SAFETY RULES

1 - Treat every weapon as if it were loaded.

2 - Never point your weapon at anything you do not intend to shoot.

3 - Keep your finger straight and off the trigger until you are ready to fire.

4 - Keep your weapon on safe until you intend to fire.
TACTICAL CARRY

- No immediate threat
- Used with web sling
- Control while moving
- Least tiring
3-POINT SLING
CONTROLLED CARRY

• No immediate threat
ALERT

• Enemy contact is likely
• Used with web sling and 3-point sling
• Faster engagement than Tactical Carry
• More tiring
• Enemy contact is imminent
• Used with web sling and 3-point sling
• Allows immediate engagement
• Tiring for long periods of time
TRANSPORTS

• Used to transport weapon when enemy contact is unlikely

• Used with the web sling:
  – Strong Side Sling Arms, Muzzle Up
  – Weak Side Sling Arms, Muzzle Down
  – Cross Body Sling Arms (used when both hands are needed for work)
3-POINT SLING CROSS-BODY, MUZZLE UP

- Used to transport weapon with 3-point sling when enemy contact is unlikely
STOWING MAGAZINES IN MAGAZINE POUCHES

• Magazine Pouch:
  – Rounds down, projectiles facing away from body
  – Magazine pouches on either side of body based on shooter preference
STOWING MAGAZINES IN LBV

• Load Bearing Vest:
  – Rounds down, projectiles facing inboard
  – Tightness avoids shifting
STOWING MAGAZINES IN MOLLE

• MOLLE
  – Rounds down, projectiles facing either way based on shooter preference
  – Magazines mounted based on shooter preference
STOWING PARTIALLY FILLED OR EMPTY MAGAZINES

- Empty or Partially Filled Magazines:
  - Stored with rounds or follower up to allow selection of filled magazines by touch
CONDITION CODES

• Condition 1 – Magazine inserted, round in chamber, bolt forward, safety on, ejection port cover closed.
• Condition 2 – Does not apply
• Condition 3 – Magazine inserted, chamber empty, bolt forward, safety on, ejection port cover closed.
• Condition 4 – Magazine removed, chamber empty, bolt forward, safety on, ejection port cover closed.
<table>
<thead>
<tr>
<th>WEAPONS COMMANDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>• LOAD</td>
</tr>
<tr>
<td>• MAKE READY</td>
</tr>
<tr>
<td>• FIRE</td>
</tr>
<tr>
<td>• CEASE FIRE</td>
</tr>
<tr>
<td>• UNLOAD</td>
</tr>
<tr>
<td>• UNLOAD, SHOW CLEAR</td>
</tr>
</tbody>
</table>
CYCLE OF OPERATION

- Firing
- Unlocking
- Extracting
- Ejecting
- Cocking
- Feeding
- Chambering
- Locking
• Unintentional interruption in the cycle of operation.
• Weapon will not fire.
• Prevent with proper care, cleaning and lubrication.
MALFUNCTION

- Failure of the weapon to fire satisfactorily or to perform as designed.
- May require armorer support.
CORRECTIVE ACTION

• Process of investigating and clearing a stoppage.
• Physically or visually check chamber
• Seek cover
• Action is based on indicator.
  – Bolt forward or ejection port cover closed
  – Bolt locked to rear
  – Obstruction in the chamber
  – Brass stuck over and behind bolt face
  – Audible pop or reduced recoil