

APPENDIX 27 (HAND GRENADE) TO ANNEX G (COMMITTEE TRAINING) TO CST OPORD 04-01

References:

- a. Map, Series, V8215, West Point and Vicinity, 1:50,000
- b. DMI OPORD: CST 04-01
- c. FM 23-30
- d. TSP 071-T-3410

Time Zone Used Throughout the Order: Local

1. SITUATION.

- a. Enemy. See Base Order.
- b. Friendly. See Base Order.
- c. Attachments and detachments.

(1) Reserve Component tasking:

DESCRIPTION	RANK	MOS	# REQ'D
Range OIC	1LT/2LT	11A	1
Range RSO	SFC	11B	1
Trainers	SGT/SSG	11B	5
Safety NCO (Bays)	SSG	11B	5
Asst .Trainers	PVT/SPC	11B	2

(2) TF:

DESCRIPTION	RANK	MOS	# REQ'D
NCOIC	SSG	11B	1
Trainers	SGT	11B	8
Asst .Trainers	PVT/SP C	11B	9

2. MISSION. TF GRENADE safely conducts training at Range 1 from 20 Jul – 30 Jul in order to train and test PCTs/ MPRTs and to familiarize cadets with hand grenades.

3. EXECUTION.

- a. Scheme of support

(1) Purpose. Soldierization: Provide training to New Cadets on Basic Soldier Skills—specifically, the soldier’s personal indirect fire weapon, the hand grenade.

(2) Key Tasks. Train and Test “Employ Hand Grenade Task”, Conduct Hand Grenade Assault Course, and Throw one M67 Hand Grenade.

(3) Endstate. Each New Cadets trained and tested on the “employ hand grenade task”, completed the HG Assault Course, and thrown one M67 HG. All soldiers and equipment healthy and sound.

(4) This is a three-phase operation. See base order. Phase I is Preparation; Phase II is Execution (29 May - 10 Aug 03); Phase IIa is Equipment Draw and Site Set-up; Phase IIb is Leader Training Program; Phase IIc is Execution; Phase III is Recovery.

- Phase I. Preparation(1 Dec 02 - 28 May 03): See base order.
- Phase II. Execution (29 May - 10 Aug 03): This phase commences with the arrival of the Augmenting TF to Camp Natural Bridge, and concludes with the last day of committee training. This phase is further broken down into the three following sub-phases:
 - Phase IIa. Equipment draw and site set-up. This phase begins with the drawing of necessary supplies and concludes with the validation of each training site by the TF/USMA Command Group. The purpose of this sub phase is to provide the committee with the resources, and the set-up time to ensure that it is adequately prepared to train cadets. TF GRENADE will draw its training equipment, vehicles and other resources from USMA Cadet Supply approximately two weeks prior to actual training. Once the supplies are drawn, TF GRENADE will establish its training site and conduct training rehearsals. Once the site is set-up and the committee is prepared to start training cadets it will get validated by the USMA/TF chain of command. The endstate of Phase IIa is that TF GRENADE has been validated on all training and is prepared to train cadets.
 - Phase IIb. Leader Training Program. N/A.
 - Phase IIc. Execution. This phase begins on 20 Jul 2004 and ends on 30 Jul 2004. The objective of this phase is to safely execute 8 days of company training (20, 21, 23, 24, 25, 27, 28, 30 Jul) to include make-up training. The endstate of Phase IIc is all new cadets trained on applicable PCTs and MPRTs.
 - Phase III. Recovery. This phase begins on 31 Jul 2004 and concludes once the training site has been cleared, and all equipment is properly cleaned, recovered, and turn back in to Cadet Supply. The objective of this phase is to return back to USMA a training site that is better than it was prior to the summer. The endstate is that Range Control has formally cleared the committee from its site; Committee-level AAR is complete and briefed to the CST S-3; broken infrastructure (ie., targetry, range buildings, etc..) has been identified for repair and/or maintenance.

b. Tasks to subordinate units.

(1) TF supporting unit

- Draw and sign for all vehicles and equipment from USMA DOL. IAW Appendix 3 (equipment draw dates) to Annex G (Committee Training)

- Prepare the site for training. Sites include: command post, live range area, classroom sites, bunkers, HG assault course, and general range maintenance.
- Prepare and execute the “Employ Hand Grenade Task” training and testing. Validate all instructors and evaluators.
- Prepare and execute the opening demonstration (fire team knocking out a bunker with a HG).
- OC all instruction / training / testing during execution.
- Support and resource cadet platoons as they execute the assault course.

(2) 98th supporting unit.

- Prepare and execute Live M67 Bays and HG practice site.
- Provide Range OIC, RSO, Bay Safeties (4 ea- SSG or above), and Ammo NCO.
- Prepare the site for training, as required by the CMTE Chief.
- Sign for equipment and vehicles as needed.

c. Coordinating Instructions.

