



UNITED STATES MARINE CORPS
MARINE CORPS RECRUIT DEPOT/EASTERN RECRUITING REGION
P. O. BOX 19001
PARRIS ISLAND, SOUTH CAROLINA 29905-9620

In Reply Refer To:
DepO 1513.8B

^{G-3}
JAN 3 2013

DEPOT ORDER 1513.8B

From: Commanding General
To: Distribution List

Subj: CRUCIBLE ORDER

Ref: (a) SECNAVINST 5210.8D Department of the Navy Records Management Program
(b) MCO 1500.56 Marine Corps Values Program
(c) MCO 1510.32E Recruit Training
(d) MCO 3500.27B w/Erratum Operational Risk Management
(e) MCO 3570.1B Range Safety
(f) DepO 1510.29B Standard Operating Procedure for Martial Arts Training
(g) DepO 1513.6D Recruit Training Order
(h) DepO 3040.2E Personnel Casualty Reporting
(i) DepO 3440.5H Cold Weather Protective Measures
(j) DepO 5740.1G Event/Incident Reports
(k) DepO 6200.20 Heat Casualty Prevention Program
(l) DepO P11018.1B Regulations Governing the Operation of Ranges and Field Training Areas
(m) FMFMRP 0-1B Marine Physical Readiness Training for Combat
(n) Beginning the Transformation
(o) Field Manual 21-18 Foot Marches
(p) NAVMC 3500.18, Marine Corps Common Skills (Vol.1) Training and Readiness Manual

Encl: (1) Crucible Operational Risk Management (ORM) Worksheets
(2) Crucible Engagement Safety Officer Checklist
(3) Pugil Stick/Body Sparring Verbal Medical Screening
(4) Crucible Events Safety Checklists
(5) Recruit Crucible Evaluation Card
(6) Recruit Hydration Card
(7) Pre-Crucible Medical Screening Questionnaire
(8) Pre-Crucible Medical Screening Letter

1. Situation. The purpose of this Order is to provide policies, regulations, and procedures governing the conduct of the Crucible. This Order reflects major policy, procedural, and methodological changes for the conduct of the Crucible at Marine Corps Recruit Depot (MCRD) Parris Island and will be reviewed in its entirety. This Order is published to comply with reference (c).

2. Cancellation. Depot Order 1513.8A.

3. Mission. MCRD Parris Island conducts a field training event in the vicinity of Page Field at the end of recruit training to evaluate each recruit's mental, moral, and physical development in order to validate their transformation into United States Marines.

4. Execution

a. Commander's Intent and Concept of Operations

(1) Commander's Intent. The Crucible is a 54-hour field training evaluation consisting of six day events (including three core values stations), two night events and a final 14.5km/9-mile foot march. The evaluation consists of a series of physical, mental and moral challenges conducted in an environment of adversity, friction and hardship. The Crucible is designed to emphasize teamwork, and adherence to our core values, leadership traits, and leadership principles under arduous and stressful conditions. It is during the Crucible that the recruit demonstrates that he or she has embraced our core values of honor, courage and commitment and the essence of our warrior ethos. It is the defining moment of Recruit Training. It is also an event that the recruit can fail and ultimately be discharged for failure to demonstrate the character and warrior ethos we expect of Marines. The end state is a basic Marine who has embraced our core values and is transformed by our Corps' shared legacy.

(2) Concept of Operations. The Crucible culminates the Values Based Training (VBT) received by recruits at recruit training. VBT in recruit training is constructed into four phases. The foundation phase begins the building of mind, body and spirit. Recruits are introduced to values and how values are developed. The reinforcement phase is focused on the application of our core values, leadership traits and principles, moral and ethical decision making, as well as the development of basic warrior skills. While evaluation of recruits is continuous throughout training, it is during the

evaluation phase in Week 11 that will ultimately determine the worthiness of the recruit to become a Marine. The Crucible is the method by which we conduct this evaluation. The final phase is the transition phase where recruits accept the challenge and responsibility of being a Marine and begin demonstrating initiative, judgment and good decision making while preparing for graduation and follow-on training at the School of Infantry.

b. Tasks

(1) Assistant Chief of Staff (AC/S) Operations and Training (G-3)

(a) Coordinate any changes to the Crucible with MCRD San Diego (MCRD SD).

(b) On behalf of the Commanding General, approve or disapprove and coordinate all Crucible schedule changes.

(c) Maintain the historical record of the Crucible after action reports in accordance with reference (a).

(d) Coordinate an annual review of this Order.

(2) AC/S Installations and Logistics (G-4)

(a) Coordinate logistics support and services.

(b) Exercise staff cognizance over ordnance, maintenance support, billeting, facilities maintenance, motor transport, emergency services fire and emergency medical services, and environmental compliance.

(c) Plan for the annual replacement of ten percent of all the materials associated with the physical structure of the Crucible and Crucible events.

(3) AC/S Communications and Information Systems (G-6).

(a) Provide communications services.

(4) Force Preservation Office.

(a) Conduct semi-annual safety inspections of all Crucible events and obstacles.

(b) Maintain the historical record of the safety inspections in accordance with reference (a).

(5) Commanding Officer, Recruit Training Regiment (RTR)
(Supported Commander)

(a) Conduct training in accordance with this Order.

(b) Coordinate with the Commanding Officers, Weapons and Field Training Battalion (WFTBN), Headquarters and Services Battalion (HQSVCBN), and Branch Health Medical Clinic (BHMC) for the support of training.

(c) Ensure Recruit Training Company Commanders complete an Operational Risk Management (ORM) worksheet and provide the Crucible Engagement Safety Officer Brief to all company officers prior to the Crucible Confirmation Brief.

(d) Ensure the drill instructor (DI) to recruit ratio, per team, is no greater than 1 to 16.

(e) Conduct a confirmation brief prior to the start of the Crucible that covers at a minimum: supervision requirements and responsibilities, sequence of events, bump plans, team leader augmentation plans, and expected weather conditions.

(f) Ensure that all RTR personnel involved in the Crucible are trained in the execution of the Crucible.

(g) Ensure After Action Reports (AARs) are collected after each Crucible from the training company in order to make improvements, correct procedural errors, and or non-compliance with this order.

(6) Commanding Officer, WFTBN (Supporting Commander)

(a) Establish Range Control and Crucible Operations Center (COC) in order to facilitate and provide administrative command and control of the exercise.

(b) Ensure that all WFTBN personnel involved in the Crucible are trained in the execution of the Crucible.

(c) Ensure that all other personnel supporting the Crucible receive familiarization training on the Crucible events.

(d) Provide administrative event leaders per event to facilitate the safe execution of the event and to enforce compliance with this order.

(e) Ensure that all field, firing, and weapons handling skills are executed correctly and safely in order to maximize the overall effect and safe conduct of the Crucible.

(f) Ensure that the training areas and obstacles associated with the Crucible are inspected weekly for maintenance and/or safety and repaired as required.

(g) Submit work requests for repair of unserviceable or unsafe obstacles to the G-4 and provide a courtesy copy to Depot Force Preservation Office.

(h) Ensure all water bulls are filled with water and positioned under shade at Page Field prior to execution of the Crucible.

(i) Establish, maintain, and operate warming huts at Page Field during cold weather conditions.

(j) Maintain the Page Field South East Asia (SEA) huts to ensure serviceability.

(k) Provide a Field Training Platoon (FTP) representative at each Crucible confirmation brief.

(l) Identify qualified NCOs and SNCOs to attend the Crucible Team Leaders Course (CTLTC) and augment the RTR Crucible Team Leaders as required by Commanding Officer, RTR. Provide sustainment training for these Marines to ensure proficiency.

(7) Commanding Officer, Headquarters and Service Battalion (HQSVCBN) (Supporting Commander)

(a) Identify qualified NCOs and SNCOs to attend the Crucible Team Leaders Course (CTLTC) and augment the RTR Crucible Team Leaders as required by Commanding Officer, RTR.

(b) Coordinate with WFTBN for sustainment training to ensure proficiency.

(8) Commanding Officer, BHMC (Supporting Commander)

(a) Conduct medical screenings for all recruits prior the execution of the Crucible, as required by the Commanding Officer, RTR.

(b) Provide medical support to the Crucible as required by the Commanding Officers of RTR and WFTBN.

(c) Provide a medical representative at each Crucible confirmation brief.

(d) Provide preventive medicine surveillance and testing of all water sources in support of the Crucible on a weekly basis. Report contamination to FTP, WFTBN in order for the source to be closed from access or replaced.

c. Coordinating Instructions

(1) Recommendations concerning the contents of this Order are encouraged. Such recommendations should be forwarded to the Commanding General, (ATTN: G-3), via the appropriate chain of command.

(2) The term "Commanding Officers" as used in this Order refers to the Commanding Officers of RTR, WFTBN, HQSVCBN, and BHMC.

(3) Subordinate Commanders or staff will not communicate or conduct liaison with external higher or adjacent headquarters without first coordinating with the Commanding General, or appropriate Depot staff section.

(4) Direct liaison is authorized using established command channels between Depot staff exercising functional cognizance and supported/supporting commands' staff.

(5) Commander to Commander communication on significant/priority issues is encouraged.

5. Administration and Logistics

a. Administration. Access to an online medium will suffice for directives that can be obtained from the shared drive or intranet.

(1) Confirmation Brief. The Commanding Officer, RTR is responsible for holding a Crucible Confirmation Brief prior to the conduct of every Crucible.

(2) Daily Hotwash. A daily hotwash will be conducted each day of the Crucible. Recruit training Series Chief's and above, Crucible Aid Station (CAS) Representatives and FTP personnel will discuss the day's events, coordinate night events, and compile information for inclusion in the Crucible After-Action Report.

(3) After-Action Report (AAR). The Recruit Training Company will prepare a Crucible AAR which will be included in the End of Cycle comprehensive AAR. The AAR will be in the topic, discussion, recommendation format after each Crucible IOT make improvements, correct procedural errors, and or non-compliance with this order. These reports will be maintained for historical reference by the G-3.

b. Logistics

(1) Warriors' Breakfast. The Warriors' Breakfast will follow the completion of the Crucible. It is an opportunity for all hands to replenish nutrition and build esprit de corps and camaraderie.

(a) At the completion of the Emblem Ceremony, training companies will immediately move to their respective chow halls, stage equipment, and enter for the breakfast.

(b) The recruit training company commanders will ensure security is in place to guard weapons and gear while teams are at the Warriors' Breakfast. Post Crucible Marines will not be used as firewatch.

(c) Post Crucible Marines will conduct a platoon administrative movement to the messhall.

(d) Breakfast will include the traditional pre-amphibious landing meal of steak and eggs.

(2) Equipment Accountability and Maintenance. Following the Warriors' Breakfast, recruit training company commanders will ensure accountability and maintenance of all equipment and weapons. Missing gear statements will be completed and submitted via the chain of command.

(3) Post Crucible Medical Screening. Post Crucible medical screening will be conducted by BHMC staff at the respective Battalion immediately following the Warriors' Breakfast. Recruit training company commanders will ensure all Marines requiring medical attention or evaluation are sent to BHCM for sick call immediately following the post Crucible screening. Recruit training company commanders will collect names of possible graduation holds for tracking and preparation of the graduation hold request.

(4) Working Party. Recruit training company commanders will provide a working party to police the SEA huts, training areas, and heads at Page Field and Elliot's Beach.

6. Command and Signal

a. Command

(1) This order is applicable to all personnel who train or support training for the Crucible.

(2) By joint agreement, this order also applies to Naval Hospital Beaufort (NHB).

(3) Should the Command relocate due to destructive weather or other circumstances, the regulations provided in this order will remain in effect, where applicable.

b. Signal. This Order is effective the date signed.


L. E. REYNOLDS

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LOCATOR SHEET

Subj: CRUCIBLE ORDER

Location: _____
[Indicate location(s) of copy(ies) of this Order.]

RECORD OF CHANGES

Log completed change action as indicated.

Change Number	Date of Change	Date Entered	Signature of Person Incorporated Change

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CHAPTER 1

CONCEPT OF OPERATIONS

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1000. GENERAL

1. The Crucible consists of six day events and two night events. The day events consist of a combination of Core Values stations, warrior stations, skill demonstration stations, live fire, MCMAP skill demonstration, and leadership reaction courses. The Crucible begins with a 9.7km/6-mile foot march and ends with a 14.5km/9-mile foot march. The two night events consist of an 8km/5-mile foot march and a combat re-supply course. The recruits' caloric intake is reduced to four meals ready to eat (MREs) over the 54-hour period and their sleep is reduced to two, four-hour sleep periods.

2. Recruits will be challenged mentally by being confronted at each Crucible station with a problem solving or skill demonstration task that forces the recruit to think about his/her task and purpose and how to accomplish their mission. Recruits will be faced with moral decisions and evaluated on their retention and application of our Core Values. As the Crucible increases in intensity and difficulty and as they become increasingly frustrated and fatigued, each recruit must decide to continue or quit, to work as a team player or to selfishly be concerned for themselves and their own needs, and to continue to do what is right and do the right thing.

3. The Crucible in its entirety, combined with reduced caloric intake and reduced sleep, creates an environment of mental, physical, and moral adversity that the recruit is unaccustomed to. To succeed, each recruit must rely on his/her teammates, selflessness, and dedication to our Core Values.

4. Debriefs and Core Values stations are the time for DIs, or Crucible Squad Leaders (CSLs), to imprint the values and the culture of the Marine Corps on recruits. During the Crucible, the DI/CSL will transition from an authority figure to a mentor, teacher, and evaluator.

1001. SQUAD ORGANIZATION

1. Crucible squads are built upon the foundation of the fire team. Squad integrity will be maintained to the maximum extent possible. The training company divides itself into a number of groups. The number of groups can range from one, to a maximum of, eight squads. Each squad is made up of 12 to 16 recruits and is led by a DI or certified CSL.

a. Squads will be designated by their group and squad number in sequential order (e.g., Group 1, Squad 1 is 1-1; Group 2, Squad 6 is 2-6, etc).

b. Once the group arrives at an event, the squads will execute the individual stations within that event in a rotational fashion.

c. During the Crucible, each recruit will be assigned to a squad leader and/or fire team leader billet to increase the level of mental and moral adversity and to provide an opportunity to demonstrate fundamental comprehension of the leadership traits and principles and our Core Values.

d. The DI/CSL is the focal point for the recruit evaluation during the Crucible. Evaluation of the recruit is based on moral, mental, and physical measures of effectiveness, 80% event completion percentage and the DI/CSL evaluation of performance. At the conclusion of the Crucible, successful recruits are awarded the Marine Corps Emblem and are called Marines. Recruits who fail to successfully complete the Crucible due to injury will be allowed to recover and then return to the Crucible at a later time. Recruits who fail the Crucible due to gross violations of our Core Values or a lack of effort will be recommended to the Commanding Officer, RTR for entry level separation (ELS) per ref (g).

2. Recruit training companies will be augmented by DIs throughout the RTR in order to achieve a maximum 1 to 16 DI to recruit ratio. Additionally, trained Staff Non-Commissioned Officers and Non-Commissioned Officers from WFTBN and HQSVBN will augment recruit training companies as required.

1002. EVENT ROTATION

1. The Crucible begins with reveille sounded at 0200 on Thursday morning in the recruit barracks, followed by a 9.7km/6-mile foot march from the respective battalion areas to Page Field.

2. Each group begins its Crucible Events at one of the six core events, five of which are located at Page Field and sixth at Khe Sanh Range. Groups conduct three of the day events in a rotation starting at 0530. Groups spend four hours at each event while the squads within the groups rotate between the activities included in that event.

3. Upon completion of an event, groups rotate to their next event. Each group is given 30 minutes during cold weather conditions, and one hour during hot weather conditions, to move from event to event. This time will also be used to rest, hydrate, and care for weapons and equipment.

4. Following the completion of the day events, the groups will then prepare for one of two night events. The two night events are the 8km/5-mile Night march and the Combat Re-supply Course. Each night event usually lasts from two to three hours.

5. At the completion of the night events, the groups will return to the South East Asia-huts (SEA-huts) to conduct the basic daily routine (BDR). At midnight on their first night, recruits will receive their first four-hour sleep period.

6. At 0400, reveille is sounded, and the DI/CSL prepares their recruits for the second series of day events. The second day begins at 0530 and proceeds in the same manner as the previous day. Recruits conduct their final three day events, their second night event, and the final BDR period followed by their second four-hour sleep period. The second day will end at approximately 2330.

7. The third day begins with reveille at 0300, and is followed by a 14.5km/9-mile foot march to the Parris Island War Memorial for the Emblem ceremony. Following the Emblem Ceremony, the new Marines will receive a Warriors' Breakfast.

1003. SCHEDULES

1. RTR will provide Field Training Company (FTC) with the recruit count during Week 9. FTC will generate the Crucible training schedule, which in turn will be revised and published by the Commanding Officer, WFTBN. This schedule will ensure that the execution of more physically challenging events do not occur consecutively. The schedules for hot weather and cold weather conditions are below.

a. Cold Weather:

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
0530-0930	ALL	DAY EVENTS 1-6
0930-1000	ALL	MOVEMENT/RECOVERY
1000-1400	ALL	DAY EVENTS 1-6
1400-1430	ALL	MOVEMENT/RECOVERY
1430-1830	ALL	DAY EVENTS 1-6

(1) Example schedule during cold weather:

DAY 1

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
0200	ALL	REVEILLE
0230-0500	ALL	9.7KM/6-MILE FOOT MARCH
0500-0515	ALL	MOVEMENT TO EVENTS
0515-0530	ALL	STAGE TEAMS/EVENT PREP

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
0530-0930	GROUP 1	EVENT 1
	GROUP 2	EVENT 2
	GROUP 3	EVENT 3
	GROUP 4	EVENT 4
	GROUP 5	EVENT 5
	GROUP 6	EVENT 6 (Females)
0930-1000	ALL	MOVEMENT/RECOVERY
1000-1400	GROUP 1	EVENT 3
	GROUP 2	EVENT 4
	GROUP 3	EVENT 1
	GROUP 4	EVENT 6
	GROUP 5	EVENT 2
	GROUP 6	EVENT 5 (Females)
1400-1430	ALL	MOVEMENT/RECOVERY
1430-1830	GROUP 1	EVENT 2
	GROUP 2	EVENT 5
	GROUP 3	EVENT 6
	GROUP 4	EVENT 1
	GROUP 5	EVENT 3
	GROUP 6	EVENT 4 (Females)
1830-COMP	ALL	SICK CALL/MOVEMENT/ RECOVERY/8KM/5-MILE FOOT NIGHT MARCH

DAY 2

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
0400-0500	ALL	REVEILLE/PREPARATION
0500-0515	ALL	MOVEMENT TO EVENTS
0515-0530	ALL	STAGE TEAMS AT EVENT/PREPARATION
0530-0930	GROUP 1	EVENT 5
	GROUP 2	EVENT 6
	GROUP 3	EVENT 1
	GROUP 4	EVENT 2
	GROUP 5	EVENT 4
	GROUP 6	EVENT 3 (Females)
0930-1000	ALL	MOVEMENT/RECOVERY

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
1000-1400	GROUP 1	EVENT 6
	GROUP 2	EVENT 3
	GROUP 3	EVENT 4
	GROUP 4	EVENT 5
	GROUP 5	EVENT 1
	GROUP 6	EVENT 2 (Females)
1400-1430	ALL	MOVEMENT/RECOVERY
1430-1830	GROUP 1	EVENT 2
	GROUP 2	EVENT 5
	GROUP 3	EVENT 4
	GROUP 4	EVENT 3
	GROUP 5	EVENT 2
	GROUP 6	EVENT 1 (Females)
1830-COMP	ALL	SICK CALL/MOVEMENT/ RECOVERY/COMBAT RE-SUPPLY COURSE

DAY 3

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
2300-0300	ALL	BIVOUAC
0300-0400	ALL	REVEILLE/PREPARATION
0400-0730	ALL	14.5KM/9-MILE FOOT MARCH
0730-0800	ALL	EMBLEM CEREMONY

b. Hot Weather:

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
0530-0930	ALL	DAY EVENTS 1-6
0930-1030	ALL	MOVEMENT/RECOVERY
1030-1400	ALL	DAY EVENTS 1-6
1400-1500	ALL	MOVEMENT/RECOVERY
1500-1930	ALL	DAY EVENTS 1-6

(1) Example schedule during hot weather:

DAY 1

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
0200	ALL	REVEILLE
0230-0500	ALL	9.7KM/6-MILE FOOT MARCH
0500-0515	ALL	MOVEMENT TO EVENTS
0515-0530	ALL	STAGE TEAMS AT EVENT/PREPARATION

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
0530-0930	GROUP 1	EVENT 2
	GROUP 2	EVENT 5
	GROUP 3	EVENT 3
	GROUP 4	EVENT 1
	GROUP 5	EVENT 4
	GROUP 6	EVENT 6 (Females)
0930-1030	ALL	MOVEMENT/RECOVERY
1030-1430	GROUP 1	EVENT 4
	GROUP 2	EVENT 3
	GROUP 3	EVENT 1
	GROUP 4	EVENT 2
	GROUP 5	EVENT 6
	GROUP 6	EVENT 5 (Females)
1430-1530	ALL	MOVEMENT/RECOVERY
1530-1930	GROUP 1	EVENT 6
	GROUP 2	EVENT 2
	GROUP 3	EVENT 5
	GROUP 4	EVENT 3
	GROUP 5	EVENT 1
	GROUP 6	EVENT 4 (Females)
1930-COMP	ALL	SICK CALL/MOVEMENT/ RECOVERY/8KM/5-MILE NIGHT FOOT MARCH

DAY 2

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
0000-0400	ALL	BIVOUAC
0400-0500	ALL	REVEILLE/PREPARATION
0500-0515	ALL	MOVEMENT TO EVENTS
0515-0530	ALL	STAGE TEAMS AT EVENT/PREPARATION
0530-0930	GROUP 1	EVENT 1
	GROUP 2	EVENT 4
	GROUP 3	EVENT 6
	GROUP 4	EVENT 5
	GROUP 5	EVENT 2
	GROUP 6	EVENT 3 (Females)
0930-1030	ALL	MOVEMENT/RECOVERY

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
1030-1430	GROUP 1	EVENT 3
	GROUP 2	EVENT 1
	GROUP 3	EVENT 4
	GROUP 4	EVENT 6
	GROUP 5	EVENT 5
	GROUP 6	EVENT 2 (Females)
1430-1530	ALL	MOVEMENT/RECOVERY
1530-1930	GROUP 1	EVENT 5
	GROUP 2	EVENT 6
	GROUP 3	EVENT 2
	GROUP 4	EVENT 4
	GROUP 5	EVENT 3
	GROUP 6	EVENT 1 (Females)
1930-COMP	ALL	SICK CALL/MOVEMENT/ RECOVERY/COMBAT RE-SUPPLY COURSE

DAY 3

<u>TIME</u>	<u>UNIT</u>	<u>EVENT</u>
2300-0300	ALL	BIVOUAC
0300-0400	ALL	REVEILLE/PREPARATION
0400-0730	ALL	14.5KM/9-MILE FOOT MARCH
0730-0800	ALL	EMBLEM CEREMONY

1004. ROTATION MATRICES. Below are the 4, 5, 6, 7, and 8-squad event rotation matrices.

1. 4-Squad Matrix:

EVENT 1										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Hue City	A	1	2	3	4					
	B		1	2	3	4				
Core Values			3	1	2		4			
Jenkins Pinnacle		2	4		1			3		
Garcia's Leap		3		4			1		2	
Lehew's Challenge		4				1		2	3	
Corbin's Convoy						2	3	1	4	
Weapons Maintenance						3	2	4	1	

EVENT 2										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Belleau Wood [Conducted as a group during the first 2 hours]										
Reaction Course 2, 2A					3	4				
Reaction Course 4, 4A					4			1		
Reaction Course 6, 6A							1	2		
Reaction Course 8, 8A						3	2			
Reaction Course 10, 10A					2			3		
Reaction Course 12, 12A					1			4		
Reaction Course 3, 3A						1	4			
Reaction Course 5, 5A						2	3			

EVENT 3										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Noonan's Evac	A	1	2	3	4					
	B		1	2	3	4				
Core Values			3	1	2		4			
Battle of An Nasiriyah		2	4		1			3		
Kasal's Crossing		3		4			1		2	
Mitchell's Advance		4				1		2	3	
Dunham's Defense (MCMAP)						2	3	1	4	
Weapons Maintenance						3	2	4	1	

EVENT 4										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Fallujah	A	1	2	3	4					
	B		1	2	3	4				
Core Values			3	1	2		4			
Perez's Passage		2	4		1			3		
John Quick Trail		3		4			1		2	
Viggiani's Strikes (MCMAP)		4				1		2	3	
Kraft's Struggle						2	3	1	4	
Weapons Maintenance						3	2	4	1	

EVENT 5										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Mariana Islands	A	1	2	3	4					
	B		1	2	3	4				
Fonseca's 1 st Aid			3	1	2		4			
Workman's Weaver		2	4		1			3		
Jordan's Crossing		3		4			1		2	
Dan Daily Trail		4				1		2	3	
Navarroarellano's Skyscraper						2	3	1	4	
Weapons Maintenance						3	2	4	1	

EVENT 6										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Brief/Weapons Maintenance		1-4	1-4							
Movement to Khe Sanh				1-4	1-4					
Exercise/Debrief						1-4	1-4			
Movement to Page Field								1-4	1-4	

2. 5-Squad Matrix:

EVENT 1										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Hue City	A	1	2	3	4	5				
	B		1	2	3	4	5			
Core Values			3	1	2		4	5		
Jenkins Pinnacle		2	4		1			3	5	
Garcia's Leap		3	5	4			1		2	
Lehew's Challenge		4			5	1		2	3	
Corbin's Convoy		5				2	3	1	4	
Weapons Maintenance				5		3	2	4	1	

EVENT 2										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Belleau Wood [Conducted as a group during the first 2 hours]										
Reaction Course 2, 2A					3	4	5			
Reaction Course 4, 4A					4	5		1		
Reaction Course 6, 6A					5		1	2		
Reaction Course 8, 8A						3	2	5		
Reaction Course 10, 10A								4		
Reaction Course 12, 12A					1			3		
Reaction Course 3, 3A					2					
Reaction Course 5, 5A						1	3			
Reaction Course 7, 7A						2	4			

EVENT 3										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Noonan's Evac	A	1	2	3	4	5				
	B		1	2	3	4	5			
Core Values			3	1	2		4	5		
Battle of An Nasiriyah		2	4		1			3	5	
Kasal's Crossing		3	5	4			1		2	
Mitchell's Advance		4			5	1		2	3	
Dunham's Defense (MCMAP)		5				2	3	1	4	
Weapons Maintenance				5		3	2	4	1	

EVENT 4										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Fallujah	A	1	2	3	4	5				
	B		1	2	3	4	5			
Core Values			3	1	2		4	5		
Perez's Passage		2	4		1			3	5	
John Quick Trail		3	5	4			1		2	
Viggiani's Strikes (MCMAP)		4			5	1		2	3	
Kraft's Struggle		5				2	3	1	4	
Weapons Maintenance				5		3	2	4	1	

EVENT 5										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Mariana Islands	A	1	2	3	4	5				
	B		1	2	3	4	5			
Fonseca's 1 st Aid			3	1	2		4	5		
Workman's Weaver		2	4		1			3	5	
Jordan's Crossing		3	5	4			1		2	
Dan Daily Trail		4			5	1		2	3	
Navarroarellano's Skyscraper		5				2	3	1	4	
Weapons Maintenance				5		3	2	4	1	

EVENT 6										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Brief/Weapons Maintenance		1-5	1-5							
Movement to Khe Sanh				1-5	1-5					
Exercise/Debrief						1-5	1-5			
Movement to Page Field								1-5	1-5	

3. 6-Squad Matrix

EVENT 1										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Hue City	A	1	2	3	4	5	6			
	B		1	2	3	4	5	6		
Core Values			3	1	2		4	5	6	
Jenkins Pinnacle		2	4	6	1			3	5	
Garcia's Leap		3	5	4		6	1		2	
Lehew's Challenge		4	6		5	1		2	3	
Corbin's Convoy		5			6	2	3	1	4	
Weapons Maintenance		6		5		3	2	4	1	

EVENT 2										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Belleau Wood [Conducted as a group during the first 2 hours]										
Reaction Course 2, 2A					3	4	5	6		
Reaction Course 4, 4A					4	5	6	1		
Reaction Course 6, 6A					5	6	1	2		
Reaction Course 8, 8A					6	3	2	5		
Reaction Course 10, 10A					2		4			
Reaction Course 12, 12A					1		3			
Reaction Course 3, 3A						2				
Reaction Course 5, 5A						1				
Reaction Course 7, 7A								4		
Reaction Course 9, 9A								3		

EVENT 3										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Noonan's Evac	A	1	2	3	4	5	6			
	B		1	2	3	4	5	6		
Core Values			3	1	2		4	5	6	
Battle of An Nasiriyah		2	4	6	1			3	5	
Kasal's Crossing		3	5	4		6	1		2	
Mitchell's Advance		4	6		5	1		2	3	
Dunham's Defense (MCMAP)		5			6	2	3	1	4	
Weapons Maintenance		6		5		3	2	4	1	

EVENT 4										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Fallujah	A	1	2	3	4	5	6			
	B		1	2	3	4	5	6		
Core Values			3	1	2		4	5	6	
Perez's Passage		2	4	6	1			3	5	
John Quick Trail		3	5	4		6	1		2	
Viggiani's Strikes (MCMAP)		4	6		5	1		2	3	
Kraft's Struggle		5			6	2	3	1	4	
Weapons Maintenance		6		5		3	2	4	1	

EVENT 5										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Mariana Islands	A	1	2	3	4	5	6			
	B		1	2	3	4	5	6		
Fonseca's 1 st Aid			3	1	2		4	5	6	
Workman's Weaver		2	4	6	1			3	5	
Jordan's Crossing		3	5	4		6	1		2	
Dan Daily Trail		4	6		5	1		2	3	
Navarroarellano's Skyscraper		5			6	2	3	1	4	
Weapons Maintenance		6		5		3	2	4	1	

EVENT 6										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Brief/Weapons Maintenance		1-6	1-6							
Movement to Khe Sanh				1-6	1-6					
Exercise/Debrief						1-6	1-6			
Movement to Page Field								1-6	1-6	

4. 7-Squad Matrix

EVENT 1										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Hue City	A	1	7	6	5	4	3	2		
	B		1	7	6	5	4	3	2	
Core Values		2		1	7	6	5	4	3	
Jenkins Pinnacle		3	2		1	7	6	5	4	
Garcia's Leap		4	3	2		1	7	6	5	
Lehew's Challenge		5	4	3	2		1	7	6	
Corbin's Convoy		6	5	4	3	2		1	7	
Weapons Maintenance		7	6	5	4	3	2		1	

EVENT 2										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Belleau Wood [Conducted as a group during the first 2 hours]										
Reaction Course 2, 2A					3	4	5	6		
Reaction Course 4, 4A					4	5	6	7		
Reaction Course 6, 6A					5	6	7	1		
Reaction Course 8, 8A					6	7	1	2		
Reaction Course 10, 10A					7	3	2	5		
Reaction Course 12, 12A					2		3			
Reaction Course 3, 3A					1		4			
Reaction Course 5, 5A						1				
Reaction Course 7, 7A						2				
Reaction Course 9, 9A								3		
Reaction Course 11, 11A								4		

EVENT 3										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Noonan's Evac	A	1	7	6	5	4	3	2		
	B		1	7	6	5	4	3	2	
Core Values		2		1	7	6	5	4	3	
Battle of An Nasiriyah		3	2		1	7	6	5	4	
Kasal's Crossing		4	3	2		1	7	6	5	
Mitchell's Advance		5	4	3	2		1	7	6	
Dunham's Defense (MCMAP)		6	5	4	3	2		1	7	
Weapons Maintenance		7	6	5	4	3	2		1	

EVENT 4										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Fallujah	A	1	7	6	5	4	3	2		
	B		1	7	6	5	4	3	2	
Core Values		2		1	7	6	5	4	3	
Perez's Passage		3	2		1	7	6	5	4	
John Quick Trail		4	3	2		1	7	6	5	
Viggiani's Strikes (MCMAP)		5	4	3	2		1	7	6	
Kraft's Struggle		6	5	4	3	2		1	7	
Weapons Maintenance		7	6	5	4	3	2		1	

EVENT 5										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Mariana Islands	A	1	7	6	5	4	3	2		
	B		1	7	6	5	4	3	2	
Fonseca's 1 st Aid		2		1	7	6	5	4	3	
Workman's Weaver		3	2		1	7	6	5	4	
Jordan's Crossing		4	3	2		1	7	6	5	
Dan Daily Trail		5	4	3	2		1	7	6	
Navarroarellano's Skyscraper		6	5	4	3	2		1	7	
Weapons Maintenance		7	6	5	4	3	2		1	

EVENT 6										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Brief/Weapons Maintenance		1-7	1-7							
Movement to Khe Sanh				1-7	1-7					
Exercise/Debrief						1-7	1-7			
Movement to Page Field								1-7	1-7	

5. 8-Squad Matrix

EVENT 1										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Hue City	A	1,2	8	7	6	5	4	3		
	B		1,2	8	7	6	5	4	3	
Core Values		3		1	8	7	6	5	2,4	
Jenkins Pinnacle		4	3	2	1	8	7	6	5	
Garcia's Leap		5	4	3	2	1	8	7	6	
Lehew's Challenge		6	5	4	3	2	1	8	7	
Corbin's Convoy		7	6	5	4	3	2	1	8	
Weapons Maintenance		8	7	6	5	4	3	2	1	

EVENT 2										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Belleau Wood [Conducted as a group during the first 2 hours]										
Reaction Course 2, 2A					3	4	5	6		
Reaction Course 4, 4A					4	5	6	7		
Reaction Course 6, 6A					5	6	7	1		
Reaction Course 8, 8A					6	7	1	2		
Reaction Course 10, 10A					7	3	2	5		
Reaction Course 12, 12A					8	2		3		
Reaction Course 3, 3A					1	8		4		
Reaction Course 5, 5A					2	1	8			
Reaction Course 7, 7A							3	8		
Reaction Course 9, 9A							4			
Reaction Course 11, 11A										

EVENT 3										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Noonan's Evac	A	1,2	8	7	6	5	4	3		
	B		1,2	8	7	6	5	4	3	
Core Values		3		1	8	7	6	5	2,4	
Battle of An Nasiriyah		4	3	2	1	8	7	6	5	
Kasal's Crossing		5	4	3	2	1	8	7	6	
Mitchell's Advance		6	5	4	3	2	1	8	7	
Dunham's Defense (MCMAP)		7	6	5	4	3	2	1	8	
Weapons Maintenance		8	7	6	5	4	3	2	1	

EVENT 4										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Fallujah	A	1,2	8	7	6	5	4	3		
	B		1,2	8	7	6	5	4	3	
Core Values		3		1	8	7	6	5	2,4	
Perez's Passage		4	3	2	1	8	7	6	5	
John Quick Trail		5	4	3	2	1	8	7	6	
Viggiani's Strikes (MCMAP)		6	5	4	3	2	1	8	7	
Kraft's Struggle		7	6	5	4	3	2	1	8	
Weapons Maintenance		8	7	6	5	4	3	2	1	

EVENT 5										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Battle of Mariana Islands	A	1,2	8	7	6	5	4	3		
	B		1,2	8	7	6	5	4	3	
Fonseca's 1 st Aid		3		1	8	7	6	5	2,4	
Workman's Weaver		4	3	2	1	8	7	6	5	
Jordan's Crossing		5	4	3	2	1	8	7	6	
Dan Daily Trail		6	5	4	3	2	1	8	7	
Navarroarellano's Skyscraper		7	6	5	4	3	2	1	8	
Weapons Maintenance		8	7	6	5	4	3	2	1	

EVENT 6										
	00:00	00:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	
Brief/Weapons Maintenance		1-8	1-8							
Movement to Khe Sanh				1-8	1-8					
Exercise/Debrief						1-8	1-8			
Movement to Page Field								1-8	1-8	

1005. PREPARATION

1. Commanders are responsible for Crucible preparation, ensuring that all participants receive the prescribed training. Augmenting DIs will attend designated training with the augmented company, prior to the Crucible, as specified by the supported company commander.
2. Prior to conducting a Crucible as a squad leader, DIs will shadow an experienced squad leader during the execution of one entire Crucible when possible. This will be accomplished either after assignment to the training battalion or while a student in DI School. Recruit training company commanders will ensure all of their DIs are briefed on all aspects of the Crucible. Additionally, company officers and senior staff non-commissioned officers (SNCOs) will monitor the Core Values stations and provide the DI/CSL with a verbal critique.
3. Non-DI SNCOs and NCOs who are selected to be CSLs will attend the Crucible Squad Leader Course (CSLC) at WFTBN. CSLC will include training on the Crucible Events, Crucible Order, Recruit Training Order (RTO), operational risk management (ORM),

techniques of instruction, values based training (VBT), rules of engagement (ROE) and Law of War, leadership and mentorship, and marksmanship and field skills refresher. CSLs will be evaluated and certified in the RTO supervisory and safety requirements, ability to lead a guided discussion, and cardiopulmonary resuscitation (CPR).

4. The following training milestones will be met prior to each Crucible:

a. Recruit training company commander's order issued and intent given to entire company/series.

b. Crucible refresher training, demonstrations, and rehearsals on Events 1-6 will be conducted during week 10 between the recruit company staff, DIs, and the FTP. This training is intended to allow the training company commander to inspect the events, the DIs to re-familiarize with the events, rehearse Core Values discussions and individual station mission briefs, address any event changes, and answer questions.

c. The SDI will explain the Crucible evaluation to their recruits.

d. Recruit Crucible squads and fire teams designated and initial recruit squad leader and fire team leaders assigned.

5. Hard water point usage. WFTBN will ensure hard water points on Page Field are clearly marked and will coordinate with Preventative Medicine for regular testing.

6. Sports Drink Supplements. G-4/Food Service will provide sufficient quantities of sports drinks to support a consumption rate of 64-ounces per day.

7. Event Inspections. WFTBN conducts weekly inspections and maintenance of the Crucible events, equipment, and routes to ensure they are prepared and safe for use each week.

8. FTP, WFTBN will maintain laminated DI/CSL instructions and mission statements for each LRC problem, Warrior Station, Core Values Station, skill demonstration station, and physical endurance station that the DI/CSL will use to properly conduct the station and brief recruits.

9. FTP, WFTBN will maintain terrain models to facilitate DI/CSLs briefing mission statements to their recruits. Terrain models will be provided for the following events/stations:

- a. Battle of Hue City/ Fire Team Assault Course
- b. Dan Daly Trail
- c. Battle of Fallujah/ Fire Team Bayonet Assault Course
- d. John Quick Trail
- e. Battle of Mariana Islands/Endurance Course
- f. Battle of Khe Sanh
- g. Operation Dewey Canyon

1006. BASIC DAILY ROUTINE (BDR). The BDR is the time between the end of the day events and the beginning of the night events, the time following the night events until taps, and between reveille and the start of the day events.

- a. Priority of work during BDR is:
 - (1) Stage gear
 - (2) Change clothing as required
 - (3) Head calls and fill canteens
 - (4) Eat and hydrate (using water and hot wets)
 - (5) Hygiene and foot care
 - (6) Corpsmen medical checks
 - (7) Weapons/equipment maintenance
 - (8) Preparation for subsequent event activity
 - (9) Stretching
 - (10) Security
- b. DI/CSL may, at their discretion, use BDR time to conduct Core Values reinforcement training and discussions.

