

INFANTRY T&R MANUAL

CHAPTER 4

INFANTRY RIFLEMAN

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4001. MOS DESCRIPTION. The riflemen employ the M16A2 service rifle, the M203 grenade launcher and the squad automatic rifle (SAW). Riflemen are the primary scout, assault troops, and close combat force available to the MAGTF. They are the foundation of the Marine infantry organization, and as such are the nucleus of the fire team in the rifle squad. Noncommissioned officers are assigned as fire team leaders, scout team leaders, or rifle squad leaders.

4002. CAREER PROGRESSION. Upon completion of Level A training at the Infantry Rifleman Course, Infantry Training Battalion, School of Infantry, the rifleman will conduct Level 1 training as a member of a fire team in an Infantry Battalion. Prior to selection to Sergeant or upon assuming the duties of Squad Leader, the rifleman should attend Level B training at the Infantry Squad Leaders Course, Advanced Infantry Training Company, School of Infantry. Once assigned as a squad leader, the rifleman will conduct Level 2 training.

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APPENDIX A

BILLET CORE CAPABILITIES

BILLET A: Rifleman

The Rifleman in the fire team carries out the orders of the Fire Team Leader. He is responsible for the effective employment of his rifle and for the condition and care of his weapon and equipment. The Rifleman is trained as a scout. His T/O weapon is the M16A2 service rifle.

Core Capabilities:

1. Carries out the orders of the infantry Fire Team Leader.
2. Performs the tasks required of a Rifleman in an infantry fire team.
3. Carries, performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle.
4. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
5. Emplaces and recovers an M18A1 Claymore mine.
6. Probes for and marks a mine.
7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
9. Performs self-aid and buddy aid.
10. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
11. Communicates using proper communications procedures with a TA-1 field telephone, and TA-312 field telephone, and an AN/PRC-119 field radio in single channel mode.
12. Performs fire and movement as an individual and as a member of a fire team.
13. Locates, closes with, and destroys the enemy by fire and maneuver.
14. Repels an enemy assault by fire and close combat.

BILLET B: Assistant Automatic Rifleman

The Assistant Automatic Rifleman assists in the employment of the automatic rifle. He carries additional magazines and/or ammunition boxes for the automatic rifle and is prepared to assume the duties of

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the Automatic Rifleman. He is responsible for the effective employment of his rifle and for the condition and care of his weapon and equipment. His T/O weapon is the M16A2 service rifle.

Core Capabilities:

1. Carries out the orders of the infantry Fire Team Leader.
2. Performs the tasks required of a Assistant Automatic Rifleman in an infantry fire team.
3. Carries, performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle.
4. Assists the Automatic Rifleman in performing operator maintenance for and engaging targets with a proficient marksman with an M249 squad automatic weapon.
5. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
6. Emplaces and recovers an M18A1 Claymore mine.
7. Probes for and marks a mine.
8. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
9. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
10. Performs self-aid and buddy aid.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Communicates using proper communications procedures with a TA-1 field telephone, TA-312 field telephone, and an AN/PRC-119 field radio in single channel mode.
13. Performs fire and movement as an individual and as a member of a fire team.
14. Locates, closes with, and destroys the enemy by fire and maneuver.
15. Repels an enemy assault by fire and close combat.

BILLET C: Automatic Rifleman

The Automatic Rifleman carries out the orders of the Fire Team Leader. He is responsible for the effective employment of the automatic rifle and for the condition and care of his weapon and equipment. His T/O weapon is the M249 squad automatic weapon (SAW).

Core Capabilities:

1. Carries out the orders of the infantry Fire Team Leader.
2. Performs the tasks required of an Automatic Rifleman in an infantry fire team.
3. Carries, performs operator maintenance for, and is a proficient marksman with an M249 squad automatic weapon.

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4. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
 5. Emplaces and recovers an M18A1 Claymore mine.
 6. Probes for and marks a mine.
 7. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
 8. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
 9. Performs self-aid and buddy aid.
 10. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
 11. Communicates using proper communications procedures with a TA-1 field telephone, TA-312 field telephone, and an AN/PRC-119 field radio in single channel mode.
 12. Performs fire and movement as an individual and as a member of a fire team.
 13. Locates, closes with, and destroys the enemy by fire and maneuver.
 14. Repels an enemy assault by fire and close combat.
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BILLET D: Fire Team Leader/Grenadier

The Fire Team Leader carries out the orders of the Squad Leader. He is responsible for the fire discipline and control of his fire team and for the condition, care, and economical use of its weapons and equipment. In addition to his primary duties as a leader, but not to the detriment of them, he serves as a Grenadier and is responsible for the effective employment of the grenade launcher, his rifle, and for the condition and care of his weapons and equipment. His T/O weapon is the M16A2 service rifle with the M203 grenade launcher attached.

Core Capabilities:

1. Carries out the orders of the Squad Leader.
2. Performs the tasks of a Fire Team Leader in an infantry rifle squad.
3. Maintains the condition, care, and economical use of assigned personnel, weapons, and equipment.
4. Capable of performing all the tasks required of a Rifleman, Assistant Automatic Rifleman, and an Automatic Rifleman.
5. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and an M203 grenade launcher.
6. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
7. Emplaces and recovers an M18A1 Claymore mine.
8. Probes for and marks a mine.

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9. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
 10. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
 11. Performs self-aid and buddy aid.
 12. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination
 13. 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 mode.
 14. Performs fire and movement as an individual and as a member of a fire team.
 15. Controls the fire and movement of his fire team.
 16. Locates, closes with, and destroys the enemy by fire and maneuver.
 17. Repels an enemy assault by fire and close combat.
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BILLET E: Infantry Squad Leader

The Squad Leader carries out the orders issued to him by the Platoon Commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his squad at all times, as well as the condition, care, and economical use of its weapons and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and maneuver of his squad. His T/O weapon is the M16A2 service rifle.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.
2. Performs the tasks required of a Squad Leader in a rifle squad.
3. Maintains the discipline, appearance, control, conduct, and welfare of his squad.
4. Trains his squad in the performance of tasks which support platoon training objectives.
5. Maintains the condition, care, and economical use of assigned weapons and equipment.
6. Capable of performing all the tasks required of a rifleman, Assistant Automatic Rifleman, Automatic Rifleman, and Fire Team Leader.
7. Carries, performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle.
8. Capable of performing operator maintenance for and engaging targets with M249 squad automatic weapon and M203 Grenade Launcher.
9. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
10. Emplaces and recovers an M18A1 Claymore mine.

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11. Probes for and marks a mine.
 12. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
 13. Determines current 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.
 17. Calls for and adjusts indirect fire.
 18. Writes and issues combat orders.
 19. Performs fire and movement as an individual and as a member of a rifle squad.
 20. Controls the fire and movement of his rifle squad.
 21. Locates, closes with, and destroys the enemy by fire and maneuver.
 22. Repels an enemy assault by fire and close combat.
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APPENDIX B

BILLET EVENT MATRIX (A-J)

<u>Code</u>	<u>Billet</u>
A	Rifleman
B	Assistant Automatic Rifleman
C	Automatic Rifleman
D	Fire Team Leader/Grenadier
E	Infantry Squad Leader

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

0311 - 1 - 013	Perform operator maintenance for an M16A2 service rifle									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 014	Load an M16A2 service rifle									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 015	Field expedient zero an M16A2 service rifle									
	1.075	0.925		0.909						
	6	6		6						
0311 - 1 - 016	Engage targets with an M16A2 service rifle									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 017	Engage immediate threat targets with an M16A2 service rifle									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 018	Engage targets with an M16A2 service rifle wearing a field protective mask									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 019	Perform immediate action for an M16A2 service rifle									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 020	Perform remedial action for an M16A2 service rifle									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 021	Combat reload an M16A2 service rifle									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 022	Clear an M16A2 service rifle									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 023	Rush with an M16A2 service rifle									
	1.075	0.925		0.909	0.689					
	3	3		3	3					

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 1 - 024	Mark a sector of fire for an M16A2 service rifle									
	1.075	0.925		0.909						
	6	6		6						
0311 - 1 - 026	Zero an AN/PVS-4 night vision sight to an M16A2 service rifle									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 027	Engage targets with an M16A2 service rifle using an AN/PVS-4 night vision sight									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 028	Zero an AN/PAQ-4 Infrared Aiming Light to an M16A2 service rifle									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 029	Engage targets with an M16A2 service rifle using an AN/PAQ-4 Infrared Aiming Light									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 030	Zero an AN/PEQ-2A Target Pointer Illuminator/Aiming Light to an M16A2 service rifle									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 031	Engage targets with an M16A2 service rifle using an AN/PEQ-2A Target Pointer Illuminator/Aiming Light									
	1.075	0.925		0.909	0.689					
	6	6		6	6					
0311 - 1 - 037	Perform operator maintenance for an M249 squad automatic weapon									
		0.925	1.111							
		3	3							
0311 - 1 - 038	Load an M249 squad automatic weapon with linked ammunition									
		0.925	1.111							
		6	6							
0311 - 1 - 039	Load an M249 squad automatic weapon with a magazine									
		0.925	1.111							
		6	6							
0311 - 1 - 040	Field zero an M249 squad automatic weapon									
		0.925	1.111							
		6	6							

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 1 - 041	Perform ten meter firing for an M249 squad automatic weapon									
	0.925	1.111								
	6	6								
0311 - 1 - 042	Engage targets at unknown distances with the M249 squad automatic weapon									
	0.925	1.111								
	6	6								
0311 - 1 - 043	Rush with an M249 squad automatic weapon									
	0.925	1.111								
	3	3								
0311 - 1 - 044	Perform transition firing for an M249 squad automatic weapon									
	0.925	1.111								
	3	3								
0311 - 1 - 045	Engage targets with an M249 squad automatic weapon using alternate firing positions									
	0.925									
	6									
0311 - 1 - 046	Clear an M249 squad automatic weapon									
	0.925	1.111								
	6	6								
0311 - 1 - 047	Perform immediate action for an M249 squad automatic weapon									
	0.925	1.111								
	6	6								
0311 - 1 - 048	Perform remedial action for an M249 squad automatic weapon									
	0.925	1.111								
	6	6								
0311 - 1 - 049	Mark a sector of fire for a M249 squad automatic weapon									
	0.925	1.111								
	6	6								
0311 - 1 - 052	Perform transition firing for an M249 squad automatic weapon during limited visibility									
	0.925	1.111								
	6	6								
0311 - 1 - 057	Load an M203 grenade launcher									
			0.909	0.689						
			3	3						

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 1 - 058	Perform misfire procedures for an M203 grenade launcher									
				0.909	0.689					
				3	3					
0311 - 1 - 059	Unload an M203 grenade launcher									
				0.909	0.689					
				3	3					
0311 - 1 - 060	Zero an M203 grenade launcher leaf sight									
				0.909	0.689					
				3	3					
0311 - 1 - 061	Zero an M203 grenade launcher quadrant sight									
				0.909	0.689					
				3	3					
0311 - 1 - 062	Perform M203 grenade launcher day qualification									
				0.909	0.689					
				6	6					
0311 - 1 - 063	Zero an AN/PVS-4 night vision sight to an M203 grenade launcher									
				0.909	0.689					
				6	6					
0311 - 1 - 064	Engage targets at unknown distances with the M203 grenade launcher									
				0.909	0.689					
				6	6					
0311 - 1 - 065	Qualify with an M203 grenade launcher at night									
				0.909	0.689					
				6	6					
0311 - 1 - 066	Mark a sector of fire for an M203 grenade launcher									
				0.909	0.689					
				3	3					
0311 - 1 - 181	Engage targets with an M136 light anti-armor weapon									
	1.075	0.925	1.111	0.909	0.689					
	12	12	12	12	12					
0311 - 1 - 182	Perform misfire procedures for an M136 light anti-armor weapon									
	1.075	0.925	1.111	0.909	0.689					
	12	12	12	12	12					
0311 - 1 - 256	Throw an M67 fragmentation grenade									
	1.075	0.925	1.111	0.909	0.689					
	12	12	12	12	12					

