CHAPTER 9

INFANTRY UNIT LEADER

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9001. MOS DESCRIPTION. The infantry unit leaders assists commanders and operations officers in the training, deployment and tactical employment of rifle, weapons, and antitank platoons/companies and infantry battalions, and are proficient in all the infantry weapons systems. They supervise and coordinate the preparation of personnel, weapons and equipment for movement and combat, the establishment and operation of unit command posts, the fire and movement between tactical units, the fire of supporting arms, and the unit resupply and casualty evacuation effort. As a platoon sergeant in the rifle, weapons, machinegun, and antitank platoons, he advises the platoon commander on all issues of discipline, morale and welfare. He also serves as the section leader for various weapons sections and often leads task-organized patrols and teams.

9002. CAREER PROGRESSION. Upon selection to Staff Sergeant or within one year of returning to the operating forces, the infantry unit leader should attend Level A training at the Infantry Platoon Sergeant Course, Advanced Infantry Training Company, School of Infantry. Level 1 training is conducted in an infantry battalion in a variety of billets. Upon selection to Gunnery Sergeant or assignment as Operations Chief, Weapons Company or Operations Chief, S-3 Section, the infantry unit leader should attend the Infantry Operations Chief Course and conduct Level 2 training.

CHAPTER 9

0369 INFANTRY UNIT LEADER

APPENDIX A

BILLET CORE CAPABILITIES

BILLET A: Section Leader, Machinegun Section, Weapons Platoon

The Machinegun Section Leader carries out the orders of the Platoon Commander or unit leader. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his section at all times, as well as the condition, care, and economical use of its weapons and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and effective employment of the machinegun squads as attachments to other units. His rank is Staff Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.

2. Performs the tasks required of a Machinegun Section Leader.

3. Advises the commander on the discipline, appearance, control, conduct, and welfare of his section.

4. Trains his section in the performance of tasks which support platoon and/or company training objectives.

5. Assists the commander in conducting operation risk management.

6. Inspects the condition, care, and economical use of assigned weapons and equipment.

7. Proficient in the employment of the weapon systems organic to his assigned section.

8. Directs casualty collection and evacuation for his assigned section.

9. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.

10. Directs the supply and re-supply of his assigned section.

11. Coordinates and supervises the embarkation and debarkation of his assigned section.

12. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and M9 pistol.

13. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.

14. Emplaces and recovers an M18A1 Claymore mine.

15. Probes for and marks a mine.

16. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.

17. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.

18. Performs self-aid and buddy aid.

19. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.

20. Communicates using proper communications procedures with a TA-1 field telephone, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel and frequency hopping mode.

21. Calls for and adjusts indirect fire.

22. Writes and issues combat orders.

23. Assists the commander in controlling the fire and maneuver of his assigned section.

24. Locates, closes with, and destroys the enemy by fire and maneuver.

25. Repels the enemy assault by fire and close combat.

BILLET B: Section Leader, 60mm Mortar Section, Weapons Platoon

The 60mm Mortar Section Leader carries out the orders of the Platoon Commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his section at all times, as well as the condition, care, and economical use of its weapons and equipment. In combat, he is also responsible for the tactical employment, fire discipline, and fire control of the mortar section. His rank is Staff Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.

2. Performs the tasks required of a 60mm Mortar Section Leader.

3. Advises the commander on the discipline, appearance, control, conduct, and welfare of his section.

4. Trains his section in the performance of tasks that support platoon and/or company training objectives.

5. Assists the commander in conducting operation risk management.

6. Inspects the condition, care, and economical use of assigned weapons and equipment.

7. Proficient in the employment of the weapon systems organic to his assigned section.

8. Directs casualty collection and evacuation for his assigned section.

9. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.

10. Directs the supply and re-supply of his assigned section.

11. Coordinates and supervises the embarkation and debarkation of his assigned section.

12. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and M9 pistol.

13. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.

14. Emplaces and recovers an M18A1 Claymore mine.

15. Probes for and marks a mine.

16. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.

17. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.

18. Performs self-aid and buddy aid.

19. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.

20. Communicates using proper communications procedures with a TA-1 field telephone, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel and frequency hopping mode.

21. Calls for and adjusts indirect fire.

22. Writes and issues combat orders.

23. Assists the commander in controlling the fire and maneuver of his assigned section.

24. Locates, closes with, and destroys the enemy by fire and maneuver.

25. Repels the enemy assault by fire and close combat.

BILLET C: Section Leader, 81mm Mortar Platoon

The 81mm Mortar Section Leader is responsible for the tactical employment of the 81mm mortar squads and carries out the orders of the Platoon Sergeant and Platoon Commander. He is capable of performing all the tasks required of an infantry unit leader and assumes the position of the Platoon Sergeant in his absence. He advises the Platoon Sergeant on the discipline, appearance, control, conduct and welfare of the squads. In addition to supervising the emplacement, laying, and firing of the mortars, he assists the Platoon Commander's set-up and operations of the Fire Direction Center (FDC). He coordinates and supervises the embarkation/debarkation, maintenance, condition, and care of the squads weapons and equipment including accountability, communication equipment, and if applicable, maintenance, and upkeep of the platoons assigned vehicles. His rank is Staff Sergeant and his T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.

2. Performs the tasks required of a 81mm Mortar Section Leader.

3. Advises the commander on the discipline, appearance, control, conduct, and welfare of his section.

4. Trains his section in the performance of tasks that support platoon and/or company training objectives.

5. Assists the commander in conducting operation risk management.

6. Inspects the condition, care, and economical use of assigned weapons and equipment.

7. Proficient in the employment of the weapon systems organic to his assigned section.

8. Directs casualty collection and evacuation for his assigned section.

9. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.

10. Directs the supply and re-supply of his assigned section.

11. Coordinates and supervises the embarkation and debarkation of his assigned section.

12. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and M9 pistol.

13. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.

14. Emplaces and recovers an M18A1 Claymore mine.

15. Probes for and marks a mine.

16. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.

17. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.

18. Performs self-aid and buddy aid.

19. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.

20. Communicates using proper communications procedures with a TA-1 field telephone, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel and frequency hopping mode.

21. Calls for and adjusts indirect fire.

22. Writes and issues combat orders.

23. Assists the commander in controlling the fire and maneuver of his assigned section.

24. Locates, closes with, and destroys the enemy by fire and maneuver.

25. Repels the enemy assault by fire and close combat.

BILLET D: Section Leader, Javelin Section, Anti-Armor Platoon

The Javelin Section Leader carries out the orders of the Platoon Commander or unit leader. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his section at all times, as well as the condition, care, and economical use of its weapons and equipment. In combat, he is also responsible for the

tactical employment, fire discipline, fire control, and is responsible for the effective employment of the Javelin squads as attachments to other units. His rank is Staff Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.

2. Performs the tasks required of a Javelin Section Leader.

3. Advises the commander on the discipline, appearance, control, conduct, and welfare of his section.

4. Trains his section in the performance of tasks that support platoon and/or company training objectives.

5. Assists the commander in conducting operation risk management.

6. Inspects the condition, care, and economical use of assigned weapons and equipment.

7. Proficient in the employment of the weapon systems organic to his assigned section.

8. Directs casualty collection and evacuation for his assigned section.

9. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.

10. Directs the supply and re-supply of his assigned section.

11. Coordinates and supervises the embarkation and debarkation of his assigned section.

12. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and M9 pistol.

13. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.

14. Emplaces and recovers an M18A1 Claymore mine.

15. Probes for and marks a mine.

16. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.

17. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.

18. Performs self-aid and buddy aid.

19. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.

20. Communicates using proper communications procedures with a TA-1 field telephone, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel and frequency hopping mode.

21. Calls for and adjusts indirect fire.

22. Writes and issues combat orders.

23. Assists the commander in controlling the fire and maneuver of his assigned section.

24. Locates, closes with, and destroys the enemy by fire and maneuver.

25. Repels the enemy assault by fire and close combat.

BILLET E: Section Leader, TOW Section, Anti-Armor Platoon

The Section Leader, TOW Platoon, carries out the orders of the Anti-armor Platoon Commander. He thoroughly trains his platoon in both vehicle and ground anti-armor tactics. He maintains the discipline, appearance, control, and welfare of the TOW platoon. He trains his antitank platoon in the performance of tasks which support platoon/company/battalion training objectives. He maintains the condition, care, and economical use of assigned weapons, vehicles, and equipment. He is capable of performing all of the tasks required of a Driver, Assistant Gunner, and TOW Gunner. He identifies armored vehicles. His rank is Staff Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.

2. Performs the tasks required of an Antitank (TOW) Section Leader.

3. Advises the commander on the discipline, appearance, control, conduct, and welfare of his section.

4. Trains his section in the performance of tasks which support platoon and/or company training objectives.

5. Assists the commander in conducting operation risk management.

6. Inspects the condition, care, and economical use of assigned weapons and equipment.

7. Proficient in the employment of the weapon systems organic to his assigned section.

8. Directs casualty collection and evacuation for his assigned section.

9. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.

10. Directs the supply and re-supply of his assigned section.

11. Coordinates and supervises the embarkation and debarkation of his assigned section.

12. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and M9 pistol.

13. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.

14. Emplaces and recovers an M18A1 Claymore mine.

15. Probes for and marks a mine.

16. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.

17. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.

18. Performs self-aid and buddy aid.

19. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.

20. Communicates using proper communications procedures with a TA-1 field telephone, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel and frequency hopping mode.

21. Calls for and adjusts indirect fire.

22. Writes and issues combat orders.

23. Assists the commander in controlling the fire and maneuver of his assigned section.

24. Locates, closes with, and destroys the enemy by fire and maneuver.

25. Repels the enemy assault by fire and close combat.

BILLET F: Platoon Sergeant, Rifle Platoon

The Platoon Sergeant, Infantry Platoon carries out the orders of the Platoon Commander and Company Commander. He is capable of performing all the tasks required of an infantry unit leader and assumes the position of the Platoon Commander in his absence. He advises the Platoon Commander on the discipline, appearance, control, conduct, and welfare of the platoon. He assists the Platoon Commander in training of the platoon in performance of tasks which support assigned training objectives. He coordinates and supervises the embarkation/debarkation, maintenance, condition, and care of the platoons weapons and equipment including accountability, communication equipment, and if applicable, maintenance, and upkeep of the platoon's assigned vehicles. He advises the Platoon Commander and works with the Company First Sergeant on all administrative matters pertaining to the Marines in the platoon. His rank is Staff Sergeant. His T/O weapon is the M16A2 service rifle.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.

2. Performs the tasks required of a Rifle Platoon Sergeant.

3. Serves as the second-in-command of a rifle platoon.

4. Trains his platoon in the performance of tasks that support platoon and/or company training objectives.

5. Advises the commander on the discipline, appearance, control, conduct, and welfare of his platoon.

6. Assists the commander in conducting operation risk management.

7. Inspects the condition, care, and economical use of assigned weapons and equipment.

8. Proficient in the employment of the weapon systems organic to his assigned platoon.

9. Directs casualty collection and evacuation for his assigned platoon.

10. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.

11. Directs the supply and re-supply of his assigned platoon.

12. Coordinates and supervises the embarkation and debarkation of his assigned platoon.

13. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and M9 pistol.

14. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.

15. Emplaces and recovers an M18A1 Claymore mine.

16. Probes for and marks a mine.

17. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.

18. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.

19. Performs self-aid and buddy aid.

20. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.

21. Communicates using proper communications procedures with a TA-1 field telephone, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel and frequency hopping mode.

22. Calls for and adjusts indirect fire.

23. Writes and issues combat orders.

24. Assists the commander in controlling the fire and maneuver of his assigned platoon.

25. Locates, closes with, and destroys the enemy by fire and maneuver.

26. Repels the enemy assault by fire and close combat.

BILLET G: Platoon Sergeant, Weapons Platoon

The Platoon Sergeant, Weapons Platoon carries out the orders of the Platoon Commander and Company Commander. He is capable of performing all the tasks required of an infantry unit leader and assumes the position of the Platoon Commander in his absence. He advises the Platoon Commander on the discipline, appearance, control, conduct, and welfare of the platoon. He assists the Platoon Commander in training of the platoon in performance of tasks which support assigned training objectives. He coordinates and supervises the embarkation/debarkation, maintenance, condition, and care of the platoons weapons and equipment including accountability, communication equipment, and if applicable, maintenance and upkeep of the platoons assigned vehicles. He is also part of the companies Fire Direction Center (FDC) for the 60mm Mortar Section. He advises the Platoon Commander and works with the Company First Sergeant on all administrative matters pertaining to the Marines in the platoon. His rank is Gunnery Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.

2. Performs the tasks required of a weapons Platoon Sergeant.

3. Serves as the second-in-command of a weapons platoon.

4. Trains his platoon in the performance of tasks that support platoon and/or company training objectives.

5. Advises the commander on the discipline, appearance, control, conduct, and welfare of his platoon.

6. Assists the commander in conducting operation risk management.

7. Inspects the condition, care, and economical use of assigned weapons and equipment.

8. Proficient in the employment of the weapon systems organic to his assigned platoon.

9. Directs casualty collection and evacuation for his assigned platoon.

10. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.

11. Directs the supply and re-supply of his assigned platoon.

12. Coordinates and supervises the embarkation and debarkation of his assigned platoon.

13. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and M9 pistol.

14. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.

15. Emplaces and recovers an M18A1 Claymore mine.

16. Probes for and marks a mine.

17. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.

18. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.

19. Performs self-aid and buddy aid.

20. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.

21. Communicates using proper communications procedures with a TA-1 field telephone, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel and frequency hopping mode.

22. Calls for and adjusts indirect fire.

23. Writes and issues combat orders.

24. Assists the commander in controlling the fire and maneuver of his assigned platoon.

25. Locates, closes with, and destroys the enemy by fire and maneuver.

26. Repels the enemy assault by fire and close combat.

BILLET H: Platoon Sergeant, Heavy Machinegun Platoon

The Platoon Sergeant, Heavy Machinegun Platoon carries out the orders of the Platoon Commander or unit commander. He is responsible for the discipline, appearance, training, control, conduct, and welfare of his platoon at all times, as well as the condition, care, and economical use of its weapons, vehicles, and equipment. In combat, he is also responsible for the tactical employment, fire discipline, fire control, and effective employment/attachment of the machinegun squads as attachments to other units, ground or vehicle mounted. His rank is Gunnery Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.

2. Performs the tasks required of a Heavy Machinegun Platoon Sergeant.

3. Serves as the second-in-command of a Heavy Machinegun Platoon.

4. Trains his platoon in the performance of tasks that support platoon and/or company training objectives.

5. Advises the commander on the discipline, appearance, control, conduct, and welfare of his platoon.

6. Assists the commander in conducting operation risk management.

7. Inspects the condition, care, and economical use of assigned weapons and equipment.

8. Proficient in the employment of the weapon systems organic to his assigned platoon.

9. Directs casualty collection and evacuation for his assigned platoon.

10. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.

11. Directs the supply and re-supply of his assigned platoon.

12. Coordinates and supervises the embarkation and debarkation of his assigned platoon.

13. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and M9 pistol.

14. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.

15. Emplaces and recovers an M18A1 Claymore mine.

16. Probes for and marks a mine.

17. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.

18. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.

19. Performs self-aid and buddy aid.

20. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.

21. Communicates using proper communications procedures with a TA-1 field telephone, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel and frequency hopping mode.

22. Calls for and adjusts indirect fire.

23. Writes and issues combat orders.

24. Assists the commander in controlling the fire and maneuver of his assigned platoon.

25. Locates, closes with, and destroys the enemy by fire and maneuver.

26. Repels the enemy assault by fire and close combat.

BILLET I: Platoon Sergeant, Anti-armor Platoon

The Platoon Sergeant, Anti-armor Platoon carries out the orders of the Anti-armor Platoon Commander/unit leader. He performs the tasks required of a leader in the Antitank (TOW) and Javelin Platoon and thoroughly trains his platoon in both vehicle and ground anti-armor tactics and demolitions. He maintains the discipline, appearance, control, and welfare of the Anti-armor Platoon. His rank is Gunnery Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Platoon Commander.

2. Performs the tasks required of a rifle Platoon Sergeant.

3. Serves as the second-in-command of a Rifle Platoon.

4. Trains his platoon in the performance of tasks that support platoon and/or company training objectives.

5. Advises the commander on the discipline, appearance, control, conduct, and welfare of his platoon.

6. Assists the commander in conducting operation risk management.

7. Inspects the condition, care, and economical use of assigned weapons and equipment.

8. Proficient in the employment of the weapon systems organic to his assigned platoon.

9. Directs casualty collection and evacuation for his assigned platoon.

10. Assists the Platoon Commander with the integration of supporting fires in accomplishment of an assigned mission.

11. Directs the supply and re-supply of his assigned platoon.

12. Coordinates and supervises the embarkation and debarkation of his assigned platoon.

13. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and M9 pistol.

14. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.

15. Emplaces and recovers an M18A1 Claymore mine.

16. Probes for and marks a mine.

17. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.

18. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.

19. Performs self-aid and buddy aid.

20. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.

21. Communicates using proper communications procedures with a TA-1 field telephone, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel and frequency hopping mode.

22. Calls for and adjusts indirect fire.

23. Writes and issues combat orders.

24. Assists the commander in controlling the fire and maneuver of his assigned platoon.

25. Locates, closes with, and destroys the enemy by fire and maneuver.

26. Repels the enemy assault by fire and close combat.

BILLET J: Company Gunnery Sergeant, Rifle Company

The Company Gunnery Sergeant carries out the orders of the rifle company commander. He advises the company commander on the discipline, appearance, control, conduct, and welfare of the company. He coordinates and supervises the embarkation/debarkation, maintenance, condition, and care of the companies weapons and equipment including accountability, communication equipment, and if applicable, maintenance and upkeep of assigned vehicles. He advises the company commander and works with the company First Sergeant on all administrative matters pertaining to the Marines in the company. His rank is Gunnery Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Company Commander.

2. Performs the tasks required of a Company Gunnery Sergeant.

3. Assists the commander in conducting operation risk management.

4. Directs casualty collection and evacuation for his assigned company.

5. Directs the supply and re-supply of his assigned company.

6. Coordinates and supervises the embarkation and debarkation of his assigned company.

7. Performs operator maintenance for, and is a proficient marksman with an M16A2 service rifle and M9 pistol.

8. Engages targets with an M136 light anti-armor weapon and an M67 hand grenade.

9. Emplaces and recovers an M18A1 Claymore mine.

10. Probes for and marks a mine.

11. Utilizes grenades and pyrotechnics for signaling, illumination, and screening.

12. Determines current location and traverses designated points using a topographic map, lensatic compass, and protractor.

13. Performs self-aid and buddy aid.

14. Performs individual protective measures to counteract the effects of nuclear, biological, and chemical contamination.

15. Communicates using proper communications procedures with a TA-1 field telephone, a TA-312 field telephone, and an AN/PRC-119 field radio in single channel and frequency hopping mode.

16. Calls for and adjusts indirect fire.

17. Writes and issues combat orders.

18. Assists the commander in controlling the fire and maneuver of his assigned company.

19. Locates, closes with, and destroys the enemy by fire and maneuver.

20. Repels the enemy assault by fire and close combat.

BILLET K: Operations Chief, Weapons Company

The Infantry Operations Chief carries out the orders of the Weapons Company Commander. He coordinates and supervises the embarkation/debarkation, maintenance, condition and care of the companies weapons and equipment including accountability, communication equipment, and if applicable, maintenance and upkeep of the platoons assigned vehicles. The Operations Chief also serves as a watch stander in the Battalion Fire Direction Center (FDC), the Battalion Combat Operations Center (COC). He also assists in the setup and security of the FDC / COC. He advises the company commander and works with the Company First Sergeant on all administrative matters pertaining to the Marines in the company. His rank is Master Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Carries out the orders of the Weapons Company Commander.

2. Capable of performing all the tasks required of an infantry unit leader.

3. Performs the tasks required of the Operations Chief in the Weapons Company.

4. Serves as the senior enlisted technical and tactical advisor to the Weapons Company Commander.

5. Advises the Weapons Company Commander on the discipline, appearance, control, conduct, and welfare of the company.

6. Trains the Weapons Company in the performance of tasks that support assigned training objectives.

7. Advises the Weapons Company Commander on the condition, care, and economical use of company weapons and equipment.

8. Coordinates and supervises the embarkation and debarkation of the Weapons Company.

9. Supervises the actions of enlisted personnel within the Fire Support Coordination Center (FSCC).

BILLET L: Operations Chief, S-3 Section, Infantry Battalion/Infantry Regiment

The Operations Chief serves as the senior enlisted advisor to the Operations Officer. He coordinates and supervises the setup and displacement of the Combat Operation Center (COC) as well as the embarkation/debarkation, maintenance, condition and care of the operation centers weapons and equipment including accountability, communication equipment, and if applicable, maintenance and upkeep of his assigned vehicles. The Operations Chief also serves as a watch stander in the Combat Operations Center (COC) and supervises the actions of all enlisted personnel within the COC, including establishing security for the COC. His rank is Master Sergeant or Master Gunnery Sergeant. His T/O weapon is the 9mm pistol.

Core Capabilities:

1. Performs the tasks required of an Operations Chief for the Infantry Battalion/Regiment.

2. Serves as the senior enlisted advisor to the Battalion/Regiment Operations Officer.

3. Advises the Battalion/Regiment Operations Officer on the discipline, appearance, control, conduct, and welfare of the Battalion/Regiment Operations Section.

4. Trains his operation section in the performance of tasks that support assigned training objectives.

5. Advises the Battalion/Regiment Operations Officer on the condition, care, and economical use of assigned weapons and equipment.

6. Coordinates and supervises the embarkation and debarkation of the Battalion/Regiment Operations Section.

7. Coordinates and supervises the setup and displacement of the Combat Operations Center (COC).

8. Supervises the actions of all enlisted personnel within the Combat Operations Center (COC).

9. Maintains good order and discipline within the Combat Operations Center (COC).

10. Manages the flow of information within the Combat Operations Center (COC).

11. Supervises the input of data into the Combat Operations Center (COC) journal.

12. Assists the operations officer in the training of watch officers.

13. Compiles the components of an operations order for distribution to subordinate units.

14. Supervises the timely submission of messages and reports.

15. Assists in the preparation of military briefs in support of the operations section.

16. Maintains the operations section’s publication library.

17. Assists the operations officer with the development of the unit’s training plan.

18. Assists with the collection, review, and distribution of training schedules and letters of instruction in support of the unit’s training plan.

INFANTRY T&R MANUAL

CHAPTER 9

0369 INFANTRY UNIT LEADER

APPENDIX B

BILLET EVENT MATRIX (A-J)

Code	Billet
A	Section Leader, Machinegun Section, Weapons Platoon
B	Section Leader, 60mm Mortar Section, Weapons Platoon
C	Section Leader, 81mm Mortar Platoon
D	Section Leader, Javelin Section, Anti-Armor Platoon
E	Section Leader, TOW Section, Anti-Armor Platoon
F	Platoon Sergeant, Rifle Platoon
G	Platoon Sergeant, Weapons Platoon
H	Platoon Sergeant, Heavy Machinegun Platoon
I	Platoon Sergeant, Anti-armor Platoon
J	Company Gunnery Sergeant, Rifle Company

Event Code		A	B	C	D	E	F	G	H	I	J
Level: 1											
0369 - 1 - 001	Perform operator maintenance for an M9 pistol										
		0.641 6	0.694 6	0.617 6	0.613 6	0.676 6		0.441 6		0.481 6	0.575 6
0369 - 1 - 002	Load an M9 pistol										
		0.641 6	0.694 6	0.617 6	0.613 6	0.676 6		0.441 6		0.481 6	0.575 6
0369 - 1 - 003	Engage targets with an M9 pistol										
		0.641 6	0.694 6	0.617 6	0.613 6	0.676 6		0.441 6		0.481 6	0.575 6
0369 - 1 - 004	Perform immediate action for an M9 pistol										
		0.641 6	0.694 6	0.617 6	0.613 6	0.676 6		0.441 6		0.481 6	0.575 6
0369 - 1 - 005	Reload an M9 pistol										
		0.641 6	0.694 6	0.617 6	0.613 6	0.676 6		0.441 6		0.481 6	0.575 6
0369 - 1 - 006	Unload an M9 pistol										
		0.641 6	0.694 6	0.617 6	0.613 6	0.676 6		0.441 6		0.481 6	0.575 6
0369 - 1 - 007	Inspect an M9 Service Pistol										
		0.641 6	0.694 6	0.617 6	0.613 6	0.676 6		0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 013	Perform operator maintenance for an M16A2 service rifle										
		0.641 6	0.694 6	0.617 6	0.613 6	0.676 6		0.441 6		0.481 6	0.575 6
0369 - 1 - 013 (KD)	Perform operator maintenance for an M16A2 service rifle										
							0.413 6		0.498 6		
0369 - 1 - 014	Load an M16A2 service rifle										
							0.413 6		0.498 6		
0369 - 1 - 015	Field expedient zero an M16A2 service rifle										
							0.413 6		0.498 6		

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 016 (KM)	Engage targets with an M16A2 service rifle									
						0.413 6		0.498 6		
0369 - 1 - 017 (KM)	Engage immediate threat targets with an M16A2 service rifle									
						0.413 6		0.498 6		
0369 - 1 - 018 (KM)	Engage targets with an M16A2 service rifle wearing a field protective mask									
						0.413 6		0.498 6		
0369 - 1 - 019 (KM)	Perform immediate action for an M16A2 service rifle									
						0.413 6		0.498 6		
0369 - 1 - 020 (KM)	Perform remedial action for an M16A2 service rifle									
						0.413 6		0.498 6		
0369 - 1 - 021 (KM)	Combat reload an M16A2 service rifle									
						0.413 6		0.498 6		
0369 - 1 - 022 (KM)	Clear an M16A2 service rifle									
						0.413 6		0.498 6		
0369 - 1 - 023 (KM)	Rush with an M16A2 service rifle									
						0.413 3		0.498 3		
0369 - 1 - 024 (KM)	Mark a sector of fire for an M16A2 service rifle									
						0.413 3		0.498 3		
0369 - 1 - 025	Inspect an M16A2 service rifle									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 026 (KM)	Zero an AN/PVS-4 night vision sight to an M16A2 service rifle									
						0.413 6				

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 027 (KM)	Engage targets with an M16A2 service rifle using an AN/PVS-4 night vision sight									
						0.413 6				
0369 - 1 - 028 (KM)	Zero an AN/PAQ-4 Infrared Aiming Light to an M16A2 service rifle									
						0.413 6				
0369 - 1 - 029 (KM)	Engage targets with an M16A2 service rifle using an AN/PAQ-4 Infrared Aiming Light									
						0.413 6				
0369 - 1 - 030 (KM)	Zero an AN/PEQ-2A Target Pointer Illuminator/Aiming Light to an M16A2 service rifle									
						0.413 6				
0369 - 1 - 031 (KM)	Engage targets with an M16A2 service rifle using an AN/PEQ-2A Target Pointer Illuminator/Aiming Light									
						0.413 6				
0369 - 1 - 032	Advise commander on employment of the M16A2 service rifle									
						0.413 6	0.441 6	0.498 6		
0369 - 1 - 037 (KM)	Perform operator maintenance for an M249 squad automatic weapon									
			0.617 6			0.413 6	0.441 6			
0369 - 1 - 038 (KM)	Load an M249 squad automatic weapon with linked ammunition									
			0.617 3			0.413 3	0.441 3			
0369 - 1 - 039 (KM)	Load an M249 squad automatic weapon with a magazine									
			0.617 6			0.413 6	0.441 6			
0369 - 1 - 040 (KM)	Field zero an M249 squad automatic weapon									
			0.617 3			0.413 3	0.441 3			
0369 - 1 - 041 (KM)	Perform ten meter firing for an M249 squad automatic weapon									
			0.617 6			0.413 6	0.441 6			

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 042 (KM)	Engage targets at unknown distances with the M249 squad automatic weapon									
			0.617 6			0.413 6	0.441 6			
0369 - 1 - 043 (KM)	Rush with an M249 squad automatic weapon									
						0.413 3				
0369 - 1 - 044 (KM)	Perform transition firing for an M249 squad automatic weapon									
						0.413 3				
0369 - 1 - 045 (KM)	Engage targets with an M249 squad automatic weapon using alternate firing positions									
						0.413 6				
0369 - 1 - 046 (KM)	Clear an M249 squad automatic weapon									
			0.617 3			0.413 3	0.441 3			
0369 - 1 - 047 (KM)	Perform immediate action for an M249 squad automatic weapon									
			0.617 3			0.413 3	0.441 3			
0369 - 1 - 048 (KM)	Perform remedial action for an M249 squad automatic weapon									
			0.617 3			0.413 3	0.441 3			
0369 - 1 - 049 (KM)	Mark a sector of fire for a M249 squad automatic weapon									
			0.617 3			0.413 3	0.441 3			
0369 - 1 - 050	Inspect an M249 squad automatic weapon									
			0.617 6			0.413 6	0.441 6			0.575 6
0369 - 1 - 051	Advise commander on employment of the M249 squad automatic weapon (SAW)									
						0.413 6	0.441 6			
0369 - 1 - 052 (KM)	Perform transition firing for an M249 squad automatic weapon during limited visibility									
						0.413 6				

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 056 (KM)	Perform operator maintenance for an M203 grenade launcher									
						0.413 6				
0369 - 1 - 057 (KM)	Load an M203 grenade launcher									
						0.413 3				
0369 - 1 - 058 (KM)	Perform misfire procedures for an M203 grenade launcher									
						0.413 6				
0369 - 1 - 059 (KM)	Unload an M203 grenade launcher									
						0.413 6				
0369 - 1 - 060 (KM)	Zero an M203 grenade launcher leaf sight									
						0.413 3				
0369 - 1 - 061 (KM)	Zero an M203 grenade launcher quadrant sight									
						0.413 3				
0369 - 1 - 062 (KM)	Perform M203 grenade launcher day qualification									
						0.413 6				
0369 - 1 - 063 (KM)	Zero an AN/PVS-4 night vision sight to an M203 grenade launcher									
						0.413 6				
0369 - 1 - 064 (KM)	Engage targets at unknown distances with the M203 grenade launcher									
						0.413 6				
0369 - 1 - 065 (KM)	Qualify with an M203 grenade launcher at night									
						0.413 6				
0369 - 1 - 066 (KM)	Mark a sector of fire for an M203 grenade launcher									
						0.413 3				
0369 - 1 - 067	Inspect an M203 grenade launcher									
						0.413 3				0.575 3

Event Code		A	B	C	D	E	F	G	H	I	J
0369 - 1 - 068	Advise commander on employment of the M203 grenade launcher						0.413 6				
0369 - 1 - 073	Select a machinegun firing position	0.641 3					0.413 3	0.441 3	0.498 3		
0369 - 1 - 074	Inspect a machinegun firing position	0.641 3					0.413 3	0.441 3	0.498 3		0.575 3
0369 - 1 - 075	Prepare a machinegun range card						0.413 6				
0369 - 1 - 075 (KD)	Prepare a machinegun range card	0.641 6						0.441 6	0.498 6		
0369 - 1 - 077	Issue a machinegun fire command							0.441 6	0.498 6		
0369 - 1 - 077 (KD)	Issue a machinegun fire command	0.641 3					0.413 3				
0369 - 1 - 078	Issue a fire command to a machinegun section							0.441 12			
0369 - 1 - 078 (KD)	Issue a fire command to a machinegun section	0.641 6					0.413 6		0.498 6		
0369 - 1 - 079	Lay a machinegun utilizing a M-2 compass						0.413 12	0.441 12	0.498 12		
0369 - 1 - 079 (KB)	Lay a machinegun utilizing a M-2 compass	0.641 6									
0369 - 1 - 080	Set the elevation of a machinegun utilizing the M1A2 gunner's quadrant						0.413 12	0.441 12	0.498 12		

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 080 (KB)	Set the elevation of a machinegun utilizing the M1A2 gunner's quadrant									
	0.6416									
0369 - 1 - 081	Advise commander(s) on the employment of machineguns									
	0.6413					0.4133	0.4413	0.4983		0.5753
0369 - 1 - 085 (KD)	Perform operator maintenance for an M240G medium machinegun									
	0.6416					0.4136	0.4416			0.5756
0369 - 1 - 086 (KD)	Mount an M240G medium machinegun									
	0.6416					0.4136	0.4416			0.5756
0369 - 1 - 087 (KD)	Load an M240G medium machinegun with the cover open									
	0.6416						0.4416			
0369 - 1 - 088 (KD)	Load an M240G medium machinegun with the cover closed									
	0.6416						0.4416			
0369 - 1 - 089 (KD)	Change a barrel for an M240G medium machinegun									
	0.6416						0.4416			
0369 - 1 - 090 (KD)	Perform immediate action for an M240G medium machinegun									
	0.6416						0.4416			
0369 - 1 - 091 (KD)	Perform immediate action for a runaway M240G medium machinegun									
	0.6416						0.4416			
0369 - 1 - 092 (KD)	Perform remedial action for a stuck cartridge in an M240G medium machinegun									
	0.6416						0.4416			
0369 - 1 - 093 (KD)	Perform remedial action for a ruptured cartridge in an M240G medium machinegun									
	0.6416						0.4416			

Event Code		A	B	C	D	E	F	G	H	I	J
0369 - 1 - 094 (KD)	Perform remedial action for sluggish operation of an M240G medium machinegun										
		0.641 6						0.441 6			
0369 - 1 - 095 (KD)	Clear an M240G medium machinegun										
		0.641 6						0.441 6			
0369 - 1 - 096 (KD)	Operate the M240G medium machinegun										
		0.641 6						0.441 6			
0369 - 1 - 097 (KD)	(Table I) Execute ten-meter bipod firing exercise with the M240G medium machinegun										
		0.641 6						0.441 6			
0369 - 1 - 098 (KD)	(Table II) Execute a ten-meter tripod firing exercise with the M240G medium machinegun										
		0.641 6						0.441 6			
0369 - 1 - 099 (KD)	Prepare an AN/PVS-4 for operation with an M240G medium machinegun										
		0.641 6						0.441 6			
0369 - 1 - 100 (KD)	Perform operator maintenance on SL-3 gear for an M240G medium machinegun										
		0.641 6						0.441 6			
0369 - 1 - 101	Inspect an M240G medium machinegun										
		0.641 3						0.441 3			0.575 3
0369 - 1 - 104 (KD)	Perform operator maintenance for an M2 heavy machinegun										
									0.498 6		
0369 - 1 - 105 (KD)	Set the headspace and timing for an M2 heavy machinegun										
									0.498 6		
0369 - 1 - 106 (KD)	Ground mount an M2 heavy machinegun										
									0.498 6		

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 107 (KD)	Vehicle mount an M2 heavy machinegun to an M-1043/44 hardback HMMWV									
								0.498 6		
0369 - 1 - 108 (KD)	Load an M2 heavy machinegun with the cover open									
								0.498 6		
0369 - 1 - 109 (KD)	Load an M2 heavy machinegun with the cover closed									
								0.498 6		
0369 - 1 - 110 (KD)	Operate an M2 heavy machinegun									
								0.498 3		
0369 - 1 - 111 (KD)	(Table I) Execute ten meter tripod firing exercise with the M2 heavy machinegun									
								0.498 6		
0369 - 1 - 112 (KD)	Unload an M2 heavy machinegun									
								0.498 6		
0369 - 1 - 113 (KD)	Clear an M2 heavy machinegun									
								0.498 6		
0369 - 1 - 114 (KD)	Perform immediate action for an M2 heavy machinegun									
								0.498 6		
0369 - 1 - 115 (KD)	Perform immediate action for a runaway M2 heavy machinegun									
								0.498 6		
0369 - 1 - 116 (KD)	Perform remedial action for an M2 heavy machinegun									
								0.498 6		
0369 - 1 - 117 (KD)	Perform remedial action for sluggish operation of an M2 heavy machinegun									
								0.498 6		

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 118 (KD)	Perform remedial action for stuck cartridge in an M2 heavy machinegun									
								0.498 6		
0369 - 1 - 119 (KD)	Perform remedial action for a ruptured cartridge in an M2 heavy machinegun									
								0.498 6		
0369 - 1 - 120	Prepare an AN/TVS-5 for operation with an M2 heavy machinegun									
								0.498 6		
0369 - 1 - 121 (KD)	Inspect an M2 heavy machinegun									
								0.498 6		
0369 - 1 - 122 (KD)	Perform operator maintenance for SL-3 gear for an M2 heavy machinegun									
								0.498 6		
0369 - 1 - 123 (KD)	Perform operator maintenance for SL-3 gear for a MK19 heavy machinegun									
								0.498 6		
0369 - 1 - 124 (KD)	Perform operator maintenance on a MK19 heavy machinegun									
								0.498 3		
0369 - 1 - 125 (KD)	Ground mount a MK19 heavy machinegun									
								0.498 6		
0369 - 1 - 126 (KD)	Vehicle mount a MK19 heavy machinegun to an M-1043/44 hardback HMMWV									
								0.498 6		
0369 - 1 - 127 (KD)	Load a MK19 heavy machinegun									
								0.498 6		
0369 - 1 - 128 (KD)	Operate a MK19 heavy machinegun									
								0.498 3		
0369 - 1 - 130 (KD)	Unload a MK19 heavy machinegun									
								0.498 6		

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 131 (KD)	Clear a MK19 heavy machinegun									
								0.498 6		
0369 - 1 - 132 (KD)	Perform immediate action for a MK19 heavy machinegun with a failure to fire									
								0.498 6		
0369 - 1 - 133 (KD)	Perform immediate action for a runaway MK19 heavy machinegun									
								0.498 6		
0369 - 1 - 134 (KD)	Perform remedial action for a MK19 heavy machinegun									
								0.498 6		
0369 - 1 - 135 (KD)	Perform remedial action for a MK19 heavy machinegun with jammed bolt									
								0.498 6		
0369 - 1 - 136 (KD)	Perform remedial action for a MK19 heavy machinegun with bore obstruction									
								0.498 6		
0369 - 1 - 137	Inspect a MK19 heavy machinegun									
								0.498 6		
0369 - 1 - 143 (KD)	Prepare mortar ammunition for firing									
		0.694 6	0.617 6				0.441 6			
0369 - 1 - 144 (KD)	Burn increments									
		0.694 6	0.617 6				0.441 6			
0369 - 1 - 145 (KD)	Manipulate the mortar for a small deflection and elevation change									
		0.694 6	0.617 6							
0369 - 1 - 146 (KD)	Manipulate the mortar for a large deflection and elevation change									
		0.694 6	0.617 6							

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 147	Select a mortar position									
		0.694 3	0.617 3				0.441 3			
0369 - 1 - 148	Inspect a mortar firing position									
		0.694 3	0.617 3				0.441 3			
0369 - 1 - 149	Issue fire commands for a mortar									
							0.441 6			
0369 - 1 - 149 (KB)	Issue fire commands for a mortar									
		0.694 3	0.617 3							
0369 - 1 - 150	Issue a mortar fire command									
							0.441 6			
0369 - 1 - 150 (KB)	Issue a mortar fire command									
		0.694 3	0.617 3							
0369 - 1 - 151	Declinate an M2 compass									
		0.694 6	0.617 6				0.441 6			
0369 - 1 - 152	Receive a Call For Fire (CFF)									
							0.441 3			
0369 - 1 - 152 (KB)	Receive a Call For Fire (CFF)									
		0.694 6	0.617 6							
0369 - 1 - 153 (KB)	Compute firing data manually									
		0.694 6	0.617 6				0.441 6			
0369 - 1 - 154 (KB)	Respond to an untrained observer									
		0.694 6	0.617 6				0.441 6			
0369 - 1 - 155	Inspect the plotting board for proper set up using the below the pivot point method									
		0.694 3	0.617 3				0.441 3			

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 156	Inspect the plotting board for proper set up using the pivot point method									
		0.694 3	0.617 3				0.441 3			
0369 - 1 - 157	Supervise operation of a mortar Fire Direction Center (FDC)									
		0.694 3	0.617 3				0.441 3			0.575 3
0369 - 1 - 158	Advise commander on employment of mortars									
		0.694 3	0.617 3				0.441 3			0.575 3
0369 - 1 - 160	Set up the plotting board using the below the pivot point method									
			0.617 3				0.441 3			
0369 - 1 - 160 (KB)	Set up the plotting board using the below the pivot point method									
		0.694 6								
0369 - 1 - 161	Set up the plotting board using the pivot point method									
			0.617 6				0.441 6			
0369 - 1 - 161 (KB)	Set up the plotting board using the pivot point method									
		0.694 3								
0369 - 1 - 162 (KD)	Perform operator maintenance for an M224 60mm mortar									
		0.694 3					0.441 3			
0369 - 1 - 163 (KD)	Bore sight an M224 60mm mortar									
		0.694 6					0.441 6			
0369 - 1 - 164	Perform pre-fire safety checks for an M224 60mm mortar in conventional mode									
							0.441 12			
0369 - 1 - 164 (KD)	Perform pre-fire safety checks for an M224 60mm mortar in conventional mode									
		0.694 6								

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 165	Inspect an M224 60mm mortar									
		0.694 3					0.441 3			0.575 3
0369 - 1 - 166	Set up the plotting board using the modified observer firing chart method									
			0.617 6				0.441 6			
0369 - 1 - 166 (KB)	Set up the plotting board using the modified observer firing chart method									
		0.694 12								
0369 - 1 - 169 (KD)	Perform operator maintenance for an M252 81mm mortar									
			0.617 3							
0369 - 1 - 170 (KD)	Bore sight an M252 81mm mortar									
			0.617 6							
0369 - 1 - 171	Perform pre-fire safety checks for an M252 81mm mortar									
			0.617 6							
0369 - 1 - 172	Inspect an M252 81mm mortar									
			0.617 6							
0369 - 1 - 177	Prepare an anti-armor range card									
									0.481 3	
0369 - 1 - 177 (KM)	Prepare an anti-armor range card									
				0.613 6	0.676 6					
0369 - 1 - 178	Issue a fire command for an anti-armor weapon system									
									0.481 6	
0369 - 1 - 178 (KM)	Issue a fire command for an anti-armor weapon system									
				0.613 3	0.676 3					

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 179	Issue a fire command for an anti-armor section									
									0.481 3	
0369 - 1 - 179 (KM)	Issue a fire command for an anti-armor section									
				0.613 3	0.676 3					
0369 - 1 - 180	Advise commander on employment of anti-armor weapons									
				0.613 3	0.676 3				0.481 3	
0369 - 1 - 181 (KD)	Engage targets with an M136 light anti-armor weapon									
						0.413 6				
0369 - 1 - 182 (KD)	Perform misfire procedures for an M136 light anti-armor weapon									
						0.413 6				
0369 - 1 - 183 (KD)	Advise commander on employment of the AT-4									
						0.413 6				
0369 - 1 - 185 (KD)	Perform operator maintenance for a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
							0.441 6			
0369 - 1 - 186 (KD)	Load a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
							0.441 6			
0369 - 1 - 187 (KD)	Engage a target with a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
							0.441 3			
0369 - 1 - 188 (KD)	Engage a target with a MK153 shoulder-launched multipurpose assault weapon (SMAW) using an AN/PVS-4 night vision sight									
							0.441 6			
0369 - 1 - 189 (KD)	Perform immediate action for a MK153 shoulder-launched multipurpose assault weapon (SMAW) spotting rifle									
							0.441 6			

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 190 (KD)	Perform immediate action for a MK153 shoulder-launched multipurpose assault weapon (SMAW) launcher									
							0.441 6			
0369 - 1 - 191	Inspect a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
							0.441 6			0.575 6
0369 - 1 - 192	Advise commander on employment of the shoulder-launched multipurpose assault weapon (SMAW)									
							0.441 3			0.575 3
0369 - 1 - 195 (KD)	Perform operator maintenance for an M98A1 Javelin command launch unit									
				0.613 6					0.481 6	
0369 - 1 - 196 (KD)	Perform operator maintenance for an M98A1 Javelin missile									
				0.613 6					0.481 6	
0369 - 1 - 197 (KM)	Prepare an M98A1 Javelin for firing									
				0.613 6					0.481 6	
0369 - 1 - 198 (KM)	Engage a target with an M98A1 Javelin									
				0.613 6					0.481 6	
0369 - 1 - 199 (KM)	Perform immediate action for an M98A1 Javelin missile not ready indicator									
				0.613 6					0.481 6	
0369 - 1 - 200 (KM)	Perform immediate action on an M98A1 Javelin command launch unit bit failure warning indicator									
				0.613 6					0.481 6	
0369 - 1 - 201 (KM)	Perform immediate action for a flashing WFOV indicator for the M98A1 Javelin									
				0.613 6					0.481 6	
0369 - 1 - 202 (KM)	Perform immediate action on an M98A1 Javelin flashing missile NOT READY indicator									
				0.613 6					0.481 6	

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 203 (KM)	Perform immediate action on an M98A1 Javelin missile bit malfunction									
				0.613 6					0.481 6	
0369 - 1 - 204 (KM)	Perform immediate action on an M98A1 Javelin hang fire									
				0.613 6					0.481 6	
0369 - 1 - 205 (KM)	Perform immediate action on an M98A1 Javelin missile overheat malfunction									
				0.613 6					0.481 6	
0369 - 1 - 206 (KM)	Perform immediate action on an M98A1 Javelin command launch unit BATTERY LOW warning indicator									
				0.613 6					0.481 6	
0369 - 1 - 207 (KM)	Perform immediate action on an M98A1 Javelin night vision sight NOT COOL warning indicator									
				0.613 6					0.481 6	
0369 - 1 - 208 (KM)	Perform immediate action for an M98A1 Javelin BCU LOW warning indicator									
				0.613 6					0.481 6	
0369 - 1 - 209	Inspect an M98A1 Javelin command launch unit									
				0.613 3					0.481 3	
0369 - 1 - 210	Inspect an M98A1 Javelin round									
				0.613 3					0.481 3	
0369 - 1 - 211	Inspect an M98A1 Javelin firing position									
				0.613 3					0.481 3	
0369 - 1 - 212 (KM)	Qualify with an M98A1 Javelin									
				0.613 6					0.481 6	
0369 - 1 - 215 (KM)	Perform operator maintenance for an M220E4 TOW2 weapon system									
					0.676 6				0.481 6	

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 216 (KM)	Assemble an M220E4 TOW2 weapon system on the tripod									
					0.676 6				0.481 6	
0369 - 1 - 217 (KM)	Disassemble the M220E4 TOW2 weapon system from the tripod									
					0.676 6				0.481 6	
0369 - 1 - 218 (KM)	Construct a ground mounted M220E4 TOW2 weapon system fighting position									
					0.676 6				0.481 6	
0369 - 1 - 221 (KM)	Load a ground mounted M220E2 TOW2 weapon system									
					0.676 6				0.481 6	
0369 - 1 - 223 (KM)	Conduct an M220E4 TOW2 weapon system checkout procedure									
					0.676 6				0.481 6	
0369 - 1 - 225 (KM)	Perform M220E4 TOW2 weapon system qualification									
					0.676 6				0.481 6	
0369 - 1 - 226 (KM)	Unload an M220E4 TOW2 weapon system									
					0.676 6				0.481 6	
0369 - 1 - 229	Inspect an M220E4 TOW2 weapon system encased missile									
					0.676 6				0.481 6	
0369 - 1 - 230	Inspect an M220E4 TOW2 weapon system									
					0.676 3				0.481 3	
0369 - 1 - 231 (KM)	Perform M22E4 TOW2 weapon system advanced gunnery qualification									
					0.676 6				0.481 6	
0369 - 1 - 256	Throw an M67 fragmentation grenade									
						0.413 6				
0369 - 1 - 257 (KM)	Engage targets with grenades for distance and accuracy									
						0.413 6				

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 258 (KM)	Execute a grenade assault course of fire									
						0.413 6				
0369 - 1 - 260	Emplace an M49A1 surface trip flare									
						0.413 3				
0369 - 1 - 261	Recover an M49A1 surface trip flare									
						0.413 3				
0369 - 1 - 262	Emplace an M18A1 Claymore mine									
						0.413 6				
0369 - 1 - 263	Recover an M18A1 Claymore mine									
						0.413 6				
0369 - 1 - 264	Detonate an electric initiation set									
							0.441 6		0.481 6	0.575 6
0369 - 1 - 264 (KD)	Detonate an electric initiation set									
				0.613 3						
0369 - 1 - 265	Detonate a non-electric initiation set									
							0.441 6		0.481 6	0.575 6
0369 - 1 - 265 (KD)	Detonate a non-electric initiation set									
				0.613 3						
0369 - 1 - 266	Detonate a detonating cord single-firing system									
							0.441 6		0.481 6	0.575 6
0369 - 1 - 266 (KD)	Detonate a detonating cord single-firing system									
				0.613 3						
0369 - 1 - 267	Clear an electrical initiation set misfire									
							0.441 6		0.481 6	0.575 6

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 267 (KD)	Clear an electrical initiation set misfire									
				0.613 3						
0369 - 1 - 268	Clear a non-electric initiation set misfire									
							0.441 6		0.481 6	0.575 6
0369 - 1 - 268 (KD)	Clear a non-electric initiation set misfire									
				0.613 3						
0369 - 1 - 269	Clear a detonating cord firing system misfire									
							0.441 6		0.481 6	0.575 6
0369 - 1 - 269 (KD)	Clear a detonating cord firing system misfire									
				0.613 3						
0369 - 1 - 270	Bore a hole using an improvised shape charge									
							0.441 6		0.481 6	
0369 - 1 - 270 (KD)	Bore a hole using an improvised shape charge									
				0.613 3						
0369 - 1 - 271	Clear an obstacle with an improvised bangalore torpedo									
							0.441 6		0.481 6	
0369 - 1 - 271 (KD)	Clear an obstacle with an improvised bangalore torpedo									
				0.613 3						
0369 - 1 - 272	Emplace a grapeshot charge									
							0.441 6		0.481 6	
0369 - 1 - 272 (KD)	Emplace a grapeshot charge									
				0.613 3						
0369 - 1 - 273	Construct an expedient satchel charge									
							0.441 6		0.481 6	

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 273 (KD)	Construct an expedient satchel charge									
				0.613 3						
0369 - 1 - 274	Construct an expedient cratering charge									
							0.441 6		0.481 6	
0369 - 1 - 274 (KD)	Construct an expedient cratering charge									
				0.613 3						
0369 - 1 - 275	Breach an object using a platter charge									
							0.441 6		0.481 6	
0369 - 1 - 275 (KD)	Breach an object using a platter charge									
				0.613 3						
0369 - 1 - 276	Plan the demolition of a target									
				0.613 3			0.441 3		0.481 3	
0369 - 1 - 277	Detonate a detonating cord dual firing system									
							0.441 6		0.481 6	
0369 - 1 - 277 (KD)	Detonate a detonating cord dual firing system									
				0.613 3						
0369 - 1 - 278	Fall a tree using an external tree cutting charge									
							0.441 6		0.481 6	
0369 - 1 - 278 (KD)	Fall a tree using an external tree cutting charge									
				0.613 3						
0369 - 1 - 279	Sever steel using a steel cutting charge									
							0.441 6		0.481 6	
0369 - 1 - 279 (KD)	Sever steel using a steel cutting charge									
				0.613 3						

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 280	Emplace an M1A2 bangalore torpedo									
							0.441 12		0.481 12	
0369 - 1 - 280 (KD)	Emplace an M1A2 bangalore torpedo									
				0.613 6						
0369 - 1 - 283	Perform a demolition breach of a door									
							0.441 12		0.481 12	
0369 - 1 - 283 (KD)	Perform a demolition breach of a door									
				0.613 6						
0369 - 1 - 284	Direct the employment of demolitions									
				0.613 6			0.441 6		0.481 6	
0369 - 1 - 291 (KD)	Probe for a mine									
				0.613 12		0.413 12	0.441 12		0.481 12	0.575 12
0369 - 1 - 292	Negotiate a wire obstacle by crossing over									
						0.413 6				
0369 - 1 - 293	Negotiate a wire obstacle by crossing under									
						0.413 6				
0369 - 1 - 294	Negotiate a wire obstacle by cutting									
						0.413 6				
0369 - 1 - 300 (KD)	Perform operator maintenance on a AN/PVS-4 individual weapons night sight or AN/TVS-5 crew served weapon night sight									
	0.641 6						0.441 6	0.498 6		0.575 6
0369 - 1 - 301	Perform operator maintenance on a AN/PVS-7 night vision goggles									
						0.413 6				
0369 - 1 - 302	Operate AN/PVS-7 night vision goggles									
						0.413 3				

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 305	Inspect optics									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 311	Write a warning order									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	
0369 - 1 - 315	Write a five paragraph order									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	
0369 - 1 - 318	Issue an order									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	
0369 - 1 - 319	Prepare a patrol warning order									
					0.676 3	0.413 3		0.498 3	0.481 3	
0369 - 1 - 320	Issue a patrol order									
					0.676 3	0.413 3		0.498 3	0.481 3	
0369 - 1 - 325	Prepare a platoon/company fire plan sketch									
						0.413 3				0.575 3
0369 - 1 - 332	Identify armored vehicles									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 333 (KD)	Challenge personnel entering an area									
	0.641 12	0.694 12	0.617 12	0.613 12	0.676 12	0.413 12	0.441 12	0.498 12	0.481 12	0.575 12
0369 - 1 - 334 (KD)	React to a ground flare									
	0.641 12	0.694 12	0.617 12	0.613 12	0.676 12	0.413 12	0.441 12	0.498 12	0.481 12	0.575 12
0369 - 1 - 335 (KD)	React to an overhead flare									
	0.641 12	0.694 12	0.617 12	0.613 12	0.676 12	0.413 12	0.441 12	0.498 12	0.481 12	0.575 12
0369 - 1 - 336 (KD)	High crawl									
						0.413 6				0.575 6

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 337 (KD)	Low crawl									
						0.413 12				0.575 12
0369 - 1 - 338 (KD)	Perform creeping									
						0.413 12				0.575 12
0369 - 1 - 339 (KD)	Perform night walk									
						0.413 12				0.575 12
0369 - 1 - 340	Move across an open area									
						0.413 6				0.575 6
0369 - 1 - 341	Select a hasty firing position									
	0.641 12			0.613 12		0.413 12	0.441 12	0.498 12	0.481 12	
0369 - 1 - 342	Construct a one-man fighting hole									
	0.641 6					0.413 6				
0369 - 1 - 343	Execute unarmed close combat									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 344	Execute armed close combat									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 345	Direct the handling of known or suspected enemy personnel									
	0.641 6				0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 350	Move parallel to a building									
	0.641 3					0.413 3				
0369 - 1 - 351	Move past a first floor window									
	0.641 3					0.413 3				
0369 - 1 - 352	Move past a basement window									
	0.641 3					0.413 3				

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 353	Cross a wall									
	0.641 3					0.413 3				
0369 - 1 - 354	Prepare a fighting position within a building									
	0.641 6			0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	
0369 - 1 - 355	Observe around a corner									
	0.641 6					0.413 6				
0369 - 1 - 361	Determine the grid coordinates of a point on a map									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 362	Determine a grid azimuth using a protractor									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 363	Convert a magnetic azimuth to a grid azimuth									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 364	Convert a grid azimuth to a magnetic azimuth									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 365	Orient a map with a compass									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 366	Measure distance on a map									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 367	Determine the error in a lensatic compass									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 368	Orient a map by terrain association									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 369	Determine a back azimuth									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 370	Pre-set a lensatic compass and follow an azimuth during daylight									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 371	Pre-set a lensatic compass and follow an azimuth during darkness									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 372	Locate an unknown point by intersection									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 373	Locate an unknown position by modified resection									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 374	Locate an unknown position by resection									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 375	Navigate using aerial photographs									
			0.617 6		0.676 6	0.413 6	0.441 6	0.498 6		
0369 - 1 - 376	Navigate using relief sketch									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 377	Navigate using the Global Positioning System (GPS)									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 378	Navigate using the AN/PSN-11 Precision Lightweight GPS Receiver (PLGR)									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 379	Transmit a Position Report (PosRep)									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 380	Select a route utilizing a topographic map									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 381	Construct a map overlay									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 382	Estimate range									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	3	3	3	3	3	3	3	3	3	
0369 - 1 - 388	Call for indirect fire using the grid method									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	3	3	3	3	3	3	3	3	3	
0369 - 1 - 389	Call for indirect fire using the polar method									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	3	3	3	3	3	3	3	3	3	
0369 - 1 - 390	Call for indirect fire using the shift from a known point method									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	3	3	3	3	3	3	3	3	3	
0369 - 1 - 391 (KD)	Conduct an immediate suppression mission									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	6	6	6	6	6	6	6	6	6	
0369 - 1 - 392 (KD)	Conduct an immediate smoke mission									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	6	6	6	6	6	6	6	6	6	
0369 - 1 - 393 (KD)	Conduct a quick smoke mission									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	6	6	6	6	6	6	6	6	6	
0369 - 1 - 394 (KD)	Conduct a Fire For Effect (FFE) mission									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	6	6	6	6	6	6	6	6	6	
0369 - 1 - 395 (KD)	Conduct an illumination mission									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	6	6	6	6	6	6	6	6	6	
0369 - 1 - 396 (KD)	Adjust mortar illumination									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	6	6	6	6	6	6	6	6	6	
0369 - 1 - 397 (KD)	Conduct a coordinated illumination mission									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	6	6	6	6	6	6	6	6	6	
0369 - 1 - 398 (KD)	Conduct a mission on a moving target									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	6	6	6	6	6	6	6	6	6	

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 399 (KD)	Conduct 2 fire missions simultaneously									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	
0369 - 1 - 400 (KD)	Conduct a danger close fire mission									
	0.641 9	0.694 9	0.617 9	0.613 9	0.676 9	0.413 9	0.441 9	0.498 9	0.481 9	
0369 - 1 - 401 (KD)	Adjust final protective fires									
	0.641 9	0.694 9	0.617 9	0.613 9	0.676 9	0.413 9	0.441 9	0.498 9	0.481 9	
0369 - 1 - 403 (KD)	Adjust mortar fire without a Fire Direction Center (FDC)									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	
0369 - 1 - 404 (KB)	Develop a quick fire support plan									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	
0369 - 1 - 408 (KB)	Adjust naval gunfire									
	0.641 12	0.694 12	0.617 12	0.613 12	0.676 12	0.413 12	0.441 12	0.498 12	0.481 12	
0369 - 1 - 409	Plan for the employment of supporting arms									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	
0369 - 1 - 411 (KB)	Direct a Close Air Support (CAS) strike									
	0.641 12	0.694 12	0.617 12	0.613 12	0.676 12	0.413 12	0.441 12	0.498 12	0.481 12	0.575 12
0369 - 1 - 412 (KB)	Conduct a Suppression of Enemy Air Defense (SEAD) fire mission									
	0.641 12	0.694 12	0.617 12	0.613 12	0.676 12	0.413 12	0.441 12	0.498 12	0.481 12	0.575 12
0369 - 1 - 413	Employ supporting arms									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	
0369 - 1 - 418	Communicate using hand and arm signals									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 419	Communicate using a TA-1 field telephone									
					0.676 6		0.441 6	0.498 6	0.481 6	0.575 6

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 419 (KB) Communicate using a TA-1 field telephone										
	0.641 3	0.694 3	0.617 3	0.613 3		0.413 3				
0369 - 1 - 420 Communicate using a TA-312 field telephone										
					0.676 6		0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 420 (KB) Communicate using a TA-312 field telephone										
	0.641 3	0.694 3	0.617 3	0.613 3		0.413 3				
0369 - 1 - 421 Assemble a radio set										
			0.617 6				0.441 6			0.575 6
0369 - 1 - 421 (KM) Assemble a radio set										
	0.641 3	0.694 3		0.613 3	0.676 3	0.413 3		0.498 3	0.481 3	
0369 - 1 - 422 Maintain radio sets										
			0.617 6				0.441 6			0.575 6
0369 - 1 - 422 (KM) Maintain radio sets										
	0.641 3	0.694 3		0.613 3	0.676 3	0.413 3		0.498 3	0.481 3	
0369 - 1 - 423 Communicate using a AN/PRC-119 field radio in single channel mode										
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 424 Communicate using a AN/PRC-119 field radio in frequency hopping mode										
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 425 (KM) Waterproof communication gear										
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 426 (KB) Operate an HF radio set										
	0.641 12	0.694 12	0.617 12	0.613 12	0.676 12	0.413 12	0.441 12	0.498 12	0.481 12	0.575 12
0369 - 1 - 427 (KB) Operate a UHF radio set										
	0.641 12	0.694 12	0.617 12	0.613 12	0.676 12	0.413 12	0.441 12	0.498 12	0.481 12	0.575 12

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 429 (KB)	Operate communications security equipment for HF radio set									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 430 (KB)	Operate communications security equipment for VHF radio set									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 431	Report information									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	3	3	3	3	3	3	3	3	3	3
0369 - 1 - 432 (KB)	Operate satellite communication equipment									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	6	6	6	6	6	6	6	6	6	6
0369 - 1 - 433	Construct a field expedient antenna									
	0.641			0.613	0.676	0.413	0.441	0.498	0.481	0.575
	6			6	6	6	6	6	6	6
0369 - 1 - 433 (KM)	Construct a field expedient antenna									
		0.694	0.617							
		6	6							
0369 - 1 - 438	Evaluate a casualty									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	6	6	6	6	6	6	6	6	6	6
0369 - 1 - 439	Transmit a Casualty Report (CasRep)									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	6	6	6	6	6	6	6	6	6	6
0369 - 1 - 440 (KD)	Perform rescue breathing									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	6	6	6	6	6	6	6	6	6	6
0369 - 1 - 441 (KD)	Perform Cardiopulmonary Resuscitation (CPR)									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 442 (KD)	Apply a pressure dressing									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 443 (KD)	Apply a tourniquet									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 444 (KD)	Perform first aid for a head wound									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 445 (KD)	Perform first aid for a chest wound									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 446 (KD)	Perform first aid for an abdominal wound									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 447 (KD)	Perform first aid for a burn									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 448 (KD)	Splint a fracture									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 449 (KD)	Perform first aid for heatstroke									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 450 (KD)	Perform first aid for frostbite									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 451 (KD)	Perform first aid for a snakebite									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 452 (KD)	Perform a one-man fireman carry									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	12	12	12	12	12	12	12	12	12	12
0369 - 1 - 453	Direct the MEDEVAC of a casualty									
	0.641	0.694	0.617		0.676	0.413	0.441	0.498	0.481	0.575
	6	6	6		6	6	6	6	6	6
0369 - 1 - 458	Perform operator maintenance for an M40 field protective mask with hood									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	6	6	6	6	6	6	6	6	6	6
0369 - 1 - 459	Don an M40 field protective mask with hood									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	
	6	6	6	6	6	6	6	6	6	

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 460	Drink from a canteen while wearing an M40 field protective mask with hood									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	
0369 - 1 - 461	Don personal protective equipment to MOPP Level 4									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	
0369 - 1 - 462 (KD)	Perform individual decontamination									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	
0369 - 1 - 463 (KD)	Perform self-aid for a nerve agent									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	
0369 - 1 - 464 (KD)	React to a nuclear attack without warning									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	
0369 - 1 - 465	Transmit an NBC-1 Report									
			0.617 12		0.676 12	0.413 12		0.498 12	0.481 12	0.575 12
0369 - 1 - 466	Lead a unit in a nuclear, biological, and chemical (NBC) environment									
			0.617 6			0.413 6	0.441 6	0.498 6	0.481 6	
0369 - 1 - 471 (KD)	Operate a High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
			0.617 3		0.676 3			0.498 3	0.481 3	0.575 3
0369 - 1 - 472 (KD)	Perform operator maintenance for a M-1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
			0.617 6		0.676 6			0.498 6	0.481 6	0.575 6
0369 - 1 - 473	Inspect a High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
			0.617 6		0.676 6			0.498 6	0.481 6	0.575 6
0369 - 1 - 474	Transmit Helicopter Landing Zone (HLZ) brief									
			0.617 3			0.413 3	0.441 3			0.575 3

