

# **Stinger Table VIII Evaluation Packet**

This document is used as a reference for evaluators and will not be used to train.  
Stinger Teams will use the ARTEP 44-117-11-DRILL and other applicable references.  
Based on ARTEP 44-117-11-DRILLw/change 1, 15 Oct 2000 and TM 9-1425-429-12, Apr 1992

06-Oct-2003

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# Grading Guidance

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All drills will start with the team in the manner that they would operate prior to the drill, such as having seat belts fastened etc.

Grading must be completed fairly, “opinions” need to be kept out of the evaluation, if a cut is made it must be either referenced on the cut sheet actual, ARTEP 44-117-11-DRILL, TM 9-1425-429-12 (the TM overrides all other resources) or fall under one of the following examples:

A Team may be cut for MISUSE OF EQUIPMENT or a SAFETY that is not documented. Record these cuts on the last page of the particular drill.

Examples of MISUSE OF EQUIPMENT.

- While removing a weapon round from the ready rack the cover falls and bangs the missile=MISUSE OF EQUIPMENT -5 points, if the missile is not re-inspected an additional 2 points will be assessed.
- If a TC or GNR drags a gripstock across the ground MISUSE OF EQUIPMENT -5 points, if the gripstock is not re-inspected an additional 2 points will be assessed
- If excessive force is used to install a gripstock on a missile round MISUSE OF EQUIPMENT -5 points, if the missile is not re-inspected an additional 3 points will be assessed and additionally if the gripstock is not re-inspected an additional 2 points will be assessed. All pieces of equipment will be inspected.

Examples of what should not be considered MISUSE OF EQUIPMENT:

- Dropping the IR cover
- Allowing the straps for the coffins to drop when unlatching

The evaluator must be prepared to reference a technical cut. The senior evaluator will make the final judgment issues.

<b>Cut</b>	<b>Point value</b>	<b>Definition</b>
MINOR=	-3 points	A missed step, but a step that will not cause the mission to fail
MAJOR=	-5 points	Serious enough to cause the mission to fail.
MISUSE OF EQUIPMENT=	-5 points	Could cause possible damage or undue wear on a piece of equipment
	-2 points	If the Team fails to inspect a piece of equipment that has been banged, dropped, kicked or dragged for damage an additional 2 points will be assessed.
SAFETY=	-10 points	An act that could cause bodily harm to a team member or others member
OVERTIME=	-5 points x seconds	

# Perform Target Engagement (During a Footmarch).

## Battle Drill 44-5-D200

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**TASK:** Perform Target Engagement (During a Footmarch).

**CONDITION:** A MANPADS team is alerted to a target during dismounted operations.

**STANDARD:** The team completes the performance measures for engaging hostile aircraft in a nonchemical environment or in MOPP 1 or 2, within 10 seconds, with no safety violations. In MOPP 3 or 4, the time is extended to within 15 seconds. Team will implement engagement procedures using proper voice and/or visual signals in a nonchemical or MOPP 1 through 4 environments. Timed portion of drill starts when team chief says, "SEARCH." Time portion of drill stops when gunner says, "READY."

### SETUP INSTRUCTIONS:

a. Resources.

- (1) Stinger basic load (combat).
- (2) Two ready-rounds (M60 field handling trainers for training).
- (3) One radio (MANPACK).
- (4) IFF interrogator.
- (5) HTU and EPLRS if available.
- (6) Training aerial target.
- (7) Binoculars.

b. Training Site. The training site must allow at least 50 meters of forward movement for the team to select firing position.

c. Unit Instruction. The Stinger team is on a foot march with assigned unit or in a fighting position. Setup and initialization of the HTU and EPLRS have been completed. Communications equipment is present and in working order.

d. Uniform. Kevlar, LBV/LBE, Protective mask, FLAK Jacket

**SPECIAL NOTES:** This is a Team Event

**PERFORMANCE MEASURES**

		<b>Task</b>	<b>Cut</b>
TC	1.	Receives cue on HTU or from the DEW net, selects position. Commands, <b>“SEARCH” (TIME BEGINS)</b>	MAJOR
		<ul style="list-style-type: none"> <li>Orients gunner towards direction of aircraft clock azimuth. For example, “Target, 6 o'clock high or low.”</li> </ul>	MAJOR
GNR	1.	Receives the alert warning and prepares ready-round while moving to firing position	
		<ul style="list-style-type: none"> <li>Shoulders the weapon</li> </ul>	MAJOR
		<ul style="list-style-type: none"> <li>Makes sure the BCU is in place</li> </ul>	MAJOR
		<ul style="list-style-type: none"> <li>Unfolds IFF antenna</li> </ul>	MAJOR
		<ul style="list-style-type: none"> <li>Removes front cover</li> </ul>	MAJOR
		<ul style="list-style-type: none"> <li>Raises sight assembly until locked</li> </ul>	MAJOR
		<ul style="list-style-type: none"> <li>15 meters from personnel in combat (FM 44-18-1) 45 meters during ASP</li> </ul>	SAFETY
		<ul style="list-style-type: none"> <li>5 meters from equipment</li> </ul>	SAFETY
<b>Although the drill manual continues with more performance steps, they may be evaluated during the STPT portion and recorded on that score sheet.</b>			
TC	2.	Moves to left side of gunner and places ready-round on the ground.	MAJOR
GNR	2.	Connects IFF cable and	MAJOR
		<ul style="list-style-type: none"> <li>Calls out, <b>“READY.” (TIME STOPS) END OF ABBREVIATED DRILL</b></li> </ul>	MAJOR
		<ul style="list-style-type: none"> <li>Begins searching for aircraft</li> </ul>	MAJOR
TC	3.	Hooks aircraft, target (ID#) cued, confirms target. Directs gunner to single or multiple targets. If multiple, directs gunner to lead target. Prepares to engage second target	MAJOR
GNR	3.	Points weapon at target, oversights, identifies target, and places target in center of range ring.	MAJOR
TC	4.	Monitors HTU or DEW net and helps gunner search for targets.	MAJOR
GNR	4.	Interrogates using IFF and announces "IFF unknown." or IFF mode	MAJOR
TC	5.	Determines aircraft category and informs gunner (jet or prop).	MAJOR

<b>GNR</b>	<b>CAUTION</b>	<b>SAFETY</b>
	Do <u>not</u> connect the IFF cable while on the move. Injury to personnel and damage to equipment can occur.	

GNR	5. Tracks and ranges target.	MAJOR
TC	6. Positively identifies aircraft as hostile	MAJOR
	<ul style="list-style-type: none"> <li>• Commands, "HOSTILE ENGAGE."</li> </ul>	MAJOR
GNR	6. Activates weapon using the activation rule.	MAJOR
GNR	7. Acquires acquisition tone.	MAJOR
GNR	8. Presses and holds the UNCAGE switch (monitors tone for changes).	MAJOR
GNR	9. Inserts proper superelevation and lead (monitors tone for changes).	MAJOR
GNR	10. Squeezes the trigger.	MAJOR
TC	10. Observes if target is destroyed or missed.	MAJOR
TC	11. Picks up and prepares weapon if the gunner misses target or if multiple targets are in the area. Engages target, using gunner steps 5 through 11.	MAJOR
GNR	11. Continues to track the target for 3 to 5 seconds	MAJOR
	<ul style="list-style-type: none"> <li>• Holds the trigger and UNCAGE switch until the weapon fires.</li> </ul>	MAJOR
TC	12. If team chief fires, removes and discards BCU within 3 minutes.	MAJOR
	<ul style="list-style-type: none"> <li>• Checks HTU or DEW net for presence of other targets.</li> <li>• Disconnects IFF cable</li> </ul>	MAJOR
GNR	12. Removes and discards BCU within 3 minutes.	MAJOR
TC	13. Removes gripstock and discards expended launch tube.	MINOR
GNR	13. Disconnects IFF cable, removes gripstock, and discards expended launch tube.	MINOR

