

EFMB Test Score Sheet
WARRIOR SKILLS — MOVE UNDER DIRECT FIRE
 (For use of this form, see AMEDDC&S HRCOE Pam 350-10, the proponent is MCCS-OPE)

CANDIDATE'S RANK AND NAME		CANDIDATE #
TASK: MOVE UNDER DIRECT FIRE.		
CONDITIONS: Given a tactical situation where you are coming under direct fire from across varied terrain and are armed with an M16-series rifle or M4-series carbine with a full magazine of blank rounds.		
STANDARDS: Move under direct fire by correctly using each individual tactical fire and movement technique as dictated by terrain features.		
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.		
PERFORMANCE STEPS/MEASURES	GO	NO-GO
NOTES: 1. Each individual movement techniques may be tested on one portion of a lane or throughout the lane dictated by terrain and man-made features and lane flow of tested tasks. 2. Each movement technique will be tested only one time. 3. The actual distance for each movement technique will be determined by the test board chairperson.		
1. Select an individual movement route.		
a. Search the terrain to your front for—		
(1) A gully, ravine, ditch, or wall at a slight angle to your direction of movement.		
NOTE: These features provide cover and concealment when using the low or high crawl.		
(2) Hedgerows or a line of thick vegetation.		
NOTE: These features only provide concealment when using the low or high crawl.		
(3) Large trees, rocks, stumps, fallen timber, rubble, vehicle hulks, folds, or creases in the ground.		
NOTE: These features provide cover and concealment for use as temporary positions. Use the rush if the area between them has no concealment.		
(4) High grass or weeds.		
NOTE: These features only provide partial concealment. You may use the rush since the use of the high or low crawl could reveal your location by the movement of vegetation.		
b. Select your next position (and the route to it) as one that—		
(1) Exposes you to the least enemy fire.		
(2) Does not require you to cross in front of other members of your element, masking their fires.		
2. Determine the correct individual movement technique.		
a. Select the high crawl when—		
(1) The route provides cover and concealment.		
(2) Poor visibility reduces enemy observation.		
(3) Speed is required, but the terrain and vegetation are suitable only for the low crawl.		
b. Select the low crawl when—		
(1) The route provides cover or concealment less than 1-foot high.		
(2) Visibility provides the enemy good observation.		
(3) Speed is not required.		
c. Select the rush when—		
(1) You must cross open areas.		
(2) Time is critical.		

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3. Use the high crawl.		
a. Keep your body off of the ground.		
b. Rest your weight on your forearms and lower legs.		
c. Cradle your weapon in your arms, keeping its muzzle off the ground.		
d. Keep your knees well behind your buttocks so it stays low.		
e. Move forward by alternately advancing your right elbow and left knee, and left elbow and right knee.		
4. Use the low crawl.		
a. Keep your body as flat as possible to the ground.		
b. Hold your weapon by grasping the sling at the upper sling swivel, letting the handguard rest on your forearm and the butt of the weapon drag on the ground, thus keeping the muzzle off the ground.		
c. Move forward by—		
(1) Pushing both arms forward while pulling your left/right leg forward.		
(2) Pulling with both arms while pushing with your left/right leg.		
(3) Continuing this push-pull movement until you reach your next position, changing your pushing leg frequently to avoid fatigue.		
5. Use the rush to move from one covered position to another when enemy fire allows brief exposure.		
a. Move from your firing position by rolling or crawling.		
b. Start from the prone position.		
c. Select your next position by slowly raising your head.		
d. Lower your head while drawing your arms into your body, keeping your elbows down and pulling your right leg forward.		
e. Raise your body in one movement by straightening your arms.		
f. Spring to your feet, stepping off with either foot.		
g. Run to the next position—		
(1) Keeping the distance short to avoid accurate enemy fire.		
(2) Trying not to stay up any longer than 3 to 5 seconds so that the enemy does not have time to track you with automatic fire.		
h. Plant both feet just before hitting the ground.		
i. Fall forward by:		
(1) Sliding your left/right hand down to the heel of the butt of your weapon.		
(2) Breaking your fall with the butt of your weapon.		
j. Assume a firing position.		
(1) Roll on your side.		
(2) Place the butt of your weapon in the hollow of your shoulder.		
(3) Roll or crawl to a covered or concealed firing position.		
6. Complete all required performance steps/measures.		
7. Met all administrative requirements for this task.		
REASON(S) FOR FAILURE	DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)	YES NO
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE	DATE