

Objective 4 Crucible Safety Checklist

I. Endurance Course

- A. **YES / NO** Is the grass cut and trimmed around the obstacles?
- B. **YES / NO** Are obstacles serviceable?
- C. **YES / NO** Are bolts and coverings secure and intact?
- D. **YES / NO** Are ropes free of cuts and frays?
- E. **YES / NO** Are obstacles stable with no loose or missing bolts?
- F. **YES / NO** Are obstacles stable and not deteriorating?
- G. **YES / NO** Are all nails flush?
- H. **YES / NO** Is the back/low crawl portion free of water/debris?
- I. **YES / NO** Are the strings of barbed wire serviceable and tight to the stakes?
- J. **YES / NO** Is the wood free of rot?
- K. **YES / NO** Are nails flush to the board?
- L. **YES / NO** Is the impact area fluffed and provides 6" of fall protection?
- M. **YES / NO** Is the Impact area free of grass and debris?
- N. **YES / NO** Do all balance beams have non-skid?
- O. **YES / NO** Does tape on monkey bars need to be replaced?

THINGS TO BE FIXED

PRINT NAME/FTC MARINE

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Objective 5 Crucible Safety Checklist

I. OBSERVATION PLATFORM/OCTAGON/THUNDERDOME

- A. **YES / NO** Is the area free of trash?
- B. **YES / NO** Has inside been raked level?
- C. **YES / NO** Are all nails flush?
- D. **YES / NO** Are all bolts tight?
- E. **YES / NO** Are all cables free of frays?
- F. **YES / NO** Are all boards free of cracks and splinters?
- G. **YES / NO** Do the lights work?
- H. **YES / NO** Do all the steps have non-skid?
- I. **YES / NO** Are guard rails sturdy and in good condition?
- J. **YES / NO** Is there standing water in the octagon?
- K. **YES / NO** Is the rubber mulch 6 in deep in the ThunderDome?
- L. **YES / NO** Do the lights work in the ThunderDome?

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Objective 6 Crucible Safety Checklist

I. WEAVER

- A. **YES / NO** Are poles secure to each side of the frame?
- B. **YES / NO** Is frame stable and poles not rotted at the base?
- C. **YES / NO** Are securing bolts covered or countersunk?
- D. **YES / NO** Is net serviceable, clear of frays and tight to prevent personnel from hitting the ground?
- E. **YES / NO** Are net joints secure and covered?
- F. **YES / NO** Are pole splinters removed or sanded down?
- G. **YES / NO** Are ammo cans free of sharp edges and serviceable to include the weld?
- H. **YES / NO** Is the grass cut around and underneath the obstacle?
- I. **YES / NO** Is all red paint noticeable?
- J. **YES / NO** Is clip board put away?
- K. **YES / NO** Is all gear properly stored?

II. FONSECA'S 1ST AID

- A. **YES / NO** Is the course free of trash and debris?
- B. **YES / NO** Is the grass cut?
- C. **YES / NO** Is the lid on the mortar?
- D. **YES / NO** Has the trash been cleaned out of the oxygen and propane building and is the gate locked?
- E. **YES / NO** Is the oxygen bottle secured to the wall with the chain?

III. SKYSCRAPER

- A. **YES / NO** Is structure stable with no loose or missing bolts?
- B. **YES / NO** Are guide wires tight, free of frays, and shackles covered?
- C. **YES / NO** Are structure poles stable and not deteriorating?
- D. **YES / NO** Are wooden decks sturdy at each level?
- E. **YES / NO** Are all nails flush?
- F. **YES / NO** Is cargo net secure to frame and tight?
- G. **YES / NO** Is net free of tears and frays? If not, tape or knot to prevent further fraying.
- H. **YES / NO** Is metal guard railing secure on top deck?
- I. **YES / NO** Is foam pad free of tears, debris, etc?
- J. **YES / NO** Is the grass cut and trimmed around the obstacle?
- K. **YES / NO** Is all gear stored properly? Are clip boards put away?

- L. YES / NO Is dummy serviceable?
- M. YES / NO Is dummy at the top of the skyscraper?

IV. JORDAN'S CROSSING

- A. YES / NO Are guide wires/ropes tight without frays?
- B. YES / NO Are metal frays removed to prevent injury?
- C. YES / NO Is frame poles and structure sturdy?
- D. YES / NO Are bolts and coverings secure and intact?
- E. YES / NO Are splinters removed or sanded smooth?
- F. YES / NO Are sandbags, wood or tires around impact area stable and serviceable?
- G. YES / NO Is the impact area free of grass and debris?
- H. YES / NO Is the impact media fluffed and does the impact zones provide 6" of fall protection?
- I. YES / NO Are ropes free of cuts and frays?
- J. YES / NO Are ammo crates free of sharp edges and serviceable to include the weld?
- K. YES / NO Is the grass cut and trimmed around the obstacle?
- L. YES / NO Is all gear stored properly? Are clip boards put away?

V. STAIRWAY TO HEAVEN

- A. YES / NO Is the structure stable with no loose or missing bolts?
- B. YES / NO Are guide wires secure, free of frays and covered?
- C. YES / NO Are there (6) large fall protection mats with (2) 3" covers over top?
- D. YES / NO Are the fall protection mats serviceable and flush against obstacle?
- E. YES / NO Are the fall protection mats free of sand, debris, and any equipment that would pose a hazard should someone fall?
- F. YES / NO Are the bolts and shackles secure to frame?
- G. YES / NO Are the 4x8 climbing boards sturdy and serviceable?
- H. YES / NO Are the telephone posts stable and serviceable?
- I. YES / NO Is the grass cut and trimmed around the obstacle?
- J. YES / NO Has the trash been picked up?
- K. YES / NO Is the red paint noticeable?
- L. YES / NO Is clip board put away?

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Objective 7 Crucible Safety Checklist

I. ENHANCED OBSTACLE COURSE

- A. **YES / NO** Are all bolts tight?
- B. **YES / NO** Are boards and poles free of splinters and serviceable?
- C. **YES / NO** Are frame poles stable with no signs of deterioration at the base?
- D. **YES / NO** Are ropes serviceable, free of frays, cuts, and etc? If not knot or tape fray and notify maintenance.
- E. **YES / NO** Are sandbags around the impact area serviceable and stable?
- F. **YES / NO** Are all nails flush with boards?
- G. **YES / NO** Are all obstacles dry before negotiating?
- H. **YES / NO** Is non-skid on the combination serviceable?
- I. **YES / NO** Are all ammo crates and cans free of sharp edges, and serviceable to include the weld?
- J. **YES / NO** Is the course trimmed and grass cut?
- K. **YES / NO** Is all gear properly stored? If not fix it.
- L. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- M. **YES / NO** Is the impact zones free of grass and debris?
- N. **YES / NO** Is the impact media fluffed and does the impact zones provide 6" of fall protection? 8" for the rope climb?

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Objective 8 Crucible Safety Checklist

I. Patrol lane/Trench

- A. **YES / NO** Is Patrol lane free of debris and trash?
- B. **YES / NO** Are the Ivan target/ammo can serviceable?
- C. **YES / NO** Is the brief inside of ammo can?
- D. **YES / NO** Is wood on trench system stable and serviceable?
- E. **YES / NO** Is the grass cut and trimmed around the trench system?
- F. **YES / NO** Is the wood free of rot?
- G. **YES / NO** Is the trench system free of debris and trash?
- H. **YES / NO** Are the nails flushed to the boards?
- I. **YES / NO** Are the arty pits 10 meters away from rush lanes?

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Objective 9 Crucible Safety Checklist

I. LRC

- A. **YES / NO** Is the area free of trash?
- B. **YES / NO** Have the LRC's been trimmed?
- C. **YES / NO** Do the lights work?
- D. **YES / NO** Do all the steps have nonskid?
- E. **YES / NO** Are guard rails sturdy and in good condition?
- F. **YES / NO** Hot SOP flags in the ammo can? (green, yellow, red, black)?
- G. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- H. **YES / NO** Is the impact zone free of grass and debris?
- I. **YES / NO** Is the impact media fluffed and raked back into the impact zones?

II. REACTION COURSE 1 / 1A

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 2" of fall protection?
- D. **YES / NO** Are all nails flush?
- E. **YES / NO** Is red paint noticeable?
- F. **YES / NO** Is gear serviceable?
- G. **YES / NO** Is gear on course?
- H. **YES / NO** 1 plank 10'x2"x10" (Check welds, are they serviceable with no sharp edges?)
- I. **YES / NO** 1 plank 6'x2"x10" (Check welds, are they serviceable with no sharp edges?)
- J. **YES / NO** 3 large ammo cans (Check can, not crushed with sharp edges?)

III. REACTION COURSE 2 / 2A

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 1" of fall protection?
- D. **YES / NO** Are all nails flush?
- E. **YES / NO** Is red paint noticeable?
- F. **YES / NO** Is gear serviceable?
- G. **YES / NO** Is gear on course?
- H. **YES / NO** 3 planks 11'x2"x10" (Check welds, are they serviceable with no sharp edges?)
- I. **YES / NO** 3 large ammo cans (Check cans, not crushed with sharp edges?)