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 1 - 257	Engage targets with grenades for distance and accuracy									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 258	Execute a grenade assault course of fire									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 260	Emplace an M49A1 surface trip flare									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 261	Recover an M49A1 surface trip flare									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 262	Emplace an M18A1 Claymore mine									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 263	Recover an M18A1 Claymore mine									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 291	Probe for a mine									
	1.075	0.925	1.111	0.909	0.689					
	12	12	12	12	12					
0311 - 1 - 292	Negotiate a wire obstacle by crossing over									
	1.075	0.925	1.111	0.909	0.689					
	12	12	12	12	12					
0311 - 1 - 293	Negotiate a wire obstacle by crossing under									
	1.075	0.925	1.111	0.909	0.689					
	12	12	12	12	12					
0311 - 1 - 294	Negotiate a wire obstacle by cutting									
	1.075	0.925	1.111	0.909	0.689					
	12	12	12	12	12					
0311 - 1 - 301	Perform operator maintenance on a AN/PVS-7 night vision goggles									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 302	Operate AN/PVS-7 night vision goggles									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 1 - 322	Prepare a fire team fire plan sketch									
				0.909						
				6						
0311 - 1 - 332	Identify armored vehicles									
					0.689					
					9					
0311 - 1 - 333	Challenge personnel entering an area									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 334	React to a ground flare									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 335	React to an overhead flare									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 336	High crawl									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 337	Low crawl									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 338	Perform creeping									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 339	Perform night walk									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 340	Move across an open area									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 341	Select a hasty firing position									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 342	Construct a one-man fighting hole									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 1 - 343	Execute unarmed close combat									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 344	Execute armed close combat									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 350	Move parallel to a building									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 351	Move past a first floor window									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 352	Move past a basement window									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 353	Cross a wall									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 354	Prepare a fighting position within a building									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 355	Observe around a corner									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 361	Determine the grid coordinates of a point on a map									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 362	Determine a grid azimuth using a protractor									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 363	Convert a magnetic azimuth to a grid azimuth									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 364	Convert a grid azimuth to a magnetic azimuth									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 1 - 365	Orient a map with a compass									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 366	Measure distance on a map									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	2	2					
0311 - 1 - 367	Determine the error in a lensatic compass									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 368	Orient a map by terrain association									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 369	Determine a back azimuth									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 370	Pre-set a lensatic compass and follow an azimuth during daylight									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 371	Pre-set a lensatic compass and follow an azimuth during darkness									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 372	Locate an unknown point by intersection									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 373	Locate an unknown position by modified resection									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 374	Locate an unknown position by resection									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 376	Navigate using relief sketch									
	1.075	0.925	1.111	0.909	0.689					
	9	9	9	9	9					
0311 - 1 - 382	Estimate range									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 1 - 418	Communicate using hand and arm signals									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 419	Communicate using a TA-1 field telephone									
	1.075	0.925	1.111	0.909	0.689					
	12	12	12	12	12					
0311 - 1 - 420	Communicate using a TA-312 field telephone									
	1.075	0.925	1.111	0.909	0.689					
	12	12	12	12	12					
0311 - 1 - 431	Report information									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 438	Evaluate a casualty									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 440	Perform rescue breathing									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 441	Perform Cardiopulmonary Resuscitation (CPR)									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 442	Apply a pressure dressing									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 443	Apply a tourniquet									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 444	Perform first aid for a head wound									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 445	Perform first aid for a chest wound									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 446	Perform first aid for an abdominal wound									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 1 - 447	Perform first aid for a burn									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 448	Splint a fracture									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 449	Perform first aid for heatstroke									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 450	Perform first aid for frostbite									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 451	Perform first aid for a snakebite									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 452	Perform a one-man fireman carry									
	1.075	0.925	1.111	0.909	0.689					
	3	3	3	3	3					
0311 - 1 - 458	Perform operator maintenance for an M40 field protective mask with hood									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 459	Don an M40 field protective mask with hood									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 460	Drink from a canteen while wearing an M40 field protective mask with hood									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 461	Don personal protective equipment to MOPP Level 4									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 462	Perform individual decontamination									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 463	Perform self-aid for a nerve agent									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 1 - 464	React to a nuclear attack without warning									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					
0311 - 1 - 496	Conduct a debrief									
	1.075	0.925	1.111	0.909	0.689					
	6	6	6	6	6					

INFANTRY T&R MANUAL

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

0311 - 2 - 025	Inspect an M16A2 service rifle									
				0.909	0.689					
				6	6					

0311 - 2 - 050	Inspect an M249 squad automatic weapon									
	0.925	1.111								
	6	6								

0311 - 2 - 056	Perform operator maintenance for an M203 grenade launcher									
				0.909	0.689					
				3	3					

0311 - 2 - 067	Inspect an M203 grenade launcher									
					0.689					
					6					

0311 - 2 - 073	Select a machinegun firing position									
					0.689					
					6					

0311 - 2 - 074	Inspect a machinegun firing position									
					0.689					
					6					

0311 - 2 - 305	Inspect optics									
					0.689					
					3					

0311 - 2 - 311	Write a warning order									
					0.689					
					6					

0311 - 2 - 315	Write a five paragraph order									
					0.689					
					6					

0311 - 2 - 318	Issue an order									
					0.689					
					6					

0311 - 2 - 319	Prepare a patrol warning order									
					0.689					
					6					

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 2 - 320					0.689					
					6					
0311 - 2 - 324					0.689					
					6					
0311 - 2 - 345					0.689					
					6					
0311 - 2 - 377				0.909	0.689					
				6	6					
0311 - 2 - 378				0.909	0.689					
				6	6					
0311 - 2 - 379					0.689					
					6					
0311 - 2 - 380					0.689					
					6					
0311 - 2 - 388					0.689					
					6					
0311 - 2 - 389					0.689					
					6					
0311 - 2 - 390					0.689					
					6					
0311 - 2 - 391					0.689					
					6					
0311 - 2 - 392					0.689					
					6					

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 2 - 393					0.689					
					6					
0311 - 2 - 394					0.689					
					6					
0311 - 2 - 398					0.689					
					6					
0311 - 2 - 400					0.689					
					6					
0311 - 2 - 421					0.689					
					6					
0311 - 2 - 422					0.689					
					6					
0311 - 2 - 423				0.909	0.689					
				6	6					
0311 - 2 - 424					0.689					
					6					
0311 - 2 - 425					0.689					
					6					
0311 - 2 - 433				0.909	0.689					
				6	6					
0311 - 2 - 439					0.689					
					6					
0311 - 2 - 474					0.689					
					6					

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Event Code	A	B	C	D	E	F	G	H	I	J
0311 - 2 - 500					0.689					
					6					
0311 - 2 - 502					0.689					
					3					
0311 - 2 - 504					0.689					
					3					
0311 - 2 - 508					0.689					
					6					
0311 - 2 - 511					0.689					
					6					
0311 - 2 - 517					0.689					
					6					
0311 - 2 - 518					0.689					
					6					
0311 - 2 - 526					0.689					
					3					
0311 - 2 - 542					0.689					
					3					

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CHAPTER 4

0311 RIFLEMAN

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 Rifleman, Assistant Automatic Rifleman, Automatic Rifleman, and Fire Team Leader.

Administrative Notes:

None.

Prerequisites:

The Marine will have completed the Infantry Rifleman Course.

EVENT: 0311 - 1 - 013

Perform operator maintenance for 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.
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.

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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.
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.

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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: 0311 - 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: 0311 - 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

0311 - 1 - 014

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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.
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: 0311 - 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

0311 - 1 - 014

PERFORMANCE STEPS

1. Place rifle in Condition 1.

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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.

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

014 017

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
-

EVENT: 0311 - 1 - 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

0311 - 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.

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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: 0311 - 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

0311 - 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

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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: 0311 - 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: 0311 - 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

0311 - 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.
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: 0311 - 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

0311 - 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.

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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)

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: 0311 - 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)

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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: 0311 - 1 - 023

Rush with an M16A2 service rifle

Condition: Given an M16A2 service rifle, 50 meters to rush with firing points which provide cover for firing from the prone supported position, ammunition, magazines, E-silhouette targets at distances of 75 to 400 meters from the starting position, while wearing a fighting load.

Standard: By rushing from one point to another, achieving hits on 16 of 24 targets exposed and having ammunition remaining to engage the final target exposed.

PERFORMANCE STEPS

1. Assume the prone position.
2. Load a magazine filled with 28 rounds.
3. Place the weapon in Condition 1.
4. From the prone position, raise the head and select a new position.
5. Slowly lower the head, draw arms inward, cock right leg, and prepare to rush.
6. Raise the body by straightening both arms in one movement.
7. Spring to your feet, stepping off with the left foot.
8. Keeping a low profile, advance forward grasping the M16A2 by the pistol grip with the firing hand.
9. Upon reaching the next covered and concealed position, stop and plant both feet in place.
10. Drop quickly to the knees.
11. Fall forward, breaking your fall with the non-firing hand.
12. Assume a prone firing position.
13. Search and assess the sector of fire.
14. Fire 2 rounds at a E-silhouette target at the 175 meter distance; fire 2 rounds at a E-silhouette target at the 150 meter distance, within a time limit of 15 seconds.
15. Repeat steps 3 through 13.
16. Fire 2 rounds at a E-silhouette target at the 150 meter distance, fire 2 rounds at a second E-silhouette target at the 150 meter distance; fire 2 rounds at a E-silhouette target at the 125 meter distance, within a time limit of 20 seconds.
17. Repeat steps 3 through 13.

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18. Fire 2 rounds at a E-silhouette target at the 100 meter distance; fire 2 rounds at a E-silhouette target at the 75 meter distance, within a time limit of 15 seconds.
19. Repeat steps 3 through 13.
20. Fire 2 rounds at a E-silhouette target at the 100 meter distance; fire 2 rounds at a E-silhouette target at the 125 meter distance, within a time limit of 15 seconds.
21. Repeat steps 3 through 13.
22. Fire 2 rounds at a E-silhouette target at the 75 meter distance; fire 2 rounds at a E-silhouette target at the 125 meter distance, within a time limit of 15 seconds.
23. Repeat steps 3 through 13.
24. Fire 2 rounds at a E-silhouette target at the 100 meter distance, fire 2 rounds at a second E-silhouette target at the 100 meter distance; fire 2 rounds at a E-silhouette target at the 125 meter distance, within a time limit of 20 seconds.
25. Load a magazine filled with 14 rounds.
26. Repeat steps 3 through 13.
27. Fire 2 rounds at a E-silhouette target at the 75 meter distance, fire 2 rounds at a E-silhouette target at the 100 meter distance; fire 2, rounds at a E-silhouette target at the 125 meter distance, within a time limit of 20 seconds.
28. Repeat steps 3 through 13.
29. Fire 2 rounds at a E-silhouette target at the 75 meter distance; fire 2 rounds at a second E-silhouette target at the 75 meter distance, within a time limit of 15 seconds.
30. Repeat steps 3 through 13.
31. Fire 2 rounds at a E-silhouette target at the 300 meter distance, within a time limit of 10 seconds.
32. Repeat steps 3 through 13.
33. Fire 2 rounds at a E-silhouette target at the 400 meter distance, within a time limit of 10 seconds.

ADMINISTRATIVE INSTRUCTIONS

1. Length of rushes should be based on available cover and abilities of the rifleman.
2. Rifleman should complete a dry fire walk-through of the course of fire before firing the task.

EXTERNAL SUPPORT

1. Live fire and maneuver range at least 50 meters long for M16A2 with various firing points and single and double E-silhouette targets at distances of 75 to 400 meters

WEAPON AND AMMUNITION

Weapon:	M16A2	5.56mm service rifle	
	<u>DODIC</u>		<u>Quantity</u>
	A059	CTG, 5.56mm, BALL, M855	42 each

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 0311 - 1 - 024

Mark a sector of fire for an M16A2 service rifle

Condition: Given an M16A2 service rifle, an assigned sector of fire, an entrenching tool, and stakes, while wearing a fighting load.

Standard: In accordance with FMFM 6-5.

PERFORMANCE STEPS

1. Emplace aiming yoke aiming stake as the reference point for the rifle on the slip ring of the weapon.
2. Mark assigned sector of fire with limiting stakes that are stable enough to contain the erratic traversing of the weapon with the assigned sector.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

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

EVENT: 0311 - 1 - 026

Zero an AN/PVS-4 night vision sight to an M16A2 service rifle

Condition: Given an SL-3 complete AN/PVS-4 Night Vision Sight with M16A2 reticule, M16A2 Service Rifle with mounting bracket, ammunition, and a 25 meter zeroing target, while wearing a fighting load.

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

PREREQUISITES

0311 - 1 - 014

PERFORMANCE STEPS

1. Clear the weapon and place in Condition 4.
2. Position the sight in the groove on top of the M16A2 service rifle handle and align the threaded hole in the base of the sight mounting adapter over the hole in the handle.
3. Insert the mounting knob assembly through the hole in the handle and screw firmly clockwise into the sight mounting adapter.
4. Place the sight into operation.
5. Place the weapon in Condition 1.
6. Assume a prone supported firing position.
7. Adjust the azimuth and elevation controls so that the reticule aiming point is in the center of the field-of-view of the sight.

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8. Fire 2 to 3 rounds to seat the sight on the weapon, then retighten all mounting screws or knobs.
9. Place the zeroing range aiming point of the reticule on the target aiming point and fire 3 rounds to obtain a shot group.
10. Locate the center of the shot group.
11. Determine the distance between the center of the shot group and the impact point of the target.
12. Adjust the reticule to move the center of the shot group the measured distance to the impact point.
13. Repeat steps 5-8 until the impact point on the target is at the center of the shot group.

EXTERNAL SUPPORT

1. Live fire range for M16A2 service rifle with AN/PEQ-2A / AN/PVS-4 25 meter zeroing targets at 25 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

014 015

REFERENCES

1. TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)
-

EVENT: 0311 - 1 - 027

Engage targets with an M16A2 service rifle using an AN/PVS-4 night vision sight

Condition: Given an M16A2 service rifle, an AN/PVS-4 night vision sight, ammunition, a sector of fire, and twelve unknown distance, moving, and limited exposure targets from 50 to 250 meters, while wearing a fighting load.

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

PREREQUISITES

0311 - 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 the rifle from the ready.
5. Engage target.

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6. Search and assess the assigned sector of fire for additional targets.
7. 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

014 016

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
-

EVENT: 0311 - 1 - 028

Zero an AN/PAQ-4 Infrared Aiming Light to an M16A2 service rifle

Condition: Given an M16A2 service rifle with mounting bracket installed, an SL-3 complete AN/PAQ-4, AN/PVS-7 night vision goggles, ammunition, and a 36 meter BZO target, while wearing a fighting load.

