCE STEPS

1. Ensure the mine and all accessories are in the bandoleer.
2. Remove and maintain possession of the M57 firing device and the M40 test set.
3. Remove the dust cover from the connector of the M57 firing device and from the female connector of the M40 test set.
4. Plug the M40 test set into the M57 firing device. Leave the combination shorting plug and dust cover assembly on the other end of the M40 test set.
5. Position the M57 firing device bail to the fire position. Actuate the handle of the M57 firing device with a firm, quick squeeze and observe the flashing of the lamp through the window of the M40 test set.
6. If the lamp does not flash (on and off), disconnect and reconnect the shorting plug dust cover on the M40 test set. Retest.
7. Position the M57 firing device bail to the SAFE position.

INFANTRY T&R MANUAL

8. Remove the electrical firing wire, leaving the mine in the bandoleer.
9. Remove the shorting plug dust cover from the connector of the firing wire.
10. Remove the shorting plug dust cover from the other end of the M40 test set.
11. Plug the connector of the firing wire into the M40 test set.
12. Position the M57 firing device bail to the fire position. Ensure no friendly personnel are near the blasting cap, as it may detonate.
13. Actuate the handle of the M57 firing device with a firm, quick squeeze and observe the flashing of the lamp through the window of the M40 test set.
14. If there is no flash, replace the blasting cap and retest.
15. Position the M57 firing device bail to the SAFE position.
16. Disconnect the firing wire from the M40 test set.
17. Connect the shorting plug dust cover to the firing wire.
18. Secure the shorting plug end of the firing wire at the firing position.
19. Place the bandoleer on your shoulder and unroll the firing wire to the position selected for emplacing the mine.
20. Remove the mine from the bandoleer. Turn the legs rearward and then downward. Spread each pair of legs about 45 degrees. One leg should protrude to the front and one to the rear of the mine.
21. Position the mine with the surface marked FRONT TOWARD ENEMY and the arrows on top of the mine pointing in the direction of the enemy or the desired area of fire.
22. Select an aiming point is about 50 meters (150 feet) to the front the mine and about 2 1/2 meters (8 feet) above the ground.
23. Position the eye about 15 centimeters (6 inches) to the rear of the sight.
24. Aim the mine by sighting through the peep sight. The groove of the sight should be in line with the aiming point. The aiming point should be in the center of the desired area of coverage, and the bottom edge of the peep sight should be parallel to the ground is to be covered with the fragment spray.
25. Secure the firing wire about 1 meter behind the mine.
26. Unscrew one of the shipping plug priming adapters from the mine.
27. Slide the slotted end of the shipping plug priming adapter onto the firing wires of the blasting cap between the crimped connections and the blasting cap.
28. Pull the excess wire through the slotted end of the adapter until the top of the blasting cap is firmly seated in the bottom portion of the shipping plug priming adapter.
29. Screw the adapter with blasting cap into the detonator.
30. Re-check the aim of the mine.
31. Camouflage the mine and, if possible, bury the firing wire to protect it from fire and enemy detection.

INFANTRY T&R MANUAL

32. Make certain you have the bandoleer and other accessories. Then move to the covered firing position at least 16 meters to the rear or the side of the emplaced mine.

33. Before connecting the M57 firing device to the firing wire, make certain the safety bail is in the SAFE position and all friendly troops within 250 meters of the front and sides and 100 meters of the rear of the mine are under cover.

34. Remove the dust cover on the M57 firing device. Remove the combination shorting plug and dust cover from the end of the firing wire, and connect the M57 firing device to the firing wire.

35. Position the M57 firing device bail to the FIRE position.

36. Actuate the handle of the M57 firing device with a firm, quick squeeze.

EXTERNAL SUPPORT

1. Appropriate demolition range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC

Quantity

K143

MINE, APERS, M18A1, W/ACCES

1 each

Expenditure of ammunition is not required. K144 MINE, APERS, M18, INERT may also be used to standard.

RELATED ITS

263

REFERENCES

1. FM 23-23 Antipersonnel Mine M18A1 Claymore

EVENT: 8541 - 1 - 263

Recover an M18A1 Claymore mine

Condition: Given an emplaced M18A1 Claymore mine, while wearing a fighting load.

Standard: In accordance with FM 23-23.

PERFORMANCE STEPS

1. Position the M57 firing device bail to the SAFE position.
2. Disconnect the firing wire from the firing device.
3. Replace the combination shorting plug dust cover on the firing wire connector and the dust cover on the M57 firing device.
4. Unscrew and remove the shipping plug priming-adapter containing the blasting cap from the mine.
5. Remove the blasting cap and firing wire from the shipping plug priming-adapter.
6. Reverse the shipping plug priming-adapter, and screw the plug end of the adapter into the detonator well.
7. Remove the firing wire from its secure position.

INFANTRY T&R MANUAL

8. Re-roll the blasting cap and firing wire, and place it in its cardboard container.
9. Remove the mine from its emplacement.
10. Repack the mine and its accessories into their respective pockets in the bandoleer.

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC

Quantity

K143 MINE, APERS, M18A1, W/ACCES 1 each

Expenditure of ammunition is not required. K144 MINE, APERS, M18, INERT may also be used to standard.

RELATED ITS

262

REFERENCES

1. FM 23-23 Antipersonnel Mine M18A1 Claymore
-

EVENT: 8541 - 1 - 291

Probe for a mine

Condition: Given an individual weapon, a non-metallic probe, and an emplaced antipersonnel or antitank mine, while wearing a fighting load.

Standard: In accordance with FM 21-75.

PERFORMANCE STEPS

1. Remove helmet, load-carrying equipment, watch, rings, belt, dog tags, and anything else may hinder movement or fall off.
2. Leave rifle and equipment with the team.
3. Place the unsharpened end of the probe in the palm of one hand with fingers extended and thumb holding the probe.
4. Probe every 5 cm (2 in) across a 1-meter front. Push the probe gently into the ground, at an angle less than 45 degrees.
5. Kneel (or lie down) and feel upward and forward with the free hand to find trip wires and pressure prongs before starting to probe.
6. Put just enough pressure on the probe to sink it slowly into the ground. If the probe does not go into the ground, pick or chip the dirt away with the probe and remove it by hand.
7. Stop probing when a solid object is touched.
8. Remove enough dirt from around the object to find out what it is.
9. If the object detected is a mine, mark it by tying a piece of paper, cloth, or engineer tape to a stake and placing the stake in the ground by the mine. Report its exact location to higher headquarters.

REFERENCES

1. FM 21-75 Combat Skills of the Soldier
-

EVENT: 8541 - 1 - 294

Negotiate a wire obstacle by cutting

Condition: Given an individual weapon, empty sandbag, and wire cutters, while wearing a fighting load.

Standard: To achieve passage beyond the obstacle.

PERFORMANCE STEPS

1. Wrap an empty sandbag around the wire cutters and wire to muffle the sound of the wiring being cut.
2. Grasp the bottom wire close to a post.
3. Cut the wire between the hand and the post.
4. Bend the wire back to create a passage point.
5. Repeat steps 1 through 4, working from the bottom, up.
6. Leave the top wire intact to lessen the chance of discovery by the enemy.
7. Crawl under the wire, with back on the ground.
8. Grasp the lowest strands with the hands, or use the weapon to keep the body clear of the wire.

EXTERNAL SUPPORT

1. Wire

RELATED ITS

293 294

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 8541 - 1 - 299

Perform operator maintenance for M49 spotting scope, binoculars, Unertl 10X scope, and Leupold 6X scope

Condition: Given an M49 spotting scope, binoculars, Unertl 10X scope, Leupold 6X scope, and approved cleaning equipment.

Standard: To ensure that optics function.

PERFORMANCE STEPS

1. Inspect the optics for defects and serviceability.
2. Clean the optics.
3. Lubricate appropriate parts.
4. Demonstrate proper placement of the objective lens cap to prevent cross-threading (M49 spotting scope only).
5. Demonstrate authorized assembly/disassembly of all optical equipment.

ADMINISTRATIVE INSTRUCTIONS

1. If spotting scope body is camouflaged with paint, there is no requirement to lubricate body of the scope.
2. The use of adhesive material, such as tape, is not authorized for use on the surface of the binoculars for masking shine. A chemical reaction will take place which will cause the rubber coating to deteriorate.

REFERENCES

1. FMFM 1-3B Sniping
 2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
 3. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
-

EVENT: 8541 - 1 - 301

Perform operator maintenance on a AN/PVS-7 night vision goggles

Condition: Given an SL-3 complete AN/PVS-7 night vision goggles, and authorized clear materials.

Standard: In accordance with TM 11-5855-262-10-2.

PERFORMANCE STEPS

1. Open the carrying case and inventory items.
2. Check the maintenance record, and verify completion of the 180-day service.
3. Inspect all lenses for dirt or fingerprint residue. If necessary, clean and dry lenses with water and lens tissue.
4. Inspect lenses for cracks or damage. Scratches and gouges are acceptable if operation is not affected.
5. Ensure the battery cap and battery cap retainer are present.
6. Remove the battery cap and inspect for moisture, cracks, and corroded or defective spring contacts. Inspect for the presence of preformed packing inside the cap.
7. Rotate diopter adjustment rings to make sure the eye pieces move freely through the range of motion and are not loose.
8. Inspect eye pieces for dirt, dust, and cracked or torn cups. Inspect for bent, broken, or improperly fitting eyecup. If necessary, clean with water.
9. Slide each eye piece back and forth to check for binding or looseness.
10. Rotate objective lens focus ring to ensure free range of movement.
11. Inspect the infinity focus-locking ring for tightness.
12. Inspect for cracked, torn, or missing lens cap. Inspect cord for cuts, damage, or frayed ends. Re-tie ends if necessary.
13. Remove any batteries and turn the switch from reset/OFF to ON to IR/pull. Each position should have a definite stopping point. Inspect for broken or missing knob.

INFANTRY T&R MANUAL

14. Re-install batteries and check IR, and momentary IR if so equipped, functions by following the operating instructions in paragraph 2-27.
15. Remove goggles from the head mount while in operation. Goggles automatically shut off.
16. Inspect head mount for cuts, tears, fraying, holes, cracks, or defective fasteners.
17. Inspect head mount for dirt, dust, or corrosion.
18. Inspect head mount for dirt, dust, or corrosion.
19. Press the socket-release button and check for free motion.
20. Rotate the IR focus lens to ensure free movement.
21. Inspect for dirt, dust, scratches, or damage. If necessary, clean with water and dry with lens tissue. Install compass assembly and turn on goggles. When the illumination button is depressed, compass is visible.
22. Remove all items from the carrying case and shake out loose dirt and foreign material.
23. Inspect the carrying case for tears, cuts, excess wear, or damage to mounting clips.

REFERENCES

1. TM 11-5855-262-10-2 Night Vision Goggles
-

EVENT: 8541 - 1 - 302

Operate AN/PVS-7 night vision goggles

Condition: Given an SL-3 complete AN/PVS-7 night vision goggles, while wearing a fighting load.

Standard: In accordance with TM 09500A-10/1.

PERFORMANCE STEPS

1. Install battery(ies).
2. Don the head mount or helmet mount.
3. Install the goggles into the mount socket.
4. Depress the side buttons and move the goggles fore or aft to set the appropriate eye relief.
5. Adjust straps.
6. Turn the power switch to the on position.
7. Adjust the tilt adjustment lock knob, if helmet mounted.
8. Adjust the eye pieces by sliding them together or apart so each eye can observe the entire field of view.
9. While obstructing view through the right eye piece, rotate the left diopter adjustment ring to obtain the clearest view.
10. Adjust the eye relief distance by pressing the socket release button and sliding the goggles fore or aft to obtain a full field of view.
11. Readjust the diopter adjustment rings for the best image.

INFANTRY T&R MANUAL

12. Observe an object and adjust the objective lens focus until the sharpest image is obtained.

REFERENCES

1. TM 09500A-10/1 Operator's Manual AN/PVS-7B
-

EVENT: 8541 - 1 - 303

Mount and zero the KN203F SIMRAD night intensifier device

Condition: Given a KN203F SIMRAD night intensifier device, M40A1 sniper rifle scope, tools, and a zero range.

Standard: To mount and adjust the KN203F SIMRAD night intensifier device to point of aim/point of impact.

PERFORMANCE STEPS

1. Turn on/off SIMRAD.
2. Mount the SIMRAD to the M40A1.
3. Adjust the FAB on the KN203.

EXTERNAL SUPPORT

1. Known distance range with appropriate target

WEAPON AND AMMUNITION

Weapon: M40A1	7.62mm Sniper Rifle	
<u>DODIC</u>		<u>Quantity</u>
A171	CTG, 7.62MM, BALL, MATCH, M852	10 each

REFERENCES

1. SW215-AM-MMO-010 Operator's and organizational maintenance manual for night vision imaging system (NVIS), AN/PVS-9
-

EVENT: 8541 - 1 - 304

Perform focus/adjustment on the Unertl scope

Condition: Given a Unertl scope, scope tools, a white card, and a target 300 yards away.

Standard: To obtain a focused target with UNERTL scope.

PERFORMANCE STEPS

1. Adjust focus.
2. Check for parallax.
3. Adjust if parallax is present.

ADMINISTRATIVE INSTRUCTIONS

1. The weapon must be placed in a stable position that will prevent the weapon from being moved while the scope is being checked for parallax.

INFANTRY T&R MANUAL

2. When adjusting the scope for eye relief ensure that the scope rings do not touch the flanged parts of the ocular and objective lens housing.

REFERENCES

1. FMFM 1-3B Sniping
 2. TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
 3. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
-

EVENT: 8541 - 1 - 326

Prepare a field sketch

Condition: Given a mission, a military map, pen or pencil, straight edge ruler, M49 spotting scope, binoculars, an objective, and an final firing point.

Standard: To sketch all pertinent information.

PERFORMANCE STEPS

1. Identify terrain features in objective area.
2. Measure any personnel or equipment in the objective area.
3. Determine scale to be used on the sketch.
4. Place a reference point on the sketch.
5. Draw features on the sketch.
6. Place marginal information on the sketch.

REFERENCES

1. FMFM 1-3B Sniping
-

EVENT: 8541 - 1 - 331

Describe foreign weapons and equipment

Condition: Given an assigned mission, an assigned objective, and operating from a concealed position with the proper equipment and optics.

Standard: To ensure accurate report is submitted to accomplish the mission.

PERFORMANCE STEPS

1. Describe foreign vehicles.
2. Describe foreign weapons and equipment.
3. Describe foreign small arms.
4. Describe foreign crew-served weapons.

ADMINISTRATIVE INSTRUCTIONS

1. The scout-sniper must also know the NATO weapons, vehicles, and aircraft.

RELATED ITS

332

REFERENCES

1. Janes Book Of Armored Vehicles (Current Year)
 2. FM 100-2-3 The Soviet Army
-

EVENT: 8541 - 1 - 332

Identify armored vehicles

Condition: Given armored vehicles.

