

INFANTRY T&R MANUAL

CHAPTER 7

INFANTRY ASSAULTMAN

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**7001. MOS DESCRIPTION.** The assaultman is responsible for the tactical employment of the shoulder launched multipurpose assault weapon (SMAW) and javelin medium assault antitank weapon. Assaultmen provide anti-bunker and anti-armor fire in support of the rifle squads/platoons/companies and the infantry battalion, and are located in the weapons platoons and weapons companies of the infantry battalion. Noncommissioned officers are assigned as gunners and team, squad, and section leaders.

**7002. CAREER PROGRESSION.** Upon completion of Level A training at the Infantry Antitank Assaultman Course, Infantry Training Battalion, School of Infantry, the assaultman will conduct Level 1 training on the SMAW or the Javelin in an Infantry Battalion. Prior to selection to Sergeant or upon assuming the duties of squad/section leader, the assaultman should attend Level B training at the Advanced Anti-armor Leaders Course, Advanced Infantry Training Company, School of Infantry. Once assigned as a squad/section leader, the assaultman will conduct Level 2 training.

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APPENDIX A

BILLET CORE CAPABILITIES

**BILLET A: Assistant Gunner, Assault Section, Weapons Platoon**

The Assistant Gunner carries out orders from the Gunner. He is responsible for the loading of the SMAW, spotting round impact and corrections for the Gunner, and security for the assault squad. He takes position on the left side of the Gunner. He is also trained in demolitions and assists the Gunner with demolitions. His rank is Private thru Lance Corporal. His T/O weapon is the M16A2 service rifle.

**Core Capabilities:**

1. Carries out the orders of the assault Team Leader.
2. Performs the tasks required of an Assistant Gunner in the assault section of a weapons platoon.
3. Performs operator maintenance for, and operates a MK153 SMAW.
4. Constructs, emplaces, and detonates field expedient demolition charges.
5. Identifies armored vehicles.
6. Performs operator maintenance for, and is a proficient marksman with M16A2 service rifle.
7. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
8. Emplaces and recovers an M18A1 Claymore 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 mode.
14. Performs fire and movement as an individual and as a member of an assault team.
15. Locates, closes with, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat

**BILLET B: Team Leader/Gunner, Assault Section, Weapons Platoon**

The assault Team Leader carries out orders from the Section Leader, or the unit commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his team at all times, as well as the condition, care, and economical use of his weapons and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and maneuver of his team. He takes position where his team can best carry out the orders of the unit commander. He is also trained in demolitions. His rank is a Lance Corporal. His T/O weapon is the 9mm pistol and SMAW.

**Core Capabilities:**

1. Carries out the orders of the assault Squad Leader.
2. Performs the tasks required of a Team Leader/Gunner in the assault section of a weapons platoon.
3. Performs operator maintenance for, and operates a MK153 SMAW.
4. Constructs, emplaces, and detonates field expedient demolition charges.
5. Identifies armored vehicles.
6. Performs operator maintenance for, and is a proficient marksman with M16A2 service rifle and an M9 pistol.
7. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
8. Emplaces and recovers an M18A1 Claymore 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 mode.
14. Performs fire and movement as an individual and as a member of an assault team.
15. Locates, closes with, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat

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**BILLET C: Squad Leader/Team Leader/Gunner, Assault Section, Weapons Platoon**

The assault Squad Leader carries out orders from the Section Leader, or the unit commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his squad at all times, as well as the condition, care, and economical use of his weapons and equipment. In combat, he is also responsible for the tactical

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employment, fire discipline, fire control, and maneuver of his squad. He takes position where his squad can best carry out the orders of the unit commander. He is also trained in demolitions. His rank is a Corporal. His T/O weapon is the 9mm pistol and SMAW.

### Core Capabilities:

1. Carries out the orders of the assault Section Leader.
2. Performs the tasks required of a Squad Leader in the assault section of a weapons platoon.
3. Maintains the condition, care, and economical use of assigned personnel, weapons, and equipment.
4. Constructs, emplaces, and detonates field expedient demolition charges.
5. Identifies armored vehicles.
6. Performs operator maintenance for, and is a proficient marksman with M16A2 service rifle and an M9 pistol.
7. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
8. Emplaces and recovers an M18A1 Claymore 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 mode.
14. Controls the fire and movement of his assault squad.
15. Locates, closes with, and destroys the enemy by fire and maneuver.

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### **BILLET D: Section Leader, Assault Section, Weapons Platoon**

The assault Section Leader carries out orders from the unit commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his squads at all times, as well as the condition, care, and economical use of their weapons and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and maneuver of his squads. He takes position where he can best carry out the orders of the unit commander and observe the squads, if practicable. He is also trained in demolitions. His rank is a Sergeant. His T/O weapon is the M16A2 Service Rifle.

**Core Capabilities:**

1. Carries out the orders of the weapons platoon commander.
2. Performs the tasks required of a Section Leader in the assault section of a weapons platoon.
3. Maintains the discipline, appearance, control, conduct, and welfare of his assault section.
4. Trains his assault section in the performance of tasks which support platoon training objectives.
5. Maintains the condition, care, and economical use of assigned weapons and equipment.
6. Constructs, emplaces, and detonates field expedient demolition charges.
7. Identifies armored vehicles.
8. Performs operator maintenance for, and is a proficient marksman with M16A2 service rifle and an M9 pistol.
9. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
10. Emplaces and recovers an M18A1 Claymore 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 mode.
16. Calls for and adjusts indirect fire.
17. Writes and issues combat orders.
18. Performs fire and movement as an individual and as a member of a assault section.
19. Controls the fire and movement of his assault section.
20. Locates, closes with, and destroys the enemy by fire and maneuver.
21. Repels an enemy assault by fire and close combat.

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**BILLET E: Assistant Gunner, Javelin Section, Antiarmor Platoon**

The Assistant Gunner carries out the orders of the Javelin Team Leader. He performs the tasks required of an Assistant Gunner in the Javelin section of the anti-armor platoon. He performs operator maintenance for and operates an M98A1 Javelin. He is trained in demolitions and can identify armored vehicles. He maintains the condition, care, and economical use of assigned weapons, vehicles, and

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equipment. His rank is a Lance Corporal. His T/O weapon is the M16A2 service rifle.

### **Core Capabilities:**

1. Carries out the orders of the Javelin Team Leader.
2. Performs the tasks required of an Assistant Gunner in the Javelin section of the anti-armor platoon.
3. Performs operator maintenance for, and operates an M98A1 Javelin.
4. Constructs, emplaces, and detonates field expedient demolition charges.
5. Identifies armored vehicles.
6. Performs operator maintenance for, and is a proficient marksman with M16A2 service rifle.
7. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
8. Emplaces and recovers an M18A1 Claymore 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 mode.
14. Performs fire and movement as an individual and as a member of a Javelin squad.
15. Locates, closes with, and destroys the enemy by fire and maneuver.
16. Repels an enemy assault by fire and close combat

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### **BILLET F: Team Leader/Gunner, Javelin Section, Antiarmor Platoon**

The Javelin Team Leader carries out the orders of the Javelin Section Leader. He performs the tasks required of a Javelin Team Leader/Gunner in the Javelin section of the anti-armor platoon. He is trained in demolitions and can identify armored vehicles. He maintains the condition, care, and economical use of assigned personnel, weapons, vehicles, and equipment. His rank is a Corporal. His T/O weapon is the M16A2 service rifle.

### **Core Capabilities:**

1. Carries out the orders of the Javelin Squad Leader.
2. Performs the tasks required of a Javelin Team Leader/Gunner in the Javelin section of the anti-armor platoon.

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3. Constructs, emplaces, and detonates field expedient demolition charges.
  4. Identifies armored vehicles.
  5. Performs operator maintenance for, and is a proficient marksman with M16A2 service rifle.
  6. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
  7. Emplaces and recovers an M18A1 Claymore 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. Controls the fire and movement of his Javelin team.
  14. Locates, closes with, and destroys the enemy by fire and maneuver.
  15. Repels an enemy assault by fire and close combat
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### **BILLET G: Squad Leader/Team Leader/Gunner, Javelin Section, Antiarmor Platoon**

The Javelin Squad Leader carries out the orders of the Javelin Section Leader. He performs the tasks required of a Javelin Squad Leader/Team Leader/Gunner in the Javelin section of the anti-armor platoon. He is trained in demolitions and can identify armored vehicles. He maintains the condition, care, and economical use of assigned personnel, weapons, vehicles and equipment. His rank is a Sergeant. His T/O weapon is the M16A2 service rifle.

#### **Core Capabilities:**

1. Carries out the orders of the Javelin Section Leader.
2. Performs the tasks required of a Squad Leader, Team Leader, and Gunner in the Javelin section of the anti-armor platoon.
3. Maintains the discipline, appearance, control, conduct, and welfare of his Javelin squad.
4. Trains his Javelin squad in the performance of tasks which support platoon training objectives.
5. Constructs, emplaces, and detonates field expedient demolition charges.
6. Maintains the condition, care, and economical use of assigned weapons and equipment.

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7. Identifies armored vehicles.
  8. Performs operator maintenance for, and is a proficient marksman with M16A2 service rifle.
  9. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.
  10. Emplaces and recovers an M18A1 Claymore 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 mode.
  16. Calls for and adjusts indirect fire
  17. Writes and issues combat orders.
  18. Performs fire and movement as an individual and as a member a Javelin squad.
  19. Controls the fire and movement of his Javelin squad.
  20. Locates, closes with, 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	Assistant Gunner, Assault Section, Weapons Platoon
B	Team Leader/Gunner, Assault Section, Weapons Platoon
C	Squad Leader/Team Leader/Gunner, Assault Section, Weapons Platoon
D	Section Leader, Assault Section, Weapons Platoon
E	Assistant Gunner, Javelin Section, Antiarmor Platoon
F	Team Leader/Gunner, Javelin Section, Antiarmor Platoon
G	Squad Leader/Team Leader/Gunner, Javelin Section, Antiarmor Platoon

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

0351 - 1 - 002	Load an M9 pistol										
	1.02	0.98									
	6	6									

0351 - 1 - 003	Engage targets with an M9 pistol										
	1.02	0.98									
	6	6									

0351 - 1 - 004	Perform immediate action for an M9 pistol										
	1.02	0.98									
	6	6									

0351 - 1 - 005	Reload an M9 pistol										
	1.02	0.98									
	6	6									

0351 - 1 - 006	Unload an M9 pistol										
	1.02	0.98									
	6	6									

0351 - 1 - 007	Inspect an M9 Service Pistol										
		0.98	0.855								
		6	6								

0351 - 1 - 013	Perform operator maintenance for an M16A2 service rifle										
	1.111			0.855	0.952	0.87	0.794				
	6			6	6	6	6				

0351 - 1 - 014	Load an M16A2 service rifle										
	1.111			0.855	0.952	0.87	0.794				
	6			6	6	6	6				

0351 - 1 - 015	Field expedient zero an M16A2 service rifle										
	1.111			0.855	0.952	0.87	0.794				
	6			6	6	6	6				

0351 - 1 - 016	Engage targets with an M16A2 service rifle										
	1.111			0.855	0.952	0.87	0.794				
	6			6	6	6	6				

0351 - 1 - 017	Engage immediate threat targets with an M16A2 service rifle										
	1.111			0.855	0.952	0.87	0.794				
	6			6	6	6	6				

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 018	Engage targets with an M16A2 service rifle wearing a field protective mask									
	1.111			0.855	0.952	0.87	0.794			
	6			6	6	6	6			
0351 - 1 - 019	Perform immediate action for an M16A2 service rifle									
	1.111			0.855	0.952	0.87	0.794			
	6			6	6	6	6			
0351 - 1 - 020	Perform remedial action for an M16A2 service rifle									
	1.111			0.855	0.952	0.87	0.794			
	6			6	6	6	6			
0351 - 1 - 021	Combat reload an M16A2 service rifle									
	1.111			0.855	0.952	0.87	0.794			
	6			6	6	6	6			
0351 - 1 - 022	Clear an M16A2 service rifle									
	1.111			0.855	0.952	0.87	0.794			
	6			6	6	6	6			
0351 - 1 - 025	Inspect an M16A2 service rifle									
			0.98	0.855		0.87	0.794			
			6	6		6	6			
0351 - 1 - 041	Perform ten meter firing for an M249 squad automatic weapon									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 177	Prepare an anti-armor range card									
		1.02	0.98			0.87	0.794			
		3	3			3	3			
0351 - 1 - 178	Issue a fire command for an anti-armor weapon system									
				0.855						
				3						
0351 - 1 - 179	Issue a fire command for an anti-armor section									
		1.02	0.98	0.855		0.87	0.794			
		3	3	3		3	3			
0351 - 1 - 180	Advise commander on employment of anti-armor weapons									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	3	3	3	3	3	3	3			
0351 - 1 - 181	Engage targets with an M136 light anti-armor weapon									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	3	3	3	3	3	3	3			

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 182	Perform misfire procedures for an M136 light anti-armor weapon									
	1.111	1.02	0.98	0.855						
	6	6	6	6						
0351 - 1 - 185	Perform operator maintenance for a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
	1.111	1.02	0.98	0.855						
	3	3	3	3						
0351 - 1 - 186	Load a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
	1.111	1.02	0.98	0.855						
	3	3	3	3						
0351 - 1 - 187	Engage a target with a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
	1.111	1.02	0.98	0.855						
	3	3	3	3						
0351 - 1 - 188	Engage a target with a MK153 shoulder-launched multipurpose assault weapon (SMAW) using an AN/PVS-4 night vision sight									
	1.111	1.02	0.98	0.855						
	3	3	3	3						
0351 - 1 - 189	Perform immediate action for a MK153 shoulder-launched multipurpose assault weapon (SMAW) spotting rifle									
	1.111	1.02	0.98	0.855						
	3	3	3	3						
0351 - 1 - 190	Perform immediate action for a MK153 shoulder-launched multipurpose assault weapon (SMAW) launcher									
		1.02	0.98	0.855						
		3	3	3						
0351 - 1 - 191	Inspect a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
		1.02	0.98	0.855						
		3	3	3						
0351 - 1 - 192	Advise commander on employment of the shoulder-launched multipurpose assault weapon (SMAW)									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 195	Perform operator maintenance for an M98A1 Javelin command launch unit									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 196	Perform operator maintenance for an M98A1 Javelin missile									
					0.952	0.87	0.794			
					3	3	3			