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

PREREQUISITES

0311 - 1 - 014

PERFORMANCE STEPS

1. Clear the weapon and place in Condition 4.
2. Place the switch lever shroud over the mounting rail.
3. Rotate the aiming light ON/OFF switch counter-clockwise to the #1 OFF position.
4. Position the aiming light on the mounting rail and secure with the thumbscrew.
5. Place the ON/OFF switch to the #2 ON MOMENTARY position.
6. Set the adjusters to the neutral position.
7. Attach the bore sight filter.
8. Don the AN/PVS-7 night vision goggles and place into action.
9. Place the weapon in Condition 1.
10. Assume a supported prone position.
11. Activate the AN/PAQ-4 and place the laser dot centered on the non-gloss black aiming area of the target.
12. Fire a 3 round shot group.
13. Locate the center of the shot group.

INFANTRY T&R MANUAL

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 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

014 016

REFERENCES

1. TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)

EVENT: 0311 - 1 - 030

Zero an AN/PEQ-2A Target Pointer Illuminator/Aiming Light to an M16A2 service rifle

Condition: Given an SL-3 complete AN/PEQ-2A Target Pointer Illuminator/Aiming Light, AN/PVS-7 night vision goggles, an M16A2 service rifle, ammunition, and a 25 meter zeroing target, while wearing a fighting load.

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

PREREQUISITES

0311 - 1 - 014

PERFORMANCE STEPS

1. Clear the weapon and place in Condition 4.
2. Mount the AN/PEQ-2A on a M16A2 service rifle.
3. Set the adjusters to the zero pre-set position.
4. Turn the aiming beam on in the low power setting (AIM LO). In high light condition, use (AIM HI).
5. Don the AN/PVS-7 night vision goggles and put into action.
6. Place weapon in Condition 1.
7. Assume a supported prone position.
8. Press the cable switch button to activate the aiming beam and aim center of mass.
9. Fire 3 rounds.
10. Locate the center of the shot group relative to the designated strike point.
11. Adjust the aiming beam adjusters to move the center of the shot group relative to the designated strike point.

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12. Fire another 3 rounds and again observe the center of the shot group relative to the designated strike point. When 2 out of 3 rounds are in the designated strike zone, the AN/PEQ-2A is zeroed for 250 meters.

13. Once the aiming beam is zeroed, rotate the selector knob to the DUAL LO, DUAL LO/HI, or DUAL HI/HI mode to observe both aiming and illumination beams.

14. Rotate the illumination beam adjusters to align the illumination beam with the aiming beam.

EXTERNAL SUPPORT

1. Live fire range for M16A2 service rifle with AN/PEQ-2A 25 meter zeroing targets at 25 meters

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

014 015

REFERENCES

1. TM 10470A-12&P/1A Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-2A

EVENT: 0311 - 1 - 031

Engage targets with an M16A2 service rifle using an AN/PEQ-2A Target Pointer Illuminator/Aiming Light

Condition: Given an M16A2 service rifle, a AN/PEQ-2A Target Pointer Illuminator/Aiming Light, AN/PVS-7 night vision goggles, ammunition, a sector of fire, and twelve unknown distance, moving, and limited exposure targets from 50 to 250 meters, while wearing a fighting load.

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

PREREQUISITES

0311 - 1 - 014

PERFORMANCE STEPS

1. Don the AN/PVS-7 night vision goggles.
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 the assigned sector of fire.
5. Present the rifle from the ready.
6. Press the cable switch button to activate the aiming beam and aim center mass of the target.
7. Engage target.

INFANTRY T&R MANUAL

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 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	24 each

RELATED ITS

014 016

REFERENCES

1. TM 10470A-12&P/1A Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-2A
-

EVENT: 0311 - 1 - 037

Perform operator maintenance for an M249 squad automatic weapon

Condition: Given an M249 squad automatic weapon, cleaning gear, and lubricant.

Standard: In accordance with TM 08671A-10/1

PERFORMANCE STEPS

1. Clear the weapon.
2. Raise the cover assembly and pull the upper retaining pin at the rear of the receiver to the left.
3. Lower the butt pivot downward so that the rear opening on the receiver is completely free.
4. Hold the weapon with one hand on the butt stock and push in and upward on the rear end of the operating rod assembly with the thumb of the other hand.
5. Remove the operating rod assembly (spring, guide rod, and buffer).
6. Pull the cocking handle to the rear and slide the moving parts out of the rear of the receiver.
7. Rotate the bolt to disengage the lug and pull it out of the slide assembly.
8. Separate the slide assembly from the piston by pressing the retaining pin at the rear to the left and lifting off the slide assembly.
9. Close the cover.
10. Depress the locking lever of the barrel with the left hand. Hold the carrying handle with the right hand, and lift up and push the barrel forward.
11. Position the gas regulator lever between Normal and Max.

INFANTRY T&R MANUAL

12. Place the tip of the spring guide rod in the notch in the front left of the gas block and hold the guide firmly in the notch.
13. Holding the guide rod in position, turn the collar back and beyond the Normal position until the collar can be removed.
14. Remove the gas regulator from the gas block.
15. Push the hand guard retaining pin to the left using the spring guide rod, then remove the hand guard downward.
16. Using the spring guide rod, push the lower most retaining pin to the left and remove the butt stock and shoulder assembly by pulling it rearward, while supporting the trigger assembly.
17. Using the spring guide rod, push the lower most retaining pin to the left and remove the butt stock and shoulder assembly by pulling it rearward, while supporting the trigger assembly.
18. Turn the gas cylinder to the left or right to release the locking spring, then pull forward.
19. Remove the bipod from the receiver.
20. Inspect the bore and chamber.
21. Wipe the outside of the barrel with a lightly oiled rag. If heavy bore and/or chamber deposits are present, clean the bore and/or chamber with a bore brush and/or chamber brush.
22. Inspect barrel for cracks, dents, burrs, or other damage on flash hider, barrel extension, and barrel release.
23. Check front sight for looseness.
24. Check the cover assembly for smooth operation, spring tension, bent parts, or excessive wear and lightly oil moving parts.
25. Check for bends and cracks, free movement of the cocking assembly, and excessively worn, burred or chipped rails.
26. Check barrel locking latch and cover detent springs for spring tension.
27. Lightly oil all rails.
28. Check for broken pistol grip, and chipped or cracked trigger housing holding lugs.
29. Check tripping lever and sear for burrs, cracks, chips, and wear.
30. Check cocking action by pushing back on the tripping lever and ensuring that the sear raises. Pull the trigger and ensure the sear lowers. Push back on tripping lever.
31. With the safety pushed to the right, pull the trigger and ensure the sear will not lower.
32. With the safety pushed to the left, pull the trigger and ensure the sear lowers.
33. Lightly lubricate tripping lever and sear surfaces, ends of the trigger pin, safety shaft, and sear pivot pin.
34. Check the bolt and operating rod for burrs, cracks, broken pins, or a frozen roller.
35. Push down on the roller to make sure it will retract.
36. Check driving spring for broken strands.
37. Lightly oil driving spring, bolt and operating rod moving parts, polished areas, firing pin, and roller.

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38. Clean and check bipod legs for operation.
39. Lightly oil bipod moving parts.
40. Clean and check rear sight assembly for azimuth and elevation, and lightly oil knob detents.
41. Clean the gas vent hole of the regulator body using the scraper tool.
42. Clean the central hole of the regulator with the scraper tool by turning it clockwise and pushing it inward to the bottom of the housing.
43. Use the protruding tips of the scraper to clean the 2 grooves of the regulator body.
45. Clean the front of the gas cylinder by inserting and turning the flat side of the scraper in the hole.
46. Clean the exterior grooves and the hole on the front of the piston using the scraper.
47. Place the bipod on the receiver.
48. Push the gas cylinder through the bipod yoke into the receiver.
49. Push the cylinder to the rear while countering the pressure of the locking spring and guiding the end of the cylinder into the receiver with the other hand.
50. Turn the cylinder until the spring clicks into the recess at the rear of the gas cylinder.
51. Replace all cleaning equipment removed from stowage areas.
52. Replace the hand guard on the receiver and slide it backwards until it stops, then push the hand guard retaining pin to the right.
53. Holding the barrel in one hand with the muzzle up, insert the gas regulator body into the lower end of the gas block and align the notch in the regulator body with the notch in the gas block.
54. Place the gas collar regulator lever on the protruding end of the body and align the spring with the stud. Firmly push downward and rotate the collar clockwise into the "N" position.
55. Depress the locking lever of the barrel backward with the left hand. Holding the carrying handle with the right hand, pull the barrel rearward, push downward and lock by releasing the locking lever.
56. Push the retaining pin to the left and install the trigger mechanism.
57. Align the lower hole in the butt stock and shoulder assembly with the rear hole in the trigger mechanism and push the lower pin to the right.
58. Assemble the bolt carrier to the piston and secure by pushing the retaining pin from left to right.
59. Place the spring on the firing pin.
60. Insert the bolt into the bolt carrier, pressing in order to compress the firing pin spring, then rotate the bolt and hook its driving lug into the bolt carrier.
61. Put the moving parts into the receiver with the feed cover open. Locate the bolt lugs in the rails. At the same time, locate the piston into the rear of the gas cylinder. Press the trigger with the forefinger of the other hand so that the sear does not prevent the moving parts from going forward.

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62. Hold the pistol grip with one hand and push the operating rod assembly into its housing in the rear of the piston with the other hand. Press in and down on the rear of the operating rod assembly until its 2 lugs are positioned in the receiver grooves.
63. Pivot the butt upward into position and push the retaining pin to the right.
64. Close the cover assembly.
65. Grasp the cocking handle palm up with the right hand and pull the bolt to the rear locking it in place.
66. While continuing to hold resistance on the cocking handle, use the left hand to move the safety to the SAFE position.
67. Push the cocking handle forward into the forward lock position.
68. Pull the trigger and ensure the weapon does not fire.
69. Grasp the cocking handle palm up with the right hand and pull and hold it to the rear.
70. Move the safety to the FIRE position.
71. While continuing to hold resistance on the cocking handle, use the left hand to pull the trigger and ease the bolt forward.

REFERENCES

1. TM 08671A-10/1 Operator's Manual for Machine Gun, 5.56mm, M249
-

EVENT: 0311 - 1 - 038

Load an M249 squad automatic weapon with linked ammunition

Condition: Given an M249 squad automatic weapon and linked ammunition, while wearing a fighting load.

Standard: In accordance with the TM 08671A-10/1.

PERFORMANCE STEPS

1. With the palm up, pull cocking handle to rear and lock bolt.
2. Push cocking handle back forward until you hear it click.
3. Push safety to the right so that the red ring is not visible.
4. Squeeze latches to open cover assembly.
5. Raise feed tray.
6. Look into the chamber to make sure there is no round chambered.
7. Lower the feed tray.
8. Attach a 200-round ammo box containing link belt to the underside of the receiver after aligning the box latch with the receiver dovetail with the open side of the links down.
9. Place link belt in feed tray with the first round against the cartridge stop and hold the belt in position.
10. Close the cover assembly.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

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WEAPON AND AMMUNITION

Weapon: M249	5.56mm light machinegun - squad automatic weapon	
<u>DODIC</u>		<u>Quantity</u>
A062	CTG, 5.56mm, BALL LINKED	10 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 08671A-10/1 Operator's Manual for Machine Gun, 5.56mm, M249
-

EVENT: 0311 - 1 - 039

Load an M249 squad automatic weapon with a magazine

Condition: Given an M249 squad automatic weapon, magazine and ammunition, while wearing a fighting load.

Standard: In accordance with FM 23-14.

PERFORMANCE STEPS

1. Insert magazine into the magazine well on the left side of the receiver.
2. Push the magazine firmly into the well until it seats and the release tab clicks into the recess on the magazine.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M249	5.56mm light machinegun - squad automatic weapon	
<u>DODIC</u>		<u>Quantity</u>
A066	CTG, 5.56mm, BALL	30 each

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249
-

EVENT: 0311 - 1 - 040

Field zero an M249 squad automatic weapon

Condition: Given an M249 squad automatic weapon, ammunition, and a target at 300 meters, while wearing a fighting load.

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

PREREQUISITES

0311 - 1 - 038

PERFORMANCE STEPS

1. Ensure 2 threads are showing on the front sight post.
2. Center the rear peep sight by rotating it clockwise as far as it will go, then rotating counter-clockwise 5 clicks or half turns.

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PERFORMANCE STEPS

1. Ensure 2 threads are showing on the front sight post.
2. Center the rear peep sight by rotating it clockwise as far as it will go, then rotating counter-clockwise 5 clicks or half turns.
3. Center the rear sight windage knob by rotating it toward the muzzle until the peep sight is completely to the right, then rotate the windage knob toward the butt stock 12 clicks to the left.
4. Set elevation knob a range of 700 meters.
5. Assume a bipod supported prone position.
6. Fire 3 single rounds loaded individually at the center base of the aiming point on aiming paster 1.
7. Correct for windage by rotating the windage knob to move the peep sight the direction and distance required to center the 3 round shot group on the center base of the aiming paster.
8. Correct for elevation by rotating the peep sight to move the peep sight the direction and distance required to center the 3 round shot group on the center base of the aiming paster.
9. Repeat steps 5 through 8.
10. Repeat steps 5 though 9 utilizing aiming paster 2.
11. Using controlled burst firing, fire two 3 round bursts on pasters 3 and 4, in no time limit.
12. Don an M40 protective mask with hood and NBC gloves.
13. Fire five 3 round bursts on pasters 5 through 6, traversing and searching, in no time limit.
14. Remove and stow the M40 protective mask with hood and NBC gloves.
15. Fire eight 3 round bursts on pasters 7 through 8, traversing and searching, in no time limit.
16. Fire four 3 round bursts on pasters 1 through 4, traversing and searching, in a time limit of 20 seconds.
17. Don an M40 protective mask with hood and NBC gloves.
18. Fire eight 3 round bursts on pasters 7 through 8, traversing and searching, NBC, in a time limit of 40 seconds.
19. Remove and stow the M40 protective mask with hood and NBC gloves.
20. Fire five 3 round bursts on pasters 5 through 6, traversing and searching, in a time limit of 40 seconds.