Standard: By achieving identification of 80% of the vehicles by NATO designator.

PERFORMANCE STEPS

1. Determine tank or non-tank. Note: If tank, follow steps 2, 3, 4, 6, and 8. If non-tank, follow steps 5, 6, 7, and 8.
2. Determine absence or presence of a copula.
3. Determine the type turret.
4. Determine absence or presence, type, and location of bore evacuator.
5. Determine location of turret.
6. Determine type of suspension.
7. Determine country of origin indicators.
8. Determine specific key identifying features.

ADMINISTRATIVE INSTRUCTIONS

1. Additional vehicles may be added to the above list by reviewing intelligence reports for current or expected areas of operation.

RELATED ITS

331

REFERENCES

1. Jane's Armor and Artillery 2000 (CD ROM)
 2. FM 2-11 Anti-Mechanized Operations
 3. CVIG Combat Vehicle Identification Guide (CD ROM)
 4. FM 100-2-3 The Soviet Army
-

EVENT: 8541 - 1 - 333

Challenge personnel entering an area

Condition: Given an assigned area and an individual weapon, while wearing a fighting load.

Standard: By preventing enemy infiltration into the assigned area.

PERFORMANCE STEPS

1. Observe the front, flanks, and rear of the assigned area.
2. Upon observation/alert of enemy personnel, say, "Halt! Who is there?" before the person is close enough to pose a threat.
3. Say "Advance and be recognized!" while maintaining a concealed position and keeping the person covered.
4. Say "Halt!" when the person is close enough to be recognized.
5. If the person is recognized, allow them to pass. If the person is not recognized, issue the password in a low tone.
6. If the countersign is correctly returned, allow the person to pass. If the countersign is not returned or returned incorrectly, disarm and detain the person.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
-

EVENT: 8541 - 1 - 334

React to a ground flare

Condition: Given an individual weapon, while wearing a fighting load.

Standard: By avoiding enemy detection.

PERFORMANCE STEPS

1. Drop to the ground.
2. Crawl away from the illuminated area.

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 8541 - 1 - 335

React to an overhead flare

Condition: Given an individual weapon, while wearing a fighting load.

Standard: By avoiding enemy detection.

PERFORMANCE STEPS

1. Drop to a prone position upon hearing a flare being fired and before it illuminates.
2. Remain motionless while it is burning.
3. If in the open or moving when a flare bursts in the air, freeze or drop immediately.

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 8541 - 1 - 338

Perform creeping

Condition: Given an individual weapon, while wearing a fighting load.

Standard: By advancing to an objective without being audibly detected.

PERFORMANCE STEPS

1. Move on hands and knees.
2. Use hands to feel for twigs, leaves, or other substances might make noise.
3. Using the hands, clear a spot to place your knee and keep your hand remaining at spot.
4. Bring your knee forward until it meets your hand.
5. Place your knee on the ground and repeat the action with the other hand and knee.
6. Clear an area for your rifle and lay it on the ground at your side.
7. Move it forward as you creep.

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 8541 - 1 - 339

Perform night walk

Condition: Given an individual weapon, while wearing a fighting load.

Standard: By advancing to an objective without being audibly detected.

PERFORMANCE STEPS

1. Carry the weight of the body balanced on the rear foot until a secure spot is found for the forward foot.
2. Lift the forward foot high to clear any stiff grass, brush, or other obstruction.
3. Keep body weight balanced on the rear.
4. Lower the forward foot gently, toe first.
5. Explore the ground for objects that might make noise.
6. Lower heel of the forward foot, and slowly transfer the weight of the body to that foot.

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 8541 - 1 - 340

Move across an open area

Condition: Given an individual weapon, while wearing a fighting load.

Standard: By minimizing exposure of self to observation or enemy fire.

PERFORMANCE STEPS

1. Make a visual reconnaissance of the area.
2. Select a position that offers the best cover and concealment.
3. Run the shortest distance between covered positions, without masking supporting fires.
4. Move along the far building to the next position.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain
 2. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
-

EVENT: 8541 - 1 - 341

Select a hasty firing position

Condition: Given an individual weapon, while wearing a fighting load.

Standard: By assuming a position which allows fire to be placed upon the enemy while taking advantage of available cover and concealment.

PERFORMANCE STEPS

1. Make a visual reconnaissance of the area.
2. Select a position that offers the best cover and concealment.
3. Fire around cover, not over it.
4. Remain far enough back from the cover, so the weapon or muzzle flash does not extend beyond it.
5. Avoid being silhouetted against a light colored background.
6. Fire from a kneeling or prone position, to reduce exposure to enemy fire.

RELATED ITS

342

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain
-

EVENT: 8541 - 1 - 343

Execute unarmed close combat

Condition: Given an opponent.

Standard: By disabling the opponent through serious bodily harm or death.

PERFORMANCE STEPS

1. Execute firearm disarmament techniques.
2. Execute unarmed techniques against hand-held weapons.
3. Execute counter techniques against hand-held weapon attacks.
4. Execute upper and lower body strikes.
5. Execute throws.
6. Execute chokes.
7. Execute counters to chokes and holds.
8. Execute ground fighting.

RELATED ITS

344

REFERENCES

1. MCRP 3-02B Close Combat
-

EVENT: 8541 - 1 - 344

Execute armed close combat

Condition: Given an M16A2 service rifle fixed with a bayonet and/or a weapon of opportunity, and an opponent, while wearing a fighting load.

Standard: By disabling the opponent through serious bodily harm or death.

PERFORMANCE STEPS

1. Execute offensive and defensive rifle bayonet techniques.
2. Execute offensive and defensive techniques using weapons of opportunity.
3. Execute offensive and defensive techniques using a knife.

RELATED ITS

343

REFERENCES

1. MCRP 3-02B Close Combat
-

EVENT: 8541 - 1 - 350

Move parallel to a building

Condition: Given an individual weapon, while wearing a fighting load.

Standard: By minimizing exposure of self to observation or enemy fire.

PERFORMANCE STEPS

1. Move 6 to 8 inches from the side of the building.
2. Stay in the shadows.

INFANTRY T&R MANUAL

6. Place sandbags over holes not being used, to prevent the enemy from firing into or observing through them.
7. Place available material over windows, to keep the enemy from throwing in hand grenades.
8. Take measures to reduce dust that may create a signature.
9. Camouflage the position.

EXTERNAL SUPPORT

1. MOUT Facility / MOUT training area

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain
-

EVENT: 8541 - 1 - 355

Observe around a corner

Condition: Given an individual weapon, while wearing a fighting load.

Standard: By minimizing exposure of self to observation or enemy fire.

PERFORMANCE STEPS

1. Assume a prone position.
2. Short stock the weapon.
3. Point the weapon in the direction to be observed.
4. Raise upper body onto the elbows.
5. Push body forward with feet and legs without moving elbows.
6. Rest forearms on the deck, keeping a low profile, and weapon ready.
7. Observe around the corner, exposing only the weapon, helmet, and a minimal amount of the face.

EXTERNAL SUPPORT

1. MOUT Facility / MOUT training area

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain
-

EVENT: 8541 - 1 - 356

Operate in support of actions in a built up area

Condition: Given an operations order for a mission in a built-up area, required weapons, ammunition, and equipment.

Standard: To position the scout sniper team in the built-up area, where it can best support the mission.

PERFORMANCE STEPS

1. Receive the commander's concept of operations.
2. Suggest recommendations/modifications of proposed actions to the commander.
3. Coordinate with appropriate agencies.
4. Execute mission.
5. Make reports, as required.
6. Debrief mission.

REFERENCES

1. FMFM 1-3B Sniping
-

EVENT: 8541 - 1 - 361

Determine the grid coordinates of a point on a map

Condition: Given a topographical map, a point on a map, protractor, and map pen.

Standard: By determining the six-digit grid for the point.

PERFORMANCE STEPS

1. Ensure the appropriate scale is being used for the corresponding map.
2. Ensure the scale is right side up.
3. Place the zero-zero point at the lower left corner of the grid square.
4. Keep the horizontal line of the scale directly on top of the east-west grid line.
5. Measure the hundredths of a grid square right and up from the grid lines to the point.

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 362

Determine a grid azimuth using a protractor

Condition: Given a topographical map, 2 points on a map, protractor, and map pen.

Standard: Within 1 degree.

PERFORMANCE STEPS

1. Draw a line between the 2 points.
2. Place the index of the protractor at the point where the drawn line crosses a vertical grid line.
3. Ensure the base line of the protractor is oriented parallel to a north-south grid line.

INFANTRY T&R MANUAL

4. Ensure the 0 or 360 degree mark of the protractor is towards the top or north on a map, and the 90 degree mark of the protractor is to the right.
5. Align the 0 to 180 degree line of the protractor on the vertical grid line.
6. Read the value of the angle from the scale.

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 363

Convert a magnetic azimuth to a grid azimuth

Condition: Given a topographical map and a magnetic azimuth.

Standard: By determining the grid azimuth, without error.

PERFORMANCE STEPS

1. Locate the declination diagram on the map.
2. Add or subtract the G-M angle to the grid azimuth, as indicated, in the declination diagram.

RELATED ITS

362

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 364

Convert a grid azimuth to a magnetic azimuth

Condition: Given a topographical map and a grid azimuth.

Standard: By determining magnetic azimuth, without error.

PERFORMANCE STEPS

1. Locate the declination diagram on the map.
2. Add or subtract the G-M angle to the grid azimuth as indicated in the declination diagram.

RELATED ITS

362

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 365

Orient a map with a compass

INFANTRY T&R MANUAL

Condition: Given a topographical map and a lensatic compass.

Standard: By orienting north and south of a map with north and south on the ground.

PREREQUISITES

8541 - 1 - 361

PERFORMANCE STEPS

1. Determine the direction of the declination and its value from the declination diagram.
2. Hold the map horizontal to the ground.
3. Place the straight edge on the left side of the compass along side the north-south grid line, with the cover of the compass pointing towards the top of the map.
4. Rotate the map and compass together until the magnetic arrow is below the fixed black index line on the compass.
5. Rotate the map and compass in the direction of the declination diagram until it reads the degrees of the G-M angle.

RELATED ITS

362 363 364 367 368

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 366

Measure distance on a map

Condition: Given a topographical map, protractor, paper, and a pen.

Standard: Within 100 meters.

PERFORMANCE STEPS

1. Lay the straight edge of a piece of paper on the map, and ensure the edge of the paper touches both points and extends past them.
2. Make a tick mark on the edge of the paper at each point.
3. Move the paper down to the graphic bar scale.
4. Align the right tick mark with a printed number in the primary scale so the left tick mark is in the extension scale.
5. Determine the distance represented in the primary scale.
6. Determine the distance represented in the extension scale.
7. Add the primary scale distance to the extension scale distance.

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 367

Determine the error in a lensatic compass

Condition: Given a lensatic compass, a surveyed point with a level platform, an azimuth marker, and a surveyed known direction.

Standard: Within 1 degree.

PERFORMANCE STEPS

1. Place compass at survey point.
2. Remove all magnetic attractions.
3. Sight in on azimuth marker.
4. Calculate error.
5. Record error on compass.

RELATED ITS

365

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 368

Orient a map by terrain association

Condition: Given a topographical map.

Standard: By orienting north and south of a map with north and south on the ground.

PERFORMANCE STEPS

1. Hold the map horizontal to the ground.
2. Match the surrounding terrain features to those depicted on the map.
3. Match the surrounding vegetation depicted on the map.
4. Match the surrounding man-made features depicted on the map.
5. Rotate the map until the features on the map are aligned with the same features on the ground.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

365

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 369

Determine a back azimuth

Condition: Given a grid azimuth.

Standard: Without error.

PERFORMANCE STEPS

1. If the grid azimuth is 180 degrees or more, subtract 180 degrees from the azimuth.
2. If the grid azimuth is 179 degrees or less, add 180 degrees to the azimuth.

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 370

Pre-set a lensatic compass and follow an azimuth during daylight

Condition: Given a topographical map, lensatic compass, designated points, protractor, map pen, and individual weapon, while wearing a fighting load.

Standard: By arriving within 100 meters of each designated checkpoint.

PREREQUISITES

8541 - 1 - 366

8541 - 1 - 367

PERFORMANCE STEPS

1. Determine pace count.
2. Orient a map.
3. Determine the distance between points.
4. Determine the grid azimuth between points.
5. Convert the grid azimuth to a magnetic azimuth.
6. Hold the lensatic compass level.
7. Rotate the lensatic compass until the desired azimuth falls under the fixed black index line.
8. Turn the bezel ring until the luminous line is aligned with the north seeking arrow.
9. Assume the center-hold position.
10. Rotate your body until the north-seeking arrow is aligned with the luminous line.
11. Proceed forward in the direction of the front cover's sighting wire.
12. Maintain alignment of the luminous line and north-seeking arrow until the desired distance has been traversed.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

362

365

366

367

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 371

Pre-set a lensatic compass and follow an azimuth during darkness

Condition: Given a topographical map, lensatic compass, designated points, protractor, map pen, and individual weapon, while wearing a fighting load.

Standard: By arriving within 100 meters of each designated checkpoint.

PREREQUISITES

8541 - 1 - 366

8541 - 1 - 367

PERFORMANCE STEPS

1. Determine pace count.
2. Plot grid coordinates.
3. Determine the distance between points.
4. Determine the grid azimuth between points.
5. Convert the grid azimuth to a magnetic azimuth.
6. Orient a map.
7. Hold the lensatic compass level.
8. Rotate the bezel ring until the luminous line is over the fixed black index line.
9. Divide the desired azimuth by 3 to determine the number of clicks to rotate the bezel ring.
10. Rotate the bezel ring to the left the appropriate number of clicks.
11. Assume the center-hold position.
12. Rotate your body until the north-seeking arrow is aligned with the luminous line.
13. Proceed forward in the direction of the front cover's sighting wire.
14. Maintain alignment of the luminous line and north-seeking arrow until the desired distance has been traversed.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

362

365

366

367

370

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 372

Locate an unknown point by intersection

Condition: Given a lensatic compass, topographical map, protractor and map pen.

Standard: By determining a six-digit grid coordinate for an unknown point.

PREREQUISITES

8541 - 1 - 366

8541 - 1 - 367

PERFORMANCE STEPS

1. Mark and define left and right lateral limits with suitable materials.
2. Identify all likely avenues of enemy approach, possible enemy assault positions, and all dead space within the assigned sector of fire.
3. Determine ranges to all possible targets.
4. Emplace elevation stake with proper elevation to set the range to the target area. Ensure it falls on the barrel of the M203, but does not interfere with the operation of the weapon.
5. Emplace deflection stake, to give proper direction to target area.
6. Emplace recoil stake, to absorb the recoil of the weapon along the butt stock of the weapon.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

365

367

368

373

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
-

EVENT: 8541 - 1 - 373

Locate an unknown position by modified resection

Condition: Given a lensatic compass, topographical map, protractor, and map pen.