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 197	Prepare an M98A1 Javelin for firing									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 198	Engage a target with an M98A1 Javelin									
					0.952	0.87	0.794			
					6	6	6			
0351 - 1 - 199	Perform immediate action for an M98A1 Javelin missile not ready indicator									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 200	Perform immediate action on an M98A1 Javelin command launch unit bit failure warning indicator									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 201	Perform immediate action for a flashing WFOV indicator for the M98A1 Javelin									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 202	Perform immediate action on an M98A1 Javelin flashing missile NOT READY indicator									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 203	Perform immediate action on an M98A1 Javelin missile bit malfunction									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 204	Perform immediate action on an M98A1 Javelin hang fire									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 205	Perform immediate action on an M98A1 Javelin missile overheat malfunction									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 206	Perform immediate action on an M98A1 Javelin command launch unit BATTERY LOW warning indicator									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 207	Perform immediate action on an M98A1 Javelin night vision sight NOT COOL warning indicator									
					0.952	0.87	0.794			
					3	3	3			

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 208	Perform immediate action for an M98A1 Javelin BCU LOW warning indicator									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 209	Inspect an M98A1 Javelin command launch unit									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 210	Inspect an M98A1 Javelin round									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 211	Inspect an M98A1 Javelin firing position									
					0.952	0.87	0.794			
					3	3	3			
0351 - 1 - 212	Qualify with an M98A1 Javelin									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 256	Throw an M67 fragmentation grenade									
	1.111				0.952					
	6				6					
0351 - 1 - 257	Engage targets with grenades for distance and accuracy									
	1.111	1.02			0.952	0.87				
	6	6			6	6				
0351 - 1 - 260	Emplace an M49A1 surface trip flare									
	1.111	1.02			0.952	0.87				
	6	6			6	6				
0351 - 1 - 261	Recover an M49A1 surface trip flare									
				0.855						
				6						
0351 - 1 - 262	Emplace an M18A1 Claymore mine									
		1.02	0.98		0.952	0.87				
		6	6		6	6				
0351 - 1 - 262 (KD)	Emplace an M18A1 Claymore mine									
				0.855						
				6						
0351 - 1 - 263	Recover an M18A1 Claymore mine									
		1.02	0.98		0.952	0.87				
		6	6		6	6				

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 263 (KD)	Recover an M18A1 Claymore mine									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 264	Detonate an electric initiation set									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	3	3	3	3	3	3	3			
0351 - 1 - 265	Detonate a non-electric initiation set									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	3	3	3	3	3	3	3			
0351 - 1 - 266	Detonate a detonating cord single-firing system									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	3	3	3	3	3	3	3			
0351 - 1 - 267	Clear an electrical initiation set misfire									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 268	Clear a non-electric initiation set misfire									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 269	Clear a detonating cord firing system misfire									
		1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 277	Detonate a detonating cord dual firing system									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	3	3	3	3	3	3	3			
0351 - 1 - 278	Fall a tree using an external tree cutting charge									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 279	Sever steel using a steel cutting charge									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 280	Emplace an M1A2 bangalore torpedo									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 281	Bore a hole using a shaped charge									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 282	Form a hasty crater with a cratering charge									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 283	Perform a demolition breach of a door									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 291	Probe for a mine									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 292	Negotiate a wire obstacle by crossing over									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 293	Negotiate a wire obstacle by crossing under									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 294	Negotiate a wire obstacle by cutting									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 301	Perform operator maintenance on a AN/PVS-7 night vision goggles									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 302	Operate AN/PVS-7 night vision goggles									
		1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 305	Inspect optics									
			0.98	0.855		0.87	0.794			
			3	3		3	3			
0351 - 1 - 318	Issue an order									
			0.98	0.855		0.87	0.794			
			6	6		6	6			
0351 - 1 - 332	Identify armored vehicles									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	3	3	3	3	3	3	3			
0351 - 1 - 333	Challenge personnel entering an area									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			

INFANTRY T&R MANUAL

Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 334	React to a ground flare									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 335	React to an overhead flare									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 338	Perform creeping									
	1.111	1.02	0.98	0.855						
	6	6	6	6						
0351 - 1 - 339	Perform night walk									
	1.111	1.02	0.98	0.855						
	6	6	6	6						
0351 - 1 - 340	Move across an open area									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 341	Select a hasty firing position									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 342	Construct a one-man fighting hole									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 343	Execute unarmed close combat									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 344	Execute armed close combat									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 350	Move parallel to a building									
	1.111	1.02	0.98	0.855						
	6	6	6	6						
0351 - 1 - 351	Move past a first floor window									
	1.111	1.02	0.98	0.855						
	6	6	6	6						
0351 - 1 - 352	Move past a basement window									
	1.111	1.02	0.98	0.855						
	6	6	6	6						

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 353	Cross a wall									
	1.111	1.02	0.98	0.855						
	6	6	6	6						
0351 - 1 - 355	Observe around a corner									
	1.111	1.02	0.98	0.855						
	6	6	6	6						
0351 - 1 - 361	Determine the grid coordinates of a point on a map									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 362	Determine a grid azimuth using a protractor									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 363	Convert a magnetic azimuth to a grid azimuth									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 364	Convert a grid azimuth to a magnetic azimuth									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 365	Orient a map with a compass									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 366	Measure distance on a map									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 367	Determine the error in a lensatic compass									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 368	Orient a map by terrain association									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 369	Determine a back azimuth									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 370	Pre-set a lensatic compass and follow an azimuth during daylight									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 371	Pre-set a lensatic compass and follow an azimuth during darkness									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 372	Locate an unknown point by intersection									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 373	Locate an unknown position by modified resection									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 374	Locate an unknown position by resection									
		1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 382	Estimate range									
		1.02	0.98	0.855	0.952	0.87	0.794			
	3	3	3	3	3	3	3			
0351 - 1 - 418	Communicate using hand and arm signals									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 419	Communicate using a TA-1 field telephone									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 420	Communicate using a TA-312 field telephone									
		1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 421	Assemble a radio set									
						0.87	0.794			
						6	6			
0351 - 1 - 422	Maintain radio sets									
						0.87	0.794			
						6	6			
0351 - 1 - 423	Communicate using a AN/PRC-119 field radio in single channel mode									
						0.87	0.794			
						6	6			
0351 - 1 - 425	Waterproof communication gear									
						0.87	0.794			
						6	6			

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 431	Report information									
						0.87	0.794			
						6	6			
0351 - 1 - 438	Evaluate a casualty									
	1.02	0.98	0.855	0.952	0.87	0.794				
	6	6	6	6	6	6	6			
0351 - 1 - 439	Transmit a Casualty Report (CasRep)									
						0.87	0.794			
						6	6			
0351 - 1 - 440	Perform rescue breathing									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 441	Perform Cardiopulmonary Resuscitation (CPR)									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 442	Apply a pressure dressing									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 443	Apply a tourniquet									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 444	Perform first aid for a head wound									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 445	Perform first aid for a chest wound									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 446	Perform first aid for an abdominal wound									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 447	Perform first aid for a burn									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 448	Splint a fracture									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 449	Perform first aid for heatstroke									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 450	Perform first aid for frostbite									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 451	Perform first aid for a snakebite									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 452	Perform a one-man fireman carry									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 458	Perform operator maintenance for an M40 field protective mask with hood									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 459	Don an M40 field protective mask with hood									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 460	Drink from a canteen while wearing an M40 field protective mask with hood									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 461	Don personal protective equipment to MOPP Level 4									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 462	Perform individual decontamination									
		1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 463	Perform self-aid for a nerve agent									
0351 - 1 - 464	React to a nuclear attack without warning									
	1.111	1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			
0351 - 1 - 496	Conduct a debrief									
		1.02	0.98	0.855	0.952	0.87	0.794			
	6	6	6	6	6	6	6			

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 1 - 533			0.98	0.855			0.794			
			3	3			3			
0351 - 1 - 534			0.98	0.855			0.794			
			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

0351 - 2 - 270				0.855			0.794			
			6				6			
0351 - 2 - 271				0.855			0.794			
			6				6			
0351 - 2 - 272				0.855			0.794			
			6				6			
0351 - 2 - 273				0.855			0.794			
			6				6			
0351 - 2 - 274				0.855			0.794			
			6				6			
0351 - 2 - 275				0.855			0.794			
			6				6			
0351 - 2 - 276				0.855			0.794			
			6				6			
0351 - 2 - 377							0.794			
							6			
0351 - 2 - 378							0.794			
							6			
0351 - 2 - 379							0.794			
							6			
0351 - 2 - 388				0.855			0.794			
			6				6			

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Event Code	A	B	C	D	E	F	G	H	I	J
0351 - 2 - 389	Call for indirect fire using the polar method									
				0.855			0.794			
				6			6			
0351 - 2 - 390	Call for indirect fire using the shift from a known point method									
				0.855			0.794			
				6			6			

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CHAPTER 7

0351 ASSAULTMAN

APPENDIX C

LEVEL 1 TRAINING

**Purpose:**

The purpose of the Level 1 training is provide the knowledge and skills required to perform as an Assistant Gunner, Gunner, Team Leader, and Squad Leader, Assault Section, Weapons Platoon and Assistant Gunner, Gunner, Team Leader, and Squad Leader, Javelin Section, Anti-armor Platoon, Weapons Company.

**Administrative Notes:**

None.

**Prerequisites:**

The Marine will have completed the Infantry Assaultman Course.

**EVENT: 0351 - 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**

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

Expenditure of ammunition is not required.

**REFERENCES**

1. FMFM 0-8 Basic Marksmanship
- 

**EVENT: 0351 - 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**

0351 - 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.

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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

**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: 0351 - 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)

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**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: 0351 - 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**

0351 - 1 - 002

**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: 0351 - 1 - 006**

Unload an M9 pistol

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

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load.

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

**PREREQUISITES**

0351 - 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)

**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: 0351 - 1 - 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.

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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.
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.

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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.
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:** 0351 - 1 - 013

Perform operator maintenance for an M16A2 service rifle

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

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

**PERFORMANCE STEPS**

1. Clear the rifle.
2. Unsnap the sling.
3. Place the rifle on the butt stock, press down on the slip ring, and remove the hand guards.
4. Push the takedown pin as far as it will go and pivot the upper receiver from the lower receiver.
5. Push the receiver pivot pin and separate the upper and lower receivers.
6. Pull back on the charging handle and bolt carrier to remove the bolt carrier group.
7. Remove the charging handle.
8. Remove the firing pin retaining pin.
9. Put the bolt assembly in the locked position.
10. Drop the firing pin out of the rear of the bolt carrier.
11. Remove the bolt cam pin and then remove the bolt assembly from the carrier.
12. Remove the extractor pin and then remove the extractor and spring.
13. Press in on the buffer, depress retainer, and release the buffer. Then remove the buffer and the action spring.
14. Swab out the bore with a patch moistened with CLP.
15. Pull a bore brush through the bore and out the muzzle several times.
16. Pull a patch moistened with CLP through the bore and out the muzzle several times.
17. Thoroughly clean all areas of powder fouling on the upper receiver with CLP to include the chamber, locking lugs, and the gas tube.
18. Thoroughly clean the bolt carrier group with CLP to include the outer and inner surfaces, carrier key, firing pin recess and firing pin, firing pin hole, locking lugs, ejector, and areas behind the bolt ring and upper lip of extractor.
19. Thoroughly clean all areas of powder fouling, corrosion, and dirt on the lower receiver group to include the trigger mechanism, buffer, action spring, and inside lower receiver extension.
20. Inspect the bolt for cracks, fractures, and pits.
21. Inspect the firing pin to ensure it is not bent, cracked, or blunted.
22. Inspect the firing pin retaining pin to ensure it is not bent or badly worn.
23. Inspect the cam pin to ensure it is not cracked or chipped.
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.

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

INFANTRY T&R MANUAL

**EVENT: 0351 - 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: 0351 - 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**

0351 - 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.

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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
- 

### **EVENT: 0351 - 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

0351 - 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.



**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: 0351 - 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**

0351 - 1 - 014

**PERFORMANCE STEPS**

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

**EXTERNAL SUPPORT**

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

**WEAPON AND AMMUNITION**

<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: 0351 - 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
- 

**EVENT: 0351 - 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**

0351 - 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.

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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: 0351 - 1 - 021**

Combat reload an M16A2 service rifle

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

**Standard:** By reloading while maintaining awareness of any threat.

**PREREQUISITES**

0351 - 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)

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**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: 0351 - 1 - 022**

Clear an M16A2 service rifle

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

**Standard:** By placing the weapon in condition 4.

**PERFORMANCE STEPS**

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

**EXTERNAL SUPPORT**

1. Live fire range (if ammunition is used)

**WEAPON AND AMMUNITION**

<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: 0351 - 1 - 025**

Inspect an M16A2 service rifle

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

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

### PERFORMANCE STEPS

1. Clear the rifle.
2. Unsnap the sling.
3. Place the rifle on the butt stock, press down on the slip ring, and remove the hand guards.
4. Push the takedown pin as far as it will go and pivot the upper receiver from the lower receiver.
5. Push the receiver pivot pin and separate the upper and lower receivers.
6. Pull back on the charging handle and bolt carrier to remove the bolt carrier group.
7. Remove the charging handle.
8. Remove the firing pin retaining pin.
9. Put the bolt assembly in the locked position.
10. Drop the firing pin out of the rear of the bolt carrier.
11. Remove the bolt cam pin and then remove the bolt assembly from the carrier.
12. Remove the extractor pin and then remove the extractor and spring.
13. Press in on the buffer, depress retainer, and release the buffer. Then remove the buffer and the action spring.
14. Swab out the bore with a patch moistened with CLP.
15. Pull a bore brush through the bore and out the muzzle several times.
16. Pull a patch moistened with CLP through the bore and out the muzzle several times.
17. Thoroughly clean all areas of powder fouling on the upper receiver with CLP to include the chamber, locking lugs, and the gas tube.
18. Thoroughly clean the bolt carrier group with CLP to include the outer and inner surfaces, carrier key, firing pin recess and firing pin, firing pin hole, locking lugs, ejector, and areas behind the bolt ring and upper lip of extractor.
19. Thoroughly clean all areas of powder fouling, corrosion, and dirt on the lower receiver group to include the trigger mechanism, buffer, action spring, and inside lower receiver extension.
20. Inspect the bolt for cracks, fractures, and pits.
21. Inspect the firing pin to ensure it is not bent, cracked, or blunted.
22. Inspect the firing pin retaining pin to ensure it is not bent or badly worn.
23. Inspect the cam pin to ensure it is not cracked or chipped.
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.

