

**Requirements  
for  
Ranks,  
Technical Skills,  
Awards  
and  
Decorations**



**October 173**

# Table of Contents

Basic Procedure for Being Recognized -----	2
Rank Requirements -----	3
Notes on Rank Requirements -----	8
Technical Skills -----	9
Requirements and Duties of Appointments -----	17
Awards -----	19
Decorations -----	22
Duties of Senior NCO's -----	23
Standard Form 1 (SF-1) -----	26

This manual contains revised requirements for the following:

All Ranks	Machine Gunner	Signalman
Cook	Expert Infantrymen	Order of Honor
Assault Badge	Combat Infantrymen	Hero of the Viceroyalty of Elmira
Ordinance Technician		

The duties for the following Appointments have been added:

Chaplain of the Christian Faith  
Company Stabs

The requirements for the following Awards have been added:

Campaign Medal  
Special Mention

The following Awards have been dropped:

Honor Unit  
The Commander's Key



Copyright 2013 by Carlton W. Cole, John Miller, Noah Freeman and Shawn Szymanski.

Copy Editor: Tara Bowman

The words “He”, “Him”, “His”, “Man”, and “Men” when used in this publication represent both the masculine and feminine genders.

This manual supersedes: Requirements for Ranks, Technical Skills, Awards and Decorations; August 171.

# Basic Procedure For Being Recognized

1. For Recognitions with specific requirements:

- a. Meet the requirements for the recognition
- b. Fill out Standard Form 1 (SF-1) and turn it in to your Patrol Leader (a copy of this is at the end of this manual).

2. Decorations and other Recognitions that do not have specific requirements must be awarded meritoriously.

- a. The person who nominates you for the recognition submits SF-1 on your behalf.

3. A Corpsman may be meritoriously recognized with any recognition by his Commanding Officer, other members of the Company or the commander of a foreign unit.

4. You may also nominate any member of the Company for any recognition if it is appropriate.

## **Note:**

- All Recognitions require you to be an active participant in the action or activity. Mere attendance is not enough.
- Promotion from Recruit to Private is automatic. Standard Form 1 (SF-1) does not need to be filled out.
- When the recognition is approved, it will be presented to you in before the Company.

# RANK REQUIREMENTS:

## ENLISTED:

### RECRUIT:

1. Be approved by the membership.
2. Fill out the Volunteer Enlistment form and turn it in.
4. Own the following:
  - a. One approved SR-16 Rifle
  - b. Three (3) low or real cap magazines
  - c. One (1) speed loader
  - d. One pair of ANSI Z87.1 certified goggles
  - e. Own one complete ECP Camouflage uniform:
    1. Tunic
    2. Trousers with black or green trouser belt
    3. Field Hat
    4. Green T-Shirt
    5. Black leather boots and kaki gaiters
5. Complete Basic Corpsman Orientation.
6. Earn ten (10) attendance points.
7. Earn fifteen (15) training points.
8. Do an approved Company service project.
9. Live by the Honor Code at all times.

### PRIVATE:

1. Complete SUT 101.
2. Earn a certification for your primary weapon or weapons.
3. Earn ten (10) attendance points.
4. Earn twenty-five (25) training points.
5. Own one (1) ammunition haversack and strap.
6. Do an approved Company service project.
7. Live by the Honor Code at all times.

### SUPERIOR PRIVATE:



1. Serve as a private for six months.
2. Earn twelve (12) attendance points.
3. Earn ten (10) training points.
4. Qualify as a Rifleman or higher.
5. Do an approved Company service project.

6. Own the following:

- a. One OD green web belt
- b. One Forest Green bread bag
- c. One canteen with OD Green Cover and stainless steel cup with under folding handle

7. Live by the Honor Code at all times.

**LANCE CORPORAL:**



- 1. Serve as a Superior Private for eight (8) months.
- 2. Earn fifteen (15) attendance points.
- 3. Earn ten (10) training points.

4. Own the following:

- a. One ECP Field Jacket and Liner
- b. One black wool or fleece watch cap
- c. One pair of black or green wool or fleece gloves
- d. One OD Woolly Pulley

5. Do an approved Company service project.

6. Qualify as a Rifleman First Class or higher.

7. Live by the Honor Code at all times.

**JUNIOR NONCOMMISSIONED OFFICERS:**

**THIRD SERGEANT:**



- 1. Serve as a Lance Corporal for one (1) year.
- 2. Complete SUT 201.
- 3. Earn fifteen (15) attendance points.
- 4. Earn twenty-two (22) training points.
- 5. Do an approved Company service project.
- 6. Live by the Honor Code at all times.

