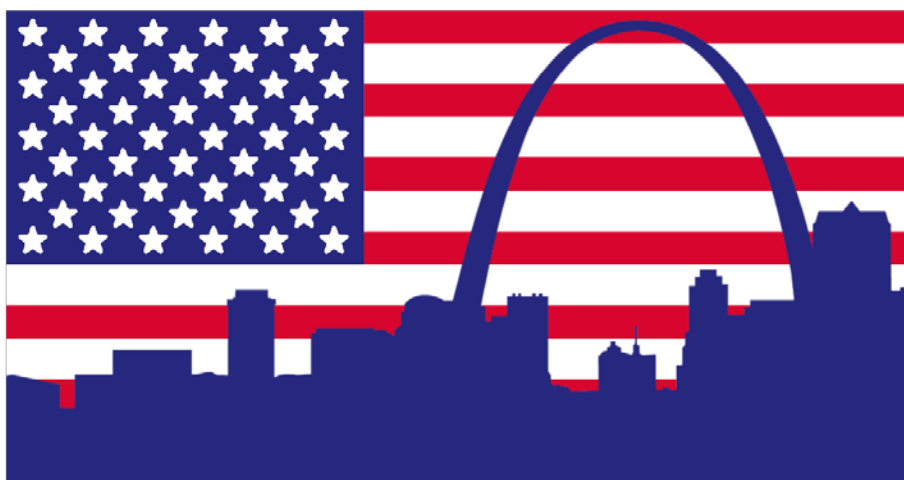




Gateway Battalion Cadet Knowledge Book



GATEWAY WATCHWORDS

ACADEMICS - RESPECT - COURAGE - HONOR

ARCH

MS1 Cadet Knowledge

1. The Chain of Command (V) (Quarter 1, Semester 1) use pencil

Commander-in-Chief	
Secretary of Defense	
Secretary of the Army	
Chief of Staff, Army	
CG, TRADOC	
CG, USACC	
3rd ROTC Brigade Commander	
Gateway Professor of Military Science	
Cadet Battalion Commander	
Company Commander	1st Semester:
	2nd Semester:
Platoon Leader	1st Semester:
	2nd Semester:
NCO Support Chain	
Sergeant Major of the Army	
CSM, Cadet Command	
CSM, 3rd ROTC BDE	
Gateway Sr Military Science Instructor	
Gateway Cadet Battalion CSM	1st Semester:
	2nd Semester:
Company First Sergeant	1st Semester:
	2nd Semester:
Platoon Sergeant	1st Semester:
	2nd Semester:
Squad Leader	1st Quarter:
	2nd Quarter:
	3rd Quarter:
	4th Quarter:

2. Seven Army Values (“LDRSHIP”) (V) (Quarter 1, Semester 1)

- a. Loyalty: Bear true faith and allegiance to the U.S. Constitution, the Army, and other Soldiers.
- b. Duty: Fulfill your Obligations.
- c. Respect: Treat people as they should be treated.
- d. Selfless Service: Put the welfare of the Nation, the Army, and your subordinates before your own
- e. Honor: Live up to all the Army Values.
- f. Integrity: Do what’s right, legally and morally.
- g. Personal Courage: Face fear, danger, or adversity (physical and moral).

3. The Gateway Watchwords (“ARCH”) (V) (Quarter 1, Semester 1)

- a. **Academics**- Academics is paramount.
- b. **Respect**- We respect the others, ourselves, and the Chain of Command.
- c. **Courage**- Physical and Moral Courage.
- d. **Honor**- The Cadet Honor Code guides our thoughts and actions.

4. Cadet Creed (V) (Quarter 1, Semester 1)

I am an Army Cadet. Soon I will take an oath and become an Army Officer committed to defending the values which make this nation great. Honor is my touchstone. I understand mission first and people always

I am the Past – the spirit of those warriors who made the final sacrifice

I am the Present – the scholar and apprentice soldier enhancing my skills in the science of warfare and the art of leadership

But above all, I am the Future – the future warrior leader of the United States Army. May God give me the compassion and judgment to lead and the gallantry in battle to win.

I will do my Duty.

5. Mission of Gateway Battalion (V) (Quarter 1, Semester 1)

The Gateway Battalion recruits, retains, educates, trains, and inspires leaders of character; develops professional staff and faculty; and partners with the St. Louis and Alumni communities in order to produce competent, agile, and adaptive commissioned officers committed to a lifetime of selfless service to the Nation.

6. Cadet Honor Code (V) (Quarter 1, Semester 1)

“A Cadet will not lie, cheat, steal, or tolerate those who do.”

NOTE: The Cadet Honor Code encompasses all aspects of a Cadet’s life, extending beyond the professional and academic realms, on and off duty, at and away from Gateway, and in online and virtual environments. The Cadet Honor Code is not constrained by any geographical, virtual, physical, or moral boundaries.

7. The Respect Creed (V) (Quarter 1, Semester 1)

“Cadets will treat others and themselves with dignity and worth and expect the same from those around them.

8. Rules of Saluting (C) (Quarter 2, Semester 2)

- a. When you meet someone outside, salute as soon as you recognize that he or she is an officer (when about six steps away). When overtaking an officer from behind, make every effort to identify their rank and salute as soon as you recognize that he or she is an officer.
- b. Salute all officers (recognized by rank) in official vehicles identified by special plates or flags.
- c. Salute only on command when in formation.
- d. If in a group (not a formation) and an officer approaches, the first Cadet to recognize the officer calls the group to attention and the Cadet who called attention renders a salute.
- e. If you approach an officer while you are double-timing alone, assume quick time march and render the hand salute. When the salute is returned, execute order arms and resume double-timing. When running for fitness, Cadets are not required to stop running to render a hand salute, however, a greeting is still appropriate.

- f. The salute is always initiated by the subordinate and is terminated **only after acknowledgement** by the individual being saluted.
- g. Accompany the salute with an appropriate greeting, such as, "*Good morning/afternoon, Sir/Ma'am or Gentlemen/Ladies,*" as appropriate. Additionally, cadets may greet with "Gateway Sir/Ma'am," which they will also render when saluting; the response will be "*To The West!*"
- h. Soldiers/cadets are not required to render salutes to persons driving or riding in privately owned vehicles.
- i. It is not customary for enlisted personnel to exchange salutes, except in ceremonial situations.
- j. Never render a salute with an object in your mouth or right hand.
- k. If you are on detail and an officer approaches, the person in charge of the detail will present the greeting and salute while the detail continues to work. If you are addressed by the officer, then come to attention and answer the officer's request.
- l. Soldiers and cadets will render the hand salute to Medal of Honor recipients regardless of rank.
- m. Salutes are not required when -
 - 1. Indoors, except when reporting to an officer or when on duty as a guard.
 - 2. Addressing a prisoner.
 - 3. Saluting is obviously inappropriate. In these cases, only greetings are exchanged. (Example: A person carrying articles with both hands or being otherwise so occupied as to make saluting impracticable, is not required to salute a senior person or return the salute to a subordinate.)
 - 4. Regardless if the Cadet is in uniform or civilian clothes, if an officer in civilian clothes is recognized, a salute and greeting are encouraged.

9. Customs and Courtesies (C) (Quarter 2, Semester 1)

Military courtesy shows respect and reflects self-discipline.

Consistent and proper military courtesy is an indicator of unit discipline, as well. Soldiers demonstrate courtesy in the way we address officers or NCOs of superior rank. The following visible signs

of respect and self-discipline will help you conduct yourself appropriately in the presence of officers and noncommissioned officers:

- a. When speaking with or being addressed by an officer, stand at attention until ordered otherwise. When you are dismissed, or when the officer departs, come to attention and salute
- b. When speaking with or being addressed by a noncommissioned officer, stand at parade rest until ordered otherwise
- c. When an officer enters a room, the first Soldier to recognize the officer calls personnel in the room to attention. If alone in the room, stand at attention and give the appropriate greeting.
- d. When an NCO enters the room, the first person to recognize the NCO calls the room to "At Ease!" If alone in the room, stand at attention and give the appropriate greeting.
- e. Walk on the left of an officer, NCO, or cadet of superior rank, the right most position is the place of honor.
- f. When outdoors and approached by an officer or NCO, come to the appropriate position and render the appropriate courtesies, salute and greet officers and greet NCOs.
- g. The officer or NCO may give the directive "Carry On." This means that Soldier or Soldiers should continue with whatever they were doing previously. This same directive is used in many situations outside of formation, such as in the barracks and break areas.
- h. When you report to an officer or NCO, approach the person to whom you are reporting and stop about two steps from them and assume the position of attention. Salute and say, for example, "Sir/Sergeant, Cadet Smith reports." If you are indoors, use the same procedures as above, except remove your headgear before reporting. If you are armed do not remove your headgear.
- i. A cadet addressing an officer uses the words sir or ma'am. In the case of NCOs and Soldiers, you address them by their rank.
- j. Simple courtesy is an important indicator of a person's

bearing, discipline, and manners. Some units substitute the greeting with their unit motto, such as “Gateway” or “Rock of the Marne.” These reiterate pride in the unit and demonstrate the discipline and professionalism of a unit’s Soldiers.

10. Significance of Army ROTC Patch (C) (Quarter 2, Semester 1)

The Army Cadet Patch includes a shield, sword, lamp, Greek helmet, and motto. The shield symbolizes the Army’s mission of national defense and is divided into quarters representing the four traditional military science courses comprising the senior ROTC curriculum. The sword signifies the courage, gallantry and self-sacrifice intrinsic to the profession of arms. The lamp denotes the pursuit of knowledge, higher learning, and the partnership of Army ROTC with American colleges and universities. The Greek helmet is symbolic of the ancient civilization concept of the warrior-scholar. The motto “Leadership Excellence” expresses the ultimate responsibility of the Army ROTC in the discharge of its moral responsibility to the Nation.



11. Symbolism of the Gateway Patch (C)(Quarter 2, Semester 1)

The insignia contains a composite of the colors of the schools which originally made up the Gateway Battalion and reflects the national colors. The arch alludes to the Gateway Arch and the home location of the schools. The sun symbolizes achievement and the pioneer spirit associated with the West. The two wavy scrolls represent the Mississippi and Missouri Rivers, which meet at St. Louis.

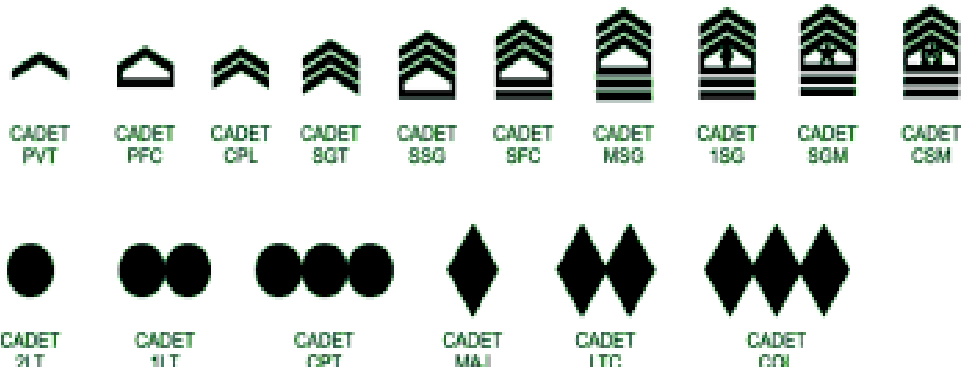


12. Symbolism of the Gateway Distinctive Unit Insignia (C) (Quarter 2, Semester 1)

The silver shield, three stars and two bands represent the coat of arms of George Washington. The open book represents the seal of Washington University (the host of the Gateway Battalion). The *fleur de lis* represents the emblem of Louis IX of France, after whom St. Louis is names and the motto “*Per Veritatem Vis,*” literally translated, is “Strength through Truth.”









13. Cadet Insignia (V) (Quarter 2, Semester 1)






14. Officer, Warrant Officer, and Enlisted Rank & Insignia (V) (Quarter 3, Semester 2)






Ranks are listed in precedence of seniority with highest ranking at the top of the table.











Rank	Pay Grade	Rank Insignia
Flag Officer		
General of the Army (GA) 5x Silver Stars	O-10	
General (GEN) 4x Silver Stars	O-10	
Lieutenant General (LTG) 3x Silver Stars	O-9	
Major General (MG) 2x Silver Stars	O-8	
Brigadier General (BG) 1x Silver Star	O-7	
Field Grade Officer		
Colonel (COL) Silver Eagle	O-6	



Company Grade Officer

Captain (CPT) 2x Silver Bars	O-3	
First Lieutenant (1LT) 1x Silver Bar	O-2	
Second Lieutenant (2LT) 1x Gold Bar	O-1	

Warrant Officer

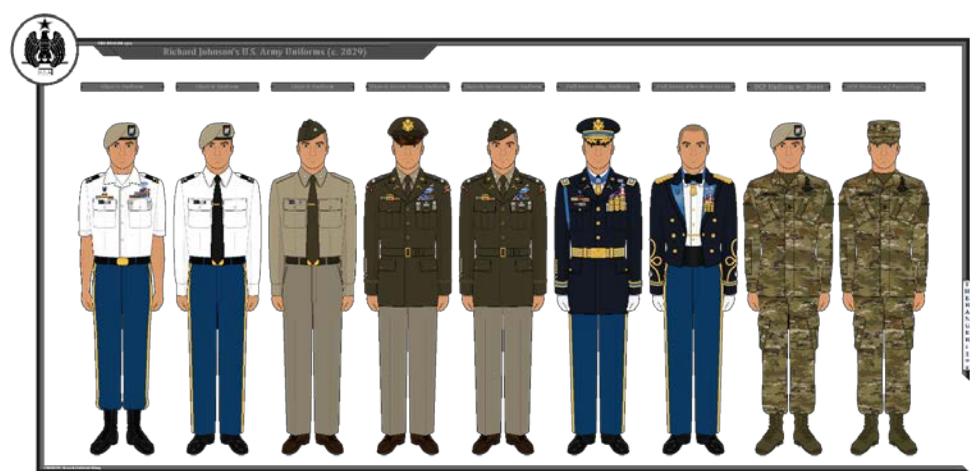
Chief Warrant Officer (CW5) Silver Bar with Black Stripe	W-5	
Chief Warrant Officer Four (CW4) Silver Bar with 4x Black Squares	W-4	
Chief Warrant Officer Three (CW3) Silver Bar with 3x Black Squares	W-3	
Chief Warrant Officer Two (CW2) Silver Bar with 2x Black Squares	W-2	
Warrant Officer One (WO1) Silver Bar with 1x Black Square	W-1	

Sergeant Major of the Army (SMA) 3x Chevrons and Rockers with Eagle and 2x Stars	E-9	
Command Sergeant Major (CSM) 3x Chevrons and Rockers with Oak Branches and Star	E-9	
Sergeant Major (SGM) 3x Chevrons and Rockers with Star	E-9	
First Sergeant (1SG) 3x Chevrons and Rockers with Diamond	E-8	
Master Sergeant (MSG) 3x Chevrons and Rockers	E-8	
Sergeant First Class (SFC) 3x Chevrons and 2x Rockers	E-7	
Staff Sergeant (SSG) 3x Chevrons and 1x Rocker	E-6	
Sergeant (SGT) 3 Chevrons	E-5	
Corporal (CPL) 2x Chevrons	E-4	
Specialist (SPC)	E-4	

Private First Class (PFC) 1x Chevron and 1x Rocker	E-3	
Private E-2 (PV2) 1x Chevron	E-2	
Private (PVT)	E-1	No Insignia Worn

15. Uniform Differences Between Officers and Enlisted (C) (Quarter 3, Semester 2)

- On the Army Service Uniform jacket lapels, officers wear "U.S." and branch insignia on each lapel; enlisted Soldiers wear branch insignia on a 1" brass disc and "U.S." on a 1" brass disc on the left and right lapel respectively. Officers and NCOs also wear a gold stripe(s) on their pants, while lower enlisted personnel wear no stripe.
- On the white shirt, officer's black shoulder marks (epaulettes) have a thin gold stripe with their rank insignia; enlisted Soldiers have only rank insignia on the epaulettes.
- Officers wear their rank on the flash of the beret; enlisted Soldiers wear their unit crest on the flash of the beret.



**16. National Anthem (V) (Verses 1 and 4)
(Quarter 3, Semester 2)**

Oh, say can you see,
by the dawn's early light.
What so proudly we hail'd at the twilight's last gleaming.

Whose broad stripes and bright stars,
thro' the perilous fight.
O'er the ramparts we watch'd,
were so gallantly streaming?

Oh, say does that Star-Spangled Banner yet wave
O'er the land of the free and the home of the brave?

**17. "The Army Song" (Preamble and First Verse - V)
(Quarter 4, Semester 2)**

Preamble

March along, sing our song with the Army of the free.
Count the brave, count the true who have fought to victory.
We're the Army and proud of our name; We're the Army and proudly
proclaim:

First to fight for the right,
and to build the Nation's might,
and the Army goes rolling along.
Proud of all we have done, fighting till the battle's won,
and the Army goes rolling along.

Then it's Hi! Hi! Hey! the Army's on its way.
Count off the cadence loud and strong!
For where'er we go, you will always know
that the Army goes rolling along.

The Official U.S. Army Song (contd.)

Valley Forge, Custer's ranks, San Juan Hill And Patton's tanks,
and the Army went rolling along.

Minute men from the start, always fighting from the heart, and the Army
keeps rolling along

Then it's Hi! Hi! Hey! the Army's on its way.
Count off the cadence loud and strong!
For where'er we go, you will always know
that the Army goes rolling along.

Men in rags, men who froze, still that Army met its foes,
And the Army goes rolling along. Faith in God, then we're right, And we'll
fight with all our might,
As the Army keeps rolling along.

Then it's Hi! Hi! Hey! the Army's on its way.
Count off the cadence loud and strong!
For where'er we go, you will always know
that the Army goes rolling along.

Keep it rolling!
And the Army keeps rolling along, along!

18. Soldier's Creed and Warrior Ethos (V) (Quarter 4, Semester 2)

[Warrior Ethos in underlined]

I am an American Soldier.

I am a Warrior and a member of a team.

I serve the people of the United States and live the Army Values.

I will always place the mission first.

I will never accept defeat.

I will never quit.

I will never leave a fallen comrade.

I am disciplined, physically and mentally tough, trained and proficient in my Warrior tasks and drills.

I always maintain my arms, my equipment and myself.

I am an expert and I am a professional.

I stand ready to deploy, engage, and destroy the enemies of the United States of America in close combat.

I am a guardian of freedom and the American way of life.

I am an American Soldier.

19. General Orders (V) (Quarter 4, Semester 2)

- a. I will guard everything within the limits of my post and quit my post only when properly relieved.
- b. I will obey my special orders and perform all of my duties in a military manner.
- c. I will report all violations of my special orders, emergencies, and anything not covered in my instructions to the commander of the relief.