ADMINISTRATIVE INSTRUCTIONS

1. Performance steps 1 through 10 are for 10 meter zero. Marines unable to zero with 12 rounds should be removed from the firing line for remedial training.
2. There is no reason to record the 10 meter zero, because it applies only to firing at the 10 meter basic machine gun target.
3. Performance steps 11, 13, and 15 are for practice.
4. Performance steps 16, 18, and 20 are for score.
5. One point is allowed for each round impacting within the scoring space with a maximum of three points per space. The maximum possible score is 51 points.

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EXTERNAL SUPPORT

1. Live fire range for M249 squad automatic weapon with basic machinegun target at 10 meters

WEAPON AND AMMUNITION

Weapon: M249	5.56mm light machinegun - squad automatic weapon	
<u>DODIC</u>		<u>Quantity</u>
A064	CTG, 5.56mm, 4&1 LINKED, F/SAW	108 each

RELATED ITS

038 039

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249
-

EVENT: 0311 - 1 - 042

Engage targets at unknown distances with the M249 squad automatic weapon

Condition: Given an M249 squad automatic weapon, ammunition, and E-silhouette targets at unknown distances from 100 to 400 meters, while wearing a fighting load.

Standard: By achieving a hit on 75% of targets engaged.

PREREQUISITES

0311 - 1 - 038

PERFORMANCE STEPS

1. Place the weapon in Condition 1.
2. Assume a bipod supported firing position that provides cover, concealment, and good observation.
3. Detect targets by searching and assessing.
4. Engage targets with 3 to 4 round burst.

EXTERNAL SUPPORT

1. Live fire range for M249 squad automatic weapon with single and double E-silhouette targets from 100 to 400 meters

WEAPON AND AMMUNITION

Weapon: M249	5.56mm light machinegun - squad automatic weapon	
<u>DODIC</u>		<u>Quantity</u>
A062	CTG, 5.56mm, BALL LINKED	30 each

RELATED ITS

038 039

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249
-

INFANTRY T&R MANUAL

EVENT: 0311 - 1 - 043

Rush with an M249 squad automatic weapon

Condition: Given an M249 squad automatic weapon, 50 meters to rush with firing points which provide cover for firing from the bipod supported prone position, ammunition, plastic ammunition boxes, single and double E-silhouette targets at distances of 75 to 400 meters from the starting position, while wearing a fighting load.

Standard: By rushing from one point to another, achieving hits on 14 of 21 targets exposed and having ammunition remaining to engage the final target exposed.

PERFORMANCE STEPS

1. Assume the bipod supported prone position.
2. Load a belt of 84 rounds of ammunition.
3. Place the weapon in Condition 1.
4. From the bipod supported prone position, raise the head and select a new position.
5. Slowly lower the head, draw arms inward, cock right leg, and prepare to rush.
6. Raise the body by straightening both arms in one movement.
7. Spring to your feet, stepping off with the left foot.
8. Keeping a low profile, advance forward grasping the M249 by the carrying handle with the right hand and lifting the weapon to the under arm carry position while sliding the left hand forward and grasping the hand guards. If executing a long rush move right hand from the carrying handle to the pistol grip.
9. Upon reaching the next covered and concealed position, stop and plant both feet in place.
10. Drop quickly to the knees fall forward, breaking your fall with the heel of the left hand.
11. Place the M249 squad automatic weapon out forward as your body comes to rest on the deck.
12. Grasp the pistol grip with the right hand and place the non-firing hand on the butt stock of the weapon and pull down and back into the pocket of the shoulder and assume the bipod supported prone position.
13. Search and assess the sector of fire.
14. Fire two 3 round bursts at a single E-silhouette target at the 175 meter distance; fire two 3 round bursts at a single E-silhouette target at the 150 meter distance, within a time limit of 17 seconds.
15. Repeat steps 3 through 13.
16. Fire two 3 round bursts at a double E-silhouette target at the 150 meter distance; fire two 3 round bursts at a single E-silhouette target at the 150 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 25 seconds.
17. Repeat steps 3 through 13.
18. Fire two 3 round bursts at a double E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 75 meter distance, within a time limit of 17 seconds.

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19. Repeat steps 3 through 13.
20. Fire two 3 round bursts at a double E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 17 seconds.
21. Repeat steps 3 through 13.
22. Fire two 3 round bursts at a single E-silhouette target at the 75 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 17 seconds.
23. Repeat steps 3 through 13.
24. Fire two 3 round bursts at a double E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 25 seconds.
25. Load a belt of 42 rounds of ammunition.
26. Repeat steps 3 through 13.
27. Fire two 3 round bursts at a single E-silhouette target at the 75 meter distance; fire two 3 round bursts at a single E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 25 seconds.
28. Repeat steps 3 through 13.
29. Fire two 3 round bursts at a single E-silhouette target at the 75 meter distance; fire two 3 round bursts at a second single E-silhouette target at the 75 meter distance, within a time limit of 17 seconds.
30. Repeat steps 3 through 13.
31. Fire two 3 round bursts at a single E-silhouette target at the 300 meter distance, within a time limit of 8 seconds.
32. Repeat steps 3 through 13.
33. Fire two 3 round bursts at a single E-silhouette target at the 400 meter distance, within a time limit of 8 seconds.

ADMINISTRATIVE INSTRUCTIONS

1. Length of rushes should be based on available cover and abilities of the automatic rifleman.
2. Automatic rifleman should dry fire walk-through the course of fire before firing the task.

EXTERNAL SUPPORT

1. Live fire and maneuver range at least 50 meters long for M249 squad automatic weapon with various firing points and single and double E-silhouette targets at distances of 75 to 400 meters from the starting position

WEAPON AND AMMUNITION

Weapon:	M249	5.56mm light machinegun - squad automatic weapon	
	<u>DODIC</u>		<u>Quantity</u>
	A064	CTG, 5.56mm, 4&1 LINKED, F/SAW	168 each

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 0311 - 1 - 044

Perform transition firing for an M249 squad automatic weapon

Condition: Given an M249 squad automatic weapon, ammunition, M40 field protective mask with hood, NBC gloves, and single and double E-silhouette targets from 100 to 400 meters, while wearing a fighting load.

Standard: By achieving 35 points of 55 points in accordance with the FM 23-14.

PREREQUISITES

0311 - 1 - 038

PERFORMANCE STEPS

1. Prepare sights for field zeroing.
2. Assume a bipod supported firing position.
3. Load a belt of 12 rounds.
4. Place the weapon in Condition 1.
5. Fire four 3 round bursts at a single E-silhouette target, at a range of 300 meters, in no time limit to obtain and record a field zero.
6. Load a belt of 66 rounds.
7. Place the weapon in Condition 1.
8. Fire two 3 round bursts at a single E-silhouette target, at a range of 200 meters, in a time limit of 5 seconds.
9. Fire two 3 round bursts at a double E-silhouette target, at a range of 400 meters, in a time limit of 10 seconds.
10. Don an M40 field protective mask with hood and NBC gloves.
11. Fire two 3 round bursts at a single E-silhouette target, at a range of 100 meters, in a time limit of 10 seconds.
12. Fire two 3 round bursts at a single E-silhouette target, at a range of 300 meters, in a time limit of 15 seconds.
13. Fire four, 3 round bursts at a single E-silhouette target at 100 meters and a single E-silhouette target at 300 meters, in a time limit of 20 seconds.
14. Stow the M40 field protective mask with hood and NBC gloves.
15. Fire four, 3 round bursts at a single E-silhouette target at 200 meters and a double E-silhouette target at 400 meters, in a time limit of 20 seconds.
16. Fire six, 3 round bursts at a single E-silhouette target at 100 meters, a single E-silhouette target at 200 meters, and a double E-silhouette target at 400 meters, in a time limit of 25 seconds.

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12. Depress the muzzle; lean toward the targets; and fire two 3 round bursts at a single E-silhouette target at a range of 25 meters within 5 seconds.
13. Continue movement forward with the weapon in the tactical carry.
14. Upon single E-silhouette target exposures, face the target with the feet spread shoulder width apart.
15. Place the left foot in front of the right with most of the body weight on the left foot.
16. Bend both legs at the knees and lean forward at the waist.
17. Firmly grasp the pistol grip with the right hand and with the right forearm. Hold the stock firmly against the side of the body at a point between the armpit and the waist.
18. Grasp the hand guard firmly with the left hand.
19. Point the left foot in the direction of the target while the right foot provides stability.
20. Depress the muzzle; lean toward the targets; fire two 3 round bursts at a single E-silhouette target at a range of 25 meters and fire two 3 round bursts at a single E-silhouette target at a range of 50 meters, within 10 seconds.
21. Continue movement forward with the weapon in the tactical carry.
22. Upon single E-silhouette target exposures, put the left foot well forward of the right.
23. Lean forward at the waist, toward the target, with the knees bent, transferring the body weight to the left foot.
24. Grasp the hand guard firmly with the left hand with the left elbow underneath the M249 as much as possible.
25. With the right hand, place the butt of the M249 into the pocket of the right shoulder.
26. Grasp the pistol grip firmly with the right hand and pull the weapon into the shoulder.
27. Hold the right elbow horizontal to the ground to form the pocket in the shoulder.
28. Depress the muzzle; lean toward the targets; fire two 3 round bursts at a single E-silhouette target at a range of 25 meters; fire two 3 round bursts at a single E-silhouette target at a range of 50 meters; fire two 3 round bursts at a single E-silhouette target at a range of 75 meters, within 15 seconds.

EXTERNAL SUPPORT

1. Live fire and maneuver range for M249 squad automatic weapon with single E-silhouette targets from 25 to maximum possible range of 125 meters

WEAPON AND AMMUNITION

Weapon:	M249	5.56mm light machinegun - squad automatic weapon	
	<u>DODIC</u>		<u>Quantity</u>
	A062	CTG, 5.56mm, BALL LINKED	36 each

RELATED ITS

038 039

INFANTRY T&R MANUAL

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249
-

EVENT: 0311 - 1 - 046

Clear an M249 squad automatic weapon

Condition: Given an M249 squad automatic weapon, while wearing a fighting load.

Standard: By placing the weapon into condition 4.

PERFORMANCE STEPS

1. Move the safety to the FIRE position by pushing it to the left until the red ring is visible.
2. With the right hand, palm up, pull the cocking handle to the rear, locking the bolt in place.
3. While holding the resistance on the cocking handle, move the safety to the SAFE position by pushing it to the right until the red ring is not visible.
4. Return and lock the cocking handle in the forward position.
5. If the source of ammunition is a magazine, push the magazine release tab down and pull the magazine from the magazine well.
6. Ensure the weapon is positioned so the face is not exposed to the chamber as the cover and feed mechanism is raised.
7. Raise the cover and feed mechanism.
8. If the source of ammunition is a belt, remove any ammunition or links from the feed tray.
9. Conduct the 5-point safety check for brass, links, or ammunition by checking the feed pawl assembly under the feed cover, checking the feed tray assembly, lifting the feed tray assembly and inspecting the chamber, checking the space between the bolt assembly and the chamber, and inserting 2 fingers from the left hand in the magazine well to extract any ammunition or brass.
10. Close the cover and feed mechanism assembly and move the safety to the FIRE position.
11. With the right hand, palm up, return the cocking handle to the rear position.
12. Press the trigger. At the same time, ease the bolt forward by manually riding the cocking handle forward.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon:	M249	5.56mm light machinegun - squad automatic weapon	
	<u>DODIC</u>		<u>Quantity</u>
	A062	CTG, 5.56mm, BALL LINKED	10 each

Expenditure of ammunition is not required.

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249
-

EVENT: 0311 - 1 - 047

Perform immediate action for an M249 squad automatic weapon

Condition: Given ammunition and an M249 squad automatic weapon which fails to fire, while wearing a fighting load.

Standard: In accordance with the FM 23-14.

PERFORMANCE STEPS

1. Pull and lock the cocking handle to the rear while observing the ejection port to see if a cartridge case, belt link, or round is ejected.
2. If a cartridge case, belt link, or round is ejected, push the cocking handle to its forward position. Take aim on a target, and press the trigger.
3. If the weapon does not fire, or a cartridge case, belt link, or round is not ejected, take remedial action.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M249	5.56mm light machinegun - squad automatic weapon	
<u>DODIC</u>		<u>Quantity</u>
A062	CTG, 5.56mm, BALL LINKED	10 each

Expenditure of ammunition is not required.

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249
-

EVENT: 0311 - 1 - 048

Perform remedial action for an M249 squad automatic weapon

Condition: Given ammunition and an M249 squad automatic weapon which fails to fire after immediate action, while wearing a fighting load.

Standard: In accordance with the FM 23-14.

PREREQUISITES

0311 - 1 - 047

PERFORMANCE STEPS

1. Seek cover.
2. While the weapon is in the shoulder, grasp the cocking handle with the right hand, palm up, and pull the cocking handle to the rear, locking the bolt.

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3. While holding the resistance on the cocking handle, move the safety to SAFE and return the cocking handle.
4. If the stoppage occurs with a weapon which has fired 200 or more rounds in less than 2 minutes, wait 5 seconds before opening the feed cover.
5. Place the weapon on the ground or away from your face and open the feed cover, perform the 5 point safety check.
6. Reload and continue to fire.
7. If the weapon does not fire, clear the weapon, and inspect the weapon and the ammunition.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon:	M249	5.56mm light machinegun - squad automatic weapon	
<u>DODIC</u>			<u>Quantity</u>
A062	CTG, 5.56mm, BALL LINKED		10 each

Expenditure of ammunition is not required.