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 475	Lead a unit in helicopterborne operations									
			0.617 6			0.413 6	0.441 6		0.481 6	0.575 6
0369 - 1 - 476	Lead a unit on surface amphibious operations									
						0.413 6		0.498 6	0.481 6	0.575 6
0369 - 1 - 496	Conduct a debrief									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 500	Lead a unit in preparations for combat									
	0.641 3	0.694 3	0.617 3		0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 501	Lead a unit in operations within stated Rules of Engagement (ROE)									
					0.676 3	0.413 3		0.498 3	0.481 3	0.575 3
0369 - 1 - 502	Lead a unit in crossing a danger area									
					0.676 3	0.413 3		0.498 3	0.481 3	
0369 - 1 - 503	Lead a unit in a passage of lines as stationary unit									
						0.413 6		0.498 6	0.481 6	0.575 6
0369 - 1 - 504	Lead a unit in patrolling operations									
					0.676 3	0.413 3		0.498 3	0.481 3	
0369 - 1 - 505	Lead a unit in a movement to contact									
						0.413 3		0.498 3	0.481 3	0.575 3
0369 - 1 - 506	Lead a unit in a link-up									
						0.413 3		0.498 3	0.481 3	0.575 3
0369 - 1 - 507	Lead a unit in a convoy									
						0.413 6		0.498 6	0.481 6	0.575 6
0369 - 1 - 508	Lead a unit in an ambush									
						0.413 3		0.498 3	0.481 3	

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 509	Lead a unit in a relief in place									
						0.413 6		0.498 6	0.481 6	0.575 6
0369 - 1 - 510	Lead a unit in an infiltration									
						0.413 6		0.498 6	0.481 6	
0369 - 1 - 511	Lead a unit in a passage of lines as moving unit									
						0.413 3		0.498 3	0.481 3	0.575 3
0369 - 1 - 513	Lead a unit in an attack									
						0.413 3				
0369 - 1 - 514	Lead a unit in an attack on a fortified strong point									
						0.413 3				
0369 - 1 - 515	Lead a unit in a mechanized attack									
						0.413 6				
0369 - 1 - 516	Lead a unit in a raid									
						0.413 6				
0369 - 1 - 517	Lead a unit in an attack in an urban environment									
						0.413 3				
0369 - 1 - 518	Lead a unit in the breach of an obstacle									
						0.413 6		0.498 6	0.481 6	0.575 6
0369 - 1 - 519	Lead a unit in a night attack									
						0.413 6				
0369 - 1 - 520	Direct the employment of medium machineguns in offensive operations									
	0.641 3					0.413 3	0.441 3			0.575 3
0369 - 1 - 521	Lead a heavy machinegun platoon in support of offensive operations									
						0.413 3		0.498 3	0.481 3	

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 523	Lead an anti-armor platoon in support of offensive operations									
				0.613 3	0.676 3	0.413 3	0.441 3		0.481 3	0.575 3
0369 - 1 - 526	Lead a unit in defensive operations									
						0.413 3		0.498 3	0.481 3	
0369 - 1 - 527	Direct the employment of medium machineguns in support of defensive operations									
	0.641 3					0.413 3	0.441 3			0.575 3
0369 - 1 - 528	Lead a heavy machinegun platoon in support of defensive operations									
						0.413 3		0.498 3	0.481 3	
0369 - 1 - 530	Lead an anti-armor platoon in support of defensive operations									
				0.613 3	0.676 3	0.413 3	0.441 3		0.481 3	0.575 3
0369 - 1 - 531	Lead a unit in consolidation									
						0.413 3		0.498 3	0.481 3	0.575 3
0369 - 1 - 532	Direct the resupply of a unit									
			0.617 3			0.413 3		0.498 3	0.481 3	0.575 3
0369 - 1 - 533	Direct the employment of assault units in support of offensive operations									
						0.413 3	0.441 3			
0369 - 1 - 534	Direct the employment of assault units in support of defensive operations									
						0.413 3	0.441 3			
0369 - 1 - 535	Direct the employment of 60mm mortars in support of offensive operations									
		0.694 3					0.441 3			
0369 - 1 - 536	Direct the employment of 60mm mortars in support of defensive operations									
		0.694 3					0.441 3			

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 541	Assist commander in analyzing unit missions and requirements									
						0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 542	Compile information to prepare SITREP and other required reports									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 543	Provide input on weapons training for unit training priorities									
						0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 544	Advise commander on procedures for the maintenance of weapons in a tactical environment									
						0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 555	Advise commander on the integration of fires of organic weapons									
						0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 566	Determine unit weapons proficiency									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 567	Advise commander on unit weapon training goals									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 568	Advise commander on a strategy for weapons training									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 569	Provide input on weapons training for a unit short-range training plan									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3
0369 - 1 - 570	Provide input on weapons training for a unit long-range training plan									
	0.641 6	0.694 6	0.617 6	0.613 6	0.676 6	0.413 6	0.441 6	0.498 6	0.481 6	0.575 6
0369 - 1 - 571	Advise commander on training ammunition requirements in support of training plans									
	0.641 3	0.694 3	0.617 3	0.613 3	0.676 3	0.413 3	0.441 3	0.498 3	0.481 3	0.575 3

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 572	Determine Training Device (TD) and audiovisual (AV) support equipment requirements for weapons training									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	3	3	3	3	3	3	3	3	3	3
0369 - 1 - 573	Design training programs for small unit battle drills									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	3	3	3	3	3	3	3	3	3	3
0369 - 1 - 575	Determine safety requirements									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	3	3	3	3	3	3	3	3	3	3
0369 - 1 - 576	Construct an Operational Risk Management (ORM) assessment									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	3	3	3	3	3	3	3	3	3	3
0369 - 1 - 579	Conduct reconnaissance of selected range									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	3	3	3	3	3	3	3	3	3	3
0369 - 1 - 581	Recommend security requirements for a temporary range									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	3	3	3	3	3	3	3	3	3	3
0369 - 1 - 590	Conduct small unit training									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	3	3	3	3	3	3	3	3	3	3
0369 - 1 - 592	Advise commander/operations officer on developing training									
						0.413	0.441	0.498	0.481	0.575
						3	3	3	3	3
0369 - 1 - 596	Assist the commander/operations officer in computing individual and collective Combat Readiness Percentage (CRP).									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	3	3	3	3	3	3	3	3	3	3
0369 - 1 - 606	Report ammunition malfunction									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	6	6	6	6	6	6	6	6	6	6
0369 - 1 - 607	Advise commander on integration of weapons training and preventive maintenance in unit weapons training program									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	6	6	6	6	6	6	6	6	6	6

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 1 - 608	Assist commander in monitoring qualification/requalification for organic individual and crew-served weapons									
	0.641	0.694	0.617	0.613	0.676	0.413	0.441	0.498	0.481	0.575
	3	3	3	3	3	3	3	3	3	3

Event Code		A	B	C	D	E	F	G	H	I	J
Level: 2											
0369 - 2 - 073 (KD)	Select a machinegun firing position										
0369 - 2 - 256 (KD)	Throw an M67 fragmentation grenade										0.575 6
0369 - 2 - 257 (KB)	Engage targets with grenades for distance and accuracy										0.575 6
0369 - 2 - 258 (KB)	Execute a grenade assault course of fire										0.575 6
0369 - 2 - 260 (KD)	Emplace an M49A1 surface trip flare										0.575 6
0369 - 2 - 261 (KD)	Recover an M49A1 surface trip flare										0.575 6
0369 - 2 - 262 (KD)	Emplace an M18A1 Claymore mine										0.575 12
0369 - 2 - 263 (KD)	Recover an M18A1 Claymore mine										0.575 12
0369 - 2 - 276 (KD)	Plan the demolition of a target										0.575 6
0369 - 2 - 284 (KD)	Direct the employment of demolitions										0.575 12
0369 - 2 - 311 (KM)	Write a warning order										

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 2 - 315 (KM)	Write a five paragraph order									
0369 - 2 - 325 (KB)	Prepare a platoon/company fire plan sketch									
0369 - 2 - 341 (KD)	Select a hasty firing position									
										0.575 6
0369 - 2 - 342 (KD)	Construct a one-man fighting hole									
										0.575 12
0369 - 2 - 350 (KD)	Move parallel to a building									
										0.575 6
0369 - 2 - 354 (KD)	Prepare a fighting position within a building									
										0.575 12
0369 - 2 - 382 (KB)	Estimate range									
										0.575 6
0369 - 2 - 388 (KD)	Call for indirect fire using the grid method									
										0.575 6
0369 - 2 - 389 (KD)	Call for indirect fire using the polar method									
										0.575 6
0369 - 2 - 390 (KD)	Call for indirect fire using the shift from a known point method									
										0.575 6
0369 - 2 - 404 (KD)	Develop a quick fire support plan									
										0.575 6
0369 - 2 - 413	Employ supporting arms									
										0.575 6

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 2 - 413 (KD)	Employ supporting arms									
0369 - 2 - 418 (KB)	Communicate using hand and arm signals									
0369 - 2 - 453 (KD)	Direct the MEDEVAC of a casualty									
0369 - 2 - 476 (KD)	Lead a unit on surface amphibious operations									
0369 - 2 - 501 (KD)	Lead a unit in operations within stated Rules of Engagement (ROE)									
0369 - 2 - 509 (KD)	Lead a unit in a relief in place									
0369 - 2 - 538	Prepare the fire support execution matrix									
0369 - 2 - 538 (KD)	Prepare the fire support execution matrix									0.575 3
0369 - 2 - 539	Prepare a target list worksheet and scheduling worksheets									
0369 - 2 - 539 (KD)	Prepare a target list worksheet and scheduling worksheets									0.575 3
0369 - 2 - 540	Integrate company organic indirect fire weapons into fire plans									0.575 3
0369 - 2 - 545	Perform duties as Watch Officer in Combat Operations Center (COC)									0.575 6

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 2 - 546	Conduct brief for oncoming watch									
										0.575 6
0369 - 2 - 547	Coordinate a request for a preplanned Close Air Support (CAS) mission									
0369 - 2 - 547 (KD)	Coordinate a request for a preplanned Close Air Support (CAS) mission									
										0.575 6
0369 - 2 - 548	Process a preplanned Close Air Support (CAS) request									
0369 - 2 - 548 (KD)	Process a preplanned Close Air Support (CAS) request									
										0.575 6
0369 - 2 - 549	Supervise the operations of a Fire Support Coordination Center (FSCC)									
0369 - 2 - 549 (KD)	Supervise the operations of a Fire Support Coordination Center (FSCC)									
0369 - 2 - 577	Develop preliminary training exercise									
										0.575 6
0369 - 2 - 578	Develop an exercise plan									
0369 - 2 - 593	Advise the commander/operations officer on the application of the Systems Approach to Training (SAT)									
										0.575 3
0369 - 2 - 594	Assist the commander/operations officer in developing the unit Mission Essential Task List (METL)									
										0.575 6

Event Code	A	B	C	D	E	F	G	H	I	J
0369 - 2 - 595	Assist the commander/operations officer in developing a training plan that supports the unit's Mission Essential Task List (METL)									0.575 6
0369 - 2 - 597	Assist the commander/operations officer in developing training reports									0.575 3
0369 - 2 - 598	Maintain a publication library									
0369 - 2 - 599	Participate in the Marine Corps Planning Process									
0369 - 2 - 600	Assist in developing Intelligence Preparation of the Battlefield (IPB) products									
0369 - 2 - 601	Assist in developing commander and staff estimates									
0369 - 2 - 602	Organize command, control, communication, computer, and intelligence (C4I) assets of a Combat Operations Center (COC)									
0369 - 2 - 603	Assist the commander/fire support coordinator to establish Fire Support Coordination Measures (FSCM)									
0369 - 2 - 604	Assist the commander/fire support coordinator develop fire support documents									
0369 - 2 - 605	Maintain a Fire Support Coordination Center (FSCC) status board									

CHAPTER 9

0369 INFANTRY UNIT LEADER

APPENDIX C

BILLET EVENT MATRIX (K-T)

Code	Billet
K	Operations Chief, Weapons Company
L	Operations Chief, S-3 Section, Infantry Battalion/Infantry Regiment

Event Code	K	L	M	N	O	P	Q	R	S	T
Level: 1										
0369 - 1 - 001	Perform operator maintenance for an M9 pistol									
	0.5 6	0.787 6								
0369 - 1 - 002	Load an M9 pistol									
	0.5 6	0.787 6								
0369 - 1 - 003	Engage targets with an M9 pistol									
	0.5 6	0.787 6								
0369 - 1 - 004	Perform immediate action for an M9 pistol									
	0.5 6	0.787 6								
0369 - 1 - 005	Reload an M9 pistol									
	0.5 6	0.787 6								
0369 - 1 - 006	Unload an M9 pistol									
	0.5 6	0.787 6								
0369 - 1 - 007	Inspect an M9 Service Pistol									
	0.5 6	0.787 6								
0369 - 1 - 013	Perform operator maintenance for an M16A2 service rifle									
0369 - 1 - 013 (KD)	Perform operator maintenance for an M16A2 service rifle									
0369 - 1 - 014	Load an M16A2 service rifle									
0369 - 1 - 015	Field expedient zero an M16A2 service rifle									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 016 (KM)	Engage targets with an M16A2 service rifle									
0369 - 1 - 017 (KM)	Engage immediate threat targets with an M16A2 service rifle									
0369 - 1 - 018 (KM)	Engage targets with an M16A2 service rifle wearing a field protective mask									
0369 - 1 - 019 (KM)	Perform immediate action for an M16A2 service rifle									
0369 - 1 - 020 (KM)	Perform remedial action for an M16A2 service rifle									
0369 - 1 - 021 (KM)	Combat reload an M16A2 service rifle									
0369 - 1 - 022 (KM)	Clear an M16A2 service rifle									
0369 - 1 - 023 (KM)	Rush with an M16A2 service rifle									
0369 - 1 - 024 (KM)	Mark a sector of fire for an M16A2 service rifle									
0369 - 1 - 025	Inspect an M16A2 service rifle									
	0.5 6	0.787 6								
0369 - 1 - 026 (KM)	Zero an AN/PVS-4 night vision sight to an M16A2 service rifle									

Event Code		K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 027 (KM)	Engage targets with an M16A2 service rifle using an AN/PVS-4 night vision sight										
0369 - 1 - 028 (KM)	Zero an AN/PAQ-4 Infrared Aiming Light to an M16A2 service rifle										
0369 - 1 - 029 (KM)	Engage targets with an M16A2 service rifle using an AN/PAQ-4 Infrared Aiming Light										
0369 - 1 - 030 (KM)	Zero an AN/PEQ-2A Target Pointer Illuminator/Aiming Light to an M16A2 service rifle										
0369 - 1 - 031 (KM)	Engage targets with an M16A2 service rifle using an AN/PEQ-2A Target Pointer Illuminator/Aiming Light										
0369 - 1 - 032	Advise commander on employment of the M16A2 service rifle										
0369 - 1 - 037 (KM)	Perform operator maintenance for an M249 squad automatic weapon										
0369 - 1 - 038 (KM)	Load an M249 squad automatic weapon with linked ammunition										
0369 - 1 - 039 (KM)	Load an M249 squad automatic weapon with a magazine										
0369 - 1 - 040 (KM)	Field zero an M249 squad automatic weapon										
0369 - 1 - 041 (KM)	Perform ten meter firing for an M249 squad automatic weapon										

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 042 (KM)	Engage targets at unknown distances with the M249 squad automatic weapon									
0369 - 1 - 043 (KM)	Rush with an M249 squad automatic weapon									
0369 - 1 - 044 (KM)	Perform transition firing for an M249 squad automatic weapon									
0369 - 1 - 045 (KM)	Engage targets with an M249 squad automatic weapon using alternate firing positions									
0369 - 1 - 046 (KM)	Clear an M249 squad automatic weapon									
0369 - 1 - 047 (KM)	Perform immediate action for an M249 squad automatic weapon									
0369 - 1 - 048 (KM)	Perform remedial action for an M249 squad automatic weapon									
0369 - 1 - 049 (KM)	Mark a sector of fire for a M249 squad automatic weapon									
0369 - 1 - 050	Inspect an M249 squad automatic weapon									
	0.5 6									
0369 - 1 - 051	Advise commander on employment of the M249 squad automatic weapon (SAW)									
	0.5 6									
0369 - 1 - 052 (KM)	Perform transition firing for an M249 squad automatic weapon during limited visibility									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 056 (KM)	Perform operator maintenance for an M203 grenade launcher									
0369 - 1 - 057 (KM)	Load an M203 grenade launcher									
0369 - 1 - 058 (KM)	Perform misfire procedures for an M203 grenade launcher									
0369 - 1 - 059 (KM)	Unload an M203 grenade launcher									
0369 - 1 - 060 (KM)	Zero an M203 grenade launcher leaf sight									
0369 - 1 - 061 (KM)	Zero an M203 grenade launcher quadrant sight									
0369 - 1 - 062 (KM)	Perform M203 grenade launcher day qualification									
0369 - 1 - 063 (KM)	Zero an AN/PVS-4 night vision sight to an M203 grenade launcher									
0369 - 1 - 064 (KM)	Engage targets at unknown distances with the M203 grenade launcher									
0369 - 1 - 065 (KM)	Qualify with an M203 grenade launcher at night									
0369 - 1 - 066 (KM)	Mark a sector of fire for an M203 grenade launcher									
0369 - 1 - 067	Inspect an M203 grenade launcher									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 068	Advise commander on employment of the M203 grenade launcher									
0369 - 1 - 073	Select a machinegun firing position									
0369 - 1 - 074	Inspect a machinegun firing position									
	0.5 3									
0369 - 1 - 075	Prepare a machinegun range card									
	0.5 6									
0369 - 1 - 075 (KD)	Prepare a machinegun range card									
0369 - 1 - 077	Issue a machinegun fire command									
	0.5 6									
0369 - 1 - 077 (KD)	Issue a machinegun fire command									
0369 - 1 - 078	Issue a fire command to a machinegun section									
	0.5 12									
0369 - 1 - 078 (KD)	Issue a fire command to a machinegun section									
0369 - 1 - 079	Lay a machinegun utilizing a M-2 compass									
	0.5 12									
0369 - 1 - 079 (KB)	Lay a machinegun utilizing a M-2 compass									
0369 - 1 - 080	Set the elevation of a machinegun utilizing the M1A2 gunner's quadrant									
	0.5 12									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 080 (KB) Set the elevation of a machinegun utilizing the M1A2 gunner's quadrant										
0369 - 1 - 081 Advise commander(s) on the employment of machineguns	0.5 3	0.787 3								
0369 - 1 - 085 (KD) Perform operator maintenance for an M240G medium machinegun										
0369 - 1 - 086 (KD) Mount an M240G medium machinegun										
0369 - 1 - 087 (KD) Load an M240G medium machinegun with the cover open										
0369 - 1 - 088 (KD) Load an M240G medium machinegun with the cover closed										
0369 - 1 - 089 (KD) Change a barrel for an M240G medium machinegun										
0369 - 1 - 090 (KD) Perform immediate action for an M240G medium machinegun										
0369 - 1 - 091 (KD) Perform immediate action for a runaway M240G medium machinegun										
0369 - 1 - 092 (KD) Perform remedial action for a stuck cartridge in an M240G medium machinegun										
0369 - 1 - 093 (KD) Perform remedial action for a ruptured cartridge in an M240G medium machinegun										

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 094 (KD) Perform remedial action for sluggish operation of an M240G medium machinegun										
0369 - 1 - 095 (KD) Clear an M240G medium machinegun										
0369 - 1 - 096 (KD) Operate the M240G medium machinegun										
0369 - 1 - 097 (KD) (Table I) Execute ten-meter bipod firing exercise with the M240G medium machinegun										
0369 - 1 - 098 (KD) (Table II) Execute a ten-meter tripod firing exercise with the M240G medium machinegun										
0369 - 1 - 099 (KD) Prepare an AN/PVS-4 for operation with an M240G medium machinegun										
0369 - 1 - 100 (KD) Perform operator maintenance on SL-3 gear for an M240G medium machinegun										
0369 - 1 - 101 Inspect an M240G medium machinegun										
0369 - 1 - 104 (KD) Perform operator maintenance for an M2 heavy machinegun	0.5 6									
0369 - 1 - 105 (KD) Set the headspace and timing for an M2 heavy machinegun	0.5 6									
0369 - 1 - 106 (KD) Ground mount an M2 heavy machinegun	0.5 6									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 107 (KD)	Vehicle mount an M2 heavy machinegun to an M-1043/44 hardback HMMWV									
	0.5									
	6									
0369 - 1 - 108 (KD)	Load an M2 heavy machinegun with the cover open									
	0.5									
	6									
0369 - 1 - 109 (KD)	Load an M2 heavy machinegun with the cover closed									
	0.5									
	6									
0369 - 1 - 110 (KD)	Operate an M2 heavy machinegun									
	0.5									
	3									
0369 - 1 - 111 (KD)	(Table I) Execute ten meter tripod firing exercise with the M2 heavy machinegun									
	0.5									
	6									
0369 - 1 - 112 (KD)	Unload an M2 heavy machinegun									
	0.5									
	6									
0369 - 1 - 113 (KD)	Clear an M2 heavy machinegun									
	0.5									
	6									
0369 - 1 - 114 (KD)	Perform immediate action for an M2 heavy machinegun									
	0.5									
	6									
0369 - 1 - 115 (KD)	Perform immediate action for a runaway M2 heavy machinegun									
	0.5									
	6									
0369 - 1 - 116 (KD)	Perform remedial action for an M2 heavy machinegun									
	0.5									
	6									
0369 - 1 - 117 (KD)	Perform remedial action for sluggish operation of an M2 heavy machinegun									
	0.5									
	6									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 118 (KD)	Perform remedial action for stuck cartridge in an M2 heavy machinegun									
	0.5									
	6									
0369 - 1 - 119 (KD)	Perform remedial action for a ruptured cartridge in an M2 heavy machinegun									
	0.5									
	6									
0369 - 1 - 120	Prepare an AN/TVS-5 for operation with an M2 heavy machinegun									
	0.5									
	6									
0369 - 1 - 121 (KD)	Inspect an M2 heavy machinegun									
	0.5									
	6									
0369 - 1 - 122 (KD)	Perform operator maintenance for SL-3 gear for an M2 heavy machinegun									
	0.5									
	6									
0369 - 1 - 123 (KD)	Perform operator maintenance for SL-3 gear for a MK19 heavy machinegun									
	0.5									
	6									
0369 - 1 - 124 (KD)	Perform operator maintenance on a MK19 heavy machinegun									
	0.5									
	3									
0369 - 1 - 125 (KD)	Ground mount a MK19 heavy machinegun									
	0.5									
	6									
0369 - 1 - 126 (KD)	Vehicle mount a MK19 heavy machinegun to an M-1043/44 hardback HMMWV									
	0.5									
	6									
0369 - 1 - 127 (KD)	Load a MK19 heavy machinegun									
	0.5									
	6									
0369 - 1 - 128 (KD)	Operate a MK19 heavy machinegun									
	0.5									
	3									
0369 - 1 - 130 (KD)	Unload a MK19 heavy machinegun									
	0.5									
	6									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 131 (KD)	Clear a MK19 heavy machinegun									
	0.5									
	6									
0369 - 1 - 132 (KD)	Perform immediate action for a MK19 heavy machinegun with a failure to fire									
	0.5									
	6									
0369 - 1 - 133 (KD)	Perform immediate action for a runaway MK19 heavy machinegun									
	0.5									
	6									
0369 - 1 - 134 (KD)	Perform remedial action for a MK19 heavy machinegun									
	0.5									
	6									
0369 - 1 - 135 (KD)	Perform remedial action for a MK19 heavy machinegun with jammed bolt									
	0.5									
	6									
0369 - 1 - 136 (KD)	Perform remedial action for a MK19 heavy machinegun with bore obstruction									
	0.5									
	6									
0369 - 1 - 137	Inspect a MK19 heavy machinegun									
	0.5									
	6									
0369 - 1 - 143 (KD)	Prepare mortar ammunition for firing									
	0.5									
	6									
0369 - 1 - 144 (KD)	Burn increments									
0369 - 1 - 145 (KD)	Manipulate the mortar for a small deflection and elevation change									
0369 - 1 - 146 (KD)	Manipulate the mortar for a large deflection and elevation change									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 147	Select a mortar position									
	0.5 3									
0369 - 1 - 148	Inspect a mortar firing position									
	0.5 3									
0369 - 1 - 149	Issue fire commands for a mortar									
0369 - 1 - 149 (KB)	Issue fire commands for a mortar									
0369 - 1 - 150	Issue a mortar fire command									
0369 - 1 - 150 (KB)	Issue a mortar fire command									
0369 - 1 - 151	Declinate an M2 compass									
0369 - 1 - 152	Receive a Call For Fire (CFF)									
0369 - 1 - 152 (KB)	Receive a Call For Fire (CFF)									
0369 - 1 - 153 (KB)	Compute firing data manually									
0369 - 1 - 154 (KB)	Respond to an untrained observer									
0369 - 1 - 155	Inspect the plotting board for proper set up using the below the pivot point method									
	0.5 3									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 156	Inspect the plotting board for proper set up using the pivot point method									
	0.5 3									
0369 - 1 - 157	Supervise operation of a mortar Fire Direction Center (FDC)									
	0.5 3									
0369 - 1 - 158	Advise commander on employment of mortars									
	0.5 3	0.787 3								
0369 - 1 - 160	Set up the plotting board using the below the pivot point method									
0369 - 1 - 160 (KB)	Set up the plotting board using the below the pivot point method									
0369 - 1 - 161	Set up the plotting board using the pivot point method									
0369 - 1 - 161 (KB)	Set up the plotting board using the pivot point method									
0369 - 1 - 162 (KD)	Perform operator maintenance for an M224 60mm mortar									
0369 - 1 - 163 (KD)	Bore sight an M224 60mm mortar									
0369 - 1 - 164	Perform pre-fire safety checks for an M224 60mm mortar in conventional mode									
0369 - 1 - 164 (KD)	Perform pre-fire safety checks for an M224 60mm mortar in conventional mode									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 165	Inspect an M224 60mm mortar									
0369 - 1 - 166	Set up the plotting board using the modified observer firing chart method									
0369 - 1 - 166 (KB)	Set up the plotting board using the modified observer firing chart method									
0369 - 1 - 169 (KD)	Perform operator maintenance for an M252 81mm mortar									
0369 - 1 - 170 (KD)	Bore sight an M252 81mm mortar									
0369 - 1 - 171	Perform pre-fire safety checks for an M252 81mm mortar									
0369 - 1 - 172	Inspect an M252 81mm mortar									
	0.5 6									
0369 - 1 - 177	Prepare an anti-armor range card									
0369 - 1 - 177 (KM)	Prepare an anti-armor range card									
0369 - 1 - 178	Issue a fire command for an anti-armor weapon system									
0369 - 1 - 178 (KM)	Issue a fire command for an anti-armor weapon system									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 179	Issue a fire command for an anti-armor section									
0369 - 1 - 179 (KM)	Issue a fire command for an anti-armor section									
0369 - 1 - 180	Advise commander on employment of anti-armor weapons									
	0.5 3	0.787 3								
0369 - 1 - 181 (KD)	Engage targets with an M136 light anti-armor weapon									
0369 - 1 - 182 (KD)	Perform misfire procedures for an M136 light anti-armor weapon									
0369 - 1 - 183 (KD)	Advise commander on employment of the AT-4									
0369 - 1 - 185 (KD)	Perform operator maintenance for a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
0369 - 1 - 186 (KD)	Load a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
0369 - 1 - 187 (KD)	Engage a target with a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
0369 - 1 - 188 (KD)	Engage a target with a MK153 shoulder-launched multipurpose assault weapon (SMAW) using an AN/PVS-4 night vision sight									
0369 - 1 - 189 (KD)	Perform immediate action for a MK153 shoulder-launched multipurpose assault weapon (SMAW) spotting rifle									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 190 (KD)	Perform immediate action for a MK153 shoulder-launched multipurpose assault weapon (SMAW) launcher									
0369 - 1 - 191	Inspect a MK153 shoulder-launched multipurpose assault weapon (SMAW)									
0369 - 1 - 192	Advise commander on employment of the shoulder-launched multipurpose assault weapon (SMAW)									
0369 - 1 - 195 (KD)	Perform operator maintenance for an M98A1 Javelin command launch unit									
	0.5 6									
0369 - 1 - 196 (KD)	Perform operator maintenance for an M98A1 Javelin missile									
	0.5 6									
0369 - 1 - 197 (KM)	Prepare an M98A1 Javelin for firing									
0369 - 1 - 198 (KM)	Engage a target with an M98A1 Javelin									
0369 - 1 - 199 (KM)	Perform immediate action for an M98A1 Javelin missile not ready indicator									
0369 - 1 - 200 (KM)	Perform immediate action on an M98A1 Javelin command launch unit bit failure warning indicator									
0369 - 1 - 201 (KM)	Perform immediate action for a flashing WFOV indicator for the M98A1 Javelin									
0369 - 1 - 202 (KM)	Perform immediate action on an M98A1 Javelin flashing missile NOT READY indicator									

Event Code		K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 203 (KM)	Perform immediate action on an M98A1 Javelin missile bit malfunction										
0369 - 1 - 204 (KM)	Perform immediate action on an M98A1 Javelin hang fire										
0369 - 1 - 205 (KM)	Perform immediate action on an M98A1 Javelin missile overheat malfunction										
0369 - 1 - 206 (KM)	Perform immediate action on an M98A1 Javelin command launch unit BATTERY LOW warning indicator										
0369 - 1 - 207 (KM)	Perform immediate action on an M98A1 Javelin night vision sight NOT COOL warning indicator										
0369 - 1 - 208 (KM)	Perform immediate action for an M98A1 Javelin BCU LOW warning indicator										
0369 - 1 - 209	Inspect an M98A1 Javelin command launch unit	0.5 3									
0369 - 1 - 210	Inspect an M98A1 Javelin round	0.5 3									
0369 - 1 - 211	Inspect an M98A1 Javelin firing position	0.5 3									
0369 - 1 - 212 (KM)	Qualify with an M98A1 Javelin										
0369 - 1 - 215 (KM)	Perform operator maintenance for an M220E4 TOW2 weapon system										

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 216 (KM)	Assemble an M220E4 TOW2 weapon system on the tripod									
0369 - 1 - 217 (KM)	Disassemble the M220E4 TOW2 weapon system from the tripod									
0369 - 1 - 218 (KM)	Construct a ground mounted M220E4 TOW2 weapon system fighting position									
0369 - 1 - 221 (KM)	Load a ground mounted M220E2 TOW2 weapon system									
0369 - 1 - 223 (KM)	Conduct an M220E4 TOW2 weapon system checkout procedure									
0369 - 1 - 225 (KM)	Perform M220E4 TOW2 weapon system qualification									
0369 - 1 - 226 (KM)	Unload an M220E4 TOW2 weapon system									
0369 - 1 - 229	Inspect an M220E4 TOW2 weapon system encased missile									
0.5 6										
0369 - 1 - 230	Inspect an M220E4 TOW2 weapon system									
0.5 3										
0369 - 1 - 231 (KM)	Perform M22E4 TOW2 weapon system advanced gunnery qualification									
0369 - 1 - 256	Throw an M67 fragmentation grenade									
0369 - 1 - 257 (KM)	Engage targets with grenades for distance and accuracy									

Event Code		K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 258 (KM)	Execute a grenade assault course of fire										
0369 - 1 - 260	Emplace an M49A1 surface trip flare										
0369 - 1 - 261	Recover an M49A1 surface trip flare										
0369 - 1 - 262	Emplace an M18A1 Claymore mine										
0369 - 1 - 263	Recover an M18A1 Claymore mine										
0369 - 1 - 264	Detonate an electric initiation set										
		0.5									
		6									
0369 - 1 - 264 (KD)	Detonate an electric initiation set										
0369 - 1 - 265	Detonate a non-electric initiation set										
		0.5									
		6									
0369 - 1 - 265 (KD)	Detonate a non-electric initiation set										
0369 - 1 - 266	Detonate a detonating cord single-firing system										
		0.5									
		6									
0369 - 1 - 266 (KD)	Detonate a detonating cord single-firing system										
0369 - 1 - 267	Clear an electrical initiation set misfire										
		0.5									
		6									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 267 (KD)	Clear an electrical initiation set misfire									
0369 - 1 - 268	Clear a non-electric initiation set misfire									
	0.5 6									
0369 - 1 - 268 (KD)	Clear a non-electric initiation set misfire									
0369 - 1 - 269	Clear a detonating cord firing system misfire									
	0.5 6									
0369 - 1 - 269 (KD)	Clear a detonating cord firing system misfire									
0369 - 1 - 270	Bore a hole using an improvised shape charge									
0369 - 1 - 270 (KD)	Bore a hole using an improvised shape charge									
0369 - 1 - 271	Clear an obstacle with an improvised bangalore torpedo									
0369 - 1 - 271 (KD)	Clear an obstacle with an improvised bangalore torpedo									
0369 - 1 - 272	Emplace a grapeshot charge									
0369 - 1 - 272 (KD)	Emplace a grapeshot charge									
0369 - 1 - 273	Construct an expedient satchel charge									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 273 (KD)	Construct an expedient satchel charge									
0369 - 1 - 274	Construct an expedient cratering charge									
0369 - 1 - 274 (KD)	Construct an expedient cratering charge									
0369 - 1 - 275	Breach an object using a platter charge									
0369 - 1 - 275 (KD)	Breach an object using a platter charge									
0369 - 1 - 276	Plan the demolition of a target									
0369 - 1 - 277	Detonate a detonating cord dual firing system									
0369 - 1 - 277 (KD)	Detonate a detonating cord dual firing system									
0369 - 1 - 278	Fall a tree using an external tree cutting charge									
0369 - 1 - 278 (KD)	Fall a tree using an external tree cutting charge									
0369 - 1 - 279	Sever steel using a steel cutting charge									
0369 - 1 - 279 (KD)	Sever steel using a steel cutting charge									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 280	Emplace an M1A2 bangalore torpedo									
0369 - 1 - 280 (KD)	Emplace an M1A2 bangalore torpedo									
0369 - 1 - 283	Perform a demolition breach of a door									
0369 - 1 - 283 (KD)	Perform a demolition breach of a door									
0369 - 1 - 284	Direct the employment of demolitions									
0369 - 1 - 291 (KD)	Probe for a mine									
0369 - 1 - 292	Negotiate a wire obstacle by crossing over									
0369 - 1 - 293	Negotiate a wire obstacle by crossing under									
0369 - 1 - 294	Negotiate a wire obstacle by cutting									
0369 - 1 - 300 (KD)	Perform operator maintenance on a AN/PVS-4 individual weapons night sight or AN/TVS-5 crew served weapon night sight									
	0.5 6									
0369 - 1 - 301	Perform operator maintenance on a AN/PVS-7 night vision goggles									
0369 - 1 - 302	Operate AN/PVS-7 night vision goggles									
	0.5 3									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 305	Inspect optics									
	0.5 3	0.787 3								
0369 - 1 - 311	Write a warning order									
0369 - 1 - 315	Write a five paragraph order									
0369 - 1 - 318	Issue an order									
	0.5 3	0.787 3								
0369 - 1 - 319	Prepare a patrol warning order									
		0.787 3								
0369 - 1 - 320	Issue a patrol order									
		0.787 3								
0369 - 1 - 325	Prepare a platoon/company fire plan sketch									
0369 - 1 - 332	Identify armored vehicles									
0369 - 1 - 333 (KD)	Challenge personnel entering an area									
0369 - 1 - 334 (KD)	React to a ground flare									
0369 - 1 - 335 (KD)	React to an overhead flare									
0369 - 1 - 336 (KD)	High crawl									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 337 (KD)	Low crawl									
0369 - 1 - 338 (KD)	Perform creeping									
0369 - 1 - 339 (KD)	Perform night walk									
0369 - 1 - 340	Move across an open area									
0369 - 1 - 341	Select a hasty firing position									
0369 - 1 - 342	Construct a one-man fighting hole									
0369 - 1 - 343	Execute unarmed close combat									
	0.5 3	0.787 3								
0369 - 1 - 344	Execute armed close combat									
	0.5 3	0.787 3								
0369 - 1 - 345	Direct the handling of known or suspected enemy personnel									
	0.5 6									
0369 - 1 - 350	Move parallel to a building									
0369 - 1 - 351	Move past a first floor window									
0369 - 1 - 352	Move past a basement window									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 353	Cross a wall									
0369 - 1 - 354	Prepare a fighting position within a building									
0369 - 1 - 355	Observe around a corner									
0369 - 1 - 361	Determine the grid coordinates of a point on a map									
	0.5 3	0.787 3								
0369 - 1 - 362	Determine a grid azimuth using a protractor									
	0.5 3	0.787 3								
0369 - 1 - 363	Convert a magnetic azimuth to a grid azimuth									
	0.5 3	0.787 3								
0369 - 1 - 364	Convert a grid azimuth to a magnetic azimuth									
	0.5 3	0.787 3								
0369 - 1 - 365	Orient a map with a compass									
	0.5 3	0.787 3								
0369 - 1 - 366	Measure distance on a map									
	0.5 3	0.787 3								
0369 - 1 - 367	Determine the error in a lensatic compass									
	0.5 3	0.787 3								
0369 - 1 - 368	Orient a map by terrain association									
	0.5 3	0.787 3								
0369 - 1 - 369	Determine a back azimuth									
	0.5 3	0.787 3								

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 370	Pre-set a lensatic compass and follow an azimuth during daylight									
	0.5 6	0.787 6								
0369 - 1 - 371	Pre-set a lensatic compass and follow an azimuth during darkness									
	0.5 6	0.787 6								
0369 - 1 - 372	Locate an unknown point by intersection									
	0.5 3	0.787 3								
0369 - 1 - 373	Locate an unknown position by modified resection									
	0.5 3	0.787 3								
0369 - 1 - 374	Locate an unknown position by resection									
	0.5 3	0.787 3								
0369 - 1 - 375	Navigate using aerial photographs									
0369 - 1 - 376	Navigate using relief sketch									
	0.5 3	0.787 3								
0369 - 1 - 377	Navigate using the Global Positioning System (GPS)									
	0.5 3	0.787 3								
0369 - 1 - 378	Navigate using the AN/PSN-11 Precision Lightweight GPS Receiver (PLGR)									
	0.5 6	0.787 6								
0369 - 1 - 379	Transmit a Position Report (PosRep)									
	0.5 6	0.787 6								
0369 - 1 - 380	Select a route utilizing a topographic map									
	0.5 3	0.787 3								
0369 - 1 - 381	Construct a map overlay									
	0.5 3	0.787 3								

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 382	Estimate range									
0369 - 1 - 388	Call for indirect fire using the grid method									
0369 - 1 - 389	Call for indirect fire using the polar method									
0369 - 1 - 390	Call for indirect fire using the shift from a known point method									
0369 - 1 - 391 (KD)	Conduct an immediate suppression mission									
0369 - 1 - 392 (KD)	Conduct an immediate smoke mission									
0369 - 1 - 393 (KD)	Conduct a quick smoke mission									
0369 - 1 - 394 (KD)	Conduct a Fire For Effect (FFE) mission									
0369 - 1 - 395 (KD)	Conduct an illumination mission									
0369 - 1 - 396 (KD)	Adjust mortar illumination									
0369 - 1 - 397 (KD)	Conduct a coordinated illumination mission									
0369 - 1 - 398 (KD)	Conduct a mission on a moving target									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 399 (KD) Conduct 2 fire missions simultaneously										
0369 - 1 - 400 (KD) Conduct a danger close fire mission										
0369 - 1 - 401 (KD) Adjust final protective fires										
0369 - 1 - 403 (KD) Adjust mortar fire without a Fire Direction Center (FDC)										
0369 - 1 - 404 (KB) Develop a quick fire support plan										
0369 - 1 - 408 (KB) Adjust naval gunfire										
0369 - 1 - 409 Plan for the employment of supporting arms										
0369 - 1 - 411 (KB) Direct a Close Air Support (CAS) strike	0.5 12	0.787 12								
0369 - 1 - 412 (KB) Conduct a Suppression of Enemy Air Defense (SEAD) fire mission	0.5 12	0.787 12								
0369 - 1 - 413 Employ supporting arms										
0369 - 1 - 418 Communicate using hand and arm signals										
0369 - 1 - 419 Communicate using a TA-1 field telephone										

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 419 (KB) Communicate using a TA-1 field telephone										
	0.5 3	0.787 3								
0369 - 1 - 420 Communicate using a TA-312 field telephone										
0369 - 1 - 420 (KB) Communicate using a TA-312 field telephone										
	0.5 3	0.787 3								
0369 - 1 - 421 Assemble a radio set										
	0.5 6	0.787 6								
0369 - 1 - 421 (KM) Assemble a radio set										
0369 - 1 - 422 Maintain radio sets										
	0.5 6	0.787 6								
0369 - 1 - 422 (KM) Maintain radio sets										
0369 - 1 - 423 Communicate using a AN/PRC-119 field radio in single channel mode										
	0.5 3	0.787 3								
0369 - 1 - 424 Communicate using a AN/PRC-119 field radio in frequency hopping mode										
	0.5 3	0.787 3								
0369 - 1 - 425 (KM) Waterproof communication gear										
	0.5 6	0.787 6								
0369 - 1 - 426 (KB) Operate an HF radio set										
	0.5 12	0.787 12								
0369 - 1 - 427 (KB) Operate a UHF radio set										
	0.5 12	0.787 12								

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 429 (KB)	Operate communications security equipment for HF radio set									
	0.5 12	0.787 12								
0369 - 1 - 430 (KB)	Operate communications security equipment for VHF radio set									
	0.5 12	0.787 12								
0369 - 1 - 431	Report information									
	0.5 3	0.787 3								
0369 - 1 - 432 (KB)	Operate satellite communication equipment									
	0.5 6	0.787 6								
0369 - 1 - 433	Construct a field expedient antenna									
	0.5 6	0.787 6								
0369 - 1 - 433 (KM)	Construct a field expedient antenna									
0369 - 1 - 438	Evaluate a casualty									
	0.5 6	0.787 6								
0369 - 1 - 439	Transmit a Casualty Report (CasRep)									
	0.5 6	0.787 6								
0369 - 1 - 440 (KD)	Perform rescue breathing									
	0.5 6	0.787 6								
0369 - 1 - 441 (KD)	Perform Cardiopulmonary Resuscitation (CPR)									
	0.5 12	0.787 12								
0369 - 1 - 442 (KD)	Apply a pressure dressing									
	0.5 12	0.787 12								
0369 - 1 - 443 (KD)	Apply a tourniquet									
	0.5 12	0.787 12								

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 444 (KD)	Perform first aid for a head wound									
	0.5	0.787								
	12	12								
0369 - 1 - 445 (KD)	Perform first aid for a chest wound									
	0.5	0.787								
	12	12								
0369 - 1 - 446 (KD)	Perform first aid for an abdominal wound									
	0.5	0.787								
	12	12								
0369 - 1 - 447 (KD)	Perform first aid for a burn									
	0.5	0.787								
	12	12								
0369 - 1 - 448 (KD)	Splint a fracture									
	0.5	0.787								
	12	12								
0369 - 1 - 449 (KD)	Perform first aid for heatstroke									
	0.5	0.787								
	12	12								
0369 - 1 - 450 (KD)	Perform first aid for frostbite									
	0.5	0.787								
	12	12								
0369 - 1 - 451 (KD)	Perform first aid for a snakebite									
	0.5	0.787								
	12	12								
0369 - 1 - 452 (KD)	Perform a one-man fireman carry									
	0.5	0.787								
	12	12								
0369 - 1 - 453	Direct the MEDEVAC of a casualty									
0369 - 1 - 458	Perform operator maintenance for an M40 field protective mask with hood									
	0.5	0.787								
	6	6								
0369 - 1 - 459	Don an M40 field protective mask with hood									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 460	Drink from a canteen while wearing an M40 field protective mask with hood									
0369 - 1 - 461	Don personal protective equipment to MOPP Level 4									
0369 - 1 - 462 (KD)	Perform individual decontamination									
0369 - 1 - 463 (KD)	Perform self-aid for a nerve agent									
0369 - 1 - 464 (KD)	React to a nuclear attack without warning									
0369 - 1 - 465	Transmit an NBC-1 Report									
	0.5 12	0.787 12								
0369 - 1 - 466	Lead a unit in a nuclear, biological, and chemical (NBC) environment									
0369 - 1 - 471 (KD)	Operate a High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
	0.5 3	0.787 3								
0369 - 1 - 472 (KD)	Perform operator maintenance for a M-1045/46 High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
	0.5 6	0.787 6								
0369 - 1 - 473	Inspect a High Mobility Multipurpose Wheeled Vehicle (HMMWV)									
	0.5 6	0.787 6								
0369 - 1 - 474	Transmit Helicopter Landing Zone (HLZ) brief									
	0.5 3	0.787 3								

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 475	Lead a unit in helicopterborne operations									
	0.5 6	0.787 6								
0369 - 1 - 476	Lead a unit on surface amphibious operations									
0369 - 1 - 496	Conduct a debrief									
	0.5 3	0.787 3								
0369 - 1 - 500	Lead a unit in preparations for combat									
0369 - 1 - 501	Lead a unit in operations within stated Rules of Engagement (ROE)									
0369 - 1 - 502	Lead a unit in crossing a danger area									
0369 - 1 - 503	Lead a unit in a passage of lines as stationary unit									
0369 - 1 - 504	Lead a unit in patrolling operations									
0369 - 1 - 505	Lead a unit in a movement to contact									
0369 - 1 - 506	Lead a unit in a link-up									
0369 - 1 - 507	Lead a unit in a convoy									
0369 - 1 - 508	Lead a unit in an ambush									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 509	Lead a unit in a relief in place									
0369 - 1 - 510	Lead a unit in an infiltration									
0369 - 1 - 511	Lead a unit in a passage of lines as moving unit									
0369 - 1 - 513	Lead a unit in an attack									
0369 - 1 - 514	Lead a unit in an attack on a fortified strong point									
0369 - 1 - 515	Lead a unit in a mechanized attack									
0369 - 1 - 516	Lead a unit in a raid									
0369 - 1 - 517	Lead a unit in an attack in an urban environment									
0369 - 1 - 518	Lead a unit in the breach of an obstacle									
0369 - 1 - 519	Lead a unit in a night attack									
0369 - 1 - 520	Direct the employment of medium machineguns in offensive operations									
0369 - 1 - 521	Lead a heavy machinegun platoon in support of offensive operations									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 523	Lead an anti-armor platoon in support of offensive operations									
0369 - 1 - 526	Lead a unit in defensive operations									
0369 - 1 - 527	Direct the employment of medium machineguns in support of defensive operations									
0369 - 1 - 528	Lead a heavy machinegun platoon in support of defensive operations									
0369 - 1 - 530	Lead an anti-armor platoon in support of defensive operations									
0369 - 1 - 531	Lead a unit in consolidation									
0369 - 1 - 532	Direct the resupply of a unit									
	0.5 3									
0369 - 1 - 533	Direct the employment of assault units in support of offensive operations									
0369 - 1 - 534	Direct the employment of assault units in support of defensive operations									
0369 - 1 - 535	Direct the employment of 60mm mortars in support of offensive operations									
0369 - 1 - 536	Direct the employment of 60mm mortars in support of defensive operations									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 541	Assist commander in analyzing unit missions and requirements									
	0.5 3	0.787 3								
0369 - 1 - 542	Compile information to prepare SITREP and other required reports									
	0.5 3	0.787 3								
0369 - 1 - 543	Provide input on weapons training for unit training priorities									
	0.5 3	0.787 3								
0369 - 1 - 544	Advise commander on procedures for the maintenance of weapons in a tactical environment									
	0.5 6									
0369 - 1 - 555	Advise commander on the integration of fires of organic weapons									
	0.5 6	0.787 6								
0369 - 1 - 566	Determine unit weapons proficiency									
	0.5 3	0.787 3								
0369 - 1 - 567	Advise commander on unit weapon training goals									
	0.5 3	0.787 3								
0369 - 1 - 568	Advise commander on a strategy for weapons training									
	0.5 6	0.787 6								
0369 - 1 - 569	Provide input on weapons training for a unit short-range training plan									
	0.5 3	0.787 3								
0369 - 1 - 570	Provide input on weapons training for a unit long-range training plan									
	0.5 6	0.787 6								
0369 - 1 - 571	Advise commander on training ammunition requirements in support of training plans									
	0.5 3	0.787 3								

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 572	Determine Training Device (TD) and audiovisual (AV) support equipment requirements for weapons training									
	0.5 3	0.787 3								
0369 - 1 - 573	Design training programs for small unit battle drills									
	0.5 3									
0369 - 1 - 575	Determine safety requirements									
	0.5 3	0.787 3								
0369 - 1 - 576	Construct an Operational Risk Management (ORM) assessment									
	0.5 3	0.787 3								
0369 - 1 - 579	Conduct reconnaissance of selected range									
	0.5 3									
0369 - 1 - 581	Recommend security requirements for a temporary range									
	0.5 3									
0369 - 1 - 590	Conduct small unit training									
	0.5 3									
0369 - 1 - 592	Advise commander/operations officer on developing training									
	0.5 3	0.787 3								
0369 - 1 - 596	Assist the commander/operations officer in computing individual and collective Combat Readiness Percentage (CRP).									
	0.5 3	0.787 3								
0369 - 1 - 606	Report ammunition malfunction									
0369 - 1 - 607	Advise commander on integration of weapons training and preventive maintenance in unit weapons training program									
	0.5 6									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 1 - 608	Assist commander in monitoring qualification/requalification for organic individual and crew-served weapons									
	0.5	0.787								
	3	3								

Event Code	K	L	M	N	O	P	Q	R	S	T
Level: 2										
0369 - 2 - 073 (KD) Select a machinegun firing position	0.5 6									
0369 - 2 - 256 (KD) Throw an M67 fragmentation grenade										
0369 - 2 - 257 (KB) Engage targets with grenades for distance and accuracy										
0369 - 2 - 258 (KB) Execute a grenade assault course of fire										
0369 - 2 - 260 (KD) Emplace an M49A1 surface trip flare										
0369 - 2 - 261 (KD) Recover an M49A1 surface trip flare										
0369 - 2 - 262 (KD) Emplace an M18A1 Claymore mine										
0369 - 2 - 263 (KD) Recover an M18A1 Claymore mine										
0369 - 2 - 276 (KD) Plan the demolition of a target	0.5 6									
0369 - 2 - 284 (KD) Direct the employment of demolitions	0.5 12									
0369 - 2 - 311 (KM) Write a warning order	0.5 6	0.787 6								

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 2 - 315 (KM)	Write a five paragraph order									
	0.5 6	0.787 6								
0369 - 2 - 325 (KB)	Prepare a platoon/company fire plan sketch									
	0.5 6	0.787 6								
0369 - 2 - 341 (KD)	Select a hasty firing position									
0369 - 2 - 342 (KD)	Construct a one-man fighting hole									
0369 - 2 - 350 (KD)	Move parallel to a building									
0369 - 2 - 354 (KD)	Prepare a fighting position within a building									
	0.5 12									
0369 - 2 - 382 (KB)	Estimate range									
	0.5 6	0.787 6								
0369 - 2 - 388 (KD)	Call for indirect fire using the grid method									
	0.5 6	0.787 6								
0369 - 2 - 389 (KD)	Call for indirect fire using the polar method									
	0.5 6	0.787 6								
0369 - 2 - 390 (KD)	Call for indirect fire using the shift from a known point method									
	0.5 6	0.787 6								
0369 - 2 - 404 (KD)	Develop a quick fire support plan									
	0.5 6	0.787 6								
0369 - 2 - 413	Employ supporting arms									

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 2 - 413 (KD)	Employ supporting arms									
	0.5 6	0.787 6								
0369 - 2 - 418 (KB)	Communicate using hand and arm signals									
	0.5 6	0.787 6								
0369 - 2 - 453 (KD)	Direct the MEDEVAC of a casualty									
	0.5 6	0.787 6								
0369 - 2 - 476 (KD)	Lead a unit on surface amphibious operations									
	0.5 12	0.787 12								
0369 - 2 - 501 (KD)	Lead a unit in operations within stated Rules of Engagement (ROE)									
	0.5 6	0.787 6								
0369 - 2 - 509 (KD)	Lead a unit in a relief in place									
	0.5 12	0.787 12								
0369 - 2 - 538	Prepare the fire support execution matrix									
		0.787 6								
0369 - 2 - 538 (KD)	Prepare the fire support execution matrix									
	0.5 3									
0369 - 2 - 539	Prepare a target list worksheet and scheduling worksheets									
		0.787 6								
0369 - 2 - 539 (KD)	Prepare a target list worksheet and scheduling worksheets									
	0.5 3									
0369 - 2 - 540	Integrate company organic indirect fire weapons into fire plans									
0369 - 2 - 545	Perform duties as Watch Officer in Combat Operations Center (COC)									
	0.5 6	0.787 6								

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 2 - 546	Conduct brief for oncoming watch									
	0.5 6	0.787 6								
0369 - 2 - 547	Coordinate a request for a preplanned Close Air Support (CAS) mission									
		0.787 6								
0369 - 2 - 547 (KD)	Coordinate a request for a preplanned Close Air Support (CAS) mission									
	0.5 6									
0369 - 2 - 548	Process a preplanned Close Air Support (CAS) request									
		0.787 6								
0369 - 2 - 548 (KD)	Process a preplanned Close Air Support (CAS) request									
	0.5 6									
0369 - 2 - 549	Supervise the operations of a Fire Support Coordination Center (FSCC)									
		0.787 6								
0369 - 2 - 549 (KD)	Supervise the operations of a Fire Support Coordination Center (FSCC)									
	0.5 6									
0369 - 2 - 577	Develop preliminary training exercise									
	0.5 6	0.787 6								
0369 - 2 - 578	Develop an exercise plan									
	0.5 6	0.787 6								
0369 - 2 - 593	Advise the commander/operations officer on the application of the Systems Approach to Training (SAT)									
	0.5 3	0.787 3								
0369 - 2 - 594	Assist the commander/operations officer in developing the unit Mission Essential Task List (METL)									
	0.5 6	0.787 6								

Event Code	K	L	M	N	O	P	Q	R	S	T
0369 - 2 - 595	Assist the commander/operations officer in developing a training plan that supports the unit's Mission Essential Task List (METL)									
	0.5 6	0.787 6								
0369 - 2 - 597	Assist the commander/operations officer in developing training reports									
	0.5 3	0.787 3								
0369 - 2 - 598	Maintain a publication library									
	0.5 12	0.787 12								
0369 - 2 - 599	Participate in the Marine Corps Planning Process									
	0.5 6	0.787 6								
0369 - 2 - 600	Assist in developing Intelligence Preparation of the Battlefield (IPB) products									
	0.5 6	0.787 6								
0369 - 2 - 601	Assist in developing commander and staff estimates									
	0.5 6	0.787 6								
0369 - 2 - 602	Organize command, control, communication, computer, and intelligence (C4I) assets of a Combat Operations Center (COC)									
	0.5 6	0.787 6								
0369 - 2 - 603	Assist the commander/fire support coordinator to establish Fire Support Coordination Measures (FSCM)									
	0.5 6	0.787 6								
0369 - 2 - 604	Assist the commander/fire support coordinator develop fire support documents									
	0.5 6	0.787 6								
0369 - 2 - 605	Maintain a Fire Support Coordination Center (FSCC) status board									
	0.5 6	0.787 6								

CHAPTER 9

0369 INFANTRY UNIT LEADER

APPENDIX D

LEVEL 1 TRAINING

Purpose:

The purpose of Level 1 training is to provide the knowledge and skills required to perform as a Section Leader, Machinegun Section, Weapons Platoon; Section Leader, 60mm Mortar Section, Weapons Platoon; Section Leader, 81mm Mortar Platoon; Section Leader, Javelin Section, Antiarmor Platoon; Section Leader, TOW Section, Antiarmor Platoon; Platoon Sergeant, Rifle Platoon; Platoon Sergeant, Weapons Platoon; Platoon Sergeant, Heavy Machinegun Platoon; and Platoon Sergeant, Antiarmor Platoon.

Administrative Notes:

None.

Prerequisites:

The Marine will be filling any of the above billets.

EVENT: 0369 - 1 - 001

Perform operator maintenance for an M9 pistol

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

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

PERFORMANCE STEPS

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

28. Remove excess dirt from the magazine.

29. Clean the slide assembly with a cloth. For excessive dirt or carbon buildup, use a soft brush and CLP.

30. Ensure the decocking/safety lever, breech face, slide guides, and extractor are free of excess dirt and residue.

31. Wipe slide assembly dry with a cloth and apply a light coat of CLP.

32. Using a cleaning rod, insert a cleaning patch soaked with CLP into the chamber end of the barrel and push out the muzzle to remove residue and carbon deposits.

33. Repeatedly insert a bore brush into the chamber end of the barrel, making sure it completely clears the muzzle before it is pulled back through the bore.

34. Wipe loose carbon deposits from bore with a clean patch soaked with CLP.

35. Dry the barrel by repeatedly pushing a swab through the bore.

36. Clean the locking block with a soft brush.

37. Apply a light coat of CLP to the barrel bore and chamber area.

38. Lubricate the exterior surfaces of the barrel and locking block.

39. Clean the recoil spring and recoil spring guide using CLP and a soft brush or cloth.

40. Apply a light coat of CLP to the recoil spring and recoil spring guide.

41. Wipe the receiver assembly clean with a cloth and then apply a light coat of CLP.

42. Clean the magazine tube and follower with CLP and a cloth.

43. Clean the magazine spring, floor plate retainer, and floor plate with a cloth and then apply a light coat of CLP.

44. Grasp the slide with the bottom facing up and with the other hand grasp the barrel assembly with the locking block facing up.

45. Insert the muzzle of the barrel assembly into the forward open end of the slide, while at the same time lowering the rear of the barrel assembly by aligning the extractor cutout with the extractor.

46. Insert the recoil spring onto the recoil spring guide.

47. Insert the end of the recoil spring and recoil spring guide into the slide recoil spring housing, while at the same time compressing the recoil spring and lower the spring guide until fully seated onto the locking block cutaway.

48. Grasp the slide and barrel assembly, sights up, and align the slide onto the receiver assembly guide rails.

49. Push until the rear of the slide is a short distance beyond the rear of the receiver assembly and hold. At the same time, rotate the disassembly latch lever upward.

50. Insert the follower into the top coil of the magazine spring.

51. Insert the magazine spring with follower into the magazine tube.

52. Turn the magazine bottom up with the back side against the palm of the hand.

53. Attach and center the floor plate retainer to the bottom spring coil.

54. Push and hold the magazine spring and floor plate retainer down, while at the same time sliding the floor plate over the side walls until fully seated.

55. Insert the magazine into the magazine well of the pistol.

56. Depress the slide stop and ensure the slide goes home.

57. Retract the slide and release it. Ensure the magazine follower should push up on the slide stop, locking the slide to the rear.

58. Depress the magazine release button allowing the magazine to fall free.

59. Ensure the decocking/safety lever is in the SAFE position. Depress the slide stop allowing the slide to return fully forward and ensure the hammer falls to the full forward position.

60. Squeeze and release the trigger. Ensure the firing pin block moves up and down and that the hammer does not move.

61. Place the decocking/safety lever in the fire position.

62. Squeeze the trigger and ensure the hammer cocks and falls.

63. Squeeze trigger and hold to the rear. Manually retract and release the slide while holding the trigger to the rear. Release the trigger. A click will be heard and the hammer does not fall.

64. Squeeze the trigger and the hammer will fall.

REFERENCES

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

EVENT: 0369 - 1 - 002

Load an M9 pistol

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

Standard: By preparing the weapon for firing.

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Pistol Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M9 9mm pistol

DODIC		Quantity
A363	CTG, 9mm, BALL	15 each

Expenditure of ammunition is not required.

REFERENCES

1. FMFM 0-8 Basic Marksmanship

EVENT: 0369 - 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

0369 - 1 - 002

PERFORMANCE STEPS

1. From the holster, with a magazine of 8 rounds, fire 2 rounds from the standing to a covered prone position at center mass of an E-silhouette from the 25-yard line in a time limit of 8 seconds, make a Condition 1 weapon and reholster.

2. From the holster, fire 2 rounds from the standing to a covered prone position at center mass of an E-silhouette from the 25-yard line in a time limit of 8 seconds, make a Condition 1 weapon and reholster.

3. From the holster, fire 2 rounds from the standing to a covered kneeling position, strong side, at center mass of an E-silhouette from the 15-yard line in a time limit of 6 seconds, make a Condition 1 weapon and reholster.

4. From the holster, fire 2 rounds from the standing to a covered kneeling position, weak side, at center mass of an E-silhouette from the 15-yard line in a time limit of 6.5 seconds, make a Condition 1 weapon and reholster.

5. From the holster, with a magazine of 7 rounds, fire 2 rounds, 4 times, from the standing position at center mass of an E-silhouette from the 10-yard line in a time limit of 3.5 seconds per drill. Combat reload with a magazine of 8 rounds after the 6th shot, fire the remaining 2 rounds, make a Condition 1 weapon and reholster.

6. From the holster, fire 3 rounds from the standing position, 2 rounds at center mass and 1 round at the head of an E-silhouette from the 10-yard line in a time limit of 6 seconds, make a Condition 1 weapon and reholster.

7. From the holster, fire 2 rounds using the double tap technique from the standing position at center mass of an E-silhouette from the 7-yard line in a time limit of 3 seconds, make a Condition 1 weapon and reholster.

8. From the holster, fire 2 rounds using the hammer technique from the standing position at center mass of an E-silhouette from the 3-yard line in a time limit of 2.5 seconds, make a Condition 4 weapon and reholster.

EXTERNAL SUPPORT

1. Pistol Range

WEAPON AND AMMUNITION

Weapon: M9 9mm pistol

DODIC		Quantity
A363	CTG, 9mm, BALL	23 each

RELATED ITS

002

REFERENCES

1. FMFM 0-8 Basic Marksmanship

EVENT: 0369 - 1 - 004

Perform immediate action for an M9 pistol

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

Standard: By returning the weapon into action.

PERFORMANCE STEPS

1. Tap the bottom of the magazine to ensure it is seated.
2. Rack the slide to the rear and release.
3. Aim the pistol and fire.

EXTERNAL SUPPORT

1. Pistol Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M9 9mm pistol

DODIC		Quantity
A363	CTG, 9mm, BALL	2 each

Expenditure of ammunition is not required.

RELATED ITS

003

REFERENCES

1. FMFM 0-8 Basic Marksmanship

EVENT: 0369 - 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

0369 - 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

Weapon: M9 9mm pistol

DODIC		Quantity
A363	CTG, 9mm, BALL	15 each

Expenditure of ammunition is not required.

RELATED ITS

002

REFERENCES

1. FMFM 0-8 Basic Marksmanship

EVENT: 0369 - 1 - 006

Unload an M9 pistol

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

Standard: To place the weapon in condition 4.

PREREQUISITES

0369 - 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

Weapon: M9 9mm pistol

DODIC		Quantity
A363	CTG, 9mm, BALL	15 each

Expenditure of ammunition is not required.

RELATED ITS

002

REFERENCES

1. FMFM 0-8 Basic Marksmanship

EVENT: 0369 - 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.
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 form the magazine.
10. Remove the floor plate retainer and magazine spring and follower form the magazine tube.
11. Remove floor plate retainer form 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.

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: 0369 - 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.

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: 0369 - 1 - 014

Load an M16A2 service rifle

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

Standard: By preparing the weapon for firing.

PERFORMANCE STEPS

1. Ensure the weapon is in Condition 4.

2. Withdraw the magazine from the magazine pouch.

3. Ensure the magazine is filled.

4. Fully insert magazine in the magazine well.

5. Tug downward on the magazine to ensure it is held in the rifle by the magazine catch.

6. Close the magazine pouch.

7. Pull the charging handle to the rear and release.

8. Close the ejection port cover.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	30 each

Expenditure of ammunition is not required.