20. Phonetic Alphabet (V) (Quarter 4, Semester 2)

A	ALPHA	(AL FA)	0	(ZE-RO)
B	BRAVO	(BRAH VOH)	1	(WUN)
C	CHARLIE	(CHAR LEE)	2	(TOO)
D	DELTA	(DELL TAH)	3	(TREE)
E	ECHO	(ECK OH)	4	(FOW-ER)
F	FOXTROT	(FOX TROT)	5	(FI-FE)
G	GOLF	(GOLF)	6	(SIX)
H	HOTEL	(HOH TELL)	7	(SEV-EN)
I	INDIA	(IN DEE AH)	8	(AIT)
J	JULIET	(JEW LEE ETT)	9	(NIN-ER)
K	KILO	(KEY LO)	10	(TEN)
L	LIMA	(LEE MAH)		
M	MIKE	(MIKE)		
N	NOVEMBER	(NO VEM BER)		
O	OSCAR	(OSS CAH)		
P	PAPA	(PAH PAH)		
Q	QUEBEC	(KEH BECK)		
R	ROMEO	(ROW ME OH)		
S	SIERRA	(SEE AIR RAH)		
T	TANGO	(TANG GO)		
U	UNIFORM	(YOU NEE FORM)		
V	VICTOR	(VIC TAH)		
W	WHISKEY	(WISS KEY)		
X	X-RAY	(ECKS RAY)		
Y	YANKEE	(YANG KEE)		
Z	ZULU	(ZOO LOO)		

21. Lace Report (V) (Quarter 4, Semester 2)

Used to report status of personnel and supplies

LINE 1 -- LIQUID

LINE 2 -- AMMO

LINE 3 -- CASUALTIES

LINE 4 -- EQUIPMENT

Responses:

Green -- At full capacity (or no casualties)

Amber -- Near full capacity*

Red -- Low capacity, requires refill*

Black -- Empty, requires refill*

*These colors would not be used for Line 3. Instead, a full report detailing the casualties would be given.

22. Military Time (C) (Quarter 4, Semester 2)

All U.S. military services tell time by using the numbers "1" to "24" for the 24 hours in a day. A day begins at one minute after midnight and ends at midnight the same day. For example, eight minutes after midnight (12:08 am) is written in military time as "0008." Thirty-three minutes after two o'clock in the afternoon (2:33 pm) is written as "1433" and is read as "fourteen hundred hours and thirty-three minutes." The following figure shows a time conversion chart:

Civilian Time	Military Time	Civilian Time	Military Time
12:01 AM	0001		
1:00 AM	0100	1:00 PM	1300
2:00 AM	0200	2:00 PM	1400
3:00 AM	0300	3:00 PM	1500
4:00 AM	0400	4:00 PM	1600
5:00 AM	0500	5:00 PM	1700
6:00 AM	0600	6:00 PM	1800
7:00 AM	0700	7:00 PM	1900
8:00 AM	0800	8:00 PM	2000
9:00 AM	0900	9:00 PM	2100
10:00 AM	1000	10:00 PM	2200
11:00 AM	1100	11:00 PM	2300
12:00 Noon	1200	12:00 Midnight	2400

23. What does METT-TC stand for? (V) (Quarter 4, Semester 2)

Things to be considered when planning any operation

M – Mission

E – Enemy





T – Troops

T – Time




T – Terrain

C – Civilian

24. Division/Corps Nicknames, Mottos, Posts, and Patches (C) (Quarter 4, Semester 2)

Unit	Nickname	Motto	Post	Patch
1st Armored Division	Old Ironsides	“Iron Soldiers!”	Fort Bliss, TX	
1st Cavalry Division	The First Team	“First Team!”	Fort Hood, TX	
1st Infantry Division	The Big Red One	“Duty First!”	Fort Riley, KS	
2nd Infantry Division	Indianhead Division	“Second to None!”	South Korea and Joint Base Lewis- McChord, WA	

3rd Infantry Division	Rock of the Marne	We Shall Remain Here!	Fort Stewart, GA	
4th Infantry Division	Ivy Division	Steadfast and Loyal!	Fort Carson, CO	
7th Infantry Division	Bayonet Division	Light, Silent, and Deadly!	Joint Base Lewis-McChord, WA	
10th Mountain Division	Climb to Glory	Climb to Glory!	Fort Drum, NY	
25th Infantry Division	Tropic Lightning	Tropic Lightning!	Schofield Barracks, HI	
82nd Airborne Division	All American Division	All the Way!	Fort Bragg, NC	

101st Airborne Division	Screaming Eagles	Rendez vous with Destiny!	Fort Campbell, KY	
I Corps	“I” Corps	America’s Corps!	Joint Base Lewis- McChord, WA	
III Corps	Phantom Corps	“America’s Hammer!”	Fort Hood, TX	
V Corps	Victory Corps	“It Will Be Done!”	Ft. Knox, KY	
XVIII Airborne Corps	Sky Dragons	Sky Dragons!	Fort Bragg, NC	

25. Who was Stuart Adam Wolfer? (V) (Quarter 4, Semester 2)

He was a member of the Gateway/WashU Class of 1993. MAJ Wolfer was killed in action on April 6, 2008 in Baghdad, Iraq on his second deployment in support of Operation Iraqi Freedom. The Gateway Battalion headquarters resides in “Wolfer Hall”

MS2 Cadet Knowledge

1. Cadet Creed (V) (Quarter 1, Semester 1)

I am an Army Cadet. Soon I will take an oath and become an Army Officer committed to defending the values which make this nation great. Honor is my touchstone. I understand mission first and people always

I am the Past – the spirit of those warriors who made the final sacrifice

I am the Present – the scholar and apprentice soldier enhancing my skills in the science of warfare and the art of leadership

But above all, I am the Future – the future warrior leader of the United States Army. May God give me the compassion and judgment to lead and the gallantry in battle to win.

I will do my Duty.

2. Five Paragraphs of the Operation Order (V) Definitions (C) (Quarter 1, Semester 1)

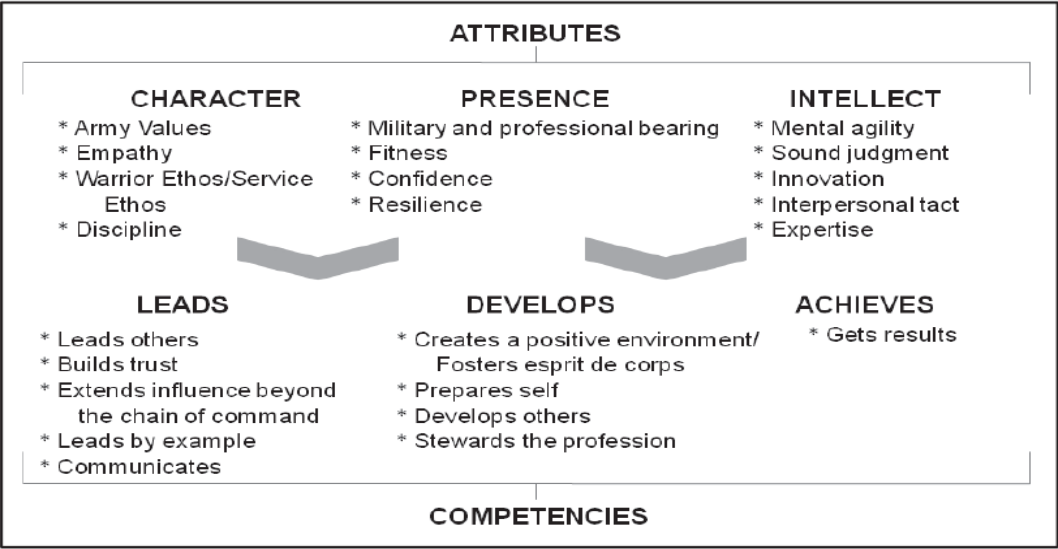
- a. **Situation:** *The situation paragraph describes the conditions of the operational environment that impacts operations.*
- b. **Mission:** *Statement of the unit's mission – a short description of the who, what (task), when, where, and why (purpose) that clearly indicates the action to be taken and the reason for doing so.*
- c. **Execution:** *Describes how the commander intends to accomplish the mission in terms of the commander's intent, and overarching concept of operations, schemes of employment for each warfighting function, assessment, specified tasks to subordinate units, and key coordinating instructions.*
- d. **Sustainment:** *Describes the concept of sustainment including priorities of sustainment by unit or area. Includes instructions for administrative movement, deployment, and transportation.*
- e. **Command and Signal:** *Describes the location of the commander and key leaders, the succession of command, location of command posts, and describes the concept of signal support during the operation.*

3. Army Leadership Requirements Model. (C) & (V)
(Quarter 1, Semester 1)

a. The Army Leadership Requirements Model (C)

The model components center on what a leader is (attributes) and what a leader does (competencies). The leader’s character, presence, and intellect enable the leader to master the core leader competencies. The Army leader is responsible to lead others to develop the environment, themselves, others, and the profession as a whole; and to achieve organizational goals.

b. Attributes and Competencies (V) Just the six headers



4. Enlisted Oath (V) (Quarter 1, Semester 1)

"I, _____, do solemnly swear (or affirm) that I will support and defend the Constitution of the United States against all enemies, foreign and domestic; that I will bear true faith and allegiance to the same; and that I will obey the orders of the President of the United States and the orders of the officers appointed over me, according to regulations and the Uniform Code of Military Justice. So help me God."

5. The Soldier's Rules for Law of Land Warfare (C)

(Quarter 1, Semester 1)

"The Soldiers' Rules"

- a. Soldiers fight only enemy combatants.
- b. Soldiers do not harm enemies who surrender. They disarm them and turn them over to their superior.
- c. Soldiers do not kill or torture enemy prisoners of war.
- d. Soldiers collect and care for the wounded, whether friend or foe.
- e. Soldiers do not attack medical personnel, facilities, or equipment.
- f. Soldiers destroy no more than the mission requires.
- g. Soldiers treat civilians humanely.
- h. Soldiers do not steal. Soldiers respect private property and possessions.
- i. Soldiers should do their best to prevent violations of the law of war.
- j. Soldiers report all violations of the law of war to their superior.

6. Weapons (C) & (V) (Quarter 2, Semester 1)

● M4 Assault Rifle (C)

Description: The M4 is a lightweight, gas operated, air cooled, magazine fed, selective rate, shoulder fired weapon with a collapsible stock. It fires the 5.56mm x 45 mm NATO round. A shortened variant of the M16A2 rifle, the M4 provides the individual Soldier operating in close quarters the capability to engage targets at extended range with accurate, lethal fire. The M4 Carbine achieves over 80% commonality with the M16A2 and M16A4 rifles. The M4 can be fitted with a rail interface system (RIS) that replaces the original hand guards. The RIS has 4 M1913 Picatinny Rails that allow the mounting of infrared and visible lasers, tactical flashlights, forearm grips, and optical sighting devices. The M4 can be equipped with an M68 Close Combat Optic (CCO)-a red dot sight designed to be used with both eyes open for rapid target acquisition.



(V) Magazine Capacity: 30 rounds, detachable

Max Effective Range

Point: 500 meters

Area: 600 meters

Rate of Fire (rounds per minute):

1) Semi = 45 (2) Sustained = 12-15

1) Perform a function check on an M4A2.

1. Confirm the weapon in clear.
2. Perform functional check.
 - i. Place selector lever on SAFE.
 - ii. Pull charging handle to rear and release.
 - iii. Squeeze trigger, hammer should NOT fall.
 - iv. Place selector level on SEMI.
 - v. Squeeze trigger, hammer should fall.
 - vi. Hold trigger to the rear and charge the weapon.
 - vii. Release the trigger with a slow, smooth motion, until the trigger is all the way forward. **Note:** An audible click should be heard.
 - viii. Place selector lever on AUTO.
 - ix. Squeeze trigger, hammer should fall.
 - x. While squeezing the trigger, charge weapon one time.
 - xi. Release trigger, you should not hear an audible click.
 - xii. Pull charging handle to rear and release.
 - xiii. Place the weapon on SAFE.

2) Load an M4/M16.

1. Point the weapon in a safe direction and ensure the weapon is on SAFE.
2. Pull charging handle and lock the bolt to the rear.
3. Insert the magazine.
4. Press the bolt release.
5. Ensure the selector lever on SAFE and close the ejection port cover.

3) Unload an M4/M16.

1. Point the weapon muzzle in a safe direction.
2. Place the selector lever on SAFE.
3. Remove the magazine.
4. Pull charging handle and lock the bolt to the rear.
5. Remove any ammunition from the receiver and chamber.
6. Return the bolt to the closed position.

4) Correct Malfunction in M4/M16

1. Perform immediate action. Note: The key word "SPORTS" will help you remember the steps for immediate action in sequence: slap, pull, observe, release, tap, shoot.
 - i. Slap upward on the magazine to ensure it is well seated and that the magazine follower is not jammed.
Note: When slapping up on the magazine, be careful not to knock a round out of the magazine into the line of the bolt carrier.
 - ii. Pull the charging handle all the way to the rear.
 - iii. Observe the ejection of a live round or expended cartridge. **Note:** If a weapon fails to eject a cartridge, perform remedial action.
 - iv. Release the charging handle; do not ride the charging handle.
 - v. Tap the forward assist to ensure that the bolt is closed.
 - vi. Squeeze the trigger and try to fire the rifle. **Note:** Apply immediate action only once for a stoppage. If the rifle fails to fire a second time for the same malfunction, remedial action should be performed.
2. Perform remedial action
 - a. Correct an obstructed chamber.
 - I. Lock the charging handle to the rear.
 - II. Place the weapon on SAFE.
 - III. Remove the magazine.
 - IV. Inspect the chamber.
 - V. Remove obstructions from the chamber by—
 - Angling the ejection port downward and shaking the rifle to remove single rounds.

- Using a pointed object to lessen jammed rounds then shake out when loose.
 - Using a cleaning rod to push out a round or cartridge case stuck in the chamber.
3. Correct a mechanical malfunction.
- i. Clear the weapon.
 - ii. Disassemble the weapon.
 - iii. Inspect for dirty, corroded, missing, or broken parts.
 - iv. Clean dirty or corroded parts.
 - v. Replace missing or broken parts.
 - vi. Perform a function check.

● **M240L Machine Gun (C)**

Description: The M240L is a general-purpose machine gun. It is capable of sustained high volumes of fire for prolonged periods without adverse effects on the weapon. The machine gun is designed as a tripod mounted or bipod supported machine gun for use by ground forces. The bipod is integrated into the receiver assembly of the weapon. The M240L is gas operated, mounted on a coaxial mount, and fires from the open bolt position. The 7.62-mm is the authorized ammunition for this machine gun; ammunition is fed by a metallic split-link belt.



(V) Max Effective Range

Point: 600 meters (Bipod) 800 meters (Tripod)

Area: 800 meters (Bipod) 1100 meters (Tripod)

(V) Rate of Fire (rounds per minute)

Cyclic: 650-950 rounds per minute Rapid: 200 rounds per minute

Sustained: 100 rounds per minute

- **M249 Squad Automatic Weapon (SAW) (C)**

Description: The M249 SAW light machine gun is gas-operated, magazine or disintegrating metallic link-belt fed, individually portable machine gun capable of delivering a large volume of effective fire to support infantry squad operations. The M249 fires the improved NATO Standard SS 109 type 5.56mm ammunition.



(V) Max Effective Range

Point: 600 meters (Bipod) 800 meters (Tripod)

Area: 800 meters (Bipod) 1000 meters (Tripod)

(V) Rate of Fire (rounds per minute)

Cyclic: 725-850 rounds per minute Rapid: 100 rounds per minute

Sustained: 50 rounds per minute

- **M17 Pistol**

Description: The M17 is a 9mm semi-automatic handgun, which offers a lighter weight than the previous M9 pistol, weighing 30.8 ounces. It has an improved ergonomic design and a more modern internal striker firing mechanism, rather than an external hammer firing mechanism, to reduce trigger pull and improve accuracy and lethality. The M17 has an improved magazine capacity and a more ergonomic safety selector.



(V) Max Effective Range 50 meters

The M17 pistol holds a double column, 17-round magazine.

- **M67 Fragmentation Grenade (C)**

Description: The M67 grenade is a spherical shaped, fragmentation producing weapon that can be thrown 40 meters by the average Soldier. It is olive drab in color with a single yellow band at the top.



(V) Max Effective Range:

Kill radius: = 5m Casualty radius = 15m

1) Employ Hand Grenade.

- a. Assume proper throwing position (prone, kneeling, or standing).
- b. Grip the hand grenade.
- c. Aim the grenade.
- d. Confirm body target alignment.
- e. Throw the grenade using an overhand movement.
- f. Engage the target within the effective bursting radius.

- **AN-M8 HC White Smoke Grenade (C)**



Description: The AN-M8 HC white smoke hand grenade produces dense clouds of white smoke for screening small unit activities and signaling.

- **M18 Colored Smoke Grenade (C)**



Description: The M18 colored smoked hand grenade is used as a means of communication.

- **AN-M14 TH3 Incendiary Grenade (C)**



Description: AN-M14 TH3 incendiary hand grenade is used to destroy equipment or start fires. It can also damage, immobilize, or destroy vehicles, weapon systems, shelters, or munitions.

- **M320 Grenade Launcher (C)**

Description: The M320/M320A1 grenade launcher is a lightweight grenade launcher that can operate in a standalone or attached configuration. The M320/M320A1 grenade launcher uses a double-action-only trigger system. It features a forged aluminum rifled barrel, allowing the Soldier to accurately engage targets as far away as 350 meters with various types of ammunition. Ambidextrous operating controls and a sling mounting point allow the weapon to be fitted to the Soldier. The swing out barrel aids the Soldier in rapid reloading.

Max Effective

Range

Point: 150 meters

Area: 350 meters



7. Weapons Safety (V) & (C) (Quarter 2, Semester 1)

a. **Low Port/ Low Carry (C)**

Soldier with head up, observing, and ready to bring weapon rapidly to bear on any emerging target.

Weapon always on SAFE, unless immediately preparing to engage a target.



Buttstock of the weapon rests in the pocket of your arm and shoulder.

Muzzle of the weapon always aimed at 45 degree angle to the ground away from personnel.

b. **Weapons Posture (V)**

Green- Weapons on safe, weapon clear of magazine and ammo

Amber- Weapon on safe, magazine loaded, chamber clear

Red- Weapon on safe, magazine loaded and a round chambered

c. **Clearing an M-4 (V)**

1. Place the weapon on “safe.”
2. Remove the magazine from the rifle/pistol.
3. Lock the bolt/slide to the rear.
4. Visually inspect the chamber/remove any ammunition.
5. Let the bolt/slide go forward

8. **SALUTE Report (V) (Quarter 2, Semester 1)**

Used to report key information about the enemy

S – Size

A – Activity

L – Location

U – Uniform

T – Time

E – Equipment

9. **What Does “OAK-OC” stand for? (V) (Quarter 3, Semester 2)**

Terrain analysis is a key task for Soldiers in the field. The process is governed by the acronym OAK-OC. These are the items and order in which you consider terrain.