IV. REACTION COURSE 3 / 3A

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 2" of fall protection?
- D. **YES / NO** Are all nails flush?
- E. **YES / NO** Is red paint noticeable?
- F. **YES / NO** Is gear serviceable?
- G. **YES / NO** Is gear on course?
- H. **YES / NO** 1 plank 12'x2"x8" (Check welds, are they serviceable with no sharp edges?)
- I. **YES / NO** 1 plank 6'x2"x8" (Check welds, are they serviceable with no sharp edges?)
- J. **YES / NO** 1 rope 8' with no deep cuts or frayed ends
- K. **YES / NO** 3 large ammo cans (Check cans, not crushed with sharp edges?)

V. REACTION COURSE 4 / 4A

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 4" of fall protection?
- D. **YES / NO** Are all nails flush?
- E. **YES / NO** Is red paint noticeable?
- F. **YES / NO** Is gear serviceable?
- G. **YES / NO** Is gear on course?
- H. **YES / NO** 1 ladder 12' Serviceable with no cracks or bends.
- I. **YES / NO** 3 large ammo cans (Check cans, not crushed with sharp edges?)
- J. **YES / NO** 2 12' ropes with no deep cuts or frayed ends

VI. REACTION COURSE 5 / 5A

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 3" of fall protection?
- D. **YES / NO** Are all nails flush?
- E. **YES / NO** Is red paint noticeable?
- F. **YES / NO** Is gear serviceable?
- G. **YES / NO** Is gear on course?
- H. **YES / NO** 2 pipes 1 long and 1 short
- I. **YES / NO** 2 large ammo cans (Check cans, not crushed with sharp edges?)
- J. **YES / NO** 1 55gal drum (Check drum, not crushed with sharp edges?)

K. **YES / NO** 1 rope with no deep cuts or frayed ends

VII. REACTION COURSE 6 / 6A

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 2" of fall protection?
- D. **YES / NO** Are all nails flush?
- E. **YES / NO** Is red paint noticeable?
- F. **YES / NO** Is gear serviceable?
- G. **YES / NO** Is gear on course?
- H. **YES / NO** 2 large ammo cans (Check cans, not crushed with sharp edges?)
- I. **YES / NO** 1 stretcher
- J. **YES / NO** 1 plank (Check welds, are they serviceable with no sharp edges?)
- K. **YES / NO** 1 casualty

VIII. REACTION COURSE 7 / 7A

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 5" of fall protection?
- D. **YES / NO** Are all nails flush?
- E. **YES / NO** Is red paint noticeable?
- F. **YES / NO** Is gear serviceable?
- G. **YES / NO** Is gear on course?
- H. **YES / NO** 1 55gal drum (Check drum, not crushed with sharp edges?)

IX. REACTION COURSE 8 / 8A

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 1" of fall protection?
- D. **YES / NO** Are all nails flush?
- E. **YES / NO** Are all chains covered?
- F. **YES / NO** Is red paint noticeable?
- G. **YES / NO** Is gear serviceable?
- H. **YES / NO** Is gear on course?
- I. **YES / NO** 1 2"X12"X8' plank (Check welds, are they serviceable with no sharp edges?)
- J. **YES / NO** 3 large ammo cans (Check cans, not crushed with sharp edges?)

X. REACTION COURSE 9 / 9A

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 1" of fall protection?
- D. **YES / NO** Are all nails flush?
- E. **YES / NO** Is red paint noticeable?
- F. **YES / NO** Is gear serviceable?
- G. **YES / NO** Is gear on course?
- H. **YES / NO** 1 2"x12"x8' plank (Check welds, are they serviceable with no sharp edges?)
- I. **YES / NO** 1 2"x12"x10' plank (Check welds, are they serviceable with no sharp edges?)
- J. **YES / NO** 1 2"x12"x11' plank (Check welds, are they serviceable with no sharp edges?)
- K. **YES / NO** 3 large ammo cans (Check cans, not crushed with sharp edges?)

XI. REACTION COURSE 10 / 10A

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 3" of fall protection?
- D. **YES / NO** Are all nails flush?
- E. **YES / NO** Is the box free of broken boards and splinters?
- F. **YES / NO** Is red paint noticeable?
- G. **YES / NO** Is gear serviceable?
- H. **YES / NO** Is gear on course?
- I. **YES / NO** 2 wood logs (Free of splinters?)
- J. **YES / NO** 1 pipe
- K. **YES / NO** 2 ropes with no deep cuts or frayed ends
- L. **YES / NO** 1 large ammo can (Check can, not crushed with sharp edges?)
- M. **YES / NO** 1 55gal drum (Check drum, not crushed with sharp edges?)

XII. REACTION COURSE 11 / 11A

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 1" of fall protection?
- D. **YES / NO** Are all nails flush?
- E. **YES / NO** Is red paint noticeable?
- F. **YES / NO** Is gear serviceable?
- G. **YES / NO** Is gear on course?

H. **YES / NO** 1 55gal drum (Check drum, not crushed with sharp edges?)

I. **YES / NO** 1 short rope with no deep cuts or frayed ends

J. **YES / NO** 1 long rope with no deep cuts or frayed ends

XIII. **REACTION COURSE 12 / 12A**

A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?

B. **YES / NO** Is the impact zone free of grass and debris?

C. **YES / NO** Is the impact media fluffed and does the impact zones provide 2" of fall protection?

D. **YES / NO** Are all nails flush?

E. **YES / NO** Is red paint noticeable?

F. **YES / NO** Is the cable free of frays?

G. **YES / NO** Is gear serviceable?

H. **YES / NO** Is gear on course?

I. **YES / NO** 1 55gal drum (Check drum, not crushed with sharp edges?)

J. **YES / NO** 1 8' rope with no deep cuts or frayed ends

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Objective 10 Crucible Safety Checklist

I. CASEVAC Route/Stretcher

- A. **YES / NO** Is Ivan target/ammo can serviceable?
- B. **YES / NO** Is brief inside of ammo can?
- C. **YES / NO** Is stretcher serviceable?
- D. **YES / NO** Is sea bag free of tears?
- E. **YES / NO** Is CASEVAC route trimmed?
- F. **YES / NO** Is CASEVAC route free of debris and trash?
- G. **YES / NO** Are boards free of splinters/sanded?
- H. **YES / NO** Are nails flush with boards?
- I. **YES / NO** Are boards structurally sound?
- J. **YES / NO** Are culverts free of trash and debris?
- K. **YES / NO** Is the route clear for safety vic?

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Objective 11 Crucible Safety Checklist

I. Patrol Lane/Bunker

- A. **YES / NO** Is Ivan target/ammo can serviceable?
- B. **YES / NO** Is brief inside of ammo can?
- C. **YES / NO** Is Patrol lane free of debris and trash?
- D. **YES / NO** Is bunker free of debris and trash?
- E. **YES / NO** Are boards free of splinters/sanded?
- F. **YES / NO** Are nails flush with boards?
- G. **YES / NO** Are boards structurally sound?
- H. **YES / NO** Is bunker trimmed?
- I. **YES / NO** Are the signs up for the course?

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Objective 12 Crucible Safety Checklist

I. KRAFTS STRUGLE

- A. **YES / NO** Is the wall free from visible splinters?
- B. **YES / NO** Is the structure sturdy?
- C. **YES / NO** Is the platform on back of wall secure?
- D. **YES / NO** Is the eyebolt for the rope secure to the structure?
- E. **YES / NO** Is rope free of cuts and frays and serviceable? If rope is frayed tie knot or tape rope off.
- F. **YES / NO** Is the impact media free of sand, debris and grass? If not remove them.
- G. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- H. **YES / NO** Are nails in wall flush?
- I. **YES / NO** Are padded areas serviceable?
- J. **YES / NO** Is the impact media fluffed and does the impact zone provide 6" of fall protection?

II. OBSERVATION PLATFORMS

- A. **YES / NO** Are stairs over three risers high guarded with handrails?
- B. **YES / NO** Are platforms over 4 ft high guarded with railings?
- C. **YES / NO** Are guard rails sturdy and in good condition?
- D. **YES / NO** Are nails in deck boards, guard rails, and stairs flush?
- E. **YES / NO** Are stairs tread slip resistant?
- F. **YES / NO** Has trash can been emptied? If not empty it.
- G. **YES / NO** Is gear box clean of trash? If not clean it.

III. PEREZ PASSAGE

- A. **YES / NO** Are the poles free of splinters or sanded smooth?
- B. **YES / NO** Is the tire secured and no cables showing?
- C. **YES / NO** Is the padding torn , if not is it secured tightly around the cable?
- D. **YES / NO** Is the impact media fluffed and does the impact zone provide 6" of fall protection?

IV. VIGGIANI'S STRIKES

- A. **YES / NO** Are the pads stored properly and free of any rips and tears?
- B. **YES / NO** Is the impact zone free of debris?
- C. **YES / NO** Is the ammo can secured properly and contain all of the equipment?
- D. **YES / NO** Is the trail clear of any debris?