REFERENCES

1. MCRP 3-01A Rifle Marksmanship

EVENT: 0369 - 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

0369 - 1 - 014

PERFORMANCE STEPS

1. Set rear sight elevation at 8/3.
2. Center the rear sight windage knob on the index line.
3. Flush the front sight post.
4. Ensure the small rear sight aperture is up.
5. Assume a prone position.
6. Assume a hasty sling.
7. Fire a 3 shot group.
8. Triangulate the shot group.
9. Make required elevation adjustments with the front sight post and required windage adjustments with the windage knob to center the shot group on the point of aim.
10. Repeat performance steps 7 through 9 until point of aim/point of impact is achieved.
11. Fire a 4 shot group to confirm zero.
12. Record battle sight zero on a piece of paper and place the paper in the butt stock for subsequent use.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	10 each

RELATED ITS

014

REFERENCES

1. MCRP 3-01A Rifle Marksmanship

EVENT: 0369 - 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

0369 - 1 - 014

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	12 each

RELATED ITS

014 017

REFERENCES

1. MCRP 3-01A Rifle Marksmanship

EVENT: 0369 - 1 - 017

Engage immediate threat targets with an M16A2 service rifle

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

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

PREREQUISITES

0369 - 1 - 014

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	48 each

RELATED ITS

014

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: 0369 - 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

0369 - 1 - 014

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	12 each

RELATED ITS

014

REFERENCES

1. MCRP 3-01A Rifle Marksmanship

EVENT: 0369 - 1 - 019

Perform immediate action for an M16A2 service rifle

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

Standard: By returning the weapon into action.

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A060	CTG, 5.56mm, DUMMY	2 each

REFERENCES

1. MCRP 3-01A Rifle Marksmanship

EVENT: 0369 - 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

0369 - 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 of round is ejected, go to step 9.
4. If no brass of round is ejected, place rifle in Condition 4.
5. Remove the bolt carrier group.
6. Inspect the bore for an obstruction form the chamber end.
7. Insert a cleaning rod into the bore from the chamber end and clear any obstruction.
8. Insert a magazine.
9. Release the bolt by depressing the bolt catch.
10. Tap the forward assist.
11. Sight in and attempt to fire.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A060	CTG, 5.56mm, DUMMY	2 each

RELATED ITS

019

REFERENCES

1. MCRP 3-01A Rifle Marksmanship

EVENT: 0369 - 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

0369 - 1 - 014

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
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: 0369 - 1 - 022

Clear an M16A2 service rifle

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

Standard: By placing the weapon in condition 4.

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	30 each

Expenditure of ammunition is not required.

REFERENCES

1. MCRP 3-01A Rifle Marksmanship

EVENT: 0369 - 1 - 023

Rush with an M16A2 service rifle

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

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

PERFORMANCE STEPS

1. Assume the prone position.
2. Load a magazine filled with 28 rounds.
3. Place the weapon in Condition 1.
4. From the prone position, raise the head and select a new position.

5. Slowly lower the head, draw arms inward, cock right leg, and prepare to rush.

6. Raise the body by straightening both arms in one movement.

7. Spring to your feet, stepping off with the left foot.

8. Keeping a low profile, advance forward grasping the M16A2 by the pistol grip with the firing hand.

9. Upon reaching the next covered and concealed position, stop and plant both feet in place.

10. Drop quickly to the knees.

11. Fall forward, breaking your fall with the non-firing hand.

12. Assume a prone firing position.

13. Search and assess the sector of fire.

14. Fire 2 rounds at a E-silhouette target at the 175 meter distance; fire 2 rounds at a E-silhouette target at the 150 meter distance, within a time limit of 15 seconds.

15. Repeat steps 3 through 13.

16. Fire 2 rounds at a E-silhouette target at the 150 meter distance, fire 2 rounds at a second E-silhouette target at the 150 meter distance; fire 2 rounds at a E-silhouette target at the 125 meter distance, within a time limit of 20 seconds.

17. Repeat steps 3 through 13.

18. Fire 2 rounds at a E-silhouette target at the 100 meter distance; fire 2 rounds at a E-silhouette target at the 75 meter distance, within a time limit of 15 seconds.

19. Repeat steps 3 through 13.

20. Fire 2 rounds at a E-silhouette target at the 100 meter distance; fire 2 rounds at a E-silhouette target at the 125 meter distance, within a time limit of 15 seconds.

21. Repeat steps 3 through 13.

22. Fire 2 rounds at a E-silhouette target at the 75 meter distance; fire 2 rounds at a E-silhouette target at the 125 meter distance, within a time limit of 15 seconds.

23. Repeat steps 3 through 13.

24. Fire 2 rounds at a E-silhouette target at the 100 meter distance, fire 2 rounds at a second E-silhouette target at the 100 meter distance; fire 2 rounds at a E-silhouette target at the 125 meter distance, within a time limit of 20 seconds.

25. Load a magazine filled with 14 rounds.

26. Repeat steps 3 through 13.

27. Fire 2 rounds at a E-silhouette target at the 75 meter distance, fire 2 rounds at a E-silhouette target at the 100 meter distance; fire 2, rounds at a E-silhouette target at the 125 meter distance, within a time limit of 20 seconds.

28. Repeat steps 3 through 13.

29. Fire 2 rounds at a E-silhouette target at the 75 meter distance; fire 2 rounds at a second E-silhouette target at the 75 meter distance, within a time limit of 15 seconds.

30. Repeat steps 3 through 13.

31. Fire 2 rounds at a E-silhouette target at the 300 meter distance, within a time limit of 10 seconds.

32. Repeat steps 3 through 13.

33. Fire 2 rounds at a E-silhouette target at the 400 meter distance, within a time limit of 10 seconds.

ADMINISTRATIVE INSTRUCTIONS

1. Length of rushes should be based on available cover and abilities of the rifleman.

2. Rifleman should complete a dry fire walk-through of the course of fire before firing the task.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	42 each

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling

EVENT: 0369 - 1 - 024

Mark a sector of fire for an M16A2 service rifle

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

Standard: In accordance with FMFM 6-5.

PERFORMANCE STEPS

1. Emplace aiming yoke aiming stake as the reference point for the rifle on the slip ring of the weapon.

2. Mark assigned sector of fire with limiting stakes that are stable enough to contain the erratic traversing of the weapon with the assigned sector.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 025

Inspect an M16A2 service rifle

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

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

PERFORMANCE STEPS

1. Clear the rifle.

2. Unsnap the sling.

3. Place the rifle on the butt stock, press down on the slip ring, and remove the hand guards.

4. Push the takedown pin as far as it will go and pivot the upper receiver from the lower receiver.

5. Push the receiver pivot pin and separate the upper and lower receivers.

6. Pull back on the charging handle and bolt carrier to remove the bolt carrier group.

7. Remove the charging handle.

8. Remove the firing pin retaining pin.

9. Put the bolt assembly in the locked position.

10. Drop the firing pin out of the rear of the bolt carrier.

11. Remove the bolt cam pin and then remove the bolt assembly from the carrier.

12. Remove the extractor pin and then remove the extractor and spring.

13. Press in on the buffer, depress retainer, and release the buffer. Then remove the buffer and the action spring.

14. Swab out the bore with a patch moistened with CLP.

15. Pull a bore brush through the bore and out the muzzle several times.

16. Pull a patch moistened with CLP through the bore and out the muzzle several times.

17. Thoroughly clean all areas of powder fouling on the upper receiver with CLP to include the chamber, locking lugs, and the gas tube.

18. Thoroughly clean the bolt carrier group with CLP to include the outer and inner surfaces, carrier key, firing pin recess and firing pin, firing pin hole, locking lugs, ejector, and areas behind the bolt ring and upper lip of extractor.

19. Thoroughly clean all areas of powder fouling, corrosion, and dirt on the lower receiver group to include the trigger mechanism, buffer, action spring, and inside lower receiver extension.

20. Inspect the bolt for cracks, fractures, and pits.

21. Inspect the firing pin to ensure it is not bent, cracked, or blunted.

22. Inspect the firing pin retaining pin to ensure it is not bent or badly worn.

23. Inspect the cam pin to ensure it is not cracked or chipped.

24. Inspect the extractor and extractor spring to ensure it is not chipped or broken and that the rubber insert is inside the extractor spring.

25. Lightly lubricate the inside of the upper receiver, bore and chamber, outer surfaces of barrel and front sight, and the surfaces under the hand guard with CLP.

26. Apply several drops of CLP to the front sight detent and depress several times to work the CLP into the spring.

27. Generously lube the bolt to include the cam pin area, bolt rings, and the outside of the bolt body with CLP. Use only a light coat of CLP on the firing pin recess of the bolt.

28. Lightly lube the firing pin, charging handle, and inner and outer surfaces of the bolt carrier with CLP.

29. Generously lube the slide and cam pin area of the bolt carrier with CLP.

30. Lightly lube the inside lower receiver extension, buffer, and action spring with CLP.

31. Generously lube the takedown and pivot pins, detents, and the moving parts inside of the lower receiver and their pins.

32. Apply several drops of CLP to the moving parts of the adjustable rear sight to include the elevation knob, elevation screw shaft, windage knob, windage screw, and detent holes.

33. Ensure the correct windage and battle sight zero is reset on the weapon.

34. Insert action spring and buffer.

35. Insert extractor and spring, and then push in the extractor pin.

36. Slide bolt into carrier and replace the bolt cam pin.

37. Drop in and seat the firing pin.

38. Pull bolt out and replace the firing pin retaining pin.

39. Engage, then push the charging handle part way.

40. Slide in the bolt carrier group, then push the charging handle and bolt carrier group together.

41. Join the upper and lower receivers and engage the receiver pivot pin.

42. Close the upper and lower receiver groups and push in the takedown pin.

43. Place the rifle on the butt stock and press down on the slip ring. Then install the hand guards and release the ring.

44. Snap on the sling.

45. Pull the charging handle to the rear and release. Place the selector lever on SAFE, pull the trigger, and ensure the hammer does not fall.

46. Place the selector lever on Semi, pull the trigger and hold to the rear. Hammer should fall.

47. Pull the charging handle to the rear and release. Release the trigger and pull again. Hammer should fall.

48. Place the selector lever on Burst. Pull the charging handle to the rear and release.

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: 0369 - 1 - 026

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

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

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

PREREQUISITES

0369 - 1 - 014

PERFORMANCE STEPS

1. Clear the weapon and place in Condition 4.
2. Position the sight in the groove on top of the M16A2 service rifle handle and align the threaded hole in the base of the sight mounting adapter over the hole in the handle.
3. Insert the mounting knob assembly through the hole in the handle and screw firmly clockwise into the sight mounting adapter.
4. Place the sight into operation.
5. Place the weapon in Condition 1.
6. Assume a prone supported firing position.
7. Adjust the azimuth and elevation controls so that the reticule aiming point is in the center of the field-of-view of the sight.
8. Fire 2 to 3 rounds to seat the sight on the weapon, then retighten all mounting screws or knobs.
9. Place the zeroing range aiming point of the reticule on the target aiming point and fire 3 rounds to obtain a shot group.
10. Locate the center of the shot group.
11. Determine the distance between the center of the shot group and the impact point of the target.
12. Adjust the reticule to move the center of the shot group the measured distance to the impact point.
13. Repeat steps 5–8 until the impact point on the target is at the center of the shot group.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	12 each

RELATED ITS

014 015

REFERENCES

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

EVENT: 0369 - 1 - 027

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

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

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

PREREQUISITES

0369 - 1 - 014

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	12 each

RELATED ITS

014 016

REFERENCES

1. MCRP 3-01A Rifle Marksmanship

EVENT: 0369 - 1 - 028

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

Condition: Given an M16A2 service rifle with mounting bracket

installed, an SL-3 complete AN/PAQ-4, AN/PVS-7 night vision goggles, ammunition, and a 36 meter BZO target, while wearing a fighting load.

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

PREREQUISITES

0369 - 1 - 014

PERFORMANCE STEPS

1. Clear the weapon and place in Condition 4.
2. Place the switch lever shroud over the mounting rail.
3. Rotate the aiming light ON/OFF switch counter-clockwise to the #1 OFF position.
4. Position the aiming light on the mounting rail and secure with the thumbscrew.
5. Place the ON/OFF switch to the #2 ON MOMENTARY position.
6. Set the adjusters to the neutral position.
7. Attach the bore sight filter.
8. Don the AN/PVS-7 night vision goggles and place into action.
9. Place the weapon in Condition 1.
10. Assume a supported prone position.
11. Activate the AN/PAQ-4 and place the laser dot centered on the non-gloss black aiming area of the target.
12. Fire a 3 round shot group.
13. Locate the center of the shot group.
14. Determine the number of windage and elevation clicks required to place the center of the shot group 1 3/8 inch above and 1 inch to the right of the point of aim.
15. Make required adjustments to the elevation and windage knobs.
16. Repeat steps 12 through 16 until the center of the shot group falls 1 3/8 inch above and 1 inch to the right of the point of aim.
17. Confirm zero by firing a 5 shot group.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	10 each

RELATED ITS

014 015

REFERENCES

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

EVENT: 0369 - 1 - 029

Engage targets with an M16A2 service rifle using an AN/PAQ-4 Infrared Aiming Light

Condition: Given an M16A2 service rifle with a mounted a AN/PAQ-4, AN/PVS-7 night vision goggles, ammunition, a sector of fire, and twelve unknown distance, moving, and limited exposure targets from 50 to 250 meters, while wearing a fighting load.

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

PREREQUISITES

0369 - 1 - 014

PERFORMANCE STEPS

1. Don the AN/PVS-7 night vision goggles and place into action.
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 the rifle from the ready.
6. Press the ON/OFF switch against the weapon hand guard to activate the aiming light and aim center mass of the target.
7. Engage target.
8. Search and assess the assigned sector of fire for additional targets.
9. Place rifle on SAFE.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	12 each

RELATED ITS

014 016

REFERENCES

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

EVENT: 0369 - 1 - 030

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

Condition: Given an SL-3 complete AN/PEQ-2A Target Pointer

Illuminator/Aiming Light, AN/PVS-7 night vision goggles, an M16A2 service rifle, ammunition, and a 25 meter zeroing target, while wearing a fighting load.

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

PREREQUISITES

0369 - 1 - 014

PERFORMANCE STEPS

1. Clear the weapon and place in Condition 4.
2. Mount the AN/PEQ-2A on a M16A2 service rifle.
3. Set the adjusters to the zero pre-set position.
4. Turn the aiming beam on in the low power setting (AIM LO). In high light condition, use (AIM HI).
5. Don the AN/PVS-7 night vision goggles and put into action.
6. Place weapon in Condition 1.
7. Assume a supported prone position.
8. Press the cable switch button to activate the aiming beam and aim center of mass.
9. Fire 3 rounds.
10. Locate the center of the shot group relative to the designated strike point.
11. Adjust the aiming beam adjusters to move the center of the shot group relative to the designated strike point.
12. Fire another 3 rounds and again observe the center of the shot group relative to the designated strike point. When 2 out of 3 rounds are in the designated strike zone, the AN/PEQ-2A is zeroed for 250 meters.
13. Once the aiming beam is zeroed, rotate the selector knob to the DUAL LO, DUAL LO/HI, or DUAL HI/HI mode to observe both aiming and illumination beams.
14. Rotate the illumination beam adjusters to align the illumination beam with the aiming beam.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	10 each

RELATED ITS

014 015

REFERENCES

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

EVENT: 0369 - 1 - 031

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

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

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

PREREQUISITES

0369 - 1 - 014

PERFORMANCE STEPS

1. Don the AN/PVS-7 night vision goggles.
2. Place rifle in Condition 1.
3. Assume a firing position that provides cover, concealment, and good observation of the assigned sector of fire.
4. Detect targets by searching the assigned sector of fire.
5. Present the rifle from the ready.
6. Press the cable switch button to activate the aiming beam and aim center mass of the target.
7. Engage target.
8. Search and assess the assigned sector of fire for additional targets.
9. Place rifle on SAFE.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M16A2 5.56mm service rifle

DODIC		Quantity
A059	CTG, 5.56mm, BALL, M855	24 each

RELATED ITS

014 016

REFERENCES

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

EVENT: 0369 - 1 - 032

Advise commander on employment of the M16A2 service rifle

Condition: Given an order with a commander's intent and a requirement to employ the M16A2 Service Rifle.

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 M16A2 Service Rifle.
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 M16A2 Service Rifle.

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 037

Perform operator maintenance for an M249 squad automatic weapon

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

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

PERFORMANCE STEPS

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

13. Holding the guide rod in position, turn the collar back and beyond the Normal position until the collar can be removed.

14. Remove the gas regulator from the gas block.

15. Push the hand guard retaining pin to the left using the spring guide rod, then remove the hand guard downward.

16. Using the spring guide rod, push the lower most retaining pin to the left and remove the butt stock and shoulder assembly by pulling it rearward, while supporting the trigger assembly.

17. Using the spring guide rod, push the lower most retaining pin to the left and remove the butt stock and shoulder assembly by pulling it rearward, while supporting the trigger assembly.

18. Turn the gas cylinder to the left or right to release the locking spring, then pull forward.

19. Remove the bipod from the receiver.

20. Inspect the bore and chamber.

21. Wipe the outside of the barrel with a lightly oiled rag. If heavy bore and/or chamber deposits are present, clean the bore and/or chamber with a bore brush and/or chamber brush.

22. Inspect barrel for cracks, dents, burrs, or other damage on flash hider, barrel extension, and barrel release.

23. Check front sight for looseness.

24. Check the cover assembly for smooth operation, spring tension, bent parts, or excessive wear and lightly oil moving parts.

25. Check for bends and cracks, free movement of the cocking assembly, and excessively worn, burred or chipped rails.

26. Check barrel locking latch and cover detent springs for spring tension.

27. Lightly oil all rails.

28. Check for broken pistol grip, and chipped or cracked trigger housing holding lugs.

29. Check tripping lever and sear for burrs, cracks, chips, and wear.

30. Check cocking action by pushing back on the tripping lever and ensuring that the sear raises. Pull the trigger and ensure the sear lowers. Push back on tripping lever.

31. With the safety pushed to the right, pull the trigger and ensure the sear will not lower.

32. With the safety pushed to the left, pull the trigger and ensure the sear lowers.

33. Lightly lubricate tripping lever and sear surfaces, ends of the trigger pin, safety shaft, and sear pivot pin.

34. Check the bolt and operating rod for burrs, cracks, broken pins, or a frozen roller.

35. Push down on the roller to make sure it will retract.

36. Check driving spring for broken strands.

37. Lightly oil driving spring, bold and operating rod moving parts, polished areas, firing pin, and roller.

38. Clean and check bipod legs for operation.

39. Lightly oil bipod moving parts.

40. Clean and check rear sight assembly for azimuth and elevation, and lightly oil knob detents.

41. Clean the gas vent hole of the regulator body using the scraper tool.

42. Clean the central hole of the regulator with the scraper tool by turning it clockwise and pushing it inward to the bottom of the housing.

43. Use the protruding tips of the scraper to clean the 2 grooves of the regulator body.

45. Clean the front of the gas cylinder by inserting and turning the flat side of the scraper in the hole.

46. Clean the exterior grooves and the hole on the front of the piston using the scraper.

47. Place the bipod on the receiver.

48. Push the gas cylinder through the bipod yoke into the receiver.

49. Push the cylinder to the rear while countering the pressure of the locking spring and guiding the end of the cylinder into the receiver with the other hand.

50. Turn the cylinder until the spring clicks into the recess at the rear of the gas cylinder.

51. Replace all cleaning equipment removed from stowage areas.

52. Replace the hand guard on the receiver and slide it backwards until it stops, then push the hand guard retaining pin to the right.

53. Holding the barrel in one hand with the muzzle up, insert the gas regulator body into the lower end of the gas block and align the notch in the regulator body with the notch in the gas block.

54. Place the gas collar regulator lever on the protruding end of the body and align the spring with the stud. Firmly push downward and rotate the collar clockwise into the “N” position.

55. Depress the locking lever of the barrel backward with the left hand. Holding the carrying handle with the right hand, pull the barrel rearward, push downward and lock by releasing the locking lever.

56. Push the retaining pin to the left and install the trigger mechanism.

57. Align the lower hole in the butt stock and shoulder assembly with the rear hole in the trigger mechanism and push the lower pin to the right.

58. Assemble the bolt carrier to the piston and secure by pushing the retaining pin from left to right.

59. Place the spring on the firing pin.

60. Insert the bolt into the bolt carrier, pressing in order to compress the firing pin spring, then rotate the bolt and hook its driving lug into the bolt carrier.

61. Put the moving parts into the receiver with the feed cover open. Locate the bolt lugs in the rails. At the same time, locate the piston into the rear of the gas cylinder. Press the trigger with the forefinger of the other hand so that the sear does not prevent the moving parts from going forward.

62. Hold the pistol grip with one hand and push the operating rod assembly into its housing in the rear of the piston with the other hand. Press in and down on the rear of the operating rod assembly until its 2 lugs are positioned in the receiver grooves.

63. Pivot the butt upward into position and push the retaining pin to the right.

64. Close the cover assembly.

65. Grasp the cocking handle palm up with the right hand and pull the bolt to the rear locking it in place.

66. While continuing to hold resistance on the cocking handle, use the left hand to move the safety to the SAFE position.

67. Push the cocking handle forward into the forward lock position.

68. Pull the trigger and ensure the weapon does not fire.

69. Grasp the cocking handle palm up with the right hand and pull and hold it to the rear.

70. Move the safety to the FIRE position.

71. While continuing to hold resistance on the cocking handle, use the left hand to pull the trigger and ease the bolt forward.

REFERENCES

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

EVENT: 0369 - 1 - 038

Load an M249 squad automatic weapon with linked ammunition

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	10 each

Expenditure of ammunition is not required.

REFERENCES

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

EVENT: 0369 - 1 - 039

Load an M249 squad automatic weapon with a magazine

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

Standard: In accordance with FM 23-14.

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A066	CTG, 5.56mm, BALL	30 each

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249

EVENT: 0369 - 1 - 040

Field zero an M249 squad automatic weapon

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

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

PREREQUISITES

0369 - 1 - 038

PERFORMANCE STEPS

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

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 300 meters.

5. Assume a bipod supported prone position.

6. Place the weapon in Condition 1.

7. Fire a 3 round burst at the center base of the target.

8. Correct for windage by rotating the windage knob to move the peep sight the direction and distance required to center the beaten zone on the target.

9. Correct for elevation by rotating the peep sight to move the peep sight the direction and distance required to center the beaten zone on the target.

10. Fire a confirmation burst of 3 rounds.

11. If the target is not hit, repeat steps 6-12.

12. Upon confirming the zero, record the direction and number of clicks or half turns the peep sight was moved.

13. Loosen the windage scale screws and align the scale so that the large index line is under the zeroed windage mark on the sight, then tighten the screws.

EXTERNAL SUPPORT

1. Live fire range for M249 squad automatic weapon with man-size target at 300 meters

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	12 each

RELATED ITS

038 039

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249

EVENT: 0369 - 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.

PREREQUISITES

0369 - 1 - 038

PERFORMANCE STEPS

1. Ensure 2 threads are showing on the front sight post.

2. Center the rear peep sight by rotating it clockwise as far as it will go, then rotating counter-clockwise 5 clicks or half turns.

3. Center the rear sight windage knob by rotating it toward the muzzle until the peep sight is completely to the right, then rotate the windage knob toward the butt stock 12 clicks to the left.

4. Set elevation knob a range of 700 meters.

5. Assume a bipod supported prone position.

6. Fire 3 single rounds loaded individually at the center base of the aiming point on aiming paster 1.

7. Correct for windage by rotating the windage knob to move the peep sight the direction and distance required to center the 3 round shot group on the center base of the aiming paster.

8. Correct for elevation by rotating the peep sight to move the peep sight the direction and distance required to center the 3 round shot group on the center base of the aiming paster.

9. Repeat steps 5 through 8.

10. Repeat steps 5 though 9 utilizing aiming paster 2.

11. Using controlled burst firing, fire two 3 round bursts on pasters 3 and 4, in no time limit.

12. Don an M40 protective mask with hood and NBC gloves.

13. Fire five 3 round bursts on pasters 5 through 6, traversing and searching, in no time limit.

14. Remove and stow the M40 protective mask with hood and NBC gloves.

15. Fire eight 3 round bursts on pasters 7 through 8, traversing and searching, in no time limit.

16. Fire four 3 round bursts on pasters 1 through 4, traversing and searching, in a time limit of 20 seconds.

17. Don an M40 protective mask with hood and NBC gloves.

18. Fire eight 3 round bursts on pasters 7 through 8, traversing and searching, NBC, in a time limit of 40 seconds.

19. Remove and stow the M40 protective mask with hood and NBC gloves.

20. Fire five 3 round bursts on pasters 5 through 6, traversing and searching, in a time limit of 40 seconds.

ADMINISTRATIVE INSTRUCTIONS

1. Performance steps 1 through 10 are for 10 meter zero. Marines unable to zero with 12 rounds should be removed from the firing line for remedial training.

2. There is no reason to record the 10 meter zero, because it applies only to firing at the 10 meter basic machine gun target.

3. Performance steps 11, 13, and 15 are for practice.

4. Performance steps 16, 18, and 20 are for score.

5. One point is allowed for each round impacting within the scoring space with a maximum of three points per space. The maximum possible score is 51 points.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
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: 0369 - 1 - 042

Engage targets at unknown distances with the M249 squad automatic weapon

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

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

PREREQUISITES

0369 - 1 - 038

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	30 each

RELATED ITS

038 039

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249

EVENT: 0369 - 1 - 043

Rush with an M249 squad automatic weapon

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

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

PERFORMANCE STEPS

1. Assume the bipod supported prone position.

2. Load a belt of 84 rounds of ammunition.

3. Place the weapon in Condition 1.

4. From the bipod supported prone position, raise the head and select a new position.

5. Slowly lower the head, draw arms inward, cock right leg, and prepare to rush.

6. Raise the body by straightening both arms in one movement.

7. Spring to your feet, stepping off with the left foot.

8. Keeping a low profile, advance forward grasping the M249 by the carrying handle with the right hand and lifting the weapon to the under arm carry position while sliding the left hand forward and grasping the hand guards. If executing a long rush move right hand from the carrying handle to the pistol grip.

9. Upon reaching the next covered and concealed position, stop and plant both feet in place.

10. Drop quickly to the knees fall forward, breaking your fall with the heal of the left hand.

11. Place the M249 squad automatic weapon out forward as your body comes to rest on the deck.

12. Grasp the pistol grip with the right hand and place the non-firing hand on the butt stock of the weapon and pull down and back into the pocket of the shoulder and assume the bipod supported prone position.

13. Search and assess the sector of fire.

14. Fire two 3 round bursts at a single E-silhouette target at the 175 meter distance; fire two 3 round bursts at a single E-silhouette target at the 150 meter distance, within a time limit of 17 seconds.

15. Repeat steps 3 through 13.

16. Fire two 3 round bursts at a double E-silhouette target at the 150 meter distance; fire two 3 round bursts at a single E-silhouette target at the 150 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 25 seconds.

17. Repeat steps 3 through 13.

18. Fire two 3 round bursts at a double E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 75 meter distance, within a time limit of 17 seconds.

19. Repeat steps 3 through 13.

20. Fire two 3 round bursts at a double E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 17 seconds.

21. Repeat steps 3 through 13.

22. Fire two 3 round bursts at a single E-silhouette target at the 75 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 17 seconds.

23. Repeat steps 3 through 13.

24. Fire two 3 round bursts at a double E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 25 seconds.

25. Load a belt of 42 rounds of ammunition.

26. Repeat steps 3 through 13.

27. Fire two 3 round bursts at a single E-silhouette target at the 75 meter distance; fire two 3 round bursts at a single E-silhouette target at the 100 meter distance; fire two 3 round bursts at a single E-silhouette target at the 125 meter distance, within a time limit of 25 seconds.

28. Repeat steps 3 through 13.

29. Fire two 3 round bursts at a single E-silhouette target at the 75 meter distance; fire two 3 round bursts at a second single E-silhouette target at the 75 meter distance, within a time limit of 17 seconds.

30. Repeat steps 3 through 13.

31. Fire two 3 round bursts at a single E-silhouette target at the 300 meter distance, within a time limit of 8 seconds.

32. Repeat steps 3 through 13.

33. Fire two 3 round bursts at a single E-silhouette target at the 400 meter distance, within a time limit of 8 seconds.

ADMINISTRATIVE INSTRUCTIONS

1. Length of rushes should be based on available cover and abilities of the automatic rifleman.

2. Automatic rifleman should dry fire walk-through the course of fire before firing the task.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A064	CTG, 5.56mm, 4&1 LINKED, F/SAW	168 each

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling

EVENT: 0369 - 1 - 044

Perform transition firing for an M249 squad automatic weapon

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

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

PREREQUISITES

0369 - 1 - 038

PERFORMANCE STEPS

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

ADMINISTRATIVE INSTRUCTIONS

1. Five points are allowed for each target hit, whether the target is hit on the first or second burst. The maximum possible score is 55 points.

EXTERNAL SUPPORT

1. Live fire range

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	88 each

RELATED ITS

038 039

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249

EVENT: 0369 - 1 - 045

Engage targets with an M249 squad automatic weapon using alternate firing positions

Condition: Given an M249 squad automatic weapon, ammunition, and single E-silhouette targets from 25 to 75 meters, while wearing a fighting load.

Standard: By achieving hits on 4 of 6 targets exposed.

PREREQUISITES

0369 - 1 - 038

PERFORMANCE STEPS

1. Place the bipod legs in the down position.
2. Load a belt of 36 rounds of ammunition.
3. Place the weapon in Condition 1.
4. Begin movement forward with the weapon in the tactical carry.
5. Upon single E-silhouette target exposure, face the target with the feet spread shoulder width apart.
6. Place the left foot in front of the right with most of the body weight on the left foot.
7. Bend both legs at the knees and lean forward at the waist.
8. Firmly grasp the pistol grip with the right hand and with the right forearm, hold the stock firmly against the forward position of the right thigh.
9. Grasp the hand guard firmly with the left hand.
10. Point the left foot in the direction of the target while the right foot provides stability.
11. Extend the arms fully forward.

12. Depress the muzzle; lean toward the targets; and fire two 3 round bursts at a single E-silhouette target at a range of 25 meters within 5 seconds.

13. Continue movement forward with the weapon in the tactical carry.

14. Upon single E-silhouette target exposures, face the target with the feet spread shoulder width apart.

15. Place the left foot in front of the right with most of the body weight on the left foot.

16. Bend both legs at the knees and lean forward at the waist.

17. Firmly grasp the pistol grip with the right hand and with the right forearm. Hold the stock firmly against the side of the body at a point between the armpit and the waist.

18. Grasp the hand guard firmly with the left hand.

19. Point the left foot in the direction of the target while the right foot provides stability.

20. Depress the muzzle; lean toward the targets; fire two 3 round bursts at a single E-silhouette target at a range of 25 meters and fire two 3 round bursts at a single E-silhouette target at a range of 50 meters, within 10 seconds.

21. Continue movement forward with the weapon in the tactical carry.

22. Upon single E-silhouette target exposures, put the left foot well forward of the right.

23. Lean forward at the waist, toward the target, with the knees bent, transferring the body weight to the left foot.

24. Grasp the hand guard firmly with the left hand with the left elbow underneath the M249 as much as possible.

25. With the right hand, place the butt of the M249 into the pocket of the right shoulder.

26. Grasp the pistol grip firmly with the right hand and pull the weapon into the shoulder.

27. Hold the right elbow horizontal to the ground to form the pocket in the shoulder.

28. Depress the muzzle; lean toward the targets; fire two 3 round bursts at a single E-silhouette target at a range of 25 meters; fire two 3 round bursts at a single E-silhouette target at a range of 50 meters; fire two 3 round bursts at a single E-silhouette target at a range of 75 meters, within 15 seconds.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	36 each

RELATED ITS

038 039

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249

EVENT: 0369 - 1 - 046

Clear an M249 squad automatic weapon

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

Standard: By placing the weapon into condition 4.

PERFORMANCE STEPS

1. Move the safety to the FIRE position by pushing it to the left until the red ring is visible.

2. With the right hand, palm up, pull the cocking handle to the rear, locking the bolt in place.

3. While holding the resistance on the cocking handle, move the safety to the SAFE position by pushing it to the right until the red ring is not visible.

4. Return and lock the cocking handle in the forward position.

5. If the source of ammunition is a magazine, push the magazine release tab down and pull the magazine from the magazine well.

6. Ensure the weapon is positioned so the face is not exposed to the chamber as the cover and feed mechanism is raised.

7. Raise the cover and feed mechanism.

8. If the source of ammunition is a belt, remove any ammunition or links from the feed tray.

9. Conduct the 5-point safety check for brass, links, or ammunition by checking the feed pawl assembly under the feed cover, checking the feed tray assembly, lifting the feed tray assembly and inspecting the chamber, checking the space between the bolt assembly and the chamber, and inserting 2 fingers from the left hand in the magazine well to extract any ammunition or brass.

10. Close the cover and feed mechanism assembly and move the safety to the FIRE position.

11. With the right hand, palm up, return the cocking handle to the rear position.

12. Press the trigger. At the same time, ease the bolt forward by manually riding the cocking handle forward.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	10 each

Expenditure of ammunition is not required.

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249

EVENT: 0369 - 1 - 047

Perform immediate action for an M249 squad automatic weapon

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

Standard: In accordance with the FM 23-14.

PERFORMANCE STEPS

1. Pull and lock the cocking handle to the rear while observing the ejection port to see if a cartridge case, belt link, or round is ejected.

2. If a cartridge case, belt link, or round is ejected, push the cocking handle to its forward position. Take aim on a target, and press the trigger.

3. If the weapon does not fire, or a cartridge case, belt link, or round is not ejected, take remedial action.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	10 each

Expenditure of ammunition is not required.

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249

EVENT: 0369 - 1 - 048

Perform remedial action for an M249 squad automatic weapon

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

Standard: In accordance with the FM 23-14.

PREREQUISITES

0369 - 1 - 047

PERFORMANCE STEPS

1. Seek cover.

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

3. While holding the resistance on the cocking handle, move the safety to SAFE and return the cocking handle.

4. If the stoppage occurs with a weapon which has fired 200 or more rounds in less than 2 minutes, wait 5 seconds before opening the feed cover.

5. Place the weapon on the ground or away from your face and open the feed cover, perform the 5 point safety check.

6. Reload and continue to fire.

7. If the weapon does not fire, clear the weapon, and inspect the weapon and the ammunition.

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	10 each

Expenditure of ammunition is not required.

RELATED ITS

047

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249

EVENT: 0369 - 1 - 049

Mark a sector of fire for a M249 squad automatic weapon

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

Standard: In accordance with FMFM 6-5.

PERFORMANCE STEPS

1. Dig bipod trenches in a half moon shape 4-6 inches deep to serve as the reference point for the weapon.

2. Mark and define left and right lateral limits with suitable materials at the hand guards of the weapon.

3. Identify all likely avenues of enemy approach, possible enemy assault positions within the assigned sector of fire.

4. Emplace principal direction of fire (PDF) stake with the proper elevation to provide grazing fire for the weapon.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 050

Inspect an M249 squad automatic weapon

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

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

PERFORMANCE STEPS

1. Ensure the weapon is clear.

2. Raise the cover assembly and pull the upper retaining pin at the rear of the receiver to the left.

3. Lower the butt pivot downward so that the rear opening on the receiver is completely free.

4. Hold the weapon with one hand on the butt stock and push in and upward on the rear end of the operating rod assembly with the thumb of the other hand.

5. Remove the operating rod assembly (spring, guide rod, and buffer).

6. Pull the cocking handle to the rear and slide the moving parts out of the rear of the receiver.

7. Rotate the bolt to disengage the lug and pull it out of the slide assembly.

8. Separate the slide assembly from the piston by pressing the retaining pin at the rear to the left and lifting off the slide assembly.

9. Close the cover.

10. Depress the locking lever of the barrel with the left hand. Hold the carrying handle with the right hand, and lift up and push the barrel forward.

11. Position the gas regulator lever between Normal and Max.

12. Place the tip of the spring guide rod in the notch in the front left of the gas block and hold the guide firmly in the notch.

13. Holding the guide rod in position, turn the collar back and beyond the Normal position until the collar can be removed.

14. Remove the gas regulator from the gas block.

15. Push the hand guard retaining pin to the left using the spring guide rod, then remove the hand guard downward.

16. Using the spring guide rod, push the lower most retaining pin to the left and remove the butt stock and shoulder assembly by pulling it rearward, while supporting the trigger assembly.

17. Using the spring guide rod, push the lower most retaining pin to the left and remove the butt stock and shoulder assembly by pulling it rearward, while supporting the trigger assembly.

18. Turn the gas cylinder to the left or right to release the locking spring, then pull forward.

19. Remove the bipod from the receiver.

20. Inspect the bore and chamber.

21. Inspect bore and chamber for carbon.

22. Inspect barrel for cracks, dents, burrs, or other damage on flash hider, barrel extension, and barrel release.

23. Check front sight for looseness.

24. Check the cover assembly for smooth operation, spring tension, bent parts, or excessive wear and lightly oil moving parts.

25. Check for bends and cracks, free movement of the cocking assembly, and excessively worn, burred or chipped rails.

26. Check barrel locking latch and cover detent springs for spring tension.

27. Check for broken pistol grip, and chipped or cracked trigger housing holding lugs.

28. Check tripping lever and sear for burrs, cracks, chips, and wear.

29. Check cocking action by pushing back on the tripping lever and ensuring that the sear raises. Pull the trigger and ensure the sear lowers. Push back on tripping lever.

30. With the safety pushed to the right, pull the trigger and ensure the sear will not lower.

31. With the safety pushed to the left, pull the trigger and ensure the sear lowers.

32. Lightly lubricate tripping lever and sear surfaces, ends of the trigger pin, safety shaft, and sear pivot pin.

33. Check the bolt and operating rod for burrs, cracks, broken pins, or a frozen roller.

34. Push down on the roller to make sure it will retract.

35. Check driving spring for broken strands.

36. Check bipod legs for operation and excessive dirt.

37. Check rear sight assembly for azimuth and elevation, and excessive dirt.

38. Clean the gas vent hole of the regulator body using the scraper tool.

39. Check central hole of the regulator for cleanliness.

40. Inspect the 2 grooves of the regulator body.

41. Inspect the front of the gas cylinder for cleanliness.

42. Inspect the exterior grooves and the hole on the front of the piston for cleanliness.

43. Place the bipod on the receiver.

44. Push the gas cylinder through the bipod yoke into the receiver.

45. Push the cylinder to the rear while countering the pressure of the locking spring and guiding the end of the cylinder into the receiver with the other hand.

46. Turn the cylinder until the spring clicks into the recess at the rear of the gas cylinder.

47. Replace all cleaning equipment removed from stowage areas.

48. Replace the hand guard on the receiver and slide it backwards until it stops, then push the hand guard retaining pin to the right.

49. Holding the barrel in one hand with the muzzle up, insert the gas regulator body into the lower end of the gas block and align the notch in the regulator body with the notch in the gas block.

50. Place the gas collar regulator lever on the protruding end of the body and align the spring with the stud. Firmly push downward and rotate the collar clockwise into the “N” position.

51. Depress the locking lever of the barrel backward with the left hand. Holding the carrying handle with the right hand, pull the barrel rearward, push downward and lock by releasing the locking lever.

52. Push the retaining pin to the left and install the trigger mechanism.

53. Align the lower hole in the butt stock and shoulder assembly with the rear hole in the trigger mechanism and push the lower pin to the right.

54. Assemble the bolt carrier to the piston and secure by pushing the retaining pin from left to right.

55. Place the spring on the firing pin.

56. Insert the bolt into the bolt carrier, pressing in order to compress the firing pin spring, then rotate the bolt and hook its driving lug into the bolt carrier.

57. Put the moving parts into the receiver with the feed cover open. Locate the bolt lugs in the rails. At the same time, locate the piston into the rear of the gas cylinder. Press the trigger with the forefinger of the other hand so that the sear does not prevent the moving parts from going forward.

58. Hold the pistol grip with one hand and push the operating rod assembly into its housing in the rear of the piston with the other hand. Press in and down on the rear of the operating rod assembly until its 2 lugs are positioned in the receiver grooves.

59. Pivot the butt upward into position and push the retaining pin to the right.

60. Close the cover assembly.

61. Grasp the cocking handle palm up with the right hand and pull the bolt to the rear locking it in place.

62. While continuing to hold resistance on the cocking handle, use the left hand to move the safety to the SAFE position.

63. Push the cocking handle forward into the forward lock position.

64. Pull the trigger and ensure the weapon does not fire.

65. Grasp the cocking handle palm up with the right hand and pull and hold it to the rear.

66. Move the safety to the FIRE position.

67. While continuing to hold resistance on the cocking handle, use the left hand to pull the trigger and ease the bolt forward.

REFERENCES

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

EVENT: 0369 - 1 - 051

Advise commander on employment of the M249 squad automatic weapon (SAW)

Condition: Given an order with a commander's intent and a requirement to employ the M249 squad automatic weapon.

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 M249 SAW.
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 M249 SAW.

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 052

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

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

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

PREREQUISITES

0369 - 1 - 038

PERFORMANCE STEPS

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

8. Fire two 3 round bursts at a single E-silhouette target, at a range of 100 meters prone.

9. Fire two 3 round bursts at a single E-silhouette target, at a range of 300 meters prone.

10. Fire two 3 round bursts at a single E-silhouette target, at a range of 100 meters prone.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M249 5.56mm light machinegun - squad automatic weapon

DODIC		Quantity
A062	CTG, 5.56mm, BALL LINKED	42 each

RELATED ITS

038 039 044

REFERENCES

1. FM 23-14 Squad Automatic Weapon, M249

EVENT: 0369 - 1 - 056

Perform operator maintenance for an M203 grenade launcher

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

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

PERFORMANCE STEPS

1. Clear the rifle.
2. Clear the M203 grenade launcher.
3. Inspect the launcher assembly for missing or damaged components.
4. Clean bore and chamber with bore brush, thong, and CLP.
5. Clean area around breech insert and firing pin hole using CLP.
6. Clean all dust and dirt from weapon using CLP and wiping rag.
7. Wipe the inside of barrel with wiping rag soaked in CLP.
8. Move the barrel forward and clean the locator slot clean.
9. Lubricate the locator slot and barrel tracks with CLP.
10. Apply a few drops of CLP through the firing pin hole. Keep the weapon pointed up for 10 to 15 seconds. Cycle the weapon and squeeze the trigger to spread the oil.
11. Turn launcher upside down and lubricate the safety detent with CLP.
12. Check the leaf and quadrant sight for damage and functioning.
13. Ensure the launcher is firmly attached to the rifle.
14. With the launcher on FIRE, cock the launcher and squeeze the trigger. Firing pin releases.

15. Hold the trigger to the rear and cock the launcher. Release the trigger and then squeeze the trigger. Firing pin releases.

16. With the launcher on SAFE, cock the launcher and squeeze the trigger. Firing pin does not release.

17. Hold the trigger to the rear and cock the launcher. Release the trigger and then squeeze the trigger. Firing pin does not release.

18. Move the barrel forward and back to be sure the barrel stop and barrel latch function.

REFERENCES

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

EVENT: 0369 - 1 - 057

Load an M203 grenade launcher

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	1 each

Expenditure of ammunition is not required.

REFERENCES

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

EVENT: 0369 - 1 - 058

Perform misfire procedures for an M203 grenade launcher

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

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

PREREQUISITES

0369 - 1 - 057

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	1 each

Expenditure of ammunition is not required.

RELATED ITS

057

REFERENCES

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

EVENT: 0369 - 1 - 059

Unload an M203 grenade launcher

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

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

PREREQUISITES

0369 - 1 - 057

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Live fire range (if ammunition is used)

WEAPON AND AMMUNITION

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	1 each

Expenditure of ammunition is not required.

RELATED ITS

057

REFERENCES

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

EVENT: 0369 - 1 - 060

Zero an M203 grenade launcher leaf sight

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

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

PREREQUISITES

0369 - 1 - 057

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	3 each

RELATED ITS

057

REFERENCES

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

EVENT: 0369 - 1 - 061

Zero an M203 grenade launcher quadrant sight

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

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

PREREQUISITES

0369 - 1 - 057

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	3 each

RELATED ITS

057

REFERENCES

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

EVENT: 0369 - 1 - 062

Perform M203 grenade launcher day qualification

Condition: Given an M16A2 service rifle with a mounted M203 grenade launcher, training practice and high explosive rounds, M40

field protective mask with hood, NBC gloves, and targets from 90 to 350 meters, while wearing a fighting load.

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

PREREQUISITES

0369 - 1 - 057

PERFORMANCE STEPS

1. Field zero the leaf sight from station 1.

2. Field zero the quadrant sight from station 1.

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

4. Engage a bunker at 135 to 150 meters and an automatic weapon position at 200 to 250 meters with 3 training practice rounds from the standing position within 2 minutes from station 3.

5. Engage a troop emplacement at 275 to 300 meters and troops in the open at 325 to 350 meters with 3 training practice rounds from the prone position within 2 minutes from station 4.

6. Don and clear the M40 field protective mask within 9 seconds and secure the hood within 6 seconds.

7. Don the NBC gloves.

8. Engage a bunker at 135 to 150 meters with 3 training practice rounds from the standing position within 2 minutes from station 3.

9. Engage an automatic weapon position at 200 to 250 meters with 3 training practice rounds from the standing position within 2 minutes from station 3.

10. Remove and stow the M40 field protective mask with hood and NBC gloves.

ADMINISTRATIVE INSTRUCTIONS

1. Performance steps 1 and 2 are not included in the tabulation of the qualification score.

2. A Marine must achieve a hit with 2 of 3 rounds for each string of fire in order to qualify.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B519	CTG, 40mm, PRACTICE, M781	15 each

RELATED ITS

057

REFERENCES

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

EVENT: 0369 - 1 - 063

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

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

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

PREREQUISITES

0369 - 1 - 057

PERFORMANCE STEPS

1. Remove the quadrant sight from the rifle.
2. Position the mounting bracket assembly on the left side of the rifle so that the 2 clamp plates project through the opening under the handle of the rifle.
3. Turn the clamp plates so that the pointed ends are in the up position and seated against the handle.
4. Tighten the wing-nuts clockwise until the mounting bracket is secured firmly to the weapon.
5. Position the sight in the groove on top of the bracket and align the threaded hole in the base of the sight mounting adapter with the lever screw assembly.
6. Tighten the screw firmly clockwise to secure the sight to the bracket.
7. Place the sight into operation.
8. Assume a prone supported firing position.
9. Adjust the azimuth and elevation controls so that the reticule aiming point is in the center of the field-of-view of the sight.
10. Fire a round to seat the sight on the weapon, then retighten all mounting screws or knobs.
11. Place the zeroing range aiming point of the reticule on the target aiming point and fire a round.
12. Observe the strike of the round.
13. Determine the distance between the impact of the round and the impact point of the target.
14. Adjust the reticule to move the impact of the round the measured distance to the impact point.
15. Repeat performance steps 9 through 12 until a round impacts within 5 meters of the target.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	4 each

RELATED ITS

057 060 061

REFERENCES

1. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4
2. FM 23-31 40mm Grenade Launchers M203 and M79

EVENT: 0369 - 1 - 064

Engage targets at unknown distances with the M203 grenade launcher

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

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

PREREQUISITES

0369 - 1 - 057

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	3 each

RELATED ITS

057

REFERENCES

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

EVENT: 0369 - 1 - 065

Qualify with an M203 grenade launcher at night

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

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

PREREQUISITES

0369 - 1 - 057

PERFORMANCE STEPS

1. Visually acquire automatic weapon position at 200 to 250 meters.

2. Engage target with 3 high explosive rounds from the standing position within 2 minutes from station 3.

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B546	CTG, 40mm, HE DP, M433	3 each

RELATED ITS

057 063

REFERENCES

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

EVENT: 0369 - 1 - 066

Mark a sector of fire for an M203 grenade launcher

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

Standard: In accordance with FMFM 6-5.

PERFORMANCE STEPS

1. Mark and define left and right lateral limits with suitable materials.

2. Identify all likely avenues of enemy approach, possible enemy assault positions, and all dead space within the assigned sector of fire.

3. Determine ranges to all possible targets.

4. Emplace elevation stake with proper elevation to set the range to the target area, and ensuring that it falls on the barrel of the M203 but dose not interfere with the operation of the weapon.

5. Emplace deflection stake to give proper direction to target area.

6. Emplace recoil stake to absorb the recoil of the weapon along the butt stock of the weapon.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 067

Inspect an M203 grenade launcher

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

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

PERFORMANCE STEPS

1. Ensure the rifle is clean.

2. Ensure the M203 grenade launcher is clear.

3. Inspect the launcher assembly for missing or damaged components.

4. Inspect bore and chamber for cleanliness.

5. Inspect area around breech insert and firing pin hole for cleanliness.

6. Inspect exterior of weapon for excessive dirt.

7. Inspect the locator slot.

8. Check the leaf and quadrant sight for damage and functioning.

9. Ensure the launcher is firmly attached to the rifle.

10. With the launcher on FIRE, cock the launcher and squeeze the trigger. Firing pin releases.

11. Hold the trigger to the rear and cock the launcher. Release the trigger and then squeeze the trigger. Firing pin releases.

12. With the launcher on SAFE, cock the launcher and squeeze the trigger. Firing pin does not release.

13. Hold the trigger to the rear and cock the launcher. Release the trigger and then squeeze the trigger. Firing pin does not release.

14. Move the barrel forward and back to be sure the barrel stop and barrel latch function.

REFERENCES

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

EVENT: 0369 - 1 - 068

Advise commander on employment of the M203 grenade launcher

Condition: Given an order with a commander's intent and a requirement to employ the M203 grenade launcher.

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 M203 Grenade Launcher.
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 M203 Grenade Launcher.

REFERENCES

1. FM 23-31 40mm Grenade Launchers M203 and M79
2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 073

Select a machinegun firing position

Condition: Given a machinegun squad mission order.

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

PERFORMANCE STEPS

1. Determine the team’s/squad’s mission from higher headquarter's mission, commander’s intent, and team/squad tasks.
2. Analyze the assigned sector of fire, ensuring effective coverage of the sector of fire.
3. Analyze the position for good fields of fire.
4. Analyze the effectiveness of available cover and concealment.
5. Ensure the firing position facilitates the exercise of fire control.
6. Ensure machineguns are located and employed so that they can mutually support one another.
7. Designate the exact firing (primary) position on the ground prior to entrenching.
8. Designate an alternate firing position, which can continue to accomplish the original mission.
9. Designate a supplementary firing position.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

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

EVENT: 0369 - 1 - 074

Inspect a machinegun firing position

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

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

EVENT: 0369 - 1 - 075

Prepare a machinegun range card

Condition: Given a tripod mounted, SL-3 complete machinegun, a designated sector of fire, a final protective line or principal direction of fire, a mission, lensatic compass, and writing materials, while wearing a fighting load.

Standard: Which contain each of the required items and is completed within 15 minutes.

PERFORMANCE STEPS

1. Record the machinegun position.
2. Record the FPL with a darkened black solid line with a shaded blade on inside of sector of fire.
3. Record the PDF as a solid line with an arrow and the range is recorded in the data section.
4. Draw north seeking arrow on card.
5. Record the magnetic azimuth of the sector limits. Primary sector of fire are drawn as solid lines and secondary drawn as a dotted line (heavy machineguns are not given a secondary sector of fire.
6. Record the back azimuth of the machinegun position to prominent terrain feature or known point by drawing a solid line with arrows along the line pointing toward gun position.
7. Record eight-digit grid coordinate of the machinegun position.
8. Designate estimated range of each circle.
9. Record area of grazing fire (FPL only) as the shaded blade along the FPL.
10. Record dead space. Dead space along the FPL is recorded by leaving gaps in the FPL.
11. Record targets and distance when applicable.
12. Lay on each target and record direction and elevation.
13. Confirm range estimation when possible preferably by fire.
14. Record the gun number.
15. Record unit description up to the company level.
16. Record date/time of preparation.
17. Record weapon type.
18. Complete remarks section with all pertinent information.
19. Submit 1 copy to higher headquarters.

REFERENCES

1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3
2. FM 23-67 Machinegun 7.62mm, M60

EVENT: 0369 - 1 - 077

Issue a machinegun fire command

Condition: Given a machinegun squad mission order.

Standard: By issuing initial and subsequent fire commands which support the achievement of higher headquarters' mission.

PERFORMANCE STEPS

1. Alert the machinegun team/squad by announcing unit size, in order to choose the gun crews and ready them to receive, and execute the fire command.

2. Given an accurate description of direction to the target issue direction when targets are not obvious use a reference point (RP), ensuring that the word TARGET precedes the target description.

3. Issue a brief target description, in order to inform the machinegun gunners of the nature of the target.

4. Issue the range to the target; ensuring announcement is delivered in even digits, hundreds or thousands.

5. Issue assignments/methods only when specific assignments are required to divide or subdivide the target, assign class of fire, or announce the rate of fire.

6. Issue the control order, in order to open fire.

7. Issue subsequent fire commands, in order to repeat or correct a fire command, to adjust fire, to cease or commence fire, or terminate the alert.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

2. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

EVENT: 0369 - 1 - 078

Issue a fire command to a machinegun section

Condition: Given a mission and a machinegun section.

Standard: To prepare a machinegun section to fire.

PERFORMANCE STEPS

1. Alert the machinegun section.

2. Give an accurate direction to the target.

3. Issue a brief target description.

4. Issue the range to the target.

5. Issue assignments/methods only when specific assignments are required to divide or subdivide the target, assign class of fire, or announce the rate of fire.

6. Issue the control order, in order to open fire.

7. Issue subsequent fire commands, in order to repeat or correct a fire command, to adjust fire, to cease or commence fire, or terminate the alert.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

EVENT: 0369 - 1 - 079

Lay a machinegun utilizing a M-2 compass

Condition: Given an SL-3 complete machinegun, firing tables, M2 compass, and ammunition, while wearing a fighting load.

Standard: By engaging targets accurately without adjusting onto the target and revealing the position of the gun.

PERFORMANCE STEPS

1. Ensure the compass has been declinated prior to use.
2. Locate the gun position and target on a map and draw a line between the 2 points.
3. Orient the map to the terrain and place the line of sight of the compass along the gun-target line drawn on the map.
4. The Squad Leader announces the magnetic azimuth indicated by the compass index to the guns as the direction of lay.
5. In order to measure the angle of site hold the opened compass in a vertical plane with the rear sight toward the body and the angle of sight level lever to the right.
6. Open the cover to an angle of 45 degrees to the face of the compass.
7. Fold the rear sight holder out parallel to the face of the compass with the rear sight perpendicular to the holder.
8. Look through the rear sight and raise or lower the instrument until the center line of the window bisects the opening in the rear sight and the object sighted; then level the tubular level reflected in the mirror, by means of the lever.
9. Read the angle of sight opposite the index. Care must be exercised to maintain the compass in a vertical plane to obtain accurate readings.
10. To measure the angle of elevation open the cover and rear sight holder so they are parallel with the face of the compass.
11. Place the left side of the opened compass on the leveling plates of the breech ring or on a level portion of the piece which is parallel to the bore.
12. Center the bubble of the elevation level and read the angle of elevation.
13. Once readings have been taken use these readings with the firing tables for the correct weapon system.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. TM 9-1290-333-15 Compass, Magnetic, Un-mounted: M2

EVENT: 0369 - 1 - 080

Set the elevation of a machinegun utilizing the M1A2 gunner's quadrant

Condition: Given an SL-3 complete machinegun, firing tables, M1A2 gunner’s quadrant, and ammunition, while wearing a fighting load.

Standard: By engaging targets accurately without adjusting onto the target and revealing the position of the gun.

PERFORMANCE STEPS

1. Ensure elevation quadrant seats on the weapon.
2. Inspect quadrant shoes.
3. Zero the micrometer by turning micrometer knob.
4. Set index at 0 mils.
5. Position quadrant on weapon pointing toward muzzle end.
6. Depress/elevate tube to center bubble in level vial.
7. Reverse direction of quadrant and bubble should center. If bubble centers the quadrant is zeroed for end to end correction. If bubble does not center, center the bubble with micrometer knob.
8. Divide micrometer reading by 2 to obtain the positive correction.
9. Put the positive correction on micrometer.
10. Point quadrant toward muzzle end of weapon and depress/elevate tube to center the bubble.
11. Reverse direction of quadrant and bubble should center.
12. Record end for end correction on the carrying case.
13. Add the end for end correction to the desired elevation and place new elevation on quadrant using both the index pointer on the elevation scale and the micrometer.
14. Point quadrant toward muzzle end of the weapon.
15. Depress/elevate the weapon until the bubble centers in the level vial.

REFERENCES

1. TM 02193C-14&P Quandrant, Fire Control Gunner's, M1A2

EVENT: 0369 - 1 - 081

Advise commander(s) on the employment of machineguns

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

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 M240G, M2 .50 Cal, and the MK19 Machineguns.
3. Consider techniques of fire.

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

REFERENCES

1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3
2. FM 23-65 Browning Machinegun Caliber .50 HB, M2
3. FM 23-67 Machinegun 7.62mm, M60
4. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 085

Perform operator maintenance for an M240G medium machinegun

Condition: Given an SL-3 complete M240G medium machinegun, cleaning gear, and lubricant.

Standard: In accordance with TM 08670A-10/1A.

PERFORMANCE STEPS

1. Ensure the safety is on FIRE.
2. Pull the cocking handle to the rear to lock bolt back.
3. Place safety to “S."
4. Push in on the latches to open the cover assembly.
5. Remove ammunition.
6. Raise the feed tray.
7. Visually and physically inspect the chamber to make sure it is empty.
8. Lower feed tray.
9. If round is still in chamber remove it.
10. Place safety to “F”
11. Hold the cocking handle to the rear, depress the trigger, and ease the bolt forward to close and lock.
12. Close the cover assembly.
13. Depress the barrel locking latch and hold.
14. Turn the carrying handle to upright position.
15. Remove the barrel and pull straight out.
16. Depress the spring and remove trigger housing spring pin.
17. Pull trigger housing assembly down and back to remove.
18. Depress butt stock latch and lift the butt stock and buffer assembly to remove.
19. Press the drive spring in and up, and then pull it out.
20. Depress cover latches and raise cover assembly.
21. Pull cocking handle to the rear and remove the bolt and operating rod assembly.

22. Close cover.

23. Push out cover spring pin as far as possible and remove.

24. Remove the cover assembly and feed tray.

25. Rotate the collar until it releases, then pull it out.

26. Pull the plug from gas regulator.

27. Remove the cover from the scraper tool.

28. Insert the scraper into the center hole of the plug. Twist the scraper back and forth to remove carbon from the center hole.

29. Fold the scraper and press the point into the groove. Twist the scraper back and forth to remove carbon from the groove on the plug.

30. Pivot the scraper blade and place the tip of the scraper into the groove of the plug and twist back and forth to remove carbon from the groove on the plug.

31. Utilizing the tip of the scraper, scrape carbon from the surfaces of the plug.

32. Utilizing the small reamer, insert reamer into each gas inlet hole of the plug, twisting the reamer as it is lowered into the holes to remove carbon buildup from the holes.

33. Utilizing the large reamer, insert reamer through hole into the gas port hole in the barrel, twisting reamer as it is lowered into the hole to remove the carbon buildup from the hole.

34. Utilizing a cleaning rod and swab dampened with CLP, remove dirt and corrosion from the bore.

35. Remove dirt and corrosion from other parts using a wiping rag dampened with CLP or RBC.

36. Inspect for cracks, dents, burrs, or other damage on flash hider, barrel adapter, and carrying handle.

37. Place plug with gas inlet setting number 1 hole facing the barrel.

38. Install collar on the plug and rotate until collar slips onto the plug. Press and rotate to lock in place.

39. Lightly oil parts with CLP, LAW, or LSA in accordance with climatic considerations.

40. Check the cover assembly for smooth operation, spring tension, bent parts, or excessive wear.

41. Check the cocking handle for bends and cracks, free movement, excessive wear, burrs, or chipped rails.

42. Check the barrel locking latch and cover detent for proper tension.

43. Inspect the trigger assembly for broken grips, bent, cracked, or broken trigger actuating assembly, loose nut or bolt, and chipped or cracked trigger housing holding lug.

44. Check the tripping lever and sear for burrs, cracks, chips, and wear.

45. Check the cocking action by pushing back on the tripping lever, and sear will rise. Pull the trigger and the sear will lower.

46. Check safety functions. When safety is placed to “S,” pull the trigger and the sear will not lower. When safety is placed to “F,” pull the trigger and the sear will lower.

47. Lightly lubricate the tripping lever and sear surfaces.

48. Utilizing the combination tool, insert into the bottom of the cavity of the piston end of the operating rod. Squeeze handles firmly and twist the combination tool back and forth to remove carbon.

49. Insert the screwdriver end of the combination tool into the cavity of the piston end of the operating rod to remove carbon residue in the bottom cavity.

50. Clean all other areas of the operating rod, firing pin, and spring pin with wiping rag dampened with CLP or RBC. Lightly oil with LAW after cleaning.

51. Check the bolt and operating rod assembly for burrs, cracks, broken pins, or frozen roller.

52. Push down on the roller to ensure it retracts.

53. Check the driving spring for broken strands.

54. Insert the combination tool carefully into the fore end of the gas cylinder of the receiver body.

55. Ensure the combination tool shoulder is fully inserted and seated against the fore end of the gas cylinder in receiver body.

56. Apply slight pressure to the handles and twist back and forth to remove carbon.

57. Clean the gas cylinder bore with the gas cylinder cleaning brush dampened with CLP or RBC.

58. Utilizing a wiping rag dampened with CLP or RBC, remove dirt and corrosion from the area under the front access cover of the receiver and all other parts.

59. Position the feed tray and cover assembly.

60. Push the cover assembly forward, close cover, and insert the spring pin from the right side.

61. Open the cover assembly and ensure the cover detent holds the cover assembly open.

62. Set the bolt and operating rod assembly on top of the rails.

63. Extend the bolt to the unlocked position and push the assembly all the way in the receiver.

64. Close the cover assembly and lock.

65. Insert the driving spring into the operating rod assembly.

66. Push the driving spring in fully and lower it to seat the stud in the hole of the receiver.

67. Install the butt stock and buffer assembly ensuring it locks.

68. Position the trigger housing into place and insert the trigger housing spring pin.

69. Insert the barrel fully into the socket and push the carrying handle to the right as far as it will go to lock while counting the clicks. There should be between 2 to 7 clicks.

70. Place safety to “F."

71. Pull the cocking handle to rear to lock the bolt back.

72. Place safety to “S."

73. Depress the trigger - nothing should happen.

74. Place safety to “F."

75. Hold the cocking handle to the rear.

76. Depress the trigger and ease the bolt forward to close and lock.

REFERENCES

1. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240

EVENT: 0369 - 1 - 086

Mount an M240G medium machinegun

Condition: Given an SL-3 complete M240G medium machinegun, while wearing a fighting load.

Standard: In accordance with MCWP 3-15.1

PERFORMANCE STEPS

1. Extend the tripods legs until the sleeve latch engages, locking them open.

2. Rotate the elevating hand-wheel on the traversing and elevating mechanism until approximately 1 ½ inches, or 2 fingers, are visible on the upper elevating screw.

3. Rotate the traversing slide on the traversing and elevating mechanism until approximately 2 fingers are visible on the lower elevating screw.

4. Rotate the traversing hand-wheel on the traversing and elevating mechanism until the offset head is centered on the traversing screw. The traversing and elevating is now roughly centered.

5. Insert the flex-mount’s pintle into the tripod’s pintle bushing, and then engage the pintle locking lever to hold in place.

6. Insert the flex-mount’s pintle into the tripod’s pintle bushing, and then engage the pintle locking lever to hold in place.

7. Lower the traversing slide of the traversing and elevating mechanism over the traversing bar on the tripod with the traversing slide to the rear and traversing wheel to the left.

8. Ensure the traversing slide of the traversing and elevating mechanism over the traversing bar on the tripod with the traversing slide to the rear and traversing wheel to the left.

9. Attach the machinegun to the flex mount by pushing the recesses on the forward portion of the receiver on the bottom of the receiver against the forward bushings on the flex mount.

10. Rotate the rear of the machinegun down to the mount and insert the retaining pin forward of the trigger housing assembly to lock the weapon into place.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 087

Load an M240G medium machinegun with the cover open

Condition: Given an M240G medium machinegun and ammunition, while

wearing a fighting load.

Standard: In accordance with MCWP 3-15.1.