GNR	<b>WARNING</b> BCU gets extremely hot when activated. Grasp it only by the heat-insulated cap when removing it.	SAFETY
GNR	Do <u>not</u> point the top of the BCU toward your skin because high pressure gas may still be escaping.	SAFETY
TC	Do <u>not</u> handle BCU for 30 minutes <u>after</u> removal.	SAFETY
GNR	Do <u>not</u> handle BCU for 30 minutes <u>after</u> removal.	SAFETY

TC	14. Notifies platoon CP with engagement report.	MINOR
GNR	14. Searches PTL and SOF. <b>-END OF FULL DRILL-</b>	MAJOR

# Perform Target Engagement (During a Footmarch) Grading Worksheet

Additional Cut(s)/Deficiencies(s)

Description	Cut	Description	Cut
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT

			<b>Time</b>		
			<b>Seconds Overtime</b>		
			<b>Overtime Points Assessed</b>		
			<b>Number of cuts</b>	<b>Cuts x pts</b>	<b>Totals</b>
			<b>MINOR</b>	<b>X 3</b>	
			<b>MAJOR</b>	<b>X 5</b>	
			<b>MISUSE OF EQUIPMENT</b>	<b>X 5</b>	
			<b>Additional points assessed for MISUSE</b>	<b>X 3</b>	
			<b>SAFETY</b>	<b>X 10</b>	
			<b>Seconds OVERTIME</b>	<b>X 5</b>	

<b>Full Drill</b>	<b>230 Points possible</b>	<b>207 Points needed for a GO</b>	Overall Score
<b>Abbreviated Drill</b>	<b>100 Points Possible</b>	<b>90 Points needed for a GO</b>	GO or NO GO

Evaluator's Name (print last, first MI)	Signature	Date	
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# Perform Target Engagement (From a Mounted to a Dismounted Position M998).

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## Battle Drill-44-5-D201

**TASK:** Perform Target Engagement (From a Mounted to a Dismounted Position M998).

**CONDITION:** A vehicle-mounted MANPADS team is alerted to an aerial target.

**STANDARDS:** The team completes the performance measures for engaging hostile aircraft in a nonchemical environment or in MOPP 1 or 2 within 10 seconds, within 15 seconds in MOPP 3 or 4 environments, with no safety violations. Teams will implement engagement procedures using proper voice and/or visual signals in nonchemical or MOPP 1 through 4 environments. Timed portion of drill starts when gunner exits vehicle. Timed portion of drill ends when gunner says, "READY."

### SETUP INSTRUCTIONS:

- a. Resources.
  - (1) One M998 vehicle.
  - (2) Stinger basic load (combat).
  - (3) Two ready-rounds (M60 field handling trainers for training).
  - (4) IFF interrogator.
  - (5) HTU and EPLRS if available.
  - (6) Training aerial target.
  - (7) Binoculars.
- b. Training Site. The training site should permit at least 50 meters of forward movement for the vehicle.
- c. Unit Instruction. The Stinger team is riding in a vehicle. Setup and initialization of the HTU and EPLRS have been completed. Communications equipment is present and in working order.
- d. Uniform. Kevlar, LBV/LBE, Protective mask, FLAK Jacket

**SPECIAL NOTES:** This is a Team Event

**PERFORMANCE MEASURES**

	<b>Task</b>	<b>Cut</b>
TC	1. A priority track is received on the HTU or DEW net indicating an aerial threat. Announces target ___ o'clock.	MAJOR
GNR	1. Halts vehicle in position <ul style="list-style-type: none"> <li>• Applies emergency brake.</li> <li>• Places shifting lever to neutral (Shuts off engine or leaves running, as required.)</li> </ul>	SAFETY SAFETY
TC	2. Dismounts with HTU <ul style="list-style-type: none"> <li>• Moves to open ready-round container and opens it</li> <li>• Locks lid in open position</li> <li>• Removes ready-round from container</li> </ul>	MAJOR MAJOR MAJOR
GNR	2. <b>Dismounts (TIME BEGINS)</b> <ul style="list-style-type: none"> <li>• Moves to open ready-round container and opens it</li> <li>• Locks lid in open position</li> <li>• Removes ready-round from container</li> </ul>	MAJOR MINOR MAJOR
TC	3. Follows gunner to firing position with ready-round and HTU.	MAJOR
GNR	3. Readies the weapon for firing while moving to the firing position <ul style="list-style-type: none"> <li>• Shoulders the weapon</li> <li>• Unfolds IFF antenna</li> <li>• Makes sure the BCU is in place</li> <li>• Removes front cover</li> <li>• Raises sight assembly until locked</li> <li>• 15 meters from personnel in combat (FM 44-18-1) 45 meters during ASP</li> <li>• 5 meters from equipment</li> </ul>	MAJOR MAJOR MAJOR MAJOR MAJOR SAFETY SAFETY

GNR	<b>CAUTION</b> <b>Do <u>not</u> connect the IFF cable while on the move. Injury to personnel and damage to equipment can occur.</b>	SAFETY
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TC	4. Moves to the left side of gunner and places ready-round on the ground. Monitors HTU and assists gunner in searching for aircraft.	MAJOR
GNR	4. Connects IFF cable and <ul style="list-style-type: none"> <li>• Calls out, "<b>READY.</b>" (<b>TIME STOPS</b>) <b>END OF ABBREVIATED DRILL</b></li> <li>• Begins searching for aircraft.</li> </ul>	MAJOR MAJOR MAJOR

**Although the drill manual continues with more performance steps, they may be evaluated during the STPT portion and recorded on that score sheet.**

TC	5. Hooks aircraft, target (ID#) cued, confirms target. Directs gunner to single or multiple targets. If multiple, directs gunner to lead target. Prepares to engage second target	MAJOR
GNR	5. Points weapon at target, oversights, visually identifies target, then places target in the center of the range ring.	MAJOR
TC	6. Determines aircraft category and informs gunner (jet or prop).	MAJOR
GNR	6. Interrogates using IFF and announces "IFF unknown." or IFF mode	MAJOR
TC	7. Positively identifies aircraft and commands, "HOSTILE ENGAGE."	MAJOR
GNR	7. Activates weapon using the activation rule.	MAJOR
GNR	8. Acquires acquisition tone.	MAJOR
GNR	9. Presses and holds the UNCAGE switch (monitors tone for changes).	MAJOR
GNR	10. Inserts proper superelevation and lead (monitors tone for changes).	MAJOR
GNR	11. Squeezes the firing trigger.	MAJOR
TC	10. Observes if target is destroyed or missed.	MAJOR
TC	12. Picks up and readies weapon if the gunner misses target or if multiple targets are in the area. Engages target using gunner steps 7 through 13.	MAJOR
GNR	12. Continues to track the target for 3 to 5 seconds. <ul style="list-style-type: none"> <li>• Holds the trigger and UNCAGE switch until the weapon fires.</li> </ul>	MAJOR MAJOR
TC	13. If team chief fires, removes and discards BCU within 3 minutes, <ul style="list-style-type: none"> <li>• Disconnects IFF cable, removes gripstock, and discards expended launch tube.</li> <li>• Checks HTU or DEW net for presence of other targets.</li> </ul>	MAJOR MAJOR
GNR	13. Removes and discards BCU within 3 minutes. <ul style="list-style-type: none"> <li>• Disconnects IFF cable, removes gripstock, and discards expended launch tube.</li> </ul>	SAFETY

GNR	<b>WARNING</b>	SAFETY
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	<b>BCU gets extremely hot when activated. Grasp it only by the heat-insulated cap when removing it.</b>	
GNR	<b>Do <u>not</u> point the top of the BCU toward your skin because high pressure gas may still be escaping.</b>	SAFETY
TC	<b>Do <u>not</u> handle BCU for 30 minutes <u>after</u> removal.</b>	SAFETY
GNR	<b>Do <u>not</u> handle BCU for 30 minutes <u>after</u> removal.</b>	SAFETY

TC	14. Notifies platoon CP with engagement report.	MINOR
GNR	14. Searches PTL and SOF. <b>-END OF FULL DRILL-</b>	MAJOR

