

ADMINISTRATIVE INSTRUCTIONS: This task should be trained to standard through the use of the Individual Small-Arms Marksmanship Trainer (ISMT) prior to the expenditure of live rounds. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-M249-1004: Perform remedial action for a squad automatic weapon (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a squad automatic weapon in which immediate action has failed to remedy, while wearing a fighting load.

STANDARD: To return the weapon to service.

PERFORMANCE STEPS:

1. Remove ammunition source.
2. Determine if barrel is hot or cold.
3. If hot, wait 15 minutes for possibility of cook off.
4. Unload weapon.
5. Inspect ammunition.
6. Perform 5 point safety check.
7. Reload weapon.
8. Engage targets.
9. If weapon fails to fire, clear weapon, and evacuate to higher echelon of maintenance.

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. TM 08671A-10/1A Operator's Manual, Machinegun, 5.56mm, M249

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task should be trained to standard through the use of the Individual Small-Arms Marksmanship Trainer (ISMT) prior to the expenditure of live rounds. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-M249-1005: Maintain a squad automatic weapon (D)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a squad automatic weapon, cleaning gear, and lubricant.

STANDARD: To ensure the weapon is complete, clean, and serviceable.

PERFORMANCE STEPS:

1. Clear the weapon.
2. Disassemble the weapon.
3. Clean the weapon.
4. Inspect for serviceability.
5. Lubricate the weapon.
6. Assemble the weapon.
7. Perform a function check.

REFERENCES:

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

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-M249-1006: Field zero a squad automatic weapon (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

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

STANDARD: To achieve point of aim/point of impact.

PERFORMANCE STEPS:

1. Point weapon in a safe direction.
2. Clear weapon.
3. Set mechanical zero.
4. Select a suitable target downrange, preferably at battlesight range - 300 meters.
5. Set rear elevation knob to range to target.
6. Fire a 6-8 round burst at the target observing the impacts (aiming point is 6 o'clock).
7. Make corrections for windage (windage knob) and elevation (peep sight) on the rear sights. If the initial impacts are off of the target by more than 18 inches for elevation use the front sight post to adjust elevation. Elevation stays at initial range.
8. Fire another 6-8 round burst at target (aiming point is 6 o'clock).
9. Make corrections for windage (windage knob) and elevation (peep sight) on the rear sights. Elevation stays at initial range to target.
10. Continue this process until impacts are on target.

11. Once field BZO has been obtained, loosen screws on the sliding index scale and slide the scale so that the white index line aligns with the white index line on the windage.
12. SPARE BARREL:
13. Fire a 6-8 round burst at the target observing the impacts (aiming point is 6 o'clock).
14. Make corrections for elevation ONLY using the front sight post. NO corrections are made on the rear sight assembly!
15. Fire another 6-8 round burst to confirm zero.

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	40

RANGE/TRAINING AREA: Facility Code 17581 Machine Gun Field Fire Range

OTHER SUPPORT REQUIREMENTS: Live fire range for M249 squad automatic weapon with man-size target at 300 meters.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. This task should be trained to standard through the use of the Indoor Simulated Marksmanship Trainer (ISMT) prior to the expenditure of live rounds. 2. Field BZO can be conducted at ANY range, however, 300 meters is the preferred distance. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-M249-1007: Fire the squad automatic weapon Basic Course (Gunnery Table I) (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a squad automatic weapon, ammunition, and a basic machine gun target at a distance of 33 meters, while wearing a fighting load.

STANDARD: To achieve a minimum of 71 out of 102 points in accordance with MCWP 3-15.1_.

PERFORMANCE STEPS:

1. The automatic rifleman prepares a belt of 18 rounds.
2. The automatic rifleman fires three (3) 6-8 round burst, one at each

practice silhouette, from left to right or right to left, to confirm bursts are concentrated center mass.

3. The automatic rifleman prepares a belt of 136 rounds.
4. In a time limit of 30 seconds, engage targets 1 through 2 (three silhouettes total) using searching fire with a 6-8 round burst per target.
5. In a time limit of 40 seconds, engage targets 3 through 4 (four silhouettes total) using traversing fire with a 6-8 round bursts per target.
6. In a time limit of 50 seconds, engage targets 5 through 6 (five silhouettes total) using searching and traversing fire with a 6-8 round burst per target.
7. In a time limit of 50 seconds, engage targets 7 through 8 (five silhouettes total) using searching fire with a 6-8 round burst per target.
8. The automatic rifleman engages pasters 7 through 8, firing a three-round burst at each paster, using the traverse and search technique.
9. The automatic rifleman may move downrange to observe and analyze his targets.
10. The automatic rifleman prepares a 12 round belt of ammunition.
11. The automatic rifleman engages pasters 1 through 4 in 20 seconds, firing a three-round burst at each paster.
12. The automatic rifleman may move downrange to observe and analyze his targets.
13. The automatic rifleman prepares a 24 round belt of ammunition.
14. The automatic rifleman dons his gas mask and NBC gloves.
15. Using the traverse and search technique, the automatic rifleman engages pasters 7 through 8 in 40 seconds, firing a three-round burst at each paster.
16. The automatic rifleman restores his mask to the carrier, removes his gloves, and moves downrange to observe and analyze his targets.
17. The automatic rifleman prepares a 15 round belt of ammunition.
18. Using the traverse and search technique, the automatic rifleman engages pasters 5 through 6 in 40 seconds, firing a three-round burst at each paster.
19. The automatic rifleman may move downrange to observe and analyze his target, and score it.

PREREQUISITE EVENTS:

0300-M249-1006 0300-M249-1009

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	154

RANGE/TRAINING AREA: Facility Code 17510 Basic 10M-25M Firing Range (Zero)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Total possible score for Table I is 102

points, with a minimum of 71 points for a passing score. 2. Only rounds that impact on or within the line of the silhouette will be scored. 3. Each hit is scored as one point. 4. Only 6 rounds per silhouette will be scored, for a total score of 6 points per silhouette. 5. Table I score constitutes qualification for the M249 gunner assigned to Nuclear Weapons Security (NWS) Battalions only. For Fleet Antiterrorism Security Teams Table II (Multiple Engagement Course) must also be fired, and the two scores added together in order to achieve a qualification score. NWS Battalions may train this task to standard with the use of the Indoor Simulated Marksmanship Trainer. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-M249-1008: Engage targets with a squad automatic weapon (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a squad automatic weapon, ammunition, and a target(s), while wearing a fighting load.

STANDARD: To achieve effects on target.

PERFORMANCE STEPS:

1. Assume a supported prone firing position.
2. Make a condition one weapon.
3. Identify target(s).
4. Engage targets.
5. Make a condition four weapon.

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	100

RANGE/TRAINING AREA: Facility Code 17581 Machine Gun Field Fire Range

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task. Nuclear Weapons Security (NWS) Battalions are not required to qualify on this task.

8152-M249-1009: Zero a squad automatic weapon (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a squad automatic weapon, ammunition, and a target(s), while wearing a fighting load.

STANDARD: To achieve point of aim/point of impact.

PERFORMANCE STEPS:

1. PRIMARY BARREL:
2. Point the weapon in a safe direction.
3. Clear the weapon.
4. Set mechanical zero on the weapon.
5. Fire 3 rounds individually at target 1 (aiming point is center mass).
6. Go down range and mark shots.
7. Make corrections for windage (windage knob) and elevation (peep sight) on the rear sights. If initial impacts are off of the target by more than 5 centimeters for elevation use the front sight post to adjust elevation. Elevation stays at 300 meters.
8. Fire 3 more rounds individually at target 1 (aiming point is center mass).
9. Go down range and mark shots.
10. Make corrections for windage (windage knob) and elevation (peep sight) on the rear sights. Elevation stays at 300 meters.
11. Fire last 3 rounds individually on target 1 (aiming point is center mass).
12. Fire a 3 round burst at target 2 to confirm zero (aiming point is center mass).
13. SPARE BARREL:
14. Fire 3 rounds individually at target 3 (aiming point is center mass).
15. Go down range and mark targets.
16. Make corrections for elevation ONLY on the front sight post.
17. Fire 3 more rounds individually to confirm zero.

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	18.

RANGE/TRAINING AREA: Facility Code 17581 Machine Gun Field Fire Range

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-M249-1010: Qualify on the Multiple Engagement Course (Gunnery Table II)
(B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a squad automatic weapon; ammunition; single or double E-silhouette targets from 100 to 800 meters; and MOPP gear, while wearing a fighting load.

STANDARD: By achieving a minimum score of 31 points out of a possible 45.

PERFORMANCE STEPS:

1. Prepare a belt of 12 rounds.
2. Confirm that the weapon is zeroed.
3. Load a drum of 200 rounds.
4. In a time limit of 5 seconds, engage a single-E silhouette target at 200 meters.
5. In a time limit of 10 seconds, engage a double-E silhouette target at 400 meters.
6. In a time limit of 20 seconds, engage a single-E silhouette target at 200 meters and a double-E silhouette target of 400 meters.
7. In a time limit of 25 seconds, engage multiple single-E silhouette targets at 100 and 200 meters, and a double-E silhouette target at 400 meters.
8. In a time limit of 15 seconds, engage a single-E silhouette target at 600 meters.
9. In a time limit of 15 seconds, engage a double-E silhouette target at 800 meters.
10. In a time limit of 25 seconds, engage a single-E silhouette target at 600 meters and a double-E silhouette target at 800 meters.
11. Don CBRN PPE to MOPP Level 4.
12. In a time limit of 10 seconds, engage a single-E silhouette target at 100 meters, while in MOPP 4.
13. In a time limit of 15 seconds, engage a single-E silhouette target at 300 meters, while in MOPP 4.
14. In a time limit of 20 seconds, engage a single-E silhouette target at 100 meters and a single-E silhouette target at 300 meters, while in MOPP 4.

PREREQUISITE EVENTS:

0300-M249-1006 0300-M249-1007 0300-M249-1009

RELATED EVENTS:

0311-M249-1004 0311-M249-1002 0311-M249-1003

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	212

RANGE/TRAINING AREA: Facility Code 17581 Machine Gun Field Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. 12 rounds are used to confirm zero. 2. 200 rounds are used for qualification. 3. All target engagements are conducted at the sustained rate using 6-8 round bursts. 4. The ammunition belt of 200 rounds allows for an allotment of two 6-8 round bursts for each of the 15 targets. Any leftover bursts (resulting from first-burst hits) may be applied to a target that was not hit with the first or second burst, but no more than three bursts are allowed for any target. 5. Scoring is as follows: 3 points for first burst hits, 2 points for second burst hits, 1 point for third burst hits, and minus one point (-1) for targets not hit. If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-M249-1011: Qualify on the Fire and Movement Course (Gunnery Table III) (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a squad automatic weapon, ammunition, single- and double-E silhouette targets from 75 to 200 meters, while wearing a fighting load.

STANDARD: By achieving a minimum score of 40 out of a possible 57 points.

PERFORMANCE STEPS:

1. Prepare a belt of 228 rounds.
2. In a time limit of 20 seconds, engage a double-E silhouette target at 175 meters and a double-E silhouette target at 200 meters.
3. Rush 10 meters.
4. In a time limit of 10 seconds, engage a double-E silhouette target at 175 meters.
5. Rush 10 meters.
6. In a time limit of 20 seconds, engage a single-E silhouette target at 125 meters and a single-E silhouette target at 150 meters.
7. Rush 10 meters.
8. In a time limit of 20 seconds, engage a double-E silhouette target at 125 meters and a single-E silhouette target at 150 meters.
9. Rush 10 meters.
10. In a time limit of 20 seconds, engage a single-E silhouette target at 100 meters and a double-E silhouette target at 150 meters.
11. Rush 10 meters.

12. In a time limit of 30 seconds, engage a single -E silhouette target at 100 meters and multiple double-E silhouette targets at 125 and 150 meters.
13. Rush 10 meters.
14. In a time limit of 20 seconds, engage a double-E silhouette target at 75 meters and a single-E silhouette target at 100 meters.
15. Rush 10 meters.
16. In a time limit of 20 seconds, engage a single-e silhouette target at 75 meters and a double-E silhouette target at 100 meters.
17. Rush 10 meters.
18. In a time limit of 20 seconds, engage a single-E silhouette target at 75 meters and a double-E silhouette target at 100 meters.
19. Rush 10 meters.
20. In a time limit of 10 seconds, engage a double-E silhouette target at 75 meters.

PREREQUISITE EVENTS:

0300-M249-1006 0300-M249-1007 0300-M249-1009
0311-M249-1001

RELATED EVENTS:

0311-M249-1003 0311-M249-1004

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	28
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	200

RANGE/TRAINING AREA: Facility Code 17581 Machine Gun Field Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. If emergency reloading needs to be performed during target exposure, the time limit should be extended by 10 seconds. 2. Rushes should be no more than 10 meters and take no more than 3 seconds. 3. All target engagements should be conducted at the sustained rate (6-round bursts) within the specified time limit. 4. The ammunition load of 228 rounds allows for an allotment of two 6-round bursts for each of the 19 targets. Any leftover bursts (resulting from a first-burst hit) may be applied to a target that was not hit with the first or second burst, but no more than three bursts are allowed for any target. 5. Targets should not be exposed until the automatic rifleman has performed his next rush. Time begins when the targets are exposed. Multiple targets are exposed simultaneously. 6. Scoring criteria: 3 points for 1st burst hits, 2 points for 2nd burst hits, 1 point for 3rd burst hits, minus one (-1) point if target is not hit within the first three bursts. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task. Nuclear Weapons Security (NWS) Battalions are not

required to qualify on this task.

8152-M249-1012: Qualify on the Transition Course (Gunnery Table IV) (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a squad automatic weapon, ammunition, single-E silhouette targets between 25 and 75 meters, while wearing a fighting load.

STANDARD: By achieving a minimum score of 12 out of a possible 18 points.

PERFORMANCE STEPS:

1. Prepare a belt of 72 rounds.
2. In a time limit of 10 seconds, engage a single-E silhouette target at 25 meters while firing from the standing position.
3. Rush forward 5 meters.
4. In a time limit of 20 seconds, engage a single-E silhouette target at 25 meters and a single-E silhouette target at 50 meters while firing from the kneeling position.
5. Rush forward 5 meters.
6. In a time limit of 30 seconds, engage a single-E silhouette target at 25 meters, a single-E silhouette target at 50 meters, and a single-E silhouette target at 75 meters while firing from the squatting position.

PREREQUISITE EVENTS:

0311-M249-1002	0311-M249-1001	0300-M249-1006
0300-M249-1007	0300-M249-1009	

RELATED EVENTS: 0311-M249-1004

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	72

RANGE/TRAINING AREA:

Facility Code 17580 Machine Gun Transition Range
Facility Code 17581 Machine Gun Field Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. All target engagements are conducted at the sustained rate (6-round burst). 2. Targets should not be exposed

until the automatic rifleman has moved forward 5 meters to his next firing position. Time begins when the targets are exposed. Multiple targets are exposed simultaneously. 3. The ammunition load allows for an allotment of two 6-round bursts for each of the 6 targets. Any leftover bursts (resulting from a first-burst hit) may be applied to a target that was not hit with the first or second burst, but no more than three bursts are allowed for any target. 4. Scoring criteria: 3 points for 1st burst hits, 2 points for 2nd burst hits, 1 point for 3rd burst hits, minus one (-1) point if target is not hit within the first three bursts. If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-M249-1013: Qualify on the Night Vision Device (NVD) Course (Gunnery Table V) (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a squad automatic weapon, ammunition, night vision device(s), single- and double-E silhouette targets from 100 to 400 meters, while wearing a fighting load.

STANDARD: By achieving a minimum score of 10 out of a possible 15 points.

PERFORMANCE STEPS:

1. Prepare a belt of 60 rounds.
2. In a time limit of 15 seconds, engage a single-E silhouette target at 100 meters.
3. In a time limit of 15 seconds, engage a single-E silhouette target at 200 meters.
4. In a time limit of 20 seconds, engage a double-E silhouette target at 400 meters.
5. In a time limit of 15 seconds, engage a single-E silhouette target at 100 meters.
6. In a time limit of 20 seconds, engage a double-E silhouette target at 300 meters.

PREREQUISITE EVENTS:

0311-M249-1001

0311-M249-1002

0311-M249-1003

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	60

RANGE/TRAINING AREA:

Facility Code 17580 Machine Gun Transition Range
Facility Code 17581 Machine Gun Field Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Targets are NON ILLUMINATED and will be engaged with one of the following devices: AN/PEQ-2A TPIAL with AN/PVS-14, AN/PVS-17C MNS, or AN/PAS-13B(V)2 TWS. 2. All target engagements should be conducted at the sustained rate (6-round bursts) within the specified time limit. 3. The ammunition load of 60 rounds allows for an allotment of two 6-round bursts for each of the 5 targets. Any leftover bursts (resulting from a first-burst hit) may be applied to a target that was not hit with the first or second burst, but no more than three bursts are allowed for any target. 4. Scoring criteria: 3 points for 1st burst hits, 2 points for 2nd burst hits, 1 point for 3rd burst hits, minus one (-1) point if target is not hit within the first three bursts. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-M249-1014: Zero a Night Aiming Device (NAD) (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a squad automatic weapon, ammunition, a night aiming device, and a target at 300 meters.

STANDARD: To achieve point of aim/point of impact.

PERFORMANCE STEPS:

1. Select a suitable target downrange, preferably at 300 meters.
2. Ensure that both the rail grabber and TPIAL have been securely tightened with a flat-tip screwdriver.
3. Ensure that the TPIAL has been preset to zero.
4. Turn the selector switch to Setting 3 (AIM - HI).
5. While looking through the NVD, press the cable switch button to activate the aiming beam.
6. Manipulate the gun until the aiming beam is centered on the target.
7. Fire a 6-round burst and observe the beaten zone.
8. Re-tighten the PEQ-2 and its mount with a screwdriver.
9. Re-lay the gun to move the impacts onto the target.
10. Repeat steps 6 through 8 above until the burst is on target.
11. Once the burst is on target, keep the gun in place and have an assistant

- make adjustments to move the aiming beam onto the target by adjusting windage first, then elevation.
12. Re-tighten both the rail grabber and TPIAL with a screwdriver.
 13. Fire another 6-round burst and make any necessary adjustments to the aiming beam.
 14. Remove the lens cap from the illuminator.
 15. Turn the selector switch to Setting 5 (DUAL - HI/HI).
 16. Rotate the focus knob toward the spot illumination setting until the illuminating beam is small enough to be centered through visual observation.
 17. Manipulate the illuminating beam adjusters so that the aiming beam is centered in the middle of the illuminating beam.
 18. Fire a final 6-round burst to confirm the field zero.

PREREQUISITE EVENTS:

0300-M249-1006 0300-M249-1009

RELATED EVENTS: 0311-M249-1004

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. TM 11-5855-308-12&P PEQ-2

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A064 Cartridge, 5.56mm 4 Ball M855/1 Trac	30

RANGE/TRAINING AREA:

Facility Code 17580 Machine Gun Transition Range
Facility Code 17581 Machine Gun Field Fire Range

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MK19-1001: Perform operator maintenance on an MK-19 heavy machinegun and associated components (D)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete MK-19 heavy machinegun, tripod, cradle, authorized cleaning gear, and lubricants.

STANDARD: To ensure the weapon is clean and serviceable.

PERFORMANCE STEPS:

1. Clear a MK-19 heavy machinegun.
2. Disassemble a MK-19 heavy machinegun.
3. Clean/inspect a MK-19 heavy machinegun.
4. Lubricate a MK-19 heavy machinegun.
5. Assemble a MK-19 heavy machinegun.
6. Perform a function check.
7. Inspect an M3 tripod.
8. Clean an M3 tripod.
9. Lubricate an M3 tripod.
10. Inspect an MK-64/93 cradle.
11. Clean an MK-64/93 cradle.
12. Lubricate an MK-64/93 cradle.
13. Inspect MK-19 SL-3 components.
14. Clean MK-19 SL-3 components.
15. Lubricate MK-19 SL-3 components.

REFERENCES:

1. SL-3-08521A Machine Gun, 40mm, MK-19, Mod 3
2. TM 08521A-10/1A Technical Manual, Operator's Manual, Machinegun, 40mm, MK19 MOD 3

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MK19-1002: Mount an MK-19 heavy machinegun on an M3 tripod (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete MK-19 heavy machinegun, an M3 tripod, and appropriate cradle, while wearing a fighting load.

STANDARD: To place the gun into action.

PERFORMANCE STEPS:

1. Inspect the MK-19 heavy machinegun and associated components for serviceability.
2. Emplace the M3 tripod in the desired location.
3. Attach the selected cradle to the M3 tripod.
4. Attach the MK-19 heavy machinegun to the cradle.
5. Attach associated components.

RELATED EVENTS: 0331-MK19-1003

REFERENCES:

1. FM 3-22.27 MK19
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

3. TM 08521A-10/1A Technical Manual, Operator's Manual, Machinegun, 40mm,
MK19 MOD 3

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: The following cradles are available: MK64 Cradle & MK93 Cradle. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MK19-1003: Mount an MK-19 heavy machinegun on a tactical vehicle (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete MK-19 heavy machinegun and a tactical vehicle with an appropriate mount, while wearing a fighting load.

STANDARD: To place the gun into action.

PERFORMANCE STEPS:

1. Inspect the MK-19 heavy machinegun and associated components for serviceability.
2. Attach the selected vehicle mount to the tactical vehicle.
3. Attach the MK-19 heavy machinegun receiver to the vehicle mount.
4. Attach associated components.

RELATED EVENTS: 0331-MK19-1002

REFERENCES:

1. FM 3-22.27 MK19
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. TM 08521A-10/1A Technical Manual, Operator's Manual, Machinegun, 40mm,
MK19 MOD 3

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: The following cradles are available: MK64 Cradle & MK93 Cradle. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MK19-1004: Load an MK-19 heavy machinegun (A)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mounted, SL-3 complete MK-19 heavy machinegun and ammunition, while wearing a fighting load.

STANDARD: To place the weapon in Condition 1.

PERFORMANCE STEPS:

1. Ensure bolt is forward and weapon is on safe.
2. Raise cover.
3. Insert the first round into the feeder, female link first.
4. Push the round across the primary feed pawl.
5. Move the feed slide assembly to the left.
6. Gently close the cover. (Condition 3) Weapon on safe.
7. Charge the weapon once. (Condition 2, "half-load") Weapon on safe.
8. Charge the weapon again. (Condition 1, "full-load") Weapon on safe.

RELATED EVENTS:

0331-MK19-1006 0331-MK19-1007

REFERENCES:

1. FM 3-22.27 MK19
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. TM 08521A-10/1A Technical Manual, Operator's Manual, Machinegun, 40mm, MK19 MOD 3

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
B472 Cartridge, 40mm Dummy M922	10
B542 Cartridge, 40mm HEDP M430/M430A1 Lin	10

RANGE/TRAINING AREA:

Facility Code 17610 Grenade Launcher Range
Facility Code 17620 40MM (Grenade) Machine Gun Qualification Range

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MK19-1005: Perform immediate action for an MK-19 heavy machinegun (A)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete MK-19 heavy machinegun with a stoppage, while wearing a fighting load.

STANDARD: To return the weapon into action.