Obstacles

Avenues of Approach

Key Terrain

Observation and Fields of Fire

Cover and Concealment

10. Land Navigation (C) (Quarter 3, Semester 2)

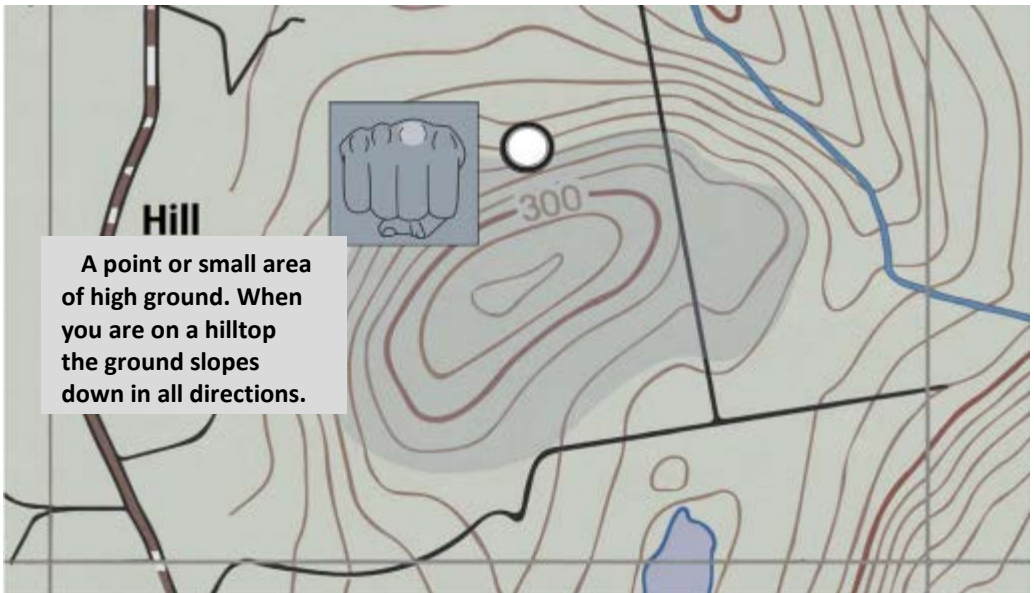
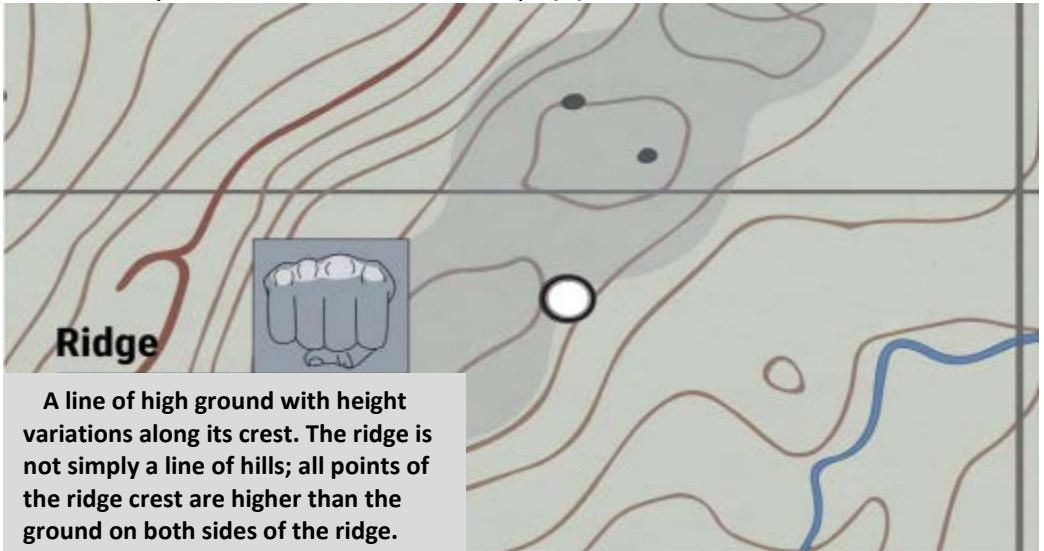
a. Identify six basic colors on a military map. (C)

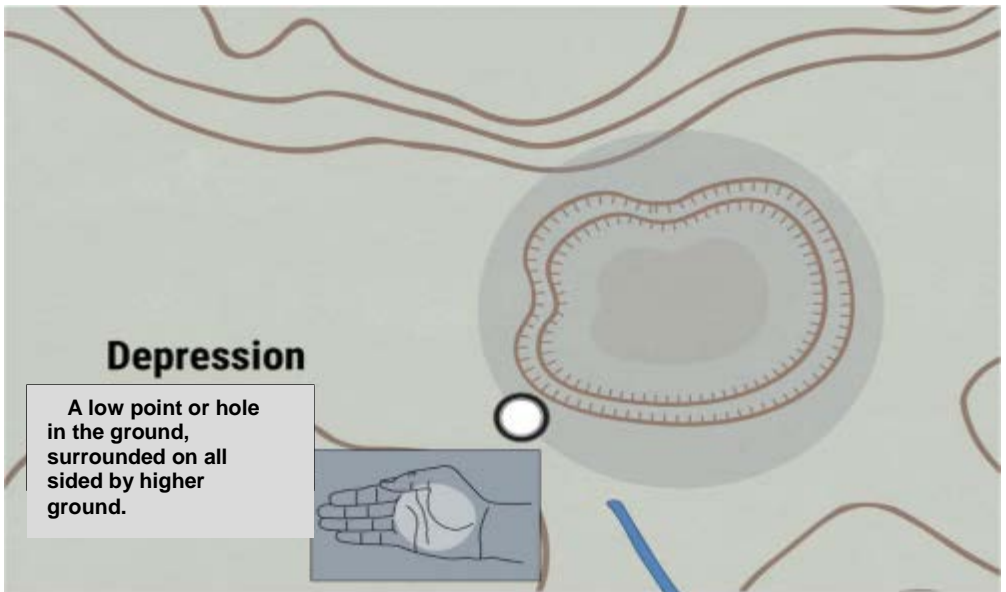
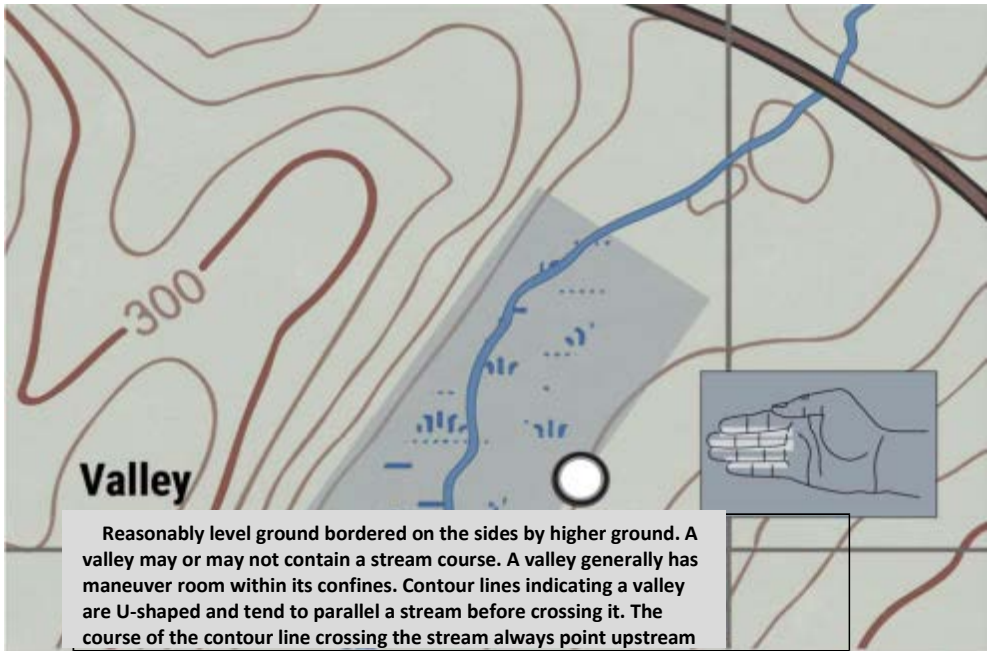
COLORS	SYMBOLS
Black	Cultural (man-made)
Blue	features other than roads
Brown	Water
Green	All relief features – contour lines on old maps – cultivated land on red-light readable maps
Red	Vegetation
Red-Brown	Major roads, built-up areas, special features on old maps
	All relief features and main roads on red-light readable maps

b. Identify symbols on a military map. **(C)**

FEATURES	COLORS	DESCRIPTION
Drainage	Blue	<p>These symbols include lakes, streams, rivers, marshes, swamps, and coastal waters.</p>
Relief	Brown	<p>These features are normally shown by contour lines, intermediate contour lines, and form lines. In addition to contour lines, there are relief symbols to show cuts, levees, sand, sand dunes, ice fields, strip mines, and glaciers.</p>
Vegetation	Green	<p>These symbols include woods, scrub, orchards, vineyards, tropical grass, mangrove and marshy areas, or tundra.</p>
Roads	Red, Black or Red-Brown	<p>These symbols show hard-surface, heavy-duty roads; hard-surface, medium-duty roads; improved light-duty roads; unimproved dirt roads; and trails. On foreign road maps, symbols may differ slightly; check the map legend for proper identification of roads.</p>
Railroads	Black	<p>These symbols show single-track railroads in operation; single-track railroads not in operation; double or multiple-track railroads.</p>
Buildings	Black, Yellow, Red, or Pink	<p>These symbols show built-up areas, schools, churches, ruins, lighthouses, windmills, and cemeteries.</p>

c. Identify Terrain Features on a map. (C)





A topographic map segment showing a ridge with brown contour lines. A spur, represented by a red line, extends from the side of the ridge. A blue stream flows along the spur. A black circle with a white center is located on the spur. A small inset map shows a 3D perspective of the spur.

Spur

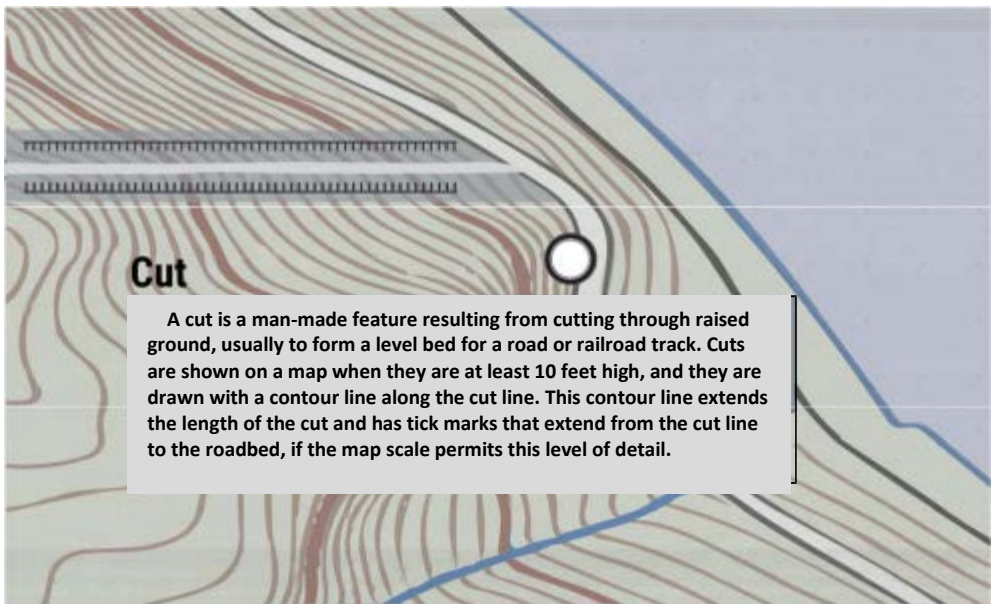
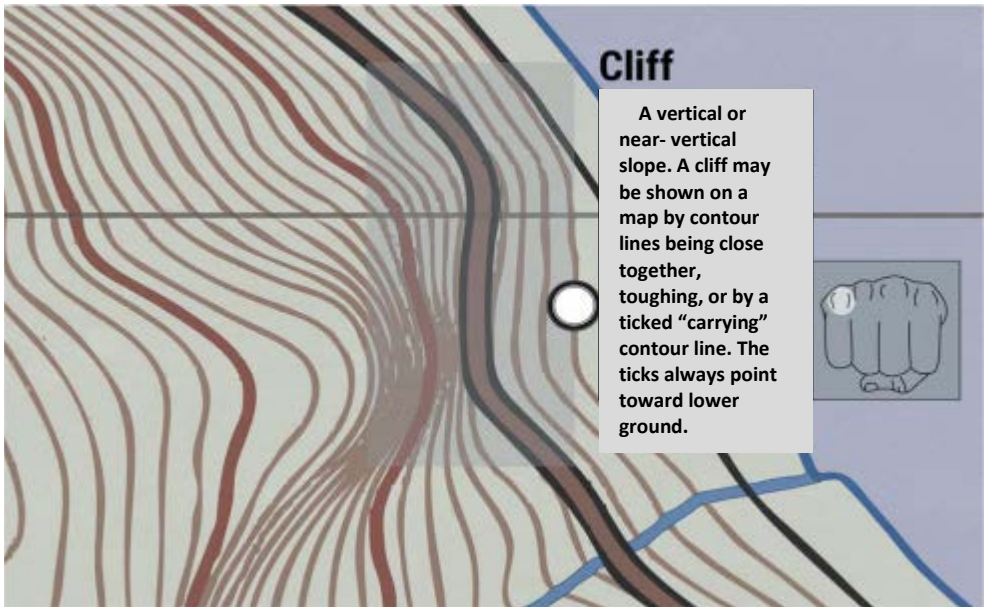
A usually short, continuously sloping line of higher ground, normally jutting out from the side of a ridge. A spur is often formed by two thoroughly parallel streams cutting draws down the side of a ridge.

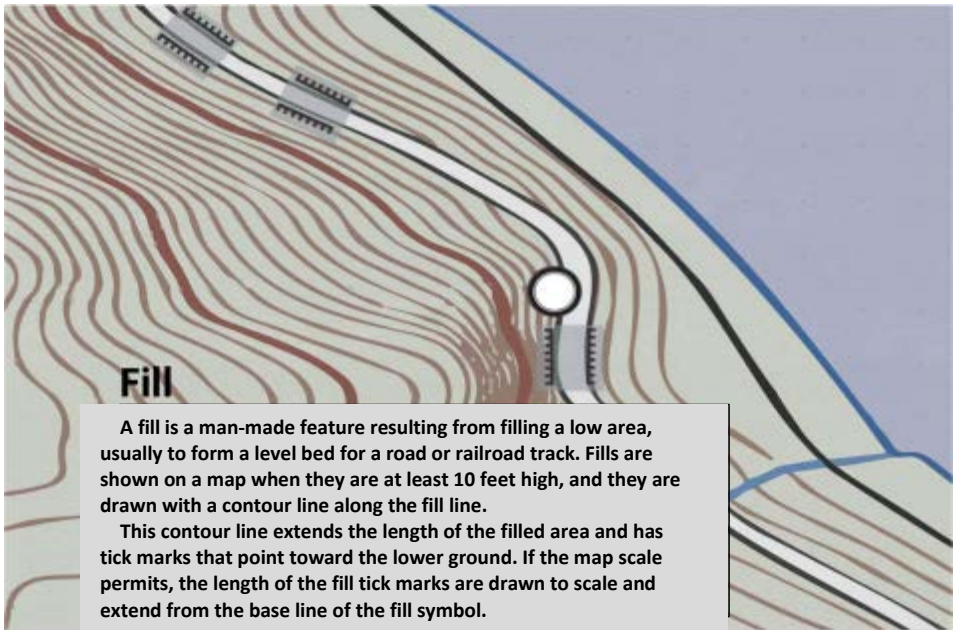
A topographic map segment showing a draw with brown contour lines. The draw is a V-shaped valley. A black circle with a white center is located at the head of the draw. A small inset map shows a 3D perspective of the draw.

Draw

Similar to a valley, except that is normally is a less developed stream course in which there is generally no level ground and, therefore, little or no maneuver room. The ground slopes upward on each side and toward the head of the draw.

Draws are caused by flash floods and can be found on flat terrain but are more often found along the sides of ridges. Contours lines indicating a draw are shaped like a "V" with the point of the "V" toward the head of the draw (high ground).





11. Individual Tactics and Techniques (C) (Quarter 3, Semester 2)

- **Move While Under Fire**
 - a. Select an individual movement route that adheres to any instructions provided by the team leader, minimized exposure to enemy fire, and does not require crossing in front of another team member.
 - b. Communicate movement intent to buddy and team leader, as appropriate, using hand and arm signals.
 - c. Move using the high crawl movement technique.
 - d. Move using the low crawl technique.
 - e. Move using the rush technique.
 - f. Occupy the identified firing position.
 - g. Repeat steps 1 through 6 until within 100 meters of the enemy position

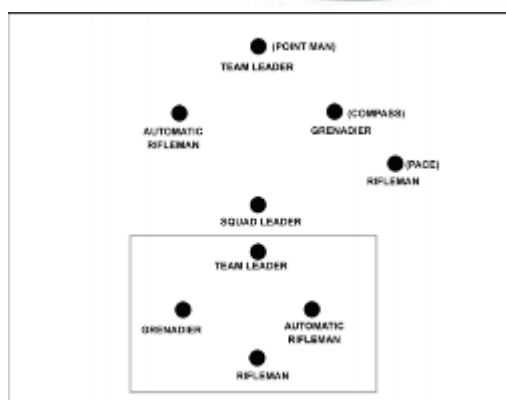
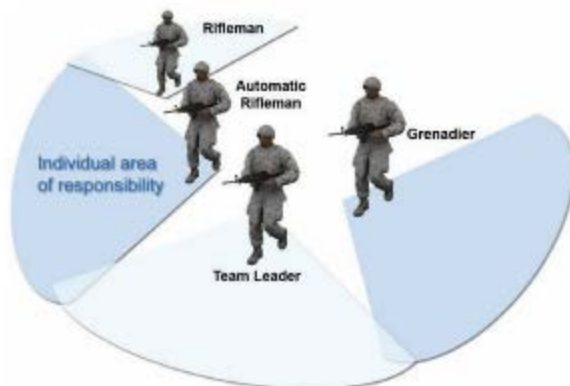
- **React to Indirect Fire.**

- a. Shout "Incoming!" in a loud, recognizable voice.
- b. React to the instructions of your leader by listening and looking for instructions.
- c. Seek the nearest appropriate cover.
- d. Assess the situation.
- e. Report the situation to the leader.

12. Team Formations (C) (Quarter 3, Semester 2)

- a. **Wedge Formation**

The wedge is a basic fire-team formation. The Soldiers are spaced about 10 meters apart, depending upon the terrain. The wedge is easy to control, is flexible, provides good security, and allows the team members to fire immediately in all directions.



- b. **File Formation**

If terrain or visibility prevents the team members from using the wedge, they use the file formation. The team leader walks at

the point, followed by the automatic rifleman, the grenadier, and the rifleman. The walk about 10 meters apart.

● TEAM LEADER

● AUTOMATIC RIFLEMAN

● GRENADIER

● RIFLEMAN

c. Comparison of the Wedge and File

CHARACTERISTICS					
Movement Formation	When Normally Used	Control	Flexibility	Fire Capabilities/ Restrictions	Security
Fire Team Wedge	Basic fire team formation	Easy	Good	Allows immediate fires in all directions	Good
Fire Team File	Close terrain, dense vegetation, limited visibility conditions	Easier	Less flexible than the wedge	Allows immediate fires to the flanks, masks fires to the front and rear	Not as good

13. 5-S Rule (V) (Quarter 3, Semester 2)

Rules to follow while searching EPWs

S – Search

S – Silence

S – Segregate

S – Safeguard

S – Speed

14. 5-Point Contingency Plan (V) (Quarter 3, Semester 2)

Plan given by a leader if leaving part of their unit

G – Going, where we are going

O – Others, who is going with

T – Time, time we will be back

W - What, what to do if we are not back in time

A – Actions, actions on enemy contact – you and us

15. Communications (C) (Quarter 4, Semester 2)

- **Radio Operations/Equipment**

ASIP Radio

The Single-Channel Ground and Airborne Radio System/ Advanced System Improvement Program (SINCGARS/ASIP) is the common RT used in both manpack and vehicle configurations.



Battery (BA-5590)

Battery Types:

Non-Rechargeable Lithium ion

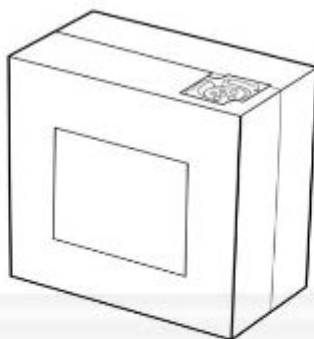
Rechargeable Lithium ion

Expected Battery Life:

Normal: 33 hours

STBY: 3 months

Operator usage rate is defined as 9 minutes of receiving or monitoring to every 1 minute of transmitting on average.



Handset

The handset is the audio input-output device for the radio set. A radio handset is designated specifically to perform and operate in the hard environments of military operations, and to maintain reliability.

Essential to multiple military operations and platforms, it is an efficient, highly reliable audio accessory to enhance communications.