- POI: See TAB A (POI) to Appendix 27 (HAND GRENADE).
- Training Timeline: See TAB B (Training Timeline) to Appendix 27 (HAND GRENADE).
- Uniform. The uniform for training is: BDU, Kevlar, LBE, and Flack Vest (Live Bay Area).
- Grenade augmentation cadre will review and validate prepared Risk Management Checklists.
- Ensure personnel are certified by USMA Range Control to conduct HG training and operate Range 1.
- Platoon and squad leaders must be thoroughly familiar with the troop leading procedures and platoon level operations orders.
- The unit will support all training related requirements as prescribed by the USMA Committee OIC.

- Receive, temporarily stores, issues, and turns in all CL V used at the training site.

- Provides a guard force for the HG training areas during off-duty periods.

4. SERVICE SUPPORT.

a. Equipment Required. Unit should bring 12 squad radios and all individual equipment and weapons with BFAs.

c. Supply.

- Class V. See Appendix 5 to Annex G for allocation. TF will store and guard Class V in a MILVAN on Range 1.

- TF GRENADE will draw all equipment and supplies from the USMA DOL. List TBP.

5. COMMAND AND SIGNAL.

a. Command. HG Committee Chief is MAJ CHARLAND, DSN 688-2108, (845) 938-2108.

b. Signal. Communication between sites will be via hand held radios. Alternate means is SINCGARS/ ASEPPS.

ACKNOWLEDGE

STANLEY
COL

TABS:

A-POI

B-Training Timeline

TAB A (POI) TO APPENDIX 27 (HAND GRENADE) TO ANNEX G (COMMITTEE TRAINING) TO CST OPORD 04-01

Task: Employ Hand Grenades

Conditions: Given any standard issue U.S. hand grenade with extra safety clips, load carrying equipment (LCE), and a requirement to use hand grenades during a unit mission.

Standards: Identify each grenade by usage to ensure you have the appropriate grenades required to accomplish your assigned tasks based on the capabilities of the grenades. Inspect the grenades for defects. Report and turn in grenades that have defects. Correctly attach grenades to your ammunition pouch. Given five practice hand grenades, use the grenades against intended targets to accomplish your assigned tasks by applying proper grip, throwing technique, and safety precautions.

Training and Evaluation Guide: Performance Steps

1. Identify grenades you have been issued by usage to ensure they are appropriate for accomplishment of the specific tasks assigned to you.

Type	Color/Markings	Usage
M61 and M67	Olive drab body with a single fragmentation yellow band at the top. Nomenclature and/or lot numbers are in yellow.	To kill enemy soldiers.
M15 white phosphorus (WP)	Gray body with one yellow band and yellow markings.	Used for signaling, Screening, and incendiary purposes.
AN-M8 HC white smoke	Light green body with black markings and a white top.	Used for signaling and screening.
M18 colored smoke	Olive drab body with the top indicating the smoke color.	Used as a ground-to-ground or ground-to-air signaling device, a target or landing zone marking device, or a screening device for unit movements.
ABC-M25A2 CS riot control	Gray body with a red band and markings.	To control riots or disable personnel without serious injury.

AN-M14 TH3
Incendiary

Light red with black markings.

To destroy equipment and
start fires.

2. Inspect hand grenades for defects.

WARNINGS

NEVER MAKE UNAUTHORIZED MODIFICATIONS TO HAND GRENADES.
SAFETY CLIP CAN BE REMOVED AND REATTACHED IF THE SAFETY PIN IS
IN PLACE.

NEVER ATTEMPT TO REINSERT A SAFETY PIN.

- a. Check for, and turn in grenades with, the following deficiencies:
 - (1) Missing safety clip and/or safety pin.
 - (2) Cracked body.
 - (3) Broken fuse lugs.
 - (4) Bent or broken safety lever.
 - (5) Cracked pull ring.
 - (6) Loose fuse.
 - b. Check for dirt and wipe the grenade clean if it is dirty.
3. Attach the grenade to an ammunition pouch.
- a. Attach the grenade to the new style pouch.
 - (1) Open the web carrying sleeve on the side of the ammunition pouch.
 - (2) Slip the grenade safety lever over the small strap that is sewn into the web carrying sleeve and push the grenade down until it is fully seated.
 - (3) Ensure the pull ring is in the downward position.
 - (4) Wrap the carrying strap around the neck of the fuse and snap the strap.
 - b. Attach the grenade to the old style pouch.
 - (1) Slip the grenade safety lever over the small strap that is sewn to the side of the ammunition pouch and push the grenade down until it is fully seated.
 - (2) Ensure the pull ring is in the downward position, wrap the carrying strap around the fuse, and snap the carrying strap.
 - c. Check grenades periodically to ensure the fuse is tight and the strap is secure.
4. Use grenades against designated targets.