PERFORMANCE STEPS:

1. Announce "MISFIRE." (During peacetime, clear the immediate area of non-essential personnel)
2. Wait ten seconds for possible hang fire.
3. Pull bolt to the rear; catch round as it is ejected.
4. Inspect ejected round for dented primer. If primer is dented place round in dud pit with the projectile facing downrange.
5. Attempt to fire.
6. If weapon fails to fire, place on safe, wait ten seconds.
7. Pull bolt to the rear; catch round as it is ejected.
8. Open cover, unload and clear the weapon, and perform remedial action.

RELATED EVENTS:

0331-MK19-1004 0331-MK19-1007

REFERENCES:

1. FM 3-22.27 MK19
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. SL-3-08521A Machine Gun, 40mm, MK-19, Mod 3
4. TM 08521A-10/1A Technical Manual, Operator's Manual, Machinegun, 40mm, MK19 MOD 3

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
B472 Cartridge, 40mm Dummy M922	10

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17620 40MM (Grenade) Machine Gun Qualification Range

OTHER SUPPORT REQUIREMENTS: Expenditure of ammunition is not required for this task.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Event is instructor/scenario driven. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MK19-1006: Perform remedial action for an MK-19 heavy machinegun (A)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete MK-19 heavy machinegun with a malfunction or stoppage not corrected by immediate action, while wearing a fighting load.

STANDARD: To return the weapon into action.

PERFORMANCE STEPS:

1. Open cover, clear source of ammunition.
2. Disassemble and perform a detailed inspection of weapon and ammunition.
3. Assemble the weapon and perform a function check.

RELATED EVENTS:

0331-MK19-1004 0331-MK19-1006

REFERENCES:

1. FM 3-22.27 MK19
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. SL-3-08521A Machine Gun, 40mm, MK-19, Mod 3
4. TM 08521A-10/1A Technical Manual, Operator's Manual, Machinegun, 40mm, MK19 MOD 3

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
B472 Cartridge, 40mm Dummy M922	10

RANGE/TRAINING AREA:

Facility Code 17620 40MM (Grenade) Machine Gun Qualification Range
Facility Code 17410 Maneuver/Training Area, Light Forces

OTHER SUPPORT REQUIREMENTS: Expenditure of ammunition is not required for this task. If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MK19-1103: Engage a target with a MK-19 heavy machinegun

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete MK-19 heavy machinegun, appropriate limited-visibility sight, and ammunition, while wearing a fighting load.

STANDARD: To achieve a hit on a target.

PERFORMANCE STEPS:

1. Inspect ammunition
2. Mount the MK-19 on an appropriate mount
3. Assume an appropriate firing position

4. Load the MK-19
5. Set sight to estimated range
6. Aim in on target using organic or attached limited-visibility sight
7. Engage targets and react to fire commands
8. Maintain lubrication during firing
9. Unload and clear the MK-19

RELATED EVENTS:

0331-MK19-1109	0331-MK19-1108	0331-MK19-1101
0331-MK19-1102	0331-MK19-1104	

REFERENCES:

1. FM 3-22.27 MK19 40MM Grenade Machine Gun MOD 3
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. TM 08521A/09761a-23&p/2a Operator's Manual and Components List, Machinegun, 40mm, MK 19 Mod 3

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
B542 Cartridge, 40mm HEDP M430/M430A1 Lin	96

RANGE/TRAINING AREA: Facility Code 17610 Grenade Launcher Range

OTHER SUPPORT REQUIREMENTS: Weapons: MK-19 40mm Grenade Machinegun

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MK19-1106: Mount a limited-visibility sight on a MK-19 heavy machinegun

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete MK-19 heavy machinegun, SL-3 complete limited-visibility sight, while wearing a fighting load.

STANDARD: In accordance with the references.

PERFORMANCE STEPS:

1. Inspect the limited-visibility sight for serviceability
2. Install the appropriate battery in the limited-visibility sight
3. Mount the limited-visibility sight on the MK-19 heavy machinegun
4. Remove the battery from the limited-visibility sight
5. Remove and store the limited-visibility sight

RELATED EVENTS: 0331-MK19-1107

REFERENCES:

1. TM 10091B/10092B-10/1 AN/PAS-13B(V)2 & 3 THERMAL SIGHT

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1001: Perform operator maintenance for a medium machinegun and associated components (D)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete medium machinegun, authorized cleaning gear, and lubricant.

STANDARD: To ensure the weapon is clean and serviceable.

PERFORMANCE STEPS:

1. Clear the weapon.
2. Disassemble the weapon.
3. Clean the weapon.
4. Inspect for serviceability.
5. Lubricate the weapon.
6. Assemble the weapon.
7. Perform a function check.

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1002: Mount a medium machinegun on an M122 tripod (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete medium machinegun and an M122 tripod, while wearing a fighting load.

STANDARD: To place the weapon into action.

PERFORMANCE STEPS:

1. Inspect the medium machinegun and associated components for serviceability.
2. Emplace the M122 tripod in the desired location.
3. Attach the medium machinegun receiver to the M122 tripod with provided mount.
4. Attach appropriate associated components.

RELATED EVENTS: 0331-MMG-1013

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
4. TM 08670A-14&P/1 Supplement 1, M240G

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1003: Mount a medium machinegun on a tactical vehicle (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete medium machinegun and a tactical vehicle with an appropriate mount, and mounting adaptor, while wearing a fighting load.

STANDARD: To place the gun into action.

PERFORMANCE STEPS:

1. Inspect the medium machinegun and associated components for serviceability.
2. Attach the appropriate vehicle mount to the tactical vehicle.
3. Attach the mounting adaptor to the medium machinegun.
4. Attach the ammo tray to the selected vehicle mount.

RELATED EVENTS: 0331-MMG-1002

REFERENCES:

1. FM 21-305 Manual for Wheeled Vehicle Driver
2. FM 3-22.68 Light and Medium machineguns
3. MCWP 3-15.1 Machineguns and Machinegun Gunnery
4. TM 2320-10/6A Truck Utility 1/4 Ton 4X4

SUPPORT REQUIREMENTS:

EQUIPMENT: Appropriate tactical vehicle and machine gun mounts.

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1004: Load a medium machinegun (cover raised) (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mounted, SL-3 complete medium machinegun and ammunition, while wearing a fighting load.

STANDARD: To place the weapon in Condition 1.

PERFORMANCE STEPS:

1. Clear the weapon.
2. Place the first round against cartridge stop (links facing up).
3. Close cover. (Condition 3)
4. Pull cocking handle to the rear and place the weapon on safe.
5. Return the cocking handle forward. (Condition 1)

RELATED EVENTS: 0331-MMG-1005

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
4. TM 08670A-14&P/1 Supplement 1, M240G

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A135 Cartridge, 7.62mm Dummy M63	6

RANGE/TRAINING AREA: Facility Code 17581 Machine Gun Field Fire Range

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1005: Change a barrel on a medium machinegun (C)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a loaded medium machinegun, while wearing a fighting load.

STANDARD: To return the weapon into action.

PERFORMANCE STEPS:

1. Pull the bolt to the rear.
2. Place the weapon on safe.
3. Face down and away from the weapon.
4. Raise cover.
5. Remove ammunition.
6. Change barrel.
7. Reload ammunition.
8. Close cover.

RELATED EVENTS: 0331-MMG-1001

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A135 Cartridge, 7.62mm Dummy M63	6

RANGE/TRAINING AREA: Facility Code 17580 Machine Gun Transition Range

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1014: Perform remedial action on a medium machinegun (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an SL-3 complete medium machinegun with a malfunction or stoppage not corrected by immediate action, while wearing a fighting load.

STANDARD: To return the weapon into action.

PERFORMANCE STEPS:

1. Place weapon on safe.
2. Determine if barrel is hot or cold.
3. If hot, wait 15 minutes for possibility of cook off.
4. If cold, clear weapon.
5. Inspect the weapon and conduct a detailed disassembly, if warranted.
6. Reload weapon.
7. Engage targets.
8. If weapon fails to fire, clear weapon, and evacuate to higher echelon of maintenance.

PREREQUISITE EVENTS: 0331-MMG-1013

RELATED EVENTS:

0331-MMG-1013 0331-MMG-1004 0331-MMG-1005

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A135 Cartridge, 7.62mm Dummy M63	6

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1101: Zero a medium machinegun (B)

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun, ammunition, and a target(s), while wearing a fighting load.

STANDARD: To achieve point of aim/point of impact.

PERFORMANCE STEPS:

1. De-link nine (9) single rounds and a belt of three (3) rounds.
2. Ensure the rear sight leaf is flipped down for zeroing. Set the sights at 500m (battlesight setting).
3. Put the gun in Condition 1.
4. Lay the gun on the first paster, ensuring that the sights are aligned and at 6 o'clock on the paster.
5. Fire 3 rounds, one round at a time, ensuring that the same 6 o'clock sight

- picture is regained on the paster between shots.
6. Put the gun in Condition 4.
 7. Move downrange to observe the shot group and mark the center of the target.
 8. Measure the lateral and vertical distance between the center of the shot group and the center of the aiming paster.
 9. If the center of the shot group is in the center of the paster, the gun is zeroed.
 10. If the center of the shot group is not in the center of the paster, adjust the front sight as needed.
 11. After adjusting windage and elevation, lower the retaining strap, but do not lock it down until the BZO elevation is confirmed.
 12. Put the gun in Condition 1.
 13. Fire another 3-round shot group (one round at a time) at the same paster.
 14. Put the gun in Condition 4.
 15. Move back downrange to observe the shot group and make appropriate sight adjustments.
 16. Put the gun in Condition 1.
 17. Fire the last 3-round shot group (one round at a time) at the same paster.
 18. Put the gun in Condition 4.
 19. Move back downrange to observe the shot group and make final sight adjustments.
 20. Put the gun in Condition 1.
 21. Confirm the zero by firing a burst of 3 rounds at the second paster.
 22. Once the zero is confirmed, ensure the front sight assembly is snug laterally, and then lock the front sight blade retaining strap down into its detent.
 23. Repeat this procedure for the spare barrel.

RELATED EVENTS:

0300-M249-1006 0331-MMG-1102 0300-M249-1009

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	24

RANGE/TRAINING AREA:

Facility Code 17510 Basic 10M-25M Firing Range (Zero)
Facility Code 17581 Machine Gun Field Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: The BZO established in this task should be used for Gunnery Table I (0331-MMG-1106). If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1102: Field zero a medium machinegun (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun, ammunition, and a target at 500 meters, while wearing a fighting load.

STANDARD: To achieve point of aim/point of impact.

PERFORMANCE STEPS:

1. Select a suitable target downrange, preferably at battlesight range - 500 meters.
2. Estimate the range to target.
3. Set the rear sight elevation to the estimated range, and lay the gun on target (sights at 6 o'clock to the target).
4. Fire a 6-round burst while the team leader observes the impacts.
5. Make corrections to the gun by manipulating the T&E until the beaten zone is adjusted onto target.
6. Once the impacts are on target, the gunner maintains his position, ensuring that the lay of the gun remains the same while sight adjustments are made - windage first, and then elevation.
7. Use the front sight adjusting tool to unlock the front sight retaining strap and rotate it upwards.
8. Adjust for windage and elevation.
9. Once elevation is correct, rotate the retaining strap back down , but do not lock it until BZO is confirmed.
10. Fire a 6-round burst for confirmation. If the burst is not on target, the sight adjustment process should be repeated until the beaten zone impacts the target.
11. Once the zero of the primary barrel is confirmed, change barrels and follow the same procedure for field zeroing the spare barrel.

RELATED EVENTS:

0300-M249-1009

0331-MMG-1101

0300-M249-1006

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	48

RANGE/TRAINING AREA:

Facility Code 17580 Machine Gun Transition Range
Facility Code 17581 Machine Gun Field Fire Range

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1103: Zero a Night Aiming Device (NAD) for a medium machinegun (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun, ammunition, a night aiming device, and a target at 500 meters.

STANDARD: To achieve point of aim/point of impact.

PERFORMANCE STEPS:

1. Select a suitable target downrange, preferably at 500 meters.
2. Ensure that both the rail grabber and TPIAL have been securely tightened with a flat-tip screwdriver.
3. Ensure that the TPIAL has been preset to zero.
4. Turn the selector switch to Setting 3 (AIM - HI).
5. While looking through the NVD, press the cable switch button to activate the aiming beam.
6. Manipulate the gun until the aiming beam is centered on the target.
7. Fire a 6-round burst and observe the beaten zone.
8. Re-tighten the PEQ-2 and its mount with a screwdriver.
9. Re-lay the gun to move the impacts onto the target.
10. Repeat steps 6 through 8 above until the burst is on target.
11. Once the burst is on target, keep the gun in place and have an assistant make adjustments to move the aiming beam onto the target by adjusting windage first, then elevation.
12. Re-tighten both the rail grabber and TPIAL with a screwdriver.
13. Fire another 6-round burst and make any necessary adjustments to the aiming beam.
14. Remove the lens cap from the illuminator.
15. Turn the selector switch to Setting 5 (DUAL - HI/HI).
16. Rotate the focus knob toward the spot illumination setting until the illuminating beam is small enough to be centered through visual observation.
17. Manipulate the illuminating beam adjusters so that the aiming beam is centered in the middle of the illuminating beam.
18. Fire a final 6-round burst to confirm the field zero.

PREREQUISITE EVENTS:

0331-MMG-1101 0331-MMG-1102

RELATED EVENTS:

0300-M249-1009	0300-M249-1006	0331-MMG-1104
0331-MMG-1109	0331-MMG-1105	0311-M249-1004

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. TM 10470A-12&P/1A Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-2A

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	30

RANGE/TRAINING AREA:

Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17580 Machine Gun Transition Range

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1104: Zero the AN/PVS-17C for a medium machinegun (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun, ammunition, a night optical device, and a target at 500 meters, while wearing a fighting load.

STANDARD: To achieve point of aim/point of impact.

PERFORMANCE STEPS:

1. Select a suitable target downrange, preferably at 500 meters.
2. Ensure the PVS-17 mount has been securely tightened to the rail with a flat-tip screwdriver.
3. Turn the PVS-17 on and adjust the reticle for brightness and focus.
4. Lay the gun on the target, with the reticle in the center of the target.
5. Fire a 6-round burst and observe the beaten zone.
6. Re-tighten the PVS-17 mount with a screwdriver.
7. Re-lay the gun to move the impacts onto the target.
8. Repeat steps 5 through 7 above until the burst is on target.
9. Once the burst is on target, keep the gun in place and have an assistant make adjustments to move the sight onto the target by adjusting windage first, then elevation.
10. Fire another 6-round burst and make any necessary adjustments to the reticle.
11. The PVS-17 is zeroed when the reticle is centered on the beaten zone.
12. Fire a final 6-round burst to confirm the field zero.

PREREQUISITE EVENTS:

0331-MMG-1101 0331-MMG-1102

RELATED EVENTS:

0311-M249-1006	0311-M249-1007	0311-M249-1004
0331-MMG-1103	0331-MMG-1109	0331-MMG-1105
0311-M249-1005		

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery
3. TM 10796-12&P Operators Manual for AN/PVS-17/17B/17C Miniature Night Sight

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	30

RANGE/TRAINING AREA:

Facility Code 17580 Machine Gun Transition Range
Facility Code 17581 Machine Gun Field Fire Range

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1106: Conduct the 12.7-meter Basic Course for the medium machinegun (Gunnery Table I) (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun, ammunition, and basic machinegun targets at 12.7-meters, while wearing a fighting load.

STANDARD: By achieving a minimum score of 70 points out of a possible 102.

PERFORMANCE STEPS:

1. Prepare two (2) 6-round belts of ammunition.
2. Engage pasters in Bank 3-4 (one paster each) with one 6-round burst each.
3. Prepare a 30-round belt of ammunition.
4. Engage pasters in Bank 5-6 (5 pasters total) with one 6-round burst each, using the traverse and search mechanism for each subsequent burst.
5. Prepare a 48-round belt of ammunition.
6. Engage pasters in Bank 7-8 (8 pasters total) with one 6-round burst each, using the traverse and search mechanism as appropriate for each subsequent burst.
7. Prepare four (4) 6-round belts of ammunition.
8. In a time limit of 45 seconds, engage pasters in Bank 1-4 (4 pasters

- total) with one 6-round burst each. No manipulation of the T&E is required other than to obtain proper sight alignment and picture before firing the 6-round bursts.
9. Prepare a 30-round belt of ammunition.
 10. In a time limit of 30 seconds, engage pasters in Bank 5-6 (5 pasters total) with one 6-round burst each, using the traverse and search mechanism for each subsequent burst.
 11. Prepare a 48-round belt of ammunition.
 12. In a time limit of 45 seconds, engage pasters in Bank 7-8 (8 targets total) with one 6-round burst each, using the traverse and search mechanism as appropriate for each subsequent burst.

PREREQUISITE EVENTS: 0331-MMG-1101

RELATED EVENTS:

0331-MMG-1111	0331-MMG-1110	0331-MMG-1108
0331-MMG-1107	0331-MMG-1102	0331-MMG-1109

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	192

RANGE/TRAINING AREA:

Facility Code 17510 Basic 10M-25M Firing Range (Zero)
Facility Code 17580 Machine Gun Transition Range
Facility Code 17581 Machine Gun Field Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Total possible score for Table I is 102 points, with a minimum of 70 points for a passing score. 2. Only rounds that impact on or within the line of the paster will be scored. 3. Each hit is scored as one point. 4. Only 6 rounds per paster will be scored, for a total score of 6 points per paster. 5. Table I score constitutes qualification for the medium machinegun gunner assigned to Nuclear Weapons Security (NWS) Battalions only. For Fleet Antiterrorism Security Teams Table II (Multiple Engagement Course) must also be fired, and the two scores added together in order to achieve a qualification score. NWS Battalions may train this task to standard with use of the Indoor Simulated Marksmanship Trainer (ISMT). If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1107: Conduct the Multiple Engagement Course for the medium machinegun (Gunnery Table II) (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun, ammunition, double E-silhouette or stationary vehicle targets from 400 to 800 meters, and CBRN PPE, while wearing a fighting load.

STANDARD: By achieving a minimum score of 21 points out of a possible 63.

PERFORMANCE STEPS:

1. Prepare a belt of 252 rounds of ammunition.
2. In a time limit of 20 seconds, engage a double-E silhouette target at 500 meters.
3. In a time limit of 20 seconds, engage a double-E silhouette target at 400 meters.
4. In a time limit of 20 seconds, engage a double-E silhouette target at 700 meters.
5. In a time limit of 20 seconds, engage a stationary vehicle silhouette target at 800 meters.
6. In a time limit of 35 seconds, engage multiple double-E silhouette targets at 400 and 600 meters.
7. In a time limit of 35 seconds, engage multiple double-E silhouette targets at 500 and 700 meters.
8. In a time limit of 45 seconds, engage multiple double-E silhouette targets at 400, 600, and 700 meters.
9. In a time limit of 20 seconds, engage a stationary vehicle silhouette target at 800 meters.
10. In a time limit of 35 seconds, engage a double-E silhouette target at 500 meters and a stationary vehicle silhouette target at 800 meters.
11. While in a CBRN posture wearing a field protective mask w/hood and gloves, and in a time limit of 20 seconds, engage a double-E silhouette target at 500 meters.
12. While in a CBRN posture wearing a field protective mask w/hood and gloves, and in a time limit of 20 seconds, engage a double-E silhouette target at 600 meters.
13. While in a CBRN posture wearing a field protective mask w/hood and gloves, and in a time limit of 35 seconds, engage multiple double-E silhouette targets at 500 and 700 meters.
14. While in a CBRN posture wearing a field protective mask w/hood and gloves, and in a time limit of 45 seconds, engage multiple double-E silhouette targets at 400 and 600 meters, and a stationary vehicle silhouette target at 800 meters.

PREREQUISITE EVENTS:

0331-MMG-1101 0331-MMG-1102

RELATED EVENTS:

0311-M249-1001 0331-MMG-1111 0331-MMG-1106
0331-MMG-1109 0331-MMG-1108 0331-MMG-1110

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	252

RANGE/TRAINING AREA:

Facility Code 17580 Machine Gun Transition Range
Facility Code 17581 Machine Gun Field Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. All target engagements are conducted at the sustained rate using 6-8 round bursts. 2. The ammunition belt of 252 rounds allows for an allotment of two 6-8 round bursts for each of the 21 targets. Any leftover bursts (resulting from first-burst hits) may be applied to a target that was not hit with the first or second burst, but no more than three bursts are allowed for any target. 3. Scoring is as follows: 3 points for first burst hits, 2 points for second burst hits, 1 point for third burst hits, and minus one point (-1) for targets not hit. If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1108: Conduct the Range Card Course for the medium machinegun (Gunnery Table III) (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun, ammunition, single- and double-E silhouette targets from 400 to 900 meters, while wearing a fighting load.

STANDARD: To record and fire targets in a defensive situation.

PERFORMANCE STEPS:

1. With a 48-round belt of ammunition, register the Final Protective Line (FPL) using 12-round bursts.
2. Record the T&E data for the FPL on the range card.
3. With a 48-round belt of ammunition, register the two double-E silhouette targets (one at 400 and one at 600 meters), and the two 4-silhouette target banks (one at 800 and one at 900 meters).
4. Record the T&E data for the point targets on the range card.
5. With a 24-round belt of ammunition, register the two linear targets; one shallow target at 500 meters, and one deep target centered at 900 meters.

6. Record the T&E data for the linear targets on the range card.
7. With a 12-round belt of ammunition, engage the two linear targets using T&E data from the range card.
8. With a 24-round belt of ammunition, engage the four point targets using T&E data from the range card.
9. With a 12-round belt of ammunition, fire the final protective line using T&E data from the range card in a single burst.

PREREQUISITE EVENTS:

0331-MMG-1106	0331-MMG-1107	0331-MMG-1101
0331-MMG-1102		

RELATED EVENTS:

0331-MMG-1103	0331-MMG-1111	0331-MMG-1104
0331-MMG-1109	0331-MMG-1105	0331-MMG-1110

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	168

RANGE/TRAINING AREA:

Facility Code 17581 Machine Gun Field Fire Range
Facility Code 17580 Machine Gun Transition Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Performance steps 1-6 are for the registration of targets and the preparation of the range card. 2. Performance steps 7-9 are engagement and are scored as follows: 1 point for each target hit, with a total possible of 7 points. 3. When firing the FPL, the burst must achieve grazing fire, as evidenced by the beaten zone striking a reference point determined during registration. 4. A passing score on this gunnery table is 5 out of 7. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task. Nuclear Weapons Security (NWS) Battalions are not required to qualify on this task.

8152-MMG-1109: Conduct the Night Vision Device (NVD) Course for the medium machinegun (Gunnery Table IV) (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun, ammunition, night vision device(s), and double-E and stationary vehicle silhouette targets from 400 to 800 meters, while wearing a fighting load.

STANDARD: To engage targets in a non-illuminated environment.

PERFORMANCE STEPS:

1. Prepare a belt of 144 rounds.
2. In a time limit of 20 seconds, engage a double-E silhouette target at 500 meters.
3. In a time limit of 20 seconds, engage a double-E silhouette target at 400 meters.
4. In a time limit of 20 seconds, engage a double-E silhouette target at 700 meters.
5. In a time limit of 20 seconds, engage a stationary vehicle silhouette target at 800 meters.
6. In a time limit of 35 seconds, engage multiple double-E silhouette targets at 400 and 600 meters.
7. In a time limit of 35 seconds, engage multiple double-E silhouette targets at 500 and 700 meters.
8. In a time limit of 45 seconds, engage multiple double-E silhouette targets at 400, 600, and 700 meters.
9. In a time limit of 20 seconds, engage a stationary vehicle silhouette target at 800 meters.