RELATED ITS

047

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249
-

EVENT: 0311 - 1 - 049

Mark a sector of fire for a M249 squad automatic weapon

Condition: Given an M249 squad automatic weapon, an assigned sector of fire, an entrenching tool, and stakes, while wearing a fighting load.

Standard: In accordance with FMFM 6-5.

PERFORMANCE STEPS

1. Dig bipod trenches in a half moon shape 4-6 inches deep to serve as the reference point for the weapon.
2. Mark and define left and right lateral limits with suitable materials at the hand guards of the weapon.
3. Identify all likely avenues of enemy approach, possible enemy assault positions within the assigned sector of fire.
4. Emplace principal direction of fire (PDF) stake with the proper elevation to provide grazing fire for the weapon.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

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EVENT: 0311 - 1 - 057

Load an M203 grenade launcher

Condition: Given an M16A2 service rifle with a mounted M203 grenade launcher and ammunition, while wearing a fighting load.

Standard: In accordance with TM 9-1010-221-10.

PERFORMANCE STEPS

1. Keep the safety in the SAFE position until ready to fire.
2. Press latch and slide barrel forward.
3. Insert ammunition into chamber.
4. Slide barrel closed until it locks.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M203	40mm grenade launcher	
<u>DODIC</u>		<u>Quantity</u>
B546	CTG, 40mm, HE DP, M433	1 each

Expenditure of ammunition is not required.

REFERENCES

1. FM 23-31 40mm Grenade Launchers M203 and M79
-

EVENT: 0311 - 1 - 058

Perform misfire procedures for an M203 grenade launcher

Condition: Given an M16A2 service rifle with a mounted M203 grenade launcher which fails to fire and ammunition, while wearing a fighting load.

Standard: In accordance with TM 9-1010-221-10.

PREREQUISITES

0311 - 1 - 057

PERFORMANCE STEPS

1. Keep muzzle on target for 30 seconds to guard against a hang-fire.
2. Unload the round and catch it, or unload close to the ground for a short fall.
3. If the primer is dented, store it a safe distance away from serviceable ammunition.
4. If the primer is not dented, the firing mechanism is faulty.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

INFANTRY T&R MANUAL

WEAPON AND AMMUNITION

Weapon: M203	40mm grenade launcher	
<u>DODIC</u>		<u>Quantity</u>
B546	CTG, 40mm, HE DP, M433	1 each

Expenditure of ammunition is not required.

RELATED ITS

057

REFERENCES

1. TM 9-1010-221-10 Operator's Manual, 40mm Grenade Launcher, M203 (Ch 1&2)
-

EVENT: 0311 - 1 - 059

Unload an M203 grenade launcher

Condition: Given an M16A2 service rifle with a mounted and loaded M203 grenade launcher, while wearing a fighting load.

Standard: In accordance with TM 9-1010-221-10.

PREREQUISITES

0311 - 1 - 057

PERFORMANCE STEPS

1. Depress the barrel latch and move the barrel forward. The cartridge case or round automatically ejects.
2. Place the weapon on SAFE.
3. Slide the barrel rearward, locking it to the breech.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M203	40mm grenade launcher	
<u>DODIC</u>		<u>Quantity</u>
B546	CTG, 40mm, HE DP, M433	1 each

Expenditure of ammunition is not required.

RELATED ITS

057

REFERENCES

1. FM 23-31 40mm Grenade Launchers M203 and M79
-

EVENT: 0311 - 1 - 060

Zero an M203 grenade launcher leaf sight

Condition: Given an M16A2 service rifle with a mounted M203 grenade launcher, ammunition, and a target at 200 meters, while

INFANTRY T&R MANUAL

wearing a fighting load.

Standard: By ensuring a round impacts within 5 meters of the target.

PREREQUISITES

0311 - 1 - 057

PERFORMANCE STEPS

1. Place the leaf sight in the upright position.
2. Place the center mark of the windage scale on the index line on the rear of the sight base.
3. Loosen the elevation adjustment screw on the leaf sight and place the index line of the leaf sight on the center elevation mark.
4. Tighten the elevation adjustment screw on the leaf sight.
5. Assume a supported prone firing position.
6. Move safety to FIRE.
7. Fire 1 round.
8. Adjust the sight to the burst using the elevation adjustment screw and windage scale.
9. Repeat steps 7-8 until a round impacts within 5 meters of the target.

EXTERNAL SUPPORT

1. Live fire range for M203 grenade launcher and ammunition with a man size target at 200 meters

WEAPON AND AMMUNITION

Weapon:	M203	40mm grenade launcher	
	<u>DODIC</u>		<u>Quantity</u>
	B546	CTG, 40mm, HE DP, M433	3 each

RELATED ITS

057

REFERENCES

1. FM 23-31 40mm Grenade Launchers M203 and M79

EVENT: 0311 - 1 - 061

Zero an M203 grenade launcher quadrant sight

Condition: Given an M16A2 service rifle with a mounted M203 grenade launcher, ammunition, and a target at 200 meters, while wearing a fighting load.

Standard: By ensuring a round impacts within 5 meters of the target.

PREREQUISITES

0311 - 1 - 057

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PERFORMANCE STEPS

1. Ensure the quadrant sight is properly mounted on the carrying handle of the M16A2 service rifle.
2. Open the front sight post and the rear sight aperture.
3. Move the sight latch rearward and reposition the quadrant sight arm to zeroing range, 200 meters.
4. Assume a supported prone firing position.
5. Move the safety to FIRE.
6. Align the target with the front and rear sights.
7. Fire 1 round.
8. Adjust the front sight post and the rear sight aperture to the burst.
9. Repeat steps 7-8 until a round impacts within 5 meters of the target.

EXTERNAL SUPPORT

1. Live fire range for M203 grenade launcher and ammunition with a man size target at 200 meters

WEAPON AND AMMUNITION

Weapon: M203	40mm grenade launcher	
<u>DODIC</u>		<u>Quantity</u>
B546	CTG, 40mm, HE DP, M433	3 each

RELATED ITS

057

REFERENCES

1. FM 23-31 40mm Grenade Launchers M203 and M79
-

EVENT: 0311 - 1 - 062

Perform M203 grenade launcher day qualification

Condition: Given an M16A2 service rifle with a mounted M203 grenade launcher, training practice and high explosive rounds, M40 field protective mask with hood, NBC gloves, and targets from 90 to 350 meters, while wearing a fighting load.

Standard: By achieving impact on the target with 10 of 15 rounds within the effective casualty radius of the grenade.

PREREQUISITES

0311 - 1 - 057

PERFORMANCE STEPS

1. Field zero the leaf sight from station 1.
2. Field zero the quadrant sight from station 1.
3. Engage a window at 90 to 100 meters and a bunker at 105 to 115 meters with 3 training practice rounds from the kneeling firing position within 2 minutes from station 2.

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4. Engage a bunker at 135 to 150 meters and an automatic weapon position at 200 to 250 meters with 3 training practice rounds from the standing position within 2 minutes from station 3.
5. Engage a troop emplacement at 275 to 300 meters and troops in the open at 325 to 350 meters with 3 training practice rounds from the prone position within 2 minutes from station 4.
6. Don and clear the M40 field protective mask within 9 seconds and secure the hood within 6 seconds.
7. Don the NBC gloves.
8. Engage a bunker at 135 to 150 meters with 3 training practice rounds from the standing position within 2 minutes from station 3.
9. Engage an automatic weapon position at 200 to 250 meters with 3 training practice rounds from the standing position within 2 minutes from station 3.
10. Remove and stow the M40 field protective mask with hood and NBC gloves.

ADMINISTRATIVE INSTRUCTIONS

1. Performance steps 1 and 2 are not included in the tabulation of the qualification score.
2. A Marine must achieve a hit with 2 of 3 rounds for each string of fire in order to qualify.

EXTERNAL SUPPORT

1. Live fire range for M203 grenade launcher and ammunition with point and area targets from 90 to 350 meters

WEAPON AND AMMUNITION

Weapon:	M203	40mm grenade launcher	
	<u>DODIC</u>		<u>Quantity</u>
	B519	CTG, 40mm, PRACTICE, M781	15 each

RELATED ITS

057

REFERENCES

1. FM 23-31 40mm Grenade Launchers M203 and M79
-

EVENT: 0311 - 1 - 063

Zero an AN/PVS-4 night vision sight to an M203 grenade launcher

Condition: Given an SL-3 complete AN/PVS-4 night vision sight with appropriate reticule and mounting bracket, M16A2 service rifle mounted with an M203 grenade launcher, ammunition, and a 200 meter target, while wearing a fighting load.

Standard: By ensuring a round impacts within 5 meters of the target.

PREREQUISITES

0311 - 1 - 057

INFANTRY T&R MANUAL

EVENT: 0311 - 1 - 064

Engage targets at unknown distances with the M203 grenade launcher

Condition: Given an M16A2 service rifle with a mounted M203 grenade launcher, ammunition, and targets at unknown distance of 100 to 300 meters, while wearing a fighting load.

Standard: By achieving either impact on the target within the effective casualty radius of the grenade or achieving desired screening effects with 75% of the rounds.

PREREQUISITES

0311 - 1 - 057

PERFORMANCE STEPS

1. Place the weapon in Condition 1.
2. Detect targets by searching and assessing.
3. Determine desired effects.
4. Load appropriate round.
5. Engage target using the appropriate sight and compensating for the effects of weather and terrain.

EXTERNAL SUPPORT

1. Live fire range for M203 grenade launcher and ammunition with point and area targets from 90 to 350 meters

WEAPON AND AMMUNITION

Weapon: M203	40mm grenade launcher	
<u>DODIC</u>		<u>Quantity</u>
B546	CTG, 40mm, HE DP, M433	3 each

RELATED ITS

057

REFERENCES

1. FM 23-31 40mm Grenade Launchers M203 and M79
-

EVENT: 0311 - 1 - 065

Qualify with an M203 grenade launcher at night

Condition: Given an M16A2 service rifle with a mounted M203 grenade launcher and a mounted AN/PVS-4 night vision sight, ammunition, and an automatic weapon position target at 200 to 250 meters, while wearing a fighting load.

Standard: By achieving impact on the target with 2 of 3 rounds within the effective casualty radius of the grenade.

PREREQUISITES

0311 - 1 - 057

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PERFORMANCE STEPS

1. Visually acquire automatic weapon position at 200 to 250 meters.
2. Engage target with 3 high explosive rounds from the standing position within 2 minutes from station 3.

EXTERNAL SUPPORT

1. Live fire range for M203 grenade launcher and ammunition with point and area targets from 90 to 350 meters

WEAPON AND AMMUNITION

Weapon: M203	40mm grenade launcher	
<u>DODIC</u>		<u>Quantity</u>
B546	CTG, 40mm, HE DP, M433	3 each

RELATED ITS

057 063

REFERENCES

1. FM 23-31 40mm Grenade Launchers M203 and M79
-

EVENT: 0311 - 1 - 066

Mark a sector of fire for an M203 grenade launcher

Condition: Given an M203 grenade launcher, an assigned sector of fire, an entrenching tool, and stakes, while wearing a fighting load.

Standard: In accordance with FMFM 6-5.

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, and ensuring that 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

REFERENCES

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

INFANTRY T&R MANUAL

EVENT: 0311 - 1 - 181

Engage targets with an M136 light anti-armor weapon

Condition: Given an M136 light anti-armor weapon, and 4 stationary and/or moving targets from 125 to 300 meters, while wearing a fighting load.

Standard: By achieving hits on target with 5 of 8 rounds.

PERFORMANCE STEPS

1. Assume a position that provides cover, concealment, and good observation of the target.
2. Remove the AT4 from its carrying position, and cradle it in the left arm.
3. Keep the weapon pointed toward the target, and keep the back-blast area clear.
4. With the right hand, pull and release the transport safety pin.
5. Unsnap, unfold, and hold the shoulder stop with the right hand.
6. If the M136 AT4 is on the right shoulder, stabilize it with the right hand and open the sights with the left. If the weapon is being cradled, open the sights with the left hand.
7. Press down and pull backward on the front sight cover until the front sight pops up. Then press down and forward on the rear sight cover until the rear sight pops up.
8. Place the launcher on the right shoulder and stabilize it by grasping the sling near the launcher's muzzle with the left hand.
9. Set the rear sight for the correct range to the target.
10. Check the back-blast area before cocking the launcher.
11. With the right hand, unfold the cocking lever. Place your thumb under it and, with the support of your fingers in front of the firing mechanism, push it forward. Rotate it downward and to the right. Then let it slide backward.
12. Pull back on the sling with the left hand to seat the shoulder stop firmly against your shoulder.
13. Ensure the rear sight is no less than 2 1/2 inches and no more than 3 inches from the eyes.
14. Use the index and middle fingers of the right hand to hold the forward safety down and to the left while firing.
15. Ensure the back-blast area is secure and then announce " Back blast area all secure."
16. Push the red trigger button to fire.

EXTERNAL SUPPORT

1. Live fire range for AT-4 (or 9mm practice round) with four to six stationary and/or moving tank silhouette targets from 125 to 300 meters

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WEAPON AND AMMUNITION

Weapon:	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
C995	ROCKET 83mm AT-4	8 each

A358 CTG, 9MM, PRACTICE F/AT-4 can also be used to standard

REFERENCES

1. FM 23-25 Launcher, Heat Projected, 84mm, M136 (AT-4)
-

EVENT: 0311 - 1 - 182

Perform misfire procedures for an M136 light anti-armor weapon

Condition: Given an M136 light anti-armor weapon which fails to fire, while wearing a fighting load.