PERFORMANCE STEPS

1. Pull the bolt to rear position.
2. Return the cocking handle to the forward position.
3. Place safety to “S."
4. Open the cover assembly.
5. Place link belt in feed tray, with the open side of the links down, with the first round against the cartridge stop aligning it with the feed tray groove.
6. Close and lock the cover assembly ensuring the first round stays in place to make a Condition 1 weapon.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	10 each

Expenditure of ammunition is not required.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 088

Load an M240G medium machinegun with the cover closed

Condition: Given an M240G medium machinegun and ammunition, while wearing a fighting load.

Standard: In accordance with MCWP 3-15.1.

PERFORMANCE STEPS

1. Pull the bolt to the rear and close the cover.
2. Ensure the safety is on “F."
3. Ride the bolt forward to engage the linear roller.
4. Place link belt into the feed way with the open side of the links down.
5. Ensure the first round of the belt engages the holding pawl and is held in place to make a Condition 3 weapon.
6. Pull the bolt to the rear position.
7. Return the cocking handle to the forward position.
8. Place the safety to “S” to make a Condition 1 weapon

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	10 each

Expenditure of ammunition is not required.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 089

Change a barrel for an M240G medium machinegun

Condition: Given an SL-3 complete M240G medium machinegun and ammunition, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Cease firing.
2. Ensure the bolt is to the rear position.
3. Return the cocking handle to the forward position.
4. Place the safety to “S.”
5. Depress the barrel locking latch and hold.
6. Grasp the barrel by the carrying handle.
7. Rotate the carrying handle to the upright position.
8. Push forward and pull up, separating the barrel from the receiver.
9. Grasp the spare barrel by the carrying handle.
10. Insert the spare barrel socket into the receiver while aligning the gas plug with the gas cylinder and pull to the rear of the receiver until the spare barrel is fully seated.
11. Lower the carrying handle while ensuring that the number-of-clicks are counted as the carrying handle is lowered. A minimum of 2 clicks to a maximum of 7 clicks should be counted to ensure proper fit.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	10 each

Expenditure of ammunition is not required.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 090

Perform immediate action for an M240G medium machinegun

Condition: Given an SL-3 complete M240G medium machinegun that fails to fire and ammunition, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Shout “Misfire” and wait 5 seconds in case of a hang fire.

2. Within the next 5 seconds to guard against a cook off, pull the cocking handle to the rear, observing the ejection port for feeding and ejecting.

3. If the cocking handle cannot be pulled to the rear, assume a live round is in the chamber, determine hot or cold barrel, if hot wait 15 minutes, raise the feed tray cover, unload the weapon, and perform remedial action.

4. If cartridge was seen ejecting and feeding, return the cocking handle to the forward position and attempt to fire the weapon. If the weapon fails to fire for a second time, wait 5 seconds, within the next 5 seconds pull the bolt to the rear, if round is ejected, place weapon on SAFE, unload, and perform remedial action.

5. If cartridge did not eject, place the safety on SAFE, return the cocking handle forward assume a live round is in the chamber, and determine whether the barrel is hot or cold. If the barrel is hot, wait 15 minutes for the barrel to reached air temperature and proceed with cold barrel procedures.

6. Once the barrel has reached air temperature, raise the feed tray cover, remove ammo belt and links and inspect the chamber.

7. If the weapon is clear, reload and attempt to fire.

8. If cartridge is present, remove the cartridge by performing remedial action.

9. If the weapon still fails to fire, clear the gun, and conduct remedial action.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	10 each

Expenditure of ammunition is not required.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 091

Perform immediate action for a runaway M240G medium machinegun

Condition: Given an SL-3 complete M240G medium machinegun with a runaway gun and ammunition, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Considering the situation and the number of rounds remaining on the belt determine the safest course of action.
2. If the requirement is to cease fire, break link belt by grasping and twisting it firmly.
3. If there is not a requirement to cease fire and the end of the belt is near, let the machinegun continue to fire.

EXTERNAL SUPPORT

1. Machinegun Range

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	100 each

REFERENCES

1. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 092

Perform remedial action for a stuck cartridge in an M240G medium machinegun

Condition: Given an SL-3 complete M240G medium machinegun with a stuck cartridge and ammunition, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Ensure the bolt is to the rear.
2. Ensure safety to “S."
3. Ensure the cover is raised and ammunition is removed
4. Wait until the barrel is cool, remove the barrel, and lift cartridge case from chamber of barrel, or pry rim if the case is tight.
5. If cartridge will not come out, remove swab holder from cleaning rod and insert cleaning rod through muzzle end of barrel.
6. Push cleaning rod through barrel to force stuck cartridge out of the chamber.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	10 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 093

Perform remedial action for a ruptured cartridge in an M240G medium machinegun

Condition: Given an SL-3 complete M240G medium machinegun with a ruptured cartridge and ammunition, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Ensure the bolt is to the rear.
2. Ensure safety to “S."
3. Ensure the cover is raised and ammunition is removed
4. Wait until the barrel is cool and remove the barrel.
5. Push threaded end of extractor post through ruptured cartridge.
6. Pull on handle to remove cartridge.
7. If weapons fails to fire, clear the gun, and troubleshoot the weapon.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	10 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 094

Perform remedial action for sluggish operation of an M240G medium machinegun

Condition: Given an SL-3 complete M240G medium machinegun with sluggish

operation and ammunition, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Change barrels and continue the mission
2. Move the regulator setting to the number 2 or 3 position on the removed barrel.
3. If weapon operation continues to be sluggish, clean, lubricate, and tighten, or replace parts, as required.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	10 each

Expenditure of ammunition is not required.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 095

Clear an M240G medium machinegun

Condition: Given an SL-3 Complete M240G medium machinegun and ammunition, while wearing a fighting load.

Standard: In accordance with TM 08670A-10/1A.

PERFORMANCE STEPS

1. Pull cocking handle to the rear to lock bolt back.
2. Place the safety to “S."
3. Raise the cover.
4. Clear the feed tray of ammunition and links.
5. Lift the feed tray.
6. Visually and physically inspect the chamber to make sure it is empty.
7. Lower feed tray.
8. Place safety to fire.
9. Close cover assembly.
10. Hold cocking handle to the rear, depress trigger, and ride bolt forward on empty chamber to make a Condition 4 weapon.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	10 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240

EVENT: 0369 - 1 - 096

Operate the M240G medium machinegun

Condition: Given a tripod mounted, SL-3 complete M240G medium machinegun, and ammunition, while wearing a fighting load.

Standard: In accordance with TM 08670A-10/1A and MCWP 3-15.1.

PERFORMANCE STEPS

1. Remove barrel.
2. Check bore and chamber using cleaning rod with swab to remove excessive oil, foreign material, and obstruction.
3. Check gas regulator setting and ensure it is on setting 1.
4. Inspect flash suppressor and front sight blade for tightness and cracks.
5. Check the carrying handle to ensure moves freely.
6. Install and lock barrel into receiver ensuring 2 to 7 clicks while rotating handle down.
7. Ensure butt stock latch is locked.
8. Squeeze cover latches and open feed tray cover.
9. Ensure feed arm, pivot arm, and feed arm fork move freely.
10. Checks feed pawls for free movement and spring tension.
11. Close the cover ensuring it latches.
12. Grasp cocking handle palms up and pull to the rear while ensuring bolt moves freely and locks to the rear.
13. Place safety to “S."
14. Pull trigger and ensure bolt stays to the rear.
15. Place safety to “F."
16. Hold cocking handle to the rear, pull the trigger, and ride the bolt forward to make a Condition 4 weapon.
17. Inspect ammunition ensuring it is free of dirt and corrosion, and that the double link is up and ready for loading.
18. Assume a prone position to rear of gun.
19. Center elevating hand-wheel so about 2 fingers (1 ½ inches) of thread are exposed above and below the hand-wheel.
20. Center the offset head on the traversing and elevation mechanism.
21. Place butt stock of weapon in right shoulder.

22. Estimate range to target.

23. Adjust rear sight to the range of the target.

24. Aim in on target using sight picture and alignment.

25. Grasp the traversing and elevation mechanism elevating hand-wheel with the left hand.

26. Grasp trigger housing with right hand.

27. Apply pressure to the rear and down with both hands to remove slack from traversing and elevation mechanism.

28. Unlock traversing bar slide lock.

29. Move gun left or right to adjust traverse close to target and while holding on target lock down traversing bar slide lock.

30. Turn traversing hand-wheel to traverse to the center of target.

31. Rotate elevating hand-wheel to adjust elevation onto the base of the target.

32. Load and make a Condition 1 weapon.

33. React to fire commands by adjusting traversing and elevating mechanism traverse first then elevation and rate of fire while maintaining a 6 to 8 round bursts.

34. Listen to the machinegun firing rate and if becomes sluggish perform remedial action for sluggish operation.

35. Pull bolt to the rear.

36. Place safety to “S."

37. Raise cover assembly.

38. Remove ammunition.

39. Raise feed tray to visually and physically inspect chamber and bore for ammunition or obstruction.

40. Lower feed tray.

41. Place safety to “F."

42. Close the cover, ride the bolt forward making a Condition 4 weapon.

43. Perform after operation preventative maintenance checks.

EXTERNAL SUPPORT

1. Machinegun Range

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	100 each

REFERENCES

1. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 097

(Table I) Execute ten-meter bipod firing exercise with the M240G medium

machinegun

Condition: Given a bipod mounted, SL-3 complete M240G medium machinegun, ammunition, and a basic machinegun target, while wearing a fighting load.

Standard: By obtaining a minimum score of 84 out of a possible 119 points.

PREREQUISITES

0369 - 1 - 087

0369 - 1 - 088

PERFORMANCE STEPS

1. Set rear sight elevation at 500 meters.

2. Assume a good firing position and obtain correct sight alignment sight picture on paster A1.

3. Fire 3 rounds, 1 round at a time at paster A1.

4. Find center of shot group.

5. If the shot group is not in center of the aiming point using combination tool unlock the front sight-retaining strap and rotate upwards.

6. Rotate the front sight post blade counter-clockwise if group is above the aiming point and clockwise if below. 1 full turn will move the strike of the round 3/8 of an inch at 10 meters. If the post blade is more than halfway out replace the post blade with the number 2 blade.

7. If the shot group is to left of the aim point move the front sight protector to the left to move the point of impact to the right by using the hex wrench loosen the adjusting screw (counter-clockwise) on the right side of front sight assembly to the desired amount and tighten (clockwise) the opposite side screw exactly the same amount. 1 complete rotation of the adjusting screw will move the point of impact 1/3 of an inch. If the shot group is to the right of the aim point, the front sight protector must be moved to the right.

8. Fire 3 more rounds, 1 at a time at paster A1.

9. Find center of shot group.

10. If necessary adjust front sight to center of point of aim.

11. If Gunner is able to zero his weapon using 6 rounds have him use remaining 6 to confirm zero on paster A2.

12. The first string of fire will utilize pasters A3 and A4. A 7 round belt is loaded and fired at each paster (not for score).

13. The second string of fire will utilize pasters A5 through A6. A 35 round belt is loaded. The Gunner aims at paster 5 and fires initial 7 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster 6 (not for score).

14. The third string of fire will utilize pasters A7 through A8. A 56 round belt is loaded. The Gunner aims at paster 7 and fires initial 7 round burst, Traversing and searching is required for subsequent burst at the remaining pasters with ending at paster 8 (not for score).

15. The fourth string of fire will utilize pasters B1 through B4. A 7 round belt is loaded and fired at each paster for a total of 28 rounds in a time limit of 30 seconds per paster, for a total of 28 possible points (scored).

16. The fifth string of fire will utilize pasters B7 through B8. A 56 round belt is loaded. The Gunner aims at paster B7 and fires initial 7 round burst, Traversing and searching is required for subsequent burst at the remaining pasters with ending at paster B8 in a time limit of 60 seconds, for a total of 56 possible points (scored).

17. The sixth string of fire will utilize pasters B5 through B6. A 35 round belt is loaded. The Gunner aims at paster B5 and fires initial 7 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster B6 in a time limit of 60 seconds, for a total of 35 possible points (scored).

18. Clear the gun.

ADMINISTRATIVE INSTRUCTIONS

1. The scoring procedures are as follows; one point is given for each round impacting within each scoring space. The maximum point value is 7 points for each scoring space. Rounds touching the line on the paster are considered a hit.

2. Marksman 84-95, Sharpshooter 96-107, and Expert 108-119.

EXTERNAL SUPPORT

1. Live fire range for M240G medium machinegun with basic machinegun targets at 10 meters

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	208 each

RELATED ITS

087 088

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: 0369 - 1 - 098

(Table II) Execute a ten-meter tripod firing exercise with the M240G medium machinegun

Condition: Given a tripod mounted, SL-3 complete M240G medium machinegun, ammunition, and a basic machinegun target, while wearing a fighting load.

Standard: By obtaining a minimum score of 35 out of a possible 51 points.

PREREQUISITES

0369 - 1 - 087

0369 - 1 - 088

PERFORMANCE STEPS

1. Set rear sight elevation at 500 meters.

2. Assume a good firing position and obtain correct sight alignment sight picture on paster A1.

3. Fire 3 rounds, 1 round at a time at paster A1.

4. Find center of shot group

5. If the shot group is not in center of the aiming point using combination tool unlock the front sight-retaining strap and rotate upwards.

6. Rotate the front sight post blade counter-clockwise if group is above the aiming point and clockwise if below. 1 full turn will move the strike of the round 3/8 of an inch at 10 meters. If the post blade is more than halfway out replace the post blade with the number 2 blade.

7. If the shot group is to left of the aim point move the front sight protector to the left to move the point of impact to the right by using the hex wrench loosen the adjusting screw (counter-clockwise) on the right side of front sight assembly to the desired amount and tighten (clockwise) the opposite side screw exactly the same amount. 1 complete rotation of the adjusting screw will move the point of impact 1/3 of an inch. If the shot group is to the right of the aim point, the front sight protector must be moved to the right.

8. Fire 3 more rounds, 1 at a time at paster A1.

9. Find center of shot group.

10. If necessary adjust front sight to center of point of aim.

11. If Gunner is able to zero his weapon using 6 rounds have him use remaining 6 rounds to confirm zero on paster A2.

12. The first string of fire will utilize pasters A3 and A4. A 7 round belt is loaded and fired at each paster (not for score).

13. The second string of fire will utilize pasters A5 through A6. A 15 round belt is loaded. The Gunner aims at paster 5 and fires initial 3 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster 6 (not for score).

14. The third string of fire will utilize pasters A7 through A8. A 24 round belt is loaded. The Gunner aims at paster 7 and fires initial 3 round burst, traversing and searching is required for subsequent burst at the remaining pasters with ending at paster 8 (not for score).

15. The fourth string of fire will utilize pasters B1 through B4. A 3 round belt is loaded and fired at each paster for a total of 12 rounds in a time limit of 20 seconds, for a total of 12 possible points (scored).

16. The fifth string of fire will utilize pasters B7 through B8. A 24 round belt is loaded. The Gunner aims at paster B7 and fires initial 3 round burst, traversing and searching is required for subsequent burst at the remaining pasters with ending at paster B8 in a time limit of 40 seconds, for a total of 24 possible points (scored).

17. The sixth string of fire will utilize pasters B5 through B6. A 15 round belt is loaded. The Gunner aims at paster B5 and fires initial 3 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster B6 in a time limit of 40 seconds, for a total of 15 possible points (scored).

18. Clear the gun.

ADMINISTRATIVE INSTRUCTIONS

1. One point is awarded for each round impacting within each scoring space. The maximum point value is 3 points for each scoring space. Rounds touching the line on the paster are considered a hit.

EXTERNAL SUPPORT

1. Live fire range for M240G medium machinegun with basic machinegun targets at 10 meters

WEAPON AND AMMUNITION

Weapon: M240G 7.62mm medium machinegun

DODIC		Quantity
A131	CTG, 7.62mm, LINKED 4&1	100 each

RELATED ITS

087 088

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: 0369 - 1 - 099

Prepare an AN/PVS-4 for operation with an M240G medium machinegun

Condition: Given an SL-3 complete M240G medium machinegun, SL-3 complete AN/PVS-4, while wearing a fighting load.

Standard: In accordance with TM 11-5855-213-10.

PERFORMANCE STEPS

1. Inspect sight for dirt and moisture on external surfaces and parts. If needed clean and dry with lint free cloth.

2. Inspect the battery cap for corrosion, damaged contact, spring tension, and cap damage.

3. Inspect daylight cover for dirt or cracks in cover or broken lenses and rotate holder to be sure that all apertures can be used.

4. Inspect each switch and control for smooth mechanical action.

5. Turn tube brightness and reticle brightness switches to the off position.

6. Ensure daylight cover is on. The daylight cover must be installed when operating the sight during daylight to protect the image intensifier from damage.

7. Install battery and turn switch to on position. Image intensifier should glow green color and intensity should change as switch is rotated. In extreme cold battery BA-5567U should only be used.

8. Install mounting bracket on the M240G.

9. Mount the sight to the bracket by aligning the scribed line on the sight with the bracket and tighten the mounting screw.

10. Ensure if operating under unusual conditions that the operator follows the precautions for those conditions.

11. Press eye against the eye guard to open the rubber leaves that prevent the emission of stray light.

12. Turn the tube brightness control on and adjust the tube brightness control to the setting that provides the best target to background contrast at a minimum distance of 25 meters.

13. Turn on the reticle brightness control to turn on the light emitting diode and adjust the reticle light intensity so that the reticle is just visible against the background.

14. Turn the diopter focus ring until you get the clearest image of the reticle pattern.

15. Turn the objective focus ring until the target in the field of view is sharply defined at aiming distance of 25 meters.

16. Check reticle azimuth adjustment knob by rotating the knob and check to make sure that the reticle moves in azimuth.

17. Check reticle elevation adjustment knob by rotating the knob and check to make sure the reticle moves in elevation.

18. Check viewed image for edge glow, fixed pattern noise, and resolution.

19. Turn the reticle and tube brightness switches to the off position.

20. Remove the battery or battery adapter.

21. Check each knob, switch and control for smooth mechanical action.

22. Inspect sight for dirt and moisture on external surfaces and parts, clean and dry with lint free cloth.

23. Inspect battery cap for corrosion, damaged contact, spring tension and cap damage.

24. Inspect daylight cover for dirt or cracks in cover or broken lenses and rotate holder to be sure that all apertures can be used.

25. Inspect sight for dirt and moisture.

26. Inspect case for dirt, moisture, and mildew. Clean and dry with lint free cloth.

EXTERNAL SUPPORT

1. Training area with clear fields of fire to 25 meters

REFERENCES

1. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4

EVENT: 0369 - 1 - 100

Perform operator maintenance on SL-3 gear for an M240G medium machinegun

Condition: Given SL-3 gear for an M240G medium machinegun, cleaning gear, and lubricant.

Standard: In accordance with MCWP 3-15.1.

PERFORMANCE STEPS

1. Remove all dirt and rust from traversing and elevating mechanism and flex mount.

2. Extend the traversing and elevating mechanism elevating mechanism and clean far ends of elevating screw.

3. Clean elevation scale to ensure scale can be read without difficulty.

4. Rotate traversing hand-wheel and clean traversing screw.

5. Inspect the traversing and elevating mechanism for; scales can be read without difficulty, far ends of the traversing and elevating screws for cleanliness and perform function check by testing for dead clicks.

6. Lubricate the flex mount in accordance with climatic considerations, especially the threads on screws and hand-wheels.

7. Grasp the stock and pull back and forth to test for inordinate play in the M122 mount.

8. Clean all dirt and rust from the M122 tripod.

9. Inspect the tripod and flex mount for rust.

10. Inspect pintle in pintle bushing ensuring it locks in place.

11. Lubricate the tripod with CLP, especially to the sleeve and sleeve latch.

12. Remove all dirt from spare barrel and gun bag.

13. Inspect the gun bag and spare barrel bag for signs of deterioration and wear.

14. Rotate collar until it releases, then pull it out.

15. Pull plug from gas regulator.

16. Remove cover from the scraper tool.

17. Insert scraper into center hole of plug. Twist scraper back and forth to remove carbon from center hole.

18. Fold scraper and press point into groove. Twist back and forth to remove carbon from groove on plug.

19. Pivot scraper blade and place tip of scraper into groove of plug and twist back and forth to remove carbon from groove on plug.

20. Utilizing the tip of scraper, scrape carbon from surfaces of plug.

21. Utilizing the small reamer, insert into each gas inlet hole of plug, twisting reamer as it is lowered into the holes to remove carbon buildup from the holes.

22. Utilizing the large reamer, insert through hole into gas port hole in barrel, twisting reamer as it is lowered into the hole to remove the carbon buildup from the hole.

23. Utilizing a cleaning rod and swab dampened with CLP remove dirt and corrosion from the bore.

24. Remove dirt and corrosion from other parts using a wiping rag dampened with CLP or RBC.

25. Inspect for cracks, dents, burrs, or other damage on flash hider, barrel adapter, and carrying handle.

26. Place plug with gas inlet setting number 1 hole facing the barrel.

27. Install collar on plug and rotate until collar slips onto plug. Press and rotate to lock in place.

28. Lightly oil parts with CLP, LAW, or LSA in accordance with the climatic considerations.

29. Ensure spare barrel bag contains all required SL-3 components

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 101

Inspect an M240G medium machinegun

Condition: Given an SL-3 complete M240G medium machinegun.

Standard: In accordance with TM 08670A-10/1A.

PERFORMANCE STEPS

1. Ensure the weapon is clear.
2. Depress the barrel locking latch and hold.
3. Turn the carrying handle to upright position.
4. Remove the barrel and pull straight out.
5. Rotate the collar until it releases, then pull it out.
6. Pull the plug from the gas regulator.
7. Inspect the center hole of the plug for carbon and cleanliness.
8. Inspect the groove on the plug for carbon and cleanliness.
9. Inspect the surfaces of the plug for carbon and cleanliness.
10. Inspect the gas inlet holes of the plug for carbon and cleanliness.
11. Inspect the gas port hole in the barrel for carbon and cleanliness.
12. Place the plug with gas inlet setting number 1 hole facing the barrel.
13. Install the collar on the plug and rotate until the collar slips onto the plug. Press and rotate to lock in place.
14. Inspect the bore and chamber for dirt, carbon, and corrosion.
15. Inspect for cracks, dents, burrs, or other damage on the flash hider, barrel adapter, and carrying handle.
16. Depress the cover latches and raise the cover assembly.
17. Check the cover assembly for smooth operation, spring tension, bent parts, or excessive wear.
18. Inspect the cover assembly.
19. Depress the spring and remove the trigger housing spring pin.

20. Pull the trigger housing assembly down and back to remove.

21. Inspect the trigger assembly, looking for broken grips, bent, cracked, or broken trigger actuating assembly, loose nut or bolt, and chipped or cracked trigger housing holding lug.

22. Check the tripping lever and sear for burrs, cracks, chips, and wear.

23. Check cocking action by pushing back on tripping lever, sear will rise. Pull trigger, sear will lower.

24. Check safety functions. When safety is placed to “S,” pull trigger, sear will not lower. When safety is placed to “F,” pull trigger, sear will lower.

25. Depress the butt stock latch and lift the butt stock and buffer assembly to remove.

26. Inspect the butt stock and the buffer assembly for cleanliness.

27. Press the drive spring in, up, and pull out.

28. Inspect the driving spring for broken strands and the drive spring rod for bends or breaks.

29. Pull the cocking handle to the rear and remove the bolt and operating rod assembly.

30. Check the bolt and operating rod assembly for cleanliness, burrs, cracks, broken pins, or frozen roller.

31. Push down on the roller to ensure it will retract.

32. Check for bends and cracks, free movement of the cocking handle, and excessively worn, burred, or chipped rails.

33. Check the barrel locking latch and the cover detent for proper tension.

34. Set the bolt and operating rod assembly on top of top of rails.

35. Extend the bolt to the unlocked position and push the assembly all the way in the receiver.

36. Close the cover assembly and lock it.

37. Insert the drive spring into the operating rod assembly.

38. Push it in fully and lower it to seat the stud in the hole of the receiver.

39. Install the butt stock and buffer assembly, ensuring it locks.

40. Position the trigger housing into place and insert the trigger housing spring pin.

41. Insert the barrel fully into the socket and push the carrying handle to the right as far as it will go to lock while counting clicks. There should be between 2 to 7 clicks.

42. Place the safety to “F."

43. Pull the cocking handle to the rear to lock the bolt back.

44. Place the safety to “S."

45. Depress the trigger, nothing should happen.

46. Place the safety to “F."

47. Hold the cocking handle to the rear.

48. Depress the trigger and ease the bolt forward to close and lock.

49. Inspect for dirt and rust on the traversing and elevation mechanism and the flex mount.

50. Rotate the traversing hand-wheel and check the traversing screw.

51. Inspect the traversing and elevation mechanism for; scales can be read without difficulty, far ends of the traversing and elevation screws for cleanliness and perform function check by testing for dead clicks.

52. Grasp the stock and pull back and forth to test for inordinate play in the M122 mount.

53. Inspect the tripod and flex mount for rust and dirt.

54. Inspect the pintle and pintle bushing, ensuring it locks in place.

55. Inspect the gun bag and spare barrel bag for dirt, signs of deterioration and wear.

56. On the spare barrel, rotate the gas collar until it releases, then pull it out.

57. Pull the plug from the gas regulator.

58. Inspect the center hole of plug for carbon and cleanliness.

59. Inspect the groove on the plug for carbon and cleanliness.

60. Inspect the surfaces of the plug for carbon and cleanliness.

61. Inspect the gas inlet holes of the plug for carbon and cleanliness.

62. Inspect the gas port hole in the barrel for carbon and cleanliness.

63. Place the plug with gas inlet setting number 1 hole facing the barrel.

64. Install the collar on the plug and rotate until collar slips onto plug. Press and rotate to lock in place.

65. Inspect the bore and chamber for dirt, carbon, and corrosion.

66. Inspect for cracks, dents, burrs, or other damage on flash hider, barrel adapter, and carrying handle.

67. Ensure the spare barrel bag contains all required SL-3 components.

REFERENCES

1. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240

EVENT: 0369 - 1 - 104

Perform operator maintenance for an M2 heavy machinegun

Condition: Given an SL-3 complete M2 heavy machinegun, cleaning gear, and lubricant.

Standard: In accordance with TM 02498A-10/1.

PERFORMANCE STEPS

1. Unlock the bolt latch release.
2. Pull retracting slide handle to the rear and hold it to the rear.
3. Raise the cover.
4. Remove the ammunition belt from the feed way.
5. Visually and physically inspect the chamber and T-slot for rounds.

6. If round on the T-slot pull the bolt an additional 1/16 of an inch to the rear.

7. Push round up and out of the T-slot by reaching under the gun and force the round up the face of the bolt.

8. Utilizing a cleaning rod insert in muzzle end of barrel, push through until can be seen in the chamber then remove.

9. Press the bolt latch release and ease the bolt forward with retracting slide handle.

10. Retract bolt far enough for barrel locking spring lug to center in the 3/8-inch hole on right hand side of receiver.

11. Unscrew and remove barrel assembly.

12. Pull back plate latch lock straight back, while lifting up on back plate latch. Raise back plate assembly straight up and remove from receiver, place spade grips down to prevent damage

13. Push rear of driving spring rod assembly forward and to the left until free from the side of the receiver.

14. Remove driving spring rod assembly.

15. Retract bolt assembly far enough to align bolt stud with bolt stud hole in receiver and remove bolt stud.

16. Install pointed end of M4 cleaning rod into hole in receiver and depress buffer body lock while applying rearward pressure on barrel extension assembly.

17. Remove barrel buffer assembly, barrel extension assembly, and the bolt group from the receiver.

18. Remove bolt assembly from the barrel extension assembly.

19. Separate the barrel buffer body group and the barrel extension group by pushing forward on tips of buffer accelerator.

20. Remove buffer assembly by pushing it out rear of barrel buffer body.

21. Rotate cartridge extractor upward and remove from left side of bolt.

22. Remove bolt switch by lifting straight up from bolt.

23. Place cocking lever in its rearmost position.

24. Release firing pin spring by pressing down on sear with swab holder section.

25. Using swab holder section, remove cocking lever pin and cocking lever.

26. Using thin end of cocking lever, rotate accelerator stop lock to center of recess of bolt.

27. Turn the bolt over and shake to remove the accelerator stop lock.

28. Using thin end of cocking lever, press accelerator stop from bolt.

29. Turn bolt over and use thin end of cocking lever to pry accelerator stop from bottom of bolt.

30. Depress sear and remove sear slide.

31. Remove sear and sear spring.

32. Tip the front end of the bolt upward and remove firing pin extension assembly.

33. Remove firing pin from firing pin extension assembly.

34. Drive accelerator pin assembly from barrel buffer body with swab holder. Remove buffer accelerator.

35. Use pointed end of M4 cleaning rod to remove breech lock pin assembly and breech lock from barrel extension assembly.

36. Remove belt holding pawl pin attaching front cartridge stop and rear cartridge stop assembly to receiver. Remove front cartridge stop and rear cartridge stop assembly.

37. Hold down on belt holding pawl assembly to prevent loss of springs.

38. Remove belt holding pawl pin, belt holding pawl assembly, and 2 springs.

39. Raise loop of trigger lever pin and rotate pin until loop is in vertical position.

40. Reach inside receiver and hold trigger lever while removing trigger lever pin assembly. Remove trigger lever.

41. Utilizing the cleaning rods, bore brush, and RBC, dip the bore brush in RBC and run through chamber of barrel. Unscrew bore brush from cleaning rods, remove rods from bore, re-screw bore brush to rods, and repeat process until clean.

42. Utilizing the cleaning rods and chamber brush, dip chamber brush in RBC and clean chamber using a clockwise twisting motion. Unscrew chamber brush from cleaning rods, remove rods from bore, re-screw chamber brush to rods, and repeat process until clean.

43. Remove chamber brush from the swab holder section, insert a cleaning swab in slot, then run clean swab through bore, from chamber end and back. Repeat until a clean swab is obtained.

44. Clean outside surface of the barrel with carbon removing compound.

45. Wipe all surfaces dry with a clean wiping rag.

46. Inspect barrel locking notches for wear or breakdown.

47. Inspect barrel for rust.

48. Inspect bore for bulges, missing bands, or large pits.

49. Inspect chamber for bulges or large pits.

50. Lubricate barrel.

51. Inspect back plate guides for burrs or bent conditions.

52. Check back plate latch and back plate latch lock for proper functioning.

53. Ensure locking pins are in place.

54. Check trigger for proper functioning.

55. Check bolt latch release for proper functioning.

56. Ensure handle grips do not move freely and are not cracked.

57. Check bolt latch release lock for proper functioning.

58. Lubricate back plate assembly.

59. Clean all parts of the bolt assembly with a cleaning swab saturated with carbon removing compound.

60. Clean face of bolt with a cleaning swab saturated with RBC.

61. Wipe all parts dry with clean wiping rags.

62. Inspect driving spring rod assembly for flat spots on springs, ensuring that springs operate freely and that rod and pin are not bent or broken.

63. Check movement of cartridge extractor in bolt. Cartridge extractor should raise and lower without binding.

64. Check movement of cartridge ejector observing for cracks and/or burrs.

65. Inspect bolt switch, cocking lever pin, cocking lever, accelerator stop lock, accelerator stop and sear slide for cracks, bends, and burrs.

66. Inspect sear for cracks and burrs, and inspect sear notch for wear, chips, or burrs. Inspect sear spring for breaks or lack of tension.

67. Inspect firing pin for cracks and chipped or sharp tip. Ensure the tip is smooth and well rounded.

68. Check firing pin extension for cracks, burrs, and free movement in bolt. Ensure shoulder that engages sear has a sharp angle and is free of chips and burrs.

69. Ensure bolt is free of burrs and cracks. Firing pin hole must not be visibly out of round.

70. Lubricate the bolt and driving spring rod assembly.

71. Clean all parts of the barrel buffer assembly with a cleaning swab saturated with carbon removing compound.

72. Wipe all parts dry with a clean wiping rag.

73. Inspect buffer body lock for tension, staking, and retention in barrel buffer body.

74. Inspect buffer accelerator for broken claws or tips.

75. Inspect accelerator pin assembly for broken or missing spring.

76. Inspect buffer spring for cracks or breaks.

77. Breech lock depressors must have a slight vertical (up and down) movement, but not have a lateral (side to side) movement.

78. Lubricate Barrel buffer assembly.

79. Clean all parts of the barrel extension assembly with a cleaning swab saturated with carbon removing compound.

80. Wipe all parts dry with clean wiping rag.

81. Inspect barrel extension assembly to ensure it is not bent and that the bolt guide ways are smooth and free of burrs.

82. Visually inspect threads of barrel extension assembly for any damage.

83. Ensure barrel locking spring is staked and fully seated in its groove. Ensure the locking end of the spring has good tension and that the lug is not damaged.

84. Inspect breech lock pin assembly for broken or missing spring.

85. Check breech lock for smooth movement in guide ways of barrel extension assembly.

86. Lubricate barrel extension assembly.

87. Clean all surfaces of retracting slide handle with a cleaning swab saturated with carbon removing compound.

88. Wipe all parts dry with clean wiping rags.

89. Inspect retracting slide handle for cracks or other visible damage, observing for weak or broken retracting springs.

90. Ensure cotter pins are present and in good condition.

91. Ensure safety wire is in place and properly laced.

92. Lubricate retracting slide handle.

93. Clean all surfaces of receiver assembly with a cleaning swab saturated with carbon removing compound.

94. Wipe all parts dry with clean wiping rags.

95. Ensure the feed-way is clear of obstructions.

96. Inspect belt holding pawl brackets for looseness, bends, or cracks.

97. Inspect side plates for bends that would effect movement of any internal components.

98. Inspect for cracks and burrs at back plate grooves.

99. Check operating rear sight, ensuring free-movement of the windage and elevation screws.

100. Ensure leaf assembly has good spring tension and sight assembly is secured tightly to receiver.

101. Ensure bolt stop is present and in good condition.

102. Ensure trigger lever moves freely without binding.

103. Ensure trigger lever pin locks in place.

104. Ensure cotter pin is in place on extractor switch.

105. Apply a light coat of lubricating oil to all parts of receiver group prior to assembly in accordance with lubrication guide.

106. Install trigger lever bar in receiver.

107. Align hole in trigger lever bar with mounting hole in receiver.

108. Place trigger lever pin assembly, loop end vertical, in assembly hole on left side of receiver.

109. Match key on trigger lever pin assembly with keyway in side plate of receiver and install pin completely.

110. Rotate trigger lever pin assembly 90 degrees to lock securely in place and down out of way.

111. Check that trigger lever bar moves freely.

112. Place right hand rear cartridge stop assembly and front cartridge stop on belt holding pawl bracket.

113. Install belt holding pawl pin with hooked end to rear.

114. Seat belt holding pawl springs in place on belt holding pawl bracket.

115. Place belt holding pawl assembly on springs. Compress springs and insert belt holding pawl pin.

116. Install breech lock in barrel extension assembly with double beveled edge up and to the front of barrel extension assembly.

117. Install breech lock pin assembly in barrel extension assembly. Ensure both ends of breech lock pin assembly are flush with sides of barrel extension assembly.

118. Place buffer accelerator into barrel buffer body, aligning mounting holes.

119. Install barrel buffer pin assembly. Ensure both ends of the barrel buffer pin assembly are flush with the sides of the barrel buffer body.

120. Align key on barrel buffer assembly with key slot in barrel buffer body, and slide barrel buffer assembly into barrel buffer body.

121. Hold barrel buffer assembly with buffer accelerator up and engage notch on shank of barrel extension assembly with cross groove in piston rod of barrel buffer assembly.

122. Align breech lock depressors in grooves of barrel extension assembly and push barrel buffer assembly forward, joining the 2 assemblies.

123. Attach firing pin to firing pin extension assembly.

124. Place firing pin extension assembly into bolt with notch of firing pin extension assembly down.

125. Slide firing pin extension assembly forward so that tip of firing pin protrudes from face of bolt.

126. Place sear spring in recess on bolt.

127. Slide sear down into vertical grooves at rear of bolt with wedge shaped lug pointed outward and upward.

128. Compress sear spring by pressing down on sear. Install sear slide from left side of bolt in grooves of bolt with “V” notch down.

129. Insert pin end of accelerator stop through bottom of bolt.

130. Turn bolt over and place forked end of accelerator stop lock on notched end of accelerator stop.

131. Using wedge shaped end of the cocking lever as a tool, press down on the flat end of the accelerator stop lock, and swing it into groove on the left side of bolt.

132. Insert cocking lever with rounded nose on lower end of lever to rear into the slot in top of the bolt.

133. Align hole in cocking lever with holes in the bolt. Insert cocking lever pin from left side.

134. Push cocking lever forward to charge firing pin and return cocking lever to rearward position.

135. Trip firing pin by depressing top of sear with swab holder section.

136. Place cocking lever in forward position after testing the firing pin release.

137. Place bolt switch in position so that the feed groove is continuous for feed direction selected.

138. Hold cartridge extractor in vertical position and insert shank end of cartridge extractor into left side of bolt.

139. Rotate cartridge extractor downward to full horizontal position.

140. Check that flange on bottom of cartridge extractor has engaged shoulder on bolt.

141. Install bolt assembly into barrel extension and buffer assembly.

142. Install barrel buffer assembly, barrel extension assembly and bolt assembly into the receiver.

143. Push bolt assembly forward into receiver until bolt latch engages notches in top of bolt assembly.

144. Raise bolt latch and push bolt assembly into receiver.

145. Align hole in bolt assembly with stud assembly hole in receiver and install bolt stud in hole in bolt assembly.

146. Place bolt in forward position.

147. Install driving spring rod assembly in upper right hand corner of bolt. Push forward and to the right until drive spring rod assembly engages in hole in side plate of receiver and not in the groove for the back plate.

148. Install back plate assembly in receiver grooves. Pull back plate latch lock while lifting up on back plate latch. Lower back plate assembly down until engaged in receiver.

149. Retract bolt far enough for barrel locking spring lug to center in barrel locking spring hole on right side of receiver.

150. Install and screw barrel assembly completely into receiver. Unscrew barrel assembly until 2 clicks are heard.

151. Place the weapon in the single-shot mode.

152. Open the cover and lock the bolt to the rear. The bolt should stay to the rear in single-shot mode.

153. Hold the retractor slide handle, press bolt latch release, and ride the bolt forward.

154. Press down on the trigger; weapon should fire. Check T-slot to ensure the firing pin does protrude.

155. Place the weapon in automatic fire mode.

156. Pull the retractor slide handle to the rear and hold, bolt should not lock to the rear.

157. Release the pressure on the retractor slide handle and ride the bolt forward.

158. Make sure firing pin does not protrude.

159. Press trigger; weapon should fire.

160. Make sure the firing pin does protrude.

REFERENCES

1. TM 02498A-10/1 Operator's Manual, Machineguns, Caliber .50; Browning, M2 Heavy Barrel

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

EVENT: 0369 - 1 - 105

Set the headspace and timing for an M2 heavy machinegun

Condition: Given an M2 heavy machinegun, and headspace and timing gage, while wearing a fighting load.

Standard: In accordance with TM 02498A-10/1.

PERFORMANCE STEPS

1. Clear the machinegun.

2. Raise cover.

3. Grasp the retracting slide handle and retract bolt to align barrel locking spring lug with the 3/8-inch hole in the right side of the receiver.

4. Holding the bolt in this position, while screwing the barrel fully into the extension.

5. With the bolt retracted, unscrew barrel 2 notches or clicks.

6. Release the retracting slide handle and allow the bolt to go forward.

7. Ensure the barrel is locked in the forward position, by attempting to turn the barrel in either direction.

8. Pull bolt to the rear with retracting slide handle and hold. This charges the weapon and withdraws firing pin into bolt.

9. In single-shot-mode, hold retracting slide handle, push the bolt latch release, and slowly return bolt forward.

10. Remove slack in the bolt and barrel extension by retracting the retracting slide handle until the barrel extension begins to separate, but not more than 1/16 of an inch from the trunnion block.

11. Raise cartridge extractor and attempt to insert the GO end of the GO/NO GO head space gauge in the T-slot between the face of the bolt and the rear of the barrel all the way up to the ring.

12. If GO end of gauge will not enter T-slot freely, retract the bolt so you can see barrel locking lug spring in center of receiver hole on right side of receiver.

13. Unscrew barrel 1 notch or click.

14. Slowly return the bolt forward; then retract recoiling parts not more than 1/16 of an inch.

15. Recheck head space.

16. Repeat steps 13 to 16 until GO end of gauge enters and NO GO end of gauge does not enter.

17. If NO GO end of gauge enters T-slot, retract bolt so you can see barrel locking lug spring in center of receiver hole on right side of receiver.

18. Screw barrel in 1 notch or click.

19. Slowly return bolt forward.

20. Repeat steps 17 to 19 until NO GO end of gauge does not enter and GO end of gauge enters.

21. After obtaining proper head space, recheck positive locking action of barrel by attempting to screw barrel in or out with bolt in forward position and proceed with timing.

22. Pull bolt to the rear with retracting slide handle to cock machine gun; while holding handle depress the bolt release latch and slowly return bolt forward. Do not press trigger.

23. Grasp retracting slide handle and retract bolt just enough (1/16 inch) to insert FIRE gauge with beveled edge against barrel notches between barrel extension and trunnion block.

24. Release retracting slide handle.

25. Remove back-plate.

26. Screw timing adjustment nut all the way down (to the left).

27. Attempt to fire the gun by pushing on the rear of trigger bar. Gun should not fire.

28. Screw timing adjustment nut up (to the right) 1 click at a time. Push up firmly on trigger bar after each click.

29. Repeat step 28 until gun fires.

30. Turn timing adjustment nut 2 more clicks up (to the right).

31. Remove firing gauge.

32. Replace back-plate.

33. Pull retracting slide handle to the rear and charge the machinegun.

34. Depress bolt latch release and slowly ease the bolt forward with the retracting slide handle.

35. Insert the NO FIRE gauge the weapon should not fire. If the weapon does fire a mechanical defect does exist.

36. Insert the FIRE gauge the weapon should fire.

RELATED ITS

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REFERENCES

1. TM 02498A-10/1 Operator's Manual, Machineguns, Caliber .50; Browning, M2 Heavy Barrel

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 106

Ground mount an M2 heavy machinegun

Condition: Given an SL-3 complete M2 heavy machinegun, while wearing a fighting load.

Standard: To put the weapon into action.

PERFORMANCE STEPS

1. Unscrew the leg clamping handle on the tripod.

2. Press down on the indexing lever, and extend the leg of the tripod to the desired length.

3. Align the indexing lever stud with 1 of the holes in the tripod leg extension.

4. Release pressure on the indexing lever, allowing the stud to fit the desired hole.

5. Tighten the leg clamping handle.

6. Turn the front leg clamp handle counter-clockwise to loosen the front leg of the tripod.

7. Adjust the leg to the desired angle and tighten the front leg clamp.

8. Secure the tripod legs by stamping the metal shoe on each tripod leg into the ground.

9. Sandbag each tripod leg to stabilize the M3 tripod for firing as necessary.

10. Attach pintle to front mounting hole on machinegun receiver using pintle bolt, nut, and cotter pin.

11. Rotate the elevating hand-wheel on the Traversing & Elevation mechanism until approximately 1 ½ inches, or 2 fingers, are visible on the upper elevating screw.

12. Rotate the traversing slide on the Traversing & Elevation mechanism until approximately 2 fingers are visible on the lower elevating screw.

13. Rotate the traversing hand-wheel on the Traversing & Elevation mechanism until the offset head is centered on the traversing screw. The Traversing & Elevation is now roughly centered.

14. Align the holes in the upper offset head of the Traversing & Elevation mechanism with the rear holes in the receiver.

15. Mount machinegun on tripod by lifting pintle lock release and insert the pintle into pintle bushing then press pintle lock down.

16. Lower the traversing slide of the Traversing & Elevation mechanism over the traversing bar on the tripod with the traversing slide to the rear and traversing wheel to the left.

17. Ensure the locking lever is secured by turning the locking lever clockwise.

REFERENCES

1. TM 02498A-10/1 Operator's Manual, Machineguns, Caliber .50; Browning, M2 Heavy Barrel

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 107

Vehicle mount an M2 heavy machinegun to an M-1043/44 hardback HMMWV

Condition: Given an M2 heavy machinegun, SL-3 complete, while wearing a fighting load.

Standard: To put the weapon into action.

PERFORMANCE STEPS

1. Remove the turret lock pin.

2. Install the universal weapons adapter.

3. Replace the turret lock pin.

4. Loosen the locking bolts on the universal weapons adapter on the HMMWV by turning the bolts counter-clockwise.

5. Insert the lower end of the pintle adapter into the universal weapons adapter.

6. Tighten the bolts by turning it clockwise, pull up on the pintle adapter to ensure it is secured.

7. Remove the quick-release pin from the pintle adapter.

8. Insert the MK64 MOD 7 gun cradle into the top of the pintle adapter and replace the quick-release pin.

9. Ensure the traversing and elevating mechanism is inserted into the pivot arm assembly.

10. Remove the train and elevating quick-release pin.

11. Attach the train and elevating assembly to the holes in the rear of the gun cradle.

12. Replace the quick-release pin and rotate it to the locked position.

13. Unscrew the train lock handle and hex bolt, separating the clamp into 2 parts.

14. Place the 2 halves of the clamp around the HMMWV pedestal.

15. Replace the bolt and the train lock handle, and tighten them alternately utilizing a 9/16 inch wrench.

16. Tighten the train lock handle and the hex bolt.

17. Remove the hex head bolts from the positioning clamp.

18. Place both parts of the clamp around the HMMWV pedestal ¼ inch below the train and elevating clamp.

19. Insert the hex head bolts in the positioning clamp and tighten the bolts to lock the clamp in place, ensuring that it does not move up or down on the pedestal.

20. Secure the second clamp ¼ inch above the train and elevating clamp utilizing step 15.

21. Attach the M2 mounting adapter to the machinegun and mount the M2 Machinegun.

22. Partly unscrew the wing-nut on the threaded stud of the bracket mounting assembly.

23. Align the stud with the forward groove in the side plate of the gun cradle.

24. Push the bracket mounting assembly up until the heads of the 2 mounting pins align with the 2 forward keyholes.

25. Push the heads of the 2 mounting pins into the keyholes and allow the bracket mounting assembly to slide down.

26. Tighten the wing-nut behind the side plate of the cradle.

27. Insert the 2 hooks on the empty case catch bag through the rear holes in the gun cradle.

28. Engage the single front hanger on the catch bag with the hook on the gun cradle.

REFERENCES

1. TM 08686A-13&P/1 Mount, Machinegun, MK64

EVENT: 0369 - 1 - 108

Load an M2 heavy machinegun with the cover open

Condition: Given an M2 heavy machinegun and ammunition, while wearing a fighting load.

Standard: To put the weapon into action.

PERFORMANCE STEPS

1. Ensure the bolt is in the forward position.

2. Open the cover.

3. Insert the double-loop end of the ammunition in the feed-way until the belt holding pawl holds the first cartridge.

4. Close the cover.

5. Pull the retracting slide handle to the rear and release it. If the weapon is in automatic mode the bolt and retracting slide handle will move forward under pressure of the driving spring group, but if in single-shot mode the retracting slide handle must be returned forward and the bolt latch release must be pressed to allow the bolt to go forward. To place the gun in Condition 3.

6. To fully load the gun follow the above performance step. To place the gun in Condition 1.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 02498A-10/1 Operator's Manual, Machineguns, Caliber .50; Browning, M2 Heavy Barrel

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EVENT: 0369 - 1 - 109

Load an M2 heavy machinegun with the cover closed

Condition: Given an M2 heavy machinegun and ammunition, while wearing a fighting load.

Standard: To put the weapon into action.

PERFORMANCE STEPS

1. Ensure the bolt is in the forward position.

2. Close the cover.

3. Insert the double-loop end of the ammunition into the feed-way until the belt-holding pawl engages the first round.

4. Pull the retracting slide handle to the rear and release it. If the weapon is in automatic mode the bolt and retracting slide handle will move forward under pressure of the driving spring group, but if in single-shot mode the retracting slide handle must be returned forward and the bolt latch release must be pressed to allow the bolt to go forward. To place the gun in Condition 3.

5. To fully load the gun follow the above performance step. To place the gun in Condition 1.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

Expenditure of ammunition is not required.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: 0369 - 1 - 110

Operate an M2 heavy machinegun

Condition: Given an tripod mounted, SL-3 complete M2 heavy machinegun.

Standard: In accordance with TM 02498A-10/1 and MCWP 3-15.1.

PREREQUISITES

0369 - 1 - 108

0369 - 1 - 109

PERFORMANCE STEPS

1. Ensure the weapon is in Condition 4.
2. Check Bore and chamber using cleaning rod with swab to remove excessive oil, foreign material, and obstruction.
3. Check barrel support and breech bearing are free of dirt.
4. Raise the cover.
5. Check feed mechanism and bolt switch for proper assembly.
6. Check head space and timing if not correct adjust.
7. Check the rear sight to ensure it is clean and function properly.
8. Set the rear sight at range of 1,000 and windage at 0.
9. Check traversing and elevating mechanism and ensure it is securely attached to the receiver.
10. Ensure traversing hand-wheel is centered.
11. Check to ensure elevating screws are equally exposed above and below the elevating hand-wheel.
12. Check the back plate and ensure it is latched and locked in place.
13. Ensure the bolt latch release is locked in the down position by the bolt latch release lock to place gun in automatic mode.
14. Clean and oil spare parts and tools as well as ensure SL-3 complete.
15. Inspect ammunition for cleanliness and in good condition.
16. Assume a firing position either sitting or prone.
17. Insert ammunition in feed way with doubled looped end first.
18. Close the cover and ensure it locks shut.

19. Grasp retracting slide handle palms up and pull the handle to the rear and release to make the gun half load.

20. Pull the retracting slide handle to rear and make gun full load.

21. Assume a firing position.

22. Right hand lightly grasps right spade grip with thumb on trigger.

23. Left hand on elevating hand-wheel palms down with thumb near slide lock lever.

24. Head as close to rear sight as possible while resting on left elbow.

25. Sets rear sight to estimated range.

26. Aim in on target while applying pressure down and to the right.

27. Unlock traversing bar slide lock.

28. Move gun left or right to adjust traverse close to target and while holding on target lock down traverse bar slide lock.

29. Turn traversing hand-wheel to center gun on target.

30. Rotate elevating hand-wheel to adjust elevation onto target.

31. React to fire commands by adjusting traversing and elevating mechanism, traverse first then elevation and rate of fire while maintaining 5 to 7 round burst.

32. Maintain lubrication while firing in accordance with lubrication guide.

33. Observe the function of the gun to anticipate failures.

34. Watch for bulged cases to prevent a ruptured case if occurs readjust head space.

35. Adjust rear sight per fire command.

36. Ensure ammunition stays correctly aligned with feed way and protect from sun, moisture, and dirt.

37. Watch for link stoppage.

38. Make a Condition 4 weapon.

39. Perform AFTER operation inspection.

EXTERNAL SUPPORT

1. Machinegun Range

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	100 each

RELATED ITS

108 109

REFERENCES

1. TM 02498A-10/1 Operator's Manual, Machineguns, Caliber .50; Browning, M2 Heavy Barrel

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 111

(Table I) Execute ten meter tripod firing exercise with the M2 heavy machinegun

Condition: Given a tripod mounted, SL-3 complete M2 heavy machinegun, 236 rounds of ammunition, and a basic machinegun target, while wearing a fighting load.

Standard: By obtaining a minimum score of 84 of 119 points.

PREREQUISITES

0369 - 1 - 108

0369 - 1 - 109

PERFORMANCE STEPS

1. Raise the rear sight by lifting straight up until it snaps into the upright position.

2. Adjust the range scale by rotating the elevation screw knob to reflect the range of 500 yards.

3. Rotate the windage knob until the zero index mark on the base of the rear sight is aligned with the index mark on the top of the receiver.

4. Assume a good firing position and obtain correct sight alignment sight picture on paster A1.

5. Fire 3 rounds, 1 round at a time at paster A1.

6. The Gunner will move down range to observe the shot group, triangulate it and make the necessary adjustments.

7. Fire another 3 single rounds at paster A1.

8. The Gunner will move down range to observe the shot group, triangulate it and make the necessary adjustments.

9. The Gunner repeats steps (7) and (8) but shoots at paster A2.

10. If Gunner is able to zero his weapon using 9 rounds have him use remaining 3 to confirm zero on paster A2.

11. The first string of fire will utilize pasters A3 and A4. A 7 round belt is loaded and fired at each paster (not for score).

12. The second string of fire will utilize pasters A5 through A6. A 35 round belt is loaded. The Gunner aims at paster 5 and fires initial 7 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster 6 (not for score).

13. The third string of fire will utilize pasters A7 through A8. A 56 round belt is loaded. The Gunner aims at paster 7 and fires initial 7 round burst, Traversing and searching is required for subsequent burst at the remaining pasters with ending at paster 8 (not for score).

14. The fourth string of fire will utilize pasters B1 through B4. A 7 round belt is loaded and fired at each paster for a total of 28 rounds in a time limit of 30 seconds per paster, for a total of 28 possible points (scored).

15. The fifth string of fire will utilize pasters B7 through B8. A 56 round belt is loaded. The Gunner aims at paster B7 and fires initial 7 round burst, Traversing and searching is required for subsequent burst at the remaining pasters with ending at paster B8 in a time limit of 60 seconds, for a total of 56 possible points (scored).

16. The sixth string of fire will utilize pasters B5 through B6. A 35 round belt is loaded. The Gunner aims at paster B5 and fires initial 7 round burst, traversing and searching manipulation is then required for subsequent bursts at the remaining pasters ending with paster B6 in a time limit of 60 seconds, for a total of 35 possible points (scored).

17. Clear the gun.

ADMINISTRATIVE INSTRUCTIONS

1. The scoring procedures are as follows; one point is given for each round impacting within each space or touching the boundary of a scoring space but only can be counted once. The total possible points for 10 meter firing exercise is 119 points and a minimum of 84 points is required to meet the standard for this exercise.

2. Marksman 84-95, Sharpshooter 96-107, and Expert 108-119.

EXTERNAL SUPPORT

1. Machinegun range with basic .50 caliber machinegun targets

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	208 each

RELATED ITS

108 109

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
2. FM 23-65 Browning Machinegun Caliber .50 HB, M2

EVENT: 0369 - 1 - 112

Unload an M2 heavy machinegun

Condition: Given an M2 heavy machinegun and ammunition, while wearing a fighting load.

Standard: In accordance with MCWP 3-15.1.

PREREQUISITES

0369 - 1 - 108

0369 - 1 - 109

PERFORMANCE STEPS

1. Ensure the weapon is in the single-shot mode.
2. Pull the retracting slide handle to the rear and hold it to the rear.
3. Raise the cover.
4. Remove ammunition belt from the feed-way.
5. Physically and visually inspect the chamber and the face of the bolt for any rounds.

6. If a round is present, pull retracting slide handle an additional 1/16 inch to the rear and remove round from the face of the bolt by pushing the round up and out of the T-slot.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

Expenditure of ammunition is not required.

RELATED ITS

108 109

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 113

Clear an M2 heavy machinegun

Condition: Given an M2 heavy machinegun and ammunition, while wearing a fighting load.

Standard: In accordance with MCWP 3-15.1.

PERFORMANCE STEPS

1. Ensure the gun is unloaded and in single-shot mode.
2. Pull bolt to the rear.
3. Open the cover.
4. Insert a cleaning rod from the muzzle end of the barrel and pushed through until it can be visually seen in the receiver.
5. Push bolt latch release and ease the bolt forward.
6. Close cover to make a Condition 4 weapon.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

Expenditure of ammunition is not required.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 114

Perform immediate action for an M2 heavy machinegun

Condition: Given an M2 heavy machinegun that fails to fire and ammunition, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Sound misfire.

2. Wait 5 seconds in case of a hang-fire.

3. Within the next 5 seconds to guard against a cook off, pull the retracting slide handle to the rear, observing for ejection and feeding.

4. If the retracting slide handle cannot be pulled to the rear, assume a live round is in the chamber, place gun on single-shot mode, and determine whether the barrel is hot or cold. If the barrel is hot wait 15 minutes for the barrel to reach air temperature, raise the feed tray cover, unload the weapon, and perform remedial action.

5. If cartridge was seen ejecting, and feeding took place, release the retracting slide handle and attempt to fire the weapon. If the weapon fails to fire for the second time, wait 5 seconds, within the next 5 seconds pull the bolt to the rear, if round is ejected, place the weapon on single-shot mode, unload, and perform remedial action.

6. If cartridge did not eject, place the gun on single-shot mode, return the retracting slide handle forward assume a live round is in the chamber, and determine whether the barrel is hot or cold. If the barrel is hot, wait 15 minutes for the barrel to reached air temperature and proceed with cold barrel procedures.

7. Once the barrel has reached air temperature, raise the cover, remove ammo belt and links and inspect the chamber.

8. If the weapon is clear, reload and attempt to fire.

9. If cartridge is present, remove the cartridge by performing remedial action.

10. If the weapon still fails to fire, clear the gun, and conduct remedial action by field stripping and inspecting the gun.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 02498A-10/1 Operator's Manual, Machineguns, Caliber .50; Browning, M2 Heavy Barrel

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 115

Perform immediate action for a runaway M2 heavy machinegun

Condition: Given an M2 heavy machinegun in a runaway condition and ammunition, while wearing a fighting load.

Standard: To return the weapon into normal operation.

PERFORMANCE STEPS

1. Determine the safest course of action by considering the situation and the number of rounds remaining on the belt.

2. If the situation permits, keep the gun laid on target and let the machinegun fire out all remaining rounds.

3. In the situation requires an immediate cease fire, break the ammunition belt to reduce the number of round fired.

EXTERNAL SUPPORT

1. Machinegun Range

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	100 each

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 116

Perform remedial action for an M2 heavy machinegun

Condition: Given an M2 heavy machinegun with a stoppage or malfunction, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Ensure gun is in single-shot mode and pull retracting slide handle to the rear.

2. Open cover.

3. Return retracting slide handle forward.

4. Physically and visually inspect for cartridge in the chamber and T-slot.

5. If round is present in the chamber, insert a cleaning rod into the muzzle end of the machinegun and gently tap the round/casing from the chamber.

6. If a round is on the T-slot pull retracting slide handle an additional 1/16 inch to the rear and remove round from the face of the bolt by pushing the round up and out of the T-slot.

7. If a ruptured cartridge is present place the ruptured cartridge extractor in the t-slot of the bolt in the same manner as that of a cartridge, let the bolt go forward, then pull bolt to the rear and remove the ruptured case and extractor.

8. Return the bolt to the forward position.

9. Inspect the weapon to determine the cause of the stoppage.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 02498A-10/1 Operator's Manual, Machineguns, Caliber .50; Browning, M2 Heavy Barrel

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 117

Perform remedial action for sluggish operation of an M2 heavy machinegun

Condition: Given ammunition and an M2 heavy machinegun with sluggish operation, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Check for proper lubrication.

2. Check head space and timing.

3. If weapon operation continues to be sluggish, clean, lubricate, or replace parts, as required.

EXTERNAL SUPPORT

1. Machinegun Range

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	100 each

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 118

Perform remedial action for stuck cartridge in an M2 heavy machinegun

Condition: Given an M2 heavy machinegun with a stoppage or malfunction, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Ensure gun is in single-shot mode and pull retracting slide handle to the rear.
2. Open cover.
3. Keep retracting slide handle to the rear.
4. Physically and visually inspect for cartridge in the chamber and T-slot.
5. If round is present in the chamber, insert a cleaning rod into the muzzle end of the machinegun and gently tap the round/casing from the chamber.
6. If a round is on the T-slot, pull-retracting slide handle an additional 1/16-inch to the rear. Remove round from the face of the bolt by pushing the round up and out of the T-slot.
7. Return the bolt to the forward position.
8. Inspect the weapon to determine the cause of the stoppage.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 02498A-10/1 Operator's Manual, Machineguns, Caliber .50; Browning, M2 Heavy Barrel
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 119

Perform remedial action for a ruptured cartridge in an M2 heavy machinegun

Condition: Given ammunition and an M2 heavy machinegun with a ruptured cartridge, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Ensure gun is in single-shot mode, and pull retracting slide handle to the rear.
2. Open cover.
3. Return retracting slide handle forward.
4. Physically and visually inspect for cartridge in the chamber.

5. If a ruptured cartridge is present, place the ruptured cartridge extractor in the T-slot of the bolt, in the same manner as that of a cartridge.

6. Push the bolt latch release, sending the bolt forward.

7. Pull retracting slide handle to the rear, and remove the ruptured case and extractor.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M2 .50 cal heavy machinegun

DODIC		Quantity
A576	CTG, CAL .50, 4&1 LINKED, F/M2	10 each

Expenditure of ammunition is not required.

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 120

Prepare an AN/TVS-5 for operation with an M2 heavy machinegun

Condition: Given an SL-3 complete M2 heavy machinegun, SL-3 complete AN/TVS-5, and ammunition, while wearing a fighting load.

Standard: In accordance with TM 11-5855-214-10.

PERFORMANCE STEPS

1. Inspect sight for dirt and moisture on external surfaces and parts. Clean and dry with lint free cloth.

2. Inspect battery cap for corrosion, damaged contact, spring tension, and cap damage.

3. Inspect daylight cover for dirt or cracks in cover or broken lenses. Rotate holder to be sure all apertures can be used.

4. Inspect each switch and control for smooth mechanical action.

5. Turn tube brightness and reticle brightness switches to OFF position.

6. Ensure daylight cover is on. The daylight cover must be installed when operating the sight during daylight to protect the image intensifier from damage.

7. Install batteries and turn switch to ON position. Image intensifier should glow green color and intensity should change as switch is rotated.

8. Ensure gun is clear before mounting the AN/TVS-5.

9. Raise the cover assembly to the UP position.

10. Ensure the rear sight is in the DOWN position.

11. Position the night sight mounting bracket with the extensions pointing toward the rear of the gun.

12. Pull out the right and left hand locking levers.

13. Slide the mounting bracket to the rear, over the upper edges of the receiver, until it is seated firmly and cannot be moved any further.

14. Lock the bottom left hand locking lever then the top 2 locking levers. Shake the mounting bracket by hand, and retighten the bracket by hand.

15. Close the cover assembly.

16. Mount the sight to the bracket by aligning the scribed line on the sight with the scribed line on the bracket. Tighten the lever screw, to secure the sight to the bracket.

17. Ensure the operator follows the appropriate precautions if operating under unusual conditions.

18. Press eye against the eye guard to open the rubber leaves that prevent the emission of stray light.

19. Turn the tube brightness control on and adjust the tube brightness control to the setting that provides the best target to background contrast.

20. Turn on the reticle brightness control to turn on the light emitting diode. Adjust the reticle light intensity so the reticle is just visible against the background.

21. Turn the diopter focus ring until the clearest image of the reticle pattern emerges.

22. Turn the objective focus ring until the target in the field of view is sharply defined in the sight picture.

23. Check reticle azimuth adjustment knob by rotating the knob, and check to make sure the reticle moves in azimuth.

24. Check reticle elevation adjustment knob by rotating the knob, and check to make sure the reticle moves in elevation.

25. Check viewed image for edge glow, fixed pattern noise, and resolution.

26. Turn the reticle and tube brightness switches to the OFF position.

27. Remove the battery or battery adapter.

28. Check each knob, switch, and control for smooth mechanical action.

29. Inspect sight for dirt and moisture on external surfaces and parts. Clean and dry with lint free cloth.

30. Inspect battery cap for corrosion, damaged contact, spring tension, and cap damage.

31. Inspect daylight cover for dirt or cracks in cover or broken lenses. Rotate holder to be sure all apertures can be used.

32. Inspect each switch and control for smooth mechanical action.

33. Inspect case for dirt, moisture, and mildew. Clean and dry with lint free cloth.

REFERENCES

1. TM 11-5855-214-10 Operator's Manual, Night Vision Sight, Crew Served Weapon AN/TVS-5

EVENT: 0369 - 1 - 121

Inspect an M2 heavy machinegun

Condition: Given an SL-3 complete M2 heavy machinegun.

Standard: In accordance with TM 02498A-10/1, TM 08686A-13&P/1, and FM 23-65.