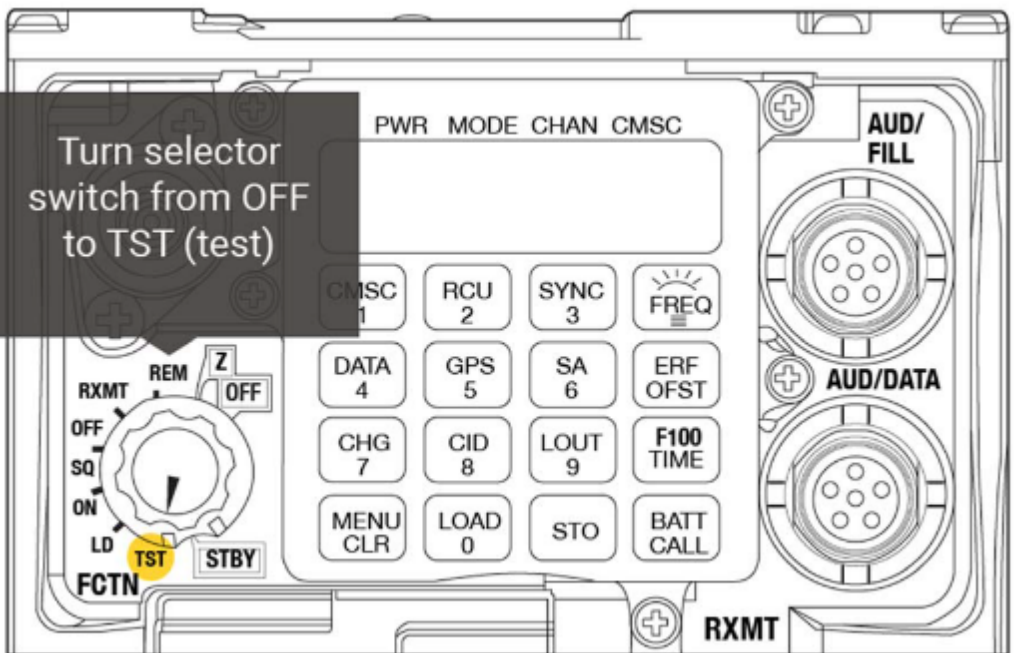
Antenna

All radios, whether transmitting or receiving, require an antenna. Manpacks usually come with two antennae: the long manpack antenna and the short manpack antenna. The long manpack antenna is designed to augment the short antenna in situations where additional range is required and the situation permits the use of a long antenna.

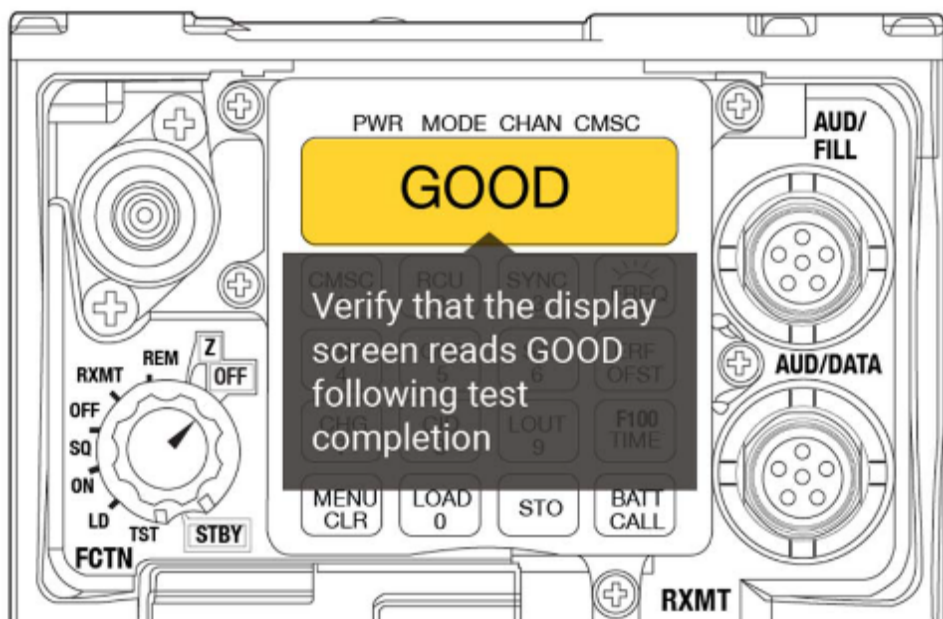


- Run a Diagnostic Test on a SINCGARS (Single Channel Group & Airborne Radio System)

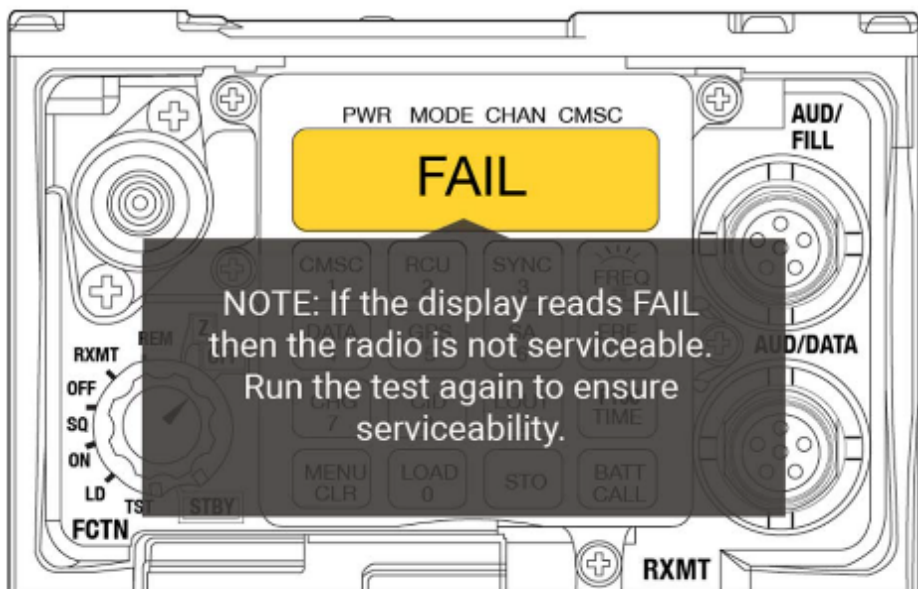
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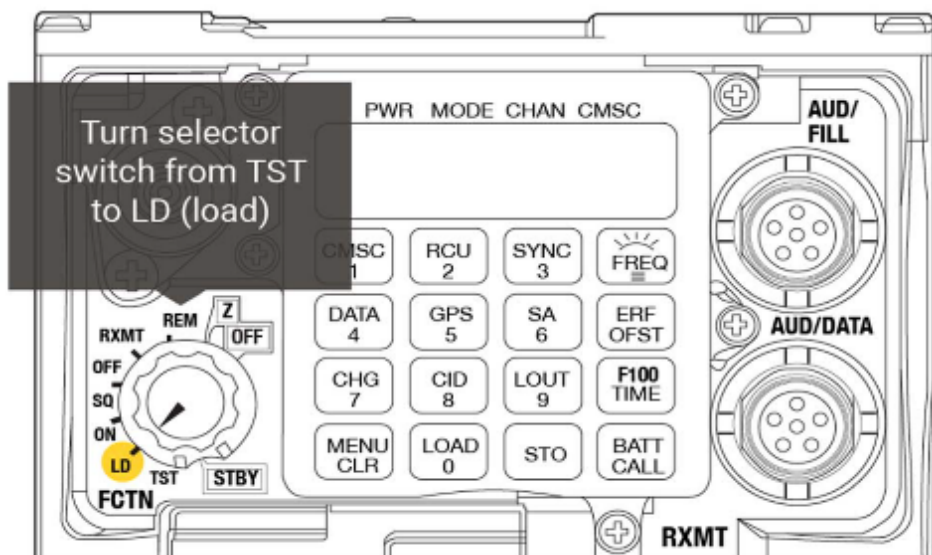
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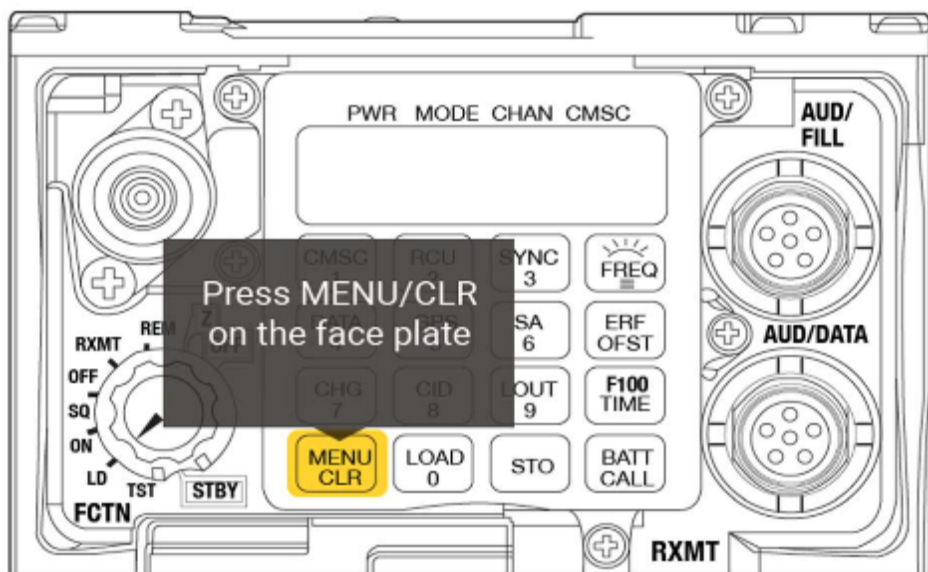
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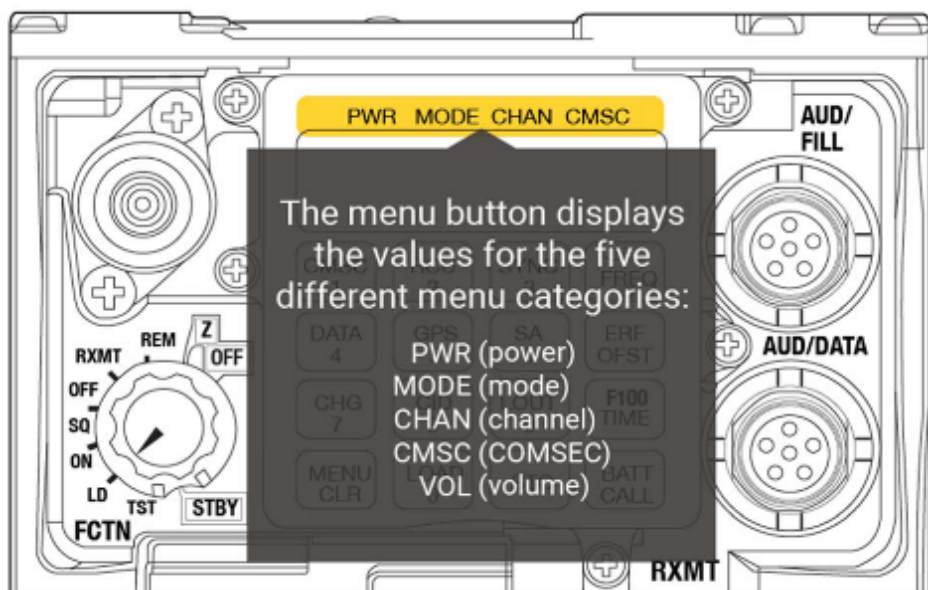
Step 4:



Step 5:

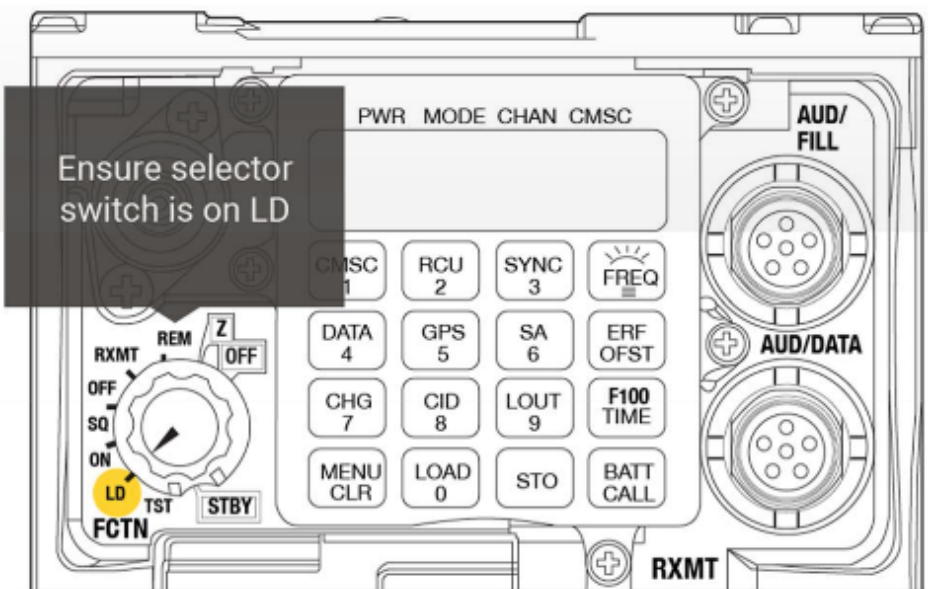


Step 6:

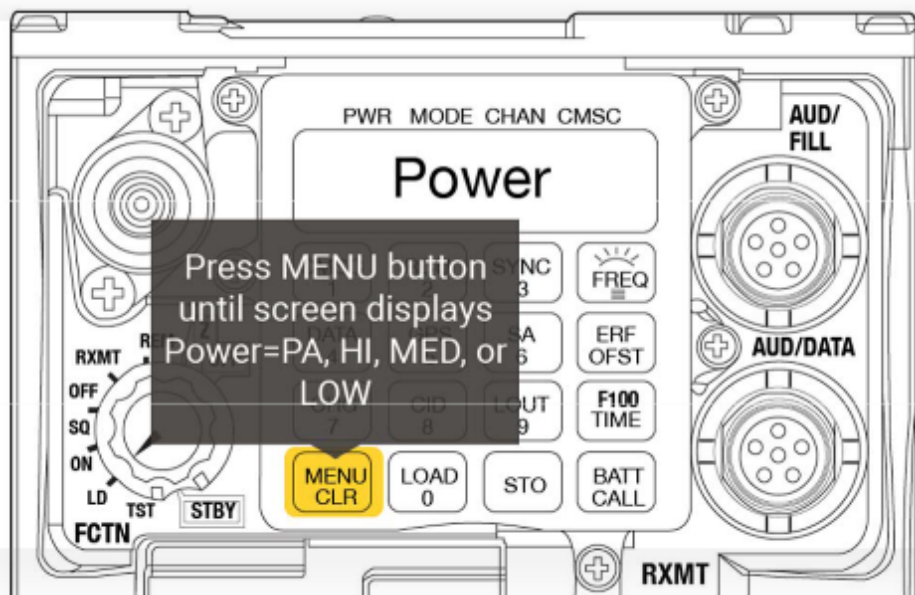


- **Configure the Power Setting on a SINCGARS**

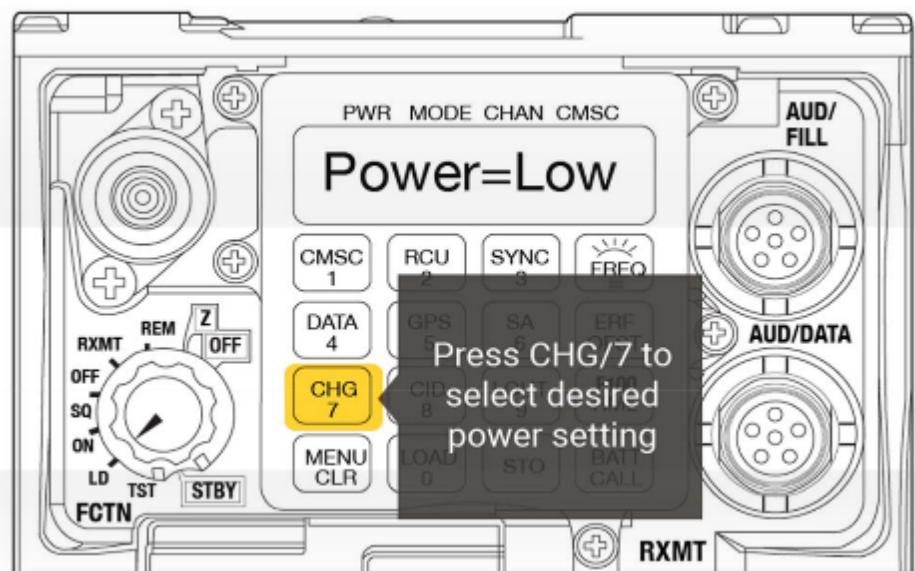
Step 1:



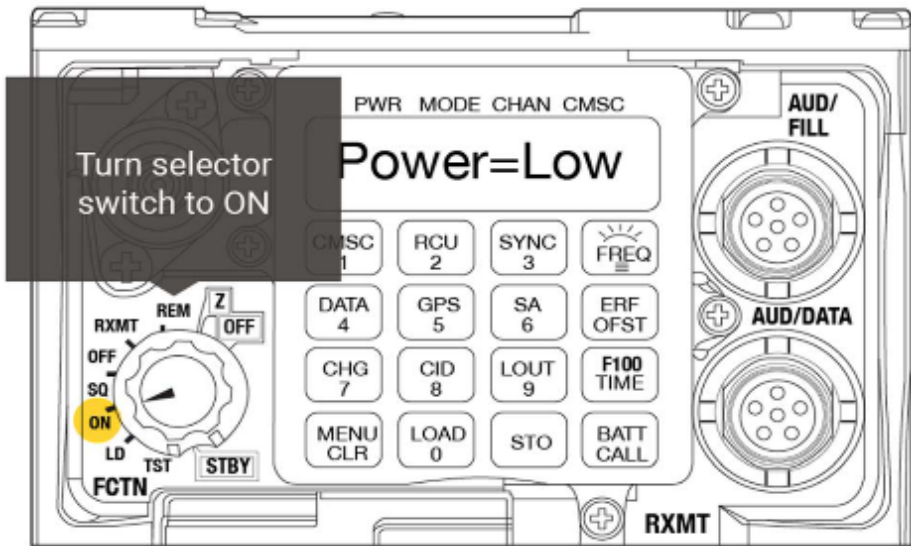
Step 2:



Step 3:



Step 4:



16. Schofield's Definition of Discipline (C) (Quarter 4, Semester 2)

The discipline, which makes the Soldiers of a free country reliable in battle, is not to be gained by harsh or tyrannical treatment. On the contrary, such treatment is far more likely to destroy than to make an army. *It is possible to impart instruction and to give commands in such a manner and such a tone of voice to inspire in the Soldier no feeling but an intense desire to obey, while the opposite manner and tone of voice cannot fail to excite strong resentment and a desire to disobey.* The one mode or the other of dealing with subordinate's springs from a corresponding spirit in the breast of the commander. He who feels the respect which is due to others cannot fail to inspire in them regard for himself, while he who feels, and hence manifests, disrespect towards others, especially his inferiors, cannot fail to inspire hatred against himself.

Major General John M. Schofield, August 11, 1879

17. Major Staff Shops (C) (Quarter 4, Semester 2)

- a. S1 – Adjutant (Personnel and Administration) – Handles distribution of awards, orders for soldiers, and other administrative actions.
- b. S2 – Intelligence – Collects intelligence about the enemy as well as other data relevant to the mission.
- c. S3 – Operations and Training – Makes plans for training and actual operations.
- d. S4 – Supply/Logistics – Manages all materiel for a unit, as well as transportation and medical services.
- e. S6 – Signal – Manages communications and services technical equipment.