Standard: In accordance with FM 23-25

PERFORMANCE STEPS

1. Maintain the original sight picture.
2. Release the forward safety.
3. Recock the cocking lever.
4. Check the back-blast area. Aim, fully depress and hold down the forward safety, and press the red trigger button.
5. If the launcher still fails to fire, release the forward safety and return the cocking lever to the SAFE uncocked position.
6. Take the launcher off of the shoulder, keeping the muzzle pointed toward the target.
7. Reinsert the transport safety pin.
8. Lay the faulty launcher on the ground with the muzzle pointing toward the target.

EXTERNAL SUPPORT

1. Live fire range for AT-4 (or 9mm practice round), if ammunition is used

WEAPON AND AMMUNITION

Weapon:	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
C995	ROCKET 83mm AT-4	1 each

Expenditure of ammunition is not required.

RELATED ITS

181

REFERENCES

1. FM 23-25 Launcher, Heat Projected, 84mm, M136 (AT-4)
-

INFANTRY T&R MANUAL

EVENT: 0311 - 1 - 256

Throw an M67 fragmentation grenade

Condition: Given an M67 fragmentation grenade and a stationary target, while wearing a fighting load.

Standard: In accordance with FM 23-30.

PERFORMANCE STEPS

1. Assume a position provides cover, concealment, and good observation of the assigned sector.
2. Detect the target by searching the assigned sector.
3. Observe the target to establish the distance between the throwing position and the target area.
4. Remove the grenade from a grenade pouch.
5. Grip the grenade for right or left hand throwing, and remove the safety clip.
6. Grasp the pull ring with the index or middle finger of the non-throwing hand, and remove the safety pin with a pulling, twisting motion.
7. Look at the target, and throw the grenade using the overhand method so the grenade arcs, landing on or near the target.
8. Allow the motion of the throwing arm to continue naturally once the grenade is released.
9. Seek cover to avoid being hit by fragments or direct enemy fire. If no cover is available, drop to the prone position with the helmet facing the direction of the grenade's detonation.

EXTERNAL SUPPORT

1. Grenade pit with stationary target

WEAPON AND AMMUNITION

Weapon:	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
G881	GRENADE, HAND, FRAG, M67	1 each

REFERENCES

1. FM 3-23-30 Grenades and Pyrotechnic Signals
-

EVENT: 0311 - 1 - 257

Engage targets with grenades for distance and accuracy

Condition: Given practice grenades and targets at 20, 30, and 40 meters; while wearing a fighting load.

Standard: By achieving impact on 2 of 3 targets at each station within the effective casualty radius of the grenade.

PERFORMANCE STEPS

1. Engage a fighting position at 30 meters with 3 grenades, from the kneeling position.

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2. Engage a trench target at 40 meters with 3 grenades, from the standing position.
3. Engage a mortar position at 30 meters with 3 grenades, from the kneeling position.
4. Engage a troop in the open at 20 meters with 3 grenades, from the alternate prone position.

EXTERNAL SUPPORT

1. Grenade pit with stationary targets at 20 to 40 meters

WEAPON AND AMMUNITION

Weapon:	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
G878	FUZE, DELAY, F/G811 PRAC GREN	12 each

RELATED ITS

256

REFERENCES

1. FM 23-30 Grenades and Pyrotechnic Signals
-

EVENT: 0311 - 1 - 258

Execute a grenade assault course of fire

Condition: Given practice grenades and targets at 20, 25, and 35, meters; while wearing a fighting load.

Standard: By achieving impact on 2 of 3 targets at each station, within the effective casualty radius of the grenade.

PERFORMANCE STEPS

1. Engage enemy troop in the open from a fighting hole at 35, meters from the standing position, using 1 grenade within 15 seconds.
2. Move to the enemy bunker, approaching from the side.
3. Observe for bunker openings.
4. Engage the bunker through available opening(s) with 1 grenade, within 15 seconds.
5. Move to next available covered position.
6. Engage mortar pit from the kneeling position at 20 meters, with 1 grenade, within 15 seconds.
7. Move to next available covered position.
8. Engage enemy troops behind cover from the alternate prone position, with 1 grenade, within 15 seconds.
9. Move to next available covered position.
10. Engage a trench from the standing position, at 25 meters, with 1 grenade.
11. Move to next available covered position.
12. Engage a vehicle and dismounted troops from the kneeling position, at 25 meters, with 2 grenades, within 15 seconds.

INFANTRY T&R MANUAL

EXTERNAL SUPPORT

1. Grenade pit with stationary targets at 20 to 40 meters

WEAPON AND AMMUNITION

Weapon:	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
G878	FUZE, DELAY, F/G811 PRAC GREN	7 each

RELATED ITS

256

REFERENCES

1. FM 23-30 Grenades and Pyrotechnic Signals
-

EVENT: 0311 - 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.
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.

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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: 0311 - 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.

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.

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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: 0311 - 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.
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.

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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.
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)

INFANTRY T&R MANUAL

WEAPON AND AMMUNITION

Weapon:	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
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: 0311 - 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.
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	
<u>DODIC</u>		<u>Quantity</u>
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: 0311 - 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: 0311 - 1 - 292

Negotiate a wire obstacle by crossing over

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

Standard: To achieve passage beyond the obstacle.

PERFORMANCE STEPS

1. Crouch low and grasp the top strand of wire with one hand.
2. Use the other hand to reach forward and feel for a clear spot to place your foot.
3. Raise your body up, still grasping the top strand of wire.
4. Lift the foot up and over, passing it close to the hand holding the wire.

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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 |
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REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 0311 - 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.

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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: 0311 - 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.

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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: 0311 - 1 - 322

Prepare a fire team fire plan sketch

Condition: Given an operations order, a fire team sector of fire, and fire team fighting position organized on the ground.

Standard: By developing a fire plan which contains each of the required items.

PERFORMANCE STEPS

1. Illustrate individual fighting positions.
2. Illustrate individual sectors of fire.
3. Illustrate principle direction of fire for the M249 squad automatic weapon.
4. Illustrate dead space.
5. Illustrate M203 grenade launcher targets.
6. Illustrate fire team fighting position.
7. Illustrate mines, booby traps, and obstacles.
8. Illustrate terrain.
9. Annotate magnetic north.
10. Annotate unit designation.
11. Annotate time and date of preparation.

REFERENCES

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

EVENT: 0311 - 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.

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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: 0311 - 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: 0311 - 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: 0311 - 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: 0311 - 1 - 336

High crawl

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

Standard: By advancing to an objective.

PERFORMANCE STEPS

1. Ensure the body remains off of the ground.
2. Rest body weight on forearms and lower legs.
3. Cradle rifle in arms, keeping the muzzle off of the ground.
4. Keep knees well behind the buttocks to stay low.
5. Move forward, alternately advancing the right forearm and left knee, and then the left forearm and right knee.

RELATED ITS

337

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 0311 - 1 - 337

Low crawl

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

Standard: By advancing to an objective.

PERFORMANCE STEPS

1. Ensure the body is as flat as possible against the ground.
2. Grasp the rifle sling at the upper sling swivel, allowing the rifle to rest on the forearm and the butt of the rifle to drag on the ground, while keeping the muzzle off the ground.
3. Start forward by pushing arms forward and pulling right leg forward.
4. Pull with arms and push with right leg. Change the pushing leg frequently to avoid fatigue.

RELATED ITS

336

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 0311 - 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: 0311 - 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: 0311 - 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: 0311 - 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.

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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: 0311 - 1 - 342

Construct a one-man fighting hole

Condition: Given an individual weapon and a sector of fire, while wearing a fighting load.

Standard: In accordance with FMFM 6-5.

PERFORMANCE STEPS

1. Clear fields of fire from the position forward, without overexposing the position.
2. Dig a hole at least 4 feet deep to the fire step and shoulder wide.
3. Construct a parapet 3 feet thick and 6 inches high, leaving a berm or shelf wide enough to be used as an elbow rest while firing.
4. Dig a water sump into the bottom of the hole deep enough to collect water and provide a space for the Marine's feet while sitting on the fire step, while leaving a fire step large enough to stand on when engaging targets or observing the sector of fire.
5. Dig a circular grenade sump into the wall facing the enemy at the lower part of the water sump. The grenade sump should be cone-shaped with the opening measuring approximately as wide as the spade of the entrenching tool, narrowing to about 5 inches in diameter at the bottom at an angle of 30 degrees, and at least as deep as the length of an E-tool.
6. Camouflage the position by placing ground cover on the parapet to blend in with the surroundings.

EXTERNAL SUPPORT

1. Training area where digging is permitted

RELATED ITS

341

REFERENCES

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

EVENT: 0311 - 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: 0311 - 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: 0311 - 1 - 350

Move parallel to a building

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

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PERFORMANCE STEPS

1. Make maximum use of available cover and concealment.
2. Use construction material that is readily available.
3. Use sandbags to reinforce the walls below, around, and above the position.
4. Construct a wall of sandbags, rubble, or furniture overhead and around the position, to provide protection from explosions.
5. Avoid square or rectangular holes that are easily identified by the enemy.
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: 0311 - 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
-

INFANTRY T&R MANUAL

EVENT: 0311 - 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: 0311 - 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.
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: 0311 - 1 - 363

Convert a magnetic azimuth to a grid azimuth

Condition: Given a topographical map and a magnetic azimuth.

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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: 0311 - 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: 0311 - 1 - 365

Orient a map with a compass

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

0311 - 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.

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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: 0311 - 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: 0311 - 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: 0311 - 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: 0311 - 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
-

INFANTRY T&R MANUAL

EVENT: 0311 - 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

0311 - 1 - 366

0311 - 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: 0311 - 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.

INFANTRY T&R MANUAL

PREREQUISITES

0311 - 1 - 366

0311 - 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: 0311 - 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

0311 - 1 - 366

0311 - 1 - 367

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

365 367 368 372

REFERENCES

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

EVENT: 0311 - 1 - 374

Locate an unknown position by resection

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

Standard: By determining a six-digit grid coordinate of an unknown position within 100 meters.

PREREQUISITES

0311 - 1 - 366

0311 - 1 - 367

PERFORMANCE STEPS

1. Orient the map.
2. Visually identify 2 known points on the map.
3. Determine the magnetic azimuth to one of the known points from your unknown position, utilizing a lensatic compass.
4. Convert the magnetic azimuth to a grid azimuth.
5. Convert the grid azimuth to a back azimuth.
6. Utilizing the back azimuth, draw a line on the map from the known point back towards your unknown position which extends beyond the estimated distance of the unknown position.
7. Repeat steps 3 through 6.
8. Determine the grid coordinates of the unknown position on the map where the lines cross.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

365 367 368 373

REFERENCES

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

EVENT: 0311 - 1 - 376

Navigate using relief sketch

INFANTRY T&R MANUAL

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.
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: 0311 - 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: 0311 - 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.

INFANTRY T&R MANUAL

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.
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.

INFANTRY T&R MANUAL

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.

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: 0311 - 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.
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: 0311 - 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: 0311 - 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.
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: 0311 - 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.

INFANTRY T&R MANUAL

6. Check for neck, back injuries, and fractures.
7. Check for burns.
8. Check for possible head injury.
9. Check for climatic injuries.
10. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 0311 - 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.
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: 0311 - 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 medical aid and continue CPR until a pulse returns or medical aid arrives.
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: 0311 - 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.

INFANTRY T&R MANUAL

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: 0311 - 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.
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: 0311 - 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: 0311 - 1 - 445

Perform first aid for a chest 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. 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: 0311 - 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.

INFANTRY T&R MANUAL

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: 0311 - 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: 0311 - 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.

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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: 0311 - 1 - 449

Perform first aid for heatstroke

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

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: 0311 - 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: 0311 - 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.

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: 0311 - 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.

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

REFERENCES

1. FMFRP 4-52 First Aid
-

EVENT: 0311 - 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.

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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 pealed 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.
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.

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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.
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: 0311 - 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.

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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.
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: 0311 - 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

0311 - 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.

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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.
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: 0311 - 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: 0311 - 1 - 462

Perform individual decontamination

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

0311 - 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.

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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

REFERENCES

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

EVENT: 0311 - 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.

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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: 0311 - 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: 0311 - 1 - 496

Conduct a debrief

Condition: Given the necessary equipment, a debriefing format, and a

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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
-

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CHAPTER 4

0311 RIFLEMAN

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 Squad Leader.

Administrative Notes:

None.

Prerequisites:

Completion of Level 1 training and attendance at the Infantry Squad Leaders Course.

EVENT: 0311 - 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.
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.

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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.
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.

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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: 0311 - 2 - 050

Inspect an M249 squad automatic weapon

Condition: Given an M249 squad automatic weapon, cleaning gear, and lubricant.

Standard: In accordance with TM 08671A-10/1

PERFORMANCE STEPS

1. Ensure the weapon is clear.
2. Raise the cover assembly and pull the upper retaining pin at the rear of the receiver to the left.
3. Lower the butt pivot downward so that the rear opening on the receiver is completely free.
4. Hold the weapon with one hand on the butt stock and push in and upward on the rear end of the operating rod assembly with the thumb of the other hand.
5. Remove the operating rod assembly (spring, guide rod, and buffer).
6. Pull the cocking handle to the rear and slide the moving parts out of the rear of the receiver.
7. Rotate the bolt to disengage the lug and pull it out of the slide assembly.
8. Separate the slide assembly from the piston by pressing the retaining pin at the rear to the left and lifting off the slide assembly.
9. Close the cover.
10. Depress the locking lever of the barrel with the left hand. Hold the carrying handle with the right hand, and lift up and push the barrel forward.
11. Position the gas regulator lever between Normal and Max.
12. Place the tip of the spring guide rod in the notch in the front left of the gas block and hold the guide firmly in the notch.
13. Holding the guide rod in position, turn the collar back and beyond the Normal position until the collar can be removed.
14. Remove the gas regulator from the gas block.
15. Push the hand guard retaining pin to the left using the spring guide rod, then remove the hand guard downward.
16. Using the spring guide rod, push the lower most retaining pin to the left and remove the butt stock and shoulder assembly by pulling it rearward, while supporting the trigger assembly.
17. Using the spring guide rod, push the lower most retaining pin to the left and remove the butt stock and shoulder assembly by pulling it rearward, while supporting the trigger assembly.