PERFORMANCE STEPS

1. Ensure the weapon is clear.

2. Retract bolt far enough for barrel locking spring lug to center in the 3/8 inch hole on right hand side of receiver.

3. Unscrew and remove barrel assembly.

4. Inspect the bore and chamber for cleanliness.

5. Inspect barrel locking notches for wear or breakdown.

6. Inspect barrel for rust.

7. Inspect bore for bulges, missing bands, or large pits.

8. Inspect chamber for bulges or large pits.

9. Pull back plate latch lock straight back, while lifting up on back plate latch. Raise back plate assembly straight up and remove from receiver. Place spade grips down, to prevent damage.

10. Inspect back plate guides for burrs or bent conditions.

11. Check back plate latch and back plate latch lock for proper functioning.

12. Ensure locking pins are in place.

13. Check trigger for proper functioning.

14. Check bolt latch release for proper functioning.

15. Ensure handle grips do not move freely and are not cracked.

16. Check bolt latch release lock for proper functioning.

17. Push rear of driving spring rod assembly forward and to the left until free from the side of the receiver.

18. Remove driving spring rod assembly.

19. Inspect driving spring rod assembly for flat spots on springs, ensuring springs operate freely and rod and pin are not bent or broken.

20. Retract bolt assembly far enough to align bolt stud with bolt stud hole in receiver. Remove bolt stud.

21. Install pointed end of M4 cleaning rod into hole in receiver, and depress buffer body lock. At the same time, apply rearward pressure on barrel extension assembly.

22. Remove barrel buffer assembly, barrel extension assembly, and the bolt group from the receiver.

23. Remove bolt assembly from the barrel extension assembly.

24. Separate the barrel buffer body group and the barrel extension group by pushing forward on tips of buffer accelerator.

25. Check movement of cartridge extractor in bolt. Cartridge extractor should raise and lower without binding.

26. Check movement of cartridge ejector, observing for cracks and/or burrs.

27. Inspect bolt switch, cocking lever pin, cocking lever, accelerator stop lock, accelerator stop, and sear slide for cracks, bends, and burrs.

28. Inspect sear for cracks and burrs. Inspect sear notch for wear, chips, or burrs. Inspect sear spring for breaks or lack of tension.

29. Inspect firing pin for cracks and chipped or sharp tip. Ensure the tip is smooth and well rounded.

30. Check firing pin extension for cracks, burrs, and free movement in bolt. Ensure shoulder engages sear has a sharp angle and is free of chips and burrs.

31. Ensure bolt is free of burrs and cracks. Firing pin hole must not be visibly out of round.

32. Inspect buffer body lock for tension, staking, and retention in barrel buffer body.

33. Inspect buffer accelerator for broken claws or tips.

34. Inspect accelerator pin assembly for broken or missing spring.

35. Inspect buffer spring for cracks or breaks.

36. Breech lock depressors must have a slight vertical (up and down) movement, but not a lateral (side to side) movement.

37. Inspect barrel extension assembly to ensure it is not bent. Ensure the bolt guide ways are smooth and free of burrs.

38. Visually inspect threads of barrel extension assembly for any damage.

39. Ensure barrel locking spring is staked and fully seated in its groove. Ensure the locking end of the spring has good tension and the lug is not damaged.

40. Inspect breech lock pin assembly for broken or missing spring.

41. Check breech lock for smooth movement in guide ways of barrel extension assembly.

42. Inspect retracting slide handle for cracks or other visible damage, observing for weak or broken retracting springs.

43. Ensure cotter pins are present and in good condition.

44. Ensure safety wire is in place and properly laced.

45. Inspect belt holding pawl brackets for looseness, bends, or cracks.

46. Inspect side plates for bends that would effect movement of any internal components.

47. Inspect for cracks and burrs at back plate grooves.

48. Check operating rear sight, ensuring free-movement of the windage and elevation screws.

49. Ensure leaf assembly has good spring tension and sight assembly is secured tightly to receiver.

50. Ensure bolt stop is present and in good condition.

51. Ensure trigger lever moves freely, without binding.

52. Ensure trigger lever pin locks in place.

53. Ensure cotter pin is in place on extractor switch.

54. Install bolt assembly into barrel extension and buffer assembly.

55. Install barrel buffer assembly, barrel extension assembly, and bolt assembly into the receiver.

56. Align hole in bolt assembly with stud assembly hole in receiver, and install bolt stud in hole in bolt assembly.

57. Raise bolt latch, and push bolt assembly into receiver.

58. Align hole in bolt assembly with stud assembly hole in receiver, and install bolt stud in hole in bolt assembly.

59. Place bolt in forward position.

60. Install driving spring rod assembly in upper right hand corner of bolt. Push forward, and to the right, until drive spring rod assembly engages in hole in side plate of receiver, and not in the groove for the back plate.

61. Install back plate assembly in receiver grooves. Pull back plate latch lock, while lifting up on back plate latch. Lower back plate assembly down, until engaged in receiver.

62. Retract bolt far enough for barrel locking spring lug to center in barrel locking spring hole, on right side of receiver.

63. Install and screw barrel assembly completely into receiver. Unscrew barrel assembly until 2 clicks are heard.

64. Place the weapon in the single-shot mode.

65. Open the cover and lock the bolt to the rear. The bolt should stay to the rear in single-shot mode.

66. Hold the retractor slide handle. Press bolt latch release, and ride the bolt forward.

67. Press down on the trigger; weapon should fire. Check T-slot to ensure the firing pin does protrude.

68. Place the weapon in AUTOMATIC fire mode.

69. Pull the retractor slide handle to the rear and hold; bolt should not lock to the rear.

70. Release the pressure on the retractor slide handle, and ride the bolt forward.

71. Make sure firing pin does not protrude.

72. Press trigger; weapon should fire.

73. Make sure the firing pin does protrude.

74. Inspect for dirt and rust on traversing and elevation mechanism.

75. Inspect the traversing and elevation mechanism for readability of scales and cleanliness of far ends of the traversing and elevating mechanism screws. Perform function check by testing for dead clicks.

76. Inspect for dirt and rust on the M3 tripod.

77. Visually inspect the tripod components for wear, cracks, dents, and damage. Ensure springs are free of rust, corrosion, and deformation.

78. Ensure all parts are properly installed and are in working condition.

79. Insert pintle into pintle bushing ensuring it locks in place.

80. Inspect all surfaces of the MK64 carriage and cradle assembly for dirt and corrosion.

81. Inspect the MK64 for binding. Check for damaged or missing retaining pins, chains, cotter pins, self locking screws, pintle, pintle lock assembly, and bolts. Check all welded areas for cracks. If paint is removed from the assembly, touch up or repaint.

82. Inspect all surfaces of the pintle adapter assembly for dirt and corrosion.

83. Inspect for missing or damage screw, cable, pintle, and quick release pin.

84. Check for bare metal where paint has worn off, and touch up the upper part of the adapter.

85. Inspect the train and elevation assembly for dirt and corrosion.

86. Inspect for missing or broken screws, washers, nuts, handles, and the chain.

87. Check for bare metal where paint has worn off, and touch up the upper part of the adapter.

88. Inspect the 50. cal pintle and MK64 mounting adapter for dirt and corrosion.

89. Inspect pintle and mounts for cracks and damage. Check for missing bolts, cotter pins, and washers.

90. Inspect the ammunition mount assemblies for dirt and corrosion.

91. Inspect the ammunition mount assemblies for missing screws, chains, cotter pins, retaining pins, welded pins, and straight pins. Check all welds for cracks. Check for binding or broken springs.

92. Inspect the barrel bag for broken zipper, excessive wear or deterioration.

REFERENCES

1. TM 02498A-10/1 Operator's Manual, Machinegun, Caliber .50; Browning, M2 Heavy Barrel

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

3. TM 08686A-13&P/1 Mount, Machinegun, MK64

EVENT: 0369 - 1 - 122

Perform operator maintenance for SL-3 gear for an M2 heavy machinegun

Condition: Given SL-3 gear for an M2 heavy machinegun cleaning gear, and lubricant.

Standard: In accordance with MCWP 3-15.1.

PERFORMANCE STEPS

1. Remove all dirt and rust from traversing and elevation mechanism.

2. Extend the traversing and elevation elevating mechanism and clean far ends of elevating screw.

3. Clean elevation scale, to ensure scale can be read without difficulty.

4. Rotate traversing hand-wheel and clean traversing screw.

5. Inspect the traversing and elevation mechanism for readability of scales and cleanliness of far ends of the traversing and elevating mechanism screws. Perform function check by testing for dead clicks.

6. Lubricate the traversing and elevation in accordance with lubrication guide, especially the threads on screws and hand-wheels.

7. Clean all dirt and rust from the M3 tripod.

8. Remove the tripod legs by unscrewing the leg clamping handle on the tripod. Press down on the indexing lever, and remove the leg of the tripod.

9. Remove all rust and dirt from the legs, utilizing CLP and wire brush.

10. Remove all rust and dirt from the upper leg, ensuring the inside is free of dirt and corrosion.

11. Visually inspect the tripod components for wear, cracks, dents and damage. Ensure springs are free of rust, corrosion, and deformation.

12. Ensure all parts are properly installed and are in working condition.

13. Insert pintle into pintle bushing ensuring it locks in place.

14. Lubricate the tripod with CLP. Pay special attention to the sleeve and the sleeve latch.

15. Clean all surfaces of the MK64 carriage and cradle assembly with a dry rag.

16. Inspect the MK64 for binding and damaged or missing retaining pins, chains, cotter pins, self locking screws, pintle, pintle lock assembly, and bolts. Check all welded areas for cracks. If paint is removed from the assembly touch up or repaint.

17. Lightly lubricate all moving parts, and test for smooth operation, while working in the lubricant.

18. Clean all surfaces of the pintle adapter assembly with a dry rag.

19. Inspect for missing or damaged screw, cable, pintle, and quick release pin.

20. Check for bare metal where paint has worn off, and touch up the upper part of the adapter.

21. Lubricate the quick release pin.

22. Clean the train and elevation assembly with a dry rag.

23. Inspect for missing or broken screws, washers, nuts, handles, and the chain.

24. Check for bare metal where paint has worn off, and touch up the upper part of the adapter.

25. Lightly lubricate all moving parts, and test for smooth operation, while working in the lubricant.

26. Clean the pintle and MK64 mounting adapter with a clean dry rag.

27. Inspect pintle and mounts for cracks and damage. Check for missing bolts, cotter pins, and washers.

28. Lubricate all surfaces with CLP.

29. Clean the ammunition mount assemblies with a dry rag.

30. Inspect the ammunition mount assemblies for missing screws, chains, cotter pins, retaining pins, welded pins, and straight pins. Check all welds for cracks. Check for binding or broken springs.

31. Lightly lubricate all surfaces with CLP.

32. Clean the gun and barrel cover with hot soapy water.

33. Inspect for broken zipper, excessive wear or deterioration.

REFERENCES

1. TM 08686A-13&P/1 Mount, Machinegun, MK64

EVENT: 0369 - 1 - 123

Perform operator maintenance for SL-3 gear for a MK19 heavy machinegun

Condition: Given SL-3 gear for a MK19 heavy machinegun cleaning gear, and lubricant.

Standard: In accordance with MCWP 3-15.1.

PERFORMANCE STEPS

1. Remove all dirt and rust from traversing and elevating mechanism.

2. Extend the traversing and elevating mechanism’s elevating mechanism and clean far ends of elevating screw.

3. Clean elevation scale to ensure scale can be read without difficulty.

4. Rotate traversing hand-wheel and clean traversing screw.

5. Inspect the traversing and elevation mechanism for readability of scales and cleanliness of far ends of the traversing and elevating mechanism screws. Perform function check by testing for dead clicks.

6. Lubricate the traversing and elevating mechanism in accordance with lubrication guide, especially the threads on screws and hand-wheels.

7. Clean all dirt and rust from the M3 tripod.

8. Remove the tripod legs by unscrewing the leg clamping handle on the tripod. Press down on the indexing lever, and remove the leg of the tripod.

9. Remove all rust and dirt from the legs, utilizing CLP and wire brush.

10. Remove all rust and dirt from the upper leg, ensuring the inside is free of dirt and corrosion.

11. Visually inspect the tripod components for wear, cracks, dents and damage. Ensure springs are free of rust, corrosion, and deformation.

12. Ensure all parts are properly installed and are in working condition.

13. Insert pintle into pintle bushing ensuring it locks in place.

14. Lubricate the tripod with CLP. Pay special attention to the sleeve and the sleeve latch.

15. Clean all surfaces of the MK64 carriage and cradle assembly with a dry rag.

16. Inspect the MK64 for binding and damaged or missing retaining pins, chains, cotter pins, self locking screws, pintle, pintle lock assembly, and bolts. Check all welded areas for cracks. If paint is removed from the assembly, touch up or repaint.

17. Lightly lubricate all moving parts, and test for smooth operation while working in the lubricant.

18. Clean all surfaces of the pintle adapter assembly with a dry rag.

19. Inspect for missing or damage to the screw, cable, pintle, and quick release pin.

20. Check for bare metal where paint has worn off, and touch up the upper part of the adapter.

21. Lubricate the quick release pin.

22. Clean the train and elevation assembly with a dry rag.

23. Inspect for missing or broken screws, washers, nuts, handles, and the chain.

24. Check for bare metal where paint has worn off, and touch up the upper part of the adapter.

25. Lightly lubricate all moving parts, and test for smooth operation, while working in the lubricant.

26. Clean the pintle and MK64 mounting adapter with a clean dry rag.

27. Inspect pintle and mounts for cracks and damage. Check for missing bolts, cotter pins, and washers.

28. Lubricate all surfaces with CLP.

29. Clean the ammunition mount assemblies with a dry rag.

30. Inspect the ammunition mount assemblies for missing screws, chains, cotter pins, retaining pins, welded pins, and straight pins. Check all welds for cracks. Check for binding or broken springs.

31. Lightly lubricate all surfaces with CLP.

32. Clean the gun and barrel cover with hot soapy water.

33. Inspect for broken zipper, excessive wear or deterioration

REFERENCES

1. TM 08686A-13&P/1 Mount, Machinegun, MK64

EVENT: 0369 - 1 - 124

Perform operator maintenance on a MK19 heavy machinegun

Condition: Given an SL-3 complete MK19 heavy machinegun, cleaning gear, and lubricants.

Standard: In accordance with TM 08521A-10/1A.

PERFORMANCE STEPS

1. Place weapon on SAFE.

2. Charge the weapon and hold left charger assembly to the rear and down. Return the right charger assembly forward.

3. Insert the tip of a cleaning rod through the right hand receiver rail, as close to the bolt as possible.

4. Push down on live round or case. Force it off the bolt face and out the bottom of the gun. Catch the round as it falls out the bottom of receiver.

5. Open top cover.

6. With 1 hand, reach beneath the feeder. Press the primary and secondary positioning pawls.

7. At the same time, slide the linked rounds out of the feeder, and out the feed-throat.

8. Place the weapon on FIRE.

9. Return bolt in forward position.

10. Place weapon on SAFE.

11. Pull straight out on the back plate pin.

12. Lift up slightly on the back plate assembly. Pull it to the rear, until it clicks.

13. Put the safety on FIRE.

14. Support assembly with both hands, and pull rearward to remove. Once removed from the receiver, always place bolt and back plate assembly flat on a clean surface to reduce the possibility of damage.

15. Push down on pivot post to release the secondary drive lever and lift out.

16. Fold down tray with feed slide assembly and tray. Move it to line up the tabs with the slots in the tray.

17. Lift upward on feed slide assembly and tray. Remove. Once removed from weapon system, place with feed pawls up, to reduce the possibility of damage.

18. Hold top cover straight up and pull out on pins, twisting as you pull to remove top cover. Once removed from weapon system, place with front sight blade up, to reduce the possibility of damage.

19. Lift tray out of feeder.

20. Reach under top of receiver to locate the drive lever lock, and slide the lock reward.

21. Press down on the primary drive levers pivot post to release both the primary drive lever and vertical cam to remove from the receiver. Once removed from weapon system, place with chrome edge up, to reduce the possibility of damage.

22. Depress the flat leaf spring. Slide alignment guide toward feeder mouth, and pull rearward to lift out.

23. Pull out the ogive plunger.

24. Push in on positioning block and slide toward muzzle of the gun. Pull round positioning block away from wall of receiver to remove.

25. Rotate left and right charger assemblies up.

26. Hook the rim of a spent casing under the lip of the lock plunger. Lift up on the lock plunger to retract it. Slide charger assembly all the way rearward and pull the charger assembly away from the receiver to remove.

27. With the weapon still on FIRE turn the receiver on its side and lift up slightly on lock pin with cartridge link.

28. Squeeze receiver sear and safety together. Then rotate sear housing assembly 90 degrees in either direction.

29. Push tip of sear down while placing safety on SAFE to lock the sear in the down position. Lift out to remove the housing assembly.

30. Wipe or brush away all dirt from all parts, especially the interior of the receiver housing, receiver rails, and feeder.

31. Wipe out bore and chamber, using bore brush and rifle bore cleaner.

32. Wipe all parts of receiver dry.

33. Inspect receiver housing for cracks and rust.

34. Inspect receiver rails for burrs.

35. Inspect feeder pawls for no spring action or burrs.

36. Inspect barrel for carbon buildup and pitting in bore or chamber.

37. Check flash suppressor for dents or cracks.

38. Inspect rear sight for rust, legible sight scale, and binding in movable parts.

39. Apply light coat of lubrication to all parts, paying special attention to receiver rails, feeder, and feeder pawls. Working the pawls back and forth to spread the lubricant.

40. Wipe or brush away all dirt on sear housing assembly. Use CLP only, on rag or brush, to clean then wipe dry.

41. Inspect sear, especially rear shoulder of sear for burrs.

42. Apply light coat of lubrication to sear.

43. Wipe and brush off dirt on alignment guide assembly. Then soak assembly in dry cleaning solvent and wipe dry.

44. Inspect alignment guide for deformed or cracked spring, cracks around pin, and looseness of pin.

45. Apply light coat of lubrication.

46. Wipe or brush off dirt on ogive plunger assembly and round positioning block.

47. Inspect ogive plunger head for spring action and round positioning block for weak spring action.

48. Apply light lubrication, especially on round positioning springs.

49. Wipe or brush off dirt on charger assembly. Use cleaning solvent to clean and wipe dry.

50. Check for burrs on groove edges.

51. Apply light lubrication, especially on grooved edges of rails.

52. Clean vertical cam assembly and primary drive lever, by soaking in cleaning solvent and wiping dry.

53. Inspect vertical cam assembly for burrs, scratches, or aluminum buildup on chromed edge and primary drive lever, especially around pivot posts.

54. Apply light coat of lubrication, especially around pivot posts on drive lever, and chromed edge on vertical cam assembly.

55. Wipe or brush off dirt on secondary drive lever. Then soak in cleaning solvent and wipe dry.

56. Inspect secondary drive lever for missing retaining ring from pivot post, burrs on pivot post, and burrs on forked end.

57. Apply light coat of lubrication especially around pivot pos. Apply only a small amount.

58. Wipe or brush off dirt on feed slide assembly and feed tray. Then soak in cleaning solvent and wipe dry.

59. Inspect feed pawls or feed tray pawl for burrs or binding. Inspect guide rails on tray for burrs.

60. Apply light coat of lubrication, especially to each feed pawl, feed tray pawl, and guide rails.

61. Wipe or brush off dirt from the top cover assembly, and apply cleaning solvent. Wipe dry.

62. Inspect top cover assembly for cracks or rust. Inspect the latch for binding or looseness.

63. Apply light coat of lubrication, especially on the latch mechanism, cover pins, pin holes, and the wear pad inside the cover.

64. Wipe or brush off dirt from all parts of the bolt and back plate assembly. Then apply CLP only, using a rag or brush only. Do not submerge in cleaning solvent. Wipe all surfaces dry.

65. Inspect cocking lever for broken or worn rear tip. Inspect for binding or bent guide rods. Inspect recoil springs for weak spring action. Inspect for missing or loose safety wire.

66. Apply light coat of lubrication to all parts, especially bolt face, bolt sear, guide rods, recoil springs, bolt rails, and cam followers.

67. Clean, inspect, and lubricate the MK64 mount components.

68. Lubricate all parts with LSAT or LAW, depending on climatic conditions.

69. Squeeze sear and safety together. Then place safety on FIRE. Keeping pressure on safety, line up sear housing assembly at right angle to barrel centerline. Twist housing 90 degrees until assembly locks in place.

70. Rotate charger assemblies to straight up position. Line up lugs on charger with slots in receiver rail. Insert charger lugs into slots.

71. Hold tightly against rail, and slide forward until it locks in place.

72. Insert the round positioning block into slots, with the tang end forward. Push against block, and slide it toward the rear until block locks in place.

73. Insert ogive plunger.

74. Position the alignment guide assembly so the pin is lined up with slot in the feeder wall.

75. Depress the leaf spring, and slide the alignment guide all the way into the feeder, until it clicks.

76. Slide vertical cam assembly through rear of receiver. Raised portion should slide over hole in receiver and the drive lever lock should be underneath.

77. Engage forked end in the notch of the receiver.

78. While holding vertical cam assembly in place slide primary drive lever into receiver.

79. Engage pivot post of lever through holes in receiver and vertical cam. At the same time, slide the drive lever lock forward on the vertical cam, just beneath top of receiver.

80. Drop feed tray into top of feeder, with the recessed side up, ensuring the pin holes on the tray line up with the lugs on the receiver.

81. Position feed slide assembly so tabs are lined up with slots in the tray.

82. Insert tabs into slots. Then drop feed slide assembly into tray.

83. Hold top cover straight up. Line up the pin holes in the feed tray, top cover, and receiver lugs. Then insert top cover pins on both sides, ensuring the cross pin enters receiver.

84. Lift the feed slide assembly and tray, while engaging the forked end of the secondary drive lever with the feed slide pin.

85. Press the raised pivot post on the secondary drive lever through the hole in the top cover, Press the tray firmly against the top cover.

86. To insert the bolt and back plate assembly, make sure the cocking lever is cocked and forward. Place safety on FIRE, and insert the assembly into receiver.

87. When assembly stops, press the receiver sear and slide the assembly all the way forward. Then insert the back plate pin. to lock the assembly in place.

88. Ensure the secondary drive lever is properly engaged and the feed slide assembly is all the way to the left.

89. Close the cover.

90. Pull bolt to the rear.

91. Place the safety on SAFE.

92. Press the trigger. Bolt should not go forward.

93. Place the safety on FIRE.

94. Press trigger and allow the bolt to spring home freely, in order to conduct firing pin inspection.

95. Place the safety on SAFE.

96. Open top cover.

97. Inspect firing pin and bolt face for signs of worn or damaged parts.

98. Move secondary drive lever back and forth, to ensure it moves freely.

99. Press the feed pawls to check for spring pressure.

100. Ensure the secondary drive lever is to the right and engaged under the feed tray. Then slide the feed slide to the left.

101. Ensuring the bolt is forward, close the cover and ensure it locks.

REFERENCES

1. TM 08521A-10/1A Operator's Manual and Components List, Machinegun, 40MM, MK19 Mod 3

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 125

Ground mount a MK19 heavy machinegun

Condition: Given a MK19 heavy machinegun, SL-3 complete and a MK-64 MOD 7 gun cradle, while wearing a fighting load.

Standard: To put the weapon into action.

PERFORMANCE STEPS

1. Turn the front leg clamp handle counter-clockwise to loosen the front leg of the tripod.

2. Adjust the leg to the desired angle, and tighten the front leg clamp.

3. Grab the left trail leg with left hand, With a snapping motion, pull the left leg to the left, engaging the sleeve latch.

4. Unscrew the leg clamping handles on the tripod.

5. Press down on the indexing levers, and extend the legs of the tripod to the desired length.

6. Align the indexing lever studs with one of the holes in the tripod leg extensions.

7. Release pressure on the indexing levers, allowing the studs to fit the desired holes.

8. Tighten the leg clamping handles.

9. Secure the tripod legs by stamping the metal shoe on each tripod leg into the ground.

10. Sandbag each tripod leg to stabilize the MK19 for firing, as necessary.

11. Unlock the tripod pintle lock release cam.

12. Insert the gun cradle’s pintle into the tripod pintle bushing.

13. Lock the pintle lock release cam to secure the gun cradle.

14. Check the gun cradle by pulling up on it slightly, ensuring it is seated and locked.

15. Rotate the elevating hand-wheel on the traversing and elevating mechanism until approximately 1 ½ inches, or 2 fingers, are visible on the upper elevating screw.

16. Rotate the traversing slide on the traversing and elevating mechanism until approximately 2 fingers are visible on the lower elevating screw.

17. Rotate the traversing hand-wheel on the traversing and elevating mechanism until the offset head is centered on the traversing screw. The traversing and elevating mechanism is now roughly centered.

18. Remove the stow pin from the gun cradle.

19. Align the holes in the upper offset head of the traversing and elevating mechanism with the rear holes in the gun cradle.

20. Lower the traversing slide of the traversing and elevating mechanism over the traversing bar on the tripod, with the traversing slide to the rear and traversing wheel to the left.

21. Ensure the locking lever is secured by turning the locking lever clockwise.

22. Insert the quick-release pin from the right.

23. Lift the MK19 into the gun cradle.

24. Align the grooves on the receiver with the lugs in the gun cradle, and slide the receiver forward.

25. Align the sear mounting holes with the gun cradle mounting holes.

26. Secure the rear of the weapon by inserting the retaining pin through the cradle and sear assembly. Rotate it until it locks in place.

27. If a safety clip is attached, use it to secure the retaining pin in place.

28. Attach the feed-throat to the MK19 by squeezing together each set of grip pins and attaching the feed-throat to the front left-hand side of the receiver assembly.

29. Ensure the feed-throat pins align with the pin holes in the receiver. Relax pressure on the spring-loaded grip pins, so they snap into place.

REFERENCES

1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

EVENT: 0369 - 1 - 126

Vehicle mount a MK19 heavy machinegun to an M-1043/44 hardback HMMWV

Condition: Given an SL-3 complete MK19 heavy machinegun, a MK-64 MOD 7 gun cradle, and an M-1043/44 hardback HMWVV with an M4 pedestal, while wearing a fighting load.

Standard: To put the weapon into action.

PERFORMANCE STEPS

1. Remove the turret lock pin.

2. Install the universal weapons adapter.

3. Replace the turret lock pin.

4. Loosen the locking bolts on the universal weapons adapter on the HMMWV by turning the bolts counter-clockwise.

5. Insert the lower end of the pintle adapter into the universal weapons adapter.

6. Tighten the bolts by turning it clockwise. Pull up on the pintle adapter to ensure it is secured.

7. Remove the quick-release pin from the pintle adapter.

8. Insert the MK64 MOD 7 gun cradle into the top of the pintle adapter and replace the quick-release pin.

9. Ensure the traversing and elevating is inserted into the pivot arm assembly.

10. Remove the train and elevating quick-release pin.

11. Attach the train and elevating assembly to the holes in the rear of the gun cradle.

12. Replace the quick-release pin and rotate it to the locked position.

13. Unscrew the train lock handle and hex bolt, separating the clamp into 2 parts.

14. Place the 2 halves of the clamp around the HMMWV pedestal.

15. Replace the bolt and the train lock handle. Tighten them by alternately utilizing a 9/16 inch wrench.

16. Tighten the train lock handle and the hex bolt.

17. Remove the hex head bolts from the positioning clamp.

18. Place both parts of the clamp around the HMMWV pedestal, ¼ inch below the train and elevating clamp.

19. Insert the hex head bolts in the positioning clamp and tighten the bolts to lock the clamp in place. Ensure it does not move up or down on the pedestal.

20. Secure the second clamp ¼ inch above the train and elevating clamp, utilizing step 15.

21. Mount the MK19 machinegun.

22. Partly unscrew the wing-nut on the threaded stud of the bracket mounting assembly.

23. Align the stud with the forward groove in the side plate of the gun cradle.

24. Push the bracket mounting assembly up until the heads of the 2 mounting pins align with the 2 forward keyholes.

25. Push the heads of the 2 mounting pins into the keyholes and allow the bracket mounting assembly to slide down.

26. Tighten the wing-nut behind the side plate of the cradle.

27. Insert the 2 hooks on the empty case catch bag through the rear holes in the gun cradle.

28. Engage the single front hanger on the catch bag with the hook on the gun cradle.

REFERENCES

1. TM 08686A-13&P/1 Mount, Machinegun, MK64

EVENT: 0369 - 1 - 127

Load a MK19 heavy machinegun

Condition: Given a mounted, SL-3 complete MK19 heavy machinegun and ammunition, while wearing a fighting load.

Standard: To put the weapon into action.

PERFORMANCE STEPS

1. Ensure the machinegun is on SAFE.

2. Ensure the bolt is in the forward position.

3. Attach the feed-throat to the weapon.

4. Open cover.

5. Insert the first round of the ammunition belt into the feeder (female link first).

6. Push the first round across the primary feed pawl. To move the feed slide assembly to the left, push the secondary drive lever to the right.

7. Close the cover assembly.

8. Grasp the charger assemblies, palms down.

9. Press in on the charger assembly locks.

10. Rotate the handles down, and pull them sharply to the rear.

11. Lock the bolt to the rear, and return the charger assemblies forward to their original upright position.

12. To make a Condition 3 weapon, place the safety switch to FIRE and press the trigger to come to half load.

13. Grasp, unlock, and turn the charger assemblies downward. Lock the bolt to the rear.

14. Ensure the safety switch is on SAFE.

15. Return the charger assemblies to their original upright position.

16. Upon completion, the MK19 is fully loaded, in Condition 1, and ready to fire.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

DODIC		Quantity
B542	CTG, 40mm, LINKED, HE DP F/MK19	4 each

Expenditure of ammunition is not required.

REFERENCES

1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3

EVENT: 0369 - 1 - 128

Operate a MK19 heavy machinegun

Condition: Given a tripod mounted, SL-3 complete MK19 heavy machinegun and ammunition; while wearing a fighting load.

Standard: In accordance with TM 08521A-10/1A.

PREREQUISITES

0369 - 1 - 127

PERFORMANCE STEPS

1. Open top cover.

2. Check firing pin to ensure tip protruding through face of bolt is not chipped or broken.

3. Lubricate bolt.

4. Move secondary drive lever back and forth to ensure moves freely.

5. Press pawls to check spring action.

6. Inspect link guide for roughness and excessive heat discoloration.

7. Ensure secondary drive lever is engaged with feed slide pin.

8. Move feed slide assembly to the left.

9. Ensure the bolt is forward.

10. Close top cover.

11. Pull bolt to the rear.

12. Place weapon on SAFE. Inspect ammunition for cleanliness, corrosion, and loose ogive.

13. Open top cover.

14. Check chamber for carbon buildup.

15. Use cleaning rod with rag and punch bore.

16. Place weapon on FIRE.

17. Hold 1 charger assembly, while pressing the trigger. Ride bolt home.

18. Place weapon on SAFE.

19. Squeeze spring loaded pins on feed-throat, and insert into slots on both sides of feeder.

20. Inspect ammunition for cleanliness, corrosion, and loose ogive.

21. Assume firing position behind gun.

22. With cover open, insert first round through feed-throat.

23. Insert first round into feeder, female link first. Push and slide the round across the first pawl. Don’t roll the round.

24. Ensure the rounds are straight and firmly seated between first and second pawl.

25. Move feed slide assembly to the left.

26. Close top cover.

27. Pull bolt to the rear.

28. Place weapon on FIRE.

29. Press trigger to half load.

30. Pull charger assemblies sharply to the rear.

31. Push the charger assemblies back to forward position, and rotate handles up. To come to full load.

32. Place weapon on SAFE.

33. Estimate range to target.

34. Adjust rear sight to the range of the target.

35. Sight in on the base of the target, using sight alignment and picture.

36. Place weapon on FIRE.

37. Place hands on control grips, with thumbs on trigger.

38. Press trigger to fire, firing 3 to 5 round burst.

39. React to fire commands by adjusting traversing and elevating mechanism. Adjust traverse first, then elevation and rate of fire. Maintain a 3 to 5 round burst until round hits within 5 meters of target.

40. Observe the function of the gun, to anticipate failures.

41. Place the weapon on SAFE.

42. Charge the weapon and hold the left charger assembly to the rear and down. Return the right charger assembly forward.

43. Insert tip of cleaning rod through the right hand receiver rail.

44. Place the cleaning rod section on top of the live round or cartridge case, as close to the bolt face as possible. Push down, and catch the round as it falls.

45. Open top cover.

46. With one hand, reach beneath the feeder and press the primary and secondary positioning pawls. At the same time, slide the linked rounds out of the feeder and out of the feed-throat.

47. Return linked rounds to ammo can.

48. Visually and physically inspect the chamber and bore for ammunition.

49. Make a Condition 4 weapon.

EXTERNAL SUPPORT

1. Live fire range with targets appropriate for MK19 40mm machinegun

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

DODIC		Quantity
B542	CTG, 40mm, LINKED, HE DP F/MK19	25 each

RELATED ITS

127

REFERENCES

1. TM 08521A-10/1A Operator's Manual and Components List, Machinegun, 40MM, MK19 Mod 3

EVENT: 0369 - 1 - 130

Unload a MK19 heavy machinegun

Condition: Given an SL-3 complete MK19 heavy machinegun and ammunition, while wearing a fighting load.

Standard: To ensure a condition 4 weapon.

PREREQUISITES

0369 - 1 - 127

PERFORMANCE STEPS

1. Move the safety selector switch to the SAFE position.

2. Charge the weapon and leave charging handles to the rear and down. Return the right charger assembly forward.

3. Insert a section of the cleaning rod through the right side of the receiver rail.

4. Place the cleaning rod section on top of the live round or cartridge case, as close to the bolt face as possible. Push down, and catch the round as it falls.

5. Open the top cover assembly.

6. Remove any ammunition from the feed tray by reaching beneath the feed tray and pressing the primary and secondary positioning pawls.

7. At the same time, slide the linked rounds out of the MK19 through the feed-throat.

8. Visually and physically inspect the chamber and bolt face ensuring no live rounds are in the weapon.

9. Place the safety switch to FIRE.

10. While maintaining rearward pressure on the charger assembly, press the trigger and ease the bolt forward.

11. Place the safety switch to SAFE to make a Condition 4 weapon.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

DODIC		Quantity
B542	CTG, 40mm, LINKED, HE DP F/MK19	4 each

Expenditure of ammunition is not required.

RELATED ITS

127

REFERENCES

1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 131

Clear a MK19 heavy machinegun

Condition: Given an SL-3 complete MK19 heavy machinegun and ammunition, while wearing a fighting load.

Standard: To ensure a condition 4 weapon.

PERFORMANCE STEPS

1. Pull bolt to the rear.

2. Open cover.

3. Visually and physically inspect the chamber and bolt face again, ensuring no live rounds are in the weapon.

4. Place the safety switch to FIRE.

5. While maintaining rearward pressure on the charger assembly, press the trigger and ease the bolt forward.

6. Place the safety switch to SAFE to make a Condition 4 weapon.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

DODIC		Quantity

B542	CTG, 40mm, LINKED, HE DP F/MK19	4 each

Expenditure of ammunition is not required.

REFERENCES

1. FM 23-27 MK19 40MM Grenade Machine Gun MOD 3
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 132

Perform immediate action for a MK19 heavy machinegun with a failure to fire

Condition: Given an SL-3 complete MK19 heavy machinegun with a malfunction, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Sound off "Misfire."
2. Wait 10 seconds in case of a hang fire.
3. Pull the bolt to the rear, while observing for feeding and ejecting. Return charger assemblies forward and up.
4. If feeding and ejecting occur relay on target and attempt to fire.
5. If weapon experiences a second consecutive misfire, sound off "Misfire." Wait 10 seconds and place on SAFE. Perform remedial action.
6. If weapon fails to feed or eject, pull bolt to the rear. Place weapon on SAFE, and perform remedial action.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: M203 40mm grenade launcher

DODIC		Quantity
B542	CTG, 40mm, LINKED, HE DP F/MK19	4 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 08521A-10/1A Operator's Manual and Components List, Machinegun, 40MM, MK19 Mod 3
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
3. GENADMIN MSG R 280802Z Feb 97 ZYB

EVENT: 0369 - 1 - 133

Perform immediate action for a runaway MK19 heavy machinegun

Condition: Given a MK19 heavy machinegun with a runaway, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Considering the situation and amount of ammunition remaining, determine the safest course of action.

2. If requirement is immediate, with the right hand hold the weapon on target. With left hand, press charger assembly lock and lower charger assembly.

3. If requirement is not immediate and a limited amount of ammunition remains, hold weapon on target until remaining rounds on belt have fired.

4. Place weapon on SAFE and perform remedial action.

EXTERNAL SUPPORT

1. Machinegun Range

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

DODIC		Quantity
B542	CTG, 40mm, LINKED, HE DP F/MK19	30 each

REFERENCES

1. TM 08521A-10/1A Operator's Manual and Components List, Machinegun, 40MM, MK19 Mod 3

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 134

Perform remedial action for a MK19 heavy machinegun

Condition: Given a MK19 heavy machinegun with malfunction or stoppage, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Ensure the bolt is to the rear and the weapon is on SAFE.

2. Charge the weapon, and leave charging handles to the rear and down. Return the right charger assembly forward.

3. Insert a section of the cleaning rod through the right side of the receiver rail.

4. Place the cleaning rod section on top of the live round or cartridge case, as close to the bolt face as possible. Push down, and catch the round as it falls.

5. Open the top cover assembly.

6. Remove any ammunition from the feed tray by reaching beneath the feed tray and pressing the primary and secondary positioning pawls.

7. At the same time, slide the linked rounds out of the MK19 through the feed-throat.

8. Visually and physically inspect the chamber and bolt face, ensuring no live rounds are in the weapon.

9. Place the safety switch to FIRE.

10. While maintaining rearward pressure on the charger assembly, press the trigger, and ease the bolt forward.

11. Place the safety switch to SAFE to make a Condition 4 weapon.

12. Once in Condition 4, conduct detailed inspection to investigate the cause of the stoppage or malfunction.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

DODIC		Quantity
B542	CTG, 40mm, LINKED, HE DP F/MK19	4 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 08521A-10/1A Operator's Manual and Components List, Machinegun, 40MM, MK19 Mod 3

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 135

Perform remedial action for a MK19 heavy machinegun with jammed bolt

Condition: Given ammunition and an SL-3 complete MK19 heavy machinegun with a stoppage, while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Place the safety on SAFE.

2. Press the charger assembly locks, and rotate the charger assemblies down.

3. Pull the charger assemblies to the rear, as far as possible. Maintain rearward pressure on the assemblies while an assistant lifts the top cover.

4. Pull the charger assemblies to the rear until the bolt locks to the rear. Ensure the bolt will stay to the rear before releasing rearward tension on the charger assemblies. Rotate to the upright position.

5. Remove any ammunition from the feed tray by reaching beneath the feed tray and pressing the primary and secondary positioning pawls.

6. At the same time, slide the linked rounds out of the MK19 through the feed-throat.

7. Insert a section of the cleaning rod through the right side of the receiver rail.

8. Place the cleaning rod section on top of the live round or cartridge case, as close to the bolt face as possible. Push down, and catch the round as it falls. This action forces the round or cartridge case out of the MK19.

9. Visually and physically inspect the chamber and bolt face again, ensuring no live rounds are in the weapon.

10. Press the charger assembly locks and rotate the charger assemblies down.

11. Place the safety on FIRE. Depress the trigger, and ride the bolt home.

12. Ensure the feed slide assembly is to the left and the secondary drive lever is engaged with the feed slide pin.

13. Close the top cover.

14. Reload, relay, and continue mission.

ADMINISTRATIVE INSTRUCTIONS

1. Do not attempt to remove an M383 HE projectile or cartridge. Immediately contact EOD.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

DODIC		Quantity
B542	CTG, 40mm, LINKED, HE DP F/MK19	4 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 08521A-10/1A Operator's Manual and Components List, Machinegun, 40MM, MK19 Mod 3

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

3. GENADMIN MSG R 280802Z Feb 97 ZYB

EVENT: 0369 - 1 - 136

Perform remedial action for a MK19 heavy machinegun with bore obstruction

Condition: Given an SL-3 complete MK19 heavy machinegun with a bore obstruction (any round except M383 HE), while wearing a fighting load.

Standard: To return the weapon into action.

PERFORMANCE STEPS

1. Cease fire immediately.

2. Place the safety on SAFE.

3. Clear immediate area of all personnel.

4. Ensure weapon has reached air temperature.

5. Pull the bolt to the rear and hold with left charger assembly to the rear and down. At the same time, catch the round as it is ejected.

6. Insert a section of the cleaning rod through the right side of the receiver rail.

7. Place the cleaning rod section on top of the live round or cartridge case, as close to the bolt face as possible, Push down, and catch the round as it falls. This action forces the round or cartridge case out of the MK19.

8. Open the top cover assembly.

9. Remove any ammunition from the feed tray by reaching beneath the feed tray and pressing the primary and secondary positioning pawls.

10. At the same time, slide the linked rounds out of the MK19 through the feed-throat.

11. Place round removal tool collar over end of flash suppressor and screw the 5 cap screws into slots on the flash suppressor.

12. Attach either end of the handle to the end of the threaded rod.

13. Position cup of threaded rod over ogive.

14. Screw threaded rod into barrel, and push out projectile into hands of assistant.

15. Dispose of round properly.

16. Reload, relay, and continue mission

ADMINISTRATIVE INSTRUCTIONS

1. Do not attempt to remove an M383 HE projectile or cartridge. Immediately contact EOD.

EXTERNAL SUPPORT

1. Machinegun Range (if live ammunition is used)

WEAPON AND AMMUNITION

Weapon: MK19 40mm grenade machinegun

DODIC		Quantity
B542	CTG, 40mm, LINKED, HE DP F/MK19	4 each

Expenditure of ammunition is not required.

REFERENCES

1. TM 08521A-10/1A Operator's Manual and Components List, Machinegun, 40MM, MK19 Mod 3

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

3. GENADMIN MSG R 280802Z Feb 97 ZYB

EVENT: 0369 - 1 - 137

Inspect a MK19 heavy machinegun

Condition: Given an SL-3 complete MK19 heavy machinegun.

Standard: In accordance with TM 08521A-10/1A, MCWP 3-15.1, and TM 08686A-13&P/1.

PERFORMANCE STEPS

1. Ensure the weapon is clear.

2. Place weapon on SAFE.

3. Pull straight out on the back plate pin.

4. Lift up slightly on the back plate assembly. Pull it to the rear, until it clicks.

5. Put the safety on FIRE.

6. Support assembly with both hands and pull reward to remove. Once removed from the receiver, always place the bolt and back plate assembly flat on a clean surface, to reduce the possibility of damage.

7. Reach under top of receiver to locate the drive lever lock and slide the lock reward.

8. To remove from the receiver, press down on the primary drive levers pivot post to release both the primary drive lever and vertical cam. Once removed from weapon system, always place with chrome edge up to reduce the possibility of damage.

9. Rotate left and right charger assemblies up.

10. Hook the rim of a spent casing under the lip of the lock plunger. Lift up on the lock plunger to retract it. Slide charger assembly all the way rearward, and pull the charger assembly away from the receiver to remove.

11. With the weapon still on FIRE turn the receiver on its side and lift up slightly on lock pin with cartridge link.

12. Squeeze receiver sear and safety together. Then rotate sear housing assembly 90 degrees in either direction.

13. Push tip of sear down. Put safety on SAFE to lock the sear in the down position, and lift out to remove the housing assembly.

14. Inspect receiver housing for cracks, rust, and cleanliness.

15. Inspect receiver rails for burrs.

16. Inspect feeder pawls for no spring action or burrs.

17. Inspect barrel for carbon buildup and pitting in bore or chamber.

18. Check flash suppressor for dents or cracks.

19. Inspect rear sight for rust, legible sight scale, and binding in movable parts.

20. Inspect the sear housing assembly for dirt and corrosion.

21. Inspect sear especially rear shoulder of sear for burrs.

22. Squeeze sear and safety together. Then place safety on FIRE. Keep pressure on safety, and line up sear housing assembly at right angle to barrel centerline. Twist housing 90 degrees, until assembly locks in place.

23. Inspect alignment guide for deformed or cracked spring, cracks around pin, and looseness of pin.

24. Inspect ogive plunger head for spring action, and round positioning block for weak spring action.

25. Inspect the charger assembly for dirt and corrosion.

26. Check for burrs on groove edges on the charger assembly.

27. Inspect vertical cam assembly for burrs, scratches, or aluminum buildup on chromed edge. Inspect primary drive lever for burrs, especially around pivot posts.

28. Inspect secondary drive lever for missing pivot post retaining ring, burrs on pivot post, and burrs on forked end.

29. Inspect feed slide assembly and feed tray for dirt and corrosion.

30. Inspect feed pawls or feed tray pawl for burrs or binding. Inspect guide rails on tray for burrs.

31. Inspect top cover assembly for cracks or rust and the latch for binding or looseness.

32. Inspect all parts of the bolt and back plate assembly for dirt and corrosion.

33. Inspect cocking lever for broken or worn rear tip, guide rods for bent or binding, recoil springs for weak spring action, back plate pin for missing retaining spring, and the safety wire for presence and looseness.

34. Rotate charger assemblies to straight up position and line up lugs on charger with slots in receiver rail. Then insert charger lugs into slots.

35. Hold tightly against rail, and slide forward until it locks in place.

36. Slide vertical cam assembly through rear of receiver. Raised portion should slide over hole in receiver and drive lever lock should be underneath.

37. Engage forked end in the notch of the receiver.

38. While holding vertical cam assembly in place, slide primary drive lever into receiver.

39. Engage pivot post of lever through holes in receiver and vertical cam while sliding the drive lever lock forward on the vertical cam just beneath top of receiver.

40. To insert the bolt and back plate assembly. Make sure the cocking lever is cocked and forward. Place safety on FIRE, and insert the assembly into receiver.

41. When assembly stops, press the receiver sear and slide the assembly all the way forward. Then insert the back plate pin to lock the assembly in place.

42. Ensure the secondary drive lever is properly engaged and the feed slide assembly is all the way to the left.

43. Close the cover.

44. Pull bolt to the rear.

45. Place the safety on SAFE.

46. Press the trigger, and the bolt should not go forward.

47. Place the safety on FIRE.

48. Press trigger and allow the bolt to spring home freely, in order to conduct firing pin inspection.

49. Place the safety on SAFE.

50. Open top cover.

51. Inspect firing pin and bolt face for signs of worn or damaged parts.

52. Move secondary drive lever back and forth to ensure it moves freely.

53. Press the feed pawls to check for spring pressure.

54. Ensure the secondary drive lever is to the right and engaged under the feed tray. Then slide the feed slide to the left.

55. Ensuring the bolt is forward, close the cover. Ensure it locks.

56. Inspect for dirt and rust on the traversing and elevation mechanism.

57. Inspect the traversing and elevation mechanism for readability of scales and cleanliness of far ends of the traversing and elevating mechanism screws. Perform function check by testing for dead clicks.

58. Inspect for dirt and rust on the M3 tripod.

59. Visually inspect the tripod components for wear, cracks, dents, and damage. Springs must be free of rust, corrosion, and deformation.

60. Ensure all parts are properly installed and are in working condition.

61. Insert pintle into pintle bushing, ensuring it locks in place.

62. Inspect all surfaces of the MK64 carriage and cradle assembly for dirt and corrosion.

63. Inspect the MK64 for binding. Inspect for damaged or missing retaining pins, chains, cotter pins, self locking screws, pintle, pintle lock assembly, and bolts. Check all welded areas for cracks. If paint is removed from the assembly touch up or repaint.

64. Inspect all surfaces of the pintle adapter assembly for dirt and corrosion.

65. Inspect for missing or damaged screw, cable, pintle, and quick release pin.

66. Check for bare metal where paint has worn off, and touch up the upper part of the adapter.

67. Inspect the train and elevation assembly for dirt and corrosion.

68. Inspect for missing or broken screws, washers, nuts, handles, and the chain.

69. Check for bare metal where paint has worn off, and touch up the upper part of the adapter.

70. Inspect pintle and mounts for cracks and damage. Check for missing bolts, cotter pins, and washers.

71. Inspect the ammunition mount assemblies for dirt and corrosion.

72. Inspect the ammunition mount assemblies for missing screws, chains, cotter pins, retaining pins, welded pins, and straight pins. Check all welds for cracks. Check for binding or broken springs.

73. Inspect the gun and barrel cover for cleanliness, broken zipper, excessive wear, or deterioration.

REFERENCES

1. TM 08521A-10/1A Operator's Manual and Components List, Machinegun, 40MM, MK19 Mod 3

2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

3. TM 08686A-13&P/1 Mount, Machinegun, MK64

EVENT: 0369 - 1 - 143

Prepare mortar ammunition for firing

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60mm, HE, W/FZ PD M935	1 each

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

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	1 each

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

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 144

Burn increments

Condition: Given mortar increments and a lighter or matches.

Standard: By destroying all unused increments.

PERFORMANCE STEPS

1. Select a burn spot 100 meters from the mortar position.
2. Prepare the burn spot by removing flammable material within 30 meters.
3. Spread out the increments in a train 4 to 6 inches across, and 1 to 2 inches deep.
4. Extend a starter train, against the wind, by breaking open increments and pouring the propellant on the ground in a line 1 meter in length.
5. Ignite the starter train and move 30 meters away from the increments.

6. Do not allow any personnel to look directly into the burning increments.

7. After the increments have finished burning, extinguish any remaining burning material with water or dirt.

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 145

Manipulate the mortar for a small deflection and elevation change

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60MM, HE, W/FZ PD M935	4 each

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	5 each

Expenditure of ammunition is not required.

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 146

Manipulate the mortar for a large deflection and elevation change

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60mm, HE, W/FZ PD M935	5 each

Expenditure of ammunition is not required.

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	5 each

Expenditure of ammunition is not required.

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 147

Select a mortar position

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

Standard: By supporting higher headquarters' mission.

PERFORMANCE STEPS

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

REFERENCES

1. FM 7-90 Tactical Employment of Mortars

EVENT: 0369 - 1 - 148

Inspect a mortar firing position

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

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

PERFORMANCE STEPS

1. Ensure the firing position is protected from enemy direct fire and observation.
2. Ensure the mortar is on line with the observer and the target.
3. Ensure the mortar(s) is arranged in a pattern which provides necessary dispersion.
4. Ensure the base plate is placed on a stable surface which supports the recoil of the mortar.
5. Ensure the outer edge of the base plate is against the base plate stake.
6. Check to ensure the barrel is locked to the base plate and the open end of the socket cap is pointing in the direction of fire.
7. Ensure the bipod is connected to either the upper or lower saddle of the barrel.
8. Ensure the barrel is locked on the collar by the locking knob.
9. Ensure the locking sleeve is wrist tight.
10. Ensure the spread cable is taut.
11. Ensure the bore of the cannon is clean and dry.
12. Ensure the sight unit is securely mounted to the dovetail slot on the bipod.
13. Ensure the mortar is level for elevation.

14. Ensure the mortar is cross level.

15. Look through the sight unit eye piece and ensure the 2 aiming posts appear as one.

16. Ensure the mortar(s) has(ve) mask clearance.

17. Ensure the mortar(s) has(ve) overhead clearance.

18. Ensure ammunition is clean, safety pins present, and the ignition cartridge is in good condition.

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 149

Issue fire commands for a mortar

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

Standard: In accordance with the firing data without error.

PERFORMANCE STEPS

1. Formulate the initial fire command.
2. Designate the mortars to follow.
3. Specify the type of ammunition and fuze to be used.
4. Designate the specific mortar(s) to fire.
5. Specify the method of fire and issue control measures, if desired.
6. Specify the deflection.
7. Specify the charge from the firing tables, based on the range.
8. Indicate the time setting, if required, for ammunition.
9. Specify the elevation from the firing tables, based on the range and charge setting.
10. Issue commands to “Half load” and “Fire” if applicable.
11. Issue subsequent fire commands, which will include only those elements that have changed from the previous fire command, with the exception of elevation. Elevation is always announced.
12. When mission is over announce “End of Mission."

RELATED ITS

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REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 150

Issue a mortar fire command

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

Standard: To prepare a mortar section to fire.

PERFORMANCE STEPS

1. Formulate the initial fire command.
2. Designate the mortars to follow.
3. Specify the type of ammunition and fuze to be used.
4. Designate the specific mortar(s) to fire.
5. Specify the method of fire and issue control measures, if desired.
6. Specify the deflection.
7. Specify the charge from the firing tables, based on the range.
8. Indicate the time setting, if required, for ammunition.
9. Specify the elevation from the firing tables based on the range and charge setting.
10. Issue commands to “Half load” and “Fire."
11. Correct issue errors by announcing “Correction” followed by the correct element of the fire command.
12. Issue subsequent fire commands, which will include only those elements have changed from the initial fire command, with the exception of elevation. Elevation is always announced.
13. Correct issue errors in a subsequent fire command by announcing “Correction” followed by the entire subsequent fire command.
14. When mission is over, announce “End of Mission."

RELATED ITS

149

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 151

Declinate an M2 compass

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

Standard: To within 10 mils.

PERFORMANCE STEPS

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

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 152

Receive a Call For Fire (CFF)

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

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

PERFORMANCE STEPS

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

REFERENCES

1. FM 23-91 Mortar Gunnery

EVENT: 0369 - 1 - 153

Compute firing data manually

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

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

PERFORMANCE STEPS

1. Prepare the plotting board.
2. Receive the Call For Fire (CFF).
3. Transfer Call For Fire (CFF) data to the plotting board.
4. Determine chart data.
5. Convert range to charge and elevation.
6. Record information on DA Form 2399 (Computers record).

7. Apply appropriate corrections for special missions.

8. Calculate observer to target direction.

9. Calculate gun target line.

10. Subtract the smaller angle from the larger. (OT=1450, GTL=0800 WRITTEN OUT AS 1450 – 0800 = Angle T=650 mils)

11. Alert FO if the angle T is greater than 500 mils.

12. Compute data for referring the sights and realigning the aiming posts, as required.

13. Compute data for subsequent corrections.

14. Compute data for traversing and searching missions.

RELATED ITS

149

REFERENCES

1. FM 23-91 Mortar Gunnery

EVENT: 0369 - 1 - 154

Respond to an untrained observer

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

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

PERFORMANCE STEPS

1. Identify observer as friendly.

2. Assist the observer in finding his location.

3. Assist the observer in target location using the shift, grid, or polar method or terrain association.

4. Ask the observer for the target description.

5. Ask the observer for the direction to the target.

6. Assist the observer in adjusting impact of rounds using the finger method of adjusting.

7. Adjust fire.

8. Request Fire For Effect (FFE).

9. End mission.

REFERENCES

1. FM 6-30 Observed Fire Procedures

EVENT: 0369 - 1 - 155

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

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

Standard: To ensure there are no errors.

PERFORMANCE STEPS

1. Plot the mortar position on a map.
2. Plot the enemy position or suspect area.
3. Using a map and protractor, determine the gun-target azimuth.
4. Index the azimuth disk to the gun-target azimuth.
5. Ensure the mortar position is plotted 1000 meters below the pivot point for the 60mm, 2000 meters below the pivot point for the 81mm, and 500 meters left or right of the vertical index line.
6. Determine the mounting azimuth by using the rounding off rule. If the grid direction of fire is not a direction ending in 50 or 00, round to the nearest 50 mils.
7. Ensure the Squad Leaders know the mounting azimuth.
8. Ensure the referred deflection is written on the azimuth disk below the mounting azimuth and numbered from right to left.
9. Ensure the forward observer position is plotted.

REFERENCES

1. FM 23-91 Mortar Gunnery

EVENT: 0369 - 1 - 156

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

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

Standard: To ensure there are no errors.

PERFORMANCE STEPS

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

REFERENCES

1. FM 23-91 Mortar Gunnery

EVENT: 0369 - 1 - 157

Supervise operation of a mortar Fire Direction Center (FDC)

Condition: Given an 81mm mortar platoon Fire Direction Center (FDC) and an observed Call For Fire (CFF).

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

PERFORMANCE STEPS

1. Monitor the Call For Fire (CFF).
2. Determine suitability.
3. Supervise computations of corrections.
4. Monitor the fire commands.
5. Supervise the maintenance of record for all fire missions.
6. Coordinate with the Fire Support Coordination Center (FSCC), as required.
7. Monitor the fire commands.

RELATED ITS

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REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FMFM 6-18 Fire Support Coordination in the Ground Combat Element
4. IP 2-32 Anti-mechanized Weapons

EVENT: 0369 - 1 - 158

Advise commander on employment of mortars

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

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

PERFORMANCE STEPS

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

REFERENCES

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

EVENT: 0369 - 1 - 160

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

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

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

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

PERFORMANCE STEPS

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

RELATED ITS

153

REFERENCES

1. FM 23-91 Mortar Gunnery

EVENT: 0369 - 1 - 161

Set up the plotting board using the pivot point method

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

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

PERFORMANCE STEPS

1. Plot the mortar position on a map.
2. Plot the enemy position or suspect area on a map.
3. Using a map and protractor, determine the grid direction of fire.
4. Using a map and protractor, determine the distance/range to the target.

5. Determine the mounting azimuth by using the rounding off rule. If the grid direction of fire is not a direction ending in 50 or 00, round to the nearest 50 mils.

6. Refer the azimuth disk to the azimuth of fire using the mils scale on the outer edge and the vernier scale on the board. The azimuth of fire should align to the zero on the vernier scale.

7. Write the referred deflection on the azimuth disk to coincide with the mounting azimuth using the LARS (Left Add, Right Subtract) rule. The deflection scale should be numbered 400 mils left and right.

8. Plot the enemy position on the azimuth disk, by placing a tic-mark on the vertical centerline above the pivot point at the established distance/range.

9. Plot the FO position or get the O.T. direction for making corrections.

RELATED ITS

153

REFERENCES

1. FM 23-91 Mortar Gunnery

EVENT: 0369 - 1 - 162

Perform operator maintenance for an M224 60mm mortar

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

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

PERFORMANCE STEPS

1. Check for foreign matter in cannon tube.

2. Look for bulges, dents, cracks, missing or damaged parts, or evidence of gas leakage around breech cap.

3. Place firing selector at (TRIGGER FIRE) T, (SAFE) S, and (DROP FIRE) D. Check safety by squeezing the trigger. Trigger should not fire mortar with firing selector on S or D. Trigger should click loudly with firing selector at T.

4. Check for illumination of range indicator assembly.

5. Check for smooth operation of elevating mechanism.

6. Check for smooth operation of traversing mechanism.

7. Check for smooth operation of cross-leveling mechanism.

8. Leg must move in and out smoothly with plain wing-nut loosened.

9. Extend shock absorbers. They must return smoothly, without binding, to original position when released.

10. Ensure collar locks securely.

11. Check M7 base plate for cracks or breaks.

12. Check locking cap for smooth 360 rotation.

13. Insert base cap of canon into socket of M8 base plate. Close latch. Ensure latch pin seats and locks, and check for retention of base plate on cannon.

14. Check M64A1 sight unit for the illumination of telescope, coarse elevation scale, coarse elevation scale arrow, cross-level vial, fine elevation scale, fine elevation index arrow, coarse azimuth (deflection) index arrow, elevation vial, fine azimuth (deflection) scale, and coarse azimuth (deflection) scale.

15. Check eye piece for dirt, cracks, or fogging.

16. Check eye-shield vent holes for dirt.

17. Ensure latching lever secures sight unit mount to dovetail.

18. Ensure bubbles in level vials will move and vials are not cracked or loose in mount.

19. Ensure vial cover rotates freely.

20. Check elevation knob and deflection knob for smooth operation.

21. Ensure backlash on knobs doesn’t exceed 0.5 mils.

22. Ensure the fine elevation scale slips only when the screws are loosened.

23. Check to assure the locking knobs provide tension on the deflection and elevation control knobs.

24. Inspect bore sight lens for dirt, cracks, or fogging.

25. Ensure bore sight level bubbles will move and vials are not broken or loose in mounting.

26. Ensure mounting surfaces are free of nicks and burrs.

27. Check night aiming devices for illumination in a darkened area.

28. Check for missing or damaged radiation warning, data plate, or other parts.

29. Check for evidence of tampering.

30. Check 10558A-SD weapons record book for entries of round expenditure.

31. Check M14 aiming posts for accountability.

32. Check M14 aiming posts for cleanliness and serviceability.

33. Check the aiming post case for excessive wear and cleanliness.

REFERENCES

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

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EVENT: 0369 - 1 - 163

Bore sight an M224 60mm mortar

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

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

PERFORMANCE STEPS

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

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 164

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

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

Standard: In accordance with FM 23-90.

PERFORMANCE STEPS

1. Check for mask by ensuring there are no obstructions forward of the gun, such as hills, buildings, or trees.
2. Check for overhead clearance by ensuring there are no obstructions above or over the gun, such as camouflage netting, trees, or building eaves.
3. Notify the Fire Direction Center (FDC) of any mask or overhead interference.
4. Ensure the sight is locked into the dovetail slot of the bipod.
5. Ensure the open end of the socket cap is pointed in the direction of fire.

6. Ensure the barrel is locked to the base plate.

7. Ensure the selector lever is on (DROP FIRE) D.

8. Ensure the bipod is connected to the upper or lower saddle of the barrel.

9. Ensure the collar locking knob is secured and wrist tight.

10. Ensure the locking nut is hand tight.

11. Ensure the spread cable is taut.

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 165

Inspect an M224 60mm mortar

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

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

PERFORMANCE STEPS

1. Check for foreign matter in cannon tube.

2. Look for bulges, dents, cracks, missing or damaged parts, or evidence of gas leakage around breech cap.

3. Place firing selector at (TRIGGER FIRE) T, (SAFE) S, and (DROP FIRE) D. Check safety by squeezing the trigger. Trigger should not fire mortar with firing selector on S or D. Trigger should click loudly with firing selector at T.

4. Check for illumination of range indicator assembly.

5. Check for smooth operation of elevating mechanism.

6. Check for smooth operation of traversing mechanism.

7. Check for smooth operation of cross-leveling mechanism.

8. Leg must move in and out smoothly with plain wing-nut loosened.

9. Extend shock absorbers. They must return smoothly, without binding, to original position when released.

10. Ensure collar locks securely.

11. Check M7 base plate for cracks or breaks.

12. Check locking cap for smooth 360 rotation.

13. Insert base cap of canon into socket of M8 base plate. Close latch. Ensure latch pin seats and locks, and check for retention of base plate on cannon.

14. Check M64A1 sight unit for the illumination of telescope, coarse elevation scale, coarse elevation scale arrow, cross-level vial, fine elevation scale, fine elevation index arrow, coarse azimuth (deflection) index arrow, elevation vial, fine azimuth (deflection) scale, and coarse azimuth (deflection) scale.

15. Check eye piece for dirt, cracks, or fogging.

16. Check eye-shield vent holes for dirt.

17. Ensure latching lever secures sight unit mount to dovetail.

18. Ensure bubbles in level vials will move and vials are not cracked or loose in mount.

19. Ensure vial cover rotates freely.

20. Check elevation knob and deflection knob for smooth operation.

21. Ensure backlash on knobs doesn’t exceed 0.5 mils.

22. Ensure the fine elevation scale slips only when the screws are loosened.

23. Inspect bore sight lens for dirt, cracks, or fogging.

24. Ensure bore sight level bubbles will move and vials are not broken or loose in mounting.

25. Ensure mounting surfaces are free of nicks and burrs.

26. Check night aiming devices for illumination in a darkened area.

27. Check for missing or damaged radiation warning, data plate, or other parts.

28. Check for evidence of tampering on night aiming devices .

29. Check 10558A-SD weapons record book for entries of round expenditure.

30. Check M14 aiming posts for accountability.

31. Check M14 aiming posts for cleanliness and serviceability.

32. Check the aiming post case for excessive wear and cleanliness.

REFERENCES

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

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EVENT: 0369 - 1 - 166

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

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

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

PERFORMANCE STEPS

1. Plot the eight-digit coordinates to the mortar position on a map.

2. Plot the enemy position or suspect area on a map.

3. Using a map and protractor, determine the grid direction of fire.

4. Index the azimuth disk to zero.

5. Superimpose the grid system onto the azimuth disk, starting 2000 meters below and 2000 meters to the left of the pivot point.