# Perform Target Engagement (From a Mounted to a Dismounted Position M998) Grading Worksheet

Additional Cut(s)/Deficiencies(s)

Description	Cut	Description	Cut
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT

			<b>Time</b>		
			<b>Seconds Overtime</b>		
			<b>Overtime Points Assessed</b>		
			<b>Number of cuts</b>	<b>Cuts x pts</b>	<b>Totals</b>
			<b>MINOR</b>	<b>X 3</b>	
			<b>MAJOR</b>	<b>X 5</b>	
			<b>MISUSE OF EQUIPMENT</b>	<b>X 5</b>	
			<b>Additional points assessed for MISUSE</b>	<b>X 3</b>	
			<b>SAFETY</b>	<b>X 10</b>	
			<b>Seconds OVERTIME</b>	<b>X 5</b>	

<b>Full Drill</b>	<b>230 Points possible</b>	<b>207 Points needed for a GO</b>	Overall Score
<b>Abbreviated Drill</b>	<b>100 Points Possible</b>	<b>90 Points needed for a GO</b>	GO or NO GO

Evaluator's Name (print last, first MI)	Signature	Date	
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# Convert Missile-Round to Ready-Round

## Crew Drill 44-5-D202

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**TASK:** Convert Missile-Round to Ready-Round. The crew drill task is initiated on a cue and performed to specified standards.

**CONDITION:** The Stinger team is at the firing position and the gunner has fired. The team will convert missile-round to ready-round and will rearrange the load. The Stinger basic load is mounted on the M998.

**STANDARDS:** Prepare a missile-round to a ready-round configuration and place it in the ready-rack within 9 minutes in nonchemical or MOPP 1 or 2 environments, with no equipment or safety violations. In MOPP 3 or 4 environments, extend the time to 10 minutes. Time begins when the TC announces "CONVERT A MISSILE-ROUND INTO A READY-ROUND" and stops when the TC states "CONVERT MISSILE-ROUND TO READY-ROUND COMPLETE".

### SETUP INSTRUCTIONS:

a. Resources.

- (1) One M998 vehicle.
- (2) Stinger basic load (combat).
- (3) Two M60 field handling trainers (training).
- (4) IFF interrogator.
- (5) One HTU and EPLRS if available.
- (6) Training aerial target.
- (7) TL-29

b. Training Site. The training site should be open and level.

c. Unit Instructions. Provide training aids and training areas for training.

d. Uniform. Kevlar, LBV/LBE, Protective mask, FLAK Jacket

**SPECIAL NOTES:** This is a Team Event

**PERFORMANCE MEASURES**

	<b>Task</b>	<b>Cut</b>
TC	1. Picks up ready-round from firing position. Commands, <b>“CONVERT A MISSILE-ROUND INTO A READY-ROUND.”</b> <b>(TIME BEGINS)</b>	MAJOR
GNR	1. Disconnects IFF interconnecting cable, removes BCU, removes gripstock, and then discards expended launch tube.	MAJOR
TC	2. Moves from firing position to team vehicle and places ready-round in his ready rack.	MAJOR
GNR	2. Moves from firing position to team vehicle; places his gripstock assembly in his ready rack.	MINOR
TC	3. Moves to rear of vehicle and removes MRC from vehicle.	MAJOR
GNR	3. Assists the team chief in removing an MRC from vehicle.	SAFETY
TC	4. Opens MRC. Using the screwdriver blade of the TL-29 knife lift wire wraps to open cover. Checks humidity indicator prior to opening MRC IAW with Tm 9-1425-429-12	MAJOR
GNR	4. Assists team chief in opening the MRC.	MINOR
TC	5. Opens fiberboard liner.	MAJOR
	<ul style="list-style-type: none"> <li>• Removes missile-round (in barrier bag) from its container, and places it on the ground</li> <li>• Opens barrier bag and cardboard inner shipping box ( cuts barrier bag at a corner using TL-29 knife)</li> <li>• Opens barrier bag by tearing from cut corner down one long side and across both ends.</li> <li>• Removes upper dunnage</li> </ul>	MAJOR MINOR MINOR MAJOR
GNR	5. Assists team chief in opening cardboard inner shipping box and removing upper dunnage.	MINOR
TC	6. Removes BCUs and TL-29.	MINOR
GNR	6. Removes BCUs (and earplugs, if needed)	MAJOR
TC	7. Removes missile-round from inner box.	MAJOR
GNR	7. Removes gripstock connector protective cover and places it in the empty missile-round inner box.	MAJOR
TC	8. Places missile-round on ground for inspection.	MAJOR

TC/GNR	<b>Caution</b> <b>When handling the weapon round, be careful not to damage launch motor igniter leads running lengthwise on the outside of the launch tube.</b>	SAFETY
TC/GNR	<b>Keep front cover in place until you make the weapon round ready for use.</b>	SAFETY
TC/GNR	<b>Always place weapon round on its side if you lay it down, never stand it on end</b>	SAFETY

GNR	8. Removes gripstock assembly from the ready rack.	MAJOR
TC/GNR	9. Performs the critical weapon checks.	MAJOR
	1. Check the blowout disk to insure that it is not cracked or broken.	MAJOR
	2. Check the launch motor squib leads to insure that they are not damaged or broken.	MAJOR
	3. Check the launch tube, while you are doing your other checks, to insure that it is not cracked or broken.	MAJOR
	4. Check the color in the humidity indicator window. If tan, replace at once with a green desiccant cartridge.	MAJOR
	5. Remove the front cover and inspect the IR window to insure that it is clean and not scratched, broken or cracked.	MAJOR
	6. Check the range ring to insure that it is not loose or defective.	MAJOR
	7. Check the rear sight reticle to insure that it is not loose or defective.	MAJOR
	8. Check the two acquisition indicators and wires to insure that they are not damaged	MAJOR
	9. Check the safety and actuator device by pressing and releasing the lever. A click should be heard and the lever should return to the normal position.	MAJOR
	10. Check the uncaging switch, in three positions (center and both ends), by pressing and releasing the switch. A click should be heard each time and the switch should return to the caged position.	MAJOR
	11. Check the firing trigger by squeezing and releasing the trigger. A click should be heard and the trigger should return to the normal position.	MAJOR
	12. Check that the latch mechanism holds the gripstock assembly securely to the launch tube.	MAJOR
	13. Check BCU	MAJOR
	• Check heat sensitive disk (white or pink)	MAJOR
	• Checks Burst disk diaphragm through relief holes to assure that the disc silver foil is not ruptured	MAJOR
	• Check that needle is not bent and that the grommet has not been pushed back.	MAJOR
	• Check contact rings on top of unit for corrosion.	MAJOR
	• Check BCU housing for cracks.	MAJOR
	• Inserts BCUs into pouch with the heat-insulated caps up. (if the unit has BCU pouches)	MAJOR
GNR	9. Installs gripstock on the missile-round. Assists team chief in inspecting the weapon-round.	MAJOR
TC	10. Moves to opposite side of vehicle.	MAJOR
GNR	10. Moves to side of vehicle.	MAJOR
TC	11. Secures both ready-rounds in the ready rack.	MAJOR
GNR	11. Installs BCU into gripstock of weapon-round, then secures both ready rounds in the ready rack.	MAJOR

TC	12. Places upper dunnage and barrier bag into MRC inner box.	MINOR
GNR	12. Places upper dunnage and barrier bag into MRC inner box.	MINOR
TC	13. Places MRC inner box into MRC and secures lid.	MINOR
GNR	13. Assists team chief with inner box and securing the lid.	MINOR
TC	14. Returns empty MRC to the vehicle.	MAJOR
GNR	14. Assists team chief in returning empty MRC to the vehicle.	SAFETY
TC	Announces <b>“CONVERT MISSILE-ROUND TO READY-ROUND COMPLETE” (TIME STOPS) -END OF DRILL-</b>	MAJOR

# Convert Missile-Round to Ready-Round Grading Worksheet

Additional Cut(s)/Deficiencies(s)

Description	Cut	Description	Cut
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT

Time  
Seconds Overtime  
Overtime Points Assessed


	Number of cuts	Cuts x pts	Totals
MINOR		X 3	
MAJOR		X 5	
MISUSE OF EQUIPMENT		X 5	
Additional points assessed for MISUSE		X 3	
SAFETY		X 10	
Seconds OVERTIME		X 5	

	<b>230 Points possible</b>	<b>207 Points needed for a GO</b>	Overall Score
			GO or NO GO

Evaluator's Name (print last, first MI)	Signature	Date	
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# Perform Hangfire, Misfire, and Dud Procedures

## Crew Drill 44-5-D203

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**TASK:** Perform Hangfire, Misfire, and Dud Procedures.