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18. Turn the gas cylinder to the left or right to release the locking spring, then pull forward.
19. Remove the bipod from the receiver.
20. Inspect the bore and chamber.
21. Inspect bore and chamber for carbon.
22. Inspect barrel for cracks, dents, burrs, or other damage on flash hider, barrel extension, and barrel release.
23. Check front sight for looseness.
24. Check the cover assembly for smooth operation, spring tension, bent parts, or excessive wear and lightly oil moving parts.
25. Check for bends and cracks, free movement of the cocking assembly, and excessively worn, burred or chipped rails.
26. Check barrel locking latch and cover detent springs for spring tension.
27. Check for broken pistol grip, and chipped or cracked trigger housing holding lugs.
28. Check tripping lever and sear for burrs, cracks, chips, and wear.
29. Check cocking action by pushing back on the tripping lever and ensuring that the sear raises. Pull the trigger and ensure the sear lowers. Push back on tripping lever.
30. With the safety pushed to the right, pull the trigger and ensure the sear will not lower.
31. With the safety pushed to the left, pull the trigger and ensure the sear lowers.
32. Lightly lubricate tripping lever and sear surfaces, ends of the trigger pin, safety shaft, and sear pivot pin.
33. Check the bolt and operating rod for burrs, cracks, broken pins, or a frozen roller.
34. Push down on the roller to make sure it will retract.
35. Check driving spring for broken strands.
36. Check bipod legs for operation and excessive dirt.
37. Check rear sight assembly for azimuth and elevation, and excessive dirt.
38. Clean the gas vent hole of the regulator body using the scraper tool.
39. Check central hole of the regulator for cleanliness.
40. Inspect the 2 grooves of the regulator body.
41. Inspect the front of the gas cylinder for cleanliness.
42. Inspect the exterior grooves and the hole on the front of the piston for cleanliness.
43. Place the bipod on the receiver.
44. Push the gas cylinder through the bipod yoke into the receiver.
45. Push the cylinder to the rear while countering the pressure of the locking spring and guiding the end of the cylinder into the receiver with the other hand.

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46. Turn the cylinder until the spring clicks into the recess at the rear of the gas cylinder.
47. Replace all cleaning equipment removed from stowage areas.
48. Replace the hand guard on the receiver and slide it backwards until it stops, then push the hand guard retaining pin to the right.
49. Holding the barrel in one hand with the muzzle up, insert the gas regulator body into the lower end of the gas block and align the notch in the regulator body with the notch in the gas block.
50. Place the gas collar regulator lever on the protruding end of the body and align the spring with the stud. Firmly push downward and rotate the collar clockwise into the "N" position.
51. Depress the locking lever of the barrel backward with the left hand. Holding the carrying handle with the right hand, pull the barrel rearward, push downward and lock by releasing the locking lever.
52. Push the retaining pin to the left and install the trigger mechanism.
53. Align the lower hole in the butt stock and shoulder assembly with the rear hole in the trigger mechanism and push the lower pin to the right.
54. Assemble the bolt carrier to the piston and secure by pushing the retaining pin from left to right.
55. Place the spring on the firing pin.
56. Insert the bolt into the bolt carrier, pressing in order to compress the firing pin spring, then rotate the bolt and hook its driving lug into the bolt carrier.
57. Put the moving parts into the receiver with the feed cover open. Locate the bolt lugs in the rails. At the same time, locate the piston into the rear of the gas cylinder. Press the trigger with the forefinger of the other hand so that the sear does not prevent the moving parts from going forward.
58. Hold the pistol grip with one hand and push the operating rod assembly into its housing in the rear of the piston with the other hand. Press in and down on the rear of the operating rod assembly until its 2 lugs are positioned in the receiver grooves.
59. Pivot the butt upward into position and push the retaining pin to the right.
60. Close the cover assembly.
61. Grasp the cocking handle palm up with the right hand and pull the bolt to the rear locking it in place.
62. While continuing to hold resistance on the cocking handle, use the left hand to move the safety to the SAFE position.
63. Push the cocking handle forward into the forward lock position.
64. Pull the trigger and ensure the weapon does not fire.
65. Grasp the cocking handle palm up with the right hand and pull and hold it to the rear.
66. Move the safety to the FIRE position.
67. While continuing to hold resistance on the cocking handle, use the left hand to pull the trigger and ease the bolt forward.

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REFERENCES

1. TM 08671A-10/1 Operator's Manual for Machine Gun, 5.56mm, M249
-

EVENT: 0311 - 2 - 056

Perform operator maintenance for an M203 grenade launcher

Condition: Given an M16A2 service rifle with a mounted M203 grenade launcher, cleaning gear, and lubricant.

Standard: In accordance with TM 9-1010-221-10.

PERFORMANCE STEPS

1. Clear the rifle.
2. Clear the M203 grenade launcher.
3. Inspect the launcher assembly for missing or damaged components.
4. Clean bore and chamber with bore brush, thong, and CLP.
5. Clean area around breech insert and firing pin hole using CLP.
6. Clean all dust and dirt from weapon using CLP and wiping rag.
7. Wipe the inside of barrel with wiping rag soaked in CLP.
8. Move the barrel forward and clean the locator slot clean.
9. Lubricate the locator slot and barrel tracks with CLP.
10. Apply a few drops of CLP through the firing pin hole. Keep the weapon pointed up for 10 to 15 seconds. Cycle the weapon and squeeze the trigger to spread the oil.
11. Turn launcher upside down and lubricate the safety detent with CLP.
12. Check the leaf and quadrant sight for damage and functioning.
13. Ensure the launcher is firmly attached to the rifle.
14. With the launcher on FIRE, cock the launcher and squeeze the trigger. Firing pin releases.
15. Hold the trigger to the rear and cock the launcher. Release the trigger and then squeeze the trigger. Firing pin releases.
16. With the launcher on SAFE, cock the launcher and squeeze the trigger. Firing pin does not release.
17. Hold the trigger to the rear and cock the launcher. Release the trigger and then squeeze the trigger. Firing pin does not release.
18. Move the barrel forward and back to be sure the barrel stop and barrel latch function.

REFERENCES

1. TM 9-1010-221-10 Operator's Manual, 40mm Grenade Launcher, M203 (Ch 1&2)
-

EVENT: 0311 - 2 - 067

Inspect an M203 grenade launcher

Condition: Given an M16A2 service rifle with a mounted M203 grenade launcher, cleaning gear, and lubricant.

INFANTRY T&R MANUAL

Standard: In accordance with TM 9-1010-221-10.

PERFORMANCE STEPS

1. Ensure the rifle is clean.
2. Ensure the M203 grenade launcher is clear.
3. Inspect the launcher assembly for missing or damaged components.
4. Inspect bore and chamber for cleanliness.
5. Inspect area around breech insert and firing pin hole for cleanliness.
6. Inspect exterior of weapon for excessive dirt.
7. Inspect the locator slot.
8. Check the leaf and quadrant sight for damage and functioning.
9. Ensure the launcher is firmly attached to the rifle.
10. With the launcher on FIRE, cock the launcher and squeeze the trigger. Firing pin releases.
11. Hold the trigger to the rear and cock the launcher. Release the trigger and then squeeze the trigger. Firing pin releases.
12. With the launcher on SAFE, cock the launcher and squeeze the trigger. Firing pin does not release.
13. Hold the trigger to the rear and cock the launcher. Release the trigger and then squeeze the trigger. Firing pin does not release.
14. Move the barrel forward and back to be sure the barrel stop and barrel latch function.

REFERENCES

1. TM 9-1010-221-10 Operator's Manual, 40mm Grenade Launcher, M203 (Ch 1&2)
-

EVENT: 0311 - 2 - 073

Select a machinegun firing position

Condition: Given a machinegun squad mission order.

Standard: By satisfying higher headquarters' mission requirements in accordance with the mission order.

PERFORMANCE STEPS

1. Determine the team's/squad's mission from higher headquarter's mission, commander's intent, and team/squad tasks.
2. Analyze the assigned sector of fire, ensuring effective coverage of the sector of fire.
3. Analyze the position for good fields of fire.
4. Analyze the effectiveness of available cover and concealment.
5. Ensure the firing position facilitates the exercise of fire control.
6. Ensure machineguns are located and employed so that they can mutually support one another.

INFANTRY T&R MANUAL

7. Designate the exact firing (primary) position on the ground prior to entrenching.
8. Designate an alternate firing position, which can continue to accomplish the original mission.
9. Designate a supplementary firing position.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
 2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
-

EVENT: 0311 - 2 - 074

Inspect a machinegun firing position

Condition: Given a mission, a sector of fire, a machinegun firing position, and a tripod mounted, SL3 complete medium or heavy machine gun.

Standard: To ensure correct dimensions and weapons placement in support of the assigned mission.

PERFORMANCE STEPS

1. Ensure tripod is oriented on the center of the assigned sector of fire.
2. Ensure aiming stakes are emplaced and cannot be knocked down easily.
3. Ensure firing platform is large enough to support the machinegun.
4. Align the barrel of the machinegun on the final protective line.
5. Align the barrel of the machinegun on the principal direction of fire, if assigned.
6. Ensure the frontal parapet is a minimum of 3 ft in width and high enough to conceal the crew from the flanks and rear.
7. Ensure position is at least armpit deep and enables the Gunner to shoot with ease.
8. Ensure a shelf 1 foot wide is clear within the position, that separates the parapet and the hole.
9. Ensure tripods legs have been emplaced by digging, sandbagging, or staking them down.
10. Ensure there are 3 trench-shaped grenade slumps at various points within the hole.
11. Ensure the position is camouflaged.
12. Ensure the position is concealed from enemy air observation.
13. If time and materials are available, ensure overhead cover has been constructed.
14. Observe the position from the enemies view point to determine inherent weaknesses.
15. Have Team Leader point out alternate and supplementary positions.

INFANTRY T&R MANUAL

16. When there is a 3-man crew, ensure Ammunition Bearer digs a 1 man fighting position to the flank of the position.
17. Ensure a range card is located near the machine gun.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FM 23-65 Browning Machinegun Caliber .50 HB, M2
-

EVENT: 0311 - 2 - 305

Inspect optics

Condition: Given organic optical equipment.

Standard: To ensure the optics are clean, serviceable, and free from rust.

PERFORMANCE STEPS

1. Inspect the optics for serviceability and cleanliness, per appropriate TM.
2. Inspect and account for all SL-3 gear.
3. Coordinate higher echelon maintenance, as required.

REFERENCES

1. Appropriate Technical Manuals
 2. TM 08579-12/A Modular Universal Laser Equipment, AN/PAQ-3 (MULE)
 3. TM 09500A-10/1 Operator's Manual AN/PVS-7B
 4. TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
 5. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4
 6. TM 11-5855-214-10 Operator's Manual, Night Vision Sight, Crew Served Weapon AN/TVS-5
 7. TM 11-5855-238-10 Operator's Manual, Night Vision Goggles, AN/PVS-5 series
 8. TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)
 9. TM 11-5860-201-10 Laser Infrared Observation Set AN/GVS-5
 10. TM 10271A-10/1 Technical Manual for AN/PVS-14, Monocular NVD
 11. TM 10470A-12&P/1A Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-2A
 12. TM 11-5855-262-10-2 Night Vision Goggles
 13. TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)
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INFANTRY T&R MANUAL

EVENT: 0311 - 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.

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: 0311 - 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.

INFANTRY T&R MANUAL

12. Determine the unit command and signal plan.

REFERENCES

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

EVENT: 0311 - 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: 0311 - 2 - 319

Prepare a patrol warning order

Condition: Given a 5 paragraph order to conduct a patrol from higher headquarters, paper and pen, and assigned patrol members.

Standard: In accordance with MCWP 3-11.3.

PERFORMANCE STEPS

1. Prepare brief statements on the enemy and friendly situations and capabilities.
2. Clearly state the mission of the patrol.
3. List all members of the patrol.
4. Establish the chain of command.
5. Assign positions and duties in elements and teams to all patrol members, as required.
6. Cover all necessary individual requirements in the assignment of positions and duties.

INFANTRY T&R MANUAL

7. Follow established principles in organizing the patrol into elements and teams.
8. Assign a weapon for each patrol member, to include the provision for a suppressed weapon capability.
9. List all special equipment required to accomplish the mission.
10. Designate the proper element to carry the special equipment.
11. Select a common uniform and equipment, based on weather, terrain, and mission.
12. Publish a time schedule which includes the date and time of the issuance of the patrol order; the rehearsal; the inspection schedule; and the issuance of supplies, equipment, and weapons.
13. Ensure all designated patrol members initial the patrol warning order.
14. Issue specific instructions to key individuals, to include duties and responsibilities.
15. Issue warning order within 30 minutes of receiving a warning order from supported unit.

REFERENCES

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

EVENT: 0311 - 2 - 320

Issue a patrol order

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

Standard: In accordance with MCWP 3-11.3.