6. Plot the mortar position on the azimuth disk.

7. Determine the mounting azimuth by using the rounding off rule. If the grid direction of fire is not a direction ending in 50 or 00, round to the nearest 50 mils.

8. Refer the azimuth disk to the azimuth of fire using the mils scale on the outer edge and the vernier scale on the board.

9. Write the referred deflection on the azimuth disk to coincide with the mounting azimuth using the LARS (Left Add, Right Subtract) rule. The deflection scale should be numbered 400 mils left and right.

10. Plot the FO position or get the O.T. direction for making corrections.

RELATED ITS

153

REFERENCES

1. FM 23-91 Mortar Gunnery

EVENT: 0369 - 1 - 169

Perform operator maintenance for an M252 81mm mortar

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

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

PERFORMANCE STEPS

1. Check for foreign matter in cannon.

2. Look for bulges, dents, cracks, rust, and missing or damaged parts, on the cannon or blast attenuator device. Look for evidence of gas leakage around breech plug and firing pin.

3. Ensure the weapon has been bore scoped and pullover gauged within 90 days prior to firing.

4. Check mount for cracks, broken welds, rust, loose, missing, or damaged parts.

5. Ensure smooth operation of elevating mechanism.

6. Ensure smooth operation of traversing mechanism.

7. Ensure smooth operation of cross-leveling mechanism.

8. Ensure the barrel clamp assembly operates properly and holds the barrel securely.

9. Extend buffers. They must return smoothly, without binding, to original position when released.

10. Check base plate for cracks, loose, missing, or damaged parts.

11. Check socket cap for smooth 360 rotation.

12. Check M64A1 sight unit for the illumination of telescope, coarse elevation scale, coarse elevation scale arrow, cross-level vial, fine elevation scale, fine elevation index arrow, coarse azimuth (deflection) index arrow, elevation vial, fine azimuth (deflection) scale, and coarse azimuth (deflection) scale.

13. Check eye piece for dirt, cracks, or fogging.

14. Check eye-shield vent holes for dirt.

15. Ensure latching lever secures sight unit mount to dovetail.

16. Ensure bubbles in level vials will move and vials are not cracked or loose in mount.

17. Ensure vial cover rotates freely.

18. Inspect elevation knob and deflection knob for smooth operation.

19. Ensure backlash on knobs doesn’t exceed 0.5 mils.

20. Ensure the fine elevation scale slips only when the screws are loosened.

21. Ensure the locking knobs provide tension on the deflection and elevation control knobs.

22. Inspect bore sight lens for dirt, cracks, or fogging.

23. Ensure bore sight level bubbles will move and vials are not broken or loose in mounting.

24. Check bore sight eye-shield for damage.

25. Ensure mounting surfaces are free of nicks and burrs.

26. Check bore sight straps and clamp assembly for serviceability.

27. Check night aiming devices for illumination in a darkened area.

28. Check for missing or damaged radiation warning, data plate, or other parts.

29. Check for evidence of tampering.

30. Check 10558A-SD weapons record book for entries of round expenditure.

31. Check M14 aiming posts for accountability.

32. Check M14 aiming posts for cleanliness and serviceability.

33. Check the aiming post case for excessive wear and cleanliness.

REFERENCES

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

EVENT: 0369 - 1 - 170

Bore sight an M252 81mm mortar

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

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

PERFORMANCE STEPS

1. Attach the bore sight.

2. Ensure the sight data reads 6400 on the deflection and 0800 on the elevation.

3. Level both bubbles on the M64A1 sight.

4. Cross level the bore sight.

5. Level the elevation on the bore sight.

6. Level the M64A1 sight for elevation by turning the elevation control knob.

7. Loosen the screws on the elevation control knob and slip the scale to zero mils.

8. Tighten the screws on the elevation control knob.

9. Identify a distant aiming point at least 200 meters away.

10. Ensure the bore sight vertical hairline is center of the distant aiming point by traversing while looking through the bore sight and cross leveling.

11. Refer the vertical hairline of the M64A1 sight to the center of the distant aiming point.

12. Slip the deflection fine scale to zero mils.

13. Loosen the screws on the deflection fine scale, and align the bore sight index line to the bore sight index arrow.

14. Tighten the screws on the deflection control knob.

15. Ensure the M64A1on the deflection course scale are aligned to the course deflection index arrow.

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 171

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

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

Standard: In accordance with FM 23-90.

PERFORMANCE STEPS

1. Check mask by ensuring there are no obstructions forward of the gun, such as hills, buildings, or trees.

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

3. Notify the Fire Direction Center (FDC) of any mask or overhead interference.

4. Ensure the sight is locked into the dovetail slot of the bipod.

5. Ensure the open end of the socket cap is pointed in the direction of fire.

6. Ensure the barrel is locked to the base plate.

7. Ensure the firing pin recess is facing upward and the firing pin is present and tight.

8. Ensure the bipod locking latch is locked, securing the barrel clamp against the lower stop band.

9. Ensure the fixed leg-locking knob is tight and the fixed leg teeth are meshed.

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 172

Inspect an M252 81mm mortar

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

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

PERFORMANCE STEPS

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

27. Check for missing or damaged radiation warning, data plate, or other parts.

28. Check night aiming devices for evidence of tampering.

29. Check 10558A-SD weapons record book for entries of round expenditure.

30. Check M14 aiming posts for accountability.

31. Check M14 aiming posts for cleanliness and serviceability.

32. Check the aiming post case for excessive wear and cleanliness.

REFERENCES

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

EVENT: 0369 - 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.

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: 0369 - 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: 0369 - 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.

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: 0369 - 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 KOCOA.
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: 0369 - 1 - 181

Engage targets with an M136 light anti-armor weapon

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

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

PERFORMANCE STEPS

1. Assume a position that provides cover, concealment, and good observation of the target.
2. Remove the AT4 from its carrying position, and cradle it in the left arm.
3. Keep the weapon pointed toward the target, and keep the back-blast area clear.
4. With the right hand, pull and release the transport safety pin.
5. Unsnap, unfold, and hold the shoulder stop with the right hand.
6. If the M136 AT4 is on the right shoulder, stabilize it with the right hand and open the sights with the left. If the weapon is being cradled, open the sights with the left hand.

7. Press down and pull backward on the front sight cover until the front sight pops up. Then press down and forward on the rear sight cover until the rear sight pops up.

8. Place the launcher on the right shoulder and stabilize it by grasping the sling near the launcher's muzzle with the left hand.

9. Set the rear sight for the correct range to the target.

10. Check the back-blast area before cocking the launcher.

11. With the right hand, unfold the cocking lever. Place your thumb under it and, with the support of your fingers in front of the firing mechanism, push it forward. Rotate it downward and to the right. Then let it slide backward.

12. Pull back on the sling with the left hand to seat the shoulder stop firmly against your shoulder.

13. Ensure the rear sight is no less than 2 1/2 inches and no more than 3 inches from the eyes.

14. Use the index and middle fingers of the right hand to hold the forward safety down and to the left while firing.

15. Ensure the back-blast area is secure and then announce " Back blast area all secure."

16. Push the red trigger button to fire.

EXTERNAL SUPPORT

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

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)

EVENT: 0369 - 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

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REFERENCES

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

EVENT: 0369 - 1 - 183

Advise commander on employment of the AT-4

Condition: Given an order with a commander's intent and a requirement to employ the AT-4.

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 AT-4.
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 AT-4.

REFERENCES

1. FC 23-25 Launcher, Heat Projected, 84mm, M136 (AT-4)
2. FM 71-1 Tank and Mechanized Infantry Company Team
3. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 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.

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: 0369 - 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.
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

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
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: 0369 - 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

0369 - 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.

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

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
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: 0369 - 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

0369 - 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.
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

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
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
2. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4

EVENT: 0369 - 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

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
AX11	CTG, 9mm, SPOTTING RIFLE,(SMAW)	4 each

REFERENCES

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

EVENT: 0369 - 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.
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

Weapon: MK153 Shoulder launched Multipurpose Assault Weapon (SMAW)

DODIC		Quantity
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: 0369 - 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.

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: 0369 - 1 - 192

Advise commander on employment of the shoulder-launched multipurpose 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: 0369 - 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.
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.
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

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EVENT: 0369 - 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

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EVENT: 0369 - 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

0369 - 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

210

REFERENCES

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

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EVENT: 0369 - 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

0369 - 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 MISSLE 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

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EVENT: 0369 - 1 - 199

Perform immediate action for an M98A1 Javelin missile not ready indicator

Condition: Given an M98A1 Javelin with a steady, illuminated MISSLE 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

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EVENT: 0369 - 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: 0369 - 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

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EVENT: 0369 - 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 MISSLE 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

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EVENT: 0369 - 1 - 203

Perform immediate action on an M98A1 Javelin missile bit malfunction

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

Standard: By returning the weapon into action.

PERFORMANCE STEPS

1. Verify the red MISSLE 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.
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

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EVENT: 0369 - 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

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EVENT: 0369 - 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.

PERFORMANCE STEPS

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

REFERENCES

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

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EVENT: 0369 - 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

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EVENT: 0369 - 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

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EVENT: 0369 - 1 - 208

Perform immediate action for an M98A1 Javelin BCU LOW warning indicator

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

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EVENT: 0369 - 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.
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 Orgnizational Maintenance Manual, JAVELIN (CD ROM)

EVENT: 0369 - 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.
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

Weapon: Javelin

DODIC	Quantity
	1 each

REFERENCES

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

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EVENT: 0369 - 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 feet 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: 0369 - 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.

Standard: By achieving a hit on the target.

PREREQUISITES

0369 - 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. 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 MISSLE 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.

ADMINISTRATIVE INSTRUCTIONS

1. The Javelin gunner must score 8 out of 10 hits on qualification tables 1 through 10 using the basic skills trainer.

RELATED ITS

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REFERENCES

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

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EVENT: 0369 - 1 - 215

Perform operator maintenance for an M220E4 TOW2 weapon system

Condition: Given an SL-3 complete, M220E4 TOW2 weapon system, authorized cleaning gear, and lubricant.

Standard: In accordance with TM 9-1425-450-12.

PERFORMANCE STEPS

1. Remove the thermal sight from the storage case.
2. Inspect the thermal sight for damage.
3. Rinse the thermal sight lens by pouring clean drinking water over the surface of the lenses.
4. Lightly dab a cotton pad moistened with lens cleaning solution on the thermal sight lens surface, covering surface completely.
5. Rinse lens cleaning solution off the thermal sight lens by pouring clean drinking water over the lens surface.
6. Clean thermal sight electrical connections with a cotton swab moistened with alcohol.
7. Clean the exterior of the thermal sight with a clean wiping rag. Remove heavy dirt with a scrub brush. Remove grease with a wiping rag and alcohol.
8. Clean the thermal sight eye piece by wiping with rags to clean off loose dirt and dust.
9. Remove the optical sight from the optical sight shroud bag.
10. Inspect the optical sight for damage.
11. Blow loose dust off the surface of the optical sight lenses by using a rubber syringe. Use lens paper moistened with alcohol to remove grease and remaining dirt.
12. Clean optical sight electrical connections with a swab moistened with alcohol.
13. Clean the exterior of the optical sight with a clean wiping rag. Remove heavy dirt with a scrub brush. Remove grease with a wiping rag and alcohol.
14. Clean the optical sight eye piece by wiping with rags to clean off loose dirt and dust.
15. Inspect the traversing unit for damage.
16. Clean traversing unit electrical connections with a swab moistened with alcohol.
17. Clean the exterior of the traversing unit with a clean wiping rag. Remove heavy dirt with a scrub brush. Remove grease with a wiping rag and alcohol.
18. Inspect the tripod for damage.
19. Clean the exterior of the tripod with a clean wiping rag. Remove heavy dirt with a scrub brush. Remove grease with a wiping rag and alcohol.
20. Remove the missile guidance set cover.
21. Inspect the missile guidance set for damage.

22. Clean the exterior of the missile guidance set with a clean wiping rag. Remove heavy dirt with a scrub brush. Remove grease with a wiping rag and alcohol.

23. Clean the missile guidance set electrical connections with a swab moistened with alcohol.

24. Inspect the battery assembly for damage or corrosion.

25. Clean battery assembly with a scrub brush for dirt. Wet a wiping rag with water, and wipe the battery assembly with the rag. Dry the battery assembly with a clean, dry cloth.

26. Open the battery power conditioner lid, and inspect the battery power conditioner for damage.

27. Clean the battery power conditioner with a wet wiping rag moistened with water.

28. Clean the battery power conditioner electrical connections with a swab moistened with alcohol.

29. Inspect the launch tube for damage.

30. Clean the launch tube by wiping the launch tube with a wiping rag moistened with water. Remove grease or dirt with a wet wiping rag with alcohol.

31. Remove the bore sight collimator from the carrying case and inspect for damage.

32. Blow loose dust off the surface of the lenses by using a rubber syringe. Clean the bore sight collimator lenses with lens paper moistened with alcohol.

33. Clean the external components of the bore sight collimator with a wet wiping rag moistened with water.

REFERENCES

1. TM 9-1425-450-12 TOW Weapon System Guided Missile System

EVENT: 0369 - 1 - 216

Assemble an M220E4 TOW2 weapon system on the tripod

Condition: Given a disassembled M220E4 TOW2 weapon system, a direction of fire, and an assigned position, while wearing a fighting load.

Standard: In accordance with TM 9-1425-450-12 and within 4 minutes.

PERFORMANCE STEPS

1. Lift the 3 friction locks on the tripod up and all the way to the release position.

2. Press the detent stop lever down on one of the tripod legs.

3. Pull the tripod leg out until the leg support reaches the bottom band on the leg.

4. Repeat steps 2 through 3 for the other 2 legs of the tripod.

5. Position the tripod with the grooved coupling clamp handle and the downhill leg of the tripod facing the direction of fire.

6. Using the detent stop lever, adjust tripod legs until the bubble in each level vial is between the 2 leveling marks on the bubble.

7. Lower the friction locks on each leg all the way to the locked position.

8. Open the grooved coupling clamp by pulling the grooved coupling clamp handle out.

9. Hold the traversing unit directly over the center of the tripod, and have the Assistant Gunner pull the coil cable down through the body of the tripod.

10. Set the traversing unit on the tripod.

11. Close the grooved coupling clamp to fasten the traversing unit to the tripod.

12. Place the azimuth lock on the traversing unit to the lock position.

13. Rotate the traversing unit side to side until the traversing unit locks into place, ensuring the launch tube-locking latch is positioned over the downhill leg of the tripod.

14. Pickup the launch tube and lift up the launch tube latch.

15. Place the 2 launch tube guide pins into the launch tube brackets on the traversing unit.

16. Lower the launch tube onto the traversing unit. Then secure the launch tube latch, ensuring it is locked into place.

17. Remove the optical sight from the shroud bag, and unlock the optical sight-locking latch.

18. Hold the optical sight with the tracker hock mount facing the traversing unit optical sight mounting plate.

19. Seat the optical sight tracker hock mount onto the optical mounting plate on the traversing unit. Rotate the optical sight down onto the traversing unit.

20. Grab the optical sight-locking latch with a palms up. Grip and pull latch handle up into the locked position, ensuring the optical sight is secured onto the traversing unit before releasing.

21. Remove the thermal sight from the thermal sight case, ensuring the thermal sight lens cover is latched onto the thermal sight.

22. Ensure the thermal sight-locking latch is in the rear position. Mount the thermal sight unto the thermal sight mounting plate on optical sight by lining up the Vee Ways on the thermal sight and on the optical sight.

23. Push the thermal sight-locking latch to the forward position, securing the thermal sight to the optical sight.

24. Remove the dust cover from the post-amplifier on the thermal sight.

25. Connect the post-amplifier cable to the post-amplifier on the thermal sight by aligning the keys and rails in the post-amplifier connector.

26. Rotate the outer ring on the post-amplifier cable connector clockwise until the post-amplifier cable is secured.

27. Unlock the missile guidance set cover. Then lift the cover off of the missile guidance set.

28. Remove the dust cover from the missile guidance set battery assembly.

29. Insert the missile guidance set battery assembly into the missile guidance set. Ensure the electrical connector on the battery assembly is aligned with the electrical connector on the missile guidance set.

30. Lock the battery in the missile guidance set by rotating at least 2 of the wing-nuts clockwise until battery locks in place.

31. Place the missile guidance set under the tripod.

32. Ensure there are no bent or unserviceable pins on the coil cable connector.

33. Connect the coil cable from the traversing unit unto the J1 connector on the missile guidance set by aligning the keys and rails.

34. Rotate the outer ring on the coil cable connector clockwise until the coil cable is secured. Ensure the coil cable connector has rotated down passed the red line on the J1 connector.

35. Open the lid on the battery power conditioner.

36. Remove the battery power conditioner cable from the lid.

37. Unlock the dust covers on both ends of the battery power conditioner cable on the thermal sight and the battery power conditioner.

38. Connect the battery power conditioner cable to the connector on the battery power conditioner, by aligning the keys and rails and rotating the outer ring clockwise until the cable is secure.

39. Connect the battery power conditioner cable to the J1 connecter thermal sight by aligning the keys and rails and rotating the outer ring clockwise until the cable is secure.

40. Remove the battery power conditioner battery cover from the battery power conditioner, by sliding the battery power conditioner locks to the unlocked position.

41. Insert the battery power conditioner batteries into the battery power condition well, ensuring the electrical connectors are aligned.

42. Replace the battery power conditioner battery cover by aligning the cover into its proper place.

43. Secure the battery power conditioner cover by sliding the battery power conditioner locks into the locked position.

44. Turn the battery power conditioner on by placing the ON/OFF switch into the ON position and repeat the step by turning the ON/OFF/STBY on the thermal sight to the ON position.

REFERENCES

1. FM 23-34 TOW Heavy Antitank Weapon System
2. TM 9-1425-450-12 TOW Weapon System Guided Missile System

EVENT: 0369 - 1 - 217

Disassemble the M220E4 TOW2 weapon system from the tripod

Condition: Given an SL-3 complete, assembled M220E4 TOW2 weapon system, while wearing a fighting load.

Standard: In accordance with TM 9-1425-450-12 and within 4 minutes.

PERFORMANCE STEPS

1. Turn the battery power conditioner off by placing the ON/OFF switch on the battery power conditioner into the OFF position. Repeat the step by placing the ON/OFF/STBY switch on the thermal sight into the OFF position.

2. Remove the battery power conditioner cover by sliding the battery power conditioner locks to the unlocked position.

3. Remove the battery power conditioner batteries from the battery well.

4. Disconnect the battery power conditioner cable from the J1 connector on the thermal sight by rotating the outer ring counter-clockwise.

5. Disconnect the battery power conditioner cable by rotating the outer ring counter-clockwise.

6. Replace the dust covers on both ends of the battery power conditioner cable, the thermal sight, and the battery power conditioner.

7. Replace the battery power conditioner cable in the battery power conditioner lid. Ensure the cable is secured.

8. Replace the battery power conditioner battery cover by aligning the cover into its proper place.

9. Secure the battery power conditioner cover by sliding the locks into the locked position.

10. Secure the lid on the battery power conditioner, ensuring the latches are rotated clockwise.

11. Rotate the outer ring on the coil cable connector counter-clockwise, and remove the coil cable from the missile guidance set.

12. Rotate the wing-nuts on the battery assembly counter-clockwise, and remove the battery assembly from the battery well on the missile guidance set.

13. Replace the dust covers on the battery assembly.

14. Secure the cover to the missile guidance set, by seating it unto the guides on the and rotating the cover down unto the missile guidance set. Lock it down.

15. Rotate the outer ring on the post-amplifier connector on the thermal sight counter-clockwise.

16. Remove the post-amplifier cable from the thermal sight, and replace it into the post-amplifier cable connector on the traversing unit.

17. Replace the dust cover onto the post-amplifier connector on the thermal sight.

18. Pull the thermal sight-locking latch to the rear position. Remove the thermal sight from the thermal sight mounting plate on the optical sight.

19. Place the thermal sight into the thermal sight case. Ensure the thermal sight is positioned properly into the case.

20. Lock the thermal sight case down with the thermal sight-locking latches.

21. Grab the optical sight with the left hand on the front of the optical sight, and the right hand on the locking latch with a palms up grip.

22. Unlock the optical sight-locking latch by pulling down until the optical sight is unlocked from the traversing unit.

23. Remove the optical sight from the optical sight mounting plate on the traversing unit, by lifting the optical sight up and out away from the traversing unit.

24. Place the optical sight into the optical sight shroud bag, by ensuring the electrical connector on the optical sight is facing the padded portion of the shroud bag.

25. Place the optical sight-locking latch into the locked position, and then properly secure the shroud bag.

26. Unlock the launch tube locking latch on the traversing unit, and lift up the forward end of the launch tube.

27. Remove the launch tube from the traversing unit.

28. Unlock the grooved coupling clamp on the tripod.

29. Lift the traversing unit up and away from the tripod, and have the Assistant Gunner pull the coil cable through the body of the tripod.

30. Reseat the coil cable to the traversing unit, ensuring coil cable is coiled into its proper place.

31. Unlock the friction locks on all 3 legs on the tripod.

32. Lift up on the tripod, ensuring all 3 legs return to the stowed position.

33. Relock the friction locks on all 3 legs.

34. Lock the grooved coupling clamp on the tripod.

RELATED ITS

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REFERENCES

1. FM 23-34 TOW Heavy Antitank Weapon System
2. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4

EVENT: 0369 - 1 - 218

Construct a ground mounted M220E4 TOW2 weapon system fighting position

Condition: Given an SL-3 complete M220E4 TOW2 weapon system, a direction of fire, a designated position, and entrenching tools, while wearing a fighting load.

Standard: In accordance with FM 23-34.

PERFORMANCE STEPS

1. Assemble the launcher.

2. Clear the fields of fire, while ensuring the sector are under observation.

3. Dig the weapon position first, then add overhead protection for the crew.

4. Build a parapet to the front and flanks of the position.

5. Disconnect the MGS and place it in the position made for it. Place the launcher into the position. Reconnect the MGS and check the bore sight.

6. Improve the position by adding overhead cover for the crew and system.

7. Camouflage the position.

8. Inspect the position and its camouflage. If possible, move at least 35 meters to the front of the position and study it.

9. Make the position 24 inches deep.

10. Make the parapet at least 18 inches thick to keep out small-arms fire and artillery fragments. It should provide 9 inches of muzzle clearance under the launch tube.

11. Do not place dirt or equipment in the back-blast area.

12. Scoop out a place for the MGS either under or to the front of the tripod.

13. Dig a storage/protective area for the crew and missiles to one flank at a 90-degree angle to the primary direction of fire. Use the strongest material available for the roof. Put canvas or plastic down before throwing dirt on the roof to keep the ceiling from leaking. Place at least 20 inches of dirt on top of the storage/protective area.

14. Ensure the ground behind the TOW is free of leaves and dirt out to 25 meters, so the back-blast does not leave a signature.

15. Ensure all the standard principles of camouflage are followed. For example, cover all fresh dirt with leaves and brush, replace withered foliage, always approach position from rear, etc.

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions

2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: 0369 - 1 - 221

Load a ground mounted M220E2 TOW2 weapon system

Condition: Given an M220E4 TOW2 weapon system and an encased missile, while wearing a fighting load.

Standard: By preparing the weapon for firing.

PERFORMANCE STEPS

1. Lock the traversing unit down into the negative eight (-8) degree locked position.

2. Raise the bridge-clamp on the traversing unit by raising the bridge-clamp-locking lever, ensuring the bridge-clamp remains at a 90-degree angle.

3. Remove and retain the electrical connector dust cover from the encased missile.

4. Remove and retain the forward handling ring and quick release clamp from the encased missile.

5. Turn the encased missile so the electrical connector is facing up.

6. Slide the index lugs on the encased missile into the index slots located on the launch tube.

7. Slide the encased missile forward and down into the launch tube until the index lugs are firmly in place.

8. Lower the aft end of the encased missile, ensuring it is placed so the electrical connector will join with the bridge-clamp.

9. Push down on bridge-clamp and pull bridge-clamp locking lever backwards and down to lock the encased missile in the launch tube.

WEAPON AND AMMUNITION

Weapon: M220E4 TOW2

DODIC		Quantity
PB93	GUIDED MISSILE TOW II	1 each

Ammunition is not expended.

REFERENCES

1. TM 9-1425-450-12 TOW Weapon System Guided Missile System

EVENT: 0369 - 1 - 223

Conduct an M220E4 TOW2 weapon system checkout procedure

Condition: Given an SL-3 complete, assembled M220E4 TOW2 weapon system, while wearing a fighting load.

Standard: In accordance with TM 9-1425-450-12.

PERFORMANCE STEPS

1. Inspect the weapon system to ensure it is completely assembled.

2. Place the field of view selector switch on the thermal sight in the Narrow Field Of View (NFOV).

3. Fully rotate the range focus knob on the thermal sight counter-clockwise.

4. Fully rotate the brightness knob on the thermal sight clockwise.

5. Fully rotate the contrast knob on the thermal sight counter-clockwise.

6. Set the diopter focus ring on the thermal sight to + or - 0.

7. Set the course azimuth knob on the thermal sight to either 1 or 2.

8. Set the diopter focus ring on the optical sight to +3.

9. Set the reticule light switch on the optical sight to the ON position.

10. Raise the bridge-clamp locking lever and open the bridge-clamp.

11. Inspect the electrical connector on the bridge-clamp for dirt and corrosion.

12. Lower the bridge-clamp and the locking lever.

13. Raise the bridge-clamp locking lever. Listen for the scissor-like sound.

14. Lower the bridge-clamp locking lever. Listen for the scissor-like sound.

15. Raise the arming lever on the bridge-clamp. Ensure the electrical connector on the bridge-clamp extends down approximately 1 inch.

16. Lower the arming lever on the bridge-clamp.

17. Check the launch tube latch on the traversing unit; ensuring the tube is securely attached to the trunnion.

18. Inspect the breech between the trunnion and the inside of the launch tube to ensure it is clear of dirt, missile wires, and foreign matter.

19. Lift the trigger cover on the traversing unit.

20. Press the trigger. Listen for a click.

21. Release the trigger. Listening for a click. Ensure the trigger springs back properly.

22. Close the trigger cover.

23. Set the thermal sight ON/OFF/STBY switch to the ON position.

24. Ensure the closed cycle cooler is on and running.

25. Lift the TEST/OPERATE switch cover on the missile guidance set.

26. Press and hold the TEST/OPERATE switch to the TEST position.

27. Check the display window of the missile guidance set to ensure all the PASS/FAIL indicators light up for 3 seconds.

28. Check the display window of the missile guidance set to ensure the BATT PASS indicator illuminates and the BATT FAIL indicator does not.

29. Check the display window of the missile guidance set to ensure the MSG PASS indicator illuminates and the MSG FAIL indicator does not.

30. Check the display window of the missile guidance set to ensure the PA PASS indicator illuminates and the PA FAIL indicator does not.

31. Check the display window of the missile guidance set to ensure the OSS PASS indicator illuminates and the OSS FAIL indicator does not.

32. Check to ensure 2 solid red dots appear in the azimuth/elevation cross on the missile guidance set.

33. Open the bore sight adjustment knob covers on the optical sight.

34. Rotate the azimuth and elevation bore sight adjustment knobs until the green center dot in the azimuth/elevation cross is illuminated and glowing steadily.

35. Close the bore sight adjustment knob.

36. Unlock the azimuth lock, the elevation lock, and brake on the traversing unit.

37. Traverse and elevate the traversing unit, using the control knobs. Ensure the dots in the azimuth/elevation cross on the missile guidance set follow the movement of the traversing unit.

38. Ensure the dots in the azimuth/elevation cross return to the center of the azimuth/elevation cross in the missile guidance set.

39. Lock the traversing unit by using the azimuth lock and elevation lock and brake.

40. Remove the bore sight collimator from the bore sight collimator carrying case.

41. Inspect the mating surfaces of the thermal sight and bore sight collimator to ensure proper mating.

42. Attach the bore sight collimator to the thermal sight by aligning the mating surfaces. Push in and turn securing latches to lock into position.

43. Attach bore sight collimator power cable to the bore sight collimator connector 3J1.

44. Connect the other end of the bore sight power cable to the thermal sight connector J4.

45. Look into the optical sight eye piece.

46. Check to ensure the optical sight cross hairs and bore sight collimator reticule pattern appear.

47. Adjust the bore sight collimator elevation and azimuth adjustment knobs to align bore sight collimator reticule pattern with the optical sight cross hairs.

48. Ensure the bore sight collimator reticule pattern is center on the optical sight cross hairs.

49. Look into the thermal sight eye piece.

50. Adjust brightness, contrast, and range focus for best focus of the bore sight collimator reticule.

51. Ensure the bore sight collimator reticule pattern is clear.

52. Unlock the azimuth and elevation locking levers on the thermal sight.

53. Adjust the azimuth and elevation bore sight knobs on the thermal sight until the reticules are aligned.

54. Ensure the thermal sight reticule cross hairs are centered on the bore sight collimator reticule pattern.

55. Lock the azimuth and elevation locking levers on the thermal sight.

56. Ensure the bore sight reticule is aligned.

57. Set the field of view selector switch to WFOV on the thermal sight.

58. Ensure the center dot of the bore sight collimator reticule pattern is less than 1 diameter from the center of the thermal sight reticule cross hairs.

59. Look into the optical sight eye piece and re-check the alignment of the bore sight collimator reticule.

60. Remove the bore sight collimator power cable from the thermal sight J4 connection.

61. Remove the bore sight collimator power cable from the 3J1 connection.

62. Place the dust covers on the bore sight collimator power cable back into a LOCK position.

63. Place the bore sight collimator power cable into the bore sight collimator carrying case.

64. Replace the bore sight collimator to the carrying case.

65. Close the lid on the bore sight collimator carrying case, and secure it.

66. Look into the thermal sight eye piece to ensure the battery light is off.

REFERENCES

1. TM 9-1425-450-12 TOW Weapon System Guided Missile System

EVENT: 0369 - 1 - 225

Perform M220E4 TOW2 weapon system qualification

Condition: Given an M220E4 TOW2 weapon system, simulated encased missile, fire commands, and a precision gunnery target system, while wearing a fighting load.

Standard: By achieving a hit on 6 of 10 simulated vehicle presented and achieving 625 points.

PREREQUISITES

0369 - 1 - 221

PERFORMANCE STEPS

1. Receive the fire command.
2. Visually select a target without using the day sight tracker or night sight.
3. Place the elevation lock in the UNLOCKED position.
4. Place the azimuth lock in the UNLOCKED position.
5. Look through the day sight tracker or night sight and use the control knobs to point the day sight tracker or night sight in the general direction of the selected target.
6. Adjust the focus control on the day sight tracker until the cross hairs are in focus. Set the reticule light switch to ON, if necessary, to see the cross hairs.
7. Adjust the control knobs until the cross hairs are positioned on the target.
8. Look through the night sight and turn the diopter adjustment ring to focus the reticule.
9. Ensure the battery monitor light and the NOT READY light are off.
10. Set the night sight Field of View selector to WFOV.
11. Select the target and adjust the range focus, contrast, and brightness controls, as necessary.
12. Place the cross hairs on the target.
13. On the night sight, set the field of view selector to NFOV.
14. Adjust the range focus, contrast, and brightness controls, as necessary.
15. Select the day sight tracker or night sight, whichever provides the better target image.
16. Line up the cross hairs on the center of the visible mass of the target.
17. Fire at the target if there are no obstructions or covered area along the expected path of the target and the target is moving 35 kph or less. Do not fire if an obstruction or covered area appears in your field of view, don’t fire at the target.
18. Raise the arming lever.

19. Raise the trigger cover to expose the trigger.

20. Push the trigger in to fire the missile.

21. Adjust the control knobs to track the target, keeping the cross hairs on the center of the target.

22. Stop tracking when the missile hits the target or explodes.

RELATED ITS

221

REFERENCES

1. TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4
2. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: 0369 - 1 - 226

Unload an M220E4 TOW2 weapon system

Condition: Given an SL-3 complete TOW2 weapon system with a loaded round.

Standard: In accordance with TM 9-1425-450-12.

PREREQUISITES

0369 - 1 - 221

PERFORMANCE STEPS

1. Lock the traversing unit down into the negative eight (-8) degree locked position.
2. Raise bridge clamp, and unlock the missile.
3. Slide the encased missile backward and out of the launch tube.

EXTERNAL SUPPORT

1. Maneuver/Training area
2. Live fire range (if ammunition is used)

RELATED ITS

221

REFERENCES

1. FM 23-34 TOW Heavy Antitank Weapon System
2. TM 9-1425-450-12 TOW Weapon System Guided Missile System

EVENT: 0369 - 1 - 229

Inspect an M220E4 TOW2 weapon system encased missile

Condition: Given an M220E4 TOW2 weapon system encased missile, while wearing a fighting load.

Standard: In accordance with TM 9-1425-450-12.

PREREQUISITES

0369 - 1 - 221

PERFORMANCE STEPS

1. Inspect the wooden missile crate for severe damage. Ensure the forward end is pointed down range.

2. Inspect the humidity indicator by looking through the window on the wooden missile crate to ensure the humidity indicator card on the missile is blue.

3. Remove the encased missile from the wooden missile crate.

4. Ensure the serial number from the encased missile matches the serial number on the wooden missile crate.

5. Inspect the humidity indicator card on the encased missile again to ensure the first reading was accurate.

6. Inspect the rear diaphragm on the encased missile for rips and tears.

7. Inspect the rear half of the encased missile for cracks, dents, or bulges.

8. Remove the electrical connector dust cover on the encased missile.

9. Inspect the electrical connector on the encased missile for ease of movement, bent pins, and debris.

10. Inspect the rubber detent boot on the encased missile for dry rot and ease of movement.

11. Inspect the guide rails on the encased missile for damage.

12. Inspect the forward half of the encased missile for cracks, dents, or bulges.

13. Inspect the index lugs on the encased missile for stability, ensuring they are not bent and are aligned with the guide rails.

14. Remove the quick release clamp and forward handling ring from the encased missile.

15. Inspect the forward diaphragm on the encased missile for rips and tears.

16. Ensuring there are 4 small pinholes on the forward diaphragm.

17. Replace the forward handling ring and quick release clamp on the encased missile.

18. Replace the protective cover on the encased missile.

WEAPON AND AMMUNITION

Weapon: M220E4 TOW2

DODIC		Quantity
PB97	GUIDED MISSILE TOW	1 each

Ammunition is not expended.

RELATED ITS

221

REFERENCES

1. TM 9-1425-450-12 TOW Weapon System Guided Missile System

EVENT: 0369 - 1 - 230

Inspect an M220E4 TOW2 weapon system

Condition: Given an SL-3 complete M220E4 TOW2 weapon system.

Standard: In accordance with the TM 9-1425-450-12.

PERFORMANCE STEPS

1. Remove the thermal sight from the storage case.
2. Inspect the thermal sight for damage.
3. Inspect the thermal sight exterior for cleanliness.
4. Inspect the thermal sight lens for cleanliness.
5. Remove the optical sight from the shroud bag.
6. Inspect the optical sight for damage.
7. Inspect the optical sight exterior for cleanliness.
8. Inspect the optical sight lens.
9. Inspect electrical connections for cleanliness.
10. Inspect the traversing unit for damage.
11. Inspect the traversing unit for cleanliness.
12. Inspect the tripod for damage.
13. Inspect the tripod for cleanliness.
14. Remove the missile guidance set cover.
15. Inspect the missile guidance set for damage.
16. Inspect the missile guidance set for cleanliness.
17. Inspect the battery assembly for damage.
18. Inspect the battery assembly for cleanliness.
19. Inspect the electrical connector for cleanliness.
20. Open the battery power conditioner lid.
21. Inspect the battery power conditioner for damage.
22. Inspect the battery power conditioner for cleanliness.
23. Inspect the launch tube for damage.
24. Inspect the launch tube for cleanliness.
25. Remove the bore sight collimator from the carrying case.
26. Inspect the bore sight collimator for damage.
27. Inspect the bore sight collimator for cleanliness.

REFERENCES

1. TM 9-1425-450-12 TOW Weapon System Guided Missile System

EVENT: 0369 - 1 - 231

Perform M22E4 TOW2 weapon system advanced gunnery qualification

Condition: Given an M220E4 TOW2 weapon system, simulated encased missile, fire commands, and a precision gunnery target

system, while wearing a fighting load.

Standard: By achieving a hit on 6 of 10 simulated vehicle presented and achieving 625 points.

PREREQUISITES

0369 - 1 - 221

PERFORMANCE STEPS

1. Respond to the fire command.
2. Prioritize targets.
3. Identify a target.
4. Determine the engageability of a target.
5. Choose a method of fire control.
6. Engage target.

RELATED ITS

221

REFERENCES

1. FM 23-34 TOW Heavy Antitank Weapon System

EVENT: 0369 - 1 - 256

Throw an M67 fragmentation grenade

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

Standard: In accordance with FM 23-30.

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Grenade pit with stationary target

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC		Quantity
G881	GRENADE, HAND, FRAG, M67	1 each

REFERENCES

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

EVENT: 0369 - 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

Weapon: Munitions/Demolitions

DODIC		Quantity
G878	FUZE, DELAY, F/G811 PRAC GREN	12 each

RELATED ITS

256

REFERENCES

1. FM 23-30 Grenades and Pyrotechnic Signals

EVENT: 0369 - 1 - 258

Execute a grenade assault course of fire

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC		Quantity
G878	FUZE, DELAY, F/G811 PRAC GREN	7 each

RELATED ITS

256

REFERENCES

1. FM 23-30 Grenades and Pyrotechnic Signals

EVENT: 0369 - 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.

17. Replace the flare into the mounting bracket so the lower tip of the firing lever is centered between the tabs on the top of the mounting bracket and 1/16 of an inch above the trigger body.

18. Clamp the flare into position by tightening only the upper wing-nut hand tight.

19. Check to ensure the firing lever is clear to spring outward when the trigger is tripped.

20. Hold the firing lever firmly against the flare.

21. Remove the safety clip from the holes in the cover loading assembly, and retain the safety clip on the person.

22. Carefully release pressure on the firing lever until it rests against the trigger.

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC		Quantity
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 miscellanious pyrotechnic items

EVENT: 0369 - 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.

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC		Quantity
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 miscellanious pyrotechnic items

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EVENT: 0369 - 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.

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)

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

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

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

RELATED ITS

263

REFERENCES

1. FM 23-23 Antipersonnel Mine M18A1 Claymore

EVENT: 0369 - 1 - 263

Recover an M18A1 Claymore mine

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

Standard: In accordance with FM 23-23.

PERFORMANCE STEPS

1. Position the M57 firing device bail to the SAFE position.

2. Disconnect the firing wire from the firing device.

3. Replace the combination shorting plug dust cover on the firing wire connector and the dust cover on the M57 firing device.

4. Unscrew and remove the shipping plug priming-adapter containing the blasting cap from the mine.

5. Remove the blasting cap and firing wire from the shipping plug priming-adapter.

6. Reverse the shipping plug priming-adapter, and screw the plug end of the adapter into the detonator well.

7. Remove the firing wire from its secure position.

8. Re-roll the blasting cap and firing wire, and place it in its cardboard container.

9. Remove the mine from its emplacement.

10. Repack the mine and its accessories into their respective pockets in the bandoleer.

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

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

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

RELATED ITS

262

REFERENCES

1. FM 23-23 Antipersonnel Mine M18A1 Claymore

EVENT: 0369 - 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 binging 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.

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

Weapon: Munitions/Demolitions

DODIC		Quantity
M030	CHG, DEMO, 1/4 LB BLOCK TNT	1 each
M130	CAP, BLASTING, ELEC	1 each

REFERENCES

1. FM 5-250 Explosives and Demolitions

EVENT: 0369 - 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.

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

Weapon: Munitions/Demolitions

DODIC		Quantity
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: 0369 - 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.
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: 0369 - 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

Weapon: Munitions/Demolitions

DODIC		Quantity
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: 0369 - 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

Weapon: Munitions/Demolitions

DODIC		Quantity
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: 0369 - 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.

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

Weapon: Munitions/Demolitions

DODIC		Quantity
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: 0369 - 1 - 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

Weapon: Munitions/Demolitions

DODIC		Quantity
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: 0369 - 1 - 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.

Standard: In accordance with FM 5-250.

PERFORMANCE STEPS

1. Separate the packaging material from the C4 explosive.
2. Inspect the U-shaped pickets for dents or damage.

3. Place the C4 explosives into the concave portion of the 2 U-shaped pickets.

4. Mold the C4 explosive, using a non-sparking tool, into the concave portions run the entire length of U-shaped pickets.

5. Place a line of detonating cord on top of the C4 explosive of one of the pickets and make a single overhand knot every 6 to 8 inches. Ensure the detonating cord runs several feet past the U-shaped picket length so it can be tied into a firing system.

6. Place the other U-shaped picket onto the picket with the detonating cord previously set in. Ensure the C4 explosive from each picket is touching and detonating cord is in the middle.

7. Secure the 2 engineer stakes together with tape or wire.

8. Place the improvised bangalore under the obstacle.

9. Construct a non-electric initiation set.

10. Prime the detonating cord with the non-electric initiation set.

11. Fire the improvised bangalore torpedo.

EXTERNAL SUPPORT

1. Demolitions Range

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC		Quantity
M023	CHG, DEMO, 1 1/4 LB BLOCK C-41	1 each
M131	CAP, BLASTING, NON-ELEC	1 each
M456	DETONATING CORD	20 each
M670	FUZE, BLASTING, TIME	12 each
M766	IGNITOR, TIME, BLASTING, M60	2 each

RELATED ITS

265 280

REFERENCES

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

EVENT: 0369 - 1 - 272

Emplace a grapeshot charge

Condition: Given an individual demolition kit, ammunition can, projectiles, buffer material, C4 explosives, CD450-4J blasting machine, firing wire, M51 blasting cap test set, 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

Weapon: Munitions/Demolitions

DODIC		Quantity
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

EVENT: 0369 - 1 - 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

Weapon: Munitions/Demolitions

DODIC		Quantity
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: 0369 - 1 - 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

Weapon: Munitions/Demolitions

DODIC		Quantity
M032	CHG, DEMO, 1-LB BLOCK TNT	1 each

RELATED ITS

266 282

REFERENCES

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

EVENT: 0369 - 1 - 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

Weapon: Munitions/Demolitions

DODIC		Quantity
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: 0369 - 1 - 276

Plan the demolition of a target

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: 0369 - 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

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC		Quantity
M456	DETONATING CORD	30 each

RELATED ITS

266

REFERENCES

1. FM 5-250 Explosives and Demolitions

EVENT: 0369 - 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

Weapon: Munitions/Demolitions

DODIC		Quantity
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: 0369 - 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

Weapon: Munitions/Demolitions

DODIC		Quantity
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: 0369 - 1 - 280

Emplace an M1A2 bangalore torpedo

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

Weapon: Munitions/Demolitions

DODIC		Quantity
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

EVENT: 0369 - 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.
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: 0369 - 1 - 284

Direct the employment of demolitions

Condition: Given a unit, all necessary demolitions or field expedient demolitions, and an order with a mission to employ demolitions.

Standard: To successfully employ demolitions to accomplish the intent of the higher headquarters' order.

PERFORMANCE STEPS

1. Determine demolition requirements.
2. Submit request for additional support and/or material.
3. Supervise preparation of charges and construction of field expedient demolitions.
4. Provide security for personnel emplacing demolitions.
5. Supervise emplacement of demolitions.

REFERENCES

1. FM 20-32 Mine/Countermine Operations
2. FM 23-23 Antipersonnel Mine M18A1 Claymore
3. FM 5-250 Explosives and Demolitions
4. MCRP 3-17A Engineer Field Data
5. FMFM 13-7 MAGTF Breaching Operations
6. NWP 3-15 Mine Warfare
7. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: 0369 - 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: 0369 - 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: 0369 - 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: 0369 - 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: 0369 - 1 - 300

Perform operator maintenance on a AN/PVS-4 individual weapons night sight or AN/TVS-5 crew served weapon night sight

Condition: Given an SL-3 complete AN/PVS-4 individual weapons night sight or AN/TVS-5 crew served weapon night sight, cleaning gear, and lubricant.

Standard: In accordance with TM 115855-213-10 or TM 11-5855-214-10.

PERFORMANCE STEPS

1. Clean the sight with a dry, lint free cloth.
2. Inspect the sight for dirt and moisture on external surfaces.
3. Clean the carrying bag and dry with a lint free cloth.
4. Inspect carrying bag for dirt, moisture, and mildew.
5. Clean the battery cap, and dry with a lint free cloth.
6. Inspect battery for corrosion, damaged contacts, spring tension, and cap damage.
7. Clean the daylight cover, and wipe dry with lint free cloth.
8. Inspect the daylight cover for dirt or cracks in the cover or broken lenses. Rotate the holder to be sure all apertures can be used.
9. Clean the switches and controls and dry with a lint free cloth.
10. Inspect the switches and controls for smooth mechanical action.

11. Inspect the tube brightness switch by turning it on. The image intensifier should glow green. Color intensity should change as switch is rotated.

12. Inspect reticle brightness switch by turning it on. Rotate control to check for change in reticle intensity.

13. With reticle brightness switch on, inspect diopter focus ring for smooth movement. Adjust for sharp image of reticle, ensuring the correct pattern for weapon system.

14. Inspect objective focus ring for smooth movement.

15. Inspect reticle elevation and azimuth adjustment knobs by rotating and ensuring the reticle pattern moves up and down the left to right.

16. Clean lenses with lint free, brush and lint free dry cloth.

17. Inspect lenses for scratches and chips.

18. Inspect viewed image for edge glow, fixed pattern noise, and resolution.

REFERENCES

1. TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4

2. TM 11-5855-214-10 Operator's Manual, Night Vision Sight, Crew Served Weapon AN/TVS-5

EVENT: 0369 - 1 - 301

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

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

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

PERFORMANCE STEPS

1. Open the carrying case and inventory items.

2. Check the maintenance record, and verify completion of the 180-day service.

3. Inspect all lenses for dirt or fingerprint residue. If necessary, clean and dry lenses with water and lens tissue.

4. Inspect lenses for cracks or damage. Scratches and gouges are acceptable if operation is not affected.

5. Ensure the battery cap and battery cap retainer are present.

6. Remove the battery cap and inspect for moisture, cracks, and corroded or defective spring contacts. Inspect for the presence of preformed packing inside the cap.

7. Rotate diopter adjustment rings to make sure the eye pieces move freely through the range of motion and are not loose.

8. Inspect eye pieces for dirt, dust, and cracked or torn cups. Inspect for bent, broken, or improperly fitting eyecup. If necessary, clean with water.

9. Slide each eye piece back and forth to check for binding or looseness.

10. Rotate objective lens focus ring to ensure free range of movement.

11. Inspect the infinity focus-locking ring for tightness.

12. Inspect for cracked, torn, or missing lens cap. Inspect cord for cuts, damage, or frayed ends. Re-tie ends if necessary.

13. Remove any batteries and turn the switch from reset/OFF to ON to IR/pull. Each position should have a definite stopping point. Inspect for broken or missing knob.

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: 0369 - 1 - 302

Operate AN/PVS-7 night vision goggles

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

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

PERFORMANCE STEPS

1. Install battery(ies).

2. Don the head mount or helmet mount.

3. Install the goggles into the mount socket.

4. Depress the side buttons and move the goggles fore or aft to set the appropriate eye relief.

5. Adjust straps.

6. Turn the power switch to the on position.

7. Adjust the tilt adjustment lock knob, if helmet mounted.

8. Adjust the eye pieces by sliding them together or apart so each eye can observe the entire field of view.

9. While obstructing view through the right eye piece, rotate the left diopter adjustment ring to obtain the clearest view.

10. Adjust the eye relief distance by pressing the socket release button and sliding the goggles fore or aft to obtain a full field of view.

11. Readjust the diopter adjustment rings for the best image.

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: 0369 - 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

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: 0369 - 1 - 311

Write a warning order

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

Standard: In accordance with FMFM 6-5.

PERFORMANCE STEPS

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

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 315

Write a five paragraph order

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

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

PERFORMANCE STEPS

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

11. Analyze higher command and signal plan.

12. Determine the unit command and signal plan.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 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: 0369 - 1 - 319

Prepare a patrol warning order

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

Standard: In accordance with MCWP 3-11.3.

PERFORMANCE STEPS

1. Prepare brief statements on the enemy and friendly situations and capabilities.

2. Clearly state the mission of the patrol.

3. List all members of the patrol.

4. Establish the chain of command.

5. Assign positions and duties in elements and teams to all patrol members, as required.

6. Cover all necessary individual requirements in the assignment of positions and duties.

7. Follow established principles in organizing the patrol into elements and teams.

8. Assign a weapon for each patrol member, to include the provision for a suppressed weapon capability.

9. List all special equipment required to accomplish the mission.

10. Designate the proper element to carry the special equipment.

11. Select a common uniform and equipment, based on weather, terrain, and mission.

12. Publish a time schedule which includes the date and time of the issuance of the patrol order; the rehearsal; the inspection schedule; and the issuance of supplies, equipment, and weapons.

13. Ensure all designated patrol members initial the patrol warning order.

14. Issue specific instructions to key individuals, to include duties and responsibilities.

15. Issue warning order within 30 minutes of receiving a warning order from supported unit.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. MCWP 3-11.3 Scouting and Patrolling

EVENT: 0369 - 1 - 320

Issue a patrol order

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

Standard: In accordance with MCWP 3-11.3.

PERFORMANCE STEPS

1. Ensure all patrol members are present prior to issuing the order.

2. Conduct an orientation briefing for all members prior to issuing the patrol order.

3. Use a terrain model, map sketch, or other training aids when briefing the plan.

4. Use as a map supplement, if feasible, an aerial photographic which has the scale determined and has a grid superimposed.

5. Provide a weather forecast for the patrol period.

6. Describe the terrain over which the patrol is to operate.

7. Identify the size, type, capabilities, suspected locations, and recent activities of enemy units known or suspected to be in the area of operations.

8. Provide planned routes of other patrols operating in the immediate area.

9. Brief the fire support plan, which includes all available fire support and the location of prearranged targets.

10. Identify any attachments to the patrol.

11. Specify the patrol mission.

12. Provide a complete concept of the patrol's operation.

13. Specify the task of each element and all key individuals.

14. Include all coordinating instructions to include: time of departure and return, primary and alternate routes, organization for movement, procedures for crossing danger areas while en route, actions on enemy contact, actions at rallying points, actions at the objective area, actions at obstacles, emergency extractions, and rules of engagement.

15. Brief the patrol in the event of enemy prisoner of war capture, injury to personnel, and inadvertent compromise.

16. Brief plan for insertion in detail.

17. Specify times and places of rehearsals and inspections.

18. Brief those administrative and logistics items, requiring highlighting, not covered in the warning order or not previously mentioned.

19. Review all signals to be used within the patrol.

20. Brief communications as a separate annex to the patrol order.

21. Identify time and frequency of required reports to higher command element.

22. Cover patrol and unit challenge and passwords.

23. Specify the locations of the patrol leader, assistant patrol leader, and element leaders during all stages of the patrol.

24. Ensure all personnel understand the order and are cognizant of their duties and responsibilities.

RELATED ITS

318 319

REFERENCES

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

EVENT: 0369 - 1 - 325

Prepare a platoon/company fire plan sketch

Condition: Given squad/platoon fire plan sketches.

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

PERFORMANCE STEPS

1. Consolidate the squad/platoon fire plan sketches.
2. Consolidate the crew-served weapons range cards.

3. Designate squad/platoon primary and supplementary positions and sectors of fire.

4. Designate primary and alternate positions, principle directions of fire, and final protective lines for machineguns within the platoon/company sector of fire.

5. Designate primary and alternate positions, principle direction of fire, target reference points, maximum engagement lines, and engagement areas for anti-armor weapons within the platoon/company sector of fire.

6. Designate position and principle direction of fire for squad automatic weapons.

7. Designate position and principle direction of fire for grenade launchers, when assigned by the platoon/company commander.

8. Designate the wire barrier plan within the platoon/company engagement area.

9. Designate the location of Claymore mines and booby traps within the platoon/company frontage.

10. Designate the location of observation/listening posts within the platoon/company frontage.

11. Designate preplanned targets within the platoon/company engagement area.

12. Designate the location of the platoon/company command post.

13. Illustrate dead space.

14. Designate marginal information.

15. Designate magnetic north.

16. Submit a copy of the platoon fire plan sketch to higher headquarters.

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: 0369 - 1 - 332

Identify armored vehicles

Condition: Given armored vehicles.

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

PERFORMANCE STEPS

1. Determine tank or non-tank. Note: If tank, follow steps 2, 3, 4, 6, and 8. If non-tank, follow steps 5, 6, 7, and 8.

2. Determine absence or presence of a copula.

3. Determine the type turret.

4. Determine absence or presence, type, and location of bore evacuator.

5. Determine location of turret.

6. Determine type of suspension.

7. Determine country of origin indicators.

8. Determine specific key identifying features.

ADMINISTRATIVE INSTRUCTIONS

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

RELATED ITS

331

REFERENCES

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

EVENT: 0369 - 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: 0369 - 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: 0369 - 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: 0369 - 1 - 336

High crawl

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

Standard: By advancing to an objective.

PERFORMANCE STEPS

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

RELATED ITS

337

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling

EVENT: 0369 - 1 - 337

Low crawl

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

Standard: By advancing to an objective.

PERFORMANCE STEPS

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

RELATED ITS

336

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling

EVENT: 0369 - 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: 0369 - 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: 0369 - 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

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EVENT: 0369 - 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: 0369 - 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: 0369 - 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: 0369 - 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: 0369 - 1 - 345

Direct the handling of known or suspected enemy personnel

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

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

PERFORMANCE STEPS

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

ADMINISTRATIVE INSTRUCTIONS

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

REFERENCES

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

EVENT: 0369 - 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: 0369 - 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

EVENT: 0369 - 1 - 352

Move past a basement 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. Move 6 to 8 inches from the side of the building.
2. Step or jump past the window.

EXTERNAL SUPPORT

1. MOUT Facility / MOUT training area

RELATED ITS

351 350

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: 0369 - 1 - 353

Cross a wall

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

Standard: In accordance with MCWP 3-35.3.

PERFORMANCE STEPS

1. Check wall for stability by bumping into it.
2. Check along the top of the wall for booby traps by feeling along the top of the wall the entire length of your body.
3. Quickly glance over the wall to ensure the far side is free of obstructions, booby traps, or enemy personnel.
4. Keep a low silhouette; quickly move over the top of the wall.
5. Drop off the far side of the wall, maintaining a low silhouette.

EXTERNAL SUPPORT

1. Stable wall 4 to 8 feet high

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: 0369 - 1 - 354

Prepare a fighting position within a building

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

Standard: By preparing a position that allows maximum fire to be placed within the sector of fire and provides available protection from enemy fire.

PERFORMANCE STEPS

1. Make maximum use of available cover and concealment.
2. Use construction material that is readily available.
3. Use sandbags to reinforce the walls below, around, and above the position.
4. Construct a wall of sandbags, rubble, or furniture overhead and around the position, to provide protection from explosions.
5. Avoid square or rectangular holes that are easily identified by the enemy.
6. Place sandbags over holes not being used, to prevent the enemy from firing into or observing through them.
7. Place available material over windows, to keep the enemy from throwing in hand grenades.
8. Take measures to reduce dust that may create a signature.
9. Camouflage the position.

EXTERNAL SUPPORT

1. MOUT Facility / MOUT training area

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: 0369 - 1 - 355

Observe around a corner

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. MOUT Facility / MOUT training area

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: 0369 - 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: 0369 - 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: 0369 - 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: 0369 - 1 - 364

Convert a grid azimuth to a magnetic azimuth

Condition: Given a topographical map and a grid azimuth.

Standard: By determining magnetic azimuth, without error.

PERFORMANCE STEPS

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

RELATED ITS

362

REFERENCES

1. FM 21-26 Map Reading and Land Navigation

EVENT: 0369 - 1 - 365

Orient a map with a compass

Condition: Given a topographical map and a lensatic compass.

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

PREREQUISITES

0369 - 1 - 361

PERFORMANCE STEPS

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

RELATED ITS

362 363 364 367 368

REFERENCES

1. FM 21-26 Map Reading and Land Navigation

EVENT: 0369 - 1 - 366

Measure distance on a map

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

Standard: Within 100 meters.

PERFORMANCE STEPS

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

5. Determine the distance represented in the primary scale.
6. Determine the distance represented in the extension scale.
7. Add the primary scale distance to the extension scale distance.

REFERENCES

1. FM 21-26 Map Reading and Land Navigation

EVENT: 0369 - 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: 0369 - 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: 0369 - 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. It 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: 0369 - 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

0369 - 1 - 366

0369 - 1 - 367

PERFORMANCE STEPS

1. Determine pace count.
2. Orient a map.
3. Determine the distance between points.
4. Determine the grid azimuth between points.
5. Convert the grid azimuth to a magnetic azimuth.
6. Hold the lensatic compass level.
7. Rotate the lensatic compass until the desired azimuth falls under the fixed black index line.
8. Turn the bezel ring until the luminous line is aligned with the north seeking arrow.
9. Assume the center-hold position.

10. Rotate your body until the north-seeking arrow is aligned with the luminous line.

11. Proceed forward in the direction of the front cover's sighting wire.

12. Maintain alignment of the luminous line and north-seeking arrow until the desired distance has been traversed.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

362 365 366 367

REFERENCES

1. FM 21-26 Map Reading and Land Navigation

EVENT: 0369 - 1 - 371

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

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

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

PREREQUISITES

0369 - 1 - 366

0369 - 1 - 367

PERFORMANCE STEPS

1. Determine pace count.

2. Plot grid coordinates.

3. Determine the distance between points.

4. Determine the grid azimuth between points.

5. Convert the grid azimuth to a magnetic azimuth.

6. Orient a map.

7. Hold the lensatic compass level.

8. Rotate the bezel ring until the luminous line is over the fixed black index line.

9. Divide the desired azimuth by 3 to determine the number of clicks to rotate the bezel ring.

10. Rotate the bezel ring to the left the appropriate number of clicks.

11. Assume the center-hold position.

12. Rotate your body until the north-seeking arrow is aligned with the luminous line.

13. Proceed forward in the direction of the front cover's sighting wire.

14. Maintain alignment of the luminous line and north-seeking arrow until the desired distance has been traversed.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

362 365 366 367 370

REFERENCES

1. FM 21-26 Map Reading and Land Navigation

EVENT: 0369 - 1 - 372

Locate an unknown point by intersection

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

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

PREREQUISITES

0369 - 1 - 366

0369 - 1 - 367

PERFORMANCE STEPS

1. Mark and define left and right lateral limits with suitable materials.

2. Identify all likely avenues of enemy approach, possible enemy assault positions, and all dead space within the assigned sector of fire.

3. Determine ranges to all possible targets.

4. Emplace elevation stake with proper elevation to set the range to the target area. Ensure it falls on the barrel of the M203, but does not interfere with the operation of the weapon.

5. Emplace deflection stake, to give proper direction to target area.

6. Emplace recoil stake, to absorb the recoil of the weapon along the butt stock of the weapon.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

365 367 368 373

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 373

Locate an unknown position by modified resection

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

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

PREREQUISITES

0369 - 1 - 366

0369 - 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: 0369 - 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

0369 - 1 - 366

0369 - 1 - 367

PERFORMANCE STEPS

1. Orient the map.
2. Visually identify 2 known points on the map.
3. Determine the magnetic azimuth to one of the known points from your unknown position, utilizing a lensatic compass.
4. Convert the magnetic azimuth to a grid azimuth.

5. Convert the grid azimuth to a back azimuth.

6. Utilizing the back azimuth, draw a line on the map from the known point back towards your unknown position which extends beyond the estimated distance of the unknown position.

7. Repeat steps 3 through 6.

8. Determine the grid coordinates of the unknown position on the map where the lines cross.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

365 367 368 373

REFERENCES

1. FM 21-26 Map Reading and Land Navigation

EVENT: 0369 - 1 - 375

Navigate using aerial photographs

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

REFERENCES

1. FM 21-26 Map Reading and Land Navigation

EVENT: 0369 - 1 - 376

Navigate using relief sketch

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

Standard: To navigate to a given objective.

PERFORMANCE STEPS

1. Prepare a relief sketch from a military map.
2. Identify objective on relief sketch.
3. Identify landmarks and limiting features (streams, structures, distinct terrain features).
4. Identify north.
5. Identify sun rise location or sun set location.
6. Identify areas to avoid, such as potential enemy locations.
7. Navigate from starting point to objective.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FM 21-26 Map Reading and Land Navigation

EVENT: 0369 - 1 - 377

Navigate using the Global Positioning System (GPS)

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

378

REFERENCES

1. Trimpack GPS Receiver, Operation and Maintenance Guide

EVENT: 0369 - 1 - 378

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

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

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

PERFORMANCE STEPS

1. Determine six-digit grid of objective from map plot.
2. Input destination coordinates into global positioning system.
3. Determine current location coordinates from global positioning system reading.
4. Determine azimuth and distance to objective from global positioning system.
5. Move towards objective.
6. Monitor progress.
7. Zeroize the AN/PSN-11 Precision Lightweight GPS Receiver (PLGR).

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

377

REFERENCES

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

EVENT: 0369 - 1 - 379

Transmit a Position Report (PosRep)

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

Standard: By reporting location.

PREREQUISITES

0369 - 1 - 361

PERFORMANCE STEPS

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

RELATED ITS

361 372 373 374

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling

EVENT: 0369 - 1 - 380

Select a route utilizing a topographic map

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

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

PERFORMANCE STEPS

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

REFERENCES

1. FM 21-26 Map Reading and Land Navigation

EVENT: 0369 - 1 - 381

Construct a map overlay

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

Standard: Which contains each of the required items.

PERFORMANCE STEPS

1. Orient the overlay to the area of operation.
2. Place register marks on the overlay.
3. Plot topographical deviations to the map.
4. Plot mission control measures.
5. Plot fire support control measures.
6. Plot unit symbols.
7. Plot weapons and equipment symbols.
8. Annotate title and objective.
9. Annotate time and date.
10. Annotate map reference.

11. Annotate author.
12. Annotate legend.
13. Annotate security classification.
14. Annotate additional information.
15. Submit copy to higher headquarters.

REFERENCES

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

EVENT: 0369 - 1 - 382

Estimate range

Condition: Given a target.

Standard: To an accuracy of 50 meters.

PERFORMANCE STEPS

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

ADMINISTRATIVE INSTRUCTIONS

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

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

368

REFERENCES

1. FM 6-30 Observed Fire Procedures

EVENT: 0369 - 1 - 388

Call for indirect fire using the grid method

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

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

PREREQUISITES

0369 - 1 - 361

PERFORMANCE STEPS

1. Determine target description.

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

3. Determine the direction to the target from the observer’s position in mils.

4. Determine/Estimate the distance to the target from the observer’s position in meters.

5. Establish an observer to target factor.

6. Determine the method of engagement.

7. Determine the method of fire and control.

8. Initiate a Call For Fire (CFF) by transmitting observer identification and warning order to the fire direction center.

9. Transmit a target location using an eight-digit grid coordinate to the Fire Direction Center (FDC).

10. Transmit a target description, method of engagement, and method of fire and control to the Fire Direction Center (FDC).

11. Receive a message to observer from the Fire Direction Center (FDC).

12. Transmit the message to observer to the Fire Direction Center (FDC).

13. Receive “Shot, over” from the Fire Direction Center (FDC).

14. Transmit “Shot, out” to the Fire Direction Center (FDC).

15. Observe the impact of the round.

16. Spot the round for height of burst, range, and deviation from the target.

17. Using the height of burst (HOB) spotting, determine the height of burst correction in meters.

18. Using the range spotting, determine the range correction in meters, using successive or hasty bracketing.

19. Using the deviation spotting and the OT factor (The mil relation formula or WERM rule), determine the deviation correction in meters.