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Objective 13 Crucible Safety Checklist

I. Buddy Rush Lanes

- A. **YES / NO** Is Ivan target/ammo can serviceable?
- B. **YES / NO** Is brief inside of ammo can?
- C. **YES / NO** Are boards structurally sound?
- D. **YES / NO** Are depressions or holes not necessary to the objectives filled in and leveled?
- E. **YES / NO** Are wood splinters removed or sanded smooth from all walls?
- F. **YES / NO** Are bolts tight and serviceable on all walls?
- G. **YES / NO** Are all lanes clear of debris and trash?
- H. **YES / NO** Are bunkers free of debris and trash?
- I. **YES / NO** Is the course free of tripping hazards?
- J. **YES / NO** Is the course cut and trimmed?
- K. **YES / NO** Are the arty pits 10 meters from rush lane and free of debris?

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Objective 14 Crucible Safety Checklist

I. Assault Lane

- A. YES / NO Is Ivan target/ammo can serviceable?
- B. YES / NO Is brief inside of ammo can?
- C. YES / NO Are depressions or holes not necessary to the objective filled in and level?
- D. YES / NO Are lanes free of trip hazards and debris?
- E. YES / NO Are posts properly secured and serviceable to include tire heads?
- F. YES / NO Is the course cut and weed-eaten?
- G. YES / NO Is course free of trash?

II. Dunham's Defense

- A. YES / NO Are pads stored properly and free of any rip and tears?
- B. YES / NO Is the impact zone free of grass and debris?
- C. YES / NO Is mulch raked and leveled?

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Objective 15 Crucible Safety Checklist

I. **MOUT TOWN**

- A. **YES / NO** Is the area surrounding the mount town free of debris?
- B. **YES / NO** Is the area free of wild life?
- C. **YES / NO** Is the grass mowed?
- D. **YES / NO** Is the buildings trimmed?
- E. **YES / NO** Are the buildings clear of trash/debris?
- F. **YES / NO** Are the patrol lanes clear of any debris?
- G. **YES / NO** Is the water point trimmed?
- H. **YES / NO** Is the cammie net up and serviceable?

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Objective 16 crucible Safety Checklist

I. MARIANA'S ISLAND

- A. **YES / NO** Is the Three-line bridge clear of grass and debris?
- B. **YES / NO** Is the structure serviceable?
- C. **YES / NO** Are guide wires/ropes tight?
- D. **YES / NO** Are bolts and coverings secure and intact?
- E. **YES / NO** Are ropes free of cuts and frays?
- F. **YES / NO** Is the grass cut and trimmed around the obstacle?
- G. **YES / NO** Is structure stable with no loose or missing bolts? (Cargo net)
- H. **YES / NO** Are structure poles stable and not deteriorating?
- I. **YES / NO** Are all nails flush?
- J. **YES / NO** Is cargo net secure to frame and tight?
- K. **YES / NO** Is net free of tears and frays?
- L. **YES / NO** Is the impact media fluffed and does the impact area provide 9" of fall protection?
- M. **YES / NO** Is the grass cut and trimmed around the obstacle?
- N. **YES / NO** Is the balance beam secure and serviceable?
- O. **YES / NO** Are the nails flushed to the log?
- P. **YES / NO** Is the back/low crawl portion free of water?
- Q. **YES / NO** Are the strings of barbed wire serviceable and tight to the stakes?
- R. **YES / NO** Is the wall stable and serviceable?
- S. **YES / NO** Is the wood free of rot?
- T. **YES / NO** Are the nails flushed to the boards?
- U. **YES / NO** Is the impact area fluff and provides 6" of fall protection?
- V. **YES / NO** Is the impact area free of grass and debris?

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Objective 17 Crucible Safety Checklist

I. Bayonet Assault Course

- A. **YES / NO** Are depressions or holes not necessary to the course objective filled in and level?
- B. **YES / NO** Are bayonet course lanes free of trip hazards and debris
- C. **YES / NO** Are dummies properly secured and serviceable to include tire heads, wire, and ropes?
- D. **YES / NO** Are bayonet technique signs properly secured and legible?
- E. **YES / NO** Is the course cut and trimmed?
- F. **YES / NO** Does the lighting system work? Turn the lights on and off.
- G. **YES / NO** Are all engineer stakes covered by matting or covers?
- H. **YES / NO** Are all the warming huts secured and clean?
- I. **YES / NO** Does the lights in the warming huts work?

THINGS TO BE FIXED

PRINT NAME/FTC MARINE

SIGNATURE

PRINT NAME/CHIEF/A-CHIEF

SIGNATURE

PRINT NAME/MAINTENANCE

SIGNATURE

PRINT NAME/OIC

SIGNATURE

Objective 18 Crucible Safety checklist

I. BATTLE OF FALLUJAH

- A. **YES / NO** Are all HOT SOP Flags present? (green, yellow, red, black)
- B. **YES / NO** Is helo clean and free of animals/insects?
- C. **YES / NO** Is the wood of the helo serviceable and free of rot?
- D. **YES / NO** Are lanes clear of debris/trip hazards such as wire, sticks, trash, and etc?
- E. **YES / NO** Are guide wires/ropes on two line bridges tight with no frays?
- F. **YES / NO** Are metal frays removed to prevent injury?
- G. **YES / NO** Are bolts and covers secure and intact?
- H. **YES / NO** Are splinters removed or sanded smooth?
- I. **YES / NO** Are ammo crates and cans free of sharp edges, and serviceable to include the weld?
- J. **YES / NO** Has the trash been cleaned out of the oxygen and propane building and is the gate locked?
- K. **YES / NO** Are oxygen and propane in place and operational?
- L. **YES / NO** You will test the machine gun and mortar. Do they work?
- M. **YES / NO** Is the oxygen bottle secure to wall with the chain?
- N. **YES / NO** Is the machine gun and mortar free of leaks in the propane and oxygen connections?
- O. **YES / NO** Are all electrical connections properly connected?
- P. **YES / NO** Are all spark plugs serviceable?
- Q. **YES / NO** Are the 3 ft barriers set up around the mortar and lid placed on top?
- R. **YES / NO** Are noise hazard signs posted?
- S. **YES / NO** Are the hearing protection signs posted?
- T. **YES / NO** Is all barbed wire tight so it is not lying in the dirt?
- U. **YES / NO** Are all boards in the wall stable and serviceable?

THINGS TO BE FIXED

PRINT NAME/FTC MARINE

SIGNATURE

PRINT NAME/CHIEF/A-CHIEF

SIGNATURE

PRINT NAME/MAINTENANCE

PRINT NAME/OIC

SIGNATURE

SIGNATURE

Objective 19 Crucible Safety Checklist

I. GARCIA'S LEAP

- A. **YES / NO** Is the impact media free of sand and debris?
- B. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 6" of fall protection?

II. LEHEWS CHALLENGE

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 6" of fall protection?
- D. **YES / NO** Is the horizontal pole free of cracks and splinters? If cracked how big?
- E. **YES / NO** Are frame poles stable with no signs of deterioration at the base?
- F. **YES / NO** Are straps securing the top pole serviceable?
- G. **YES / NO** Are all ammo cans free of sharp edges and serviceable to include the weld?
- H. **YES / NO** Is red paint noticeable?
- I. **YES / NO** Does red paint need re-painting?

III. JENKINS' PINNACLE

- A. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- B. **YES / NO** Is the impact zone free of grass and debris?
- C. **YES / NO** Is the impact media fluffed and does the impact zones provide 6" of fall protection?
- D. **YES / NO** Are cables free of frays?
- E. **YES / NO** Are cotter pins or double nuts on the eyebolts?
- F. **YES / NO** Are bolts and shackles tight and sufficiently covered?
- G. **YES / NO** Are boards serviceable, free of splinters and cracks? If cracked how big?
- H. **YES / NO** Are frame poles stable with no signs of deterioration at the base?
- I. **YES / NO** Are all area's wrapped for safety? (i.e. u-bolts, frays, etc..)

IV. OBSERVATION PLATFORMS

- A. **YES / NO** Are stairs over three risers high, guarded with handrails?
- B. **YES / NO** Are platforms over 4 ft high guarded with railings?
- C. **YES / NO** Are guard rails sturdy and in good condition?
- D. **YES / NO** Are nails in the deck boards, guard rails, and stairs flush?
- E. **YES / NO** Are the steps slip resistant?
- F. **YES / NO** Are all HOT SOP Flags present (green, yellow, red, and black)?
- G. **YES / NO** Is all wood serviceable and free of rot?

THINGS TO BE FIXED

PRINT NAME/FTC MARINE

SIGNATURE

PRINT NAME/CHIEF/A-CHIEF

SIGNATURE

PRINT NAME/MAINTENANCE

SIGNATURE

PRINT NAME/OIC

SIGNATURE

Objective 20 Crucible Safety Checklist

I. ALDOMARE ALLY

- A. **YES / NO** Are the patrol lanes clear of debris?
- B. **YES / NO** Are the IED's serviceable and emplaced?
- C. **YES / NO** Is the KIM's game set up?
- D. **YES / NO** Are the answers in the ammo can at the end of the course?
- E. **YES / NO** Is the lanes cut and trimmed?
- F. **YES / NO** Is the lanes clear of any wildlife?