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25. Lightly lubricate the inside of the upper receiver, bore and chamber, outer surfaces of barrel and front sight, and the surfaces under the hand guard with CLP.
26. Apply several drops of CLP to the front sight detent and depress several times to work the CLP into the spring.
27. Generously lube the bolt to include the cam pin area, bolt rings, and the outside of the bolt body with CLP. Use only a light coat of CLP on the firing pin recess of the bolt.
28. Lightly lube the firing pin, charging handle, and inner and outer surfaces of the bolt carrier with CLP.
29. Generously lube the slide and cam pin area of the bolt carrier with CLP.
30. Lightly lube the inside lower receiver extension, buffer, and action spring with CLP.
31. Generously lube the takedown and pivot pins, detents, and the moving parts inside of the lower receiver and their pins.
32. Apply several drops of CLP to the moving parts of the adjustable rear sight to include the elevation knob, elevation screw shaft, windage knob, windage screw, and detent holes.
33. Ensure the correct windage and battle sight zero is reset on the weapon.
34. Insert action spring and buffer.
35. Insert extractor and spring, and then push in the extractor pin.
36. Slide bolt into carrier and replace the bolt cam pin.
37. Drop in and seat the firing pin.
38. Pull bolt out and replace the firing pin retaining pin.
39. Engage, then push the charging handle part way.
40. Slide in the bolt carrier group, then push the charging handle and bolt carrier group together.
41. Join the upper and lower receivers and engage the receiver pivot pin.
42. Close the upper and lower receiver groups and push in the takedown pin.
43. Place the rifle on the butt stock and press down on the slip ring. Then install the hand guards and release the ring.
44. Snap on the sling.
45. Pull the charging handle to the rear and release. Place the selector lever on SAFE, pull the trigger, and ensure the hammer does not fall.
46. Place the selector lever on Semi, pull the trigger and hold to the rear. Hammer should fall.
47. Pull the charging handle to the rear and release. Release the trigger and pull again. Hammer should fall.
48. Place the selector lever on Burst. Pull the charging handle to the rear and release.
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: 0351 - 1 - 041**

Perform ten meter firing for an M249 squad automatic weapon

**Condition:** Given an M249 squad automatic weapon, ammunition, M40 field protective mask, NBC gloves, and a basic machine gun target, while wearing a fighting load.

**Standard:** By achieving 35 points of 51 points in accordance with the FM 23-14.

**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.

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**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.

**EXTERNAL SUPPORT**

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

**WEAPON AND AMMUNITION**

<u>Weapon:</u>	<u>M249</u>	<u>5.56mm light machinegun - squad automatic weapon</u>	<u>Quantity</u>
<u>DODIC</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:    0351 - 1 - 177**

Prepare an anti-armor range card

**Condition:**    Given a designated location, sector of fire, DA Form 5517-R, and a lensatic compass.

**Standard:**    By developing a card which contains each of the required items within 15 minutes.

**PERFORMANCE STEPS**

1. Illustrate prominent terrain features in the sector of fire.
2. Illustrate weapons position with proper weapon symbol and a six-digit grid.
3. Illustrate a known point and label back azimuth and distance from the known point to the weapon position.
4. Illustrate left and right lateral limits and label azimuth.
5. Illustrate minimum and maximum engagement lines and label distance.
6. Illustrate anticipated target engagement area, and label it as ATEA.
7. Illustrate target reference points and label azimuth and distance.
8. Illustrate dead space.
9. Illustrate magnetic north.

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10. Label marginal data with unit, type of position, date, and time.

**REFERENCES**

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions
  2. Javelin Contractor's Handout
  3. FMFM 2-11 Anti-armor Operations
- 

**EVENT: 0351 - 1 - 178**

Issue a fire command for an anti-armor weapon system

**Condition:** Given a situation and an anti-armor target.

**Standard:** In accordance with FM 23-34.

**PERFORMANCE STEPS**

1. Alert the crew for an immediate engagement, by announcing "Team/Squad," in order for the Gunner to begin observing the target area.
2. Give a target description, by announcing simple object identification.
3. Announce the direction of the target from the Gunner's position, to aid the Gunner in locating the target.
4. Announce the range of the target from the Gunner's position, to aid the Gunner in locating the target.
5. Announce the assignment of the team in the order they will engage the target.
6. Announce the method to be used for target engagement.
7. Announce subsequent commands to adjust, shift, cease, or suspend fire.

**RELATED ITS**

179

**REFERENCES**

1. FM 23-34 TOW Heavy Antitank Weapon System
- 

**EVENT: 0351 - 1 - 179**

Issue a fire command for an anti-armor section

**Condition:** Given a mission and an anti-armor section.

**Standard:** To prepare an anti-armor section to fire.

**PERFORMANCE STEPS**

1. Alert the crew for an immediate engagement, by announcing "Section" in order for the Gunners to begin observing the target area.
2. Give a target description, by announcing simple object identification.

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3. Announce the direction of the target from the section's position, to aid the Gunners in locating the target.
4. Announce the range of the target from the section's position, to aid the Gunners in locating the target.
5. Announce the assignment of the squads in the order they will engage the target.
6. Announce the method to be used for target engagement.
7. Announce subsequent commands to adjust, shift, cease, or suspend fire.

### RELATED ITS

175

### REFERENCES

1. FM 23-34 TOW Heavy Antitank Weapon System
- 

#### **EVENT: 0351 - 1 - 180**

Advise commander on employment of anti-armor weapons

**Condition:** Given an order with a commander's intent and a requirement to employ anti-armor weapons.

**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 KOCO A.
2. Consider the characteristics/capabilities of the TOW, the Javelin, and the Dragon.
3. Consider techniques of fire.
4. Consider employment of the TOW, the Javelin, and the Dragon in the offense and the defense.
5. Implement appropriate training.
6. Provide technical and tactical advice to all levels.
7. Recommend employment of anti-armor weapons.

### REFERENCES

1. TC 23-23 TOW Heavy Antitank Weapon System
  2. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
  3. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions
  4. FMFM 2-11 Anti-armor Operations
- 

#### **EVENT: 0351 - 1 - 181**

Engage targets with an M136 light anti-armor weapon

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

## INFANTRY T&R MANUAL

a fighting load.

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

### PERFORMANCE STEPS

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

### EXTERNAL SUPPORT

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

### WEAPON AND AMMUNITION

**Weapon:** Munitions/Demolitions

DODIC

Quantity

C995 ROCKET 83mm AT-4

8 each

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

### REFERENCES

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

INFANTRY T&R MANUAL

**EVENT:** 0351 - 1 - 182

Perform misfire procedures for an M136 light anti-armor weapon

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

**Standard:** In accordance with FM 23-25

**PERFORMANCE STEPS**

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

**EXTERNAL SUPPORT**

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

**WEAPON AND AMMUNITION**

**Weapon:** Munitions/Demolitions

DODIC

Quantity

C995 ROCKET 83mm AT-4

1 each

Expenditure of ammunition is not required.

**RELATED ITS**

181

**REFERENCES**

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

**EVENT:** 0351 - 1 - 185

Perform operator maintenance for a MK153 shoulder-launched multipurpose assault weapon (SMAW)

**Condition:** Given an SL-3 complete MK153 shoulder-launched multipurpose assault weapon (SMAW), cleaning gear, and lubricant.

**Standard:** In accordance with TM 08673A-10/1A.

**PERFORMANCE STEPS**

1. Place the weapon on SAFE.
2. Remove the rocket by turning the rocket counter-clockwise and pulling to the rear.
3. Remove the magazine by pushing the magazine release and pulling downwards on the magazine.
4. Pull cocking handle to the rear.
5. Visually inspect the chamber for spent ammunition or live rounds.
6. Release the cocking handle.
7. Remove the sling.
8. Remove the telescopic sight by turning the captivated thumbscrew counter-clockwise.
9. Depress the end of the recoil spring/buffer assembly.
10. Remove the tube cover.
11. Remove the recoil spring/buffer assembly.
12. Pull cocking lever to the rear.
13. Remove the cocking lever.
14. Remove the bolt/carrier assembly.
15. Disassemble the bolt/carrier assembly by rotating it counter-clockwise until the bolt separates into 2 pieces.
16. Clean the spotting rifle with an AP brush moistened with CLP, to remove all dirt, rust, and carbon.
17. Inspect the spotting rifle for carbon, dirt, rust, and serviceability.
18. Lightly lubricate the spotting rifle with CLP.
19. Clean the recoil spring/buffer assembly with an AP brush moistened with CLP to remove all dirt, rust, and carbon.
20. Inspect the recoil spring/buffer assembly for carbon, dirt, rust, and serviceability.
21. Lightly lubricate the recoil spring/buffer assembly with CLP.
22. Clean the bolt/carrier assembly with an AP brush moistened with CLP, to remove all dirt, rust, and carbon.
23. Inspect the bolt/carrier assembly carbon, dirt, rust, and serviceability.
24. Lightly lubricate the bolt/carrier assembly with CLP.
25. Clean the launch tube with wiping clothes dampened with CLP and an 83mm bore brush.
26. Inspect the launch tube carbon, dirt, rust, and serviceability.
27. Utilize a dry cloth and a 83mm bore brush to remove all traces of CLP.
28. Clean the telescopic sights with ethyl alcohol and lens tissue.
29. Inspect the telescopic sights for dirt, rust, and serviceability.
30. Assemble the bolt/carrier by turning the rear insert carrier counter-clockwise, until it stops.
31. Insert the bolt/carrier into the spotting rifle.

## INFANTRY T&R MANUAL

32. Insert the cocking handle into the bolt/carrier.
33. Insert the recoil spring/buffer assembly.
34. Insert tube cover onto the spotting rifle.
35. Attach telescopic sight to the sight mount by rotating the captivated thumbscrew clockwise.
36. Attach sling.
37. Place weapon in the SAFE position.
38. Squeeze the trigger. Nothing should happen.
39. Place the weapon in the FIRE position.
40. Squeeze the trigger. Nothing should happen.
41. Place the charging lever in the CHARGE position.
42. Squeeze the trigger. Listen for the audible click.
43. Place the weapon in the SAFE position.
44. Squeeze the trigger. Nothing should happen.
45. Place the weapon in the FIRE position.
46. Depress launch lever. Nothing should happen.
47. Squeeze the trigger. Listen for an audible click.
48. Pull the cocking lever back.
49. Return cocking lever forward.
50. Place weapon in the CHARGE position.
51. Squeeze the trigger, listening for an audible click.
52. Depress launch lever forward.
53. Squeeze the trigger. Observe the charging lever returning to the forward position.
54. Place the weapon in the SAFE position.

### REFERENCES

1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0
- 

### **EVENT: 0351 - 1 - 186**

Load a MK153 shoulder-launched multipurpose assault weapon (SMAW)

**Condition:** Given a MK153 shoulder-launched multipurpose assault weapon (SMAW), a rocket, and a magazine of spotting rounds, while wearing a fighting load.

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

### PERFORMANCE STEPS

1. Assume a kneeling position with the launcher across lap and the firing mechanism up, ensuring the weapon is on SAFE.
2. Grasp the rocket with one hand and remove the end cap with the other hand.
3. Remove the magazine from the end cap.

## INFANTRY T&R MANUAL

4. Insert the rocket into the launcher, rotating clockwise until it is locked into place.
5. Insert the magazine into the spotting rifle, ensuring it is properly seated.
6. Place the launcher into shoulder.
7. Pull the cocking handle to the rear and release.
8. Place the charging lever to the CHARGE position.

### EXTERNAL SUPPORT

1. Live fire range for SMAW (if live ammunition is used)

### WEAPON AND AMMUNITION

<b>Weapon:</b>	MK153	Shoulder launched Multipurpose Assault Weapon (SMAW)	
<u>DODIC</u>			<u>Quantity</u>
HX05	RKT 83mm, ASSAULT, (SMAW)		1 each

Expenditure of ammunition is not required.

### REFERENCES

1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0
- 

### **EVENT: 0351 - 1 - 187**

Engage a target with a MK153 shoulder-launched multipurpose assault weapon (SMAW)

**Condition:** Given an SL-3 complete, bore sighted MK153 shoulder-launched multipurpose assault weapon (SMAW), a rocket, and a magazine of spotting rounds, while wearing a fighting load.

**Standard:** By achieving a hit on the target.

### PREREQUISITES

0351 - 1 - 186

### PERFORMANCE STEPS

1. Select a firing site clear of obstructions and with a clear back-blast area.
2. Assume a firing position.
3. Acquire a target using the telescopic sight or open sight.
4. Estimate range to target.
5. Set the estimated range on the outer selector drum.
6. Ensure the temperature on the inner selector drum is set.
7. Place weapon on the "FIRE" position.
8. Fire spotting round at the target by squeezing the trigger, without depressing the launch lever.
9. Observe tracer impact in relation to the sight reticule, and adjust aiming point on target by moving the weapon.
10. Repeat steps 8 and 9 until spotting rounds impact center mass of target.

INFANTRY T&R MANUAL

11. Clear the back-blast area by physically observing the area behind the launcher and sounding off with "back-blast area all secure, rocket."
12. Depress the launch lever.
13. Squeeze the trigger to fire the rocket.
14. Place the weapon on the SAFE position.
15. Remove the magazine by depressing the magazine release and pulling downwards on the magazine.
16. Pull cocking handle to the rear.
17. Observe the chamber for brass and live ammunition.
18. Release the cocking handle.
19. Rotate the rocket counter-clockwise.
20. Remove rocket encasement by pulling it to the rear.
21. Observe the inner portion of the launch tube for serviceability.

**EXTERNAL SUPPORT**

1. Live fire range for SMAW

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	MK153	Shoulder launched Multipurpose Assault Weapon (SMAW)	
	<u>DODIC</u>		<u>Quantity</u>
	HX05	RKT 83mm, ASSAULT, (SMAW)	1 each

**RELATED ITS**

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**REFERENCES**

1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0
- 

**EVENT: 0351 - 1 - 188**

Engage a target with a MK153 shoulder-launched multipurpose assault weapon (SMAW) using an AN/PVS-4 night vision sight

**Condition:** Given a MK153 shoulder-launched multipurpose assault weapon (SMAW), a zeroed AN/PVS-4 night vision sight, a rocket, and a magazine of spotting ammunition, while wearing a fighting load.

**Standard:** By achieving a hit on the target.

**PREREQUISITES**

0351 - 1 - 186

**PERFORMANCE STEPS**

1. Remove the telescopic sight by rotating the captivated thumbscrew counter-clockwise.
2. Mount the AN/PVS-4, by rotating the captivated thumbscrew clockwise.
3. Remove the daylight cover and store.
4. Turn on the AN/PVS-4 and adjust the tube brightness and reticule brightness.