20. Transmit the direction to the target from the observer's position in mils grid.

21. Transmit a correction for deviation, range, and height of burst.

22. Repeat performance steps 13 through 21 until the target is within the effective casualty radius/HOB of the round.

23. Transmit a request to Fire For Effect (FFE) to the Fire Direction Center (FDC).

24. Receive, “Rounds complete, over” from the Fire Direction Center (FDC).

25. Transmit, “Rounds complete, out” to the Fire Direction Center (FDC).

26. Determine the effect on target.

27. Determine refinement corrections.

28. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

EXTERNAL SUPPORT

1. Supporting indirect fire

2. Impact area

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	4 each

RELATED ITS

361 375 389 390

REFERENCES

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

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EVENT: 0369 - 1 - 389

Call for indirect fire using the polar method

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

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

PREREQUISITES

0369 - 1 - 375

PERFORMANCE STEPS

1. Determine the grid coordinates of your location.

2. Transmit your location coded to the Fire Direction Center (FDC).

3. Determine target description.

4. Determine the direction to the target from the observer’s position in mils.

5. Determine the vertical interval between the observer and the target in meters.

6. Establish an observer to target factor.

7. Determine the method of engagement.

8. Determine the method of fire and control.

9. Initiate a Call For Fire (CFF) by transmitting observer identification and warning order to the Fire Direction Center (FDC).

10. Transmit a target location using the direction, distance, and vertical shift to the target from the observer to the Fire Direction Center (FDC).

11. Transmit a target description, method of engagement, and method of fire and control to the Fire Direction Center (FDC).

12. Receive a message to observer from the Fire Direction Center (FDC).

13. Transmit the message to observer to the Fire Direction Center (FDC).

14. Receive “Shot, over” from the Fire Direction Center (FDC).

15. Transmit “Shot, out” to the Fire Direction Center (FDC).

16. Observe the impact of the round.

17. Spot the round for height of burst, range, and deviation from the target.

18. Using the height of burst spotting, determine the height of burst correction in meters.

19. Using the range spotting, determine the range correction in meters using successive or hasty bracketing.

20. Using the deviation spotting and the OT factor, determine the deviation correction in meters.

21. Transmit a correction for deviation, range, and height of burst.

22. Repeat performance steps 14 through 21 until the target is within the effective casualty radius of the round.

23. Transmit a request to Fire For Effect (FFE) to the Fire Direction Center (FDC).

24. Receive “Rounds complete” from the Fire Direction Center (FDC).

25. Transmit “Rounds complete” to the Fire Direction Center (FDC).

26. Determine the effect on target.

27. Determine refinement corrections.

28. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

EXTERNAL SUPPORT

1. Supporting indirect fire

2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60mm, HE, W/FZ PD M935	4 each

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	4 each

RELATED ITS

362 375 388 390

REFERENCES

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

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EVENT: 0369 - 1 - 390

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

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

binoculars.

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

PREREQUISITES

0369 - 1 - 375

PERFORMANCE STEPS

1. Determine the grid coordinates of your location.

2. Transmit your location coded to the Fire Direction Center (FDC).

3. Determine target description.

4. Determine the direction to the target from the observer's position in mils.

5. Determine/Estimate the distance to the target from the observer's position in meters.

6. Determine the vertical interval between the observer and the target in meters.

7. Establish an observer to target factor.

8. Determine the method of engagement.

9. Determine the method of fire and control.

10. Initiate a Call For Fire (CFF) by transmitting observer identification and warning order to the Fire Direction Center (FDC). The warning order consists of FDC call sign, observer ID, and the target shifted from. (FDC this is FO, shift from AB-1001, over.)

11. Send the second transmission. It consists of observer to target (OT) direction, and corrections from a known target. (Direction 2850, left/right_____, add/drop_____, up/down_____, over.)

12. Send the third transmission. It consists of a target description, method of engagement, and method of fire and control to the Fire Direction Center (FDC). (Dismounted infantry and APCs in the open, HE/RP mix, fire when ready, over.)

13. Receive a message to observer from the Fire Direction Center (FDC).

14. Transmit the message to observer to the Fire Direction Center (FDC).

15. Receive "Shot, over" from the Fire Direction Center (FDC).

16. Transmit "Shot, out" to the Fire Direction Center (FDC).

17. Observe the impact of the round.

18. Spot the round for height of burst, range, and deviation from the target.

19. Using the height of burst spotting, determine the height of burst (HOB) correction in meters.

20. Using the range spotting, determine the range correction in meters using successive or hasty bracketing.

21. Using the deviation spotting and the OT factor, determine the deviation correction in meters.

22. Transmit a correction for deviation, range, and height of burst.

23. Repeat performance steps 15 through 22 until the target is within the effective casualty radius/HOB of the round.

24. Transmit a request to Fire For Effect (FFE) to the Fire Direction Center (FDC).

25. Receive “Rounds complete” from the Fire Direction Center (FDC).

26. Transmit “Rounds complete” to the Fire Direction Center (FDC).

27. Determine the effect on target.

28. Determine refinement corrections.

29. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

EXTERNAL SUPPORT

1. Supporting indirect fire

2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60mm, HE, W/FZ PD M935	4 each

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	4 each

RELATED ITS

362 375 388 390

REFERENCES

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

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EVENT: 0369 - 1 - 391

Conduct an immediate suppression mission

Condition: Given a topographic map, compass, protractor, and a target that needs to be immediately suppressed.

Standard: Correctly transmitting a Call For Fire (CFF) within 60 seconds of target identification and ensuring initial target location is within 300 meters of the actual target location.

PERFORMANCE STEPS

1. Locate the target.

2. Prepare and transmit the Call For Fire (CFF).

3. If required, transmit subsequent corrections within 15 seconds of HE round impact. (Make bold subsequent corrections to get rounds immediately on target.)

4. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	4 each

RELATED ITS

392

REFERENCES

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

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EVENT: 0369 - 1 - 392

Conduct an immediate smoke mission

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Supporting indirect fire
2. Impact area

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C870	CTG, 81mm, SMK SCREEN RP LWCMUK	8 each

RELATED ITS

391 393

REFERENCES

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

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EVENT: 0369 - 1 - 393

Conduct a quick smoke mission

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

Standard: Successfully denying enemy observation and ensuring initial target location is within 200 meters of the actual target location. The Call For Fire (CFF) must be transmitted within 90 seconds of target identification, and subsequent corrects made within 15 seconds of the previous burst.

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Supporting indirect fire
2. Impact area

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C870	CTG, 81mm, SMK SCREEN RP LWCMUK	8 each

RELATED ITS

392

REFERENCES

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

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EVENT: 0369 - 1 - 394

Conduct a Fire For Effect (FFE) mission

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

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

PERFORMANCE STEPS

1. Determine the target location.
2. Prepare and transmit the Call For Fire (CFF).

3. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

EXTERNAL SUPPORT

1. Supporting indirect fire
2. Impact area

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	8 each

REFERENCES

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

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EVENT: 0369 - 1 - 395

Conduct an illumination mission

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

Standard: Ensuring the illumination Call For Fire (CFF) is transmitted within 2 minutes and the target is adequately illuminated.

PERFORMANCE STEPS

1. Locate the target.
2. Transmit the complete illumination Call For Fire (CFF), in proper sequence.
3. Determine and transmit subsequent corrections.
4. Complete the mission.
5. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C871	CTG, 81mm, ILLUM W/FZ UK	3 each

RELATED ITS

396 397

REFERENCES

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

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EVENT: 0369 - 1 - 396

Adjust mortar illumination

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

Standard: By ensuring the illumination is within 200 meters of the adjusting point and strikes the deck just as it stops burning.

PERFORMANCE STEPS

1. Call for indirect fire, giving “illumination” as the type of projectile, and the appropriate range or lateral spread as the distribution.
2. Observe the impact of the round.
3. Spot the round for height of burst, range, and deviation from the target.
4. Determine the height of burst correction to the nearest 50 meters.
5. Determine the range correction to within 200 meters.
6. Determine the deviation correction to within 200 meters.
7. Transmit a correction for deviation, range, and height of burst.
8. Repeat performance steps 2 through 7 until the round is within 200 meters of the adjusting point and strikes the deck just as it stops burning.
9. Transmit a request to “Mark illumination” when target is illuminated.
10. Determine the refinement corrections.
11. Transmit an end of mission request.

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C871	CTG, 81mm, ILLUM W/FZ UK	8 each

RELATED ITS

395 397

REFERENCES

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

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EVENT: 0369 - 1 - 397

Conduct a coordinated illumination mission

Condition: Given a topographic map, compass, protractor, a target, and suspected enemy activity detected during the hours of darkness.

Standard: Illumination call for fire is transmitted within 60 seconds of detecting suspected enemy activity; illumination is adjusted to illuminate the suspected target; the suspected target is positively identified as enemy; HE call for fire is transmitted within 60 seconds of identifying the target as enemy; initial HE round is within 200 meters of the actual target; and, the HE FFE is within +/- 50 meters of the actual target.

PREREQUISITES

0369 - 1 - 396

PERFORMANCE STEPS

1. Transmit the complete illumination Call For Fire (CFF), in proper sequence.

2. Determine and transmit subsequent corrections to include HOB, if required.

3. Once target is illuminated, determine target location.

4. Transmit coordinated illumination Call For Fire (CFF), in proper sequence.

5. Determine and transmit subsequent corrections within 15 seconds of High Explosive (HE) round impact.

6. Request Fire For Effect (FFE).

7. Transmit refinement data (if any), Record as Target (if desired), End of Mission (required), and surveillance (required).

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	4 each
C871	CTG, 81mm, ILLUM W/FZ UK	8 each

RELATED ITS

395 396

REFERENCES

1. FM 6-30 Observed Fire Procedures

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

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EVENT: 0369 - 1 - 398

Conduct a mission on a moving target

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

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

PERFORMANCE STEPS

1. Identify a moving target.

2. Select an Intercept Point (IP) along the target's likely route of march as the target location.

3. Prepare a Call For Fire (CFF).

4. State "The target is moving" in the target description portion of the call for fire.

5. State "At my command" in the "Method of Fire" portion of the call for fire.

6. Receive a message to observer from the Fire Direction Center (FDC).

7. Based on the time of flight provided by the Fire Direct Center and the rate of speed of the target and time of flight, determine a trigger point on the ground.

8. Conduct the mission.

9. Transmit refinement data (if any), Record as Target (if desired), End of Mission (required), and surveillance (required).

EXTERNAL SUPPORT

1. Supporting indirect fire

2. Impact area with moving targets (movement may be simulated)

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	6 each

REFERENCES

1. FM 6-30 Observed Fire Procedures

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

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EVENT: 0369 - 1 - 399

Conduct 2 fire missions simultaneously

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

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

PERFORMANCE STEPS

1. Determine location of targets.

2. Prepare and transmit both Calls For Fire (CFFs), in the proper sequence.

3. Precede corrections with, "target number."

4. Complete missions using normal procedures.

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	9 each

REFERENCES

1. FM 6-30 Observed Fire Procedures

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

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EVENT: 0369 - 1 - 400

Conduct a danger close fire mission

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Supporting indirect fire
2. Impact area

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C875	CTG, 81mm, PRACTICE	8 each

RELATED ITS

401

REFERENCES

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

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EVENT: 0369 - 1 - 401

Adjust final protective fires

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

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

PERFORMANCE STEPS

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

5. Continue adjustment until round bursts within 50 meters of the desired location.

6. Transmit refinement data and "Gun ____, adjusted."

7. Instruct the Fire Direction Center (FDC) to begin firing the next piece.

8. When last piece is adjusted, transmit "Final Protective Fire (FPF) is adjusted. End of Mission."

EXTERNAL SUPPORT

1. Supporting indirect fire

2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60mm, HE, W/FZ PD M935	4 each

Quantity indicates maximum rounds per tube.

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	4 each

Quantity indicates maximum rounds per tube.

RELATED ITS

400

REFERENCES

1. FM 6-30 Observed Fire Procedures

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

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EVENT: 0369 - 1 - 403

Adjust mortar fire without a Fire Direction Center (FDC)

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

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

PERFORMANCE STEPS

1. Engage target when the FO is within 100 meters of the gun target line.

2. Apply mil relation formula. Impact to target error, in mils, multiplied by the value of 1 per 1000 meters of range.

3. Apply the Left Add, Right Subtract (LARS) rule.

4. Transmit correction to the gun.

5. Adjust fire by bracketing or creeping methods.

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60mm, HE, W/FZ PD M935	4 each

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	4 each

REFERENCES

1. FM 23-90 Mortars

EVENT: 0369 - 1 - 404

Develop a quick fire support plan

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

Standard: Per the references and within 20 minutes.

PERFORMANCE STEPS

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

REFERENCES

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

EVENT: 0369 - 1 - 408

Adjust naval gunfire

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

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

PERFORMANCE STEPS

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

ADMINISTRATIVE INSTRUCTIONS

1. This task will be trained on TSFO.

EXTERNAL SUPPORT

1. TSFO - Trainer Support Forward Observer

REFERENCES

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

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EVENT: 0369 - 1 - 409

Plan for the employment of supporting arms

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

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

PERFORMANCE STEPS

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

REFERENCES

1. FMFM 2-7 MAGTF Fires
2. FMFM 6-18 Fire Support Coordination in the Ground Combat Element
3. MCWP 3-23.1 Close Air Support
4. FM 7-90 Tactical Employment of Mortars
5. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller

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EVENT: 0369 - 1 - 411

Direct a Close Air Support (CAS) strike

Condition: Given a scenario involving a Close Air Support (CAS) strike with no Forward Air Controller (FAC), a topographic map, compass, protractor, a target, an attack aircraft with ordnance, and an information sheet containing: an aircraft call sign, mission number, type ordnance load, enemy situation, friendly situation, attack restrictions, and a radio frequency.

Standard: Per the references.

PERFORMANCE STEPS

1. Prepare for the aircraft's arrival by establishing communications.
2. Obtain the commander's approval before sending the Close Air Support (CAS) request.
3. Consider the air threat situation.
4. Confirm location of all friendly ground units.
5. Plan for and implement Suppression of Enemy Air Defenses (SEAD), as required based on the assessment of the air threat.
6. Send immediate requests to the Fire Support Coordination Center (FSCC).
7. Transmit immediate Close Air Support (CAS) requests within 2 minutes of target identification.
8. Transmit the 9 line brief to the pilot when the aircraft reaches the CP.
9. Coordinates SEAD fires, if required.
10. Transmit the Time To Target (TTT) to the pilot after the 9 line brief.
11. Ensure target is properly marked during aircraft's acquisition window.
12. Mark the target using artillery, mortars, or Naval Gunfire (NGF). The mark should be within 300 meters of the target and 30 seconds before Time To Target (TTT).
13. Give the pilot final adjustment, in meters, from the marking round (reference point, to the target).
14. Ensure the aircraft is safely engaging the correct target prior to clearing the aircraft.
15. Ensure attack aircraft is lined up on proper target before, "Cleared hot."

16. Knows the proper method to abort an attack, "Abort, abort, abort."

17. Maintain positive control of the aircraft at all times.

18. Use covered communications with attack aircraft.

19. Ensure radio transmissions are short, concise, and to the point.

20. Demonstrate the ability to assign new targets to the aircraft while in-flight.

21. If working 2 aircraft in a section, transmit a correction to the second aircraft based on the ordnance impact of the first aircraft's ordnance.

22. Transmit effects of the strike to the aircraft and Fire Support Coordination Center (FSCC), as appropriate.

RELATED ITS

412

REFERENCES

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

EVENT: 0369 - 1 - 412

Conduct a Suppression of Enemy Air Defense (SEAD) fire mission

Condition: Given the references, equipment organic to a Forward Observer (FO) Team, the need to suppress enemy air defenses in the vicinity of the target area, ingress and egress routes, and access to the Forward Air Controller (FAC).

Standard: Per the references, successfully coordinating with friendly air, and transmitting the Call For Fire (CFF) in the correct sequence.

PERFORMANCE STEPS

1. Identify Suppression of Enemy Air Defense (SEAD) targets and location to mark.

2. Transmit the Call For Fire (CFF).

3. Direct the target to be marked.

4. Ensure the marking round impacts 30 seconds before the aircraft's bombs impact on the target.

5. Ensure the marking round is within 300 meters of the target.

6. Complete the mission.

7. Record the Suppression of Enemy Air Defense (SEAD) target, as required.

RELATED ITS

411

REFERENCES

1. FMFM 6-18.1 Tactics, Techniques, and Procedures for the Marine Corps Fire Support System

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

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EVENT: 0369 - 1 - 413

Employ supporting arms

Condition: Given an operation order, a radio, call signs and frequencies, required weapons, equipment, and a priority of supporting arms.

Standard: To achieve desired effect on target that supports the scheme of maneuver.

PREREQUISITES

0369 - 1 - 409

PERFORMANCE STEPS

1. Determine available fire support assets.
2. Position observer(s) to best observe the target and support the scheme of maneuver.
3. Determine target location.
4. Determine type of fires available.
5. Determine appropriate munition for selected target.
6. Plan for integration of fires to achieve a combined arms effect.
7. Establish communications with supporting agencies.
8. Deliver request for fires.
9. Adjust fires.
10. Transmit battle damage assessment.
11. Complete mission.

ADMINISTRATIVE INSTRUCTIONS

1. Supporting arms include direct fire, indirect fire, and close air support.

EXTERNAL SUPPORT

1. Artillery unit
2. Close Air Support (CAS) aircraft / Forward Air Controller (FAC)
3. Mortar unit
4. Maneuver/Training area
5. CAST - Combined Arms Staff Trainer
6. TSFO - Trainer Support Forward Observer

RELATED ITS

409

REFERENCES

1. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
2. MCRP 3-16A Tactics, Techniques, and Procedures for the Targeting Process

3. FMFM 6-18.1 Tactics, Techniques, and Procedures for the Marine Corps Fire Support System

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

5. FMFM 2-7 MAGTF Fires

6. FM 7-90 Tactical Employment of Mortars

EVENT: 0369 - 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.

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.

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 form left to right.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. FM 21-60 Visual Signals

EVENT: 0369 - 1 - 419

Communicate using a TA-1 field telephone

Condition: Given an SL-3 complete TA-1 field telephone, and

communication wire connected to a distant site.

Standard: By transmitting a properly formatted message.

PERFORMANCE STEPS

1. Strip approximately 1 inch of insulation from the ends of the 2 wires in the line to be connected.
2. Fold back the stripped wires about ½ inch from the end.
3. Push down one of the binding posts. Insert the bare end of one wire into the binding post slot, and release the post.
4. Ensure the wire is securely clamped.
5. Repeat steps 3 and 4 with the other wire inserted into the other binding post.
6. Adjust the ringer volume in accordance with tactical situation.
7. Ring the distant site.
8. Transmit a properly formatted message.

REFERENCES

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

EVENT: 0369 - 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: 0369 - 1 - 421

Assemble a radio set

Condition: Given an SL-3 complete disassembled radio.

Standard: Which allows clear communication with a distant station.

PERFORMANCE STEPS

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

REFERENCES

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

EVENT: 0369 - 1 - 422

Maintain radio sets

Condition: Given an SL-3 complete radio.

Standard: Which allows clear communication with a distant station.

PERFORMANCE STEPS

1. Make sure antennas are clean.
2. Check antenna elements for damage.
3. If a vehicular antenna base, make sure the braided strap (ground strap) is securely installed to the vehicle and antenna base.
4. Check cables, where visible, for cuts, cracks, and breaks.
5. Make sure cable connectors are secure.
6. Make sure cable connectors are securely attached to cables.
7. Make sure each control moves smoothly while you operate your radio.
8. Make sure pull-and-turn switches cannot move to a guarded position without first being pulled out.
9. Make sure all knobs are secure on their shafts.
10. Check for loose nuts, bolts, and screws.
11. Check for corrosion, rust, and deterioration of all metal parts.
12. If the radio gives a strange, unexplained message which does not automatically clear:

    a. Set FCTN to STBY. Then return to SQ ON. This action may clear the problem.

    b. If it does not, and the situation permits, set FCTN to Z-FH and wait for GOOD. Then turn to OFF and wait 10 seconds. Turn back to Z-FH and again wait for GOOD.

    c. Run self-test. If GOOD results, reload radio and re-enter net. If problem still exists, contact unit maintenance.

REFERENCES

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

EVENT: 0369 - 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

0369 - 1 - 421

0369 - 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.

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: 0369 - 1 - 424

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

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

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

PREREQUISITES

0369 - 1 - 421

0369 - 1 - 421

PERFORMANCE STEPS

1. Assemble the field radio for operation.

2. Turn on the field radio.

3. Make sure that the ECCM fill device is loaded.

4. Connect ECCM fill device to RT connector AUD/FILL using fill cable.

5. Set RT FCTN to LD.

6. Set RT MODE to FH.

7. Set CHAN to position where data is to be loaded (NCS will direct you).

8. Set ECCM fill device select switch to position containing the desired data.

9. Set ECCM fill device function switch to ON.

10. Press LOAD. Display will cycle as shown, and a beep is heard.

11. Press STO. Display will blink and show STOL followed by the first digit of the data.

12. Change ECCM fill device select switch to position containing data desired next.

13. Press LOAD. Display will cycle as shown, and a beep is heard.

14. Press STO. Then press the number button of the channel in which the data is to be stored. Display will blink and show STO followed by the channel number in which the data was stored.

15. Set ECCM fill device function switch to OFF.

16. Disconnect ECCM fill device.

17. Set RT switches, as needed, for normal operation.

18. Conduct a radio check with distant station in frequency hopping mode to verify proper operation of the radio.

RELATED ITS

421

REFERENCES

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

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EVENT: 0369 - 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

0369 - 1 - 421

0369 - 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: 0369 - 1 - 426

Operate an HF radio set

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

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

PERFORMANCE STEPS

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

RELATED ITS

421

REFERENCES

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

EVENT: 0369 - 1 - 427

Operate a UHF radio set

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

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

PERFORMANCE STEPS

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

RELATED ITS

421

REFERENCES

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

EVENT: 0369 - 1 - 429

Operate communications security equipment for HF radio set

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

Standard: To securely transmit and receive traffic.

PERFORMANCE STEPS

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

RELATED ITS

426

REFERENCES

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

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EVENT: 0369 - 1 - 430

Operate communications security equipment for VHF radio set

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

Standard: To securely transmit and receive traffic.

PERFORMANCE STEPS

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

RELATED ITS

427

REFERENCES

1. TM 08940A-10-1 Operator's Manual AN/PRC-119

2. TM 11-5810-256-OP-2 Operating Procedures for Communication Security Equipment

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EVENT: 0369 - 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: 0369 - 1 - 432

Operate satellite communication equipment

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

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

PERFORMANCE STEPS

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

REFERENCES

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

EVENT: 0369 - 1 - 433

Construct a field expedient antenna

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

Standard: Which allows clear communication with a distant station.

PERFORMANCE STEPS

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

RELATED ITS

421

REFERENCES

1. MCRP 3-40.3C Antenna Handbook

EVENT: 0369 - 1 - 438

Evaluate a casualty

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

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

PERFORMANCE STEPS

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

REFERENCES

1. FMFRP 4-52 First Aid

EVENT: 0369 - 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: 0369 - 1 - 440

Perform rescue breathing

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

Standard: By starting the casualty's breathing.

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Open the airway.
3. Check for breathing again.
4. If the casualty still is not breathing, pinch the nostrils with the thumb and forefinger of the upper hand while maintaining pressure on the forehead to keep the head tilted.
5. Take a deep breath, and make a tight seal around the casualty's mouth or nose, if required.
6. Breathe into the casualty's mouth for 1 to 1½ seconds.
7. Allow the casualty's lungs to deflate. Give a second breath.
8. Watch for the chest to rise and fall.
9. If the casualty's chest does not rise and fall, reposition the casualty's head and repeat steps 4 through 8.
10. If the casualty's chest still does not rise and fall, check for a blocked airway.
11. Clear the blocked airway with abdominal thrusts or finger sweeps and repeat steps 4 through 8.

REFERENCES

1. FMFRP 4-52 First Aid

EVENT: 0369 - 1 - 441

Perform Cardiopulmonary Resuscitation (CPR)

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

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

PERFORMANCE STEPS

1. Evaluate the casualty.
2. Open the airway.
3. Move your hand that is closest to the casualty's legs to his chest.
4. Run your index and middle fingers up the lower edge of the casualty's rib cage.
5. Locate the notch at the bottom center of the casualty's rib cage.
6. Keep your middle finger in this notch and your index finger on the sternum/breast bone.
7. Place the heel of your hand closest to the casualty's head on the sternum next to, but not covering, your index finger.
8. Place your other hand on top of your hand that is on the casualty's chest.
9. Bend from your hips, with your arms extended and locked, and compress the casualty's chest with your upper body weight falling straight down from the shoulders.
10. Depress the sternum 1½ to 2 inches.
11. Give 15 compressions at the rate of 80 to 100 compressions per minute.
12. Give 2 rescue breaths.
13. Check the pulse and breathing after 1 minute (every 4th cycle).
14. Seek medial aid and continue CPR until a pulse returns or medical aid arrives.
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: 0369 - 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: 0369 - 1 - 443

Apply a tourniquet

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

Standard: By stopping the bleeding.

PERFORMANCE STEPS

1. Evaluate the casualty.

2. Select suitable material to be used as a tourniquet.

3. Apply the tourniquet between the wound and heart.

4. Place the tourniquet 2 to 4 inches above the injury, not over the wound or fracture.

5. Tie an overhand knot and place a short, strong object, like a stick, on top of the knot.

6. Tie another knot over the stick.

7. Twist the stick to stop the bright red bleeding, and line the stick up with the arm or leg.

8. Secure the stick so it does not unwind and no further injury results.

9. Mark the casualty with the letter T, time, and date on the casualty’s forehead.

10. Do not loosen or remove the tourniquet, unless directed by a trained medical person.

11. Keep the tourniquet visible.

12. Watch for conditions requiring basic life support actions.

13. Seek medical aid immediately.

REFERENCES

1. FMFRP 4-52 First Aid

EVENT: 0369 - 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: 0369 - 1 - 445

Perform first aid for a chest wound

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

Standard: By protecting the wound.

PERFORMANCE STEPS

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

REFERENCES

1. FMFRP 4-52 First Aid

EVENT: 0369 - 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: 0369 - 1 - 447

Perform first aid for a burn

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

Standard: By protecting the wound.

PERFORMANCE STEPS

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

REFERENCES

1. FMFRP 4-52 First Aid

EVENT: 0369 - 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: 0369 - 1 - 449

Perform first aid for heatstroke

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

Standard: By reversing the effects of the injury.

PERFORMANCE STEPS

1. Evaluate the casualty.

2. Move casualty to a cool, shady area.

3. Loosen or remove outer garments and protective clothing, if the situation permits.

4. Immerse the casualty in cool water, if possible, or massage the arms and legs with cool water.

5. Pour cool water on the casualty and fan briskly, to permit coolant effect of evaporation.

6. Give the casualty one full canteen of water to drink slowly, if the casualty is conscious.

7. Perform any lifesaving measures, as required.

8. Seek medical aid.

REFERENCES

1. FMFRP 4-52 First Aid

EVENT: 0369 - 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: 0369 - 1 - 451

Perform first aid for a snakebite

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

Standard: By reducing the effects of the venom.

PERFORMANCE STEPS

1. Get the casualty away from the snake.
2. Evaluate the casualty.
3. Remove all rings and bracelets from the affected extremity.
4. Reassure the casualty and keep calm.
5. Place and 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: 0369 - 1 - 452

Perform a one-man fireman carry

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

Standard: By removing the casualty from immediate harm.

PERFORMANCE STEPS

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

REFERENCES

1. FMFRP 4-52 First Aid

EVENT: 0369 - 1 - 453

Direct the MEDEVAC of a casualty

Condition: Given a unit in a tactical environment that has sustained casualty/casualties.

Standard: To evacuate casualty/casualties with minimal impact on unit mission.

PERFORMANCE STEPS

1. Direct the application of medical treatment.
2. Direct the movement of casualty/casualties to an established casualty collection point.
3. Identify precedence assigned to the casualty.
4. Identify casualty/casualties requiring evacuation.
5. Submit a casualty report to higher headquarters.
6. Make arrangement/request for evacuation by most appropriate and available means.
7. Direct preparation of casualty/casualties for movement.

8. Move casualty to designated evacuation point.

9. Conduct link-up and turnover casualties.

REFERENCES

1. MCRP 3-02G First Aid

EVENT: 0369 - 1 - 458

Perform operator maintenance for an M40 field protective mask with hood

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

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

PERFORMANCE STEPS

1. Inspect the canister for cracks, dents, or holes.

2. Ensure canister air intake is not clogged with dirt.

3. Inspect for damaged threads on the canister.

4. Shake the canister, and listen for signs of loose absorbent particles.

5. Remove ousters from the face piece and check eye lenses for cracks, cuts, scratches, or discoloration that affects vision.

6. Inspect eye rings for discoloration or corrosion.

7. Inspect both sets of ousters for cracks, chips, or discoloration that affect vision.

8. Inspect the rubber rings for tears, looseness, brittle spots, soft or sticky spots, or cracked rims.

9. Remove the hood from the face piece.

10. Inspect the hood for cuts, holes, tears, sticky or gummy area, and pealed or worn coating.

11. Inspect the straps, cord, and hardware for presence, fraying, or damage.

12. Inspect the zipper for tears, breaks, or inoperability.

13. Inspect for loose stitching on hook and pile fasteners, or dirt in hook and pile fasteners.

14. Inspect the inside of the face piece for dirt, mud, greasy, or oily substances.

15. Inspect face piece for holes, tears, and splits by holding in front of a light source.

16. Inspect the face piece for soft or sticky spots.

17. Inspect the silicone rubber next to the eye lenses to be sure the eye lenses will not pull away from the face piece. Check face piece housing to ensure silicone is not pulling away.

18. Put on the face piece and check the head harness for loss of elasticity.

19. Inspect harness straps for cuts, tears, missing parts, or deterioration, such as mildewing or fraying.

20. Inspect the head harness buckles for bends, cracks, chips, corrosion, or missing buckles. Pull on the head harness straps and ensure the buckles hold the straps tight.

21. Grasp the tab at the bottom of the outlet valve cover, and lift the bottom portion of the outlet valve cover.

22. Ensure the outlet valve disk is present and is not curled or distorted. Rotate the outlet valve disk to ensure it is not sticking.

23. Ensure the outlet valve disk is present and is not curled or distorted. Rotate the outlet valve disk to ensure it is not sticking.

24. Inspect the outlet valve disk for nicks or rips. Wipe off any moisture with clean cheesecloth.

25. Inspect outlet valve seat for dirt.

26. Inspect outlet valve cover for cuts, tears, moisture, or holes. Wipe off any moisture with a soft, dry cloth.

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 the tighten the retaining rings by hand to check for looseness.

43. Inspect front voicemitter and side voicemitter for dents, cracks, or punctures. Ensure the 4 beads in the center of each voicemitter are facing outward.

44. Empty the carrier and check for dirt, sharp edges, torn straps, or missing hardware.

45. Inspect carrier for mildew, solvents, abrasive materials, or broken stitches.

46. Inspect carrier hook and pile fasteners for dirt. Ensure they are secure on the flap. If dirty, clean with a stiff bristle brush.

47. Inspect the waterproof bag for cracks, tears, holes, and brittleness.

48. Ensure the waterproof bag rubber bands are not sticky, broken, or brittle.

49. Inspect optical inserts for broken lens, frame, or disconnection from face piece.

REFERENCES

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

EVENT: 0369 - 1 - 459

Don an M40 field protective mask with hood

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

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

PERFORMANCE STEPS

1. Recognize a biological or chemical alarm.

2. Stop breathing and close eyes.

3. Take off helmet.

4. Take off glasses.

5. Open carrier with left hand and hold it open.

6. With right hand, grasp face piece and remove from carrier.

7. Put chin in the chin pocket.

8. Cover the openings at the bottom of the outlet valve with the palm of one hand.

9. Breathe out hard so the air escapes around the edges of the face piece.

10. With the palm of the hand, cover the inlet port of the canister and breathe in. The face piece should collapse against the face and remain so while the breath is held.

11. Using the tab, pull head harness over the head.

12. Hold the face piece with one hand and tighten the cheek straps.

13. Clear the face piece again, and check for leaks.

14. Resume breathing.

15. Grasp the back edge of the hood skirt and carefully pull the hood over the head, ensuring the hood covers the head, neck and shoulders.

16. Pull slider downward, and zip front closed.

17. Tighten cord.

18. Adjust the length of the underarm straps, and attach hook and pile fasteners.

19. Put on helmet.

20. Close carrier.

21. Shout “Gas, gas, gas” as loudly as possible.

22. Extend both arms horizontally, sideways, with double fists facing up.

23. Move fists rapidly to head and back to the horizontal position.

REFERENCES

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

EVENT: 0369 - 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

0369 - 1 - 459

PERFORMANCE STEPS

1. Push in on the top of the outlet valve with your finger.

2. Grasp the internal drink tube between your teeth, taking care not to break the face piece seal.

3. Steady the face piece.

4. Pull the quick disconnect coupling out of the outlet valve cover.

5. Remove the canteen from the canteen carrier.

6. Check the quick disconnect coupling and canteen cap for contamination, using M8 detector paper.

7. If the canteen is contaminated, decontaminate the exterior using the M258A1 decontamination kit.

8. Recheck the canteen with M8 detector paper.

9. Flip open the cover on the M1 canteen cap.

10. Push the quick disconnect coupling into the M1 canteen cap so the pin enters the quick disconnect coupling.

11. Blow to create positive pressure. You should feel some resistance. If resistance is not felt, your drinking system is leaking. Do not try to drink.

12. Take several swallows of water from the canteen, if it doesn't leak, by raising and inverting the canteen.

13. Equalize pressure in the canteen after several swallows by lowering the canteen and blowing into the internal drink tube to prevent the canteen from collapsing.

14. Blow into the internal drink tube.

15. Turn the canteen upright.

16. Blow into the internal drink tube.

17. Pull the quick disconnect coupling out of the canteen.

18. Detach the canteen by grasping the quick disconnect coupling firmly and pulling the canteen down and away to disconnect the coupling.

19. Check your face piece for leaks.

20. Remove the internal drink tube from your mouth.

21. Push the quick disconnect coupling back into the pocket on the face piece.

22. Flip down the cover on the M1 canteen cap before stowing.

RELATED ITS

459

REFERENCES

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

EVENT: 0369 - 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

EVENT: 0369 - 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

0369 - 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 Convertional Military Chemical Injuries

2. MCWP 3-37.3 NBC Decontamination

EVENT: 0369 - 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 Convertional Military Chemical Injuries

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EVENT: 0369 - 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: 0369 - 1 - 465

Transmit an NBC-1 Report

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

Standard: By including each of the required items.

PERFORMANCE STEPS

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

RELATED ITS

423 424

REFERENCES

1. FM 3-7 NBC Handbook

EVENT: 0369 - 1 - 466

Lead a unit in a nuclear, biological, and chemical (NBC) environment

Condition: Given a unit and an order with a mission to conduct operations in an NBC environment.

Standard: To maintain an effective combat force after the NBC attack, and accomplish the higher headquarters' mission.

PERFORMANCE STEPS

1. Supervise and enforce preparations for the appropriate MOPP level.
2. Supervise maintenance of protection, detection, and decontamination equipment.
3. Execute assigned mission.
4. Apply proper detection and protection procedures before, during, and after an NBC attack.
5. Conduct reconnaissance, monitoring, and survey.
6. Submit NBC reports to higher headquarters.
7. Conduct decontamination.

REFERENCES

1. MCWP 3-37 MAGTF NBC Defense Operations
2. FM 3-7 NBC Handbook
3. FMFM 6-4 Marine Rifle Company
4. FMFM 6-5 Marine Rifle Platoon/Squad
5. FMFM 3-11 Chemical Operations Principals and Fundamentals
6. FM 3-4 NBC Protection
7. MCWP 3-37.3 NBC Decontamination
8. FMFM 11-20/FM 3-19 NBC Reconnaissance
9. MCRP 3-37A NBC Field Handbook
10. MCRP 3-37B Field Behavior of NBC Agents

EVENT: 0369 - 1 - 471

Operate a High Mobility Multipurpose Wheeled Vehicle (HMMWV)

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

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

PERFORMANCE STEPS

1. Ensure the dispatcher has filled out the appropriate blocks on the NAVMC 10627.
2. Sign the “1st Operator” signature block on the NAVMC 10627.

3. Perform before operations checks listed at the bottom of the NAVMC 10627.

4. Ensure the hand brake is applied and the transmission is in the NEUTRAL position.

5. Place the rotary switch into the RUN position ensuring the WAIT TO START lamp comes on.

6. Wait 9 seconds to ensure the WAIT TO START lamp goes out.

7. Start the engine by placing the rotary switch into the START position, and release once the engine starts.

8. Fill out the appropriate information in the Trip Log on the NAVMC 10627.

9. Select transmission and transfer case gear.

10. Release the hand brake, and place the vehicle in motion for forward or reverse movement.

11. Safely drive the vehicle, complying with traffic regulations.

12. Perform during operations checks listed at the bottom of the NAVMC 10627.

13. Upon completion of driving the vehicle, engage the hand brake. Place the transmission lever into the NEUTRAL position.

14. Turn the rotary switch to the STOP position.

15. Fill out the appropriate information in the Trip Log on the NAVMC 10627.

16. Perform after operations checks listed at the bottom of the NAVMC 10627 after operational checks.

17. Close out the NAVMC 10627, and return it to the dispatcher.

REFERENCES

1. FM 21-305 Manual for the Wheeled Vehicle Driver

2. TM 2320-10/6, with changes 1 and 2, Operators Manual for Truck, Utility, 1-1/4 Ton

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EVENT: 0369 - 1 - 472

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

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

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

PERFORMANCE STEPS

1. Visually inspect for obvious damage to body or frame that would impair operation.

2. Look under the vehicle for evidence of fluid leakage.

3. Visually check tires for under-inflation, leaks, cuts, gouges, cracks, or bulges.

4. Check the tire rims for damage and missing or loose wheel stud nuts and lug nuts.

5. Check the condition and operation of windshield, windows, windshield wiper arms and blades, mirrors, all locking and fastening devices, towing pintle, and weather seals.

6. Observe for unusual dip or sway in the suspension.

7. Check the shock absorbers for leaks, damage, and security of mounting.

8. Check for proper oil level.

9. Ensure drive belts are present and tight,. Check for cracking, fraying and breaks.

10. Inspect cooling fan blade assembly for security, cracks, and damage.

11. Check coolant level in surge tank for proper level.

12. Check power steering fluid for proper level.

13. Check weather cap, air cleaner assembly, and air intake hose for security of mounting and damage.

14. Check brake fluid for proper level.

15. Start engine, apply service brakes, and move transmission shift lever through all operating ranges. Then check for proper transmission fluid level with the shift lever in NEUTRAL. Shut off the engine when done.

16. Check winch controls for proper operation, and check the winch cable for kinks, frays, and breaks.

17. Check the batteries for damaged casing, terminal posts, and security of mounting.

18. Check battery electrolyte level.

19. Check battery box for corrosion and cleanliness of battery box drain holes.

20. Check seat belts for proper operation of buckles, clasps, and for security of mounting.

21. Check condition and stowage of fire extinguisher.

22. Check the service lights, blackout lights, turn signals, and horn for proper operation.

23. With parking brake applied and transmission in NEUTRAL, start engine.

24. Check for proper reading of the engine oil pressure, coolant temperature, voltmeter, fuel, and air restriction gauges.

25. Ensure the service brakes are applied. Release the hand brake, and ensure the BRAKE WARNING lamp goes out.

26. Shift the transmission through all ranges, while checking for stiffness or binding.

27. Apply service brake pedal. Shift transmission to NEUTRAL, and shift transfer case shift lever through all ranges, while checking for stiffness or binding.

28. During operation, check for unusual noises or vibrations from the transmission, exhaust, transfer case, differentials, propeller shafts, axle shafts, and geared hub or wheels.

29. With the vehicle moving, apply brake pedal until the vehicle comes to a complete stop. Check for any pulling, grabbing, or abnormal operation.

30. With the vehicle stopped and the motor at idle, apply the parking brake. Put the transmission shift lever in DRIVE and ensure the vehicle remains stationary.

31. Drain fuel from the fuel drain cock, and check for contamination.

32. Inspect cargo shell door for bends, warping, binding, and ease of opening and closing.

33. Check weapons station for binding by rotating 360 degrees in both directions, at least 5 times.

34. Inspect weapon station hatch and hinge for bends, cracks, warping, or damage.

35. Inspect weapons station brake handle for ease of operation.

36. Inspect Gunner's sling assembly for tears or frays.

37. Inspect TOW missile stowage rack latch assembly and support braces for presence and ease of operation. Inspect straps for tears and frays.

38. Inspect Gunner's platform for binding, ease of operation, and missing platform locking pins.

39. Check the TOW power cable and wall mount for serviceability.

REFERENCES

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

EVENT: 0369 - 1 - 473

Inspect a High Mobility Multipurpose Wheeled Vehicle (HMMWV)

Condition: Given an SL-3 complete HMWVV.

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

PERFORMANCE STEPS

1. Visually inspect for obvious damage to body or frame that would impair operation.

2. Look under the vehicle for evidence of fluid leakage.

3. Visually check tires for under-inflation, leaks, cuts, gouges, cracks, or bulges.

4. Check the tire rims for damage and missing or loose wheel stud nuts and lug nuts.

5. Check the condition and operation of windshield, windows, windshield wiper arms and blades, mirrors, all locking and fastening devices, towing pintle, weather seals, service lights, blackout lights, and turn signals.

6. Observe for unusual dip or sway in the suspension.

7. Check the shock absorbers for leaks, damage, and security of mounting.

8. Pull out the dipstick, and check for proper oil level.

9. Check drive belts for presence, cracking, fraying, and breaks.

10. Inspect cooling fan blade assembly for security, cracks, and damage.

11. Check coolant level in surge tank for proper level.

12. Check power steering fluid for proper level.

13. Check weather cap, air cleaner assembly, and air intake hose for security of mounting and damage.

14. Remove cover, and check brake fluid for proper level.

15. Start engine. Apply service brakes, and move transmission shift lever through all operating ranges. Check for proper transmission fluid level with the shift lever in NEUTRAL. Return transmission shift lever to PARK, and turn off the engine when complete.

16. Check winch controls for proper operation and winch cable for kinks, frays, and breaks.

17. Check battery(ies) for damaged casing, terminal posts, and security of mounting.

18. Check battery electrolyte level.

19. Check battery box for corrosion and cleanliness of battery box drain holes.

20. Check safety belts for proper operation of buckle and clasps, and for security of mounting.

21. Check condition and stowage of fire extinguisher.

22. Check horn for proper operation.

23. With parking brake applied, start engine and check for proper reading of the engine oil pressure, coolant temperature, voltmeter, fuel, and air restriction gauges.

24. Release the parking brake and ensure the BRAKE WARNING lamp extinguishes.

25. Apply service brake pedal and shift the transmission through all operating ranges. Check for stiffness or binding in the shift lever.

26. Listen for exhaust leaks.

27. During operation, check for unusual noises or vibrations from the transmission, transfer case, differentials, propeller shafts, axle shafts, and geared hub or wheels.

28. With the vehicle moving, apply brake pedal until the vehicle comes to a complete stop. Check for any pulling, grabbing, or abnormal operation.

29. With the vehicle stopped and the motor at idle, apply the parking brake. Put the transmission shift lever in DRIVE and ensure the vehicle remains stationary.

30. Inspect cargo shell door for bends, warping, binding, and ease of close.

31. Inspect cargo shell door latching mechanism for proper operation.

32. Inspect the lift cylinders for bends and security of mounting.

33. Inspect cargo door strap assembly for frays and security of mounting.

34. Check weapons station for binding by rotating 360 degrees in both directions at least 5 times.

35. Inspect weapon station hatch and hinge for bends, cracks, warping, or damage.

36. Inspect brake handle for ease of operation.

37. Inspect Gunner’s sling assembly for tears or frays.

38. Inspect TOW missile stowage rack latch assembly and support braces for presence and ease of operation. Inspect straps for tears and frays.

39. Inspect Gunner's platform risers for binding, ease of operation, and missing platform locking pins.

REFERENCES

1. TM 2320-10/6, with changes 1 and 2, Operators Manual for Truck, Utility, 1-1/4 Ton

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EVENT: 0369 - 1 - 474

Transmit Helicopter Landing Zone (HLZ) brief

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

Standard: By including each of the required items.

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

1. Helicopter landing zone

RELATED ITS

423 424

REFERENCES

1. FMFM 7-40 Helicopter Insertion and Extraction

EVENT: 0369 - 1 - 475

Lead a unit in helicopterborne operations

Condition: Given a unit, a supporting helicopter unit, and an order with a mission to conduct helicopterborne operations.

Standard: To ensure unit completes movement to landing zone and is prepared to continue mission.

PERFORMANCE STEPS

1. Conduct planning to include development of ground tactical plan, landing plan, air movement plan, loading plan, and staging plan.
2. Coordinate with helicopter unit(s).
3. Confirm load and bump plan.
4. Select and prepare zones for extract.
5. Supervise the enplaning of personnel and supplies aboard helicopters.
6. Employ available fire support at insert landing zone, if situation dictates.
7. Supervise the deplaning of personnel and supplies from helicopters.
8. If there are multiple waves, secure landing zone for follow-on forces.
9. Conduct assigned mission

REFERENCES

1. FMFM 6-21 Tactical Fundamentals of Helicopterborne Operations
2. FMFM 6-4 Marine Rifle Company
3. FMFM 6-5 Marine Rifle Platoon/Squad
4. MCWP 3-24 Assault Air
5. FMFM 6-21 Tactical Fundamentals of Helicopterborne Operations

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EVENT: 0369 - 1 - 476

Lead a unit on surface amphibious operations

Condition: Given a unit, a supporting unit, and an order with a mission to conduct a surface amphibious operation.

Standard: To ensure the unit completes movement ashore and is prepared to continue a follow-on mission.

PERFORMANCE STEPS

1. Conduct coordination with supporting units.
2. Establish a load plan.
3. Establish a bump plan.
4. Ensure unit is briefed on safety procedures.
5. Stage for movement.
6. Conduct movement.
7. Supervise movement and tactical employment of assigned vehicles.
8. Execute assigned mission.

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
4. FMFM 6-21 Tactical Fundamentals of Helicopterborne Operations
5. FMFM 1-8 Ship to Shore Movement

EVENT: 0369 - 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: 0369 - 1 - 500

Lead a unit in preparations for combat

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

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

PERFORMANCE STEPS

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

13. Conduct and supervise rehearsals.
14. Conduct communication checks.
15. Communicate plan to higher headquarters.

ADMINISTRATIVE INSTRUCTIONS

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

RELATED ITS

311 318 501 532

REFERENCES

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

EVENT: 0369 - 1 - 501

Lead a unit in operations within stated Rules of Engagement (ROE)

Condition: Given a unit, an order, and Rules of Engagement (ROE).

Standard: To ensure unit conforms to stated Rules of Engagement (ROE).

PERFORMANCE STEPS

1. Analyze stated Rules of Engagement (ROEs).
2. Request clarification of Roes, as required.
3. Disseminate Roes.
4. Conduct ROE situational rehearsals.
5. Execute mission.
6. Supervise compliance with Roes.

REFERENCES

1. MCRP 5-12.1A The Law of Land Warfare
2. MCRP 5-12.1B Treaties Governing Land Warfare

EVENT: 0369 - 1 - 502

Lead a unit in crossing a danger area

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

Standard: To cross area quickly and safely.

PERFORMANCE STEPS

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

ADMINISTRATIVE INSTRUCTIONS

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

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

340

REFERENCES

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

EVENT: 0369 - 1 - 503

Lead a unit in a passage of lines as stationary unit

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

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

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Issue passage of lines warning order.
2. Establish and occupy contact points.
3. Conduct coordination and exchange information with moving unit leader.

4. Provide guides at link-up and passage point(s).

5. Collocate with moving unit leader to observe critical areas and to make timely decisions during conduct of the passage.

6. Ensure accountability of moving unit personnel and vehicles.

7. Conduct formal turnover of fire support assets and operating area. Communicate turnover with supporting agencies and higher headquarters.

8. Continue with mission.

RELATED ITS

500

REFERENCES

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

EVENT: 0369 - 1 - 504

Lead a unit in patrolling operations

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

Standard: To achieve intent of higher headquarters' order.

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Conduct map reconnaissance of assigned area and objective.

2. Request additional required assets and/or support from higher headquarters.

3. Submit patrol plan, overlay, and fire support plan to higher headquarters.

4. Conduct forward unit coordination prior to departure.

5. Conduct passage of friendly lines/insertion.

6. Execute patrol.

7. Submit appropriate reports, as required.

8. Conduct passage of friendly lines/extract.

9. Debrief the patrol.

ADMINISTRATIVE INSTRUCTIONS

1. Includes reconnaissance patrols and combat patrols.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

319 320 500 511

REFERENCES

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

EVENT: 0369 - 1 - 505

Lead a unit in a movement to contact

Condition: Given a unit and an order with a mission to gain or reestablish contact with the enemy.

Standard: To reach march objective, in accordance with the higher headquarters' order.

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Update intelligence information early in the planning.
2. Deploy available reconnaissance elements early.
3. Begin movement on time, as specified in higher headquarters' order.
4. Employ movement techniques and formations appropriate to factors of METT-TSL.
5. Report activity and contact to higher headquarters.
6. Maintain control and location of subordinate elements
7. On contact, commit required sized element and fire while retaining control of main body, in order to conceal actual size of force.
8. Maintain contact with enemy forces.
9. Reach objective at time specified in higher headquarters order.

ADMINISTRATIVE INSTRUCTIONS

1. Reporting contact includes reaching march objective with no enemy contact.

RELATED ITS

500

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 506

Lead a unit in a link-up

Condition: Given a unit and an order with a mission to conduct a link-up.

Standard: To conduct a coordinated and controlled link-up, in accordance with higher headquarters' order.

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Stationary unit identifies link-up site.
2. Stationary unit contacts moving unit.
3. Stationary unit occupies designated link-up point(s).
4. Moving unit halts short of link-up point(s).
5. Moving unit initiates far recognition signal to stationary unit.
6. Moving unit and stationary unit conduct link-up and conduct final coordination.
7. Stationary unit provides guides through link-up point(s).

RELATED ITS

500

REFERENCES

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

EVENT: 0369 - 1 - 507

Lead a unit in a convoy

Condition: Given a unit and an order to conduct a convoy.

Standard: To ensure the convoy moves at the stated speed, time, interval, and order, and arrives at the objective location at the time prescribed in the higher headquarters' order.

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Determine number of vehicles, type of convoy, and formation.
2. Assign assistant convoy commander and security commander.
3. Develop and disseminate plan for communications, disabled vehicles, bump plan, actions at halts, and security enroute.
4. Direct hardening of vehicles.
5. Stage vehicles for movement.
6. Conduct movement following prescribed route and designated speeds.
7. Report progress to higher headquarters using tactical control measures.
8. Maintain security during movement and at halts.
9. Respond appropriately to contact.

RELATED ITS

500

REFERENCES

1. FMFM 4-9 Motor Transport
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. MCRP 3-11.1A Commander's Tactical Handbook

EVENT: 0369 - 1 - 508

Lead a unit in an ambush

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

Standard: To destroy enemy and equipment in the kill zone.

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

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

ADMINISTRATIVE INSTRUCTIONS

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

RELATED ITS

500

REFERENCES

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

EVENT: 0369 - 1 - 509

Lead a unit in a relief in place

Condition: Given a unit, a stationary unit, and an order with a mission to conduct a relief in place.

Standard: To ensure security of the stationary position throughout the relief while remaining undetected to the enemy.

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Coordinate with stationary unit commander. Coordination includes routes, time, contact points, guides, composition of security, and method of relief and passage of lines.
2. Exchange fire plan sketches and overlays.
3. Ensure communication level remains constant.
4. Ensure relief of rifle units prior to heavy weapons and fire support assets.
5. Ensure local security is relieved last.
6. Coordinate transfer of equipment and supplies.
7. Formally transfer command and inform higher headquarters.
8. Account for all personnel and equipment.
9. Complete the relief by time designated in the order.
10. Submit reports and modifications to fire plan sketches.

ADMINISTRATIVE INSTRUCTIONS

1. Task can be performed as relieving unit or unit to be relieved.

RELATED ITS

500

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. FMFM 6-3 Marine Infantry Battalion

EVENT: 0369 - 1 - 510

Lead a unit in an infiltration

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

Standard: To move through an enemy area without disclosing the size, composition, or intentions of the unit to the enemy and to accomplish the intent of the higher headquarters' order.

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Conduct map reconnaissance of the area and gather pertinent intelligence.
2. Identify control measures, to include infiltration lanes, check points for reporting, and link-up point(s).
3. Task organize the unit into infiltrating elements.
4. Release separate infiltration elements in order to avoid friendly encounters and to minimize exposure to the enemy.
5. Conduct infiltration.
6. Conduct link-up.
7. Debrief infiltration elements.
8. Report enemy positions to higher headquarters
9. Continue with assigned mission.

ADMINISTRATIVE INSTRUCTIONS

1. Task also applies to exfiltration.

RELATED ITS

500

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 511

Lead a unit in a passage of lines as moving unit

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

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

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Issue passage of lines warning/fragmentary order.
2. Conduct radio coordination with stationary unit.
3. Ensure link-up with stationary unit guides at prescribed time.
4. Collocate with stationary unit leader to observe critical areas and to make timely decisions during conduct of the passage.
5. Conduct movement through passage point(s) through covered and concealed routes.
6. Ensure accountability of personnel and vehicles.
7. Conduct formal turnover of fire support assets and operating area. Communicate turnover with supporting agencies and higher headquarters.
8. Continue with mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

500

REFERENCES

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

EVENT: 0369 - 1 - 513

Lead a unit in an attack

Condition: Given a unit, an objective, and an order with a mission to conduct an attack.

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

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Initiate reconnaissance plan ahead of attack to gain and maintain observation of enemy.
2. Execute tactical deception, if planned.
3. Initiate prearranged fires.
4. Cross line of departure (LOD) at the specified time.
5. Report crossing of tactical control measures to higher headquarters.
6. Overcome enemy forces enroute to objective, without becoming decisively engaged or committing unnecessary forces.
7. Maintain status of units and positions to best influence the attack.
8. Adjust, shift, and cease direct and indirect fires to support successes.
9. Avoid committing units in a piecemeal fashion.
10. Commit reserve, only when necessary, and only to exploit success.
11. Pursue beyond objective to the limit of advance before transitioning into the consolidation.
12. Report status of the attack to higher headquarters.
13. Issue fragmentary orders to units in preparation for follow-on missions.

ADMINISTRATIVE INSTRUCTIONS

1. Task can be performed as a deliberate or a hasty attack.

RELATED ITS

500

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 514

Lead a unit in an attack on a fortified strong point

Condition: Given a unit, a fortified enemy strong point, and an order with a mission to conduct an attack on a fortified strongpoint.

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

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Initiate reconnaissance plan ahead of attack to gain and maintain observation of enemy.
2. Task organize the unit to include assault element, security element, and support element.
3. Execute tactical deception, if planned.
4. Initiate prearranged fires, to include suppression and obscuration fires on enemy observation posts.
5. Cross line of departure (LOD) at the specified time.
6. Maintain status of units and positions to best influence the attack.
7. Report crossing of tactical control measures to higher headquarters.
8. Overcome enemy forces enroute to objective, without becoming decisively engaged or committing unnecessary forces.
9. Adjust, shift, and cease direct and indirect fires to support successes.
10. Breach obstacles without committing additional forces.
11. Avoid committing units in a piecemeal fashion.
12. Maintain momentum of the attack by rotating lead unit and supplies.
13. Commit reserve, only when necessary, and only to exploit success.
14. Pursue beyond objective to the limit of advance, before transitioning into the consolidation.
15. Report status of the attack to higher headquarters.
16. Issue fragmentary orders to units in preparation for follow-on missions.

RELATED ITS

500

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 515

Lead a unit in a mechanized attack

Condition: Given a unit, an attached mechanized unit, an objective, and an order with a mission to conduct a mechanized attack.

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

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Initiate reconnaissance plan ahead of attack to gain and maintain observation of enemy.
2. Coordinate with mechanized unit.
3. Incorporate mechanized assets, firepower, and mobility into plan and order.
4. Execute tactical deception, if planned.
5. Ensure vehicles remain dispersed in covered and concealed positions.
6. Ensure all vehicles start engines together to disguise the size of the force.
7. Initiate prearranged fires.
8. Cross line of departure (LOD) at the specified time.
9. Report crossing of tactical control measures to higher headquarters.
10. Overcome enemy forces enroute to objective, without becoming decisively engaged or committing unnecessary forces.
11. Adjust, shift, and cease direct and indirect fires, to support successes.
12. Maintain status of units and positions to best influence the attack.
13. Avoid committing units in a piecemeal fashion.
14. Commit reserve, only when necessary, and only to exploit success.
15. Pursue beyond objective to the limit of advance, before transitioning into the consolidation.
16. Report status of the attack to higher headquarters.
17. Issue fragmentary orders to units, in preparation for follow-on missions.

RELATED ITS

500

REFERENCES

1. FM 7-7J Mechanized Infantry Platoon and Squad
2. FMFM 6-4 Marine Rifle Company
3. FMFM 6-5 Marine Rifle Platoon/Squad
4. FMFM 6-3 Marine Infantry Battalion

EVENT: 0369 - 1 - 516

Lead a unit in a raid

Condition: Given a unit, an objective, and an order with a mission to conduct a raid.

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

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Coordinate requirements for insertion and extraction from the objective.
2. Position unit for departure.
3. Conduct movement to the objective area.
4. Overcome enemy forces enroute to objective, without becoming decisively engaged or committing unnecessary forces.
5. Position assets to isolate objective area.
6. Adjust, shift, and cease direct and indirect fires to support successes.
7. Report status of the attack to higher headquarters.
8. Conduct withdrawal to designated location.
9. Conduct debrief.

RELATED ITS

500

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad
2. FMFM 7-32 Raid Operations
3. FMFM 6-3 Marine Infantry Battalion
4. FMFM 6-4 Marine Rifle Company

EVENT: 0369 - 1 - 517

Lead a unit in an attack in an urban environment

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

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

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Initiate reconnaissance plan ahead of attack, to gain and maintain observation of enemy.

2. Task organize the unit to include assault element, security element, and support element.

3. Execute tactical deception, if planned.

4. Isolate the object through direct and indirect fires.

5. Initiate prearranged fires, to include suppression and obscuration fires on enemy observation posts.

6. Cross line of departure at the specified time.

7. Gain a foothold in limited objectives.

8. Maintain communications with subordinate units.

9. Report crossing of tactical control measures and securing interim objectives to higher headquarters.

10. Adjust, shift, and cease direct and indirect fires to support successes.

11. Breach obstacles, create friendly building accesses, and close off unnecessary accesses, without committing additional forces.

12. Maintain momentum of the attack by rotating lead unit and supplies.

13. Seize the assigned objective.

14. Report status of the attack to higher headquarters.

15. Issue fragmentary orders to units in preparation for follow-on missions.

EXTERNAL SUPPORT

1. MOUT Facility / MOUT training area

RELATED ITS

500

REFERENCES

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

EVENT: 0369 - 1 - 518

Lead a unit in the breach of an obstacle

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

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

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Report obstacle location, type, and size to higher headquarters.
2. Establish local security in an overwatch position.

3. Assess obstacle, enemy situation, and terrain to determine breach point and assets required to include supporting arms.

4. Request additional assets based on METT-TSL.

5. Task organize unit into a breach element and a support element.

6. Employ fires to suppress enemy.

7. Consider use of smoke to obscure target to the enemy.

8. Move the breach element to the breach point, using available cover and concealment.

9. Employ demolitions, as required.

10. Ensure booby traps, unexploded munitions, and breach lanes are clearly marked for day and night movement.

11. Establish security beyond the breach point.

12. Move all remaining elements through the breach lane.

13. Report location of breach lane to higher headquarters.

14. Continue with assigned mission.

EXTERNAL SUPPORT

1. Maneuver/Training area

2. Obstacle

RELATED ITS

500

REFERENCES

1. FM 5-250 Explosives and Demolitions

2. FMFM 13-7 MAGTF Breaching Operations

3. MCRP 3-17A Engineer Field Data

EVENT: 0369 - 1 - 519

Lead a unit in a night attack

Condition: Given a platoon, an objective, and an order with a specified or implied mission to conduct an attack at night.

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

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Initiate reconnaissance plan ahead of attack to gain and maintain observation of enemy and to provide guides for main body.

2. Identify level of support and type of night attack (supported/non supported, illuminated/nonilluminated).

3. Execute tactical deception, if planned.

4. Cross line of departure at the specified time.

5. Maintain light and noise discipline during movement phase.

6. Report crossing of tactical control measures to higher headquarters.

7. Initiate attack with appropriate illumination and direct fire weapons

8. Adjust, shift, and cease direct and indirect fires to support successes.

9. Breach obstacles without committing additional forces.

10. Commit reserve, only when necessary, and only to exploit success.

11. Pursue beyond objective to the limit of advance, before transitioning into the consolidation.

12. Report status of the attack to higher headquarters.

13. Issue fragmentary orders to units in preparation for follow-on missions.

RELATED ITS

500

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

2. FMFM 6-4 Marine Rifle Company

EVENT: 0369 - 1 - 520

Direct the employment of medium machineguns in offensive operations

Condition: Given a medium machinegun unit and an order with a mission to conduct offensive operations.

Standard: To provide effective medium machinegun fires in support of the ground scheme of maneuver.

PERFORMANCE STEPS

1. Determine method of support for machinegun units.

2. Provide appropriate signals for commence, shift, and cease.

3. Direct positioning of machinegun units to best observe and support scheme of maneuver.

4. Provide infantry security for machinegun unit.

5. Ensure fires commence, shift, and cease on signal to support the attack.

6. Anticipate displacement requirements to ensure continuous support.

7. Direct positioning of machinegun units in preparation for counterattack.

8. Reposition machinegun units for defense.

ADMINISTRATIVE INSTRUCTIONS

1. If weapons platoon assets are attached, employment is directed by attached unit commander.

2. This includes all offensive operations to include MOUT/mechanized/fortified strong point.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. FM 23-90 Mortars
2. FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
3. FMFM 2-11 Anti-armor Operations
4. FMFM 6-5 Marine Rifle Platoon/Squad
5. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery
6. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: 0369 - 1 - 521

Lead a heavy machinegun platoon in support of offensive operations

Condition: Given a mounted or dismounted heavy machinegun platoon and an order with a task to support offensive operations.

Standard: To provide effective heavy machinegun fire in support of the ground scheme of maneuver.

PERFORMANCE STEPS

1. Advise commander on employment of machineguns in the offense.
2. Attach/detach units, per higher headquarters' order.
3. Position to support the attack.
4. Provide fires to support the attack.
5. Displace, as required.
6. Consolidate and reorganize.
7. Prepare for counterattack or exploitation.

ADMINISTRATIVE INSTRUCTIONS

1. This includes all offensive operations.

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 523

Lead an anti-armor platoon in support of offensive operations

Condition: Given an anti-armor platoon and an order with a task to support offensive operations.

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

PERFORMANCE STEPS

1. Prepare for combat.
2. Attach/detach units, per higher headquarters' order.
3. Position to support the attack.
4. Provide fires to support the assault.
5. Displace, as required.
6. Consolidate and reorganize.
7. Prepare for counterattack and exploitation.

ADMINISTRATIVE INSTRUCTIONS

1. This includes all offensive operations.

REFERENCES

1. FM 7-91 Tactical Employment of Anti-armor Platoons, Companies, and Battalions
2. FMFM 2-11 Anti-armor Operations
3. MCWP 3-11.3 Scouting and Patrolling

EVENT: 0369 - 1 - 526

Lead a unit in defensive operations

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

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

PERFORMANCE STEPS

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

ADMINISTRATIVE INSTRUCTIONS

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

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

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

EVENT: 0369 - 1 - 527

Direct the employment of medium machineguns in support of defensive operations

Condition: Given a medium machinegun unit and an order with a mission to conduct defensive operations.

Standard: To provide effective medium machinegun fires 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. Emplace machineguns to best support defense.
4. Identify alternate and supplementary positions.
5. Ensure coordination is conducted with adjacent units.
6. Compile completed range cards, and ensure integration of fires, in accordance with defensive plan.
7. Supervise registration of fires.
8. Supervise delivery of fires for the defense and counterattack.

