

INFANTRY T&R MANUAL

CHAPTER 6

INFANTRY MORTARMAN

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**6001. MOS DESCRIPTION.** The mortarman is responsible for the tactical employment of the 60mm light mortar and the 81mm heavy mortar. Mortarmen provide direct fire in support of the rifle squads/platoons/companies and the infantry battalions. They are located in the weapons platoons of the rifle companies and the weapons company of the infantry battalion. Noncommissioned officers are assigned as mortar gunners, forward observers, fire direction plotters, and squad and section leaders.

**6002. CAREER PROGRESSION.** Upon completion of Level A training at the Infantry Mortarman Course, Infantry Training Battalion, School of Infantry, the mortarman will conduct Level 1 training on the 60mm light mortar or the 81mm heavy mortar in an Infantry Battalion. Prior to selection to Corporal or upon assuming the duties of forward observer, plotter or squad/section leader, the mortarman should attend Level B training at the Advanced Mortar Leaders Course, Advanced Infantry Training Company, School of Infantry. Once assigned as a forward observer, plotter or squad/section leader, the mortarman will conduct Level 2 training.

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CHAPTER 6

0341 MORTARMAN

APPENDIX A

BILLET CORE CAPABILITIES

**BILLET A: Ammunition Man, 60mm Mortar Section, Weapons Platoon**

The 60mm Mortar Ammunition Man stands to the right rear of the mortar. He prepares the ammunition and assists the Gunner in shifting and loading the mortar. He swabs the barrel every 10 rounds or after each end of mission. His rank is Private thru Lance Corporal and his T/O weapon is the M16A2 service rifle.

**Core Capabilities:**

1. Carries out the orders of the mortar Squad Leader.
2. Performs the tasks required of an Ammunition Man in the 60mm Mortar Section of a Weapons Platoon.
3. Performs operator maintenance for, and operates an M224 60mm mortar.
4. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and 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, a 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 mortar squad.
14. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
15. Repels an enemy assault by fire and close combat.

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**BILLET B: Assistant Gunner, 60mm Mortar Section, Weapons Platoon**

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The 60mm Assistant Gunner stands to the right of the mortar. He assists the Gunner in shifting and loading the mortar. His rank is Lance Corporal and his T/O weapon is the M9 service pistol.

### **Core Capabilities:**

1. Carries out the orders of the mortar Squad Leader.
2. Performs the tasks required of an Assistant Gunner in the 60mm Mortar Section of a Weapons Platoon.
3. Performs operator maintenance for, and operates an M224 60mm mortar.
4. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle, an M9 pistol, and 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, a 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 mortar squad.
14. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
15. Repels an enemy assault by fire and close combat.

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### **BILLET C: Squad Leader/Gunner, 60mm Mortar Section, Weapons Platoon**

The 60mm Mortar Squad Leader/Gunner is on the left side of the mortar where he can manipulate the sight, elevate gear handle, and traverse the assembly wheel. He places firing data on the sight and lays the mortar for deflection and elevation. Assisted by the Squad Leader (or Ammunition Man), he makes large deflection shifts by shifting the bipod assembly. His rank is a Corporal and his T/O weapon is the 9mm pistol.

### **Core Capabilities:**

1. Carries out the orders of the 60mm Mortar Section Leader.
2. Performs the tasks required of a Squad Leader and a Gunner in the 60mm Mortar Section of a Weapons Platoon.

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3. Maintains the condition, care, and economical use of assigned personnel, weapons and equipment.
  4. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle, an M9 pistol, and an M249 squad automatic weapon.
  5. Performs operator maintenance for, and operates an M224 60mm mortar.
  6. Operates an M16 plotting board and M19 plotting board.
  7. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
  8. Emplaces and recovers an M18A1 Claymore mine.
  9. Probes for and marks a mine.
  10. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
  11. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
  12. Performs self-aid and buddy aid.
  13. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
  14. 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.
  15. Performs operator maintenance for, and operates an M998 high-back HMMWV.
  16. Controls the fire and movement of his 60mm Mortar Squad.
  17. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
  18. Repels an enemy assault by fire and close combat.
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### **BILLET D: Ammunition Man/Driver, 81mm Mortar Platoon, Weapons Company**

The 81mm Mortar second Ammunition Man is normally behind the mortar, maintaining the ammunition for firing, providing local security for the mortar position, filling sandbags, and performing other duties as the Squad Leader directs. He normally places out and retrieves the aiming post. He is also the squad truck driver. When his duties do not require him to be with the vehicle, he is used as an Ammunition Man. His rank is Private thru Lance Corporal and his T/O weapon is the M16A2 service rifle.

#### **Core Capabilities:**

1. Carries out the orders of the mortar Squad Leader.
2. Performs the tasks required of a Driver and Ammunition Man in the 81mm Mortar Platoon.
3. Performs operator maintenance for, and operates an M252 81mm mortar.

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4. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and 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, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel mode.
13. Performs operator maintenance for, and operates an M998 high-back HMMWV.
14. Performs fire and movement as an individual and as a member of a mortar squad.
15. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat.

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### **BILLET E: Ammunition Man, 81mm Mortar Platoon, Weapons Company**

The 81mm Mortar first Ammunition Man stands to the right rear of the mortar. He prepares the ammunition and passes it to the Assistant Gunner. His rank is Private thru Lance Corporal and his T/O weapon is the 9mm pistol.

#### **Core Capabilities:**

1. Carries out the orders of the mortar Squad Leader.
2. Performs the tasks required of an Ammunition Man in the 81mm Mortar Platoon.
3. Performs operator maintenance for, and operates an M252 81mm mortar.
4. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and 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.

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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, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel mode.
  13. Performs operator maintenance for, and operates an M998 high-back HMMWV.
  14. Performs fire and movement as an individual and as a member of a mortar squad.
  15. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
  16. Repels an enemy assault by fire and close combat.
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### **BILLET F: Assistant Gunner, 81mm Mortar Platoon, Weapons Company**

The 81mm Mortar Assistant Gunner stands on the right side of the mortar, facing the barrel and ready to load. In addition to loading, he is responsible for swabbing the bore after every 10 rounds have been fired or after each fire mission. He assists the Gunner in shifting the mortar when making large deflection changes. His rank is a Lance Corporal and his T/O weapon is the 9mm pistol.

#### **Core Capabilities:**

1. Carries out the orders of the mortar Squad Leader.
2. Performs the tasks required of an Assistant Gunner in the 81mm Mortar Platoon.
3. Performs operator maintenance for, and operates an M252 81mm mortar.
4. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and 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.

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12. 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.
  13. Performs operator maintenance for, and operates an M998 high-back HMMWV.
  14. Performs fire and movement as an individual and as a member of a mortar squad.
  15. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
  16. Repels an enemy assault by fire and close combat.
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### **BILLET G: Gunner, 81mm Mortar Platoon, Weapons Company**

The 81mm Mortar Gunner is on the left side of the mortar where he can manipulate the sight, elevate gear handle, and traverse the assembly wheel. He places firing data on the sight and lays the mortar for deflection and elevation. He and the Assistant Gunner make large deflection shifts by shifting the bipod assembly. His rank is a Lance Corporal and his T/O weapon is the 9mm pistol.

#### **Core Capabilities:**

1. Carries out the orders of the 81mm Squad Leader.
2. Performs the tasks required of Gunner in the 81mm Mortar Platoon.
3. Maintains the condition, care, and economical use of assigned personnel, weapons, and equipment.
4. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle.
5. Performs operator maintenance for, and operates an M252 81mm mortar.
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.
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 and frequency hopping mode.
14. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.

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15. Performs fire and movement as an individual and as a member of a mortar squad.
  16. Repels an enemy assault by fire and close combat.
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### **BILLET H: Squad Leader, 81mm Mortar Platoon, Weapons Company**

The 81mm Mortar Squad Leader is responsible for the tactical employment of the 81mm Mortar and stands behind the mortar where he can command and control his squad. In addition to supervising the emplacement, laying, and firing of the mortar, he supervises all other squad activities. His rank is Corporal thru Sergeant and his T/O weapon is the M16A2 service rifle.

#### **Core Capabilities:**

1. Carries out the orders of the mortar Section Leader or the mortar Platoon Commander.
2. Performs the tasks required of a Squad Leader in an 81mm Mortar Platoon.
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. Performs operator maintenance for, and operates an M252 81mm mortar.
7. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle.
8. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
9. Emplaces and recovers an M18A1 Claymore mine.
10. Probes for and marks a mine.
11. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
12. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
13. Performs self-aid and buddy aid.
14. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
15. 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.
16. Performs operator maintenance for, and operates an M998 high-back HMMWV.
17. Writes and issues combat orders.

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18. Performs fire and movement as an individual and as a member of a mortar squad.
  19. Controls the fire and movement of his 81mm mortar squad.
  20. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
  21. Repels an enemy assault by fire and close combat.
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### **BILLET I: Forward Observer, 81mm Mortar Platoon, Weapons Company**

The Forward Observer (FO) provides the eyes for the Fire Direction Center (FDC) and is normally attached to a forward unit. He initiates and adjusts mortar indirect fire, smoke, and illumination. He provides assistance to the supporting unit commander in planning targets appropriate for the mortars. His rank is Corporal and his T/O weapon is the M16A2 service rifle.

#### **Core Capabilities:**

1. Performs the tasks required of a Forward Observer (FO) in the 81mm Mortar Platoon.
2. Carries out the orders of the Fire Direction Center (FDC) Plotter.
3. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
4. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
5. Performs fire and movement as an individual and as a member of a mortar squad.
6. 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.
7. Calls for and adjusts indirect fire.
8. Repels an enemy assault by fire and close combat.
9. Performs the tasks required of Gunner in the 81mm Mortar Platoon.
10. Performs the tasks required of a Plotter/Recorder and Forward Observer (FO) for the Fire Direction Center (FDC) of the 81mm Mortar Platoon.
11. Capable of performing all the tasks required of an Ammunition Man and Assistant Gunner in the mortar section of a Weapons Platoon.
12. Performs self-aid and buddy aid.
13. Operates an M16 plotting board and M19 plotting board.
14. Performs operator maintenance for, and is a proficient marksman with an M9 pistol, M16A2 service rifle, and M249 squad automatic weapon.
15. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.

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16. Emplaces and recovers an M18A1 Claymore mine.
  17. Probes for and marks a mine.
  18. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
  19. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
  20. Maintains the condition, care, and economical use of assigned personnel, weapons, and equipment.
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### **BILLET J: Recorder/Driver, 81mm Mortar Platoon, Weapons Company**

The Recorder/Driver operates in the Fire Direction Center (FDC). He records firing data and assists in maintaining the mortar logs. He is also the HMMWV operator for the FDC. He communicates firing data to the gunline via wire. He serves as a backup plotting board operator. His rank is Lance Corporal and his T/O weapon is an M16A2 service rifle.

#### **Core Capabilities:**

1. Carries out the orders of the Plotter.
  2. Performs the tasks required of a Driver and a Recorder in the Fire Direction Center (FDC) of the 81mm Mortar Platoon.
  3. 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, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel mode.
  12. Performs operator maintenance for, and operates an M998 high-back HMMWV.
  13. Performs fire and movement as an individual and as a member of a mortar squad.
  14. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
  15. Repels an enemy assault by fire and close combat.
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**BILLET K: Plotter/Recorder, 81mm Mortar Platoon, Weapons Company**

The Plotter/Recorder operates in the Fire Direction Center (FDC). He records firing data and assists in maintaining the mortar logs. He communicates firing data to the gunline via wire. He serves as a backup plotting board operator. His rank is Lance Corporal and his T/O weapon is an M16A2 service rifle.

**Core Capabilities:**

1. Carries out the orders of the Plotter.
2. Performs the tasks required of a Plotter and a Recorder in the Fire Direction Center (FDC) of the 81mm Mortar Platoon.
3. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle.
4. Operates an M16 plotting board and M19 plotting board.
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, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel mode.
13. Performs operator maintenance for, and operates an M998 high-back HMMWV.
14. Performs fire and movement as an individual and as a member of a mortar squad.
15. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat.

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**BILLET L: Plotter, 81mm Mortar Platoon, Weapons Company**

The Plotter operates in the Fire Direction Center (FDC). He records firing data and maintains the mortar logs. He communicates firing data to the gunline via wire. He serves as the primary plotting board operator. His rank is Corporal and his T/O weapon is an M16A2 service rifle.

**Core Capabilities:**

1. Carries out the orders of the Mortar Section Leader or the Mortar Platoon Commander.
  2. Performs the tasks required of a Plotter in the Fire Direction Center (FDC) of the 81mm Mortar Platoon.
  3. Maintains the discipline, appearance, control, conduct, and welfare of his Fire Direction Center (FDC).
  4. Trains his Fire Direction Center (FDC) in the performance of tasks which support platoon training objectives.
  5. Maintains the condition, care, and economical use of assigned weapons and equipment.
  6. Operates an M16 plotting board and M19 plotting board.
  7. Performs operator maintenance for, and is a proficient marksman with an M9 pistol, M16A2 service rifle, and M249 squad automatic weapon.
  8. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
  9. Emplaces and recovers an M18A1 Claymore mine.
  10. Probes for and marks a mine.
  11. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.
  12. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.
  13. Performs self-aid and buddy aid.
  14. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.
  15. 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.
  16. Performs operator maintenance for, and operates an M998 high-back HMMWV.
  17. Writes and issues combat orders.
  18. Performs fire and movement as an individual and as a member of a mortar squad.
  19. Controls his 81mm Fire Direction Center (FDC).
  20. Locates, closes with, suppresses, and destroys the enemy by fire and maneuver.
  21. 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	Ammunition Man, 60mm Mortar Section, Weapons Platoon
B	Assistant Gunner, 60mm Mortar Section, Weapons Platoon
C	Squad Leader/Gunner, 60mm Mortar Section, Weapons Platoon
D	Ammunition Man/Driver, 81mm Mortar Platoon, Weapons Company
E	Ammunition Man, 81mm Mortar Platoon, Weapons Company
F	Assistant Gunner, 81mm Mortar Platoon, Weapons Company
G	Gunner, 81mm Mortar Platoon, Weapons Company
H	Squad Leader, 81mm Mortar Platoon, Weapons Company
I	Forward Observer, 81mm Mortar Platoon, Weapons Company
J	Recorder/Driver, 81mm Mortar Platoon, Weapons Company

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

0341 - 1 - 001	Perform operator maintenance for an M9 pistol									
	1.351	1.163								
	6	6								

0341 - 1 - 002	Load an M9 pistol									
	1.351	1.163								
	6	6								

0341 - 1 - 003	Engage targets with an M9 pistol									
	1.351	1.163								
	6	6								

0341 - 1 - 004	Perform immediate action for an M9 pistol									
	1.351	1.163								
	6	6								

0341 - 1 - 005	Reload an M9 pistol									
	1.351	1.163								
	6	6								

0341 - 1 - 006	Unload an M9 pistol									
	1.351	1.163								
	6	6								

0341 - 1 - 013	Perform operator maintenance for an M16A2 service rifle									
	1.266		1.266		1.333	1.19	0.935	0.935	1.163	
	6		6		6	6	6	6	6	

0341 - 1 - 014	Load an M16A2 service rifle									
	1.266		1.266		1.333	1.19	0.935	0.935	1.163	
	6		6		6	6	6	6	6	

0341 - 1 - 015	Field expedient zero an M16A2 service rifle									
	1.266		1.266		1.333	1.19	0.935	0.935	1.163	
	6		6		6	6	6	6	6	

0341 - 1 - 016	Engage targets with an M16A2 service rifle									
	1.266		1.266		1.333	1.19	0.935	0.935	1.163	
	6		6		6	6	6	6	6	

0341 - 1 - 017	Engage immediate threat targets with an M16A2 service rifle									
	1.266		1.266		1.333	1.19	0.935	0.935	1.163	
	6		6		6	6	6	6	6	

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Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 018	Engage targets with an M16A2 service rifle wearing a field protective mask									
	1.266			1.266		1.333	1.19	0.935	0.935	1.163
	6			6		6	6	6	6	6
0341 - 1 - 019	Perform immediate action for an M16A2 service rifle									
	1.266			1.266		1.333	1.19	0.935	0.935	1.163
	6			6		6	6	6	6	6
0341 - 1 - 020	Perform remedial action for an M16A2 service rifle									
	1.266			1.266		1.333	1.19	0.935	0.935	1.163
	6			6		6	6	6	6	6
0341 - 1 - 021	Combat reload an M16A2 service rifle									
	1.266			1.266		1.333	1.19	0.935	0.935	1.163
	6			6		6	6	6	6	6
0341 - 1 - 022	Clear an M16A2 service rifle									
	1.266			1.266		1.333	1.19	0.935	0.935	1.163
	6			6		6	6	6	6	6
0341 - 1 - 037	Perform operator maintenance for an M249 squad automatic weapon									
					1.235					
					6					
0341 - 1 - 038	Load an M249 squad automatic weapon with linked ammunition									
					1.235					
					6					
0341 - 1 - 039	Load an M249 squad automatic weapon with a magazine									
					1.235					
					6					
0341 - 1 - 040	Field zero an M249 squad automatic weapon									
					1.235					
					6					
0341 - 1 - 041	Perform ten meter firing for an M249 squad automatic weapon									
					1.235					
					6					
0341 - 1 - 042	Engage targets at unknown distances with the M249 squad automatic weapon									
					1.235					
					6					