PREREQUISITE EVENTS:

0331-MMG-1105	0331-MMG-1104	0331-MMG-1102
0331-MMG-1101	0331-MMG-1103	

RELATED EVENTS:

0331-MMG-1111	0331-MMG-1110	0331-MMG-1106
0331-MMG-1107	0331-MMG-1108	

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	144

RANGE/TRAINING AREA:

Facility Code 17580 Machine Gun Transition Range
Facility Code 17581 Machine Gun Field Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. The ammunition load allows for an allotment of two 6-round bursts for each of the 12 targets. Any leftover bursts (resulting from a first-burst hit) may be applied to a target that was not hit with the first or second burst, but no more than three bursts are allowed for any target. 2. Scoring criteria: 3 points for 1st burst

hits, 2 points for 2nd burst hits, 1 point for 3rd burst hits, minus one (-1) point if target is not hit within the first three bursts. 3. 24 points are required to achieve a passing score on Table IV. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-MMG-1110: Conduct the 12.7-meter Bipod Course for the medium machinegun (Gunnery Table (V) (B))

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun, ammunition, basic machinegun targets at 12.7 meters, while wearing a fighting load.

STANDARD: To achieve hits on at least 4 of the 6 targets presented.

PERFORMANCE STEPS:

1. Prepare a belt of 36 rounds of ammunition.
2. Fire a 6-round burst at scoring space 3 on the target.
3. Fire a 6-round burst at scoring space 4 on the target.
4. Fire a 6-round burst at scoring space 5 on the target.
5. Fire a 6-round burst at scoring space 6 on the target.
6. Fire a 6-round burst at scoring space 7 on the target.
7. Fire a 6-round burst at scoring space 8 on the target.

PREREQUISITE EVENTS:

0331-MMG-1101 0331-MMG-1106

RELATED EVENTS:

0331-MMG-1111 0331-MMG-1102 0331-MMG-1107
0331-MMG-1108

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	36

RANGE/TRAINING AREA: Facility Code 17510 Basic 10M-25M Firing Range (Zero)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. On the Basic Machinegun Target, scoring spaces 1 and 2 are used for zeroing, spaces 3 through 8 are used during the familiarization course. 2. One point is awarded for each scoring space hit. 3. A minimum score of 4 out of 6 must be achieved to pass Gunnery Table V and progress on to Gunnery Table VI. If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task. Nuclear Weapons Security (NWS) Battalions are not required to qualify on this task.

8152-MMG-1111: Conduct the Bipod Multiple Engagement Course for the medium machinegun (Gunnery Table VI) (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

BILLET: MCSF MACHINE GUNNER

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a medium machinegun, ammunition, double E-silhouette or stationary vehicle targets from 100 to 400 meters, and CBRN PPE, while wearing a fighting load.

STANDARD: By achieving a minimum score of 22 points out of a possible 33.

PERFORMANCE STEPS:

1. Prepare a 132-round belt of ammunition.
2. In a time limit of 5 seconds, engage a single-E silhouette target at 200 meters.
3. In a time limit of 10 seconds, engage a double-E silhouette target at 400 meters.
4. In a time limit of 20 seconds, engage a single-E silhouette target at 200 meters and a double-E silhouette target at 400 meters.
5. In at time limit of 25 seconds, engage multiple single-E silhouette targets at 100 and 200 meters, and a double-E silhouette target at 400 meters.
6. While in a CBRN posture wearing a field protective mask w/hood and gloves, and in a time limit of 10 seconds, engage a single-E silhouette target at 100 meters.
7. While in a CBRN posture wearing a field protective mask w/hood and gloves, and in a time limit of 15 seconds, engage a double-E silhouette target at 300 meters.
8. While in a CBRN posture wearing a field protective mask w/hood and gloves, and in a time limit of 20 seconds, engage a single-E silhouette target at 100 meters and a double-E silhouette target at 300 meters.

PREREQUISITE EVENTS: 0331-MMG-1110

RELATED EVENTS:

0331-MMG-1106	0331-MMG-1102	0331-MMG-1107
0331-MMG-1109	0331-MMG-1108	0331-MMG-1101

REFERENCES:

1. FM 3-22.68 Light and Medium machineguns
2. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A131 Cartridge, 7.62mm 4 Ball M80/1 Trace	132

RANGE/TRAINING AREA:

Facility Code 17580 Machine Gun Transition Range
Facility Code 17581 Machine Gun Field Fire Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. All target engagements are conducted at the sustained rate using 6-8 round bursts. 2. The ammunition belt of 132 rounds allows for an allotment of two 6-8 round bursts for each of the 11 targets. Any leftover bursts (resulting from first-burst hits) may be applied to a target that was not hit with the first or second burst, but no more than three bursts are allowed for any target. 3. Scoring is as follows: 3 points for first burst hits, 2 points for second burst hits, 1 point for third burst hits, and minus one point (-1) for targets not hit. 4. A score of 22 points (out of a possible 33) is required to pass Table VI. If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task. Nuclear Weapons Security (NWS) Battalions are not required to qualify on this task.

MCSF-CMBH-1001: Conduct un-aided observation (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

MOS PERFORMING: 0300

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, WO-1, CWO-2, CWO-3, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an area to observe and a mission, while wearing a fighting load.

STANDARD: To identify threats.

PERFORMANCE STEPS:

1. Establish security.
2. Conduct a hasty search of the area of observation.
3. Prioritize likely areas of threat.
4. Establish a baseline.
5. Detect anomalies.

6. Report threats to higher headquarters.

RELATED EVENTS: 0300-CMBH-1002

REFERENCES:

1. MCWP 3-11.3 Scouting and Patrolling
2. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17410 Maneuver/Training Area, Light Forces

MCSE-CMBH-1002: Conduct aided observation (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

MOS PERFORMING: 0300

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, WO-1, CWO-2, CWO-3, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an area to observe, a mission, and an observation device(s), while wearing a fighting load.

STANDARD: To identify threats.

PERFORMANCE STEPS:

1. Establish security.
2. Employ observation device(s).
3. Conduct a hasty search of the area of observation.
4. Prioritize likely areas of threat.
5. Establish a baseline.
6. Conduct a detailed search of the area of observation.
7. Detect anomalies.
8. Report information to higher headquarters.

PREREQUISITE EVENTS:

0300-CMBH-1001 0300-OPTS-1001

REFERENCES:

1. MCWP 3-11.3 Scouting and Patrolling
2. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17410 Maneuver/Training Area, Light Forces

EQUIPMENT: 1. AN/PAS-22. 2. AN/PVQ-31A/31B (RCO). 3. AN/PAS-13. 4. AN/PVS-7/14. 5. AN/PVS-17B/C. 6. Binoculars

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task can be trained using any day/night observation device, or a combination of devices.

4004. 2000-LEVEL EVENTS

8152-AT-2001: Conduct force protection measures

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 12 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given any Force Protection Condition, and without the aid of references.

STANDARD: To deter, detect, defend, and mitigate threat activities.

PERFORMANCE STEPS:

1. Review threat brief
2. Review TTPs
3. Conduct random antiterrorism measures.
4. Demonstrate force protection measures.

REFERENCES:

1. DoD O-2000.12-P DoD Antiterrorism Handbook (FOUO)
 2. JP 3-07 Joint Doctrine for Military Operations Other Than War
 3. NAVMC DIR 3500.86 AT/CIP T&R Manual
 4. TRADOC G2 Handbook #1 A Military Guide to Terrorism in the 21st Century
-

8152-BDE-2001: Prepare for Dynamic Entry

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: This event encompasses the preparations conducted concurrently with mission planning and immediately following the completion of planning.

BILLETS: MCSF Breacher

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given all necessary equipment.

STANDARD: To ensure the assault team is ready to execute the mission.

PERFORMANCE STEPS:

1. Gather explosive materials
2. Determine mechanical equipment required
3. Construct charges
4. Calculate safe blast overpressure stand off.
5. Construct priming systems
6. Prepare mechanical equipment
7. Prepare ballistic equipment
8. Prepare thermal equipment
9. Conduct a breacher's brief
10. Conduct rehearsals
11. Conduct inspections

REFERENCES:

1. TM 10698A-10/1 M1014, Joint Service Shotgun

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A011 Cartridge, 12 Gauge #00 Buckshot M16	10 cartridges per Marine
AX14 Primer, Percussion 12 Gauge W209	100 rounds per Marine
M023 Charge, Demolition Block M112 1-1/4	8 charges per Marine
M456 Cord, Detonating PETN Type I Class E	250 FT per Marine
M980 Charge, Demolition Sheet 0.0831 Inch	2 cases per Marine
M981 Charge, Demolition Sheet 0.125 Inch	11 cases per Marine
M982 Charge, Demolition Sheet 0.161 Inch	21 cases per Marine
MM30 Charge, Flexible 20 Gram PETN MK140	10 charges per Marine
MM44 Charge, Demolition Flexible Linear S	24 FT per Marine
MM45. Chg. Demo Flex Linear Shaped 125 Gra	24 FT per Marine
MM46 Charge, Demolition Flexible Linear S	18 FT per Marine
MM47 Charge, Demolition Flexible Linear S	30 FT per Marine
MM51 Charge, Demolition Low Hazard MK143	30 FT per Marine
MM52 Charge, Demolition Low Hazard MK144	18 FT per Marine
MN52 MK154 Mod 0	24 cases per Marine
MU40 Cord, Detonating 400 Grains per Foot	18 FT per Marine
MU42 Cord, Detonating 100 Grains per Foot	18 FT per Marine

RANGE/TRAINING AREA: Facility Code 17830 Light Demolition Range

EQUIPMENT: Marine Assault Breacher's Kit (NSN: 4240-01-531-1165), Personal Protective Equipment, Shotgun (Mossberg Model 500, or Benelli 1014), Full Spectrum Battle Equipment (FSBE) TAMCN: C35012E; Configuration D

MATERIAL: Scientific Calculator, E-Silhouette Targets, Non-Metallic PropStick, Goodyear 330B Rubber, 1000 ml IV bags, 550 Cord, Spray Adhesive, Door (wood or metal), Door knobs, Windows (Double Hung, Plate, or Casement)

UNITS/PERSONNEL: Trauma qualified Corpsman

OTHER SUPPORT REQUIREMENTS: 1. LMT Rebar Cutter Assembly Operators Manual. 2. MOES-BL Methods of Entry School Breacher Logbook. 3. STIHL 510/760 STIHL TS 510, 760 Instruction Manual. 4. TCTK - 2006 Tactical Cutting Torch Kits Operating Instructions Manual (July 2006). 5. TM

10003A/07172A/09081A-13 & amp; P Remington and Mossberg Shotgun Operators Manual. 6. TM 10698A-23B & amp; P/2 M1014 Shotgun Maintenance Manual. 7. Unit SOP

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Ordnance: Unit of issue depicting "cases" should annotate "rolls."

SPECIAL PERSONNEL CERTS: Marines conducting explosive breaching must be qualified and certified as a Methods of Entry Breacher.

8152-BDE-2002: Conduct Dynamic Entry

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: This event encompasses the Breacher's actions in the Last Covered and Concealed Position (LCC), actions on the objective, and actions immediately following conclusion of the assault. The Breacher is expected to use one or more of the following breaching methods to accomplish this task: explosive, thermal, mechanical and ballistic based upon mission requirements.

BILLETS: MCSF Breacher

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given all necessary equipment.

STANDARD: To allow unobstructed entry of the assault team while minimizing collateral damage and hazards to personnel.

PERFORMANCE STEPS:

1. Move to breach point
2. Conduct breach
3. Conduct post-assault actions

REFERENCES:

1. TM 10698A-10/1 M1014, Joint Service Shotgun

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17830 Light Demolition Range

EQUIPMENT: Marine Assault Breacher's Kit (NSN: 4240-01-531-1165), Personal Protective Equipment, Full Spectrum Battle Equipment (FSBE) TAMCN: C35012E; Configuration D

MATERIAL: Doors (wood or metal), Door knobs, Deadbolts, Windows (Double Hung, Plate, or Casement)

OTHER SUPPORT REQUIREMENTS: 1. LMT Rebar Cutter Assembly Operators Manual. 2. MOES-BL Methods of Entry School Breacher Logbook. 3. STIHL

510/760 STIHL TS 510, 760 Instruction Manual. 4. TCTK - 2006 Tactical Cutting Torch Kits Operating Instructions Manual (July 2006). 5. TM 10003A/07172A/09081A-13 & P Remington and Mossberg Shotgun Operators Manual. 6. TM 10698A-23B & P/2 M1014 Shotgun Maintenance Manual. 17. Unit SOP

MISCELLANEOUS:

SPECIAL PERSONNEL CERTS: Marines conducting explosive breaching must be qualified and certified as a Methods of Entry Breacher.

8152-COMM-2001: Communicate without wired, wireless communication devices

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 24 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical situation.

STANDARD: Ensuring orders are understood.

PERFORMANCE STEPS:

1. Execute the hand-and-arm signals for individual actions/commands
2. Execute the hand-and-arm signals for team/squad/platoon formations
3. Execute the hand-and-arm signals for weapons commands
4. Execute the hand-and-arm signals for battle drills
5. Employ visible and infrared light signals

REFERENCES:

1. MCWP 3-11.2 Marine Rifle Squad
2. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:

EQUIPMENT: 1. Military flash light, red lens capable. 2. Night vision devices. 3. Chemlights.

MATERIAL: FM 21-60 Visual Signals

8152-COMM-2002: Communicate using security forces wireless communications

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 12 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical situation, frequencies and call sign.

CONDITION: Given a mission and reportable information.

STANDARD: To accomplish the mission.

PERFORMANCE STEPS:

1. Submit a SITREP.
2. Submit a SALUTE report.
3. Submit an IED/ UXO report.
4. Submit a CASEVAC request.
5. Submit a SUT report.
6. Submit a detainee report.
7. Submit a position report.

REFERENCES:

1. MCWP 3-11.2 Marine Rifle Squad
2. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:

MATERIAL: FM 24-19 Radio Operator's Handbook

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task can be trained to standard through the use of the Virtual Battlefield System 2 (VBS2).

8152-DM-2001: Zero the designated marksman rifle

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Designated Marksman

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an observer, target at 100 yards and ammunition.

STANDARD: To achieve point of aim/point of impact within three minutes of angle (MOA).

PERFORMANCE STEPS:

1. Apply weapons conditions.
2. Assume a supported firing position.
3. Prepare for firing.
4. Fire a cold bore shot and record impact location.
5. Fire a 3 round group.
6. Record information in the data book.
7. Apply required adjustments to scope.
8. Fire a second zeroing group (repeating steps 5 through 7).
9. Fire a 3 round shot group to confirm zero
10. Annotate zeroing data into data book.

REFERENCES:

1. TM 02648C-10/1 Designated Marksman Rifle

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
AA11 Cartridge, 7.62mm Long Range M118 LR	10 cartridges per Marine

RANGE/TRAINING AREA: Facility Code 17550 Rifle Known Distance (KD) Range

MATERIAL: 1. TM for M110 SASS. 2. DM student handbook. 3. TM for Premier Scope.

8152-DM-2002: Determine cold bore placement

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: The Designated Marksman will determine the placement of a cold bore shot after multiple cold bore shots have been conducted. Once determined, it is continually tracked to better achieve first round impacts on threats.

BILLETS: Designated Marksman

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an observer, a target at 100 yards, ammunition.

STANDARD: To within three minutes of angle from point of aim.

PERFORMANCE STEPS:

1. Apply weapons conditions
2. Assume a shooting position
3. Analyze placement of cold bore shot to zero.
4. Determine ballistics and weather to hit threat.
5. Apply adjustments/holds to scope turrets.
6. Engage the threat.
7. Assess the threat.
8. Make entries in data book/gun log.

CHAINED EVENTS: 8152-DM-2001

REFERENCES:

1. FM 3-05.222 U.S. Army Special Forces Sniper Training and Employment
2. MCSF DM TL Handbook
3. MCSFBN DM DRILL GUIDE Marine Corps Security Force Battalion Designated Marksman Drill Guide
4. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
AA11 Cartridge, 7.62mm Long Range M118 LR	20 cartridges per Marine

RANGE/TRAINING AREA: Facility Code 17550 Rifle Known Distance (KD) Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Determined over multiple cold bores and then continually tracked

8152-DM-2003: Conduct Observation

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: The majority of a DM's mission is conducting observation. This requires the DM to prepare his equipment for the mission, occupy a post to best support the mission, locate a hostile threat, report information back to higher headquarters, and maintain constant observation on the area.

BILLETS: Designated Marksman

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: All necessary equipment, an area to observe.

STANDARD: To report and record all information in accordance with mission requirements.

PERFORMANCE STEPS:

1. Occupy position.
2. Record information of military/tactical importance.
3. Report unevaluated information to the command operation center.
4. Record communications.
5. Maintain observation.

CHAINED EVENTS:

8152-DM-2001 8152-DM-2002

REFERENCES:

1. MCSF DM TL Handbook
2. MCSFBN DM DRILL GUIDE Marine Corps Security Force Battalion Designated Marksman Drill Guide
3. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17963 MOUT Collective Training Facility (Large)
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17413 Field Training Area

8152-DM-2004: Prepare a Designated Marksman range card

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a final firing position.

STANDARD: In order to annotate each item of information required by the DM handbook, and ensure that two copies are completed within 30 minutes.

PERFORMANCE STEPS:

1. Estimate distance to threats.
2. Identify reference points.
3. Establish 3 sectors.
4. Identify center azimuth.
5. Include marginal data.
6. Draw terrain features on range card.
7. Write marginal information and threat information.

CHAINED EVENTS: 8152-DM-2001

REFERENCES:

1. MCSF DM TL Handbook
2. MCSFBN DM DRILL GUIDE Marine Corps Security Force Battalion Designated Marksman Drill Guide
3. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)
Facility Code 17413 Field Training Area

8152-DM-2005: Prepare a field sketch

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

BILLETS: Designated Marksman

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a final firing position.

STANDARD: Recording actionable information within the objective area.

PERFORMANCE STEPS:

1. Identify terrain features in objective area.
2. Measure any personnel/equipment in the objective area as needed.
3. Determine scale to be used on the sketch.
4. Annotate reference points.
5. Annotate azimuths on the sketch.
6. Draw features on the sketch.
7. Place marginal information on the sketch.

CHAINED EVENTS:

8152-DM-2001 8152-DM-2004

REFERENCES:

1. MCSF DM TL Handbook
2. MCSFBN DM DRILL GUIDE Marine Corps Security Force Battalion Designated Marksman Drill Guide
3. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)
Facility Code 17413 Field Training Area

8152-DM-2006: Establish a final firing position (FFP)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: The DM must have a full understanding of the mission and the ability to employ DM skills in any environment. This requires the DM to conduct movement to and from an FFP, employ camouflage and concealment techniques, and establish an FFP that best supports the operation. Additionally, the DM must understand all firing commands and communication procedures, the use of deadly force and rules of engagement.

BILLETS: Designated Marksman

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a DM mission.

STANDARD: To observe and engage threat without being detected.

PERFORMANCE STEPS:

1. Apply weapons conditions.
2. Detect threats/targets on objective.
3. Ensure fields of fire and observation.
4. Ensure FFP can support weapon system.
5. Conceal/secure non-essential equipment.
6. Ensure routes of egress.
7. Establish firing position.
8. Engage threats as required.
9. Improve FFP as necessary.
10. Relocate FFP as necessary.

CHAINED EVENTS: 8152-DM-2003

REFERENCES:

1. MCSF DM TL Handbook
2. MCSFBN DM DRILL GUIDE Marine Corps Security Force Battalion Designated Marksman Drill Guide
3. MCWP 3-15.3 Scout Sniping

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A080 Cartridge, 5.56mm Blank M200 Single	20 cartridges per Marine
A112 Cartridge, 7.62mm Blank M82	20 cartridges per Marine

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)
Facility Code 17413 Field Training Area

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Both hasty and deliberate final firing positions should be trained to.

8152-DM-2007: Engage threats with the Designated Marksman rifle

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Designated Marksman

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an observer, ammunition, and threats ranging from 100 to 700 yards.

STANDARD: To eliminate the threat.

PERFORMANCE STEPS:

1. Apply weapons conditions
2. Detect threats
3. Estimate range if applicable
4. Prepare for firing
5. Assume shooting positions
6. Utilize cover as applicable
7. Apply aiming techniques
8. Engage threat/threats
9. Engage moving threats if applicable
10. Apply follow through
11. Clear stoppages
12. Search and assess

CHAINED EVENTS:

8152-DM-2005 8152-DM-2006

REFERENCES:

1. MCO 3574.2 Marine Corps Combat Marksmanship Program
2. MCSF DM TL Handbook
3. MCSFBN DM DRILL GUIDE Marine Corps Security Force Battalion Designated Marksman Drill Guide
4. MCWP 3-15.3 Scout Sniping
5. TM 11473A-OR/1 Enhanced Marksman Rifle

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
AA11 Cartridge, 7.62mm Long Range M118 LR	450 cartridges per Marine

RANGE/TRAINING AREA: Facility Code 17550 Rifle Known Distance (KD) Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task covers the following courses of fire. Known distance, 180 rds; unknown distance, 40rds; multiple and moving targets, 120rds; gas mask, 15rds; limited visibility engagements, 45rds; elevated and depressed angles 50 rds.

8152-PS-2001: Apply the continuum of force

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given any situation requiring the use of force.

STANDARD: Without error, in accordance with the established rules of engagement.

PERFORMANCE STEPS:

1. Assess temper and intent of personnel.
2. Apply appropriate response procedures.

REFERENCES:

1. DoDD 5210.41M Nuclear Weapons Security Manual
 2. MCO 1500.54B Marine Corps Martial Arts Program
 3. MCO 5500.6F Arming of Security and Law Enforcement (LE) Personnel and the Use of Force
 4. MCO 5530.15 U.S. Marine Corps Interior Guard Manual
 5. SECNAVINST 5500.29 Use of Force by Personnel Engaged in Law Enforcement and Security duties
-

8152-PS-2002: Stand post

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Assigned to the guard force.

STANDARD: Following all policies and procedures, in accordance with the guard order.

PERFORMANCE STEPS:

1. Participate in guard mount.
2. Assume post.
3. Conduct challenging procedures.
4. Execute reporting procedures.
5. Maintain the logbook/range card if applicable.
6. Conduct battle drills.
7. Apply the continuum of force.

REFERENCES:

1. DoDD 5210.41M Nuclear Weapons Security Manual
2. FM 22-6 Guard Duty
3. MCO 1500.54B Marine Corps Martial Arts Program
4. MCO 5500.6F Arming of Security and Law Enforcement (LE) Personnel and the Use of Force
5. MCO 5530.15 U.S. Marine Corps Interior Guard Manual
6. MCSF RegtO P3000.2__FAST Combat SOP
7. SECNAVINST 5500.29 Use of Force by Personnel Engaged in Law Enforcement and Security duties

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A075 Cartridge, 5.56mm Blank M200 Linked	200 cartridges per Marine
A080 Cartridge, 5.56mm Blank M200 Single	60 cartridges per Marine

A111 Cartridge, 7.62mm Blank M82 Linked	200 cartridges per Marine
A112 Cartridge, 7.62mm Blank M82	20 cartridges per Marine
AA12 Cartridge, 9mm FX Red Marking	60 cartridges per Marine
AA21 Cartridge, 9mm FX Blue Marking	60 cartridges per Marine

RANGE/TRAINING AREA:

Facility Code 17963 MOU Collective Training Facility (Large)
Facility Code 17962 MOU Collective Training Facility (Small)

ROOMS/BUILDINGS: ISMT/Battle simulations

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: The performance step conduct battle drills includes but not limited to: CBRN, small arms fire, sniper fire, IEDs, IDF, mass casualty, perimeter breach, civil disturbance. (Reference 7 Annex F)

8152-PS-2003: Safeguard classified information

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

DESCRIPTION: Proper identification, control, and security of classified information are of vital importance to national security. Sentries must know not to disclose classified information.