- c. DI/CSL will lead, guide, and supervise recruits, allowing them to decide what they need to complete in order to get prepared for the upcoming events. DI/CSL supervision is critical.
- d. DI/CSL will remain with their squad during BDR.
- e. Squad leaders will observe each individual recruit for signs of illness, injury or abnormality. If anything is noted, squad leaders will refer the recruit to sick call.
- f. Sick call will be conducted during morning BDR at the Crucible Aid Station (CAS), in the evening BDR at the SEA-huts, and during the recovery periods at the recovery sites.
- g. Recruits will hygiene in accordance with the RTO.
- h. Recruits will be given shower time following the last night event until taps.
- i. Encourage recruits to consume a minimum of one canteen of water over the course of each BDR.
- j. Recruits will stretch during morning BDR prior to stepping off for the first event of the day.
- k. Ten minutes prior to taps, evening devotions will be held.
- l. Recruits will get four hours of sleep except when assigned to recruit training company fire watch. There will be two fire watches for each recruit training platoon. The length of the fire watch will be 30 minutes. In the event of inclement weather, the on-scene commander will adjust the sleep plan in accordance with Chapter 5.
- m. Recruit training companies will sleep in the SEA- huts. In the event that the SEA-huts flood, the on-scene commander will contact the WFTBN Company Operations Center (COC) to make different billeting arrangements for the recruits in the available WFTBN Barrack's.

1007. RECOVERY SITE ACTIONS. Recovery periods between Crucible events are intended for recruits to receive needed medical care, eat, hydrate, perform weapons and gear maintenance, prepare for the next event, and have sound continuing actions reinforced by their DI/CSL. During recovery periods, recruits will remain in mental alert condition color yellow and employ security.

1. Weather Considerations. During cold weather conditions, recovery periods will last a total of thirty minutes. During hot weather conditions, recovery periods will normally last a total of one hour. The Commanding Officer, RTR has the discretion to determine whether to utilize hot or cold weather condition recovery periods.

2. Continuing actions. The recruit training company commander will determine what uniform will be worn within the recovery site based upon evaluation of the weather.

a. Team leaders have the discretion to determine if one or more elements of the continuing actions are required, but all steps will be executed in the prescribed order.

b. Team leaders should conduct continuing actions simultaneously in order to maximize use of time.

c. During hydration, the team leader will ensure that recruits have access to, and use, the hot wets/sports drink.

d. When departing the recovery site for head calls, recruits will be wearing, at a minimum, boots, trousers, skivvy shirt, utility cover and cartridge belt with canteens; recruits will also carry their weapon.

e. Every opportunity should be used to reinforce to recruits that the operational continuing actions are: (1) weapon maintenance, (2) gear and equipment accountability and serviceability, (3) preparation for subsequent mission, (4) eating, hydrating, and medical checks (commonly referred to as "weapon, gear, self").

f. In addition, tactical security measures should be used in order to further inculcate these habits into the recruits.

3. The following are typically the tasks that must be accomplished while in the recovery site:

a. Security

b. Weapons and equipment accountability/stage gear

c. Change clothing as required (This should only come before weapons/gear maintenance in cold weather conditions)

d. Weapons and equipment maintenance

- e. Head calls/filling canteens
- f. Field hygiene/foot care/stretching
- g. Corpsman medical checks/stretching
- h. Prep for subsequent event
- i. Chow and hydration are continuous

1008. RECRUIT EVALUATION

1. Successfully completing the Crucible is a graduation requirement. Recruits must complete a minimum of 80% of the Crucible events to successfully complete the Crucible.
2. Prior to the Crucible, Senior Drill Instructor's (SDI's) will brief their recruit's on the Crucible evaluation criteria.
3. Recruits are evaluated during the Crucible by their DI/CSL. The DI/CSL uses the Crucible Recruit Evaluation Card to guide him/her in the evaluation process. The DI/CSL bases his/her evaluation on the ability of the recruit to demonstrate Honor, Courage, and Commitment, effort level, event completion percentage, and a comprehensive assessment of the recruit's performance during the training cycle. Recruits will be considered for failure of the Crucible for violations of our Core Values, integrity, or a lack of 100% effort in the completion of events. Recruits who fail per the assessment of the DI/CSL will be referred to the Company Commander. A recommendation will be made up the chain for either consideration for recycling into a later training company for further training and remediation, or for separation from the service per the policy and procedures of reference (g).
4. The Recruit Crucible Evaluation Card is contained in enclosure (5).

1009. COORDINATING INSTRUCTIONS

1. All group leaders will coordinate with the WFTBN event leader prior to beginning each rotation.
2. Ensure the WFTBN event leader is notified of any injuries, no matter how minor. The event leader will pass injury reports to the COC.

3. WFTBN event leaders will report the number of recruits on their events at the beginning of each rotation to the COC and Range Control.
4. In case of minor injuries, use of self-aid and buddy-aid will be performed prior to calling the COC for corpsman support. In the case of an emergency, squad leaders will contact Emergency Medical Services (EMS) via 911, CAS, or COC.
5. Make sure all information on the disposition of recruits is relayed to the COC and Range Control.
6. All DI's/CSL's will remain with their squads.
7. All personnel, with the exception of Provost Marshal Office (PMO) and EMS, must check-in with the COC prior to entering Page Field.
8. At no time will a recruit leave Page Field without the recruit training company and the COC being notified.
9. Only those stations that stack weapons will allow recruits to make head calls without weapons. Recruits will carry their weapons at all other times while on the course.
10. Recruits will not make head calls in port-o-johns without boots.
11. During the individual movement course conducted on Event 1, Battle of Hue City and Event 4 Battle of Fallujah, weapons must be in Condition 3 (empty magazine inserted, weapon on safe, bolt forward on an empty chamber, ejection port cover closed).
12. Privately Owned Vehicles (POVs) are not authorized on Page Field at any time, except in response to an emergency situation.
13. The speed limit at Page Field is 15 miles per hour (mph). The speed limit when passing troops is 5 mph.
13. Each Crucible station is built around a basic five paragraph order and the DI/CSL will enforce sound tactical fundamentals of camouflage, cover, concealment, security, and discipline when applicable and not to interfere with or prevent participation of recruits on each station. Each station coordinating instructions will include whether the station is tactical or non-tactical, employment of security, and the mental alert condition code required if applicable.

14. DIs/CSLs will brief mission statements around terrain models where applicable.

15. Historical examples and citations are read and briefly discussed to primarily reinforce how our Core Values enabled heroic and honorable actions by Marines and secondly to relate our Core Values and leadership traits to the conduct of each station in the Crucible.

16. Recruits will move in tactical formations between events and stations.

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CHAPTER 2
CRUCIBLE EVENTS

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2000. GENERAL. Each event is divided into sub events with one designated as the "core" event. Events are broken down into: Core Values stations that are scenario based and intended to reinforce our Core Values and provide an opportunity for the recruit to demonstrate understanding of our Core Values; Warrior Stations that are intended to reinforce teamwork, present problem solving challenges, and demonstrate live fire, and field skills; and, MCMAP demonstration stations and the leadership reaction course (LRC) stations that are intended to provide opportunities for leadership, teamwork, problem solving, and physical endurance.

1. Event 1

- a. Battle of Hue City (Fire Team/Buddy Team Movement Course)
- b. Jenkins' Pinnacle (Warrior Station)
- c. Lehw's Challenge (Warrior Station)
- d. Garcia's Leap (Warrior Station)
- e. Corbin's Convoy (Warrior Station)
- f. Core Values Station (Honor, Courage, Commitment)

2. Event 2

- a. Battle of Belleau Wood (Pugil Sticks and Body Sparring)
- b. Leadership Reaction Course Problems

3. Event 3

- a. Battle of An Nasiriyah (Enhanced Crucible Obstacle Course)
- b. Noonan's Evacuation (Warrior Station)
- c. Mitchell's Advance (Warrior Station)
- d. Kasal's Crossing (Warrior Station)
- e. Dunham's Defense (MCMAP Skill Demonstration)
- f. Core Values Station (Honor, Courage, Commitment)

4. Event 4

- a. Battle of Fallujah (Fire team/Buddy Team Movement Course)
- b. Kraft's Struggle (Warrior Station)
- c. Viggiani's Strikes (MCMAP Skill Demonstration Station)
- d. Perez's Passage (Warrior Station)
- e. John Quick Trail (Skill Demonstration Station)
- f. Core Values Station (Honor, Courage, Commitment)

5. Event 5

- a. Battle of Mariana Islands (Combat Endurance Course)
- b. Dan Daly Trail (Skill Demonstration Station)
- c. Workman's Weaver (Warrior Station)
- d. Navarroarellano's Skyscraper (Warrior Station)
- e. Fonseca's 1ST Aid (Warrior and Skill Demonstration Station)

6. Event 6

- a. Battle of Khe Sanh (Squad Unknown Distance Live Fire)

7. Night Events

- a. Operation Dewey Canyon (8km/5-Mile Night Foot March)
- b. Battle of Guadalcanal (Night Re-Supply Course)

2001. EVENT 1

1. Event 1 is located on the far eastern area of Page Field, and is comprised of one core event (Battle of Hue City/Fire Team Assault Course), four warrior stations (Jenkins' Pinnacle, Lehw's Challenge, Corbin's Convoy, Garcia's Leap), and a Core Values station.

- a. Group leaders will coordinate with the event leader to confirm all changes and final instructions.

b. Recruits will stage gear at the recovery site. Recruits will wear all 782-gear during the execution of each station.

c. The DI/CSL will:

(1) Brief the mission statements for each station and safety requirements.

(2) Ensure recruits have hearing protection.

(3) Identify all water points, head facilities, and dumpsters.

(4) Identify the location of the Core Value station.

(5) Identify all equipment and uniform requirements.

(6) Choose a recruit to serve in fire team leader billets for each station.

(7) Spend no more than seven minutes on the historical citations and mission statement briefs.

(8) Conduct a debrief after each station. The debrief will last no more than five minutes.

(9) Direct all questions to the WFTBN event leader.

d. No foreign objects can be used to aid in the execution of the warrior stations.

e. The recruit squads will rotate to the next station when directed by the FTP.

2. Battle of Hue City /Fire Team Assault Course (Core Event). Squads have one hour to brief, execute, and debrief this event. The mission requires fire teams to negotiate the course while demonstrating individual, buddy team, and fire team movement techniques taught previously in training. The DI/CSL must move about the course aggressively, making corrections to the entire squad. The Core Values associated with this event include the increased hardship of applying the correct techniques during the most exhaustive conditions.

a. The DI/CSL will:

(1) Receive a station brief from the WFTBN event leader.

(2) Check the moat for alligators and/or dead animals.

(3) Make sure the boards and other obstacles are safe.

(4) May assign casualties after the second moat for failure to apply proper techniques.

(5) Will stay on the course until the last recruit crosses the low wall.

b. This is a tactical event. Recruits will start in mental alert condition yellow and employ security as appropriate.

c. The course will not be sprayed to create standing water; recruits will not crawl through the moats.

d. Recruits will utilize proper day individual movement techniques (high crawl/low crawl/back crawl/individual/buddy team/fire team rushes/proper cover and movement).

e. Recruits will stay in the lanes; the grass is mined and booby-trapped.

f. Recruits will not drag casualties through culverts.

g. In order to avoid shoulder injuries, casualties will not be dragged by the arm or wrist; recruits may grasp the casualties under the armpits.

h. Recruits will maintain proper weapons carriage and adhere to all weapons safety handling procedures.

i. Recruits will low crawl during machine gun fire.

j. After passing the 'Rush' sign, recruits may perform individual/buddy team/fire team rushes during times of no automatic fire.

k. Every recruit will maintain positive control of his or her own weapon, except for the casualty.

l. The recruit fire teams will move to the far side of the low wall at the end of the course and lay in the prone position in a hasty 180° perimeter.

m. Recruits will not be rinsed off with a fire hose.

n. Historical Citation. On 30 January, 1968 while North Vietnamese forces were attacking the Marine base at Khe Sanh, the traditional truce to celebrate the Vietnamese New Year, known as TET, was effected. On January 31, the Communist broke the truce and launched massive attacks against urban centers throughout South Vietnam. In the I Corps area Marine air wing bases at Da Nang and Chu Lai were bombarded and subjected to infantry attacks which were quickly defeated. However, in a well coordinated surprise attack the Communists seized the ancient imperial capital of Hue. After consolidating their position within the old citadel, the Communists executed 5,000 civilians. To recapture the fortress, Marines from the 1st and 5th Marines joined South Vietnamese units in house to house fighting. Using recoilless rifles, rockets, tear gas and grenades, the Marines rooted out the Communists and by 2 March the city was secured. The battle of Hue cost the Marines 142 men while over 5,000 enemy troops were killed.

o. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations. There are five enemy personnel toward the tree line to the south armed with small arms and emplacing obstacles along the main avenue of approach to your front. This avenue of approach is used by friendly forces.

(2) Mission. On order, attack to destroy the enemy in order to clear the main avenue of approach for the safe passage of follow on friendly forces.

(3) Execution. Fire teams will conduct fire team assaults using individual, buddy team, and fire team movement techniques.

(4) Administration and Logistics

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their helmets.

(b) In the event of a simulated casualty, the recruit will not be dragged by the arms, wrists, or legs.

(5) Command and Signal. Fire team leaders are in charge of their fire teams. Fire team leaders will use hand and arm signals, voice commands, and the "Fighter Leader" concept during this mission.

3. Jenkins's Pinnacle. Squads have 30 minutes to brief, execute, and debrief this warrior station. The obstacle is made of two parallel beams suspended by cables; beams are similar to the two bottom rungs of a ladder. The mission is for the squad to move all personnel and equipment from one side of the obstacle, over the top beam, to the other side.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. The DI/CSL will ensure that recruits do not stack more than four weapons on one recruit.

c. Recruits will maintain proper weapons carriage and adhere to all weapons safety handling procedures. Weapons will be slung across the back strong side muzzle down.

d. Recruits will maintain positive control of their own weapon except when noted in the lesson plan.

e. The DI/CSL will identify four recruits to serve as safety spotters.

f. The recruits serving as the safety spotters will maintain only his weapon and no others.

g. Award Citation. The Medal of Honor is presented to Private First Class Robert H. Jenkins Jr., for conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty while serving as a Machine Gunner with Company C, Third Reconnaissance Battalion, Third Marine Division in connection with operations against enemy forces in the Republic of Vietnam. Early on the morning of 5 March 1969, Private First Class Jenkins' twelve-man reconnaissance team was occupying a defensive position at Fire Support Base Argonne south of the Demilitarized Zone. Suddenly, the Marines were assaulted by a North Vietnamese Army platoon employing mortars, automatic weapons, and hand grenades. Reacting instantly, Private First Class Jenkins and another Marine quickly moved into a two-man fighting emplacement, and as they boldly delivered accurate machine gun fire against the enemy, a North Vietnamese soldier threw a hand grenade into the friendly emplacement. Fully realizing the inevitable results of his actions, Private First Class Jenkins quickly leaped on top of the Marine to shield him from the explosion. Absorbing the full impact of the detonation, Private First Class Jenkins was seriously injured and subsequently succumbed to his wounds.

His courage, inspiring valor and selfless devotion to duty saved fellow Marine from serious injury or possible death and upheld the highest traditions of the Marine Corps and the United States Naval Service. He gallantly gave his life for his country.

h. Five Paragraph Order

(1) Situation. Your team is moving through an urban area to seize an objective. Movement into a building is impeded by a portion of a wall. Your team must go over the wall to continue the mission.

(2) Mission. On order, move all personnel and equipment over the wall, in order to continue on with your mission.

(3) Execution. Work as a team to get each team member over the suspended horizontal beams.

(4) Administration and Logistics. You have 20 minutes to complete this mission, account for your team members, ensure team members have all required equipment, and that all team members wear their helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

4. Lehew's Challenge. Squads have 30 minutes to brief, execute, and debrief this warrior station. The obstacle is made of one horizontal log, supported by two other vertical logs approximately eight feet above the deck. The mission is for the squad to move all personnel and equipment from one side of the obstacle, over the log, to the other side.

a. This is non-tactical event. Mental alert condition codes do not apply.

b. The DI/CSL will ensure that recruits do not stack more than four weapons on each recruit.

c. Recruits will maintain proper weapons carriage and adhere to all weapons safety handling procedures. Weapons will be slung across the back strong side muzzle down.

d. Recruits will maintain positive control of their own weapon.

e. Recruits will not jump off this obstacle.

f. The DI/CSL will identify four recruits to serve as a safety spotter.

g. The recruit serving as the safety spotters will maintain only their weapon and no others.

h. Award Citation. The Navy Cross is awarded to Gunnery Sergeant Justin D. Lehew, United States Marine Corps, for extraordinary heroism as Amphibious Assault Platoon Sergeant, Company A, 1st Battalion, 2d Marines, Task Force Tarawa, I Marine Expeditionary Force in support of Operation IRAQI FREEDOM on 23 and 24 March 2003. As Regimental Combat Team 2 attacked north towards An Nasiriyah, Iraq, lead elements of the battalion came under heavy enemy fire. When beleaguered United States Army 507th Maintenance Company convoy was spotted in the distance, Gunnery Sergeant Lehew and his crew were dispatched to rescue the soldiers. Under constant enemy fire, he led the rescue of the soldiers. With total disregard for his own welfare, he assisted the evacuation effort of four soldiers, two of whom were critically wounded. While still receiving enemy fire, he climbed back into his vehicle and immediately began suppressing enemy infantry. During a subsequent company attack on the eastern bridge over the Euphrates River, Gunnery Sergeant Lehew continuously exposed himself to withering enemy fire during the three-hour urban firefight. His courageous battlefield presence inspired his Marines to fight a determined foe and allowed him to position his platoon's heavy machine gun to repel numerous waves of attackers. In the midst of the battle, an amphibious assault vehicle was destroyed, killing or wounding all its occupants. Gunnery Sergeant Lehew immediately moved to recover the nine Marines. He again, exposed himself to a barrage of fire as he worked for nearly an hour recovering casualties from the wreckage. By his outstanding display of decisive leadership, unlimited courage in the face of enemy fire, and utmost devotion to duty, Gunnery Sergeant Lehew reflected great credit upon himself and upheld the highest traditions of the Marine Corps and the United States Naval Service.

i. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations. Medical supplies are needed to a forward unit.

(2) Mission. On order, move your squad and medical supplies over the obstacle in order to provide medical re-supply to forward units.

(3) Execution. Work as a team to get each team member over the horizontal beam.

(4) Administration and Logistics. You have 20 minutes to complete this mission, account for your team members, ensure team members have all required equipment and medical re-supply, and that all team members wear their helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

5. Garcia's Leap. Squads have 30 minutes to brief, execute, and debrief this station. This warrior station builds trust confidence in fellow team members. The mission for the recruits is to leap from the platform and touch the hanging bar. Recruits will be caught by the team mates below.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will remove their 782-gear, but wear their helmets for this station.

c. Recruits will stack their weapons during this station.

d. DIs/CSLs will read the historical citation at the end of the station.

e. Award Citation. The Medal of Honor is presented to Private First Class Fernando L. Garcia, for conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty while serving as a member of Company I, Third Battalion, Fifth Marines, first Marine Division (Reinforced), in action against enemy aggressor forces in Korea on 5 September 1952. While participating in the defense of a combat outpost located more than one mile forward of the main line of resistance during a savage night attack by a fanatical enemy force employing grenades, mortars and artillery, Private First Class Garcia, although suffering painful wounds, moved through the intense hail of hostile fire to a supply point to secure more hand grenades. Quick to act when a hostile grenade landed nearby, endangering the life of another Marine, as well as his own, he unhesitatingly chose to sacrifice himself and immediately threw his body upon the deadly missile, receiving the full impact of the explosion. His great personal valor and

cool decision in the face of almost certain death sustain and enhance the finest traditions of the United States Naval Service. He gallantly gave his life for his country.

f. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations. While moving to your objective you encounter a small cliff. Your squad must negotiate the obstacle to continue your mission.

(2) Mission. On order, each recruit must negotiate the obstacle in order to continue your mission.

(3) Execution. Work as a team. Each recruit must leap from the platform and touch the suspended bar.

(4) Administration and Logistics. You have 20 minutes to complete this mission. Account for your team members, ensure they stage their 782-gear, weapons, and that all team members wear their helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

6. Corbin's Convoy. Squads have 30 minutes to brief, execute, and debrief this station. This warrior station reinforces team work. Recruits must stand on the wooden planks while using the attached ropes and move in unison from the start point to the finish point.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will maintain proper weapons carriage and adhere to all weapons safety handling procedures.

c. Recruits will maintain positive control of their own weapon except when noted during the execution of the event.

d. Prior to the execution of this station, each recruit will don and clear their field protective mask within the time limit of nine seconds. Recruits will wear their field protective masks for the duration of the station.

e. Award Citation. The Navy Cross is awarded to Lance Corporal Todd Corbin, United States Marine Corps, for extraordinary heroism as Medium Tactical Vehicle Replacement Driver, Weapons Company, 3d Battalion, 25th Marines, Regimental Combat Team 2, 2d Marine Division, II Marine Expeditionary Force (Forward) in support of Operation IRAQI FREEDOM in Haditha, Iraq. On 7 May 2005, enemy forces ambushed Lance Corporal Corbin's platoon using a suicide vehicle borne improvised explosive device, rocket propelled grenades, and machine guns. Instantly, three of the four vehicles were severely damaged and eleven of sixteen Marines suffered casualties. Lance Corporal Corbin immediately repositioned his truck directly between the enemy and many of the wounded. He radioed the situation to the battalion and leapt into the enemy fire, directing Marines to engage and marking targets. He ran to his fallen patrol leader, threw him onto his shoulder and carried him to safety while firing at the enemy with his off-hand. He re-crossed the kill zone, made his way to his fallen corpsman, bound his wounds and began carrying him. As he began to move, the enemy engaged at close range and Lance Corporal Corbin threw himself on a wounded Marine and shielded him as a friendly machine gun fire suppressed the enemy. Organizing Marines to suppress and repel the ambush, he then, on five occasions, ran through enemy fire, recovered dead or wounded personnel, and returned them to his truck. When the casualties were loaded onto his heavily damaged vehicle, he activated its emergency systems and drove it out of the kill zone and through the city to a battalion aid station five miles away. Due to his heroism, no Marine lost his life after the initial attack. By his outstanding display of decisive leadership, courage in the face of heavy enemy fire, and utmost devotion to duty, Lance Corporal Corbin reflected great credit upon himself and upheld the highest traditions of the Marine Corps and the United States Naval Service.

f. Five Paragraph Order

(1) Situation. A convoy is ambushed and the platoon commander is killed. The lead unit requires fire and casualty evacuation support.

(2) Mission. On order, conduct movement to lead unit, in order to provide casualty support.

(3) Execution. Conduct movement utilizing two wooded planks with eight ropes attached to each plank.

(4) Administration and Logistics. Fire team leader's account for team members and ensure team members are wearing 782-gear, weapon, field protective mask, and helmet.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

7. Core Values Station. See Chapter 3.

8. Aerial Map of Event 1. See Figure 2-1.



Figure 2-1.-- Event 1

2002. EVENT 2

1. Event 2 consists of team pugil sticks, body sparring bouts, and LRC problems 1/1A - 12/12A. The recruits will spend thirty minutes on each LRC problem and two hours conducting pugil stick and body sparring bouts. Sparring takes place in a designated engagement area, and is termed the "Crucible Engagement." Event 2 lasts four hours, can support a maximum of eight squads training concurrently, and is supervised by two WFTBN event leaders. The MAI/T will brief the entire group on the body sparring and pugil sticks bouts. DIs/CSLs may add or remove one LRC scenario depending on the time remaining after the main event. Once complete, the squads will execute the event in accordance with squad matrix on page 1-11.

a. The DI/CSL will:

(1) Identify the recovery site, head facilities, and water points.

(2) Read the mission statements and safety requirements for each LRC problem.

(3) Identify the equipment and uniform requirements for each LRC problem.

(4) Ensure recruits utilize proper weapons handling procedures when passing weapons.

(5) Direct any questions toward the event leader or Martial Arts Instructor/Trainer (MAI/T).

b. Ensure recruits do not step on the wood chips when they are preparing to execute the problem.

c. Ensure spotters only hold their own rifle.

d. Debrief each LRC problem and the pugil stick and body sparring bouts.

2. Battle of Belleau Wood/Pugil Stick and Body Sparring Bouts (core event).

a. The Crucible Engagement is designed to challenge recruits physically and mentally, reinforce tan belt techniques that have been previously taught and tested, and provide a link to Marine Corps Core Values through the practical application of rules of engagement. The Crucible Engagement will be conducted in four phases: (1) Scheme of Maneuver and Rules of Engagement Briefs, (2) Body Sparring, (3) Pugil Sticks, (4) Debrief and Core Value tie-in. The Crucible Engagement is part of Event 2 of the Crucible.

b. Crucible Event 2 requires a Company Officer to serve as the event Safety Officer. The Safety Officer must understand and enforce this order, complete the Crucible Engagement Safety Officer Checklist (enclosure 2), and ensure that the MAI/T conducts the Pugil Stick/Body Sparring Verbal Medical Screening found in enclosure 3.

c. Event 2 Training Requirements:

(1) Two Certified Martial Arts Instructors (MAI/T).

(2) One Corpsman with radio connectivity to the CAS.

(3) One Company Officer with a whistle, a written copy of the Event 2 portion of this order with enclosures (2) and (3), and a Mishap Report Binder.

(4) One Safety Vehicle with a stretcher, five five-gallon water containers (full), and two coolers with sheets and ice.

(5) All requirements must be met prior to the start of training.

(6) Recruits who identify themselves as having medical issues, including but not limited to enclosure 3, will not be viewed adversely by company personnel when tallying final Crucible pass/fail criteria.

(7) Equipment for Crucible Engagement:

	Body Sparring	Pugil Sticks
M16A4 w/ RCO (If applicable)	NO	NO
Bayonet	NO	NO
C-belt/H-harness/ Two (2) canteens	NO	NO
Mouth Pieces	YES	YES
Pugil Stick	NO	4 per side
Groin Protection	6 per side	6 per side
Neckroll	6 per side	6 per side
Hockey Gloves	NO	3 pair per side
18 oz. Boxing Gloves	3 pair per side	NO
Sparring Helmet	3 per side	NO
Kevlar Helmet	NO	NO
Football Helmet	NO	6 per side

Flak Jacket	6 per side (Females only)	6 per side
Stopwatch	2 (DI timers)	2 (DI timers)
Whistle	1 per MAI and Company Officer	1 per MAI and Company Officer

d. The Crucible Engagement will be conducted in three phases:

(1) MAI/Ts will conduct a Pugil Stick/Body Sparring Verbal Medical Screening (See enclosure 3), brief recruits on the scheme of maneuver, the Rules of Engagement, and the consequences for violating the Rules of Engagement prior to starting Event 2.

(2) One bout of body sparring. Body sparring will consist of two pairs of one recruit vs. one recruit fighting, lasting a total of 30 seconds.

(3) Two bouts of pugil sticks. Pugil sticks will consist of two pairs of one recruit vs. one recruit fighting, lasting 15 seconds each bout, for a total of 30 seconds.

e. Company Personnel and Recruit Briefings:

(1) MAI/Ts will gather the training company staff and distribute the Pugil Stick/Body Sparring Safety Officer Checklist (enclosure 2) and the Pugil Stick/Body Sparring Verbal Medical Screening (enclosure 3) to the Company Officer.

(2) MAI/Ts will brief the training company personnel on the weight regulations, the scheme of maneuver for body sparring and pugil sticks, and the rules of engagement. The Company Officer will then brief item (1) from enclosure (2) and complete the remainder of the Pugil Stick/Body Sparring Safety Officer Checklist.

(3) MAI/Ts will gather the recruits, conduct the Pugil Stick/Body Sparring Verbal Medical Screening, brief the scheme of maneuver for the event, the rules of engagement and the consequences for violation of those rules.

(4) MAI/Ts will instruct the recruits that during pugil sticks and body sparring, they will maintain a proper modified basic warrior stance keeping their head up at all times.

f. Weight Regulations:

(1) The recruits will be arranged by their DI/CSL, from heaviest to lightest, and will fight in that order. Recruits weighing 165 lbs or more will fight an opponent who is within 15 lbs of their body weight. Recruits weighing 164 lbs or less must fight an opponent who is within ten pounds of their body weight. A recruit weighing more than 165 lbs may fight a recruit who weighs less than 165 lbs as long as their weights are within ten pounds of each other. Recruits will be staged in the assigned entrance to the engagement area.

g. Scheme of Maneuver, Body Sparring:

(1) Recruits will be screened for any fighting experience. Any recruits who have been identified as having previous fighting experience (e.g. boxing team, golden gloves, mixed martial (MMA) amateur/semi-pro fights etc.) will fight each other first. MAI/Ts will conduct a final screening for prior fighting experience during the MAI/T brief to the recruits.

(2) Those recruits will be briefed that they will fight at or below the level of the opponent. If the recruits with fighting experience cannot fight at or below their opponent's level, they will exit the engagement area and not fight.

(3) Recruits will wear a mouthpiece, groin protection, sparring head-gear, 18 oz. boxing gloves at all times while engaged in fighting. Females will wear flak jackets, males will not.

(4) Recruits will be sized from heaviest to lightest and will fight in that order.

(5) On signal from the MAI/T, two (2) recruits from each team will walk, not run, into the engagement area, with fists raised above their heads, and stop where the MAI/Ts are located. After the recruits' body weights and safety equipment have been verified by the MAI/T, the signal will be given by the MAI/T for the bout to begin. The two pairs of recruits will simultaneously engage in a one vs. one, 30 second body sparring bout. Round time will be maintained by a DI assigned to each bout. If a bout is paused,

the applicable DI time keeper will stop time, and then continue time once the MAI/T signals for the fight to resume. Total time of a bout will not exceed 30 seconds. Noise will remain at a volume that allows MAI/Ts to properly control the bouts and allows supervisory personnel to intervene if necessary.

(6) "Hands Out." This is a position taken by a recruit who cannot safely continue. When this happens the MAI/T will immediately stop the bout and evaluate the recruit. The MAI/T will notify the safety officer if the recruit is able to safely continue or if the bout must cease.

(7) Upon completion of the bout, recruits will move to their team staging area and dress for pugil sticks.

h. Scheme of Maneuver, Pugil Sticks:

(1) Recruits will wear a mouthpiece, groin protection, hockey gloves, football helmet, neck roll, and flak jacket at all times while engaged in fighting.

(2) Recruits will be sized from heaviest to lightest and will fight in that order.

(3) Each recruit will participate in two, one vs. one free-sparring rounds lasting 15 seconds each or until a scoring blow is registered. Recruits will begin each round positioned in the center of the ring, facing each other, approximately four to six paces apart.

(4) On signal from the MAI/T, two (2) recruits from each team will walk, not run, into the engagement area, with pugil sticks raised above their heads, and stop where the MAI/Ts are located. After the recruits' body weights and safety equipment have been verified by the MAI/T, the signal will be given by the MAI/T for the bout to begin. The two pairs of recruits will simultaneously engage in a one vs. one, pugil stick bouts lasting 15 seconds each or until a scoring blow is registered. Round time will be maintained by a DI assigned to each bout noise will remain at a volume that allows MAI/Ts to properly control the bouts and allows supervisory personnel to intervene if necessary.

(5) If a recruit cannot safely continue he/she will guard their face and take a knee, the MAI/T will immediately stop the bout and evaluate the recruit. The MAI/T will notify the safety officer if the recruit is able to safely continue or if the bout must cease.

(6) Upon completion of the bouts, recruits will exit the engagement area and remove gear.

i. Rules of Engagement (ROE)

(1) All safety gear will be worn at all times.

(2) Recruits are not authorized to run into the engagement area.

(3) Assuming a modified basic warrior stance, you will keep your head and guard up at all times during the bout.

(4) If at any time you feel unable to safely continue during body sparring you will execute a "hands out" position, for pugil sticks you will guard your face with your fists or pugil stick and take a knee.

(5) All punches must land to the front of the torso.

(6) The only authorized punches are the lead hand punch, rear hand punch, hook, and upper cut that have been taught during tan belt training.

(7) No punches will fall to the head, neck, groin, back, kidneys, or spine.

(8) You will not strike an opponent below the belt.

(9) You must be actively engaged in the bout for the entire time.

(10) All bouts will be conducted in the engagement area and will not be taken into an entryway.

(11) You will engage your own opponent one on one only.

(12) You may not engage your partner's opponent.

(13) You will not hit an opponent from the rear in pugil sticks and you will not strike them in the back of the head.

(14) You will not engage an opponent if they assume a "hands out" position, their knee touches the deck, or if the opponent is not in a standing position.

(15) You will follow all commands from the MAI/Ts.

(16) If at any time you hear a double whistle blast, or the command "Stop" from the MAI/T, you will cease training.

(17) Violation of any of the aforementioned rules, and/or displaying a poor attitude will result in immediate removal from training and additional punitive action (Utilizing a penalty option is at the discretion of the on-scene Commander. Recruits will be sent to the penalty area where they will execute three, 30-second exercises, never to exceed 90-seconds in total, in the following order: left plank, front plank, right plank. Upon completion of the plank exercises, the recruits will not return to the previous bout. If they are removed from body sparring, they will resume training during pugil sticks. If they are removed from pugil sticks, they will not return to the engagement area).

f. Debrief. Following the completion of both body sparring and pugil sticks, recruits will debrief on the importance of ROE and the consequences of failing to obey the ROE. Following the debrief, DIs/CSLs will move their recruits to the next evolution of Event 2.

g. On at least a monthly basis, the SNCOIC of the Martial Arts Section will observe the MAI/Ts execute Event 2 and provide a formal written critique of the MAI/Ts' proficiency as event facilitators.

h. Historical citation. The Battle of Belleau Wood (1-26 June, 1918) happened during the German 1918 spring offensive in World War I, near the Marne River in France. After their victories at Cantigny and Chateau-Thierry, the 2nd and 3rd Divisions of the U.S. Army and the 4th Brigade of U.S. Marines attached to the 2nd Division moved into Belleau Wood. The Marines were forced to make six highly forceful sweeps into the meadows and trenches within the forest. The Germans defended stubbornly and launched several counterattacks, all of which were duly repulsed. The woods were taken by the Marines as they fought off more than four divisions of Germans, often reduced to using only their bayonets or fists in hand-to-hand combat.

3. LRC Problems. A maximum of two fire teams will conduct LRC problems at one time. There are 12 LRC problems that have mirrored problems adjacent to them (24 total). Recruits have 30 minutes to complete each LRC problem. This is a non-tactical event. Mental alert condition codes do not apply. DIs/CSLs will move back and forth between the two mirrors imaged LRC problems and position themselves to supervise and evaluate the recruits. LRC problems are intended to provide mental,

teamwork, and leadership challenges to recruits. Individual LRC station mission statements will be provided at each station.

a. Recruits on the obstacles will be the only ones without positive control of their weapons.

b. Recruits will wear all gear, unless otherwise specified in the lesson plan. Each recruit will maintain positive control of his/her own gear.

c. Recruits will not look at the other LRC problems while executing their problem.

d. Areas in red are mined, booby trapped, or contaminated. Recruits must not touch any red areas.

e. Recruits will not jump off any obstacle or throw any gear.

f. Training aids that fall into the wood chips may only be used if a recruit maintains positive control of it.

g. Spotters cannot assist in completing the obstacle at any time.

h. Any recruit that falls off an obstacle is considered dead.

i. DI/CSL will brief each LRC problem mission statement.

j. DIs/CSLs will identify fire team leaders for each LRC problem.

4. Aerial Map of Event 2. See Figure 2-2 below.



Figure 2-2. -- Event 2

2003. EVENT 3

1. Event 3, located on the western portion of the Crucible training area at Page Field, is comprised of an enhanced obstacle course(core event) and three warrior stations, Noonan's Evacuation, Mitchells' Advance, and Kasal's Crossing, and a Core Values station. Event 3 lasts four hours, can support a maximum of eight squads training concurrently, and is supervised by two event leaders.

a. All gear will be staged at the recovery site. Butt-packs will remain on the recruits during movement through the course.

b. No foreign objects can be used to aid in the execution of the warrior stations.

c. The DI/CSL will:

- (1) Identify all water points, head facilities, and dumpsters.
- (2) Identify the location of the Core Value station.
- (3) Identify the weapons maintenance site.
- (4) Identify all equipment and uniform requirements.
- (5) Read the mission statement and safety requirements.
- (6) Spend no more than seven minutes on the historical citation examples and mission statement brief.
- (7) ID recruits to serve as fire team leaders during the event.
- (8) Direct all questions to the WFTBN event leader.
- (9) Conduct a debrief after each station. The debrief will not exceed five minutes.
- (10) Ensure all gear is put away at the conclusion of the event.

2. Battle of An Nasiriyah/ Enhanced Obstacle Course (core event). Squads have 30 minutes to brief, execute, and debrief this station. This course is conducted by fire teams. Recruits are given the mission to re-supply a forward unit as quickly as possible. Fire teams will carry additional 20 pounds during this station.

a. This is a tactical event. Recruits will start in mental alert condition yellow and employ security as appropriate.

b. Fire teams will carry food, water, and ammunition in one pack.

c. Recruits will be timed.

d. Fire teams will be staggered by 1 minute at the beginning of the course.

e. DIs/CSLs will brief the mission to the recruits at the terrain model prior to conducting the course.

f. DIs/CSLs will read the historical citation at the beginning of the course.

g. Historical Citation. The Battle of An Nasiriyah occurred during the 2003 invasion of Iraq. Heavy fighting took place between Iraqi forces and the 2nd Marine Expeditionary Brigade under the call sign Task Force Tarawa of the United States Marine Corps between March 23 and March 29 2003. During the fighting 33 Marines and soldiers were killed and over 150 were wounded. The Iraqi forces suffered over 400 killed, 300 captured and 1,000 wounded. Iraqi resistance was rapidly crushed and the Marines succeeded in their mission to secure bridges along key lines of communication and supply routes. During the battle numerous Marines demonstrated exceptional moral and physical courage while repelling enemy assaults, securing their objective, and conducting re-supply missions to their comrades.

h. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations. Units to the front need immediate re-supply of food, water, and ammunition.

(2) Mission. On order, conduct movement to the forward units in order to re-supply them.

(3) Execution. Fire teams negotiate the enhanced obstacle course with re-supply items. Time has priority and you must negotiate each obstacle.

(4) Administration and Logistics. Fire teams must carry designated re-supply items through the course.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members have their weapon and wear their 782-gear and helmets.

(5) Command and Signal. Fire team leaders are in charge of their fire teams. Fire team leaders use hand and arm signals, voice commands, and the Fighter Leader concept during this mission.

3. Noonan's Evacuation. Squads have one hour to brief, execute, and debrief this station. This event reinforces the concept that a Marine never leaves a fellow Marine on the battlefield. It also reinforces the concept of teamwork in that one recruit cannot carry a stretcher with a wounded recruit over a considerable distance. The mission requires the squad to transport a casualty over a mile of wooded terrain. Recruits are required to execute this course using litter techniques learned earlier in training. The DI/CSL has to move about the course aggressively, making sure recruits are carrying out the mission. Following the evacuation, the recruits will immediately conduct weapons maintenance for twenty minutes. Part of the values associated with this event includes the increased hardship of applying the correct techniques during the most exhaustive conditions.

a. This is a tactical event. Recruits will start in mental alert condition yellow and employ security as appropriate.

b. The rifle will be slung across the back, muzzle down, pointing away from the litter.

c. The team will make as many four-person teams as possible.

(1) Simulated casualties will be carried by 2-person lift to ensure proper security is maintained at all times.