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Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 043	Rush with an M249 squad automatic weapon									
					1.235					
					6					
0341 - 1 - 044	Perform transition firing for an M249 squad automatic weapon									
					1.235					
					6					
0341 - 1 - 046	Clear an M249 squad automatic weapon									
					1.235					
					6					
0341 - 1 - 047	Perform immediate action for an M249 squad automatic weapon									
					1.235					
					6					
0341 - 1 - 048	Perform remedial action for an M249 squad automatic weapon									
					1.235					
					6					
0341 - 1 - 049	Mark a sector of fire for a M249 squad automatic weapon									
					1.235					
					6					
0341 - 1 - 052	Perform transition firing for an M249 squad automatic weapon during limited visibility									
					1.235					
					6					
0341 - 1 - 143	Prepare mortar ammunition for firing									
	1.266	1.351	1.163	1.266	1.235					
	6	6	6	6	6					
0341 - 1 - 144	Burn increments									
	1.266	1.351	1.163	1.266	1.235					
	3	3	3	3	3					
0341 - 1 - 145	Manipulate the mortar for a small deflection and elevation change									
	1.266	1.351	1.163			1.333	1.19	0.935		
	3	3	3			3	3	3		
0341 - 1 - 146	Manipulate the mortar for a large deflection and elevation change									
	1.266	1.351	1.163			1.333	1.19	0.935		
	3	3	3			3	3	3		
0341 - 1 - 147	Select a mortar position									
			1.163					0.935		
			3					3		

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 148								0.935		
								3		
0341 - 1 - 150			1.163					0.935		
			3					3		
0341 - 1 - 152			1.163					0.935		1.163
			6					6		6
0341 - 1 - 153			1.163					0.935		1.163
			3					3		3
0341 - 1 - 154										1.163
										3
0341 - 1 - 160			1.163					0.935		1.163
			3					3		3
0341 - 1 - 161			1.163					0.935		1.163
			3					3		3
0341 - 1 - 162	1.266	1.351	1.163							
	3	3	3							
0341 - 1 - 163	1.266	1.351	1.163							
	6	6	6							
0341 - 1 - 164		1.351	1.163							
		3	3							
0341 - 1 - 165			1.163							
			3							

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 166	Set up the plotting board using the modified observer firing chart method									
			1.163						0.935	1.163
			3						3	3
0341 - 1 - 169	Perform operator maintenance for an M252 81mm mortar									
			1.266	1.235	1.333	1.19	0.935			
			3	3	3	3	3			
0341 - 1 - 170	Bore sight an M252 81mm mortar									
							1.19	0.935		
							6	6		
0341 - 1 - 171	Perform pre-fire safety checks for an M252 81mm mortar									
						1.333	1.19	0.935		
						3	3	3		
0341 - 1 - 291	Probe for a mine									
	1.266			1.266	1.235				0.935	
	6			6	6				6	
0341 - 1 - 292	Negotiate a wire obstacle by crossing over									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 293	Negotiate a wire obstacle by crossing under									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 294	Negotiate a wire obstacle by cutting									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 301	Perform operator maintenance on a AN/PVS-7 night vision goggles									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 302	Operate AN/PVS-7 night vision goggles									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 332	Identify armored vehicles									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 333	Challenge personnel entering an area									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 334	React to a ground flare									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 335	React to an overhead flare									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 338	Perform creeping									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 339	Perform night walk									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 340	Move across an open area									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 341	Select a hasty firing position									
	1.266			1.266	1.235				0.935	
	6			6	6				6	
0341 - 1 - 343	Execute unarmed close combat									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 344	Execute armed close combat									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 350	Move parallel to a building									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 351	Move past a first floor window									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 352	Move past a basement window									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 353	Cross a wall									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6

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Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 355	Observe around a corner									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 361	Determine the grid coordinates of a point on a map									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 362	Determine a grid azimuth using a protractor									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 363	Convert a magnetic azimuth to a grid azimuth									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 364	Convert a grid azimuth to a magnetic azimuth									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 365	Orient a map with a compass									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 366	Measure distance on a map									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 367	Determine the error in a lensatic compass									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 368	Orient a map by terrain association									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 369	Determine a back azimuth									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 370	Pre-set a lensatic compass and follow an azimuth during daylight									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 371	Pre-set a lensatic compass and follow an azimuth during darkness									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6

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Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 372	Locate an unknown point by intersection									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 373	Locate an unknown position by modified resection									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 374	Locate an unknown position by resection									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 376	Navigate using relief sketch									
			1.163	1.266	1.235			0.935	0.935	
			9	9	9			9	9	
0341 - 1 - 377	Navigate using the Global Positioning System (GPS)									
									0.935	
									0	
0341 - 1 - 378	Navigate using the AN/PSN-11 Precision Lightweight GPS Receiver (PLGR)									
									0.935	
									0	
0341 - 1 - 379	Transmit a Position Report (PosRep)									
									0.935	
									0	
0341 - 1 - 380	Select a route utilizing a topographic map									
									0.935	
									0	
0341 - 1 - 382	Estimate range									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 389	Call for indirect fire using the polar method									
			1.163				1.19		0.935	
			6				6		6	
0341 - 1 - 390	Call for indirect fire using the shift from a known point method									
			1.163				1.19		0.935	
			6				6		6	
0341 - 1 - 391	Conduct an immediate suppression mission									
									0.935	
									3	

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Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 392	Conduct an immediate smoke mission									
									0.935	
									3	
0341 - 1 - 393	Conduct a quick smoke mission									
									0.935	
									3	
0341 - 1 - 394	Conduct a Fire For Effect (FFE) mission									
									0.935	
									3	
0341 - 1 - 395	Conduct an illumination mission									
									0.935	
									3	
0341 - 1 - 396	Adjust mortar illumination									
									0.935	
									3	
0341 - 1 - 397	Conduct a coordinated illumination mission									
									0.935	
									6	
0341 - 1 - 398	Conduct a mission on a moving target									
									0.935	
									3	
0341 - 1 - 399	Conduct 2 fire missions simultaneously									
									0.935	
									3	
0341 - 1 - 400	Conduct a danger close fire mission									
									0.935	
									3	
0341 - 1 - 401	Adjust final protective fires									
									0.935	
									3	
0341 - 1 - 403	Adjust mortar fire without a Fire Direction Center (FDC)									
									0.935	
									6	
0341 - 1 - 404	Develop a quick fire support plan									
									0.935	
									3	

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Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 405	Conduct a fire mission with the AN/PAQ-3 Modular Universal Laser Equipment (MULE)									
									0.935	
									6	
0341 - 1 - 407	Conduct fire missions with the AN/GVS-5 laser range finder									
									0.935	
									6	
0341 - 1 - 408	Adjust naval gunfire									
									0.935	
									12	
0341 - 1 - 418	Communicate using hand and arm signals									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 419	Communicate using a TA-1 field telephone									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 420	Communicate using a TA-312 field telephone									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	3	3	3	3	3	3	3	3	3	3
0341 - 1 - 421	Assemble a radio set									
							1.19	0.935	0.935	1.163
							3	3	3	3
0341 - 1 - 422	Maintain radio sets									
							1.19	0.935	0.935	1.163
							6	6	6	6
0341 - 1 - 423	Communicate using a AN/PRC-119 field radio in single channel mode									
							1.19	0.935	0.935	1.163
							6	6	6	6
0341 - 1 - 424	Communicate using a AN/PRC-119 field radio in frequency hopping mode									
							1.19	0.935	0.935	1.163
							6	6	6	6
0341 - 1 - 425	Waterproof communication gear									
							1.19	0.935	0.935	1.163
							6	6	6	6
0341 - 1 - 431	Report information									
									0.935	1.163
									6	6

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Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 433	Construct a field expedient antenna									
							1.19	0.935	0.935	1.163
							6	6	6	6
0341 - 1 - 438	Evaluate a casualty									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 440	Perform rescue breathing									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 441	Perform Cardiopulmonary Resuscitation (CPR)									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 442	Apply a pressure dressing									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 443	Apply a tourniquet									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 444	Perform first aid for a head wound									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 445	Perform first aid for a chest wound									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 446	Perform first aid for an abdominal wound									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 447	Perform first aid for a burn									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 448	Splint a fracture									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 449	Perform first aid for heatstroke									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6

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Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 450	Perform first aid for frostbite									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 451	Perform first aid for a snakebite									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 452	Perform a one-man fireman carry									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 458	Perform operator maintenance for an M40 field protective mask with hood									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 459	Don an M40 field protective mask with hood									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 460	Drink from a canteen while wearing an M40 field protective mask with hood									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 461	Don personal protective equipment to MOPP Level 4									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 462	Perform individual decontamination									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 463	Perform self-aid for a nerve agent									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 464	React to a nuclear attack without warning									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 1 - 471	Operate a High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
				1.266						1.163
				6						6

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Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 1 - 472	Perform operator maintenance for a M-1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
				1.266	1.235					1.163
				6	6					6
0341 - 1 - 496	Conduct a debrief									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6

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

0341 - 2 - 007								0.935		
								6		
0341 - 2 - 025								0.935		
								6		
0341 - 2 - 050								0.935		
								6		
0341 - 2 - 143 (KM)								0.935		
								6		
0341 - 2 - 144 (KM)								0.935		
								3		
0341 - 2 - 149			1.163					0.935		
			3					3		
0341 - 2 - 151								0.935		
								3		
0341 - 2 - 155										
0341 - 2 - 156										
0341 - 2 - 158								0.935		
								3		
0341 - 2 - 172								0.935		
								3		

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Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 2 - 305	Inspect optics									
								0.935		
								3		
0341 - 2 - 318	Issue an order									
								0.935		
								6		
0341 - 2 - 377	Navigate using the Global Positioning System (GPS)									
								0.935		
								6		
0341 - 2 - 378	Navigate using the AN/PSN-11 Precision Lightweight GPS Receiver (PLGR)									
								0.935		
								6		
0341 - 2 - 379	Transmit a Position Report (PosRep)									
								0.935		
								6		
0341 - 2 - 380	Select a route utilizing a topographic map									
								0.935		
								6		
0341 - 2 - 381	Construct a map overlay									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 2 - 439	Transmit a Casualty Report (CasRep)									
	1.266	1.351	1.163	1.266	1.235	1.333	1.19	0.935	0.935	1.163
	6	6	6	6	6	6	6	6	6	6
0341 - 2 - 471 (KB)	Operate a High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
								0.935		
								6		
0341 - 2 - 473	Inspect a High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
								0.935		
								6		
0341 - 2 - 500	Lead a unit in preparations for combat									
								0.935		
								6		
0341 - 2 - 511	Lead a unit in a passage of lines as moving unit									
								0.935		
								6		

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
0341 - 2 - 526								0.935		
								6		

INFANTRY T&R MANUAL

CHAPTER 6

0341 MORTARMAN

APPENDIX C

BILLET EVENT MATRIX (K-T)

Code

Billet

K	Plotter/Recorder, 81mm Mortar Platoon, Weapons Company
L	Plotter, 81mm Mortar Platoon, Weapons Company



INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 018	Engage targets with an M16A2 service rifle wearing a field protective mask									
	1.176	1								
	6	6								
0341 - 1 - 019	Perform immediate action for an M16A2 service rifle									
	1.176	1								
	6	6								
0341 - 1 - 020	Perform remedial action for an M16A2 service rifle									
	1.176	1								
	6	6								
0341 - 1 - 021	Combat reload an M16A2 service rifle									
	1.176	1								
	6	6								
0341 - 1 - 022	Clear an M16A2 service rifle									
	1.176	1								
	6	6								
0341 - 1 - 037	Perform operator maintenance for an M249 squad automatic weapon									
0341 - 1 - 038	Load an M249 squad automatic weapon with linked ammunition									
0341 - 1 - 039	Load an M249 squad automatic weapon with a magazine									
0341 - 1 - 040	Field zero an M249 squad automatic weapon									
0341 - 1 - 041	Perform ten meter firing for an M249 squad automatic weapon									
0341 - 1 - 042	Engage targets at unknown distances with the M249 squad automatic weapon									

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 043										
0341 - 1 - 044										
0341 - 1 - 046										
0341 - 1 - 047										
0341 - 1 - 048										
0341 - 1 - 049										
0341 - 1 - 052										
0341 - 1 - 143										
0341 - 1 - 144										
0341 - 1 - 145										
0341 - 1 - 146										
0341 - 1 - 147										

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 148	Inspect a mortar firing position									
0341 - 1 - 150	Issue a mortar fire command									
0341 - 1 - 152	Receive a Call For Fire (CFF)									
	1.176	1								
	6	6								
0341 - 1 - 153	Compute firing data manually									
	1.176	1								
	3	3								
0341 - 1 - 154	Respond to an untrained observer									
	1.176	1								
	3	3								
0341 - 1 - 160	Set up the plotting board using the below the pivot point method									
	1.176	1								
	3	3								
0341 - 1 - 161	Set up the plotting board using the pivot point method									
	1.176	1								
	3	3								
0341 - 1 - 162	Perform operator maintenance for an M224 60mm mortar									
0341 - 1 - 163	Bore sight an M224 60mm mortar									
0341 - 1 - 164	Perform pre-fire safety checks for an M224 60mm mortar in conventional mode									
0341 - 1 - 165	Inspect an M224 60mm mortar									

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 166	Set up the plotting board using the modified observer firing chart method									
	1.176	1								
	3	3								
0341 - 1 - 169	Perform operator maintenance for an M252 81mm mortar									
0341 - 1 - 170	Bore sight an M252 81mm mortar									
0341 - 1 - 171	Perform pre-fire safety checks for an M252 81mm mortar									
0341 - 1 - 291	Probe for a mine									
0341 - 1 - 292	Negotiate a wire obstacle by crossing over									
	1.176	1								
	6	6								
0341 - 1 - 293	Negotiate a wire obstacle by crossing under									
	1.176	1								
	6	6								
0341 - 1 - 294	Negotiate a wire obstacle by cutting									
	1.176	1								
	6	6								
0341 - 1 - 301	Perform operator maintenance on a AN/PVS-7 night vision goggles									
	1.176	1								
	6	6								
0341 - 1 - 302	Operate AN/PVS-7 night vision goggles									
	1.176	1								
	3	3								
0341 - 1 - 332	Identify armored vehicles									
	1.176	1								
	6	6								
0341 - 1 - 333	Challenge personnel entering an area									
	1.176	1								
	3	3								

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 334	React to a ground flare									
	1.176	1								
	6	6								
0341 - 1 - 335	React to an overhead flare									
	1.176	1								
	6	6								
0341 - 1 - 338	Perform creeping									
	1.176	1								
	6	6								
0341 - 1 - 339	Perform night walk									
	1.176	1								
	6	6								
0341 - 1 - 340	Move across an open area									
	1.176	1								
	6	6								
0341 - 1 - 341	Select a hasty firing position									
0341 - 1 - 343	Execute unarmed close combat									
	1.176	1								
	6	6								
0341 - 1 - 344	Execute armed close combat									
	1.176	1								
	6	6								
0341 - 1 - 350	Move parallel to a building									
	1.176	1								
	6	6								
0341 - 1 - 351	Move past a first floor window									
	1.176	1								
	6	6								
0341 - 1 - 352	Move past a basement window									
	1.176	1								
	6	6								
0341 - 1 - 353	Cross a wall									
	1.176	1								
	6	6								

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 355	Observe around a corner									
	1.176	1								
	6	6								
0341 - 1 - 361	Determine the grid coordinates of a point on a map									
	1.176	1								
	3	3								
0341 - 1 - 362	Determine a grid azimuth using a protractor									
	1.176	1								
	3	3								
0341 - 1 - 363	Convert a magnetic azimuth to a grid azimuth									
	1.176	1								
	3	3								
0341 - 1 - 364	Convert a grid azimuth to a magnetic azimuth									
	1.176	1								
	3	3								
0341 - 1 - 365	Orient a map with a compass									
	1.176	1								
	3	3								
0341 - 1 - 366	Measure distance on a map									
	1.176	1								
	3	3								
0341 - 1 - 367	Determine the error in a lensatic compass									
	1.176	1								
	3	3								
0341 - 1 - 368	Orient a map by terrain association									
	1.176	1								
	3	3								
0341 - 1 - 369	Determine a back azimuth									
	1.176	1								
	3	3								
0341 - 1 - 370	Pre-set a lensatic compass and follow an azimuth during daylight									
	1.176	1								
	3	3								
0341 - 1 - 371	Pre-set a lensatic compass and follow an azimuth during darkness									
	1.176	1								
	6	6								

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 372	Locate an unknown point by intersection									
	1.176	1								
	6	6								
0341 - 1 - 373	Locate an unknown position by modified resection									
	1.176	1								
	6	6								
0341 - 1 - 374	Locate an unknown position by resection									
	1.176	1								
	6	6								
0341 - 1 - 376	Navigate using relief sketch									
		1								
		9								
0341 - 1 - 377	Navigate using the Global Positioning System (GPS)									
0341 - 1 - 378	Navigate using the AN/PSN-11 Precision Lightweight GPS Receiver (PLGR)									
0341 - 1 - 379	Transmit a Position Report (PosRep)									
0341 - 1 - 380	Select a route utilizing a topographic map									
0341 - 1 - 382	Estimate range									
	1.176	1								
	6	6								
0341 - 1 - 389	Call for indirect fire using the polar method									
		1								
		6								
0341 - 1 - 390	Call for indirect fire using the shift from a known point method									
		1								
		6								
0341 - 1 - 391	Conduct an immediate suppression mission									

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 392										
0341 - 1 - 393										
0341 - 1 - 394										
0341 - 1 - 395										
0341 - 1 - 396										
0341 - 1 - 397										
0341 - 1 - 398										
0341 - 1 - 399										
0341 - 1 - 400										
0341 - 1 - 401										
0341 - 1 - 403										
0341 - 1 - 404										