INFANTRY T&R MANUAL

5. Select a firing site clear of obstructions and with a clear back-blast area.
6. Assume a firing position.
7. Acquire a target, using the AN/PVS-4 reticule pattern aiming point.
8. Adjust focus ring on the AN/PVS-4, for best clarity.
9. Estimate range to target.
10. Set the estimated range on the outer selector drum.
11. Ensure the temperature on the inner selector drum is set.
12. Place weapon on the "FIRE" position.
13. Fire spotting round at the target by squeezing the trigger, without depressing the launch lever.
14. Observe tracer impact in relation to the sight reticule, and adjust aiming point on target by moving the weapon.
15. Repeat steps 13 and 14 until spotting rounds impact center mass of target.
16. Clear the back-blast area by physically observing the area behind the launcher and sounding off with, "back-blast area all secure, rocket."
17. Depress the launch lever.
18. Squeeze the trigger to fire the rocket.
19. Place the weapon on the SAFE position.
20. Remove the magazine by pressing magazine release and pulling downward.
21. Pull cocking handle to the rear.
22. Observe the chamber for brass and ammunition.
23. Release the cocking handle.
24. Rotate the rocket counter-clockwise.
25. Remove rocket encasement.
26. Observe the inner portion of the launch tube for serviceability.

**EXTERNAL SUPPORT**

1. Live fire range for SMAW

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	MK153	Shoulder launched Multipurpose Assault Weapon (SMAW)	
	<u>DODIC</u>		<u>Quantity</u>
	HX05	RKT 83mm, ASSAULT, (SMAW)	1 each

**RELATED ITS**

186

**REFERENCES**

1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0
  2. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4
-

**EVENT: 0351 - 1 - 189**

Perform immediate action for a MK153 shoulder-launched multipurpose assault weapon (SMAW) spotting rifle

**Condition:** Given a MK153 shoulder-launched multipurpose assault weapon (SMAW) and a magazine of spotting rounds, while wearing a fighting load.

**Standard:** By returning the spotting rifle into action.

**PERFORMANCE STEPS**

1. Tap the magazine with the palm of the right hand.
2. Pull the cocking handle to the rear, and ensure a round is ejected.
3. Observe the chamber for brass and ammunition.
4. Release the cocking handle, chambering a new round.
5. Attempt to fire the spotting rifle again.

**EXTERNAL SUPPORT**

1. Live fire range for SMAW

**WEAPON AND AMMUNITION**

<b>Weapon:</b> MK153	Shoulder launched Multipurpose Assault Weapon (SMAW)	
<u>DODIC</u>		<u>Quantity</u>
AX11	CTG, 9mm, SPOTTING RIFLE,(SMAW)	4 each

**REFERENCES**

1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0
- 

**EVENT: 0351 - 1 - 190**

Perform immediate action for a MK153 shoulder-launched multipurpose assault weapon (SMAW) launcher

**Condition:** Given a MK153 shoulder-launched multipurpose assault weapon (SMAW), magazine, and spotting rounds, while wearing a fighting load

**Standard:** By returning the launcher into action.

**PERFORMANCE STEPS**

1. Wait 15 seconds to ensure the rocket does not launch.
2. Release the launch lever and trigger and place the weapon on SAFE.
3. Charge the weapon.
4. Place weapon on FIRE, and attempt to fire again.
5. If the weapon fails to fire again, wait 15 seconds.
6. Release the launch lever and trigger, and place the weapon on SAFE.
7. Assume a kneeling position.
8. Rotate the SMAW upside down, and place on the left knee.
9. Remove the rocket by turning the rocket counter-clockwise and pulling it to the rear.

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10. Rotate the rocket 180 degrees. Replace the rocket into the SMAW, and rotate clockwise until seated.
11. Place weapon on FIRE and attempt to fire.
12. If the weapon fails to fire again, wait 15 seconds.
13. Release the charging lever and trigger, and place the weapon on SAFE.
14. Assume a kneeling position.
15. Remove the rocket by rotating counter-clockwise.
16. Replace the forward end cap, and place the rocket on the ground, pointed down range.

**EXTERNAL SUPPORT**

1. Live fire range for SMAW (if live ammunition is used)

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	MK153	Shoulder launched Multipurpose Assault Weapon (SMAW)	
	<u>DODIC</u>		<u>Quantity</u>
	HX06	RKT 83mm, HEAA (SMAW)	1 each

Expenditure of ammunition is not required to perform the task to standard.

**REFERENCES**

1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0
- 

**EVENT: 0351 - 1 - 191**

Inspect a MK153 shoulder-launched multipurpose assault weapon (SMAW)

**Condition:** Given an SL-3 complete shoulder-launched multipurpose assault weapon (SMAW).

**Standard:** In accordance with TM 08673A-10/1A.

**PERFORMANCE STEPS**

1. Pull cocking handle to the rear.
2. Visually inspect the chamber for spent ammunition or live rounds.
3. Release the cocking handle.
4. Depress the end of the recoil spring/buffer assembly.
5. Remove the tube cover.
6. Remove the recoil spring/buffer assembly.
7. Pull cocking lever to the rear.
8. Remove the cocking lever.
9. Remove the bolt/carrier assembly.
10. Disassemble the bolt/carrier assembly by rotating it counter-clockwise until the bolt separates into 2 pieces.
11. Clean the spotting rifle with an AP brush moistened with CLP, to remove all dirt, rust, and carbon.

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12. Inspect the spotting rifle for carbon, dirt, rust, and serviceability.
13. Ensure the spotting rifle is lightly lubricated with CLP.
14. Inspect the recoil spring/buffer assembly for carbon, dirt, rust, and serviceability.
15. Ensure the recoil spring/buffer assembly is lightly lubricated with CLP.
16. Inspect the bolt/carrier assembly for carbon, dirt, rust, and serviceability.
17. Ensure the bolt/carrier assembly is lightly lubricated with CLP.
18. Inspect the launch tube for carbon, dirt, rust, and serviceability.
19. Inspect the telescopic sights for dirt, rust, and serviceability.
20. Assemble the bolt/carrier by turning the rear insert carrier counter-clockwise, until it stops.
21. Insert the bolt/carrier into the spotting rifle.
22. Insert the cocking handle into the bolt/carrier.
23. Insert the recoil spring/buffer assembly.
24. Insert tube cover onto the spotting rifle.
25. Place weapon in the SAFE position.
26. Squeeze the trigger. Nothing should happen.
27. Place the weapon in the "FIRE" position.
28. Squeeze the trigger. Nothing should happen.
29. Place the charging lever in the "CHARGE" position.
30. Squeeze the trigger and listen for the audible click.
31. Place the weapon in the SAFE position.
32. Squeeze the trigger. Nothing should happen.
33. Place the weapon in the "FIRE" position.
34. Depress launch lever. Nothing should happen.
35. Squeeze the trigger and listen for an audible click.
36. Pull the cocking lever back.
37. Return cocking lever forward.
38. Place weapon in the "CHARGE" position.
39. Squeeze the trigger and listen for an audible click.
40. Depress launch lever forward.
41. Squeeze the trigger, observing the charging lever returning to the forward position.
42. Place the weapon in the SAFE position.

### REFERENCES

1. TM 08673A-10/1 Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0
- 

### **EVENT: 0351 - 1 - 192**

Advise commander on employment of the shoulder-launched multipurpose

## INFANTRY T&R MANUAL

assault weapon (SMAW)

**Condition:** Given an order with a commander's intent and a requirement to employ the shoulder-launched multipurpose assault weapon (SMAW).

**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 SMAW.
3. Consider techniques of fire.
4. Consider employment in the offense and the defense.
5. Implement appropriate training.
6. Provide technical and tactical advice to all levels.
7. Recommend employment of the SMAW.

### REFERENCES

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

### **EVENT: 0351 - 1 - 195**

Perform operator maintenance for an M98A1 Javelin command launch unit

**Condition:** Given an SL-3 complete M98A1 Javelin command launch unit, and cleaning gear.

**Standard:** In accordance with TM 09397B-12/1.

### PERFORMANCE STEPS

1. Clean the main housing with rags by removing all dirt.
1. Inspect the main housing for damage.
2. Clean absorbers with rags by removing all dirt.
3. Inspect the absorbers for rips and tears.
4. Clean lens covers with rags by removing all dirt.
5. Inspect lens covers for damage.
6. Clean night vision sight lens with water.
7. Inspect the night vision sight lens for damage.
8. Inspect humidity indicator for serviceability.
9. Clean round interface connector with an all-purpose brush, by removing all dirt.
10. Inspect round interface connector for damage.
11. Clean round interface bracket with rags, by removing all dirt.
12. Inspect round interface bracket for damage.
13. Clean the right handgrip with rags, by removing all dirt.
14. Inspect the right handgrip for damage.
15. Clean the trigger with rags, by removing all dirt.

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16. Inspect the trigger for damage.
17. Clean the GATE ADJ/CTRS switch with rags, by removing all dirt.
18. Inspect the GATE ADJ/CTRS switch for damage.
19. Clean the ATTK SEL switch, by removing all dirt.
20. Inspect the ATTK SEL switch for damage.
21. Clean the FLTR switch with rags, by removing all dirt.
22. Inspect the FLTR switch for damage.
23. Clean the left handgrip with rags, by removing all dirt.
24. Inspect the left handgrip for damage.
25. Clean the seeker trigger with rags, by removing all dirt.
26. Inspect the seeker trigger for damage.
27. Clean the SGT SEL switch with rags, by removing all dirt.
28. Inspect the SGT SEL switch for damage.
29. Clean the FOCUS switch with rags, by removing all dirt.
30. Inspect the FOCUS switch for damage.
31. Clean the power switch with rags, by removing all dirt.
32. Inspect the power switch for damage.
33. Clean the battery compartment with rags, by removing all dirt.
34. Inspect the battery compartment for damage.
35. Clean the BA5590/U battery with rags, by removing all dirt.
36. Inspect the BA5590/U battery for damage.
37. Clean the diopter ring with rags, by removing all dirt.
38. Inspect the diopter for damage.
39. Clean the eye piece with rags, by removing all dirt.
40. Inspect the eye piece for damage.
41. Clean the detector dewar cooler with rags, by removing all dirt.
42. Inspect the detector dewar cooler for damage.
43. Insert the BA5590/U battery into the battery compartment.
44. Close the battery compartment.
45. Set the power switch to the NIGHT position.
46. Adjust diopter ring for clarity.
47. Verify day indicators are lit.
48. Allow 2.5 minutes for the night vision sight to cool down.
49. Verify night sight NOT READY indicator goes out.
50. Turn power switch to TEST position and release.
51. Observe all 14 indicators being lit for about 5 seconds.
52. Observe all 14 indicators go out.
53. Observe software version data display.
54. Operate triggers, as prompted.
55. Observe checkerboard gray scale.
56. Operate command launch unit switches.

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57. Observe corresponding indicator lights as switch is activated.
58. Observe day indicator is lit.
59. Turn off the command launch unit and set aside.
60. Inspect command launch unit carry bag for tears, rips, and holes.
61. Remove and inventory the contents of the command launch unit carry bag.
62. Clean the command launch unit carry bag, by removing all dirt.
63. Replace all components to the command launch unit carry bag.

**REFERENCES**

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

**EVENT: 0351 - 1 - 196**

Perform operator maintenance for an M98A1 Javelin missile

**Condition:** Given an M98A1 Javelin encased missile and authorized cleaning gear.

**Standard:** In accordance with TM 09397B-12/1.

**PERFORMANCE STEPS**

1. Inspect the forward end cap for damage.
2. Inspect the guide pin of the forward end cap for damage.
3. Remove forward end cap, and inspect seeker dome for damage.
4. Replace the forward end cap.
5. Inspect the BCU status indicator for serviceability of the BCU.
6. Inspect the BCU for damage.
7. Inspect the CLU interface connector for damage.
8. Inspect the bracket for damage.
9. Inspect the latch assembly for damage.
10. Inspect the latch release for damage.
11. Inspect the shoulder pad for damage.
12. Inspect the shoulder strap for damage.
13. Inspect the rear end cap for damage.
14. Inspect the launch tube assembly for damage.

**REFERENCES**

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

**EVENT: 0351 - 1 - 197**

Prepare an M98A1 Javelin for firing

**Condition:** Given an M98A1 Javelin command launch unit and an encased missile.

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

**PREREQUISITES**

0351 - 1 - 210

**PERFORMANCE STEPS**

1. Place the round on the ground with the latch assembly facing up.
2. Remove the protective cover from the round interface connector.
3. Remove the protective cover from the command launch unit interface connector.
4. Place the round interface bracket in the round hooks.
5. Engage round and command launch unit interface connectors.
6. Remove forward end cap.
7. Open day sight and night vision sight lens covers on the command launch unit.
8. Set power switch to NIGHT position.
9. Adjust diopter ring for best clarity.
10. Verify the day indicator and night sight NOT READY indicators are lit.
11. Wait 2.5 minutes for NVS to cool down.
12. Verify night sight NOT READY indicator goes out.
13. Press SGT SEL switch and observe the DAY indicator goes out, the WFOV video appears, and the WFOV indicator is lit.
14. Press the SGT SEL switch again and observe the DAY indicator goes out, the NFOV video appears, and the NFOV indicator is lit.
15. Press up on the FOCUS switch, and hold until the NFOV indicator begins to flash.
16. Press down on the FOCUS switch, and hold until the NFOV indicator begins to flash again.
17. Select a target in the command launch unit display.
18. Adjust focus for clear video using the FOCUS switch.
19. Adjust contrast of command launch unit display for clear video by pressing GATE ADJ/CTRS & BRT switch left and right.
20. Adjust brightness of command launch unit display for clear video by pressing GATE ADJ/CTRS & BRT switch up and down.
21. Press FLTR switch and observe command launch unit display becomes darker and FLTR indicator is lit.
22. Press FLTR switch again and observe command launch unit display brightness and the FLTR indicator goes out.
23. Press SGT SEL switch and observe NFOV indicator goes out, the DAY FOV appears, and DAY indicator is lit.
24. Turn power switch on the command launch unit to the OFF position.
25. Close day sight and night vision sight lens covers.

**RELATED ITS**

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**REFERENCES**

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

**EVENT: 0351 - 1 - 198**

Engage a target with an M98A1 Javelin

**Condition:** Given an M98A1 Javelin command launch unit and an encased missile, while wearing a fighting load.

**Standard:** By achieving a hit on the target.

**PREREQUISITES**

0351 - 1 - 197

**PERFORMANCE STEPS**

1. Select a firing site, ensuring it is clear of obstructions and has a clear back-blast area.
2. Assume a firing position.
3. Using the command launch unit, acquire a target and determine range by using the stadia lines.
4. Cycle through the fields of view for best clarity of target.
5. Determine attack mode.
6. Sight along the top of the missile, to ensure overhead clearance.
7. Lift seeker trigger guard, and activate the seeker.
8. Release the seeker trigger after SEEK and MISSILE NOT READY indicators go out.
9. Change attack mode by pressing ATTK SEL switch, if necessary.
10. Announce "Tracking."
11. Adjust tracking gates to fit tightly around the target.
12. Ensure the back-blast area is secure.
13. Center the cross hairs on the target and hold seeker trigger until cross hairs stop flashing.
14. Squeeze the firing trigger, and launch the missile.
15. Disconnect the launch tube assembly from the command launch unit, and discard expended launch tube assembly.