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a situation involving classified material.

STANDARD: To ensure no further unauthorized disclosure according to classification.

PERFORMANCE STEPS:

1. Identify classified information.
2. Secure classified information as required.
3. Immediately report to command.
4. Maintain positive control until turned over to command.

REFERENCES:

1. DoDD 5210.41M Nuclear Weapons Security Manual
2. MCO 5530.15 U.S. Marine Corps Interior Guard Manual
3. SECNAVINST 5510.36 Dept of the Navy Information and Personnel Security Program Regulations

8152-PS-2004: Conduct an entry/vehicle control point

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Assigned to an entry/vehicle control point.

STANDARD: Ensuring no one without proper authorization has entered or exited the secured area.

PERFORMANCE STEPS:

1. Control personnel/vehicles.
2. Execute personnel identification procedures.
3. Conduct personnel/vehicles search.
4. Conduct security response procedures.

REFERENCES:

1. DoDD 5210.41M Nuclear Weapons Security Manual
2. FM 22-6 Guard Duty
3. MCO 1500.54B Marine Corps Martial Arts Program
4. MCO 5530.15 U.S. Marine Corps Interior Guard Manual
5. OPNAVINST 5530.14 Navy Physical Security

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A075 Cartridge, 5.56mm Blank M200 Linked	200 cartridges per Marine
A080 Cartridge, 5.56mm Blank M200 Single	60 cartridges per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 cartridges per Marine
A112 Cartridge, 7.62mm Blank M82	20 cartridges per Marine
AA12 Cartridge, 9mm FX Red Marking	60 cartridges per Marine
AA21 Cartridge, 9mm FX Blue Marking	60 cartridges per Marine

RANGE/TRAINING AREA:

Facility Code 17962 MOU Collective Training Facility (Small)
Facility Code 17963 MOU Collective Training Facility (Large)

ROOMS/BUILDINGS: ISMT/Battle simulations

8152-PS-2005: React to a Security Alert

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Assigned to the react force, given a security alert.

STANDARD: To contain, or eliminate the threat, and protect designated asset.

PERFORMANCE STEPS:

1. Don personal protective equipment.
2. Draw T/O weapon and ammunition if applicable.
3. Apply weapons conditions.
4. Execute battle drill.
5. Conduct reporting procedures as required.

REFERENCES:

1. DoDD 5210.41M Nuclear Weapons Security Manual
2. FM 3-11 Multi-service doctrine for CBRN Operations
3. MCO 5500.6F Arming of Security and Law Enforcement (LE) Personnel and the Use of Force
4. MCO 5530.15 U.S. Marine Corps Interior Guard Manual
5. MCSF Regt Close Quarters Battle Drill Guide
6. MCWP 3-35.3 Military Operations on Urbanized Terrain (MOUT)
7. OPNAVINST 5530.14 Navy Physical Security
8. SECNAVINST 5500.29 Use of Force by Personnel Engaged in Law Enforcement and Security duties

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A075 Cartridge, 5.56mm Blank M200 Linked	200 cartridges per Marine
A080 Cartridge, 5.56mm Blank M200 Single	60 cartridges per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 cartridges per Marine
A112 Cartridge, 7.62mm Blank M82	20 cartridges per Marine
AA12 Cartridge, 9mm FX Red Marking	60 cartridges per Marine
AA21 Cartridge, 9mm FX Blue Marking	60 cartridges per Marine

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

ROOMS/BUILDINGS: ISMT/Battle simulations

8152-PS-2201: Conduct guard mount

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Assigned as the Corporal or Sergeant of the Guard.

STANDARD: Ensuring that guard force members are present, mentally and physically capable to assume an assigned post.

PERFORMANCE STEPS:

1. Form for guard mount.
2. Brief the guard.

3. Inspect the guard.
4. Apply weapons condition.
5. Post/relieve the guard.

REFERENCES:

1. FM 22-6 Guard Duty
 2. MCO 5500.6F Arming of Security and Law Enforcement (LE) Personnel and the Use of Force
 3. MCO 5530.15 U.S. Marine Corps Interior Guard Manual
 4. MCRP 3-01A Rifle Marksmanship
-

8152-PS-2202: Prepare a fire plan sketch

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 3 months

GRADES: CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

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

STANDARD: To depict each of the required items.

PERFORMANCE STEPS:

1. Illustrate all fighting positions.
2. Illustrate ECP/VCP.
3. Illustrate sectors of fire.
4. Illustrate principle direction of fire for the squad automatic weapons.
5. Illustrate crew-served weapon positions and their PDFs or FPLs.
6. Illustrate dead space.
7. Illustrate DM positions.
8. Illustrate obstacles.
9. Illustrate terrain.
10. Illustrate threat reference points.
11. Illustrate building numbers.
12. Annotate magnetic north.
13. Annotate unit designation.
14. Annotate time and date of preparation.

REFERENCES:

1. MCWP 3-11.2 Marine Rifle Squad

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)
Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: If applicable, include non-lethal ammunition ranges

8152-TACT-2001: Perform individual actions in a patrol

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 12 months

MOS PERFORMING: 0300, 0302, 0311, 0317, 0321, 0331, 0341, 0351, 0352, 0369, MCCS

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, 2NDLT, 1STLT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a patrol order, assigned weapon, and an assignment in a patrol, while wearing a fighting load.

STANDARD: Without compromising the integrity of the patrol.

PERFORMANCE STEPS:

1. Prepare for the patrol.
2. Perform individual actions during passage of lines.
3. Perform individual actions during movement.
4. Perform individual actions at halts.
5. Occupy rally points.
6. Perform immediate action drills.
7. Perform Individual actions at the objective(s)
8. Perform individual actions in re-entry of friendly lines.
9. Disseminate information.

REFERENCES:

1. FMFM 6-4 Marine Rifle Company/Platoon
2. MCWP 3-11.2 Marine Rifle Squad
3. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A075 Cartridge, 5.56mm Blank M200 Linked	200 cartridges per Marine
A080 Cartridge, 5.56mm Blank M200 Single	60 cartridges per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 cartridges per Marine
A112 Cartridge, 7.62mm Blank M82	20 cartridges per Marine
AA12 Cartridge, 9mm FX Red Marking	60 cartridges per Marine
AA21 Cartridge, 9mm FX Blue Marking	60 cartridges per Marine

RANGE/TRAINING AREA:

Facility Code 17963 MOUT Collective Training Facility (Large)
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17413 Field Training Area

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task can be trained to standard through the use of the Visual Battlefield System 1 (VBS1).

8152-TACT-2002: Navigate to an objective(s)

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 12 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a military topographic map, grid reference graphic, protractor, and compass or GPS.

STANDARD: To arrive within 100 meters of the objective.

PERFORMANCE STEPS:

1. Identify the following marginal information found on a topographical map: declination diagram, bar scale, contour interval, note and legend.
2. Identify the three types of contour lines found on a topographical map.
3. Identify the ten terrain features found on a topographical map.
4. Identify the six colors used on a topographical map, and what they represent.
5. Plot a point on a map using the protractor.
6. Determine the six-digit grid coordinate of a specific point on a map.
7. Determine the straight line and/or curved line distance between two points on a map.
8. Determine a back azimuth.
9. Determine the grid azimuth between two points on a map.
10. Convert a grid azimuth to a magnetic azimuth using the notes that appear in conjunction with the declination diagram.
11. Convert a magnetic azimuth to a grid azimuth using the notes that appear in conjunction with the declination diagram.
12. Orient a map using terrain association.
13. Input destination coordinates into Global Positioning System (is necessary)
14. Determine Compass error.
15. Establish pace count.
16. Navigate to objective(s).

REFERENCES:

1. FM 3-25.26 Map Reading and Land Navigation

SUPPORT REQUIREMENTS:

- MATERIAL:**
1. TM 09880C-0R Operator's Guide, DAGR Operator's Pocket Guide.
 2. TM 11-5825-291-13 Operator and Maintenance Manual For Satellite Signal Navigation Set AN/PSN-11

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Ensure the military aspects of terrain are identified. 2. COTS GPS systems can be used.

8152-TACT-2003: Handle detainees

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 1STSGT, MSGT, 2NDLT, 1STLT, CAPT, MAJ

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a known or suspected hostile individual, capture tag (DD Form 2745), zip lock bags, sand bags, trash bags and/or socks, flex cuffs, 550 cord, duct tape, and assigned weapon, while wearing a fighting load.

STANDARD: To ensure conformance to the acronym STRESS.

PERFORMANCE STEPS:

1. Search the detainee.
2. Tag detainee and items collected.
3. Report number of personnel detained.
4. Evacuate detainee.
5. Segregate detainee.
6. Safeguard detainee.

REFERENCES:

1. MCRP 4-11.8D Detainee Operations
-

8152-TACT-2004: Prepare for combat

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order with a mission to conduct combat operations, while wearing a fighting load.

STANDARD: To ensure the individual is prepared to accomplish the mission.

PERFORMANCE STEPS:

1. Receive warning order.
2. Conduct preparations in accordance with warning order.
3. Rehearse individual actions.
4. Receive the order.
5. Stand inspection.

6. Test fire weapon.

REFERENCES:

1. MCRP 3-11.1A Commander's Tactical Handbook
2. MCWP 3-11.2 Marine Rifle Squad

MISCELLANEOUS:

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

8152-TACT-2005: Perform tactical field care on a casualty

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, MSGT, MGYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

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

STANDARD: To prevent further injury or death.

PERFORMANCE STEPS:

1. Ensure that you and the casualty are no longer under direct enemy fire.
2. Communicate the situation to the unit leader.
3. Ensure the tactical situation allows for time to treat casualty before initiating any medical procedures.
4. Evaluate a casualty for shock.
5. Determine level of consciousness.
6. Assess the casualty's airway.
7. Assess the casualty for chest injuries.
8. Identify and control major bleeding.
9. Assess for climatic injuries (hot or cold).
10. Identify and treat other wounds (dress all wounds, including exit wounds, splint obvious fractures).

REFERENCES:

1. MCRP 3-02G First Aid
-

8152-TACT-2006: Perform immediate actions upon contact with the enemy

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a patrol order, assigned weapon, and an assignment in a patrol, while wearing a fighting load.

STANDARD: To perform assigned duties.

PERFORMANCE STEPS:

1. Perform individual actions during an immediate halt.
2. Perform individual actions during air observation.
3. Perform individual actions during air attack.
4. Perform individual actions during a hasty ambush.
5. Perform individual actions during an immediate assault.
6. Perform individual actions during a near-counter-ambush.
7. Perform individual actions during a far-counter-ambush.
8. Perform individual actions upon contact with a booby trap.
9. Perform individual actions while crossing a danger area.
10. Perform individual actions during an indirect fire attack.

REFERENCES:

1. FMFM 6-4 Marine Rifle Company/Platoon
2. MCWP 3-11.2 Marine Rifle Squad
3. MCWP 3-11.3 Scouting and Patrolling

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A075 Cartridge, 5.56mm Blank M200 Linked	200 cartridges per Marine
A080 Cartridge, 5.56mm Blank M200 Single	60 cartridges per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 cartridges per Marine
A112 Cartridge, 7.62mm Blank M82	20 cartridges per Marine
AA12 Cartridge, 9mm FX Red Marking	60 cartridges per Marine
AA21 Cartridge, 9mm FX Blue Marking	60 cartridges per Marine

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)
Facility Code 17413 Field Training Area

ROOMS/BUILDINGS: ISMT

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Explain the fighter/leader concept. 2. Identify the base unit. 3. This task can be trained to standard through the use of the Virtual Battlefield System 1 (VBS1).

8152-TACT-2007: Visually identify Improvised Explosive Device (IED)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, MSGT, 1STSGT, SGTMAJ, MGYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operational environment with an Improvised Explosive Device (IED) threat.

STANDARD: To locate IEDs.

PERFORMANCE STEPS:

1. Determine threat.
2. Detect visual indicators of suspected ground emplaced IED.
3. Detect visual indicators of suspected vehicle borne IED.
4. Detect visual indicators of suspected suicide vehicle borne IED.
5. Detect visual indicators of suspected a suicide bomber.

REFERENCES:

1. JIEDDTF 05-23 Joint Improvised Explosive Device Defeat Organization Tactics, Techniques and Procedures Handbook
2. MCIP 3-17.02 MAGTF Counter-Improvised Explosive Device Operations
3. MCWP 3-11.2 Marine Rifle Squad

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A075 Cartridge, 5.56mm Blank M200 Linked	200 cartridges per Marine
A080 Cartridge, 5.56mm Blank M200 Single	60 cartridges per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 cartridges per Marine
A112 Cartridge, 7.62mm Blank M82	20 cartridges per Marine
AA12 Cartridge, 9mm FX Red Marking	60 cartridges per Marine
AA21 Cartridge, 9mm FX Blue Marking	60 cartridges per Marine

RANGE/TRAINING AREA:

Facility Code 17413 Field Training Area
Facility Code 17963 MOUT Collective Training Facility (Large)
Facility Code 17962 MOUT Collective Training Facility (Small)

ROOMS/BUILDINGS: ISMT/Battle simulation

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Explain the fighter/leader concept. 2. Identify the base unit. 3. This task can be trained to standard through the use of the Virtual Battlefield System 1 (VBS1).

8152-TACT-2008: React to an improvised explosive device (IED)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operational environment with an Improvised Explosive Device (IED), while wearing a fighting load.

STANDARD: To reduce the effects of an IED.

PERFORMANCE STEPS:

1. Identify an IED.
2. Notify team members of an IED.
3. Mark an IED.
4. Treat casualties (if applicable)
5. Conduct reporting procedures
6. Establish a limit of advance (minimum safe distance).
7. Bypass the IED as required.
8. Coordinate with supporting elements.

REFERENCES:

1. MCWP 3-35.3 Military Operations on Urbanized Terrain (MOUT)
2. MCSF Close Quarters Battle Handbook

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17760 MOUT Assault Course (MAC)

MATERIAL: 1. JIEDDTF 05-23 Joint Improvised Explosive Device Defeat Organization Tactics, Techniques and Procedures Handbook. 2. MCIP 3-17.01 IED Defeat.

8152-TACT-2009: Perform individual continuing actions

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an individual weapon, as a member of a unit, while wearing a fighting load.

STANDARD: To ensure the individual is prepared to accomplish the mission.

PERFORMANCE STEPS:

1. Conduct noise discipline.
2. Conduct light discipline.
3. Conduct field hygiene.
4. Conduct sanitation of an area.
5. Conduct Pre-Combat Checks and Inspections as appropriate (PCC/PCIs).
6. Maintain communications.
7. Maintain security (Guardian Angel).
8. Fight from cover to cover.
9. Ensure Positive Identification (PID).
10. Maintain marksmanship skills.
11. Conduct Anti-Terrorism/Force Protection Random Anti-Terrorism Measures

- (RAMs).
12. Conduct physical security.
 13. Ensure personnel and equipment accountability.
 14. Maintain equipment in a state of readiness.
 15. Ensure tactical situational awareness.
 16. Provide reports as necessary.

REFERENCES:

1. MCRP 3-11.1A Commander's Tactical Handbook
2. MCWP 3-11.2 Marine Rifle Squad
3. MCWP 3-11.3 Scouting and Patrolling

8152-TACT-2011: Employ pyrotechnics (B)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months

MOS PERFORMING: 0311, 8001

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given munitions, while wearing a fighting load.

STANDARD: To support the scheme of maneuver and commander's intent.

PERFORMANCE STEPS:

1. Determine munitions requirement based on METT.
2. Determine location to deploy munitions based on METT.
3. Employ munitions into designated location.

REFERENCES:

1. FM 3-23.30 Grenades and Pyrotechnic Signals

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
G945 Grenade, Hand Yellow Smoke M18	1
L307 Signal, Illumination Ground White St	1
L312 Signal, Illumination Ground White St	1
L495 Flare, Surface Trip M49 Series	1
L594 Simulator, Projectile Ground Burst M	1
L598 Simulator, Explosive Booby Trap Flas	1
L599 Simulator, Explosive Booby Trap Illu	1

RANGE/TRAINING AREA: Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Use pyrotechnics for signaling, marking,

screening, immobilizing, destruction, disorientation, dispersion, or early warning. 2. This task allows the user to select the munitions needed for the mission. All DODICs are not required to train to standard.

8152-TACT-2101: Perform tactical maneuvers

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

BILLETS: Vehicle Driver

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a tactical vehicle squad, associated equipment.

STANDARD: To successfully maneuver a tactical vehicle safely within the commander's intent.

PERFORMANCE STEPS:

1. Receive the order.
2. Conduct Pre Combat Checks.
3. Identify and rehearse traveling techniques and vehicle formations to be used during the operation.
4. Establish a communication plan with the vehicle crew and other vehicles within the unit.
5. Maneuver the vehicle in the appropriate tactical formation.
6. Maneuver the vehicle in the appropriate movement technique.
7. Conduct vehicle recovery as necessary.
8. Maneuver the tactical vehicle into a staggered column.

REFERENCES:

1. FM 17-98 Scout Platoon
 2. MCRP 4-11.3F Convoy Operations Handbook
 3. TTECG/MAWTS-1 Convoy Battle Skills Handbook
-

8152-TACT-2102: Direct the employment of a vehicle during security operations

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

BILLETS: Vehicle Commander

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given tactical vehicles, an assigned route, SL-3 materials, and commander's intent.

STANDARD: To accomplish the mission in accordance with the commander's intent.

PERFORMANCE STEPS:

1. Analyze the route and adjacent terrain/routes in accordance with OKOCAW.
2. Identify areas of interest along route.
3. Establish security positions along route within identified NAIs.
4. Use successive and alternate bounding techniques during route movement.
5. Use traveling and traveling overwatch techniques during route movement.
6. Use maximum reconnaissance forward.
7. Consider the geometry of fire for the weapon system.
8. Use the principles of weapons employment while in movement along route.
9. Coordinate with adjacent units along the route.

REFERENCES:

1. FM 17-98 Scout Platoon
2. FM 3-20.98 Reconnaissance Platoon
3. MCWP 3-15.1 Machineguns and Machinegun Gunnery
4. TM 2320-10/6B Truck, Utility 1 1/2 Ton (HMMWV)
5. TTECG/MAWTS-1 Convoy Battle Skills Handbook

8152-TACT-2103: Provide security during vehicle security halts

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLETS: Vehicle Dismount

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given tactical vehicles, an assigned route and commander's intent.

STANDARD: To provide physical security in accordance with the mission.

PERFORMANCE STEPS:

1. Analyze OKOCAW and METT-TSLC.
2. Determine criteria for short and long security halts.
3. Perform a 5-meter visual check in the area surrounding halted vehicle.
4. Perform a 25-meter visual check with organic optics in the area surrounding the halted vehicle.
5. Dismount the tactical vehicle and conduct a physical check of the area within 25-meters surrounding the halted vehicle.
6. Coordinate with vehicle gunner to provide overwatch while conducting foot movements.
7. Establish short-term observation/listening post during long vehicle security halts.
8. Establish communications between vehicle commander and OP position.
9. Analyze/determine applicable CCIRs and PIRs.
10. Plan for consolidation and movement of OP position.

REFERENCES:

1. FM 17-98 Scout Platoon
 2. FM 3-20.98 Reconnaissance Platoon
 3. TM 2320-10/6B Truck, Utility 1 1/2 Ton (HMMWV)
 4. TTECG/MAWTS-1 Convoy Battle Skills Handbook
-

8152-TACT-2104: Perform vehicle crew pre-combat checks (PCCs)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a mission and associated assets.

STANDARD: To ensure the vehicle and each crewmember is prepared and equipped to execute a given mission.

PERFORMANCE STEPS:

1. Check the hygiene and general health of each Marine in the vehicle.
2. Ensure all communication assets function as designed.
3. Ensure all radio frequencies are loaded properly for the mission.
4. Ensure all ammunition is serviceable and prepared for combat use.
5. Ensure all vehicle first-aid kits/assets are serviceable and stored correctly.
6. Ensure proper PM and pre-operational checks are conducted on all night vision/optical equipment to be taken on the mission.
7. Ensure the vehicle has proper fluid levels.
8. Ensure the vehicle has proper tire inflation.
9. Ensure the load plan is correct for the mission.
10. Ensure all towing shackle brackets and pins are present and serviceable.
11. Ensure all other organic recovery assets are serviceable and present.
12. Ensure the vehicle has the proper Class II, III, V, and IX supplies to be taken on the mission.
13. Ensure the vehicle is properly marked.
14. Ensure the gunner has done proper PM and pre-operational checks on his weapon system.
15. Ensure each Marine within the vehicle has the proper personal equipment to be taken on the mission.
16. Ensure dismounts have all required additional equipment to be taken on the mission.
17. Test fire weapons, if the situation allows.
18. Ensure each member of the vehicle crew understands the mission, their individual tasks, the tasks of the vehicle, and are properly prepared for the conduct of PCIs.

REFERENCES:

1. FM 17-98 Scout Platoon
 2. MCRP 4-11.3F Convoy Operations Handbook
 3. TTECG/MAWTS-1 Convoy Battle Skills Handbook
-

8152-TACT-2201: Lead a team/squad in security forces operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a team/squad, motorized assets, escalation of force and rules of engagement criteria, and a mission with commander's intent.

STANDARD: To accomplish the intent of the mission.

PERFORMANCE STEPS:

1. Receive the order.
2. Conduct METT-TSL.
3. Conduct route planning/reconnaissance.
4. Determine team/squad organization.
5. Determine duties and responsibilities.
6. Develop communications plan.
7. Determine reporting procedures.
8. Conduct fire support planning.
9. Develop order/brief.
10. Prepare vehicle.
11. Conduct pre-combat checks and inspections (PCC/PCI).
12. Conduct rehearsals.
13. Execute the mission.
14. Conduct debrief.

RELATED EVENTS:

INF-MOBL-3152 0300-MOBL-2003

REFERENCES:

1. FM 17-98 Scout Platoon
2. MCRP 3-11.1A Commander's Tactical Handbook
3. MCWP 3-11.2 Marine Rifle Squad
4. TTECG/MAWTS-1 Convoy Battle Skills Handbook

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>		<u>Quantity</u>
A075	Cartridge, 5.56mm Blank M200 Linked	200 cartridges per Marine
A080	Cartridge, 5.56mm Blank M200 Single	60 cartridges per Marine
A111	Cartridge, 7.62mm Blank M82 Linked	200 cartridges per Marine
A112	Cartridge, 7.62mm Blank M82	20 cartridges per Marine
AA12	Cartridge, 9mm FX Red Marking	60 cartridges per Marine
AA21	Cartridge, 9mm FX Blue Marking	60 cartridges per Marine

RANGE/TRAINING AREA:

Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17963 MOUT Collective Training Facility (Large)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task covers the actions of small unit leaders in all security forces operations.