WARNING

CHEMICAL SMOKE HAND GRENADES HAVE CASUALTY-PRODUCING AND INCENDIARY CAPABILITIES. THEREFORE, ENSURE THESE GRENADES ARE NOT USED NEAR FRIENDLY PERSONNEL FOR SIGNALING OR FOR LAYING DOWN A SMOKE SCREEN WHICH FRIENDLY PERSONNEL WILL HAVE TO MOVE THROUGH.

NOTE: Throwing positions are dictated by particular situations. The following throwing positions are standard for throwing U.S. Army issue grenades:

Standing: Most desirable and natural one from which to throw grenades. Use when you are occupying a fighting position or during operations in fortified positions or urban terrain.

- Assume a natural stance with weight balanced equally on both feet. Use the proper grip and hold the grenade shoulder high.
- Remove the safety clip and safety pin.
- Throw the grenade, using the overhand method so that the grenade arcs, landing on or near the target.
- Seek cover immediately to avoid being hit by fragments. If no cover is available, drop to the ground in the prone position with your helmet facing the direction of the grenade's detonation.

Kneeling: Reduces the distance a grenade can be thrown. Use when you have only a low wall, shallow ditch, or similar cover for protection.

- Assume a kneeling position. Use the proper grip. Hold the grenade shoulder high.
- Remove the safety clip and safety pin.
- Throw the grenade with a natural throwing motion, pushing off with your trailing foot to give added force to your throw.
- When the grenade is released, drop to the ground behind available cover. If no cover is available, drop to the ground in the prone position with your helmet facing the direction of the grenade's detonation.

Prone: Reduces both distance and accuracy. Use only when you are pinned down and unable to rise to engage the target.

- Lie on your back with your body perpendicular to the grenade's intended line of flight. Use the proper grip and hold the grenade at shoulder level.
 - Remove the safety clip and safety pin.
 - Cock your right leg (left leg for a left-handed thrower) with your foot braced firmly against the ground. With your free hand, grasp any object capable of giving you added leverage to increase throwing distance.
 - Throw the grenade with a natural throwing motion, pushing off with your rearward foot to give added force to your throw.
 - When the grenade is released, roll over onto your stomach and press yourself flat against the ground.
- a. Position yourself in a covered position that will allow you to throw the grenade effectively, protect you from enemy fire, and from the effects of the detonating grenade.
 - b. Quickly observe the target to determine the distance between the throwing position and the target area.
 - c. Grip the grenade with the throwing hand.
 - (1) Right-handed: Hold the grenade upright in the palm of your hand. Place your thumb over the safety lever with the safety clip and pull ring-away from the palm of the throwing hand so that it can be easily removed.
 - (2) Left-handed: Hold the grenade upside down in the palm of your hand. Place your thumb over the safety lever with the safety clip and pull-ring away from the palm of the throwing hand so that it can be easily removed.
 - d. Remove the safety clip and safety pin.
 - e. Quickly look at the target and toss the grenade using an overhand throw so that the grenade arcs, landing on or near the target.
 - f. Take cover immediately, exposing yourself to enemy fire and the effects of the detonating grenade for no more than three seconds.

Performance Evaluation.

Setup:

Prior to beginning the first station each new cadet will properly secure 4 practice grenades to their ammunition pouch, failure to properly secure grenades will be considered a NOGO for the task.

Each new cadet will then be tested on checking hand grenades for defects. You will secure inert or dummy hand grenades that contain at least two defects—such as: the fuse is unscrewed or partially loose from the body of the grenade, the safety clip is missing, a partially removed and/or bent safety pin, a cracked safety pin, a broken safety lever, or mud caked on grenade. Ensure the defects present in each grenade are known before testing each soldier.

Station 1. For the grenade identification portion of this task, provide the following: six inert hand grenades: M67 fragmentation grenade, M18 colored smoke grenade, M34 WP smoke grenade, AN-M8 HC smoke grenade, AN-M14 TH3 incendiary grenade, and the ABC-M25A2 CS riot-control grenade. The soldier being tested will not be required to identify the grenades' alphanumeric nomenclature only the use of the grenade.

Stations 2-4: For the use of grenades against targets portion of this task, each new cadet will use five practice grenades with fuzes to engage three targets.

Station 2: Have the soldier engage a 35-meter target of troops in the open with cover that permits throwing from a standing position.

Station 3: Have the soldier engage a 20-25 meter target such as troops dug in without overhead cover, a mortar position, trench, or a vehicle but available cover only permits throwing from the kneeling position.

Station 4: For the third target, have them either knock out a bunker or engage another target from 15-20 meters but cover only permits throwing from the prone position.