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 405	Conduct a fire mission with the AN/PAQ-3 Modular Universal Laser Equipment (MULE)									
0341 - 1 - 407	Conduct fire missions with the AN/GVS-5 laser range finder									
0341 - 1 - 408	Adjust naval gunfire									
0341 - 1 - 418	Communicate using hand and arm signals									
	1.176	1								
	6	6								
0341 - 1 - 419	Communicate using a TA-1 field telephone									
	1.176	1								
	3	3								
0341 - 1 - 420	Communicate using a TA-312 field telephone									
	1.176	1								
	3	3								
0341 - 1 - 421	Assemble a radio set									
	1.176	1								
	3	3								
0341 - 1 - 422	Maintain radio sets									
	1.176	1								
	6	6								
0341 - 1 - 423	Communicate using a AN/PRC-119 field radio in single channel mode									
	1.176	1								
	6	6								
0341 - 1 - 424	Communicate using a AN/PRC-119 field radio in frequency hopping mode									
	1.176	1								
	6	6								
0341 - 1 - 425	Waterproof communication gear									
	1.176	1								
	6	6								
0341 - 1 - 431	Report information									
	1.176	1								
	6	6								

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 433	Construct a field expedient antenna									
	1.176	1								
	6	6								
0341 - 1 - 438	Evaluate a casualty									
	1.176	1								
	6	6								
0341 - 1 - 440	Perform rescue breathing									
	1.176	1								
	6	6								
0341 - 1 - 441	Perform Cardiopulmonary Resuscitation (CPR)									
	1.176	1								
	6	6								
0341 - 1 - 442	Apply a pressure dressing									
	1.176	1								
	6	6								
0341 - 1 - 443	Apply a tourniquet									
	1.176	1								
	6	6								
0341 - 1 - 444	Perform first aid for a head wound									
	1.176	1								
	6	6								
0341 - 1 - 445	Perform first aid for a chest wound									
	1.176	1								
	6	6								
0341 - 1 - 446	Perform first aid for an abdominal wound									
	1.176	1								
	6	6								
0341 - 1 - 447	Perform first aid for a burn									
	1.176	1								
	6	6								
0341 - 1 - 448	Splint a fracture									
	1.176	1								
	6	6								
0341 - 1 - 449	Perform first aid for heatstroke									
	1.176	1								
	6	6								

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 450	Perform first aid for frostbite									
	1.176	1								
	6	6								
0341 - 1 - 451	Perform first aid for a snakebite									
	1.176	1								
	6	6								
0341 - 1 - 452	Perform a one-man fireman carry									
	1.176	1								
	6	6								
0341 - 1 - 458	Perform operator maintenance for an M40 field protective mask with hood									
	1.176	1								
	6	6								
0341 - 1 - 459	Don an M40 field protective mask with hood									
	1.176	1								
	6	6								
0341 - 1 - 460	Drink from a canteen while wearing an M40 field protective mask with hood									
	1.176	1								
	6	6								
0341 - 1 - 461	Don personal protective equipment to MOPP Level 4									
	1.176	1								
	6	6								
0341 - 1 - 462	Perform individual decontamination									
	1.176	1								
	6	6								
0341 - 1 - 463	Perform self-aid for a nerve agent									
	1.176	1								
	6	6								
0341 - 1 - 464	React to a nuclear attack without warning									
	1.176	1								
	6	6								
0341 - 1 - 471	Operate a High Mobility Multipurpose Wheeled Vehicle (HMMWV)									

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 1 - 472	Perform operator maintenance for a M-1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
1.176										
6										
0341 - 1 - 496	Conduct a debrief									
1.176	1									
6	6									

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
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Level: 2

0341 - 2 - 007										

0341 - 2 - 025										
		1								
		6								

0341 - 2 - 050										

0341 - 2 - 143 (KM)										

0341 - 2 - 144 (KM)										

0341 - 2 - 149										

0341 - 2 - 151										
		1								
		3								

0341 - 2 - 155										
		1								
		3								

0341 - 2 - 156										
		1								
		6								

0341 - 2 - 158										

0341 - 2 - 172										

INFANTRY T&R MANUAL

Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 2 - 305	Inspect optics									
		1								
		3								
0341 - 2 - 318	Issue an order									
		1								
		6								
0341 - 2 - 377	Navigate using the Global Positioning System (GPS)									
		1								
		6								
0341 - 2 - 378	Navigate using the AN/PSN-11 Precision Lightweight GPS Receiver (PLGR)									
		1								
		6								
0341 - 2 - 379	Transmit a Position Report (PosRep)									
		1								
		6								
0341 - 2 - 380	Select a route utilizing a topographic map									
0341 - 2 - 381	Construct a map overlay									
	1.176	1								
	6	6								
0341 - 2 - 439	Transmit a Casualty Report (CasRep)									
	1.176	1								
	6	6								
0341 - 2 - 471 (KB)	Operate a High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
		1								
		6								
0341 - 2 - 473	Inspect a High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
		1								
		6								
0341 - 2 - 500	Lead a unit in preparations for combat									
		1								
		6								
0341 - 2 - 511	Lead a unit in a passage of lines as moving unit									

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Event Code	K	L	M	N	O	P	Q	R	S	T
0341 - 2 - 526										
		1								
		6								

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CHAPTER 6

0341 MORTARMAN

APPENDIX D

LEVEL 1 TRAINING

**Purpose:**

The purpose of the Level 1 training is provide the knowledge and skills required to perform as a Ammunition Man, Assistant Gunner, and Squad Leader/Gunner, 60mm Mortar Section, Weapons Platoon and Ammunition Man/Driver, Assistant Gunner, Gunner, Forward Observer, and Recorder, 81mm Mortar Platoon, Weapons Company.

**Administrative Notes:**

None.

**Prerequisites:**

The Marine will have completed the Infantry Mortarman Course.

**EVENT: 0341 - 1 - 001**

Perform operator maintenance for an M9 pistol

**Condition:** Given an M9 pistol, cleaning gear, and lubricant.

**Standard:** In accordance with TM 1005A-10/1.

**PERFORMANCE STEPS**

1. Clear the pistol by placing it in Condition 4.
2. Return the slide fully forward.
3. Hold the pistol in the right hand with the muzzle slightly elevated, with the forefinger press disassembly lever release button and with the thumb rotate the disassembly lever downward until it stops.
4. Pull the slide and barrel assembly forward and remove.
5. Compress the recoil spring and spring guide, while at the same time lifting and removing the recoil spring and spring guide.
6. Separate the recoil spring from the spring guide.
7. Push in on the locking block plunger while pushing the barrel forward. Lift and remove the locking block and barrel assembly from the slide.
8. Grasp the magazine firmly with the floor plate up and the back of the magazine tube against the palm of the hand.
9. Release the floor plate by pushing down on the floor plate retainer stud in the center of the floor plate, while at the same time sliding the floor plate forward for a short distance using the thumb.
10. While maintaining the magazine spring pressure with the thumb, remove the floor plate from the magazine.
11. Remove the floor plate retainer and magazine spring and follower from the magazine tube.
12. Remove floor plate retainer from the magazine spring.
13. Inspect slide assembly for free movement of decocking/safety lever.
14. Ensure rear sight is not loose.
15. Check for cracks in locking block retaining slot.
16. Inspect bore and chamber for pitting or obstructions.
17. Check locking block plunger for free movement of locking block.
18. Inspect locking lugs and barrel lugs for cracks and burrs.
19. Inspect recoil spring for damage.
20. Inspect recoil spring guide for straightness and smoothness.
21. Ensure recoil spring guide is free of cracks and burrs.
22. Inspect receiver assembly for bends, chips and cracks.
23. Check slide stop for free movement.
24. Magazine catch assembly for free movement.
25. Check guide rails for excessive wear, burrs, cracks or chips.
26. Check magazine spring and follower for damage.
27. Inspect the lips of the magazine for cracks, burrs, dents, and bends.

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28. Remove excess dirt from the magazine.
29. Clean the slide assembly with a cloth. For excessive dirt or carbon buildup, use a soft brush and CLP.
30. Ensure the decocking/safety lever, breech face, slide guides, and extractor are free of excess dirt and residue.
31. Wipe slide assembly dry with a cloth and apply a light coat of CLP.
32. Using a cleaning rod, insert a cleaning patch soaked with CLP into the chamber end of the barrel and push out the muzzle to remove residue and carbon deposits.
33. Repeatedly insert a bore brush into the chamber end of the barrel, making sure it completely clears the muzzle before it is pulled back through the bore.
34. Wipe loose carbon deposits from bore with a clean patch soaked with CLP.
35. Dry the barrel by repeatedly pushing a swab through the bore.
36. Clean the locking block with a soft brush.
37. Apply a light coat of CLP to the barrel bore and chamber area.
38. Lubricate the exterior surfaces of the barrel and locking block.
39. Clean the recoil spring and recoil spring guide using CLP and a soft brush or cloth.
40. Apply a light coat of CLP to the recoil spring and recoil spring guide.
41. Wipe the receiver assembly clean with a cloth and then apply a light coat of CLP.
42. Clean the magazine tube and follower with CLP and a cloth.
43. Clean the magazine spring, floor plate retainer, and floor plate with a cloth and then apply a light coat of CLP.
44. Grasp the slide with the bottom facing up and with the other hand grasp the barrel assembly with the locking block facing up.
45. Insert the muzzle of the barrel assembly into the forward open end of the slide, while at the same time lowering the rear of the barrel assembly by aligning the extractor cutout with the extractor.
46. Insert the recoil spring onto the recoil spring guide.
47. Insert the end of the recoil spring and recoil spring guide into the slide recoil spring housing, while at the same time compressing the recoil spring and lower the spring guide until fully seated onto the locking block cutaway.
48. Grasp the slide and barrel assembly, sights up, and align the slide onto the receiver assembly guide rails.
49. Push until the rear of the slide is a short distance beyond the rear of the receiver assembly and hold. At the same time, rotate the disassembly latch lever upward.
50. Insert the follower into the top coil of the magazine spring.
51. Insert the magazine spring with follower into the magazine tube.
52. Turn the magazine bottom up with the back side against the palm of the hand.
53. Attach and center the floor plate retainer to the bottom spring coil.

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54. Push and hold the magazine spring and floor plate retainer down, while at the same time sliding the floor plate over the side walls until fully seated.
55. Insert the magazine into the magazine well of the pistol.
56. Depress the slide stop and ensure the slide goes home.
57. Retract the slide and release it. Ensure the magazine follower should push up on the slide stop, locking the slide to the rear.
58. Depress the magazine release button allowing the magazine to fall free.
59. Ensure the decocking/safety lever is in the SAFE position. Depress the slide stop allowing the slide to return fully forward and ensure the hammer falls to the full forward position.
60. Squeeze and release the trigger. Ensure the firing pin block moves up and down and that the hammer does not move.
61. Place the decocking/safety lever in the fire position.
62. Squeeze the trigger and ensure the hammer cocks and falls.
63. Squeeze trigger and hold to the rear. Manually retract and release the slide while holding the trigger to the rear. Release the trigger. A click will be heard and the hammer does not fall.
64. Squeeze the trigger and the hammer will fall.

### REFERENCES

1. TM 1005A-10/1 Pistol, Semiautomatic, 9mm, M9
- 

### **EVENT: 0341 - 1 - 002**

Load an M9 pistol

**Condition:** Given an M9 pistol, ammunition, while wearing a fighting load.

**Standard:** By preparing the weapon for firing.

### PERFORMANCE STEPS

1. Ensure the pistol is in Condition 4.
2. Withdraw the magazine from the ammunition pocket.
3. Ensure the magazine is filled.
4. Fully insert the magazine into the magazine well.
5. Cant the pistol upward, facing in a safe direction.
6. Pull the slide fully to the rear and release.

### EXTERNAL SUPPORT

1. Pistol Range (if live ammunition is used)

### WEAPON AND AMMUNITION

**Weapon:** M9 9mm pistol

DODIC

A363 CTG, 9mm, BALL

Quantity

15 each

Expenditure of ammunition is not required.

**REFERENCES**

1. FMFM 0-8 Basic Marksmanship
- 

**EVENT: 0341 - 1 - 003**

Engage targets with an M9 pistol

**Condition:** Given an M9 pistol, 23 rounds of ammunition, and stationary targets from 3 to 25 yards, while wearing a fighting load.

**Standard:** To achieve 70% hits on target.

**PREREQUISITES**

0341 - 1 - 002

**PERFORMANCE STEPS**

1. From the holster, with a magazine of 8 rounds, fire 2 rounds from the standing to a covered prone position at center mass of an E-silhouette from the 25-yard line in a time limit of 8 seconds, make a Condition 1 weapon and reholster.
2. From the holster, fire 2 rounds from the standing to a covered prone position at center mass of an E-silhouette from the 25-yard line in a time limit of 8 seconds, make a Condition 1 weapon and reholster.
3. From the holster, fire 2 rounds from the standing to a covered kneeling position, strong side, at center mass of an E-silhouette from the 15-yard line in a time limit of 6 seconds, make a Condition 1 weapon and reholster.
4. From the holster, fire 2 rounds from the standing to a covered kneeling position, weak side, at center mass of an E-silhouette from the 15-yard line in a time limit of 6.5 seconds, make a Condition 1 weapon and reholster.
5. From the holster, with a magazine of 7 rounds, fire 2 rounds, 4 times, from the standing position at center mass of an E-silhouette from the 10-yard line in a time limit of 3.5 seconds per drill. Combat reload with a magazine of 8 rounds after the 6th shot, fire the remaining 2 rounds, make a Condition 1 weapon and reholster.
6. From the holster, fire 3 rounds from the standing position, 2 rounds at center mass and 1 round at the head of an E-silhouette from the 10-yard line in a time limit of 6 seconds, make a Condition 1 weapon and reholster.
7. From the holster, fire 2 rounds using the double tap technique from the standing position at center mass of an E-silhouette from the 7-yard line in a time limit of 3 seconds, make a Condition 1 weapon and reholster.
8. From the holster, fire 2 rounds using the hammer technique from the standing position at center mass of an E-silhouette from the 3-yard line in a time limit of 2.5 seconds, make a Condition 4 weapon and reholster.

**EXTERNAL SUPPORT**

1. Pistol Range

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**WEAPON AND AMMUNITION**

<b>Weapon:</b> M9	9mm pistol	
<u>DODIC</u>		<u>Quantity</u>
A363	CTG, 9mm, BALL	23 each

**RELATED ITS**

002

**REFERENCES**

1. FMFM 0-8 Basic Marksmanship
- 

**EVENT: 0341 - 1 - 004**

Perform immediate action for an M9 pistol

**Condition:** Given an M9 pistol, 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. Rack the slide to the rear and release.
3. Aim the pistol and fire.

**EXTERNAL SUPPORT**

1. Pistol Range (if live ammunition is used)

**WEAPON AND AMMUNITION**

<b>Weapon:</b> M9	9mm pistol	
<u>DODIC</u>		<u>Quantity</u>
A363	CTG, 9mm, BALL	2 each

Expenditure of ammunition is not required.

**RELATED ITS**

003

**REFERENCES**

1. FMFM 0-8 Basic Marksmanship
- 

**EVENT: 0341 - 1 - 005**

Reload an M9 pistol

**Condition:** Given an M9 pistol, ammunition, while wearing a fighting load.

**Standard:** To return the weapon to firing condition.

**PREREQUISITES**

0341 - 1 - 002

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**PERFORMANCE STEPS**

1. Press the magazine release button.
2. Remove the empty magazine from the pistol and retain it.
3. Insert a full magazine into the pistol until it is fully seated.
4. Pull the slide fully to the rear and release or press down on the slide stop to allow the slide to move forward.

**EXTERNAL SUPPORT**

1. Pistol Range (if live ammunition is used)

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	M9	9mm pistol	
	<u>DODIC</u>		<u>Quantity</u>
	A363	CTG, 9mm, BALL	15 each

Expenditure of ammunition is not required.

**RELATED ITS**

002

**REFERENCES**

1. FMFM 0-8 Basic Marksmanship
- 

**EVENT: 0341 - 1 - 006**

Unload an M9 pistol

**Condition:** Given an M9 pistol, ammunition, while wearing a fighting load.

**Standard:** To place the weapon in condition 4.

**PREREQUISITES**

0341 - 1 - 002

**PERFORMANCE STEPS**

1. Place the decocking/safety lever in the SAFE position.
2. Remove the magazine from the pistol and retain it.
3. Pull the slide to the rear.
4. Visually and physically inspect the chamber, ensuring the chamber is empty and no ammunition is present.
5. Release the slide allowing it to go forward on an empty chamber.

**EXTERNAL SUPPORT**

1. Pistol Range (if live ammunition is used)

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**WEAPON AND AMMUNITION**

<b>Weapon:</b> M9	9mm pistol	
<u>DODIC</u>		<u>Quantity</u>
A363	CTG, 9mm, BALL	15 each

Expenditure of ammunition is not required.