**SECOND SERGEANT:**



- 1. Become an active Assistant Assault Team Leader.
- 2. Perform the duties required for this position.
- 3. Earn twenty (20) attendance points.
- 4. Earn twelve (12) training points.
- 5. Do an approved Company service project.
- 6. Earn the Black Assault Badge.
- 7. Live by the Honor Code at all times.

## **TECHNICAL SERGEANT:**



1. Earn a Technical Skill needed by your Patrol or the Company.
3. Perform the duties required for this Technical Skill.
4. Earn twenty-five (25) attendance points.
5. Earn thirteen (13) training points.
6. Do an approved Company service project.
7. Live by the Honor Code at all times.

## **SENIOR NONCOMMISSIONED OFFICERS:**

### **FIRST SERGEANT:**



1. Become an active Assistant Patrol Leader.
2. Complete Part I of the Basic Exam.
3. Perform the duties required for this position.
4. Know all the patrol formations and how to switch from one to the other.
5. Earn thirty-five (35) attendance points.
6. Earn fifteen (15) training points.
7. Do an approved Company service project.
8. Show skill in leadership by; earning a leadership Technical Skill, leading your unit in training or becoming a trainer.
9. Show how to properly lead a Patrol/Assault Team in the “School of the Soldier”.
10. Own the following:
  - a. Approved M1911 Pistol and OD green Holster
  - b. Lensatic Compass
11. Live by the Honor Code at all times.

### **SERGEANT MAJOR:**



1. Become an active Patrol Leader.
2. Perform the duties required for this position.
3. Complete Part I of the Basic Exam.
4. Earn thirty-five (35) attendance points.
5. Earn fifteen (15) training points.
6. Do an approved Company service project.
7. Show skill in leadership by; earning a leadership Technical Skill, leading your unit in training or becoming a trainer.
8. Show how to properly lead a Patrol/Assault Team in the “School of the Soldier” and “School of the Company”.
9. Own one OD green Flashlight
10. Live by the Honor Code at all times.

**SENIOR PATROL LEADER:**



1. Become the Second in Command of a Company.
2. Perform the duties required for this position.
3. Complete Part I of the Basic Exam and Senior Patrol Leader Training.
4. Earn thirty-five (35) attendance points.
5. Earn twenty-five (25) training points.
6. Do an approved Company service project.
7. Show skill in leadership by; earning a leadership Technical Skill, leading your unit in training or becoming a trainer.
8. Show how to properly conduct a Roll Call and form the Company for drill.
9. Own one Regimental Stable Belt and Buckle.
10. Live by the Honor Code at all times.

**LINE OFFICERS:**

**LIEUTENANT:**



1. Complete Part II of the Basic Exam.
2. Serve as an NCO for one and one half year.
3. Become an active Company Commander.
4. Perform the duties required for this position.
5. Earn thirty-five (35) attendance points.
6. Earn twenty-five (25) training points.
7. Do an approved Company service project.
8. Show skill in leadership by; earning a leadership Technical Skill, leading your Company in training or becoming a trainer.
9. Live by the Honor Code at all times.

**CAPTAIN:**



1. Serve as a Lieutenant for one and one half year.
2. Complete Part II of the Basic Exam.
3. Become an active Battalion Commander.
4. Perform the duties required for this position.
5. Do an approved Battalion service project.
6. Earn thirty-five (35) attendance points.
7. Earn twenty-five (25) training points.
8. Show skill in leadership by; earning a leadership Technical Skill, leading your Battalion in training or becoming a trainer.
9. Live by the Honor Code at all times.

**MAJOR:**



1. Serve as a Captain for two years.
2. Complete Part II of the Basic Exam.
3. Become an active Regimental Commander.
4. Perform the duties required for this position.
5. Earn thirty-five (35) attendance points.
6. Earn twenty-five (25) training points.
7. Do an approved unit service project.
8. Show skill in leadership by; earning a leadership Technical Skill, leading your unit in training or becoming a trainer.
9. Live by the Honor Code at all times.