THINGS TO BE FIXED

PRINT NAME/FTC MARINE

SIGNATURE

PRINT NAME/CHIEF/A-CHIEF

SIGNATURE

PRINT NAME/MAINTENANCE

SIGNATURE

PRINT NAME/OIC

SIGNATURE

Objective 21 Crucible Safety Checklist

I. NOONAN'S EVAC

- A. **YES / NO** Is course free of debris such as large tree limbs etc?
- B. **YES / NO** Is plank into helicopter mockup free of cracks and serviceable?
- C. **YES / NO** Are poles for stretchers sturdy, serviceable, and free of splinters?
- D. **YES / NO** Are anti-slip boards emplaced on plank secure and serviceable?
- E. **YES / NO** Is gear properly stored? If not fix it.
- F. **YES / NO** Is helo wood serviceable and free of rot?

THINGS TO BE FIXED

PRINT NAME/FTC MARINE

SIGNATURE

PRINT NAME/CHIEF/A-CHIEF

SIGNATURE

PRINT NAME/MAINTENANCE

SIGNATURE

PRINT NAME/OIC

SIGNATURE

Objective 22 Crucible Safety Checklist

I. MITCHELL'S ADVANCE

- A. **YES / NO** Is course free of debris such as tree limbs etc?
- B. **YES / NO** Is tire in place?
- C. **YES / NO** Is the vertical pole stable with no signs of deterioration at the base?
- D. **YES / NO** Is the vertical pole free of splinters?
- E. **YES / NO** Is the grass cut and trimmed around the obstacle?
- F. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- G. **YES / NO** Is the impact zone free of grass and debris?
- H. **YES / NO** Is the impact media fluffed and does the impact zone provide 6" of fall protection?

II. KASAL'S CROSSING

- A. **YES / NO** Are ropes serviceable?
- B. **YES / NO** Are suspended tires properly affixed to the ropes?
- C. **YES / NO** Are suspended tires serviceable and free of metal frey?
- D. **YES / NO** Are sandbags, wood or tires around impact area stable and serviceable?
- E. **YES / NO** Is the impact zone free of grass and debris?
- F. **YES / NO** Is the impact media fluffed and does the impact zones provide 6" of fall protection?

THINGS TO BE FIXED

PRINT NAME/FTC MARINE

SIGNATURE

PRINT NAME/CHIEF/A-CHIEF

SIGNATURE

PRINT NAME/MAINTENANCE

SIGNATURE

PRINT NAME/OIC

SIGNATURE

Objective 23 Crucible Safety Checklist

I. Patrol Route/Helicopters

- A. **YES / NO** Is Ivan target/ammo can serviceable?
- B. **YES / NO** Is brief inside of ammo cans?
- C. **YES / NO** Are all ammo crates and cans free of sharp edges, and serviceable?
- D. **YES / NO** Is patrol lane free of debris and trash?
- E. **YES / NO** Is grass weed eaten?
- F. **YES / NO** Are planks into helicopter's mockup free of cracks and serviceable?
- G. **YES / NO** Are helicopter's non-skid serviceable?

THINGS TO BE FIXED

PRINT NAME/FTC MARINE

SIGNATURE

PRINT NAME/CHIEF/A-CHIEF

SIGNATURE

PRINT NAME/MAINTENANCE

SIGNATURE

PRINT NAME/OIC

SIGNATURE

Objective Night 1 Crucible Safety Checklist

I. COMBAT ASSAULT RESUPPLY COURSE

- A. **YES / NO** Are all HOT SOP Flags present? (green, yellow, red, black)
- B. **YES / NO** Is helo clean and free of animals/insects?
- C. **YES / NO** Is the wood of the helo serviceable and free of rot?
- D. **YES / NO** Is helo non-skid serviceable?
- E. **YES / NO** Are lanes clear of debris/trip hazards such as wire, sticks, trash, and etc?
- F. **YES / NO** Are guide wires/ropes on two line bridges tight with no frays?
- G. **YES / NO** Are metal frays removed to prevent injury?
- H. **YES / NO** Is frame poles and structure sturdy?
- I. **YES / NO** Are bolts and covers secure and intact?
- J. **YES / NO** Are splinters removed or sanded smooth?
- K. **YES / NO** Is the impact media free of sand, debris and grass? If not remove them.
- L. **YES / NO** Is the impact media fluffed and does the impact zone provide 6" of fall protection?
- M. **YES / NO** Are ammo crates and cans free of sharp edges, and serviceable to include the weld?
- N. **YES / NO** Has the trash been cleaned out of the oxygen and propane building and is the gate locked?
- O. **YES / NO** Are oxygen and propane in place and operational?
- P. **YES / NO** You will test the machine gun and mortar. Do they work?
- Q. **YES / NO** Is the oxygen bottle secure to wall with the chain?
- R. **YES / NO** Is the machine gun and mortar free of leaks in the propane and oxygen connections?
- S. **YES / NO** Are all electrical connections properly connected?
- T. **YES / NO** Are all spark plugs serviceable?
- U. **YES / NO** Are the 3 ft barriers set up around the mortar and lid placed on top?
- V. **YES / NO** Are noise hazard signs posted?
- W. **YES / NO** Are the hearing protection signs posted?
- X. **YES / NO** Will hearing protection be made available for FTP and RTR personnel?
- Y. **YES / NO** Is all barbed wire tight so it is not lying in the dirt?
- Z. **YES / NO** Are all boards in the wall stable and serviceable?
- AA. **YES / NO** Are all bolts tight and nails flush on the wall?
- BB. **YES / NO** Are wood splinters removed or sanded smooth?

THINGS TO BE FIXED

PRINT NAME/FTC MARINE

SIGNATURE

PRINT NAME/CHIEF/A-CHIEF

SIGNATURE

PRINT NAME/MAINTENANCE

SIGNATURE

PRINT NAME/OIC

SIGNATURE

Objective Night 2 Crucible Safety Checklist

I. Night Infiltration

- A. **YES / NO** Are all HOT SOP Flags present? (green, yellow, red, black)
- B. **YES / NO** Is helo clean and free of animals/insects?
- C. **YES / NO** Is the wood of the helo serviceable and free of rot?
- D. **YES / NO** Is helo non-skid serviceable?
- E. **YES / NO** Are lanes clear of debris/trip hazards such as wire, sticks, trash, and etc?
- F. **YES / NO** Are guide wires/ropes on two line bridges tight with no frays?
- G. **YES / NO** Are metal frays removed to prevent injury?
- H. **YES / NO** Is frame poles and structure sturdy?
- I. **YES / NO** Are bolts and covers secure and intact?
- J. **YES / NO** Are splinters removed or sanded smooth?
- K. **YES / NO** Is the impact media free of sand, debris and grass? If not remove them.
- L. **YES / NO** Is the impact media fluffed and does the impact zone provide 4" of fall protection?
- M. **YES / NO** Are ammo crates and cans free of sharp edges, and serviceable to include the weld?
- N. **YES / NO** Has the trash been cleaned out of the oxygen and propane building and is the gate locked?
- O. **YES / NO** Are oxygen and propane in place and operational?
- P. **YES / NO** You will test the machine gun and mortar. Do they work?
- Q. **YES / NO** Is the oxygen bottle secure to wall with the chain?
- R. **YES / NO** Is the machine gun and mortar free of leaks in the propane and oxygen connections?
- S. **YES / NO** Are all electrical connections properly connected?
- T. **YES / NO** Are all spark plugs serviceable?
- U. **YES / NO** Are the 3 ft barriers set up around the mortar and lid placed on top?
- V. **YES / NO** Are noise hazard signs posted?
- W. **YES / NO** Are the hearing protection signs posted?
- X. **YES / NO** Will hearing protection be made available for FTP and RTR personnel?
- Y. **YES / NO** Is all barbed wire tight so it is not lying in the dirt?
- Z. **YES / NO** Are all boards in the wall stable and serviceable?

- AA. **YES / NO** Are all bolts tight and nails flush on the wall?
- AB. **YES / NO** Are wood splinters removed or sanded smooth?
- AC. **YES / NO** Are depressions or holes not necessary to the course objective filled in and level?
- AD. **YES / NO** Are poles which are partially submerged in water stable?
- AE. **YES / NO** Are moat walls stable and serviceable?
- AF. **YES / NO** Are bayonet connections and blades serviceable and free of rust?
- AG. **YES / NO** Are bayonet course lanes free of trip hazards and debris?
- AH. **YES / NO** Are dummies properly secured and serviceable to include tire heads, wire, and ropes?
- AI. **YES / NO** Are bayonet technique signs properly secured and legible?
- AJ. **YES / NO** Is the course cut and weed-eaten?
- AK. **YES / NO** Does the lighting system work? Turn the lights on and off.
- AL. **YES / NO** Is mortar system covered? If not cover it.

AM. **YES / NO** Are all engineer stakes covered by matting or covers?

AN. **YES / NO** Is trash can empty? If not empty it.