**CONDITIONS:** The gunner is tracking a target and attempts to fire but nothing happens. The gunner is tracking a target and attempts to fire; the missile ejects from the launch and falls to ground a short distance away from the firing position.

**STANDARDS:** This drill is accomplished when the Stinger team has performed the hangfire, misfire, and dud procedures according to the performance measures. NO TIME LIMIT (WITHIN REASON)

**SETUP INSTRUCTIONS:**

- a. Resources.
  - (1) Stinger basic load (combat).
  - (2) Two M60 field handling trainers (training).
  - (3) Radio.
  - (4) IFF interrogator.
- b. Training Site. The training site must be open, level.
- c. Unit Instruction. Provide training aids and training areas for training.
- e. Uniform. Kevlar, LBV/LBE, Protective mask, FLAK Jacket

**SPECIAL NOTES:** This is a Team Event

**PERFORMANCE MEASURES**

**Task**

**Cut**

GNR	1. Announces, "HANGFIRE," to team chief.	MAJOR
TC	1. Receives "HANGFIRE" notification from gunner.	MAJOR
TC	2. Directs gunner to continue tracking.	MAJOR
GNR	2. Continues to track for 3 more seconds after missile does not fire,	MAJOR
	<ul style="list-style-type: none"> <li>• Keeping firing TRIGGER and UNCAGE switch depressed.</li> <li>• If after 5 seconds the missile fails to eject, releases the firing trigger and UNCAGE switch.</li> <li>• Immediately remove the BCU</li> <li>• and IFF cable.</li> </ul>	MAJOR MAJOR MAJOR

GNR	<b>WARNING</b> BCU gets extremely hot when activated. Grasp it only by the heat-insulated cap when removing it.	SAFETY
GNR	Do <u>not</u> point the top of the BCU toward your skin because high pressure gas may still be escaping.	SAFETY
TC	Do <u>not</u> handle BCU for 30 minutes <u>after</u> removal.	SAFETY
GNR	Do <u>not</u> handle BCU for 30 minutes <u>after</u> removal.	SAFETY

TC	3. Announces, "MISFIRE."	SAFETY
	<ul style="list-style-type: none"> <li>• Place the weapon round in a dud pit or on the ground 164 feet or 50 meters from the firing position.</li> <li>• After a 10 minute period from trigger pull other missiles may be fired.</li> </ul>	SAFETY SAFETY
GNR	3. Places weapon-round on the ground pointed away from friendly personnel	SAFETY

TC	<b>DANGER</b> Ensures that the area is evacuated of all personnel for a distance of 670 feet (204 meters).	SAFETY
	<ul style="list-style-type: none"> <li>• The missile must <u>not</u> be approached for 30 minutes.</li> <li>• The missile should <u>not</u> be moved for 60 minutes.</li> <li>• Failure to do so may cause personal injury or death.</li> </ul>	SAFETY SAFETY SAFETY

.TC	4. Directs the gunner to leave the firing site.	SAFETY
	<ul style="list-style-type: none"> <li>• Marks the defective weapon's location and immediately</li> <li>• Notifies the supporting explosive ordnance disposal unit</li> </ul>	SAFETY SAFETY

	<ul style="list-style-type: none"> <li>Maintains eye contact on the weapon-round because the missile is a sensitive item, treat dud missiles with the same safety considerations</li> </ul>	SAFETY
GNR	4. Leaves firing site after receiving orders from the team chief	SAFETY
	<ul style="list-style-type: none"> <li>Without passing in front</li> </ul>	SAFETY
	<ul style="list-style-type: none"> <li>Crossing over</li> </ul>	SAFETY
	<ul style="list-style-type: none"> <li>Moving behind the weapon-round. <b>-END OF DRILL-</b></li> </ul>	SAFETY

**Note:** Do not move or in any way disturb a dud missile. A dud missile occurs when the flight motor does not fire after the missile has ejected from the launch tube. Mark the location of the dud and immediately notify the supporting explosive ordnance disposal unit. Move to a safe position, and keep the dud under surveillance. The missile is a sensitive item. Do not leave it unattended. If the team cannot maintain eye contact on the round in a combat situation, destroy the round. The unit commander will decide on the means of destruction.

# Perform Hangfire, Misfire, and Dud Procedures Grading Worksheet

Additional Cut(s)/Deficiencies(s)

Description	Cut	Description	Cut
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT

**Time**  
**Seconds Overtime**  
**Overtime Points Assessed**


	Number of cuts	Cuts x pts	Totals
<b>MINOR</b>		<b>X 3</b>	
<b>MAJOR</b>		<b>X 5</b>	
<b>MISUSE OF EQUIPMENT</b>		<b>X 5</b>	
<b>Additional points assessed for MISUSE</b>		<b>X 3</b>	
<b>SAFETY</b>		<b>X 10</b>	
<b>Seconds OVERTIME</b>		<b>X 5</b>	

	<b>230 Points possible</b>	<b>207 Points needed for a GO</b>	Overall Score
			GO or NO GO

Evaluator's Name (print last, first MI)	Signature	Date	
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# Prepare for March Order

## Crew Drill 44-5-D204

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**TASK:** Prepare for March Order.

**CONDITIONS:** The team is conducting combat operations. The Stinger team is emplaced and prepared for action. The team is given a movement order.

**STANDARDS:** The team chief receives alert warning and commands, "PREPARE FOR MARCH ORDER." Load individual gear and equipment. Ensure basic load of missiles are in their appropriate secured containers within 5 minutes, in nonchemical or MOPP 1 or 2 environments, with no safety violations. In MOPP 3 or 4 environments, extend the time to 7 minutes. Time begins on the command "PREPARE FOR MARCH ORDER" and stops when the TC announces "MARCH ORDERED".

**SETUP INSTRUCTIONS:**

a. Resources.

- (1) One M998 vehicle.
- (2) TOE equipment.
- (3) Stinger basic load (combat).
- (4) Two M60 field handling trainers (training).
- (5) Binoculars.

b. Training site. The training site should be open and level and have a minimum of 50 meters of forward movement for the vehicle.

c. Unit Instructions. Provide training aids and training areas for training.

d. Uniform. Kevlar, LBV/LBE, Protective mask, FLAK Jacket

**SPECIAL NOTES:** This is a Team Event

**PERFORMANCE MEASURES**

		<b>Task</b>	<b>Cut</b>
TC	1.	Receives alert warning to prepare to move out. Commands, <b>“PREPARE FOR MARCH ORDER.”</b>	MAJOR
		<ul style="list-style-type: none"> <li>• Returns ready-round to vehicle and secures it in his ready rack</li> </ul>	MAJOR
GNR	1.	On order from team chief, returns ready-round to vehicle and secures it in his ready rack.	MAJOR
TC	2.	Returns individual and team equipment to vehicle.	MAJOR
GNR	2.	Assists team chief in returning individual and team equipment to vehicle and enters vehicle.	MINOR
TC	3.	Ensures all items are accounted for.	MAJOR
GNR	3.	Shuts off radio(s).	MAJOR
TC		<b>Note:</b> Ensures radio(s) is off before starting the engine.	MAJOR
TC	4.	Ensures all equipment is secure.	MAJOR
GNR	4.	Starts engine.	MAJOR
TC	5.	Mounts team vehicle.	MAJOR
GNR	5.	Turns on radio(s).	MAJOR
TC	6.	Notifies headquarters that the Stinger team is ready to move announces <b>“MARCH ORDERED” (TIME STOPS)</b>	MINOR
GNR	6.	Stands by to move on orders. <b>-END OF DRILL-</b>	MINOR