Brief each new cadet before evaluation: "To pass this task, you must properly identify the usage for five out of six hand grenades. You must inspect a grenade and correct the defects where possible. If you discover a defect that cannot be corrected, you must tell me the defect and whether the grenade should be turned in. You must demonstrate how to attach a grenade to your ammunition pouch. Next, you will be evaluated on your ability to employ hand grenades. You will have five grenades to destroy three targets using the standing, kneeling, and prone positions. The type of targets will vary. You can re-engage the target if you miss."

Performance Measures

Results

1. Identify usage of five of six of the following hand grenades

GO NO GO

- a. Fragmentation grenade.
- b. Riot control grenade.

- c. White phosphorus (WP) grenade.
- d. HC (white) smoke grenade.
- e. Colored smoke grenade.
- f. Incendiary grenade.

2. Inspect hand grenade for defects.

GO NO GO

- a. Check that the safety clip and safety pin are present and properly positioned.
- b. Check for cracked grenade body.
- c. Check for broken fuse lugs.
- d. Check for bent or broken safety lever.
- e. Check the safety pull ring for cracking.
- f. Check that the fuse is screwed in tightly on the body of the grenade.
- g. Check for dirt and wipe the grenade clean if it is dirty.
- h. Turn in defective grenades.

3. Attach the grenade to the ammunition pouch.

GO NO GO

- a. Slip the grenade's safety lever over the strap in web carrying sleeve on new style pouch, or strap it on the side of the old ammunition pouch with the pull ring tucked in.
- b. Wrap the carrying strap around the neck of the fuse and snap it on the pouch.

4. Use grenades against three designated targets.

GO NO GO

For all targets:

- a. Position yourself in a covered position that will allow you to throw the grenade effectively, protect you from enemy fire, and from the effects of the detonating grenade.
- b. Observe the target and mentally determine the distance between the throwing position and the target area.
- c. Grip the hand grenade with the throwing hand, placing your thumb over the safety lever, with the safety clip and pull ring away from the palm of the throwing hand. Remove the safety clip and safety pin.
- d. Quickly look at the target and toss the grenade using the proper throwing position and technique so that the grenade detonates within an effective radius of the target.
- e. Take cover immediately, exposing yourself for no more than five seconds.
- f. All three targets must be hit to receive a GO on this part of the task.

(1) For Station 2: Engage a 35 meter target of troops in the open (Standing). Place one grenade in the effective bursting radius of the troops (within 5 meters of the center of target.)

HIT / MISS

(2) For Station 3: Engage 20-25 meter target such as troops dug in without overhead cover or mortar position (Kneeling). Place one grenade in the effective bursting radius of the troops (grenade bursts within the enclosure.)

HIT / MISS

(3) For Station 4: knock out a bunker or engage another target from 15-20 meters but cover only permits throwing from the prone position (prone). Place one grenade in enclosure or the effective bursting radius of the troops (within 5 meters of the center of target.)

HIT / MISS

Evaluation Guidance

Score the soldier GO if all performance measures are passed. Score the soldier NO GO if any of the four performance measures are failed. If the soldier scores NO GO, show the soldier what was done wrong, how to do it correctly, have them practice, and then re-test them on the specific performance measures that they failed.

TAB B (TIMELINE) TO APPENDIX 27 (HAND GRENADE) TO ANNEX G (COMMITTEE TRAINING) TO CST OPORD 04-01

	1000 - 1030	1030 - 1100	1100- 1300	1300 - 1500	1500– 1530	1530- 1730	1730 – 1800
1st PLT	Demonstration Safety Brief Orientation (30 min)	HG Class bleachers (30 min.)	HG Practice and Test Using HG Practice area (2 hr)	Throw a Live HG then have lunch (2 hr)	Rotate to next site	Negotiate the HG Assault Course (2 hr)	Prep Movement (30 min)
2nd PLT	Demonstration Safety Brief Orientation (30 min)	HG Class using Practice area (30 min)	HG Practice and Test Using HG Practice area (2 hr)	Have lunch then throw a Live HG (2 hr)	Rotate to next site	Negotiate the HG Assault Course (2 hr)	Prep Movement (30 min)
3rd PLT	Demonstration Safety Brief Orientation (30 min)	HG Class woodline classroom (30 min)	HG Practice and Test Using HG Practice area (2 hr)	Negotiate the HG Assault Course (2 hr)	Rotate to next site	Throw a Live HG Then have lunch (2 hr)	Prep Movement (30 min)
4th PLT	Demonstration Safety Brief Orientation (30 min)	HG class woodline classroom (30 min)	HG Practice and Test Using HG Practice area (2 hr)	Negotiate the HG Assault Course (2 hr)	Rotate to next site	Eat lunch then Throw a Live HG (2 hr)	Prep Movement (30 min)