PERFORMANCE STEPS

1. Ensure all patrol members are present prior to issuing the order.
2. Conduct an orientation briefing for all members prior to issuing the patrol order.
3. Use a terrain model, map sketch, or other training aids when briefing the plan.
4. Use as a map supplement, if feasible, an aerial photographic which has the scale determined and has a grid superimposed.
5. Provide a weather forecast for the patrol period.
6. Describe the terrain over which the patrol is to operate.
7. Identify the size, type, capabilities, suspected locations, and recent activities of enemy units known or suspected to be in the area of operations.
8. Provide planned routes of other patrols operating in the immediate area.
9. Brief the fire support plan, which includes all available fire support and the location of prearranged targets.
10. Identify any attachments to the patrol.

INFANTRY T&R MANUAL

6. Illustrate principle direction of fire for the squad automatic weapons.
7. Illustrate dead space.
8. Illustrate M203 grenade launcher targets.
9. Illustrate mines, booby traps, and obstacles.
10. Illustrate terrain.
11. Annotate magnetic north.
12. Annotate unit designation.
13. Annotate time and date of preparation.
14. Illustrate crew-served weapon positions within the squad's fighting position.

REFERENCES

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

EVENT: 0311 - 2 - 345

Direct the handling of known or suspected enemy personnel

Condition: Given a unit and known or suspected enemy personnel.

Standard: To ensure Enemy Prisoners of War (EPWs) are handled properly, with minimal impact on the unit's mission.

PERFORMANCE STEPS

1. Plan use of EPW teams.
2. Supervise the search.
3. Ensure weapons, documents and equipment are tagged and forwarded to higher headquarters.
3. Provide medical care and MEDEVAC
4. Ensure personal items, protective clothing, and equipment are returned to the EPWs.
5. Segregate the prisoners into appropriate groups.
6. Maintain silence among prisoners.
7. Ensure EPWs are processed quickly to higher headquarters.
8. Safeguard prisoners from abuse and hazards of enemy fire.

ADMINISTRATIVE INSTRUCTIONS

1. EPWs are allowed to keep field protective masks, helmets, and flak jackets.

REFERENCES

1. MCRP 4-11.8C Enemy Prisoner of War and Civilian Internees
 2. FM 27-10 Law of Land Warfare
 3. FMFRP 0-6 Marine Troop Leader's Guide
-

INFANTRY T&R MANUAL

EVENT: 0311 - 2 - 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: 0311 - 2 - 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.
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: 0311 - 2 - 379

Transmit a Position Report (PosRep)

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

Standard: By reporting location.

PREREQUISITES

0311 - 1 - 361

PERFORMANCE STEPS

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

RELATED ITS

361

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REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 0311 - 2 - 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.

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.

INFANTRY T&R MANUAL

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: 0311 - 2 - 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

0311 - 1 - 361

PERFORMANCE STEPS

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

INFANTRY T&R MANUAL

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.
18. Using the height of burst spotting, determine the height of burst correction in meters.
19. Using the range spotting, determine the range correction in meters using successive or hasty bracketing.
20. Using the deviation spotting and the OT factor, determine the deviation correction in meters.
21. Transmit a correction for deviation, range, and height of burst.
22. Repeat performance steps 14 through 21 until the target is within the effective casualty radius of the round.
23. Transmit a request to Fire For Effect (FFE) to the Fire Direction Center (FDC).
24. Receive "Rounds complete" from the Fire Direction Center (FDC).
25. Transmit "Rounds complete" 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

WEAPON AND AMMUNITION

Weapon:	M224	60mm lightweight mortar	
	<u>DODIC</u>		<u>Quantity</u>
	B643	CTG, 60mm, HE, W/FZ PD M935	4 each

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PERFORMANCE STEPS

1. Locate the target.
2. Prepare and transmit the Call For Fire (CFF).
3. If required, transmit subsequent corrections within 15 seconds of HE round impact. (Make bold subsequent corrections to get rounds immediately on target.)
4. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

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

392

REFERENCES

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

EVENT: 0311 - 2 - 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

INFANTRY T&R MANUAL

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: 0311 - 2 - 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 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
-

INFANTRY T&R MANUAL

EVENT: 0311 - 2 - 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

WEAPON AND AMMUNITION

Weapon: M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C869	CTG, 81mm, HE W/FZ PD	8 each

REFERENCES

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

EVENT: 0311 - 2 - 398

Conduct a mission on a moving target

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

Standard: Per the references, successfully engaging a moving target using the special techniques required for the situation.

PERFORMANCE STEPS

1. Identify a moving target.
2. Select an Intercept Point (IP) along the target's likely route of march as the target location.
3. Prepare a Call For Fire (CFF).
4. State "The target is moving" in the target description portion of the call for fire.
5. State "At my command" in the "Method of Fire" portion of the call for fire.
6. Receive a message to observer from the Fire Direction Center (FDC).
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.

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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: 0311 - 2 - 400

Conduct a danger close fire mission

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

Standard: Per the references, using creeping fire procedures properly.

PERFORMANCE STEPS

1. Determine the target location.
2. Prepare and submit the Call For Fire (CFF).
3. Determine and transmit subsequent corrections within 15 seconds of burst.
4. Adjust fires using creeping fire techniques.
5. Request Fire For Effect (FFE).
6. Transmit refinement data (if any), Record as Target, End of Mission (required), and surveillance (required).

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>
C875	CTG, 81mm, PRACTICE	8 each

RELATED ITS

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INFANTRY T&R MANUAL

REFERENCES

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

EVENT: 0311 - 2 - 421

Assemble a radio set

Condition: Given an SL-3 complete disassembled radio.

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 SINCGARS Ground Combat Net Radio, ICOM
-

EVENT: 0311 - 2 - 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.
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: 0311 - 2 - 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

0311 - 2 - 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.

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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.
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: 0311 - 2 - 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

0311 - 2 - 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.

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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.
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: 0311 - 2 - 425

Waterproof communication gear

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

Standard: To enable radio operations regardless of weather conditions.

PREREQUISITES

0311 - 2 - 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.

EVENT: 0311 - 2 - 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: 0311 - 2 - 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.

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
-

EVENT: 0311 - 2 - 502

Lead a unit in crossing a danger area

Condition: Given a unit, and an order with a mission requiring movement through a danger area.

Standard: To cross area quickly and safely.

PERFORMANCE STEPS

1. Halt unit short of the danger area in a secure area.
2. Establish all around security.
3. Identify recognizable near and far side rally points.
4. Conduct reconnaissance of near side and danger area.
5. Determine crossing method.
6. Designate near and far side security elements and responsibilities.
7. Establish far side security.
8. Execute crossing.
9. Ensure accountability.
10. Continue with the mission.

ADMINISTRATIVE INSTRUCTIONS

1. Danger area should be avoided unless it is determined to be most practical after METT-TSL analysis.
2. Applies to danger areas in any environment (i.e. jungle, MOUT).

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

340

REFERENCES

1. FMFM 6-4 Marine Rifle Company
 2. FMFM 6-5 Marine Rifle Platoon/Squad
 3. MCWP 3-11.3 Scouting and Patrolling
 4. MCWP 3-17.1 River-Crossing Operations
-

INFANTRY T&R MANUAL

PERFORMANCE STEPS

1. Conduct reconnaissance of ambush site.
2. Identify ambush site and limits of kill zone.
3. Organize unit into assault element, support element, and security element.
4. Leave security element at the ORP (if the intent is to return to the ORP) and occupy the ambush site.
5. Assess the size of enemy and the associated risk.
6. Initiate ambush with direct fire weapon.
7. Signal shift and cease fires, as appropriate.
8. Conduct EPW search.
9. Signal withdrawal from ambush site.
10. Employ indirect fires on ambush site or smoke to cover withdrawal.
11. Ensure accountability of all personnel and equipment.
12. Conduct debrief.
13. Provide SITREP to higher headquarters.

ADMINISTRATIVE INSTRUCTIONS

1. Ambush can be conducted as part of a larger mission (i.e., movement to contact, deliberate ambush patrol, etc.).
2. Includes counter-mechanized ambush.

RELATED ITS

500

REFERENCES

1. FMFM 2-11 Anti-armor Operations
 2. FMFM 6-4 Marine Rifle Company
 3. FMFM 6-5 Marine Rifle Platoon/Squad
 4. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 0311 - 2 - 511

Lead a unit in a passage of lines as moving unit

Condition: Given a unit and an order with a mission requiring conduct of a rearward or forward passage through friendly lines.

Standard: To move unit through lines, in accordance with higher headquarters' order.

PREREQUISITES

0311 - 2 - 500

PERFORMANCE STEPS

1. Issue passage of lines warning/fragmentary order.
2. Conduct radio coordination with stationary unit.
3. Ensure link-up with stationary unit guides at prescribed time.

INFANTRY T&R MANUAL

4. Collocate with stationary unit leader to observe critical areas and to make timely decisions during conduct of the passage.
5. Conduct movement through passage point(s) through covered and concealed routes.
6. Ensure accountability of personnel and vehicles.
7. Conduct formal turnover of fire support assets and operating area. Communicate turnover with supporting agencies and higher headquarters.
8. Continue with mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

500

REFERENCES

1. FMFM 6-4 Marine Rifle Company
 2. FMFM 6-5 Marine Rifle Platoon/Squad
 3. MCWP 3-11.3 Scouting and Patrolling
-

EVENT: 0311 - 2 - 517

Lead a unit in an attack in an urban environment

Condition: Given a unit, an objective within urban environment, and an order with a mission to conduct operations in urbanized terrain.

Standard: To accomplish the intent of the higher headquarters' order.

PREREQUISITES

0311 - 2 - 500

PERFORMANCE STEPS

1. Initiate reconnaissance plan ahead of attack, to gain and maintain observation of enemy.
2. Task organize the unit to include assault element, security element, and support element.
3. Execute tactical deception, if planned.
4. Isolate the object through direct and indirect fires.
5. Initiate prearranged fires, to include suppression and obscuration fires on enemy observation posts.
6. Cross line of departure at the specified time.
7. Gain a foothold in limited objectives.
8. Maintain communications with subordinate units.
9. Report crossing of tactical control measures and securing interim objectives to higher headquarters.
10. Adjust, shift, and cease direct and indirect fires to support successes.

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11. Breach obstacles, create friendly building accesses, and close off unnecessary accesses, without committing additional forces.
12. Maintain momentum of the attack by rotating lead unit and supplies.
13. Seize the assigned objective.
14. Report status of the attack to higher headquarters.
15. Issue fragmentary orders to units in preparation for follow-on missions.

EXTERNAL SUPPORT

1. MOUT Facility / MOUT training area

RELATED ITS

500

REFERENCES

1. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
 2. FMFM 6-4 Marine Rifle Company
 3. FMFM 6-5 Marine Rifle Platoon/Squad
 4. MCWP 3-35.3 Military Operations on Urbanized Terrain
-

EVENT: 0311 - 2 - 518

Lead a unit in the breach of an obstacle

Condition: Given a platoon, an obstacle, and an order with a mission to breach an obstacle.

Standard: To accomplish the intent of the higher headquarters' order.

PREREQUISITES

0311 - 2 - 500

PERFORMANCE STEPS

1. Report obstacle location, type, and size to higher headquarters.
2. Establish local security in an overwatch position.
3. Assess obstacle, enemy situation, and terrain to determine breach point and assets required to include supporting arms.
4. Request additional assets based on METT-TSL.
5. Task organize unit into a breach element and a support element.
6. Employ fires to suppress enemy.
7. Consider use of smoke to obscure target to the enemy.
8. Move the breach element to the breach point, using available cover and concealment.
9. Employ demolitions, as required.
10. Ensure booby traps, unexploded munitions, and breach lanes are clearly marked for day and night movement.
11. Establish security beyond the breach point.
12. Move all remaining elements through the breach lane.

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13. Report location of breach lane to higher headquarters.
14. Continue with assigned mission.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. Obstacle

RELATED ITS

500

REFERENCES

1. FM 5-250 Explosives and Demolitions
 2. FMFM 13-7 MAGTF Breaching Operations
 3. MCRP 3-17A Engineer Field Data
-

EVENT: 0311 - 2 - 526

Lead a unit in defensive operations

Condition: Given a unit, an assigned area or sector from which to defend, and an order with a mission to conduct defensive operations.

Standard: To accomplish the intent of the higher headquarters' order.

PERFORMANCE STEPS

1. Conduct map and physical reconnaissance of assigned area to determine the general lay of the defense, natural obstacles, likely enemy avenues of approach, and adjacent units.
2. Establish local security beyond proposed defensive area.
3. Coordinate with adjacent units.
4. Develop counterattack plan.
5. Establish crew served positions, ensuring mutual supporting fires. Identify final protective lines.
6. Identify subordinate unit primary positions. Ensure units tie in, at least by fire.
7. Identify dead space and cover by indirect fire.
8. Register final protective fires.
9. Ensure communications are established between units and to listening post/observation posts (LP/OP).
10. Designate alternate and supplementary positions.
11. Collect subordinate unit fire plan sketches. Submit consolidated fire plan sketch to higher headquarters.
12. Ensure positions are being improved and noise and light discipline is enforced. Ensure the sleep plan is implemented.

ADMINISTRATIVE INSTRUCTIONS

1. This includes all defensive operations, to include MOUT and countermechanized.

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EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
 2. FMFM 2-11 Anti-armor Operations
 3. FMFM 6-4 Marine Rifle Company
 4. FMFM 6-5 Marine Rifle Platoon/Squad
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EVENT: 0311 - 2 - 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
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