AO. **YES / NO** Is tower free of trash?

AP. **YES / NO** Is all 5.56 ammo cans and water jugs staged?

THINGS TO BE FIXED

PRINT NAME/FTC MARINE

SIGNATURE

PRINT NAME/CHIEF/A-CHIEF

SIGNATURE

PRINT NAME/MAINTENANCE

SIGNATURE

PRINT NAME/OIC

SIGNATURE

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 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.

For each question, please mark the appropriate box. For all "YES" answers, please explain on the back of this questionnaire. 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 cellulitis 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 screening?
- 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	Print LName, FI	Signature	Date
Rank			

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 29905-9620

In Reply Refer To:
 DepO 1513.8C
 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:

Platoon	RCT	Appointment Date	Time
<u>XXXX</u>	Doe, G.J	XX Sept 22	Morning Sick Call
	Smith, S.C	XX Sept 22	Morning Sick Call

Follow Series :

Platoon	RCT	Appointment Date	Time
<u>XXXX</u>	Jones, R.H	XX Sept 22	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



CRUCIBLE SMART PACK

Field Training Company
Weapons & Field Training Battalion

Crucible Operations Center: 843-228-2128

Crucible Aid Station: 843-228-2071

VERSION 3 - 20220831

Enclosure (8)



MED 1 PROCEDURES

- **Immediately switch to “911 Radio Channel” A, B, or C /Channel 16, make contact with “Fire Dispatch,” and stay on channel until fire and emergency services arrive. DO NOT Switch Off 911 Channel UNTIL Fire & Emergency Services arrive - Even if PMO arrives first!**

- **LOCATION / CCP #:** _____

- **DESCRIPTION OF INJURY:** _____

- **CONSCIOUS OR UNCONSCIOUS:** _____

- **TIME OF INCIDENT:** _____

- **BODY TEMPERATURE:** _____

***If you have to use cell phone as a LAST RESORT for communicating with Fire Dispatch, ensure you tell dispatch you are located on Parris Island!**



RIR COC REPORTING PROCEDURES



Company Operations Center: (843)228-2128

OBJECTIVE # / LOCATION / CCP #: _____

RECRUIT'S NAME: _____

RECRUIT'S EDIPI: _____

DESCRIPTION OF INCIDENT: _____

TIME OF INCIDENT: _____

COMPANY / PLATOON: _____



Equipment List

Fighting Load * :

- ▶ M16A4 w/ Combat Sling & Cleaning Gear
 - ▶ Kevlar Helmet
 - ▶ War Belt
 - ▶ (4) Magazines w/ Mag Pouches
 - ▶ (2) Full Canteens
 - ▶ Hearing Protection
 - ▶ Black Leather Gloves
 - ▶ Mouth Guard (Ziplocked)
 - ▶ Chow (1 Day Supply)
 - ▶ Assault Pack
- Any additional equipment requirements will be identified in the Frago for each Objective.
 - Deviations due to weather conditions will be at the discretion of the OIC.

*** During execution, fighting load will be worn at all times, unless stated otherwise.**



Conduct of Crucible



- Co COC will be responsible for battle tracking all squads.
- DIs will be referred to as **Crucible Team Leaders (CTLs)**.
- **CTLs will:**
 - » **On TD-57**, arrive at their first Objective NLT 0600. The start of each Objective will be identified by a green “Ivan Target” with the Objective # painted on it.
 - » Monitor timelines IOT keep their squad on proper rotation times.
 - » After completion of last objective, brief new squad leader and issue FragO to next objective. Squad leader will determine plan, then plot route to new objective, patrol to objective start point, brief plan, conduct PCC’s/PCI’s, and then execute plan.
 - » Conduct a debrief after each objective with squad.
 - » **On TD-58**, arrive at their first Objective NLT 0530.
 - » **Reinforce Priority of Work: Weapon, Gear, Body**



OBJ #1 - Hue City



Intensity Level: HIGH

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SOM: Recruits will negotiate the course using techniques learned during

BWT:

- » **Combat Glide**
- » **Low Crawl**
- » **High Crawl**
- » **Obstacle Breaching**
- » **Buddy Rushes**

Debrief Points:

- » Teamwork
- » Leadership
- » Tactical Thinking
- » Individual/Team Mvmt
- » Combat Formations
- » Hand & Arm Signals
- » Mental Fortitude

Equipment:

- » No Change

Nearest CCPs:

- » CCP 2
- » CCP 3

Time:

- » Mvmt from Obj #24 to Obj #1: **20 min**

PREP FOR COMBAT:	10 MIN
TIME ON OBJ:	55 MIN
DEBRIEF/CORE VALUES:	15 MIN
OBJ #1 TOTAL	1 HR 20 MIN

Tie-in:

- » Battle of Hue City

Grid:

17SNR
3061 7639

Distance Covered:

- » 0.5 miles

Enclosure (8)



OBJ #2 - Gas, Gas, Gas



Intensity Level: MEDIUM

SOM: Recruits will recover casualty, from a contaminated building while conducting TCCC, and then evac to LZ. Once a CBRN threat has been detected, recruits will properly don and clear masks; however, they will not break mask seals while in the chamber*. The “All Clear” will be passed after the casualty has been properly assessed and treated.

* **NO CS will be used during this Objective.**

Debrief Points:

- » CBRN Actions
- » Teamwork
- » Leadership
- » TCCC
- » Individual/Team Mvmt
- » Combat Formations
- » Problem Solving
- » Mental Fortitude

Nearest CCP:

- » CCP 1

Equipment:

- » (1) Gas Mask w/Gas Mask Carrier
- » (50) Gas Masks will be provided by FTC, then disinfected after every iteration.

Time:

- » Mvmt from Obj #1 to Obj #2: **25 Min**

PREP FOR COMBAT:	20 MIN
TIME ON OBJ:	25 MIN
DEBRIEF/CORE VALUES:	25 MIN
OBJ #2 TOTAL:	1 HR 5 MIN

Tie-in:

- » “Phase Line Green”

Grid:

**17SNR
3002 7670**

Distance Covered:

- » 200 meters



OBJ #3 - DFC “Farmer”



Small Thunderdome by the end of the Endurance Course

Intensity Level: LOW

SOM:

Recruits will receive a decision forcing case (DFC) about a Lieutenant in Vietnam forced with a moral dilemma.

Debrief Points:

- » Moral Courage
- » Core Values
- » Ethical Decision-Making

Equipment:

- » No Change

Nearest CCP:

- » CCP 7

Time:

- » Mvmt from Obj #2 to Obj #3: **25 Min**

PREP FOR COMBAT:	0 MIN
TIME ON OBJ:	20 MIN
DEBRIEF/CORE VALUES:	0 MIN
OBJ #3 TOTAL	20 MIN

Tie-in:

- » Ethical Decision Making

Distance Covered:

- » N/A

Grid:

**17SNR
2997 7584**



OBJ #4 - Solomon Islands



SOM:

As a test of physical endurance and combat conditioning, Recruits will conduct the second half of the course in fire teams. While executing the course, Recruits will also be required to think critically in order to successfully negotiate seven (7) obstacles.

Debrief Points:

- » Physical Courage
- » Teamwork
- » Leadership
- » Tactical Thinking
- » Individual/Team Mvmt
- » Combat Formations
- » Hand & Arm Signals
- » Mental Fortitude

Equipment:

- » No Change.

Nearest CCP:

- » CCP 7
- » CCP 7

Time:

- » Mvmt from Obj #3 to Obj #4: **10 Min**

PREP FOR COMBAT:	5 MIN
TIME ON OBJ:	50 MIN
DEBRIEF/CORE VALUES:	10 MIN
OBJ #4 TOTAL	1 HR 5 MIN

Tie-in:

- » Solomon Islands

Grid:

**17SNR
2941 7531**

Distance Covered:

- » 1.5 miles

Intensity Level: HIGH

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Enclosure (8)



OBJ #5 - Harrell's

Devil Dog Dome



Intensity Level: MEDIUM

SOM*: Recruits will be physically and mentally challenged, while reinforcing previously taught Tan Belt techniques, during pugil stick and body sparing bouts.

* While recruits are waiting to fight, CTLs will lead them through basic warm-up exercises.

Equipment:

- » Mouth Guard* » Pugil Sticks » Boxing Gloves
- » Groin Protection » Neck Collar » Hockey Gloves
- » Football Helmet » Sparring Helmet

* All other items in the Combat Load will be staged outside the Octagon.

Time:

» Mvmt from Obj #4 to Obj #5: **15 Min**

MAIT BRIEF:	10 MIN
PREP FOR COMBAT:	10 MIN
TIME ON OBJ:	30 MIN
OBJ #5 TOTAL	50 MIN

Debrief Points:

- » Physical Toughness
- » Fighting Spirit
- » Mental Fortitude

Nearest CCP:

- » CCP 3

Tie-in:

» Sgt W. G. Harrell

Grid:

17SNR
3039 7592

Distance Covered:

» N/A



OBJ #6 - Confidence Course



Intensity Level: MEDIUM

SOM*: Recruits will be required to demonstrate physical/moral courage, teamwork, problem-solving, initiative, and TCCC in order to negotiate the following obstacles as part of this Objective:

- » Canley's Climb
- » Fonseca's First Aid
- » Jordan's Crossing
- » Navarroarellano's Skyscraper
- » Workman's Weaver

* Recruits will only execute 4 out of 5 Warrior Stations

Equipment: Weapons will be staged prior to start of Navarro's Skyscraper and Canley's Climb.

