## EFMB Test Score Sheet

**Warrior Skills — Move Over, Through, or Around Obstacles**

*(For use of this form, see AMEDDC&S HRCOE Pam 350-10, the proponent is MCCS-OPE)*

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<th>Candidate's Rank and Name</th>
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**Task:** Move Over, Through, or Around Obstacles.

**Conditions:** Given a tactical situation with M16 series rifle or M4 series carbine, load-carrying equipment (LCE), one smoke grenade, wood or grass mats or chicken wire, a grappling hook or simulated device, wrapping material, wire cutters (optional), and a buddy (if available).

**Standards:** Negotiate each obstacle. Retain all your equipment. Avoid becoming a casualty to a booby trap, unexploded ordnance (UXO), improvised explosive device (IED), or early warning device. Do not cause injury to self.

**Note:** This task has been modified for EFMB testing purposes only.

**Performance Steps/Measures**

|  | Go | No-Go |
|-----------------|----------------|

1. Cover your advance using smoke when crossing an obstacle.

**Note:** For EFMB testing purposes, the candidate will verbalize the use of smoke. If the candidate fails to inform the evaluator that they would use smoke, it is a No-Go. If enough smoke is available, the evaluator or cadre will deploy the smoke after the candidate verbalizes its use.

2. Ensure your buddy (if available) is covering you, since obstacles are normally protected by either fire or observation.

3. Cross barbed wire obstacle.

**Warning:** The enemy routinely attaches tripwire-activated mines to barbed wire.

**Note:** The EFMB host unit will select to test the candidates on either crossing over, crossing under, or cutting their way through barbed wire in addition to checking for booby traps or early warning devices.

a. Check barbed wire for booby traps or early warning devices.

   (1) Locate and utilize a covered position
   (2) Visibly inspect the wire obstacle for booby traps or early warning devices
   (3) Throw a grappling hook or simulated device with a length of rope attached over the wire obstacle.
   (3) Remain behind cover and pull the rope to set off any booby traps or early warning devices.

b. Cross over a wire obstacle using wood, metal, or mats.

   (1) Throw the wood, metal, or mat over the barbed wire.
   (2) Cross carefully over the barbed wire, because such a mat or net forms an unstable path.

c. Cross under a wire obstacle.

   (1) Slide head first on your back under the bottom strands.
   (2) Push yourself forward with your shoulders and heels, carrying your weapon lengthwise on your body and holding the barbed wire with one hand while moving.
   (3) Let the barbed wire slide on the weapon to keep the barbed wire from catching on your clothing and equipment while crossing under the barbed wire.

d. Cut your way through barbed wire.

   (1) Leave the top wire in place to reduce the chance that the enemy will discover the gap.
   (2) Wrap cloth around the barbed wire between your hands.
   (3) Cut partly through the barbed wire.
   (4) Bend the barbed wire back and forth quietly until it separates.
(5) Cut only the lower strands.

(6) Cross under the remaining top wires.

4. Cross a ditch type obstacle
   a. Select a point at or near a bend in the ditch. If possible, select a bend that has cover and concealment on both sides.
   b. Crawl up to the edge of the open area.
   c. Observe the floor of the ditch and far side for dangers other side carefully for enemy activity before crossing.
   d. Move rapidly, but quietly, across the exposed area.
   e. Assume a covered position on the far side.
   f. Check the area around you.

5. Cross over a wall.
   a. Select a low spot to cross the wall.
   b. Observe the other side of the wall to ensure it is clear of obstacles and enemy.
   c. Roll quickly over the top of the wall, keeping a low silhouette. Do not go over standing upright.
   d. Take cover immediately and observe for enemy activity.

6. Cover your buddy as he crosses the obstacle, if available.

7. Complete all required performance steps/measures without causing further injury to yourself.

8. Met all administrative requirements for this task.