**RELATED ITS**

002

**REFERENCES**

1. FMFM 0-8 Basic Marksmanship
- 

**EVENT: 0341 - 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.

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18. Thoroughly clean the bolt carrier group with CLP to include the outer and inner surfaces, carrier key, firing pin recess and firing pin, firing pin hole, locking lugs, ejector, and areas behind the bolt ring and upper lip of extractor.
19. Thoroughly clean all areas of powder fouling, corrosion, and dirt on the lower receiver group to include the trigger mechanism, buffer, action spring, and inside lower receiver extension.
20. Inspect the bolt for cracks, fractures, and pits.
21. Inspect the firing pin to ensure it is not bent, cracked, or blunted.
22. Inspect the firing pin retaining pin to ensure it is not bent or badly worn.
23. Inspect the cam pin to ensure it is not cracked or chipped.
24. Inspect the extractor and extractor spring to ensure it is not chipped or broken and that the rubber insert is inside the extractor spring.
25. Lightly lubricate the inside of the upper receiver, bore and chamber, outer surfaces of barrel and front sight, and the surfaces under the hand guard with CLP.
26. Apply several drops of CLP to the front sight detent and depress several times to work the CLP into the spring.
27. Generously lube the bolt to include the cam pin area, bolt rings, and the outside of the bolt body with CLP. Use only a light coat of CLP on the firing pin recess of the bolt.
28. Lightly lube the firing pin, charging handle, and inner and outer surfaces of the bolt carrier with CLP.
29. Generously lube the slide and cam pin area of the bolt carrier with CLP.
30. Lightly lube the inside lower receiver extension, buffer, and action spring with CLP.
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.

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42. Close the upper and lower receiver groups and push in the takedown pin.
43. Place the rifle on the butt stock and press down on the slip ring. Then install the hand guards and release the ring.
44. Snap on the sling.
45. Pull the charging handle to the rear and release. Place the selector lever on SAFE, pull the trigger, and ensure the hammer does not fall.
46. Place the selector lever on Semi, pull the trigger and hold to the rear. Hammer should fall.
47. Pull the charging handle to the rear and release. Release the trigger and pull again. Hammer should fall.
48. Place the selector lever on Burst. Pull the charging handle to the rear and release.
49. Pull the trigger and hold to the rear. Hammer should fall.
50. Pull the charging handle to the rear 3 times and release. Release trigger and pull again. Hammer should fall.

### REFERENCES

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

### **EVENT: 0341 - 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

<b>Weapon:</b> 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: 0341 - 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**

0341 - 1 - 014

**PERFORMANCE STEPS**

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

<b>Weapon:</b>	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
-

INFANTRY T&R MANUAL

**EVENT: 0341 - 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**

0341 - 1 - 014

**PERFORMANCE STEPS**

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

**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**

<b>Weapon:</b> 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: 0341 - 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**

0341 - 1 - 014

**PERFORMANCE STEPS**

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

**EXTERNAL SUPPORT**

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

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	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: 0341 - 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**

0341 - 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.

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4. Detect targets by searching and assessing the assigned sector of fire.
5. Present rifle from the ready.
6. Engage targets.
7. Search and assess the assigned sector of fire for additional targets.
8. Place rifle on SAFE.

**EXTERNAL SUPPORT**

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

**WEAPON AND AMMUNITION**

<b>Weapon:</b> 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: 0341 - 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**

<b>Weapon:</b> 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
-

INFANTRY T&R MANUAL

**EVENT: 0341 - 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**

0341 - 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**

<b>Weapon:</b> 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: 0341 - 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.

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**PREREQUISITES**

0341 - 1 - 014

**PERFORMANCE STEPS**

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

**EXTERNAL SUPPORT**

1. Live fire range (if ammunition is used)

**WEAPON AND AMMUNITION**

<b>Weapon:</b> 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: 0341 - 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.

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7. Recover, inspect, and insert any ejected ammunition into the magazine.
8. Return the magazine to the magazine pouch and close the magazine pouch.

**EXTERNAL SUPPORT**

1. Live fire range (if ammunition is used)

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	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: 0341 - 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.
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.

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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.
38. Clean and check bipod legs for operation.

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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: 0341 - 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**

<b>Weapon:</b>	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: 0341 - 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**

<b>Weapon:</b>	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: 0341 - 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**

0341 - 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.

INFANTRY T&R MANUAL

**EXTERNAL SUPPORT**

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

**WEAPON AND AMMUNITION**

<b>Weapon:</b> 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: 0341 - 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**

0341 - 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**

<b>Weapon:</b> 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: 0341 - 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.

## INFANTRY T&R MANUAL

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**

<b>Weapon:</b>	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: 0341 - 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**

0341 - 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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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**

<b>Weapon:</b> 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: 0341 - 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**

<b>Weapon:</b> 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
-

INFANTRY T&R MANUAL

**EVENT:** 0341 - 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**

0341 - 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.
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**

<b>Weapon:</b> 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:** 0341 - 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
- 

**EVENT: 0341 - 1 - 052**

Perform transition firing for an M249 squad automatic weapon during limited visibility

**Condition:** Given an M249 squad automatic weapon with mounted AN/PVS-4 night vision sight, 42 rounds of ammunition, targets at ranges of 50, 100, 200, 300, and 400 meters, and a qualification target, while wearing a fighting load.

**Standard:** By achieving hits on 12 of 16 targets presented.

**PREREQUISITES**

0341 - 1 - 038

**PERFORMANCE STEPS**

1. Assume a bipod supported firing position.
2. With a belt of 12 rounds place the weapon in Condition 1.
3. Fire four, 3 round bursts at a single E-silhouette target, at a range of 25 meters prone to field expedient zero the AN/PVS-4 night vision sight.
4. Load a belt of 30 rounds of ammunition.
5. Place the weapon in Condition 1.
6. Fire two 3 round bursts at a single E-silhouette target, at a range of 200 meters prone.
7. Fire two 3 round bursts at a double E-silhouette target, at a range of 400 meters prone.
8. Fire two 3 round bursts at a single E-silhouette target, at a range of 100 meters prone.
9. Fire two 3 round bursts at a single E-silhouette target, at a range of 300 meters prone.
10. Fire two 3 round bursts at a single E-silhouette target, at a range of 100 meters prone.

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**EXTERNAL SUPPORT**

1. Live fire range for M249 squad automatic weapon with man-size targets at ranges of 50, 100, 200, 300, and 400 meters

**WEAPON AND AMMUNITION**

<b>Weapon:</b> M249	5.56mm light machinegun - squad automatic weapon	
<u>DODIC</u>		<u>Quantity</u>
A062	CTG, 5.56mm, BALL LINKED	42 each

**RELATED ITS**

038                      039                      044

**REFERENCES**

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

**EVENT: 0341 - 1 - 143**

Prepare mortar ammunition for firing

**Condition:** Given a fire command, mortar ammunition, and a fuse wrench, while wearing a fighting load.

**Standard:** By preparing the cartridge(s), in accordance with the fire command.

**PERFORMANCE STEPS**

1. Remove the cartridge from the container.
2. Examine the round for burrs, deformities, cleanliness, and serviceability.
3. Using a fuse wrench, set the fuze, if required, by turning the fuze setter ring in a clockwise direction until the time scale is aligned with the index line.
4. Reduce the charge by removing increments or propellants, if required.
5. Remove the safety wire.

**EXTERNAL SUPPORT**

1. Live fire range and impact area suitable for mortars (if live ammunition is used)

**WEAPON AND AMMUNITION**

<b>Weapon:</b> M224	60mm lightweight mortar	
<u>DODIC</u>		<u>Quantity</u>
B643	CTG, 60mm, HE, W/FZ PD M935	1 each

Expenditure of ammunition is not required. All available DODICs should be used to complete this task to standard.

<b>Weapon:</b> M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C869	CTG, 81mm, HE W/FZ PD	1 each

Expenditure of ammunition is not required. All available DODICs should be used to complete this task to standard.

**REFERENCES**

1. FM 23-90 Mortars
- 

**EVENT: 0341 - 1 - 144**

Burn increments

**Condition:** Given mortar increments and a lighter or matches.

**Standard:** By destroying all unused increments.

**PERFORMANCE STEPS**

1. Select a burn spot 100 meters from the mortar position.
2. Prepare the burn spot by removing flammable material within 30 meters.
3. Spread out the increments in a train 4 to 6 inches across, and 1 to 2 inches deep.
4. Extend a starter train, against the wind, by breaking open increments and pouring the propellant on the ground in a line 1 meter in length.
5. Ignite the starter train and move 30 meters away from the increments.
6. Do not allow any personnel to look directly into the burning increments.
7. After the increments have finished burning, extinguish any remaining burning material with water or dirt.

**REFERENCES**

1. FM 23-90 Mortars
- 

**EVENT: 0341 - 1 - 145**

Manipulate the mortar for a small deflection and elevation change

**Condition:** Given a fire command and a mounted, M224 60mm mortar or a mounted M252 81mm mortar.

**Standard:** To achieve a small deflection change of 20 to 60 mils and a small elevation change of 35 to 90 mils, within 35 seconds.

**PERFORMANCE STEPS**

1. Receive the fire command and echo the fire command.
2. Place the deflection on the sight.
3. Place the elevation on the sight.
4. Level the elevation bubble.
5. Level the cross level bubble.
6. Traverse half way to the posts.
7. Re-level the cross level bubble.
8. Perform steps 6 and 7 until the vertical hairline is within 2 mils of the correct sight picture.

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9. Check both bubbles and re-level, if necessary.
10. Announce "Gun up."

**EXTERNAL SUPPORT**

1. Live fire range and impact area suitable for mortars (if live ammunition is used)

**WEAPON AND AMMUNITION**

<b>Weapon:</b> M224	60mm lightweight mortar	
<u>DODIC</u>		<u>Quantity</u>
B643	CTG, 60MM, HE, W/FZ PD M935	4 each
<b>Weapon:</b> M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C869	CTG, 81mm, HE W/FZ PD	5 each

Expenditure of ammunition is not required.

**REFERENCES**

1. FM 23-90 Mortars
- 

**EVENT: 0341 - 1 - 146**

Manipulate the mortar for a large deflection and elevation change

**Condition:** Given a fire command and a mounted M224 60mm mortar or a mounted M252 81mm mortar.

**Standard:** To achieve a large deflection change in excess of 200 mils, but less than 300 mils, and a large elevation change in excess of 100 mils, but less than 200 mils, within 60 seconds.

**PERFORMANCE STEPS**

1. Receive the fire command and echo the fire command.
2. Place the deflection on the sight.
3. Move the bipod until the vertical line is on the correct sight picture.
4. Rough level.
5. Level the elevation bubble.
6. Ensure the sight picture is within 20 mils of the correct sight picture.
7. If necessary, traverse half way to the posts.
8. Re-level the cross level.
9. Perform steps 8 and 9 until the vertical hairline is within 2 mils of the correct sight picture.
10. Check both bubbles and re-level, if necessary.
11. Announce "Gun up."

**EXTERNAL SUPPORT**

1. Live fire range and impact area suitable for mortars (if live ammunition is used)

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**WEAPON AND AMMUNITION**

<b>Weapon:</b> M224	60mm lightweight mortar	
<u>DODIC</u>		<u>Quantity</u>
B643	CTG, 60mm, HE, W/FZ PD M935	5 each
Expenditure of ammunition is not required.		
<b>Weapon:</b> M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C869	CTG, 81mm, HE W/FZ PD	5 each
Expenditure of ammunition is not required.		

**REFERENCES**

1. FM 23-90 Mortars
- 

**EVENT: 0341 - 1 - 147**

Select a mortar position

**Condition:** Given a topographical map, compass, binoculars, a mission, and an order.

**Standard:** By supporting higher headquarters' mission.

**PERFORMANCE STEPS**

1. Conduct a reconnaissance of the area.
2. Determine if the position supports the assigned mission.
3. Analyze the tactical range situation.
4. Establish range criteria.
5. Ensure maximum target area coverage.
6. Determine survivability.
7. Analyze overhead and mask clearance.
8. Inspect surface conditions.
9. Assess communication supportability.
10. Assess ingress/egress routes.
11. Mark individual mortar positions.

**REFERENCES**

1. FM 7-90 Tactical Employment of Mortars
- 

**EVENT: 0341 - 1 - 148**

Inspect a mortar firing position

**Condition:** Given a mission, direction of fire, mortar firing position, an SL-3 complete mounted mortar or mortars, and ammunition.

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

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### PERFORMANCE STEPS

1. Ensure the firing position is protected from enemy direct fire and observation.
2. Ensure the mortar is on line with the observer and the target.
3. Ensure the mortar(s) is arranged in a pattern which provides necessary dispersion.
4. Ensure the base plate is placed on a stable surface which supports the recoil of the mortar.
5. Ensure the outer edge of the base plate is against the base plate stake.
6. Check to ensure the barrel is locked to the base plate and the open end of the socket cap is pointing in the direction of fire.
7. Ensure the bipod is connected to either the upper or lower saddle of the barrel.
8. Ensure the barrel is locked on the collar by the locking knob.
9. Ensure the locking sleeve is wrist tight.
10. Ensure the spread cable is taut.
11. Ensure the bore of the cannon is clean and dry.
12. Ensure the sight unit is securely mounted to the dovetail slot on the bipod.
13. Ensure the mortar is level for elevation.
14. Ensure the mortar is cross level.
15. Look through the sight unit eye piece and ensure the 2 aiming posts appear as one.
16. Ensure the mortar(s) has(ve) mask clearance.
17. Ensure the mortar(s) has(ve) overhead clearance.
18. Ensure ammunition is clean, safety pins present, and the ignition cartridge is in good condition.

### REFERENCES

1. FM 23-90 Mortars
- 

### **EVENT: 0341 - 1 - 150**

Issue a mortar fire command

**Condition:** Given firing data from a Fire Direction Center (FDC).

**Standard:** To prepare a mortar section to fire.

### PERFORMANCE STEPS

1. Formulate the initial fire command.
2. Designate the mortars to follow.
3. Specify the type of ammunition and fuze to be used.
4. Designate the specific mortar(s) to fire.
5. Specify the method of fire and issue control measures, if desired.

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6. Specify the deflection.
7. Specify the charge from the firing tables, based on the range.
8. Indicate the time setting, if required, for ammunition.
9. Specify the elevation from the firing tables based on the range and charge setting.
10. Issue commands to "Half load" and "Fire."
11. Correct issue errors by announcing "Correction" followed by the correct element of the fire command.
12. Issue subsequent fire commands, which will include only those elements have changed from the initial fire command, with the exception of elevation. Elevation is always announced.
13. Correct issue errors in a subsequent fire command by announcing "Correction" followed by the entire subsequent fire command.
14. When mission is over, announce "End of Mission."

### RELATED ITS

149

### REFERENCES

1. FM 23-90 Mortars
- 

### **EVENT: 0341 - 1 - 152**

Receive a Call For Fire (CFF)

**Condition:** Given a forward observer's Call For Fire (CFF) request, corrections, DA Form 2399, and a pencil.

**Standard:** By recording the Call For Fire (CFF) without error.

### PERFORMANCE STEPS

1. Receive and record the observer Identification and the warning order on DA Form 2399.
2. Read back the information from the first radio transmission to the forward observer.
3. Receive and record the target location on DA Form 2399.
4. Read back the information from the second radio transmission to the forward observer.
5. Receive and record the description of the target, the method of engagement, and the method of fire and control on DA Form 2399.
6. Read back the information from the third radio transmission to the forward observer.
7. Transmit the message to observer to the forward observer.
8. Receive and record the forward observer's corrections on DA Form 2399.
9. Read back the information from the forward observer's corrections.
10. Record the sight data and number of rounds expended.
11. Receive and record the forward observer's End Of Mission (EOM) and battle damage assessment on DA Form 2399.

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12. Read back the information from the forward observer's End Of Mission (EOM) and battle damage assessment from DA Form 2399.

### REFERENCES

1. FM 23-91 Mortar Gunnery
- 

### **EVENT: 0341 - 1 - 153**

Compute firing data manually

**Condition:** Given a plotting board, map pen, topographical map, observer's call for fire, and firing tables.

**Standard:** By computing firing data and issuing a fire command within two minutes.

### PERFORMANCE STEPS

1. Prepare the plotting board.
2. Receive the Call For Fire (CFF).
3. Transfer Call For Fire (CFF) data to the plotting board.
4. Determine chart data.
5. Convert range to charge and elevation.
6. Record information on DA Form 2399 (Computers record).
7. Apply appropriate corrections for special missions.
8. Calculate observer to target direction.
9. Calculate gun target line.
10. Subtract the smaller angle from the larger. (OT=1450, GTL=0800 WRITTEN OUT AS 1450 - 0800 = Angle T=650 mils)
11. Alert FO if the angle T is greater than 500 mils.
12. Compute data for referring the sights and realigning the aiming posts, as required.
13. Compute data for subsequent corrections.
14. Compute data for traversing and searching missions.

### RELATED ITS

149

### REFERENCES

1. FM 23-91 Mortar Gunnery
- 

### **EVENT: 0341 - 1 - 154**

Respond to an untrained observer

**Condition:** Given a map, a compass, and an untrained forward observer.

**Standard:** By talking the observer through a call for fire sequence in order to issue fire commands.

**PERFORMANCE STEPS**

1. Identify observer as friendly.
2. Assist the observer in finding his location.
3. Assist the observer in target location using the shift, grid, or polar method or terrain association.
4. Ask the observer for the target description.
5. Ask the observer for the direction to the target.
6. Assist the observer in adjusting impact of rounds using the finger method of adjusting.
7. Adjust fire.
8. Request Fire For Effect (FFE).
9. End mission.

**REFERENCES**

1. FM 6-30 Observed Fire Procedures
- 

**EVENT: 0341 - 1 - 160**

Set up the plotting board using the below the pivot point method

**Condition:** Operating in the FDC in a 60/81mm mortar section, given a plotting board, protractor, map, map pen, direction of fire, referred deflection, and firing tables.

