APPENDIX E

HAND GRENADE THROW

1. **Task.** Engage targets with hand grenades.

2. **Conditions.** During daylight, given three hand grenades and a target that can be engaged; prescribed uniform: B.

3. **Standards.** Throw each grenade so it explodes within the 5-meter effective radius for that target, without exposing yourself for more than 5 seconds at any one time. Scores will be recorded on CC Form 201-R.

4. **Script.** The script below contains the minimum instructions to be announced at the beginning of the event. It is a guide and OICs may add to it, as appropriate, to accommodate environmental requirements at their site.

The Grenade Throw OIC will say:

"Let me have your attention. At this station you will be required to engage, with three hand grenades, dismounted enemy troops clustered at a range of 35 meters. Teams will compete and receive points for accuracy, proper technique, and time. Time will start on the command “Begin” and end when you cross the finish line. On the Command “Begin,” you will run 50 meters to the designated throwing point, take the appropriate cover, and throw one hand grenade at each target. The second and third hand grenades will be thrown only after the previous grenade(s) detonate(s) or when the evaluator says “throw next hand grenade.” After throwing the third grenade, cadets will run 50 meters to the finish line. Scoring will be as follows.

"Technique and the point at which the fuze detonates determines the score. Ten points will be awarded for each grenade detonating within a 5-meter radius of the target. Scoring will be in accordance with the Hand Grenade Score Sheet (encl). Each cadet may receive <u>60 points</u> for this event. Are there any questions?"

Pause and say:

"Begin."

Start timing. When each cadet crosses the finish line, stop time. Repeat sequence for each cadet.

5. **Notes.**

a. Have each cadet fill in required information on score sheet.

b. If fuzes are used, count scoring where the grenade rests when the fuze detonates. Count as a hit if fuze detonates while on the line or grenade without fuze comes to rest on the line.

c. If fuzes are not used, count scoring where the hand grenade comes to rest.

d. Give walk-through demonstration.

e. Use the kneeling position to throw hand grenades.

f. Give safety briefing.

6. **Scoring.** Nine cadets from each team compete in this event. Total the eight best scores for the team score (480 possible points). Should a cadet be injured, only eight cadets need compete.

CADET TIME/POINT TABLE

TIME	POINTS
- 2:00	12
2:01 - 2:30	10
2:31 - 3:00	8
3:01 - 3:30	6
3:31 - 4:00	4
4:01 - 4:30	2
4:31 -	0