**WEAPON AND AMMUNITION**

**Weapon:** Javelin

DODIC

Quantity

Javelin round

1 each

No rounds have been allocated for training purposes.

**RELATED ITS**

197

**REFERENCES**

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

**EVENT: 0351 - 1 - 199**

Perform immediate action for an M98A1 Javelin missile not ready indicator

**Condition:** Given an M98A1 Javelin with a steady, illuminated MISSILE NOT READY warning indicator; while wearing a fighting load.

**Standard:** By returning the weapon into action.

**PERFORMANCE STEPS**

1. Verify the amber warning indicator comes on when squeezing the seeker trigger.
2. Wait for the warning indicator to go out.
3. Fire the missile.

**REFERENCES**

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

**EVENT: 0351 - 1 - 200**

Perform immediate action on an M98A1 Javelin command launch unit bit failure warning indicator

**Condition:** Given an M98A1 Javelin weapon system with an illuminated command launch unit BIT FAILURE warning indicator, while wearing a fighting load.

**Standard:** By returning the weapon into action.

**PERFORMANCE STEPS**

1. Verify the red command launch unit BIT FAILURE indicator is illuminated.
2. Turn the command launch unit off.
3. Turn the command launch unit back on.
4. If the red command launch unit BIT FAILURE indicator is still illuminated, turn the command launch unit off.
5. Replace the command launch unit battery.
6. Turn the command launch unit back on.
7. Replace the command launch unit, if the indicator is still on.

**REFERENCES**

1. Javelin Contractor's Handout
-

**EVENT: 0351 - 1 - 201**

Perform immediate action for a flashing WFOV indicator for the M98A1 Javelin

**Condition:** Given an M98A1 Javelin weapon system with a flashing WFOV indicator, while wearing a fighting load.

**Standard:** By returning the weapon into action.

**PERFORMANCE STEPS**

1. Verify the green WFOV indicator is flashing.
2. Adjust focus in the opposite direction.

**REFERENCES**

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

**EVENT: 0351 - 1 - 202**

Perform immediate action on an M98A1 Javelin flashing missile NOT READY indicator

**Condition:** Given an M98A1 Javelin weapon system with a flashing missile NOT READY indicator, while wearing a fighting load.

**Standard:** By returning the weapon into action.

**PERFORMANCE STEPS**

1. Verify the amber MISSILE NOT READY indicator is flashing.
2. Fire the round within 30 seconds.

**REFERENCES**

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

**EVENT: 0351 - 1 - 203**

Perform immediate action on an M98A1 Javelin missile bit malfunction

**Condition:** Given an M98A1 Javelin weapon system with a flashing MISSILE BIT FAILURE indicator, while wearing a fighting load.

**Standard:** By returning the weapon into action.

**PERFORMANCE STEPS**

1. Verify the red MISSILE BIT FAILURE indicator is flashing.
2. Attempt to re-engage the target.
3. Release the seeker and fire triggers.
4. Re-acquire the target, if necessary.
5. Reattempt lock-on.
6. Reattempt to fire the Javelin.

## INFANTRY T&R MANUAL

7. Turn off the command launch unit and ground the Javelin, if the MISSLE BIT FAILURE continues.
8. Keep the Javelin pointed in the direction of the target, and ensure the back-blast area remains clear.
9. Turn off the CLU, and disconnect it from the round.
10. Check both interface connectors.
11. Reconnect the CLU and turn it on.
12. Attempt to re-engage the target.
13. Turn off the CLU, if MISSLE BIT FAILURE continues.
14. Ground the Javelin and disconnect the CLU from the round.
15. Move 25 meters to either flank of the round.

### REFERENCES

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

### **EVENT: 0351 - 1 - 204**

Perform immediate action on an M98A1 Javelin hang fire

**Condition:** Given an M98A1 Javelin weapon system with a flashing HANGFIRE indicator, while wearing a fighting load.

**Standard:** By returning the weapon into action.

### PERFORMANCE STEPS

1. Verify the red HANGFIRE indicator is flashing.
2. Release the seeker and fire triggers.
3. Keep the weapon pointed down range for 60 seconds in a combat situation and 5 minutes during a training situation.
4. Announce "Misfire," to alert others of the malfunction.
5. Place the weapon on the ground, and turn off the CLU. Remove it from the round.
6. Move 25 meters to either flank of the round.

### REFERENCES

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

### **EVENT: 0351 - 1 - 205**

Perform immediate action on an M98A1 Javelin missile overheat malfunction

**Condition:** Given an M98A1 Javelin weapon system with a steady MISSLE NOT READY indicator, while wearing a fighting load.

**Standard:** By returning the weapon into action.

INFANTRY T&R MANUAL

**PERFORMANCE STEPS**

1. Verify the MISSILE NOT READY indicator is illuminated.
2. Obtain a replacement round.

**REFERENCES**

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

**EVENT: 0351 - 1 - 206**

Perform immediate action on an M98A1 Javelin command launch unit BATTERY LOW warning indicator

**Condition:** Given an M98A1 Javelin weapon system with an illuminated command launch unit BATTERY LOW indicator warning indicator, while wearing a fighting load.

**Standard:** By returning the weapon into action.

**PERFORMANCE STEPS**

1. Verify the red command launch unit BATTERY LOW indicator is illuminated.
2. Replace the battery within 5 minutes.

**REFERENCES**

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

**EVENT: 0351 - 1 - 207**

Perform immediate action on an M98A1 Javelin night vision sight NOT COOL warning indicator

**Condition:** Given an M98A1 Javelin weapon system with an illuminated night vision sight NOT COOL warning indicator, while wearing a fighting load.

**Standard:** By returning the weapon into action.

**PERFORMANCE STEPS**

1. Verify the amber night vision sight NOT COOL indicator is illuminated.
2. Wait 2.5 minutes for the night vision sight to cool down.

**REFERENCES**

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

**EVENT: 0351 - 1 - 208**

Perform immediate action for an M98A1 Javelin BCU LOW warning indicator

## INFANTRY T&R MANUAL

**Condition:** Given an M98A1 Javelin weapon system with an illuminated BCU low indicator warning indicator, while wearing a fighting load.

**Standard:** By returning the weapon into action.

### PERFORMANCE STEPS

1. Verify the red BCU LOW indicator is illuminated.
2. Attempt to fire the round within 30 seconds for a flashing indicator.
3. Replace the BCU.

### REFERENCES

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

### **EVENT: 0351 - 1 - 209**

Inspect an M98A1 Javelin command launch unit

**Condition:** Given an M98A1 Javelin command launch unit, and a BA5590/U battery.

**Standard:** In accordance with TM 09397B-12/1.

### PERFORMANCE STEPS

1. Inspect the main housing for damage.
2. Inspect the absorbers for rips and tears.
3. Inspect lens covers for damage.
4. Inspect night vision sight lens for damage.
5. Inspect humidity indicator for serviceability.
6. Inspect round interface connector for damage.
7. Inspect round interface bracket for damage.
8. Inspect the right handgrip for damage.
9. Inspect the trigger for damage.
10. Inspect the GATE ADJ/CTRS switch for damage.
11. Inspect the ATTK SEL switch for damage.
12. Inspect the FLTR switch for damage.
13. Inspect the left handgrip for damage.
14. Inspect the seeker trigger for damage.
15. Inspect the SGT SEL switch for damage.
16. Inspect the FOCUS switch for damage.
17. Inspect the power switch for damage.
18. Inspect the battery compartment for damage.
19. Inspect the BA5590/U battery for damage.
20. Inspect the diopter for damage.
21. Inspect the eye piece for damage.
22. Inspect the Detector Dewar Cooler for damage.

## INFANTRY T&R MANUAL

23. Insert the BA5590/U battery into the battery compartment.
24. Close the battery compartment.
25. Set the power switch to the NIGHT position.
26. Adjust diopter ring for clarity.
27. Verify day indicators are lit.
28. Allow 2.5 minutes for NVS to cool down.
29. Verify night sight NOT READY indicator goes out.
30. Turn power switch to TEST position and release.
31. Observe all 14 indicators being lit for about 5 seconds.
32. Observe all 14 indicators go out.
33. Observe software version data display.
34. Operate triggers as prompted.
35. Observe checkerboard gray scale.
36. Operate CLU switches.
37. Observe corresponding indicator lights as switch is activated.
38. Observe DAY indicator is lit.
39. Turn off the CLU and set aside.
40. Inspect CLU carry bag for tears, rips, and holes.
41. Remove and inventory the contents of the CLU carry bag.
42. Replace all components to the CLU carry bag.

### REFERENCES

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual, JAVELIN (CD ROM)
- 

### **EVENT: 0351 - 1 - 210**

Inspect an M98A1 Javelin round

**Condition:** Given an M98A1 Javelin round.

**Standard:** In accordance with TM 09397B-12/1.

### PERFORMANCE STEPS

1. Inspect the forward end cap for damage.
2. Inspect the guide pin of the forward end cap for damage.
3. Inspect the BCU status indicator for serviceability of the BCU.
4. Inspect the BCU for damage.
5. Inspect the command launch unit interface connector for damage.
6. Inspect the bracket for damage.
7. Inspect the latch assembly for damage.
8. Inspect the latch release for damage.
9. Inspect the shoulder pad for damage.
10. Inspect the shoulder strap for damage.

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11. Inspect the rear end cap for damage.
12. Inspect the launch tube assembly for damage.

**EXTERNAL SUPPORT**

1. Live fire range for Javelin

**WEAPON AND AMMUNITION**

<b>Weapon:</b> Javelin	
<u>DODIC</u>	<u>Quantity</u>
	1 each

**REFERENCES**

1. TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
- 

**EVENT: 0351 - 1 - 211**

Inspect an M98A1 Javelin firing position

**Condition:** Given a mission, a sector of fire, a Javelin firing position, an SL-3 complete Javelin, and ammunition.

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

**PERFORMANCE STEPS**

1. Ensure the position has a clear field of fire in the assigned sector of fire.
2. Ensure the back-blast area behind the fighting position is clear of all personnel, obstructions, and loose objects.
3. Inspect the elbow shelf to ensure the dimensions are 6 inches wide, 2 feet long, and 6 inches deep in the front of the fighting position.
4. Inspect the primary back-blast slope, ensuring the dimensions are 2 feet wide, 2 feet long, and 1½ feet deep in the rear of the fighting position.
5. Inspect the secondary back-blast and primary back-blast slope, ensuring the dimensions are 1 foot wide, 1½ feet long, and 1 foot deep, gradually sloping behind the primary back-blast slope.
6. Inspect the standing area primary back-blast slope, ensuring the dimensions are 3 feet from front to rear, 6 feet wide, and armpit deep.
7. Ensure all the dirt from the fighting position is placed behind the position for the back-blast berm, 2 feet high.

**REFERENCES**

1. Javelin Contractor's Handout
- 

**EVENT: 0351 - 1 - 212**

Qualify with an M98A1 Javelin

**Condition:** Given an M98A1 Javelin command launch unit, and a basic skills trainer, while wearing a fighting load.



## INFANTRY T&R MANUAL

### PERFORMANCE STEPS

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

### EXTERNAL SUPPORT

1. Grenade pit with stationary target

### WEAPON AND AMMUNITION

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

### REFERENCES

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

### **EVENT: 0351 - 1 - 257**

Engage targets with grenades for distance and accuracy

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

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

### PERFORMANCE STEPS

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

**EXTERNAL SUPPORT**

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

**WEAPON AND AMMUNITION**

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

**RELATED ITS**

256

**REFERENCES**

1. FM 23-30 Grenades and Pyrotechnic Signals

**EVENT: 0351 - 1 - 260**

Emplace an M49A1 surface trip flare

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

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

**PERFORMANCE STEPS**

1. Inspect for straightness of the pull pin.
2. Inspect for alignment of the safety clip and the holes in cover loading assembly.
3. Inspect for corrosion and looseness of the cover loading assembly.
4. Inspect for a deformed flare and/or mounting bracket.
5. Inspect for tension and position of trigger spring.
6. Inspect for legibility of the ammunition lot number.
7. Loosen both wing-nuts on the mounting bracket.
8. Remove the flare assembly from the mounting bracket by sliding upward.
9. Place the flare in safe place until the mounting bracket is ready for use.
10. Nail or clamp the mounting bracket firmly to a stationary object and in the upright position, with the trigger assembly up.
11. Attach the trip wire to a rigid object, approximately 40 feet to the right of the mounting bracket.
12. Return to the mounting bracket, while unrolling the trip wire.
13. Insert the trip wire through the hole in the trigger, and pull the wire taut.
14. Rotate the trigger counter-clockwise 1/4 turn, and center trigger over the opening between the tabs on the top of the mounting bracket.
15. Pull the trip wire tight to hold the trigger. Then wrap the trip wire around the trigger, and twist the trip wire until it is secure.
16. Check to ensure the trip wire is free of snags and will not bind. Ensure the trigger is centered between the tabs.

INFANTRY T&R MANUAL

17. Replace the flare into the mounting bracket so the lower tip of the firing lever is centered between the tabs on the top of the mounting bracket and 1/16 of an inch above the trigger body.
18. Clamp the flare into position by tightening only the upper wing-nut hand tight.
19. Check to ensure the firing lever is clear to spring outward when the trigger is tripped.
20. Hold the firing lever firmly against the flare.
21. Remove the safety clip from the holes in the cover loading assembly, and retain the safety clip on the person.
22. Carefully release pressure on the firing lever until it rests against the trigger.

**WEAPON AND AMMUNITION**

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

Expenditure of ammunition is not required.

**RELATED ITS**

261

**REFERENCES**

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

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**EVENT: 0351 - 1 - 261**

Recover an M49A1 surface trip flare

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

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

**PERFORMANCE STEPS**

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

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**WEAPON AND AMMUNITION**

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

Expenditure of ammunition is not required.