18. Who was James G. Butler? (V) (Quarter 4, Semester 2)

He was a Major in the Third Michigan Cavalry during the American Civil War. After his death in 1916, he and his wife bequeathed \$3.5 million (1916 value) to Lindenwood University. Butler Hall at Lindenwood University is named for him.

19. Who was Keith Lucas? (V) (Quarter 4, Semester 2)

He was a member of the Gateway/WashU Class of 1979 and is the first member of the Special Operation Aviation “Nightstalkers” to be killed in action. CPT Lucas was killed in action in Grenada in August 1982 as one of only 19 US service members killed in Operation Urgent Fury.

Important Detail (C)

The 160th's motto — "Night Stalker's Don't Quit!" is attributed to Capt. Keith Lucas, the first Night Stalker killed in action

MS3 Cadet Knowledge

1. Troop Leading Procedures (V) (Quarter 1, Semester 1)

1. Receive Mission
2. Issue Warning Order
3. Make a Tentative Plan
4. Initiate Movement
5. Conduct Recon
6. Complete Plan
7. Issue OPORD
8. Supervise

2. Drill and Ceremonies (C) (Quarter 1, Semester 1)

1. TWO-PART COMMANDS

Most drill commands have two parts: the preparatory command and the command of execution. Neither part is a command by itself, but the parts are termed commands to simplify instruction. The commands **Ready, Port, ARMS**, and **Ready, Aim, FIRE**, are considered to be two-part commands even though they contain two preparatory commands.

- a. The preparatory command states the movement to be carried out and mentally prepares the Soldier for its execution. In the command **Forward, MARCH**, the preparatory command is Forward.
- b. The command of execution tells when the movement is to be carried out. In

Forward, MARCH, the command of execution is **MARCH**.

- c. To change direction of a unit when marching, the preparatory command and command of execution for each movement are given so they begin and end on the foot in the direction of the turn: **Right Flank, MARCH** is given as the right foot strikes the marching surface, and **Left Flank, MARCH** as the left foot strikes the marching surface. The interval between the preparatory command and the command of execution is **always** one step or count. The preparatory command and command of execution are **always** given when the same foot strikes the marching surface.

2. VOICE CONTROL

The loudness of a command is adjusted to the number of Soldiers in the unit. Normally, the commander is to the front and center of the unit and speaks facing the unit so that his voice reaches everyone.

- a. The voice must have carrying power, but excessive exertion is unnecessary and harmful. A typical result of trying too hard is the almost unconscious tightening of the neck muscles to force sound out. This produces strain, hoarseness, sore throat, and worst of all, indistinct and jumbled sounds instead of clear commands. Ease is achieved through good posture, proper breathing, correct adjustment of throat and mouth muscles, and confidence.
- b. The best posture for giving commands is the position of Attention. Soldiers in formation notice the posture of their leader. If his posture is unmilitary (relaxed, slouched, stiff, or uneasy), the subordinates will imitate it.
- c. The most important muscle used in breathing is the diaphragm—the large muscle that separates the chest cavity from the abdominal cavity. The diaphragm automatically controls normal breathing and is used to control the breath in giving commands.
- d. The throat, mouth, and nose act as amplifiers and help to give fullness (resonance) and projection to the voice.

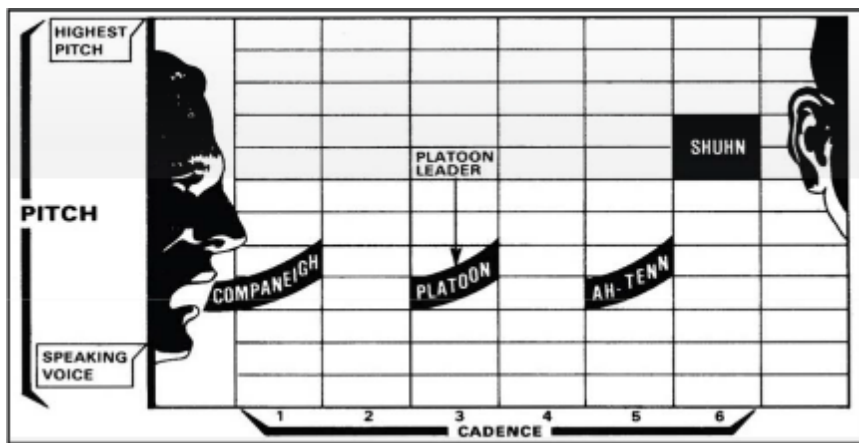
3. DISTINCTIVENESS

Distinctiveness depends on the correct use of the tongue, lips, and teeth, which form the separate sounds of a word and group the sounds into syllables. Distinct commands are effective; indistinct commands cause confusion. All commands can be pronounced correctly without loss of effect. Emphasize correct enunciation (distinctiveness). To enunciate clearly, make full use of the lips, tongue, and lower jaw. To develop the ability to give clear, distinct commands, practice giving commands slowly and carefully, prolonging the syllables. Then, gradually increase the rate of delivery to develop proper cadence, still enunciating each syllable distinctly.

4. INFLECTION

Inflection is the rise and fall in pitch and the tone changes of the voice.

- a. The preparatory command is the command that indicates movement. Pronounce each preparatory command with a rising inflection. The most desirable pitch, when beginning a preparatory command, is near the level of the natural speaking voice. A common fault with beginners is to start the preparatory command in a pitch so high that, after employing a rising inflection for the preparatory command, it is impossible to give the command of execution with clarity or without strain. A good rule to remember is to begin a command near the natural pitch of the voice (Figure 3-1).
- b. The command of execution is the command that indicates when a movement is to be executed. Give it in a sharper tone and in a slightly higher pitch than the last syllable of the preparatory command. It must be given with plenty of snap. The best way to develop a command voice is to practice.
- c. In combined commands, such as **FALL IN** and **FALL OUT**, the preparatory command and command of execution are combined. Give these commands without inflection and with the uniform high pitch and loudness of a normal command of execution.



5. POSITION OF ATTENTION

Two commands can be used to put personnel at the Position of Attention:

- **FALL IN** is used to assemble a formation or return it to its original configuration.

- The two-part command for Attention is used for Soldiers at a rest position. Assume the Position of Attention on the command **FALL IN** or the command **Squad (Platoon), ATTENTION**.
 - a. To assume this position, bring the heels together sharply on line, with the toes pointing out equally, forming a 45-degree angle. Rest the weight of the body evenly on the heels and balls of both feet. Keep the legs straight without locking the knees. Hold the body erect with the hips level, chest lifted and arched, and the shoulders square.
 - b. Keep the head erect and face straight to the front with the chin drawn in so that alignment of the head and neck is vertical.
 - c. Let the arms hang straight without stiffness. Curl the fingers so that the tips of the thumbs are alongside and touching the first joint of the forefingers. Keep the thumbs straight along the seams of the trouser leg with the first joint of the fingers touching the trousers.
 - d. Remain silent and do not move unless otherwise directed.

NOTE: This position is assumed by enlisted Soldiers when addressing officers, or when officers are addressing officers of superior rank.



6. REST POSITIONS AT THE HALT

Any of the positions of rest may be commanded and executed from the Position of Attention.

a. **Parade Rest.** Parade Rest is commanded only from the Position of Attention.

The command for this movement is **Parade, REST**.

(1) On the command of execution **REST**, move the left foot about 10 inches to the left of the right foot. Keep the legs straight without locking the knees, resting the weight of the body equally on the heels and balls of the feet.

(2) Simultaneously, place the hands at the small of the back and centered on the belt. Keep the fingers of both hands extended and joined, interlocking the thumbs so that the palm of the right hand is outward.

(3) Keep the head and eyes as in the Position of Attention. Remain silent and do not move unless otherwise directed. Stand at Ease, At Ease, and Rest may be executed from this position.

NOTE: Enlisted Soldiers assume this position when addressing all noncommissioned officers or when noncommissioned officers address noncommissioned officers of superior rank.



b. **Stand At Ease.** The command for this movement is **Stand at, EASE**. On the command of execution **EASE**, execute Parade Rest, but turn the head and eyes directly toward the person in charge of the formation. At Ease or Rest may be executed from this position.

c. **At Ease.** The command for this movement is **AT EASE**. On the command **AT EASE**, the Soldier may move; however, he must remain standing and silent with his right foot in place. The Soldier

may relax his arms with the thumbs interlaced. Rest may be executed from this position.

d. **Rest.** The command for this movement is **REST**. On the command **REST**, the Soldier may move, talk, smoke, or drink unless otherwise directed. He must remain standing with his right foot in place. **AT EASE** must be executed from this position to allow Soldiers to secure canteens, other equipment, and so forth.

NOTE: On the preparatory command for Attention, immediately assume Parade Rest when at the position of Stand at Ease, At Ease, or Rest. If, for some reason, a subordinate element is already at attention, the members of the element remain so and do not execute parade rest on the preparatory command, nor does the subordinate leader give a supplementary command.

7. FACING AT THE HALT

Five facing movements can be executed from the Position of Attention:

Left (Right), FACE, Half Left (Half Right), FACE, and About, FACE.

NOTE: *Half Left (Half Right), FACE* should only be used in situations when a 90- degree facing movement would not face an element in the desired direction (for example, for a stationary element to face the direction of the flag to render honors [reveille or retreat]).

a. *Facing to the Flank* is a two-count movement. The command is **Left (Right), FACE.**

(1) On the command of execution **FACE**, slightly raise the right heel and left toe, and turn 90 degrees to the left on the left heel, assisted by a slight pressure on the ball of the right foot. Keep the left leg straight without stiffness and allow the right leg to bend naturally.

(2) On count two, place the right foot beside the left foot, resuming the Position of Attention. Arms remain at the sides, as in the Position of Attention, throughout this movement.

b. *Facing to the Rear* is a two-count movement. The command is **About, FACE.**

(1) On the command of execution **FACE**, move the toe of the right foot to a point touching the marching surface about half the length of the foot to the rear and slightly to the left of the left

heel. Rest most of the weight of the body on the heel of the left foot and allow the right knee to bend naturally.

(2) On count two, turn to the right 180 degrees on the left heel and ball of the right foot, resuming the *Position of Attention*. Arms remain at the sides, as in the *Position of Attention*, throughout this movement.

NOTE: Throughout these movements, the remainder of the body remains as in the
Position of Attention.

8. HAND SALUTE

The *Hand Salute* is a one-count movement. The command is **Present, ARMS**. The Hand Salute may be executed while marching. When marching, only the Soldier in charge of the formation salutes and acknowledges salutes. When double-timing, an individual Soldier must come to Quick Time before saluting.

- a. When wearing headgear with a visor (with or without glasses), on the command of execution **ARMS**, raise the right hand sharply, fingers and thumb extended and joined, palm facing down, and place the tip of the right forefinger on the rim of the visor slightly to the right of the right eye. The outer edge of the hand is barely canted downward so that neither the back of the hand nor the palm is clearly visible from the front. The hand and wrist are straight, the elbow inclined slightly forward, and the upper arm horizontal.
- b. When wearing headgear without a visor (or uncovered) and not wearing glasses, execute the *Hand Salute* in the same manner as previously described, except touch the tip of the right forefinger to the forehead near and slightly to the right of the right eyebrow
- c. When wearing headgear without a visor (or uncovered) and wearing glasses, execute the *Hand Salute* in the same manner as previously described, except touch the tip of the right forefinger to that point on the glasses where the temple piece of the frame meets the right edge of the right brow
- d. *Order Arms* from the *Hand Salute* is a one-count movement. The command is **Order, ARMS**. On the command of execution **ARMS**, return the hand sharply to the side, resuming the *Position of Attention*.

e. When reporting or rendering courtesy to an individual, turn the head and eyes toward the person addressed and simultaneously salute. In this situation, the actions are executed without command. The *Salute* is initiated by the subordinate at the appropriate time (six paces) and terminated upon acknowledgment.

9. THE 30-INCH STEP

To march with a 30-inch step from the Halt, the command is **Forward, MARCH.**

- a. On the preparatory command **Forward**, shift the weight of the body to the right foot without noticeable movement. On the command of execution **MARCH**, step forward 30 inches with the left foot and continue marching with 30-inch steps, keeping the head and eyes fixed to the front. The arms swing in a natural motion, without exaggeration and without bending at the elbows, approximately 9 inches straight to the front and 6 inches straight to the rear of the trouser seams. Keep the fingers curled as in the *Position of Attention* so that the fingers just clear the trousers.
- b. To Halt while marching, the command **Squad (Platoon), HALT** is given. The preparatory command **Squad (Platoon)** is given as either foot strikes the marching surface as long as the command of execution **HALT** is given the next time that **same foot** strikes the marching surface. The *Halt* is executed in two counts. After **HALT** is commanded, execute the additional step required after the command of execution and then bring the trail foot alongside the lead foot, assuming the *Position of Attention* and terminating the movement.

10. CHANGE STEP

This movement is executed automatically whenever a Soldier finds himself out of step with all other members of the formation. It is only executed while marching forward with a 30-inch step. To change step, the command **Change Step, MARCH** is given as the right foot strikes the marching surface. On the command of execution **MARCH**, take one more step with the left foot, then in one count place the right toe near the heel of the left foot and step off again with the left foot. The arms swing

naturally. This movement is executed automatically whenever a Soldier finds himself out of step with all other members of the formation.

11. MARCHING TO THE REAR

This movement is used to change the direction of a marching element 180 degrees in a uniform manner. It is only executed while marching forward with a 30-inch step. To *March to the Rear*, the command **Rear, MARCH** is given as the right foot strikes the marching surface. On the command of execution **MARCH**, take one more step with the left foot, pivot 180 degrees to the right on the balls of both feet, and step off in the new direction taking a 30-inch step with the trail foot. Do not allow the arms to swing outward while turning.

12. MARCHING IN PLACE

To march in place, use the following procedures.

a. To march in place, the command **Mark Time, MARCH** is given as either foot strikes the marching surface and only while marching with a 30-inch or 15-inch step forward. On the command of execution **MARCH**, take one more step, bring the trailing foot alongside the leading foot, and begin to march in place. Raise each foot (alternately) 2 inches off the marching surface; the arms swing naturally, as in marching with a 30-inch step forward.

NOTE: While marking time in formation, the Soldier adjusts position to ensure proper alignment and cover. The proper distance between Soldiers while marching is

one arm's length plus 6 inches (approximately 40 inches).

b. To resume marching with a 30-inch step, the command Forward, **MARCH** is given as either foot strikes the marching surface. On the command of execution **MARCH**, take one more step in place and then step off with a 30-inch step.

c. The Halt from Mark Time is executed in two counts, the same as the Halt from the 30-inch step.

13. BREAKING RANKS

When the situation requires one or more individuals to leave the formation or to receive specific instructions from the platoon sergeant, the platoon sergeant directs: ***"Private Doe (pause), front and center"***; or,

"The following personnel front and center— Private Doe (pause), Private Smith." When the individual's name is called, he assumes the position of attention and replies, ***"Here, Sergeant (Sir)."*** He then takes one (15-inch) step backward, halts, faces to the right (left) in marching, and exits the formation by marching to the nearest flank. *The Soldier does not look left or right.* Once the individual has cleared the formation, he begins to double-time and halts two steps in front of and centered on the platoon sergeant.

NOTE: When a group of individuals are called from the formation, the group forms centered on the platoon sergeant. The platoon sergeant should direct (point) the first man into position so that the rank will be centered when the last man has joined the group

14. OPENING AND CLOSING RANKS

To open or close ranks, use the following procedures:

a. ***Open Ranks, MARCH*** is executed from a line formation while at the halt. It may be executed while at any of the prescribed intervals. The command for this movement is ***Open Ranks, MARCH***. On the command of execution ***MARCH***, the front rank takes two steps forward, the second rank takes one step forward, the third rank stands fast, and the fourth rank takes two steps backward. If additional ranks are present, the fifth rank takes four steps backward, and the sixth rank takes six steps backward.

NOTE: After taking the prescribed steps, the men do not raise their arms. If the platoon sergeant wants exact interval or alignment, he commands ***At Close Interval (At Double Interval), Dress Right, DRESS***. If the platoon is to align on an element to the right, the squad leaders turn their head and eyes to the right and align themselves with that element.

b. To *Close Ranks*, the command is ***Close Ranks, MARCH***. On the command of execution ***MARCH***, the first rank takes four steps backward, the second rank takes two steps backward, the third rank stands fast, and the fourth rank takes one step forward. On the command of execution ***MARCH***, the platoon leader and platoon sergeant take the appropriate number of steps to maintain their posts.

15. ALIGNING THE SQUAD

To align the squad, use the following procedures:

NOTE: The squad leader commands the squad to the appropriate interval before giving the command for alignment.

a. To align the squad at *Normal Interval*, the commands are **Dress Right, DRESS** and **Ready, FRONT**. These commands are given only when armed Soldiers are at *Order Arms* or *Sling Arms*. On the command of execution **DRESS**, the right flank man stands fast. Each member, except the right flank man, turns his head and eyes to the right and aligns himself with the man on his right. Each member, except the left flank man, extends his left arm laterally at shoulder level, elbow locked, fingers and thumb extended and joined, palm facing down. He ensures his left arm is in line with his body and positions himself by short steps right or left until his right shoulder touches the fingertips of the man on his right. On the command of execution **FRONT**, each member returns sharply to the *Position of Attention*.



b. To align the squad at *Close Interval*, the commands are **At Close Interval, Dress Right, DRESS** and **Ready, FRONT**. The movement is executed in the same manner prescribed for alignment at *Normal Interval* except that the squad members obtain *Close Interval*.



c. To align the squad at Double Interval, the commands are **At Double Interval, Dress Right, DRESS** and **Ready, FRONT**. These commands are given only when the troops are unarmed or at Sling Arms. On the command of execution **DRESS**, each member (except the right flank man) turns his head and eyes to the right and aligns himself on the man on his right. At the same time, each member (except the right and left flank men) extends both arms and positions himself by short steps right or left until his fingertips are touching the fingertips of the members on his right and left. (The right flank man raises his left arm; the left flank man raises his right arm.)

d. To align the squad in column, the commands are **COVER** and **RECOVER**. On the command **COVER**, each member (except the number one man) raises his left arm to a horizontal position, elbow locked, fingers and thumb extended and joined, palm facing down, and obtains an arm's length plus about 6 inches (from the fingertips) to the back of the man to his front. At the same time, each man aligns himself directly behind the man to his front. To resume the Position of Attention, the command **RECOVER** is given. On this command, each member sharply returns to the *Position of Attention*.