## Notes on Rank Requirements:

1. Attendance and Training Points may be prorated, for partial attendance, at the Company Commander's discretion,
2. Attendance and Training Points are not cumulative from rank to rank except those earned for basic training.
3. If a Corpsman attends all events in given time, but his Attendance and Training Points total is less than what is needed for advancement, he may be promoted as if he had the correct amount of points.
4. The TO&E specifies all official weapons and equipment.
5. If additional equipment is required, it is obtained at the time that the item it is carried in or on is required.
6. Senior Noncommissioned Officers and Officers must have the complete TO&E and any specialized equipment for their rank and position.
7. The following are Leadership Technical Skills used to fill the Senior NCO requirements:

- a. Chemical Technician
- b. Explosive Ordnance Technician
- c. Machine Gunner
- d. Medic
- e. Ordnance Technician
- f. Sharp Shooter
- g. Quartermaster

6. Attendance Points are awarded according to the following table:

Unit Meeting	1 point
Open Play/Skirmish	2 points
Dedicated Event/Training	5 points
Long Distance Event (One (1) day drive)	10 points
Max Effort Event	points +5
Event Staff	15 points
National Event	20 points

7. Training Points are earned according to the following table:

Unit Meeting with Training	1 point
Certification (<4 hours)	1 point
Certification (>4 hours)	2 points
EAG Open Play	3 points
Earn Non-Leadership Tech Skill	3 points
Earn Leadership Tech Skill	5 points
Half Day of Training (<4 hours)	5 points
Full Day of Training (>4 hours)	10 points
Serve on a Training Staff	15 points
Weekend of Training	20 points

# Technical Skills

## ARTILLERYMEN:

1. For your weapon do the following:



- a. Pack, unpack, and transport
- b. Clean the weapon, its equipment and ammunition
- c. Properly assemble and disassemble

2. Know and explain the ammunition color code.
3. Know all crew positions and be able to perform the duties of each.
4. Show how to target and adjust fire directly and indirectly.

## CHEMICAL TECHNICIAN:

1. Show how to decontaminate the following:



- a. Weapons
- b. Uniforms and Equipment
- c. Skin
- d. Vehicles
- e. Animals

2. Show how to put on, clear and check a gas mask. Explain each step.
3. Define MOPP, and tell when each level is used.
4. Explain how a gas mask works.
5. Explain the effects of weather on chemical weapons.
6. Show how to set up and run a decontamination yard.
7. Show how to build a gas proof shelter. Explain its operation.
8. Show how to safely store charged gas grenades.
9. Show how to safely dispose of old chemical weapons.
10. Show how to clean up a chemical spill.
11. Show how to care for and make minor repairs on a gas mask.
12. Show how to track filter usage and keep paperwork up to date.
13. Teach other Corpsman how to done their gas masks, use an auto injector and decontaminate their skin.
14. Show how to change a filter while wearing the mask.

## COOK\*+:

1. Do the following:



- a. Review the injuries that might arise from cooking, including burns and scalds, and the proper treatment.
- b. Describe how meat, fish, chicken, eggs, dairy products, and fresh vegetables should be stored, transported, and properly prepared for cooking.

c. Describe the following food-related illnesses and tell what you can do to help prevent each from happening:

1. Salmonella enteritis
2. Staphylococcal enteritis
3. E. coli (Escherichia coli) enteritis
4. Botulism
5. Trichinosis
6. Hepatitis

2. Plan menus for three straight days, nine meals, in the field. Include the following:

- a. A one pot dinner
- b. Meals for carry in combat

3. Using the menus in requirement 2:

- a. Make a food list, showing the cost and amount needed to feed your unit.
- b. List the equipment needed to cook and serve the meals.

4. Using the menus in requirement 2:

- a. Prepare and serve all the meals.
- b. Show how to build a fire, and cook the meals over it. Include supports for your cooking equipment.
- c. In all cooking, use safe food preparation and handling practices.
- d. Show how to get rid of all garbage, and clean the area completely when finished.

5. Plan a menu for one day (three meals) or for four meals over a two-day period of hiking or backpacking. Include the following:

- a. A breakfast, lunch, and dinner for a trail or backpacking trip where light weight is important. You should be able to store all foods used for several days without refrigeration.
- b. Using the menu planned for requirement 5, make a food list showing cost and amount needed to feed three or more boys.
- c. List the utensils needed to cook and serve these meals.
- d. Figure the weight of the foods in requirement 5a.