**RELATED ITS**

260

**REFERENCES**

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

**EVENT: 0351 - 1 - 262**

Emplace an M18A1 Claymore mine

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

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

**PERFORMANCE STEPS**

1. Ensure the mine and all accessories are in the bandoleer.
2. Remove and maintain possession of the M57 firing device and the M40 test set.
3. Remove the dust cover from the connector of the M57 firing device and from the female connector of the M40 test set.
4. Plug the M40 test set into the M57 firing device. Leave the combination shorting plug and dust cover assembly on the other end of the M40 test set.
5. Position the M57 firing device bail to the fire position. Actuate the handle of the M57 firing device with a firm, quick squeeze and observe the flashing of the lamp through the window of the M40 test set.
6. If the lamp does not flash (on and off), disconnect and reconnect the shorting plug dust cover on the M40 test set. Retest.
7. Position the M57 firing device bail to the SAFE position.
8. Remove the electrical firing wire, leaving the mine in the bandoleer.
9. Remove the shorting plug dust cover from the connector of the firing wire.
10. Remove the shorting plug dust cover from the other end of the M40 test set.
11. Plug the connector of the firing wire into the M40 test set.
12. Position the M57 firing device bail to the fire position. Ensure no friendly personnel are near the blasting cap, as it may detonate.
13. Actuate the handle of the M57 firing device with a firm, quick squeeze and observe the flashing of the lamp through the window of the M40 test set.
14. If there is no flash, replace the blasting cap and retest.
15. Position the M57 firing device bail to the SAFE position.

## INFANTRY T&R MANUAL

16. Disconnect the firing wire from the M40 test set.
17. Connect the shorting plug dust cover to the firing wire.
18. Secure the shorting plug end of the firing wire at the firing position.
19. Place the bandoleer on your shoulder and unroll the firing wire to the position selected for emplacing the mine.
20. Remove the mine from the bandoleer. Turn the legs rearward and then downward. Spread each pair of legs about 45 degrees. One leg should protrude to the front and one to the rear of the mine.
21. Position the mine with the surface marked FRONT TOWARD ENEMY and the arrows on top of the mine pointing in the direction of the enemy or the desired area of fire.
22. Select an aiming point is about 50 meters (150 feet) to the front the mine and about 2 1/2 meters (8 feet) above the ground.
23. Position the eye about 15 centimeters (6 inches) to the rear of the sight.
24. Aim the mine by sighting through the peep sight. The groove of the sight should be in line with the aiming point. The aiming point should be in the center of the desired area of coverage, and the bottom edge of the peep sight should be parallel to the ground is to be covered with the fragment spray.
25. Secure the firing wire about 1 meter behind the mine.
26. Unscrew one of the shipping plug priming adapters from the mine.
27. Slide the slotted end of the shipping plug priming adapter onto the firing wires of the blasting cap between the crimped connections and the blasting cap.
28. Pull the excess wire through the slotted end of the adapter until the top of the blasting cap is firmly seated in the bottom portion of the shipping plug priming adapter.
29. Screw the adapter with blasting cap into the detonator.
30. Re-check the aim of the mine.
31. Camouflage the mine and, if possible, bury the firing wire to protect it from fire and enemy detection.
32. Make certain you have the bandoleer and other accessories. Then move to the covered firing position at least 16 meters to the rear or the side of the emplaced mine.
33. Before connecting the M57 firing device to the firing wire, make certain the safety bail is in the SAFE position and all friendly troops within 250 meters of the front and sides and 100 meters of the rear of the mine are under cover.
34. Remove the dust cover on the M57 firing device. Remove the combination shorting plug and dust cover from the end of the firing wire, and connect the M57 firing device to the firing wire.
35. Position the M57 firing device bail to the FIRE position.
36. Actuate the handle of the M57 firing device with a firm, quick squeeze.

### **EXTERNAL SUPPORT**

1. Appropriate demolition range (if ammunition is used)

INFANTRY T&R MANUAL

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
K143	MINE, APERS, M18A1, W/ACCES	1 each

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

**RELATED ITS**

263

**REFERENCES**

1. FM 23-23 Antipersonnel Mine M18A1 Claymore
- 

**EVENT: 0351 - 1 - 263**

Recover an M18A1 Claymore mine

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

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

**PERFORMANCE STEPS**

1. Position the M57 firing device bail to the SAFE position.
2. Disconnect the firing wire from the firing device.
3. Replace the combination shorting plug dust cover on the firing wire connector and the dust cover on the M57 firing device.
4. Unscrew and remove the shipping plug priming-adapter containing the blasting cap from the mine.
5. Remove the blasting cap and firing wire from the shipping plug priming-adapter.
6. Reverse the shipping plug priming-adapter, and screw the plug end of the adapter into the detonator well.
7. Remove the firing wire from its secure position.
8. Re-roll the blasting cap and firing wire, and place it in its cardboard container.
9. Remove the mine from its emplacement.
10. Repack the mine and its accessories into their respective pockets in the bandoleer.

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
K143	MINE, APERS, M18A1, W/ACCES	1 each

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

**RELATED ITS**

262

**REFERENCES**

1. FM 23-23 Antipersonnel Mine M18A1 Claymore
- 

**EVENT: 0351 - 1 - 264**

Detonate an electric initiation set

**Condition:** Given an M6 electric blasting cap, firing wire, an M51 test set, M2 cap crimpers, explosive charge, and a blasting machine, while wearing a fighting load.

**Standard:** By achieving detonation of the blasting cap.

**PERFORMANCE STEPS**

1. Test for proper operation, and maintain control of the blasting machine.
2. Perform a function check of the M51 test set by depressing the handle sharply and observing the indicator lamp does not illuminate.
3. Hold the M2 cap crimpers across the binding posts of the M51 test set. Press the handle sharply, and observe illumination of the indicator lamp.
4. Connect one end of the firing wire to the M51 test set binding posts. Shunt the other end of the firing wire. Squeeze the M51 test set handle, and observe illumination of the indicator lamp.
5. With one end of the firing wire connected to the M51 binding posts, unshunt the other end of the firing wire. Squeeze the M51 test set handle, and observe the indicator lamp does not illuminate. Shunt one end of the firing wire.
6. Lay out the firing wire from the charge and the firing point keeping it as straight and as short as possible.
7. Repeat steps 4 and 5 to retest the firing wire.
8. Remove the cap from its spool. Place the cap in the palm of the hand with lead wires passing between the index and middle fingers.
9. Wrap the blasting cap wire around the palm of the hand twice. Grasp the wire spool with the free hand and unreel the wire. Completely unreel the cap wires from the cardboard spool.
10. Place the blasting cap under a sandbag or helmet, while extending the wires to their full length.
11. Remove the short circuit shunt from the cap wires.
12. Attach the cap wires to the binding posts of the M51 test set. Squeeze the test set handle, and observe the indicator lamp flashes.
13. Connect the blasting cap lead wires to the firing wire using a western union pigtail splice. Wrap the splices with electrical insulation tape.
14. Prime the charge, and return to the firing point.
15. From the firing point, retest the firing circuit by unshunting the firing wire, connecting the firing wire to the binding posts of the M51 test set, squeezing the handle of the M51 test set, and observing illumination of the indicator lamp. Reshunt the firing wire.

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16. Ensure all personnel are accounted for. Announce, "Fire in the hole" loudly 3 times. Then connect the firing wire to the binding posts of the blasting machine.

17. Seek cover, and initiate the charge using the blasting machine.

**EXTERNAL SUPPORT**

1. Demolitions Range

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	<u>Quantity</u>
<u>DODIC</u>		
M030	CHG, DEMO, 1/4 LB BLOCK TNT	1 each
M130	CAP, BLASTING, ELEC	1 each

**REFERENCES**

1. FM 5-250 Explosives and Demolitions

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**EVENT: 0351 - 1 - 265**

Detonate a non-electric initiation set

**Condition:** Given an M7 non-electric blasting cap, M700 time fuse, a fuse igniters, explosive charge, and M2 cap crimpers, while wearing a fighting load.

**Standard:** By achieving detonation of the blasting cap.

**PERFORMANCE STEPS**

1. Cut and discard the first 6 inches of time fuse with the M2 cap crimpers.
2. Cut a 3-foot length of time fuse with the M2 cap crimpers.
3. Ignite the 3-foot length of time fuse with a fuse igniter, and determine the total burn time.
4. Convert minutes into seconds and divide by 3 to determine the burn time per foot of time fuse.
5. Determine amount of time fuse necessary for the required time delay.
6. Cut required length of time fuse with the M2 cap crimpers, ensuring the ends are cut squarely.
7. Attach a fuse igniter to the time fuse by removing the shipping plug. Push the time fuse into the open end of the fuse igniter until it is fully seated. Tighten the fuse holder cap. Leave the safety pin attached to the igniter.
8. Hold the blasting cap between the thumb and ring finger of one hand, with the forefinger of the same hand on the closed end of the blasting cap.
9. Inspect the blasting cap by looking into the open end. Observe for presence of a yellow-colored ignition charge. Ensure dirt or foreign material is not present inside the blasting cap.
10. Hold the time fuse vertically, with the square cut end up, and slip the blasting cap gently down over the fuse so the flash charge in the cap touches the fuse.

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11. Grasp the fuse with the thumb and ring finger, while applying slight pressure with the forefinger on the closed end of the cap. Use the opposite hand to grasp the M2 cap crimpers. Place the crimping jaws around the cap at a point 1/8 to 1/2 inch from the open end.
12. The thumb and ring finger hold the fuse are below the M2 crimpers. Rest the second finger of the hand holding the fuse on top of the crimpers to prevent the M2 cap crimpers from sliding up the cap.
13. Extend both arms straight out while rotating the hands so the closed end of the blasting cap is pointing away from the body and away from other personnel.
14. Crimp the blasting cap by firmly squeezing the M2 cap crimper handles together until the crimper handles stop coming together. Ensure the head is bowed while crimping so the face is not exposed in the event of accidental detonation of the blasting cap.
15. Inspect the crimp connection of the blasting cap and the time fuse.
16. Prime the charge by inserting the blasting cap into the explosive. Secure the blasting cap to the charge with a priming adapter or tape.
17. Remove the safety pin from the fuse igniter. Grasp the pull ring; turn the ring a 1/4 of a turn clockwise; and give it a quick, hard pull.
18. Lay the fuse igniter on the ground and seek cover.

### EXTERNAL SUPPORT

1. Demolitions Range

### WEAPON AND AMMUNITION

<u>Weapon:</u>	Munitions/Demolitions	<u>Quantity</u>
DODIC		
M030	CHG, DEMO, 1/4 LB BLOCK TNT	1 each
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	1 each
M766	IGNITOR, TIME, BLASTING, M60	1 each

### REFERENCES

1. FM 5-250 Explosives and Demolitions
- 

### **EVENT: 0351 - 1 - 266**

Detonate a detonating cord single-firing system

**Condition:** Given detonating cord, an initiation set, and explosive charges, while wearing a fighting load.

**Standard:** By achieving detonation of the charge.

### PERFORMANCE STEPS

1. Wrap and secure detonating cord around each charge.
2. Lay out a length of detonating cord, sufficient to connect all of the charges.

INFANTRY T&R MANUAL

3. Connect each primed charge to the length of detonating cord, using a square knots or detonating cord clips and reinforcing each splice with tape.
4. Attach the blasting cap of a prepared initiation set to within 6 inches of the firing point end of the detonating cord, using tape leaving 1/8 to 1/4 inch of the blasting cap exposed.
5. Seek cover and detonate the charge(s).

**EXTERNAL SUPPORT**

1. Demolitions Range

**REFERENCES**

1. FM 5-250 Explosives and Demolitions
- 

**EVENT: 0351 - 1 - 267**

Clear an electrical initiation set misfire

**Condition:** Given an unexploded charge primed with an electric initiation set, an M51 test set, a blasting machine, and 1 pound, primed charge, while wearing a fighting load.

**Standard:** By ensuring sympathetic detonation of the charge.

**PERFORMANCE STEPS**

1. Immediately attempt to re-fire the charge with the blasting machine.
2. Check the wire connection and blasting machine terminals to ensure connections are tight and no bare wires are touching.
3. Disconnect the blasting machine from the firing circuit and retest the blasting machine. If the blasting machine fails, utilize another blasting machine and attempt to fire again. If the blasting machine passes, reconnect and again attempt to fire the circuit.
4. Disconnect the blasting machine from the firing wire.
5. Utilize the M51 test set to test the firing circuit. If the circuit fails, shunt the firing wire by twisting the wires together and inspect the entire firing circuit for wire breaks or short circuits without handling the blasting cap. If the firing circuit passes, reconnect the blasting machine and again attempt to fire.
6. If unable to correct the misfire, place a primed, 1 pound charge against the misfired charge and detonate it.

**EXTERNAL SUPPORT**

1. Demolitions Range

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
M030	CHG, DEMO, 1/4 LB BLOCK TNT	1 each
M130	CAP, BLASTING, ELEC	1 each

**RELATED ITS**

264

**REFERENCES**

1. FM 5-250 Explosives and Demolitions
  2. FM 5-34 Engineer Field Data; Field Expediant Charges
- 

**EVENT: 0351 - 1 - 268**

Clear a non-electric initiation set misfire

**Condition:** Given an unexploded charge primed with a non-electric initiation set and 1 pound, primed charge, while wearing a fighting load.

**Standard:** By ensuring sympathetic detonation of the charge.

**PERFORMANCE STEPS**

1. Wait a minimum of 30 minutes from the estimated time of detonation.
2. Inspect the initiation set to determine cause of misfire.
3. Place 1 pound, primed charge against the misfired charge.
4. Detonate the primed charge.

**EXTERNAL SUPPORT**

1. Demolitions Range

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	<u>Quantity</u>
<u>DODIC</u>		
M032	CHG, DEMO, 1-LB BLOCK TNT	1 each
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	30 each
M766	IGNITOR, TIME, BLASTING, M60	1 each

**RELATED ITS**

265

**REFERENCES**

1. FM 5-250 Explosives and Demolitions
  2. FM 5-34 Engineer Field Data; Field Expediant Charges
- 

**EVENT: 0351 - 1 - 269**

Clear a detonating cord firing system misfire

**Condition:** Given an unexploded, detonating primed charge; and an initiation set; while wearing a fighting load.

**Standard:** By ensuring sympathetic detonation of the charge.

INFANTRY T&R MANUAL

**PERFORMANCE STEPS**

1. For non-electric initiation sets, wait until the time fuse has stopped burning and 30 minutes after the estimate time of detonation.
2. Inspect the initiation set.
3. Cut the detonating cord between the blasting cap and the charge.
4. Attach a new initiation set 6 inches from the firing point end of the detonating cord.
5. Attempt to fire the charge.

**EXTERNAL SUPPORT**

1. Demolitions Range

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
M032	CHG, DEMO, 1-LB BLOCK TNT	1 each
M456	DETONATING CORD	30 each

**RELATED ITS**

266

**REFERENCES**

1. FM 5-250 Explosives and Demolitions
- 

**EVENT: 0351 - 1 - 277**

Detonate a detonating cord dual firing system

**Condition:** Given detonating cord, an initiation set and explosive charges, while wearing a fighting load.

**Standard:** By achieving detonation of the charge(s).

**PERFORMANCE STEPS**

1. Separately wrap and secure 2 lengths of detonating cord around each charge.
2. Lay out 2 lengths of detonating cord are sufficient in length to connect all of the charges.
3. Connect each primed charge to both lengths of detonating cord, using a square knots or detonating cord clips, and reinforcing each splice with tape.
4. Attach a blasting cap of a prepared initiation set to within 6 inches of the firing point end of each length of detonating cord using tape leaving 1/8 to 1/4 inch of the blasting cap exposed.
5. Seek cover, and detonate the charges.