Standard: By determining a six-digit grid coordinate for an unknown position.

PREREQUISITES

8541 - 1 - 366

8541 - 1 - 367

PERFORMANCE STEPS

1. Orient the map.
2. Move to a linear terrain feature which can be identified on the map.

RELATED ITS

365 367 368 373

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 375

Navigate using aerial photographs

Condition: Given an operation order from higher authority, an area of operation, an aerial photo of the area, a 1:50,000 scale military map, compass, protractor, and a metric ruler.

Standard: To navigate utilizing aerial photograph to accomplish higher headquarters' mission.

PERFORMANCE STEPS

1. Orient aerial photo.
2. Determine the six-digit grid coordinate of the objective.
3. Select routes to and from the objective area.
4. Determine checkpoints.
5. Determine azimuths between checkpoints.
6. Determine the distance between checkpoints.
7. Navigate to and from the objective area.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. Photo of maneuver / training area

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 376

Navigate using relief sketch

Condition: Given a sketch of a military map, a lensatic compass, a starting point, and an objective.

Standard: To navigate to a given objective.

PERFORMANCE STEPS

1. Prepare a relief sketch from a military map.
2. Identify objective on relief sketch.
3. Identify landmarks and limiting features (streams, structures, distinct terrain features).
4. Identify north.
5. Identify sun rise location or sun set location.

INFANTRY T&R MANUAL

6. Identify areas to avoid, such as potential enemy locations.
7. Navigate from starting point to objective.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 377

Navigate using the Global Positioning System (GPS)

Condition: Given a map, protractor, map pen, designated objective(s), Global Positioning System (GPS) and accessories, wearing a fighting load.

Standard: By arriving within 100 meters of each designated checkpoint.

PERFORMANCE STEPS

1. Determine six-grid of objective from map plot.
2. Input destination coordinates into global positioning system.
3. Determine current location coordinates from global positioning system reading.
4. Determine azimuth and distance to objective from global positioning system.
5. Move towards objective.
6. Monitor progress.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

378

REFERENCES

1. Trimpack GPS Receiver, Operation and Maintenance Guide
-

EVENT: 8541 - 1 - 378

Navigate using the AN/PSN-11 Precision Lightweight GPS Receiver (PLGR)

Condition: Given a map, protractor, map pen, designated objective(s), AN/PSN-11 PLGR, wearing a fighting load.

Standard: By arriving within 100 meters of each designated checkpoint.

PERFORMANCE STEPS

1. Determine six-digit grid of objective from map plot.
2. Input destination coordinates into global positioning system.

INFANTRY T&R MANUAL

3. Determine current location coordinates from global positioning system reading.
4. Determine azimuth and distance to objective from global positioning system.
5. Move towards objective.
6. Monitor progress.
7. Zeroize the AN/PSN-11 Precision Lightweight GPS Receiver (PLGR).

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

377

REFERENCES

1. TM 11-5825-291-13 Satellite Signals: Navigation Set AN/PSN-11 (PLGR)
-

EVENT: 8541 - 1 - 379

Transmit a Position Report (PosRep)

Condition: Given a map and a radio, while wearing a fighting load.

Standard: By reporting location.

PREREQUISITES

8541 - 1 - 361

PERFORMANCE STEPS

1. Determine six or eight-digit grid of location.
2. Transmit location.

RELATED ITS

361

372

373

374

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 8541 - 1 - 380

Select a route utilizing a topographic map

Condition: Given a 5 paragraph order, topographical map, protractor, and map pen.

Standard: By maximizing utilization of terrain and vegetation to avoid detection.

INFANTRY T&R MANUAL

PERFORMANCE STEPS

1. Analyze the mission.
2. Analyze the enemy disposition.
3. Analyze troops and fire support availability.
4. Analyze key terrain features.
5. Analyze terrain with respect to observation and fields of fire.
6. Analyze terrain with respect to cover and concealment.
7. Analyze terrain with respect to obstacles.
8. Determine danger areas.
9. Analyze terrain with respect to avenues of approach.
10. Analyze the effects of weather.
11. Analyze time and distance requirements.
12. Analyze logistical support requirements.
13. Determine checkpoints to facilitate control of movement.
14. Determine steering marks to facilitate control of navigation.

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
-

EVENT: 8541 - 1 - 381

Construct a map overlay

Condition: Given a 5 paragraph order, topographical map, protractor, overlay material, and map pen.

Standard: Which contains each of the required items.

PERFORMANCE STEPS

1. Orient the overlay to the area of operation.
2. Place register marks on the overlay.
3. Plot topographical deviations to the map.
4. Plot mission control measures.
5. Plot fire support control measures.
6. Plot unit symbols.
7. Plot weapons and equipment symbols.
8. Annotate title and objective.
9. Annotate time and date.
10. Annotate map reference.
11. Annotate author.
12. Annotate legend.
13. Annotate security classification.
14. Annotate additional information.
15. Submit copy to higher headquarters.

REFERENCES

1. FM 21-26 Map Reading and Land Navigation
 2. MCRP 5-12A Operational Terms and Graphics
-

EVENT: 8541 - 1 - 382

Estimate range

Condition: Given a target.

Standard: To an accuracy of 50 meters.

PERFORMANCE STEPS

1. Using map, knowing current grid location.
2. Apply 100 meter increments from current location to target.
3. Determine the size of objects.
4. Use the bracketing method, applying known distances to adjacent objects.
5. Use an established range card.
6. Use optics (binoculars and M40 rifle telescope only).

ADMINISTRATIVE INSTRUCTIONS

1. Any single or combination of methods can be used to estimate the range.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

368

REFERENCES

1. FM 6-30 Observed Fire Procedures
-

EVENT: 8541 - 1 - 388

Call for indirect fire using the grid method

Condition: Given a topographic map, compass, protractor, target, and binoculars.

Standard: By achieving effective fire on target within 3 adjustments.

PREREQUISITES

8541 - 1 - 361

PERFORMANCE STEPS

1. Determine target description.
2. Determine/Estimate the location of the target, using grid coordinates.

INFANTRY T&R MANUAL

3. Determine the direction to the target from the observer's position in mils.
4. Determine/Estimate the distance to the target from the observer's position in meters.
5. Establish an observer to target factor.
6. Determine the method of engagement.
7. Determine the method of fire and control.
8. Initiate a Call For Fire (CFF) by transmitting observer identification and warning order to the fire direction center.
9. Transmit a target location using an eight-digit grid coordinate to the Fire Direction Center (FDC).
10. Transmit a target description, method of engagement, and method of fire and control to the Fire Direction Center (FDC).
11. Receive a message to observer from the Fire Direction Center (FDC).
12. Transmit the message to observer to the Fire Direction Center (FDC).
13. Receive "Shot, over" from the Fire Direction Center (FDC).
14. Transmit "Shot, out" to the Fire Direction Center (FDC).
15. Observe the impact of the round.
16. Spot the round for height of burst, range, and deviation from the target.
17. Using the height of burst (HOB) spotting, determine the height of burst correction in meters.
18. Using the range spotting, determine the range correction in meters, using successive or hasty bracketing.
19. Using the deviation spotting and the OT factor (The mil relation formula or WERM rule), determine the deviation correction in meters.
20. Transmit the direction to the target from the observer's position in mils grid.
21. Transmit a correction for deviation, range, and height of burst.
22. Repeat performance steps 13 through 21 until the target is within the effective casualty radius/HOB of the round.
23. Transmit a request to Fire For Effect (FFE) to the Fire Direction Center (FDC).
24. Receive, "Rounds complete, over" from the Fire Direction Center (FDC).
25. Transmit, "Rounds complete, out" to the Fire Direction Center (FDC).
26. Determine the effect on target.
27. Determine refinement corrections.
28. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

EXTERNAL SUPPORT

1. Supporting indirect fire
2. Impact area

INFANTRY T&R MANUAL

WEAPON AND AMMUNITION

Weapon: M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C869	CTG, 81mm, HE W/FZ PD	4 each

RELATED ITS

361	375	389	390
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REFERENCES

1. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
-

EVENT: 8541 - 1 - 389

Call for indirect fire using the polar method

Condition: Given a topographic map, compass, protractor, target, and binoculars.

Standard: By achieving effective fire on target within 3 adjustments.

PREREQUISITES

8541 - 1 - 375

PERFORMANCE STEPS

1. Determine the grid coordinates of your location.
2. Transmit your location coded to the Fire Direction Center (FDC).
3. Determine target description.
4. Determine the direction to the target from the observer's position in mils.
5. Determine the vertical interval between the observer and the target in meters.
6. Establish an observer to target factor.
7. Determine the method of engagement.
8. Determine the method of fire and control.
9. Initiate a Call For Fire (CFF) by transmitting observer identification and warning order to the Fire Direction Center (FDC).
10. Transmit a target location using the direction, distance, and vertical shift to the target from the observer to the Fire Direction Center (FDC).
11. Transmit a target description, method of engagement, and method of fire and control to the Fire Direction Center (FDC).
12. Receive a message to observer from the Fire Direction Center (FDC).
13. Transmit the message to observer to the Fire Direction Center (FDC).
14. Receive "Shot, over" from the Fire Direction Center (FDC).
15. Transmit "Shot, out" to the Fire Direction Center (FDC).
16. Observe the impact of the round.
17. Spot the round for height of burst, range, and deviation from the target.

INFANTRY T&R MANUAL

PERFORMANCE STEPS

1. Determine the grid coordinates of your location.
2. Transmit your location coded to the Fire Direction Center (FDC).
3. Determine target description.
4. Determine the direction to the target from the observer's position in mils.
5. Determine/Estimate the distance to the target from the observer's position in meters.
6. Determine the vertical interval between the observer and the target in meters.
7. Establish an observer to target factor.
8. Determine the method of engagement.
9. Determine the method of fire and control.
10. Initiate a Call For Fire (CFF) by transmitting observer identification and warning order to the Fire Direction Center (FDC). The warning order consists of FDC call sign, observer ID, and the target shifted from. (FDC this is FO, shift from AB-1001, over.)
11. Send the second transmission. It consists of observer to target (OT) direction, and corrections from a known target. (Direction 2850, left/right_____, add/drop_____, up/down_____, over.)
12. Send the third transmission. It consists of a target description, method of engagement, and method of fire and control to the Fire Direction Center (FDC). (Dismounted infantry and APCs in the open, HE/RP mix, fire when ready, over.)
13. Receive a message to observer from the Fire Direction Center (FDC).
14. Transmit the message to observer to the Fire Direction Center (FDC).
15. Receive "Shot, over" from the Fire Direction Center (FDC).
16. Transmit "Shot, out" to the Fire Direction Center (FDC).
17. Observe the impact of the round.
18. Spot the round for height of burst, range, and deviation from the target.
19. Using the height of burst spotting, determine the height of burst (HOB) correction in meters.
20. Using the range spotting, determine the range correction in meters using successive or hasty bracketing.
21. Using the deviation spotting and the OT factor, determine the deviation correction in meters.
22. Transmit a correction for deviation, range, and height of burst.
23. Repeat performance steps 15 through 22 until the target is within the effective casualty radius/HOB of the round.
24. Transmit a request to Fire For Effect (FFE) to the Fire Direction Center (FDC).
25. Receive "Rounds complete" from the Fire Direction Center (FDC).
26. Transmit "Rounds complete" to the Fire Direction Center (FDC).
27. Determine the effect on target.
28. Determine refinement corrections.

INFANTRY T&R MANUAL

REFERENCES

1. FM 6-30 Observed Fire Procedures
 2. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
-

EVENT: 8541 - 1 - 392

Conduct an immediate smoke mission

Condition: Given a topographic map, compass, protractor, and a target.

Standard: Totally obscuring the target, and ensuring the initial target location is within 300 meters of the actual target location and the Call For Fire (CFF) is transmitted within 30 seconds of target location.

PERFORMANCE STEPS

1. Determine the placement point of immediate smoke.
2. Transmit the complete Call For Fire (CFF) in the proper sequence.
3. Determine and transmit subsequent corrections, as required.
4. Spot initial rounds and determine and transmit deviation and range corrections to provide effective coverage. Minimum deviation and range corrections are 50 and 100 meters, respectively.
5. Determine height of burst corrections, as necessary.
6. End mission when desired results are achieved.

EXTERNAL SUPPORT

1. Supporting indirect fire
2. Impact area

WEAPON AND AMMUNITION

Weapon: M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C870	CTG, 81mm, SMK SCREEN RP LWCMUK	8 each

RELATED ITS

391 393

REFERENCES

1. FM 6-30 Observed Fire Procedures
 2. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
-

EVENT: 8541 - 1 - 393

Conduct a quick smoke mission

Condition: Given a topographic map, compass, protractor, and a target.

Standard: Successfully denying enemy observation and ensuring initial target location is within 200 meters of the actual target location. The Call For Fire (CFF) must be transmitted within 90 seconds of target identification, and subsequent corrects

INFANTRY T&R MANUAL

made within 15 seconds of the previous burst.

PERFORMANCE STEPS

1. Determine the size of the area to be obscured or screened.
2. Determine the wind direction in relation to the maneuver-target line.
3. Determine and transmit subsequent corrections, as required.
4. Spot initial rounds and determine and transmit deviation and range corrections to provide effective coverage. Minimum deviation and range corrections are 50 and 100 meters, respectively.
5. Determine height-of-burst corrections, as necessary.
6. End mission when desired results are achieved.

EXTERNAL SUPPORT

1. Supporting indirect fire
2. Impact area

WEAPON AND AMMUNITION

Weapon: M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C870	CTG, 81mm, SMK SCREEN RP LWCMUK	8 each

RELATED ITS

392

REFERENCES

1. FM 6-30 Observed Fire Procedures
 2. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
-

EVENT: 8541 - 1 - 394

Conduct a Fire For Effect (FFE) mission

Condition: Given a topographic map, compass, protractor, and a target.

Standard: Locating a target within +/-50 meters of the actual location and transmitting the Call For Fire (CFF) within 2 minutes of target identification.

PERFORMANCE STEPS

1. Determine the target location.
2. Prepare and transmit the Call For Fire (CFF).
3. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

EXTERNAL SUPPORT

1. Supporting indirect fire
2. Impact area

INFANTRY T&R MANUAL

7. Based on the time of flight provided by the Fire Direct Center and the rate of speed of the target and time of flight, determine a trigger point on the ground.
8. Conduct the mission.
9. Transmit refinement data (if any), Record as Target (if desired), End of Mission (required), and surveillance (required).

EXTERNAL SUPPORT

1. Supporting indirect fire
2. Impact area with moving targets (movement may be simulated)

WEAPON AND AMMUNITION

Weapon: M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C869	CTG, 81mm, HE W/FZ PD	6 each

REFERENCES

1. FM 6-30 Observed Fire Procedures
 2. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
-

EVENT: 8541 - 1 - 399

Conduct 2 fire missions simultaneously

Condition: Given a topographic map, compass, protractor, and a target.