6. Using the menu planned for requirement 5, do the following:

- a. Prepare and serve for yourself and two others, the trail breakfast and dinner. Time your cooking so that each course will be ready to serve at the proper time.
- b. Use an approved trail stove or charcoal to prepare your meals.
- c. For each meal prepared in requirement 6a, use safe food-handling practices. Dispose of garbage, cans, foil, paper, and other rubbish by packing them out and depositing them in a proper container. After each meal, clean up the site thoroughly.

## EXPLOSIVE ORDINANCE TECHNICIAN:



1. Know and explain the “Explosive Chain”.
2. Explain the safety rules for working with mines and booby traps.
3. Show and explain the differences between the following detonators:
  - a. Tension Release and Tension Pull
  - b. Pressure and Pressure Release
  - c. Time
  - d. Remote and Electric
4. Set up and disarm safely, all of the above detonators.
5. Have the proper mine kit, and show how to use it.
6. List and explain each mine component.
7. For each type of unit mine, do the following:
  - a. Lay
  - b. Arm and Disarm
  - c. Check for Booby traps
  - d. Remove and Dispose of Safely
  - e. Earn the appropriate Weapon’s Certification
8. Design, build, and demonstrate your own mine or detonator.
9. Show how to wire and use the DS-2 remote detonator.
10. Show how to detect, mark and clear mines in the field.
11. Show how to safely pack and transport mines.
12. Know all characteristics of detonators and mines describe their function.
13. Know all types of fuse on sight.
14. Explain the three ways of neutralizing mines. Tell when you would use each.
15. For standard booby traps know:
  - a. How to use them
  - b. Where to place them, and why
16. Teach members of your Patrol or the Company how to locate, remove, mark, or bypass mines and boobytraps.
17. Be able to properly identify enemy and friendly mine field markers.

## MACHINE GUNNER:

1. For the M249:



- a. Earn the proper Weapon’s Certification
- b. Show how to properly carry:
  1. Over the Shoulder
  2. With the sling
- c. Tell when each position is used

d. Properly load, with the following types of feed:

1. The SR16 rifle magazine
2. The 1400 and 2400 round magazines

e. Properly set the sights

f. Field strip and clean

g. Perform a barrel change

h. Install the battery and show how to charge it

i. Clear a misfire

j. Name all parts and explain their purpose

k. Show how to properly load, unload and clean the magazines from “d”.

2. Tell when to use the following types of machine gun position, and show how to construct each:

a. Two man

b. Three man

c. One flank

3. Given a sight, construct the proper machine gun position.

4. Show how to fill out a range card. Tell why its important and why it must be done for each position.

5. Show how to properly clear a field of fire. Explain why it must be done, and what will happen if done improperly.

6. Show the proper hand signal for a stoppage. Tell when it is used.

### **MEDIC\*:**

1. Do the following:



a. Explain how you would obtain emergency medical assistance from your base, in the field and on the open water.

b. Prepare a first aid kit for your unit. Display the contents and show how they are used.

2. Do the following:

a. Explain what action you would take for someone who shows signs of a heart attack.

b. Identify conditions that must exist before performing CPR and life breathing on a person.

c. Demonstrate the proper technique in performing CPR on an adult mannequin for three minutes.

d. Show the steps that need to be taken for someone suffering from a laceration on the leg and wrist.

e. Tell the dangers in the use of a tourniquet and the conditions under which its use is justified.

- f. Explain when a bee sting could be life threatening, and what action should be taken for prevention and first aid.
- g. Explain the symptoms of heat stroke and what action needs to be taken for prevention and first aid.

3. Do the following:

- a. Describe the signs of a broken bone. Show first aid procedures for handling fractures, including open (compound) fractures of the forearm, wrist, upper and lower leg using improvised materials.
- b. Describe the symptoms and possible complications and demonstrate proper procedures for treating suspected injuries to the back, neck, and head. Explain what measures can be taken to reduce the possibility of further complicating these injuries.