(2) A maximum of 4 recruits will be assessed as simulated casualties.

d. The course is one-half mile down and one-half mile back.

e. The recruits will have positive control of his/her gear at all times.

f. Noise discipline will be maintained throughout the event.

g. The simulated casualty will be carried feet first.

h. DIs/CSLs will read the historical citation at the start of the course.

i. Award Citation. The Medal of Honor is presented to Lance Corporal Thomas P. Noonan, for conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty while serving as a Fire Team Leader with Company G, Second Battalion, Ninth Marines, Third Marine Division, in operations against the enemy in Quang Tri Province in the Republic of Vietnam. On 5 February 1969, Company G was directed to move from a position which they had been holding southeast of the Vandergrift Combat Base in A Shau Valley to an alternate location. As the Marines commenced a slow and difficult descent down the side of the hill made extremely slippery by the heavy rains, the leading element came under heavy fire from a North Vietnamese Army unit occupying well-concealed positions in the rocky terrain. Four men were wounded, and repeated attempts to recover them failed because of the intense hostile fire. Lance Corporal Noonan moved from his position of relative security and, maneuvering down the treacherous slope to a location near the injured men, took cover behind some rocks. Shouting words of encouragement to the wounded men to restore their confidence, he dashed across the hazardous terrain and commenced dragging the most seriously wounded man away from the fire-swept area. Although wounded and knocked to the ground by an enemy round, Lance Corporal Noonan recovered rapidly and resumed dragging the man toward the marginal security of a rock. He was, however, mortally wounded before he could reach his destination. His heroic actions inspired his fellow Marines to such aggressiveness that they initiated a spirited assault which forced the enemy soldiers to withdraw. Lance Corporal Noonan's indomitable courage, inspiring initiative and selfless devotion to duty upheld the highest traditions of the Marine Corps and the United States Naval Service. He gallantly gave his life for his country.

j. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations. A Marine pilot was forced to eject from his aircraft. He has suffered two broken legs. He is located 800 meters from your location.

(2) Mission. On order, conduct foot movement to the pilot, secure him, and move him back to the tactical evacuation (TAC EVAC) site.

(3) Execution. The squad will follow the designated route to the pilot and follow the same route back to the TAC EVAC site.

(4) Administration and Logistics. Fire teams must wear required equipment and use proper fire team and litter techniques.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. The recruit squad leader is in charge of the squad. Brief your plan, prepare your recruits and execute the mission.

4. Mitchell's Advance. Squads have 30-minutes to brief, execute, and debrief this station. This warrior station emphasizes teamwork and is an opportunity for the DI/CSL to evaluate leadership traits and principles. Recruits must lift the tire over the pole, lower to the ground, then lift it back over the pole and down to the ground.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will stack their weapons.

c. DIs/CSLs will identify four recruits, with flak, Kevlar, 782-gear, and weapons slung across the back (muzzle down), to serve as the safety spotters. They will be evenly placed around the base of the pole.

d. DIs/CSLs will read the historical citation at the start of the station.

e. Award Citation. The Navy Cross is presented to Robert J. Mitchell, Jr., Corporal, U.S. Marine Corps, for extraordinary heroism while serving as Squad Leader, Company K, 3d Battalion, 1st Marine Regiment, Regimental Combat Team 1, 1st Marine Division, I Marine Expeditionary Force, U.S. Marine Corps Forces, Central, in support of Operation IRAQI FREEDOM on 13 November 2004. During a ferocious firefight with six insurgents fighting inside a heavily fortified house, Corporal Mitchell courageously attacked the enemy strongpoint to rescue five wounded Marines trapped inside the house. Locating the enemy positions and completely disregarding his own safety, he gallantly charged through enemy AK-47 fire and hand grenades, in order to assist a critically wounded Marine in an isolated room.

Ignoring his own wounds, he began the immediate first aid treatment of the Marine's severely wounded leg. Assessing that the Marine needed immediate intravenous fluids to survive, he suppressed the enemy, enabling a Corpsman to cross the impact zone. Once the Corpsman arrived, he moved to the next room to assist other casualties. While running across the impact zone a second time, he was hit in the left leg with a ricochet off of his weapon and with grenade shrapnel to the legs and face. While applying first aid, he noticed a wounded insurgent reach for his weapon. With his rifle inoperable, he drew his combat knife, stabbed the insurgent, and eliminated him instantly. Demonstrating great presence of mind, he then coordinated the casualties' evacuation. Limping from his own wounds, Corporal Mitchell assisted in the evacuation of the last casualty through the impact zone under enemy fire, ultimately saving the lives of multiple Marines. By his bold leadership, wise judgment, and complete dedication to duty, Corporal Mitchell reflected great credit upon himself and upheld the highest traditions of the Marine Corps and the United States Naval Service.

f. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations. You are tasked with emplacing obstacles in an area to disrupt enemy forces.

(2) Mission. On order, emplace obstacle in enemy area.

(3) Execution. Work as a team. Lift tire over the pole and lower to the ground without touching the pole. Lift tire back over the pole and lower to the ground without touching the pole.

(4) Administration and Logistics. You have 20 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their flak jacket, 782-gear and helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

5. Kasal's Crossing. Squads have 30 minutes to brief, execute, and debrief this station. This warrior station emphasizes teamwork and is an opportunity for the DI/CSL to evaluate leadership traits and principles. Recruits must move from one platform to the next using the swinging tires.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will carry their weapon.

c. DIs/CSLs will identify one recruit to serve as a safety spotter.

d. DIs/CSLs will read the award citation at the start of the station.

e. Award Citation. The Navy Cross is presented to First Sergeant Brian A. Kasal, for extraordinary heroism while serving as First Sergeant, Weapons Company, 3d Battalion, 1st Marine Regiment, Regimental Combat Team 1, 1st Marine Division, I Marine Expeditionary Force, U.S. Marine Corps Forces Central Command in support of Operation IRAQI FREEDOM on 13 November 2004. First Sergeant Kasal was assisting 1st Section, Combined Anti-Armor Platoon as they provided a traveling over watch for 3d Platoon when he heard a large volume of fire erupt to his immediate front, shortly followed by Marines rapidly exiting a structure. When First Sergeant Kasal learned that Marines were pinned down inside the house by an unknown number of enemy personnel, he joined a squad making entry to clear the structure and rescue the Marines inside. He made entry into the first room, immediately encountering and eliminating an enemy insurgent, as he spotted a wounded Marine in the next room. While moving towards the wounded Marine, First Sergeant Kasal and another Marine came under heavy rifle fire from an elevated enemy firing position and were both severely wounded in the legs, immobilizing them. When insurgents threw grenades in an attempt to eliminate the wounded Marines, he rolled on top of his fellow Marine and absorbed the shrapnel with his own body. When First Sergeant Kasal was offered medical attention and extraction, he refused until the other Marines were given medical attention. Although severely wounded himself, he shouted encouragement to his fellow Marines as they continued to clear the structure. By his bold leadership, wise judgment, and complete dedication to duty, First Sergeant Kasal reflected great credit upon himself and upheld the highest traditions of the Marine Corps and the United States Naval Service.

f. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations. Your convoy is hit with a series of IEDs and small arms fire. Wounded Marines are strewn about the convoy.

(2) Mission. On order, conduct movement through the left over convoy and debris to each casualty IOT provide first aid.

(3) Execution. Work as a team. Each recruit must cross from one platform to the next with all their gear.

(4) Administration and Logistics. You have 20 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

6. Dunham's Defense. Squads have 30 minutes to brief, execute, and debrief this station. Recruits are required to demonstrate and conduct tan belt level MCMAP striking techniques.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. The following techniques will be used:

(1) Two, 2-minute drills for each recruit doing standing left elbow/right elbow/left knee/right knee.

(2) Two, 1-minute drills for ground knees.

(3) Two, 1-minute drills for ground elbows.

c. The DI/CSL will ensure recruits all have strike pads.

d. The DI/CSL will ensure recruits empty their pockets of all contents, insert their mouth pieces, and that weapons are properly stacked.

e. The DI/CSL will read the award citation and debrief this station at the start.

f. The DI/CSL will brief the mission statement prior to the start of this station.

g. Award Citation. The Medal of Honor is presented to Corporal Jason L. Dunham, for conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty while serving as a Rifle Squad Leader, 4th Platoon, Company K, Third Battalion, Seventh Marines (Reinforced), Regimental Combat Team 7, First Marine Division (Reinforced), on 14 April 2004. Corporal Dunham's squad was conducting a reconnaissance mission in the town of Karabilah, Iraq, when they heard rocket-propelled grenade and small arms fire erupt approximately two kilometers to the west. Corporal Dunham led his Combined Anti-Armor Team towards the engagement to provide fire support to their Battalion Commander's convoy, which had been ambushed as it was traveling to Camp Husaybah. As Corporal Dunham and his Marines advanced, they quickly began to receive enemy fire. Corporal Dunham ordered his squad to dismount their vehicles and led one of his fire teams on foot several blocks south of the ambushed convoy. Discovering seven Iraqi vehicles in a column attempting to depart, Corporal Dunham and his team stopped the vehicles to search them for weapons. As they approached the vehicles, an insurgent leaped out and attacked Corporal Dunham. Corporal Dunham wrestled the insurgent to the ground and in the ensuing struggle saw the insurgent release a grenade. Corporal Dunham immediately alerted his fellow Marines to the threat. Aware of the imminent danger and without hesitation, Corporal Dunham covered the grenade with his helmet and body, bearing the brunt of the explosion and shielding his Marines from the blast. In an ultimate and selfless act of bravery in which he was mortally wounded, he saved the lives of at least two fellow Marines. By his undaunted courage, intrepid fighting spirit, and unwavering devotion to duty, Corporal Dunham gallantly gave his life for his country, thereby reflecting great credit upon himself and upholding the highest traditions of the Marine Corps and the United States Naval Service.

h. Five Paragraph Order

(1) Situation. Your squad is conducting hand to hand fighting.

(2) Mission. On order, demonstrate the proper designated MCMAP techniques.

(3) Execution. Work as a team. Recruits will pair up and use the strike pads during the exercise.

(4) Administration and Logistics. You have 20 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

7. Core Values Station. See Chapter 3.

8. Aerial Map of Event 3. See Figure 2-3.

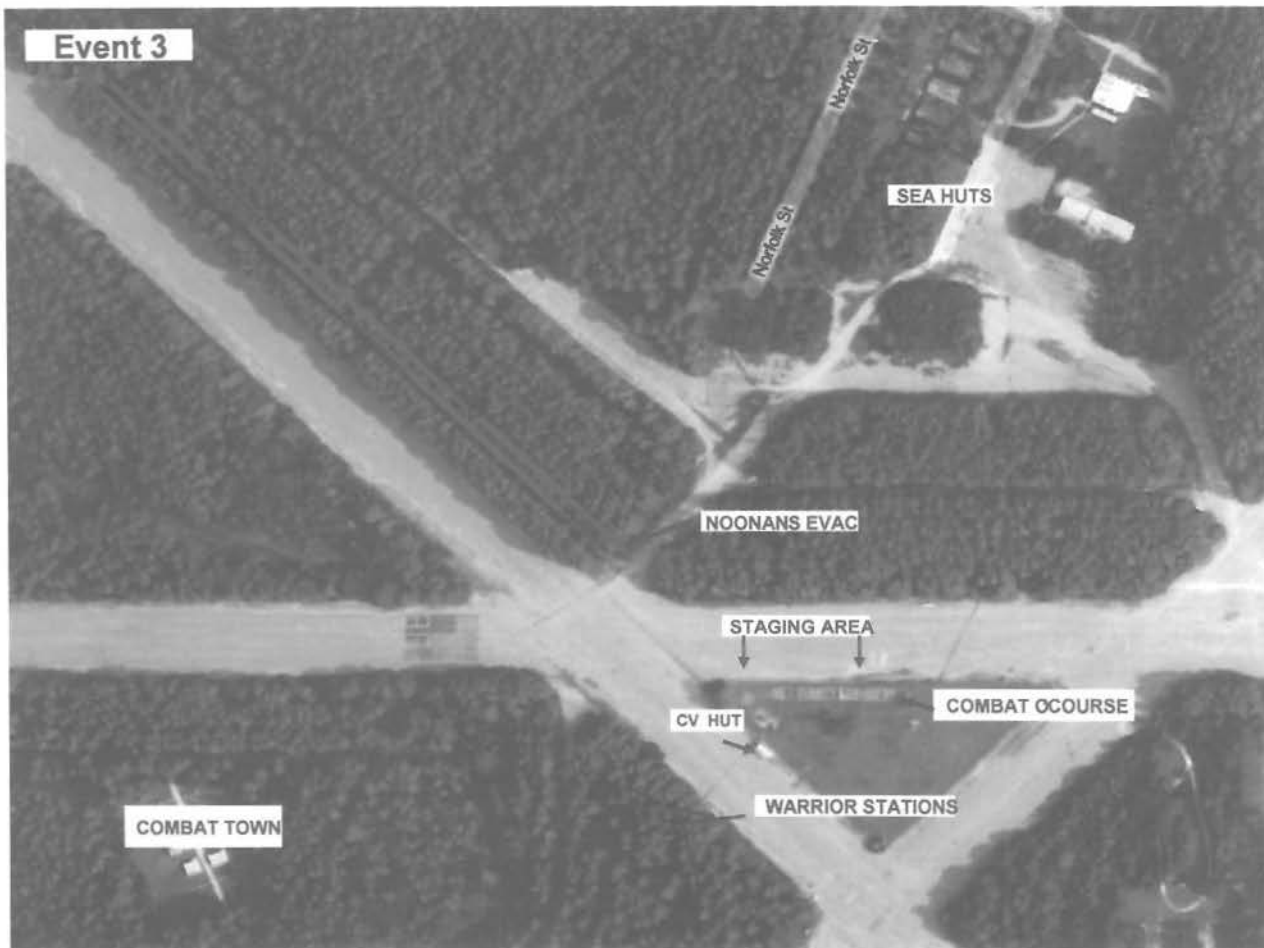


Figure 2-3. -- Event 3

2004. EVENT 4

1. Event 4 is comprised of one core event (Battle of Fallujah/bayonet fire team assault course), three warrior stations (Kraft's Struggle, Viggiani's Strikes, Perez's Passage), a skill demonstration station (John Quick Trail) and a Core Values station. Event 4 lasts four hours, can support a maximum of eight squads training concurrently, and is controlled by one event leader and three assistants.

a. Recruits will stage their gear at the recovery site. Butt-packs will remain on the recruits during movement through the course and the Bayonet/Fire Team Assault Course.

b. No foreign objects can be used to aid in the execution of the warrior stations.

c. The DI/CSL will:

- (1) Ensure all recruits have hearing protection.
- (2) Brief the mission statement and safety requirements for each station.
- (3) Identify all water points, head facilities, and dumpsters.
- (4) Identify the location of the Core Value station.
- (5) Identify weapons maintenance site.
- (6) Identify all equipment and uniform requirements.
- (7) Spend no more than seven minutes on the historical citations and mission statement briefs.
- (8) Choose a recruit to serve as squad leader and fire team leaders for each station.
- (9) Ensure all gear is put away at the completion of the station.
- (10) Rotate the squad to the next station when directed by the event leader.
- (11) Direct all questions to the event leader.
- (12) Conduct a debrief after each station. The debrief will not exceed five minutes.

2. Battle of Fallujah/Bayonet Fire Team Assault Course (Core Event)

a. Teams have one-hour to brief, execute, and debrief this event. This mission requires fire teams to negotiate the course under simulated combat conditions. Once the team reaches the bayonet course, the WFTBN instructor will ensure bayonets are properly fixed and send them on the course. Recruits must execute this course using techniques of individual, buddy team, fire team movement, hand and arm signals and MCMAP techniques taught previously during training.

b. The course is divided into three sections. The first section covers the mission brief at the terrain model and the reading of the historical citation. The second section includes the movement through the obstacle belt. The last section of the course involves rapid movement of the team through the bayonet portion of the course.

(1) During hot weather conditions, under black flag conditions, each fire team will carry three (3) small ammunition cans weighing 30 pounds each;

(2) During cold weather conditions, each fire team will carry two (2) 40mm ammunition cans weighing 48 pounds each and one (1) small ammunition can weighing 30 pounds each.

c. Following the execution of the Bayonet Assault Course, recruits will return all equipment to its proper place. DIs/CSLs will assemble the squad once all recruits have completed the course and debrief the event.

d. From the tree line, through the culverts and tangle foot to the wall, recruits will day walk using a low profile. From the wall to the bayonet course, recruits will low crawl, high crawl, or back crawl.

e. The DI/CSL will ensure that recruits stay as a team.

f. Once the team conducts the "piano feel" and "turkey peek techniques", they will go over the wall using a low profile. The recruits will crawl until they reach the vertical logs. Casualties will be assigned by instructors on the main course only, in the same manner as the Fire Team assault course on Event 1.

g. This is a tactical event. Recruits will start in mental alert condition yellow and employ security as appropriate.

h. The DI/CSL will check the course prior to starting.

(1) Check the moat for alligators, snakes or dead animals.

(2) Make sure boards and other obstacles are safe.

i. Recruits will stay in the lanes; the grass is mined and booby-trapped.

j. Recruits will stay away from the sandbag bunkers.

k. Recruits will maintain proper weapons carriage and adhere to all weapons safety handling procedures.

l. Recruits will low crawl during machine gun fire.

m. Every recruit will maintain positive control of his/her own weapon.

n. Once the recruit teams reach the vertical logs, they will move to the beginning of the Bayonet Assault Course.

o. The recruits will cover down behind the logs and follow the instructions from the FTP Marine who will give a fragmentary order (FRAGO) to fix bayonets.

p. On order, the recruit teams will assault through the bayonet portion of the course conducting two of the proper killing blows.

q. At the berm and the culverts, recruits will check for booby traps before moving through the obstacle.

r. The DI/CSL will stand on the berm to ensure safety and proper techniques are used.

s. The recruit fire teams will move to the far side of the position that they just assaulted, which is the end of the course.

(1) Recruits will lay in the prone position in a hasty 180° perimeter.

(2) At the end of the course, the FTP Marine will give instructions on un-fixing the bayonet and returning the gear to the proper place.

t. The DI/CSL will stay on the course until the last recruit has moved past the last positions.

u. Once the course is complete:

(1) Recruits will return all bayonets to the beginning of the Bayonet Assault Course

(2) The DI/CSL will ensure that the course is cleared of any gear left behind.

v. Historical Citation. Battle of Fallujah (code-named Operation Al-Fajr - "The Dawn" in Arabic, and Operation Phantom Fury), was a U.S. Marine Corps-led, combined U.S.-Iraqi offensive against the Iraqi insurgency stronghold in the city of Fallujah, authorized by the U.S. appointed Iraqi Interim Government. The U.S. military called it "the heaviest urban combat since the battle of Hue City in Vietnam." On November 8, 2004, the assault began in the early hours by intense bombing followed by an attack on the main train station which the Marines would later use as a staging point for follow-on forces. By the afternoon, under the protection of intense air cover, Marines had entered the Hay Naib al-Dubat and al-Naziza districts. Shortly after nightfall on November 9, 2004, Marines were reportedly along Highway 10 in the center of the city. Most of the fighting subsided by November 13, 2004, however, Marines continued to face determined resistance from the enemy in and around the city. By November 16, 2004, after nine days of fighting, the Marine command described the action as mopping up pockets of resistance, but sporadic fighting continued until December 23, 2004.

w. Five Paragraph Order

(1) Situation. Your squad is conducting an assault against an enemy objective.

(2) Mission. On order, attack to destroy the enemy using fire and movement techniques.

(3) Execution. Work as a team. Apply all proper obstacle negotiation, individual/buddy team and fire team movement, and bayonet techniques.

(4) Administration and Logistics. You have 40 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. Fire team leaders are in charge. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

3. Kraft's Struggle. Teams have 30 minutes to brief, execute, and debrief this station. The obstacle is a wall. The mission is for the team to move all personnel and equipment from one side of the wall, over the top, and down the opposite side.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. The DI/CSL will designate four recruits to serve as safety spotters. The spotters cannot assist in the completion of the obstacle.

c. Recruits will utilize proper weapons handling procedures.

d. DI/CSL will ensure recruits do not use the rifle lift method.

e. DI/CSL will ensure the below techniques are followed:

(1) Make sure recruits step on the muscular portion of the shoulders or toward the rear end of the back. Recruits should wear the flak jackets provided to provide support.

(2) Recruits will not step on the center of the back, or on the neck or head.

f. No more than two recruits are allowed on the top of the obstacle at any time. There will be a third recruit that is being helped up the wall. Once he/she reaches the top of the wall, one recruit must come down before another recruit can go up.

g. Recruits on the top platform will keep their feet on the platform. The mission is for the team to move all personnel and equipment from one side of the wall, over the top, to the other side.

h. Recruits cannot stack sandbags to make a platform.

i. Recruits will grab their blouse, vice 782-gear.

j. All recruits must use the rope to come down.

k. The rope cannot be used to climb up the obstacle.

l. Recruits will not jump off this obstacle.

m. DI/CSL will read the award citation at the start of the station.

n. Award Citation. The Navy Cross is presented to Jarrett A. Kraft, Sergeant, U.S. Marine Corps, for extraordinary heroism while serving as Squad Leader, 81-millimeter Mortar Platoon, Weapons Company, 3d Battalion, 5th Marine Regiment, Regimental Combat Team 1, 1st Marine Division, I Marine Expeditionary Force, U.S. Marine Corps Forces, Central, in support of Operation IRAQI FREEDOM on 23 December 2004. As numerically superior insurgent forces attacked Sergeant Kraft and the Marines in Al Fallujah, Iraq, he quickly organized and fearlessly led three assault forces on three separate attacks to repel the insurgents and ensure the successful advance of the battalion. With complete disregard for his own life, he placed himself between intense enemy fire and the men during each attack providing suppressive fire and leadership to sustain the fight and eliminate the enemy. Although grenades thrown by the insurgents rendered him momentarily unconscious during one assault, this did not dampen his spirit or determination. Undeterred, Sergeant Kraft continued to lead from the front, despite being wounded himself. On two more occasions, he was knocked down stairwells by enemy grenade blasts and finally while emplacing a sniper in a critical location, Sergeant Kraft was knocked down by the blast from a friendly M1A1 tank main gun. He demonstrated courageous leadership with a complete disregard for his own safety, during this desperate two-hour battle as he personally braved multiple enemy small arms kill zones to render assistance and guidance to his Marines. By his outstanding display of decisive leadership, unlimited courage in the face of heavy enemy fire, and utmost devotion to duty, Sergeant Kraft reflected great credit upon himself and upheld the highest traditions of the Marine Corps and the United States Naval Service.

o. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations. Your squad receives enemy fire and must seek cover beyond the wall.

(2) Mission. On order, conduct movement over the wall in order to establish a covered position.

(3) Execution. Work as a team. Each recruit must cross over the wall and down the opposite side.

(4) Administration and Logistics. You have 20 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

4. Viggiani's Strikes. Squads have 30 minutes to brief, execute, and debrief this station. Recruits are required to demonstrate and conduct tan belt level MCMAP striking techniques.

a. The following techniques will be used:

(1) Two, 2-minute drills for each recruit doing standing left elbow/right elbow/left knee/right knee

(2) Two, 1-minute drills for ground knees

(3) Two, 1-minute drills for ground elbows

b. This is a non-tactical event. Mental alert condition codes do not apply.

c. The DI/CSL will ensure all recruits remove their eye glasses, empty their pockets of all contents, insert their mouth pieces, and have strike pads.

d. The DI/CSL will ensure recruits are wearing their 782-gear, helmet, and that weapons are properly stacked.

e. The DI/CSL will read the award citation and debrief this station at the start.

f. The DI/CSL will brief the mission statement prior to the start of this station.

g. Award Citation. The Navy Cross is presented to Sergeant Anthony Viggiani, for extraordinary heroism in action against Anti-Coalition Force Militia in Zabol Province, Afghanistan, serving as a squad leader for Charlie Company, Battalion Landing Team, First Battalion, Sixth Marines, Twenty-Second Marine Expeditionary Unit, deployed with commander, United States Fifth

Fleet during Operation Enduring Freedom 3 June 2004. While leading a company assault against an enemy held ridgeline north of the village of Khabargho, Sergeant Viggiani and his squad came under heavy and accurate fire from an enemy force well entrenched inside a cave, pinning down one of his teams and wounding two of his Marines. Moving across exposed ground, under observation and fire from an adjacent enemy position, Sergeant Viggiani maneuvered to the cave opening, but achieving no effect on the enemy. Braving enemy fire from the adjacent enemy position, he went back to retrieve a fragmentation grenade. Again, under a hail of fire, he moved within feet of the cave opening and employed the grenade to eliminate the enemy position, which was actively firing upon friendly forces. Killing three enemy fighters, Sergeant Viggiani destroyed the enemy strongpoint and allowed his company to continue their advance up to the ridgeline, solidly defeating the enemy by killing a total of fourteen Anti-Coalition fighters. In the process, he was wounded by rifle fire from the adjacent enemy position, yet he continued to lead his Marines in the attack. By his outstanding display of decisive leadership, unlimited courage in the face of enemy fire and utmost dedication to duty, Sergeant Viggiani reflected great credit upon himself and upheld the highest traditions of the Marine Corps and the United States Naval Service.

h. Five Paragraph Order

(1) Situation. Your squad is conducting hand to hand fighting.

(2) Mission. On order, demonstrate the proper designated MCMAP techniques.

(3) Execution. Work as a team. Recruits will pair up and use the strike pads during the exercise.

(4) Administration and Logistics. You have 20 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

5. Perez's Passage. Squads have 30 minutes to brief, execute, and debrief this station. This warrior station emphasizes teamwork and problem solving and is an opportunity for the DI/CSL to evaluate leadership traits and principles. Recruits must get themselves, and all equipment, through the suspended tire.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will carry their weapon.

c. DIs/CSLs will identify two recruits to serve as a safety spotter.

d. DIs/CSLs will read the award citation and debrief the station at the start.

e. Award Citation. The Navy Cross is presented to Lance Corporal, Joseph B. Perez, for extraordinary heroism as Rifleman, Company I, 3d Battalion, 5th Marines, 1st Marine Division, I Marine Expeditionary Force in support of Operation IRAQI FREEDOM on 4 April 2003. While clearing near Route 6 during the advance into Baghdad, 1st Platoon came under intense enemy fire. As the point man for the lead squad and the most exposed member of the platoon, Lance Corporal Perez came under the majority of these fires. Without hesitation, he continuously employed his M16A4 rifle to destroy the enemy while calmly directing accurate fires for his squad. He led the charge down a trench destroying the enemy and while closing and under tremendous enemy fire, threw a grenade into a trench that the enemy was occupying. While under a heavy volume of fire, Lance Corporal Perez fired an AT-4 rocket into a machine gun bunker, completely destroying it and killing four enemy personnel. His actions enabled the squad to maneuver safely to the enemy position and seize it. In an effort to link up with 3d Platoon on his platoon's left flank, Lance Corporal Perez continued to destroy enemy combatants with precision rifle fire. As he worked his way to the left, he was hit by enemy fire, sustaining gunshot wounds to his torso and shoulder. Despite being seriously injured, Lance Corporal Perez directed the squad to take cover and gave the squad accurate fire direction to the enemy that enabled the squad to reorganize and destroy the enemy. By his outstanding display of decisive leadership, unlimited courage in the face of heavy enemy fire, and utmost devotion to duty, Lance Corporal Perez reflected great credit upon himself and upheld the highest traditions of the Marine Corps and the United States Naval Service.

f. Five Paragraph Order

(1) Situation. Your squad is conducting movement along an enemy avenue of approach. The squad receives fire and seeks cover in a ditch. The enemy is approaching and you must seek cover on the opposite side of the road through a culvert.

(2) Mission. On order, conduct movement through the obstacle to the opposite side to establish a defensible position.

(3) Execution. Work as a team. All recruits must pass through the obstacle with all gear and their weapon.

(4) Administration and Logistics. You have 20 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

6. John Quick Trail. Squads have 30 minutes to brief, conduct, and debrief this station. This station is a skill demonstration station that emphasizes the application of previously taught skills. It includes the demonstration of proper fire team formations, fire team movement, hand and arm signals, and IED identification. Recruits will conduct movement along a designated route. Recruits will conduct this station in fire teams.

a. This is a tactical event. Recruits will start in mental alert condition yellow and employ security as appropriate.

b. The DI/CSL will ensure recruits carry their weapons.

c. The DI/CSL will brief the mission statement at the terrain model prior to the start of the station.

d. The DI/CSL will designate fire team leaders.

e. Conduct of the station:

(1) Recruits will be briefed on their mission statement by the DI/CSL at the terrain model.

(2) Recruits will first be tasked with plotting three, six digit points and determining the distance between all points.

(3) Recruits will follow the designated route and demonstrate the fire team formations and hand and arm signals according to the signs along the route.

f. Historical Citation. During the morning of 14 June 1898, Companies "C" and "D" and approximately fifty Cubans moved through the hills to seize Cuzco Well. The USS Dolphin moved east along the shore ready to furnish naval gunfire support upon call. The Spaniards soon discovered the movement and their main body near the well was alerted. The Marines and Cubans occupied the hill which overlooked the enemy's position, but were immediately subjected to heavy long-range rifle fire. Capt George F. Elliott (later Commandant of the Marine Corps), who had succeeded to command of the Marine Detachment, signaled the Dolphin to shell the Spaniards position; but due to the fact that the sender was not clearly visible, the message was misinterpreted, and the vessel began dropping shells on a small detachment of Marines who were en route to join the fight. The problem of directing the fire of the USS Dolphin was solved by Sgt Quick who heroically placed himself in plain sight of the vessel, but in danger of falling shells, and signaled for the fire to be stopped, using a blue flag belonging to the Cubans. Due to the fact that the background was very poor for visibility, Sgt Quick scrambled to the top of the hill where he was plainly silhouetted against the sky-blue horizon. As he calmly turned his back to the enemy and began waving his flag, he was immediately subjected to furious enemy rifle fire. While enemy bullets cut through the bushes and screamed overhead, he continued to signal the Dolphin as coolly as though he were on a parade ground. Letter by letter the message to the ship was spelled out using semaphore flag signals. When Sgt. Quick finished this message, the ship answered. He then picked up his rifle and resumed his place on the firing line. The Dolphin shifted her fire and by 2:00 p.m. the Spaniards had begun to retreat. For this deed, Sergeant Quick was awarded the Medal of Honor.

g. Five Paragraph Order

(1) Situation. Your fire team is conducting patrolling operations.

(2) Mission. On order, conduct a patrol along the designated route in order to detect, deter, and deny the enemy.

(3) Execution. Demonstrate land navigation skills, fire team movement, and hand and arm signal skills.

(4) Administration and Logistics. You have 30 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

7. Core Values Station. See Chapter 3.

8. Aerial Map of Event 4. See Figure 2-4 below.

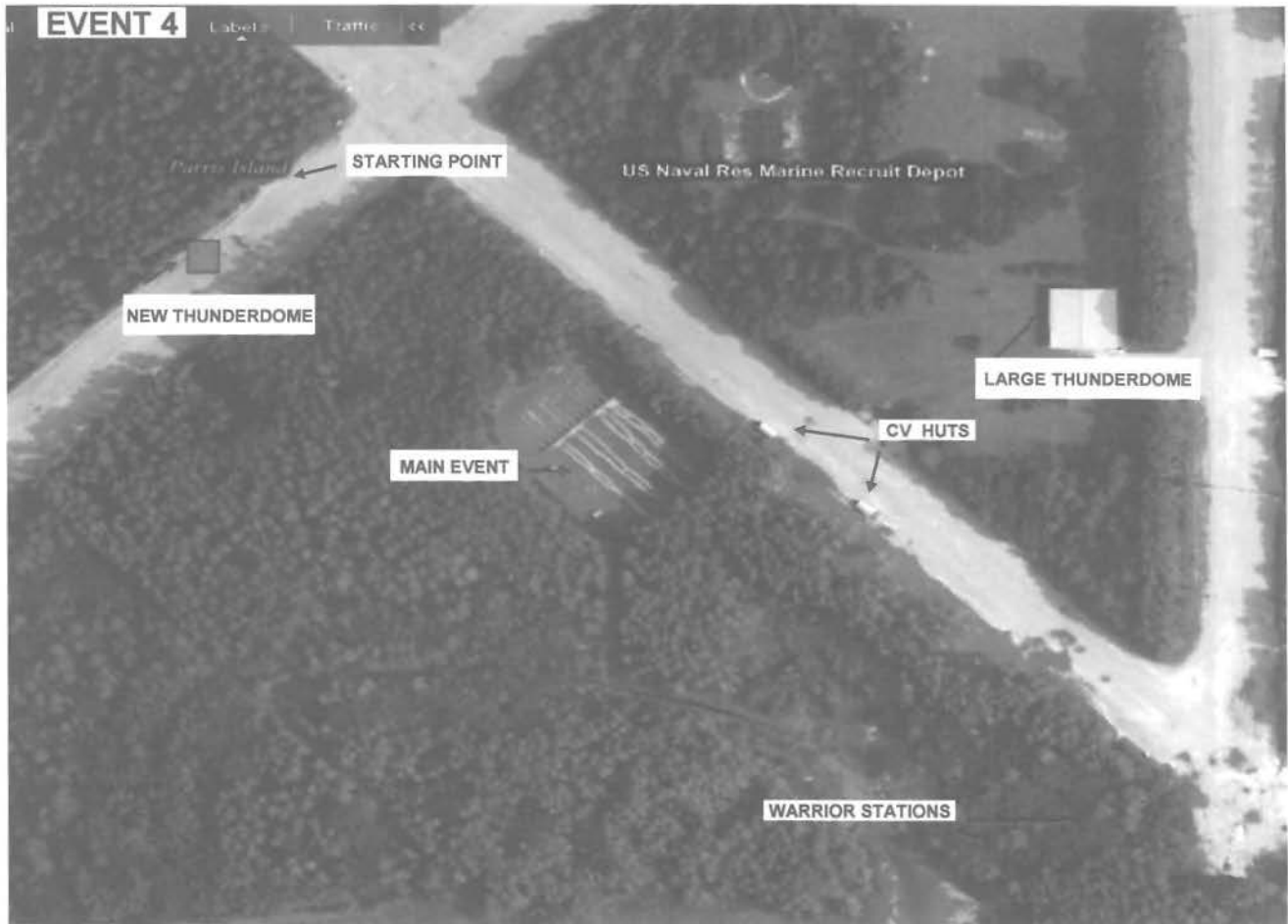


Figure 2-4. -- Event 4

2005. EVENT 5

1. Event 5, located in the central portion of Page Field, is comprised of one core event (Combat Endurance Course/Battle of Mariana Islands) four warrior stations (Fonseca's First Aid, Workman's Weaver, Jordan's Crossing, and Navarroarellano's Skyscraper) and one skill demonstration station (Dan Daly Trail). Event 5 lasts four hours, can support a maximum of eight squads training concurrently, and is supervised by one event leader.

a. Recruits will stage gear at the recovery site.

b. The DI/CSL will:

(1) Identify all water points, head facilities, and dumpsters.

(2) Identify all equipment and uniform requirements.

(3) Remain with the squad for the duration of the event. The recruit's team will not be left alone.

(4) Brief the mission statements and safety requirements for each station.

(5) Spend no more than five minutes on mission statement briefs.

(6) Designate recruits to serve as the squad leader and fire team leaders for each station.

(7) Ensure all gear is put away.

(8) Rotate the recruit team to the next station when directed by the FTP.

(9) Conduct a debrief after each training event. The debrief will not exceed five minutes.

(10) Read the historical citation at the start of each station to make comparisons to what the recruit is experiencing and the experiences of the Marines described in the historical citation.

c. Recruit training company vehicles will not drive on the grass unless transporting injured recruits or Marines.

d. No foreign objects can be used to aid in the execution of the obstacles.

2. Combat Endurance Course/Battle of Mariana Islands. Squads have one hour to brief, execute, and de-brief this station. Squads will conduct the first half of the Combat Endurance Course. Squads are required to negotiate this event while wearing their fighting load (H-harness, cartridge belt, butt pack, canteens, and Kevlar helmet) and carrying their M-16A4 service rifle. This station is a test of physical endurance and conditioning.

a. This is a tactical event. Recruits will start in mental alert condition yellow and employ security as appropriate.

b. Recruits will conduct the course in fire teams.

c. Recruits will double time between obstacles.

d. The DI/CSL will brief the mission at the terrain model.

e. Historical Citation. In the campaigns of 1943 and the first half of 1944, the Allies had captured the Solomon Islands, the Gilbert Islands, the Marshall Islands and the Papuan peninsula of New Guinea. This brought the Allies up against the main Japanese defense line in the Pacific: the Caroline Islands, Palau Islands and Mariana Islands, occupied by the Japanese since the end of World War I and heavily fortified. The Allies embarked on two campaigns to break this line: General Douglas MacArthur's Southwest Pacific Area Command advanced through New Guinea and Morotai toward the Philippines. Admiral Chester Nimitz's Pacific Ocean Areas command attacked the Mariana Islands. The selection of the Marianas as a target was influenced by the introduction of the new B-29 Super Fortress long-range bomber. If the Marianas were in Allied hands, then Tokyo would be well within its range of 1,500 miles (2,400 km). The Mariana Islands of the Central Pacific played a pivotal role in the United States northwest advance towards Japan because the larger Mariana Islands of Guam, Saipan and Tinian offered bases from which B-29 Super Fortresses could bomb Japan.

f. Five Paragraph Order

(1) Situation. Your fire team tasked to re-supply forward units along the designated route. The route has several obstacles that must be negotiated.

(2) Mission. On order, conduct foot movement along designated route in order to re-supply forward units.

(3) Execution. Conduct course in fire teams. Recruits must negotiate each obstacle.

(4) Administration and Logistics. You have 40 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all supplies in two packs, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

3. Workman's Weaver. Teams have 30 minutes to brief, execute, and debrief this station. The problem is made of tandem wooden A frames with horizontal logs placed along the frames. The mission is for the team to move all personnel and required gear from one side of the structure to the other. The teams are not given any supporting equipment. Restrictions are placed on the recruits, requiring teamwork and ingenuity.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will wear their helmet while executing this obstacle. All other gear and weapons will be passed through the obstacle, utilizing the same route as the recruits.

c. Gear should be staged so as to access it easily during the execution of the problem.

d. Recruits will maintain muzzle awareness at all times.

e. No gear will be thrown, to include weapons.

f. Side rails will not be used for support.

g. Recruits will empty all pockets prior to executing this station.

h. Recruits will go under the logs marked in red, and will not sit or hang on the logs not marked in red.

i. There will be a maximum of two recruits on an unmarked log at a time.

j. There will be a maximum of one recruit on a red marked log at a time.

k. DI/CSL will read the award citation and debrief the station at the start.

1. Award Citation. The Navy Cross is presented to Sergeant Jeremiah Workman, for extraordinary heroism while serving as Squad Leader, Mortar Platoon, Weapons Company, 3d Battalion, 5th Marine Regiment, Regimental Combat Team 1, 1st Marine Division, U.S. Marine Corps Forces, Central Command in support of Operation IRAQI FREEDOM on 23 December 2004. During clearing operations in Al Fallujah, Iraq, Corporal Workman displayed exceptional situational awareness while organizing his squad to enter a building to retrieve isolated Marines inside. Despite heavy resistance from enemy automatic weapons fire, and a barrage of grenades, Corporal Workman fearlessly exposed himself and laid down a base of fire that allowed the isolated Marines to escape. Outside the house, he rallied the rescued Marines and directed fire onto insurgent positions as he aided wounded Marines in a neighboring yard. After seeing these Marines to safety, he led another assault force into the building to eliminate insurgents and extract more Marines. Corporal Workman again exposed himself to enemy fire while providing cover fire for the team when an enemy grenade exploded directly in front of him causing shrapnel wounds to his arms and legs. Corporal Workman continued to provide intense fire long enough to recover additional wounded Marines and extract them from the besieged building. Although injured, he led a third assault into the building, rallying his team one last time to extract isolated Marines before M1A1 tanks arrived to support the battle. Throughout this fight, Corporal Workman's heroic actions contributed to the elimination of 24 insurgents. By his bold leadership, wise judgment, and complete dedication to duty, Corporal Workman reflected great credit upon himself and upheld the highest traditions of the Marine Corps and the United States Naval Service.

1. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations in an urban environment. A squad to your front has sustained casualties and needs re-supply.