Time:

- » Mvmt from Obj #5 to Obj #6:
5 Min

PREP FOR COMBAT:	PART OF OBJ TIME
TIME ON OBJ:	1 HR 20 MIN (20 MIN PER STATION)
DEBRIEF/CORE VALUES:	PART OF OBJ TIME
OBJ #6 TOTAL	1 HR 20 MIN

Debrief Points:

- » Courage
- » Teamwork
- » Leadership
- » TCCC
- » Individual/Team Movement
- » Combat Formations
- » Problem Solving
- » Mental Fortitude

Nearest CCP:

- » CCP 3

Grid:

**17SNR
3042 7604**

Tie-in:

- » GySgt J. L. Canley
- » HM3 L. Fonseca
- » GySgt P. A. Jordan
- » LCpl J. Navarroarellano
- » Sgt J. Workman

Distance Covered:

- » 200 meters



OBJ #7 - Battle of Nasiriya



Intensity Level: HIGH

SOM:

Recruits will work in fire teams in order to conduct movements, with additional weight and gear requiring movements, through physically challenging obstacles*.

***If any obstacle cannot be completed by any member of the fire team, the fire team will receive a penalty by having to conduct fifteen (15) burpees.**

Debrief Points:

- » Physical Toughness
- » Mental Toughness
- » Teamwork
- » Leadership
- » Tactical Thinking

Equipment:

- » Weapons will be staged prior to start of the course.

Nearest CCP:

- » CCP 10

Time:

- » Mvmt from Obj #6 to Obj #7: **10 Min**

PREP FOR COMBAT:	10 MIN
TIME ON OBJECTIVE:	20 MIN
DEBRIEF/CORE VALUES:	15 MIN
OBJ #7 TOTAL	45 MIN

Tie-in:

- » Battle of Nasiriyah

Distance

Covered:

- » 100 meters

Grid:

**17SNR
3020 7609**



OBJ #8 - Battle of Marjah



Intensity Level: MEDIUM

SOM: Along their route, recruits will encounter fire on their left flank and then continue their movement in order to assault through the enemy's positions.

Debrief Points:

- » Teamwork
- » Leadership
- » Tactical Thinking
- » Individual/Team Mvmt
- » Combat Formations
- » Hand & Arm Signals
- » Mental Fortitude

Equipment:

- » No Change

Nearest CCP:

- » CCP 4

Time:

- » Mvmt from Obj #7 to Obj #8: **25 Min**

PREP FOR COMBAT:	10 MIN
TIME ON OBJ:	15 MIN
DEBRIEF/CORE VALUES:	15 MIN
OBJ #8 TOTAL	40 MIN

Tie-in:

- » Battle of Marjah

Grid:

**17SNR
3047 7550**

Distance Covered:

- » 600 meters



OBJ #9 - LRC



Intensity Level: LOW

SOM: Recruits will negotiate three (3) of the twelve (12) stations in the Leadership Reaction Course. Squad leader's will be required to analyze the problem, develop a plan, and then execute.

- Debrief Points:**
- » Problem Solving
 - » Teamwork
 - » Leadership
 - » Critical Thinking

Equipment:

- » No Change

Nearest CCP:

- » CCP 5

Time:

- » Mvmt from Obj #8 to Obj #9:
15 Min

Tie-in:

- » Different for each LRC Station

Grid:

**17SNR
3030 7591**

PREP FOR COMBAT:	PART OF OBJ TIME
TIME ON OBJ:	45 MIN (15 MIN PER STATION)
DEBRIEF/CORE VALUES:	15 MIN (5 MIN PER STATION)
OBJ #9 TOTAL	1 HR

Distance

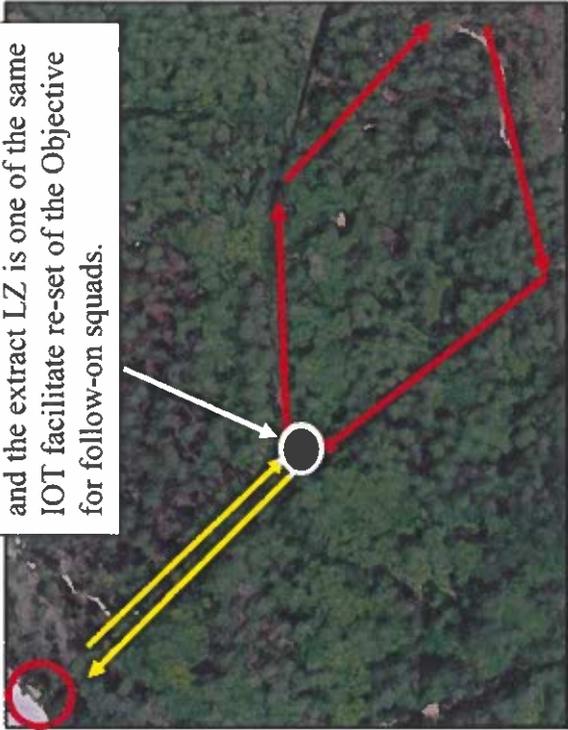
Covered:

- » N/A



OBJ #10 – Gregory’s Gauntlet

The location of the “downed pilot” and the extract LZ is one of the same IOT facilitate re-set of the Objective for follow-on squads.



Intensity Level: HIGH

SOM: Recruits will conduct a tactical recovery of a downed aircraft and personnel at the grid provided. Upon arrival, fire teams will establish security, provide TCCC, and then move the casualty, via stretcher, to the LZ for evac.

Debrief Points:

- » Mental Fortitude
- » Teamwork
- » Leadership
- » TCCC
- » Tactical Thinking
- » Individual/Team Mvmt
- » Combat Formations
- » Hand & Arm Signals

Equipment:

- » No Change

Nearest CCP:

- » CCP 7

Time:

- » Mvmt from Obj #9 to Obj #10: **15 Min**

PREP FOR COMBAT:	10 MIN
TIME ON OBJ:	30 MIN
DEBRIEF/CORE VALUES:	15 MIN
OBJ #10 TOTAL	55 MIN

Tie-in:

- » LCpl R. Gregory

Distance Covered:

- » 0.5 miles

Grid:

**17SNR
2988 7569**



OBJ #11 - Kelly's Charge



Intensity Level: MEDIUM

SOM: Recruits will conduct an attack on an enemy squad utilizing all of the tactical control measures (TCMs) that were previously taught during their Prepare for Combat Class.

Debrief Points:

- » Initiative
- » Teamwork
- » Leadership
- » Tactical Thinking
- » Individual/Team Mvmt
- » Combat Formations
- » Hand & Arm Signals

Equipment:

- » No Change

Nearest CCP:

- » CCP 6

Time:

- » Mvmt from Obj #10 to Obj #11: **15 Min**

PREP FOR COMBAT:	10 MIN
TIME ON OBJ :	20 MIN
DEBRIEF/CORE VALUES:	15 MIN
OBJ #11 TOTAL	45 MIN

Tie-in:

- » PFC J. D. Kelly

Distance Covered:

- » 300 meters

Grid:

**17SNR
2993 7538**



OBJ #12 - Warrior's Cove



Start of Objective is at the end of the Bayonet Assault Course.



Intensity Level: LOW

SOM: Recruits will be required to demonstrate physical/moral courage, teamwork, problem-solving, ingenuity, and physical toughness techniques in order to negotiate the following obstacles as part of this Objective:

- » Kraft's Struggle
- » Perez's Passage
- » Viggiani's Strikes

Debrief Points:

- » Physical Toughness
- » Teamwork
- » Leadership
- » Critical Thinking

Equipment:

- » No Change

Nearest CCP:

- » CCP 4

Time:

- » Mvmt from Obj #11 to Obj #12: **20 Min**

PREP FOR COMBAT:	0 MIN
TIME ON OBJ :	30 MIN (10 MIN PER STATION)
DEBRIEF/CORE VALUES:	15 MIN (5 MIN PER STATION)
OBJ #12 TOTAL	45 MIN

Tie-in:

- » Sgt J. A. Kraft
- » LCpl J. B. Perez
- » Sgt A. Viggiani

Distance Covered:

- » N/A

Grid:

**17SNR
3044 7548**



OBJ #14 - Death Before Dishonor (Physical TDG)



Intensity Level: MEDIUM

SOM:

Recruits will be challenged physically and mentally while executing the previously taught Tan Belt weapon strike techniques on tires, followed by executing upper and lower body strikes on the MCMAP pads.