4. Describe the symptoms, proper first aid procedures, and prevention measures for the following conditions:

- a. Hypothermia
- b. Convulsions
- c. Frostbite
- d. Bruises
- c. Strains and sprains
- d. Burns
- e. Abdominal pains
- f. Broken, chipped or loosened teeth
- g. Knocked out tooth
- h. Muscle cramps

5. Do the following:

- a. If a sick or injured person must be moved, tell how you would determine the best method.
- b. With Corpsmen under your supervision, improvise a stretcher and move a person.

6. Teach another Corpman a first aid skill selected by your instructor.

**ORDINANCE TECHNICIAN:**

- 1. Earn the EOT technical skill.
- 2. Show how to pack and transport all Company weapons and ammunition.
- 3. Complete Weapon's Certification, be able to instruct, for the following weapons:



- a. M15A4 SPC Rifle
- b. SR-16 Rifle
- c. M1911 Pistol
- d. M249 Machine Gun
- e. The M203 and Mad Bull Grenade Launcher
- f. Other weapons as they are adopted

4. Show how to load, unload clean and repair magazines for all Company weapons.
5. For each of the above weapons, know the name of each part and describe its function.
6. Show how to install and remove the battery in each weapon.
7. Show how to properly charge and discharge batteries and tell why its important.
8. Show how to fill green gas and CO2 magazines.
9. Show how to keep your unit's ordinance records up to date.
10. Show how to care for the bayonet.
11. Show how to use and care for the following:
  - a. Grenades
  - b. Mortar Rounds
  - c. Mines
  - d. Grenade Launcher Rounds
12. Teach members of your Patrol or Company proper weapon's maintenance and how to make the rounds from requirement "11".

### **SHARP SHOOTER:**

1. Show how to properly camouflage the following:



- a. Face and head gear
- b. Weapon
- c. Optical equipment
- e. Personal equipment

2. Know and use the target location system.
3. Know priority targets, and tell how to identify each.
4. Earn the Black Assault Badge.
5. Become a Combat Rifleman 2nd Grade or higher.
6. Show how to properly care for your weapon.
7. Identify all the parts of a scope and tell how they are used.
8. Show how to properly; mount, adjust and care for a scope.
9. Construct, demonstrate the use of, an tell why you chose any four (4) of the following camouflage aids:

- a. Glasses
- b. Rifle Wrap
- c. Sniper Blanket
- d. Blind
- e. Ghillie Suit
- f. Face Veil

10. Demonstrate how to use all movement techniques, tell when to use each.
11. Show how to quickly take a camouflaged position in any terrain.
12. Show how to move using a covered and or a concealed route.
13. Infiltrate an enemy area and destroy a given target.
14. Given a target list, prioritize it, and eliminate as many of the high priority targets as possible.
15. Perform recon of an enemy area and report back to your unit.

## **PIONEER:**

1. Show how to build the following:



- a. All types of fencing
- b. A bunker
- c. Cheveaux-Di-Frise
- d. Abatis
- e. Tangle Foot
- f. Crib
- g. All types of Knife Rest

2. Tell when each of items in number “1” are used.

3. Diagram how to build a trench and Patrol defensive position.

4. Given a sight determine what type of obstacles should be placed, and place them. Explain your choices.

5. Build one of the following:

- a. A bridge that can support troops
- b. A signal or guard tower

6. Earn the EOT Technical Skill.

7. Show how to do the following with the Hatchet, Saw and Knife:

- a. Sharpen
- b. Use Safely

8. Show how to properly store and handle rope.

9. Show how to tie, and explain the correct use of, the following:

- a. Japanese square lashing
- b. Square Knot
- c. Bowline Knot
- d. Clove Hitch Knot

## **SIGNALMAN:**

1. Explain and use proper radio procedure including:



- a. The Imperial Armed Forces and NATO phonetic alphabets
- b. Prowords
- c. Authentication procedure
- d. Communication check procedure

2. Show how to do the following for FRS and GRMS radios:

- a. Insert or change the battery
- b. Change frequency



- c. Send and receive a message properly
- d. Care for, store and transport properly

3. For the FRS/GRMS radio, explain the following:

- a. What is high power transmission and when it can be used
- b. What is a privacy code and when it is used

4. Show how to do the following for the EE-8, TA/1 and TA/312 field telephones:

- a. Install the battery (not in the case of the TA/1)
- b. Run field cable and hook up phones
- c. Make a drip loop and tell why it is used
- d. Send and receive a message properly
- e. Care for, store and transport properly
- f. Properly splice a broken line