(2) Mission. On order, conduct movement through the obstacle in order to provide security and supplies to the forward unit.

(3) Execution. All recruits must negotiate the obstacle. All equipment and supplies must get to the opposite side.

(4) Administration and Logistics. You have 30 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(b) Ensure recruits have removed their gear for this obstacle and have the supplies.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your squad on your plan, and execute.

4. Navarroarellano's Skyscraper. Teams have 30 minutes to brief, execute, and debrief this station. The problem is made of a square wooden tower, with a rope net on one side. The mission is for the squad to climb to the top of the tower and rescue a casualty (training aid dummy). The casualty must be lowered down to complete the mission. The squads are not given any supporting equipment.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will have their weapon in their possession at all times.

(1) Weapons will be muzzle down only when descending.

(2) Weapons will be passed from level to level, not worn.

c. Recruits with glasses will wear a headband.

d. Recruits must empty all pockets, except for a pair of black gloves in the cargo pocket, prior to executing this station.

e. Recruits will move, one at a time, from level to level.

f. A recruit, wearing black gloves, will lower the dummy with the rope and pulley system.

g. Recruits will not assist the casualties from the first or second platform.

h. Recruits will go up on the platform and down the cargo net.

i. There will be no more than five recruits on each platform.

j. Recruits will not jump to/or on the mat.

k. Recruits will not touch the bars or side rails.

l. Once the five-minute time hack has been sounded, recruits will get down in a rapid manner as possible, without jeopardizing safety or jumping on the mat.

m. DI/CSL will read historical citation and debrief the station at the end.

n. Historical Citation. Lance Corporal Juana Navarroarellano served as a Marksman within the Security Platoon for 9th Engineer Support Battalion, I Marine Expeditionary Force. Her dedication to mission accomplishment and technical proficiency were noted by her command as being truly exceptional. She completed 44 security patrols, 47 vehicle searches, cleared 26 houses, and physically searched female detainees in Fallujah and Ar Ramadi, both of which were known hotbeds of activity for the enemy insurgent forces. During this period of high operational tempo Lance Corporal Navarroarellano routinely placed herself in harms way by being the first Marine out of the vehicle to assume her post. On 8 April 2006, Lance Corporal Navarroarellano led a dismounted patrol while being tasked to provide inner cordon security for a route repair mission on MSR Michigan. At approximately 1130, as the convoy prepared to leave the area, she returned to her vehicle. While other members of her vehicle began to load up, she continued to scan the surrounding area through her ACOG at the rear of the vehicle. As she was scanning, a single sniper shot from an unknown location struck her. Lance Corporal Navarroarellano died from her wounds, but her actions as rear security for entering the vehicle were noteworthy and potentially saved the lives of her fellow Marines.

o. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations in an urban environment. A car bomb has been driven into a building. There are casualties inside the building and ladder wells and bulkheads have collapsed.

(2) Mission. On order, climb to the top of the obstacle in order to recover and safely move the casualty to safety.

(3) Execution. All recruits must negotiate the obstacle. The dummy must be lowered down the opposite side.

(4) Administration and Logistics. You have 30 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(b) Ensure recruits have removed their gear that is not needed for this obstacle.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your squad on your plan, and execute.

5. Fonseca's First Aid. Teams have 30 minutes to brief, execute, and debrief this station. The problem involves applying and demonstrating first aid techniques taught previously in training. Recruits must move to secure the simulated casualty, provide first aid in accordance with the prescribed injury, and then properly transport the casualty back to a covered area. Recruits will conduct this station as a squad.

a. This is a tactical event. Recruits will start in mental alert condition yellow and employ security as appropriate.

b. Recruits will carry their weapon during this station.

c. DI/CSL will brief the mission statement to the recruits.

d. DI/CSL will read the award citation and debrief the station at the end.

e. Award Citation. The Navy Cross is presented to Hospitalman Third Class Luis Fonseca, for conspicuous gallantry and intrepidity in action against the enemy while serving as Corpsman, Amphibious Assault Vehicle Platoon, Company C., First Battalion, Second Marines, Regimental Combat Team 2 on 23 March 2003. During Company C's assault and seizure of the Saddam Canal Bridge, an amphibious assault vehicle was struck by a rocket-propelled grenade inflicting five casualties. Without concern for his own safety, Hospitalman Apprentice Fonseca braved small arms, machine gun, and intense rocket propelled grenade fire to evacuate the wounded Marines from the burning amphibious assault vehicle and tend to their wounds. He established a casualty collection point inside the unit's medical evacuation amphibious assault vehicle, calmly and methodically stabilizing two casualties with lower limb amputations by applying tourniquets and administering morphine. He continued to treat and care for the wounded awaiting evacuation until his vehicle was rendered immobile by enemy direct and indirect fire. Under a wall of enemy machine gun fire, he directed the movement of four casualties from the damaged vehicle by organizing litter teams from available Marines. He personally carried one critically wounded Marine over open ground to another vehicle. Following a deadly artillery barrage, Hospitalman Apprentice Fonseca again exposed himself to enemy fire to treat Marines wounded along the perimeter. Returning to the casualty evacuation amphibious assault vehicle, he accompanied his casualties South through the city to a Battalion Aid Station. After briefing medical personnel on the status of his patients, Hospitalman Apprentice Fonseca returned North through the city to Company C's lines and to his fellow Marines that had been wounded in his absence. His timely and effective care undoubtedly saved the lives of numerous casualties. Hospitalman Apprentice Fonseca's actions reflected great credit upon himself and upheld the highest traditions to the Marine Corps and the United States Naval Service.

f. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations in an urban environment. A car bomb has exploded and caused several casualties.

(2) Mission. On order, conduct movement to secure casualty, provide first aid, and transport casualty back to covered position.

(3) Execution. The squad must conduct movement to the casualty, assess the casualty, provide appropriate first aid, and safely transport the casualty back to the covered position.

(4) Administration and Logistics. You have 30 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your squad on your plan, and execute.

6. Dan Daly Trail. Squads have 30 minutes to brief, conduct, and debrief this station. This station is a skill demonstration station that emphasizes the application of previously taught skills. It includes the demonstration of fire team formations, fire team movement, hand and arm signals, and map reading skills. Additionally, the course will begin and end with a Keep In Memory (KIM) test. Recruits will conduct movement along a designated route. Recruits will conduct this station in fire teams.

a. This is a tactical event. Recruits will start in mental alert condition yellow and employ security as appropriate.

b. The DI/CSL will ensure recruits carry their weapons.

c. The DI/CSL will brief the mission statement at the terrain model prior to the start of the station.

d. The DI/CSL will designate fire team leaders.

e. Recruits may apply camouflage face paint for the execution of this station.

f. Conduct of the station:

(1) Recruits will be briefed on their mission statement by the DI/CSL at the terrain model.

(2) Recruits will first be shown several objects for 30 seconds that they will have to memorize and later report at the end.

(3) Next, recruits will be tasked with plotting three, six-digit points and determining the magnetic azimuth between each point.

(4) Then, recruits will follow the designated route and demonstrate the fire team formations and hand and arm signals according to the signs along the route.

(5) Finally, at the end of the route recruits must report the objects observed at the start of the course.

(6) Each recruit will perform the map reading skills station.

g. Award Citation. Gunnery Sergeant Dan Daly, U.S. Marine Corps. Born: Glen Cove, Long Island, N.Y., 11 November 1873. Accredited to: New York. Other Navy awards: Second Medal of Honor, Navy Cross. Serving with the 15th Company of Marines on 22 October 1915, Gunnery Sergeant Daly was one of the companies to leave Fort Liberte, Haiti, for a 6-day reconnaissance. After dark on the evening of 24 October, while crossing the river in a deep ravine, the detachment was suddenly fired upon from 3 sides by about 400 Cacos concealed in bushes about 100 yards from the fort. The Marine detachment fought its way forward to a good position, which it maintained during the night, although subjected to a continuous fire from the Cacos. At daybreak, the Marines in 3 squads, advanced in 3 different directions, surprising and scattering the Cacos in all directions. Gunnery Sergeant Daly fought with exceptional gallantry against heavy odds throughout this action.

h. Five Paragraph Order

(1) Situation. Your fire team is conducting patrolling operations.

(2) Mission. On order, conduct a patrol along the designated route in order to detect, deter, and deny the enemy.

(3) Execution. Apply camouflage techniques, land navigation, fire team movement, hand and arm signal, and memory skills.

(4) Administration and Logistics. You have 30 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

7. Jordan's Crossing. Teams have 30 minutes to brief, execute, and debrief this station. The problem solving station requires the recruits to move supply items and themselves across a two-line bridge. Recruits will conduct this station as a squad.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will carry their weapon during the execution of this station.

c. DI/CSL will brief the mission statement to the recruits.

d. DI/CSL will read the award citation and brief the station at the start.

e. Award Citation. The Silver Star is presented to Gunnery Sergeant Phillip A. Jordan, for conspicuous gallantry and intrepidity in action against the enemy while serving as Weapons Platoon Sergeant, Company C, First Battalion, Second Marines, Regimental Combat Team 2. On 23 March Gunnery Sergeant Jordan's platoon was tasked to conduct to attack north through the city of An Nasiriyah to secure a critical bridgehead on the north side of the city. As he led his mechanized platoon through the dense urban battlefield he directed lethally accurate fire onto numerous enemy positions lining the route. Upon reaching the north side of the Saddam Canal Bridge, he instinctively left the safety of his armored vehicle amid a hail of direct and indirect fire realizing the immediate requirement for the indirect fires to counter enemy mortars, he immediately rallied the company's mortar section. As the mortar section dispersed to engage multiple targets simultaneously, Gunnery Sergeant Jordan realized the critical requirement to keep each gun resupplied with ammunition. Taking this mission personally, he repeatedly traversed a perilous four-lane highway. He courageously made three trips dashed through a steel curtain of machine gun and rocket propelled grenade fire with eighty pounds to two separate mortar positions eighty meters apart. At one point, he paused to direct a machine gun team onto an entrenched Iraqi position

to provide covering fire for the fellow Marines of the company to maneuver. Upon returning to each mortar squad he shouted words of encouragement despite the overwhelming enemy fire. His action dramatically boosted the moral of Marines at his position and rapidly destroyed several determined enemy positions. After making his final ammunition resupply run, under a bombardment of severe mortar and artillery fire, he fell mortally wounded. By his zealous initiative, courageous actions, and exceptional dedication to duty, Gunnery Sergeant Jordan reflected great credit upon himself and upheld the highest traditions to the Marine Corps and the United States Naval Service.

f. Five Paragraph Order

(1) Situation. Your squad is conducting combat operations in an urban environment. You are receiving enemy fire and must re-supply units to the front.

(2) Mission. On order, conduct movement of your squad across the two line bridge in order to re-supply forward units.

(3) Execution. The squad must conduct movement across the two line bridge with all supply items.

(4) Administration and Logistics. You have 30 minutes to complete this mission.

(a) Fire team leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear and helmets.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your squad on your plan, and execute.

8. Aerial Maps of Event 5. See Figures 2-5 and 2-6.



Figure 2-5. -- Event 5



Figure 2-6. -- Endurance Course Route

2006. EVENT 6/ Battle of Khe Sanh

1. Event 6 is located on Khe Sanh Range and Page Field. Event 6 is comprised of actions in the assembly area (AA), a foot movement to Khe Sanh Range, an unknown distance live fire, and a foot movement back to Page Field. Recruits learn about lessons of selflessness, persistence, teamwork and must apply marksmanship skills previously taught.

a. This is a tactical event. Recruits will start in mental alert condition yellow and employ security as appropriate.

b. Event 6 lasts four hours, can support a maximum of eight squads training concurrently, and is supervised by one event leader from Field Firing Platoon (FFP). The team has four hours to read the historical citation, move to the Khe Sanh Range, conduct actions in the assembly area, execute the live fire event, debrief, and then move back to Page Field.

(1) Four miles of foot march make this event physically demanding. Recruits must deal with time constraints and the added pressure of live fire.

(2) This event, although executed by squads, involves the movement by the entire group. Supervision of this event is critical and requires maximum participation by DI/CSL and recruit training company personnel.

(3) The average running time of each team varies on weather conditions, the condition of the recruits, and the sense of urgency placed on the recruits by the team leader.

(4) DI/CSL will identify the location of the AA, the location of the water points, head facilities, and dumpsters.

(5) The group leader will meet FFP personnel at the assembly area (AA) and talk through the scheme of maneuver.

(6) Gear required for the exercise:

(a) Helmet

(b) 782-gear (with one magazine pouch)

(c) Weapon (with two magazines and cleaning gear in the butt stock, or butt-pack for those recruits with collapsible stocks)

(d) Hearing protection

c. Movement to Khe Sanh Range. The movement portion should take no more than one hour. The foot march rate will be no faster than three miles per hour. The movement time includes a brief recovery period in the assembly area to allow recruits to hydrate and make head calls.

(1) Recruits will conduct a foot march between Page Field and Khe Sanh Range in a tactical column.

(2) Recruit will foot march in their fighting load.

(3) Recruits will follow the designated route.

(4) One safety vehicle will follow the moving unit.

(5) Weapons will be at the controlled carry with the 3-point slings until crossing Wake Boulevard, at which point recruits will assume the alert carry in a tactical column.

(6) FFP event leader will lead the conduct of the course upon arriving at the Khe Sanh Range.

d. Actions in the Assembly Area (AA). In the AA, recruits will be briefed on the mission by the DI/CSL, assign recruit billets, conduct weapons maintenance, and conduct rehearsals. Teams are then read the historical citation of the Battle of Khe Sanh.

(1) DI/CSL will ensure that the recruits have their rifle combat optic (RCO) mounted properly on the rail system.

(2) DI/CSL will ensure a terrain model are used to brief and orient the recruits to the area.

(3) Recruits are required to have their 782-gear, two serviceable magazines, and one serviceable magazine pouch.

(4) Recruits may make head calls in the head facility. DIs/CSLs will ensure this is done in an expeditious manner.

(5) FFP personnel will conduct the bolt and bore inspection to ensure recruit rifles are free of obstruction and are operational. Recruits will also insert their hearing protection at this time.

e. Actions at the Security Halt

(1) Recruits will occupy security positions and immediately establish a security formation in the prone position with weapons oriented outboard. The recruit squad leader will then receive his radio transmission from higher to reinforce Echo 2/9 with their grid location and time.

(2) On order, the squad will collapse their security, move in a tactical formation, cross danger areas in the most expedient manner to link up with a reconnaissance and surveillance (R&S) element in order to be guided to the casualty collection point (CCP). Once the link up is conducted, recruits will receive a pre-filled magazine of ten rounds.

f. Actions at the Firing Line. Recruits will be directed by FFP personnel where to assume a prone position. Once the recruit has assumed a prone position, they will make their weapons Condition 1 and engage targets on their own initiative. Recruits will engage until all ammunition is expended, then setting the condition to break contact. FFP personnel will conduct a visual and physical inspection of each recruit's weapon in order to confirm that it is clear and observe the weapon being rendered is Condition 4. The recruits will then break contact when the order is given by the recruit squad leader.

(1) DIs/CSLs will:

(a) Remain below the Khe Sanh Berm behind the firing line and prepare to lead the squad through the break contact portion of the scheme of maneuver.

(2) At the command "BREAK CONTACT", the DI/CSL will lead the recruits through the remaining portions of the scheme of maneuver to the shakedown point located at the head. No immediate action drills will be conducted during this phase.

g. Actions at the Shakedown Point

(1) Recruits will form a single file line facing the FFP event leader.

(2) Recruits will ground all of their gear. All pockets will be emptied.

(3) The DI/CSL will search all of the grounded gear for ammunition.

(4) The FFP event leader will tell the recruits to go to a tactical carry and to lock their bolts to the rear.

(5) Recruits will maintain their weapons in Condition 4.

(6) The DI/CSL will conduct a search of each recruit for ammunition.

(a) The search will be thorough and conducted in a pat down fashion.

(b) Each recruit will make a declaration concerning saved rounds, brass, and trash.

(7) After each recruit is searched, they will be instructed to put on all their gear.

(8) All rounds that are found will be turned in to the FFP event leader.

h. Break Contact

(1) Recruits will occupy the original assembly area.

i. Movement back to the Assembly Area

(1) When the last team has returned to the assembly area, the group will then prepare to move back to Page Field.

j. Actions upon returning to the Assembly Area

(1) DIs/CSLs will:

(a) Conduct a thorough debrief of the conduct of the range.

(b) Discuss the similar experiences that the recruits share with the Marines at the Battle of Khe Sanh.

(c) Ensure that the recruits are briefed on the amnesty box and have an opportunity to use it if they happen to still have any ammunition.

k. Historical Citation. The Battle of Khe Sanh was conducted between 21 January and 8 April 1968 during the Vietnam War. The combatants were elements of the United States (U.S.) III Marine Amphibious Force (III MAF) and two to three division-size elements of the People's Army of Vietnam (PAVN). In the fall and winter of 1967 the PAVN was discovered moving major forces into the area. A build-up of Marine forces took place and actions around Khe Sanh commenced when the Marine base was isolated. During a series of desperate actions that lasted 77 days, Khe Sanh Combat Base (KSCB) and the hilltop outposts around it were under constant North Vietnamese ground and artillery attacks. During the battle a massive aerial bombardment campaign (Operation Niagara) was launched by the U.S. Air Force to support the Marine base. The logistical effort to support Khe Sanh Combat Base, once it was isolated overland, demanded the implementation of other tactical innovations in order to keep the

Marines supplied. The failed siege cost the North Vietnamese Army (NVA) and Viet Cong between 12,000 and 15,000 casualties. The two divisions were virtually destroyed and unable to participate in the forthcoming North Vietnamese TET Offensive.

1. Five Paragraph Order

(1) Situation. The build-up and establishment of the Khe Sanh Air Base is requiring an increase in security and patrolling efforts.

(2) Mission. On order, conduct a movement to contact in the vicinity of Khe Sanh in order to confirm suspected enemy locations.

(3) Execution. Receive the mission brief, conduct rehearsals, prepare for movement, conduct movement to range, prepare for live fire, conduct live fire, debrief the event, and conduct movement back to Page Field.

(4) Administration and Logistics. You have four hours to complete this mission.

(a) Squad leaders will account for team members, ensure team members have all required equipment, and that all team members wear their 782-gear, helmet, and hearing protection.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your squad/fire team members on your plan, and execute.

2. Aerial Maps for Event 6. See Figures 2-7 and 2-8.



Figure 2-7. - Foot March Route to Event



Figure 2-8. -- Event 6

2007. OPERATION DEWEY CANYON.

1. Conduct. This five-mile night foot march will be conducted during the first night of the Crucible. The foot march will begin and finish at the SEA-huts and commence no earlier than the end of evening nautical twilight (EENT). (See Chapter 4, figure 4-5, for route map) The mission scenario for the foot march is based on conducting a night movement along the designated route in order to interdict enemy re-supply patrols. Recruits will not be briefed on the distance of the foot march. The purpose of this is to create uncertainty in the recruit and provide another test of the recruits mental agility and flexibility. All Marines know that our missions and activities are determined by the situation. As the situation changes, we adapt tactics, techniques and procedures to exploit opportunities and accomplish our mission. It is a test of our core values to continue our mission when confronted with ever-changing challenges and situations.

a. This is a tactical event. Recruits will start in mental condition yellow and employ security as appropriate.

b. Prior to stepping off, recruit training company commanders will ensure:

(1) Accurate accountability of personnel and weapons is attained.

(2) Corpsmen are present for the foot march and in the safety vehicle.

(3) Radio communications are established with the COC.

(4) Marine Corps Air Station (MCAS) weather (522-7904) is called for a weather update.

(5) Canteens are filled and inspected.

(6) Appropriate equipment and clothing is worn.

(7) Recruits conduct stretching exercises.

(8) Safety vehicles are staged with all safety equipment

(9) Route checkpoints are marked.

(10) Staff, DIs/CSLs has received the foot march brief from WFTBN.

(11) Recruits will conduct the foot march carrying the assault load.

(12) DIs/CSLs have briefed the mission to recruits.

c. During the conduct of the foot march, the recruit training company commander will ensure:

(1) Squad integrity is maintained. DI/CSL will remain with their squads during the entire foot march.

(2) Two-minute gear adjustment halt is conducted after 15 minutes of movement.

(3) Start time, checkpoints, and halts are reported to the COC.

(4) Recruits continue to hydrate during the movement. No more than one quart per hour and not more than half a canteen at a time.

(5) Team leaders are observant of signs of illness or injury.

(6) Halts are conducted at the halfway point.

d. The 8km/5-mile foot march will conclude at the SEA-huts. At the conclusion of the foot march, the recruit training company commander will ensure that:

(1) Accountability of all recruits, staff, and equipment is conducted.

(2) DI/CSL and Corpsmen conduct foot checks.

(3) Recruits prepared to conduct BDR.

2. Historical Example. OPERATION DEWEY CANYON will be briefed to recruits prior to starting the foot march. Operation Dewey Canyon was the last major offensive by the United States Marine Corps during the Vietnam War. It took place from January 22 through March 18, 1969 and involved a sweep of the North Vietnamese Army (NVA)-dominated A Shau Valley by the 9th Marine Regiment reinforced by elements of the 3rd Marine Regiment. The Marines encountered stiff resistance throughout the conduct of the operation, most of which was fought under triple canopy jungle and within range of NVA artillery based in Laos. Operation Dewey Canyon was divided into three parts: 1) the movement and positioning of air assets, 2) the movement of the 9th Marines south out of their combat base, and 3) the sweep of the A Shau Valley. The sweep of the A Shau Valley was characterized by numerous successful ambushes against enemy convoys traveling along main supply routes. Marine casualties included 130 killed in action and 932 wounded. In return, the USMC inflicted 1,617 enemy casualties, captured 500 tons of arms and munitions, and denied the valley as a NVA staging area for the duration of the operation.

3. Five Paragraph Order. DIs/CSLs will brief the mission statement of the 8km/5-mile night foot march to recruits prior to the start.

(1) Situation. Your battalion is conducting combat operations. Your company has been ordered to conduct a foot movement to the east to interdict enemy patrols.

(2) Mission. On order, conduct foot movement in order to interdict enemy re-supply patrols.

(3) Execution. Conduct foot movement along designated route.

(4) Administration and Logistics. Ensure all required equipment is worn and carried by all recruits.

(5) Command and Signal. Fire team leaders are in charge of their fire teams and must account for their recruits during the foot march.

4. Aerial Map for OPERATION DEWEY CANYON. See Figure 2-9.



Figure 2-9. -- OPERATION DEWEY CANYON

2008. BATTLE OF GUADALCANAL

1. This event is scheduled to last three hours and will be conducted during the hours of darkness no earlier than the end of EENT. The event can support a maximum of 12 teams training concurrently.

2. This event is physically demanding. Squads are given a mission brief prior to execution by the DI/CSL. DI/CSL will read the historical citation prior to the start of the course. DI/CSL should debrief this event at the SEA-huts to relate the experiences of the recruits during the course with the historical examples provided.

3. The mission requires fire teams to negotiate the movement course while carrying items of re-supply. Recruits are required to execute this course utilizing techniques of individual movement taught previously during training. This requires the team leader to move about the course aggressively making corrections to the entire team. Parts of the values associated with this core event include the increased hardship of applying the correct techniques during the most exhaustive conditions.

a. This is a tactical event. Recruits will start in mental alert condition yellow and employ security as appropriate.

b. The starting point is at the beginning of the Bayonet Assault portion of the Combat Fire Team Assault Course. All items of re-supply, water and ammunition cans, will be staged at that location. (See Chapter 4, figure 4-5, for orientation map)

c. Recruit squads will be staged in stick order.

d. Recruit squad integrity from the Crucible day events will be maintained. They will be further organized into four recruit fire teams, with any additional recruits being added as fifth members.

e. Each recruit in the fire team will receive gear.

f. All personnel will wear hearing protection.

g. High, low, and back crawl movement techniques will be used.

h. Recruits will freeze when illumination is employed. The recruits will aim in down range and close their non-shooting eye.

i. Once the recruits are over the wall, they will get in the prone position and wait their turn to cross the moat. The recruits will tactically cross the moat and get into the prone position, continuing to crawl until they reach the culverts. On the far side of the culverts, recruits will wait for their DI/CSL for further instructions. The DI/CSL will ensure recruits keep their head down during continuous machinegun fire and do not stop crawling.

j. Casualties can be assigned only between the vertical logs and the bulkhead.

k. Recruits will complete their movement and the course ends at the tree line following the culverts.

l. Gear left on the course will result in mission failure.

m. The DI/CSL leader will:

(1) Make sure the recruits do not empty the water cans or leave gear behind.

(2) Have a red lens flashlight on. Recruits will not have a light on.

(3) Direct any questions to the event leader.

n. At the completion of the course:

(1) The recruit squads will link-up with their DI/CSL.

(2) The DI/CSL will get a head, weapon and gear count and report accountability to the event leader.

(3) FTP Marines will release the recruit teams at the start point.

(4) The DI/CSL will check-in with the tower during movement back to the beginning of the course.

(5) Each recruit squad will take their gear back to the start point.

(6) Recruit squads will move by group, or series, to the SEA-huts.

(7) Squads will conduct a debrief at the SEA-huts or at the bivouac site.

o. Historical Citation. The Battle of Guadalcanal and Medal of Honor winner John Basilone will be discussed. In 1942 during WW II the Marines captured the primitive Japanese airfield on Guadalcanal and renamed it after Major Lofton Henderson, killed at Midway. Henderson Field became the focus of a prolonged battle for control of the air, the sea, and the island itself. Ill-supplied, malnourished, malaria-ridden, Marines clung to positions in dense jungle. Marine aviators challenged Japanese aerial might. Violent naval battles in surrounding waters sank dozens of warships. The intense conflict gradually yielded decisive American success. Japanese Admiral Raizo Tanaka, a key combatant in the campaign, concluded, "Japan's doom was sealed with the closing of the struggle for Guadalcanal."

p. Award Citation. The Medal of Honor is presented to Sergeant John Basilone, for extraordinary heroism and conspicuous gallantry in action against enemy Japanese forces, above and beyond the call of duty, while serving with the 1st Battalion, 7th Marines, 1st Marine Division in the Lunga Area. Guadalcanal, Solomon Islands, on 24 and 25 October 1942. While the enemy was hammering at the Marines' defensive positions, Sgt. Basilone, in charge of 2 sections of heavy machineguns, fought valiantly to check the savage and determined assault. In a fierce frontal attack with the Japanese blasting his guns with grenades and mortar fire, one of Sgt. Basilone's sections, with its gun crews, was put out of action, leaving only 2 men able to carry on. Moving an extra gun into position, he placed it in action, then, under continual fire, repaired another and personally manned it, gallantly holding his line until replacements arrived. A little later, with ammunition critically low and the supply lines cut off, Sgt. Basilone, at great risk of his life and in the face of continued enemy attack, battled his way through hostile lines with urgently needed shells for his gunners, thereby contributing in large measure to the virtual annihilation of a Japanese regiment. His great personal valor and courageous initiative were in keeping with the highest traditions of the U.S. Naval Service.

q. Five Paragraph Order

(1) Situation. Your platoon is under heavy attack and the machine gun squad is in need of re-supply.

(2) Mission. On order, conduct movement through enemy terrain in order to re-supply the machine gun squad with ammunition and water.

(3) Execution. Your squad must carry the supplies through the enemy terrain to the machine gun squad.

(4) Administration and Logistics. Account for your squad/ fire team. Ensure all recruits are wearing the required equipment and have the required supply items.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your squad/ fire team members on your plan, and execute. Report accountability of your squad/fire team at the end of the course to the DI/CSL.

4. Aerial Map for the Battle of Guadalcanal. See Figure 2-10.

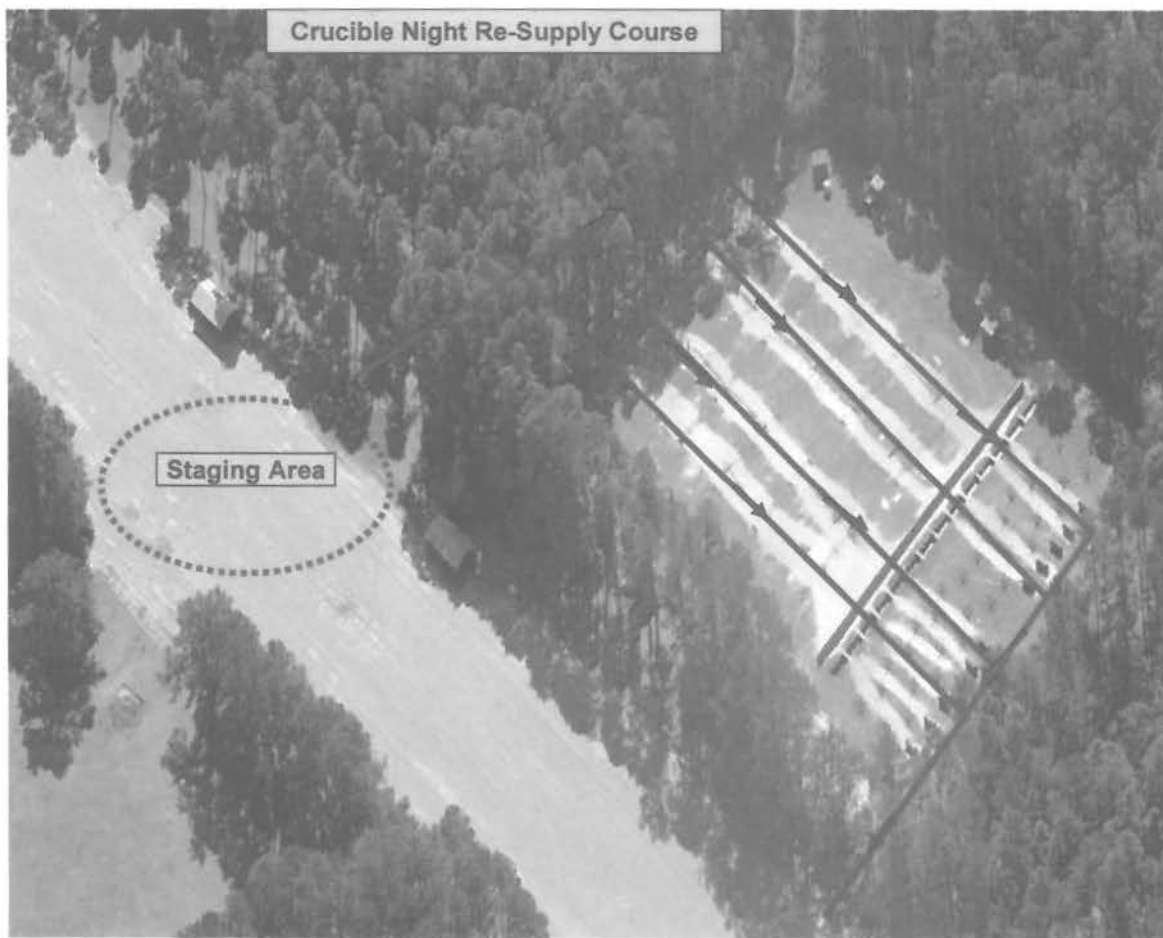


Figure 2-10. -- Battle of Guadalcanal

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CHAPTER 3

CORE VALUES STATIONS

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3000. GENERAL

1. Per reference (b), the Core Values stations reinforces the values-based training (VBT) recruits received during the previous 10 weeks of training. The Core Values discussions are held during Events 1, 3, and 4. The discussions will be conducted in the specific sequence of Commitment, Courage, and Honor regardless of the scheduled event rotation.

3001. COMMITMENT.

1. Introduction (1 min): Commitment: What does it mean to the Marine Corps? (Commitment is unwavering, selfless dedication to mission accomplishment, and personal and professional responsibilities.)

2. Scenario (2 min): A young Marine is on his first combat tour. He graduated recruit training only six months ago. He lives on a major base in Iraq and he is a bulk fuel specialist. About two months into his deployment he learns that another bulk fuel unit that supports units in an adjacent area will be re-deploying and returning home. He is told that their replacements are going to be late in arriving and that his unit will have to cover the extra responsibilities until the replacement unit arrives. The Marines in his unit are on the dangerous roads in his area of operations for 12 hours a day and spend another 3 to 5 hours conducting maintenance and paperwork. These added responsibilities mean even more work and danger. He is told by his chain of command that everyone will have to sacrifice and that the unit will do whatever it takes to get fuel to Marines living in forward and remote locations.

3. Guided discussion (10 min):

a. What will this situation require of the Marine? Why? All answers should point to commitment as defined in the core values class:

(1) The Marine will have to work hard (spirit of determination/dedication)

(2) He may have to put in extra time and effort. He will have to remain dedicated to the job and his fellow Marines despite the set back he is faced with.

(3) He will have to take pride in his work and realize that other Marines are counting on him.

(4) He will have to remain loyal to the organization (adhere to requirements).

(5) His individual efforts will impact the larger mission ensuring team work (individual effort).

(6) Obviously he has a commitment to his fellow Marines in need and that commitment will involve sacrifice.

b. What institutional commitment does the Marine Corps and the Marine's leaders need to demonstrate or provide to the Marine for him to succeed? (The Marine Corps and the Marine's leaders are committed to him and his unit and will provide him with the information, equipment, personnel, and authority that he needs to accomplish the mission.)

4. Transition (allow for 5 min): Are there any questions about commitment?

5. Summary (1 min): During this discussion, we talked about commitment. Commitment will continue to define your success in the Marine Corps as well as in life. Stay committed to our Core Values and they will provide a moral beacon is the spirit of determination and dedication within members of a force of arms that leads to professionalism and mastery of the art of war. It is the value that establishes the Marine as the warrior and citizen others strive to emulate. Commitment is one of the three Marine Corps Core Values. The Core Values provide a moral beacon to guide your decision-making through the gray areas of life.

3002. COURAGE.

1. Introduction (2 min): Between 1942 and 1949, approximately 20,000 African American men enlisted in the Marine Corps and completed segregated boot camp at Montford Point Camp, Jacksonville, North Carolina. Many of these Montford Point Marines served with distinction during a number of World War II's bloodiest battles. Not only did these Marines have to fight the Japanese, but they also had to fight an entrenched culture of discrimination in the Marine Corps of the 1940's. The courageous actions of the pioneering Montford Point Marines have solidified their legacy in our Corps' rich history and significantly contributed to our warrior ethos. Private Luther Woodard was a Montford Point Marine.

2. Scenario (3 min): On 11 January 1945, Private Woodard, while serving as part of the Fourth Marine Ammunition Company fighting against enemy Japanese forces on Guam, came across fresh footprints in the vicinity of the company's ammunition dump. Utilizing his initiative and quick-thinking, Private Woodard voluntarily and unaided, trailed a party of six Japanese infiltrated through heavy underbrush to a small clearing near an abandoned shack where the half-dozen Japanese had taken refuge. Knowing that he was heavily outnumbered, Private Woodard nevertheless opened fire against the enemy soldiers, killing one and wounding another. Returning to his company, Private Woodard then organized and courageously led a patrol of five fellow Marines and, when contact was again established with the Japanese, was successful in killing another enemy soldier. His actions saved the ammo dump.

3. Guided Discussion (15 min):

a. What is courage?

(1) Courage is the mental, moral, and physical strength in-grained in Marines to carry them through the challenges of combat and the mastery of fear; to do what is right; to adhere to a higher standard of personal conduct; to lead by example, and to make tough decisions under stress and pressure.

b. What are the differences between moral and physical courage? Which is more important?

(1) Moral courage requires a Marine to make just and sound decisions despite what others may think of him or her.

(2) Physical courage requires mastery of fear in the face of danger.

(3) Moral and physical courage are equally important.

c. Were Private Woodard's actions courageous? Why? How?

(1) He was selfless; he put the safety of his fellow Marines in front of his own safety.

(2) Even though it was him against six Japanese soldiers, he pursued, then killed two Japanese enemy soldiers and wounded one that was reconning their company area.

(3) He had to make tough decisions under intense stress and pressure.

(4) He was willing to make the ultimate sacrifice in defense of his fellow Marines, his Corps and his country.

d. Why do you think that it took moral courage for African American men to enlist in the Marine Corps during World War II?

(1) Allow for discussion; tie into President Roosevelt signing Executive Order 8802 on 25 June 1941, which established the Fair Employment Practice Commission (FEPC).

(2) The order banned racial discrimination in any defense industry receiving federal contracts. Order 8802 declared: "There shall be no discrimination in the employment of workers in defense industries or government because of race, creed, color, or national origin." The order also empowered the FEPC to investigate complaints and take action against alleged employment discrimination.

(3) History of segregated boot camp. In 1942, Montford Point Camp was established so that African-American Marine recruits could begin training. Montford Point Marine recruits were subject to the Jim Crow Laws that were in effect from 1876-1965. While traveling to Montford Point Camp by train, they were segregated and often could not purchase food and beverage. While they were on leave, the Jim Crow bus line in the South made it difficult for the Montford Point Marines to travel. Bus drivers gave priority to white passengers, as state law required, which left the black Marines without transportation as their deadline for return to the camp drew near. By mid 1943, all drill instructors and all NCOs at Montford Point were black. Approximately, twenty thousand African-American men trained at the camp.

(4) Struggle for Acceptance. The African-Americans who reported for training at Montford Point were prepared to fight and die for their country. They endured many indignities to arrive at their ultimate goal - to become a U.S. Marine. The Montford Point Marines trained hard, had a strong sense of loyalty and honor and was eager to prove they were ready to fight. They fought for a country that had yet to recognize them as equal, or good enough. The Montford Point Marines saw actions and service on the Marianas Islands, Saipan, Tinian, Guam, Peleliu, Iwo Jima, Okinawa, Japan, and China.

(5) Their actions in World War II were not the end of the civil rights struggle, but were a catalyst forcing the Marine Corps, and on a larger level the United States, to address these issues.

(6) After hearing of the heroism of the black enlisted men, Lieutenant General Alexander A. Vandergrift, 18th Commandant of the Marine Corps, Congressional Medal of Honor and Navy Cross recipient announced, "The Negro Marines are no longer on trial. They are Marines, period."

4. Transition (allow for 5 min): Are there any questions about courage?

5. Summary (1 min): Courage is the mental, moral, and physical strength ingrained in Marines to carry them through the challenges of combat and the mastery of fear; to do what is right; to adhere to a higher standard of personal conduct; to lead by example, and to make tough decisions under stress and pressure. Marine Corps core values provide a moral beacon to guide Marines' decision-making through the 'gray areas' of life.

3003. HONOR.

1. Introduction (1 min): Honor: What does it mean to the Marine Corps? (Honor is to live your life with integrity, responsibility, honesty and respect.)

2. Scenario (3 min): A Marine squad is on a security patrol in through a, Iraqi village in an attempt to increase stability in an area that is known to harbor anti-coalition forces. However, there is a friendly tribal leader that lives in the village and a considerable number of friendly Iraqi families as well. Just after crossing a road intersection, a Marine is shot in the leg and two more rounds impact right around his position. He is bleeding badly but is able to get behind some cover. Several Marines relay information that the rounds came from a building 100 meters to the south. The Marines can see the silhouette of a rifle aimed in their direction. Two more rounds impact in and around the squad's position from the same location. Several Marines sight in. However, the squad leader gives the order to stand down and remain in a covered position. The Marines are confused. The squad leader believes that there is one enemy combatant in the building. Additionally, he suspects that there are children inside the same building and knows that there are friendly Iraqi civilians between his position and the building from where the fire is coming. Aside from the Marine that was shot, who has since been stabilized, the fire is inaccurate. The squad leader knows that he must pursue the enemy, however he decides to formulate a plan that reduces the risk of collateral damage and unnecessary loss of life or limb to innocent Iraqi civilians. He directs his Marines to approach the building

under the cover of adjacent buildings and conceals their approach with smoke. He tells the interpreter to announce that the Marines intend to enter the building and that unless they want to risk being hurt, everyone should exit the building with their hands in plain sight. Several children exit the building with an elderly woman. The Marines quickly remove them and take them to a safe location. The interpreter repeats the message. The squad leader throws a flash bang grenade into the courtyard and Marines make entry. They begin a methodical search in the house with their weapons at the ready. When they enter the last room they are immediately engaged by a single insurgent who wildly fires at them with an AK-47 assault rifle. They notice that the insurgent is wounded and they quickly disarm him. The insurgent is treated for his wounds and detained.