8152-TACT-2202: Develop a warning order

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an order from higher headquarters.

STANDARD: To ensure the unit is prepared for combat.

PERFORMANCE STEPS:

1. Receive the order.
2. Conduct METT-TSL analysis.
3. Determine how the mission will be organized, attachments that will be needed, time line, and identify implied missions that will have to be accomplished if the mission is to succeed.
4. Write the situation paragraph as a brief statement of the friendly and enemy situation.
5. Write the mission, exactly as it was received from higher headquarters tasking statement.
6. 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.
7. Write special instructions to subordinate leaders, special purpose teams, and key individuals

RELATED EVENTS:

0300-PAT-2003

0300-PAT-1004

0300-PAT-2002

REFERENCES:

1. MCRP 3-11.1A Commander's Tactical Handbook
2. MCWP 3-11.2 Marine Rifle Squad

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task can be trained to standard through the use of the Virtual Battlefield System 2 (VBS2).

8152-TACT-2203: Write a combat order

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order from higher headquarters.

STANDARD: To develop an order that supports achievement of higher's mission.

PERFORMANCE STEPS:

1. Determine the squad's mission from higher's mission, commander's intent, and the squad/team 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 higher's scheme of maneuver and fire support plan.
6. Determine the unit's scheme of maneuver.
7. Determine the unit's fire support plan.
8. Determine subordinate tasks and missions.
9. Task organize the unit.
10. Analyze higher's administration and logistics to determine the effect on the unit.
11. Determine the unit's administrative and logistic requirements.
12. Analyze higher command and signal plan.
13. Determine the unit command and signal plan.
14. Formulate your determinations into the five-paragraph order format.

RELATED EVENTS:

0300-PAT-1004 0300-PAT-2001 0300-PAT-2003

REFERENCES:

1. MCRP 3-11.1A Commander's Tactical Handbook
2. MCRP 5-12A Operational Terms and Graphics
3. MCWP 3-11.2 Marine Rifle Squad

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task can be trained to standard through the use of the Virtual Battlefield System 2 (VBS2).

8152-TACT-2204: Issue a combat order

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352, MCCS

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, completed combat order, and a terrain model.

STANDARD: To ensure the order is disseminated.

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 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 announcing the next event to be accomplished.

RELATED EVENTS:

0300-PAT-2002 0300-PAT-1004 0300-PAT-2001

REFERENCES:

1. MCRP 5-12A Operational Terms and Graphics
2. MCWP 3-11.2 Marine Rifle Squad

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Use terrain models, maps, sand tables or any other material to support issue of the order.

8152-TACT-2205: Develop a map overlay

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given templates and references.

STANDARD: To graphically depict the scheme of maneuver.

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 friendly symbols.
7. Plot threat symbols.
8. Annotate title and objective.
9. Annotate marginal information.
10. Annotate security classification.
11. Submit overlay to higher.
12. Distribute copies of the overlay as required.

REFERENCES:

1. FM 3-25.26 Map Reading and Land Navigation
 2. MCRP 5-12A Operational Terms and Graphics
-

8152-TACT-2206: Select a route

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

MOS PERFORMING: 0311, 0317, 0331, 0341, 0351, 0352

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given an order, a map or grid reference graphic, protractor, and map pen.

STANDARD: To maximize use 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.

RELATED EVENTS: 0300-PAT-2004

REFERENCES:

1. FM 3-25.26 Map Reading and Land Navigation
-

8152-TACT-2301: React to a Chemical, Biological, Radiological, Nuclear, Explosive Attack

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months

GRADES: CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a simulated chemical and a CBRN alarm or order.

STANDARD: To minimize chemical or biological casualties.

PERFORMANCE STEPS:

1. Don MOPP gear
2. Perform basic functions while in MOPP

3. Perform MOPP gear exchange
4. Perform CBRNE detection measures
5. Decontaminate, personnel, weapons and equipment
6. Control spread of contamination
7. Perform unmasking procedures
8. Treat CBRN casualty
9. Submit a CBRNE-1 report

REFERENCES:

1. FM 3-3 Chemical and Biological Contamination Avoidance

SUPPORT REQUIREMENTS:

MATERIAL: 1. MCRP 3-37.2A MAGTF Nuclear, Biological, and Chemical Defense Operations. 2. MCRP 3-37A NBC Field Handbook.

8152-TACT-2302: Employ a Field Protective Mask

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 24 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 2NDLT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a CBRN environment, a field protective mask, and CBRN alarm or an order to mask.

STANDARD: Within nine seconds of the issuance of the alarm or order.

PERFORMANCE STEPS:

1. Identify the CBRN alarm (vocal, visual, and percussion).
2. Close eyes and stop breathing
3. Don mask
4. Clear mask
5. Check mask for proper seal
6. Sound the alarm to warn others.
7. Remove the mask after the UNMASK order is given.
8. Stow the mask.

REFERENCES:

1. MCWP 3-37.2 MTTP for NBC Protection
2. TM 3-4240-399-10 Operators Manual for Chemical-Biological Mask M40

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
K765 Riot Control Agent, CS	1

RANGE/TRAINING AREA: Facility Code 17230 Gas Chamber

EQUIPMENT: Field Protective Mask

MATERIAL: 1. Field Protective Mask (SL-3 complete). 2. Safety vehicle.
3. Field Tactical Radio.

UNITS/PERSONNEL: 1. Corpsman. 2. Range OIC/ RSO 5711.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: This task requires mask confidence training in a gas chamber.

8152-TACT-2501: Issue a warning order

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

GRADES: SSGT, GYSGT, 2NDLT, 1STLT, CAPT, MAJ

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given subordinate units, an operations order or a mission and a commander's intent from higher, and considering the situation, unit capabilities, and time available.

STANDARD: To facilitate concurrent preparation of subordinate unit(s) with reconnaissance and detailed planning.

PERFORMANCE STEPS:

1. Begin planning.
2. Analyze higher's order.
3. Conduct METT-TSL.
4. Analyze civilian considerations, as appropriate (Areas, Structures, Capabilities, Organizations, Personnel, Events - ASCOPE).
5. Determine task organization.
6. Consider time line.
7. Develop the situation paragraph.
8. Develop the mission.
9. Develop the tentative scheme of maneuver.
10. Develop coordinating instructions.
11. Develop special instructions to subordinate leaders, special purpose teams, and/or key individuals.
12. Develop remaining elements of the operations order, time and information permitting.
13. Designate orders group.
14. Post or brief warning order.

REFERENCES:

1. FMFM 6-4 Marine Rifle Company/Platoon
2. MCIP 3-33.01 Small Unit Leaders Guide to Counterinsurgency
3. MCRP 3-11.1A Commander's Tactical Handbook
4. MCWP 3-11.2 Marine Rifle Squad
5. MCWP 3-11.3 Scouting and Patrolling

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Warning orders are applicable, but not limited, to combat or training.

8152-TACT-2502: Issue a five paragraph order

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

GRADES: SSGT, GYSGT, 2NDLT, 1STLT, CAPT, MAJ

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given subordinate units, an operations order or a mission and a commander's intent from higher, and considering the situation, unit capabilities, and time available.

STANDARD: To communicate a complete, realistic, and tactically sound plan that accomplishes the mission.

PERFORMANCE STEPS:

1. Begin planning.
2. Analyze higher's order.
3. Conduct METT-TSL.
4. Analyze civilian considerations, as appropriate (Areas, Structures, Capabilities, Organizations, Personnel, Events - ASCOPE).
5. Task organize the unit.
6. Arrange reconnaissance.
7. Make reconnaissance.
8. Develop the plan.
9. Develop the orientation.
10. Develop the enemy situation.
11. Develop the friendly situation.
12. Incorporate attachments and/or detachments in the plan.
13. Develop the mission.
14. Develop the commander's intent.
15. Develop the scheme of maneuver.
16. Develop the fire support plan.
17. Develop the tasks to subordinate, supporting, and attached units.
18. Develop the coordinating instructions that apply to two or more units.
19. Develop the administration and logistics plan.
20. Develop the command and signal plan.
21. Designate an orders group, if applicable.
22. Assemble the unit around the terrain model/role call/time hack.
23. Orient unit leaders to terrain model.
24. Issue entire order before taking questions.
25. Use terrain model, graphic, and/or overlay to reinforce understanding of the order.
26. Receive brief backs/confirmation briefs to ensure appropriate actions.
27. Supervise preparation and execution.

REFERENCES:

1. FMFM 6-4 Marine Rifle Company/Platoon
2. MCRP 3-11.1A Commander's Tactical Handbook
3. MCRP 5-12A Operational Terms and Graphics
4. MCWP 3-11.2 Marine Rifle Squad

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Subordinate unit leaders have to clearly understand their specified tasks, implied tasks, distribution of labor, and priority of work. 2. While difficult to measure, the delivery of orders should also inspire subordinate confidence in the plan and should be evaluated subjectively. 3. Distance learning courseware supports the development of the order.

8152-TACT-2503: Lead a unit in security force operations

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: SSGT, GYSGT, 2NDLT, 1STLT, CAPT, MAJ

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unit, an objective, a mission, and a commander's intent.

STANDARD: To accomplish the mission and meet the commander's intent.

PERFORMANCE STEPS:

1. Supervise local security establishment.
2. Begin planning.
3. Issue warning order.
4. Arrange for reconnaissance.
5. Coordinate with adjacent, supporting, and attached units.
6. Make reconnaissance.
7. Confirm enemy location.
8. Confirm support by fire positions.
9. Confirm tentative ground scheme of maneuver.
10. Confirm tactical control measures and routes.
11. Complete the plan.
12. Conduct, coordinate, and complete the fire support/targeting process.
13. Establish target precedence for all weapon systems.
14. Establish priorities of rehearsal and timeline.
15. Establish the signal plan.
16. Issue the order.
17. Supervise occupation of assembly area.
18. Supervise appropriate pre-combat preparations, rehearsals, checks, and inspections.
19. Supervise movement to and occupation of attack position.
20. Initiate tactical deception, if planned.
21. Initiate prearranged fires.
22. Cross line of departure (LD) at the specified time.
23. Report crossing of tactical control measures.

24. Conduct directed actions between line of departure and objective, and on objective.
25. Maintain situational awareness of units and factors relative to the attack.
26. Control and direct organic and supporting arms.
27. Complete actions on the objective.
28. Receive and send required reports.
29. Direct and supervise consolidation.
30. Supervise casualty evacuation and logistics operations.
31. Issue fragmentation orders to units in preparation for follow-on missions.

REFERENCES:

1. FMFM 6-4 Marine Rifle Company/Platoon
2. JP 3-06 Joint Urban Operations
3. MCRP 3-11.1A Commander's Tactical Handbook
4. MCWP 3-11.2 Marine Rifle Squad
5. MCWP 3-35.3 Military Operations on Urbanized Terrain (MOUT)

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A075 Cartridge, 5.56mm Blank M200 Linked	200 cartridges per Marine
A080 Cartridge, 5.56mm Blank M200 Single	60 cartridges per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 cartridges per Marine
A112 Cartridge, 7.62mm Blank M82	20 cartridges per Marine
AA12 Cartridge, 9mm FX Red Marking	60 cartridges per Marine
AA21 Cartridge, 9mm FX Blue Marking	60 cartridges per Marine

RANGE/TRAINING AREA: Facility Code 17410 Maneuver/Training Area, Light Forces

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. If performance steps are all satisfied, training can be achieved with external support resources such as CAST facility, sand table, TEWT, etc. 2. Task can be performed as a deliberate or a hasty attack. 3. Simulation may be used to supplement this task before field or live fire training.

8152-TACT-2504: Perform duties as a watch officer

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 12 months

GRADES: SSGT, GYSGT, MSGT, 1STLT, CAPT, MAJ

INITIAL TRAINING SETTING: MOJT

CONDITION: Given an operational situation, appropriate status boards, maps, overlays, unit standard operating procedures (SOP), and a unit journal within a combat operations center.

STANDARD: To support continuous operations and meet the commander's intent.

PERFORMANCE STEPS:

1. Supervise current operations and initiate appropriate action.
2. Provide command and control of all subordinate units.
3. Provide situational updates and briefings for key personnel.
4. Obtain information from the appropriate subordinate and supporting units.
5. Monitor and display tactical situation.
6. Manage information flow.
7. Receive and send required reports.
8. Report Commander's Critical Information Requirements.
9. Maintain journal of all significant events.
10. Distribute information.
11. Anticipate events and activities.
12. Supervise watch.
13. Update status information.
14. Supervise turnover of watch sections in accordance with unit SOP.

REFERENCES:

1. FMFM 6-3 Marine Infantry Battalion
2. FMFM 6-4 Marine Rifle Company/Platoon

SUPPORT REQUIREMENTS:

OTHER SUPPORT REQUIREMENTS: 1. CAST facility. 2. COC exercise. 3. BN field exercise

8152-TACT-2505: Implement the Marine Corps Planning Process

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 24 months

DESCRIPTION: 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 wargaming, COA comparison and decision, orders development, transition, briefing, and graphics, etc.

GRADES: SSGT, GYSGT, MSGT, 1STLT, CAPT, MAJ

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a higher commander's initial guidance, battle space area evaluation, and a warning order or operations order.

STANDARD: To ensure that subordinate commanders and staff are ready to execute the order and develop possible branches or sequels.

PERFORMANCE STEPS:

1. Perform the mission analysis.
2. Develop courses of action.
3. War game courses of action.
4. Compare courses of action, then present for commander's decision.

5. Develop orders.
6. Transition to produce operations plan or order.
7. Develop branches and or sequels, if applicable.

REFERENCES:

1. MCDP 5 Planning
2. MCO 3120.9 Policy for Marine Expeditionary Unit
3. MCWP 5-1 Marine Corps Planning Process (MCPPE)
4. NAVMC DIR 3000.18 Marine Corps Force Deployment Planning and Execution Process Manual

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Given specific restrictions with regard to time available and situation, commander may decide to conduct rapid staff planning rather than MCPPE. 2. NAVMC DIR 3000.18 describes Marine Corps responsibilities in the Joint Operations Planning and Execution System.

8152-TRNG-2201: Lead a debrief

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a situation or event and required resources.

STANDARD: To identify lessons learned.

PERFORMANCE STEPS:

1. Designate area for debrief.
2. Lay out and account for all unit and individual equipment.
3. Discuss observations of personnel during event.
4. Engage all personnel for inputs.
5. Utilize debriefing format.
6. Provide changes to original plans and overlays.
7. Compile information obtained and submit to higher.

REFERENCES:

1. MCRP 3-0B How to Conduct Training

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: See URP-EVLI-1029: Conduct after action reviews, in the Unit Readiness Program Training and Readiness Manual.

8152-TRNG-2202: Construct an Operational Risk Management (ORM) assessment

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a training or operational environment.

STANDARD: To develop controls which reduce or eliminate risk hazards.

PERFORMANCE STEPS:

1. Conduct an operational analysis by listing the major steps of the event.
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.

REFERENCES:

1. MCRP 5-12.1C Risk Management (Feb 01)
-

8152-TRNG-2203: Conduct small unit training

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: CPL, SGT

INITIAL TRAINING SETTING: FORMAL

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

STANDARD: To ensure the individual and collective training tasks are performed to standard.

PERFORMANCE STEPS:

1. Determine the collective tasks to be trained from the company quarterly training plan.
2. Review the selected collective tasks 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 schedule that explains how the training will be conducted.
5. Assign principal trainers.
6. Brief squad leaders on training events.
7. Allocate time to squad leaders for training individual tasks that compliment the collective tasks selected.
8. Evaluate squad training and provide feedback/mentorship.
9. Participate in platoon collective tasks training.
10. Remediate squads that have not mastered the training standard.
11. Conduct after action reviews after each training event scheduled.
12. Submit a training after action report to higher headquarters.
13. Update individual training records.

REFERENCES:

1. FM 25-10 Leaders Guide to Lane Training
2. MCRP 3-0B How to Conduct Training

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Related events: MCCS-T3-2103 URP-IMPI-2024

8152-TRNG-2204: Conduct unit training that supports the higher headquarters METs

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: SSGT, GYSGT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given higher headquarters METLs.

STANDARD: To ensure the unit's combat capabilities match requirements established by higher headquarters METL and applicable OP plans.

PERFORMANCE STEPS:

1. Analyze Higher Headquarters Mission Essential Task List (METL) in order to determine subordinate units' tasks.
2. Develop tasks from higher headquarters METL into subordinate units' METs.
3. Develop training plan that supports subordinate units' METs.
4. Determine and procure requirements that support the training plan (i.e. range/facility, ammunition, ammunition transportation, communication, personnel, transportation, chow, water, admin/morning report/orders, and dunnage).
5. Execute training, evaluation, and remediation.
6. Recover unit and equipment from training.

REFERENCES:

1. MCO 1553.1B The Marine Corps Training and Education System
2. MCRP 3-0A Unit Training Management Guide
3. MCRP 3-0B How to Conduct Training

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Determining mission requirements is a continual process that 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.

8152-TRNG-2205: Serve as an Officer In Charge (OIC)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: GYSGT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, a training plan, commander's guidance, weapon system(s) certification, operational risk assessment, installation Range Safety Officer (RSO) certification, ranges, training areas, and/or facilities.

STANDARD: To accomplish the commander's training objective.

PERFORMANCE STEPS:

1. Submit training scheme of maneuver.
2. Submit operational risk assessment for risk decision authority approval.
3. Conduct confirmation brief.
4. Designate and prepare the Range Safety Officer (RSO).
5. Draw range/training area.
6. Receive, store, and secure ammunition on the range.
7. Supervise RSO duties.
8. Supervise execution of training.
9. Supervise unexpended ammunition return.
10. Conduct training after action review (AAR) with RSO and key training personnel.
11. Submit operational risk assessment effectiveness.
12. Submit training AAR.

RELATED EVENTS: 0302-TRNG-2204

REFERENCES:

1. MCO 3570.1B Range Safety (Jun 03)
2. MCRP 3-0A Unit Training Management Guide
3. MCRP 3-0B How to Conduct Training
4. MCRP 3-11.1A Commander's Tactical Handbook
5. MCRP 3-11.2A Marine Troop Leader's Guide
6. MCRP 5-12.1C Risk Management (Feb 01)
7. USMC Range Safety Pocket Guide
8. Unit Standard Operating Procedures (SOP)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Reference appropriate Training and Readiness Manual as required. 2. Each base/installation (if applicable) has separate qualification standards. Both will be satisfied prior to serving as OIC.

8152-TRNG-2207: Serve as a Range Safety Officer (RSO)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: SSGT, GYSGT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a unit, a training plan, commander's guidance, an officer in charge, weapon system(s) certification(s), operational risk assessment, installation Range Safety Officer (RSO) certification, base and unit standard operating procedures (SOP), and a range(s).

STANDARD: To accomplish the commander's training objective.

PERFORMANCE STEPS:

1. Ensure all range flags are up and red lights are set.
2. Ensure gates are secured or manned, if necessary.
3. Read unit and base Standard Operating Procedure (SOP).
4. Ensure all targets are set up.
5. Establish solid/dual communication with range control via radio.
6. Assign personnel to prepare ammo for issue for all relays.
7. Determine rounds per shooter.
8. Ensure the range perimeters are within the Surface Danger Zone (SDZ).
9. Ensure the targets are in correct locations; spot check.
10. Ensure firing lines are in the correct location.
11. Ensure ammo issue point is in the correct location.
12. Ensure medical personnel and vehicle is in the correct location.
13. Count off and assign relays, if necessary.
14. Conduct a complete safety check to include clearing stock weapons.
15. Ensure preparation of weapons for firing.
16. Read all local range regulations before firing.
17. Brief the course of fire.
18. Brief the conduct of fire.
19. Brief the medical emergency plan.
20. Brief the range-specific environmental policies and issues.
21. Read the local safety brief.
22. Brief road guard positions, if required.
23. Ensure road guards are positioned in pairs, if applicable.
24. Ensure that shooters are wearing all required personal protective equipment.
25. Conduct radio checks.
26. Request hot status.
27. Unload, show-clear all weapons.
28. Call in cold,
29. Take down range flags.
30. Submit ammunition expenditure report.

31. Turn in range.

RELATED EVENTS: 0302-TRNG-2202

REFERENCES:

1. MCO 3570.1B Range Safety (Jun 03)
2. MCRP 3-0A Unit Training Management Guide
3. MCRP 3-0B How to Conduct Training
4. MCRP 3-11.1A Commander's Tactical Handbook
5. MCRP 3-11.2A Marine Troop Leader's Guide
6. MCRP 5-12.1C Risk Management (Feb 01)
7. USMC Range Safety Pocket Guide
8. Unit Standard Operating Procedures (SOP)

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. DODIC and weapons as required. 2. Each base/installation (if applicable) has separate RSO qualification standards. Both will be satisfied prior to serving as RSO.

8152-TRNG-2208: Develop a Letter of Instruction (LOI)

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

GRADES: SSGT, GYSGT, MSGT, 1STLT, CAPT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a training event and commander's intent.

STANDARD: To accomplish goals of the training event and meet the commander's intent.

PERFORMANCE STEPS:

1. Analyze the event.
2. Determine tasks
3. Determine resources required.
4. Develop using 5-paragraph order format.
5. Publish LOI.

REFERENCES:

1. MCRP 3-0A Unit Training Management Guide
 2. Unit Standard Operating Procedures (SOP)
-

8152-TRNG-2209: Develop a unit training plan

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 12 months

GRADES: SSGT, GYSGT, MSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given higher's intent, an assessment of the unit, and a training calendar.

STANDARD: To prioritize and plan training.

PERFORMANCE STEPS:

1. Assess the unit readiness based on the mission.
2. Identify Mission Essential Task List (METL)
3. Schedule the required training to include events from the Training Exercise and Employment Plan (TEEP) compiled by subordinate staff sections.
4. Schedule prime time or training cycles.
5. Schedule unit controlled exercises and other training.
6. Conduct backward planning.
7. Identify available training resources and align with training priorities.
8. Develop short and mid range plans as appropriate.

REFERENCES:

1. MCRP 3-0A Unit Training Management Guide
 2. MCRP 3-0B How to Conduct Training
-

8152-WPNS-2001: Engage threats with the Service Pistol

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF ARMED SENTRY

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a service pistol, ammunition, tactical holster.

STANDARD: To neutralize the threat.

PERFORMANCE STEPS:

1. Apply weapons conditions.
2. Detect threats
3. Assume shooting positions
4. Utilize cover as applicable.
5. Present the weapon
6. Apply aiming techniques
7. Engage threat/threats
8. Engage moving threats if applicable
9. Apply follow through
10. Clear stoppages
11. Search and assess

REFERENCES:

1. MCO 3574.2 Marine Corps Combat Marksmanship Program
2. MCRP 3-01B Pistol Marksmanship
3. MCSFTCO BSG WPNS DRILL GUIDE Marine Corps Security Force Training Company

- Basic Security Guard Course Weapons Drill Guide
4. TM 1005A-10/1 Pistol, Semiautomatic, 9mm, M9

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A363 Cartridge, 9mm Ball M882	1040 cartridges per Marine

RANGE/TRAINING AREA: Facility Code 17570 Pistol Known Distance (KD) Range

ROOMS/BUILDINGS: ISMT

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Ammunition for this task covers the following courses of fire. Marine Corps Qualification, 200 rds; Security Forces Qualifications, 280 rds; Advanced Urban Combat Qualifications, 560 rds If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-WPNS-2008: Prepare a machinegun range card

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 3 months

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given, a designated sector of fire, a final protective line or principal direction of fire, a mission, and writing materials.