ADMINISTRATIVE INSTRUCTIONS

1. If weapons platoon assets are attached, employment is directed by attached unit commander.
2. This includes all defensive operations, to include MOUT and counter-mechanized strong point.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

1. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 528

Lead a heavy machinegun platoon in support of defensive operations

Condition: Given a heavy machinegun platoon and an order with a task to support defensive operations.

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

PERFORMANCE STEPS

1. Prepare for combat.
2. Attach/Detach units, per higher headquarters' order.
3. Position to support the defensive operation.
4. Provide fires to support the defense.
5. Prepare for counterattack or exploitation.

ADMINISTRATIVE INSTRUCTIONS

1. This includes all defensive operations.

REFERENCES

1. MCWP 3-11.3 Scouting and Patrolling
2. MCWP 3-15.1 Machine Guns and Machine Gun Gunnery

EVENT: 0369 - 1 - 530

Lead an anti-armor platoon in support of defensive operations

Condition: Given an anti-armor platoon and an order with a task to support defensive operations.

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

PERFORMANCE STEPS

1. Prepare for combat.
2. Attach/Detach units per higher headquarters' order.
3. Position to support the defense.
4. Provide fires to support the defense.
5. Prepare for counterattack or exploitation.

REFERENCES

1. FMFM 2-11 Anti-armor Operations
2. MCWP 3-11.3 Scouting and Patrolling

EVENT: 0369 - 1 - 531

Lead a unit in consolidation

Condition: Given a unit, an order, and a completed combat mission.

Standard: To prepare for follow-on missions and to repel enemy counterattack.

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Establish a hasty defense.
2. Pursue enemy by fire.
3. Prepare for continuation of the attack.
4. Continue reorganization to repel counterattack.
5. Inspect vehicle for completion of first echelon maintenance.
6. Conduct accountability of unit.
7. Direct required MedEvacs.
8. Direct redistribution/resupply.
9. Process enemy prisoners of war.
10. Submit required combat reports.
11. Prepare for follow-on mission.

RELATED ITS

500

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 1 - 532

Direct the resupply of a unit

Condition: Given a unit and an order with an implied or specified task requiring the resupply of the unit.

Standard: To ensure the unit can logistically support the scheme of maneuver.

PERFORMANCE STEPS

1. Begin detailed logistics planning upon receipt of higher headquarters order.
2. Identify actual, forecasted, and potential shortages in supplies and operational equipment.
3. Consolidate subordinate unit resupply requests.
4. Submit requests early in planning in order to not impair current or future operations.
5. Coordinate link-up point, resupply point(s), distribution point(s), and storage point(s) for equipment and ammunition.
6. Designate a security element and a recovery and distribution element.
7. Ensure supplies are tactically distributed, while maintaining security.
8. Continue with assigned mission.

REFERENCES

1. FM 17-98 Scout Platoon
2. FMFM 6-30 Employment of the Light Armored Reconnaissance Battalion
3. FMFM 6-4 Marine Rifle Company
4. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 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.

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: 0369 - 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

EVENT: 0369 - 1 - 535

Direct the employment of 60mm mortars in support of offensive operations

Condition: Given a 60mm mortar section and an order to conduct offensive operations.

Standard: To provide effective support from the 60mm mortar section in support of the ground scheme of maneuver.

PREREQUISITES

0369 - 1 - 409

PERFORMANCE STEPS

1. Determine method of employment, priority targets, priority of fires, method of displacement, signals, and logistics.
2. Integrate employment plan with external fire support assets.
3. Designate initial and subsequent firing positions.
4. Anticipate and plan resupply requirements.
5. Anticipate displacement requirements, in order to maintain support.
6. Monitor Calls For Fire (CFF).
7. Deconflict requests for 60mm mortar fires.
8. Position 60mm mortar section to support consolidation.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

409

REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 7-90 Tactical Employment of Mortars

EVENT: 0369 - 1 - 536

Direct the employment of 60mm mortars in support of defensive operations

Condition: Given a 60mm mortar section and an order to conduct defensive operations.

Standard: To provide effective support from the 60mm mortar section in support of the ground scheme of maneuver.

PREREQUISITES

0369 - 1 - 409

PERFORMANCE STEPS

1. Determine method of employment, priority targets, priority of fires, tentative primary firing position, signals, and logistics.
2. Integrate employment plan with external fire support assets.
3. Position mortars to best support defense and counterattack plan.
4. Designate alternate and supplementary positions.
5. Ensure mortars sink base plates prior to registration fires.
6. Identify Final Protective Fire (FPF) location.
7. Register FPF.
8. Register additional planned targets, time and ammunition permitting.
9. Ensure data for FPF is maintained on guns, when not firing on other targets.
10. Anticipate and plan resupply requirements.
11. Monitor Call For Fire (CFF).
12. Deconflict requests for 60mm mortar fires.

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

409

REFERENCES

1. FM 23-90 Mortars
2. FM 23-91 Mortar Gunnery
3. FM 7-90 Tactical Employment of Mortars

EVENT: 0369 - 1 - 541

Assist commander in analyzing unit missions and requirements

Condition: Given a higher headquarters order.

Standard: To assist commander in conducting mission analysis with respect to supportability, and supplemental and administrative requirements.

PERFORMANCE STEPS

1. Examine sources for missions.
2. Determine requirements.

ADMINISTRATIVE INSTRUCTIONS

1. Determining mission requirements is a continual process which occurs at every level of command. Close and continual liaison among training managers at every level will pay big dividends toward identifying everything a unit has to do far enough in advance to manage it.

REFERENCES

1. MCO 1500.40 USMC Training Philosophy, Definitions, Priorities, and Training Requirements
2. MCO 1553.1A The Systems Approach to Training
3. MCRP 3-0A Unit Training Management Guide
4. MCRP 3-0B How to Conduct Training

EVENT: 0369 - 1 - 542

Compile information to prepare SITREP and other required reports

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

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

PERFORMANCE STEPS

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

REFERENCES

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

EVENT: 0369 - 1 - 543

Provide input on weapons training for unit training priorities

Condition: Given unit missions and requirements, unit training goals, and unit/individual proficiencies and deficiencies (strengths and weaknesses) relative to CMC approved standards.

Standard: To produce training priorities that follow a descending order: Mission Oriented Training, Train the Trainers, and Related Training.

PERFORMANCE STEPS

1. Compile all missions and requirements.
2. Assess extent of training deficiencies relative to combat mission oriented tasks.
3. Analyze the combat role which has the highest probability of confronting the unit.
4. Specify training priorities which precisely address deficiencies required by combat missions.
5. Repeat performance steps 1 through 5 for Train the Trainers and Related Training
6. Compile a list of all training events for weapons training.
7. Assess resource availability against all training events.
8. Advise commander on training which is constrained by available personnel and resources.
9. Compile a list of training events for the most probable combat role the unit may face.

REFERENCES

1. MCO 1500.42A Management for Marine Corps Formal Schools and Training Centers
2. MCO 1553.1A The Systems Approach to Training
3. MCRP 3-0A Unit Training Management Guide
4. MCRP 3-0B How to Conduct Training

EVENT: 0369 - 1 - 544

Advise commander on procedures for the maintenance of weapons in a tactical environment

Condition: Given a mission, a tactical situation, and unit situation reports.

Standard: To ensure units keep weapons in serviceable condition, in support of the mission.

PERFORMANCE STEPS

1. Identify tactical situation of units.
2. Identify availability of support for units.
3. Provide assistance in establishing guidelines for field maintenance of weapons.
4. Recommend scheduling of unit weapon preventive maintenance, based on current combat situation and location of units in and out of hostile areas.

ADMINISTRATIVE INSTRUCTIONS

1. This task includes all environments, including jungle, cold weather, mountain, and desert.

REFERENCES

1. U.S. Marine Corps Weapons Drill Guide

EVENT: 0369 - 1 - 555

Advise commander on the integration of fires of organic weapons

Condition: Given an order with a commander's intent and a requirement to integrate the fires of organic 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 KOCOA.
2. Consider the characteristics/capabilities of the organic weapons.
3. Consider integration of organic weapons in the offense and defense.
4. Implement training.
5. Provide technical and tactical advice to all levels.

REFERENCES

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

EVENT: 0369 - 1 - 566

Determine unit weapons proficiency

Condition: Given a unit and approved collective and individual standards.

Standard: In accordance with the criteria established by the references.

PERFORMANCE STEPS

1. Conduct personal observation of unit and individual training.
2. Utilize the appropriate individual training and readiness events to identify individual deficiencies.
3. Utilize the collective training and readiness events to identify unit deficiencies.
4. Solicit input (staff and subordinate leaders, especially junior officers).
5. Review all written records and reports relating to weapons proficiency.
6. Determine the reasons for deficiencies and proficiencies.
7. Surface issues which impact on unit proficiency such as maintenance, supply, morale and welfare, and personnel.

REFERENCES

1. MCO 1500.42A Management for Marine Corps Formal Schools and Training Centers
2. MCO 1553.1A The Systems Approach to Training
3. MCRP 3-0A Unit Training Management Guide
4. MCRP 3-0B How to Conduct Training

EVENT: 0369 - 1 - 567

Advise commander on unit weapon training goals

Condition: Given weapons training deficiencies and a requirement to provide advice.

Standard: To assist the commander in developing goals that are singular and have an attainable objective indicating accomplishment within the allocated resources.

PERFORMANCE STEPS

1. State clearly the unit's capabilities, per the training and readiness manual.
2. Involve subordinates in the development and revision of goals.
3. Establish a realistic number of goals.
4. Recommend goals in general terms, allowing subordinate commanders to fill in details.
5. Recommend goals for weapons training.

REFERENCES

1. MCO 1500.42A Management for Marine Corps Formal Schools and Training Centers
2. MCO 1553.1A The Systems Approach to Training
3. MCRP 3-0A Unit Training Management Guide
4. MCRP 3-0B How to Conduct Training

EVENT: 0369 - 1 - 568

Advise commander on a strategy for weapons training

Condition: Given training priorities, training needs, and available resources.

Standard: To improve and maintain unit proficiency, while using resources effectively and efficiently.

PERFORMANCE STEPS

1. Select training and activities which focus on specific weapons training needs.
2. Review training support available to the unit, such as training material, services, and other resources.
3. Draft a planned sequence of training/exercise activities on a long-range calendar.

4. Determine the application of decentralized and centralized training on all training activities.

5. Advise training for efficiency.

ADMINISTRATIVE INSTRUCTIONS

1. A training strategy must accommodate the realities of peacetime and garrison life without sacrificing the knowledge and skills which keep Marines successful in battle. The limits of accommodation and flexibility rest within the judgment of the unit commander who is solely responsible for the combat preparedness of his command.

RELATED ITS

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REFERENCES

1. MCO 1500.42A Management for Marine Corps Formal Schools and Training Centers

2. MCRP 3-0A Unit Training Management Guide

3. MCRP 3-0B How to Conduct Training

EVENT: 0369 - 1 - 569

Provide input on weapons training for a unit short-range training plan

Condition: Given an approved long-range planning calendar, training policies, resource availability, school quotas, training goals, and evaluation policies.

Standard: To develop a short-range plan derived from the long-range plan and unit input. The program consists of a series of training activities and events, provides training trainers with more detailed guidance, and allocates and coordinates required resources.

PERFORMANCE STEPS

1. Review the training program.

2. Develop current unit training proficiencies/deficiencies.

3. Identify training resources.

4. Determine the training environment.

5. Advise the commander on integration of weapons training in the short-range training plan.

ADMINISTRATIVE INSTRUCTIONS

1. A near-term training plan is derived from the short-range plan. It should be published 6 weeks prior to the quarter and remain inviolate so trainers (lieutenants and NCOs) have adequate time to plan, prepare, schedule, and rehearse their training events.

RELATED ITS

568

REFERENCES

1. MCO 1500.42A Management for Marine Corps Formal Schools and Training Centers
2. MCO 1553.1A The Systems Approach to Training
3. MCRP 3-0A Unit Training Management Guide
4. MCRP 3-0B How to Conduct Training

EVENT: 0369 - 1 - 570

Provide input on weapons training for a unit long-range training plan

Condition: Given missions and requirements, unit goals, unit/individual strengths, training priorities, and a strategy for training covering 24 months.

Standard: To develop a long-range plan that covers a 24 month period. Plan is updated and published quarterly.

PERFORMANCE STEPS

1. Schedule the required training to include events from the Training Exercise and Employment Plan (TEEP) compiled by subordinate staff sections.
2. Schedule prime time or training cycles.
3. Schedule unit controlled exercises and other training.
4. Conduct backward planning.
5. Advise commander on the integration of weapons training into the long-range training plan.

RELATED ITS

568

REFERENCES

1. MCO 1500.42A Management for Marine Corps Formal Schools and Training Centers
2. MCO 1553.1A The Systems Approach to Training
3. MCRP 3-0A Unit Training Management Guide
4. MCRP 3-0B How to Conduct Training

EVENT: 0369 - 1 - 571

Advise commander on training ammunition requirements in support of training plans

Condition: Given an approved long-range training plan, appropriate MCOs (ITS, MCCRES, T&R) for all MOSs in the unit, higher headquarters guidance, and MCBul 8011.

Standard: To assist the commander in relating training goals, subordinate unit training needs, environmental constraints, and the training ammunition guidelines available in higher headquarters' orders.

PERFORMANCE STEPS

1. Determine total annual ammunition required by standards established by training and readiness manual for those training events approved in the long-range training plan.

2. Determine factors which currently affect unit ammunition allocation (MCBUL 8011, para 1001.5.b(4), Basis of Allowance).

3. Compare ammunition requirements computed in performance steps 1 and 2.

4. Submit the larger requirement which includes ammunition for sustainment of individual proficiencies based on CMC approved standards rather than individuals or weapons.

ADMINISTRATIVE INSTRUCTIONS

1. As training ammunition requirements go up the chain of command, higher headquarters must add the requirements which support their missions so the validated subordinate unit requirements, which are based on approved standards leading to combat proficiencies, are not diluted beyond recognition.

REFERENCES

1. MCO 1500.42A Management for Marine Corps Formal Schools and Training Centers

2. MCRP 3-0A Unit Training Management Guide

3. MCRP 3-0B How to Conduct Training

EVENT: 0369 - 1 - 572

Determine Training Device (TD) and audiovisual (AV) support equipment requirements for weapons training

Condition: Given an approved long-range training plan and a Combat Visual Information Center (CVIC).

Standard: To request training devices and audiovisual equipment support annually per MCO 3104.1

PERFORMANCE STEPS

1. Determine training device and audiovisual support requirements.

2. Submit requirements to local combat visual information center (CVIS).

3. Identify, to the local CVICs commander, requirements which must be submitted to higher headquarters for approval, if not already available.

4. Revalidate and coordinate the status of all requirements with the local CVIC commander quarterly.

5. Submit requirements for CVIC support per MCO 3104.1.

ADMINISTRATIVE INSTRUCTIONS

1. Should be familiar with the following simulators:

   a) Pneumatic Mortar Device (M32)

   b) TSFO (Trainer Support Forward Observer)

   c) CAST (Combined Arms Staff Trainer)

   d) IST (Infantry Squad Trainer)

   e) ISMT (Indoor Simulated Marksmanship Trainer)

   f) Javelin PGTS

   g) TOW PGTS

   h) MILES (Multiple Integrated Laser Engagement System)

2. Training Device (TD) and audiovisual support equipment is an integral resource in developing training plan, especially as funding restrictions increase. Unit training managers should ensure Training Device (TD) and audiovisual support equipment requirements are identified in the long-range plan and tracked through subsequent planning documents.

3. Training Device (TD) and audiovisual support equipment is a joint responsibility between the local CVIS manager and the unit training managers at all command echelons. Training managers must articulate requirements in the long-range plans and monitor their fulfillment as plans enter the training phase. Local CVIS managers must keep unit managers appraised of the status of requests so that the training plans and schedules can be dovetailed with local Training Device (TD) and audiovisual support equipment policies and procedures.

REFERENCES

1. MCO 1500.42A Management for Marine Corps Formal Schools and Training Centers

2. MCO 3104.1 Marine Corps Visual Information and Combat Camera Support Manual

3. MCRP 3-0A Unit Training Management Guide

4. MCRP 3-0B How to Conduct Training

EVENT: 0369 - 1 - 573

Design training programs for small unit battle drills

Condition: Given the mission requirement to train Marines in shooting skills in various environments (i.e., jungle, desert, mountain, cold weather, etc.), an appropriate range(s), and weapons appropriate to the mission.

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

PERFORMANCE STEPS

1. Analyze the mission.

2. Consider skill level of Marines to be trained.

3. Consider range facilities available for training.

4. Consider types of weapons and munitions to be employed to train to the mission.

5. Consider engagement ranges which are characteristic of the various types of terrain.

6. Consider use of different levels of training to achieve the training standard.

7. Design training program for battle drills in various environments.

REFERENCES

1. U.S. Marine Corps Weapons Drill Guide

EVENT: 0369 - 1 - 575

Determine safety requirements

Condition: Given a range, a list of weapons which will be fired on the range, local SOP, and references.

Standard: To ensure safe, realistic training is accomplished so the potential for personal injury and property damage is minimized.

PERFORMANCE STEPS

1. Review applicable weapons TMs to evaluate safety requirements concerning equipment capabilities and limitations.

2. Plan for public notification of firing.

3. Plan for the establishment of procedures for controlling and coordinating the use of airspace, per FAA regulations and AR 95-50.

4. Plan for emergency vehicles.

5. Plan for hearing protection devices and safety gear.

6. Plan for records maintenance.

7. Plan for conducting range clearance, per FM 9-15.

8. Plan for waivers.

9. Plan for the establishment of an educational program on the dangers of trespassing in impact areas and handling duds.

10. Plan for the location of a field Ammunition Supply Point (ASP).

RELATED ITS

576

REFERENCES

1. Applicable Weapons Technical Manuals (TMs)

2. FM 25-7 Training Ranges

3. MCO P3570.1A Safety Policies and Procedures for Firing Ammunition for Training

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EVENT: 0369 - 1 - 576

Construct an Operational Risk Management (ORM) assessment

Condition: Given a training event.

Standard: To develop controls which reduce or eliminate risk hazards.

PREREQUISITES

0369 - 1 - 575

PERFORMANCE STEPS

1. Conduct an operational analysis by listing the major steps of the operation.
2. Conduct a preliminary hazard analysis by listing the hazards associated with each step.
3. List the possible causes of the hazards.
4. Determine the degree of risk for each hazard in terms of severity and probability.
5. Develop controls for each hazard to eliminate the hazard or reduce the risk until the benefit is greater than the risk.
6. Determine residual risk.
7. Make a risk decision.
8. Incorporate the selected controls into SOPs, Letters of Instruction (LOIs), orders, briefs, training, and rehearsals.
9. Communicate selected controls to the lowest level.
10. Enforce standards and controls.
11. Remain alert for changes and unexpected developments that require time critical or deliberate ORM.
12. Take corrective action, when necessary.

RELATED ITS

575

REFERENCES

1. MCRP 5-12.1C Risk Management

EVENT: 0369 - 1 - 579

Conduct reconnaissance of selected range

Condition: Given access to selected firing range, map, compass, range orders, and a preliminary exercise plan.

Standard: To ensure a range is selected which will support requirements of range orders and exercise plans and conform to requirements specified in the reference.

PERFORMANCE STEPS

1. Identify area with terrain features conducive to exercise requirements.
2. Visit site to identify fields of fire and key terrain features.

3. Identify safety areas and buffer zones.

4. Shoot azimuths to determine fire fan and buffer zones.

5. Select axis and direction of movement or defensive positions that best support the exercise plan.

6. Confirm and locate target mechanisms available.

7. Examine all marker pits and fire trenches that are to be used.

8. Locate fire positions and targets relevant to them.

9. Select locations for overhead fire and battle simulation explosives, if applicable.

10. Locate administrative and briefing areas.

11. Select start line and areas for concurrent training activity.

12. Determine areas unsafe for fire and limits for troop advancement.

13. Determine the types and quantities of ammunition range will support.

REFERENCES

1. FM 25-7 Training Ranges

2. MCRP 3-01A Rifle Marksmanship

3. MCO P3570.1A Safety Policies and Procedures for Firing Ammunition for Training

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EVENT: 0369 - 1 - 581

Recommend security requirements for a temporary range

Condition: Given a range, weapons which will be fired on the range, local SOP, and references.

Standard: To ensure safe, realistic training is accomplished and the potential for personal injury and property damage is minimized.

PERFORMANCE STEPS

1. Plan for range boundaries and off-limit areas to be posted, if necessary.

2. Plan for duds to be cleared from the range prior to permitting personnel access, if necessary.

3. Plan for range guards, barriers, limit of fire markers, and signals to be posted to prevent passage of personnel or vehicles through the range during operation.

4. Plan for warning signals and signs to be provided.

5. Establish liaison with local authorities, if necessary.

REFERENCES

1. FM 25-7 Training Ranges

2. MCO P3570.1A Safety Policies and Procedures for Firing Ammunition for Training

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EVENT: 0369 - 1 - 590

Conduct small unit training

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

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

PREREQUISITES

0369 - 1 - 576

PERFORMANCE STEPS

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

RELATED ITS

576

REFERENCES

1. MCRP 3-0B How to Conduct Training

EVENT: 0369 - 1 - 592

Advise commander/operations officer on developing training

Condition: Given a requirement to conduct training.

Standard: In accordance with MCRP 3-0A, Unit Training Management Guide.

CONCEPT OF TASK

Apply the fundamental principles, the training mandate, and the training imperative, as they apply to the philosophy of training.

RELATED ITS

568

REFERENCES

1. MCRP 3-0A Unit Training Management Guide

EVENT: 0369 - 1 - 596

Assist the commander/operations officer in computing individual and collective Combat Readiness Percentage (CRP).

Condition: Given a unit.

Standard: To accurately portray an individual or unit's readiness.

PREREQUISITES

0369 - 1 - 566

PERFORMANCE STEPS

1. Supervise unit training.
2. Identify the related individual and collective tasks.
3. Evaluate/Assess the individual/unit's capability of performing all of the tasks.
4. Identify the completed training.
5. Record the completed training and the appropriate date.
6. Apply the sustainment intervals to the individual/unit training record to determine the valid task list.
7. Calculate the CRP from the valid task list.

ADMINISTRATIVE INSTRUCTIONS

1. Evaluations are subjective in nature except where there are definitive, concrete standards such as time limits, number of impacts on target etc.

RELATED ITS

566

REFERENCES

1. MCO 3501.34 Infantry Training and Readiness Manual

EVENT: 0369 - 1 - 606

Report ammunition malfunction

Condition: Given live fire training, local range regulations, and an ammunition malfunction.

Standard: To accomplish the requirements of the references.

PERFORMANCE STEPS

1. Where ammunition performances presents an inherent danger to user, such as short rounds and defective fuses:

a. Cease firing the lot of ammunition suspected of being defective.

b. Gather facts in the ammunition malfunction.

c. Fill in NAVMC card 10155.

d. Return unused portion of ammunition with NAVMC card 10155 to ordnance officer.

2. Where ammunition is not performing to specifications, but does not present a danger to users:

a. Identify lot and DODIC number of ammunition.

b. Identify percentage of ammunition that fires erratically or that misfires.

c. Complete required information on NAVMC card 10155.

d. Process per local SOP.

3. Ensure reporting complies the reference.

RELATED ITS

576

EVENT: 0369 - 1 - 607

Advise commander on integration of weapons training and preventive maintenance in unit weapons training program

Condition: Given a weapons training program.

Standard: To ensure that preventive maintenance is included in the weapons training program.

PERFORMANCE STEPS

1. Identify time in all weapons instruction to conduct preventive maintenance training.

2. Advise commander on policies to implement integration of weapons training and weapons training programs.

RELATED ITS

568

REFERENCES

1. U.S. Marine Corps Weapons Drill Guide

EVENT: 0369 - 1 - 608

Assist commander in monitoring qualification/requalification for organic individual and crew-served weapons

Condition: Given commander's guidance, unit mission, available ranges,

and Marines required to qualify/requalify.

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

PERFORMANCE STEPS

1. Determine qualification/requalification requirements.
2. Receive commander's guidance.
3. Consider unit priorities.
4. Determine available training resources.
5. Analyze training requirements relative to available training resources.
6. Develop a training plan to accomplish requirements.
7. Monitor progress.
8. Take corrective action, as needed.

REFERENCES

1. MCRP 3-01A Rifle Marksmanship
2. MCO 3574.2 Marksmanship Training with Individual Small Arms
3. MCO 3591.2J Small Arms Marksmanship Competition
4. MCO P3570.1A Safety Policies and Procedures for Firing Ammunition for Training

CHAPTER 9

0369 INFANTRY UNIT LEADER

APPENDIX E

LEVEL 2 TRAINING

Purpose:

The purpose of Level 2 training is to provide the knowledge and skills required to perform as Company Gunnery Sergeant, Rifle Company; Operation Chief, Weapons Company; and Operations Chief, S-3 Section, Infantry Battalion/Regiment.

Administrative Notes:

None.

Prerequisites:

The Infantry Unit Leader will have completed Level 1 training or will be filling any of the billets identified above.

EVENT: 0369 - 2 - 073

Select a machinegun firing position

Condition: Given a machinegun squad mission order.

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

PERFORMANCE STEPS

1. Determine the team’s/squad’s mission from higher headquarter's mission, commander’s intent, and team/squad tasks.
2. Analyze the assigned sector of fire, ensuring effective coverage of the sector of fire.
3. Analyze the position for good fields of fire.
4. Analyze the effectiveness of available cover and concealment.
5. Ensure the firing position facilitates the exercise of fire control.
6. Ensure machineguns are located and employed so that they can mutually support one another.
7. Designate the exact firing (primary) position on the ground prior to entrenching.
8. Designate an alternate firing position, which can continue to accomplish the original mission.
9. Designate a supplementary firing position.

EXTERNAL SUPPORT

1. Maneuver/Training area

REFERENCES

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

EVENT: 0369 - 2 - 256

Throw an M67 fragmentation grenade

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

Standard: In accordance with FM 23-30.

PERFORMANCE STEPS

1. Assume a position provides cover, concealment, and good observation of the assigned sector.
2. Detect the target by searching the assigned sector.
3. Observe the target to establish the distance between the throwing position and the target area.
4. Remove the grenade from a grenade pouch.
5. Grip the grenade for right or left hand throwing, and remove the safety clip.

6. Grasp the pull ring with the index or middle finger of the non-throwing hand, and remove the safety pin with a pulling, twisting motion.

7. Look at the target, and throw the grenade using the overhand method so the grenade arcs, landing on or near the target.

8. Allow the motion of the throwing arm to continue naturally once the grenade is released.

9. Seek cover to avoid being hit by fragments or direct enemy fire. If no cover is available, drop to the prone position with the helmet facing the direction of the grenade's detonation.

EXTERNAL SUPPORT

1. Grenade pit with stationary target

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC		Quantity
G881	GRENADE, HAND, FRAG, M67	1 each

REFERENCES

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

EVENT: 0369 - 2 - 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

Weapon: Munitions/Demolitions

DODIC		Quantity
G878	FUZE, DELAY, F/G811 PRAC GREN	12 each

RELATED ITS

256

REFERENCES

1. FM 23-30 Grenades and Pyrotechnic Signals

EVENT: 0369 - 2 - 258

Execute a grenade assault course of fire

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

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

PERFORMANCE STEPS

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

EXTERNAL SUPPORT

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

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC		Quantity
G878	FUZE, DELAY, F/G811 PRAC GREN	7 each

RELATED ITS

256

REFERENCES

1. FM 23-30 Grenades and Pyrotechnic Signals

EVENT: 0369 - 2 - 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.
17. Replace the flare into the mounting bracket so the lower tip of the firing lever is centered between the tabs on the top of the mounting bracket and 1/16 of an inch above the trigger body.
18. Clamp the flare into position by tightening only the upper wing-nut hand tight.
19. Check to ensure the firing lever is clear to spring outward when the trigger is tripped.
20. Hold the firing lever firmly against the flare.
21. Remove the safety clip from the holes in the cover loading assembly, and retain the safety clip on the person.
22. Carefully release pressure on the firing lever until it rests against the trigger.

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC		Quantity
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 miscellanious pyrotechnic items

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EVENT: 0369 - 2 - 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.

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

DODIC		Quantity
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 miscellanious pyrotechnic items

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EVENT: 0369 - 2 - 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.

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)

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

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

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

RELATED ITS

263

REFERENCES

1. FM 23-23 Antipersonnel Mine M18A1 Claymore

EVENT: 0369 - 2 - 263

Recover an M18A1 Claymore mine

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

Standard: In accordance with FM 23-23.

PERFORMANCE STEPS

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

WEAPON AND AMMUNITION

Weapon: Munitions/Demolitions

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

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

RELATED ITS

262

REFERENCES

1. FM 23-23 Antipersonnel Mine M18A1 Claymore

EVENT: 0369 - 2 - 276

Plan the demolition of a target

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: 0369 - 2 - 284

Direct the employment of demolitions

Condition: Given a unit, all necessary demolitions or field expedient demolitions, and an order with a mission to employ demolitions.

Standard: To successfully employ demolitions to accomplish the intent of the higher headquarters' order.

PERFORMANCE STEPS

1. Determine demolition requirements.
2. Submit request for additional support and/or material.
3. Supervise preparation of charges and construction of field expedient demolitions.
4. Provide security for personnel emplacing demolitions.
5. Supervise emplacement of demolitions.

REFERENCES

1. FM 20-32 Mine/Countermine Operations
2. FM 23-23 Antipersonnel Mine M18A1 Claymore
3. FM 5-250 Explosives and Demolitions
4. MCRP 3-17A Engineer Field Data
5. FMFM 13-7 MAGTF Breaching Operations

6. NWP 3-15 Mine Warfare
7. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: 0369 - 2 - 311

Write a warning order

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

Standard: In accordance with FMFM 6-5.

PERFORMANCE STEPS

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

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 2 - 315

Write a five paragraph order

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

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

PERFORMANCE STEPS

1. Determine the mission from higher headquarters' mission, commander’s intent, and specified tasks.
2. Analyze the enemy situation to determine the effect on the unit.
3. Analyze the friendly situation to determine the effect on the unit.
4. Analyze the effect of attachments and/or detachments on the unit.
5. Analyze the higher scheme of maneuver and fire support plan.
6. Determine the unit scheme of maneuver.
7. Determine the unit fire support plan.
8. Task organize the unit.

9. Analyze higher administration and logistics to determine the effect on the unit.

10. Determine unit administrative and logistic requirements.

11. Analyze higher command and signal plan.

12. Determine the unit command and signal plan.

REFERENCES

1. FMFM 6-5 Marine Rifle Platoon/Squad

EVENT: 0369 - 2 - 325

Prepare a platoon/company fire plan sketch

Condition: Given squad/platoon fire plan sketches.

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

PERFORMANCE STEPS

1. Consolidate the squad/platoon fire plan sketches.

2. Consolidate the crew-served weapons range cards.

3. Designate squad/platoon primary and supplementary positions and sectors of fire.

4. Designate primary and alternate positions, principle directions of fire, and final protective lines for machineguns within the platoon/company sector of fire.

5. Designate primary and alternate positions, principle direction of fire, target reference points, maximum engagement lines, and engagement areas for anti-armor weapons within the platoon/company sector of fire.

6. Designate position and principle direction of fire for squad automatic weapons.

7. Designate position and principle direction of fire for grenade launchers, when assigned by the platoon/company commander.

8. Designate the wire barrier plan within the platoon/company engagement area.

9. Designate the location of Claymore mines and booby traps within the platoon/company frontage.

10. Designate the location of observation/listening posts within the platoon/company frontage.

11. Designate preplanned targets within the platoon/company engagement area.

12. Designate the location of the platoon/company command post.

13. Illustrate dead space.

14. Designate marginal information.

15. Designate magnetic north.

16. Submit a copy of the platoon fire plan sketch to higher headquarters.

REFERENCES

1. FMFM 6-4 Marine Rifle Company

EVENT: 0369 - 2 - 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: 0369 - 2 - 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: 0369 - 2 - 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: 0369 - 2 - 354

Prepare a fighting position within a building

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

Standard: By preparing a position that allows maximum fire to be placed within the sector of fire and provides available protection from enemy fire.

PERFORMANCE STEPS

1. Make maximum use of available cover and concealment.
2. Use construction material that is readily available.
3. Use sandbags to reinforce the walls below, around, and above the position.
4. Construct a wall of sandbags, rubble, or furniture overhead and around the position, to provide protection from explosions.
5. Avoid square or rectangular holes that are easily identified by the enemy.
6. Place sandbags over holes not being used, to prevent the enemy from firing into or observing through them.
7. Place available material over windows, to keep the enemy from throwing in hand grenades.
8. Take measures to reduce dust that may create a signature.
9. Camouflage the position.

EXTERNAL SUPPORT

1. MOUT Facility / MOUT training area

REFERENCES

1. MCWP 3-35.3 Military Operations on Urbanized Terrain

EVENT: 0369 - 2 - 382

Estimate range

Condition: Given a target.

Standard: To an accuracy of 50 meters.

PERFORMANCE STEPS

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

ADMINISTRATIVE INSTRUCTIONS

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

EXTERNAL SUPPORT

1. Maneuver/Training area

RELATED ITS

368

REFERENCES

1. FM 6-30 Observed Fire Procedures

EVENT: 0369 - 2 - 388

Call for indirect fire using the grid method

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

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

PREREQUISITES

0369 - 1 - 361

PERFORMANCE STEPS

1. Determine target description.
2. Determine/Estimate the location of the target, using grid coordinates.
3. Determine the direction to the target from the observer’s position in mils.
4. Determine/Estimate the distance to the target from the observer’s position in meters.
5. Establish an observer to target factor.
6. Determine the method of engagement.
7. Determine the method of fire and control.
8. Initiate a Call For Fire (CFF) by transmitting observer identification and warning order to the fire direction center.
9. Transmit a target location using an eight-digit grid coordinate to the Fire Direction Center (FDC).
10. Transmit a target description, method of engagement, and method of fire and control to the Fire Direction Center (FDC).
11. Receive a message to observer from the Fire Direction Center (FDC).
12. Transmit the message to observer to the Fire Direction Center (FDC).
13. Receive “Shot, over” from the Fire Direction Center (FDC).
14. Transmit “Shot, out” to the Fire Direction Center (FDC).
15. Observe the impact of the round.
16. Spot the round for height of burst, range, and deviation from the target.
17. Using the height of burst (HOB) spotting, determine the height of burst correction in meters.
18. Using the range spotting, determine the range correction in meters, using successive or hasty bracketing.
19. Using the deviation spotting and the OT factor (The mil relation formula or WERM rule), determine the deviation correction in meters.
20. Transmit the direction to the target from the observer's position in mils grid.
21. Transmit a correction for deviation, range, and height of burst.

22. Repeat performance steps 13 through 21 until the target is within the effective casualty radius/HOB of the round.

23. Transmit a request to Fire For Effect (FFE) to the Fire Direction Center (FDC).

24. Receive, “Rounds complete, over” from the Fire Direction Center (FDC).

25. Transmit, “Rounds complete, out” to the Fire Direction Center (FDC).

26. Determine the effect on target.

27. Determine refinement corrections.

28. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

EXTERNAL SUPPORT

1. Supporting indirect fire

2. Impact area

WEAPON AND AMMUNITION

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	4 each

RELATED ITS

361 375 389 390

REFERENCES

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

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EVENT: 0369 - 2 - 389

Call for indirect fire using the polar method

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

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

PREREQUISITES

0369 - 1 - 375

PERFORMANCE STEPS

1. Determine the grid coordinates of your location.

2. Transmit your location coded to the Fire Direction Center (FDC).

3. Determine target description.

4. Determine the direction to the target from the observer’s position in mils.

5. Determine the vertical interval between the observer and the target in meters.

6. Establish an observer to target factor.

7. Determine the method of engagement.

8. Determine the method of fire and control.

9. Initiate a Call For Fire (CFF) by transmitting observer identification and warning order to the Fire Direction Center (FDC).

10. Transmit a target location using the direction, distance, and vertical shift to the target from the observer to the Fire Direction Center (FDC).

11. Transmit a target description, method of engagement, and method of fire and control to the Fire Direction Center (FDC).

12. Receive a message to observer from the Fire Direction Center (FDC).

13. Transmit the message to observer to the Fire Direction Center (FDC).

14. Receive “Shot, over” from the Fire Direction Center (FDC).

15. Transmit “Shot, out” to the Fire Direction Center (FDC).

16. Observe the impact of the round.

17. Spot the round for height of burst, range, and deviation from the target.

18. Using the height of burst spotting, determine the height of burst correction in meters.

19. Using the range spotting, determine the range correction in meters using successive or hasty bracketing.

20. Using the deviation spotting and the OT factor, determine the deviation correction in meters.

21. Transmit a correction for deviation, range, and height of burst.

22. Repeat performance steps 14 through 21 until the target is within the effective casualty radius of the round.

23. Transmit a request to Fire For Effect (FFE) to the Fire Direction Center (FDC).

24. Receive “Rounds complete” from the Fire Direction Center (FDC).

25. Transmit “Rounds complete” to the Fire Direction Center (FDC).

26. Determine the effect on target.

27. Determine refinement corrections.

28. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

EXTERNAL SUPPORT

1. Supporting indirect fire

2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60mm, HE, W/FZ PD M935	4 each

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	4 each

RELATED ITS

362 375 388 390

REFERENCES

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

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EVENT: 0369 - 2 - 390

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

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

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

PREREQUISITES

0369 - 1 - 375

PERFORMANCE STEPS

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

19. Using the height of burst spotting, determine the height of burst (HOB) correction in meters.

20. Using the range spotting, determine the range correction in meters using successive or hasty bracketing.

21. Using the deviation spotting and the OT factor, determine the deviation correction in meters.

22. Transmit a correction for deviation, range, and height of burst.

23. Repeat performance steps 15 through 22 until the target is within the effective casualty radius/HOB of the round.

24. Transmit a request to Fire For Effect (FFE) to the Fire Direction Center (FDC).

25. Receive “Rounds complete” from the Fire Direction Center (FDC).

26. Transmit “Rounds complete” to the Fire Direction Center (FDC).

27. Determine the effect on target.

28. Determine refinement corrections.

29. Transmit refinement correction; record as target, if required; an end of mission request; and battle damage assessment.

EXTERNAL SUPPORT

1. Supporting indirect fire

2. Impact area

WEAPON AND AMMUNITION

Weapon: M224 60mm lightweight mortar

DODIC		Quantity
B643	CTG, 60mm, HE, W/FZ PD M935	4 each

Weapon: M252 81mm medium extended range mortar

DODIC		Quantity
C869	CTG, 81mm, HE W/FZ PD	4 each

RELATED ITS

362 375 388 390

REFERENCES

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

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EVENT: 0369 - 2 - 404

Develop a quick fire support plan

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

Standard: Per the references and within 20 minutes.

PERFORMANCE STEPS

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

REFERENCES

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

EVENT: 0369 - 2 - 413

Employ supporting arms

Condition: Given an operation order, a radio, call signs and frequencies, required weapons, equipment, and a priority of supporting arms.

Standard: To achieve desired effect on target that supports the scheme of maneuver.

PREREQUISITES

0369 - 1 - 409

PERFORMANCE STEPS

1. Determine available fire support assets.
2. Position observer(s) to best observe the target and support the scheme of maneuver.
3. Determine target location.
4. Determine type of fires available.
5. Determine appropriate munition for selected target.
6. Plan for integration of fires to achieve a combined arms effect.
7. Establish communications with supporting agencies.
8. Deliver request for fires.
9. Adjust fires.
10. Transmit battle damage assessment.

11. Complete mission.

ADMINISTRATIVE INSTRUCTIONS

1. Supporting arms include direct fire, indirect fire, and close air support.

EXTERNAL SUPPORT

1. Artillery unit
2. Close Air Support (CAS) aircraft / Forward Air Controller (FAC)
3. Mortar unit
4. Maneuver/Training area
5. CAST - Combined Arms Staff Trainer
6. TSFO - Trainer Support Forward Observer

RELATED ITS

409

REFERENCES

1. MCRP 3-16 Techniques and Procedures for Fire Support Coordination
2. MCRP 3-16A Tactics, Techniques, and Procedures for the Targeting Process
3. FMFM 6-18.1 Tactics, Techniques, and Procedures for the Marine Corps Fire Support System
4. MCWP 3-16.6 Supporting Arms Observer, Spotter, and Controller
5. FMFM 2-7 MAGTF Fires
6. FM 7-90 Tactical Employment of Mortars

EVENT: 0369 - 2 - 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.

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.

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 form left to right.

REFERENCES

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

EVENT: 0369 - 2 - 453

Direct the MEDEVAC of a casualty

Condition: Given a unit in a tactical environment that has sustained casualty/casualties.

Standard: To evacuate casualty/casualties with minimal impact on unit mission.

PERFORMANCE STEPS

1. Direct the application of medical treatment.
2. Direct the movement of casualty/casualties to an established casualty collection point.
3. Identify precedence assigned to the casualty.
4. Identify casualty/casualties requiring evacuation.
5. Submit a casualty report to higher headquarters.
6. Make arrangement/request for evacuation by most appropriate and available means.
7. Direct preparation of casualty/casualties for movement.
8. Move casualty to designated evacuation point.
9. Conduct link-up and turnover casualties.

REFERENCES

1. MCRP 3-02G First Aid

EVENT: 0369 - 2 - 476

Lead a unit on surface amphibious operations

Condition: Given a unit, a supporting unit, and an order with a mission to conduct a surface amphibious operation.

Standard: To ensure the unit completes movement ashore and is prepared

to continue a follow-on mission.

PERFORMANCE STEPS

1. Conduct coordination with supporting units.
2. Establish a load plan.
3. Establish a bump plan.
4. Ensure unit is briefed on safety procedures.
5. Stage for movement.
6. Conduct movement.
7. Supervise movement and tactical employment of assigned vehicles.
8. Execute assigned mission.

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
4. FMFM 6-21 Tactical Fundamentals of Helicopterborne Operations
5. FMFM 1-8 Ship to Shore Movement

EVENT: 0369 - 2 - 501

Lead a unit in operations within stated Rules of Engagement (ROE)

Condition: Given a unit, an order, and Rules of Engagement (ROE).

Standard: To ensure unit conforms to stated Rules of Engagement (ROE).

PERFORMANCE STEPS

1. Analyze stated Rules of Engagement (ROEs).
2. Request clarification of Roes, as required.
3. Disseminate Roes.
4. Conduct ROE situational rehearsals.
5. Execute mission.
6. Supervise compliance with Roes.

REFERENCES

1. MCRP 5-12.1A The Law of Land Warfare
2. MCRP 5-12.1B Treaties Governing Land Warfare

EVENT: 0369 - 2 - 509

Lead a unit in a relief in place

Condition: Given a unit, a stationary unit, and an order with a mission to conduct a relief in place.

Standard: To ensure security of the stationary position throughout the relief while remaining undetected to the enemy.

PREREQUISITES

0369 - 1 - 500

PERFORMANCE STEPS

1. Coordinate with stationary unit commander. Coordination includes routes, time, contact points, guides, composition of security, and method of relief and passage of lines.
2. Exchange fire plan sketches and overlays.
3. Ensure communication level remains constant.
4. Ensure relief of rifle units prior to heavy weapons and fire support assets.
5. Ensure local security is relieved last.
6. Coordinate transfer of equipment and supplies.
7. Formally transfer command and inform higher headquarters.
8. Account for all personnel and equipment.
9. Complete the relief by time designated in the order.
10. Submit reports and modifications to fire plan sketches.

ADMINISTRATIVE INSTRUCTIONS

1. Task can be performed as relieving unit or unit to be relieved.

RELATED ITS

500

REFERENCES

1. FMFM 6-4 Marine Rifle Company
2. FMFM 6-5 Marine Rifle Platoon/Squad
3. FMFM 6-3 Marine Infantry Battalion

EVENT: 0369 - 2 - 538

Prepare the fire support execution matrix

Condition: Given the maneuver commander's guidance, the execution paragraph of the OPORD, the target list, fire support requirements, fire support situation map, tactical situation overlay, paper, plotting equipment, and the references.

Standard: Per the references, including all subordinate units and all phases of the operation.

PREREQUISITES

0369 - 1 - 409

PERFORMANCE STEPS

1. Construct the matrix.
2. Allocate fires and fire support tasks according to the scheme of maneuver and the fire support plan.
3. Disseminate the completed matrix to all Forward Observer (FO) teams and other pertinent subordinate units.

4. Monitor the operation to ensure the plan in the matrix is implemented correctly and updated, as necessary.

RELATED ITS

409

REFERENCES

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

EVENT: 0369 - 2 - 539

Prepare a target list worksheet and scheduling worksheets

Condition: Given a tactical scenario, a map with overlay, plotting equipment, a list of targets, a scheduling worksheet, a target list worksheet, the references, and commander's guidance.

Standard: Per the references.

PREREQUISITES

0369 - 1 - 409

PERFORMANCE STEPS

1. Identify the 5 types of target symbols.
2. Plot targets on an overlay.
3. Prepare and submit a target list worksheet.
4. Prepare a scheduling worksheet for a preparation/counter preparation fire (based on the tactical situation), a series, and a group.
5. Utilize the NATO/ABCA targeting numbering system.
6. Identify fire support coordination principles.
7. Identify uses of multiple target engagement (I.e., group, series, or program).

RELATED ITS

409

REFERENCES

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

EVENT: 0369 - 2 - 540

Integrate company organic indirect fire weapons into fire plans

Condition: Given the references, the maneuver commander's guidance, the company's scheme of maneuver, current intelligence, and the order from the commander to plan the fires of the company's organic indirect fire weapons.

Standard: Per the references, successfully supporting the scheme of maneuver/concept of operations.

PREREQUISITES

0369 - 1 - 409

PERFORMANCE STEPS

1. Obtain and keep current information on weapon positions.
2. Know weapon characteristics, status, and capabilities.
3. Coordinate the plan with the Weapons Platoon Commander, if possible.
4. Obtain Company Commander's approval of the plan.
5. Coordinate the plan with the Fire Support Coordination Center (FSCC).
6. Disseminate the plan to the appropriate agencies.

RELATED ITS

409 535

REFERENCES

1. FMFM 6-18.1 Tactics, Techniques, and Procedures for the Marine Corps Fire Support System

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EVENT: 0369 - 2 - 545

Perform duties as Watch Officer in Combat Operations Center (COC)

Condition: Given an operational situation, appropriate status boards, maps, overlays, and a unit journal within a battalion COC.

Standard: To accomplish the intent of the higher headquarters' order in accordance with commander's guidance and unit SOPs.

PERFORMANCE STEPS

1. Receive turnover from off going watch.
2. Direct and supervise COC watch.
3. Obtain situation updates from watch personnel.
4. Obtain information from the appropriate subordinate and supporting units.
5. Update status information.
6. Conduct turnover with oncoming watch.

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: 0369 - 2 - 546

Conduct brief for oncoming watch

Condition: Given an operational situation, appropriate status boards, maps, overlays and a unit journal within a battalion Combat Operations Center (COC).

Standard: To ensure that all watch personnel are made aware of events and situations occurring during the previous shift.

PREREQUISITES

0369 - 2 - 545

PERFORMANCE STEPS

1. Review unit journal, status boards, and unit reports.
2. Brief personnel on COC activities and special concerns.
3. Provide recommended action for any unresolved issues.

RELATED ITS

545

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: 0369 - 2 - 547

Coordinate a request for a preplanned Close Air Support (CAS) mission

Condition: Given the situation map, plotting equipment, a situation overlay, a fire support status chart, a target list, a fully manned Fire Support Coordination Center (FSCC), references, and a Joint Tactical Air Strike Request (JTAR).

Standard: Per the references and in a timely manner.

PREREQUISITES

0369 - 2 - 545

PERFORMANCE STEPS

1. Evaluate the use of other fire support systems, in lieu of the requested Close Air Support (CAS).
2. Determine and resolve potential airspace conflicts.
3. Coordinate the request with other fire support representatives, as requested.
4. Integrate the close air strike with indirect fire support assets.
5. Recommend appropriate safeguards and coordinating measures to provide safe and integrated employment.
6. Ensure the Joint Tactical Air Strike Request (JTAR) is properly completed, and forward it to the appropriate agency.

RELATED ITS

545

REFERENCES

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

EVENT: 0369 - 2 - 548

Process a preplanned Close Air Support (CAS) request

Condition: Given a Joint Tactical Air Strike Request (JTAR) for a

preplanned mission 72 hours in advance, a fully operational Fire Support Coordination Center (FSCC), commander's guidance, references, and a higher echelon FSCC.

Standard: Per the references, ensuring accuracy.

PREREQUISITES

0369 - 2 - 545

PERFORMANCE STEPS

1. Review the Joint Tactical Air Strike Request (JTAR) for accuracy and completeness.

2. Make liaison with the Air Officer, if possible.

3. Gain the Fire Support Coordinator's (FSC) approval prior to processing the Joint Tactical Air Strike Request (JTAR).

4. Forward the Joint Tactical Air Strike Request (JTAR) to the higher Fire Support Coordination Center (FSCC).

RELATED ITS

545

REFERENCES

1. FMFM 5-40 Offensive Air Support

EVENT: 0369 - 2 - 549

Supervise the operations of a Fire Support Coordination Center (FSCC)

Condition: Given the references, a Fire Support Coordination Center (FSCC) complete with personnel and equipment, and a tactical situation requiring FSCC operations.

Standard: Per the references.

PERFORMANCE STEPS

1. Obtain the commander's concept of fire support and develop, with the commander and operations officer, the overall fire support plan.

2. Supervise and coordinate the development of the supporting arms plans to execute the overall fire support tasks.

3. Supervise the preparation of fire plans by resolving conflicts regarding selection of targets, assignment of fire support means, type and method of fire supporting, and timing or scheduling of missions or fires.

4. Review fire plans to ensure they can be implemented with the fire support means available and, if necessary, coordinate with the operations officer and commander to secure additional means or to modify plans.

5. Ensure chemical and conventional fires are fully coordinated.

6. Ensure unnecessary duplication of fires is eliminated.

7. Ensure plans of the various supporting arms are coordinated.

8. Ensure adequate fires are planned on targets and critical areas.

9. Ensure efficient use is made of all supporting arms.

10. Present the fire support plan to the commander.

11. Assist supporting arms representatives in selection of coordination measures, and recommend them to the commander for approval.

12. Approve and institute airspace coordination areas and any plans for trajectory limitations to ensure the safety of aircraft and the coordination of the other supporting arms with air operations.

13. Obtain clearance and coordinate strikes or missions of supporting arms which might endanger or hinder the operations of an element of the amphibious task force.

14. Ensure the Fire Support Coordination Center (FSCC) receives and disseminates available target information to all staff sections and commands requiring the information.

15. Coordinate with the Target Information Officer (TIO) and the commander and his staff in the selection of targets and assignment of classification and attack priorities.

16. Maintain close liaison and working relations with the operations officer and the intelligence officer to ensure the most effective planning and application of fire support.

17. Ensure, in conjunction with the operations officer, timely and adequate warning of the delivery of chemical munitions is disseminated to all appropriate commands.

18. Ensure the situation map is maintained and necessary operational records of the Fire Support Coordination Center (FSCC) are kept.

19. Ensure the most effective means of attacking targets is used.

20. Ensure target classifications and attack priorities are correctly assigned.

21. Supervise the coordination of cross boundary fires.

22. Supervise the collection and dissemination of target data, to include target lists and target bulletins. If your Fire Support Coordination Center (FSCC) is not the senior FSCC, submit a list of targets, accordingly.

23. Transmit the necessary enemy information collected at the FSCC to all applicable artillery units.

24. Perform other command and liaison duties, as directed by the commander.

25. Supervise the performance of those assigned to operate in the Fire Support Coordination Center (FSCC).

REFERENCES

1. ATP-4(D) Allied Spotting Procedures for Naval Gunfire Support
2. FM 6-20-50 Fire Support For Brigade Operations (Light)

EVENT: 0369 - 2 - 577

Develop preliminary training exercise

Condition: Given unit mission requirements, training standards, range orders, and appropriate doctrinal publications.

Standard: To meet unit combat readiness training requirements and unit mission requirements.

PERFORMANCE STEPS

1. Receive training requirements.
2. Identify training deficiencies, and determine requirements for preliminary training.
3. Develop preliminary exercise plan.
4. Review requirements in range orders and pertinent FMs, and arrange for reconnaissance.

REFERENCES

1. U.S. Marine Corps Weapons Drill Guide
2. FM 25-7 Training Ranges
3. MCRP 3-01A Rifle Marksmanship
4. FMFM 1-3B Sniping
5. MCO 3574.2 Marksmanship Training with Individual Small Arms
6. MCO 3591.2J Small Arms Marksmanship Competition
7. MCO P3570.1A Safety Policies and Procedures for Firing Ammunition for Training

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EVENT: 0369 - 2 - 578

Develop an exercise plan

Condition: Given a preliminary exercise plan, results of reconnaissance, and a list of requirements.

Standard: To incorporate findings of reconnaissance and logistical requirements in support of training objective.

PERFORMANCE STEPS

1. Confirm/Modify preliminary exercise plan.
2. Develop concurrent training plan.
3. Develop exercise instructions for pertinent personnel.

REFERENCES

1. FM 25-7 Training Ranges
2. MCRP 3-01A Rifle Marksmanship
3. FMFM 3-1 Command and Staff Action
4. MCO P3570.1A Safety Policies and Procedures for Firing Ammunition for Training

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EVENT: 0369 - 2 - 593

Advise the commander/operations officer on the application of the Systems Approach to Training (SAT)

Condition: Given a requirement to train.

Standard: In accordance with MCRP 3-0A, Unit Training Management Guide.

CONCEPT OF TASK

Ensure training is conducted under the standards-based system, in accordance with the 5 phases of the systems approach to training: Analysis, Design, Development, Implementation, and Evaluation. The training plan should include approved individual and collective training standards.

REFERENCES

1. MCRP 3-0A Unit Training Management Guide

EVENT: 0369 - 2 - 594

Assist the commander/operations officer in developing the unit Mission Essential Task List (METL)

Condition: Given a mission to train, higher headquarters' METL, and a commander's intent

Standard: In accordance with MCRP 3-0A, Unit Training Management Guide.

CONCEPT OF TASK

Develop the unit's METL that achieve both the higher headquarters' METL and the commander's intent. The METL should be developed on the fundamentals of METL identified in MCRP 3-0A, Unit Training Management Guide.

REFERENCES

1. MCRP 3-0A Unit Training Management Guide

EVENT: 0369 - 2 - 595

Assist the commander/operations officer in developing a training plan that supports the unit's Mission Essential Task List (METL)

Condition: Given the requirement to train and the unit's METL.

Standard: In accordance with MCRP 3-0A, Unit Training Management Guide.

PERFORMANCE STEPS

1. Prioritize the unit's METL, based on likelihood of employment. Priority should not be based on availability of resources, time, or operation tempo.
2. Identify the collective training standards to achieve the METL.
3. Identify standards-based training for both individual and collective training.
4. Training plans should be logically sequenced, in a building block approach.
5. Ensure plan conforms to the overall training strategy and time lines established by the unit commander and higher headquarters.
6. Sufficient time should be allocated for sustainment, evaluation, and remediation.

7. Ensure plan conforms to the Marine Corps Training, Exercise, and Employment Plan (MCTEEP).

8. Identify resources, requirements, and shortfalls.

9. Distribute long-range, mid-range, and short-range training plans.

RELATED ITS

568

REFERENCES

1. MCRP 3-0A Unit Training Management Guide

EVENT: 0369 - 2 - 597

Assist the commander/operations officer in developing training reports

Condition: Given a unit and a unit training plan.

Standard: In accordance with MCRP 3-0A, Unit Training Management Guide.

CONCEPT OF TASK

The report, intended for internal use, should identify the subordinate unit training accomplished over the previous period with respect to the goals of the unit, upcoming unit organized annual training, and changes in training plans or commander's intent for training. Other items that can be included are available school seats, after action comments and observations applicable to the entire unit, and an ammunition/range availability report.

REFERENCES

1. MCRP 3-0A Unit Training Management Guide

EVENT: 0369 - 2 - 598

Maintain a publication library

Condition: Given both electronic and hard copy publications.

Standard: In accordance with the Marine Corps Publications Library Management System Users Manual.

CONCEPT OF TASK

Publications library should be up-to-date, applicable to the unit, and organized. Electronic and hard copy versions of the publications should be clearly marked. Embarkation assets should be available and prepared, to include boxes appropriately marked and waterproofed. There should be a means of security without detracting from accessibility, to include a method tracking check-in and check-out procedures.

REFERENCES

1. Marine Corps Publications Library Management System Users Manual

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EVENT: 0369 - 2 - 599

Participate in the Marine Corps Planning Process

Condition: Given a higher headquarters order.

Standard: In accordance with MCWP 5-1 Marine Planning Process.

CONCEPT OF TASK

Participation should be to the maximum extent possible in order to understand and contribute to the process. Participation should include: mission analysis, Course Of Action (COA) development, COA war gaming, COA comparison and decision, orders development, transition, briefing, and graphics, etc.

ADMINISTRATIVE INSTRUCTIONS

1. This task includes Deliberate Planning, Crisis Action Planning, and Marine Corps Rapid Planning Process.

REFERENCES

1. MCWP 5-1 Marine Corps Planning Process
2. MCO 3120.9 MEU (SOC)

EVENT: 0369 - 2 - 600

Assist in developing Intelligence Preparation of the Battlefield (IPB) products

Condition: Given a higher headquarters order, an enemy situation, and an operating area.

Standard: In accordance with MCWP 5-1 Marine Planning Process.

PERFORMANCE STEPS

1. Develop Modified Combined Obstacle Overlay (MCOO).
2. Develop a doctrinal template.
3. Develop a situation template.
4. Develop an event template and matrix.
5. Develop a decision support template and matrix.

REFERENCES

1. MCWP 5-1 Marine Corps Planning Process
2. FM 34-130 Intelligence Preparation of the Battlefield

EVENT: 0369 - 2 - 601

Assist in developing commander and staff estimates

Condition: Given a higher headquarters order.

Standard: In accordance with MCWP 5-1 Marine Planning Process.

PERFORMANCE STEPS

1. Develop a commander's estimate of the situation.
2. Develop an intelligence estimate.
3. Develop a logistics/combat service support estimate.
4. Develop a communication and information systems estimate.
5. Develop an aviation estimate.
6. Develop an artillery estimate.
7. Develop a naval surface fire support estimate.

RELATED ITS

599

REFERENCES

1. MCWP 5-1 Marine Corps Planning Process

EVENT: 0369 - 2 - 602

Organize command, control, communication, computer, and intelligence (C4I) assets of a Combat Operations Center (COC)

Condition: Given a Combat Operations Center (COC).

Standard: In accordance with FMFM 6-3 Marine Infantry Battalion.

CONCEPT OF TASK

Organization of the available C4I assets and information flow through the COC should be seamless. Detailed operator skills are not required to complete this task to standard but basic knowledge and type of inputs and outputs should be well understood.

RELATED ITS

545

REFERENCES

1. FMFM 6-3 Marine Infantry Battalion

EVENT: 0369 - 2 - 603

Assist the commander/fire support coordinator to establish Fire Support Coordination Measures (FSCM)

Condition: Given a unit, a higher headquarters order with FSCM, and a commander's intent for fire support.

Standard: In accordance with MCWP 3-16 Fire Support Coordination in the Ground Combat Element.

CONCEPT OF TASK

Established fire support coordination measures (FSCM) must comply with established higher headquarters' FSMC, support the commander's intent for fire support, and the scheme of maneuver. Depicted FSCMs should be complete, clear, and readable.

PREREQUISITES

0369 - 1 - 409

RELATED ITS

409

REFERENCES

1. FMFM 6-18 Fire Support Coordination in the Ground Combat Element

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EVENT: 0369 - 2 - 604

Assist the commander/fire support coordinator develop fire support documents

Condition: Given a unit, a higher headquarters order, and a commander's intent for fire support.

Standard: In accordance with MCWP 3-16 Fire Support Coordination in the Ground Combat Element.

PREREQUISITES

0369 - 1 - 409

PERFORMANCE STEPS

1. Develop target list work sheet.
2. Develop quick fire support plan.
3. Develop scheduling work sheet.

RELATED ITS

409

REFERENCES

1. FMFM 6-18 Fire Support Coordination in the Ground Combat Element

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EVENT: 0369 - 2 - 605

Maintain a Fire Support Coordination Center (FSCC) status board

Condition: Given a Fire Support Coordination Center (FSCC) and an operations order.

Standard: In accordance with MCWP 3-16 Fire Support Coordination in the Ground Combat Element.

CONCEPT OF TASK

The information on the status board should be correct, readable, and paint a fire support picture to the commander/FSC. A date time group should be included on the status board to identify recency of update. Information for the status board should be per unit standard operating procedure.

RELATED ITS

545

REFERENCES

1. FMFM 6-18 Fire Support Coordination in the Ground Combat Element

APPENDIX F

ADDITIONAL TRAINING

Level 1

MCI 03.38	The LAV Crewman
MCI 03.35	Infantry Patrolling
MCI 03.31	81mm Mortar NCO
MCI 03.23	The M224, 60mm Mortar Crewman
MCI 03.22	The M252, 81mm Mortar Crewman
MCI 7400	Warfighting
MCI 03.39	Basic Turret Functions and Communications for the LAV Crewman
MCI 02.10	Terrorism Awareness for Marines
MCI 57.1	NBC Individual Survival Measures
MCI 03.82	Infantry Squad Leader: Weapons and Fire Support
MCI 13.73	Basic Engineer: Combat Operations
MCI 25.20	Communications for the FMF Marine
MCI 25.32	HF/UHF Field Radio Equipment
MCI 03.4	Landmine Warfare, Demolitions, and Breaching
MCI 25.38	Single Channel Ground Airborne Radio System (SINCGARS) (AN/PRC-119)
MCI 03.97	Infantry SNCO: Military Symbols and Overlays
MCI 03.81	Infantry Squad Leader: Land Navigation
MCI 03.68	The Heavy Machinegun Crewman
MCI 03.66	Military Operations in Urban Terrain
MCI 03.65	Antiarmor Operations
MCI 03.56	Dragon Weapon System Crewman
MCI 03.55	The TOW 2 Weapon System Crewman
MCI 03.51	The SMAW and LAW Gunner

MCI 03.41 LAV-25 Gunnery

MCI 03.16 Military Functions in Civil Disturbances

Cold Weather Survival Course, NWTC Bridgeport, CA

Close Combat Instructor Trainer Course, Quantico, VA

Winter Mountain Leaders Course, NWTC Bridgeport, CA

Summer Mountain Leaders Course, NWTC Bridgeport, CA

Mountain Survival Course, NWTC Bridgeport, CA

Advanced Mortar Leaders Course, Fort Benning, GA

Infantry Platoon Sergeant Course, MCB Camp Lejeune, NC / MCB Camp Pendleton, CA

Scout-Sniper, Quantico, VA

Survival, Evasion, Resistance and Escape, NAS Brunswick, ME

Level 2

Force Protection Office (FPO) Course EWTGLANT, Norfolk, VA.

Airborne, Fort Benning, GA

Pathfinder, Fort Benning, GA

Advance Scout-Sniper, Quantico, VA

Infantry Officer, Quantico, VA

Fire Support in MAGTF Operations Course EWTGLANT, Norfolk, VA

Special Operations Spotters Course EWTGLANT, Norfolk, VA

Anti-Terrorism Training Officer (ATTO) Course (Level II) EWTGLANT, Norfolk, VA

Introduction to MAGTF Enlisted Planner Course EWTGLANT, Norfolk, VA

Joint Maritime Command Information System (MARINE) (TCO) EWTGLANT, Norfolk, VA

Tactical Air Control Party, NB Norfolk, VA

MAGTF Plans / Operations Officer / SNCO Course, Quantico, VA

Fire Support Man, NAB Coronado, CA

Ranger, Fort Benning, GA

Tactical Air Control Party (TACP) Course EWTGLANT, Norfolk, VA