3. Guided discussion (10 min):

a. What was honorable about the squad leader's decision?

(1) The Marine went above and beyond what is expected to do.

(2) The squad leader could have taken a different route and disregarded the potential danger posed to innocent civilians.

(3) He displayed maturity and a calm demeanor. He did not make rash or irresponsible decisions.

(4) He did not compromise the Marine Corps' belief in promoting human dignity. He took the fight solely to the enemy combatants and not to the civilians.

(5) He directed his squad to treat the wounds of the enemy combatant once he was disarmed and no longer posed a threat.

b. What is the difference between killing and murder? Relate the answer to this scenario.

(1) Killing is a necessary action to take when the rules of engagement permits, when a hostile act has been committed, and there are no other means to diffuse the threat.

(2) Murder is a senseless act of violence when available means to control the situation were skipped or ignored. Murder is a crime.

c. Our Core Values shape and sharpen our judgment when deadly force or compassion must be applied. What other guidelines and principles do we as Marines that helps to guide us in upholding our legacy of honor?

(1) The Law of War

(2) The Code of Conduct

(3) ROE and escalation of force procedures

d. What leadership traits are displayed by the squad leader? (Tact, bearing, decisiveness, integrity, courage, justice, judgment)

4. Transition (allow for 5 min): Are there any questions about what I've just covered?

5. Summary (1 min): Honor is the bedrock of our character. The quality that guides Marines to exemplify the ultimate in ethical and moral behavior; never to lie, cheat, or steal; to abide by an uncompromising code of integrity; to respect human dignity; to have respect and have concern for each other. The quality of maturity, dedication, trust, and dependability that commits Marines to act responsibly; to be accountable for actions; to fulfill obligations; and to hold others accountable for their actions.

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CHAPTER 4

FOOT MARCHES

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4000. General. Aside from the benefits to physical conditioning and unit cohesiveness benefits, foot marches prepare the recruits for the hardships they may encounter in combat. As with all training events during the recruit training process, safety is paramount. During the Crucible, recruits will conduct four extended administrative foot marches; the beginning 9.7km/6-mile foot march, the 8km/5-mile night march, the 6.4km/4-mile Event 6 movement from Page Field to Khe Sanh Range and back to Page Field, and the 14.5km/9-mile foot march culminating event. Marches will be conducted in accordance with reference (o). Although these are administrative marches accomplished in a recruit training environment, every opportunity short of impacting mission accomplishment will be taken to demonstrate tactical march procedures.

4001. CONCEPT OF OPERATIONS

1. Movement Planning. The basic considerations in planning a foot march are the mission, situation, terrain and weather, and unit readiness. A successful march is characterized by adherence to prescribed routes, time schedules, and the ability of the unit to accomplish its assigned mission upon arrival at its destination.

2. Foot March Loads. The fighting load will be carried during the beginning 9.7km/6-mile foot march, 8km/5-mile night foot march, and the Event 6 movement to Khe Sanh Range. Recruits will carry the combat load during the 14.5km/9-mile foot march the culminating event. Reductions to the combat load may be authorized by the Recruit Company Commander. See Chapter 8 for equipment load requirements.

3. Control and Coordination Measures

a. Rate of March. The rate of march for all foot marches will be no faster than three MPH. Terrain, weather, illumination, load to be carried, and condition of recruits are some of the factors that will affect the rate of march. Commanders will consider these factors when determining an appropriate rate of march that will preserve unit integrity, prevent running, reduce risk of injury, and maintain a reserve of responsiveness.

b. Pace and Cadence. As a guide, a 30-inch stride and cadence of 106 steps per minute result in a speed of three MPH. This creates a rate of two and a half MPH if a ten-minute rest halt per hour is taken.

c. Road Guards. Road guards will be employed during all foot marches on or along roadways, but are not required upon entering the Page Field area. There will be a minimum of one DI located with each road guard unit to control their movement and employ them as needed. DIs will have a working flashlight and Chem-lite with them. Recruit training company commanders will ensure they employ enough road guards to meet the following requirements:

(1) There will be a minimum of two road guards leading and two road guards following the hiking unit, placed at a distance of approximately 50 meters.

(2) When approaching road intersections where vehicle traffic may enter or impede troop movement, road guards will be employed to block each roadway.

(3) When crossing any roadway, road guards will be employed to block traffic from either direction on the road being crossed.

(4) Road guards will wear reflective belts and carry flashlights with white lenses for the six and 14.5km/9-mile foot marches.

d. Reducing Accordion Effect. Accordion effect occurs when the column alternately lengthens and shortens forcing the rear element of the column to double time in order to maintain its proper distance. It is caused by changes in the rate of march by the lead elements, usually after passing an obstacle. Lead elements should slow their rate of march for a sufficient time after crossing obstacles to allow the rear elements to maintain prescribed distance without running. The rear element will signal the lead element when the last individual has cleared the obstacle and the rate can be resumed.

(1) The order of march will be periodically rotated to prevent units in the rear from becoming physically exhausted at the conclusion of the march.

(2) Subordinate unit leaders should not attempt to close the gap by dramatically increasing the rate of march; rather the pace should be increased slowly, allowing the gap to close slowly. Slowing the pace to avoid closing up on a unit should be avoided. Allow the gaps to flex within the established interval to help reduce the accordion effect.

e. Halts. During the march, halts are taken at regular intervals to rest personnel and adjust loads.

(1) For all foot marches, a two-minute halt will be taken after the first 10 minutes of movement to adjust equipment or remove/add layers of clothing due to climatic conditions. After the initial halt, all other halts will be ten minutes in duration and conducted at designated head facilities, generally every 50 minutes.

(2) All units in the column should be halted at the same time. At the halt signal, recruits will remove packs, loosen gear, and sit down. If the ground is wet, recruits will sit on their packs. Commanders and DIs will inspect recruits and equipment. Corpsmen will administer medical treatment as required. It is imperative that all leaders demonstrate by their own example proper personal and equipment care during halts and use halt to emphasize continuing actions. Proper foot care, to include changing of socks and inspection of feet must be emphasized. Further actions will include drinking water, filling canteens, and making head calls.

(3) Warnings will be given at five, three, two, and one minute prior to step-off. Packs will not be put on until the two-minute warning is given. Personnel and weapons accountability will be verified after each halt and immediately prior to resuming the march.

(4) Road Guards will be briefed and will execute the Guarding Angel tasks during halts.

f. Position Reports. Commanders will report the location of their unit utilizing established positions points. Position points will be reported as the lead element of the unit arrives at the respective positions. Reports will be called to the Battalion S-3, via Motorola radios or cellular phones, during the six and 14.5km/9-mile foot marches.

4. March Discipline. Leaders will be vigilant in observing and enforcing the rules and instructions that govern a unit on a march, which include formation, interval, noise and light discipline and speed.

5. Clothing. Leaders must ensure that insulating layers are removed prior to beginning the march. Known as a cold start, personnel will initially be cool but will warm once physical activity begins. Additional layers of clothing should not be added during the conduct of a march, and only under the most extreme weather conditions should layers be added during halts.

6. Safety Vehicles. Safety vehicles will be employed during all foot marches. These vehicles will be used for medical evacuation (MEDEVAC) of any injured recruit who cannot be treated by the Corpsmen on the scene and returned to training. All vehicles will carry at a minimum one stretcher and two water cans for emergency cooling of overheated personnel. Water cans that are used to refill canteens for hiking personnel will not be carried in the safety vehicle because they impede the MEDEVAC of injured personnel. During hot weather conditions, each vehicle will carry an ice cooler with sheets for heat casualties.

7. MEDEVAC. A MEDEVAC will be conducted in accordance with reference (g) and Chapter 7, Medical Support, of this order.

8. Communications. The primary means of communications used in controlling foot marches are handheld radios. Alternate means are cellular phones. See Chapter 9, Communications Plan, of this order.

9. Reduced Visibility. When operating at night or in periods of reduced visibility, leaders must consider its effects on rate of march, command and control, and interval between recruits and units within the command.

a. Reduced visibility marches are characterized by closed formations, more stringent control, and a slower rate of march than day marches. Control is increased by reducing distance between individuals. The use of ropes, cords, or the physical holding of other personnel or equipment to connect or tie individuals together will not be employed.

b. Due to reduced visibility, night marches on roadways utilized by POVs require additional attention to safety procedures to prevent major incidents and injuries.

4002. 9.7KM/6-MILE FOOT MARCH TO PAGE FIELD

1. Conduct. Prior to the execution of the 9.7km/6-mile foot march to Page Field, the recruit training company will ensure the existence load is transported to the SEA-huts on Training Day (TD) 62. The 9.7km/6-mile foot march out to Page Field marks the beginning of the Crucible and is the initial physical challenge the recruits will face. The 9.7km/6-mile foot march will begin in the recruit training company area following reveille at 0200. The marching company will step off at 0230 and arrive at Page Field no later than 0500 (See figures 4-1 thru 4-4 for each of the battalion's designated routes). The foot march will begin with helmets on and sleeves down; however, the recruit training company commander's may, at their discretion, choose to place helmets in the packs. At the halfway point of the foot march, a ten-minute halt will be conducted. Though not termed as such, this foot march is a night foot march and must be executed with those considerations in mind.

a. Prior to stepping off, recruit training company commanders will ensure:

(1) Accurate accountability of personnel, weapons, and 782-gear is attained.

(2) Corpsmen are picked-up from the battalion aid station (BAS).

(3) Radio communications are established with the recruit training battalion (RTBN) S-3 or RTBN Officer of the Day (OOD).

(4) MCAS weather (522-7904) is called for a weather update.

(5) Ensure the heads at Elliot's Beach are unlocked. Contact the FTP duty Non-Commissioned Officer (NCO) to ensure that the heads located at TA-4 are unlocked.

(6) Canteens are filled and inspected.

(7) Packs are checked for tightness, waterproofing, and all straps and snaps are secure.

(8) Recruits conduct stretching exercises.

b. During the conduct of the foot march, the recruit training company commander will ensure:

- (1) Squad integrity is maintained.
- (2) Lead safety vehicle has headlights on.
- (3) Follow safety vehicle uses flashers.
- (4) Two-minute gear adjustment halt is conducted after 15 minutes of movement.
- (5) Start time, checkpoints, and halts are reported to the RTBN S-3 or the RTBN OOD.
- (6) Recruits continue to hydrate during the movement. No more than one quart per hour and not more than half a canteen at a time.
- (7) Team leaders are observant of signs of illness or injury.
- (8) Halts are conducted at the halfway point.

c. The 9.7km/6-mile foot march will conclude at the SEA-huts for females and the Thunderdome for males. At the conclusion of the foot march, the recruit training company commander will ensure that:

- (1) DI/CSL and Corpsmen conduct foot checks.
- (2) Recruits change socks.
- (3) Recruits make head calls, fill canteens and drink water/sports drink.
- (4) Recruits receive and consume fruit and Gatorade supplements.
- (5) Teams are prepared and move to their first event on time.

2. Historical Example. DIs/CSLs will read the historical citation for the Battle of the Pusan Perimeter prior to the start of the 9.7km/6-mile foot march. The 9.7km/6-mile foot march is the recruit's first event of the Crucible. The Battle of the Pusan Perimeter was the first involvement of the Marine Corps in the Korean War. The 1st Provisional Marine Brigade, a

formation of United States Marines hastily put together at the outset of the Korean War, fought with great distinction at the Pusan Perimeter, the most important early battle in that conflict. Reduced in size after World War II, the small U.S. Marine Corps was suddenly ordered by the Joint Chiefs of Staff, in mid-summer 1950, to send a division-sized force (approximately 15,000 men), to help stem the communist North Korean invasion of South Korea. To create the unit in a hurry, the Marines were forced to sweep through the entire active-duty Corps, calls up reservists, and bring in recruits who had not finished their training. The first large contingent of this force, dubbed the Provisional Marine Brigade (later redesignated 5th Marine Brigade), commanded by Brigadier General Edward Craig, was assembled by early July and was built around the 5th Marine Regiment and Marine Aircraft Group 33. Numbering approximately 6,000 men, it consisted of several infantry battalions, field artillery and support units. A Marine air group of fighter-bombers was attached to provide air support. On July 31, the brigade arrived in the southeast corner of the Korean peninsula, the only part of South Korea not overrun by communist forces. Here it joined the hard-pressed U.S. Eighth Army, which was desperately defending this area, known as the Pusan Perimeter, against superior North Korean forces. Almost immediately, the brigade was thrown into battle by Lieutenant General Walton Walker, Eighth Army commander, in an attempt to stop several dangerous North Korean breakthroughs, which threatened to drive the Eighth Army into the sea. Despite its raw, untested condition, with many of its troops only partially trained and many strangers to one another, the Marines rose to the occasion. With little motor transport to move them to the battle front, the Brigade was forced to conduct long foot marches. Coming directly off the marches with no rest, they then swept straight into the attack. In savage fighting, they blunted a number of enemy attacks, successfully counterattacked and restored the line, while inflicting heavy casualties on the North Koreans.

3. Five Paragraph Order. DIs/CSLS will brief the mission statement of the 9.7km/6-mile foot march to recruits prior to the start.

(1) Situation. Your company has been designated the reserve for the Bn.

(2) Mission. On order, conduct foot movement from the company area to Page Field in order to assume the battalion reserve. Be prepared to assume follow on missions.

(3) Execution. Conduct foot movement along designated route to Page Field.

(4) Administration and Logistics. Ensure all required equipment is worn and carried by all recruits.

(5) Command and Signal. Fire team leaders are in charge of their fire teams and must account for their recruits during the foot march.



Figure 4-1. -- 1st Recruit Training Battalion's Route



Figure 4-2. -- 2nd Recruit Training Battalion's Route



Figure 4-3. -- 3rd Recruit Training Battalion's Route



Figure 4-4. -- 4th Recruit Training Battalion's Route

4003. OPERATION DEWEY CANYON/8KM/5-MILE NIGHT FOOT MARCH

1. Conduct. This five-mile night foot march will be conducted during the first night of the Crucible. (See figure 4-5) The foot march will begin and finish at the SEA-huts and commence no earlier than the end of evening nautical twilight (EENT). The mission scenario for the foot march is based on conducting a night movement along the designated route IOT interdict enemy re-supply patrols. Recruits will not be briefed on the distance of the foot march. The purpose of this is to create uncertainty in the recruit and provide another test of the recruits mental agility and flexibility. All Marines know that our missions and activities are determined by the situation. As the situation changes, we adapt tactics, techniques and procedures to exploit opportunities and accomplish our mission. It is a test of our Core Values to continue our mission when confronted with ever-changing challenges and situations.

a. This is a tactical event. Recruits will start in mental condition yellow and employ security as appropriate.

b. Prior to stepping off, recruit training company commanders will ensure:

(1) Accurate accountability of personnel and weapons is attained.

(2) Corpsmen are present for the foot march and in the safety vehicle.

(3) Radio communications are established with the COC.

(4) Marine Corps Air Station (MCAS) weather (522-7904) is called for a weather update.

(5) Canteens are filled and inspected.

(6) Appropriate equipment and clothing is worn.

(7) Recruits conduct stretching exercises.

(8) Safety vehicles are staged with all safety equipment

(9) Route checkpoints are marked.

(10) Staff, DIs/CSLs has received the foot march brief from WFTBN.

(11) Recruits will conduct the foot march carrying the fighting load.

(12) DIs/CSLs have briefed the mission to recruits.

c. During the conduct of the foot march, the recruit training company commander will ensure:

(1) Squad integrity is maintained. DI/CSL will remain with their squads during the entire foot march.

(2) Two-minute gear adjustment halt is conducted after 15 minutes of hiking.

(3) Start time, checkpoints, and halts are reported to the COC.

(4) Recruits continue to hydrate during the movement. No more than one quart per hour and not more than half a canteen at a time.

(5) Team leaders are observant of signs of illness or injury.

(6) Halts are conducted at the halfway point.

d. The 8km/5-mile foot march will conclude at the SEA-huts. At the conclusion of the foot march, the recruit training company commander will ensure that:

(1) Accountability of all recruits, staff, and equipment is conducted.

(2) DI/CSL and Corpsmen conduct foot checks.

(3) Recruits prepared to conduct BDR.

2. Historical Example. OPERATION DEWEY CANYON will be briefed to recruits prior to starting the foot march. Operation Dewey Canyon was the last major offensive by the United States Marine Corps during the Vietnam War. It took place from January 22 through March 18, 1969 and involved a sweep of the North Vietnamese Army (NVA)-dominated A Shau Valley by the 9th Marine Regiment reinforced by elements of the 3rd Marine Regiment. The Marines encountered stiff resistance throughout the conduct of the operation, most of which was fought under triple canopy jungle and within range of NVA artillery based in Laos. Operation Dewey Canyon was divided into three parts: 1) the movement and positioning of air assets, 2) the movement of the 9th Marines south out of their combat base, and 3) the sweep of the A Shau Valley. The sweep of the A Shau Valley was characterized by numerous successful ambushes against enemy convoys traveling along main supply routes. Marine casualties included 130 killed in action and 932 wounded. In return, the USMC inflicted 1,617 enemy casualties, captured 500 tons of arms and munitions, and denied the valley as a NVA staging area for the duration of the operation.

3. Five Paragraph Order. DIs/CSLs will brief the mission statement of the 8km/5-mile night foot march to recruits prior to the start.

(1) Situation. Your Bn is conducting combat operations. Your company has been ordered to conduct a foot movement to the east to interdict enemy patrols.

(2) Mission. On order, conduct foot movement in order to interdict enemy re-supply patrols.

(3) Execution. Conduct foot movement along designated route.

(4) Administration and Logistics. Ensure all required equipment is worn and carried by all recruits.

(5) Command and Signal. Fire team leaders are in charge of their fire teams and must account for their recruits during the foot march.



Figure 4-5. -- OPERATION DEWEY CANYON FOOT MARCH ROUTE

4004. BATTLE OF GUADALCANAL/NIGHT RE-SUPPLY COURSE

1. Conduct. This event will be conducted during the second night of the Crucible. (See figure 4-8) This event is scheduled to last three hours and will be conducted during the hours of darkness, no earlier than the end of EENT. The event can support a maximum of 12 teams training concurrently.

2. This event is physically demanding. Squads are given a mission brief prior to execution by the DI/CSL. DI/CSL will read the historical citation prior to the start of the course. DI/CSL should debrief this event at the SEA-huts to relate the experiences of the recruits during the course with the historical examples provided. The mission requires fire teams to negotiate the movement course while carrying items of re-supply. Recruits are required to execute this course utilizing techniques of individual movement taught previously during training. This requires the team leader to move about the course aggressively making corrections to the entire team. Parts of the values associated with this core event include the increased hardship of applying the correct techniques during the most exhaustive conditions.

a. This is a tactical event. Recruits will start in mental alert condition yellow and employ security as appropriate.

b. The starting point is at the beginning of the Bayonet Assault portion of the Combat Fire Team Assault Course. All items of re-supply, water and ammunition cans, will be staged at that location.

c. Recruit squads will be staged in stick order.

d. Recruit squad integrity from the Crucible day events will be maintained. They will be further organized into four recruit fire teams, with any additional recruits being added as fifth members.

e. Each recruit in the fire team will receive gear.

f. All personnel will wear hearing protection.

g. High, low, and back crawl movement techniques will be used.

h. Recruits will freeze when illumination is employed. The recruits will aim in down range and close their non-shooting eye.

i. Once the recruits are over the wall, they will get in the prone position and wait their turn to cross the moat. The recruits will tactically cross the moat and get into the prone position, continuing to crawl until they reach the culverts. On the far side of the culverts, recruits will wait for their DI/CSL for further instructions. The DI/CSL will ensure recruits keep their head down during continuous machinegun fire and do not stop crawling.

j. Recruits will tactically cross the moat.

k. Casualties can be assigned only between the vertical logs and the bulkhead.

l. Recruits will complete their movement and the course ends at the tree line following the culverts.

m. Gear left on the course will result in mission failure.

n. The DI/CSL leader will:

(1) Make sure the recruits do not empty the water cans or leave gear behind.

(2) Have a red lens flashlight on. Recruits will not have a light on.

(3) Direct any questions to the event leader.

o. At the completion of the course:

(1) The recruit squads will link-up with their DI/CSL.

(2) The DI/CSL will get a head, weapon and gear count and report accountability to the event leader.

(3) FTP Marines will release the recruit teams at the start point.

(4) The DI/CSL will check-in with the tower during movement back to the beginning of the course.

(5) Each recruit squad will take their gear back to the start point.

(6) Recruit squads will move by group, or series, to the SEA-huts.

(7) Squads will conduct a debrief at the SEA-huts or at the bivouac site.

p. Historical Citation. The Battle of Guadalcanal and Medal of Honor winner John Basilone will be discussed. In 1942 during WW II the Marines captured the primitive Japanese airfield on Guadalcanal and renamed it after Major Lofton Henderson, killed at Midway. Henderson Field became the focus of a prolonged battle for control of the air, the sea, and the island itself. Ill-supplied, malnourished, malaria-ridden, Marines clung to positions in dense jungle. Marine aviators challenged Japanese aerial might. Violent naval battles in surrounding waters sank dozens of warships. The intense conflict gradually yielded decisive American success. Japanese Admiral Raizo Tanaka, a key combatant in the campaign, concluded, "Japan's doom was sealed with the closing of the struggle for Guadalcanal."

q. Award Citation. The Medal of Honor is presented to Sergeant John Basilone, for extraordinary heroism and conspicuous gallantry in action against enemy Japanese forces, above and beyond the call of duty, while serving with the 1st Battalion, 7th Marines, 1st Marine Division in the Lunga Area. Guadalcanal, Solomon Islands, on 24 and 25 October 1942. While the enemy was hammering at the Marines' defensive positions, Sgt. Basilone, in charge of 2 sections of heavy machineguns, fought valiantly to check the savage and determined assault. In a fierce frontal attack with the Japanese blasting his guns with grenades and mortar fire, one of Sgt. Basilone's sections, with its gun crews, was put out of action, leaving only 2 men able to carry on. Moving an extra gun into position, he placed it in action, then, under continual fire, repaired another and personally manned it, gallantly holding his line until replacements arrived. A little later, with ammunition critically low and the supply lines cut off, Sgt. Basilone, at great risk of his life and in the face of continued enemy attack, battled his way through hostile lines with urgently needed shells for his gunners, thereby contributing in large measure to the virtual annihilation of a Japanese regiment. His great personal valor and courageous initiative were in keeping with the highest traditions of the U.S. Naval Service.

q. Five Paragraph Order

(1) Situation. Your platoon is under heavy attack and the machine gun squad is in need of re-supply.

(2) Mission. On order, conduct movement through enemy terrain in order to re-supply the machine gun squad with ammunition and water.

(3) Execution. Your squad must carry the supplies through the enemy terrain to the machinegun squad.

(4) Administration and Logistics. Account for your squad/ fire team. Ensure all recruits are wearing the required equipment and have the required supply items.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your squad/ fire team members on your plan, and execute. Report accountability of your squad/fire team at the end of the course to the DI/CSL.

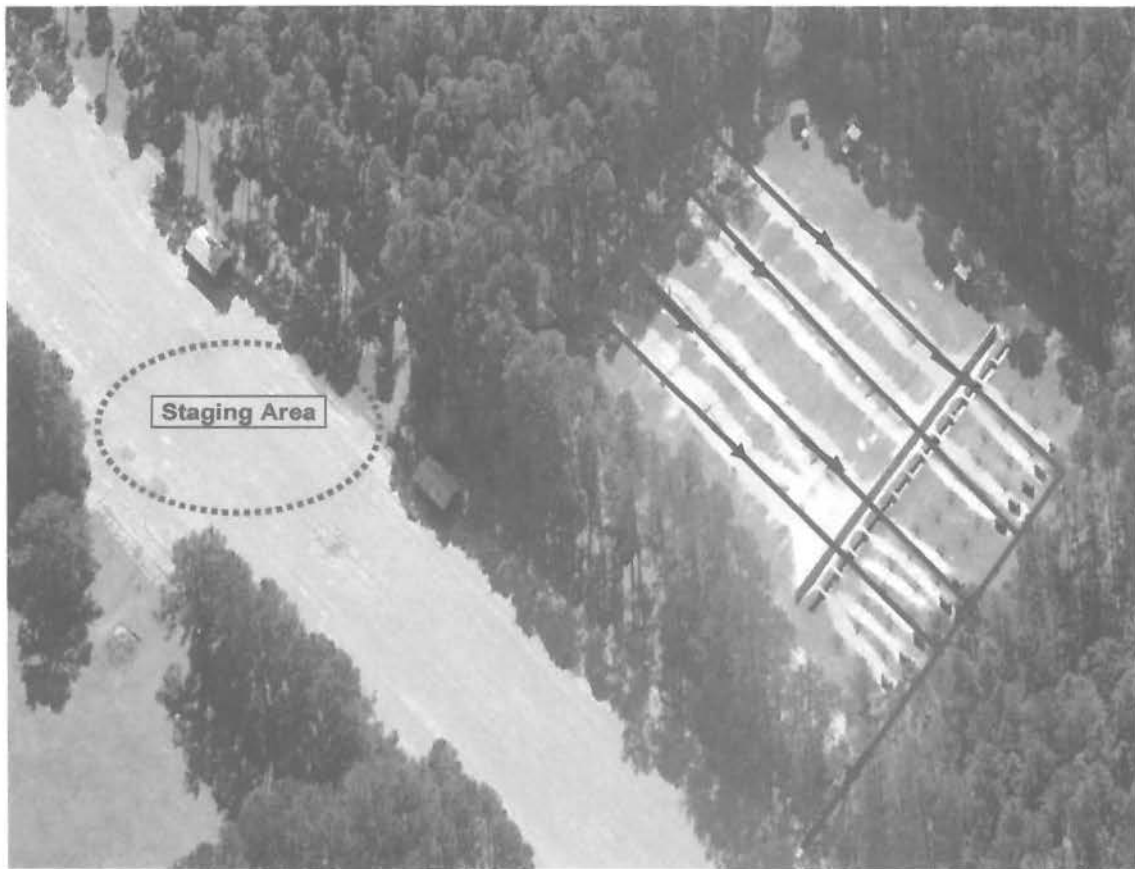


Figure 4-6. -- BATTLE OF GUADACANAL RE-SUPPLY COURSE

4005. 14.5KM/9-MILE FOOT MARCH

1. Conduct. The 14.5km/9-mile foot march is the final physical challenge of the Crucible and ends at the Parris Island Iwo Jima War Memorial, the site of the Emblem Ceremony. (See figure 4-6 and figure 4-7 for designated routes)

a. The 14.5km/9-mile foot march will begin at the SEA-huts, Page Field. Training Company Commanders will determine step-off times for the foot marches. The female series will step off 15 minutes prior to the male company. The foot march will begin with helmets on and sleeves down; however, the recruit training company commanders' may, at their discretion, choose to place helmets in the pack.

b. The majority of this foot march is conducted at night, or during hours of reduced visibility, and must be executed with those considerations in mind.

2. Historical Example. DIs/CSLs will read the historical account of the Battle of the Chosin Reservoir to recruits prior the start of the foot march. DIs/CSLs will make parallels to the hardships faced and courage demonstrated by the Marines of the Chosin Reservoir to the recruits and their adverse conditions they have confronted during the Crucible and how they must continue to demonstrate Honor, Courage, and Commitment to achieve their goal of becoming Marines. The Battle of Chosin Reservoir was a battle in the Korean War, in which 30,000 United Nations troops (nicknamed the "Frozen Chosen", or "The Chosin Few") under the command of American General Oliver Smith faced approximately 60,000 Chinese volunteers. Shortly after the People's Republic of China entered the conflict, large numbers of Chinese soldiers swept across the Yalu River, encircling the United Nations (UN) troops in the northeastern part of North Korea at the Chosin Reservoir. A brutal battle in freezing weather followed. The Chinese launched heavy attacks that halted the UN offensive. Supreme Commander General MacArthur ordered Major General O.P. Smith, commander of the 1st Marine Division and associated forces in the Chosin area to fight his way out of the trap. Starting on November 26, 1950, the UN troops began a fighting withdrawal to the south, towards Hungnam. Keeping his units concentrated and moving deliberately, Smith made an aggressive assault to break out of the reservoir. When asked if the Marines were retreating, Smith explained that their fighting withdrawal through Chinese lines did not constitute a retreat. His explanation was abbreviated into the famous misquote, "Retreat? Hell, we're attacking in a different direction!" The Marines and soldiers were able to

destroy or effectively disable all seven Chinese divisions that tried to block their escape from the reservoir. They mauled the Chinese divisions they faced so badly that they had to be withdrawn from the front. The Marines marched out of the trap with all their equipment and carried with them their dead and wounded leaving little for the Chinese to show for all that the battle cost them. To this day, we consider the Battle of the Chosin Reservoir to be one of the proudest moments in our long and proud history.

3. Prior to stepping off, the recruit training company commanders will ensure that:

- a. Accurate accountability of personnel and weapons is attained.
- b. Injured/ill recruits are checked by a medical provider.
- c. Radio communications are established with the RTBN S-3 or the RTBN OOD.
- d. The COC will ensure that MCAS Weather (522-7904) is called for a weather update.
- e. Ensure the heads are unlocked at Elliot's Beach.
- f. Recruits will consume fruit and Gatorade supplements.
- g. Canteens are filled and inspected.
- h. Packs are checked for tightness and all straps and snaps are secured.
- i. Recruits conduct stretching exercises.
- j. Safety vehicle drivers briefed on the route and actions to take during the conduct of the foot march.

4. During the conduct of the foot march, the recruit training company commanders will ensure that:

- a. Lead safety vehicle has headlights on.
- b. Follow safety vehicle uses flashers.
- c. Two-minute gear adjustment halt is conducted after the first 15 minutes of movement.

d. Start time, checkpoints, and halts are reported to the RTBN S-3 or RTBN OOD.

e. Recruits continue to hydrate during movement; no more than one quart per hour and not more than half of a canteen at a time.

f. Team leaders are observant of signs of illness or injury.

g. The first halt will be the two-minute gear adjustment halt.

h. The second halt will be at Elliot's Beach and will be 10-minutes in duration.

i. The third halt will be at AS-26 for ten-minutes.

5. Elliot's Beach Plan

a. General. During the 14.5km/9-mile foot march from the Crucible to the Parris Island Iwo Jima War Memorial, the marching unit will stop at Elliot's Beach for a ten minute break to allow recruits to rest, hydrate, make head calls, and change socks. It is vital that commanders ensure the foot march break is organized and efficient, maximizing the recovery time for the recruits.

b. Head Facilities. Recruits from male and female battalions will use the heads at Elliot's Beach.

6. AS-26 Plan

a. General. During the 14.5km/9-mile foot march from the Crucible to the Parris Island Iwo Jima War Memorial, the marching unit will stop at AS-26 for a ten minute break to allow recruits to consume fruit and fluids, make head calls, and change socks if necessary. It is vital that commanders ensure the foot march break is organized and efficient, in order to maximize the recovery time for the recruits.

b. Head Facilities. The Port-A-Johns located in the vicinity of the gas chamber will be used during this stop. The male recruit training battalion will ensure the road between the male battalion foot march break site and the TA-4 heads is blocked off to prevent vehicle traffic.

7. The 14.5km/9-mile foot march will conclude at the Parris Island Iwo Jima War Memorial where the recruits will be recognized as a United States Marine.



Figure 4-7. -- Male Route to Iwo Jima Memorial



Figure 4-8. -- Female Route to Iwo Jima Memorial

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CHAPTER 5

INCLEMENT WEATHER

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5000. GENERAL

1. The climate at MCRD Parris Island provides the constant possibility of inclement weather. Executing crucible events in inclement weather conditions, such as L5, extended rain during COLDSOP, or tornados requires special planning considerations in order to provide a comparable crucible experience for recruits while reducing the negative effects of the weather. The end state is the implementation and execution of an inclement weather Crucible (IWC) plan in order to safely continue operations while mitigating the effects of inclement weather.

2. There are two triggers that will drive the company commanders to make a decision on whether the IWC plan will be executed: (1) Lightning within five miles (L5) of Parris Island and (2) any other inclement weather conditions that the company commander's deem hazardous. Company commanders, in coordination with the COC, will determine when to initiate the IWC plan in accordance with Figure 1-1 and Figure 2-2. Once it is determined to initiate the inclement weather crucible, companies will execute at least one event rotation, regardless of weather conditions. If necessary, the on-scene commander will adjust the sleep plan accordingly.

a. Figure 5-1 is the inclement weather GO/NO-GO criteria.

b. Figure 5-2 is the IWC Event Matrix that must be taken into consideration prior to determining GO/NO-GO criteria to execute, as well as terminate the IWC plan.

c. Figure 5-3 is the execution timeline for the IWC. Movement times and the 30 minutes /1-hour rest period are incorporated in the IWC schedule to allow the training company to resume normal training as quickly as possible. Buses will pick up and drop off all teams at their respective events as required. While waiting for buses, Core Value classes/discussions will be conducted.

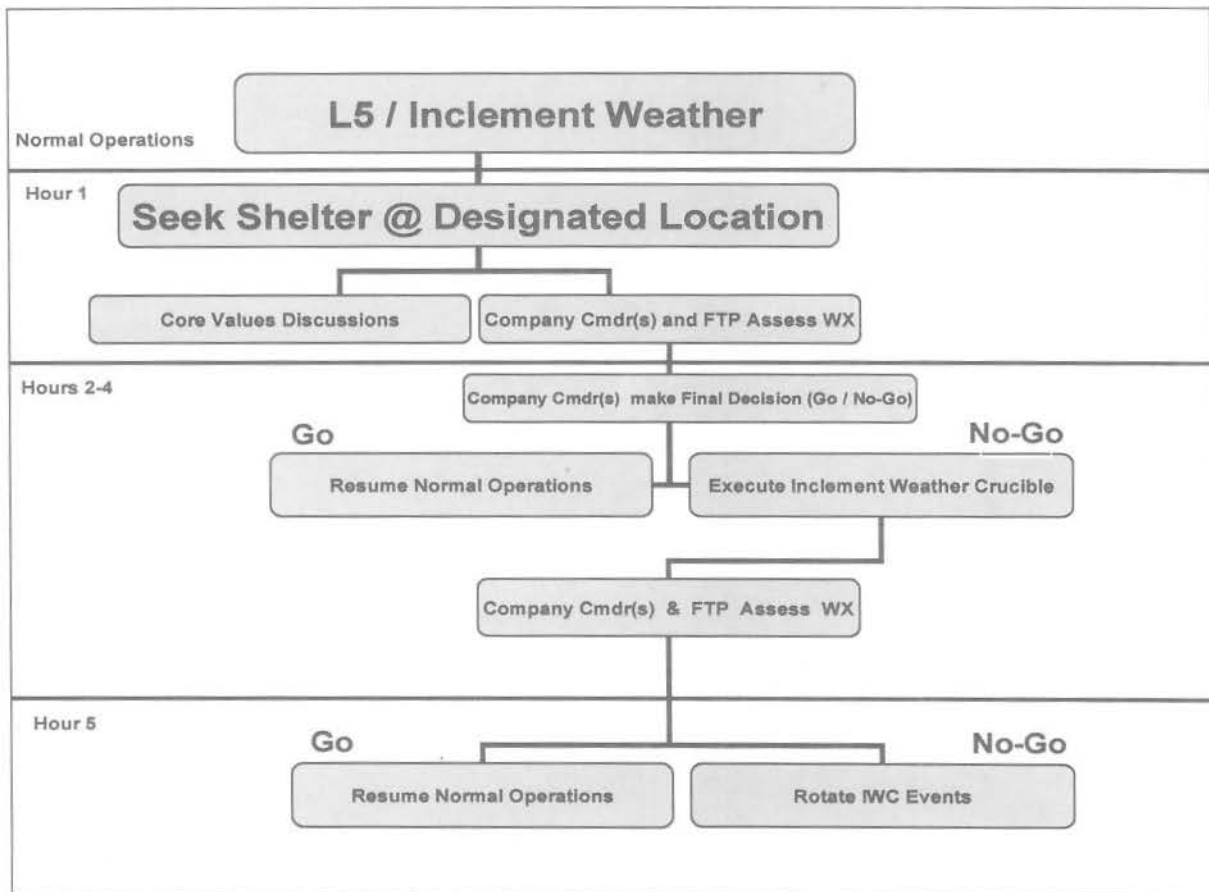


Figure 5-1. -- IWC Go/No-Go Criteria

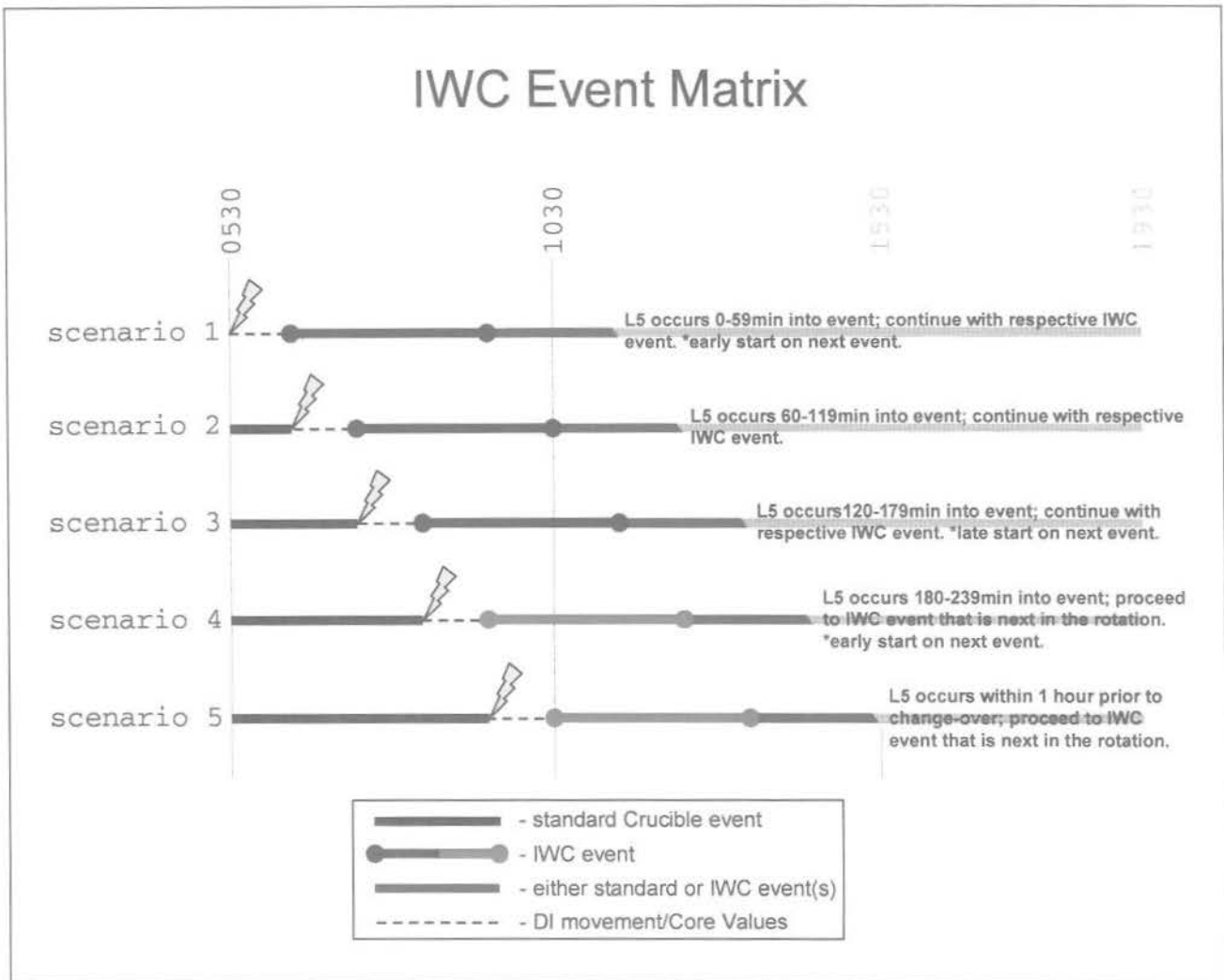


Figure 5-2. -- IWC Event Matrix

	0000-0030	0030-0100	0100-0130	0130 - 0200	0200 - 0230	0230-0300	0300-0330	0330-0400
EVENT 1 (SMALL THUNDER DOME)	DI MVMT	Core Values	KIM Game	PFC MARTINI'S PUSH-UPS			<u>Tan Belt Competit ion</u>	DI MVMT
EVENT 2 (LARGE THUNDER DOME)	DI MVMT	Pugil Sticks		Body Sparring	Chokes	Upper/ Lower Body strikes	Counter to Strikes	DI MVMT
EVENT 3 (SEA HUTS)	DI MVMT	Core Values	HM3 CHIARINI'S RESCUE				Wpns Maint	DI MVMT
EVENT 4 (LARGE THUNDER DOME)	DI MVMT/Set Up Time		COMBAT CONDITIONING EXERCISES & UPPER and LOWER BODY STRETCHES			Wpns Maint	Core Values	DI MVMT
EVENT 5 (AS-26)	DI MVMT	Core Values	Wpns Maint	PFC CLAUSEN'S GAME			INDOOR PT	<u>DI MVMT</u>
EVENT 6 (ISMT)	DI MVMT	Core Values	Table 2 Unknown Distance @ ISMT				Wpns Maint	DI MVNT

Figure 5-3. -- IWC Execution Timeline

5001. CONCEPT. During the execution of the Crucible, the WFTBN COC has the primary responsibility for monitoring inclement and/or hazardous weather within the training areas and reporting it to the recruit training company commander's. Crucible company commander(s), in coordination with WFTBN leaders, will then determine when the IWC will be executed. The IWC is not meant to replace the normal crucible schedule, but serves to provide additional training opportunities for the recruits. Unit leaders will be given an IWC schedule during the crucible confirmation brief. Leadership at all levels will ensure that all personnel, from both the supported and supporting units, are thoroughly briefed on the execution of this inclement weather crucible plan and be prepared to execute this mission as required.