Standard: Transmitting both Calls For Fire (CFF) within 2 minutes of identification of the last target. Initial target locations must be within 200 meters of the actual location of the target. Fire For Effect (FFE) must be within 50 meters of each target, with no more than 3 subsequent rounds used in adjustment.

PERFORMANCE STEPS

1. Determine location of targets.
2. Prepare and transmit both Calls For Fire (CFFs), in the proper sequence.
3. Precede corrections with, "target number."
4. Complete missions using normal procedures.

WEAPON AND AMMUNITION

Weapon: M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C869	CTG, 81mm, HE W/FZ PD	9 each

REFERENCES

1. FM 6-30 Observed Fire Procedures
 2. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
-

INFANTRY T&R MANUAL

EVENT: 8541 - 1 - 407

Conduct fire missions with the AN/GVS-5 laser range finder

Condition: Given the references, an AN/GVS-5 laser range finder, a compass, a map, a designated target, and communications with the Fire Direction Center (FDC).

Standard: Per the references, accurately measuring and announcing the target distance, to the nearest 10 meters.

PERFORMANCE STEPS

1. Determine observer target direction.
2. Remove the lens cover.
3. Set the PWR switch at ON.
4. Aim the laser at the target.
5. Lase the target.
6. Express range to the target.
7. Use the minimum range setting, when appropriate, or when the multiple target warning light illuminates.
8. Transmit the Call For Fire (CFF) using polar plot data.
9. Determine range to burst and transmit appropriate deviation and range corrections.
10. Request Fire For Effect (FFE).
11. Transmit refinement data (if any), Record as Target (if desired), End of Mission (required), and surveillance (required).
12. Set the PWR switch at OFF.

WEAPON AND AMMUNITION

Weapon: M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C869	CTG, 81mm, HE W/FZ PD	4 each

REFERENCES

1. FM 6-30 Observed Fire Procedures
 2. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
 3. TM 11-5860-201-10 Laser Infrared Observation Set AN/GVS-5
-

EVENT: 8541 - 1 - 408

Adjust naval gunfire

Condition: Given binoculars, radio, call signs/frequencies, map, compass, coordinate scale, a Fire Direction Center (FDC), and a direct support ship prepared to fire in response to the Call For Fire (CFF).

Standard: To achieve the desired effect on target within 6 rounds.

INFANTRY T&R MANUAL

PERFORMANCE STEPS

1. Locate target.
2. Determine magnetic direction to target.
3. Prepare and transmit Call For Fire (CFF).
4. Adjust rounds onto target.
5. Assess target damage.
6. Terminate mission.

ADMINISTRATIVE INSTRUCTIONS

1. This task will be trained on TSFO.

EXTERNAL SUPPORT

1. TSFO - Trainer Support Forward Observer

REFERENCES

1. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
-

EVENT: 8541 - 1 - 409

Plan for the employment of supporting arms

Condition: Given a map and a mission order with a commander's intent for fire support.

Standard: To support the scheme of maneuver in accordance with higher headquarters' order and commander's intent for fire support.

PERFORMANCE STEPS

1. Determine organic and non-organic fire support assets available.
2. Identify fire support control measures.
3. Plan targets in support of the scheme of maneuver.
4. Identify priority targets on known, suspected, and likely enemy positions/avenues of approach.
5. Submit list of targets to higher headquarters.
6. Receive target list from higher headquarters.
7. Analyze higher headquarters' target list.
8. Make changes to fire support plan.
9. Integrate fire support plan with scheme of maneuver.
10. Disseminate fire support plan.
11. Adjust the fire support plan based on METT-TSL.

REFERENCES

1. FMFM 2-7 MAGTF Fires
2. FMFM 6-18 Fire Support Coordination in the Ground Combat Element
3. MCWP 3-23.1 Close Air Support
4. FM 7-90 Tactical Employment of Mortars

INFANTRY T&R MANUAL

5. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller

EVENT: 8541 - 1 - 418

Communicate using hand and arm signals

Condition: Given a command or situation, while wearing a fighting load.

Standard: By performing each of the signals correctly.

PERFORMANCE STEPS

1. Execute the hand-and-arm signal for DECREASE SPEED by extending the arm horizontally sideward, palm to the front. Wave the arm downward several times, keeping the arm straight, without moving the arm above the horizontal.
2. Execute the hand-and-arm signal for CHANGING DIRECTION OR COLUMN (RIGHT OR LEFT) by raising the hand that is on the side toward the new direction across the body, palm to the front. Then swing the arm in a horizontal arc, extending the arm and hand to point in the new direction.
3. Execute the hand-and-arm signal for ENEMY IN SIGHT by holding the rifle horizontally, with the stock in the shoulder, the muzzle pointing in the direction of the enemy, aiming in on the enemy.
4. Execute the hand-and-arm signal for RANGE by extending the arm fully toward the leader of men for whom the signal is intended with the fist closed, exposing one finger for each 100 meters in range.
5. Execute the hand-and-arm signal for COMMENCE FIRING by extending the arm in front of the body, hip high, palm down. Move it through a wide horizontal arc several times.
6. Execute the hand-and-arm signal for FIRE FASTER by executing the commence firing signal rapidly.
7. Execute the hand-and-arm signal for FIRE SLOWER by executing the commence firing signal slowly.
8. Execute the hand-and-arm signal for CEASE FIRING by raising the hand in front of the forehead, palm to the front. Swing the hand and forearm up and down several times in front of the face.
9. Execute the hand-and-arm signal for ASSEMBLE by raising the hand vertically to the full extent of the arm, fingers extended and joined, palm to the front. Wave in large horizontal circles with the arm and hand.
10. Execute the hand-and-arm signal for FORM COLUMN by raising either arm to the vertical position. Drop the arm to the rear, describing complete circles in a vertical plane parallel to the body. The signal may be used to indicate either a troop or vehicular column.
11. Execute the hand-and-arm signal for ARE YOU READY/I AM READY by extending the arm toward the leader for whom the signal is intended, hand raised, fingers extended and joined. Then raise the arm slightly above horizontal, palm facing outward.
12. Execute the hand-and-arm signal for ATTENTION by extending the arm sideways, slightly above horizontal, palm to the front. Wave toward and over the head several times.
13. Execute the hand-and-arm signal for SHIFT by pointing to individuals or units concerned and beating on the chest simultaneously with both fists. Then point to location you desire them to move.

INFANTRY T&R MANUAL

14. Execute the hand-and-arm signal for ECHELON RIGHT/LEFT by either facing towards or away from the unit. Extend one arm 45 degrees below the horizontal, palms to the front. The lower arm indicates the direction of echelon.
15. Execute the hand-and-arm signal for SKIRMISHERS (FIRE TEAM)/ LINE FORMATION (SQUAD) by raising both arms lateral until horizontal, arms and hands extended, palms down. If it is necessary to indicate direction, move in the desired direction at the same time. When signaling for fire team skirmishers, indicate skirmishers right or left by moving the appropriate hand up and down.
16. Execute the hand-and-arm signal for WEDGE by extending both arms downward and to the side, at an angle of 45 degrees below horizontal, palms to the front.
17. Execute the hand-and-arm signal for VEE by extending arms at an angle of 45 degrees above horizontal forming the letter V with arms and torso.
18. Execute the hand-and-arm signal for FIRE TEAM by placing the right arm diagonally across chest, palm down, fingers extended and joined.
19. Execute the hand-and-arm signal for SQUAD by extending the hand and arm toward the Squad Leader, palm down. Distinctively move the hand up and down several times from the wrist, holding the arm steady.
20. Execute the hand-and-arm signal for PLATOON by extending both arms forward, palms down, toward the leader or unit for whom the signal is intended, and describing large vertical circles with hands.
21. Execute the hand-and-arm signal for CLOSE UP by starting with both arms extended sideward, palms forward. Bring palms together in front of the body momentarily. When repetition of this signal is necessary, the arms are returned to the starting position by movement along the front of the body.
22. Execute the hand-and-arm signal for OPEN UP, EXTEND by starting with arms extended in front of the body, palms together. Bring arms to the horizontal position at the sides, palms forward. When repetition of this signal is necessary, the arms are returned along the side of the body to the starting position and the signal is repeated.
23. Execute the hand-and-arm signal for DISPERSE by extending either arm vertically overhead. Wave the hand and arm to the front, left, right and rear, palm toward the direction of each movement.
24. Execute the hand-and-arm signal for LEADERS JOIN ME by extending an arm towards the leaders and beckoning leaders by curling the index finger.
25. Execute the hand-and-arm signal for I DO NOT UNDERSTAND by facing toward the source of the signal. Raise both arms sideward to the horizontal at hip level, bend both arms at elbows, palms up, and shrug shoulders in manner of the universal I don't know.
26. Execute the hand-and-arm signal for FORWARD, ADVANCE, TO THE RIGHT (LEFT), TO THE REAR (USED WHEN STARTING FROM THE HALT) by facing and moving in the desired direction of march. At the same time extend an arm horizontally to the rear. Then swing it overhead and forward in the direction of the movement until it is horizontal, palm down.
27. Execute the hand-and-arm signal for HALT by carrying the hand to the shoulder, palm to the front. Then thrust the hand upward vertically to the full extent of the arm, and hold it in that position until the signal is understood.

INFANTRY T&R MANUAL

28. Execute the hand-and-arm signal for FREEZE by making the signal for HALT and making a fist with the hand.
29. Execute the hand-and-arm signal for DISMOUNT/DOWN/TAKE COVER by extending an arm sideward at an angle of 45 degrees above horizontal, palm down, and lowering it to side. Both arms may be used in giving this signal.
30. Execute the hand-and-arm signal for MOUNT by extending the hand downward at the side with the palm out. Raise arm sideward and upward to an angle of 45 degrees above horizontal.
31. Execute the hand-and-arm signal for DISREGARD PREVIOUS COMMAND/AS YOU WERE by facing the unit or individual being signaled. Raise both arms and cross them over your head, palms to the front.
32. Execute the hand-and-arm signal for RIGHT (LEFT) FLANK by extending both arms in the direction of movement.
33. Execute the hand-and-arm signal for INCREASE SPEED/DOUBLE TIME by carrying the hand to the shoulder, fist closed. Rapidly thrust the fist upward vertically to the full extent of the arm and back to the shoulder several times. This signal is also used to increase gait or speed.
34. Execute the hand-and-arm signal for HASTY AMBUSH RIGHT (LEFT) by raising fist to shoulder level and thrusting it several times in the desired direction.
35. Execute the hand-and-arm signal for RALLY POINT by touching the belt buckle with one hand and then pointing to the ground.
36. Execute the hand-and-arm signal for OBJECTIVE RALLY POINT by touching the belt buckle with one hand, pointing to the ground, and making a circular motion with the hand.
37. Execute the hand-and-arm signal for PACE COUNT by tapping the right boot heel with the right hand.
38. Execute the hand-and-arm signal for HEAD COUNT by patting the top of your head with your hand.
39. Execute the hand-and-arm signal for DANGER AREA by drawing the right hand, palm down, across the neck in a throat-cutting motion from left to right.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
 2. FM 21-60 Visual Signals
-

EVENT: 8541 - 1 - 419

Communicate using a TA-1 field telephone

Condition: Given an SL-3 complete TA-1 field telephone, and communication wire connected to a distant site.

Standard: By transmitting a properly formatted message.

PERFORMANCE STEPS

1. Strip approximately 1 inch of insulation from the ends of the 2 wires in the line to be connected.
2. Fold back the stripped wires about ½ inch from the end.

INFANTRY T&R MANUAL

3. Push down one of the binding posts. Insert the bare end of one wire into the binding post slot, and release the post.
4. Ensure the wire is securely clamped.
5. Repeat steps 3 and 4 with the other wire inserted into the other binding post.
6. Adjust the ringer volume in accordance with tactical situation.
7. Ring the distant site.
8. Transmit a properly formatted message.

REFERENCES

1. TM 11-5805-243-13 Operator's Unit and Intermediate Direct Support Maintenance Manual for Telephone Set TA-1/PT
-

EVENT: 8541 - 1 - 420

Communicate using a TA-312 field telephone

Condition: Given an SL-3 complete TA-312 field telephone, and communication wire connected to a distant site.

Standard: By transmitting a properly formatted message.

PERFORMANCE STEPS

1. Ensure the selector switch is set to the proper position for the service being used.
2. Strip approximately 1 inch of insulation from the ends of the 2 wires in the line to be connected.
3. Fold back the stripped wires about a ½ inch from the end.
4. Push down one of the binding posts. Insert the bare end of one wire into the binding post slot, and release the post.
5. Ensure the wire is securely clamped.
6. Repeat steps 4 and 5 with the other wire inserted into the other binding post.
7. Remove the hand set from the retaining cradle, and open the carrying case retaining strap.
8. Open the battery compartment cover.
9. Insert 2 BA-30 batteries.
10. Close and lock compartment cover.
11. Ring the distant site.
12. Transmit a properly formatted message.

REFERENCES

1. TM 11-5805-201-12 Telephone Sets TA-312/PT and TA-312A
-

EVENT: 8541 - 1 - 421

Assemble a radio set

Condition: Given an SL-3 complete disassembled radio.

INFANTRY T&R MANUAL

Standard: Which allows clear communication with a distant station.

PERFORMANCE STEPS

1. Visually inspect battery box for dirt and damage. If battery has been previously used, note battery life condition number.
2. Stand RT on front panel guards; place battery box on RT. Secure using latches.
3. Check battery life condition (written on battery if battery is new).
4. Write down number (for later entry into radio).
5. Place battery box cover, and secure using latches.
6. Return radio to upright position.
7. If used battery was installed, enter the battery life condition into the radio by performing the following:
 - a. Set FCTN to LD.
 - b. Press BATT; then CLR.
 - c. Enter number recorded on side of battery.
 - d. Press STO.
 - e. Set FCTN to SQ ON.
8. Screw whip into antenna base; hand tighten only.
9. Carefully mate antenna base with RT ANT connector; hand tighten only.
10. Position antenna, as needed, by bending goose neck.
11. Secure handset connector to AUD/DATA connector. Then push handset connector onto AUD/DATA connector and twist right (clockwise) to lock in place.

REFERENCES

1. TM 11-5820-890-10-1 SINGARS Ground Combat Net Radio, ICOM
-

EVENT: 8541 - 1 - 422

Maintain radio sets

Condition: Given an SL-3 complete radio.

Standard: Which allows clear communication with a distant station.

PERFORMANCE STEPS

1. Make sure antennas are clean.
2. Check antenna elements for damage.
3. If a vehicular antenna base, make sure the braided strap (ground strap) is securely installed to the vehicle and antenna base.
4. Check cables, where visible, for cuts, cracks, and breaks.
5. Make sure cable connectors are secure.
6. Make sure cable connectors are securely attached to cables.