STANDARD: To annotate each item of information required by the MCWP 3-15.1 and ensure that two copies are completed within 15 minutes.

PERFORMANCE STEPS:

1. Determine type of range card to be created (FPL or FPL).
2. Designate Threat Reference Points for the range card.
3. Illustrate current position on the range card.
4. Illustrate required gun data on the range card.
5. Illustrate sectors of fire on the range card.
6. Determine scale of the sketch and enter all necessary marginal information on the range card.
7. Submit copy of prepared range card to higher headquarters.

REFERENCES:

1. FM 3-22.27 MK19 40MM Grenade Machine Gun MOD 3
2. FM 3-22.65 Browning Machine Gun, Caliber .50 HB, M2
3. FM 3-22.68 Light and Medium machineguns
4. MCWP 3-15.1 Machineguns and Machinegun Gunnery

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17410 Maneuver/Training Area, Light Forces
Facility Code 17963 MOUT Collective Training Facility (Large)

OTHER SUPPORT REQUIREMENTS: Maneuver/Training Area

8152-WPNS-2201: Boresight a weapon using the Laser Borelight System

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

GRADES: CPL, SGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a reference and another Marine.

STANDARD: To ensure point of aim equals point of impact.

PERFORMANCE STEPS:

1. Point weapon in a safe direction.
2. Clear the weapon.
3. Stabilize the weapon without cant, and insert the Borelight into the muzzle.
4. Zero the LBS.
5. Select the target for the weapon and sight combination being boresighted.
6. Position the target oriented in a vertical position 10 meters from the muzzle.
7. Adjust the target as required to place the borelight laser dot on the small black dot on the target.
8. Adjust the sighting device, windage, and elevation until centered on the dog target.
9. Turn off laser and remove the borelight and mandrel from the weapon.

RELATED EVENTS: 0300-WPNS-2001

REFERENCES:

1. TM 10471A-12&P/1 Laser Boresight System
-

8154-BDE-2001: Prepare for a Dynamic Entry

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: This event encompasses the preparations conducted concurrently with mission planning and immediately following the completion of planning.

BILLETS: CQB Breacher

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given all necessary equipment.

STANDARD: To ensure the assault team is ready to execute the mission.

PERFORMANCE STEPS:

1. Gather explosive materials
2. Determine mechanical equipment required
3. Construct charges
4. Calculate safe blast overpressure stand off.
5. Construct priming systems
6. Prepare mechanical equipment
7. Prepare ballistic equipment
8. Prepare thermal equipment
9. Conduct a breacher's brief
10. Conduct rehearsals
11. Conduct inspections

REFERENCES:

1. Unit SOP
2. LMT Rebar Cutter Assembly Operators Manual
3. MOES-BL Methods of Entry School Breacher Logbook
4. STIHL 510/760 STIHL TS 510, 760 Instruction Manual
5. TCTK - 2006 Tactical Cutting Torch Kits Operating Instructions Manual (July 2006)
6. TM 10003A/07172A/09081A-13&P Remington and Mossberg Shotgun Operators Manual
7. TM 10698A-10/1 M1014, Joint Service Shotgun
8. TM 10698A-23B&P/2 M1014 Shotgun Maintenance Manual

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A011 Cartridge, 12 Gauge #00 Buckshot M16	20 cartridges per Marine
AX14 Primer, Percussion 12 Gauge W209	100 rounds per Marine
M023 Charge, Demolition Block M112 1-1/4	8 charges per Marine
M456 Cord, Detonating PETN Type I Class E	250 FT per Marine
M980 Charge, Demolition Sheet 0.0831 Inch	2 charges per Marine
M981 Charge, Demolition Sheet 0.125 Inch	11 charges per Marine
M982 Charge, Demolition Sheet 0.161 Inch	21 charges per Marine
MM30 Charge, Flexible 20 Gram PETN MK140	10 charges per Marine
MM44 Charge, Demolition Flexible Linear S	24 FT per Marine
MM45 Charge, Demolition Flexible Linear S	24 FT per Marine
MM46 Charge, Demolition Flexible Linear S	18 FT per Marine
MM47 Charge, Demolition Flexible Linear S	30 FT per Marine
MM51 Charge, Demolition Low Hazard MK143	30 FT per Marine
MM52 Charge, Demolition Low Hazard MK144	18 FT per Marine
MN52 MK154 Mod 0	24 charges per Marine
MU40 Cord, Detonating 400 Grains per Foot	18 FT per Marine
MU42 Cord, Detonating 100 Grains per Foot	18 FT per Marine

RANGE/TRAINING AREA: Facility Code 17830 Light Demolition Range

EQUIPMENT: Marine Assault Breacher's Kit (NSN: 4240-01-531-1165), Personal Protective Equipment, Shotgun (Mossberg Model 500, or Benelli 1014), Full Spectrum Battle Equipment (FSBE) TAMCN: C35012E; Configuration D

MATERIAL: Scientific Calculator, E-Silhouette Targets, Non-Metallic PropStick, Goodyear 330B Rubber, 1000 ml IV bags, 550 Cord, Spray Adhesive, Door (wood or metal), Door knobs, Windows (Double Hung, Plate, or Casement)

UNITS/PERSONNEL: Trauma qualified Corpsman

MISCELLANEOUS:

SPECIAL PERSONNEL CERTS: Marines conducting thermal and explosive breaching must be qualified and certified as a Methods of Entry Breacher.

8154-BDE-2002: Conduct Dynamic Entry

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: This event encompasses the Breacher's actions in the Last Covered and Concealed Position (LCC), actions on the objective, and actions immediately following conclusion of the assault. The Breacher is expected to use one or more of the following breaching methods to accomplish this task: explosive, thermal, mechanical and ballistic based upon mission requirements.

BILLETS: CQB Breacher

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given all necessary equipment.

STANDARD: To allow unobstructed entry of the assault team while minimizing collateral damage and hazards to personnel.

PERFORMANCE STEPS:

1. Move to breach point
2. Conduct breach
3. Conduct post-assault actions

REFERENCES:

1. Unit SOP
2. LMT Rebar Cutter Assembly Operators Manual
3. MOES-BL Methods of Entry School Breacher Logbook
4. STIHL 510/760 STIHL TS 510, 760 Instruction Manual
5. TCTK - 2006 Tactical Cutting Torch Kits Operating Instructions Manual (July 2006)
6. TM 10003A/07172A/09081A-13&P Remington and Mossberg Shotgun Operators Manual
7. TM 10698A-10/1 M1014, Joint Service Shotgun
8. TM 10698A-23B&P/2 M1014 Shotgun Maintenance Manual

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17830 Light Demolition Range

EQUIPMENT: Marine Assault Breacher's Kit (NSN: 4240-01-531-1165), Personal Protective Equipment, Full Spectrum Battle Equipment (FSBE) TAMCN: C35012E; Configuration D

MATERIAL: Doors (wood or metal), Door knobs, Deadbolts, Windows (DoubleHung, Plate, or Casement)

MISCELLANEOUS:

SPECIAL PERSONNEL CERTS: Marines conducting thermal and explosive breaching must be qualified and certified as a Methods of Entry Breacher.

8154-TACT-2001: Clear an exclusion structure

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 3 months

GRADES: PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a unknown threat in a designated area, all necessary equipment.

STANDARD: To eliminate threats and protect designated assets.

PERFORMANCE STEPS:

1. Move to entry point
2. Make entry.
3. Apply clearing techniques.
4. Secure the asset
5. Conduct reporting procedures.
6. Conduct turnover
7. Prepare for follow on mission (as necessary)

REFERENCES:

1. DoDD 5210.41M Nuclear Weapons Security Manual
2. MCWP 3-35.3 Military Operations on Urbanized Terrain (MOUT)
3. NTP 3-07.11 Maritime Interception Operations

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	90 cartridges per Marine
A065 Cartridge, 5.56mm Plastic Ball Pract	90 cartridges per Marine
A075 Cartridge, 5.56mm Blank M200 Linked	200 cartridges per Marine
A080 Cartridge, 5.56mm Blank M200 Single	60 cartridges per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 cartridges per Marine

A112 Cartridge, 7.62mm Blank M82	20 cartridges per Marine
A363 Cartridge, 9mm Ball M882	90 cartridges per Marine
AA12 Cartridge, 9mm FX Red Marking	60 cartridges per Marine
AA21 Cartridge, 9mm FX Blue Marking	60 cartridges per Marine
DWBS Charge, Diversionary MK141 Mod 0	2 charges per Marine

RANGE/TRAINING AREA: Facility Code 17760 MOUT Assault Course (MAC)

8154-TACT-2002: Employ a diversionary device

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

GRADES: PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given all necessary PPE and equipment.

STANDARD: To achieve impact within 3-5 feet from the entry point.

PERFORMANCE STEPS:

1. Inspect the diversionary device.
2. Apply weapons conditions.
3. Show the diversionary device to the team members.
4. Identify the target area.
5. Place the diversionary device.

REFERENCES:

1. MCSF Regt Close Quarters Battle Drill Guide
2. MCWP 3-35.3 Military Operations on Urbanized Terrain (MOUT)
3. MEU (SOC) Training Handbook

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
DWBS Charge, Diversionary MK141 Mod 0	2 charges per Marine

8154-TACT-2003: React to an improvised explosive device (IED)

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 3 months

GRADES: PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a potential improvised explosive device.

STANDARD: In order to minimize the impact on your mission.

PERFORMANCE STEPS:

1. Identify an IED.
2. Notify team members of an IED.
3. Mark an IED.
4. Treat casualties if necessary
5. Conduct reporting procedures
6. Establish a limit of advance (minimum safe distance).
7. Bypass the IED as required.
8. Coordinate with supporting elements.

REFERENCES:

1. DODD 5210.41M Nuclear Weapons Security Manual
2. MCSF Regt Close Quarters Battle Drill Guide

SUPPORT REQUIREMENTS:

RANGE/TRAINING AREA: Facility Code 17760 MOUT Assault Course (MAC)

MATERIAL: 1. JIEDDTF 05-23 Joint Improvised Explosive Device Defeat Organization Tactics, Techniques and Procedures Handbook. 2. MCIP 3-17.01 IED Defeat

8154-WPNS-2001: Zero the service carbine

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: Zero Holographic weapon sight and backup iron sight.

GRADES: PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a SL-3 complete service carbine, ammunition, tactical sling.

STANDARD: To achieve a shot group in the center of the target.

PERFORMANCE STEPS:

1. Set the sights to true zero
2. Apply weapons conditions
3. Assume shooting position
4. Apply aiming technique
5. Fire a three shot group
6. Make corrections
7. Repeat steps five and six until shot group is in center of target
8. Fire four shot confirmation
9. Move to 100 meters and repeat five through eight until shot group is in center of target (Optic only)
10. Record zero

REFERENCES:

1. MCRP 3-01A Rifle Marksmanship

2. MCSF Regt Close Quarters Battle Drill Guide
3. RegtO 5500.2C MCSF Regt Weapons Handling Policy
4. TM 05538D/10012B-12/1 Operator's Manual, M16A2, A4 Rifle/M4A1 Carbine

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	20 cartridges per Marine
A065 Cartridge, 5.56mm Plastic Ball Pract	20 cartridges per Marine

RANGE/TRAINING AREA: Facility Code 17570 Pistol Known Distance (KD) Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Highly recommended bore sighting rifles prior to BZO.

8154-WPNS-2002: Zero a target pointer illuminator/ aiming light to a service carbine

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

GRADES: PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a SL-3 complete service carbine ammunition, tactical sling, target pointer illuminator/aiming light, Night observation devices.

STANDARD: To achieve a shot group of seven minutes of angle.

PERFORMANCE STEPS:

1. Mount the target pointer illuminator/ aiming light to the service rifle/carbine
2. Mark the designated strike zone on the zeroing target
3. Set the adjusters to zero preset position
4. Turn the aiming beam on low power
5. Install aiming side lens cap with the neutral density filter
6. Look through the night vision device
7. Activate the aiming beam
8. Fire a three round shot group
9. Identify the center of shot group
10. Make required sight adjustments
11. Continue steps eight and nine until two out of three rounds are in the designated strike zone.
12. Adjust the illumination beam adjustment knobs until the illumination beam is aligned with the aiming beam.

REFERENCES:

1. MCRP 3-01A Rifle Marksmanship
2. RegtO 5500.2C MCSF Regt Weapons Handling Policy

3. TM 9-5855-1914-13&P Operators Manual, Advanced Target Pointer Illuminator Aiming Light (ATPIAL), AN/PEQ-15

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	10 cartridges per Marine
A065 Cartridge, 5.56mm Plastic Ball Pract	10 cartridges per Marine

RANGE/TRAINING AREA: Facility Code 17570 Pistol Known Distance (KD) Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Highly recommended bore sighting rifles prior to BZO.

8154-WPNS-2003: Engage threats with the service carbine

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given T/O weapons, ammunition, tactical sling, and in a close quarters environment.

STANDARD: To neutralize the threat.

PERFORMANCE STEPS:

1. Apply weapons conditions
2. Identify Threat(s)
3. Assume shooting positions
4. Utilize cover as applicable
5. Present the weapon
6. Apply aiming techniques
7. Engage threat(s)
8. Engage moving threats if applicable
9. Apply follow through
10. Clear stoppages
11. Search and assess

REFERENCES:

1. MCRP 3-01A Rifle Marksmanship
2. MCSF Regt Close Quarters Battle Drill Guide
3. RegtO 5500.2C MCSF Regt Weapons Handling Policy
4. TM 05538D/10012B-12/1 Operator's Manual, M16A2, A4 Rifle/M4A1 Carbine

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	3720 cartridges per Marine
A065 Cartridge, 5.56mm Plastic Ball Pract	3720 cartridges per Marine

RANGE/TRAINING AREA: Facility Code 17570 Pistol Known Distance (KD) Range

OTHER SUPPORT REQUIREMENTS: This live-fire event utilizes a Known Distance (KD) Pistol Course. The range must be able to support the SDZ for the 5.56 round and allow fire and movement. If this type of range is not available a live-fire maneuver range may be utilized using fixed targets.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Ammunition for this task covers the following course of fire. Close Quarters Qualifications.

8154-WPNS-2004: Engage threats with the service carbine using a target pointer illuminator/aiming light

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: MOJT

CONDITION: Given a SL-3 complete service carbine ammunition, tactical sling, target pointer illuminator/ aiming light and in a close quarters environment.

STANDARD: To neutralize the threat.

PERFORMANCE STEPS:

1. Don night observation device
2. Apply weapons conditions
3. Detect threats
4. Assume shooting positions
5. Utilize cover if applicable
6. Present the weapon
7. Activate target point illuminator
8. Apply aiming techniques
9. Engage threats
10. Apply follow through
11. Clear stoppages
12. Search and assess

REFERENCES:

1. MCRP 3-01A Rifle Marksmanship
2. RegtO 5500.2C MCSF Regt Weapons Handling Policy
3. TM 05538D/10012B-12/1 Operator's Manual, M16A2, A4 Rifle/M4A1 Carbine
4. TM 9-5855-1914-13&P Operators Manual, Advanced Target Pointer Illuminator Aiming Light (ATPIAL), AN/PEQ-15

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	100 cartridges per Marine
A065 Cartridge, 5.56mm Plastic Ball Pract	100 cartridges per Marine

RANGE/TRAINING AREA: Facility Code 17570 Pistol Known Distance (KD) Range

8154-WPNS-2005: Engage threats with the Service Pistol

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given SL-3 complete service pistol, ammunition, tactical holster and in a close quarters environment.

STANDARD: To neutralize the threats.

PERFORMANCE STEPS:

1. Apply weapons conditions
2. Identify threats
3. Assume shooting positions
4. Utilize cover as applicable.
5. Present the weapon
6. Apply aiming techniques
7. Engage threats
8. Engage moving targets if applicable
9. Apply follow through
10. Clear stoppages
11. Search and assess

REFERENCES:

1. MCO 3574.2 Marine Corps Combat Marksmanship Program
2. MCRP 3-01B Pistol Marksmanship
3. MCSF Regt Close Quarters Battle Drill Guide
4. TM 1005A-10/1 Pistol, Semiautomatic, 9mm, M9

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A363 Cartridge, 9mm Ball M882	5740 cartridges per Marine

RANGE/TRAINING AREA: Facility Code 17570 Pistol Known Distance (KD) Range

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Ammunition for this task covers the following course of fire. Close Quarters Qualifications both day and night.

FAST-NLW-2001: Employ mechanical advantage control hold (MACH) techniques

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a subject, all necessary equipment

STANDARD: To control a subject while preventing injury to yourself or others

PERFORMANCE STEPS:

1. Execute the basic stance.
2. Execute compliant escort position.
3. Execute MACH 1-5 techniques.
4. Execute basic baton techniques.
5. Execute baton MACH 1-5 techniques.
6. Execute MACH 1-5 takedown techniques.
7. Execute baton MACH 2-5 takedown techniques.
8. Execute MACH 1-5 team arrests techniques.
9. Apply hand restraint devices.

REFERENCES:

1. FM 3-19.15 Civil Disturbance Operations
 2. FM 3-22.40 Multiservice Tactics, Techniques, and Procedures for the Tactical Employment of Nonlethal Weapons
 3. MCO 5500.6F Arming of Security and Law Enforcement (LE) Personnel and the Use of Force
 4. MEMO 75/683,986 Controlled F.O.R.C.E. Mechanical Advantage Control Holds
-

FAST-NLW-2002: Conduct crowd control

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 3 months

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given multiple subjects, all necessary equipment.

STANDARD: To protect designated asset.

PERFORMANCE STEPS:

1. Form the control force.
2. Declare use of force.
3. Execute control force techniques.

REFERENCES:

1. DODD 3000.3-R Policy for Non-lethal Weapons
 2. FM 3-19.15 Civil Disturbance Operations
 3. FM 3-22.40 Multiservice Tactics, Techniques, and Procedures for the Tactical Employment of Nonlethal Weapons
 4. MCO 5500.6F Arming of Security and Law Enforcement (LE) Personnel and the Use of Force
-

FAST-NLW-2003: Employ oleoresin capsicum (OC)

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 12 months

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given oleoresin capsicum, all necessary equipment.

STANDARD: To deter subject/subjects while minimizing contamination to yourself or others.

PERFORMANCE STEPS:

1. Declare use of OC.
2. Engage the target area.
3. Assess the situation.

REFERENCES:

1. DODD 3000.3-R Policy for Non-lethal Weapons
2. FM 3-19.15 Civil Disturbance Operations
3. FM 3-22.40 Multiservice Tactics, Techniques, and Procedures for the Tactical Employment of Nonlethal Weapons
4. MARADMIN 458/08 Updated Guidance on Marine Corps Training and Employment of /Oleoresin Capsicum (OC) Spray
5. MCO 5500.6F Arming of Security and Law Enforcement (LE) Personnel and the Use of Force

SUPPORT REQUIREMENTS:

EQUIPMENT: Equipment needed during this event includes the MK4, MK9, or MK46 live/inert OC pepper spray and their associated pouches, dispersers, or slings.

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: 1. Only qualified OC instructors are authorized to conduct OC training and certification. Marines must complete INIWIC to be qualified to conduct OC training and certification. 2. All OC training will include five fight through stations (these stations can include, upper and lower body strikes, baton strikes and blocks, subject control techniques, and weapons retention drills) and decontamination procedures.

FAST-NLW-2004: Employ nonlethal munitions

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 12 months

GRADES: PVT, PFC, LCPL, CPL, SGT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given T/E weapons, ammunition, all necessary equipment

STANDARD: To protect designated assets.

PERFORMANCE STEPS:

1. Apply weapons conditions.
2. Detect threats.
3. Assume a shooting position.
4. Make a verbal declaration as necessary.
5. Engage the threats.
6. Assess the situation.
7. Clear stoppages.

REFERENCES:

1. DODD 3000.3-R Policy for Non-lethal Weapons
2. FM 3-19.15 Civil Disturbance Operations
3. FM 3-22.40 Multiservice Tactics, Techniques, and Procedures for the Tactical Employment of Nonlethal Weapons
4. MCO 5500.6F Arming of Security and Law Enforcement (LE) Personnel and the Use of Force

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
AA29 Cartridge, 12 Gauge Non-Lethal Bean	5 cartridges per Marine
AA31 12GA Cartridge, Fin Stabilized Nonle	5 cartridges per Marine
BA08 40MM Cartridge, Rubber Ball Nonletha	5 cartridges per Marine
GG04 Grenade, Rubber Ball Non-Lethal 9590	3 grenades per Marine

RANGE/TRAINING AREA:

Facility Code 17962 MOUT Collective Training Facility (Small)
Facility Code 17570 Pistol Known Distance (KD) Range

FAST-TACT-2001: Clear an objective

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 3 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: As a member of a FAST platoon.

STANDARD: To eliminate threats and protect the assets.

PERFORMANCE STEPS:

1. Move to entry point
2. Make entry.
3. Apply clearing techniques.
4. Secure the objective.
5. Conduct reporting procedures.
6. Prepare for follow on mission (as necessary)

REFERENCES:

1. MCWP 3-35.3 Military Operations on Urbanized Terrain (MOUT)
2. NTP 3-07.11 Maritime Interception Operations

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A059 Cartridge, 5.56mm Ball M855 10/Clip	90 cartridges per Marine
A065 Cartridge, 5.56mm Plastic Ball Pract	90 cartridges per Marine
A075 Cartridge, 5.56mm Blank M200 Linked	200 cartridges per Marine
A080 Cartridge, 5.56mm Blank M200 Single	60 cartridges per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 cartridges per Marine
A112 Cartridge, 7.62mm Blank M82	20 cartridges per Marine
A363 Cartridge, 9mm Ball M882	60 cartridges per Marine
AA12 Cartridge, 9mm FX Red Marking	60 cartridges per Marine
AA21 Cartridge, 9mm FX Blue Marking	60 cartridges per Marine
DWBS Charge, Diversionary MK141 Mod 0	2 charges per Marine

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: In order to conduct this event, it is assumed that the objective has been properly isolated. Minimum of two personnel are required to conduct this task. Personnel should also be able to identify plain sight items of intelligence value. This task can be trained to standard through the use of the Visual Battlefield System 1 (VBS1).

FAST-TACT-2002: Employ a diversionary device

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: As a member of a FAST platoon.

STANDARD: To achieve impact within 3-5 feet from the entry point.

PERFORMANCE STEPS:

1. Inspect the diversionary device.
2. Apply weapons conditions.

3. Show the diversionary device to the team members.
4. Identify the target area.
5. Place the diversionary device.

REFERENCES:

1. MCWP 3-35.3 Military Operations on Urbanized Terrain (MOUT)
2. MCSF Close Quarters Battle Handbook
3. MEU (SOC) Training Handbook

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
DWBS Charge, Diversionary MK141 Mod 0	2 charges per Marine

FAST-VBSS-2001: Conduct visit board search and seize (VBSS)

EVALUATION-CODED: NO **SUSTAINMENT INTERVAL:** 6 months

GRADES: PVT, PFC, LCPL, CPL, SGT, SSGT, GYSGT, 1STLT, CAPT

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a target vessel with a freeboard height of no more than 25 feet.

STANDARD: In order to control target vessel.