**Standard:** Superimpose a grid system and plot a target, computing the firing data to within 10 mils of the check board for deflection and 25 meter tolerance on range.

**PERFORMANCE STEPS**

1. Plot the mortar position on a map.
2. Plot the enemy position or suspect area.
3. Get grid intersection.
4. Using a map and protractor, determine the grid direction of fire.
5. Refer the azimuth disk to the direction of fire using the mil scale on the outer edge and the vernier scale on the board.
6. Plot the mortar position by dropping down 1000 meters for the 60mm, 2000 meters for the 81mm, and 500 meters left/right from the pivot point.
7. Using the parallel plot method, plot the enemy position on the azimuth disk.
8. Determine the mounting azimuth by using the rounding off rule. If the grid direction of fire is not a direction ending in 50 or 00, round to the nearest 50 mils.
9. Write the referred deflection on the azimuth disk to coincide with the mounting azimuth using the LARS (Left Add, Right Subtract) rule. The deflection scale should be numbered 400 mils left and right.
10. Plot forward observer position or get direction for correction.

**RELATED ITS**

**REFERENCES**

1. FM 23-91 Mortar Gunnery
- 

**EVENT: 0341 - 1 - 161**

Set up the plotting board using the pivot point method

**Condition:** Operating in the FDC in a 60/81mm mortar section, given a plotting board, protractor, map, map pen, direction of fire, referred deflection, and firing tables.

**Standard:** Superimpose a grid system and plot a target, computing the firing data to within 10 mils of the check board for deflection and 25 meter tolerance on range.

**PERFORMANCE STEPS**

1. Plot the mortar position on a map.
2. Plot the enemy position or suspect area on a map.
3. Using a map and protractor, determine the grid direction of fire.
4. Using a map and protractor, determine the distance/range to the target.
5. Determine the mounting azimuth by using the rounding off rule. If the grid direction of fire is not a direction ending in 50 or 00, round to the nearest 50 mils.
6. Refer the azimuth disk to the azimuth of fire using the mils scale on the outer edge and the vernier scale on the board. The azimuth of fire should align to the zero on the vernier scale.
7. Write the referred deflection on the azimuth disk to coincide with the mounting azimuth using the LARS (Left Add, Right Subtract) rule. The deflection scale should be numbered 400 mils left and right.
8. Plot the enemy position on the azimuth disk, by placing a tic-mark on the vertical centerline above the pivot point at the established distance/range.
9. Plot the FO position or get the O.T. direction for making corrections.

**RELATED ITS**

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**REFERENCES**

1. FM 23-91 Mortar Gunnery
- 

**EVENT: 0341 - 1 - 162**

Perform operator maintenance for an M224 60mm mortar

**Condition:** Given an SL-3 complete 60mm mortar, tools, and authorized cleaning gear and lubricants.

**Standard:** In accordance with TM 08206A-10/1A.

## INFANTRY T&R MANUAL

### PERFORMANCE STEPS

1. Check for foreign matter in cannon tube.
2. Look for bulges, dents, cracks, missing or damaged parts, or evidence of gas leakage around breech cap.
3. Place firing selector at (TRIGGER FIRE) T, (SAFE) S, and (DROP FIRE) D. Check safety by squeezing the trigger. Trigger should not fire mortar with firing selector on S or D. Trigger should click loudly with firing selector at T.
4. Check for illumination of range indicator assembly.
5. Check for smooth operation of elevating mechanism.
6. Check for smooth operation of traversing mechanism.
7. Check for smooth operation of cross-leveling mechanism.
8. Leg must move in and out smoothly with plain wing-nut loosened.
9. Extend shock absorbers. They must return smoothly, without binding, to original position when released.
10. Ensure collar locks securely.
11. Check M7 base plate for cracks or breaks.
12. Check locking cap for smooth 360 rotation.
13. Insert base cap of canon into socket of M8 base plate. Close latch. Ensure latch pin seats and locks, and check for retention of base plate on cannon.
14. Check M64A1 sight unit for the illumination of telescope, coarse elevation scale, coarse elevation scale arrow, cross-level vial, fine elevation scale, fine elevation index arrow, coarse azimuth (deflection) index arrow, elevation vial, fine azimuth (deflection) scale, and coarse azimuth (deflection) scale.
15. Check eye piece for dirt, cracks, or fogging.
16. Check eye-shield vent holes for dirt.
17. Ensure latching lever secures sight unit mount to dovetail.
18. Ensure bubbles in level vials will move and vials are not cracked or loose in mount.
19. Ensure vial cover rotates freely.
20. Check elevation knob and deflection knob for smooth operation.
21. Ensure backlash on knobs doesn't exceed 0.5 mils.
22. Ensure the fine elevation scale slips only when the screws are loosened.
23. Check to assure the locking knobs provide tension on the deflection and elevation control knobs.
24. Inspect bore sight lens for dirt, cracks, or fogging.
25. Ensure bore sight level bubbles will move and vials are not broken or loose in mounting.
26. Ensure mounting surfaces are free of nicks and burrs.
27. Check night aiming devices for illumination in a darkened area.
28. Check for missing or damaged radiation warning, data plate, or other parts.
29. Check for evidence of tampering.

## INFANTRY T&R MANUAL

30. Check 10558A-SD weapons record book for entries of round expenditure.
31. Check M14 aiming posts for accountability.
32. Check M14 aiming posts for cleanliness and serviceability.
33. Check the aiming post case for excessive wear and cleanliness.

### REFERENCES

1. TM 08206A-10/1A Operator's Manual, M224 60mm Lightweight Company Mortar
- 

### **EVENT: 0341 - 1 - 163**

Bore sight an M224 60mm mortar

**Condition:** Given an SL-3 complete M224 60mm mortar, mounted in the upper saddle, and a M115 boresight.

**Standard:** By calibrating the mortar with a zero tolerance for deflection and elevation within 5 minutes.

### PERFORMANCE STEPS

1. Mount the bore sight.
2. Insure the sight data reads 3200 on the deflection and 0800 on the elevation.
3. Level both bubbles on the M64A1 sight.
4. Cross-level the bore sight.
5. Level the elevation on the bore sight.
6. Level the M64A1 sight for elevation by turning the elevation control knob.
7. Loosen the screws on the elevation control knob and slip the scale to zero mils.
8. Tighten the screws on the elevation control knob.
9. Direct the Ammunition Bearer to move the sight box 10 meters forward and left or right, as required.
10. Assure the bore sight sighting line is on the right side of the circle.
11. Refer the vertical hairline of the M64A1 sight to the left side of the circle.
12. Slip the deflection fine scale to zero mils.
13. Loosen the screws on the deflection fine scale and align the bore sight index line to the bore sight index arrow.
14. Tighten the screws on the deflection control knob.
15. Assure the 3200 on the deflection course scale is aligned to the course deflection index arrow.

### REFERENCES

1. FM 23-90 Mortars
-

**EVENT: 0341 - 1 - 164**

Perform pre-fire safety checks for an M224 60mm mortar in conventional mode

**Condition:** Given an SL-3 complete, mounted M224 60mm mortar.

**Standard:** In accordance with FM 23-90.

**PERFORMANCE STEPS**

1. Check for mask by ensuring there are no obstructions forward of the gun, such as hills, buildings, or trees.
2. Check for overhead clearance by ensuring there are no obstructions above or over the gun, such as camouflage netting, trees, or building eaves.
3. Notify the Fire Direction Center (FDC) of any mask or overhead interference.
4. Ensure the sight is locked into the dovetail slot of the bipod.
5. Ensure the open end of the socket cap is pointed in the direction of fire.
6. Ensure the barrel is locked to the base plate.
7. Ensure the selector lever is on (DROP FIRE) D.
8. Ensure the bipod is connected to the upper or lower saddle of the barrel.
9. Ensure the collar locking knob is secured and wrist tight.
10. Ensure the locking nut is hand tight.
11. Ensure the spread cable is taut.

**REFERENCES**

1. FM 23-90 Mortars
- 

**EVENT: 0341 - 1 - 165**

Inspect an M224 60mm mortar

**Condition:** Given an SL-3 complete 60mm mortar.

**Standard:** In accordance with TM 08206A-10/1A.

**PERFORMANCE STEPS**

1. Check for foreign matter in cannon tube.
2. Look for bulges, dents, cracks, missing or damaged parts, or evidence of gas leakage around breech cap.
3. Place firing selector at (TRIGGER FIRE) T, (SAFE) S, and (DROP FIRE) D. Check safety by squeezing the trigger. Trigger should not fire mortar with firing selector on S or D. Trigger should click loudly with firing selector at T.
4. Check for illumination of range indicator assembly.
5. Check for smooth operation of elevating mechanism.
6. Check for smooth operation of traversing mechanism.
7. Check for smooth operation of cross-leveling mechanism.

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8. Leg must move in and out smoothly with plain wing-nut loosened.
9. Extend shock absorbers. They must return smoothly, without binding, to original position when released.
10. Ensure collar locks securely.
11. Check M7 base plate for cracks or breaks.
12. Check locking cap for smooth 360 rotation.
13. Insert base cap of canon into socket of M8 base plate. Close latch. Ensure latch pin seats and locks, and check for retention of base plate on cannon.
14. Check M64A1 sight unit for the illumination of telescope, coarse elevation scale, coarse elevation scale arrow, cross-level vial, fine elevation scale, fine elevation index arrow, coarse azimuth (deflection) index arrow, elevation vial, fine azimuth (deflection) scale, and coarse azimuth (deflection) scale.
15. Check eye piece for dirt, cracks, or fogging.
16. Check eye-shield vent holes for dirt.
17. Ensure latching lever secures sight unit mount to dovetail.
18. Ensure bubbles in level vials will move and vials are not cracked or loose in mount.
19. Ensure vial cover rotates freely.
20. Check elevation knob and deflection knob for smooth operation.
21. Ensure backlash on knobs doesn't exceed 0.5 mils.
22. Ensure the fine elevation scale slips only when the screws are loosened.
23. Inspect bore sight lens for dirt, cracks, or fogging.
24. Ensure bore sight level bubbles will move and vials are not broken or loose in mounting.
25. Ensure mounting surfaces are free of nicks and burrs.
26. Check night aiming devices for illumination in a darkened area.
27. Check for missing or damaged radiation warning, data plate, or other parts.
28. Check for evidence of tampering on night aiming devices .
29. Check 10558A-SD weapons record book for entries of round expenditure.
30. Check M14 aiming posts for accountability.
31. Check M14 aiming posts for cleanliness and serviceability.
32. Check the aiming post case for excessive wear and cleanliness.

### REFERENCES

1. TM 08206A-10/1A Operator's Manual, M224 60mm Lightweight Company Mortar
- 

**EVENT:** 0341 - 1 - 166

Set up the plotting board using the modified observer firing chart method

**Condition:** Operating in the FDC in a 60/81mm mortar section, given a

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plotting board, protractor, map, map pen, direction of fire, referred deflection, and firing tables.

**Standard:** Superimpose a grid system and plot a target, computing the firing data to within 10 mils of the check board for deflection and 25 meter tolerance on range.

### PERFORMANCE STEPS

1. Plot the eight-digit coordinates to the mortar position on a map.
2. Plot the enemy position or suspect area on a map.
3. Using a map and protractor, determine the grid direction of fire.
4. Index the azimuth disk to zero.
5. Superimpose the grid system onto the azimuth disk, starting 2000 meters below and 2000 meters to the left of the pivot point.
6. Plot the mortar position on the azimuth disk.
7. Determine the mounting azimuth by using the rounding off rule. If the grid direction of fire is not a direction ending in 50 or 00, round to the nearest 50 mils.
8. Refer the azimuth disk to the azimuth of fire using the mils scale on the outer edge and the vernier scale on the board.
9. Write the referred deflection on the azimuth disk to coincide with the mounting azimuth using the LARS (Left Add, Right Subtract) rule. The deflection scale should be numbered 400 mils left and right.
10. Plot the FO position or get the O.T. direction for making corrections.

### RELATED ITS

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### REFERENCES

1. FM 23-91 Mortar Gunnery
- 

### **EVENT: 0341 - 1 - 169**

Perform operator maintenance for an M252 81mm mortar

**Condition:** Given an SL-3 complete 81mm mortar, authorized cleaning gear and lubricants.

**Standard:** In accordance with TM 09922A-10/1.

### PERFORMANCE STEPS

1. Check for foreign matter in cannon.
2. Look for bulges, dents, cracks, rust, and missing or damaged parts, on the cannon or blast attenuator device. Look for evidence of gas leakage around breech plug and firing pin.
3. Ensure the weapon has been bore scoped and pullover gauged within 90 days prior to firing.
4. Check mount for cracks, broken welds, rust, loose, missing, or damaged parts.
5. Ensure smooth operation of elevating mechanism.

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6. Ensure smooth operation of traversing mechanism.
7. Ensure smooth operation of cross-leveling mechanism.
8. Ensure the barrel clamp assembly operates properly and holds the barrel securely.
9. Extend buffers. They must return smoothly, without binding, to original position when released.
10. Check base plate for cracks, loose, missing, or damaged parts.
11. Check socket cap for smooth 360 rotation.
12. Check M64A1 sight unit for the illumination of telescope, coarse elevation scale, coarse elevation scale arrow, cross-level vial, fine elevation scale, fine elevation index arrow, coarse azimuth (deflection) index arrow, elevation vial, fine azimuth (deflection) scale, and coarse azimuth (deflection) scale.
13. Check eye piece for dirt, cracks, or fogging.
14. Check eye-shield vent holes for dirt.
15. Ensure latching lever secures sight unit mount to dovetail.
16. Ensure bubbles in level vials will move and vials are not cracked or loose in mount.
17. Ensure vial cover rotates freely.
18. Inspect elevation knob and deflection knob for smooth operation.
19. Ensure backlash on knobs doesn't exceed 0.5 mils.
20. Ensure the fine elevation scale slips only when the screws are loosened.
21. Ensure the locking knobs provide tension on the deflection and elevation control knobs.
22. Inspect bore sight lens for dirt, cracks, or fogging.
23. Ensure bore sight level bubbles will move and vials are not broken or loose in mounting.
24. Check bore sight eye-shield for damage.
25. Ensure mounting surfaces are free of nicks and burrs.
26. Check bore sight straps and clamp assembly for serviceability.
27. Check night aiming devices for illumination in a darkened area.
28. Check for missing or damaged radiation warning, data plate, or other parts.
29. Check for evidence of tampering.
30. Check 10558A-SD weapons record book for entries of round expenditure.
31. Check M14 aiming posts for accountability.
32. Check M14 aiming posts for cleanliness and serviceability.
33. Check the aiming post case for excessive wear and cleanliness.

### REFERENCES

1. TM 09922A-10/1 M252 81mm Mortar Operator's Manual
-

**EVENT: 0341 - 1 - 170**

Bore sight an M252 81mm mortar

**Condition:** Given an SL-3 complete, mounted M252 81mm mortar, and an SL-3 complete M45 boresight.

**Standard:** By calibrating the mortar with a zero tolerance for deflection and elevation within 5 minutes.

**PERFORMANCE STEPS**

1. Attach the bore sight.
2. Ensure the sight data reads 6400 on the deflection and 0800 on the elevation.
3. Level both bubbles on the M64A1 sight.
4. Cross level the bore sight.
5. Level the elevation on the bore sight.
6. Level the M64A1 sight for elevation by turning the elevation control knob.
7. Loosen the screws on the elevation control knob and slip the scale to zero mils.
8. Tighten the screws on the elevation control knob.
9. Identify a distant aiming point at least 200 meters away.
10. Ensure the bore sight vertical hairline is center of the distant aiming point by traversing while looking through the bore sight and cross leveling.
11. Refer the vertical hairline of the M64A1 sight to the center of the distant aiming point.
12. Slip the deflection fine scale to zero mils.
13. Loosen the screws on the deflection fine scale, and align the bore sight index line to the bore sight index arrow.
14. Tighten the screws on the deflection control knob.
15. Ensure the M64A1 on the deflection course scale are aligned to the course deflection index arrow.

**REFERENCES**

1. FM 23-90 Mortars
- 

**EVENT: 0341 - 1 - 171**

Perform pre-fire safety checks for an M252 81mm mortar

**Condition:** Given an SL-3 complete, mounted, M252 81mm mortar.

**Standard:** In accordance with FM 23-90.

**PERFORMANCE STEPS**

1. Check mask by ensuring there are no obstructions forward of the gun, such as hills, buildings, or trees.
2. Check overhead clearance by ensuring there are no obstructions above or over the gun such as camouflage netting, trees, or building eaves.

## INFANTRY T&R MANUAL

3. Notify the Fire Direction Center (FDC) of any mask or overhead interference.
4. Ensure the sight is locked into the dovetail slot of the bipod.
5. Ensure the open end of the socket cap is pointed in the direction of fire.
6. Ensure the barrel is locked to the base plate.
7. Ensure the firing pin recess is facing upward and the firing pin is present and tight.
8. Ensure the bipod locking latch is locked, securing the barrel clamp against the lower stop band.
9. Ensure the fixed leg-locking knob is tight and the fixed leg teeth are meshed.

### REFERENCES

1. FM 23-90 Mortars
- 

### **EVENT: 0341 - 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: 0341 - 1 - 294**

Negotiate a wire obstacle by cutting

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

**Standard:** To achieve passage beyond the obstacle.

**PERFORMANCE STEPS**

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

**EXTERNAL SUPPORT**

1. Wire

**RELATED ITS**

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**REFERENCES**

1. MCWP 3-11.3 Scouting and Patrolling
- 

**EVENT: 0341 - 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.

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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.
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: 0341 - 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.