INFANTRY T&R MANUAL

7. Make sure each control moves smoothly while you operate your radio.
8. Make sure pull-and-turn switches cannot move to a guarded position without first being pulled out.
9. Make sure all knobs are secure on their shafts.
10. Check for loose nuts, bolts, and screws.
11. Check for corrosion, rust, and deterioration of all metal parts.
12. If the radio gives a strange, unexplained message which does not automatically clear:
 - a. Set FCTN to STBY. Then return to SQ ON. This action may clear the problem.
 - b. If it does not, and the situation permits, set FCTN to Z-FH and wait for GOOD. Then turn to OFF and wait 10 seconds. Turn back to Z-FH and again wait for GOOD.
 - c. Run self-test. If GOOD results, reload radio and re-enter net. If problem still exists, contact unit maintenance.

REFERENCES

1. TM 11-5820-890-10-1 SINCGARS Ground Combat Net Radio, ICOM
-

EVENT: 8541 - 1 - 423

Communicate using a AN/PRC-119 field radio in single channel mode

Condition: Given an SL-3 complete AN/PRC-119 field radio and a distant site, while wearing a fighting load.

Standard: By transmitting a properly formatted message.

PREREQUISITES

8541 - 1 - 421

PERFORMANCE STEPS

1. Place battery in battery box, and mate connectors.
2. Close battery box cover, and secure using latches.
3. Screw the whip antenna into the antenna base, and hand tighten.
4. Mate the antenna base with the RT ANT connector and hand tighten.
5. Connect the handset connector to the AUD/DATA connector, by ensuring the keys of the handset connector and the AUD/DATA connector are aligned. Then push the handset connector onto the AUD/DATA connector and twist clockwise to lock into place.
6. Obtain an authorized operating frequency.
7. Set the Function switch to LD.
8. Set the Mode switch to SC.
9. Set the COMSEC switch to PT.
10. Set CHAN switch to MAN, CUE, or desired channel where frequency is to be stored.
11. Press the FREQ button on the keyboard.

INFANTRY T&R MANUAL

12. Press the CLR button on the keyboard.
13. Enter the numbers of the new frequency, using the keyboard buttons.
14. Press the STO button on the keyboard.
15. Repeat steps 1 through 8 for additional frequencies that are required.
16. Set FCTN switch SQ ON for normal operating procedures.
17. Adjust the VOL control to set the loudness of the received signal.
18. Transmit a properly formatted message.

RELATED ITS

421

REFERENCES

1. TM 11-5820-890-10-1 Operator's manual, SINCGARS Ground Combat Net Radio, ICOM
-

EVENT: 8541 - 1 - 424

Communicate using a AN/PRC-119 field radio in frequency hopping mode

Condition: Given an SL-3 complete AN/PRC-119 field radio, a loaded ECCM fill device, and a distant station, while wearing a fighting load.

Standard: By loading a frequency hopping fill into the radio and conducting a radio check with the distant station.

PREREQUISITES

8541 - 1 - 421

PERFORMANCE STEPS

1. Assemble the field radio for operation.
2. Turn on the field radio.
3. Make sure that the ECCM fill device is loaded.
4. Connect ECCM fill device to RT connector AUD/FILL using fill cable.
5. Set RT FCTN to LD.
6. Set RT MODE to FH.
7. Set CHAN to position where data is to be loaded (NCS will direct you).
8. Set ECCM fill device select switch to position containing the desired data.
9. Set ECCM fill device function switch to ON.
10. Press LOAD. Display will cycle as shown, and a beep is heard.
11. Press STO. Display will blink and show STOL followed by the first digit of the data.
12. Change ECCM fill device select switch to position containing data desired next.
13. Press LOAD. Display will cycle as shown, and a beep is heard.

INFANTRY T&R MANUAL

14. Press STO. Then press the number button of the channel in which the data is to be stored. Display will blink and show STO followed by the channel number in which the data was stored.
15. Set ECCM fill device function switch to OFF.
16. Disconnect ECCM fill device.
17. Set RT switches, as needed, for normal operation.
18. Conduct a radio check with distant station in frequency hopping mode to verify proper operation of the radio.

RELATED ITS

421

REFERENCES

1. TM 11-5820-890-10-6 SINCGARS ICOM Ground Radios Pocket Guide
-

EVENT: 8541 - 1 - 425

Waterproof communication gear

Condition: Given a radio, tape, water-proof bag, and scissors.

Standard: To enable radio operations regardless of weather conditions.

PREREQUISITES

8541 - 1 - 421

PERFORMANCE STEPS

1. Place waterproofing tape over all sharp edges that may punch holes in the waterproof cover on the radio.
2. Take 4 units of desiccant and tape them to the sides of the radio.
3. Cut the corners off of the sealed end of the waterproof bag.
4. Place radio inside of waterproof bag. Cut off corners should match where the antenna and handset are placed on the radio.
5. Attach antenna and hand set to radio. Cut four 12 inch strips of waterproof tape. Where the antenna and handset pass through the holes in the waterproof bag, bunch the excess material around the base of the connectors and use the 12 inch strips of tape to seal them.
6. Cut a flap in the top of the waterproof bag to allow access to the controls on the face of the radio. Cover the edges of the flap with waterproof tape (1 inch wide strips). Cover the top of the flap's edges with waterproof tape so it will make contact with the bottom edges of the waterproof material.
7. Pull the waterproof bag straight down and seal the bottom with tape. Use the excess end of the waterproof bag as a flap. This will allow access to the radio battery.

RELATED ITS

421

422

REFERENCES

1. TM 11-5820-890-10-1 SINCGARS Ground Combat Net Radio, ICOM

EVENT: 8541 - 1 - 426

Operate an HF radio set

Condition: Given a tactical situation, an HF radio set, all accessories, another station, frequencies, and call signs.

Standard: To make a communication check with the receiving station within 5 minutes.

PERFORMANCE STEPS

1. Assemble the radio set.
2. Conduct operation check.
3. Establish a communication check.
4. Troubleshoot problems.
5. Perform operator level maintenance.

RELATED ITS

421

REFERENCES

1. TM 07748A-12/1 Operator's Manual AN/PRC-104
-

EVENT: 8541 - 1 - 427

Operate a UHF radio set

Condition: Given a tactical situation, a UHF radio set, all accessories, another station, frequencies, and call signs.

Standard: To make a communication check with the receiving station within 5 minutes.

PERFORMANCE STEPS

1. Assemble the radio set.
2. Conduct operation check.
3. Establish a communication check.
4. Troubleshoot problems.
5. Perform operator level maintenance.

RELATED ITS

421

REFERENCES

1. TO 31R2-2 PRC-113-1- Operator's Manual, AN/PRC-113
-

EVENT: 8541 - 1 - 429

Operate communications security equipment for HF radio set

Condition: Given a tactical situation, an AN/PRC-104 radio set, a KY-65 or KY-99, all accessories, another station, frequencies, and call signs.

INFANTRY T&R MANUAL

Standard: To securely transmit and receive traffic.

PERFORMANCE STEPS

1. Prepare the equipment for secure voice operation.
2. Conduct a secure communications check.
3. Perform operator level preventive maintenance.

RELATED ITS

426

REFERENCES

1. TM 07748A-12/1 Operator's Manual AN/PRC-104
 2. TM 11-5810-256-OP-2 Operating Procedures for Communication Security Equipment
-

EVENT: 8541 - 1 - 430

Operate communications security equipment for VHF radio set

Condition: Given a tactical situation, an AN/PRC-119 radio set, a KY-57, all accessories, another station, frequencies, and call signs.

Standard: To securely transmit and receive traffic.

PERFORMANCE STEPS

1. Prepare the equipment for secure voice operation.
2. Conduct a secure communications check.
3. Perform operator level preventive maintenance.

RELATED ITS

427

REFERENCES

1. TM 08940A-10-1 Operator's Manual AN/PRC-119
 2. TM 11-5810-256-OP-2 Operating Procedures for Communication Security Equipment
-

EVENT: 8541 - 1 - 431

Report information

Condition: Given an area to observe, while wearing a fighting load.

Standard: By reporting any activity in the assigned area.

PERFORMANCE STEPS

1. Select a position which provides cover and concealment, and good observation of the assigned area. If observing from a building, keep back from doors and windows.
2. Avoid any unnecessary movement.

INFANTRY T&R MANUAL

3. Observe for tracks or signs of enemy presence or movement, such as vacated positions, discarded items, and personnel or vehicle tracks.
4. Be alert for movement, objects, sounds, and smells that are not appropriate to the surroundings.
5. During daylight, use the strip method to begin observing close to your position. Search a narrow strip 50 meters deep from right to left. Then observe a similar strip farther away but overlapping the first, from left to right. Continue until the entire field of view is observed. Then repeat.
6. During darkness or limited visibility, search the horizon with short, jerky movements and short pauses. Then look a little to one side of an object and then to the other side in order to better observe detected objects.
7. Report who, where, when, and what was observed. Include enemy strength, enemy activity, enemy location, enemy unit, time observed, and enemy weapons, and equipment.

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 8541 - 1 - 432

Operate satellite communication equipment

Condition: Given a satellite communication set, all accessories, frequencies, and call signs.

Standard: To assemble the radio set and conduct a communication check.

PERFORMANCE STEPS

1. Install the battery.
2. Attach handset.
3. Attach antenna.
4. Select manual frequency.
5. Set in operating mode.
6. Turn on power.
7. Adjust volume.
8. Troubleshoot problems, if required.

REFERENCES

1. TM 5895-10-1 Operator's Manual, Radio Set AN/PSC-3
 2. TM 5895-34-12 Radio Set AN/PSC-3
-

EVENT: 8541 - 1 - 433

Construct a field expedient antenna

Condition: Given a radio, field wire, metal stakes, insulators, and a distant station.

Standard: Which allows clear communication with a distant station.

PERFORMANCE STEPS

1. Determine the direction of the station you need to contact and line up antenna.
2. Stretch 100 foot of field wire on the ground.
3. Connect an insulator, such as a plastic spoon, piece of wood, or a button to each end of the wire. Add tie down wires to each insulator.
4. Raise the center of the wire 30 feet into the air, using a non-metal, object such as a tent pole or a tree limb.
5. Tie one end of the antenna wire to a metal stake.
6. Connect the antenna wire to the support, and raise the antenna.
7. Extend the other end of the antenna wire until it is tight, and secure it using another metal stake.
8. Measure and cut another piece of wire.
9. Run the second piece of wire to the other end of the antenna, keeping it 1 foot off the ground.
10. Attach the second piece of wire between ground stake and antenna insulator.
11. Attach an antenna lead-in to antenna and radio.
12. Transmit to desired station.

RELATED ITS

421

REFERENCES

1. MCRP 3-40.3C Antenna Handbook
-

EVENT: 8541 - 1 - 438

Evaluate a casualty

Condition: Given a casualty, while wearing a fighting load.

Standard: By stabilizing the casualty and determining the injury(ies).

PERFORMANCE STEPS

1. Check the casualty for a response by gently shaking or tapping and asking the casualty questions.
2. Check the airway. If the casualty is not breathing, clear the airway and start rescue breathing.
3. Check for pulse. If a pulse is not present, start cardiopulmonary resuscitation.
4. Check for bleeding by looking for spurts of blood or blood-soaked clothes. Also check for an entry and exit wound. If the casualty is bleeding from an open wound, stop the bleeding.
5. Control shock.
6. Check for neck, back injuries, and fractures.
7. Check for burns.
8. Check for possible head injury.

INFANTRY T&R MANUAL

9. Check for climatic injuries.
10. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 439

Transmit a Casualty Report (CasRep)

Condition: Given a map, a casualty, and a radio, while wearing a fighting load.

Standard: By including each of the required items.

PERFORMANCE STEPS

1. Transmit casualty's name, initials, and last 4 digits of social security number.
2. Transmit date and time of incident.
3. Transmit 6 digit grid location of casualty.
4. Transmit type of wound.
5. Transmit portion of body effected.
6. Transmit seriousness of the wound.
7. Transmit requirement for MEDEVAC, if appropriate.
8. Transmit the activity in which the casualty was engaged.
9. Transmit the cause of the wound.

RELATED ITS

423 424

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
-

EVENT: 8541 - 1 - 440

Perform rescue breathing

Condition: Given an unconscious casualty who has a pulse, but is not breathing; while wearing a fighting load.

Standard: By starting the casualty's breathing.

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Open the airway.
3. Check for breathing again.
4. If the casualty still is not breathing, pinch the nostrils with the thumb and forefinger of the upper hand while maintaining pressure on the forehead to keep the head tilted.

INFANTRY T&R MANUAL

5. Take a deep breath, and make a tight seal around the casualty's mouth or nose, if required.
6. Breathe into the casualty's mouth for 1 to 1½ seconds.
7. Allow the casualty's lungs to deflate. Give a second breath.
8. Watch for the chest to rise and fall.
9. If the casualty's chest does not rise and fall, reposition the casualty's head and repeat steps 4 through 8.
10. If the casualty's chest still does not rise and fall, check for a blocked airway.
11. Clear the blocked airway with abdominal thrusts or finger sweeps and repeat steps 4 through 8.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 441

Perform Cardiopulmonary Resuscitation (CPR)

Condition: Given an unconscious casualty who is not breathing and has no pulse, while wearing a fighting load.

Standard: By keeping oxygenated blood flowing through the casualty's body.

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Open the airway.
3. Move your hand that is closest to the casualty's legs to his chest.
4. Run your index and middle fingers up the lower edge of the casualty's rib cage.
5. Locate the notch at the bottom center of the casualty's rib cage.
6. Keep your middle finger in this notch and your index finger on the sternum/breast bone.
7. Place the heel of your hand closest to the casualty's head on the sternum next to, but not covering, your index finger.
8. Place your other hand on top of your hand that is on the casualty's chest.
9. Bend from your hips, with your arms extended and locked, and compress the casualty's chest with your upper body weight falling straight down from the shoulders.
10. Depress the sternum 1½ to 2 inches.
11. Give 15 compressions at the rate of 80 to 100 compressions per minute.
12. Give 2 rescue breaths.
13. Check the pulse and breathing after 1 minute (every 4th cycle).
14. Seek medial aid and continue CPR until a pulse returns or medical aid arrives.

INFANTRY T&R MANUAL

15. If the casualty regains a pulse, continue rescue breathing until breathing resumes or medical aid arrives.

RELATED ITS

440

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 442

Apply a pressure dressing

Condition: Given a casualty, while wearing a fighting load.

Standard: By stopping the bleeding.