PERFORMANCE STEPS:

1. Employ climbing system as required.
2. Board target vessel.
3. Apply clearing techniques.
4. Secure target vessel.
5. Conduct detailed search as necessary
6. Conduct reporting procedures
7. Prepare for follow on mission.

REFERENCES:

1. MCSF RegtO P3000.2 FAST Combat SOP
2. NTTP 3-07.11 Maritime Interception Operations

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A075 Cartridge, 5.56mm Blank M200 Linked	200 cartridges per Marine
A080 Cartridge, 5.56mm Blank M200 Single	60 cartridges per Marine
A111 Cartridge, 7.62mm Blank M82 Linked	200 cartridges per Marine
A112 Cartridge, 7.62mm Blank M82	20 cartridges per Marine
AA12 Cartridge, 9mm FX Red Marking	60 cartridges per Marine
AA21 Cartridge, 9mm FX Blue Marking	60 cartridges per Marine

ROOMS/BUILDINGS: ISMT/Battle simulations

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS: Plt Sgt and Plt Cmdr attend Boarding Officers Course. Appendix G, H, I, J and K of NTTP 3-07.11 Maritime Interception Operations reference contains information for boarding procedures.

8152-WPNS-2004: Perform weapons handling procedures with the service shotgun

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF ARMED SENTRY

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a service with or without ammunition.

STANDARD: Without endangering personnel or equipment

PERFORMANCE STEPS:

1. Apply the firearm safety rules.
2. Apply the weapons condition codes.
3. Transport the shotgun.
4. Load the shotgun.
5. Make the shotgun ready.
6. Assume a carry.
7. Clear Stoppages.
8. Unload the shotgun.
9. Unload and show the shotgun clear.
10. Transfer the shotgun from one Marine to another.

REFERENCES:

1. MCRP 3-01 Rifle Marksmanship
2. TM 10698A-10/1 M1014, Joint Service Shotgun
3. MCSFTCo BSG Weapons Drill Guide

SUPPORT REQUIREMENTS:

ORDNANCE:

DODIC	Quantity
AA55 Cartridge, 12 Gauge Dummy MK242 Mod	4 each

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-WPNS-2005: Perform preventive maintenance on the service shotgun

EVALUATION-CODED: NO SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF ARMED SENTRY

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a service shotgun, cleaning gear and lubricants.

STANDARD: To ensure the weapon is clean, complete and serviceable.

PERFORMANCE STEPS:

1. Handle the shotgun safely
2. Ensure the shotgun in condition four
3. Disassemble the shotgun
4. Inspect the shotgun
5. Clean and lubricate the shotgun
6. Reassemble the shotgun
7. Perform a safety functions check

REFERENCES:

1. TM 10698A-10/1 M1014, Joint Service Shotgun

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-WPNS-2006: Pattern the service shotgun

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

BILLET: MCSF ARMED SENTRY

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given a service shotgun, ammunition and a target.

STANDARD: To ensure point of aim is point of impact.

PERFORMANCE STEPS:

1. Handle the shotgun safely
2. Assume the standing position at the 25-yard/meter line
3. Load and make ready with three slugs
4. Fire three well-aimed shots
5. Evaluate the shot group
6. Make corrections on the rear sight (if necessary)
7. Load and fire one slug for confirmation
8. Repeat steps 2-7 until shot group is center mass
9. Load and make ready with three 00 buckshot
10. Fire three well-aimed shots
11. Evaluate the shot pattern and establish offset aiming point
12. Load and fire one 00 buckshot for confirmation of offset aim point
13. Assume the standing position at the 15-yard/meter line
14. Load and make ready with three 00 buckshot
15. Fire three well-aimed shots

16. Evaluate the shot pattern and establish offset aiming point
17. Load and fire one OO buckshot for confirmation of offset aim point
18. Record offset aiming points

REFERENCES:

1. MCRP 3-01 Rifle Marksmanship
2. TM 10698A-10/1 M1014, Joint Service Shotgun
3. MCSFTCo BSG Weapons Drill Guide

SUPPORT REQUIREMENTS:

ORDNANCE:

DODIC	Quantity
A011 Cartridge, 12 Gauge #00 Buckshot M16	8 each
A023 Cartridge, 12 Gauge 1 Ounce Slug Com	4 each

RANGE/TRAINING AREA: Facility Code 17570 Pistol Known Distance (KD) Range

ADMINISTRATIVE INSTRUCTIONS: If this equipment is not issued according to Tables of Organization/ Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.

8152-WPNS-2007: Engage threats with the service shotgun

EVALUATION-CODED: NO

SUSTAINMENT INTERVAL: 6 months

DESCRIPTION: Task should be used for M500/M1014 if applicable. Shoot known, unknown, low light target engagement twice annually.

BILLET: MCSF ARMED SENTRY

INITIAL TRAINING SETTING: FORMAL

CONDITION: Given ammunition, tactical sling.

STANDARD: To neutralize threats.

PERFORMANCE STEPS:

1. Apply weapons conditions
2. Detect threats
3. Assume shooting positions
4. Utilize cover as applicable
5. Present the weapon
6. Apply aiming techniques
7. Engage threat/threats
8. Engage moving threats if applicable
9. Apply follow through
10. Clear stoppages
11. Search and assess

REFERENCES:

1. MCRP 3-01A Rifle Marksmanship

2. MCSFTCO BSG WPNS Drill Guide
3. TM 10698A-10/1 M1014, Joint Service Shotgun

SUPPORT REQUIREMENTS:

ORDNANCE:

<u>DODIC</u>	<u>Quantity</u>
A011 Cartridge, 12 Gauge #00 Buckshot M16	200 cartridges per Marine
A023 Cartridge, 12 Gauge 1 Ounce Slug Com	32 cartridges per Marine

RANGE/TRAINING AREA:

Facility Code 17570 Pistol Known Distance (KD) Range

ROOMS/BUILDINGS: ISMT

MATERIAL: TM-9-1005-338-13P (M500 Shotgun)

OTHER SUPPORT REQUIREMENTS: Code lights, spotlights, lights behind targets

MISCELLANEOUS:

ADMINISTRATIVE INSTRUCTIONS:

1. Ammunition for this task covers the Security Forces Day and Night Qualifications for both the M500 and the M1014.
 2. Pattern shotgun as necessary.
 3. If this equipment is not issued according to Tables of Organization/Equipment (TO&E) or employed as a mission requirement, individuals are not required to execute this task.
-

MARINE CORPS SECURITY FORCE T&R MANUAL

APPENDIX D

CLASS V(W) REQUIRMENTS

1. The Class V listed in this appendix is required to train both the individual and collective Security Force training events.
2. ALL TASK (7000-1000). The following table lists the Class V requirements for the 7000-Level collective events (Battalion-Individual).

DODIC	NOMENCLATURE	TOTAL
A011	Cartridge, 12 Gauge #00 Buckshot M162 Sub f/AA60	391038
A023	Cartridge, 12 Gauge 1 Ounce Slug Commercial	76800
A059	Cartridge, 5.56mm Ball M855 10/Clip	2521092
A062	Cartridge, 5.56mm Ball M855 Linked	70102
A063	Cartridge, 5.56mm Tracer M856 Single Round	10220
A064	Cartridge, 5.56mm 4 Ball M855/1 Tracer M856 Linked	437346
A075	Cartridge, 5.56mm Blank M200 Linked	190212
A080	Cartridge, 5.56mm Blank M200 Single Round	265120
A091	Cartridge, Caliber .22 Ball Long Rifle Match (Rifle)	50000
A111	Cartridge, 7.62mm Blank M82 Linked	100097
A112	Cartridge, 7.62mm Blank M82	103
A131	Cartridge, 7.62mm 4 Ball M80/1 Tracer M62 Linked	515686
A143	Cartridge, 7.62mm Ball M80 Linked	276462
A358	Cartridge, 9mm TP-T M939 for AT-4 Trainer	4672
A363	Cartridge, 9mm Ball M882	1393503
A475	Cartridge, Caliber .45 Ball M1911	945
A482	Cartridge, Caliber .45 Wadcutter	20000
A483	Cartridge, Caliber .45 Ball M1911 Match	24000
A555	Cartridge, Caliber .50 Ball M33 Link	6662
A576	Cartridge, Caliber .50 4 API M8/1 API-T M20 Linked	63822
AA11	Cartridge, 7.62mm Long Range M118 LR	46580
AA12	Cartridge, 9mm FX Red Marking	336400
AA21	Cartridge, 9mm FX Blue Marking	336400
AA51	Cartridge, 12 Gauge Rubber Fin Stabilized Non-Lethal	9000
AA54	Cartridge, 12 Gauge Door Breaching	80
AA55	Cartridge, 12 Gauge dummy MK242 Mod	300
AA60	Cartridge, 12 Gauge #00 Buckshot	141438
AA67	Cartridge, 5.56mm Moly-Coated	30000
AA68	Ctg, 5.56mm Short Range Training M862	1191340
AB05	Cartridge, 5.56mm Clipped FX Blue Marking	336400
AB06	Cartridge, 5.56mm Clipped FX Red Marking	336400
AX14	Primer, Percussion 12 Gauge W209	404
BA06	Cartridge, 40mm Foam Rubber Non-Lethal M1006	5280
B504	Cartridge 40mm Green Star Parachute	330
B505	Cartridge, 40mm Red Star Parachute M662	15
B535	Cartridge, 40mm White Star Parachute M583/M583A1	660

B542	Cartridge, 40mm HEDP M430/M430A1 Linked	288
B546	Cartridge, 40mm HEDP M433	8734
C995	Cartridge and Launcher, 84mm M136 AT-4	15
G811	Grenade, Hand Practice Body M69	409
G878	Fuze, Hand Grenade Practice M228 w/ Conf Clip	2339
G881	Grenade, Hand Fragmentation M67 w/ Conf Clip	2193
G940	Grenade, Hand Green Smoke M18	175
G945	Grenade, Hand Yellow Smoke M18	175
G950	Grenade, Hand Red Smoke M18	
G982	Grenade, Hand Practice Smoke, TA M83	14
GG04	Grenade, Rubber Ball Non-Lethal 9590	2230
GG20	Grenade, Hand Stun	587
J007	Mine, Antipersonnel M18A1 with M57 Firing Device	26
DODIC	NOMENCLATURE	TOTAL
K765	Riot Control Agent, CS	523
L306	Signal, Illumination Ground Red Star Cluster M158	15
L307	Signal, Illumination Ground White Star Cluster M159	100
L311	Signal, Illumination Ground Red Star Parachute M126A1	15
L312	Signal, Illumination Ground White Star Parachute M127A1	400
L314	Signal, Illumination Ground Green Star Cluster M125A1	110
L495	Flare, Surface Trip M49 Series	110
L598	Simulator, Explosive Booby Trap Flash M117	650
L599	Simulator, Explosive Booby Trap Illuminating M118	325
M030	Charge, Demolition Block TNT 1/4-Pound	132
M032	Charge, Demolition Block TNT 1-Pound	68
M130	Cap, Blasting Electric M6	135
M131	Cap, Blasting Non-Electric M7	225
M456	Cord, Detonating PETN Type I Class E	1154
M670	Fuse, Blasting Time M700	500
M757	Charge, Assembly Demolition M183 Comp C-4	38
M980	Charge, Demolition Sheet 0.0831 Inch Thick	950
M981	Charge, Demolition Sheet 0.125 Inch Thick	339
M982	Charge, Demolition Sheet 0.161 Inch Thick	78
ML03	Firing Device, Demolition Multi-Purpose M142	10
MM30	Charge, Flexible 20 Gram PETN MK140 Mod 0	234

3. These allowances are based upon the high expenditures by fiscal year (FY) from the previous five years. This does not represent strict literal interpretations of the individual and collective training standards of this manual.

4. This will allow for the procurement of training ammunition expended annually and the unconstrained training requirement is developed to allow commanders to train without the fiscal constraint.

MARINE CORPS SECURITY FORCE T&R MANUAL

APPENDIX A

ACRONYMS AND ABBREVIATIONS

AT	Antiterrorism
BDE	Basic Dynamic Entry
CMBH	Combat Hunter
CMDC	Command and Control
COMM	Communications
CONV	Convoy Operations
DM	Designated Marksman
EHW	Explosive Handling Wharf
FFP	Final Firing Position
IED	Improvised Explosive Device
LA	Limited Area
LOI	Letter of Instruction
MACH	Mechanical Advantage Control Hold
NLW	Nonlethal Weapons
OC	Oleoresin Capsicum
OIC	Officer In Charge
ORM	Operational Risk Management
PCCCs	Pre-combat Checks
PS	Physical Security
RSO	Range Safety Officer
RTT	Recapture Tactics Teams
TACT	Tactics
TRNG	Training
VBSS	Visit, Board, Search, and Seizure
WIA	Wounded in Action
WPNS	Weapons

MARINE CORPS SECURITY FORCE T&R MANUAL

APPENDIX B

TERMS AND DEFINITIONS

Terms in this glossary are subject to change as applicable orders and directives are revised. Terms established by Marine Corps orders or directives take precedence after definitions found in Joint Pub 1-02, DOD Dictionary of Military and Associated Terms.

A

After Action Review (AAR). A professional discussion of training events conducted after all training to promote learning among training participants. The formality and scope increase with the command level and size of the training evolution. For longer exercises, they should be planned for at predetermined times during an exercise. The results of the AAR shall be recorded on an after action report and forwarded to higher headquarters. The commander and higher headquarters use the results of an AAR to reallocate resources, reprioritize their training plan, and plan for future training.

C

Chaining. A process that enables unit leaders to effectively identify subordinate collective events and individual events that support a specific collective event. For example, collective training events at the 4000-level are directly supported by collective events at the 3000-level. Utilizing the building block approach to progressive training, these collective events are further supported by individual training events at the 1000 and 2000-levels. When a higher-level event by its nature requires the completion of lower level events, they are "chained"; Sustainment credit is given for all lower level events chained to a higher event.

D

Deception. Those measures designed to mislead the enemy by manipulation, distortion, or falsification of evidence to induce the enemy to react in a manner prejudicial to the enemy's interests. (JP 1-02)

E

E-Coded Event. An "E-Coded" event is a collective T&R event that is a noted indicator of capability or, a noted Collective skill that contributes to the unit's ability to perform the supported MET. As such, only "E-Coded" events are assigned a CRP value and used to calculate a unit's CRP.

I

Individual Readiness. The individual training readiness of each Marine is measured by the number of individual events required and completed for the rank or billet currently held.

M

Marine Corps Combat Readiness and Evaluation System (MCCRES). An evaluation system designed to provide commanders with a comprehensive set of mission performance standards from which training programs can be developed; and through which the efficiency and effectiveness of training can be evaluated. The Ground T&R Program will eventually replace MCCRES.

O

Operational Readiness (OR). (DoD or NATO) OR is the capability of a unit/formation, ship, weapon system, or equipment to perform the missions or functions for which it is organized or designed. May be used in a general sense or to express a level or degree of readiness.

P

Performance Step. Performance steps are included in the components of an Individual T&R Event. They are the major procedures (i.e., actions) a Marine unit must accomplish to perform an individual event to standard. They describe the procedure the task performer must take to perform the task under operational conditions and provide sufficient information for a task performer to perform the procedure (may necessitate identification of supporting steps, procedures, or actions in outline form). Performance steps follow a logical progression and should be followed sequentially, unless otherwise stated. Normally, performance steps are listed only for 1000-level individual events (those that are taught in the entry-level MOS school). Listing performance steps is optional if the steps are already specified in a published reference.

R

Readiness. (DoD) Readiness is the ability of U.S. military forces to fight and meet the demands of the national military strategy. Readiness is the synthesis of two distinct but interrelated levels: (a) Unit readiness--The ability to provide capabilities required by combatant commanders to execute assigned missions. This is derived from the ability of each unit to deliver the outputs for which it was designed. (b) Joint readiness--The combatant commander's ability to integrate and synchronize ready combat and support forces to execute assigned missions.

S

Section Skill Tasks. Section skills are those competencies directly related to unit functioning. They are group rather than individual in nature, and require participation by a section (S-1, S-2, S-3, etc).

T

Training Task. This describes a direct training activity that pertains to an individual Marine. A task is composed of 3 major components: a description of what is to be done, a condition, and a standard.

U

Unit CRP. Unit CRP is a percentage of the E-coded collective events that support the unit METL accomplished by the unit. Unit CRP is the average of all MET CRP.

W

Waived Event. An event that is waived by a commanding officer when in his or her judgment, previous experience or related performance satisfies the requirement of a particular event.

MARINE CORPS SECURITY FORCE T&R MANUAL

APPENDIX C

REFERENCES

Department of the Army Pamphlet (DA PAM)
DAPAM 385-63 Range Safety

Department of Defense (DOD)
DOD 4500.9-R Defense Transportation Regulation Parts I, II & III

Department of Defense Directive (DODD)
DODD 3600.1 Information Operations

Field Manual (FM)

FM 2-0 Intelligence
FM 3-0 Operations
FM 3-05.137 Army Special Operations Forces Foreign Internal Defense
FM 3-05.222 U.S. Army Special Forces Sniper Training and Employment
FM 3-05.40 Civil Affairs Operations
FM 3-06 Urban Operations
FM 3-07 Stability Operations (2008)
FM 3-09.31 Tactics, Techniques, and Procedures for Fire Support for the
Combined Arms Commander
FM 3-11.4 Multiservice tactics, techniques, and procedures for nuclear,
biological, and chemical (NBC) protection
FM 3-13 Information Operations: Doctrine, Tactics, Techniques, and Procedures
FM 3-20.98 Reconnaissance Platoon
FM 3-21.91 Tactical Employment of Anti-armor Platoons, Companies and
Battalions
FM 3-22.27 MK19 40MM Grenade Machine Gun MOD 3
FM 3-22.31 40-mm Grenade Launchers M203 and M79
FM 3-22.34 TOW Weapon System
FM 3-22.37 Javelin Medium Anti-armor Weapon System
FM 3-22.65 Browning Machinegun, Caliber .50, HB M2
FM 3-22.68 Light and Medium machineguns
FM 3-22.91 Mortar Fire Direction Procedures
FM 3-23.25 Light Anti-Armor Weapons
FM 3-23.30 Grenades and Pyrotechnic Signals
FM 3-25.26 Map Reading and Land Navigation
FM 3-30 Communications
FM 3-34.214 Explosives and Demolitions
FM 3-52.2 Multi-Service Tactics, Techniques, and Procedures for the Theater
Air Ground System (TAGS)
FM 3-63.1 Detainee Operations in the Global War on Terrorism
FM 5-102 Countermobility
FM 5-170 Engineer Reconnaissance
FM 5-20 Camouflage
FM 5-250 Explosives and Demolitions
FM 5-34 Engineer Field Data - Field Expedient Charges
FM 6-20-30 Fire Support for Corps and Divisions
FM 6-20-40 Fire Support for Brigade Operations (Heavy)
FM 6-20-50 Fire Support for Brigade Operations (Light)
FM 6-30 Tactics, Techniques, and Procedures for Observed Fire

FM 7-10 Infantry Rifle Company
FM 7-90 Tactical Employment of Mortars
FM 7-91 Tactical Employment of Antiarmor Platoons, Companies and Battalions
FM 17-95 Cavalry
FM 17-97 Cavalry Troop
FM 17-98 Scout Platoon
FM 20-3 Camouflage, Concealment, and Decoys
FM 20-32 Mine/Countermining Operations
FM 21-305 Manual for Wheeled Vehicle Driver
FM 21-60 Visual Signals
FM 21-75 Combat Skills of the Soldier
FM 23-23 Antipersonnel Mine M18A1 Claymore
FM 23-30 Grenade
FM 25-10 Leaders Guide to Lane Training
FM 27-10 Law of Land Warfare
FM 90-10-1 Infantryman's Guide to Combat in Built-Up Areas
FM 100-2-3 The Soviet Army

Fleet Marine Force Manual (FMFM)

FMFM 1-3B Sniping
FMFM 2-7 Fire Support in MAGTF Operations
FMFM 5-4A Close Air Support and Close-in Fire Support
FMFM 6-3 Marine Infantry Battalion
FMFM 6-4 Marine Rifle Company/Platoon
FMFM 6-18.1 Tactics, Techniques, and Procedures for the Marine Corps Fire Support System
FMFM 6-30 Employment of the Light Armored Infantry Battalion

Joint Publication (JP)

JP 0-2 Unified Action Armed Forces (UNAAF)
JP 1-02 DOD Dictionary of Military and Associated Terms
JP 2-01 Joint and National Intelligence Support to Military Operations
JP 3-02 Amphibious Operations
JP 3-02.1 Amphibious Embarkation and Debarkation
JP 3-02.2 Amphibious Embarkation
JP 3-06 Joint Urban Operations
JP 3-07 Joint Doctrine for Military Operations Other Than War
JP 3-07.2 Antiterrorism
JP 3-08 Interagency, Intergovernmental Organization, and Nongovernmental Organization Coordination during Joint Operations, Vol I and II
JP 3-09 Joint Fire Support
JP 3-09.3 Close Air Support
JP 3-11 Operations in Nuclear, Biological, Chemical, and Radiological (CBRN) Environments
JP 3-13 Information Operations
JP 3-16 Multinational Operations
JP 3-24 Counterinsurgency Operations
JP 3-50.2 Doctrine For Joint Combat Search and Rescue
JP 3-52 Joint Airspace Control
JP 3-57 Civil-Military Operations
JP 3-60 Joint Targeting
JP 3-68 Noncombatant Evacuation Operations

Marine Corps Doctrinal Publications (MCDPs)

MCDP 1 Warfighting
MCDP 1-0 Marine Corps Operations, Sep 2001
MCDP 1-3 Tactics

MCDP 2 Intelligence
MCDP 3 Expeditionary Operations
MCDP 4 Logistics
MCDP 5 Planning
MCDP 6 Command and Control

Marine Corps Interim Publication (MCIP)

MCIP 2-1.01 Company Level Intelligence Cell
MCIP 3-11.01 Combat Hunter Operations
MCIP 3-11.2 W CH1 Marine Rifle Squad
MCIP 3-15.01 M16A4 Rifleman's Suite
MCIP 3-17.02 MAGTF Counter-Improvised Explosive Device Operations
MCIP 3-33.01 Small Unit Leaders Guide to Counterinsurgency

Marine Corps Order (MCO)

MCO 1500.58 Marine Corps Mentoring Program (MCMP)
MCO 1553.1B The Marine Corps Training and Education System
MCO 1553.3A Unit Training Management (UTM)
MCO 3120.8A Organization of FMF for Combat
MCO 3120.9 Policy for Marine Expeditionary Unit
MCO 3500.26A Universal Naval Task List (UNTL) Version 3.0 (Jan 07)
MCO 3500.27_ Operational Risk Management (ORM)
MCO 3550.9 Range Certification
MCO 3570.1 Policies and Procedures for Firing Ammunition for Training, Target Practice and Combat
MCO 3570.1B Range Safety (Jun 03)
MCO 3574.2K Marine Corps Combat Marksmanship Program
MCO 3591.2J Small Arms Marksmanship Competition
MCO 4630.6 Military Airlift-Command Requirement
MCO 5215.1K Marine Corps Directives Management Program (May 07)
MCO 6100.13 w/ch 1 Marine Corps Physical Fitness Program
MCO 8010.1 Class V(W) SUP FMF CBT OP
MCO 8023.3A Personnel Qualification and Certification Program for Class V Ammunition and Explosives
MCO 8025.1 Malfunction and Deficiency Reporting
MCO 8373.2 Auth Alw Maint & Acct Rifle/Pistol
MCO P1500.40_ Marine Corps Training Philosophy and Requirements
MCO P4400.150_ Consumer Level Supply Policy Manual
MCO P4450.12 Storage and Handling of Hazardous Materials
MCO P4600.7_ USMC Transportation Manual
MCO P4790.2_ MIMMS Field Procedures Manual
MCO P5090.2A Environmental Compliance and Protection Manual (Jul 98)
MCO P5102.1B Navy & Marine Corps Mishap and Safety Investigation, Reporting, and Record Keeping Manual (Jan 05)
MCO P5215.1 The Marine Corps Directives System
MCO P8011.4J Marine Corps Policy and Procedures for Class V(W) Material (Peacetime)
MCO P8020.10A Marine Corps Ammunition Management and Explosives Safety Policy