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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.
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: 0341 - 1 - 332**

Identify armored vehicles

**Condition:** Given armored vehicles.

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

### PERFORMANCE STEPS

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

### ADMINISTRATIVE INSTRUCTIONS

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

### RELATED ITS

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**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: 0341 - 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: 0341 - 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: 0341 - 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: 0341 - 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: 0341 - 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: 0341 - 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: 0341 - 1 - 341**

Select a hasty firing position

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

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

**PERFORMANCE STEPS**

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

**RELATED ITS**

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**REFERENCES**

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

**EVENT: 0341 - 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: 0341 - 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: 0341 - 1 - 350**

Move parallel to a building

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

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

**PERFORMANCE STEPS**

1. Move 6 to 8 inches from the side of the building.
2. Stay in the shadows.
3. Present a low silhouette.
4. Move rapidly to the next position.

**EXTERNAL SUPPORT**

1. MOUT Facility / MOUT training area

**RELATED ITS**

351                      352

**REFERENCES**

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

**EVENT: 0341 - 1 - 351**

Move past a first floor window

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

**Standard:** Without exposing the body to enemy observation from inside the room.

**PERFORMANCE STEPS**

1. Stay below window level.
2. Do not silhouette self in the window.
3. Move 6 to 8 inches from the side of the building.

**EXTERNAL SUPPORT**

1. MOUT Facility / MOUT training area

**RELATED ITS**

350                      352

**REFERENCES**

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



**PERFORMANCE STEPS**

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

**EXTERNAL SUPPORT**

1. MOUT Facility / MOUT training area

**REFERENCES**

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

**EVENT: 0341 - 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: 0341 - 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: 0341 - 1 - 363**

Convert a magnetic azimuth to a grid azimuth

**Condition:** Given a topographical map and a magnetic azimuth.

**Standard:** By determining the grid azimuth, without error.

**PERFORMANCE STEPS**

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

**RELATED ITS**

362

**REFERENCES**

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

**EVENT: 0341 - 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



7. Add the primary scale distance to the extension scale distance.

**REFERENCES**

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

**EVENT: 0341 - 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: 0341 - 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: 0341 - 1 - 369**

Determine a back azimuth

**Condition:** Given a grid azimuth.

**Standard:** Without error.

**PERFORMANCE STEPS**

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

**REFERENCES**

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

**EVENT: 0341 - 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**

0341 - 1 - 366

0341 - 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.





**PREREQUISITES**

0341 - 1 - 366

0341 - 1 - 367

**PERFORMANCE STEPS**

1. Orient the map.
2. Move to a linear terrain feature which can be identified on the map.
3. Visually identify a known point on the map.
4. Determine the magnetic azimuth to the known point from your position, utilizing a lensatic compass.
5. Convert the magnetic azimuth to a grid azimuth.
6. Convert the grid azimuth to a back azimuth.
7. Utilizing the back azimuth, draw a line on the map from the known point back towards the linear terrain feature which extends beyond the linear terrain feature.
8. Determine the grid coordinates of the unknown position on the map where the line crosses the linear terrain feature.

**EXTERNAL SUPPORT**

1. Maneuver/Training area

**RELATED ITS**

365

367

368

372

**REFERENCES**

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

**EVENT: 0341 - 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**

0341 - 1 - 366

0341 - 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.

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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

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**EVENT: 0341 - 1 - 376**

Navigate using relief sketch

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

**Standard:** To navigate to a given objective.

**PERFORMANCE STEPS**

1. Prepare a relief sketch from a military map.

2. Identify objective on relief sketch.

3. Identify landmarks and limiting features (streams, structures, distinct terrain features).

4. Identify north.

5. Identify sun rise location or sun set location.

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

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**EVENT: 0341 - 1 - 377**

Navigate using the Global Positioning System (GPS)

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

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

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**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: 0341 - 1 - 378**

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

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

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

**PERFORMANCE STEPS**

1. Determine six-digit grid of objective from map plot.
2. Input destination coordinates into global positioning system.
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: 0341 - 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: 0341 - 1 - 389**

Call for indirect fire using the polar method

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

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

**PERFORMANCE STEPS**

1. Determine the grid coordinates of your location.
2. Transmit your location coded to the Fire Direction Center (FDC).
3. Determine target description.
4. Determine the direction to the target from the observer's position in mils.
5. Determine the vertical interval between the observer and the target in meters.
6. Establish an observer to target factor.
7. Determine the method of engagement.
8. Determine the method of fire and control.



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**REFERENCES**

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

**EVENT: 0341 - 1 - 390**

Call for indirect fire using the shift from a known point method

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

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

**PERFORMANCE STEPS**

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





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**REFERENCES**

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

**EVENT: 0341 - 1 - 393**

Conduct a quick smoke mission

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

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

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

**RELATED ITS**

392

**REFERENCES**

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

**EVENT: 0341 - 1 - 394**

Conduct a Fire For Effect (FFE) mission

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

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





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target.

**PREREQUISITES**

0341 - 1 - 396

**PERFORMANCE STEPS**

1. Transmit the complete illumination Call For Fire (CFF), in proper sequence.
2. Determine and transmit subsequent corrections to include HOB, if required.
3. Once target is illuminated, determine target location.
4. Transmit coordinated illumination Call For Fire (CFF), in proper sequence.
5. Determine and transmit subsequent corrections within 15 seconds of High Explosive (HE) round impact.
6. Request Fire For Effect (FFE).
7. Transmit refinement data (if any), Record as Target (if desired), End of Mission (required), and surveillance (required).

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	M252	81mm medium extended range mortar	
	<u>DODIC</u>		<u>Quantity</u>
	C869	CTG, 81mm, HE W/FZ PD	4 each
	C871	CTG, 81mm, ILLUM W/FZ UK	8 each

**RELATED ITS**

395                      396

**REFERENCES**

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

**EVENT: 0341 - 1 - 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.

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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.
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**

<b>Weapon:</b>	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: 0341 - 1 - 399**

Conduct 2 fire missions simultaneously

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

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

**PERFORMANCE STEPS**

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

**WEAPON AND AMMUNITION**

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

**REFERENCES**

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

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**EVENT: 0341 - 1 - 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**

<b>Weapon:</b> M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C875	CTG, 81mm, PRACTICE	8 each

**RELATED ITS**

401

**REFERENCES**

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

**EVENT: 0341 - 1 - 401**

Adjust final protective fires

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

**Standard:** Per the references, adjusting the Final Protective Fires (FPF) to the exact location specified by the commander.

**PERFORMANCE STEPS**

1. Select an adjusting point based on the maneuver commander's guidance.
2. Transmit the complete Call For Fire (CFF) in the proper sequence announcing, "Danger close."
3. Determine and transmit subsequent corrections for each piece to the nearest 10 meters.
4. Adjust fires using creeping fire techniques.

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5. Continue adjustment until round bursts within 50 meters of the desired location.
6. Transmit refinement data and "Gun \_\_\_\_\_, adjusted."
7. Instruct the Fire Direction Center (FDC) to begin firing the next piece.
8. When last piece is adjusted, transmit "Final Protective Fire (FPF) is adjusted. End of Mission."

### EXTERNAL SUPPORT

1. Supporting indirect fire
2. Impact area

### WEAPON AND AMMUNITION

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

Quantity indicates maximum rounds per tube.

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

Quantity indicates maximum rounds per tube.

### RELATED ITS

400

### REFERENCES

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

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### **EVENT: 0341 - 1 - 403**

Adjust mortar fire without a Fire Direction Center (FDC)

**Condition:** Given a grid location of a mortar section, principal direction of lay, map, compass, and protractor.

**Standard:** By issuing corrections within 30 seconds and achieving Fire For Effect (FFE) on the target.

### PERFORMANCE STEPS

1. Engage target when the FO is within 100 meters of the gun target line.
2. Apply mil relation formula. Impact to target error, in mils, multiplied by the value of 1 per 1000 meters of range.
3. Apply the Left Add, Right Subtract (LARS) rule.
4. Transmit correction to the gun.
5. Adjust fire by bracketing or creeping methods.

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**WEAPON AND AMMUNITION**

<b>Weapon:</b> M224	60mm lightweight mortar	
<u>DODIC</u>		<u>Quantity</u>
B643	CTG, 60mm, HE, W/FZ PD M935	4 each
<b>Weapon:</b> M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C869	CTG, 81mm, HE W/FZ PD	4 each

**REFERENCES**

1. FM 23-90 Mortars
- 

**EVENT: 0341 - 1 - 404**

Develop a quick fire support plan

**Condition:** Given a tactical situation where time limits preclude formal fire planning, communications with the Fire Direction Center (FDC) and Fire Support Coordination Center (FSCC), the commander's guidance, DA Form 5368-R (Quick Fire Plan), priority of fires, a minimum of 5 targets, knowledge of available fire support assets, order and timing of target engagement, duration of fires, references, H-hour, and a pencil.

**Standard:** Per the references and within 20 minutes.

**PERFORMANCE STEPS**

1. Obtain the commander's guidance.
2. Complete DA Form 5368-R.
3. Issue situation report and warning order to the appropriate Fire Support Coordination Center (FSCC) and firing units.
4. Collect information on the availability and status of mortars, Field Artillery (FA), Naval Gunfire (NGF), and Close Air Support (CAS) to support the mission.
5. Select targets.
6. Obtain the commander's approval of the targets.
7. Complete and transmit the target list portion of DA Form 5368-R.
8. Schedule targets on DA Form 5368-R, per commander's guidance.
9. Transmit the schedules to the firing units.
10. Brief the observers.
11. Report to the commander when the firing units are ready.
12. Amend the plan, as necessary, based on the situation and the commander's desires.

**REFERENCES**

1. FM 6-20-40 Fire Support For Brigade Operations (Heavy)
-

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**EVENT: 0341 - 1 - 405**

Conduct a fire mission with the AN/PAQ-3 Modular Universal Laser Equipment (MULE)

**Condition:** Given the references, an AN/PAQ-3 Modular Universal Laser Equipment (MULE), a map, a designated target, and communications with the Fire Direction Center (FDC).

**Standard:** Obtaining target information within 15 seconds after target identification, announcing range to within 10 meters, azimuth to within 2 mils, and vertical angle within 5 mils of the actual target location.

**PERFORMANCE STEPS**

1. Set up the AN/PAQ-3 MULE for operation.
2. Enter the proper Pulse Repetition Frequency (PRF) code for laser guided munitions.
3. Assume a stable sitting or kneeling position.
4. When target appears, keep the viewing eye in the same relative position with respect to the eye piece.
5. Determine if the line of sight is interfered with by obstructions which are likely to reflect the laser energy and generate false distances. Use the minimum range setting adjustment, if this condition exists.
6. Lase the center of the target. If lasing for laser guided munitions, lase HIGH CENTER to avoid hitting the road wheels or slope of the target.
7. Determine range, azimuth, VA to the target.
8. Transmit the Call For Fire (CFF).
9. Track moving targets by applying smooth horizontal and vertical corrections to the handle on the traversing unit.
10. Lase the target for the appropriate duration to provide terminal guidance for the munition, (e.g. lase for the last 13 seconds of the time of flight for the copperhead round).

**WEAPON AND AMMUNITION**

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

**REFERENCES**

1. DB-9-86 Laser Designators, Range finders, Seekers, and Guided Munitions
  2. FM 21-26 Map Reading and Land Navigation
  3. FM 6-30 Observed Fire Procedures
  4. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
  5. TM 08579A-12/1 Operator and organizational Maintenance Instruction for the MULE
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INFANTRY T&R MANUAL

**EVENT: 0341 - 1 - 407**

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

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

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

**PERFORMANCE STEPS**

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

**WEAPON AND AMMUNITION**

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

**REFERENCES**

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

**EVENT: 0341 - 1 - 408**

Adjust naval gunfire

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

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

**PERFORMANCE STEPS**

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

**ADMINISTRATIVE INSTRUCTIONS**

1. This task will be trained on TSFO.

**EXTERNAL SUPPORT**

1. TSFO - Trainer Support Forward Observer

**REFERENCES**

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

**EVENT: 0341 - 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.

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9. Execute the hand-and-arm signal for ASSEMBLE by raising the hand vertically to the full extent of the arm, fingers extended and joined, palm to the front. Wave in large horizontal circles with the arm and hand.
10. Execute the hand-and-arm signal for FORM COLUMN by raising either arm to the vertical position. Drop the arm to the rear, describing complete circles in a vertical plane parallel to the body. The signal may be used to indicate either a troop or vehicular column.
11. Execute the hand-and-arm signal for ARE YOU READY/I AM READY by extending the arm toward the leader for whom the signal is intended, hand raised, fingers extended and joined. Then raise the arm slightly above horizontal, palm facing outward.
12. Execute the hand-and-arm signal for ATTENTION by extending the arm sideways, slightly above horizontal, palm to the front. Wave toward and over the head several times.
13. Execute the hand-and-arm signal for SHIFT by pointing to individuals or units concerned and beating on the chest simultaneously with both fists. Then point to location you desire them to move.
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.

## INFANTRY T&R MANUAL

23. Execute the hand-and-arm signal for DISPERSE by extending either arm vertically overhead. Wave the hand and arm to the front, left, right and rear, palm toward the direction of each movement.
24. Execute the hand-and-arm signal for LEADERS JOIN ME by extending an arm towards the leaders and beckoning leaders by curling the index finger.
25. Execute the hand-and-arm signal for I DO NOT UNDERSTAND by facing toward the source of the signal. Raise both arms sideward to the horizontal at hip level, bend both arms at elbows, palms up, and shrug shoulders in manner of the universal I don't know.
26. Execute the hand-and-arm signal for FORWARD, ADVANCE, TO THE RIGHT (LEFT), TO THE REAR (USED WHEN STARTING FROM THE HALT) by facing and moving in the desired direction of march. At the same time extend an arm horizontally to the rear. Then swing it overhead and forward in the direction of the movement until it is horizontal, palm down.
27. Execute the hand-and-arm signal for HALT by carrying the hand to the shoulder, palm to the front. Then thrust the hand upward vertically to the full extent of the arm, and hold it in that position until the signal is understood.
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: 0341 - 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: 0341 - 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.

## INFANTRY T&R MANUAL

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: 0341 - 1 - 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: 0341 - 1 - 422**

Maintain radio sets

**Condition:** Given an SL-3 complete radio.

**Standard:** Which allows clear communication with a distant station.

**PERFORMANCE STEPS**

1. Make sure antennas are clean.
2. Check antenna elements for damage.
3. If a vehicular antenna base, make sure the braided strap (ground strap) is securely installed to the vehicle and antenna base.
4. Check cables, where visible, for cuts, cracks, and breaks.
5. Make sure cable connectors are secure.
6. Make sure cable connectors are securely attached to cables.
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: 0341 - 1 - 423**

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

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

**Standard:** By transmitting a properly formatted message.

**PREREQUISITES**

0341 - 1 - 421

## INFANTRY T&R MANUAL

### PERFORMANCE STEPS

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

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### **EVENT: 0341 - 1 - 424**

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

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

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

### PREREQUISITES

0341 - 1 - 421

**PERFORMANCE STEPS**

1. Assemble the field radio for operation.
2. Turn on the field radio.
3. Make sure that the ECCM fill device is loaded.
4. Connect ECCM fill device to RT connector AUD/FILL using fill cable.
5. Set RT FCTN to LD.
6. Set RT MODE to FH.
7. Set CHAN to position where data is to be loaded (NCS will direct you).
8. Set ECCM fill device select switch to position containing the desired data.
9. Set ECCM fill device function switch to ON.
10. Press LOAD. Display will cycle as shown, and a beep is heard.
11. Press STO. Display will blink and show STOL followed by the first digit of the data.
12. Change ECCM fill device select switch to position containing data desired next.
13. Press LOAD. Display will cycle as shown, and a beep is heard.
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: 0341 - 1 - 425**

Waterproof communication gear

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

**Standard:** To enable radio operations regardless of weather conditions.

**PREREQUISITES**

0341 - 1 - 421

**PERFORMANCE STEPS**

1. Place waterproofing tape over all sharp edges that may punch holes in the waterproof cover on the radio.
2. Take 4 units of desiccant and tape them to the sides of the radio.

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

### RELATED ITS

421                      422

### REFERENCES

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

### **EVENT: 0341 - 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: 0341 - 1 - 433**

Construct a field expedient antenna

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

**Standard:** Which allows clear communication with a distant station.

**PERFORMANCE STEPS**

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

**RELATED ITS**

421

**REFERENCES**

1. MCRP 3-40.3C Antenna Handbook
- 

**EVENT: 0341 - 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.

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

### REFERENCES

1. FMFRP 4-52 First Aid
- 

### **EVENT: 0341 - 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: 0341 - 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  $1\frac{1}{2}$  to 2 inches.
11. Give 15 compressions at the rate of 80 to 100 compressions per minute.
12. Give 2 rescue breaths.
13. Check the pulse and breathing after 1 minute (every 4th cycle).
14. Seek medial aid and continue CPR until a pulse returns or medical aid arrives.
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: 0341 - 1 - 442**

Apply a pressure dressing

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

**Standard:** By stopping the bleeding.

**PERFORMANCE STEPS**

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

**REFERENCES**

1. FMFRP 4-52 First Aid
- 

**EVENT: 0341 - 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: 0341 - 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: 0341 - 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: 0341 - 1 - 446**

Perform first aid for an abdominal wound

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

**Standard:** By protecting the wound.

**PERFORMANCE STEPS**

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

**REFERENCES**

1. FMFRP 4-52 First Aid
- 

**EVENT: 0341 - 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: 0341 - 1 - 448**

Splint a fracture

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

**Standard:** By immobilizing the affected limb.

**PERFORMANCE STEPS**

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

**REFERENCES**

1. FMFRP 4-52 First Aid
- 

**EVENT: 0341 - 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: 0341 - 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: 0341 - 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: 0341 - 1 - 452**

Perform a one-man fireman carry

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

**Standard:** By removing the casualty from immediate harm.

**PERFORMANCE STEPS**

1. Evaluate the casualty.
2. Treat the casualty, as required.
3. Roll casualty onto his abdomen.
4. Straddle the casualty.
5. Extend your hands under the casualty's chest.
6. Lift the casualty to his feet.
7. Support the casualty with your left arm.
8. Raise the casualty's right arm.
9. Pass your head under the casualty's raised arm.
10. Face the casualty, and secure your arms around him.
11. Spread the casualty's legs 6 to 8 inches apart.
12. Raise the casualty's right arm over your head.
13. Bend at the waist and knees.
14. Pull the casualty's arm over and down your left shoulder, bringing the casualty's body across your shoulders.
15. Pass your right arm between the casualty's legs.
16. Grasp the casualty's right wrist with your right hand.
17. Stand up.
18. Relocate the casualty to an area which presents no immediate harm.
19. Seek medical aid.