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Locate wound.
3. Expose the wound, if the situation permits.
4. Retrieve casualty's field dressing.
5. Apply the field dressing.
6. Place a padding of any clean, bulky material on top of the field dressing, directly over the wound. A second field dressing may be used.
7. Place an improvised dressing or cravat over the padding.
8. Wrap the ends tightly around the injured limb, covering the field dressing.
9. Tie the ends together in a non-slip knot.
10. Apply up to 3 pressure dressings. If bleeding continues, or the limb is severed, apply a tourniquet.
11. Watch for conditions requiring basic life support actions.
12. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 443

Apply a tourniquet

Condition: Given a casualty, while wearing a fighting load.

Standard: By stopping the bleeding.

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Select suitable material to be used as a tourniquet.
3. Apply the tourniquet between the wound and heart.

INFANTRY T&R MANUAL

4. Place the tourniquet 2 to 4 inches above the injury, not over the wound or fracture.
5. Tie an overhand knot and place a short, strong object, like a stick, on top of the knot.
6. Tie another knot over the stick.
7. Twist the stick to stop the bright red bleeding, and line the stick up with the arm or leg.
8. Secure the stick so it does not unwind and no further injury results.
9. Mark the casualty with the letter T, time, and date on the casualty's forehead.
10. Do not loosen or remove the tourniquet, unless directed by a trained medical person.
11. Keep the tourniquet visible.
12. Watch for conditions requiring basic life support actions.
13. Seek medical aid immediately.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 444

Perform first aid for a head wound

Condition: Given a casualty, while wearing a fighting load.

Standard: By protecting the wound.

PERFORMANCE STEPS

1. Evaluate the casualty's level of consciousness.
2. Watch for conditions requiring basic life support actions.
3. Apply the casualty's field dressing over the wound, without covering the eyes or ears.
4. In the absence of shock, elevate the head slightly to help decrease pressure.
5. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 445

Perform first aid for a chest wound

Condition: Given a casualty, while wearing a fighting load.

Standard: By protecting the wound.

INFANTRY T&R MANUAL

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Watch for conditions requiring basic life support actions.
3. Check for an entry and exit wound.
4. Expose the wound.
5. Make a seal over the wound with the plastic wrapper from the casualty's field dressing or any other clean material by placing the seal directly over the wound, as the casualty breathes out.
6. Apply the casualty's field dressing to the wound.
7. Position the casualty on his injured side.
8. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 446

Perform first aid for an abdominal wound

Condition: Given a casualty, while wearing a fighting load.

Standard: By protecting the wound.

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Watch for conditions requiring basic life support actions.
3. Prevent further exposure of internal organs.
4. Place the casualty on his back, if possible.
5. Flex the casualty's knees to relieve internal pressure.
6. Use the casualty's field dressing wrapper to cover the wound.
7. Apply the casualty's field dressing to the wound, without applying pressure.
8. Tie the casualty's legs together, if possible.
9. Moisten the casualty's field dressing.
10. Pick up any organs that may be on the ground with the cleanest material available.
11. Place the organs on top of the casualty's stomach and keep moist.
12. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 447

Perform first aid for a burn

Condition: Given a casualty, while wearing a fighting load.

Standard: By protecting the wound.

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Eliminate source of the burn.
3. Identify type of burn.
4. Expose the burn.
5. Apply field dressing to the burn, without placing dressing over face/genital area, breaking blisters, or placing ointment/grease on burn.
6. Watch for conditions requiring basic life support actions.
7. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 448

Splint a fracture

Condition: Given a casualty, while wearing a fighting load.

Standard: By immobilizing the affected limb.

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Watch for conditions requiring basic life support actions.
3. Gather materials to be used as a splint that will reach beyond the joints above and below the fracture.
4. Check the circulation below the injury site.
5. Apply the splint to immobilize the joints above and below the fracture, using padding between the injured part and the splint.
6. Secure the splint to the injured part with swathes at several points, without cutting off circulation.
7. Tie non-slip knots above and below the fracture, not across the fracture, and tie knots on the side away from the casualty.
8. Immobilize the injured part by supporting with slings or swathes.
9. Check the circulation below the injury site.
10. Remove jewelry, so possible swelling will not cause further injury. Keep personal items with the casualty.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 449

Perform first aid for heatstroke

Condition: Given a heatstroke casualty, while wearing a fighting load.

INFANTRY T&R MANUAL

Standard: By reversing the effects of the injury.

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Move casualty to a cool, shady area.
3. Loosen or remove outer garments and protective clothing, if the situation permits.
4. Immerse the casualty in cool water, if possible, or massage the arms and legs with cool water.
5. Pour cool water on the casualty and fan briskly, to permit coolant effect of evaporation.
6. Give the casualty one full canteen of water to drink slowly, if the casualty is conscious.
7. Perform any lifesaving measures, as required.
8. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 450

Perform first aid for frostbite

Condition: Given a frostbite casualty, while wearing a fighting load.

Standard: By reversing the effects of the injury.

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Keep the casualty warm. Do not rub the injured part with snow or apply cold water soaks.
3. Gently re-warm the affected part(s) with body heat. Do not warm the part by massage or expose to open fire. Do not use ointments or other medications.
4. Decrease constricting clothing and increase circulation. Do not do anything to the part to increase circulation. Do not allow the casualty to have alcohol or tobacco.
5. Protect the part from additional injury.
6. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 451

Perform first aid for a snakebite

Condition: Given a casualty, while wearing a fighting load.

Standard: By reducing the effects of the venom.

INFANTRY T&R MANUAL

PERFORMANCE STEPS

1. Get the casualty away from the snake.
2. Evaluate the casualty.
3. Remove all rings and bracelets from the affected extremity.
4. Reassure the casualty and keep calm.
5. Place an elastic wrap firmly around the site of the bite, if available.
6. Apply light constricting band(s) about 1 to 2 inches away from the bite or at the edge of the swelling as an alternative to the elastic wrap. You should be able to insert a finger between the band and skin. Do not use a tourniquet.
7. Immobilize affected body part in position below the heart.
8. Kill the snake, if possible, and send it with the casualty.
9. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 452

Perform a one-man fireman carry

Condition: Given a casualty, while wearing a fighting load.

Standard: By removing the casualty from immediate harm.

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Treat the casualty, as required.
3. Roll casualty onto his abdomen.
4. Straddle the casualty.
5. Extend your hands under the casualty's chest.
6. Lift the casualty to his feet.
7. Support the casualty with your left arm.
8. Raise the casualty's right arm.
9. Pass your head under the casualty's raised arm.
10. Face the casualty, and secure your arms around him.
11. Spread the casualty's legs 6 to 8 inches apart.
12. Raise the casualty's right arm over your head.
13. Bend at the waist and knees.
14. Pull the casualty's arm over and down your left shoulder, bringing the casualty's body across your shoulders.
15. Pass your right arm between the casualty's legs.
16. Grasp the casualty's right wrist with your right hand.
17. Stand up.

INFANTRY T&R MANUAL

18. Relocate the casualty to an area which presents no immediate harm.
19. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 8541 - 1 - 458

Perform operator maintenance for an M40 field protective mask with hood

Condition: Given an M40 field protective mask with hood, a bristle brush, cheesecloth, and a clean, soft rag.

Standard: In accordance with TM 3-4240-339-10.

PERFORMANCE STEPS

1. Inspect the canister for cracks, dents, or holes.
2. Ensure canister air intake is not clogged with dirt.
3. Inspect for damaged threads on the canister.
4. Shake the canister, and listen for signs of loose absorbent particles.
5. Remove ousters from the face piece and check eye lenses for cracks, cuts, scratches, or discoloration that affects vision.
6. Inspect eye rings for discoloration or corrosion.
7. Inspect both sets of ousters for cracks, chips, or discoloration that affect vision.
8. Inspect the rubber rings for tears, looseness, brittle spots, soft or sticky spots, or cracked rims.
9. Remove the hood from the face piece.
10. Inspect the hood for cuts, holes, tears, sticky or gummy area, and peeled or worn coating.
11. Inspect the straps, cord, and hardware for presence, fraying, or damage.
12. Inspect the zipper for tears, breaks, or inoperability.
13. Inspect for loose stitching on hook and pile fasteners, or dirt in hook and pile fasteners.
14. Inspect the inside of the face piece for dirt, mud, greasy, or oily substances.
15. Inspect face piece for holes, tears, and splits by holding in front of a light source.
16. Inspect the face piece for soft or sticky spots.
17. Inspect the silicone rubber next to the eye lenses to be sure the eye lenses will not pull away from the face piece. Check face piece housing to ensure silicone is not pulling away.
18. Put on the face piece and check the head harness for loss of elasticity.
19. Inspect harness straps for cuts, tears, missing parts, or deterioration, such as mildewing or fraying.

INFANTRY T&R MANUAL

20. Inspect the head harness buckles for bends, cracks, chips, corrosion, or missing buckles. Pull on the head harness straps and ensure the buckles hold the straps tight.
21. Grasp the tab at the bottom of the outlet valve cover, and lift the bottom portion of the outlet valve cover.
22. Ensure the outlet valve disk is present and is not curled or distorted. Rotate the outlet valve disk to ensure it is not sticking.
23. Ensure the outlet valve disk is present and is not curled or distorted. Rotate the outlet valve disk to ensure it is not sticking.
24. Inspect the outlet valve disk for nicks or rips. Wipe off any moisture with clean cheesecloth.
25. Inspect outlet valve seat for dirt.
26. Inspect outlet valve cover for cuts, tears, moisture, or holes. Wipe off any moisture with a soft, dry cloth.
27. Inspect the internal drink tube and external drink tube for presence, cracks, or cuts.
28. Inspect internal drink tube for proper alignment.
29. Inspect external drink tube for solid connection.
30. Inspect the internal and external drink tube for clogs by connecting an M1 canteen cap and blowing air through the system.
31. Inspect the drinking system for leaks.
32. Ensure the airflow deflector is securely mounted inside the face piece and that both flanges are in the mounting holes of the face piece and are not broken.
33. Check the mounting holes for cuts or tears.
34. Ensure the inlet valve disk and valve body are present and properly mounted on the post of the airflow deflector.
35. Blow on the inlet valve disk to ensure it is not stuck to the valve body.
36. Inspect the inlet valve disk for cuts, holes, tears, or dirt.
37. Ensure the nose cup and nose cup valve seats are free of dirt.
38. Inspect the nose cup for cracks, cuts, or holes.
39. Ensure the nose cup is not pulled away from the back of the front voicemitter housing. Gently try to pull the nose cup away from the front voicemitter housing to ensure nose cup is held securely.
40. Ensure the nose cup valve disks are present and not curled or torn. Rotate the nose cup valve disk to ensure they are not stuck.
41. Ensure the nose cup valve disks are seated on the inside of the nose cup.
42. Inspect retaining rings on the front voicemitter and side voicemitter for corrosion, cracks, or nicks. Attempt to tighten the retaining rings by hand to check for looseness.
43. Inspect front voicemitter and side voicemitter for dents, cracks, or punctures. Ensure the 4 beads in the center of each voicemitter are facing outward.
44. Empty the carrier and check for dirt, sharp edges, torn straps, or missing hardware.

INFANTRY T&R MANUAL

45. Inspect carrier for mildew, solvents, abrasive materials, or broken stitches.
46. Inspect carrier hook and pile fasteners for dirt. Ensure they are secure on the flap. If dirty, clean with a stiff bristle brush.
47. Inspect the waterproof bag for cracks, tears, holes, and brittleness.
48. Ensure the waterproof bag rubber bands are not sticky, broken, or brittle.
49. Inspect optical inserts for broken lens, frame, or disconnection from face piece.

REFERENCES

1. TM 3-4240-339-10 Operator's Manual for Chemical-Biological Mask, M40
-

EVENT: 8541 - 1 - 459

Don an M40 field protective mask with hood

Condition: Given an M40 field protective mask with hood and carrier, while wearing a fighting load.

Standard: By donning and clearing the mask within 9 seconds and adjusting the hood within 15 seconds of an NBC alarm.

PERFORMANCE STEPS

1. Recognize a biological or chemical alarm.
2. Stop breathing and close eyes.
3. Take off helmet.
4. Take off glasses.
5. Open carrier with left hand and hold it open.
6. With right hand, grasp face piece and remove from carrier.
7. Put chin in the chin pocket.
8. Cover the openings at the bottom of the outlet valve with the palm of one hand.
9. Breathe out hard so the air escapes around the edges of the face piece.
10. With the palm of the hand, cover the inlet port of the canister and breathe in. The face piece should collapse against the face and remain so while the breath is held.
11. Using the tab, pull head harness over the head.
12. Hold the face piece with one hand and tighten the cheek straps.
13. Clear the face piece again, and check for leaks.
14. Resume breathing.
15. Grasp the back edge of the hood skirt and carefully pull the hood over the head, ensuring the hood covers the head, neck and shoulders.
16. Pull slider downward, and zip front closed.
17. Tighten cord.

INFANTRY T&R MANUAL

18. Adjust the length of the underarm straps, and attach hook and pile fasteners.
19. Put on helmet.
20. Close carrier.
21. Shout "Gas, gas, gas" as loudly as possible.
22. Extend both arms horizontally, sideways, with double fists facing up.
23. Move fists rapidly to head and back to the horizontal position.

REFERENCES

1. TM 3-4240-339-10 Operator's Manual for Chemical-Biological Mask, M40
-

EVENT: 8541 - 1 - 460

Drink from a canteen while wearing an M40 field protective mask with hood

Condition: Given an individual weapon, while wearing a fighting load.

Standard: Without becoming a casualty.

PREREQUISITES

8541 - 1 - 459

PERFORMANCE STEPS

1. Push in on the top of the outlet valve with your finger.
2. Grasp the internal drink tube between your teeth, taking care not to break the face piece seal.
3. Steady the face piece.
4. Pull the quick disconnect coupling out of the outlet valve cover.
5. Remove the canteen from the canteen carrier.
6. Check the quick disconnect coupling and canteen cap for contamination, using M8 detector paper.
7. If the canteen is contaminated, decontaminate the exterior using the M258A1 decontamination kit.
8. Recheck the canteen with M8 detector paper.
9. Flip open the cover on the M1 canteen cap.
10. Push the quick disconnect coupling into the M1 canteen cap so the pin enters the quick disconnect coupling.
11. Blow to create positive pressure. You should feel some resistance. If resistance is not felt, your drinking system is leaking. Do not try to drink.
12. Take several swallows of water from the canteen, if it doesn't leak, by raising and inverting the canteen.
13. Equalize pressure in the canteen after several swallows by lowering the canteen and blowing into the internal drink tube to prevent the canteen from collapsing.
14. Blow into the internal drink tube.
15. Turn the canteen upright.

INFANTRY T&R MANUAL

16. Blow into the internal drink tube.
17. Pull the quick disconnect coupling out of the canteen.
18. Detach the canteen by grasping the quick disconnect coupling firmly and pulling the canteen down and away to disconnect the coupling.
19. Check your face piece for leaks.
20. Remove the internal drink tube from your mouth.
21. Push the quick disconnect coupling back into the pocket on the face piece.
22. Flip down the cover on the M1 canteen cap before stowing.