# Prepare for March Order Grading Worksheet

Additional Cut(s)/Deficiencies(s)

Description	Cut	Description	Cut
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT

			<b>Time</b>		
			<b>Seconds Overtime</b>		
			<b>Overtime Points Assessed</b>		
			<b>Number of cuts</b>	<b>Cuts x pts</b>	<b>Totals</b>
			<b>MINOR</b>	<b>X 3</b>	
			<b>MAJOR</b>	<b>X 5</b>	
			<b>MISUSE OF EQUIPMENT</b>	<b>X 5</b>	
			<b>Additional points assessed for MISUSE</b>	<b>X 3</b>	
			<b>SAFETY</b>	<b>X 10</b>	
			<b>Seconds OVERTIME</b>	<b>X 5</b>	

		<b>150 Points possible</b>	<b>135 Points needed for a GO</b>	Overall Score
				GO or NO GO

Evaluator's Name (print last, first MI)	Signature	Date	
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## Prepare a AN/PSN-11 PLGR for Operation

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**TASK:** Prepare a AN/PSN-11 PLGR for Operation.

**CONDITIONS:** The team is preparing to conduct combat operations. The Stinger team is preparing to move to a new location. The team has a military map.

**STANDARDS:** The team chief receives a movement warning order. Both members of the Stinger team are in a nonchemical environment. Each team member will prepare a PLGR for operation within 5 minutes from powering on the PLGR. Time starts when the evaluator commands "BEGIN" stops when the team member announces "READY" upon completion of the initialization tasks.

**SETUP INSTRUCTIONS:**

a. Resources.

- (1) One AN/PSN-11 PLGR
- (2) Military Map.
- (3) BA-5800 battery

b. Training site. The training site should be outdoors with no other special requirements.

c. Unit Instructions. Provide training aids and training areas for training.

d. Uniform. Kevlar, LBV/LBE, Protective mask, FLAK Jacket

**SPECIAL NOTES:** This is an Individual Event

**PERFORMANCE MEASURES**

	<b>Task</b>	<b>Cut</b>
	Evaluator commands " <b>BEGIN</b> "	
TC/GNR	Install BA-5800 battery	MAJOR
TC/GNR	Turn on the PLGR	MAJOR
TC/GNR	Monitor self-test	MINOR
TC/GNR	Adjust backlighting	MAJOR
TC/GNR	Reset battery time	MAJOR
	Programs in the following	
TC/GNR	Set operation mode to continuous " <b>CONT</b> "	MAJOR
TC/GNR	Change Grid Zone Designation to match the A/O	MAJOR
TC/GNR	Setup DATUM to match the A/O	MAJOR
TC/GNR	Set TIMER to " <b>5 min</b> "	MINOR
TC/GNR	Set FOM to " <b>+m</b> "	MAJOR
TC/GNR	Announces " <b>READY</b> " ( <b>TIME STOPS</b> )	MINOR
TC/GNR	Describes how to recognize if the PLGR has established a current grid (OLD or +- reading)	MAJOR
TC/GNR	Demonstrates how to manually input time into the SINCGARS radio (without a W-4 cable)	MAJOR
TC/GNR	Turns off the PLGR <b>-END OF DRILL-</b>	MAJOR

# Prepare a AN/PSN-11 PLGR for Operation Grading Sheet

Additional Cut(s)/Deficiencies(s)

Description	Cut	Description	Cut
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT

	TC	GNR
Time		
Seconds Overtime		
Overtime Points Assessed		

	Number of cuts		Cuts x Pts	Totals	
	TC	GNR		TC	GNR
MINOR			X 3		
MAJOR			X 5		
MISUSE OF EQUIPMENT			X 5		
Additional points assessed for MISUSE			X 3		
SAFETY			X 10		
Seconds OVERTIME			X 5		

100 points possible

90 Points needed for a GO

Overall Score	Overall Score
Go or NO GO	Go or NO GO

Evaluator's Name (print last, first MI)	Signature	Date	
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## Target Tracking and Engagement Using the STPT

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**TASK:** Perform Target Engagement using the STPT.

**CONDITION:** A MANPADS team is alerted to a target during dismounted operations.

**STANDARD:** The team completes the performance measures for engaging hostile aircraft in a nonchemical environment, with no safety violations. Team will implement engagement procedures using proper voice signals. The team will either score a100 points or receive a NO GO for the drill.

**SETUP INSTRUCTIONS:**

a Resources.

- (1) Operational STPT.
- (2) 1 FHT
- (3) One radio (manpack).
- (4) IFF interrogator.
- (5) HTU and EPLRS if available.
- (6) Binoculars.

b. Training Site. In an area that will facilitate the proper functioning of the STPT.

c. Unit Instruction. The Stinger team is on a foot march with assigned unit.

d. Uniform. Kevlar, LBV/LBE, Protective mask, FLAK Jacket

**SPECIAL NOTES:** This is a Team Event

**PERFORMANCE MEASURES**

TC	1. Receives cue on HTU or from the DEW net, Commands, <b>“SEARCH”</b>	MAJOR
	<ul style="list-style-type: none"> <li>• Orients gunner towards direction of aircraft clock azimuth. For example, “Target, 6 o'clock high or low.”</li> </ul>	MAJOR
GNR	1. Receives the alert warning and prepares ready-round (STPT)	
	<ul style="list-style-type: none"> <li>• Shoulders the weapon</li> <li>• Makes sure BCU is in place</li> <li>• Unfolds IFF antenna</li> <li>• Removes front cover</li> <li>• Remove IFF protective cover from gripstock if installed</li> <li>• States the following: 15 meters from personnel in combat (FM 44-18-1) 45 meters during ASP</li> <li>• States the following: 5 meters from equipment</li> </ul>	<p>FAIL</p> <p>FAIL</p> <p>FAIL</p> <p>FAIL</p> <p>FAIL</p> <p>FAIL</p>
GNR	2. Connects IFF cable and.	FAIL
	<ul style="list-style-type: none"> <li>• Calls out, <b>“READY”</b></li> <li>• Begins searching for aircraft</li> </ul>	<p>FAIL</p> <p>FAIL</p>
TC	3. Hooks aircraft, target (ID#) cued, confirms target or monitors DEW net and acquires target visually. Directs gunner to single or multiple targets. If multiple, directs gunner to lead target. Prepares to engage second target	FAIL
GNR	3. Points weapon at target, (States he would oversight), identifies target, and places target in center of range ring.	FAIL
TC	5. Determines aircraft category and informs gunner (jet or prop).	FAIL
GNR	4. Interrogates using IFF and announces "IFF unknown." or IFF mode	FAIL
GNR	5. Tracks and ranges target.	FAIL
TC	6. Positively identifies aircraft as hostile	FAIL
	<ul style="list-style-type: none"> <li>• Commands, "HOSTILE ENGAGE."</li> </ul>	FAIL
GNR	6. Activates weapon using the activation rule.	FAIL
GNR	7. Acquires acquisition tone.	FAIL
GNR	8. Presses and holds the UNCAGE switch (monitors tone for changes).	FAIL
GNR	9. Inserts proper superelevation and lead (monitors tone for changes).	FAIL
GNR	10. Squeezes the trigger.	FAIL
TC	10. Observes if target is destroyed or missed.	FAIL

TC	11. Picks up and prepares weapon if the gunner misses target or if multiple targets are in the area. Engages target, using gunner steps 5 through 11. (The TC will talk the evaluator through this portion)	MAJOR
GNR	11. Continues to track the target for 3 to 5 seconds	FAIL
	<ul style="list-style-type: none"> <li>• Holds the trigger and UNCAGE switch until the weapon fires.</li> </ul>	FAIL
TC	12. If team chief fires, removes and discards BCU within 3 minutes. (The TC will talk the evaluator through this portion)	MAJOR
	<ul style="list-style-type: none"> <li>• Checks HTU or DEW net for presence of other targets.</li> </ul>	MAJOR
GNR	12. Removes and discards BCU within 3 minutes. <b>-END OF DRILL-</b>	MAJOR