3. Principles of Patrolling (V) (Quarter 2, Semester 1)

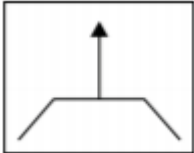
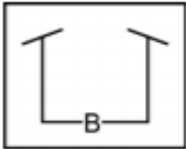
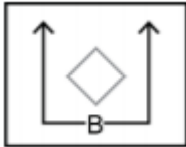
- 1. Plan the Mission
- 2. Recon the Objective
- 3. Security
- 4. Control
- 5. Common Sense

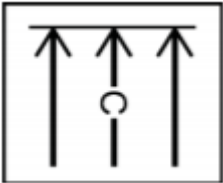
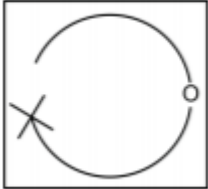
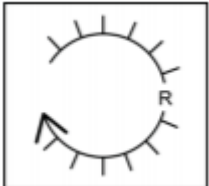
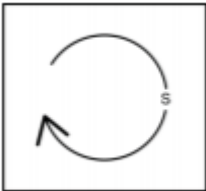
4. Priorities of Work (V) (Quarter 2, Semester 1)

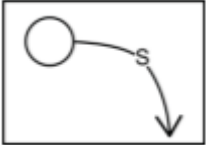
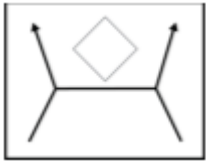
- 1. Security
- 2. Weapons Maintenance
- 3. Improve Position
- 4. Personal Hygiene
- 5. Chow
- 6. Sleep

5. Tactical Mission Tasks (C) (Quarter 2, Semester 1)


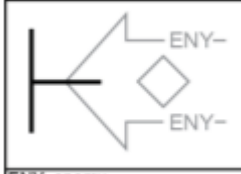
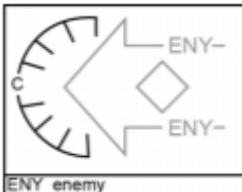
a. Actions by Friendly Forces


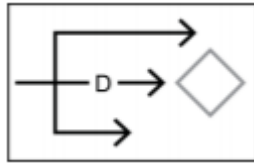
Tactical Mission Task	Definition	Symbol
Attack by Fire	A commander uses direct fires, supported by indirect fires, to engage an enemy force without closing with the enemy to destroy, suppress, fix, or deceive the enemy.	
Breach	The unit employs all available means to break through or establish a passage through an enemy defense, obstacle, minefield, or fortification.	
Bypass	The commander directs the unit to maneuver around an obstacle, position, or enemy force to maintain the momentum of the	

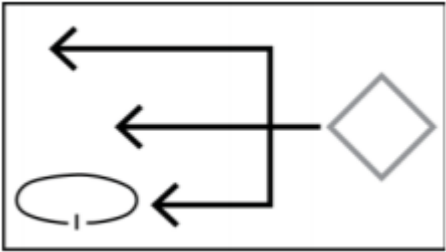
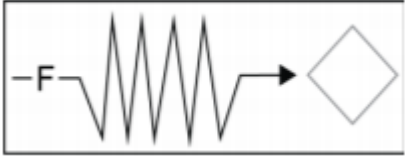

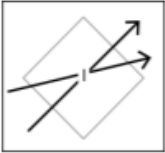
	operation while deliberately avoiding combat with an enemy force.	
Clear	Requires the commander to remove all enemy forces and eliminate organized resistance within an assigned area.	
Control	Requires the commander to maintain physical influence over a specified area to prevent its use by an enemy or to create conditions necessary for successful friendly operations.	
Occupy	Involves moving a friendly force into an area so that it can control that area. Both the force's movement to and occupation of the area occur without enemy opposition.	
Reduce	Involves the destruction of an encircled or bypassed enemy force.	
Retain	The commander ensures that a terrain feature controlled by a friendly force remains free of enemy occupation or use.	
Secure	Involves preventing a unit, facility, or geographical location from being damaged or destroyed as a result of enemy action.	

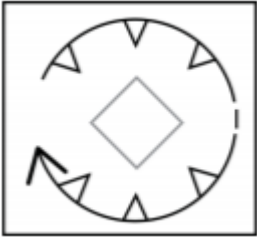
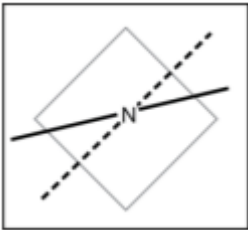
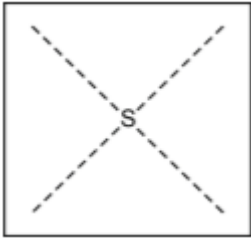
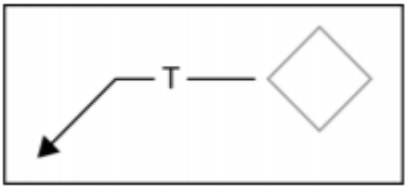
Seize	Involves taking possession of a designated area by using overwhelming force.	
Support by Fire	A maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force.	

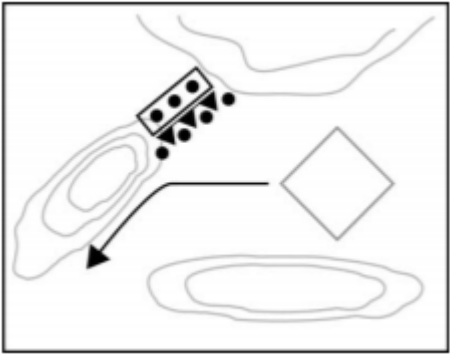
b. Effects on Enemy Forces

Tactical Mission Task	Definition	Symbol
Block	Denies the enemy access to an area or prevents the enemy's advance in a direction or along an avenue of approach.	
Block (Obstacle Effect)	Integrates fire planning and obstacle efforts to stop an attacker along a specific avenue of approach or prevent the attacking force from passing through an engagement area.	
Contain	Requires the commander to stop, hold, or surround the enemy forces or to cause them to center their	

	activity on a given front and prevent them from withdrawing any part of their forces for use elsewhere.	
Defeat	Occurs when an enemy force has temporarily or permanently lost the physical means or the will to fight. The defeated force's commander is unwilling or unable to pursue that individual's adopted course of action, thereby yielding to the friendly commander's will and can no longer interfere to a significant degree with the actions of friendly forces. Defeat can result from the use of force or the threat of its use.	
Destroy	Physically renders an enemy force combat-ineffective until it is reconstituted. Alternatively, to destroy a combat system is to damage it so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt	
Disrupt	A commander integrates direct and indirect fires, terrain, and obstacles to upset an enemy's formation or tempo, interrupt the enemy's timetable, or cause enemy forces to commit	

	prematurely or attack in a piecemeal fashion.	
Disrupt (Obstacle Effect)	Forces fire planning and obstacle effort to cause the enemy force to break up its formation and tempo, interrupt its timetable, commit breaching assets prematurely, and attack in a piecemeal effort.	
Fix	A commander prevents an enemy force from moving any part of that force from a specific location for a specific period.	
Fix (Obstacle Effect)	Focuses fire planning and obstacle effort to slow an attacker's movement within a specified area, normally an engagement area.	
Interdict	The commander prevents, disrupts, or delays the enemy's use of an area or route.	

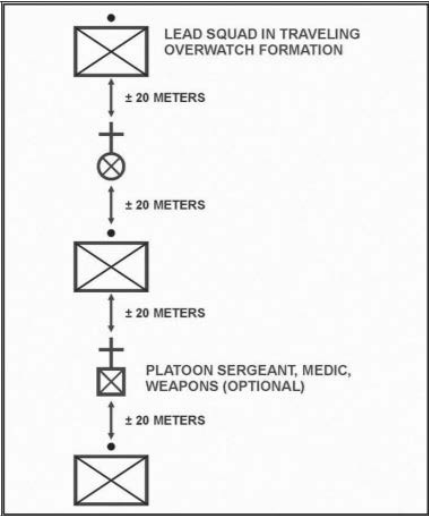
Isolate	Requires a unit to seal off-both physically and psychologically-an enemy from sources of support, deny the enemy freedom of movement, and prevent the isolated enemy force from having contact with other enemy forces.	
Neutralize	Results in rendering enemy personnel or materiel incapable with interfering with a particular operation.	
Suppress	Results in a temporary degradation of the performance of a force or weapon system below the level needed to accomplish its mission.	
Turn	Involves forcing an enemy element from one avenue of approach or movement corridor to another.	

<p>Turn (Obstacle Effect)</p>	<p>Integrates fire planning and obstacle effort to divert an enemy formation from one avenue of approach to an adjacent avenue of approach or into an engagement area.</p>	
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6. Platoon Movement Techniques (C) (Quarter 2, Semester 1)

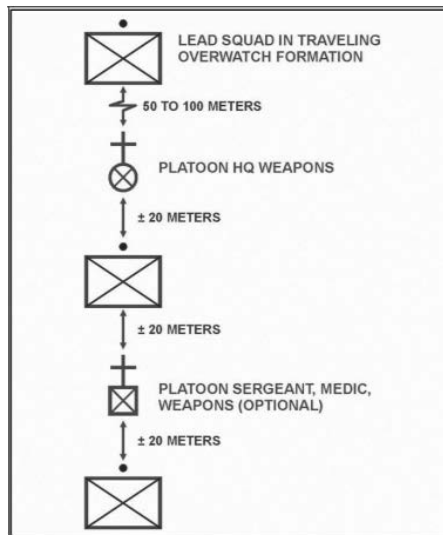
a. Traveling

- This technique is used when contact is unlikely, and speed is needed.
- Formations are not altered unless except for the effects of the terrain.



a. Traveling Overwatch

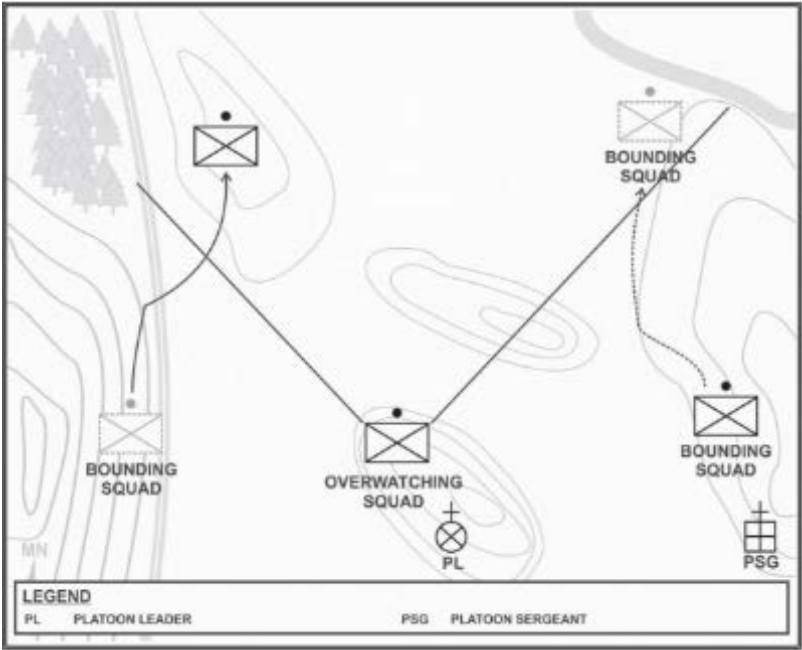
- Used when enemy contact is possible but not expected.
- Caution is justified but speed is desirable.
- The trail element maintains dispersion based on its ability to provide immediate suppressive fires in support of the lead element.
- Trailing elements overwatch from positions and at distances that do not prevent them from firing or moving to support the lead element.
- Traveling overwatch requires the leader to control his subordinate's spacing to ensure mutual support.



b. Bounding Overwatch




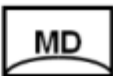

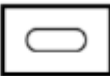














- Used when the leader expects contact.
- The key to this technique is the proper use of terrain.
- Subordinate units fall into three categories: bounding, overwatching, or awaiting orders
- Bounding Squad – one squad bounds and then becomes the overwatching element unless contact is made.
- Overwatching Squad – overwatches the bounding squad from covered positions and from where it can see and suppress likely enemy positions. The PL remains with the overwatching squad.

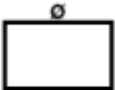
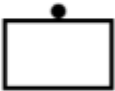


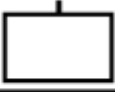
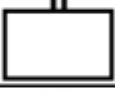
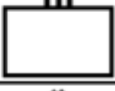
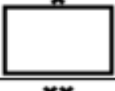
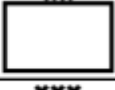
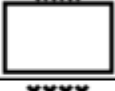
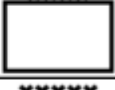
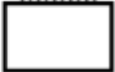
- Awaiting Orders Squad – on contact this unit should be prepared to support the overwatching element, move to assist the bounding squad, or move to another location based on the PL’s assessment.



7. Military Symbology (C) (Quarter 3, Semester 2)

Standard Identity	Friendly	Hostile	Neutral	Unknown
	Assumed Friend	Suspect		Pending
Unit				

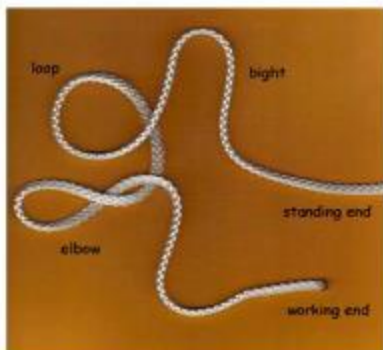
Air defense artillery (radar dome)		
Air and missile defense		
Armored (armor) (tank track) <i>Note.</i> Armored protection and mobility.		
Armored cavalry <i>Note.</i> This main icon is the combination of two other main icons.		
Mechanized (armored) infantry <i>Note.</i> This main icon is the combination of two other main icons.		
Army aviation or rotary-wing aviation <i>Note.</i> This icon is used for Army aviation and rotary-wing aviation.		
Engineer (bridge)		
Field artillery (cannon ball)		
Infantry (crossed straps)		
Signal (lightning flash)		

Echelon	Amplifier	Example of amplifier with friendly unit frame
Team or crew Note. This is the smallest echelon and should not be confused with company team and brigade combat team in the next paragraph.	Ø	
Squad	●	
Section	● ●	
Platoon or detachment	● ● ●	
Company, battery, or troop	I	
Battalion or squadron	II	
Regiment or group	III	
Brigade	X	
Division	XX	
Corps	XXX	
Theater army	XXXXX	
Army group Note. Used in North Atlantic Treaty Organization or multinational military operations.	XXXXXX	

8. Rappelling (C) (Quarter 3, Semester 2)

a. Knot Terminology

Knot Terminology



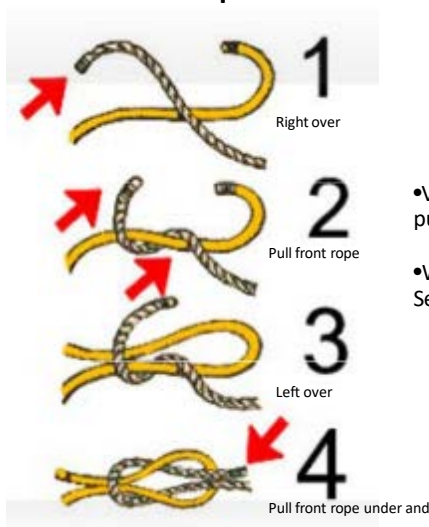
The working end is also called the 'running end' or the 'live end'



- A. Turn
- B. Round Turn
- C. Double Round Turn

b. Basic Knots

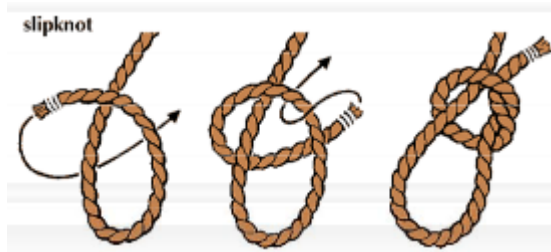
- **The Square Knot**



- Very secure knot – makes the two ropes pull

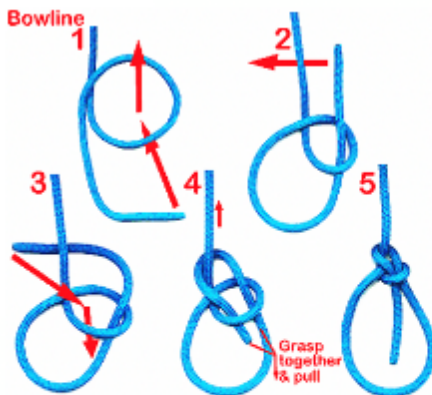
- Wide range of uses, including the Swiss Seat

- **Slip Knot**



- The slipknot will slide along the length of the rope
- This can also be used for a snare noose, as itself tightens when is put on the loop

- **The Bowline Knot**

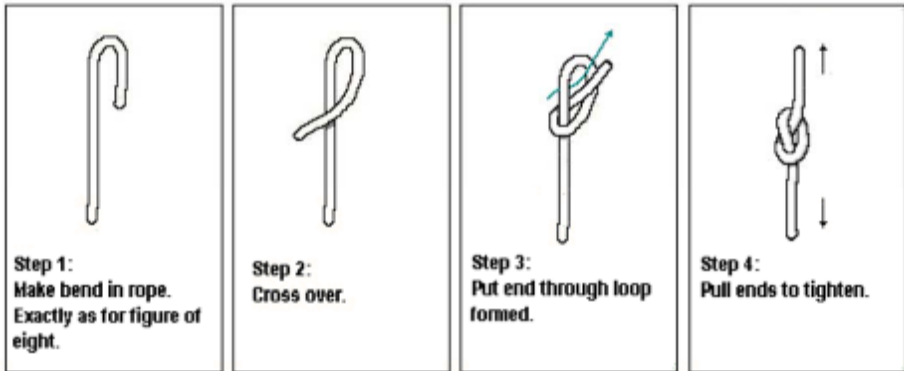


- Called "The King of Knots"
- Can be tightened completely to secure an object, or the loop can be left large to provide an attachment point
- Can take the standing end of the rope and pull it through the loop – this makes a noose, which is essential for making snares

1. Overhand loop, then pull running end through loop: 'the bunny leaves the hole'
2. Loop around standing end: 'the bunny goes around the tree'
3. Pull through original loop: 'the bunny goes back in the hole'
4. Grasp loop and running end together and pull
5. Complete – pulling the standing end through the loop (a small loop) makes a noose

- **Overhand Knot.**

1. Create a byte in the rope.
2. Make the byte into a loop so that the working end crosses over the stranding end.
3. Place the working end through the loop. The rope should look like a pretzel.
4. Tighten down knot.



c. **Other Useful Knots**

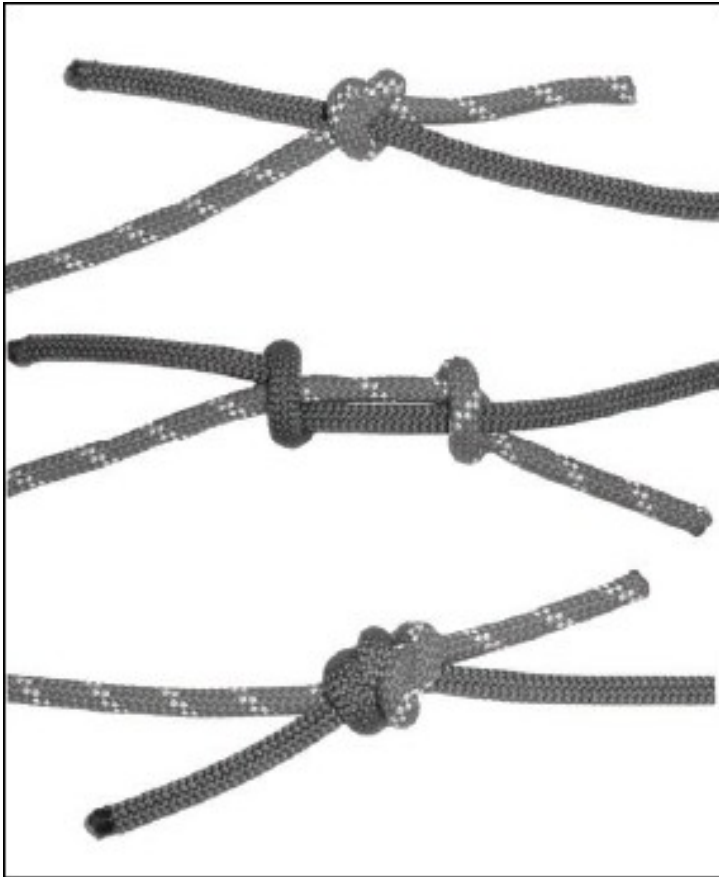
- **Half Hitch**



1. Form a loop around the object.
2. Pass the end around the standing end and through the loop.
3. Tighten into a half hitch which is designed to support a load on the standing end (the long end hanging down).

- **Fisherman's Knot**

Used to tie two ropes of the same or approximate same diameter together.