RELATED ITS

459

REFERENCES

1. TM 3-4240-339-10 Operator's Manual for Chemical-Biological Mask, M40
-

EVENT: 8541 - 1 - 461

Don personal protective equipment to MOPP Level 4

Condition: Given an order to assume each MOPP level, chemical protective over-garments, chemical protective boots, an M40 field protective mask with hood and carrier, M8 or M9 chemical detection paper, and rubber gloves.

Standard: By donning the equipment required for each MOPP level.

PERFORMANCE STEPS

1. Don the over-garment and attach M8 or M9 chemical detection paper to the over-garments to achieve MOPP 1. The over-garment blouse may be left unbuttoned in hot weather.
2. Don the overboots with trousers closed to achieve MOPP 2. The over-garment blouse may be left unbuttoned in hot weather.
3. Don the M40 field protective mask with hood to achieve MOPP 3. The over-garment blouse may be left unbuttoned in hot weather. The field protective mask hood may be rolled up in hot weather.
4. Don the rubber gloves, button closed the over-garment blouse, and roll down and adjust the field protective mask hood to assume MOPP 4.

EXTERNAL SUPPORT

1. MOPP suits / NBC equipment

RELATED ITS

459

REFERENCES

1. FM 3-4 NBC Protection
-

EVENT: 8541 - 1 - 462

Perform individual decontamination

INFANTRY T&R MANUAL

Condition: Given an M291 Skin Decontamination kit (SDK), an M295 Individual Equipment Decontamination Kit (IEDK), and an M40 field protective mask hood and carrier, while wearing a fighting load.

Standard: In accordance with MCWP 3-37.3.

PREREQUISITES

8541 - 1 - 461

PERFORMANCE STEPS

1. Don and clear an M40 field protective mask with hood.
2. Seek overhead cover or use a poncho for protection against further contamination.
3. Remove 1 M291 SDK packet from the carrying pouch.
4. Tear the M291 SDK packet open at the notch. Remove applicator pad, and discard empty packet.
5. Unfold the M291 SDK applicator pad and slip finger(s) into the handle.
6. Thoroughly scrub exposed skin on one hand until completely covered with black powder from the M291 SDK applicator pad.
7. Switch the applicator pad to the other hand and repeat step 6. Do not discard the pad when finished.
8. If unmasked when contaminated, stop breathing. Remove mask, and thoroughly scrub exposed skin of face until completely covered with black powder, using the same M291 SDK applicator pad that was used on the hands.
9. Use a second M291 SDK applicator pad to thoroughly scrub exposed skin of the neck and ears until completely covered with black powder.
10. If masked without the hood zipped and drawstrings pulled tight when contaminated, thoroughly scrub exposed skin of the neck and ears until completely covered with black powder, using the same M291 SDK applicator pad that was used on the hands.
11. Redo hands until completely covered with black powder.
12. Put on protective gloves.
13. Fasten hood.
14. Use the M295 IEDK to remove liquid contamination from the exterior of the individual weapon.
15. Use the M295 IEDK to decontaminate the magazine, feed-tray, shoulder stock, and trigger assembly, as appropriate.
16. Decontaminate the protective gloves using the M295 IEDK.
17. Remove powder from the M291 SDK with soap and water when operational conditions permit.
18. Bury the used applicator pads and packets, if circumstances permit.

RELATED ITS

459

461

INFANTRY T&R MANUAL

REFERENCES

1. FMFM 11-11 Treatment of Chemical Agent Casualties and Conventional Military Chemical Injuries
 2. MCWP 3-37.3 NBC Decontamination
-

EVENT: 8541 - 1 - 463

Perform self-aid for a nerve agent

Condition: Given a MARK I nerve agent antidote and an M40 field protective mask with hood and carrier, while wearing a fighting load.

Standard: In accordance with FMFM 11-11.

PERFORMANCE STEPS

1. Don and clear an M40 field protective mask with hood.
2. Remove 1 MARK I from your protective mask carrier, pocket of the MOPP suit.
3. With the non-dominant hand, hold the auto-injectors by the plastic clip so the larger auto-injector is on top and both are positioned in front of you at eye level.
4. With the dominant hand, check the injection site (thigh or buttocks) for buttons or objects in pockets which may interfere with the injections.
5. With the same hand, grasp the atropine auto-injector with the thumb and first 2 fingers.
6. Pull the injector out of the clip with a smooth motion to arm the auto-injector.
7. Hold the auto-injector with your thumb and 2 fingers.
8. Position the green end of the injector against the injection site.
9. Apply firm even pressure to the injector until it pushes the needle into your thigh or buttocks.
10. Hold the injector firmly in place for at least 10 seconds. Firm pressure automatically triggers the coiled spring mechanism, plunging the needle through the clothing into the muscle and at the same time, injecting the antidote into the muscle tissue.
11. Carefully remove the auto-injector from the injection site.
12. Place the used atropine injector carefully between the little finger and the ring finger of the hand that is holding the remaining auto-injector and the clip.
13. Pull the 2 PAM Cl injector out of the clip and inject it in the same manner as steps 6 to 11.
14. If symptoms continue, seek buddy aid to administer additional sets of injections.

REFERENCES

1. FMFM 11-11 Treatment of Chemical Agent Casualties and Conventional Military Chemical Injuries
-

EVENT: 8541 - 1 - 464

React to a nuclear attack without warning

Condition: Given an individual weapon, while wearing a fighting load.

Standard: In accordance with FM 3-4.

PERFORMANCE STEPS

1. Immediately drop facedown, head away from the explosion.
2. Close eyes.
3. Protect exposed skin from heat by putting hands and arms under or near the body.
4. Remain facedown until the blast wave passes and debris stops falling.
5. Check for injury.
6. Check for individual weapons and equipment damage.

REFERENCES

1. FM 3-4 NBC Protection
-

EVENT: 8541 - 1 - 465

Transmit an NBC-1 Report

Condition: Given a map, a casualty, and a radio, while wearing a fighting load.

Standard: By including each of the required items.

PERFORMANCE STEPS

1. Transmit strike serial number.
2. Transmit position of observer.
3. Transmit azimuth of attack from observer.
4. Transmit date and time attack started.
5. Transmit time attack ended, if known.
6. Transmit location of attack.
7. Transmit means of delivery.
8. Transmit type of agent and height of burst.
9. Transmit type and number of munitions or aircraft.
10. Transmit description of terrain.
11. Transmit date and time contamination detected.
12. Transmit representative downwind direction and wind speed.
13. Transmit temperature, cloud cover, weather phenomenon, and air stability.
14. Transmit any additional remarks.

RELATED ITS

423

424

INFANTRY T&R MANUAL

REFERENCES

1. FM 3-7 NBC Handbook
-

EVENT: 8541 - 1 - 474

Transmit Helicopter Landing Zone (HLZ) brief

Condition: Given a map, radio, and a landing zone, while wearing a fighting load.

Standard: By including each of the required items.

PERFORMANCE STEPS

1. Determine frequency.
2. Transmit mission number.
3. Transmit location of landing zone.
4. Transmit unit call sign.
5. Transmit method of HLZ marking.
6. Transmit wind direction and velocity.
7. Transmit the elevation, size, and shape of the HLZ.
8. Transmit the location, size, and type of any obstacles.
9. Transmit friendly positions.
10. Transmit known and suspected enemy positions.
11. Transmit time, direction, and distance last enemy fire was received.
12. Transmit clearance to fire, if authorized.
13. Transmit approach and retirement directions.
14. Transmit quantity of personnel and equipment.

EXTERNAL SUPPORT

1. Helicopter landing zone

RELATED ITS

423 424

REFERENCES

1. FMFM 7-40 Helicopter Insertion and Extraction
-

EVENT: 8541 - 1 - 481

Camouflage sniper equipment

Condition: Given a roll of tape, various colors of spray paint, garnish of various colors, and pieces of vegetation found in the area of operations.

Standard: To effectively blend equipment to surrounding environment.

PERFORMANCE STEPS

1. Camouflage rifles.
2. Camouflage optics.
3. Camouflage radio.
4. Camouflage equipment.

ADMINISTRATIVE INSTRUCTIONS

1. If appropriate materials are not available, the scout sniper will utilize field expedient materials.

REFERENCES

1. FMFM 1-3B Sniping
-

EVENT: 8541 - 1 - 482

Construct a ghillie suit

Condition: Given 2 rolls of garnish, a set of utilities, a cover, a 4 foot by 8 foot piece of IR netting, a 4 foot by 8 foot piece of canvas, glue, sewing materials, 1 pair of gloves, and 1 pair of boots.

Standard: To effectively blend in with environment.

PERFORMANCE STEPS

1. Attach base netting to clothing.
2. Tie garnish to netting.
3. Camouflage boots.
4. Modify ghillie suit, as necessary.

ADMINISTRATIVE INSTRUCTIONS

1. Each sniper must have 1 ghillie suit.

REFERENCES

1. FMFM 1-3B Sniping
-

EVENT: 8541 - 1 - 483

Conduct route reconnaissance

Condition: Given an assigned mission, a military map, compass, and standard sniper team equipment.

Standard: To control the team and direct the collection of information without compromising the team.

PERFORMANCE STEPS

1. Conduct a map reconnaissance.
2. Issue a patrol order or fragmentary order.
3. Direct actions in the objective area.

INFANTRY T&R MANUAL

4. Satisfy information requirements.
5. Report information on route.

REFERENCES

1. FM 21-75 Combat Skills of the Soldier
 2. FM 5-36 Route Reconnaissance and Classification
 3. FMFM 1-3B Sniping
-

EVENT: 8541 - 1 - 484

Execute surveillance of an objective

Condition: Given an assigned mission, an observation log, NATO report formats, an M49 spotting scope, Unertl 10-power scope, binoculars, AN/PVS-7B night vision goggles, a sketching kit, radio, and communications log.

Standard: To report information, without being compromised.

PERFORMANCE STEPS

1. Select a Final Firing Position (FFP).
2. Establish security.
3. Employ observation techniques appropriate to the equipment on hand.

REFERENCES

1. FMFM 1-3B Sniping
 2. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 8541 - 1 - 485

Operate from a hide

Condition: Given the appropriate weapons, ammunition, equipment, camouflage material, operation order, and an area of operation.

Standard: Observing, reporting, and engaging targets while remaining undetected.

PERFORMANCE STEPS

1. Select a hide position.
2. Determine type of hide.
3. Establish security.
4. Construct the hide.
5. Observe, report, and engage targets.
6. Destroy and camouflage the hide before withdrawing.

REFERENCES

1. FMFM 1-3B Sniping
2. MCWP 3-11.3 Scouting and Patrolling

EVENT: 8541 - 1 - 486

Move to and from a target location

Condition: Given the appropriate weapons, ammunition, equipment, camouflage material, and an area of operation.

Standard: To accomplish higher headquarters' mission and commander's intent.

PERFORMANCE STEPS

1. Camouflage self.
2. Camouflage weapons and equipment.
3. Move to within the designated range of the target.
4. Select and occupy final firing positions.
5. Prepare range card.
6. Engage target.
7. Withdraw from objective.
8. Participate in a debrief.

REFERENCES

1. FMFM 1-3B Sniping
 2. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 8541 - 1 - 487

Conduct a link-up

Condition: Given the necessary equipment and a mission to link-up with a stationary force.

Standard: To ensure team leader links-up with a stationary force.

PERFORMANCE STEPS

1. Establish communications with the maneuver unit.
2. Coordinate routes, checkpoints, and link-up point with the supported unit.
3. Coordinate link-up procedures with the supported unit.
4. Establish a no-communication plan.
5. Move to link-up point.
6. Ensure security is established at the link-up point.
7. Establish communications with the supported unit.
8. Execute the signal plan.

REFERENCES

1. FMFM 1-3B Sniping
-

INFANTRY T&R MANUAL

EVENT: 8541 - 1 - 488

Select key targets in support of scout sniper mission

Condition: Provided a higher headquarters' operation order, an area of operation, a scout sniper team, required weapons, ammunition, optics, equipment, Rules Of Engagement (ROE), and a priority of targets.

Standard: To accomplish higher headquarters' mission and commander's intent by selecting only those targets for engagement that meet the established rules of engagement.

PERFORMANCE STEPS

1. Observe area.
2. Identify targets.
3. Prioritize targets.
4. Engage targets.
5. Make a report, as required.
6. Debrief mission.

REFERENCES

1. FMFM 1-3B Sniping
-

EVENT: 8541 - 1 - 489

Plan a scout sniper team mission

Condition: Given an operations order, a tactical radio set, a communications plan, required weapons, ammunition, and equipment.

Standard: To prepare and issue an operations order for a scout-sniper mission.

PERFORMANCE STEPS

1. Study the mission.
2. Begin planning.
3. Issue a warning order.
4. Coordinate with friendly units.
5. Make reconnaissance and complete the estimate of the situation.
6. Develop a course of action.
7. Determine what type of fire support will be required.
8. Prepare a map overlay showing planned routes, fire support plan, and tactical control measures.
9. Issue a scout sniper patrol order using the 5 paragraph order format.
10. Supervise preparations and rehearsals.
11. Make final adjustments to the plan, as required.

REFERENCES

1. FMFM 1-3B Sniping
 2. FMFM 6-5 Marine Rifle Platoon/Squad
 3. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 8541 - 1 - 490

Lead a scout sniper team mission

Condition: Given an operations order, a tactical radio set, a communications plan, required weapons, ammunition, and equipment.

Standard: To accomplish higher headquarters' mission and commander's intent.

PERFORMANCE STEPS

1. Depart friendly lines.
2. Navigate to and from the objective.
3. Maintain communications.
4. Control team actions.
5. Conduct assigned actions in the objective area.
6. Observe, select, and engage targets.
7. Depart objective area.
8. Make reports, as appropriate.
9. Re-enter friendly lines.
10. Debrief mission.

REFERENCES

1. FMFM 1-3B Sniping
 2. FMFM 6-5 Marine Rifle Platoon/Squad
 3. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 8541 - 1 - 496

Conduct a debrief

Condition: Given the necessary equipment, a debriefing format, and a representative from the applicable staff section.

Standard: To relay all information during the course of the mission.

PERFORMANCE STEPS

1. Move to designated area for debrief.
2. Lay out and account for all team and individual equipment.
3. Discuss observation logbook.
4. Conduct debrief following debriefing format.
5. Provide changes to original overlays.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
-

EVENT: 8541 - 1 - 500

Lead a unit in preparations for combat

Condition: Given a unit and an order with a mission to conduct combat operations.

Standard: To ensure unit is prepared to accomplish the mission in accordance with higher headquarters' order.