# Target Tracking and Engagement Using the STPT Grading Worksheet

Additional Cut(s)/Deficiencies(s)

Description	Cut	Description	Cut
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT

	TC	GNR
Time		
Seconds Overtime		
Overtime Points Assessed		

	Number of cuts		Cuts x Pts	Totals	
	TC	GNR		TC	GNR
MINOR			X 3		
MAJOR			X 5		
MISUSE OF EQUIPMENT			X 5		
Additional points assessed for MISUSE			X 3		
SAFETY			X 10		
Seconds OVERTIME			X 5		

100 points possible	100 Points needed for a GO	Overall Score	Overall Score
		Go or NO GO	Go or NO GO

Evaluator's Name (print last, first MI)	Signature	Date	
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# Perform PMCS on the Stinger Guided Missile System

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**TASK:** Perform PMCS on the Singer Guided Missile System

**CONDITION:** A MANPADS team has received a Stinger Weapon Round.

**STANDARDS:** The team properly conducts PMSC IAW TM 9-1425429-12 w/ch 2 posted (additional changes may be published) on a Weapon Round. The team will perform 10 steps/checks from the 36 listed in the TM, the evaluator selects which 10 checks will be conducted on either the Stinger or IFF interrogator. PMCS will be done as a team. All deficiencies if any must be noted and properly annotated on a manual DA 2404 IAW DA PAM 738-750. There is no time limit.

**SETUP INSTRUCTIONS:**

- a. Resources.
  - (1) FHT.
  - (2) Team will provide the proper TM with changes.
  - (3) IFF interrogator.
  - (4) Team will provide the DA 2404
- b. Training Site. The training site should be in a field environment if possible.
- c. Unit Instruction. None.
- d. Uniform. Kevlar, LBV/LBE, Protective mask, FLAK Jacket

**SPECIAL NOTES:** This is an Individual Event

**PERFORMANCE MEASURES**

	<b>Task</b>	<b>Cut</b>
TC/GNR	1. Team uses proper TM 9-1425-429-12 with change 1	MAJOR
TC/GNR	2. Team uses the reader-doer method of PMCS	MAJOR
TC	3. Identifies applicable warnings from pages a thru d from TM 9-1425-429-12.	SAFETY
TC/GNR	4. Identifies applicable warnings from Table 2-2 Operator PMCS within the steps	SAFETY
DA Form 2404		
TC/GNR	<b>Block (1) Organization.</b> Enter the name of the unit to which the equipment belongs.	MINOR
TC/GNR	<b>Block (2) Nomenclature and Model.</b> Enter the noun abbreviation and the model of the equipment.	MINOR
TC/GNR	<b>Block (3) Registration/Serial/NSN.</b> Enter the serial or registration number. Enter the NSN when no serial or registration number is available.	MINOR
TC/GNR	<b>Block (4a) Miles.</b> Leave blank if the item does not have an odometer	MINOR
TC/GNR	<b>Block (4b) Hours.</b> Leave blank if hours do not apply to the equipment	MINOR
TC/GNR	<b>Block (4c) Rounds Fired.</b> Leave blank.	MINOR
TC/GNR	<b>Block (4d) Hot Starts.</b> Leave blank.	MINOR
TC/GNR	<b>Block (5) Date.</b> Enter the calendar <u>date the deficiency or shortcoming was found.</u>	MINOR
TC/GNR	<b>Block (6) Type Inspection.</b> Enter "PMCS". a. Use the same DA Form 2404 for more than 1 day. If you find no faults during the BEFORE OPERATION checks in the PMCS, put the <u>date in column c.</u> If no faults are found DURING or AFTER OPERATION, <u>initial in column e.</u>	MINOR
TC/GNR	b. When no faults are found, this form can be used for more than 1 day even if form was used for concurrent PMCSs, i.e.,	MINOR

W/M. Just place the first letter of the type of PMCS performed (W/M) in column d, by that day's date in column c after the PMCS was performed.

TC/GNR	<b>Block (7) TM Number and TM Date.</b>	MINOR
	a. Enter the number and date of the PMCS TM. When two TMs cover an item, put the second TM number and date in the second number and date block.	
TC/GNR	b. When the manual has changes, <u>print "W/C"</u> and the latest change number after the TM number. Then, put the latest change date in the TM date block.	MINOR
TC/GNR	<b>Block (8a) Signature.</b>	MINOR
	When a deficiency or shortcoming is found, the operator or supervisor signs and enters rank.	
TC/GNR	<b>(8b) Time.</b>	MINOR
	Leave blank	
TC/GNR	<b>(9a) Signature.</b>	MINOR
	Maintenance supervisor or the commander's designated representative will sign when corrective action is taken.	
TC/GNR	<b>(9b) Time.</b>	MINOR
	Leave blank or use as needed locally.	
TC/GNR	<b>Block (10) Man-Hours Required.</b>	MINOR
	Leave blank	
	<b>Begins actual PMCS</b>	
TC/GNR	1. Performs step correctly	MAJOR
TC/GNR	2. Performs step correctly	MAJOR
TC/GNR	3. Performs step correctly	MAJOR
TC/GNR	4. Performs step correctly	MAJOR
TC/GNR	5. Performs step correctly	MAJOR
TC/GNR	6. Performs step correctly	MAJOR
TC/GNR	7. Performs step correctly	MAJOR
TC/GNR	8. Performs step correctly	MAJOR
TC/GNR	9. Performs step correctly	MAJOR
TC/GNR	10. Performs step correctly	MAJOR
TC/GNR	<b>Block Column a. TM Item No.</b>	MINOR

	a. Put the PMCS item number that applies to the fault listed in column c.	
TC/GNR	b. If the PMCS has no item numbers, list the page, paragraph, or sequence number. <u>Circle the number if the fault is listed in the "Equipment is not ready/available if" column or "Not Mission Capable if" column of the PMCS.</u>	MINOR
TC/GNR	<b>Block Column b. Status.</b> Enter the status symbol that applies to the fault or deficiency.	MINOR
TC/GNR	<b>Block Column c. Deficiencies and Shortcomings.</b> a. If you find a fault item that can be repaired, stop the PMCS and correct the fault. Do not enter faults that have been repaired on the DA Form 2404. Continue the PMCS to make sure no other faults exist.	MINOR
TC/GNR	b. Briefly describe the fault. Skip one or two lines between faults. This will give maintenance room to note actions they take.	MINOR
TC/GNR	e. When you list faults not covered by the PMCS, add the pub that covers them; for example, SOP or AR 385-55.	MINOR
TC/GNR	<b>Block Column d. Corrective Action.</b> Explain corrective actions taken.	MINOR
TC/GNR	States to the evaluator when he has completed the PMCS	

# Perform PMCS on the Stinger Guided Missile System Grading Worksheet

Additional Cut(s)/Deficiencies(s)

Description	Cut	Description	Cut
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT

	TC	GNR
Time		
Seconds Overtime		
Overtime Points Assessed		

	Number of cuts		Cuts x Pts	Totals	
	TC	GNR		TC	GNR
MINOR			X 3		
MAJOR			X 5		
MISUSE OF EQUIPMENT			X 5		
Additional points assessed for MISUSE			X 3		
SAFETY			X 10		
Seconds OVERTIME			X 5		

100 points possible	90 Points needed for a GO	Overall Score	Overall Score
		Go or NO GO	Go or NO GO

Evaluator's Name (print last, first MI)	Signature	Date	
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## Load a SINCGARS Radio using an ANCD

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**TASK:** Load a SINCGARS Radio using an ANCD

**CONDITION:** A MANPADS conducting Pre-Combat Checks and is preparing the SINCGARS radio for operation.

**STANDARDS:** The team will load COMSEC using the ANCD within 8 minutes. Time begins when the evaluator command's "BEGIN" and ends when the soldier states "RADIOS FILLED".