**EXTERNAL SUPPORT**

1. Demolitions Range

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**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
M456	DETONATING CORD	30 each

**RELATED ITS**

266

**REFERENCES**

1. FM 5-250 Explosives and Demolitions
- 

**EVENT: 0351 - 1 - 278**

Fall a tree using an external tree cutting charge

**Condition:** Given a squad demolition kit, an initiation set and/or firing system, C-4 or TNT explosives, and a tree or pole, while wearing a fighting load.

**Standard:** By falling the tree or pole in the required direction.

**PERFORMANCE STEPS**

1. Determine the diameter of the tree approximately 5 feet above the ground.
2. Calculate the amount of explosive necessary to cut the tree.
3. Remove the bark from around the tree approximately 5 feet above the ground and wide enough to accommodate the charge.
4. Shape the explosive so it is rectangular in shape, 1 to 2 inches thick, and twice as wide as it is high.
5. Orient the explosive's longest dimension horizontally and secure the explosive to the tree on the side in which it is intended to fall using duct tape.
6. Prime the explosive with an initiation set and move to the firing point.
7. Account for all personnel and then announce, "Fire in the hole", 3 times.
8. Seek cover and initiate the charge or initiate the charge and seek cover.

**EXTERNAL SUPPORT**

1. Demolitions Range

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

**REFERENCES**

1. FM 5-250 Explosives and Demolitions
- 

**EVENT: 0351 - 1 - 279**

Sever steel using a steel cutting charge

**Condition:** Given an individual demolition kit, an initiation set and/or firing system, C-4 or M118 sheet explosives, and a steel rail or plate, while wearing a fighting load.

**Standard:** By cutting the steel rail or plate into 2 sections.

**PERFORMANCE STEPS**

1. Determine the configuration of the steel to be cut.
2. Determine the composition of the steel to be cut.
3. Calculate the size of the charge by the configuration, composition, and size of the steel to be cut.
4. Shape the charge so the width of the charge's cross section is between 1 and 3 times its thickness.
5. Place and secure the explosives so the charge is continuous over the complete line of the proposed cut, and there is close contact between the charge and the target.
6. Prime the charge with an initiation set. Prime long charges every 4 to 5 feet. If butting C-4 packages end to end along the line of cut, prime every fourth charge.
7. Ensure the direction of initiation is perpendicular to the target.
8. Account for all personnel and then announce, "Fire in the hole," 3 times.
9. Seek cover, and initiate the charge or initiate the charge, and seek cover.

**EXTERNAL SUPPORT**

1. Demolitions Range

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	<u>Quantity</u>
<u>DODIC</u>		
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

**REFERENCES**

1. FM 5-250 Explosives and Demolitions
- 

**EVENT: 0351 - 1 - 280**

Emplace an M1A2 bangalore torpedo

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**Condition:** Given an M1A2 bangalore torpedo demolition kit, non-electric blasting cap, time fuse, fuse igniter, a priming adapter, and a wire obstacle or minefield, while wearing a fighting load.

**Standard:** By clearing a lane through the obstacle or minefield.

### PERFORMANCE STEPS

1. Assume a covered position near the object.
2. Place the nose sleeve on one end of a tube assembly.
3. Slide the tube assembly under the obstacle or across the target, nose sleeve first.
4. Connect a connecting sleeve to the near end of the extended tube.
5. Connect another tube into the connecting sleeve, and slide the tube assembly farther under the obstacle or across the target.
6. Repeat performance steps 4 and 5 until the interconnected tube assemblies span the depth of the wire obstacle or minefield.
7. Prime the charge with a non-electric blasting cap, using the priming adapter, and move to the firing point.
8. Account for all personnel and then announce, "Fire in the hole," 3 times.
9. Initiate the charge by removing the safety pin from the fuse igniter, turning the ignition ring 1/4 turn clockwise, and pulling the ignition ring.
10. Lay the fuse igniter on the ground, and seek cover.

### EXTERNAL SUPPORT

1. Demolitions Range

### WEAPON AND AMMUNITION

<u>Weapon:</u>	<u>Munitions/Demolitions</u>	<u>Quantity</u>
DODIC		
M028	DEMO KIT, BANGALORE TORPEDO	1 each
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	1 each
M766	IGNITOR, TIME, BLASTING, M60	1 each

### RELATED ITS

271

### REFERENCES

1. FM 5-250 Explosives and Demolitions

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**EVENT:** 0351 - 1 - 281

Bore a hole using a shaped charge

**Condition:** Given an individual demolition kit, a demolition mission, an M2A4 or M3A1 shaped demolition charge, detonating cord, M700 time fuse, M60 fuse igniter, and an M7 non-electric blasting

## INFANTRY T&R MANUAL

cap.

**Standard:** By achieving the desired detonation effect.

### PERFORMANCE STEPS

1. Analyze the target to determine the type of charge, based on the desired demolition effect.
2. Center the charge over the target point.
3. Align the axis of the charge with the direction of the desired hole.
4. Use the pedestal to obtain the proper standoff distance. If the pedestal does not provide the proper standoff distance, suspend the charge at the proper height on pickets or tripods.
5. Remove any obstructions in the cavity liner or between the charge and the target.
6. Construct a non-electric initiation set.
7. Insert the blasting cap into the shaped charge cap well, and secure with a priming adapter.
8. If the mission requires the demolition of multiple charges, connect each charge into a detonating cord ring or line main. Make all branch line connections before priming any shaped charges.
9. Account for all personnel. Take cover, and fire the charge(s).

### EXTERNAL SUPPORT

1. Demolitions Range

### WEAPON AND AMMUNITION

<u>Weapon:</u>	<u>Munitions/Demolitions</u>	<u>Quantity</u>
DODIC		
M420	CHG, DEMO, SHAPED, 15 LB	1 each
M456	DETONATING CORD	30 each
M670	FUZE, BLASTING, TIME	1 each
M766	IGNITOR, TIME, BLASTING, M60	1 each

### RELATED ITS

270

### REFERENCES

1. FM 5-250 Explosives and Demolitions

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### **EVENT: 0351 - 1 - 282**

Form a hasty crater with a cratering charge

**Condition:** Given an individual demolition kit, a road or avenue of approach, explosives, detonating cord, M700 time fuse, M60 fuse igniter, detonating cord, and an M7 non-electric blasting cap.

**Standard:** By achieving the desired detonation effect.

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**PERFORMANCE STEPS**

1. Analyze the target, and calculate the number of charges.
2. Create boreholes at least 5 feet deep and spaced at 5 foot intervals across the area to be cratered, by digging, or by using shaped charges.
3. Load the boreholes with 10 pounds of explosives per foot of borehole depth. If using the composition H6 cratering charge, supplement each charge with additional explosives to obtain the required amount.
4. Prime each explosive charge with a detonating cord dual firing system. If using the composition H6 cratering charge, dual prime each charge accordingly.
5. Construct a non-electric initiation set.
6. Connect the detonating cord firing system to the initiation set.
7. Account for all personnel. Take cover, and fire the charge.

**EXTERNAL SUPPORT**

1. Demolitions Range

**WEAPON AND AMMUNITION**

<u>Weapon:</u>	<u>Munitions/Demolitions</u>	<u>Quantity</u>
DODIC		
M023	CHG, DEMO, 1 1/4 LB BLOCK C-41	1 each
M097	CAP, BLASTING, INERT, NON-ELEC	1 each
M456	DETONATING CORD	30 each
M670	FUZE, BLASTING, TIME	1 each

**RELATED ITS**

274

**REFERENCES**

1. FM 5-250 Explosives and Demolitions
- 

**EVENT: 0351 - 1 - 283**

Perform a demolition breach of a door

**Condition:** Given a wooden or light metal door, an individual demolition kit, detonating cord, M700 time fuse, M7 blasting cap, M60 fuse igniter, duct tape, and double contact tape.

**Standard:** By achieving the desired detonation effect.

**PERFORMANCE STEPS**

1. Lay out and cut double contact tape to the required length.
2. Place the double contact tape with the exposed side facing up.
3. Place a strand of detonating cord at least 8 inches longer than the length of the double contact tape down the center of the double contact tape.

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4. Place additional strands of detonating cord, cut to the same length as the double contact tape, along side the center strand. Ensure all strands of detonating cord are touching.
5. Cover the strands of detonating cord and the exposed side of the double contact tape with duct tape.
6. Tie an overhand knot in the end of the long strand of detonating cord, making a 6 inch detonating cord pigtail.
7. Peel off the double contact tape backing and attach to the target from top to the bottom and straight up and down on the door.
8. Construct a non-electric initiation set.
9. Prime the detonating cord pigtail with the initiation set.
10. Account for all personnel. Take cover, and fire the charge.

### EXTERNAL SUPPORT

1. Demolitions Range
2. Mock door for explosive breaching

### REFERENCES

1. FM 5-250 Explosives and Demolitions
- 

### **EVENT: 0351 - 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: 0351 - 1 - 292**

Negotiate a wire obstacle by crossing over

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

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

**PERFORMANCE STEPS**

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

**EXTERNAL SUPPORT**

1. Wire

**RELATED ITS**

293                      294

**REFERENCES**

1. MCWP 3-11.3 Scouting and Patrolling
- 

**EVENT: 0351 - 1 - 293**

Negotiate a wire obstacle by crossing under

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

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

**PERFORMANCE STEPS**

1. Remove the fighting load.
2. Tie the fighting load to the right leg, using a length of cord or a strap.
3. Grasp the lowest strands with the hands, or use the weapon to keep the body clear of the wire.
4. Back crawl under the obstacle, while pulling the fighting load with the right leg

**EXTERNAL SUPPORT**

1. Wire

**RELATED ITS**

292                      294

**REFERENCES**

1. MCWP 3-11.3 Scouting and Patrolling
- 

**EVENT: 0351 - 1 - 294**

Negotiate a wire obstacle by cutting

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

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

**PERFORMANCE STEPS**

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

**EXTERNAL SUPPORT**

1. Wire

**RELATED ITS**

293                      294

**REFERENCES**

1. MCWP 3-11.3 Scouting and Patrolling
- 

**EVENT: 0351 - 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.

## INFANTRY T&R MANUAL

4. Inspect lenses for cracks or damage. Scratches and gouges are acceptable if operation is not affected.
5. Ensure the battery cap and battery cap retainer are present.
6. Remove the battery cap and inspect for moisture, cracks, and corroded or defective spring contacts. Inspect for the presence of preformed packing inside the cap.
7. Rotate diopter adjustment rings to make sure the eye pieces move freely through the range of motion and are not loose.
8. Inspect eye pieces for dirt, dust, and cracked or torn cups. Inspect for bent, broken, or improperly fitting eyecup. If necessary, clean with water.
9. Slide each eye piece back and forth to check for binding or looseness.
10. Rotate objective lens focus ring to ensure free range of movement.
11. Inspect the infinity focus-locking ring for tightness.
12. Inspect for cracked, torn, or missing lens cap. Inspect cord for cuts, damage, or frayed ends. Re-tie ends if necessary.
13. Remove any batteries and turn the switch from reset/OFF to ON to IR/pull. Each position should have a definite stopping point. Inspect for broken or missing knob.
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:** 0351 - 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.

## INFANTRY T&R MANUAL

### PERFORMANCE STEPS

1. Install battery(ies).
2. Don the head mount or helmet mount.
3. Install the goggles into the mount socket.
4. Depress the side buttons and move the goggles fore or aft to set the appropriate eye relief.
5. Adjust straps.
6. Turn the power switch to the on position.
7. Adjust the tilt adjustment lock knob, if helmet mounted.
8. Adjust the eye pieces by sliding them together or apart so each eye can observe the entire field of view.
9. While obstructing view through the right eye piece, rotate the left diopter adjustment ring to obtain the clearest view.
10. Adjust the eye relief distance by pressing the socket release button and sliding the goggles fore or aft to obtain a full field of view.
11. Readjust the diopter adjustment rings for the best image.
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: 0351 - 1 - 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

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7. TM 11-5855-238-10 Operator's Manual, Night Vision Goggles, AN/PVS-5 series
  8. TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)
  9. TM 11-5860-201-10 Laser Infrared Observation Set AN/GVS-5
  10. TM 10271A-10/1 Technical Manual for AN/PVS-14, Monocular NVD
  11. TM 10470A-12&P/1A Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-2A
  12. TM 11-5855-262-10-2 Night Vision Goggles
  13. TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)
- 

### **EVENT: 0351 - 1 - 318**

Issue an order

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

**Standard:** In accordance with FMFM 6-5.

#### **PERFORMANCE STEPS**

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

#### **RELATED ITS**

315                      320

#### **REFERENCES**

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

### **EVENT: 0351 - 1 - 332**

Identify armored vehicles

**Condition:** Given armored vehicles.

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

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### PERFORMANCE STEPS

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

### ADMINISTRATIVE INSTRUCTIONS

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

### RELATED ITS

331

### REFERENCES

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

### **EVENT: 0351 - 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: 0351 - 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: 0351 - 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: 0351 - 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: 0351 - 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: 0351 - 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: 0351 - 1 - 341**

Select a hasty firing position

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

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

**PERFORMANCE STEPS**

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

**RELATED ITS**

342

**REFERENCES**

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

**EVENT: 0351 - 1 - 342**

Construct a one-man fighting hole

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

**Standard:** In accordance with FMFM 6-5.

**PERFORMANCE STEPS**

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

**EXTERNAL SUPPORT**

1. Training area where digging is permitted

**RELATED ITS**

341

**REFERENCES**

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

**EVENT: 0351 - 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: 0351 - 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: 0351 - 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: 0351 - 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



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

**PERFORMANCE STEPS**

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

**EXTERNAL SUPPORT**

1. MOUT Facility / MOUT training area

**REFERENCES**

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

**EVENT: 0351 - 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: 0351 - 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: 0351 - 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: 0351 - 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: 0351 - 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: 0351 - 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: 0351 - 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: 0351 - 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**

0351 - 1 - 366

0351 - 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**

0351 - 1 - 366

0351 - 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: 0351 - 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**

0351 - 1 - 366

0351 - 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: 0351 - 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

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**EVENT: 0351 - 1 - 418**

Communicate using hand and arm signals

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

**Standard:** By performing each of the signals correctly.

**PERFORMANCE STEPS**

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

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

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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
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### **EVENT: 0351 - 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.