**REFERENCES**

1. FMFRP 4-52 First Aid
- 

**EVENT: 0341 - 1 - 458**

Perform operator maintenance for an M40 field protective mask with hood

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

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

**PERFORMANCE STEPS**

1. Inspect the canister for cracks, dents, or holes.
2. Ensure canister air intake is not clogged with dirt.
3. Inspect for damaged threads on the canister.
4. Shake the canister, and listen for signs of loose absorbent particles.
5. Remove ousters from the face piece and check eye lenses for cracks, cuts, scratches, or discoloration that affects vision.
6. Inspect eye rings for discoloration or corrosion.
7. Inspect both sets of ousters for cracks, chips, or discoloration that affect vision.
8. Inspect the rubber rings for tears, looseness, brittle spots, soft or sticky spots, or cracked rims.
9. Remove the hood from the face piece.
10. Inspect the hood for cuts, holes, tears, sticky or gummy area, and 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.

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27. Inspect the internal drink tube and external drink tube for presence, cracks, or cuts.
28. Inspect internal drink tube for proper alignment.
29. Inspect external drink tube for solid connection.
30. Inspect the internal and external drink tube for clogs by connecting an M1 canteen cap and blowing air through the system.
31. Inspect the drinking system for leaks.
32. Ensure the airflow deflector is securely mounted inside the face piece and that both flanges are in the mounting holes of the face piece and are not broken.
33. Check the mounting holes for cuts or tears.
34. Ensure the inlet valve disk and valve body are present and properly mounted on the post of the airflow deflector.
35. Blow on the inlet valve disk to ensure it is not stuck to the valve body.
36. Inspect the inlet valve disk for cuts, holes, tears, or dirt.
37. Ensure the nose cup and nose cup valve seats are free of dirt.
38. Inspect the nose cup for cracks, cuts, or holes.
39. Ensure the nose cup is not pulled away from the back of the front voicemitter housing. Gently try to pull the nose cup away from the front voicemitter housing to ensure nose cup is held securely.
40. Ensure the nose cup valve disks are present and not curled or torn. Rotate the nose cup valve disk to ensure they are not stuck.
41. Ensure the nose cup valve disks are seated on the inside of the nose cup.
42. Inspect retaining rings on the front voicemitter and side voicemitter for corrosion, cracks, or nicks. Attempt to tighten the retaining rings by hand to check for looseness.
43. Inspect front voicemitter and side voicemitter for dents, cracks, or punctures. Ensure the 4 beads in the center of each voicemitter are facing outward.
44. Empty the carrier and check for dirt, sharp edges, torn straps, or missing hardware.
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
-

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### **EVENT: 0341 - 1 - 459**

Don an M40 field protective mask with hood

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

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

#### **PERFORMANCE STEPS**

1. Recognize a biological or chemical alarm.
2. Stop breathing and close eyes.
3. Take off helmet.
4. Take off glasses.
5. Open carrier with left hand and hold it open.
6. With right hand, grasp face piece and remove from carrier.
7. Put chin in the chin pocket.
8. Cover the openings at the bottom of the outlet valve with the palm of one hand.
9. Breathe out hard so the air escapes around the edges of the face piece.
10. With the palm of the hand, cover the inlet port of the canister and breathe in. The face piece should collapse against the face and remain so while the breath is held.
11. Using the tab, pull head harness over the head.
12. Hold the face piece with one hand and tighten the cheek straps.
13. Clear the face piece again, and check for leaks.
14. Resume breathing.
15. Grasp the back edge of the hood skirt and carefully pull the hood over the head, ensuring the hood covers the head, neck and shoulders.
16. Pull slider downward, and zip front closed.
17. Tighten cord.
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: 0341 - 1 - 460**

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

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

**Standard:** Without becoming a casualty.

### PREREQUISITES

0341 - 1 - 459

### PERFORMANCE STEPS

1. Push in on the top of the outlet valve with your finger.
2. Grasp the internal drink tube between your teeth, taking care not to break the face piece seal.
3. Steady the face piece.
4. Pull the quick disconnect coupling out of the outlet valve cover.
5. Remove the canteen from the canteen carrier.
6. Check the quick disconnect coupling and canteen cap for contamination, using M8 detector paper.
7. If the canteen is contaminated, decontaminate the exterior using the M258A1 decontamination kit.
8. Recheck the canteen with M8 detector paper.
9. Flip open the cover on the M1 canteen cap.
10. Push the quick disconnect coupling into the M1 canteen cap so the pin enters the quick disconnect coupling.
11. Blow to create positive pressure. You should feel some resistance. If resistance is not felt, your drinking system is leaking. Do not try to drink.
12. Take several swallows of water from the canteen, if it doesn't leak, by raising and inverting the canteen.
13. Equalize pressure in the canteen after several swallows by lowering the canteen and blowing into the internal drink tube to prevent the canteen from collapsing.
14. Blow into the internal drink tube.
15. Turn the canteen upright.
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: 0341 - 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: 0341 - 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**

0341 - 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.



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

### REFERENCES

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

### **EVENT: 0341 - 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.

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**REFERENCES**

1. FM 3-4 NBC Protection
- 

**EVENT: 0341 - 1 - 471**

Operate a High Mobility Multipurpose Wheeled Vehicle (HMMWV)

**Condition:** Given an SL-3 complete HMMWV, NAVMC 10627, and TM 9-2320-280-10.

**Standard:** In accordance with TM 9-2320-280-10.

**PERFORMANCE STEPS**

1. Ensure the dispatcher has filled out the appropriate blocks on the NAVMC 10627.
2. Sign the "1st Operator" signature block on the NAVMC 10627.
3. Perform before operations checks listed at the bottom of the NAVMC 10627.
4. Ensure the hand brake is applied and the transmission is in the NEUTRAL position.
5. Place the rotary switch into the RUN position ensuring the WAIT TO START lamp comes on.
6. Wait 9 seconds to ensure the WAIT TO START lamp goes out.
7. Start the engine by placing the rotary switch into the START position, and release once the engine starts.
8. Fill out the appropriate information in the Trip Log on the NAVMC 10627.
9. Select transmission and transfer case gear.
10. Release the hand brake, and place the vehicle in motion for forward or reverse movement.
11. Safely drive the vehicle, complying with traffic regulations.
12. Perform during operations checks listed at the bottom of the NAVMC 10627.
13. Upon completion of driving the vehicle, engage the hand brake. Place the transmission lever into the NEUTRAL position.
14. Turn the rotary switch to the STOP position.
15. Fill out the appropriate information in the Trip Log on the NAVMC 10627.
16. Perform after operations checks listed at the bottom of the NAVMC 10627 after operational checks.
17. Close out the NAVMC 10627, and return it to the dispatcher.

**REFERENCES**

1. FM 21-305 Manual for the Wheeled Vehicle Driver
  2. TM 2320-10/6, with changes 1 and 2, Operators Manual for Truck, Utility, 1-1/4 Ton
-

**EVENT: 0341 - 1 - 472**

Perform operator maintenance for a M-1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)

**Condition:** Given an SL-3 complete M1045/46 HMMWV.

**Standard:** In accordance with TM 9-2320-280-10.

**PERFORMANCE STEPS**

1. Visually inspect for obvious damage to body or frame that would impair operation.
2. Look under the vehicle for evidence of fluid leakage.
3. Visually check tires for under-inflation, leaks, cuts, gouges, cracks, or bulges.
4. Check the tire rims for damage and missing or loose wheel stud nuts and lug nuts.
5. Check the condition and operation of windshield, windows, windshield wiper arms and blades, mirrors, all locking and fastening devices, towing pintle, and weather seals.
6. Observe for unusual dip or sway in the suspension.
7. Check the shock absorbers for leaks, damage, and security of mounting.
8. Check for proper oil level.
9. Ensure drive belts are present and tight,. Check for cracking, fraying and breaks.
10. Inspect cooling fan blade assembly for security, cracks, and damage.
11. Check coolant level in surge tank for proper level.
12. Check power steering fluid for proper level.
13. Check weather cap, air cleaner assembly, and air intake hose for security of mounting and damage.
14. Check brake fluid for proper level.
15. Start engine, apply service brakes, and move transmission shift lever through all operating ranges. Then check for proper transmission fluid level with the shift lever in NEUTRAL. Shut off the engine when done.
16. Check winch controls for proper operation, and check the winch cable for kinks, frays, and breaks.
17. Check the batteries for damaged casing, terminal posts, and security of mounting.
18. Check battery electrolyte level.
19. Check battery box for corrosion and cleanliness of battery box drain holes.
20. Check seat belts for proper operation of buckles, clasps, and for security of mounting.
21. Check condition and stowage of fire extinguisher.
22. Check the service lights, blackout lights, turn signals, and horn for proper operation.
23. With parking brake applied and transmission in NEUTRAL, start engine.

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24. Check for proper reading of the engine oil pressure, coolant temperature, voltmeter, fuel, and air restriction gauges.
25. Ensure the service brakes are applied. Release the hand brake, and ensure the BRAKE WARNING lamp goes out.
26. Shift the transmission through all ranges, while checking for stiffness or binding.
27. Apply service brake pedal. Shift transmission to NEUTRAL, and shift transfer case shift lever through all ranges, while checking for stiffness or binding.
28. During operation, check for unusual noises or vibrations from the transmission, exhaust, transfer case, differentials, propeller shafts, axle shafts, and geared hub or wheels.
29. With the vehicle moving, apply brake pedal until the vehicle comes to a complete stop. Check for any pulling, grabbing, or abnormal operation.
30. With the vehicle stopped and the motor at idle, apply the parking brake. Put the transmission shift lever in DRIVE and ensure the vehicle remains stationary.
31. Drain fuel from the fuel drain cock, and check for contamination.
32. Inspect cargo shell door for bends, warping, binding, and ease of opening and closing.
33. Check weapons station for binding by rotating 360 degrees in both directions, at least 5 times.
34. Inspect weapon station hatch and hinge for bends, cracks, warping, or damage.
35. Inspect weapons station brake handle for ease of operation.
36. Inspect Gunner's sling assembly for tears or frays.
37. Inspect TOW missile stowage rack latch assembly and support braces for presence and ease of operation. Inspect straps for tears and frays.
38. Inspect Gunner's platform for binding, ease of operation, and missing platform locking pins.
39. Check the TOW power cable and wall mount for serviceability.

### REFERENCES

1. TM 9-2320-280-10 Technical Manuals for Highly Mobile Multi-Wheeled Vehicle (HMMWV)
- 

### **EVENT: 0341 - 1 - 496**

Conduct a debrief

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

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

### PERFORMANCE STEPS

1. Move to designated area for debrief.
2. Lay out and account for all team and individual equipment.
3. Discuss observation logbook.

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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 6

0341 MORTARMAN

APPENDIX E

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 and Plotter, 81mm Mortar Platoon, Weapons Company.

**Administrative Notes:**

None.

**Prerequisites:**

Completion of Level 1 training and attendance at the Advanced Mortar Leaders Course.

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**EVENT: 0341 - 2 - 007**

Inspect an M9 Service Pistol

**Condition:** Given an M9 pistol, cleaning gear, and lubricant.

**Standard:** In accordance with TM 1005A-10/1.

**PERFORMANCE STEPS**

1. Ensure the weapon is clear.
2. Hold the pistol in the right hand with the muzzle slightly elevated, with the forefinger press disassembly lever release button and with the thumb rotate the disassembly lever downward until it stops.
3. Pull the slide and barrel assembly forward and remove.
4. Compress the recoil spring and spring guide, while at the same time lifting and removing the recoil spring and spring guide.
5. Separate the recoil spring from the spring guide.
6. Push in on the locking block plunger while pushing the barrel forward. Lift and remove the locking block and barrel assembly from the slide.
7. Grasp the magazine firmly with the floor plate up and the back of the magazine tube against the palm of the hand.
8. Release the floor plate by pushing down on the floor plate retainer stud in the center of the floor plate, while at the same time sliding the floor plate forward for a short distance using the thumb.
9. While maintaining the magazine spring pressure with the thumb, remove the floor plate from the magazine.
10. Remove the floor plate retainer and magazine spring and follower from the magazine tube.
11. Remove floor plate retainer from the magazine spring.
12. Inspect slide assembly for free movement of decocking/safety lever.
13. Ensure rear sight is not loose.
14. Check for cracks in locking block retaining slot.
15. Inspect bore and chamber for pitting or obstructions.
16. Check locking block plunger for free movement of locking block.
17. Inspect locking lugs and barrel lugs for cracks and burrs.
18. Inspect recoil spring for damage.
19. Inspect recoil spring guide for straightness and smoothness.
20. Ensure recoil spring guide is free of cracks and burrs.
21. Inspect receiver assembly for bends, chips and cracks.
22. Check slide stop for free movement.
23. Magazine catch assembly for free movement.
24. Check guide rails for excessive wear, burrs, cracks or chips.
25. Check magazine spring and follower for damage.
26. Inspect the lips of the magazine for cracks, burrs, dents, and bends.
27. Inspect the magazine for excessive dirt.

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28. Inspect slide assembly for excessive dirt and carbon.
29. Inspect the decocking/safety lever, breech face, slide guides, and extractor for excess dirt and residue.
30. Inspect barrel and chamber area for residue and carbon deposits.
31. Inspect bore for carbon deposits.
32. Inspect the locking block for carbon deposits.
33. Inspect the recoil spring and recoil spring guide for excessive dirt.
34. Inspect the receiver assembly for excessive dirt and carbon deposits.
35. Inspect the magazine tube and follower for excessive dirt and carbon deposits.
36. Inspect the magazine spring, floor plate retainer, and floor plate for excessive dirt and carbon deposits.
37. Grasp the slide with the bottom facing up and with the other hand grasp the barrel assembly with the locking block facing up.
38. Insert the muzzle of the barrel assembly into the forward open end of the slide, while at the same time lowering the rear of the barrel assembly by aligning the extractor cutout with the extractor.
39. Insert the recoil spring onto the recoil spring guide.
40. Insert the end of the recoil spring and recoil spring guide into the slide recoil spring housing, while at the same time compressing the recoil spring and lower the spring guide until fully seated onto the locking block cutaway.
41. Grasp the slide and barrel assembly, sights up, and align the slide onto the receiver assembly guide rails.
42. Push until the rear of the slide is a short distance beyond the rear of the receiver assembly and hold. At the same time, rotate the disassembly latch lever upward.
43. Insert the follower into the top coil of the magazine spring.
44. Insert the magazine spring with follower into the magazine tube.
45. Turn the magazine bottom up with the back side against the palm of the hand.
46. Attach and center the floor plate retainer to the bottom spring coil.
47. Push and hold the magazine spring and floor plate retainer down, while at the same time sliding the floor plate over the side walls until fully seated.
48. Insert the magazine into the magazine well of the pistol.
49. Depress the slide stop and ensure the slide goes home.
50. Retract the slide and release it. Ensure the magazine follower should push up on the slide stop, locking the slide to the rear.
51. Depress the magazine release button allowing the magazine to fall free.
52. Ensure the decocking/safety lever is in the SAFE position. Depress the slide stop allowing the slide to return fully forward and ensure the hammer falls to the full forward position.

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53. Squeeze and release the trigger. Ensure the firing pin block moves up and down and that the hammer does not move.
54. Place the decocking/safety lever in the fire position.
55. Squeeze the trigger and ensure the hammer cocks and falls.
56. Squeeze trigger and hold to the rear. Manually retract and release the slide while holding the trigger to the rear. Release the trigger. A click will be heard and the hammer does not fall.
57. Squeeze the trigger and the hammer will fall.