Equipment:

» No Change

Debrief Points:

- » Physical/Mental Toughness
- » Teamwork
- » Leadership
- » Tactical Thinking
- » Individual/Team Mvmt
- » Combat Formations
- » Hand & Arm Signals

Nearest CCP:

» CCP 10

Time:

» Mvmt from Obj #13 to Obj #14: **15 Min**

PREP FOR COMBAT:	10 MIN
TIME ON OBJ :	15 MIN
DEBRIEF/CORE VALUES:	10 MIN
OBJ #14 TOTAL	35 MIN

Tie-in:

» Cpl J. L. Dunham

Grid:

17SNR
3009 7606

Distance Covered:

» 100 meters



OBJ #15 - DFC “Joker 1”



Intensity Level: LOW

SOM:

Recruits will receive a DFC about a rifle squad in Vietnam that was trapped in an ambush. The DFC will require the recruits to develop a COA when faced with a similar scenario.

Debrief Points:

- » Moral Courage
- » Core Values
- » Ethical Decision-Making

Equipment:

- » No Change

Nearest CCP:

- » CCP 8

Time:

- » Mvmt from Obj #14 to Obj #15:
10 Min

Tie-in:

- » Vietnam

Grid:

**17SNR
2966 7602**

PREP FOR COMBAT:	0 MIN
TIME ON OBJ:	20 MIN
DEBRIEF/CORE VALUES:	0 MIN
OBJ #15 TOTAL	20 MIN

Distance

Covered:

- » N/A



OBJ #16 - Marianas Islands



Intensity Level: HIGH

SOM: As a test of physical endurance and combat conditioning, Recruits will conduct the first half of the course in fire teams. While executing the course, Recruits will also be required to think critically in order to successfully negotiate four (4) obstacles.

Equipment:

» No Change.

Time:

» Mvmt from Obj #15 to Obj #16:
20 Min

PREP FOR COMBAT:	10 MIN
TIME ON OBJ:	35 MIN
DEBRIEF/CORE VALUES:	10 MIN
OBJ #16 TOTAL	55 MIN

Debrief Points:

- » Problem Solving
- » Teamwork
- » Leadership
- » Tactical Thinking
- » Individual/Team Mvmt
- » Combat Formations
- » Hand & Arm Signals

Nearest CCP:

» CCP 6

Tie-in:

» Battle of the Marianas Islands

Grid:

**17SNR
2982 7562**

Distance Covered:

» 1.0 mile



OBJ #17 - Battle of Derna



The start of Objective is next to the Warming Hut by the Bayonet Assault Course

Intensity Level: MEDIUM

SOM: Recruits will be briefed at the start of the course and then launch in teams of four (4). Recruits will execute the course using individual, buddy team, and fire team movement, as well as Tan Belt bayonet techniques. Recruits will execute five (5) strikes per station.

Debrief Points:

- » Communication
- » Teamwork
- » Leadership
- » Tactical Thinking
- » Individual/Team Mvmt
- » Combat Formations
- » Hand & Arm Signals

Equipment:

- » K-Bar Bayonet

Nearest CCP:

- » CCP 5
- » CCP 4

Time:

- » Mvmt from Obj #16 to Obj #17: **30 Min**

Tie-in:

- » Battle of Derna

Grid:

**17SNR
3030 7570**

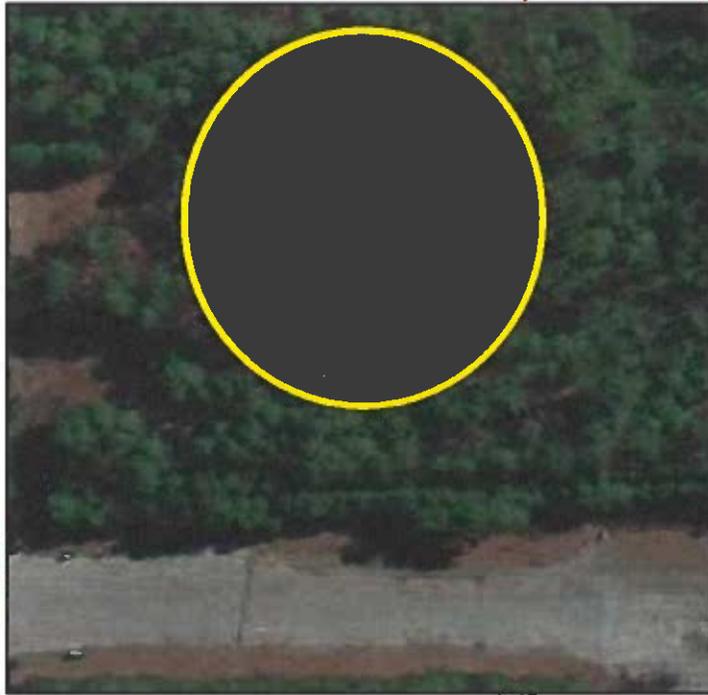
Distance Covered:

- » 100 meters

PREP FOR COMBAT:	10 MIN
TIME ON OBJ:	20 MIN
DEBRIEF/CORE VALUES:	10 MIN
OBJ #17 TOTAL	40 MIN



OBJ #19 - Montford Point



Intensity Level: LOW

SOM: Recruits will be required to demonstrate physical/moral courage, teamwork, problem-solving, and initiative in order to negotiate the following obstacles as part of this Objective:

- » Corbin's Convoy
- » Garcia's Leap
- » Jenkins' Pinnacle
- » Lehw's Challenge

Equipment:

- » Weapons will be staged prior to start of this Objective.

Debrief Points:

- » Communication
- » Teamwork
- » Leadership
- » Critical Thinking

Nearest CCP:

- » CCP 4

Time:

- » Mvmt from Obj #18 to Obj #19: **20 Min**

PREP FOR COMBAT:	PART OF OBJ TIME
TIME ON OBJ:	40 MIN (10 MIN PER STATION)
DEBRIEF/CORE VALUES:	20 MIN (5 MIN PER STATION)
OBJ #19 TOTAL	60 MIN

Tie-in:

- » LCpl T. Corbin
- » PFC F. L. Garcia
- » PFC R. H. Jenkins, Jr.
- » GySgt J. D. Lehw

Distance Covered:

- » N/A

Grid:

**17SNR
3061 7562**



OBJ #20 - Altomare Ally



Start of this Objective is located at the KIM's Game Board.

Intensity Level: MEDIUM

SOM:

Recruits will start at the IED Indicators Board (KIM's Game), and will be given time to view/memorize those items. The recruits will then patrol along their route, in a combat formation, using hand and arm signals, while observing for those indicators along the way. Once the squad reaches the end of the route, they will have to recall from memory as many of the indicators that they observed, as part of the KIM's Game.

Debrief Points:

- » Tactical Thinking
- » IED Awareness
- » Combat Formations
- » Hand & Arm Signals

Equipment:

- » No Change

Nearest CCPs:

- » CCP 10 (Start)
- » CCP 7 (Finish)

Time:

- » Mvmt from Obj #19 to Obj #20:
30 min

PREP FOR COMBAT:	10 MIN
TIME ON OBJ:	20 MIN
DEBRIEF/CORE VALUES:	15 MIN
OBJ #20 TOTAL	45 MIN

Tie-in:

- » LCpl N. P. Altomare

Grid:

**17SNR
2989 7610**

Distance Covered:

- » 800 meters

Enclosure (8)



OBJ #21 - Noonan's Evac



Start of this Objective is the tree line behind helo.



Intensity Level: HIGH

PREP FOR COMBAT:	10 MIN
TIME ON OBJ:	40 MIN
DEBRIEF/CORE VALUES:	15 MIN
OBJ #21 TOTAL	65 MIN

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SOM: Recruits will conduct a patrol to Mout Town, utilizing check points that will dictate a change to their combat formation, based on the probability of enemy contact. Upon arrival, fire teams will come under enemy fire, and assault through the enemy's position. Fire teams will then establish security, provide TCCC, and move the casualty to the tarmac for evac.

Debrief Points:

- » Communication
- » Teamwork
- » Leadership
- » TCCC
- » Tactical Thinking
- » Individual/Team Mvmt
- » Combat Formations
- » Hand & Arm Signals

Equipment:
» No Change

Nearest CCP:
» CCP 7

Time:
» Mvmt from Obj #20 to Obj #21: **15 Min**

Tie-in:
» LCpl T. P. Noonan

Grid:
17SNR
3003 7591

Distance Covered:
» 1.5 miles

Enclosure (8)



OBJ #22 - Brahma Nation

Can see start of Objective, that's in the middle of these Warrior Stations, from the tarmac.



Intensity Level: LOW

SOM: Recruits will be required to demonstrate physical/moral courage, teamwork, problem-solving, and initiative in order to negotiate the following obstacles as part of this Objective:

- » Mitchell's Advance
- » Kasal's Crossing

Equipment:

- » Mitchell's Advance: Weapons will be staged and Flak Jackets will be worn as part of their Combat Load.
- » Kasal's Crossing: Recruits will wear Flak Jackets as part of their Combat Load.