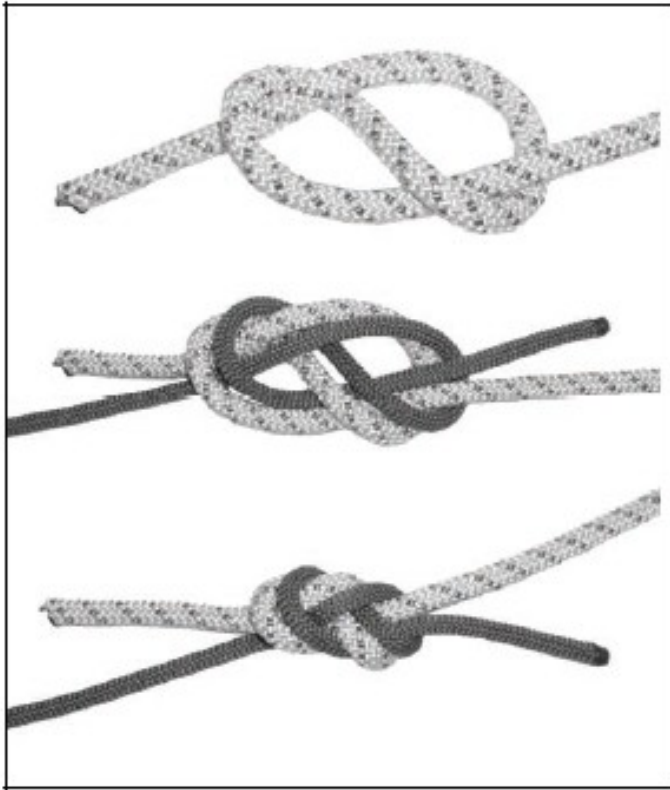


1. Tie an overhand knot in one end of the rope.
2. Pass the working end of the other rope through the first overhand knot. Tie an overhand knot around the standing part of the first rope with the working end of the second rope.
3. Tightly dress down each overhand knot and tightly draw the knots together.

Checkpoints:

1. The two separate overhand knots are tied tightly around the long-standing part of the opposing rope.
2. The two overhand knots are drawn snug.
3. Ends of the rope exit knot opposite of each other with 4-inch pigtails.

- **Figure 8 Bend**



1. Grasp the top of the a 2-foot bite.
2. With the other hand, grasp the running end (short end) and make a 360-degree turn around the standing end.
3. Place the running end through the loop just formed creating an in-line figure-eight.
4. Route the running end of the other rope back through the figure-eight starting from the original rope's running end. Trace the original knot to the standing end.
5. Remove all unnecessary twists and crossovers. Dress the knot down.

Checkpoints:

1. There is a figure-eight with two ropes running side by side.
2. The running ends are on opposite sides of the knot.
3. There is minimum 4-in pigtail.

- **Rappel Seat**

Tying the Knot (usually requires a sling rope 14 feet or longer)

STEP 1. Find the middle of the sling rope and make a bight. (Image A)

STEP 2. Decide which hand will be used as the brake hand and place the bight on the opposite hip. (Image B)

STEP 3. Reach around behind and grab a single strand of rope. Bring it around the waist to the front and tie two overhands on the other strand of rope. This creates a loop around the waist. (Images C, D, E, F, G, H, I)

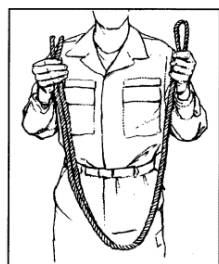
STEP 4. Pass the two ends between the legs, ensuring they do not cross. (Image J) **STEP 5.** Pass the two ends up under the loop around the waist, bisecting the pocket flaps on the trousers. Pull up on the ropes, tightening the seat. (Images K, L)

STEP 6. From rear to front, pass the two ends through the leg loops creating a half hitch on both hips. (Images K, L)

STEP 7. Bring the longer of the two ends across the front to the nonbrake hand hip and secure the two ends with a square knot safetied with overhand knots. Tuck any excess rope in the pocket below the square knot. (Images M, N, O, P)

Check Points:

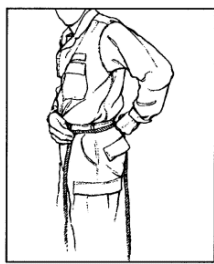
1. There are two overhand knots in the front.
2. The ropes are not crossed between the legs.
3. A half hitch is formed on each hip.
4. Seat is secured with a square knot with overhand safeties on the non-brake hand side.
5. There is a minimum 4-inch pigtail after the overhand safeties are tied.



A



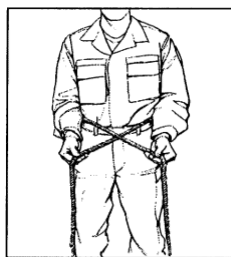
B



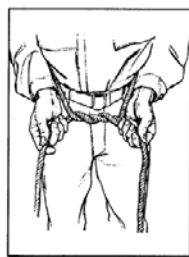
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D



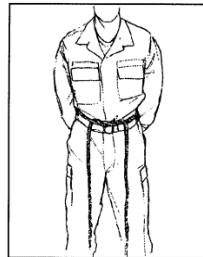
E



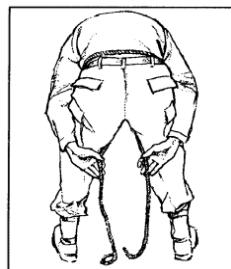
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G



H



I



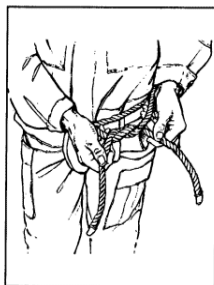
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K



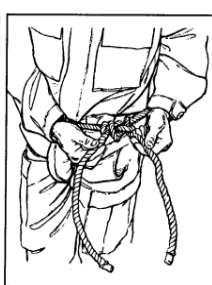
L



M



N



O








P

ROPE SAFETY

Care of rope. Do not step on the rope or drag it on the ground. Do not let the rope come into contact with sharp corners. Keep rope dry as much as possible. Do not leave the rope knotted or tightly stretched longer than necessary. Do not hang it on sharp edges. Rope is always coiled except when in actual use. Always coil in a clockwise direction and tie the coil with six to eight wraps.

Always inspect a rope before use. If one strand is cut or frayed more than halfway through, do not use. The rope ends should be whipped, burned, and taped.

9. Classes of Supply (V) (Quarter 4, Semester 2)

CLASSES OF SUPPLY		
CLASS	DESCRIPTION	SYMBOL
I	Rations	
II	Expendables	
III	POL	
IV	Barrier material	
V	Ammunition	
VI	Sundry	
VII	Major end items	
VIII	Medical	
IX	Repair parts	
X	Material to support nonmilitary programs	

10. Cadet Creed (V) (Quarter 4, Semester 2)

I am an Army Cadet. Soon I will take an oath and become an Army Officer committed to defending the values which make this nation great. Honor is my touchstone. I understand mission first and people always

I am the Past – the spirit of those warriors who made the final sacrifice

I am the Present – the scholar and apprentice soldier enhancing my skills in the science of warfare and the art of leadership

But above all, I am the Future – the future warrior leader of the United States Army. May God give me the compassion and judgment to lead and the gallantry in battle to win.

I will do my Duty.

11. Who is George Washington Percy? (V) (Quarter 4, Semester 2)

He was a Gateway/WashU member of the class of 1937 who served as an engineer officer in the Pacific Theater in World War II. He was captured during the fall of the Philippines in 1942 and perished while he was being transported to Japan on a ship full of POWs. His personal journal and letters inform historians today about life as a POW in the Pacific.




MS4 Cadet Knowledge



1. Principles of Mission Command (C) (Quarter 1, Semester 1)



- a. **Competence** – Tactically and technically competent commanders, subordinates, and teams are the basis of effective mission command
- b. **Mutual Trust** – Mutual trust is shared confidence between commanders, subordinates, and partners that they can be relied on and are competent in performing their assigned tasks.
- c. **Shared Understanding** - Shared understanding of the situation, along with the flow of information to the lowest possible level, forms the basis for unity of effort and subordinates' initiative.
- d. **Commander's Intent** - The commander's intent is a clear and concise expression of the purpose of the operation and the desired military end state that supports mission command, provides focus to the staff, and helps subordinate and supporting commanders act to achieve the commander's desired results without further orders, even when the operation does not unfold as planned.
- e. **Mission Orders** - Mission orders are directives that emphasize to subordinates the results to be attained, not how they are to achieve them.
- f. **Disciplined Initiative** - Disciplined initiative refers to the duty individual subordinates have to exercise initiative within the constraints of the commander's intent to achieve the desired end state.
- g. **Risk Acceptance** - Commanders analyze risk in collaboration with subordinates to help determine what level of risk exists and how to mitigate it. When considering how much risk to accept with a course of action, commanders consider risk to the force and risk to the mission against the perceived benefit.


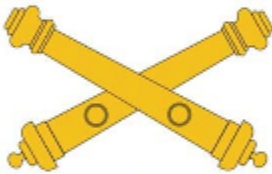

2. Basic Branch Education (C) (Quarter 1, Semester 1)

This is not an all-inclusive list of branches within the United States Army, but these are the basic branches available to cadets upon graduation from ROTC.




Insignia & Abbreviation	Information
Adjutant General (AG) 	Functional Category: Force Sustainment Functional Subcategory: Soldier Support Center of Excellence (CoE): Sustainment (SCoE), FT Lee, VA Home: FT Jackson, SC The mission of the AG corps is to train leaders and Soldiers in providing personnel service support for the Army of today and the 21st century through excellence in doctrine, leader development, organization, material, and Soldiers The AG branch Insignia is the shield from the Coat of Arms of the United States. It symbolizes the trust placed in the branch by the Army as representing the values of the nation. Colors: Dark Blue & Scarlet
Air Defense Artillery (AD) 	Functional Category: Maneuver Functional Subcategory: Fires Home & Center of Excellence (CoE): Fires (FCoE), FT Sill, OK Mission: Protect the Force and Selected Geopolitical Assets from Aerial Attack, Missile Attack and Surveillance. The AD branch Insignia descended from the Anti-Aircraft Artillery a separate branch on 20 June 1968. On 1 December 1968, the ADA branch was authorized to wear modified Artillery Insignia, crossed field guns with missile Colors: Scarlet
Chemical (CM) 	Functional Category: Maneuver Functional Subcategory: Maneuver Support Home & Center of Excellence (CoE): Maneuver Support (MSCoE), FT Leonard Wood, MO Mission: To conduct chemical, biological, radiological and nuclear (CBRNE) operations in order to protect national interests at home and abroad Branch Insignia: The benzene ring is the starting point for molecular composition of a chemical combination. It has six points, one for each atom of carbon and hydrogen since the formula for benzene is C ₆ H ₆ . The retort is the basic container other than the test tube, for experiments. Both allude to the chemical related functions of the Corps Colors: Cobalt Blue & Golden Yellow



<p>Armor (AR)</p> 	<p>Functional Category: Maneuver Home & Center of Excellence (CoE): Maneuver (MCoE), FT Benning, GA Armor Mission: To close with and destroy the enemy using fire, maneuver, and shock effect Cavalry Mission: To provide reconnaissance forward and security in order to facilitate maneuver Branch Insignia The front view of an M-26 tank and two crossed cavalry sabers, symbolizing the current and traditional roles of armor Color: Yellow</p>
<p>Aviation (AV)</p> 	<p>Functional Category: Maneuver Home & Center of Excellence (CoE): United States Army Aviation Center of Excellence (USAACE), FT Rucker, AL Mission: To find, fix, and destroy the enemy through fire and maneuver; and to provide combat, combat service and combat service support in coordinated operations as an integral member of the combined arms team Branch Insignia A silver propeller in a vertical position between two gold wings in a horizontal position, which draws upon the original insignia for historical and symbolic purposes, but was deliberately modified to signify a new chapter in Army aviation history Colors: Ultramarine Blue & Golden Orange</p>

Insignia & Abbreviation	Information
<p data-bbox="165 175 334 201">Chemical (CM)</p> 	<p>Functional Category: Maneuver</p> <p>Functional Subcategory: Maneuver Support</p> <p>Home & Center of Excellence (CoE): Maneuver Support (MSCoE), FT Leonard Wood, MO</p> <p>Mission: To conduct chemical, biological, radiological and nuclear (CBRNE) operations in order to protect national interests at home and abroad</p> <p>Branch Insignia: The benzene ring is the starting point for molecular composition of a chemical combination. It has six points, one for each atom of carbon and hydrogen since the formula for benzene is C₆H₆. The retort is the basic container other than the test tube, for experiments. Both allude to the chemical related functions of the Corps</p> <p>Colors: Cobalt Blue & Golden Yellow</p>
<p data-bbox="136 618 362 670">Corps of Engineers (EN)</p> 	<p>Functional Category: Maneuver</p> <p>Functional Subcategory: Maneuver Support</p> <p>Home & Center of Excellence (CoE): Maneuver Support (MSCoE), FT Leonard Wood, MO</p> <p>Mission: To perform full spectrum missions in war and peace in the areas of combat, general, and geospatial engineering as well as the planning, design, construction and environmental aspects of facilities and infrastructure</p> <p>Branch Insignia: The triple turreted castle has been in use by the Corps of Engineers since 1840. Prior to that, a similar insignia was worn by the USMA Corps of Cadets since the Academy was under the direction of the Chief of Engineers. The turreted castle was selected because it was the first major construction undertaken by the Corps of Engineers used to protect the harbors along the Atlantic Coast. These fortifications, many of which are still standing, were in fact called "castles".</p> <p>Colors: Scarlet & White</p>

Insignia & Abbreviation	Information
<p data-bbox="184 171 311 197">Cyber (CY)</p> 	<p>Functional Category: Operations Support Home & Center of Excellence (CoE): Cyber Center of Excellence (CCoE), Fort Gordon, VA. Mission: Plan, coordinate, integrate, synchronize, direct and conduct network operations and defense of all Army networks. When directed conduct cyberspace operations in support of full spectrum operations to ensure U.S. and allied freedom of action in cyberspace, and to deny the same to adversaries Branch Insignia: Two crossed lightning bolts, surmounted by a vertical dagger, pointed up, all gold, 13/16 inches in height and 17/16 inches wide Colors: Silver Gray and Black Piping</p>
<p data-bbox="142 558 353 585">Field Artillery (FA)</p> 	<p>Functional Category: Maneuver Functional Subcategory: Fires Home & Center of Excellence (CoE): Fires (FCoE), FT Sill, OK Mission: To integrate and deliver lethal and nonlethal fires to enable joint and maneuver commanders to dominate their operational environments across the spectrum of operations Branch Insignia: The insignia of the Field Artillery branch is a pair of crossed field guns (19th century style cannons) in gold, and dates back to 1834. Colors: Scarlet</p>
<p data-bbox="115 918 379 970">Financial Management (FM)</p> 	<p>Functional Category: Force Sustainment Functional Subcategory: Soldier Support Center of Excellence (CoE): Sustainment (SCoE), FT Lee, VA Home: FT Jackson, SC Mission: To analyze the commander's tasks and priorities to ensure proper financial resources are available to accomplish the mission and to provide recommendations to the commander on the best allocation of scarce resources. FM is comprised of two core functions: finance operations and resource management operations Branch Insignia: The diamond represents the previously used symbol of the <u>Pay</u> Department Colors: Silver Gray & Golden Yellow</p>

Insignia & Abbreviation	Information
<p data-bbox="181 170 319 201">Infantry (IN)</p> 	<p>Functional Category: Maneuver</p> <p>Home & Center of Excellence (CoE): Maneuver (MCoE), FT Benning, GA</p> <p>Mission: To close with the enemy by means of fire and maneuver in order to destroy, capture, or repel his assault with fire, close combat, and counterattack.</p> <p>Branch Insignia: Two 1795 model Springfield muskets. This model was adopted as the standard musket to be used because it was the first official United States shoulder arm, made in a government arsenal</p> <p>Colors: Light Blue</p>
<p data-bbox="127 499 368 531">Medical Service (MS)</p> 	<p>Functional Category: Health Service Division</p> <p>Functional Subcategory: Health Services Support</p> <p>Home: FT Sam Houston, TX.</p> <p>Mission: To provide clinical, scientific, administrative, and leadership functions essential to the efficient and effective accomplishment of the Army's health service missions</p> <p>Branch Insignia: The caduceus symbol is rooted in classical mythology, historically an emblem of physicians, which symbolizes knowledge, wisdom, promptness and medical skill</p> <p>Colors: Maroon & White</p>
<p data-bbox="135 855 360 911">Military Intelligence (MI)</p> 	<p>Functional Category: Operations Support</p> <p>Home and Center of Excellence (CoE): United States Army Intelligence Center of Excellence (USAICoE), FT Huachuca, AZ</p> <p>Mission: To provide timely, relevant, accurate and synchronized intelligence and electronic warfare support to leaders at all levels.</p> <p>Branch Insignia: The sun, with four wavy rays, is the symbol of Helios who, as God of the Sun, could see and hear everything. The four straight rays of the sun symbolize the four points of the compass and the worldwide mission of MI. The placement of the sun beneath the rose (an ancient symbol of secrecy) refers to the MI secret operations. The dagger alludes to the aggressive and protective requirements as well as the physical danger inherent in the mission.</p> <p>Colors: Oriental Blue & Silver Gray</p>

Insignia & Abbreviation	Information
<p>Military Police (MP)</p> 	<p>Functional Category: Maneuver Functional Subcategory: Maneuver Support Home & Center of Excellence (CoE): Maneuver Support (MSCoE), FT Leonard Wood, MO Mission: To conduct police and detention operations in a full spectrum environment IOT provide protection, support mobility and promote the rule of law Branch Insignia Two crossed pistols, sometimes referred to as the Harper's Ferry Pistol (made at the Harper's Ferry Arsenal), was selected since it was the first American Military pistol and remained the model for many years Colors: Green & Yellow</p>
<p>Ordnance (OD)</p> 	<p>Functional Category: Force Sustainment Functional Subcategory: Logistics Home & Center of Excellence (CoE): Sustainment (SCoE), Fort Lee, VA Mission Statement To provide effective and efficient maintenance, munitions, and explosive ordnance support to the Army Branch Insignia: A shell and flame harmonizes with the armament of days gone by, while the action it connotes is applicable with equal force to the weapons of today Colors: Crimson & Yellow</p>
<p>Quartermaster (QM)</p> 	<p>Functional Category: Force Sustainment Functional Subcategory: Logistics Home & Center of Excellence (CoE): Sustainment (SCoE), Fort Lee, VA Mission Statement To provide supply support, field services, mortuary affairs, petroleum and water support, supply distribution management, subsistence, and logistics sustainment at the right time, place, and quantity in order to support Soldiers, their units, and systems across the entire spectrum of conflict Branch Insignia The wagon wheel is symbolic of transportation; 13 stars symbolize the original colonies and the origin of the Corps during the Revolutionary War. The sword, indicative of the military forces, and the key, alluding to storekeeping functions, symbolize the control of military supplies by the Quartermaster Corps. The eagle and colors symbolize our nation. Colors: Buff and Light blue</p>

Insignia & Abbreviation	Information
Signal Corps (SC) 	Functional Category: Operations Support Home & Center of Excellence (CoE): Signal Center of Excellence (SIGCoE), FT Gordon, GA Mission: To develop, test, provide and manage communications and information systems support for the command and control of combined arms forces Branch Insignia: The crossed flags, also known as semaphores, were formally used as signaling devices and have been used by the Signal Corps since 1868. The flags and torch are symbolic of signaling or communication Colors: Orange & White
Transportation Corps (TC) 	Functional Category: Force Sustainment Functional Subcategory: Logistics Home & Center of Excellence (CoE): Sustainment (SCoE), Fort Lee, VA Mission: To provide transportation capabilities to rapidly deploy and distribute forces, equipment and materiel to the Army and Joint Forces operating across the Full Spectrum of Operations anytime, anywhere in support of the National Military Strategy Branch Insignia: is comprised of a winged car wheel is for rail transportation and the Mariner's helm for transport by water. The U.S. highway marker shield is for land transportation Colors: Brick Red & Golden Yellow

3. The Five Essential Characteristics of Our Profession (C) (Quarter 1, Semester 1)

- Trust-** Trust is the bedrock of the Army's relationship with the American people. Our professional responsibility is to preserve this earned trust. Within the Army Profession, mutual trust is the organizing principle necessary to build cohesive teams.
- Honorable Service-** The Army exists as a profession for one reason: to serve the Nation by supporting and defending the Constitution in a way that upholds the rights and interests of the American people. This is the basis for the Army Ethic, which is the heart of the Army Profession. The Army Ethic defines what it means to serve honorably. Our professional responsibility is to daily contribute honorable service, living by and upholding the Army Ethic in the conduct of our mission, performance of duty, and all aspects of life.
- Esprit de Corps-** To persevere and win in war and to prevail through adversity across the range of military operations requires

spirited, dedicated professionals bound together in a common moral purpose to honorably serve the Nation. The Army Profession has a deep respect for its history and traditions and strives to achieve standards of individual and collective excellence. Army professionals are a cohesive team where mutual trust is reinforced through shared professional identity—living by and upholding the Army Ethics.