1. Event 1

- a. Keep in Memory (KIM) Games
- b. Private First Class Martini's Push-ups

c. MCMAP Tan Belt Competition

2. Event 2

a. Body Sparring and Pugil Sticks

3. Event 3

a. Hospital Corpsman Third Class Chiarini's Rescue

4. Event 4

a. Combat Conditioning Exercises and Stretches

5. Event 5

a. Private First Class Clausen's Game

b. Indoor Physical Training

6. Event 6

a. Table 2 Unknown Distance Firing

5002. EVENT 1

1. Event 1 will be conducted under the small thunderdome. There are three lessons in this event; KIM Games, Private First Class Martini's Push-ups, and a MCMAP tan belt competition. The recruits will spend thirty minutes on the KIM Games, one and a half hours conducting PFC Martini's Push-ups, and thirty minutes conducting MCMAP tan belt competitions.

2. KIM Games. This warrior station reinforces observation, the most important tenant of Combat Hunter, regardless of the time of day, fatigue, or weather conditions. Recruits will be shown selected items and then participate in a core values discussion. After the core values discussion, the recruits will be prompted to list as many of the previously shown items that they can recall from memory. After the recruits have completed their lists, the characteristics of each item will be reviewed by the DI/CSL.

3. PFC Martini's Push-ups. This warrior station reinforces teamwork. The mission for the recruits is to create a square with their bodies in order to conduct push-ups together. Recruits must execute the push-ups together, or they will have to start over.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will stack arms and stage their gear at the site. Recruits will not wear 782-gear during the execution of this event.

c. The DI/CSL will:

(1) Brief the mission statement and safety requirements.

(2) Identify all water points, head facilities, and dumpsters.

(3) Identify all equipment and uniform requirements.

(4) Identify recruits to serve in the fire team leader billets.

(5) Ensure that recruits do not stack more than four weapons.

(6) Direct all questions to the DI/CSL.

d. The recruit squads will rotate to the next IWC event when directed by the DI/CSL.

e. Award Citation. For conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty while serving as a Rifleman, Company F, Second Battalion, First Marines, First Marine Division in the Republic of Vietnam. On 21 April 1967, during Operation UNION, elements of Company F, conducting offensive operations at Binh Son, encountered a firmly entrenched enemy force and immediately deployed to engage them. The Marines in Private Martini's platoon assaulted across an open rice paddy to within twenty meters of the enemy trench line where they were suddenly struck by hand grenades, intense small arms, automatic weapons, and mortar fire. The enemy onslaught killed 14 and wounded 18 Marines, pinning the remainder of the platoon down behind a low paddy dike. In the face of imminent danger, Private Martini immediately crawled over the dike to a forward open area within 15 meters of the enemy position where, continuously exposed to the hostile fire, he hurled hand grenades, killing several of the enemy. Crawling back through the intense fire, he rejoined his platoon which had moved to the relative safety of a trench line. From this position he observed several of his wounded comrades lying helpless in the fire swept paddy. Although he knew that one man

had been killed, attempting to assist the wounded, Private Martini raced through the open area and dragged a comrade back to the friendly position. In spite of a serious wound received during this first daring rescue, he again braved the unrelenting fury of the enemy fire to aid another companion lying wounded only twenty meters in front of the enemy trench line. As he reached the fallen Marine, he received a mortal wound, but disregarding his own condition, he began to drag the Marine toward his platoon's position. Observing men from his unit attempting to leave the security of their position to aid him, concerned only for their safety, he called to them to remain under cover and through a final supreme effort, moved his injured comrade to where he could be pulled to safety, before he fell, succumbing to his wounds. Stouthearted and indomitable, Private Martini unhesitatingly yielded his own life to save two of his comrades and insure the safety of the remainder of his platoon. His outstanding courage, valiant fighting spirit and selfless devotion to duty reflected the highest credit upon himself, the Marine Corps, and the United States Naval Service. He gallantly gave his life for his country.

f. Five Paragraph Order.

(1) Situation. Your squad was conducting a foot patrol when it came under small arms fire from the enemy. The fire teams were separated during the attack. The squad needs to consolidate in order to suppress the enemy.

(2) Mission. On order, a group of four recruits executes coordinated push-ups linked together. This is a non-tactical mission.

(3) Execution. Run four recruits at a time with the rest facing away. Recruits will place their shins on top of the recruit behind them; creating a square. The push-ups must be done together. Recruits will go all the way up and all the way down simultaneously. Backs must be straight, head and eyes to the front and no bend in the knees. Recruits must do five push-ups together. Once the last push-up is done, the recruits must hold the position for a count of 30 seconds. Repeat for a total of ten times. Recruits must execute the push-ups together, or they will have to start over.

(4) Administration and Logistics. You have 30 minutes to complete this mission. Account for your team members and ensure team members hydrate.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

4. MCMAP Tan Belt Competition. This warrior station reinforces teamwork, mental endurance, and esprit de corps. The mission is to have teams of recruits face each other and perform Tan Belt MCMAP techniques called out by the DI/CSL. The team of recruits who hesitates, or does not execute at all, will make the team lose that round.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will stage gear at the site. Recruits will not wear their 782-gear during the execution of this event.

c. The DI/CSL will:

(1) Brief the mission statement and safety requirements.

(2) Teams will not physically hit each other. They will simply face each other and execute the move. Team leaders will ensure there is adequate distance depending on technique they call out.

(3) Identify all water points, head facilities, and dumpsters.

(4) Identify all equipment and uniform requirements.

(5) Ensure that recruits do not stack more than four weapons.

(6) Direct all questions to the DI/CSL.

d. The recruit squads will rotate to the next IWC event when directed by the DI/CSL.

e. Five Paragraph Order.

(1) Situation. Your squad is conducting hand to hand fighting.

(2) Mission. On order, a fire team of recruits execute random tan belt techniques. This is a non-tactical mission.

(3) Execution. Two fire teams of recruits face each other and perform Tan Belt MCMAP techniques that are called out by the DI/CSL for this event.

(a) The team of recruits who improperly executes the technique will be declared the losers and have to execute squad push-ups, at the DIs/CSLs discretion, in the corner of the small thunderdome. The DIs/CSLs will take into consideration the current state of their recruits, i.e. how rested/tired and weather temperatures, when making this decision.

(b) The next fire team that is standing by will face the winning team. Once again, the two fire teams will perform Tan Belt MCMAP techniques that are called out by the DI/CSL. A recruit who hesitates, or does not execute at all, will make the team lose that round, as well.

(c) This "rotation" will go on until the designated time expires. The physically challenging portion of this event is when the fire team must execute squad push-ups due to not properly executing the technique(s). The incentive is to be the team that executes all the techniques properly.

(4) Administration and Logistics. You have 30 minutes to complete this mission. Account for your team members and ensure team members hydrate.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

5003. EVENT 2

1. Event 2 will be conducted under the large thunderdome. Body Sparring and Pugil Sticks will continue per the actual event. The recruits will spend one hour conducting pugil sticks, thirty minutes body sparring, thirty minutes executing choke holds, thirty minutes conducting upper and lower body strikes, and thirty minutes conducting counter to strikes.

5004. EVENT 3

1. Event 3 will be conducted in the SEA-huts. Recruits will spend two hours executing Hospital Corpsman Third Class Chiarini's Rescue and thirty minutes on weapons maintenance.

2. Hospital Corpsman Third Class Chiarini's Rescue. This warrior station reinforces teamwork and challenges the effects of mental fatigue. The mission for the squad is to secure the casualties, provide first aid, and simulate the transport of the casualty back to a covered position.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will stack arms and stage their gear at the site. Recruits will wear their 782-gear and Kevlar helmets during the execution of this event.

c. The DI/CSL will:

(1) Brief the mission statement and safety requirements.

(2) Identify all water points, head facilities, and dumpsters.

(3) Identify all equipment and uniform requirements.

(4) Choose a recruit to serve in the squad leader billet for this station.

(5) Direct all questions to the DI/CSL.

d. The recruit squads will rotate to the next IWC event when directed by the DI/CSL.

e. Award Citation. The President of the United States takes pleasure in presenting the Silver Star Medal to Joshua T. Chiarini, Hospital Corpsman Third Class, U.S. Navy, for conspicuous gallantry and intrepidity in action against the enemy as Platoon Corpsman, 1st Platoon, Battery G, Battalion Landing Team 1/2, Twenty-Second Marine Expeditionary Force (Forward) in support of Operation IRAQI FREEDOM 04-06, in Al Anbar Province, Iraq, on 10 February 2006. While conducting a combat patrol, 3d Squad was attacked by two improvised explosive devices followed by heavy small arms and machinegun fire that wounded five Marines and one interpreter. Witnessing the initial attack and seeing that the road ahead was blocked by disabled vehicles, Petty Officer Chiarini immediately left the relative safety of his vehicle and fought his way across 100-meters of fire-swept terrain to reach the casualties. He then used his own body to shield the wounded from the increasingly high volume of incoming rounds as he moved them to cover. Realizing that most of the wounded needed to be evacuated,

without hesitation, he placed himself between the casualty and the enemy fire, assisting the casualty with one arm while providing suppressive fire on the enemy with his rifle in the other. He then fought his way back across the one hundred meters of fire-swept terrain to the casualty collection point. He repeated this action three times until each casualty was stabilized and safely loaded for evacuation. Despite the insurgents concentrating their fire on him, he remained focused on saving the lives of his wounded comrades. By his zealous initiative, courageous actions, and exceptional dedication to duty, Petty Officer Chiarini reflected great credit upon himself and upheld the highest traditions of the United States Naval Service.

f. Five Paragraph Order.

(1) Situation. Your squad is conducting combat operations in an urban environment. A car bomb has exploded and caused several casualties.

(2) Mission. On order, conduct movement to secure the casualties, provide first aid, and simulate the transport of the casualty back.

(3) Execution. The squad must conduct movement to the casualties, assess the casualty, provide appropriate first aid, and safely transport the casualty back to the covered position.

(4) Administration and Logistics. You have 30 minutes to complete this mission and account for your squad. You will wear your 782-gear and Kevlar helmets. Recruits will be inside the Sea-huts. The following equipment is needed for this station:

(a) Two Individual First Aid Kits (IFAKs)

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

5005. EVENT 4

1. Event 4 will be conducted under the large thunderdome. The recruits will spend thirty minutes executing combat conditioning exercises, thirty minutes executing upper body stretching exercises,

thirty minutes executing lower body stretching exercises, thirty minutes on weapons maintenance, and thirty minutes on a core values discussion.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will stack arms and stage their gear at the site. Recruits will not wear their 782-gear during this event.

c. The DI/CSL will:

(1) Brief the mission statement and safety requirements.

(2) Identify all water points, head facilities, and dumpsters.

(3) Identify all equipment and uniform requirements.

(4) Choose a recruit to serve in squad leader billet.

(5) Ensure that recruits do not stack more than four weapons.

(6) Direct all questions to the DI/CSL.

d. The recruit squads will rotate to the next IWC event when directed by the DI/CSL.

e. Five Paragraph Order.

(1) Situation. Your squad is conducting combat conditioning training.

(2) Mission. On order, conduct all the exercises associated with combat conditioning training.

(3) Execution. Recruits will commence with conditioning exercises.

(a) The exercises will be side-straddle hops, lunges, side leg raises, back extensions, side crunches, prone flutter kicks, hip adduction, and steam engines. The recruits will perform ten, four-count repetitions between the prescribed time period of 8 to 12 minutes. The recruits will alternate between exercise and recovery, with a twenty second recovery period in between each exercise. There will be two minutes of recovery between each set of exercises/stretchers.

(b) Recruits will then commence upper-body stretching exercises. The stretching exercises will consist of shoulder and neck stretch, triceps stretch (left and right), upper back stretch, posterior shoulder stretch, arm circles, chest stretch, and abdominal stretch.

(c) Recruits will then commence lower body stretching exercises. The stretching exercises will consist of modified hurdler stretch, quadriceps stretch, lying down iliotibial band (ITB) stretch, groin stretch, hip flexor stretch, lower back stretch, calf stretch, and hamstring stretch.

(4) Administration and Logistics. Recruits will place Kevlar helmets and 782-gear in daypacks. You have 1 hour and 30 minutes to complete this mission and account for your squad.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

5006. EVENT 5

1. Event 5 will be conducted at the AS-26 Classroom. There are two stations in this event (Private First Class Clausen's Game and Indoor Physical Training). The recruits will spend thirty minutes conducting weapon maintenance, one and a half hours executing Private First Class (PFC) Clausen's Game, and thirty minutes conducting indoor physical training.

2. PFC Clausen's Game. This warrior station challenges the effects of mental fatigue. The mission for the recruits is to try and remember as much as possible about the items that they are shown for a short duration of time.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will stack arms and stage their gear at the site. Recruits will not wear their 782-gear during the execution of this event.

c. The DI/CSL will:

(1) Brief the mission statement and safety requirements.

(2) Identify all water points, head facilities, and dumpsters.

(3) Identify all equipment and uniform requirements.

(4) Choose a recruit to serve in the squad leader billet for each station.

(5) Ensure that recruits do not stack more than four weapons on one recruit.

(6) Direct all questions to the DI/CSL.

d. The recruit squads will rotate to the next IWC event when directed by the DI/CSL.

e. Award Citation. For conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty while serving with Marine Medium Helicopter Squadron 263, Marine Aircraft Group 16, First Marine Aircraft Wing, during operations against enemy forces in the Republic of Vietnam on January 31, 1970. Participating in a helicopter rescue mission to extract elements of a platoon which had inadvertently entered a minefield while attacking enemy positions, Private First Class Clausen skillfully guided the helicopter pilot to a landing in an area cleared by one of several mine explosions. With eleven Marines wounded, one dead, and the remaining eight Marines holding their positions for fear of detonating other mines, Private First Class Clausen quickly leaped from the helicopter and, in the face of enemy fire, moved across the extremely hazardous, mine-laden area to assist in carrying casualties to the waiting helicopter and in placing them aboard. Despite the ever-present threat of further mine explosions, he continued his valiant efforts, leaving the comparatively safe area of the helicopter on six separate occasions to carry out his rescue efforts. On one occasion while he was carrying one of the wounded, another mine detonated, killing a corpsman and wounding three other men. Only when he was certain that all Marines were safely aboard did he signal the pilot to lift the helicopter. By his courageous, determined and inspiring efforts in the face of the utmost danger, Private First Class Clausen upheld the highest traditions of the Marine Corps and of the United States Naval Service.

f. Five Paragraph Order.

(1) Situation. Your squad is conducting combat operations. You are to gauge the mental fatigue of your squad.

(2) Mission. On order, you will be divided up into three groups and exposed to a bag of objects for five seconds.

At the end of the five seconds, write down as many items as you can remember. This is a non-tactical mission.

(3) Execution. Ensure that the bag of objects is only viewed once by each group. Divide the team into three groups, each with a squad leader. With two groups facing away from you, empty the contents of the sea bag on the deck. Give the recruits five seconds to view all the objects.

(a) After five seconds, have them turn around and execute 30 push-ups, 30 V-ups, and 30 bicycle crunches. Place the objects back in the sea bag while they are doing the exercises.

(b) The same will be done for group two except increase the number of each exercise to 35 push-ups, 35 V-ups, and 35 bicycle crunches. Do the same for group three except increase the push-ups to 40, 40 V-ups, and 40 bicycle crunches.

(c) Give each group a piece of paper and have them write as many objects down as they can remember in one minute. Ensure recruits remain quiet and do not share information with the other groups. For each item missed, they will conduct 5 push-ups, 5 V-up, and 5 bicycle crunches.

(4) Administration and Logistics. You have 30 minutes to complete this mission and account for your squad. Recruits will be inside the AS26 Classroom. The following equipment is needed for this station:

(a) One sea bag of unknown items.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

3. Indoor Physical Training. "Marines are about the most peculiar breed of human beings I have ever witnessed. They treat their service as if it was some kind of cult, plastering their emblem on almost everything they own, making themselves up to look like insane fanatics with haircuts to ungentlemanly lengths, worshiping their Commandant almost as if he was a god, and making weird noises like a band of savages. They'll fight like rabid dogs at the drop of a hat just for the sake of a little action, and are the cockiest SOBs I have ever known. Most have the foulest mouths and drink well beyond man's normal limits, but their high spirits and sense of brotherhood set them apart and, generally speaking, of the United States Marines I've

come in contact with, are the most professional soldiers and the finest men I have had the pleasure to meet." A quote written by an anonymous Canadian citizen.

a. This is a non-tactical event. Mental alert condition codes do not apply.

b. Recruits will stack arms and stage their gear at the site. Recruits will not wear their 782-gear during this event.

c. The DI/CSL will:

(1) Brief the mission statement and safety requirements.

(2) Identify all water points, head facilities, and dumpsters.

(3) Identify all equipment and uniform requirements.

(4) Choose a recruit to serve in the squad leader billet for each station.

(5) Ensure that recruits do not stack more than four weapons.

(6) Direct all questions to the DI/CSL.

d. The recruit squads will rotate to the next IWC event when directed by the DI/CSL.

e. Five Paragraph Order.

(1) Situation. Your squad is conducting physical training.

(2) Mission. On order, conduct all the exercises associated with Indoor PT.

(3) Execution. Recruits will commence with Interval Squats (Tabata Squats). Action will be air squats, performing as many repetitions as possible in the prescribed time period. The recruits will alternate between squats and recovery, at a 20 second to 10 second work to rest ratio. There will be two minutes of recovery/ stretching between sets.

<u>Reps</u>	<u>Work (squats)</u>	<u>Recovery</u>
1	20 seconds	10 seconds
2	20 seconds	10 seconds

3	20 seconds	10 seconds
4	20 seconds	10 seconds
5	20 seconds	10 seconds
6	20 seconds	10 seconds
7	20 seconds	10 seconds
8	20 seconds	10 seconds

Recover/ Stretch for two minutes

Recruits will then commence the following sequence: 30 second intervals for each exercise, allowing two minutes of recovery between sets:

1. Assault Pack Push Press (Use daypacks)
2. Side Bridge - right side
3. Side Bridge - left side
4. Push-ups
5. Sumo Dead-Lift High Pull (Use daypacks)
6. Single Leg Bridge - left leg
7. Single Leg Bridge - right leg
8. Bicycle Crunches
9. Cobra

Recover/ Stretch for two minutes

Interval squats x 1 set
 Indoor workout x 2 sets
 Interval squats x 1 set
 Indoor workout x 2 sets

(4) Administration and Logistics. Recruits will place Kevlar helmets and 782-gear in daypacks. You have 30 minutes to complete this mission and account for your squad. Recruits will be inside the AS26 Classroom.

(5) Command and Signal. Determine your plan to accomplish this mission, brief your team members on your plan, and execute.

5007. EVENT 6

1. Event 6 will be conducted at the indoor simulated marksmanship trainer (ISMT). The recruits will spend two hours executing Table 2 (Unknown Distance Firing Ranges) and thirty minutes conducting weapon maintenance.

5008. TORNADO PROCEDURES. In the event of a tornado warning, recruit teams on or near Page Field will be moved immediately to Bldg 4061 Classroom by the most direct route. Even if Thunderstorm Condition I/L5 is in effect, and recruits are in the SEA-huts, they will move to the FTF for greater protection. If executing Event 6 at Khe Sanh Range, teams will take shelter in the recreation area adjacent to the snack bar located on the lower deck of the WFTBN Headquarters (Bldg 700). Groups on the move between Khe Sanh Range and the intersection of St. Mihiel and Yorktown Roads will move directly to the lower deck of the WFTBN Headquarters (Bldg 700). Groups located between that intersection and Page Field will move directly to either the Chemical, Biological, Radiological and Nuclear (CBRN) Classroom or FTF.

5009. ACTIONS TAKEN DURING HOT WEATHER CONDITIONS

1. Recovery periods will be one hour in length.
2. Marine Corps Combat Utility Uniform (MCCUU) blouses will be removed during recovery periods to allow for cooling.
3. Misting stations will also be utilized to cool recruits if necessary.
4. Every active Crucible event will have pre-staged heat casualty gear consisting of an ice cooler with sheets, litters, and two 5-gallon water cans for cooling. The van accompanying the movement to and from Event 6 will be air-conditioned.
5. Recruits may remove covers/helmets during administrative pauses and during core values instruction.
6. During red and black flag conditions, recruits may remove their MCCUU blouses.
7. The recruit training company commander will coordinate for cold wets to be placed at all events and recovery sites.
8. Wear sunscreen; replenish as needed.
9. Wash caked mud off of MCCUUs; clean dirt off of recruits; don't "hose-down" recruits.
10. Emphasize importance of eating, fluid replacement, and urine monitoring at recovery sites and during BDR.
11. Observe for altered mental state throughout.

12. Modify clothing/equipment worn as required by conditions, and the Hot Weather Conditions Matrix.

5010. HYDRATION AND FOOD INTAKE GUIDANCE

a. Ensure at least 16-ounces of sports drinks are consumed once every four hours during the Crucible.

b. Recruits are provided five MREs. Ensure at least one entire MRE will be consumed, per day, to include the accessory pack.

c. Reinforce hydration with plain drinking water at a rate of one quart per hour during training per the Recruit Hydration Card (See enclosure 6). Over hydration with plain water can lead to hyponatremia. Target fluid intake during hot weather procedures is 12 to 14 canteens per day. Cold weather conditions target is 10 to 12 canteens per day. Recruits should monitor their urine color and frequency: clear to light yellow with frequency of once every two to three hours is optimum.

5011. HOT WEATHER CONDITIONS MATRIX

Event/Activity	No Flag / Green / Yellow	Red / Black
Clothing/Equipment		
782 Gear: H-harness, cartridge belt w/canteens, butt pack	Worn unless restricted by activity	Worn unless restricted by activity
Event/Activity	No Flag / Green / Yellow	Red / Black
Clothing/Equipment		
Weapons Cleaning Core Values	Remove utility coat, utility cover and 782 gear; remove boots/socks, as required	Remove utility coat, utility cover and 782 gear; remove boots/socks, as required
Cammie Paint	Cammie paint may be worn at any time at the Company Commander's discretion	Cammie paint may be worn at any time at the Company Commander's discretion
Day Resupply/Combat Assault	No casualties assessed in Yellow flag	No casualties; reduce ammunition loads; limit

Resupply/Night Resupply		execution time to 30 minutes (Red)/20 minutes (Black)
Noonan's Casualty Evacuation	---	Reduce distance; limit execution time to 30 minutes (Red)/20 minutes (Black)
Foot marches (Reduce distance based on forecast and recruit condition)	Helmet worn during all conditions	Helmet worn during all conditions. Moderate pace and extend break periods, as required
Recovery Sites	Wear T-shirt and utility trousers (shower shoes for movement within site; boots if leaving site)	Wear T-shirt and utility trousers (shower shoes for movement within site; boots if leaving site)

5012. HOT WEATHER SCHEDULE MODIFICATIONS

1. The on-scene commanders will coordinate necessary schedule modifications with the WFTBN COC due to hot weather conditions, as well as notify the chain of command to expedite the information flow to higher and adjacent units.
2. Execution of the Crucible may be adjusted to add cooling time or meet other logistical needs that can include increased recovery time, food supplement, medical checks, or as commanders deem necessary.
3. Gatorade will be located at every event and the SEA-huts when occupied.
4. During debriefs, Core Values discussions, and halts during foot marches, recruits will not sit directly in the sun.
5. The COC will provide temperature reports hourly to all event leaders and the recruit training company.
6. DIs/CSLs will be vigilant in monitoring the affects of hot weather on the recruits and the signs of hot weather injuries.

5013. ACTIONS TAKEN DURING COLD WEATHER CONDITIONS

1. When rain, sleet, or snow occur the FTP and the recruit training company commanders will inspect obstacles, warrior stations and foot march routes. They will make a recommendation whether or not to execute up through their respective chains of command. The Commanding Officer, RTR, in coordination with the Commanding Officer, WFTBN, will make the final decision.
2. Avoid all standing water.
3. Cold weather clothing will be taken to the Crucible and will be available for use by the recruits and Marines.
4. Changing and warming huts will be utilized. SEA-Hut heaters will be utilized when temperature or wind chill drops below 50° Fahrenheit in order to maintain a hut temperature of about 70° Fahrenheit.
5. Hot wets will be located at every event, recovery site, and the SEA-huts when occupied.
6. Uniforms will be kept as dry as possible and will be changed, at a minimum, after movement course execution if recruits clothing becomes wet. All recruits will change into dry uniforms when directed to do so by their team leaders.
7. During debriefs, Core Values discussions, and halts during foot marches, recruits will not sit directly on the ground. Poncho/field tarps or other insulating items will be used.
8. The COC will provide temperature and wind chill reports hourly to all event leaders and the recruit training company.
9. FTP will increase course maintenance to reduce risk and increase safety.
10. When the temperature or wind chill drops below 50° Fahrenheit, the risk of cold weather injuries and hypothermia increases. Therefore, team leaders will be vigilant in monitoring the affects of cold weather on the recruits and the signs of cold weather injuries.

5014. COLD WEATHER CONDITIONS MATRIX

WIND CHILL EQUIVALENT TEMPERATURE	TEAM LEADERS' CONTINUING ACTIONS	COURSE/SCHEDULE MODIFICATIONS
50 DEGREES & BELOW	1. Have required cold weather gear on hand. 2. Keep clothing as dry as possible. 3. Change wet/damp clothing after movement courses. 4. When wet/rain, use warming huts for core values and at least 20-min following movement courses. 5. Do not sit on wet ground. 6. Use warming huts at recovery sites. 7. Hot wets at recovery sites. 8. Increase hydration	1. Supervisors will continually inspect all obstacles for unsafe conditions. - When wet, pay special attention to night foot march trail, movement courses and stations requiring solid grasp. 2. Commanders confer on required course modifications. 3. Maintain warming huts at 80 degrees. 4. If wet, plan to dry clothing. 5. Monitor temp/wind chill hourly. 6. Nutritional intake: 4 MREs + Hot Wets
45 DEGREES & BELOW	Cover ears and hands	1. Supervisors will continually inspect all obstacles for unsafe conditions. When wet, pay special attention to night foot march trail, movement courses and stations requiring solid grasp. 2. Commanders confer on required course modifications. 3. Maintain warming huts at 80 degrees.

WIND CHILL EQUIVALENT TEMPERATURE	TEAM LEADERS' CONTINUING ACTIONS	COURSE/SCHEDULE MODIFICATIONS
		<p>4. If wet, plan to dry clothing.</p> <p>5. Monitor temp/wind chill hourly.</p> <p>6. Nutritional intake: 4 MREs + Hot Wets</p>
40 DEGREES & BELOW	Hot wets at all events	<p>1. No recruit casualty carry on events 1 and 4 in this condition and colder.</p> <p>2. Nutritional intake: 4 MREs + Hot Wets</p>
30 DEGREES & BELOW	Inspect recruits' ears, nose, hands, and feet every 12 hours	<p>1. No casualties, recruit or dummy, on any events.</p> <p>2. Watch for icy conditions.</p> <p>3. Nutritional intake: 4 MREs + Hot Wets</p>
20 DEGREES & BELOW	<p>1. Inspect recruits' ears, nose, hands and feet every 8 hours.</p> <p>2. WFTBN/RTR CMDRS confer and decide to continue, delay or modify course</p>	<p>1. Modify per commanders decision.</p> <p>2. If delayed, recruits return to sea-huts and conduct equipment checks, medical checks, weapons maintenance, core values scenario discussions, and skill remediation training to include MCMAP, land navigation, combat marksmanship, basic field and personal hygiene</p> <p>3. Nutritional intake: 4 MREs + Hot Wets</p>

5015. COLD WEATHER SCHEDULE MODIFICATIONS

1. The on-scene commanders will coordinate necessary schedule modifications with the WFTBN COC due to cold weather conditions.

2. If events are delayed due to extreme cold and/or precipitation, recruits and team leaders will return to the SEA-huts for warming periods. DI/CSL's will enforce the priority of work. Additional Core Values and skill review sessions will be conducted once all priorities of work have been met. Course and schedule modifications may include the modification or elimination of events and/or warrior stations until they are deemed safe.

3. Execution of the Crucible may be adjusted to add warming time, or meet other logistical needs, that can include increased recovery time, food supplement, medical checks, and laundry turn-in, or as commanders deem necessary.

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CHAPTER 6

FORCE PRESERVATION

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6000. GENERAL. Safety of the recruits and recruit trainers conducting the Crucible is paramount. Every officer, SNCO, and NCO is a safety officer, and will take immediate action to halt any unsafe practice.

6001. ORM WORKSHEET. See Enclosure (1).

6002. VEHICLE SAFETY

1. The speed limit at Page Field is 15 MPH. The speed limit when passing troops is 5 MPH.
2. Vehicles will remain in the center of the runway.
3. Vehicles entering Page Field will do so via the road leading past the COC. All personnel must check in and out with the COC.
4. Vehicles will use ground guides when off the Page Field tarmac.

6003. SAFETY DURING PERIODS OF LOW VISIBILITY/NIGHT

1. Recruits will carry functioning flashlights.
2. Accountability of recruits is critically important. After each event, leaders will account for their recruits and report accountability to the COC and appropriate chain of command.

6004. PERSONAL PROTECTIVE EQUIPMENT (PPE). The below listed PPE will be used to protect recruits and permanent personnel from possible hazards.

1. Event 1

a. Hazard

- (1) Recruits: Fall from heights.
- (2) Permanent Personnel: Noise and eye hazards while operating simulation equipment.

b. PPE

- (1) Recruits: Kevlar helmet.
 - (a) Whether in hot weather conditions or cold weather conditions, helmets will be worn while executing all events and warrior stations.

(2) Permanent personnel:

(a) Required to wear hearing protection and eye protection while operating and maintaining the noise simulators.

(b) At no time will permanent personnel, visitors, or recruits be closer than 50 feet from a noise simulator during firing.

c. Fall Impact Media: Wood chips or rubber impact media.

2. Event 2

a. Hazard: Fall from height; struck by recruit or pugil stick.

b. PPE: Protective headgear; neck collar; groin protection; hand protection; flak jacket; mouthpiece

(a) Whether in hot weather conditions or cold weather conditions, helmets will be worn while executing all events and warrior stations.

c. Fall Impact Media: Wood chips or rubber impact media.

3. Event 3

a. Hazard: Fall from height.

b. PPE: Kevlar helmet.

(a) Whether in hot weather conditions or cold weather conditions, helmets will be worn while executing all events and warrior stations.

c. Fall Impact Media: Wood chips or rubber impact media.

4. Event 4

a. Hazard

(1) Recruits: Fall from height.

(2) Permanent Personnel: Noise and eye hazard while operating simulation equipment.

b. PPE

(1) Recruits: Kevlar helmet and hearing protection.

(a) Whether in hot weather conditions or cold weather conditions, helmets will be worn while executing all events and warrior stations.

(2) Permanent Personnel:

(a) Required to wear hearing protection and eye protection while operating and maintaining the noise simulators.

(b) At no time will permanent personnel, visitors, or recruits be closer than 50 feet from a noise simulator during firing.

c. Fall Impact Media: Wood Chips or rubber impact media.

5. Event 5

a. Hazard: Fall from height; Struck by object.

b. PPE: Port-a-Pit (12' x 30' x 32" Foam Fall Protection Mat); fall protection; full body harness; retractable lifeline; Kevlar helmet; pearl weave safety net 10' x 20'

(a) Whether in hot weather conditions or cold weather conditions, helmets will be worn while executing all events and warrior stations.

c. Fall Impact Media: Wood chips or rubber impact media.

6. Event 6

a. Hazard: Noise.

b. PPE: Kevlar helmet and hearing protection.

(a) Whether in hot weather conditions or cold weather conditions, helmets will be worn while executing all events and warrior stations.

c. Fall Impact Media: None.

7. Night Re-Supply Course

- a. Hazard: Struck by object; noise.
- b. PPE: Kevlar Helmet and hearing protection.

(a) Whether in hot weather conditions or cold weather conditions, helmets will be worn while executing all events and warrior stations.

- c. Fall Impact Media: None.

6005. NOISE HAZARD AREAS

- 1. Noise exposure is a recognized occupational hazard.
- 2. Events 1, 4, and 6 have been identified as producing hazardous noise levels.
- 3. When artillery and machinegun simulators on Events 1 and 4 are being fired, permanent personnel will use hearing protection. At no time will permanent personnel or recruits be closer than 50-feet from an artillery or machinegun simulator during firing operations.
- 4. Permanent personnel and recruits will wear hearing protection on Event 6 when firing is in progress.
- 5. Noise hazard, hearing protection required signs will be posted at all entrances to Events 1, 4, and 6.
- 6. Permanent personnel who work on Events 1, 4, and 6 shall be included in the hearing conservation program. Hearing tests shall be conducted at least once a year.

6006. INSPECTION RESPONSIBILITIES. In order to achieve a significant reduction in accidents, personnel must learn to identify hazards as well as implement controls to minimize risk to acceptable levels. The mission of the Marine Corps requires an aggressive training program that prepares personnel to perform ORM for military operations and high-risk training activities.

- 1. Weekly Inspections. WFTBN conducts weekly readiness inspections of the Crucible and personal protective equipment prior to each Crucible. The Crucible safety checklists will be used for the inspection. WFTBN will coordinate corrective action of discrepancies noted on the weekly readiness inspection

with the Facilities Maintenance Division (FMD) Office. To determine if a particular event meets safety assessment criteria, the WFTBN can request an assessment by the Depot Force Preservation Office prior to the Crucible. The recruit training company commander will be provided the completed safety checklist during the Crucible walk-through and rehearsals prior to the execution of the Crucible.

2. Identification of Safety Hazards. If any personnel identifies a safety hazard during the Crucible, that event will be halted until the recruit training company commander conducts a risk assessment, certifies that the event is safe to continue, and reports his findings to the COC for follow up corrective action by WFTBN.

3. Semi-annual Inspection. The Depot Force Preservation Office will coordinate with WFTBN, RTR, and FMD for a semi-annual inspection of each Crucible event. An inspection team consisting of representatives from the Depot Force Protection Office, WFTBN, RTR, and FMD will conduct the inspection. Results of the semi-annual inspection will be sent to the AC/S G-3 Training for review.

4. Crucible Inspection Records. WFTBN will maintain the weekly Crucible inspection records.

5. PPE Service & Inspection Records. WFTBN will maintain the inspection records of the PPE. Records will include the following entries:

- a. Manufacturer of Equipment.
- b. Date of Purchase.
- c. Equipment Identification Number.
- d. Date PPE is put into service.
- e. Date PPE is repaired or sent for service.
- f. Date of last safety inspection.

6. Maintenance of Safety Records. WFTBN will maintain all safety records for five years in accordance with reference (a) and Occupational Safety and Health Administration (OSHA) Regulations.

6007. EVENT SAFETY CHECKLISTS. See Enclosure (4).

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CHAPTER 7
MEDICAL SUPPORT

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7000. GENERAL. This chapter discusses the medical support requirements necessary for the successful execution of the Crucible.

7001. CONCEPT OF MEDICAL SUPPORT

1. The Crucible Aid Station (CAS) is organized to provide first line medical support for recruits during the execution of the Crucible.

a. The CAS is staffed as deemed appropriate by the Clinic Director and Senior Medical Officer (SMO) of the BHMC. During the conduct of the Crucible, a medical provider will be available at the CAS. A medical provider can be a medical officer (MO), Independent Duty Corpsman (IDC), Physician Assistant (PA), or Nurse Practitioner (NP).

b. The CAS medical provider will provide recommendations on how best to treat the recruit injury, but the final decision regarding the recruit's disposition is at the discretion of the recruit training company commander.

2. Crucible Department Head

a. Confirm with the recruit training company commander and battalion medical provider to ensure that all recruits have received the pre-crucible screening and that all recruits and staff have received the medical brief.

b. Ensure there is a medical representative at the weekly Crucible confirmation brief every Tuesday at 1330.

c. During the Crucible confirmation brief, the recruit training company commander(s) will provide a copy of their "communication" slide to the medical representative.

d. Ensure that a medical representative from the CAS attends the daily Crucible hot wash.

3. Crucible Corpsman Prescribed Load. All Corpsmen assigned to an event and/or foot march coverage will be equipped with the following:

a. Motorola radio

b. Camelback/Canteens

c. Coverage pack (packed in a neat and uniform manner)

- (1) Basic medical supplies
- (2) Power Gel packs
- (3) Flashlight (with white lens)
- (4) Blue Chem-lites
- (5) Temperature monitor

4. Medical Supplies. BHMC and NHB will be responsible for providing the necessary medical assets to the corpsmen.

7002. CRUCIBLE AID STATION OPERATIONS

1. Daily Schedule

- a. Urinalysis/ Hydration Testing
- b. Event Coverages

(1) Should the threat of inclement weather cause a change in the schedule of Crucible events, the corpsmen will still be required to support the inclement weather Crucible events for both male and female recruit training companies.

c. Sick Call

- (1) At completion of day events
- (2) At completion of night events
- (3) By arrangement prior to return foot march

d. The recruit training company will make every effort to get a recruit requiring medical attention to the CAS during sick call hours; however, at no time will a recruit requiring medical attention not be seen by a medical provider at the CAS.

e. Anyone transporting a recruit off of Page Field for a medical reason will ensure that the WFTBN COC, CAS, and the recruit training on-scene commander are immediately notified in order to submit a recruit incident report (RIR).