5. Know the parts of each communication device and tell what they are for.

6. Learn the following for both Morse and Semaphore signal flags:

- a. Assembly
- b. Send and receive at least 10 words per minute
- c. The proper figure eight method for signaling with a flag

7. Show how to properly fill out a message form. Explain why its important.

### **QUARTERMASTER:**



- 1. Be able to identify all types of Company equipment, and tell what each is used for.
- 2. Know how to locate any equipment that the unit may not have.
- 3. Know the difference between serviceable and unserviceable equipment.
- 4. Be able to repair, mend or fix any type of equipment.
- 5. Show skill in keeping company records up to date.
- 6. Show how to prepare all company equipment for transport.
- 7. Know the uniform and equipment requirements.
- 8. Know the official pattern and color of all Company equipment.
- 9. Show how to perform an inventory.
- 10. Teach members of your unit proper equipment maintenance.

### **NOTE:**

\*Can be waived if the Corpsman earned the corresponding merit badge in the Boy Scouts, or the Emergency Preparedness Proficiency Award in the Girl Scouts, or has taken and passed Red Cross First Aid and CPR. Red Cross "When Help is Delayed".

+Can be waived if the Corpsman earned the Camp Cook proficiency Award in the Girl Scouts.

# Requirements and Duties of Appointments

## CHEMICAL SERGEANT:



1. Earn the Chemical Technician Technical Skill.
2. Earn the Rank of Technical Sergeant.
3. Perform the following duties:
  - a. Coordinate the Company's chemical decontamination.
  - b. Track the gas mask filter usage of each member of the Company.
  - c. Provide lessons to members of the Company on chemical warfare.
  - d. Conduct routine inspections of the Company's gas masks.
  - e. Make reports to the Senior Patrol Leader.

## COMMISSARY SERGEANT:



1. Earn the Cook Technical Skill.
2. Earn the Rank of Technical Sergeant.
3. Perform the following duties:
  - a. Manage, operate and transport the Company Kitchen.
  - b. Lead all food procurement details.
  - c. Keep track of Company food and ration consumption.
  - d. Ensure the Company has adequate drinking water supplies.
  - e. Make reports to the Senior Patrol Leader.

## GUNNERY SERGEANT:



1. Earn the Artillerymen, Machine Gunner or Sharp Shooter Technical Skill.
2. Earn the Rank of Technical Sergeant.
3. Perform the following duties:
  - a. Take charge of a mortar, artillery piece or heavy machine gun as “Chief of the Piece”, or become the senior member of a sniper team.
  - b. Track ammunition consumption.
  - c. Coordinate weapons use with the Assault Team or Patrol Leader.
  - d. Make reports to the Senior Patrol Leader.

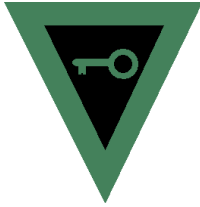
## ORDINANCE SERGEANT:



1. Earn the Ordinance Technician Technical Skill.
2. Earn the Rank of Technical Sergeant.
3. Perform the following duties:
  - a. Take charge of the Company Armory.

- b. Keep track of Company weapons and cleaning equipment.
- c. Track ammunition usage.
- d. Provide lessons to members of the Company on weapons use operation and care.
- e. Make reports to the Senior Patrol Leader.

**QUARTERMASTER SERGEANT:**



- 1. Earn the Quartermaster Technical Skill.
- 2. Earn the Rank of Technical Sergeant.
- 3. Perform the following duties:
  - a. Keep track of Company equipment and stores.
  - b. Act as load master whenever the Company moves.
  - c. Issue and receive equipment as needed.
  - d. Procure new or replacement equipment as needed.
  - e. Make reports to the Senior Patrol Leader.

**CHAPLAIN OF THE CHRISTIAN FAITH:**



- 1. Be appointed by the Company Commander.
- 2. Be an active member of the Company of at least one (1) year.
- 3. Complete the following training:
  - a. Basic Corpsman Orientation
  - b. SUT 101
  - c. Earn thirty (30) Attendance, and forty (40) Training Points
- 4. Be of good judgment and character.
- 5. Perform the following duties:
  - a. Lead exercises of faith and worship
  - b. Help meet the spiritual needs of any person on or off the battlefield
  - c. Help others meet their spiritual needs
  - d. Lead a life of good character and honor
  - e. Follow the orders given by the Company Commander
- 6. Engage the enemy and work to reach any objective assigned to him.