**SETUP INSTRUCTIONS:**

a. Resources.

(1) SINCGARS radio, mounted or with power supply.

(2) ANCD w/COMSEC fill

b. Training Site. The training site should be in a field environment if possible.

c. Unit Instruction. None.

d. Uniform. Kevlar, LBV/LBE, Protective mask, FLAK Jacket

**SPECIAL NOTES:** This is an Individual Event

**PERFORMANCE MEASURES**

Evaluator commands “BEGIN” (TIME STARTS)

TC/GNR Sets RT controls to:

- |        |            |       |
|--------|------------|-------|
| TC/GNR | • CT       | MAJOR |
| TC/GNR | • LD       | MAJOR |
| TC/GNR | • FH       | MAJOR |
| TC/GNR | • MAN      | MAJOR |
| TC/GNR | • DATA OFF | MAJOR |

There is no requirement to clear a COMSEC alarm

- |        |  |       |
|--------|--|-------|
| TC/GNR | Inputs: <b>1} select:<br/>Soi <u>R</u>adio sUpervisor</b>            | MAJOR |
| TC/GNR | Inputs: <b>2} <u>S</u>end Receive Database<br/>sEtap Comsec Time</b> | MAJOR |
| TC/GNR | Inputs: <b>3} send to:<br/><u>R</u>adio Ancd Stu Pc</b>              | MAJOR |
| TC/GNR | Inputs: <b>4} select: <u>i</u>Com Nonicom<br/>Abn Rcu Haveq</b>      | MAJOR |
| TC/GNR | Inputs: <b>5} Connect to RT AUD/FIL<br/>Connector [↓]</b>            | MAJOR |
| TC/GNR | Inputs: <b>6} Set FCTN switch to LD<br/>on RT [↓]</b>                | MAJOR |
| TC/GNR | Inputs: <b>7} Do you want to include<br/>time? (<u>Y</u>/N)</b>      | MAJOR |
| TC/GNR | <b>9} Press[LOAD] on the RT</b>                                      |       |

TC/GNR

**9} Transfer in progress/  
Transfer successful**

TC/GNR

**10} RT cannot accept  
time from ANCD**

TC/GNR

Announces **"RADIO FILLED" (TIME STOPS) –END OF DRILL-**

# Load a SINGARS Radio using an ANCD Grading Sheet

Additional Cut(s)/Deficiencies(s)

Description	Cut	Description	Cut
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT

	TC	GNR
Time		
Seconds Overtime		
Overtime Points Assessed		

	Number of cuts		Cuts x Pts	Totals	
	TC	GNR		TC	GNR
MINOR			X 3		
MAJOR			X 5		
MISUSE OF EQUIPMENT			X 5		
Additional points assessed for MISUSE			X 3		
SAFETY			X 10		
Seconds OVERTIME			X 5		

100 points possible

90 Points needed for a GO

Overall Score	Overall Score
Go or NO GO	Go or NO GO

Evaluator's Name (print last, first MI)	Signature	Date	
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# IFF Programming with the ANCD and KOI-18 Tape Reader

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**TASK:** IFF Programming with the ANCD and KOI-18 Tape Reader

**CONDITIONS:** Your IFF interrogator is in its fourth day and you need to reprogram. Assistance and the following are available:

**STANDARD:** Correctly program the one IFF interrogator within 30 minutes. A MAJOR will not have an impact on the score. This is a GO, NO GO event, one FAIL and the drill is over and needs to retrain.

**SETUP INSTRUCTIONS:**

a. Resources.

- (1) AN/GSX-1 programmer.
- (2) 115V/120V, 60-hertz power supply.
- (3) KIR-1C computer.
- (4) KOI-18 tape reader w/cable
- (5) AN/PPX-3 IFF interrogator (with fully charged battery).
- (6) China-marking pencil.
- (7) Scotch tape.
- (8) Code tape.
- (9) Attach a newly charged battery to the AN/PPX-3 interrogators.

b. Training Site. The training site should be in a field environment if possible.

c. Unit Instruction. Provides a table to program on.

d. Uniform. Kevlar, LBV/LBE, Protective mask, FLAK Jacket

**SPECIAL NOTES:** This is a Team Event

**PERFORMANCE MEASURES**

	<b>Task</b>	<b>Cut</b>
<b>Programmer Setup</b>		
TC/GNR	a. Press pressure equalizer valve on programmer and remove cover. Ensure that the POWER ON/OFF switch is set to OFF.	MINOR
TC/GNR	b. Connect the power cable W2 to 115V, 1 PH, 50-400 Hz POWER connector J1 on programmer. Connect other end to power source	FAIL
TC/GNR	c. Connect computer cable W3 to connector J2 on programmer. Connect other end to the rear of the computer, removing dust cover, if necessary.	FAIL
TC/GNR	d. Connect the program cable W1 between connector J3 on programmer and connector J2 on IFF interrogator.	FAIL
TC/GNR	e. Connect IFF interrogator cable to programmer INTERROGATOR TEST connector J4.	FAIL
<b>Initial Checks</b>		
TC/GNR	a. Set POWER ON/OFF switch to ON.	FAIL
TC/GNR	b. Press to test each lamp on programmer to check that lamps light.	FAIL
TC/GNR	c. Push forward and hold INTERROGATOR TEST switch until a test tone is heard from speaker. Tone indicates interrogator is operational. If no tone is heard, replace interrogator battery with a charged battery. If tone is still not heard, replace with another interrogator.	FAIL
TC/GNR	d. The POWER DC and MODE 4 ALARM lights on programmer are on.	FAIL

<b>Loading Using the KOI-18 Tape Reader</b>		
<b>Selecting the Correct Keytape.</b>		
<p>The AKAT-3662 is a tape canister containing 68 individual tapes. There are 34 consecutive segments numbered from 1-27. The remaining segments are numbered F28, 28, F29, 29, F30, 30 and 31. Within each edition of AKAT-3662, the effective tape segment number corresponds to the date of the month. For example, the seventh day of the month would begin with tape segment 7. Each segment is further divided into sections A and B. These two sections are good for a period of two days. Therefore, to get four consecutive days of IFF codes loaded, use alternate keys from the AKAT-3662. Use the chart below as a reference.</p>		
TC/GNR	1. Connect fill cable to computer and KOI-18/TSEC tape reader. Open cover on tape reader.	FAIL
TC/GNR	2. Expose AKAT-3662 keytape segments necessary for four days of operation	FAIL
Separating all segments into individual segments is not necessary. Segments not being used should be stored in the bag with the canister.		
<b>Loading days 1-2</b>		
TC/GNR	3. Insert Day 1A's section into the tape reader, ensuring that guide holes are aligned and writing is facing up.	FAIL
TC/GNR	4. Pull tape through with one continuous motion, at a moderate rate.	FAIL

TC/GNR	5. Disconnect the fill cable from the computer and reattach.	FAIL
TC/GNR	5. Insert Day 1B's section into the tape reader, ensuring that guide holes are aligned and writing is facing up.	FAIL
TC/GNR	6. Pull tape through with one continuous motion, at a moderate rate.	FAIL
TC/GNR	7. The green parity light on the computer should blink, and the MODE 4 ALARM indicator on the programmer should go out. Days 1 and 2 are now loaded.	FAIL