Marine Corps Reference Publication (MCRP)

MCRP 2-25A Reconnaissance Reports Guide
MCRP 2-3A Intelligence Preparation of the Battlefield/Battlespace
MCRP 3-01A Rifle Marksmanship
MCRP 3-01B Pistol Marksmanship
MCRP 3-02A Marine Physical Readiness Training for Combat
MCRP 3-02G First Aid
MCRP 3-0A Unit Training Management Guide

MCRP 3-0B How to Conduct Training
MCRP 3-11.1A Commander's Tactical Handbook
MCRP 3-11.2A Marine Troop Leader's Guide
MCRP 3-15.2A Mortars
MCRP 3-15.2B Mortar Gunnery
MCRP 3-16.1A Tactics, Techniques and Procedures for Field Artillery Target Acquisition
MCRP 3-16.2 Techniques and Procedures for Fire Support Coordination
MCRP 3-16.6A Multi-Service Procedures for the Joint Application of Firepower (J-FIRE)
MCRP 3-16.6B Fire Support Team (FiST) Techniques and Procedures
MCRP 3-16A Tactics, Techniques, and Procedures for the Targeting Process
MCRP 3-16C Tactics, Techniques, and Procedures for Fire Support for the Combined Arms Commander
MCRP 3-16D Multi-Service TTP for Targeting Time-Sensitive Targets
MCRP 3-17A Engineer Field Data (FM 5-34)
MCRP 3-31.4B Multi-service Tactics, Techniques, and Procedures for Cordon and Search Operations
MCRP 3-33.1A Civil Affairs Tactics, Techniques, and Procedures
MCRP 3-33A Counter Guerrilla Operations
MCRP 3-37.2A MTTP for Chemical, Biological, Radiological and Nuclear Contamination Avoidance
MCRP 3-37.2B Nuclear Contamination Avoidance
MCRP 3-37.2C Multi-service TTP for NBC Aspects of Consequence Management
MCRP 3-40-3 Multi-Service Communications Procedures and Tactical Radio Procedures in Joint Environment
MCRP 3-40.3B Radio Operator's Handbook
MCRP 3-40.3C Antenna Handbook
MCRP 3-41.1A MAGTF Rear Area Security
MCRP 4-11.1A MTTP for Treatment of Chemical Agent Casualties and Conventional Military Chemical Injuries
MCRP 4-11.1D Field Hygiene and Sanitation
MCRP 4-11.3F Convoy Operations Handbook
MCRP 4-11.3H Multi-service Tactics, Techniques, and Procedures for Tactical Convoy Operations
MCRP 4-11.8C Enemy Prisoners of War and Civilian Internees
MCRP 4-11.8D Detainee Operations
MCRP 5-12.1C Risk Management (Feb 01)
MCRP 5-12A Operational Terms and Graphics
MCRP 5-12C Marine Corps Supplement to the Department of Defense Dictionary of Military and Associated Terms
MCRP 6-11C Combat Stress
MCRP 6-22C Radio Operator's Handbook

Marine Corps Warfighting Publication (MCWP)

MCWP 1-0 Marine Corps Operations
MCWP 2-1 Intelligence Operations
MCWP 2-15.3 Ground Reconnaissance Operations (FMFM 2-2)
MCWP 2-2 MAGTF Intelligence Collection
MCWP 2-24B Remote Sensor Operations
MCWP 2-26 Geographic Intelligence
MCWP 2-3 MAGTF Intelligence Production and Analysis
MCWP 2-4 MAGTF Intelligence Dissemination
MCWP 2-6 Counterintelligence
MCWP 3-1 Ground Combat Operations
MCWP 3-10 Tactics
MCWP 3-11.1 Marine Rifle Company/Platoon

MCWP 3-11.2 Marine Rifle Squad
MCWP 3-11.3 Scouting and Patrolling
MCWP 3-11.4 Helicopter Borne Operations
MCWP 3-11.6 Marine Rifle Platoon
MCWP 3-12 Marine Corps Tank Employment
MCWP 3-13 Employment of Amphibious Assault Vehicles (AAVs)
MCWP 3-15.1 Machineguns and Machinegun Gunnery
MCWP 3-15.2 Tactical Employment of Mortars
MCWP 3-15.3 Scout Sniping
MCWP 3-15.5 Anti-armor Operations
MCWP 3-15.5 Antiarmor Operations
MCWP 3-16 Fire Support Coordination in the Ground Combat Element
MCWP 3-16.1 Artillery Operations
MCWP 3-16.2 Procedures for the Marine Corps Fire Support
MCWP 3-16.4 Tactics, Techniques and Procedures for the Field Artillery Manual
Cannon Gunnery
MCWP 3-16.6A Supporting Arms Observer, Spotter and Controller (FMFM 6-8)
MCWP 3-16C Tactics, Techniques, and Procedures for the Targeting Process
MCWP 3-17 Engineer Operations
MCWP 3-17.1 Combined Arms Gap-Crossing Operations
MCWP 3-17.3 MAGTF Breaching Operations
MCWP 3-17.4 Engineer Reconnaissance
MCWP 3-17.8 Combined Arms Mobility Operations
MCWP 3-2 Aviation Operations
MCWP 3-21.1 Aviation Ground Support
MCWP 3-22.2 Suppression of Enemy Air Defenses (SEAD)
MCWP 3-23 Offensive Air Support
MCWP 3-23.1 Close Air Support
MCWP 3-24 Assault Support
MCWP 3-25 Control of Aircraft and Missiles
MCWP 3-25.5 Direct Air Support Center Handbook
MCWP 3-31.2 Mine Warfare
MCWP 3-31.2 (MCRP 3-3.1 NWP 3-15) Mine Warfare
MCWP 3-31.5 Ship-to-Shore Movement
MCWP 3-31.6 Supporting Arms Coordination in Amphibious Operations
MCWP 3-32 Maritime Pre-positioning Force (MPF) Operations
MCWP 3-33.1 MAGTF Civil Military Operations
MCWP 3-33.5 Counterinsurgency Operations
MCWP 3-35.3 Military Operations on Urbanized Terrain (MOUT)
MCWP 3-37.1 Multi-Service Doctrine for CBRN Operations
MCWP 3-37.2 Multiservice Tactics, Techniques, and Procedures for NBC
Protection
MCWP 3-37.3 NBC Decontamination (FM 3-5)
MCWP 3-37.4 MTTP for NBC Reconnaissance
MCWP 3-40.1 Marine Air-Ground Task Force Command and Control
MCWP 3-40.2 MAGTF Information Management
MCWP 3-40.3 MAGTF Communications System
MCWP 3-40.4 MAGTF Information Operations
MCWP 3-40.9 Operations Security
MCWP 3-42.1 Fire Support in MAGTF Operations
MCWP 3-43.1 Raid Operations
MCWP 4-1 Logistics Operations
MCWP 4-11 Tactical-Level Logistics
MCWP 4-11.1 Health Service Support Operations
MCWP 4-11.3 Transportation Operations
MCWP 4-11.4 Maintenance Operations
MCWP 4-11.6 Bulk Liquid Operations

MCWP 4-11.7 MAGTF Supply Operations
MCWP 4-11.8 Services in an Expeditionary Environment
MCWP 5-1 Marine Corps Planning Process (MCPP)
MCWP 6-2 MAGTF Command and Control Operations

Navy Marine Corps (NAVMC)

NAVMC 2771 Marine Corps Formal School Catalog
NAVMC 2795 United States Marine Corps User Guide to Counseling
NAVMC 2907 MPF Prepositioning Objective
NAVMC 2927 Antiterrorism/Force Protection Campaign Plan
NAVMC 3500.37 Train the Trainer, Training and Readiness Manual
NAVMC 8011.1_ Class V(4) Materiel Allowances for Training and Security

Navy Marine Corps Directive (NAVMC DIR)

NAVMC DIR 3000.18 Marine Corps Force Deployment Planning and Execution
Process Manual

Office of the Chief of Naval Operations Instruction (OPNAVINST)

OPNAVINST 5530.13C Department of the Navy Physical Security Instruction for
Conventional Arms, Ammunition, and Explosives (AA&E)

Technical Manuals

TM 00476C-24&P M2A2 Aiming Circle
TM 00517A/09922A-23 Unit and Intermediate Direct Support Maintenance Manual
for 107mm Mortar Turntable and Mount 81mm Turntable and Mount 81mm
Mortar Bipod Assembly
TM 00526A-24&P/2 Pistol Caliber .45 MEU (SOC)
TM 013750-13&P Operators Manual MK-7 MOD. 1 Anti-Personnel Obstacle Breaching
System (APOBS)
TM 013750-13&P/B Operator's, Unit and Direct Support Maintenance Manual for
Demolition Kit, Breaching System, Anti-Personnel Obstacle (APOBS)
TM 02193C-14&P M/S Quadrant M1A1 & M1A2
TM 02498A-10/1 Operator's Manual, Machinegun, Caliber .50, M2
TM 02498A-10/2 Operator's Manual, Machine Guns, Caliber .50; Browning, M2
Heavy Barrel
TM 02648C-10/1 Designated Marksman Rifle
TM 05538/10012-10A/1 Operator's Manual for Rifle, M16A2, A4 Rifle/M4, M4A1
Carbine (Nov 2004)
TM 05538C-10/1A Operator's Manual, Rifle, 5.56mm, M16A2 w/Equipment
TM 05539C-10/1 Sniper Rifle, 7.62mm, M40A1
TM 05539D-10/1 M40A3 Sniper Rifle
TM 07700B-10 Operator's Manual, 40mm Grenade Launcher, M203 (Ch 1&2)
TM 07748A-12/1 Operator's Manual, AN/PRC-104
TM 08206A-10/1A Operator's Manual, M224 60mm Lightweight Company Mortar
TM 08206B-OR M224A1 60mm Lightweight Company Mortar
TM 08521A-10/1A Technical Manual, Operator's Manual, Machinegun, 40mm, MK19
MOD 3
TM 08521A/09761a-23&p/2a Operator's Manual and Components List, Machinegun,
40mm, MK 19 Mod 3
TM 08579-12/A Modular Universal Laser Equipment, AN/PAQ-3 (MULE)
TM 08670A-10/1A Operator's Manual, Machinegun, 7.62mm, M240
TM 08670A-14&P/1 Supplement 1, M240G
TM 08670B-23&P/2 Organizational and Intermediate Maintenance Manual,
Machinegun M240G 7.62MM
TM 08671A-10/1A Operator's Manual, Machinegun, 5.56mm, M249
TM 08673A-10/1B Launcher, Assault Rocket 83mm (SMAW) MK153 MOD 0
TM 08673A-25&P/2A Launcher, Assault Rocket 83MM (SMAW)

TM 08686A-13&P/1 Operator and organizational/intermediate maintenance
TM 09134A-12&P/1 AT-4 tracer trainer
TM 09397A-10/3 Operator Maintenance Manual for Javelin Missile System Basic Skills Trainer M-78
TM 09397B-12/1 Operator and Organizational Maintenance Manual for Javelin
TM 09397B-12/1A Operator and Organizational Maintenance Manual for Javelin
TM 09500A-10/1 Operator's Manual Night Vision Goggles AN/PVS-7B and AN/PVS-7D
TM 09629A-10/1 Special Application Scoped Rifle, .50 CAL, M82A1A
TM 09629A-23&P/2A SASR, 50 CALIBER M82A1A
TM 09629B-10/1A SASR M82A3 .50 Cal Rifle
TM 09880C-OR Operator's Guide, DAGR Operator's Pocket Guide
TM 09922A-10/1 M252 81mm Mortar Operator's Manual
TM 1005-13&P1 Machine Gun Mounts and Combinations for Tactical Armored Vehicles
TM 1005A-10/1 Pistol, Semiautomatic, 9mm, M9
TM 10091B/10092B-10/1 AN/PAS-13B(V)2 & 3 THERMAL SIGHT
TM 10271A-10/1 Operator's Manual, Monocular NVD, AN/PVS-14
TM 10271A-23&P/2 AN/PVS-14 Monocular Night Vision Device
TM 10271A-OR/1B AN/PVS-14 Monocular Night Vision Device
TM 10470A-12&P/1A Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-2A
TM 10470B-01/1 Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-15
TM 10471A-12&P/1 Laser Boresight System
TM 10471A-12&PI Laser Boresight System
TM 10698A-10/1 M1014, Joint Service Shotgun
TM 10796-12&P Operators Manual for AN/PVS-17/17B/17C Miniature Night Sight
TM 10796-OR AN/PVS-17B and AN/PVS-17C Miniature Night Sight (MNS)
TM 10988B-OR/1 AN/PAS-22 Organizational Maintenance Manual
TM 11-5805-243-13-40-34P Operator's Manual for the TA-1/PT
TM 11-5810-256-OP-2 Operating Procedures for Communication Security Equipment
TM 11-5820-890-10-6 Operator's Pocket Guide for SINCGARS Ground ICOM Radios
TM 11-5820-890-10-8 SINCGARS Ground Combat Net Radio, ICOM
TM 11-5825-291-13 Operator and Maintenance Manual For Satellite Signal Navigation Set AN/PSN-11
TM 11-5855-213-10 Operator's Manual for Night Vision Sight Individual Served Weapon AN/PVS-4
TM 11-5855-214-10 Operator's Manual, Night Vision Sight, Crew-Served Weapon AN/TVS-5
TM 11-5855-238-10 Operator's Manual for Night Vision Goggles Ground Use: AN/PVS-5 and AN/PVS-5A
TM 11-5855-262-10-2 Operator's Manual for Night Vision Goggles, AN/PVS-7B
TM 11-5855-301-12&P Operator's and Unit Maintenance Manual, Light, Aiming, Infrared, AN/PAQ-4B (IAL)
TM 11-5855-303-12&P AN/PVS-10 Night Vision Scope
TM 11-5855-308-12&P PEQ-2
TM 11-5855-312-10 PAS-13B
TM 11-5855-317-10 Operator's Manual AN/PAS-13D
TM 11-5860-201-10 Laser Infrared Observation Set AN/GVS-5
TM 11042A-00 LHMCB TM
TM 11064-12&P TA31RCO ACOG Manual
TM 11064-OI w/ch1 Rifle Combat Optic
TM 11065A-OR Day/Night Sight (DNS) for the M203 Grenade Launcher (AN/PSQ-18A)
TM 11085B-OR/1 Operators Manual for Sight, Night Vision Sniper Scope (AN/PVS-27)
TM 11110A-OR Long Range Sniper Rifle (LRSR), USMC Special Application Scoped Rifle (SASR) Caliber .50, M107

TM 111407A-OI Operator's and Unit Maintenance Manual, Target Pointer Illuminator/Aiming Light, AN/PEQ-16A
TM 11173A-OR/1A Infrared Zoom Laser Illuminator/Designator (IZLID)
TM 11235A-OR Operator's Manual for 40mm Multi-Shot Grenade Launcher, M32
TM 11407A-OI Mini Integrated Pointer Illuminator Module (MIPIM) AN/PEQ-16A
TM 1140A-OI AN/PEQ-16
TM 11581A-OR Operator and Organizational Maintenance Manual for M41 Saber System
TM 1158A1-OR Operator and Organizational Maintenance Manual for M41A4 Saber System
TM 11758A-OR SDO Operator's Manual
TM 11792A-OI Machinegun Day Optic, SU-260/P
TM 11803A-OM Operator Manual, MATV
TM 11810A-OR Operator's Manual for M27 Infantry Automatic Rifle
TM 2320-10/6A Truck Utility 1/4 Ton 4X4
TM 2320-10/6B Truck, Utility 1 1/2 Ton (HMMWV)
TM 3-4240-339-10 Operator's Manual for Chemical-Biological Mask, M40
TM 5538100012-10 RCO
TM 5895-10-1 Operator's Manual, Radio Set AN/PSC-3
TM 5895-34-12 Radio Set AN/PSC-3
TM 9-1010-221-10 Operator's Manual Grenade Launcher 40-MM, M203 w/ch 1-4
TM 9-1240-403-12 & P Operator's and Organizational Maintenance Manual (M22 Binocular)
TM 9-1290-262-10 Operator's Manual, Aiming Circle, M2 and M2A2
TM 9-1290-333-15 W/CH 1-4 Compass Magnetic Unmounted, M2
TM 9-1315-886-12 Launcher and Cartridge 84MM, M136 (AT-4)
TM 9-1340-214-10 LAAW/LAAW trainer (practice)
TM 9-1370-208-10 Photoflash Cartridges, Surface Flares and Miscellaneous Pyrotec Items
TM 9-1375-213-12 Demolition Materials
TM 9-1425-450-12 TOW Weapon System Guided Missile System
TM 9-1425-472-12 TOW 2 Weapon System Guided Missile System M220E4
TM 9-1425-923-12 Saber System (Improved Target Acquisition System) M41A
TM 9-2320-387-10 Operator Maintenance Manual for Truck; Utility: Cargo/Troop Carrier, 2-1/4 Ton, 4X4
TM 9-4935-455-14 Operator's, Organizational, Direct Support and General Support Maintenance Manual for Electrical Circuit Test Set, AN/TSM-158
TM 92320-280-10 Technical Manuals for Highly Mobile Multi-Wheeled Vehicle (HMMWV)

Miscellaneous

1581600038 Tactical Tracking Operations by David Scott-Donelan
9780160800863 USMC Site Exploitation: Evidence Collection - training support package
ATP-TM-MFAL Advanced Target Pointer Illuminator Aiming Light PEQ-15
BUST Handbook
CALL 07-26 Tactical Site Exploitation and Cache Search Operations
CMP Rule Book
DCOCSOP Digital COC SOP for Battalion Operations in Irregular Warfare
Explosive Ordnance Disposal Guidelines
FMFRP 4-19 Vehicle Recovery Operations
FMFRP 4-52 First Aid
FMFRP 12-15 Small Wars Manual
FMI 5-0.1 The Operations Process FT60-P-1 60mm firing table
FT81-AR-2 81mm firing table
IP 2-31 Infantry Mortars
IP 2-32 Anti-mechanized Weapons

Jane's Book of Armored Vehicles
JIEDDTF 05-23 Joint Improvised Explosive Device Defeat Organization Tactics,
Techniques and Procedures Handbook
MCWL 3-35.3X Combat Hunter
NAVSEASWO 60-AA-MMA-010 Demolition Materials
NSPD-44 Management of Interagency Efforts Concerning Reconstruction and
Stabilization
NWP 22-10 MPF Operations
OH 1-5-1 Tri-MEF Maritime Pre-positioning Force Standing Operating Procedure
SH 21-76 Ranger Handbook
SI 11065A-IN/1 Warranty Procedure for the AN/PSQ-18A, M203 DAY/NIGHT SIGHT
SI 11085A-OD/1 Warranty Procedures for AN/PVS-9(V)4
SL-3-02498B Machine Gun, Caliber .50, Browning, M2
SL-3-08521A Machine Gun, 40mm, MK-19, Mod 3
TB 11-5825-291-10-3 The PLGR made simple
TC 25-10 A Leader's Guide to Lane Training
TC 31-73 Special Forces Advisor Guide
TTECG/MAWTS-1 Convoy Battle Skills Handbook
UMEG Urban Mobility Engineer's Guidebook
USMC Range Safety Pocket Guide
X-FILE 3-35.31 Urban Attack
X-FILE 3-35.32 Urban Defense
X-FILE 4-11.71 Urban Sustainment

MARINE CORPS SECURITY FORCE T&R MANUAL

APPENDIX E

SIMULATION

Listed in this appendix are applicable simulations available to improve training for both individual Marines and unit training in the Marine Corps. Information is downloadable and available at:
<http://intranet.tecom.usmc.mil/sites/techdiv/Programs/dvte/ccm/default.apex>

1. **Deployable Virtual Training Environment (DVTE):** DVTE is a first person skills sustainment trainer that can be used to train Marines from the individual to the battalion staff by using a simulation network with reconfigurable workstations capable of emulating a vast array of training scenarios. DVTE is made up of two components; the first is the Infantry Tool Kit (ITK) which contains several Tactical Decision-making Simulations (TDS). The other half of DVTE is the Combined Arms Network (CAN). DVTE is currently being fielding down to the regimental and MEU level. These suites will be maintained at the regimental level for use by subordinate units. Support for the training and hardware for DVTE will be accomplished locally at each MEF by a DVTE team from the MEF Simulation Center. Below is a list of the DVTE applications that support the identified T&R standards.

a. **Close Combat: Marines (CCM):** CCM is a real-time strategy TDS that teaches tactics at the squad, platoon, and company levels. The target audience is Non-Commissioned Officers (NCOs), Staff NCOs, and junior officers. It is designed to supplement field exercises, allowing instructors to create their own scenarios.

b. **Virtual Battlefield System 1&2 (VBS):** VBS1 is designed as an interactive, three-dimensional synthetic environment in which small unit tactics may be practiced among team members. Photo-realistic terrain, user-definable mission scenarios, and variable environmental conditions enhance the team training experience. VBS1 provides the ability to operate a myriad of land, sea, and air vehicles across large outdoor terrains and allows free play within scenario based training missions.

c. **Recognition of Combatants- Improvised Explosive Device (ROC-IED):** ROC-IED is a computer based training tool designed to improve awareness and recognition of IEDs.

d. **Combined Arms Network (CAN):** CAN is a computer based training tool that provides standard based training for individual Forward Air Controllers and JTAC as well as team training for company fire support teams.

2. **Indoor Simulated Marksmanship Trainer (ISMT):** ISMT is an interactive weapons simulator that provides enhanced marksmanship, weapons employment, and tactical decision making training for a variety of small arms and crew served weapons. It consists of demilitarized infantry weapons that are instrumented with lasers to enable engagement in various video and computer generated scenarios. The ISMT has the capability of training with actual optics being fielded currently by the Marine Corps.

3. **Combat convoy simulator (CCS):** CSS, formerly known as VCCT is a mobile simulation system where six manned m1114 high mobility multi-purpose wheeled vehicle (HMMWV)/MTRV virtual simulators are networked for real-time, fully interactive collective training at the convoy level while embedded into a computer generated environment. A CCS suite provides training to individual, crew, and platoon personnel (up to 30 individuals at a time) covering the skills and knowledge of crew through platoon level doctrine for the implementation of combat convoy operations. Each HMMWV/MTRV crew is required to communicate, maintain situational awareness, and acquire targets while moving at realistic highway speeds in the convoy virtual environment. Additionally, a CCS suite provides Marines with the capability to identify, engage, and destroy the enemy "on the move" in an ambush scenario, while reinforcing the driver disciplines required for successful convoy operations. For more information on scheduling training with CCS, please contact your local Simulation Center.