PERFORMANCE STEPS

1. Conduct Mission, Enemy, Troops, Terrain-Time (METT-T) analysis.
2. Issue warning order.
3. Task organize the unit for preparation.
4. Make a tentative plan.
5. Arrange reconnaissance.
6. Make reconnaissance.
7. Establish control measures.
8. Coordinate fire support.
9. Complete the plan.
10. Issue the order.
11. Forecast resupply requirements for sustainment of combat operations.
12. Supervise inspections and weapons tests.
13. Conduct and supervise rehearsals.
14. Conduct communication checks.
15. Communicate plan to higher headquarters.

ADMINISTRATIVE INSTRUCTIONS

1. This task applies to all combat operations.
2. Operational Risk Management (ORM) should be incorporated into the planning process.

RELATED ITS

311 318 501 532

REFERENCES

1. FMFM 6-4 Marine Rifle Company
 2. FMFM 6-5 Marine Rifle Platoon/Squad
 3. MCDP 5 Planning
 4. MCRP 3-11.1A Commander's Tactical Handbook
 5. FMFRP 0-6 Marine Troop Leader's Guide
-

INFANTRY T&R MANUAL

EVENT: 8541 - 1 - 542

Compile information to prepare SITREP and other required reports

Condition: Given an operational situation, appropriate status boards, maps, appropriate reports from subordinate and supporting units, overlays, and a unit journal within a battalion Combat Operation Center (COC).

Standard: To update the commander and inform him of changes during the reporting period.

PERFORMANCE STEPS

1. Establish contact with staff or unit representatives of subordinate or supporting units.
2. Obtain subordinate/supporting unit reports, as established per SOP.
3. Consolidate unit reports.
4. Assist in preparation of battalion level reports for submission to higher headquarters.
5. Prepare and provide SITREP to the commander.

REFERENCES

1. MCRP 3-11.1A Commander's Tactical Handbook
 2. FMFM 3-1 Command and Staff Action
-

EVENT: 8541 - 1 - 623

Operate in support of offensive actions

Condition: Given an operation order for an offensive action, required weapons, ammunition, and equipment.

Standard: To position the scout sniper team so it can best accomplish the mission of support in the area of the planned offensive action.

PERFORMANCE STEPS

1. Receive the commander's concept of operations.
2. Suggest recommendations/modifications of proposed actions to the commander, as required.
3. Coordinate with appropriate agencies.
4. Execute mission.
5. Make reports, as necessary.
6. Debrief mission.

REFERENCES

1. FMFM 1-3B Sniping
-

EVENT: 8541 - 1 - 624

Operate in support of defensive actions

Condition: Given an operation order for a defensive action, required

INFANTRY T&R MANUAL

weapons, ammunition, and equipment.

Standard: To position a scout sniper team in an area of planned defensive action, where it can support, collect, and report information.

PERFORMANCE STEPS

1. Receive the commander's scheme of maneuver and fire support.
2. Suggest recommendations/modifications of proposed actions to the commander, as required.
3. Coordinate with appropriate agencies.
4. Execute mission.
5. Make reports, as required.
6. Debrief mission.

REFERENCES

1. FMFM 1-3B Sniping
-

EVENT: 8541 - 1 - 626

Operate in support of a Maritime Special Purpose Force (MSPF) Operation

Condition: Given an operations order for an MSPF mission, required weapons, ammunition, and equipment.

Standard: To position the scout sniper team where it can best support the mission.

PERFORMANCE STEPS

1. Receive the commander's concept of operations.
2. Suggest recommendations/modifications of proposed actions to the commander, as required.
3. Coordinate with appropriate agencies.
4. Execute mission.
5. Make reports, as required.
6. Debrief mission.

ADMINISTRATIVE INSTRUCTIONS

1. All possible MEU(SOC) missions supportable by scout snipers must be covered.

REFERENCES

1. FMFM 1-3B Sniping
-

INFANTRY T&R MANUAL

CHAPTER 10

8541 SCOUT SNIPER

APPENDIX D

LEVEL 2 TRAINING

Purpose:

The purpose of the Level 2 training is to provide the knowledge and skills required to perform as a Chief Scout.

Administrative Notes:

None.

Prerequisites:

Completion of Level 1 training and attendance at the Scout Sniper Advanced Course.

INFANTRY T&R MANUAL

EVENT: 8541 - 2 - 017

Engage immediate threat targets with an M16A2 service rifle

Condition: Given an M16A2 service rifle, ammunition, a sector of fire, and twelve stationary, moving, and limited exposure targets within 50 meters, while wearing a fighting load.

Standard: By achieving double hits on 9 of 12 targets presented.

PREREQUISITES

8541 - 1 - 014

PERFORMANCE STEPS

1. Place rifle in Condition 1.
2. Place the large rear sight aperture (0-2) up.
3. Assume a standing firing position.
4. Detect targets by searching and assessing the assigned sector of fire.
5. Present rifle from the ready.
6. As the rifle is being presented, take the rifle off SAFE and place the trigger finger on the trigger.
7. When the front sight post intersects with the target, engage by firing 2 shots.
8. Search and assess the assigned sector of fire for additional targets.
9. Place rifle on SAFE.

EXTERNAL SUPPORT

1. Live fire range for M16A2 service rifle with 10 to 20 man-size targets (static, limited exposure, and moving) at ranges of less than 50 meters

WEAPON AND AMMUNITION

Weapon: M16A2	5.56mm service rifle	
<u>DODIC</u>		<u>Quantity</u>
A059	CTG, 5.56mm, BALL, M855	48 each

RELATED ITS

014

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain
-

EVENT: 8541 - 2 - 018

Engage targets with an M16A2 service rifle wearing a field protective mask

Condition: Given an M16A2 service rifle, ammunition, a sector of fire, and twelve unknown distance, moving, and limited exposure targets, while wearing a fighting load and a field protective mask.

Standard: By achieving a hit on 7 of 12 targets presented.

PREREQUISITES

8541 - 1 - 014

PERFORMANCE STEPS

1. Don and clear the field protective mask.
2. Place rifle in Condition 1.
3. Assume a firing position that provides cover, concealment, and good observation of the assigned sector of fire.
4. Detect targets by searching and assessing the assigned sector of fire.
5. Present rifle from the ready.
6. Engage targets.
7. Search and assess the assigned sector of fire for additional targets.
8. Place rifle on SAFE.

EXTERNAL SUPPORT

1. Live fire range for M16A2 service rifle with 10 to 20 man-size targets (static, limited exposure, and moving) at ranges of 50 to 300 meters

WEAPON AND AMMUNITION

Weapon: M16A2	5.56mm service rifle	
<u>DODIC</u>		<u>Quantity</u>
A059	CTG, 5.56mm, BALL, M855	12 each

RELATED ITS

014

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
-

EVENT: 8541 - 2 - 025

Inspect an M16A2 service rifle

Condition: Given an M16A2 service rifle, cleaning gear, and lubricant.

Standard: In accordance with TM 05538C-10/1A.

PERFORMANCE STEPS

1. Clear the rifle.
2. Unsnap the sling.
3. Place the rifle on the butt stock, press down on the slip ring, and remove the hand guards.
4. Push the takedown pin as far as it will go and pivot the upper receiver from the lower receiver.
5. Push the receiver pivot pin and separate the upper and lower receivers.

INFANTRY T&R MANUAL

6. Pull back on the charging handle and bolt carrier to remove the bolt carrier group.
7. Remove the charging handle.
8. Remove the firing pin retaining pin.
9. Put the bolt assembly in the locked position.
10. Drop the firing pin out of the rear of the bolt carrier.
11. Remove the bolt cam pin and then remove the bolt assembly from the carrier.
12. Remove the extractor pin and then remove the extractor and spring.
13. Press in on the buffer, depress retainer, and release the buffer. Then remove the buffer and the action spring.
14. Swab out the bore with a patch moistened with CLP.
15. Pull a bore brush through the bore and out the muzzle several times.
16. Pull a patch moistened with CLP through the bore and out the muzzle several times.
17. Thoroughly clean all areas of powder fouling on the upper receiver with CLP to include the chamber, locking lugs, and the gas tube.
18. Thoroughly clean the bolt carrier group with CLP to include the outer and inner surfaces, carrier key, firing pin recess and firing pin, firing pin hole, locking lugs, ejector, and areas behind the bolt ring and upper lip of extractor.
19. Thoroughly clean all areas of powder fouling, corrosion, and dirt on the lower receiver group to include the trigger mechanism, buffer, action spring, and inside lower receiver extension.
20. Inspect the bolt for cracks, fractures, and pits.
21. Inspect the firing pin to ensure it is not bent, cracked, or blunted.
22. Inspect the firing pin retaining pin to ensure it is not bent or badly worn.
23. Inspect the cam pin to ensure it is not cracked or chipped.
24. Inspect the extractor and extractor spring to ensure it is not chipped or broken and that the rubber insert is inside the extractor spring.
25. Lightly lubricate the inside of the upper receiver, bore and chamber, outer surfaces of barrel and front sight, and the surfaces under the hand guard with CLP.
26. Apply several drops of CLP to the front sight detent and depress several times to work the CLP into the spring.
27. Generously lube the bolt to include the cam pin area, bolt rings, and the outside of the bolt body with CLP. Use only a light coat of CLP on the firing pin recess of the bolt.
28. Lightly lube the firing pin, charging handle, and inner and outer surfaces of the bolt carrier with CLP.
29. Generously lube the slide and cam pin area of the bolt carrier with CLP.
30. Lightly lube the inside lower receiver extension, buffer, and action spring with CLP.

INFANTRY T&R MANUAL

31. Generously lube the takedown and pivot pins, detents, and the moving parts inside of the lower receiver and their pins.
32. Apply several drops of CLP to the moving parts of the adjustable rear sight to include the elevation knob, elevation screw shaft, windage knob, windage screw, and detent holes.
33. Ensure the correct windage and battle sight zero is reset on the weapon.
34. Insert action spring and buffer.
35. Insert extractor and spring, and then push in the extractor pin.
36. Slide bolt into carrier and replace the bolt cam pin.
37. Drop in and seat the firing pin.
38. Pull bolt out and replace the firing pin retaining pin.
39. Engage, then push the charging handle part way.
40. Slide in the bolt carrier group, then push the charging handle and bolt carrier group together.
41. Join the upper and lower receivers and engage the receiver pivot pin.
42. Close the upper and lower receiver groups and push in the takedown pin.
43. Place the rifle on the butt stock and press down on the slip ring. Then install the hand guards and release the ring.
44. Snap on the sling.
45. Pull the charging handle to the rear and release. Place the selector lever on SAFE, pull the trigger, and ensure the hammer does not fall.
46. Place the selector lever on Semi, pull the trigger and hold to the rear. Hammer should fall.
47. Pull the charging handle to the rear and release. Release the trigger and pull again. Hammer should fall.
48. Place the selector lever on Burst. Pull the charging handle to the rear and release.
49. Pull the trigger and hold to the rear. Hammer should fall.
50. Pull the charging handle to the rear 3 times and release. Release trigger and pull again. Hammer should fall.

REFERENCES

1. TM 05538C-10/1A Operator's Manual, Rifle, 5.56mm, M16A2 W/E
-

EVENT: 8541 - 2 - 311

Write a warning order

Condition: Given a 5 paragraph order from higher headquarters, paper, and pen.

Standard: In accordance with FMFM 6-5.

INFANTRY T&R MANUAL

PERFORMANCE STEPS

1. Conduct initial estimate of the situation.
2. Determine how the mission will be organized, which attachments will be needed, and the time line. Identify implied missions will have to be accomplished if the mission is to succeed.
3. Write the situation paragraph as a brief statement of the friendly and enemy situation.
4. Write the mission, exactly as it was received from higher headquarters.
5. Write general instructions to include general and special organization, uniform and equipment common to all, weapons ammunition and equipment, chain of command, and the time schedule.
6. Write special instructions to subordinate leaders, special purpose teams, and key individuals.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
-

EVENT: 8541 - 2 - 315

Write a five paragraph order

Condition: Given a 5 paragraph order from higher headquarters, paper, and pen.

Standard: By developing an order which supports achievement of higher headquarters' mission.

PERFORMANCE STEPS

1. Determine the mission from higher headquarters' mission, commander's intent, and specified tasks.
2. Analyze the enemy situation to determine the effect on the unit.
3. Analyze the friendly situation to determine the effect on the unit.
4. Analyze the effect of attachments and/or detachments on the unit.
5. Analyze the higher scheme of maneuver and fire support plan.
6. Determine the unit scheme of maneuver.
7. Determine the unit fire support plan.
8. Task organize the unit.
9. Analyze higher administration and logistics to determine the effect on the unit.
10. Determine unit administrative and logistic requirements.
11. Analyze higher command and signal plan.
12. Determine the unit command and signal plan.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
-

INFANTRY T&R MANUAL

EVENT: 8541 - 2 - 318

Issue an order

Condition: Given a completed 5 paragraph order and a terrain model, while wearing a fighting load.

Standard: In accordance with FMFM 6-5.

PERFORMANCE STEPS

1. Assemble the unit around the terrain model.
2. Take role to ensure all members are present.
3. If issuing a mission order, receive a status report for the unit and Team Leaders on the preparatory tasks assigned to them when the warning order was issued.
4. Precede the issuance of the order with the orientation.
5. Issue the entire order before taking questions.
6. Conduct a question and answer session.
7. Conclude the issue process with a time check, and announce the next event to be accomplished.

RELATED ITS

315 320

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
-

EVENT: 8541 - 2 - 494

Establish a sniper control center

Condition: Given the required communications equipment, report formats, and other necessary equipment.

Standard: To receive, process, and disseminate reports from the scout sniper teams.

PERFORMANCE STEPS

1. Select location.
2. Establish security.
3. Set up communications assets.
4. Perform operations checks on communications equipment.
5. Setup briefing/situation boards.
6. Open communications log.
7. Open situation log.
8. Process reports.
9. Perform situation update/brief at the ORP/SCC with the supported unit commander, as required.

REFERENCES

1. FMFM 1-3B Sniping

EVENT: 8541 - 2 - 590

Conduct small unit training

Condition: Given a unit, required external support and equipment, and a mission.

Standard: By ensuring each Marine or team achieves the training standard, and to prepare unit for future combat operations.

PERFORMANCE STEPS

1. Determine the task to be trained from the platoon training schedule.
2. Review the training standard to determine required resources and the most appropriate method(s) for delivering instruction.
3. Request the required resources from higher headquarters.
4. Prepare a training outline which explains how the training will be conducted.
5. Prepare the training area.
6. Assemble the student Marines.
7. Explain the training standard to the students.
8. Conduct a safety brief.
9. Conduct the instruction, in accordance with the training outline.
10. Evaluate the performance of the student Marines or teams, in accordance with the training standard.
11. Remediate student Marines or teams that do not master the training standard.
12. Submit a training after action report to higher headquarters.
13. Update individual training records.

RELATED ITS

576

REFERENCES

1. MCRP 3-0B How to Conduct Training
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