### REFERENCES

1. TM 1005A-10/1 Pistol, Semiautomatic, 9mm, M9
- 

### **EVENT: 0341 - 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.

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18. Thoroughly clean the bolt carrier group with CLP to include the outer and inner surfaces, carrier key, firing pin recess and firing pin, firing pin hole, locking lugs, ejector, and areas behind the bolt ring and upper lip of extractor.
19. Thoroughly clean all areas of powder fouling, corrosion, and dirt on the lower receiver group to include the trigger mechanism, buffer, action spring, and inside lower receiver extension.
20. Inspect the bolt for cracks, fractures, and pits.
21. Inspect the firing pin to ensure it is not bent, cracked, or blunted.
22. Inspect the firing pin retaining pin to ensure it is not bent or badly worn.
23. Inspect the cam pin to ensure it is not cracked or chipped.
24. Inspect the extractor and extractor spring to ensure it is not chipped or broken and that the rubber insert is inside the extractor spring.
25. Lightly lubricate the inside of the upper receiver, bore and chamber, outer surfaces of barrel and front sight, and the surfaces under the hand guard with CLP.
26. Apply several drops of CLP to the front sight detent and depress several times to work the CLP into the spring.
27. Generously lube the bolt to include the cam pin area, bolt rings, and the outside of the bolt body with CLP. Use only a light coat of CLP on the firing pin recess of the bolt.
28. Lightly lube the firing pin, charging handle, and inner and outer surfaces of the bolt carrier with CLP.
29. Generously lube the slide and cam pin area of the bolt carrier with CLP.
30. Lightly lube the inside lower receiver extension, buffer, and action spring with CLP.
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.

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42. Close the upper and lower receiver groups and push in the takedown pin.
43. Place the rifle on the butt stock and press down on the slip ring. Then install the hand guards and release the ring.
44. Snap on the sling.
45. Pull the charging handle to the rear and release. Place the selector lever on SAFE, pull the trigger, and ensure the hammer does not fall.
46. Place the selector lever on Semi, pull the trigger and hold to the rear. Hammer should fall.
47. Pull the charging handle to the rear and release. Release the trigger and pull again. Hammer should fall.
48. Place the selector lever on Burst. Pull the charging handle to the rear and release.
49. Pull the trigger and hold to the rear. Hammer should fall.
50. Pull the charging handle to the rear 3 times and release. Release trigger and pull again. Hammer should fall.

### REFERENCES

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

### **EVENT: 0341 - 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.

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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.
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.

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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.
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.

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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.

**REFERENCES**

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

**EVENT: 0341 - 2 - 143**

Prepare mortar ammunition for firing

**Condition:** Given a fire command, mortar ammunition, and a fuse wrench, while wearing a fighting load.

**Standard:** By preparing the cartridge(s), in accordance with the fire command.

**PERFORMANCE STEPS**

1. Remove the cartridge from the container.
2. Examine the round for burrs, deformities, cleanliness, and serviceability.
3. Using a fuse wrench, set the fuze, if required, by turning the fuze setter ring in a clockwise direction until the time scale is aligned with the index line.
4. Reduce the charge by removing increments or propellants, if required.
5. Remove the safety wire.

**EXTERNAL SUPPORT**

1. Live fire range and impact area suitable for mortars (if live ammunition is used)

**WEAPON AND AMMUNITION**

<b>Weapon:</b> M224	60mm lightweight mortar	
<u>DODIC</u>		<u>Quantity</u>
B643	CTG, 60mm, HE, W/FZ PD M935	1 each
	Expenditure of ammunition is not required. All available DODICs should be used to complete this task to standard.	
<b>Weapon:</b> M252	81mm medium extended range mortar	
<u>DODIC</u>		<u>Quantity</u>
C869	CTG, 81mm, HE W/FZ PD	1 each
	Expenditure of ammunition is not required. All available DODICs should be used to complete this task to standard.	

**REFERENCES**

1. FM 23-90 Mortars
- 

**EVENT: 0341 - 2 - 144**

Burn increments

**Condition:** Given mortar increments and a lighter or matches.

**Standard:** By destroying all unused increments.

**PERFORMANCE STEPS**

1. Select a burn spot 100 meters from the mortar position.
2. Prepare the burn spot by removing flammable material within 30 meters.
3. Spread out the increments in a train 4 to 6 inches across, and 1 to 2 inches deep.
4. Extend a starter train, against the wind, by breaking open increments and pouring the propellant on the ground in a line 1 meter in length.
5. Ignite the starter train and move 30 meters away from the increments.
6. Do not allow any personnel to look directly into the burning increments.
7. After the increments have finished burning, extinguish any remaining burning material with water or dirt.

**REFERENCES**

1. FM 23-90 Mortars
- 

**EVENT: 0341 - 2 - 149**

Issue fire commands for a mortar

**Condition:** Given a Call For Fire (CFF), while operating in the Fire Direction Center (FDC).

**Standard:** In accordance with the firing data without error.

**PERFORMANCE STEPS**

1. Formulate the initial fire command.
2. Designate the mortars to follow.
3. Specify the type of ammunition and fuze to be used.
4. Designate the specific mortar(s) to fire.
5. Specify the method of fire and issue control measures, if desired.
6. Specify the deflection.
7. Specify the charge from the firing tables, based on the range.
8. Indicate the time setting, if required, for ammunition.
9. Specify the elevation from the firing tables, based on the range and charge setting.

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10. Issue commands to "Half load" and "Fire" if applicable.
11. Issue subsequent fire commands, which will include only those elements that have changed from the previous fire command, with the exception of elevation. Elevation is always announced.
12. When mission is over announce "End of Mission."

**RELATED ITS**

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**REFERENCES**

1. FM 23-90 Mortars
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**EVENT: 0341 - 2 - 151**

Declinate an M2 compass

**Condition:** Given an M2 compass, a surveyed point with level platform, an azimuth marker, map pen, paper, and a topographical map

**Standard:** To within 10 mils.

**PERFORMANCE STEPS**

1. Place the compass over the surveyed point and level the compass, as required.
2. Remove all magnetic attractions from the area, as required.
3. Sight in on the azimuth marker.
4. Rotate the adjusting screw to index the azimuth.
5. Recheck the sight picture and verify the known azimuth.

**REFERENCES**

1. FM 23-90 Mortars
- 

**EVENT: 0341 - 2 - 155**

Inspect the plotting board for proper set up using the below the pivot point method

**Condition:** Given a prepared plotting board set up using the pivot point method, a protractor, map pen, and map.

**Standard:** To ensure there are no errors.

**PERFORMANCE STEPS**

1. Plot the mortar position on a map.
2. Plot the enemy position or suspect area.
3. Using a map and protractor, determine the gun-target azimuth.
4. Index the azimuth disk to the gun-target azimuth.
5. Ensure the mortar position is plotted 1000 meters below the pivot point for the 60mm, 2000 meters below the pivot point for the 81mm, and 500 meters left or right of the vertical index line.

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6. Determine the mounting azimuth by using the rounding off rule. If the grid direction of fire is not a direction ending in 50 or 00, round to the nearest 50 mils.
7. Ensure the Squad Leaders know the mounting azimuth.
8. Ensure the referred deflection is written on the azimuth disk below the mounting azimuth and numbered from right to left.
9. Ensure the forward observer position is plotted.

### REFERENCES

1. FM 23-91 Mortar Gunnery
- 

### **EVENT: 0341 - 2 - 156**

Inspect the plotting board for proper set up using the pivot point method

**Condition:** Given a prepared plotting board set up using the pivot point method, a protractor, map pen, and map.

**Standard:** To ensure there are no errors.

### PERFORMANCE STEPS

1. Determine an azimuth to the target using a map and protractor.
2. Round the azimuth to the nearest 50 mils to determine the mounting azimuth.
3. Ensure the referred deflection is superimposed on the azimuth disk under the mounting azimuth.
4. Ensure the deflection scale is numbered from left to right.
5. Ensure the disk is numbered at least 400 mils left and right of the referred deflection.

### REFERENCES

1. FM 23-91 Mortar Gunnery
- 

### **EVENT: 0341 - 2 - 158**

Advise commander on employment of mortars

**Condition:** Given an order with a commander's intent and a requirement to employ mortars.

**Standard:** To accomplish the intent of the higher headquarters' order, and in accordance with the references.

### PERFORMANCE STEPS

1. Analyze the mission using METT-T and KOCOA.
2. Consider the characteristics/capabilities of the M224 60mm and the M252 81mm mortar.
3. Consider techniques of fire.
4. Consider employment of mortars in the offensive and the defense.
5. Implement appropriate training.
6. Provide technical and tactical advice to all levels.

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7. Recommend employment of company level and battalion level mortars.

### REFERENCES

1. FM 23-90 Mortars
  2. FM 7-90 Tactical Employment of Mortars
- 

### **EVENT: 0341 - 2 - 172**

Inspect an M252 81mm mortar

**Condition:** Given an SL-3 complete 81mm mortar.

**Standard:** In accordance with TM 09922A-10/1.

### PERFORMANCE STEPS

1. Check for foreign matter in cannon.
2. Inspect for bulges, dents, cracks, rust, missing or damaged parts on the cannon or blast attenuator device. Inspect for evidence of gas leakage around breech plug and firing pin.
3. Ensure the weapon has been bore scoped and pullover gagged within 90 days prior to firing.
4. Check mount for cracks, broken welds, rust, loose, missing, or damaged parts.
5. Ensure smooth operation of elevating mechanism.
6. Ensure smooth operation of traversing mechanism.
7. Ensure smooth operation of cross-leveling mechanism.
8. Ensure barrel clamp assembly operates properly and holds the barrel securely.
9. Extend buffers. They must return smoothly, without binding, to original position when released.
10. Check base plate for cracks, loose, missing, or damaged parts.
11. Check socket cap for smooth 360 degrees rotation.
12. Check M64A1 sight unit for the illumination of telescope, coarse elevation scale, coarse elevation scale arrow, cross-level vial, fine elevation scale, fine elevation index arrow, coarse azimuth deflection index arrow, elevation vial, fine azimuth deflection scale, and coarse azimuth deflection scale.
13. Check eye piece for dirt, cracks, or fogging.
14. Ensure bore sight level bubbles will move and vials are not broken or loose in mounting.
15. Ensure latching lever secures sight unit mount to dovetail.
16. Ensure bubbles in level vials will move and vials are not cracked or loose in mount.
17. Ensure vial cover rotates freely.
18. Ensure elevation knob and deflection knob for smooth operation.
19. Ensure backlash on knobs doesn't exceed 0.5 mils.
20. Ensure the fine elevation scale slips only when the screws are loosened.

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21. Inspect bore sight lens for dirt, cracks, or fogging.
22. Ensure bore sight level bubbles will move and vials are not broken or loose in mounting.
23. Check bore sight eye-shield for damage.
24. Ensure mounting surfaces are free of nicks and burrs.
25. Check bore sight straps and clamp assembly for serviceability.
26. Check night aiming devices for illumination in a darkened area.
27. Check for missing or damaged radiation warning, data plate, or other parts.
28. Check night aiming devices for evidence of tampering.
29. Check 10558A-SD weapons record book for entries of round expenditure.
30. Check M14 aiming posts for accountability.
31. Check M14 aiming posts for cleanliness and serviceability.
32. Check the aiming post case for excessive wear and cleanliness.

### REFERENCES

1. TM 09922A-10/1 M252 81mm Mortar Operator's Manual
- 

### **EVENT: 0341 - 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)



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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**

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**REFERENCES**

1. Trimpack GPS Receiver, Operation and Maintenance Guide
- 

**EVENT: 0341 - 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: 0341 - 2 - 379**

Transmit a Position Report (PosRep)

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

**Standard:** By reporting location.



**Standard:** Which contains each of the required items.

**PERFORMANCE STEPS**

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

**REFERENCES**

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

**EVENT:** 0341 - 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**

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**REFERENCES**

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

**EVENT: 0341 - 2 - 471**

Operate a High Mobility Multipurpose Wheeled Vehicle (HMMWV)

**Condition:** Given an SL-3 complete HMMWV, NAVMC 10627, and TM 9-2320-280-10.

**Standard:** In accordance with TM 9-2320-280-10.

**PERFORMANCE STEPS**

1. Ensure the dispatcher has filled out the appropriate blocks on the NAVMC 10627.
2. Sign the "1st Operator" signature block on the NAVMC 10627.
3. Perform before operations checks listed at the bottom of the NAVMC 10627.
4. Ensure the hand brake is applied and the transmission is in the NEUTRAL position.
5. Place the rotary switch into the RUN position ensuring the WAIT TO START lamp comes on.
6. Wait 9 seconds to ensure the WAIT TO START lamp goes out.
7. Start the engine by placing the rotary switch into the START position, and release once the engine starts.
8. Fill out the appropriate information in the Trip Log on the NAVMC 10627.
9. Select transmission and transfer case gear.
10. Release the hand brake, and place the vehicle in motion for forward or reverse movement.
11. Safely drive the vehicle, complying with traffic regulations.
12. Perform during operations checks listed at the bottom of the NAVMC 10627.
13. Upon completion of driving the vehicle, engage the hand brake. Place the transmission lever into the NEUTRAL position.
14. Turn the rotary switch to the STOP position.
15. Fill out the appropriate information in the Trip Log on the NAVMC 10627.
16. Perform after operations checks listed at the bottom of the NAVMC 10627 after operational checks.
17. Close out the NAVMC 10627, and return it to the dispatcher.

**REFERENCES**

1. FM 21-305 Manual for the Wheeled Vehicle Driver
  2. TM 2320-10/6, with changes 1 and 2, Operators Manual for Truck, Utility, 1-1/4 Ton
-

**EVENT: 0341 - 2 - 473**

Inspect a High Mobility Multipurpose Wheeled Vehicle (HMMWV)

**Condition:** Given an SL-3 complete HMMWV.

**Standard:** In accordance with TM 2320-10/6.

**PERFORMANCE STEPS**

1. Visually inspect for obvious damage to body or frame that would impair operation.
2. Look under the vehicle for evidence of fluid leakage.
3. Visually check tires for under-inflation, leaks, cuts, gouges, cracks, or bulges.
4. Check the tire rims for damage and missing or loose wheel stud nuts and lug nuts.
5. Check the condition and operation of windshield, windows, windshield wiper arms and blades, mirrors, all locking and fastening devices, towing pintle, weather seals, service lights, blackout lights, and turn signals.
6. Observe for unusual dip or sway in the suspension.
7. Check the shock absorbers for leaks, damage, and security of mounting.
8. Pull out the dipstick, and check for proper oil level.
9. Check drive belts for presence, cracking, fraying, and breaks.
10. Inspect cooling fan blade assembly for security, cracks, and damage.
11. Check coolant level in surge tank for proper level.
12. Check power steering fluid for proper level.
13. Check weather cap, air cleaner assembly, and air intake hose for security of mounting and damage.
14. Remove cover, and check brake fluid for proper level.
15. Start engine. Apply service brakes, and move transmission shift lever through all operating ranges. Check for proper transmission fluid level with the shift lever in NEUTRAL. Return transmission shift lever to PARK, and turn off the engine when complete.
16. Check winch controls for proper operation and winch cable for kinks, frays, and breaks.
17. Check battery(ies) for damaged casing, terminal posts, and security of mounting.
18. Check battery electrolyte level.
19. Check battery box for corrosion and cleanliness of battery box drain holes.
20. Check safety belts for proper operation of buckle and clasps, and for security of mounting.
21. Check condition and stowage of fire extinguisher.
22. Check horn for proper operation.
23. With parking brake applied, start engine and check for proper reading of the engine oil pressure, coolant temperature, voltmeter, fuel, and air restriction gauges.

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24. Release the parking brake and ensure the BRAKE WARNING lamp extinguishes.
25. Apply service brake pedal and shift the transmission through all operating ranges. Check for stiffness or binding in the shift lever.
26. Listen for exhaust leaks.
27. During operation, check for unusual noises or vibrations from the transmission, transfer case, differentials, propeller shafts, axle shafts, and geared hub or wheels.
28. With the vehicle moving, apply brake pedal until the vehicle comes to a complete stop. Check for any pulling, grabbing, or abnormal operation.
29. With the vehicle stopped and the motor at idle, apply the parking brake. Put the transmission shift lever in DRIVE and ensure the vehicle remains stationary.
30. Inspect cargo shell door for bends, warping, binding, and ease of close.
31. Inspect cargo shell door latching mechanism for proper operation.
32. Inspect the lift cylinders for bends and security of mounting.
33. Inspect cargo door strap assembly for frays and security of mounting.
34. Check weapons station for binding by rotating 360 degrees in both directions at least 5 times.
35. Inspect weapon station hatch and hinge for bends, cracks, warping, or damage.
36. Inspect brake handle for ease of operation.
37. Inspect Gunner's sling assembly for tears or frays.
38. Inspect TOW missile stowage rack latch assembly and support braces for presence and ease of operation. Inspect straps for tears and frays.
39. Inspect Gunner's platform risers for binding, ease of operation, and missing platform locking pins.

### REFERENCES

1. TM 2320-10/6, with changes 1 and 2, Operators Manual for Truck, Utility, 1-1/4 Ton
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### **EVENT: 0341 - 2 - 500**

Lead a unit in preparations for combat

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

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

### PERFORMANCE STEPS

1. Conduct Mission, Enemy, Troops, Terrain-Time (METT-T) analysis.
2. Issue warning order.
3. Task organize the unit for preparation.
4. Make a tentative plan.

## INFANTRY T&R MANUAL

5. Arrange reconnaissance.
6. Make reconnaissance.
7. Establish control measures.
8. Coordinate fire support.
9. Complete the plan.
10. Issue the order.
11. Forecast resupply requirements for sustainment of combat operations.
12. Supervise inspections and weapons tests.
13. Conduct and supervise rehearsals.
14. Conduct communication checks.
15. Communicate plan to higher headquarters.

### ADMINISTRATIVE INSTRUCTIONS

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

### RELATED ITS

311                                      318                                      501                                      532

### REFERENCES

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

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### **EVENT: 0341 - 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

0341 - 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.
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.

## INFANTRY T&R MANUAL

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
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### **EVENT: 0341 - 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.

## INFANTRY T&R MANUAL

### ADMINISTRATIVE INSTRUCTIONS

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

### 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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