- d. **Stewardship-** Stewardship is our duty to care for the people, other resources, and the profession entrusted to us by the American people. Our decisions and actions must be right, both for today and for tomorrow. All Army professionals have the duty to be faithful, responsible, and accountable stewards, advancing the Army Profession, strengthening the Army culture of trust, and conveying the legacy we inherited from those who led the way.
- e. **Military Expertise-** Our military expertise is the ethical design, generation, support, and application of land power. This is how the Army contributes honorable service in defense of the Nation. Our professional responsibility is to continually advance our expert knowledge and skills in land power and to certify Army professionals. To sustain our expertise, the necessity of lifelong learning is accepted by all Army professionals.

4. **Eight Step Training Model (C) (Quarter 1, Semester 1)**

- **Step 1: Plan the training event.** Leaders develop specific and measurable training objectives based on the commander's guidance. They identify and coordinate the resources necessary to train and provide guidance and direction to subordinates. Leaders allocate and ensure Soldiers have enough time for training as well as identify the required resources to train effectively. They identify potential hazards and eliminate or mitigate associated risks. Lastly, leaders develop evaluation plans that support the tasks trained.
- **Step 2: Train and certify leaders.** Certification requirements are established and leaders and trainers are certified to lead and conduct the training. Certified personnel must have detailed knowledge of the training subject matter and have performed the task to standard themselves. This step also includes training and certifying opposing force (OPFOR) leaders.
- **Step 3: Recon training sites.** Leaders perform reconnaissance of training sites and report back observations and potential issues prior to training execution. Leaders verify that training locations can support the training event and enable the unit to accomplish its training objectives. They make contact with site support personnel and solve scheduling and coordination issues.
- **Step 4: Issue the operation order (OPORD).** This order specifies responsibilities, timelines for execution, tactical scenarios, and other key information necessary to execute the training event. Leaders identify the tasks trained, training objectives, the training mission, and the methods to execute the training. Leaders ensure subordinates have all available information to prepare and execute the training event. A successful training event relies on all leaders understanding the expected outcome and remaining focused on the training objectives.
- **Step 5: Rehearse.** Leaders conduct rehearsals to ensure plans are synchronized and actions are understood by subordinates. Leaders supervise rehearsals to ensure those responsible for training are prepared and organized. This step includes conducting rehearsals necessary for OPFOR leaders and personnel.
- **Step 6: Train.** Training is executed, tasks are observed and evaluated, and training objectives are trained until proficiency is achieved. As participants perform tasks, trainers evaluate performance against published standards.
- **Step 7: Conduct after action reviews.** After action reviews (AARs) are conducted during training and after the training event. AAR feedback is provided to the unit commander to help assess task proficiency. Lessons learned are discussed, recorded for future use, and shared with other units and leaders. These reviews help improve unit training as well as the unit's tactics, techniques, and procedures (TTP).
- **Step 8: Retrain.** Tasks not performed to standard are retrained and re-evaluated until the standard is achieved. Units do not depart the training event with tasks not trained to standard and training objectives not met.

5. Monuments and Heritage (C) (Quarter 1, Semester 1)

a. Alexander Dr. and Skinker Blvd.

Who was Alexander Skinker? (C)

He was a WashU graduate and CPT in the U.S. Army who received a Medal of Honor during WW1 due to unwillingness to sacrifice his men when his company was held up by machinegun fire. He led an automatic rifleman and a carrier in an attack on the machineguns which allowed CPT Skinker to seize the ammunition and continue through an opening in the barbed wire, feeding the automatic rifle until he, too, was killed.



b. Duncker Hall and Monument.

What is the significance of Duncker Hall and Monument? (C)

This hall was a gift to the university by Charles H. Duncker Sr., in memory of his son, Charles H. Duncker Jr., who lost his life in France during World War I. Duncker Jr. graduated with a Bachelor of Arts degree from Washington University in 1914 with Phi Beta Kappa honors (the Washington University chapter of Phi Beta Kappa was chartered in 1913, which made Duncker part of the first group of students to be so honored), was a member of the track team, editor of the yearbook, and a member of the junior and senior honorary societies. Charles H. Duncker Sr. was President of Trorlicht & Duncker, one of the oldest carpet houses in St. Louis.



6. The Empty Place Setting (C) (Quarter 2, Semester 1)

At the front of the room there is a small table in a place of honor.

It is set for one.

It symbolizes that some in our profession of arms are not able to be with us.

They are our fallen comrades.

The table is set for one to symbolize the frailty of one Soldier against his
country's enemies.

The tablecloth is white symbolizing the purity of intentions in responding to "call
to arms"

A single yellow rose, displayed in a vase, reminds us of the families and loved
ones who keep their memories alive – lest we forget.

The red ribbon tied around the vase notes the bloodshed in service to Country.

A slice of lemon on the bread plate reminds of their bitter fate.

Salt on the bread plate is symbolic of their families' tears. The glass is inverted,
for they cannot toast with us tonight.

The chair remains empty.

Remember! ... all of you who served with them and called them comrades ...

Remember! ... all of you who depended on their might and relied on them
to keep you safe ...

... for surely they have not forsaken you

7. Gateway Song "Gateway and The LOU" (V) (Quarter 2, Semester 1)

Where the rivers come together

The Miss and the Missou

There is a place we learn the ways to wear the Army Blue

When we raise a glass together

And have a drink or two

We'll look back fondly on good days, on Gateway, and the LOU

Oh, Gateway and St. Lou

Our Trail to Army Blue

We'll look back fondly on good days, on Gateway, and the LOU

May the Army be augmented

Promotions faster, too

May the Gateway open paths that lead to victory and truth

When the Army needs Lieutenants

Perhaps, a General, too

May our Country look no further than the Gateway in the LOU

8. Code of Conduct (Articles/Origin & Concept) (C) & (V) (Quarter 2, Semester 1)

(C) Executive Order 12633 of March 28, 1988

Amending the Code of Conduct for Members of the Armed Forces of the United States.

By virtue of the authority vested in me as President by the Constitution and laws of

United States of America, and as Commander in Chief of the Armed Forces of the United States, in order to remove gender specific terms, Executive Order No. 10631, of August 17, 1955, as amended, is further amended as follows:"All members of the Armed Forces of the United States are expected to measure up to the standards embodied in this Code of Conduct while in combat or captivity."

-President Ronald Reagan, THE WHITE HOUSE March 28, 1988

(V)

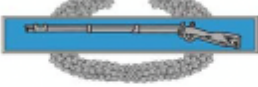

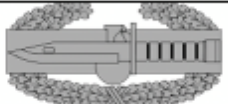





- I. I am an American, fighting in the forces which guard my country and our way of life. I am prepared to give my life in their defense.
- II. I will never surrender of my own free will. If in command, I will never surrender the members of my command while they still have the means to resist.
- III. If I am captured, I will continue to resist by all means available. I will make every effort to escape and aid others to escape. I will accept neither parole nor special favors from the enemy.
- IV. If I become a prisoner of war, I will keep faith with my fellow prisoners. I will give no information or take part in any action, which might be harmful to my comrades. If I am senior, I will take command. If not, I will obey the lawful orders of those appointed over me and back them up in every way.
- V. When questioned, should I become a prisoner of war, I am required to give name, rank, service number and date of birth. I will evade answering further questions to the utmost of my ability. I will make no oral or written statements disloyal to my country and its allies or harmful to their cause.
- VI. I will never forget that I am an American, fighting for freedom, responsible for my actions, and dedicated to the principles which made my country free. I will trust in my God and in the United States of America









9. Oath of Commissioned Officers. (V) (Quarter 3, Semester 2)








"I _____, do solemnly swear (or affirm) that I will support and defend the Constitution of the United States against all enemies, foreign and domestic; that I will bear true faith and allegiance to the same; that I take this obligation freely; without any mental reservation or purpose of evasion; and that I will well and faithfully discharge the duties of the office on which I am about to enter. So help me God."

10. Recognize on Sight: Badges and Tabs (C) (Quarter 4, Semester 2)

Badges are displayed on a uniform to denote a variety of qualifications and accomplishments to military service members. See AR 670-1 for specific guidelines of wear. Badges are worn in order of precedence. Marksmanship badges are worn after any special skill badges, and only a total of 5 badges are authorized for wear at one time.

Name	Information	Badge/ Tab
Combat Infantryman Badge	Awarded to Soldiers in the Infantry and Special forces who actively participate in ground combat to close with and destroy the enemy with direct fires.	
Expert Infantryman Badge	Awarded to Infantry and Special Forces personnel who pass specified proficiency tests.	
Combat Action Badge	Awarded to non-Infantry personnel who actively engage or are engaged by enemy forces during combat operations.	
Combat Medical Badge	Awarded to members of the Army Medical Service in the rank of COL or below, who satisfactorily perform medical duties while the unit is engaged in active ground combat, provided they are personally present and under fire.	
Expert Field Medical Badge	Awarded to members of the Army Medical Service who satisfactorily complete prescribed proficiency tests.	
Master Aviator Badge	Awarded upon completion of 2000 hours and 180 months of DOD aviator flight time, which must include flight time as a pilot in command.	
Senior Aviator Badge	Awarded upon completion of 1000 hours and 84 month of DOD aviator flight time, which must include flight time as a pilot in command.	
Basic Aviator Badge	Awarded upon satisfactory completion of U.S. Army Aviation flight-training course.	

Basic Flight Surgeon Badge	May be awarded to those U.S. medical officers who have been awarded an aeronautical designation as per AR 600-105.	
Basic Aircraft Crewman Badge	Awarded to an individual on flying status, who has performed for not less than 12 months as an aircraft crew member.	
Special Operations Divers Badge	Awarded to graduates of the United States Army John F. Kennedy Special Warfare Center and School (USAJFKSWCS) Combat Diver Qualification Course.	
Explosive Ordnance Disposal Badge	Awarded to Officers and Soldiers who have passed the EOD course, been assigned to an EOD position, and served in a satisfactory capacity for 18 months.	
Master Parachutist Badge	Awarded to graduates of the U.S. Army Jumpmaster School who have participated in a minimum of 65 jumps (5 mass tactical, 4 night, and 25 with combat equipment), and served as Assistant Jumpmaster for at least one nighttime airborne operation or served as a Jumpmaster on a combat jump; also requires 36 months on jump status.	
Senior Parachutist badge	Awarded to graduates of the U.S. Army Jumpmaster School who have participated in a minimum of 30 jumps (2 mass tactical, 2 night, and 15 combat equipment jumps) and served as Assistant Jumpmaster for at least one nighttime airborne operation; also requires 24 months on jump status.	
Basic Parachutist Badge	Awarded for passing the course given by the Airborne Department of the Infantry School, or for participation in at least one combat jump.	
Pathfinder Badge	Awarded upon completion of the Pathfinder course conducted by the Infantry School.	

Air Assault badge	Awarded upon completion of the Air Assault Course.	
German Proficiency Badge	Awarded to individuals who pass a multi-discipline test consisting of physical fitness, military skills, and medical training. Badge is awarded, based on final scores, at the Bronze, Silver, or Gold levels.	
German Shooting Badge	Awarded to personnel who pass the prescribed marksmanship tests of the German Armed Forces. This award is only worn by Enlisted personnel in both the German and U.S. Armies.	
Special Forces Tab	Awarded upon successful completion of the special Forces Qualification Course (SFQC). The course is conducted at Fort Bragg, NC at the JFK Special Warfare Center and School.	
Ranger Tab	Awarded to individuals who have successfully completed the Ranger Course conducted by the U.S. Army Infantry School, as well as any person awarded a CIB while serving during WWII as a member of a Ranger BN.	
Sapper Tab	Awarded to Combat Engineers who successfully complete the Sapper Leader's Course conducted by the U.S. Army Engineer School.	
Honor Guard Tab	Awarded to members of the 3 rd U.S. Infantry Regiment (The Old Guard) and other select units with ceremonial duties.	

11. Cadet Creed (V) (Quarter 1, Semester 1)

I am an Army Cadet. Soon I will take an oath and become an Army Officer committed to defending the values which make this nation great. Honor is my touchstone. I understand mission first and people always

I am the Past – the spirit of those warriors who made the final sacrifice

I am the Present – the scholar and apprentice soldier enhancing my skills in the science of warfare and the art of leadership

But above all, I am the Future – the future warrior leader of the United States Army. May God give me the compassion and judgment to lead and the gallantry in battle to win.

I will do my Duty.

Acronyms

AO – Area of Operations
AR – Automatic Rifleman
ATL – Alpha Team Leader
BMNT – Beginning Morning
Nautical Twilight
BPT – Be Prepared To
BTL – Bravo Team Leader
CCIR – Commander’s Critical
Information Requirements
CCP – Casualty Collection Point
CG – Commanding General
CO – Commanding Officer
CSM – Command Sergeant
Major
DRAW – Deliberate Risk
Assessment Worksheet
EENT – End of Evening Nautical
Twilight
EPW – Enemy Prisoner of War
FFIR – Friendly Forces
Information Requirements
FM – Field Manual
FO – Forward Observer
FRAGO – Fragmentary Order
FTX – Field Training Exercise
G – Grenadier
IAW – In Accordance With
IOT – In order to
IVO – In Vicinity Of
LD – Line of Departure
LOA – Line of Advance
LP/OP – Listening
Post/Observation Post
LZ – Landing Zone
MSI – Military Science Instructor
NAI – Named Area of Interest

NLT – No Later Than
OBJ – Objective
OPORD – Operations Order
ORP – Objective Rally Point
PIR – Priority Intelligence
Requirement
PL – Platoon Leader or Phase
Line
PLT – Platoon
PMS – Professor of Military
Science
PSG – Platoon Sergeant
R – Rifleman
R&S – Reconnaissance and
Security
ROE – Rules of Engagement
ROTC – Reserve Officers’
Training Corps
RP – Release Point
RTO – Radiotelephone Operator
SL – Squad Leader
SMSI – Senior Military Science
Instructor
SOP – Standard Operation
Procedure
SP – Start Point
TCCC/TC3 – Tactical Casualty
Combat Care
TM – Technical Manual
TOC – Tactical Operations Center
TRADOC – Army Training and
Doctrine Command
USACC – US Army Cadet
Command
WARNO – Warning Order
WPN – Weapon
XO – Executive Officer

Cadet, Professional, and Tactical Knowledge Checklist			
	Go / NG	SL's Initials	Date
MS1 Checklist			
The Chain of Command (V)			
Seven Army Values ("LDRSHIP") (V)			
Gateway Watch Words (ARCH) (V)			
Cadet Creed (V)			
Mission of the Gateway Battalion (V)			
Cadet Honor Code (V)			
The Respect Creed (V)			
Rules of Saluting (C)			
Customs and Courtesies (C)			
Significance of the Army ROTC Patch (C)			
Symbolism of the Gateway Patch (C)			
Symbolism of the Gateway Distinctive Unit Insignia (C)			
Cadet Insignia (V)			
Officer, Warrant Officer, and Enlisted Rank & Insignia (V)			
Uniform Difference Between Officers and Enlisted (C)			
National Anthem (V)			
"The Army Song" (V)			
Soldier's Creed and Warrior Ethos (V)			
General Orders (V)			
Phonetic Alphabet (V)			
Lace Report (V)			
Military Time (C)			
What does METT-TC stand for? (V)			
Division/Corps Nicknames, Mottos, Posts, and Patches (C)			
Wolfer Hall (C)			

MS2 Checklist	Go/ NG	SL's Initials	Date
Cadet Creed (V)			
Five Paragraphs of the Operations Order (V)			
Army Leadership Requirements Model (C and V)			
Attributes (V)			
Competencies (V)			
Enlisted Oath (V)			
Schofield's Definition of Discipline (V)			
The Soldier's Rules for Law of Land Warfare (C)			
M4 Assault Rifle (C) & (V)			
M240B Machine Gun (C) & (V)			
M249 Squad Automatic Weapon (SAW) (C) & (V)			
M17 Pistol (C) & (V)			
M67 Fragmentation Grenade (C)			
AN-M8 HC White Smoke Grenade (C)			
M18 Colored Smoke Grenade (C)			
AN-M14 TH3 Incendiary Grenade (C)			
M320 Grenade Launcher (C)			
Weapons Safety (C) & (V)			
Weapons Posture (V)			
Clearing an M-4 (V)			
SALUTE Report (V)			
What does "OAK-OC" Stand For? (V)			
Land Navigation (C) & (V)			
Land Navigation- Identify 6 Basic Colors on military map (V)			
Land Navigation- Identify symbols on a military map (C)			
Land Navigation- Identify Terrain Features (C)			
Individual Tactics and Techniques (C)			
Team Formations (C)			
5-S Rule (V)			
5-Point Contingency Plan (V)			
Communications (C)			

Run a Diagnostic Test on a SINCGARRS			
Configure the Power Setting on SINCGARS			
Major Staff Shops (C)			
James G. Butler (C)			
Keith Lucas (V) and (C)			

MS3 Checklist	Go/ NG	SL's Initials	Date
Troop Leading Procedures (V)			
Drill & Ceremonies (C)			
Commanding Voice			
Position of Attention			
Parade Rest			
Stand at Ease			
Facing at the Halt			
Hand Salute			
The 30-inch Step			
Change Step			
Marching to the Rear			
Marching in Place			
Breaking Ranks			
Opening and Closing Ranks			
Aligning the Squad			
Principles of Patrolling (V)			
Priorities of Work (V)			
Tactical Mission Tasks (C)			
Platoon Movement Techniques (C)			
Military Symbolology (C)			
Rappelling (C)			
Basic Knots (C)			
Other Useful Knots (C)			
Rapel Seat (C)			
Classes of Supply (V)			
Cadet Creed (V)			
George Washington Percy (V)			

MS4 Checklist	Go/ NG	SL's Initial s	Dat e
Principles of Mission Command (C)			
Basic Branch Education (C)			
The Five Essential Characteristics of Our Profession (C)			
Eight Step Training Model (C)			
Alexander Skinker (C)			
Duenker Hall and Monument - Significance (C)			
The Empty Place Setting (C)			
Gateway Song			
Code of Conduct (C)			
Code of Conduct (V)			
Oath of Commissioned Officers (V)			
Recognize on Sight: Badges and Tabs (C)			
Cadet Creed (C)			
Short Title	Go/ NG	SL's Initial s	Date
Additional Training and Events			
Physical Fitness			
ACFT Score: DL SPT SDC			
HRPU LT/P 2MR			
Foot-Marches			
3 Mile FM			
3 Mile FM			
6 Mile FM			
8 Mile FM			
9 Mile FM			
12 Mile FM			
Customs and Traditions of the Service			
Apply Customs, Courtesies, and Traditions of the Service			
Participate in the Leader's Reaction Course			