2. Mass Casualty Situation

a. During normal working hours, and in the event that the medical capability of the CAS is overwhelmed, the WFTBN COC and the BHMC MO will be notified. If necessary, administrative black flag will be called when BHMC is overwhelmed or when all EMS vehicles are off the Depot.

b. After normal working hours, the medical officer of the day (MOOD) and WFTBN COC will be contacted immediately.

7003. CRUCIBLE MEDICAL SCREENINGS

1. General. It is imperative that recruits at risk due to previously existing or evolving medical conditions be identified and evaluated prior to participation in the Crucible. Seemingly insignificant medical conditions can easily progress into serious conditions. The following is a basic criteria list for Pre-Crucible Screenings:

- a. Medical pick-ups after TD-42
- b. Previous heat injuries.
- c. Currently on light duty.
- d. Unexplained limp or favoring an extremity.
- e. Upper respiratory infection/pneumonia since TD-56
- f. Currently displaying symptoms of productive cough, shortness of breath, fever, or coughing up blood.
- g. Presently have open sores, wounds, or have been diagnosed with cellulitis within the past three days.
- h. Previous diagnosis of hyponatremia.
- i. Previous diagnosis of stress fractures.
- j. Diagnosis of tendonitis, capsulitis, or ankle sprain within the last two weeks, that is currently symptomatic.
- k. Any recruit who was previously directed by a medical provider to be screened.
- l. Any recruit who is concerned he/she will not be able to complete the Crucible due to a current illness or injury.

m. Any recruit with an acute dental problem or condition that requires follow-up or evaluation.

n. Any recruit who develops an illness or injury after the screening should also be referred to the BAS for evaluation.

2. SCREENING PROCESS

a. A medical provider from the respective BAS will conduct a thorough Pre-Crucible screening prior to the start of the Crucible. The recruit training company will provide the completed Pre-Crucible Screening Questionnaires, per enclosure (6), to the battalion medical provider. After review of those questionnaires, the battalion medical provider will supply the company leadership with a list of recruits that require further evaluation by the battalion medical provider, per enclosure (7).

b. Upon completion of the screening and evaluation process:

(1) Each recruit's disposition will be logged, kept at the BAS, and recorded on a sick call walking chit.

(2) The SDI will coordinate with the battalion medical provider who conducted the screenings in order to ensure that the SDI is informed of the disposition of the recruit(s).

(3) The respective SDI will enter the information from the sick call walking chit onto their master list of recruits who were screened and disseminate appropriately.

3. Post-Crucible Screenings will be conducted immediately after the Warrior's Breakfast in the respective company squad bays. Prior coordination needs to be made with the attending medical provider to ensure that all new Marines get screened. The SDI will ensure that the new Marines identified as needing further medical care are to report to the BHMC immediately.

7004. EVENT COVERAGE

1. General. The primary duties of the coverage corpsmen are to evaluate and render the necessary first aid support during the execution of the Crucible as needed.

a. Event Coverage. The recruit training company will be responsible for picking up the coverage corpsmen for the initial foot march out to the Crucible. For the final foot march from the Crucible, corpsmen will meet the company at the starting point near the SEA-huts.

b. FTP will be responsible for picking up the coverage corpsmen. Corpsmen will be at the following event sites at least 15 minutes prior to the start time of the scheduled event.

Event 1 (Day Movement Course) - One corpsman during hot weather conditions

Event 2 (Pugil Sticks/Body Sparring) - One corpsman

Event 3 (Enhanced Obstacle Course) - One corpsman during hot weather conditions

Event 4 (Fire Team Assault Course) - One corpsman

Event 5 (Combat Endurance Course) - One corpsman during hot weather conditions

Event 6 (Khe Sanh Range)- Two corpsmen

c. Each corpsman will wear the prescribed load, per paragraph 2, Section 7001, and all radios and thermometers will be op-checked prior to execution.

d. Corpsmen will be stationed at a central location, preferably near the end of the course. Corpsmen will perform triage and blister checks as needed.

2. Treatment Response. The lowest response necessary to treat adequately any injury/illness should be used. All injuries/illnesses will be triaged in the field, via radio/cell phone communications, with the medical provider in the CAS. If required, the recruit will be transported to the CAS, via safety vehicle, for further care/disposition.

(1) Head, neck, spinal injuries, fractures above the elbow and ankle, and other severe, life-threatening conditions require EMS response. Once the on-scene medical personnel have made the assessment, the CAS will contact EMS via 911. After EMS unit responds and assumes responsibility for the recruit, the EMS personnel will determine and direct appropriate transport destination and mode.

(2) Suspected heat/cold injuries. Ice/heat shall not be applied until the core temperature has been confirmed by the corpsman. If a corpsman is unavailable for response, ice/heat may be applied in the field.

(3) The CAS transport vehicle is to be used to provide supplies for on-site stabilization of patients requiring further emergency evacuation by EMS. The recruit may be transported to the CAS, via CAS transport vehicle, as the situation requires and stability permits.

(4) The Crucible medical provider will not respond to a "Red Blanket" at Event 6.

7005. FOOT MARCH SUPPORT

1. Conduct. The CAS will provide medical coverage for the Crucible foot marches as follows:

a. 9.7km/6-Mile Foot March to the Crucible. One Corpsman, per company, either hiking or in the safety vehicle.

b. Foot March to/from Event 6. Two Corpsmen hiking or in a safety vehicle.

c. 8km/5-Mile Night March. One Corpsman marching, per series, and one Corpsman riding in safety vehicle.

d. 14.5km/9-Mile Foot March to the Parris Island Iwo Jima War Memorial.

(1) Male Company. Minimum of five corpsmen and one medical provider.

(2) Female Series. Minimum of three corpsmen and one medical provider.

e. All medical personnel will muster at least 15-minutes prior to the start of the foot march at designated site with the prescribed load.

f. All required transport vehicles will be pre-started and positioned at the designated rally point.

g. The corpsmen will have tested their radios and thermometers at least one time prior to coming out to the site, as well as one more time prior to step-off.

h. Medical personnel are highly encouraged to march with the recruit training company's. If marching during periods of darkness, corpsmen will be identified by blue chem-lites attached on the back of their coverage pack for easy identification.

i. If any recruit is unable to complete a foot march, he/she will ride in the safety vehicle; this decision will not be left up to the recruit.

7006. URINE SAMPLE COLLECTION AND SCREENING

1. The day prior to the Crucible, corpsmen will collect random urine samples from male and female recruits.

a. These samples will have at least two samples from each platoon participating in the Crucible.

b. These samples will be tested utilizing a urine refractometer.

c. The specific gravity of all samples will be averaged and the results recorded.

2. During the Crucible, the corpsmen will collect early morning random urine samples from males and females prior to the first event of each day.

a. These samples will have at least one sample from each platoon participating in the Crucible.

b. The samples will be tested utilizing a urine refractometer.

c. The specific gravity of all samples will be averaged and the results recorded.

3. The Crucible medical provider will be notified and results passed to the recruit training company staff. Male and female results will be passed separately.

7007. SUSPECTED ALTERED MENTAL STATE IN THE FIELD

1. A recruit suspected of having an altered mental state can appear lethargic, have difficulty staying awake, and/or is significantly slow to respond to commands.

2. If an altered mental state is suspected, the recruit will be escorted to the CAS in order to have a medical provider evaluate the recruit.

7008. CRUCIBLE MEDEVAC PROCEDURES

1. When a recruit is injured or down, the nearest person will shout "RECRUIT DOWN." The nearest DI/CSL will immediately come to his/her aid. At no time will the DI/CSL leave the injured recruit alone. The DI/CSL will also call for the on-scene commander to inform him/her of the situation.
2. While the DI/CSL is assisting the injured recruit, the remainder of their team will stop negotiating the event/station until an alternate team leader is made available.
3. Once the DI/CSL is notified, he/she will call the event Corpsman, or CAS if no corpsman is present, and dispatch him/her to the injured recruit. During this time, the on-scene commander will be notified and he/she will assist the injured recruit and corpsman while the DI/CSL returns back to his/her squad and continues through the event/station.
4. The Corpsman will assess the recruit's injury, notify the CAS of the extent of the injury, and determine if the recruit must be evacuated. 911/EMS will be contacted if the first responder determines it is necessary.

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CHAPTER 8

LOGISTICS SUPPORT

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8000. GENERAL. This chapter discusses the logistics support necessary for the conduct of the Crucible; effective and efficient support is necessary for success.

8001. CRUCIBLE EQUIPMENT LOADS. In accordance with reference (o), the following three Crucible equipment loads have been established; the assault load, the combat load, and the existence load.

8002. HOT WEATHER CONDITIONS EQUIPMENT LIST

1. General. The following are the three loads that will be utilized during hot weather conditions during the Crucible.

a. Assault Load

Qty (set or pair)	Item (Worn on Body)	Location	Male Weight	Female Weight
1	Utilities w/Cover and Belt	Body	3.23	3.23
1	Skivvies w/Socks	Body	0.69	0.69
1	Infantry Combat Boot	Body	5.40	5.40
1	Kevlar Helmet	Body	2.90	2.90
1	M16A4 Service Rifle	Body	7.78	7.78
1	Rifle Cleaning Gear	Buttstock	1.00	1.00
1	Cartridge Belt w/H-Harness	Body	1.59	1.59
1	Butt Pack	Cartridge Belt	0.30	0.30
2	Magazine Pouches w/3 Magazines	Cartridge Belt	2.38	2.38
2	Canteen w/Cover, 1 Quart (Canteen Filled)	Cartridge Belt	5.40	5.40
1	Canteen Cup	Cartridge Belt	0.90	0.90
1	Flashlight w/Batteries	H-Harness	1.00	1.00
1	Poncho/Field Tarp	Butt Pack	1.70	1.70
1	Insect Repellent & Blister Kit	Butt Pack	0.10	0.10
1	Ear Plugs	Butt Pack	Negligible	Negligible
1	Mouth Piece	Butt Pack	Negligible	Negligible
1	Extra Socks	Butt Pack	0.38	0.38

Qty (set or pair)	Item (Worn on Body)	Location	Male Weight	Female Weight
1	Sun Screen	Butt Pack	0.10	0.10
1	MRE	Butt Pack	0.75	0.75
1	Assault/ Day Pack		3.00	3.00
		Total	38.60	38.60

b. Combat Load. The ISOMAT will be carried with the combat load during the six and nine-mile foot marches. During the execution of the events, the ISOMAT will be kept with the existence load in the bivouac area.

Qty (set or pair)	Item (ILBE Pack)	Location	Male Weight	Female Weight
1	ILBE Pack w/Frame	Body	5.56	5.56
1	Infantry Combat Boot	Main Pouch	5.40	(Note)
1	Utilities	Main Pouch	2.63	
2	Skivvies	Main Pouch	0.50	0.50
2	Socks	Outside Pouch	0.76	0.76
1	Leather Gloves	Outside Pouch	0.35	
1	Hygiene Kit	Main Pouch	0.50	0.50
1	Foot Care Kit	Outside Pouch	0.20	0.20
1	Gortex Top	Main Pouch	1.00	1.00
1	Towel	Main Pouch	0.50	
1	Trash Bag	Top Flap Pouch	Negligibl e	Negligible
1	ISOMAT	Outside Top	1.00	1.00
1	Shower Shoes	Main Pouch	0.25	
1	MRE	Outside Pouch	0.75	0.75
		Total	19.40	10.27
		Fighting Load	35.60	35.60
		Combat Load	19.40	10.27
		Total Load	55.00	45.87

c. Existence Load. The existence load will be transported in the sea bag.

Qty (set or pair)	Item	Location	Male Weight	Female Weight
1	Camouflage Ditty Bag	Seabag	0.75	0.75
2	Skivvies	Seabag	0.50	0.50
2	Socks	Ditty bag	0.76	0.76
1	Rifle Lock w/Cable	Ditty bag	1.00	1.00
1	Poncho/Field Tarp Liner	Ditty bag	0.50	0.50
1	Bivvy Sack for Sleeping Bag	Seabag	1.00	1.00
1	Sweat Top	Seabag	0.50	0.50
1	Sweat Bottom	Seabag	0.50	0.50
3	MREs	Seabag	0.38	0.38
1	Running Shoes	Seabag	1.50	1.50
1	E-Tool	Seabag	3.50	3.50
1	Infantry Combat Boot	Seabag		5.40
1	Utilities	Seabag		2.63
1	Leather Gloves	Seabag		0.35
1	Towel	Seabag		0.50
1	Shower Shoes	Seabag		0.25
		Total	16.89	26.02

8003. COLD WEATHER EQUIPMENT LIST

1. General. The following are the three loads that will be utilized during cold weather conditions at the Crucible.

a. Assault Load

Qty (set or pair)	Item (Worn on body)	Location	Male Weight	Female Weight
1	Utilities w/Cover and Belt	Body	3.23	3.23
1	Skivvies w/Socks	Body	0.69	0.69
1	Infantry Combat Boot	Body	5.40	5.40
1	M16A4 Service Rifle	Body	7.78	7.78
1	Rifle Cleaning Gear	Wpn Buttstock	1.00	1.00
1	Cartridge Belt w/H-Harness	Body	1.59	1.59

Qty (set or pair)	Item (Worn on body)	Location	Male Weight	Female Weight
1	Butt Pack	Cartridge Belt	0.30	0.30
2	Magazine Pouches w/3 Magazines	Cartridge Belt	2.38	2.38
2	Canteen w/Cover, 1 Quart (Canteen Filled)	Cartridge Belt	5.40	5.40
1	Canteen Cup	Cartridge Belt	0.90	0.90
1	Flashlight w/Batteries	H-Harness	1.00	1.00
1	Kevlar Helmet	Body	2.90	2.90
1	Poncho/Field Tarp	Butt Pack	1.70	1.70
1	Insect Repellent & Blister Kit	Butt Pack	0.10	0.10
1	Ear Plugs	Butt Pack	Negligible	Negligible
1	Mouth Piece	Butt Pack	Negligible	Negligible
1	Extra Socks	Butt Pack	0.38	0.38
1	MRE	Butt Pack	0.75	0.75
1	Assault/ Day pack		3.00	3.00
		Total	38.50	36.12

b. Combat Load. The ISOMAT will be carried with the combat load during the 14.5km/9-mile foot march. During the execution of the events, the ISOMAT will be kept with the existence load in the bivouac area.

Qty (set or pair)	Item (ILBE Pack)	Location	Male Weight	Female Weight
1	ILBE Pack w/Frame	Body	5.56	5.56
1	Infantry Combat Boot	Main Pouch	5.40	
1	Utilities	Main Pouch	2.63	
1	Skivvies	Main Pouch	0.50	0.50
2	Socks	Outside Pouch	0.76	0.76

Qty (set or pair)	Item (ILBE Pack)	Location	Male Weight	Female Weight
1	Leather Gloves	Outside Pouch	0.35	0.35
1	Hygiene Kit	Main Pouch	0.50	0.50
1	Foot Care Kit	Outside Pouch	0.20	0.20
1	Gortex Top	Main Pouch	1.00	1.00
1	Towel	Main Pouch	0.50	
1	Trash Bag	Top Flap Pouch	Negligible	Negligible
1	ISOMAT	Outside Top	1.00	1.00
1	Shower Shoes	Main Pouch	0.25	
1	MRE	Outside Pouch	0.75	0.75
1	Polypro Top & Bottom	Main Pouch	1.00	1.00
1	Watch Cap	Outside Pouch	0.20	0.20
		Total	20.60	11.82
		Fighting Load	35.50	33.12
		Combat Load	20.60	11.82
		Total Load	56.10	44.94

c. Existence Load. The existence load will be transported in the seabag.

Qty (set or pair)	Item	Location	Male Weight	Female Weight
1	Camouflage Ditty Bag	Sea bag	0.75	0.75
3	Skivvies	Sea bag	0.50	0.50
2	Socks	Ditty bag	0.76	0.76
1	Rifle Lock w/Cable	Ditty bag	1.00	1.00
1	Sweat Top	Sea bag	0.50	0.50
1	Sweat Bottom	Sea bag	0.50	0.50
2	MREs	Sea bag	0.38	0.38
1	Gortex Bottom	Sea bag	1.00	1.00
1	Sleeping Bag	Sea bag	8.50	8.50
1	Bivvy Bag for Sleeping Bag	Sea bag	1.00	1.00
1	Running Shoes	Sea bag	1.50	1.50

Qty (set or pair)	Item	Location	Male Weight	Female Weight
1	E-Tool	Sea bag	3.50	3.50
2	Magazine Pouches w/3 Magazines	Cartridge Belt		2.38
1	Infantry Combat Boot	Sea bag		5.40
2	Utilities	Sea bag		5.26
1	Towel	Sea bag		0.50
1	Shower Shoes	Sea bag		0.25
1	ISOMAT	Sea bag		
		Total	25.89	40.68

8004. SUPPLY ITEMS

a. Handheld Radios. See Chapter 9 for the numbers of handheld radios.

b. Ice Coolers. Each safety vehicle will have at least one ice cooler for the purpose of keeping cold sheets and blankets in case of heat casualties.

8005. SUBSISTENCE

1. General. Each battalion will be responsible for providing subsistence to their companies. The battalion will ensure adequate amounts of MREs, sports drink; hot wets and fruit are ordered from Food Services. These orders require submission two weeks prior to a company conducting the Crucible.

2. MRE Issue

a. During hot weather conditions, each company will order and issue five MREs per recruit for the duration of the 54-hours. During cold weather conditions, each company will order and issue four MREs per recruit for the duration of the 54-hours. Company/series leadership will ensure that recruits do not "field strip" their MREs prior to the execution of the Crucible. Squad leaders will ensure recruits consume the entire MRE and use salt packets as well as ensure that a main entree is consumed prior to the end of the first recovery period each day.

b. Due to an increase of recruit hot and cold weather casualties, each company executing the Crucible will be responsible for providing the CAS with a full case of MREs.

3. Hot Wets. All hot wets for the Crucible will be prepared by the respective battalion mess hall before being transported to Page Field. Mess hall managers and the Marine responsible for resupply of drinks will ensure all containers or coolers are properly sanitized prior to filling. Canteens will not be used for hot wets.

4. Fruit supplements. Fruit supplements will be used to augment MRE nutrition in order to provide the much needed replacement of electrolytes lost during sweating caused by the prolonged periods of strenuous activity experienced during the Crucible. Fruit supplements will be requested, two weeks prior by the company, to support all of their conditioning hikes.

5. Ice. Ice will be provided by FTP, WFTBN. FTP will be responsible for ensuring adequate amounts of ice are on hand during the Crucible.

6. Water. Fresh water will be provided, via designated hard water points, on Page Field and Khe Sanh Range. (See figure 8-1). In order to stay hydrated, it is recommended that recruits drink one canteen, per hour, in accordance with the hydration card. (See enclosure 6)

7. Sports Drink. All sport drinks for the Crucible will be prepared by the respective battalion mess hall before being transported to Page Field. Mess hall managers and the Marine responsible for resupply of drinks will ensure all containers or coolers are properly sanitized prior to filling. Sports drinks will be provided in sufficient quantities to support an individual consumption rate of 16 ounces every four hours or 64 ounces per day for the recruits.

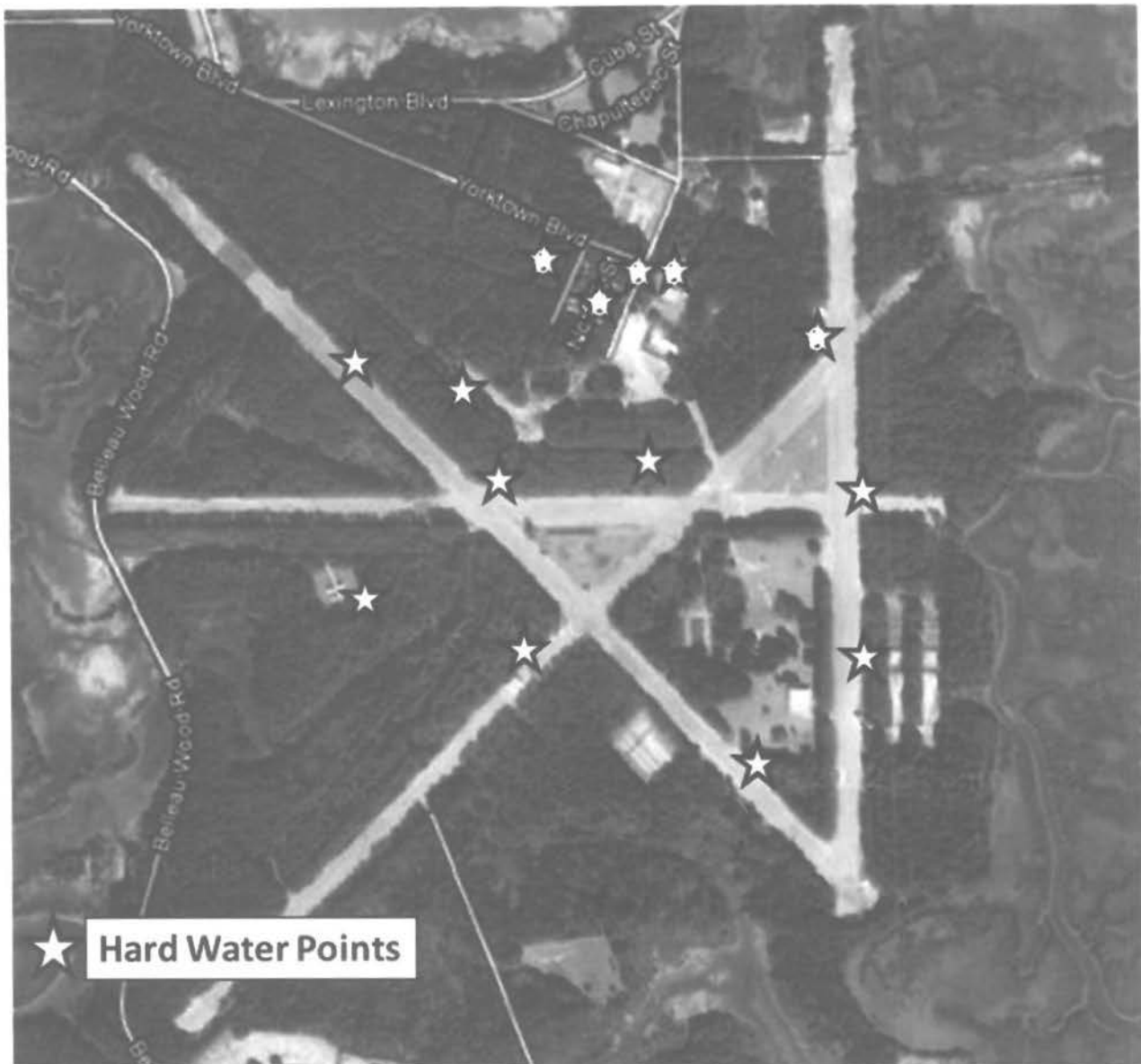


Figure 8-1. - HARD WATER POINTS

8006. SANITATION

1. Permanent Waste Facilities. There are three permanent waste facilities that will be utilized during the Crucible. Both male and female heads exist at these facilities.

- a. Elliot's Beach [Bldg 13]
- b. Training Area 4 of Page Field (Bldg 4030)
- c. Khe Sanh Range

2. Areas of Responsibility. The responsibility for maintenance and cleanliness of the waste facilities are described below.

a. Bldg 13 - Elliot's Beach. RTR is responsible for the maintenance and cleanliness of this building. RTR will ensure the heads are clean and stocked with appropriate sanitary products prior to and post each Crucible. RTR will report and track any maintenance requests for this facility.

b. Bldg 4030 - Training Area 4. FTP, WFTBN is responsible for the overall maintenance and cleanliness of this building. After each Crucible, the recruit training company commander(s) will ensure liaison is made with FTP to arrange a field day and inspection of this facility. Crucible clean up will take place at 1100 on the day that the Crucible concludes. The recruit training company commander(s) is/are responsible to ensure the facility is stocked with proper sanitary products. FTP will report and track any maintenance requests for this facility.

c. Khe Sanh Range. The facilities at Khe Sanh Range will be policed and supplied by the recruit training company training on Khe Sanh Range area. During weeks when there is no company training on the Khe Sanh Range area, the recruit training company conducting the Crucible will be responsible for this facility. During these weeks, this facility will be inspected as part of the checkout procedure from FTP.

3. Port-A-Johns. There are Port-A-Johns located all around Page Field. These Port-A-Johns are contracted by the G-4 to be cleaned and resupplied twice a week (Mondays and Wednesdays). It is the responsibility of the recruit training companies conducting the Crucible to ensure that recruits do not throw trash of any kind into the Port-A-Johns.

8007. AMMUNITION AND PYROTECHNICS

1. All ammunition and pyrotechnics will be ordered, used, accounted for, and handled in accordance with all applicable orders and manuals. WFTBN is responsible for coordinating all necessary support from the Depot Ammunition Supply Point (ASP). Department of Defense Identification Code (DODIC), request forms and expenditure reports will be found within the ASP for use.

2. WFTBN is responsible for the ordering, issuing and safe employment of all ammunition and pyrotechnics for a live fire event. In no case will ammunition leave the Khe Sanh Range complex. Pyrotechnics used will include:

a. Smoke grenades

- b. Trip flares
- c. Simulated illumination booby traps
- d. White star parachutes

e. Ground illumination flares will be utilized for the Night Infiltration Course in place of white star parachutes when the wind speed exceeds 15 knots.

8008. BILLETING

1. There are fourteen SEA-huts available for male recruits and three SEA-huts available for female recruits during the Crucible event. (See figure 8-2)

2. DI/CSL will billet with their squads. Male recruits will use buildings 4035A, B, C, D, E, and F and 4036A, B, C, D, E, and F. Buildings 4035 and 4036 can be used for overflow.

3. Female DI/CSL and recruits will use Buildings 4033A and B.

4. Inspections

a. After each Crucible, the recruit training company commander will coordinate with the FTP to schedule a field day and inspection of the area.

b. The inspection will be a count of racks in each SEA-hut. If racks were moved during the Crucible, the company will be responsible for moving the racks back to their original locations before they will be checked out of FTP.



Figure 8-2. -- SEA-hut Areas

8009. VEHICLES

1. General. The recruit training company commander is responsible for ensuring the following vehicles are requested:

a. Two vehicles for the recruit training company use. At least one vehicle will be a van. These vehicles will be used to lead, and follow in trace of, the recruit training company during the foot march out to the Crucible, and the return foot march.

b. During hot weather conditions, the vehicles will be used to augment the WFTBN safety vehicles. Also, one van must have working air conditioning and will be used to follow groups on the foot march out to and foot march back from Event 6.

2. WFTBN will provide four safety vehicles in general support of all Crucible events.

a. Two vehicles will be located at the COC at Page Field for safety purposes.

3. BHMC will ensure that an ambulance is located at the CAS for the duration of the Crucible. For the 14.5km/9-mile foot march from the Crucible, two ambulances are required to support this movement; one ambulance will follow in trace of the female recruit series, and one will follow in trace of the male recruit training company on the return foot march from the Crucible.

4. When available, a PMO patrol vehicle will provide an advance escort for 9-mile foot march to the Emblem Ceremony.

8010. MAINTENANCE

1. RTR. During the conduct of the Crucible, RTR will identify areas in need of repair and any safety concerns to FTP or WFTBN.

2. WFTBN

a. Complete all repairs and maintenance of Crucible obstacles within capabilities.

b. Record and maintain a logbook of maintenance and safety issues.

c. Coordinate repairs outside of unit capabilities with the G-4 and FMD.

3. Facilities Maintenance

a. When required, provide technical assistance, equipment and operator support, material purchasing support, and new work design and planning to support maintenance of the Crucible.

b. Provide material purchasing support for the physical structures of the Crucible events.

c. Provide equipment/operator support, maintenance support, technical assistance, and material when required.

d. Provide new work design and planning support required to maintain the Crucible.

e. Prepare cost accounting information.

4. Force Preservation Office. Provide technical assistance on safety matters, mishap investigations, and safety/improvement recommendations. Advise and assist FMD on the purchase of PPE.

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CHAPTER 9

COMMUNICATIONS PLAN

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9000. GENERAL. Radio and land line communications with the COC at Page Field will be established prior starting the Crucible, in accordance with the guard chart and landline plan outlined in paragraphs 9003 and 9004. Medical personnel will ensure that the CAS at Page Field has communications with the BHMC and EMS.

9001. COORDINATING INSTRUCTIONS

1. Ensure all personnel are prepared to implement alternate means of communication should the primary means become inoperable or unreliable.
2. Ensure all means of communication follow established radio procedures, are professional in nature, and are kept to a minimum. Use will be for work related traffic only.
3. Recruit training companies will sign for at least one COC Motorola radio upon arrival to Page Field.

9002. COMMUNICATIONS PROCEDURES

1. Concept. Handheld radios will be utilized as the primary means of communication for the Crucible.
 - a. RTR will utilize the channel(s) assigned in the guard chart for internal communications while on Page Field and during all hikes.
 - b. WFTBN will utilize channels as assigned in the guard chart and the landline plan.
 - c. All users will ensure their radio batteries are recharged during periods of non-use.
 - d. Commanders will ensure that a sufficient supply of batteries is issued to support all users and plans are in effect to avoid temporary loss of communications due to depletion of battery power.
 - e. Distribution of Handheld Radios
 - (1) RTR Command Element - Two
 - (2) Recruit Training Battalion - Three
 - (3) Male Recruit Training Company - Ten
 - (4) Female Recruit Training Company - Five

f. Alternate Means of Communication. Should a handheld radio become inoperable, the user will inform the recruit training company operations chief by having an event leader contact the COC.

g. Call Signs. Call signs will be employed to identify personnel and reduce transmission time. The following call signs will be employed.

(1) Battalion Commanders and Staff. Battalion commanders and staff personnel will use the battalion's number followed by the number listed below. For example, for 3rd RTBN:

- (a) Battalion Commander - Three Six
- (b) Battalion Executive Officer - Three Five
- (c) Battalion S-3 - Three Three

(2) Recruit Training Company Personnel. Company commanders and staff will use the company's phonetic letter followed by the number listed below.

- (a) Company Commander - Mike Six
- (b) Company Executive Officer - Mike Five
- (c) Company First Sergeant - Mike Eight
- (d) Company Operations Chief - Mike Seven

(3) Series Commander. Series commanders will use the company's letter followed by their series designation followed by the number sequence listed below. 4th Battalion's Series Commanders will change their call signs due to there only being one series at the Crucible.

- (a) Lead Series Commander - Mike Lead Six
- (b) Follow Series Commander - Mike Follow Six
- (c) Female Series Commanders - November Series Six

(4) Series Chief. Series Chiefs will use the recruit training company's letter followed by their series designation followed by the numeral seven. 4th Battalion's Series Chiefs will not change their call signs due to there only being one series at the Crucible.

(a) Lead Series Chief - Mike Lead Seven

(b) Follow Series Chief - Mike Follow Seven

(c) Female Series Chief - November Series Seven

9003. RADIO GUARD CHART

FREQUENCY	Channel 10	Channel 11	Channel 12	Channel 13	Channel 14	Channel 15	Channel 16	Channel 17
Unit								
WFTBN Range Control								R
COC	C	C	C	C	C	C	C	C
Male Trng Company							X	
Female Trng Company							X	
Event 1 Leader	X						R	
Event 2 Leader		X					R	
Event 3 Leader			X				R	
Event 4 Leader				X			R	
Event 5 Leader					X		R	
Event 6 Leader						X	R	
CAS							X	
RTR HQ							R	
RTBN HQ							R	
G-3							R	W

X = Guard (active participant/user)
R = As required
W = When directed
M = Monitor (listen but only use when necessary)
C = Control/Maintain (responsible for use, changes to frequency)

9004. LAND LINE PLAN

1. General. FTP personnel will employ land line phones as a secondary form of communication.

2. Distribution. The WFTBN Thunderdome (ext. 1975) and Event 4 (ext. 3833) are provided with a land line phone that is capable of communicating with the WFTBN COC.

3. Cellular Telephone Plan. Government-issued cellular telephones will be employed as an alternate means of communication whenever handheld radio communications become inoperable or unreliable.

a. During the 9.7Km/6-Mile, 14.5km/9-Mile, and 8km/5-Mile foot marches, recruit training companies will employ their government-issued cellular telephone as the alternate means of communication when providing position reports.

b. Aboard the Depot, government-issued cellular telephone numbers are assigned to specific billet holders. The recruit training company leadership will ensure that an updated cellular telephone list is presented at the confirmation brief. A copy will also be provided to the medical representative.

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OPERATIONAL RISK ASSESSMENT WORKSHEET

1. Organization and Unit Location:

Marine Corps Recruit Depot Parris Island

2. Page

1

of

6

3. Mission/Task:

THE CRUCIBLE

4. Begin Date:

TD-63

5. End Date:

TD-65

6. Date Prepared:

7. Operational Phase in which the Mission/Task will be conducted: THIRD PHASE

8. Tasks	9. Identify Hazards	10. Initial Risk Level	11. Develop Controls	12. Residual Risk Level	13. Implement Controls ("How To")	14. Who/How Supervised
CRUCIBLE	Allergic Reaction	M	Identify recruits with allergies to certain entities and prevent them from consuming or coming in contact with those items.	L	SDI's ensure recruits are identified during Forming and have proper Identification showing their allergy.	Senior Drill Instructor
CRUCIBLE	Heat Casualties	H	Personnel are encouraged to drink 12-14 canteens of water and 5 cups of sports drink per day. (See enclosure (6) Sports drink is provided for recruits at the Chow halls. Sports Drink is provided by food services at Page Field for the Crucible.	M	Implement enclosure (6). Brief the Drill Instructors on monitoring recruits who seem ill, or prone to a heat casualty, while also ensuring recruits have time to replenish fluid intake.	CDI/Senior Drill Instructors/ Team leaders
CRUCIBLE	Lower Extremity Injuries	M	Recruits only move through designated course terrain, recruits maintain awareness of the terrain hazards around them. Ensure recruits stretch prior to and following each event and movement marches.	M	Time/space calculations are maintained for movement to ensure proper speed, recruits never move in areas that are not on the designated course, recruits and Drill Instructors are encouraged to maintain situational awareness as part of the movement.	CDI/Senior Drill Instructors/ Team leaders
CRUCIBLE	Blisters	H	Ensuring proper gear and boot fit ensure recruits understand proper foot care and administration of self and buddy aid for hotspots/blisters.	M	Recruits understand the importance of a proper fitting boot and proper foot care is a continuing action. Drill Instructors provide an in-depth foot care class during First Phase.	Senior Drill Instructors / Drill Instructors/ Team Leaders
CRUCIBLE	Personnel Hit By Vehicles	M	During low visibility movements/PT events, each recruit will carry a flashlight or wear a Glow-Strap on body; Marines carry a flashlight, road guards wear reflective vests with flashlight in hand. The company will stay far to one side of the road at all times and will only cross at pre-designated spots. Corpsmen will travel with the company to address any injuries; Speed limits will be enforced while on the Depot (5mph when passing dismounts). Ground guides on any non-hardened surface.	L	Vehicle procedures will be delivered to all Marines as part of Company Commander's Guidance, all flashlights will be checked for serviceability and extra batteries, the vehicle drivers and road guard Drill Instructors will receive a movement brief from the Chief Drill Instructors.	Licensed Driver

ENCLOSURE
(1)

CRUCIBLE	Snake/ Insect Bites	H	Personnel are reminded to stay away from any insect nests or animal holes, Team leaders ensure that any recruits near an insect hive or snake move away immediately. Team leaders have communication with safety vehicles and Corpsmen IOT quickly evacuate bitten personnel to CAS, adequate bug spray is packed by every recruit. Team leaders report location of animals or insect hives to company staff.	M	Recruits and Drill Instructors are briefed on insect and snake bite dangers, and made understood to keep recruits out of infested areas. Leaders have communication with safety vehicle and corpsmen, while ensuring each recruit has access to bug spray.	Depot Game Warden/ Company Staff
CRUCIBLE	Trips/ Falls	M	Ensure wet surfaces are identified and blocked off while leadership ensures recruits safely steer away from slippery surfaces. Conduct route recon of night hike, maintain <3.0 mph pace for all movements.	L	Identify wet surfaces and brief Company leadership on procedures if individual slips/falls and requires medical attention. Fallen individuals escorted to BMC if needed.	Company Staff/Corpsman
CRUCIBLE	Dangerous Weather	H	L-5, TS-I and TS-II procedures in place and practiced throughout the cycle.	M	Ensure all Leadership is briefed on actions required for L-5, TS-I and TS-II.	Depot EOC / Battalion Staff/ Company Staff
CRUCIBLE	Sunburn	M	Recruits and Marines are given time to apply sunscreen to exposed areas.	L	Leadership will implement the use of the shaded areas as recovery locations; sunburned recruits will be identified and taken to BMC for treatment.	CDI/ DIs/CSLs
CRUCIBLE/	Concussion	H	Monitor training and enforce safety precautions for techniques being taught. MAI/Ts screen recruits who are at risk for secondary impact syndrome. Ensure recruits are wearing required gear for all events.	M	Ensure supervision requirements are met and in place to prevent incidents that can cause a concussion. Adhere to Depot MCMAP Order.	MAI/T /Company Staff
CRUCIBLE	Negligent Discharge	H	Student Unload and show clear Ensuring condition 4 weapon, and recite four safety rules prior to executing techniques.	M	Instructor/ Range Staff shout commands prior to practicing with rifles. Implement Shakedowns and Ammo Accountability.	MAI/T/ Rifle Range Staff
CRUCIBLE	Accidental Strike to Another Recruit	M	Recruits practice techniques while allowing ample space to execute safely.	L	IT briefs proper spacing.	MAI/T/ Company Staff
CRUCIBLE	Falling from Obstacle	M	Recruits will be briefed on proper execution of all obstacles with the DI's physically demonstrating. Ensuring mulch is turned and fluffed before Recruits negotiate obstacles.	L	Recruits will fluff the mulch prior to execution, Series Commanders will inspect course prior to event.	Series Officers / CDI's/ DIs/CSLs
CRUCIBLE	Injury of limbs	M	Recruits will be briefed on proper execution of all obstacles with the DI's physically demonstrating. Ensuring mulch is turned and fluffed before Recruits negotiate obstacles.	L	Brief control measures, monitor execution to ensure compliance	MAI/T/DIs/CSLs

**ENCLOSURE
(1)**

CRUCIBLE	Secondary Impact Syndrome	H	Schedule bouts at a minimum of 7 days apart, recruits do not participate if they have had a blow to head 7 days prior to pugil stick bouts.	M	DIs remove recruits with previous head injuries, or bouts, within previous 7 days.	MAI/T / CDI/DIs/CSLs
CRUCIBLE	Concussion/ Head Trauma	H	Recruits will execute proper blocking techniques and maintain situational awareness. MAI/T will discontinue fight if significant blow is sustained.	M	MAI/T will instruct recruit on proper procedures, Corpsman in the area to access any injuries.	MAI/T/ Corpsmen DIs/CSLs/ COC/ Company Staff/ Corpsman
CRUCIBLE	Hypothermia	H	Recruits do not enter any pools of water when the temperature falls below 50 degrees or when the team leader does not feel it is safe, Recruits have access to dry clothing and additional warming layers within 10 minutes of entering water, radio contact is maintained between team leaders and safety vehicles/ Crucible CAS, warming huts are available to reheat recruits.	M	Brief DIs/CSLs on commander's guidance for getting recruits wet, have Chief Drill Instructors ensure three sets of utilities are brought out to the Crucible, verify with WFTBN the status of the warming huts on Page Field as needed.	Company Staff/ Certified Medical Personnel
CRUCIBLE	Pneumonia	H	Primary control is through Pre-Crucible Screenings, while also monitoring additional coughing, shortness of breath, and fever of recruits observed at Crucible; CAS Corpsman look for pneumonia symptoms at each evening sick call.	M	Ensure Pre-Crucible Screenings examine all recruits who had pneumonia during the cycle, stress importance of pneumonia signs during brief to company leadership, talk to CAS about company's rate of pneumonia incidence	COC/ Certified Medical Personnel/ Company Staff
CRUCIBLE	Hyponatremia	H	Enforce Battalion meal plan, ensure each recruit eats at least (1) piece of fruit each day of the Crucible, sports drink is made available for each recruit during each recovery period of the Crucible (5 cups per day minimum), monitor sodium levels in daily urine samples.	M	Have team leaders inspect MREs for eaten main meals, request fruit re-supply for each day of the Crucible. Also request sports drink re-supply for each day of the Crucible and on the return hike. Adjust water/sodium intake off of daily urine samples as needed.	CDI/DIs/CSLs/ Certified Medical Personnel/ Company Staff
CRUCIBLE	Cellulitis	M	Primary prevention is through proper and thorough field hygiene. Each recruit will conduct a soap and water shower each night of the Crucible. Team Leaders conduct hygiene inspections. Recruits report any peculiar rashes or infected areas immediately to their Team Leader or to the corpsmen at sick call. Ensure each recruits has a hibiclens shower prior to the Crucible.	L	Each recruit brings ample baby wipes, Neosporin, and hand sanitizer to maintain hygiene/self-aid during the day. Shower each night and ensure all Group &/Team Leaders are briefed to conduct hygiene.	CDI/DIs/CSLs/ Certified Medical Personnel/ Company Staff

**ENCLOSURE
(1)**

CRUCIBLE	Back Injuries	M	DIs/CSLs receive a 'hat brief' from the black shirt prior to the execution of any event; team leaders closely supervise events and ensure recruits are executing the events using the proper techniques. DIs/CSLs ensure packs are weighted per Crucible Order.	L	DIs/CSLs receive a 'hat brief' prior to any event on the proper execution of that event; constant supervision is required. If confusion exists during the execution of an event as to the proper technique, the recruits will stop executing the event until the DI/CSL can again demonstrate the proper technique.	DIs/CSLs/ Company Staff/ Corpsman
EVENT 2	Spinal Injury	M	Safety officer will brief roles and responsibilities to MAI/Ts. MAI/Ts will brief recruits on rules of engagement, scheme of maneuver, and conduct a verbal medical screening. Safety Officer and MAI/Ts will ensure the conduct of the event is in accordance with the proscribed orders. Recruits will "tap out" by taking a knee on the deck and going into the guard position if unable to fight. The recruits will also receive instruction on the importance of keeping their head up and obeying all commands. Event 2 is governed by the Depot Crucible Order.	L	Two MAI/Ts will be located with recruits inside the engagement area. Each MAI/T will maintain a whistle to control bouts. The Safety Officer will also carry a whistle to stop a bout if necessary. One (1) Corpsman will be on scene with a radio to the CAS. Personnel are able to call EMS and trained in manual spine immobilization. Adhere to the Depot Crucible Order.	Company Staff/MAI/T Corpsman/ EMS
MEDICAL CARE BEYOND FIRST AID/ CORPSMAN AID	All injury, illness, malady, or circumstance requiring medical assistance beyond Corpsman care.	H	Ensure Crucible Aid Station is operational. Corpsman has radio connectivity to a Medical Officer at the Crucible Aid Station. Ensure all RTO medical/safety/supervisory requirements are fulfilled. Company has internal communication and radio connectivity to EMS. Identify High risk recruits, conduct pre-crucible screening, enforce training regulations per the crucible order for flag conditions, and supervise recruit hydration and food consumption.	M	Supervision, leadership, judgment, familiarization with the applicable orders, the responsibility to cease training when necessary is within the authority of the company leadership.	Company Commander, Event On-Scene Commander, Group Leaders, DIs/CSLs

15. Determine Overall Mission/Task Risk Level After Countermeasures Are Implemented: (Circle Highest Remaining Risk Level)

LOW (L)
MODERATE (M)
HIGH (H)
EXTREMELY HIGH (E)

16. Medical Support: Advanced Trauma Life Support (ATLS) is required within 1 hour. On-site Medical Support (Circle one):

Corpsman
Combat Lifesaver
ARC/NSC First-Aid Responder
None

17. Prepared by: (Rank, Last Name, Duty Position)
18. Reviewed by Action Officer/Commander: (Rank, Last Name, Duty Position and Signature):

19. Risk Decision Authority (Signature Block and Signature):

Extremely High Risk: Not Applicable
High Risk: CG
Moderate Risk: (0-6) or COS
Low Risk: Battalion Cdr

Need to Risk Manage a METT-T Hazard

Hazards not adequately controlled are likely to cause loss of combat power. Answer the following questions about each hazard to determine if it is adequately controlled. If not, hazards needs to be risk managed.