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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: 0351 - 1 - 420**

Communicate using a TA-312 field telephone

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

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

### PERFORMANCE STEPS

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

### REFERENCES

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

### **EVENT: 0351 - 1 - 421**

Assemble a radio set

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

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

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### 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:** 0351 - 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.

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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: 0351 - 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

0351 - 1 - 421

### PERFORMANCE STEPS

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

## INFANTRY T&R MANUAL

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

### RELATED ITS

421

### REFERENCES

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

### **EVENT: 0351 - 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

0351 - 1 - 421

### PERFORMANCE STEPS

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

### RELATED ITS

421

422

### REFERENCES

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

**EVENT: 0351 - 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: 0351 - 1 - 438**

Evaluate a casualty

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

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

**PERFORMANCE STEPS**

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

INFANTRY T&R MANUAL

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

**REFERENCES**

1. FMFRP 4-52 First Aid
- 

**EVENT: 0351 - 1 - 439**

Transmit a Casualty Report (CasRep)

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

**Standard:** By including each of the required items.

**PERFORMANCE STEPS**

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

**RELATED ITS**

423                      424

**REFERENCES**

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

**EVENT: 0351 - 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.

## INFANTRY T&R MANUAL

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: 0351 - 1 - 441**

Perform Cardiopulmonary Resuscitation (CPR)

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

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

### PERFORMANCE STEPS

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

INFANTRY T&R MANUAL

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: 0351 - 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: 0351 - 1 - 443**

Apply a tourniquet

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

**Standard:** By stopping the bleeding.

INFANTRY T&R MANUAL

**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: 0351 - 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: 0351 - 1 - 445**

Perform first aid for a chest wound

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

INFANTRY T&R MANUAL

**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: 0351 - 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: 0351 - 1 - 447**

Perform first aid for a burn

INFANTRY T&R MANUAL

**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:** 0351 - 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:** 0351 - 1 - 449

Perform first aid for heatstroke

## INFANTRY T&R MANUAL

**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: 0351 - 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: 0351 - 1 - 451**

Perform first aid for a snakebite

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

INFANTRY T&R MANUAL

**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: 0351 - 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.

## INFANTRY T&R MANUAL

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: 0351 - 1 - 458**

Perform operator maintenance for an M40 field protective mask with hood

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

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

### PERFORMANCE STEPS

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

## INFANTRY T&R MANUAL

19. Inspect harness straps for cuts, tears, missing parts, or deterioration, such as mildewing or fraying.
20. Inspect the head harness buckles for bends, cracks, chips, corrosion, or missing buckles. Pull on the head harness straps and ensure the buckles hold the straps tight.
21. Grasp the tab at the bottom of the outlet valve cover, and lift the bottom portion of the outlet valve cover.
22. Ensure the outlet valve disk is present and is not curled or distorted. Rotate the outlet valve disk to ensure it is not sticking.
23. Ensure the outlet valve disk is present and is not curled or distorted. Rotate the outlet valve disk to ensure it is not sticking.
24. Inspect the outlet valve disk for nicks or rips. Wipe off any moisture with clean cheesecloth.
25. Inspect outlet valve seat for dirt.
26. Inspect outlet valve cover for cuts, tears, moisture, or holes. Wipe off any moisture with a soft, dry cloth.
27. Inspect the internal drink tube and external drink tube for presence, cracks, or cuts.
28. Inspect internal drink tube for proper alignment.
29. Inspect external drink tube for solid connection.
30. Inspect the internal and external drink tube for clogs by connecting an M1 canteen cap and blowing air through the system.
31. Inspect the drinking system for leaks.
32. Ensure the airflow deflector is securely mounted inside the face piece and that both flanges are in the mounting holes of the face piece and are not broken.
33. Check the mounting holes for cuts or tears.
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.

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

### REFERENCES

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

### **EVENT: 0351 - 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.

## INFANTRY T&R MANUAL

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: 0351 - 1 - 460**

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

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

**Standard:** Without becoming a casualty.

### PREREQUISITES

0351 - 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.

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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: 0351 - 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 overbooks 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
-

INFANTRY T&R MANUAL

**EVENT: 0351 - 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**

0351 - 1 - 461

**PERFORMANCE STEPS**

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

**RELATED ITS**

459

461

**REFERENCES**

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

**EVENT: 0351 - 1 - 463**

Perform self-aid for a nerve agent

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

**Standard:** In accordance with FMFM 11-11.

**PERFORMANCE STEPS**

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

**REFERENCES**

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

**EVENT: 0351 - 1 - 464**

React to a nuclear attack without warning

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

**Standard:** In accordance with FM 3-4.

**PERFORMANCE STEPS**

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

**REFERENCES**

1. FM 3-4 NBC Protection
- 

**EVENT: 0351 - 1 - 496**

Conduct a debrief

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

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

**PERFORMANCE STEPS**

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

**REFERENCES**

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

**EVENT: 0351 - 1 - 533**

Direct the employment of assault units in support of offensive operations

**Condition:** Given an assault unit and an order to conduct offensive operations.

**Standard:** To provide effective support from the assault unit in support of the ground scheme of maneuver.

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### PERFORMANCE STEPS

1. Determine method and type of support for the assault unit.
2. Request additional assets (demolitions, rockets, etc.).
3. Position assault unit with infantry security.
4. Direct the employment of rocket assets.
5. Direct the employment of demolitions.
6. Position assault unit to best support consolidation.

### EXTERNAL SUPPORT

1. Maneuver/Training area

### REFERENCES

1. FMFM 2-11 Anti-armor Operations
  2. FM 5-250 Explosives and Demolitions
- 

### **EVENT: 0351 - 1 - 534**

Direct the employment of assault units in support of defensive operations

**Condition:** Given an assault unit and an order to conduct defensive operations.

**Standard:** To provide effective support from the assault unit in support of the ground scheme of maneuver.

### PERFORMANCE STEPS

1. Determine method of support and tentative primary defensive positions.
2. Determine type of fires to be employed, target precedence, and engagement criteria.
3. Consider employment of assault unit to assist in construction of obstacles.
4. Emplace assault units to best support the defense.
5. Identify alternate and supplementary positions.
6. Ensure coordination is conducted with adjacent units.
7. Compile completed range cards and ensure integration of fires, in accordance with defensive plan.
8. Supervise delivery of fires for the defense and counterattack.

### EXTERNAL SUPPORT

1. Maneuver/Training area

### REFERENCES

1. FMFM 2-11 Anti-armor Operations
  2. FM 5-102 Countermobility
-

INFANTRY T&R MANUAL

CHAPTER 7

0351 ASSAULTMAN

APPENDIX D

LEVEL 2 TRAINING

**Purpose:**

The purpose of the Level 2 training is to provide the knowledge and skills required to perform as a Section Leader, Assault Section, Weapons Platoon, and Squad Leader, Javelin Section, Anti-armor Platoon, Weapons Company.

**Administrative Notes:**

None.

**Prerequisites:**

Completion of Level 1 training and attendance at the Advance Anti-armor Leaders Course.

INFANTRY T&R MANUAL

**EVENT: 0351 - 2 - 270**

Bore a hole using an improvised shape charge

**Condition:** Given a mission, an individual demolition kit, M7 non-electric blasting cap, M700 time fuse, an M60 fuse igniter, container, cavity liner, standoff sticks, and C4 explosives.

**Standard:** In accordance with FM 5-250.

**PERFORMANCE STEPS**

1. Remove the ends from the container.
2. Secure the cavity liner to the bottom of the container with the concave facing up.
3. Calculate the amount of explosive required to accomplish the mission.
4. Tightly pack explosives into the container ensuring absence of air pockets and the explosive height is 2 times the cone height.
5. Secure the standoff sticks to the container ensuring the standoff distance is 1 1/2 the cone's height.
6. Place the improvised shape charge.
7. Construct a non-electric initiation set.
8. Prime the explosive at the exact top center of the charge and cover the blasting cap with a small quantity of C4 explosive.
9. Initiate the improvised shape charge.

**EXTERNAL SUPPORT**

1. Demolitions Range

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	<u>Quantity</u>
<u>DODIC</u>		
M023	CHG, DEMO, 1 1/4 LB BLOCK C-41	1 each
M131	CAP, BLASTING, NON-ELEC	1 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

**RELATED ITS**

265                      281

**REFERENCES**

1. FM 5-34 Engineer Field Data; Field Expediant Charges
  2. FM 5-250 Explosives and Demolitions
- 

**EVENT: 0351 - 2 - 271**

Clear an obstacle with an improvised bangalore torpedo

**Condition:** Given an obstacle, an individual demolitions kit, 2 U-shaped pickets, C-4 explosives, detonating cord, M60 fuse igniter, M700 time fuse, and M7 non-electric blasting cap.



## INFANTRY T&R MANUAL

detonating cord, and M6 blasting cap.

**Standard:** In accordance with FM 5-250.

### PERFORMANCE STEPS

1. Make a hole in the center of the bottom of the ammunition can large enough to accept a blasting cap.
2. Place the plastic explosive uniformly in the bottom of the ammunition can.
3. Remove all voids or air spaces from the C4 explosive by pressing the C4 into the container using a non-sparking instrument.
4. Place 2 inches of buffer material (leaves, dirt, cardboard) directly on top of the explosive.
5. Place the projectiles (nails, bolts, rocks) on top of the buffer material.
6. Place a covering over the projectiles to prevent spilling when handling the charge.
7. Construct an electric initiation set.
8. Make a cap well in the plastic explosive charge through the hole in the bottom of the container.
9. Aim the charge at the center of the target from about 100 feet.
10. Prime the charge by inserting the blasting cap into the cap well, and then cover the blasting cap with a small quantity of C4 explosive.
11. Re-check the aim of the charge.
12. Fire the grapeshot charge upon command or upon entry of the enemy into the kill zone.

### EXTERNAL SUPPORT

1. Demolitions Range

### WEAPON AND AMMUNITION

<u>Weapon:</u>	<u>Munitions/Demolitions</u>	<u>Quantity</u>
DODIC		
M023	CHG, DEMO, 1 1/4 LB BLOCK C-41	1 each
M130	CAP, BLASTING, ELEC	1 each
M456	DETONATING CORD	15 each

### RELATED ITS

264

### REFERENCES

1. FM 5-34 Engineer Field Data; Field Expediant Charges
2. FM 5-250 Explosives and Demolitions

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**EVENT:** 0351 - 2 - 273

Construct an expedient satchel charge

**Condition:** Given a container, C-4, and tape, while wearing a fighting

load.

**Standard:** In accordance with FM 5-34.

**PERFORMANCE STEPS**

1. Fill the satchel with the explosives.
2. Seal the satchel with tape.

**EXTERNAL SUPPORT**

1. Demolitions Range

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
M023	CHG, DEMO, 1 1/4 LB BLOCK C-41	1 each

**RELATED ITS**

266

**REFERENCES**

1. FM 5-250 Explosives and Demolitions
  2. FM 5-34 Engineer Field Data; Field Expediant Charges
- 

**EVENT:** 0351 - 2 - 274

Construct an expedient cratering charge

**Condition:** Given TNT and tape, while wearing a fighting load.

**Standard:** In accordance with FM 5-34.

**PERFORMANCE STEPS**

1. Determine the size of the crater needed.
2. Determine the amount of explosives by using 10 pounds of explosive for every foot of depth of the bore hole.
3. Assemble the charge by taping the TNT together.

**EXTERNAL SUPPORT**

1. Demolitions Range

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	
<u>DODIC</u>		<u>Quantity</u>
M032	CHG, DEMO, 1-LB BLOCK TNT	1 each

**RELATED ITS**

266                      282

INFANTRY T&R MANUAL

**REFERENCES**

1. FM 5-250 Explosives and Demolitions
  2. FM 5-34 Engineer Field Data; Field Expediant Charges
- 

**EVENT: 0351 - 2 - 275**

Breach an object using a platter charge

**Condition:** Given a demolition mission, an individual demolitions kit, a platter, container, C4 explosives, M60 fuse igniter, M700 time fuse, and M7 non-electric blasting cap.

**Standard:** In accordance with FM 5-250.

**PERFORMANCE STEPS**

1. Remove the ends from the container.
2. Insert the platter into one end of the container.
3. Uniformly pack a quantity of explosives behind the platter, equal to the weight of the platter.
4. Use available material to aim the charge at the direct center of the target.
5. Construct a non-electric initiation set.
6. Prime the charge at the exact, rear center, and cover the blasting cap with a small quantity of C4, if any part of the blasting cap is exposed.
7. Recheck the aiming of the charge.
8. Account for all personnel, take cover, and fire the charge.

**EXTERNAL SUPPORT**

1. Demolitions Range

**WEAPON AND AMMUNITION**

<b>Weapon:</b>	Munitions/Demolitions	<u>Quantity</u>
<u>DODIC</u>		
M023	CHG, DEMO, 1 1/4 LB BLOCK C-41	1 each
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	30 each
M766	IGNITOR, TIME, BLASTING, M60	1 each

**RELATED ITS**

265

**REFERENCES**

1. FM 5-250 Explosives and Demolitions
- 

**EVENT: 0351 - 2 - 276**

Plan the demolition of a target

## INFANTRY T&R MANUAL

**Condition:** Given a demolition mission and an inventory of available demolition tools and materials, while wearing a fighting load.

**Standard:** In accordance with FM 5-250.

### PERFORMANCE STEPS

1. Determine the type and strength of target materials.
2. Determine the target size, shape, and configuration.
3. Determine the desired detonation effect.
4. Determine the type of hasty charge to create the desired detonation effect.
5. Determine the type of explosive needed to create the desired detonation effect.
6. Determine the amount of explosive needed to create the desired detonation effect.
7. Determine the placement of the charge to create the desired detonation effect.
8. Determine the tamping method for the charge.
9. Determine the type of initiation set.
10. Determine the priming direction for the charge.
11. Determine safety precautions necessary to detonate the charge(s) without injury to friendly personnel.

### REFERENCES

1. FM 5-250 Explosives and Demolitions
  2. FM 5-34 Engineer Field Data; Field Expediant Charges
- 

**EVENT:** 0351 - 2 - 377

Navigate using the Global Positioning System (GPS)

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

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

### PERFORMANCE STEPS

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

**EXTERNAL SUPPORT**

1. Maneuver/Training area

**RELATED ITS**

378

**REFERENCES**

1. Trimpack GPS Receiver, Operation and Maintenance Guide
- 

**EVENT: 0351 - 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: 0351 - 2 - 379**

Transmit a Position Report (PosRep)

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

**Standard:** By reporting location.

**PREREQUISITES**

0351 - 1 - 361





## INFANTRY T&R MANUAL

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

### **EXTERNAL SUPPORT**

1. Supporting indirect fire
2. Impact area