<b>Loading with and ANCD</b>		FAIL
TC/GNR	Zeroize the KIR before loading new codes.	FAIL
TC/GNR	Do not connect fill cable between CYZ-10 and KIR until step 9.	FAIL
TC/GNR	1. Turn on CYZ-10 by pressing ON/OFF button on the keypad; observe screens and proceed as directed in steps 2-10.	FAIL
TC/GNR	2. Select <b>RADIO</b> , press <b>ENTER</b> .	FAIL
TC/GNR	3. Select <b>COMSEC</b> , press <b>ENTER</b> .	FAIL
<b>Loading Days 1-2 with the ANCD</b>		
TC/GNR	4. Select <b>LOAD (LD)</b> , press <b>ENTER</b> .	FAIL
TC/GNR	5. Select <b>KEK</b> pre-programmed with Mode 4 codes A and B press <b>ENTER</b> .	FAIL
TC/GNR	6. Scroll using <b>P DN</b> (Page Down) key to desired code segment, press <b>ENTER</b> .	FAIL
TC/GNR	7. Select <b>QUIT</b> , press <b>ENTER</b> .	FAIL
TC/GNR	8. Press <b>ARROW DOWN</b> key on CYZ-10-keypad until menu displays <b>PRESS LOAD ON RT</b> .	FAIL
TC/GNR	9. Connect fill cable between CYZ-10 and KIR.	FAIL
TC/GNR	10. Disconnect fill cable from KIR. NOTE The green INDICATOR light on the KIR will not flash after one key is loaded. It will flash after both keys are loaded, Indicating a complete fill.	FAIL
Repeat steps 4-10 to complete KIR's second fill.		
TC/GNR	4. Select <b>LOAD (LD)</b> , press <b>ENTER</b> .	FAIL
TC/GNR	5. Select <b>KEK</b> pre-programmed with Mode 4 codes A and B press <b>ENTER</b> .	FAIL
TC/GNR	6. Scroll using <b>P DN</b> (Page Down) key to desired code segment, press <b>ENTER</b> .	FAIL
TC/GNR	7. Select <b>QUIT</b> , press <b>ENTER</b> .	FAIL
TC/GNR	8. Press <b>ARROW DOWN</b> key on CYZ-10-keypad until menu displays <b>PRESS LOAD ON RT</b> .	FAIL
TC/GNR	9. Connect fill cable between CYZ-10 and KIR.	FAIL
TC/GNR	10. Disconnect fill cable from KIR, the <b>GREEN INDICATOR</b> light on the KIR <b>will flash</b> after second key is loaded.	FAIL

TC/GNR	11. the MODE 4 ALARM indicator on the programmer should go out.	FAIL
TC/GNR	12. Disconnect the fill cable and tape reader from the computer and properly store them.	MINOR

### Loading the Interrogator

TC/GNR	a. Set CODE ENTRY SELECT switch to desired M4/M3 or M4 position.	FAIL
TC/GNR	b. Set TIME ENTRY HOURS and MINUTES push-button switches to the upcoming minute of ZULU time.	FAIL
TC/GNR	c. At ZULU time set into TIME ENTRY switches, push forward and hold ENTER CODE/TIME switch until CODE/TIME ACCEPTED indicator lights, this updates the automatic 4-day clock in IFF interrogator.	FAIL
TC/GNR	d. Set CODE ENTRY SELECT switch to DAY 1.	FAIL
TC/GNR	e. Push forward and hold ENTER CODE/TIME switch until CODE/TIME ACCEPTED indicator lights.	FAIL
TC/GNR	f. Set CODE ENTRY SELECT switch to DAY 2.	FAIL
TC/GNR	g. Push forward and hold ENTER CODE/TIME switch until CODE/TIME ACCEPTED indicator lights.	FAIL
TC/GNR	h. If additional IFF interrogators are to be programmed for days 1 and 2, perform steps a through g after connecting new IFF interrogator; then proceed to step i.	
TC/GNR	i. To load IFF interrogators with code for Day 3 and 4, first zeroize the computer by pressing the initiate button on front of the computer. The MODE 4 ALARM indicator on the programmer should come on.	FAIL

### Loading days 3-4 with the KOI-18

TC/GNR	3. Insert Day 2A's section into the tape reader, ensuring that guide holes are aligned and writing is facing up.	FAIL
TC/GNR	4. Pull tape through with one continuous motion, at a moderate rate.	FAIL
TC/GNR	5. Disconnect the fill cable from the computer and reattach.	FAIL
TC/GNR	6. Insert Day 2B's section into the tape reader, ensuring that guide holes are aligned and writing is facing up.	FAIL
TC/GNR	7. Pull tape through with one continuous motion, at a moderate rate.	FAIL
TC/GNR	8. The green parity light on the computer should blink, and the MODE 4 ALARM indicator on the programmer should go out. Days 3 and 4 are now loaded.	FAIL
TC/GNR	9. Disconnect the fill cable and tape reader from the computer and properly store them.	FAIL

### Loading Days 3-4 with the ANCD

TC/GNR	4. Select <b>LOAD (LD)</b> , press <b>ENTER</b> .	FAIL
TC/GNR	5. Select <b>KEK</b> pre-programmed with Mode 4 codes A and B press <b>ENTER</b> .	FAIL

TC/GNR	6. Scroll using <b>P DN</b> (Page Down) key to desired code segment, press <b>ENTER</b> .	FAIL
TC/GNR	7. Select QUIT, press <b>ENTER</b> .	FAIL
TC/GNR	8. Press <b>ARROW DOWN</b> key on CYZ-10-keypad until menu displays <b>PRESS LOAD ON RT</b> .	FAIL
TC/GNR	9. Connect fill cable between CYZ-10 and KIR.	FAIL
TC/GNR	10. Disconnect fill cable from KIR, the <b>GREEN INDICATOR</b> light on the KIR <b>will flash</b> after second key is loaded.	FAIL
Repeat steps 4-10 to complete KIR's second fill.		
TC/GNR	4. Select <b>LOAD (LD)</b> , press <b>ENTER</b> .	FAIL
TC/GNR	5. Select <b>KEK</b> pre-programmed with Mode 4 codes A and B press <b>ENTER</b> .	FAIL
TC/GNR	6. Scroll using <b>P DN</b> (Page Down) key to desired code segment, press <b>ENTER</b> .	FAIL
TC/GNR	7. Select QUIT, press <b>ENTER</b> .	FAIL
TC/GNR	8. Press <b>ARROW DOWN</b> key on CYZ-10-keypad until menu displays <b>PRESS LOAD ON RT</b> .	FAIL
TC/GNR	9. Connect fill cable between CYZ-10 and KIR.	FAIL
TC/GNR	10. Disconnect fill cable from KIR, the <b>GREEN INDICATOR</b> light on the KIR <b>will flash</b> after second key is loaded.	FAIL
TC/GNR	11. The MODE 4 ALARM indicator on the programmer should go out.	FAIL
TC/GNR	12. Disconnect the fill cable and tape reader from the computer and properly store them.	
TC/GNR	k. Set CODE ENTRY SELECT switch to DAY 3.	FAIL
TC/GNR	l. Push forward and hold ENTER TIME/CODE switch until CODE/TIME ACCEPTED indicator lights.	FAIL
TC/GNR	m. Set CODE ENTRY SELECT switch to DAY 4.	FAIL
TC/GNR	n. Push forward and hold ENTER TIME/CODE switch until CODE/TIME ACCEPTED indicator lights.	FAIL
TC/GNR	o. If additional IFF interrogators are to be programmed for days 3 and 4, connect new IFF interrogator and repeat steps k through n.	
TC/GNR	p. Zeroize the computer, disconnect all cables, and store all items in their proper place.	MAJOR
TC/GNR	q. On all interrogators, use a china-marking pencil to write (in Zulu time) the time expiration date (hours, day, month) in area on top of IFF interrogator. Place a strip of transparent tape over expiration date END OF DRILL	FAIL

# IFF Programming with the ANCD and KOI-18 Tape Reader Grading Worksheet

Additional Cut(s)/Deficiencies(s)

Description	Cut	Description	Cut
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT
	SAFETY		MISUSE OF EQUIPMENT

	TC	GNR
Time		
Seconds Overtime		
Overtime Points Assessed		

	Number of cuts		Cuts x Pts	Totals	
	TC	GNR		TC	GNR
MINOR			X 3		
MAJOR			X 5		
MISUSE OF EQUIPMENT			X 5		
Additional points assessed for MISUSE			X 3		
SAFETY			X 10		
Seconds OVERTIME			X 5		

100 points possible

100 Points needed for a GO

Overall Score	Overall Score
Go or NO GO	Go or NO GO

Evaluator's Name (print last, first MI)	Signature	Date	
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