Debrief Points:

- » Communication
- » Teamwork
- » Leadership
- » Critical Thinking

Nearest CCP:

- » CCP 10

Time:

- » Mvmt from Obj #21 to Obj #22: **10 Min**

Tie-in:

- » Cpl R. J. Mitchell
- » 1stSgt B. A. Kasal
(Both part of 3/1 - "Brahma Bulls")

Grid:

17SNR
2997 7599

Distance Covered:

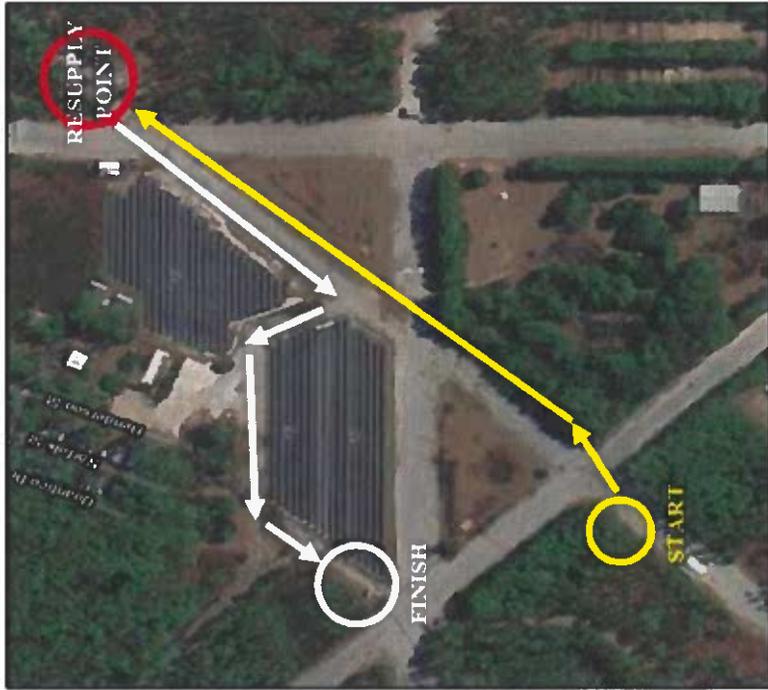
- » N/A

Enclosure (8)

PREP FOR COMBAT:	PART OF OBJ
TIME ON OBJ:	20 MIN (10 MIN PER STATION)
DEBRIEF/CORE VALUES:	10 MIN (5 MIN PER STATION)
OBJ #22 TOTAL	30 MIN



OBJ #23 - Simmons' Resupply



Intensity Level: HIGH

PREP FOR COMBAT:	15 MIN
TIME ON OBJ:	40 MIN
DEBRIEF/CORE VALUES:	15 MIN
OBJ #23 TOTAL	1 HR, 10 MIN

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SOM*: Recruits will be “inserted,” via helo with the “resupplies” and then patrol with resupplies to the resupply point (AAVs). Once at the AAVs, Recruits will deliver the “resupplies” and then move to the extraction point at the 2nd helo.

* Prior to the next squad executing this OBJ, FTC personnel will re-set the two (2) ammo cans and the 5-Gallon Water Jug inside Noonan’s Evac Helo.

Equipment: (Per Fire Team)

- » (1) 5-Gallon Water Jug w/ sand (68 lbs.)
- » (2) 5.56mm Ammo Cans (35 lbs. Each)

Debrief Points:

- » Problem Solving
- » Teamwork
- » Leadership
- » Tactical Thinking
- » Individual/Team Mvmt
- » Combat Formations
- » Hand & Arm Signals
- » Mental Fortitude

Nearest CCP:

- » CCP 10 (Start)
- » CCP 2 (Mid)
- » CCP 9 (Finish)

Time:

- » Mvmt from Obj #22 to Obj #23: **10 Min**

Tie-in:

- » Cpl F. M. Simmons

Distance Covered:

- » 1.5 miles

Grid:

17SNR
2999 7588

Enclosure (8)



OBJ #24 - John Quick Trail



Intensity Level: MEDIUM

SOM: Each fireteam will patrol along the trail, observing potential ambush sites indicated by marked Ivan Targets. Each fireteam will begin their patrol in 60 second intervals Each member will engage the targets as they appear. At the end of the patrol conduct a debrief on targets that were identified. Drill Instructors will be located at the front of the formation.

Debrief Points:

- » Problem Solving
- » Teamwork
- » Leadership
- » Tactical Thinking
- » Individual/Team Mvmt
- » Combat Formations
- » Hand & Arm Signals
- » Mental Fortitude

Equipment:

- » No Change

Nearest CCP:

- » CCP 2 (Start)
- » CCP 3 (Mid)
- » CCP 4 (Finish)

Time:

- » Mvmt from Obj #23 to Obj #24:
10 Min

PREP FOR COMBAT:	5 MIN
TIME ON OBJ:	50 MIN
DEBRIEF/CORE VALUES:	10 MIN
OBJ #24 TOTAL	1 HR, 5 MIN

Tie-in:

- » Sgt J. Quick

Grid:

**17SNR
3064 7639**

Distance

Covered:

- » 0.75 miles



OBJ #25 - Night Resupply

SOM:

FTC Instructors will brief Training Company staff on the route and follow-on actions. Recruits will then retrieve the “resupplies,” and the CTL’s will conduct their PCCs/PCIs prior to stepping off on the hike. The route will be marked by chem-lights at the turns. Recruits will step-off by series with a 10-min gap in between the series. A Series Cmdr and FTC Instructor will lead each series. There will also be a CTL in the front and rear of their respective platoon’s, moving their platoon’s from checkpoint to checkpoint. Upon completion of the night resupply, the recruits will return all ammo cans to the start point. * **Map on next page**

Debrief Points:

- » Communication
- » Teamwork
- » Leadership
- » Tactical Thinking
- » Mental Fortitude

Grid:

**17SNR
3073 7627**

Equipment: (Per Fire Team)

- » (2) 5.56 mm Ammo Cans

Time: » Feet checks will start at **1930**
 » Objective commences at **2000**

PREP FOR COMBAT:	20 MIN
TIME ON OBJ:	1 HR, 20 MIN
NIGHT ASSAULT COURSE	60 MIN
DEBRIEF/CORE VALUES:	15 MIN
OBJ #25 TOTAL	2 HRS, 55 MIN

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Nearest CCPs:

- » CP 1 - CCP 2 » CP 6 - CCP 3
- » CP 2 - CCP 9 » CP 7 - CCP 5
- » CP 3 - CCP 8
- » CP 4 - CCP 7
- » CP 5 - CCP 5

Distance Covered:

- » 4.0 miles / 6.4 kilometers
- Enclosure (8)

Tie-in:

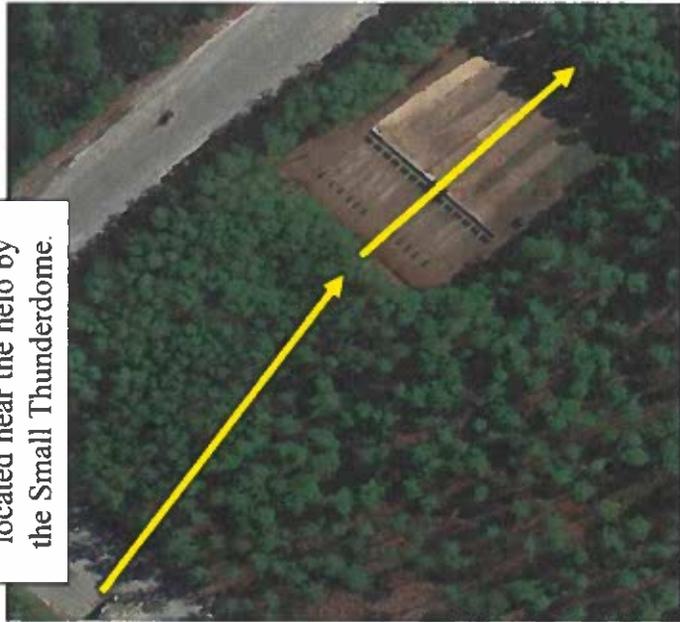
- » Operation Dewey Canyon



OBJ #26 – Night Infiltration Hike



Start of Objective is located near the helo by the Small Thunderdome.



Intensity Level: MEDIUM

- SOM:** Recruits will move thru the tree line, en route to resupply friendly forces using the following techniques:
- » **In open, uncovered terrain** - low crawl
 - » **Wire Obstacles** - Breach using low crawl
 - » **Illumination Rounds** - Stop moving and Assess the Area
 - » **Walls** - Clear for Booby Traps
 - » **Once tree line has been cleared to consolidation** - Combat Glide

Equipment:
» No Change

- Debrief Points:**
- » Problem Solving
 - » Teamwork
 - » Leadership
 - » Tactical Thinking
 - » Individual/Team Mvmt
 - » Combat Formations
 - » Hand & Arm Signals
 - » Mental Fortitude

Nearest CCP:
» CCP 5

Time:
» Feet checks at **1930**
» Objective commences at **2000**

Tie-in:
» Sgt J. Basilone

Grid:
17SNR
3018 7578

PREP FOR COMBAT:	15 MIN
TIME ON OBJ:	60 MIN
DEBRIEF/CORE VALUES:	20 MIN
OBJ #26 TOTAL	1 HR, 35 MIN

Distance Covered:
» 100 meters