Are the Controls Adequate?	Yes	No
Support – Is type/amount/capability/condition of support adequate to carry out the mission? <ul style="list-style-type: none"> • Personnel • Supplies • Equipment/Material • Services/Facilities 	X	
Standards – Is guidance / procedure adequately clear / practical /specific to control hazard?	X	
Training – Is training adequately thorough and recent to control hazard?	X	
Leader – Is leadership ready, willing, and able to enforce standards required to control hazard?	X	
Individual/Unit Self-Discipline – Is performance and conduct sufficiently self-disciplined to control hazard?	X	

If all "yes", no further action required (subject to commander's risk guidance). If one or more "no ", risk manage this hazard

Risk Assessment Matrix

SEVERITY	PROBABILITY				
	Frequent	Likely	Occasional	Seldom	Unlikely
Catastrophic	E	E	H	H	M
Critical	E	H	H	M	L
Marginal	H	M	M	L	L
Negligible	M	L	L	L	L

PROBABILITY – The likelihood that an event will occur.

FREQUENT – Occurs often, continuously experienced.

LIKELY – Occurs several times.

OCCASIONAL – Occurs sporadically.

SELDOM – Unlikely, but could occur at some time.

UNLIKELY – Can assume it will not occur.

SEVERITY – The expected consequence of an event in terms of degree of injury, property damage, or other mission-impairing factors.

CATASTROPHIC – Death or permanent total disability, system loss, major damage, significant property damage, mission failure.

CRITICAL – Permanent partial disability, temporary total disability in excess of 3 months, major system damage, significant property damage, significant mission degradation.

MARGINAL – Minor injury, lost workday accident, minor system damage, minor property damage, some mission degradation.

NEGLIGIBLE – First aid or minor medical treatment, minor system impairment, little/no impact on mission accomplishment.

* FM 101-5, 31 May 1997

ENCLOSURE (1)

EVENT 2 - CRUCIBLE ENGAGEMENT**PUGIL STICK/BODY SPARRING SAFETY OFFICER CHECKLIST**

Initial each number and sign at the bottom:

1. A Company Officer will gather all personnel involved in executing Pugil Sticks I-III or Event 2, to include MAI/Ts, CDIs, SDIs, and DIs and brief the following verbatim: The safety of all recruits is a shared responsibility. All Marines present are safety officers and have full authority to stop any portion of this event if they witness an unsafe condition. Examples of what warrants the stoppage of this event include but are not limited to the following:

- Safety gear becomes unsecured/broken/unserviceable
- Safety gear is not properly fitted
- A recruit loses his/her mouthpiece
- A recruit is rendered unconscious
- A recruit becomes disoriented from a blow
- A recruit appears to be dazed or confused
- A recruit cannot understand / respond to orders
- A recruit cannot remember being hit
- A recruit has slurred speech or clumsy movements
- A recruit is unable to defend himself/ herself
- A recruit fails to keep his/her head, guard up at all times
- A recruit makes the back of his head vulnerable to downward strikes
- A recruit loses control of his/her pugil stick
- A recruit guards his/her face and takes a knee
- A recruit assumes a "hands out" position
- A recruit refuses to fight or defend himself/herself
- A recruit complains of an injury or ailment
- A recruit falls off of the bridge or moves outside of the engagement area

- A scoring blow is registered, a scoring blow is an offensive technique delivered to a vulnerable area of an opponent with sufficient force and precision to disable an opponent
- The time of the bout expires
- Have all recruits been weighed within 48 hours?

If anyone thinks an unsafe condition exists; stop the event immediately. If there is a dispute over the conditions surrounding an event stoppage, the MAI/Ts will confer with Company Officer/Safety Officer who has the ultimate authority in making a decision.

2. I will be positioned in a location (either the observation platform, or fighting area ground level) where I have the best situational awareness of the event. In addition, I will maintain a whistle as a final measure to stop the event if necessary, utilizing repetitive short whistle blasts until all action has ceased.

3. All recruits have received their Rules of Engagement brief and a verbal Medical Screening.

4. I have been provided a copy of the applicable Orders (DepO 1513.8B for Crucible and DepO MCMAP 1510.29B) and understand the regulations governing the Pugil Stick/Body Sparring event in which I am the Safety Officer.

5. Questions regarding the conduct of the event will be referred to the applicable orders and/or the MAI/Ts.

6. There is at least one safety vehicle present with:

- 1 Stretcher
- 2 Coolers with ice and sheets
- 5, 5-gallon water cans (full)

7. The appropriate personnel are present:

- 1 Training company officer (safety officer).
- 1 Corpsman with radio connectivity to CAS or the ACA.
- 2 Certified MAI/Ts.
- 2 Drill Instructors/Crucible Squad Leaders in team staging areas to supervise recruits.

8. Any recruit who has had any serious fighting experience has been identified to the MAI/Ts.

9. Recruits will fight within their weight class.
- If the recruit is less than 165 pounds, the weight class is plus or minus 10 pounds.
 - If the recruit is more than 165 pounds, the weight class is plus or minus 15 pounds.
 - Recruits have been weighed 48 hours prior to the bout.
10. The equipment for body sparring is:
- Mouthpiece
 - Sparring head-gear
 - Groin protection
 - 18 oz. boxing gloves
 - Flak jacket (females only)
11. The equipment for pugil sticks is:
- Mouthpiece
 - Football helmet
 - Neck roll
 - Flak jacket
 - Groin protection
 - Hockey gloves
 - Pugil stick
12. Properly inspect helmets for installed cranium and jaw pads, chinstraps, and face mask attachment clips. Chinstrap should have four mounting points. Helmets should be free of cracks.
13. Properly inspect sparring head gear for padding integrity. No tears on padding or significant rips on the nylon webbing.
14. Properly inspect boxing gloves, ensuring no significant tears or missing padding.
15. Properly inspect flak jackets to ensure neck roll is attached and buckles secure to front of jacket.
16. Properly inspect groin protection to ensure all straps and velcro secure properly.
17. Properly inspect hockey gloves for excessive wear and tear (deep cuts or gashes, torn or missing fingers).
18. Ensure all recruits have a mouthpiece.
19. Ensure female recruits let their hair down to ensure proper fit of the helmet.
20. Properly inspect pugil sticks to ensure all foam

padding is attached and the stick is not protruding through the end of the padding.

21. Ensure the engagement area is free from protruding nails on boards, ground is free from trip hazards, and general area is in a safe condition.

22. Ensure Mulch is over-turned/fluffed and level prior to the beginning of any bouts. Only mulch and dirt shall be in the engagement area; no foreign debris.

23. If a recruit requires medical care beyond that provided on scene by the Corpsman for an injury sustained during any MCMAP or LNS training, including Crucible Pugil Sticks/Body Sparring, the training company must submit a written RIR to the Martial Arts Section SNCOIC within 24 hours. The Safety Officer will re-inspect the recruit's equipment; any damage will be annotated in the RIR and turned over to the MAI/T. Serviceable equipment will return to training.

24. The Safety Officer is responsible for compliance with mishap reporting procedures, timelines, and for preservation of valuable information. The Safety Officer must possess and refer to a Mishap reporting binder to ensure adherence to the applicable safety orders and guidelines.

25. If Medic 1 is called, training will cease, and the MAI/T instructor will immediately notify the ITC/Support Battalion chain of command. Training will not resume until the MAI/T will notifies the ITC Co 1stSgt or higher and the safety officers collect the relevant mishap information.

26. It is my responsibility to ensure Martial Arts Instructors are keeping control of the bouts and to stop the bouts if I become concerned about the welfare of the recruit.

27. If I am replaced by another Officer, I will ensure the new Officer fills out and signs a new checklist and that the Martial Arts Instructors/Trainers are aware that there has been a turnover.

28. I understand the duties and responsibilities required of me as the Safety Officer for Pugil Sticks/Body Sparring and accept them.

(Safety Officer's Signature)

(Print Name)

(Company)

(Date)

EVENT 2- CRUCIBLE ENGAGEMENT**PUGIL STICK/BODY SPARRING MEDICAL SCREENING**

The MAI/T will cover the following prior to conducting training with all participants:

1. Prior to all pugil stick and body sparring training, you must ask participating students the following questions. Students answering "Yes" to any of the following questions will not participate in pugil Stick or body sparring training. Recruits who identify themselves as having medical issues including, but not limited to those listed in enclosure (3), will not be viewed adversely by company personnel when tallying final Crucible pass/fail criteria (Recruits will be informed of the aforementioned provision).

- a. Who is on light duty?
- b. Who is currently restricted to wearing running shoes by medical personnel?
- c. Do you currently have a headache or lightheadedness?
- d. Who has had dental surgery within the last 72 hours?
- e. Are you in a limited duty or no duty status, or do you have a sick call chit stating "no martial arts training"?
- f. Who has stitches or staples on their body?
- g. Do you have an ear infection/pain?
- h. Do you currently have a sinus infection?
- i. Do you have a facial injury, either a black eye or facial bruising?
- j. Have you participated in a pugil stick bout in the last 7 days?*
- k. Who has had a broken bone (including stress fractures) within the last six months?
- l. Who has had a head/shoulder injury within the last five years? Who has ever dislocated their shoulder?
- m. Who has received a blow to the head within the last seven (7) days, for any reason?*
- n. Who has had a concussion within the last six months and has not been medically screened since arriving for training?
- o. Do you have a history of recurring headaches and have not been medically screened since arriving for training?
- p. Have you ever sustained an injury in pugil stick training?

- q. Have you ever been knocked out during a recruit training event?
- r. Have you become disoriented as a result of a blow received in martial arts training?

2. "Disoriented" is defined as a student who either:

- a. Appears to be dazed or confused;
- b. Does not respond to/understand commands;
- c. Can't remember being knocked down or hit;
- d. Has slurred speech or appears abnormally clumsy
- e. Delayed verbal and motor responses (slow to answer questions);
- f. Emotions out of proportion to circumstances (distracted, crying for no apparent reason);
- g. Memory deficits (exhibited by asking the same question that has already been answered, can't remember being knocked down or hit);
- h. Any period of loss of consciousness

3. Do you have a medical condition not covered above that prevents you from participating in MCMAP training?

4. *Second Impact Syndrome. A blow to the head will bruise the brain. A second blow to the head can cause death. This is known as the Second Impact Syndrome. There must be at least seven days between pugil stick bouts to prevent possible injury or death.

SAFETY INSPECTION CHECKLIST
FOR ALL CRUCIBLE EVENTS

"√" EACH TASK WHEN COMPLETED

Date of Inspection: _____

Event 1: Fire Team Assault Course

- ___ Are posts which are partially submerged in water stable?
- ___ Are boards and posts solid or are they rotting and in need of replacement?
- ___ Are nails in boards flush on all walls?
- ___ Are depressions or holes not necessary to the course objectives filled in and leveled?
- ___ Are wood splinters removed or sanded smooth from all walls?
- ___ Are bolts tight and serviceable on all walls?
- ___ Are the machine gun and mortar simulators free of leaks in the propane and oxygen connections?
- ___ Are the 3-foot barriers set up around the mortars and machineguns?
- ___ Are the hearing protection signs posted?
- ___ Will hearing protection be made available for field training and recruit training personnel?
- ___ Are all areas of tangle foot and barbed wire tight and serviceable?
- ___ Are all lanes clear of debris and safe?
- ___ Are the bridges over the moats serviceable (wood, posts, nails etc.)?
- ___ Are walls in the moats stable and serviceable?
- ___ Are all moats free of alligators?
- ___ Are electrical connections and wiring serviceable?

Jenkins' Pinnacle:

- ___ Is the impact media free of sand and debris?
- ___ Does the landing area contain at least 24 inches (non-compressed depth) of fall protection media?
- ___ Are the sandbags around impact area stable and serviceable?

ENCLOSURE (4)

- ___ Are cables free of frays?
- ___ Are there cotter pins or double nuts on eyebolts?
- ___ Are bolts and shackles tight and sufficiently covered?
- ___ Are boards free of splinters and cracks; are they serviceable?
- ___ Are frame posts stable with no signs of deterioration at the base?

Lehew's Challenge:

- ___ Is the impact media free of sand and debris?
- ___ Does the landing area contain at least 24" (non-compressed depth) of fall protection media?
- ___ Are the sandbags around the area stable and serviceable?
- ___ Is the post free of cracks and splinters?
- ___ Are frame posts stable with no signs of deterioration at the base?
- ___ Are straps securing the top log serviceable?

Garcia's Leap:

- ___ Is the impact media free of sand and debris?
- ___ Does the landing area contain at least 24" (non-compressed depth) of fall protection media?
- ___ Are the sandbags around the area stable and serviceable?
- ___ Are cables free of frays?
- ___ Are there cotter pins or double nuts on eyebolts?
- ___ Are bolts and shackles tight and sufficiently covered?
- ___ Is the bar dry?
- ___ Are frame posts and jump posts stable and free of signs of deterioration?

Corbins' Convoy:

- ___ Are boards free of cracks and splinters and serviceable?
- ___ Are ropes frayed or worn?
- ___ Is area free of debris?

Event 2: Leadership Reaction Course

- ___ Is the impact media free of sand and debris?
- ___ Does the landing area contain at least 24" (non-compressed depth) of fall protection media?
- ___ Are sandbags serviceable and stable?
- ___ Are wood splinters removed or sanded smooth from all obstacles?
- ___ Are all bolts tight?
- ___ Are all nails flush?
- ___ Are all cables free of frays?
- ___ Are all boards safe and free of cracks and rotting?
- ___ Are all bolts and shackles tight and sufficiently covered?
- ___ Are all posts free of cracks and splinters, frame posts stable and no signs of deterioration?
- ___ Are ropes free of fraying, cuts etc.?
- ___ Are all posts and cables dry?
- ___ Are all areas free of wasps and hornets?
- ___ Are all areas free of all wildlife that could be dangerous?
- ___ Are all training aids such as ammunition crates, ammunition cans, barrels, ladders and pipes serviceable?
- ___ Is electrical service equipment in serviceable condition?

Pugil Sticks/Body Sparring Engagement Area:

- ___ Is the impact media free of sand and debris?
- ___ Is the fixed wall padding in place and serviceable?
- ___ Is observation platform stable and safety rails in place?

Event 3: Noonan's Evacuation

- ___ Is course free of debris such as tree limbs etc.?
- ___ Is plank into helicopter mock-up free of cracks and serviceable?
- ___ Are poles for stretchers sturdy and serviceable?
- ___ Are anti-slip boards emplaced on plank secure and serviceable?

ENCLOSURE (4)

Enhanced Obstacle Course:

- ___ Is the impact media free of sand and debris?
- ___ Is the course free of debris and trip hazards?
- ___ Does the landing area contain at least 24 inches" (non-compressed depth) of fall protection media?
- ___ Are the tunnels obstacles free of standing water and wildlife?
- ___ Are the hill safety lines in place, secure and serviceable?
- ___ Are the wire ladders secured and serviceable?
- ___ Are descending ropes on the mock buildings secure and serviceable?

Mitchells' Advance:

- ___ Is the impact media free of sand and debris?
- ___ Is the impact media of equal thickness and does it provide fall protection?
- ___ Are the sandbags around impact area stable and serviceable?
- ___ Are flak jackets available and serviceable?
- ___ Is the tire serviceable and free of wasps, bees etc.?
- ___ Are the posts free of cracks and splinters?
- ___ Are posts stable and free of deterioration at its base?

Kasal's Crossing:

- ___ Are ropes free of wear, frays, cuts etc.?
- ___ Are tires serviceable with no signs of dry rot and free of wasps, bees etc.?
- ___ Are all bolts and shackles tight and wrapped properly?
- ___ Are cables free of frays?
- ___ Are frame posts stable and free of cracks with no signs of deterioration at the base?
- ___ Is wood inside tire swings secure?

Dunham's Defense:

- ___ Is the impact area free of branches, trip hazards and debris?
- ___ Does the impact area provide fall protection?
- ___ Are all MCMAP pads serviceable?

Event 4: Fire Team/ Bayonet Assault Course

- ___ Are lanes clear of debris such as wire, sticks, trash etc.?
- ___ Are towers stable?
- ___ Are propane and oxygen tanks secured properly?
- ___ Are buildings where gas cylinders are stored/used kept locked when not occupied or being used?
- ___ Is all barbed wire tight so it is not lying in the dirt?
- ___ Are all boards in the wall stable and serviceable?
- ___ Are all bolts tight and nails flush on wall?
- ___ Are wood splinters removed or sanded smooth?
- ___ Are depressions or holes not necessary to the course objective filled in and level?
- ___ Are posts which are partially submerged in water stable?
- ___ Are noise hazard signs posted?
- ___ Are moat walls stable and serviceable?
- ___ Are boards across moat free of cracks and serviceable?
- ___ Is the moat free of alligators?
- ___ Is hearing protection used/provided where artillery simulators are used?
- ___ Are ammunition crates and boxes free of sharp edges and sealed shut?
- ___ Are electrical connections and wiring serviceable?
- ___ Are all bayonets serviceable?
- ___ Are the bayonet course dummies sturdy and serviceable?

ENCLOSURE (4)

Perez's Passage:

- ___ Are posts sturdy and free of deterioration?
- ___ Are guide wires tight?
- ___ Is padding on posts and platforms sufficient and secure?
- ___ Are platforms secure?
- ___ Are straps secure?
- ___ Is rope in good condition free of frays and cuts and serviceable?
- ___ Is the rope able to hold sufficient weight to complete obstacle?
- ___ Is the impact media free of sand and debris?
- ___ Does the landing area contain at least 24" (non-compressed depth) of fall protection media?
- ___ Are sandbags around impact area stable and serviceable?
- ___ Are there cotter pins or double nuts on eyebolts?
- ___ Is rigging equipment in serviceable condition?

Kraft's Struggle:

- ___ Is wall free from visible splinters?
- ___ Is structure sturdy?
- ___ Is platform on back of wall secure?
- ___ Is eyebolt for the rope secure to the structure?
- ___ Is rope free of cuts and frays and serviceable?
- ___ Is the impact media free of sand and debris?
- ___ Does the landing area contain at least 24" (non-compressed depth) of fall protection media?
- ___ Are sandbags around impact area stable and serviceable?
- ___ Are nails in wall flush?
- ___ Are padded areas serviceable?

Viggiani's Strikes:

- ___ Is fall protection free of dirt and debris?
- ___ Are all MCMAP pads serviceable?

ENCLOSURE (4)

___ Is the area free of debris and trip hazards?

John Quick Trail:

___ Is trail free of debris and trip hazards?

___ Is trail free of standing water?

Event 5: Endurance Course

___ Is the impact media free of sand and debris?

___ Does the landing area contain at least 24" (non-compressed depth) of fall protection media?

___ Are bolts tight?

___ Are boards and posts free of splinters, and serviceable?

___ Are frame posts stable with no signs of deterioration at the base?

___ Are ropes free of frays, cuts etc; are they serviceable?

___ Are sandbags around impact areas serviceable and stable?

___ Are all nails flush with boards?

___ Are all obstacles dry before running?

___ Is non-skid on the combination serviceable?

___ Are guide wires / ropes tight with no frays?

___ Are metal frays removed to prevent injury?

___ Are frame posts and structure sturdy?

___ Are bolts and bolt coverings secure and intact?

___ Are splinters removed or sanded smooth?

___ Is the impact media free of sand and debris?

___ Does the landing area contain at least 24" (non-compressed depth) of fall protection media?

___ Are the sandbags around impact area stable and serviceable?

___ Are ropes free of cuts and frays?

___ Are ammunition crates free of sharp edges and sealed shut?

ENCLOSURE (4)

Fonseca's First Aid:

- ___ Is the dummy training aid serviceable and within weight standards?
- ___ Is the area free of debris and trip hazards?

Workman's Weaver:

- ___ Are logs secure to each side of frame?
- ___ Is frame stable and poles not rotted at the base?
- ___ Are securing bolts covered or countersunk?
- ___ Is net serviceable and/or replaced as needed?
- ___ Are net joints secure and covered?
- ___ Are log splinters removed or sanded down?
- ___ Are ammunition cans free of sharp edges and secured?

Navarroarellano's Skyscraper:

- ___ Is structure stable with no loose or missing bolts?
- ___ Are guide wires tight, free of frays and shackles covered?
- ___ Are structure posts stable and not deteriorating?
- ___ Are wooden decks sturdy at each level?
- ___ Are all nails flush?
- ___ Is the impact media free of sand and debris?
- ___ Does the landing area contain at least 24" (non-compressed depth) of fall protection media?
- ___ Are sandbags around impact area stable and serviceable?
- ___ Is the cargo net secure to frame and tight?
- ___ Is the net free of tears and frays and repaired or replaced as needed?
- ___ Is the metal guard railing secure on top deck?
- ___ Is the foam pad free of tears, debris etc.?

Dan Daly Trail:

- ___ Is trail free of debris and trip hazards
- ___ Is trail free of standing water?

ENCLOSURE (4)

Stairway to Heaven:

- ___ Is the structure stable with no loose or missing bolts?
- ___ Are guide wires secure, free of frays and covered?
- ___ Is the impact media free of sand and debris?
- ___ Does the landing area contain at least 24" (non-compressed depth) of fall protection media?
- ___ Are sandbags around impact area stable and serviceable?
- ___ Are structure posts stable and not deteriorating?
- ___ Are bolts and shackles secure to frame?
- ___ Are safety reels operating properly and secured tightly to the frame?
- ___ Are cotter pins or double nuts installed on the eyebolts for the safety reels and the pulleys?
- ___ Are safety lines free of frays and retracted after each use?
- ___ Are pulleys secure to frame?
- ___ Are pulleys in good condition?
- ___ Are 4x8 climbing boards sturdy and replaced when cracked or broken?
- ___ Are ropes in good condition free of cuts and frays?
- ___ Is plank in good condition and stable?
- ___ Is safety equipment (goggles, harness) in good serviceable condition?
- ___ Are ammunition crates free of sharp edges and secured?
- ___ Are D-rings and carabineers serviceable?

Event 6:

- ___ Is the route free of obstacles, standing water, and trip hazards?
- ___ Are firing points maintained and free of standing water?

8km/5-Mile Night Foot March:

- ___ Is the route free of debris, standing water, and trip hazards?
- ___ Are all checkpoints signs visible?

ENCLOSURE (4)

___ Are casualty collection points accessible by vehicle?

Night Re-Supply Course:

___ Is the course free of debris, standing water, and trip hazards?

___ Are boards and logs free of splinters and cracks; are they serviceable?

___ Are boards and logs rotting and in need of replacement?

___ Is the wall structure stable and with no visible splinters?

___ Are frame posts stable with no signs of deterioration at the base?

Observation Platforms:

___ Are stairs over three risers high guarded with handrails?

___ Are platforms over four feet high guarded with railings?

___ Are guard rails sturdy and in good condition?

___ Are nails in deck boards, guardrails and stairs flush?

___ Are the stair treads slip resistant?

Warming Huts:

___ Are huts properly ventilated when heaters are being used?

___ Are heaters on a stable platform, enclosed in Protected cages away from huts sides?

___ Is seating in hut stable and away from heat sources?

Are fuel lines to heaters protected from damage

(Inspector's Signature)

(Print Name)

(Company)

(Date)

ENCLOSURE (4)

RECRUIT CRUCIBLE EVALUATION CARD						1. Were all recruits briefed on the evaluation standard prior to execution of the Crucible?												
Team Leader:	Date:	Company:	Team:	Group:														
P - Pass F - Fail NP - Not present DNC - Did not complete event		Name/Platoon	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Event 1: Battle of Hue City																		
Event 2: Battle of Belleau Wood																		
Event 3: Battle of An Nasiriyah																		
Event 4: Battle of Fallujah																		
Event 5: Battle of Mariana Islands																		
Event 6: Battle of Khe Sanh																		
6-Mile Hike																		
9-Mile Hike																		
Night Event 1: Operation Dewey Canyon																		
Night Event 2: Battle of Guadalcanal																		
Event Completion Percentage																		
REMARKS																		

Event Evaluation Criteria:

-Did SNR complete the entire event? If not, describe why not in the remarks block. The chain-of-command will decide whether or not SNR receives credit for the event.

-Did SNR put forth 100% effort to assist his/her team in the completion of the event?

-Did SNR demonstrate the ability to apply Marine Corps leadership traits and principles when assigned to leadership billets?

•Honor: SNR demonstrates; integrity, takes responsibility for his actions or the actions of the team when designated the leader, military bearing & respect for authority and fellow recruits, wears the uniform with pride, and maturity & judgment.

•Courage: SNR demonstrates: self discipline, physical courage (Endurance in completion of physical tasks; obstacles or PT events, overcomes the effects of fatigue and muscle pain) Moral courage (Takes action in the absence of specific direction or supervision; Maintains composure/stability under pressure; stands up for what is right; sets the example), and loyalty.

•Commitment: SNR demonstrates: a desire for self-improvement and knowledge, teamwork (helps fellow recruits), selflessness (puts others before self), initiative, enthusiasm, and motivation.

-80% event completion percentage is required.

ENCLOSURE (5)

NAME:	GROUP:		HEAT CASE
PLT:	TEAM:		Y / N
SSN: XXX-XX-			
BLOOD TYPE:			
DRINK NO MORE THAN ONE CANTEEN OF FLUIDS PER HOUR!			
	DAY 1	DAY 2	DAY 3
MISC	Canteens of Water	Canteens of Water	Canteens of Water
	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9
MEDS:	10 11 12 13 14 15	10 11 12 13 14 15	10 11 12 13 14 15
	16 17 18 19 20	16 17 18 19 20	16 17 18 19 20
ALLERGIES:	Cup of Sport Drink	Cup of Sport Drink	Cup of Sport Drink
	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9
MRP/PCP:	10 11 12 13 14 15	10 11 12 13 14 15	10 11 12 13 14 15
	MRE Main Meal	MRE Main Meal	MRE Main Meal
OTHER:	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5

NAME:		GROUP:		HEAT CASE		
PLT:		TEAM:		Y / N		
SSN: XXX-XX-						
BLOOD TYPE:						
DRINK NO MORE THAN ONE CANTEEN OF FLUIDS PER HOUR!						
MISC	DAY 1		DAY 2		DAY 3	
	Canteens of Water		Canteens of Water		Canteens of Water	
MEDS:	1 2 3 4 5 6 7 8 9		1 2 3 4 5 6 7 8 9		1 2 3 4 5 6 7 8 9	
	10 11 12 13 14 15		10 11 12 13 14 15		10 11 12 13 14 15	
ALLERGIES:	16 17 18 19 20		16 17 18 19 20		16 17 18 19 20	
	Cup of Sport Drink		Cup of Sport Drink		Cup of Sport Drink	
MRP/PCP:	1 2 3 4 5 6 7 8 9		1 2 3 4 5 6 7 8 9		1 2 3 4 5 6 7 8 9	
	10 11 12 13 14 15		10 11 12 13 14 15		10 11 12 13 14 15	
OTHER:	MRE Main Meal		MRE Main Meal		MRE Main Meal	
	1 2 3 4 5		1 2 3 4 5		1 2 3 4 5	

PRE-CRUCIBLE SCREENING

Name: _____

Date: _____

Last 4 SSN: _____

Training Day: _____

Series/Co: _____

Platoon: _____

MEDICAL QUESTIONNAIRE

The following is a medical screening that each recruit must complete prior to the start the Crucible. The Crucible is very physically demanding, so the intent of this screening is to ensure that you are healthy enough to take on the challenge. Failure to disclose any medical treatment that you received during recruit training may not only jeopardize your current level of health, but also your future as a Marine. (See the "Note" on page 2)

For each question, please mark the appropriate box. For all "YES" answers, please explain on the back of this questionnaire to the best of your ability. Please include the date/TD of injury/illness, any tests that were done, medication prescribed, any stay in the hospital, and if the problem is currently bothering you.

YES NO

- ☐ ☐ Have you ever been seen in the past for a heat injury?
- ☐ ☐ Are you currently on light duty?
- ☐ ☐ Do you have an unexplained limp, or favor an arm or leg?
- ☐ ☐ Do you currently have any cold/flu symptoms, productive cough, shortness of breath, fever, or coughing up blood?
- ☐ ☐ Do you have any open sores, wounds, or been diagnosed with cellulites within the last 3 days?
- ☐ ☐ Have you been previously diagnosed with Hyponatremia?
- ☐ ☐ Have you ever been diagnosed with a Stress Fracture?
- ☐ ☐ Have you been diagnosed with tendonitis, joint pain, or ankle sprain within the last two weeks?
- ☐ ☐ Have you ever been told to follow up for pre-crucible screen?
- ☐ ☐ Do you think you need to see a doctor for any reason?
- ☐ ☐ Do any of your teeth hurt you at this time?
- ☐ ☐ Have you been dropped from a platoon for any medical reason?
- ☐ ☐ Do you have any condition, or have you sustained any injury not listed in the form?

Note: Any person subject to the UCMJ who, with intent to deceive, signs a false record or other official documents, knowing it to be false, will be held accountable, punished accordingly, and jeopardize their chance of ever becoming a United States Marine.

To the best of this recruit's knowledge, the information this recruit has provided is complete and accurate to the best of this recruit's knowledge.

Print LName, FI

Signature

Date

SENIOR DRILL INSTRUCTOR VALIDATION:

Based upon daily observation of this recruit as their Senior Drill Instructor, are there any other medical issues that were not previously identified in the recruit's questionnaire?

YES **NO** (Circle One)

If yes, please explain:

SDI's
Rank

Print LName, FI

Signature

Date

MEDICAL OFFICER'S DETERMINATION:

____ Cleared for Crucible

____ Not cleared for Crucible; Reason: _____

Rank

Print LName, FI

Signature/Stamp

Date



UNITED STATES MARINE CORPS
MARINE CORPS RECRUIT DEPOT/EASTERN RECRUITING REGION
P.O. BOX 19001
PARRIS ISLAND, SOUTH CAROLINA 29905-9001

IN REPLY REFER TO:
DepO 1513.8B
BAS

From: Medical Officer, X Battalion Aid Station (BAS)
To: Commanding Officer, X Company, X Recruit Training
Battalion
Via: X Company First Sergeant

Subj: PRE-CRUCIBLE FOLLOW-UP APPOINTMENTS

1. Based on the results of their Pre-Crucible Medical Screenings, the follow recruits require follow-up appointments on the dates and times listed below:

Lead Series:

<u>Platoon</u>	<u>RCT</u>	<u>Appointment Date</u>	<u>Time</u>
<u>XXXX</u>	Doe, G.J	XX Sept 12	Morning Sick Call
	Smith, S.C.	XX Sept 12	Morning Sick Call

Follow Series:

<u>Platoon</u>	<u>RCT</u>	<u>Appointment Date</u>	<u>Time</u>
<u>XXXX</u>	Jones, R.H.	XX Sept 12	Afternoon Sick Call

2. Point of contact in this matter is LPO (Rank and Last Name), at extension _____. Thank you in advance for your support and assistance in this matter.

I. M. READY

ENCLOSURE (8)

APPENDIX A**GLOSSARY OF ACRONYMS****A**

AA	ASSEMBLY AREA
AAR	AFTER ACTION REPORT
ABC	AIRWAY, BREATHING, AND CIRCULATION
AC/S	ASSISTANT CHIEF OF STAFF
AORP	ALTERNATE OBJECTIVE RALLY POINT
AP	ATTACK POSITION
ASP	AMMUNITION SUPPLY POINT
ATTN	ATTENTION

B

BAS	BATTALION AID STATION
BDR	BASIC DAILY ROUTINE
BHMC	BRANCH HEALTH MEDICAL CLINIC
BLDG	BUILDING
BPT	BE PREPARED TO

C

CAS	CRUCIBLE AID STATION
CDI	CHIEF DRILL INSTRUCTOR
COC	CRUCIBLE OPERATIONS CENTER
CPR	CARDIOPULMONARY RESUSCITATION
CSLC	CRUCIBLE SQUAD LEADERS COURSE
CSL	CRUCIBLE SQUAD LEADER

D

DI DRILL INSTRUCTOR
DoD DEPARTMENT OF DEFENSE
DODIC DEPARTMENT OF DEFENSE IDENTIFICATION CODE

E

EENT EVENING NAUTICAL TWILIGHT
ELS ENTRY LEVEL SEPARATION
EMS EMERGENCY MEDICAL SERVICES

F

FFP FIELD FIRING PLATOON
FMF FLEET MARINE FORCE
FRAGO FRAGMENTARY ORDER
FTC FIELD TRAINING COMPANY
FTP FIELD TRAINING PLATOON

G

GI GOVERNMENT ISSUE

H

HQSVCBN HEADQUARTERS AND SERVICES BATTALION

I

IDC INDEPENDENT DUTY CORPSMEN
IFAK INDIVIDUAL FIRST AID KIT
IOT IN ORDER TO
IWC INCLEMENT WEATHER CRUCIBLE

K

KM KILOMETERS PER HOUR

L

L5 LIGHTNING WITHIN FIVE MILES

LCPO LEADING CHIEF PETTY OFFICER

LPO LEADING PETTY OFFICER

LRC LEADERSHIP REACTION COURSE

M

MAI MARTIAL ARTS INSTRUCTOR

MCAS MARINE CORPS AIR STATION

MCMAP MARINE CORPS MARTIAL ARTS PROGRAM

MCRD MARINE CORPS RECRUIT DEPOT

MCCUU MARINE CORPS COMBAT UTILITY UNIFORM

MEDEVAC MEDICAL EVACUATION

MO MEDICAL OFFICER

MOH MEDAL OF HONOR

MOOD MEDICAL OFFICER OF THE DAY

MPH MILES PER HOUR

MRE MEALS READY TO EAT

N

NCO NON-COMMISSIONED OFFICER

NHB NAVAL HOSPITAL BEAUFORT

NLT NO LATER THAN

NP NURSE PRACTITIONER

O

O/O ON ORDER

OOD OFFICER OF THE DAY

ORM OPERATIONAL RISK MANAGEMENT

ORP OBJECTIVE RALLY POINT

OSHA OCCUPATIONAL SAFETY AND HEALTH ADMINISTRATION

P

PA PHYSICIAN ASSISTANT

PMO PROVOST MARSHAL OFFICE

POV PRIVATELY OWNED VEHICLES

PPE PERSONAL PROTECTIVE EQUIPMENT

Q

QTY QUANTITY

R

RCO RIFLE COMBAT OPTIC

RICE REST, ICE, COMPRESSION, ELEVATION

RN REGISTERED NURSE

RTBN RECRUIT TRAINING BATTALION

RTO RECRUIT TRAINING ORDER

RTR RECRUIT TRAINING REGIMENT

S

SALUTE SIZE, ACTIVITY, LOCATION, UNIT, TIME, AND EQUIPMENT

SDI SENIOR DRILL INSTRUCTOR

SEA SOUTHEAST ASIA
SMO SENIOR MEDICAL OFFICER
SNCO STAFF NON-COMMISSIONED OFFICER
SSN SOCIAL SECURITY NUMBER

T

TA TRAINING AREA
TAC EVAC TACTICAL EVACUATION
TD TRAINING DAY
TECOM TRAINING AND EDUCATION COMMAND
TIMS TRAINING AND EDUCATION INFORMATION MANAGEMENT
SYSTEM

U

UCMJ UNIFORM CODE OF MILITARY JUSTICE
UN UNITED NATIONS

V

VBT VALUES-BASED TRAINING

W

WFTBN WEAPONS AND FIELD TRAINING BATTALION