**COMPANY STABS:**

- 1. Maintain the following:



- a. Company Web Site
- b. Company Facebook Page
- 2. Act as copy editor for Company publications.
- 3. Provide administrative support as needed.

# Awards

## **SPECIAL MENTION:**

Special Mention is made of Corpsman or groups of Corpsman to immediately recognize an action, or actions, that demonstrate: clear thinking, courage, tenacity, or any combination thereof under fire. Special Mention is made, with the Company Commander's approval, by anyone who witnessed the action.

## **SHOULDER CORDS:**

### **Expert Infantryman:**

1. Complete five (5) day events one of which is a two night operation.
2. Earn an additional fifty (50) Attendance Points, more than required for advancement.
3. Complete the following training courses:
  - a. Basic Corpsman Orientation
  - b. SUT 101
  - c. Earn an additional twenty-five (25) Training Points, more than required for advancement.
4. Complete Red Cross First Aid When Help is Delayed and CPR.
5. Complete the following Weapon's Certifications:
  - a. SR16
  - b. M1911
  - c. M249
  - d. Claymore Mine
  - e. M203 and Mad Bull Grenade Launcher
6. Qualify as a Rifleman First Class.
7. Show proficiency in the following:
  - a. Techniques for movement under fire
  - b. Hand signals
  - c. Range Estimation
  - d. Camouflage
  - e. SALUTE Reporting
  - f. Map reading and terrain identification
8. Complete a Company service project.

### **Combat Infantryman:**

1. Earn the Expert Infantryman Cord.
2. Qualify as a Combat Rifleman.
3. Complete SUT 201.
4. Earn forty (40) Attendance Points
5. Earn twenty (20) Training Points.
6. Complete a Company service project.

### **ASSAULT BADGE:**

The Assault Badge comes in three (3) grades:

#### **Black:**

1. Actively participate in four (4) or more infantry assaults, or counterattacks in any combination.
2. Actively participate in one (1) or more armed reconnaissance missions.
3. Complete one of the following:
  - a. Become a Rifleman 1st Class or higher.
  - b. Participate in hand to hand combat during an assault.
  - c. Earn an award while fulfilling the above requirements.
4. If the Corpsman is killed before completing numbers one (1) and two (2), his tally is restarted.

#### **Silver:**

1. Earn a second Black Assault Badge
2. Become a Rifleman First Class, scoring seventy (70) or more points (this replaces Black Assault Badge requirement number three (3)).

#### **Gold:**

1. Earn a third Black Assault Badge
2. Become a Rifleman First Class, scoring seventy (80) or more points (this replaces Black Assault Badge requirement number three (3)).

### **CAMPAIGN MEDAL:**

Awarded to Corpsman who do one of the following:

- a. Take part in three separate battles in an operational series.
- b. Take part in a battle, or battles, for which a campaign medal is issued.

**RIFLE QUALIFICATION:**

1. 20 rounds fired at 78 feet, using the following:

- 5 from the Kneeling position
- 5 from Prone, unsupported position
- 5 from Prone, supported position
- 5 Rapid fire, Prone, unsupported

2. Scoring:

Rifleman:	40-60 Points.
Rifleman 1st Class:	61-85 Points.
Combat Rifleman:	86-110 Points.
Combat Rifleman 3rd Grade:	2 Combat Rifleman Awards.
Combat Rifleman 2nd Grade:	3 Combat Rifleman Awards.
Combat Rifleman 1st Grade:	4 Combat Rifleman Awards.

**CLOSE COMBAT CLASP:**

- 1. Attend all Maximum Effort events in one (1) calendar year.
- 2. Attend at least half of all non maximum effort events in the same year.
- 3. Attend at least 3/4 of all training events in one year.
- 4. Grades of Close Combat Clasp:

- Black: One Clasp
- Silver: Two Clasps
- Gold: Three Clasps

# Decorations

## **BRONZE STAR:**

Awarded to Corpsmen who show improvement in personnel combat skills over at least two consecutive events.

## **HONOR MEDAL:**

Awarded for outstanding achievements in combat and noncombat activities.

## **ORDER OF SCIENCE AND TECHNOLOGY:**

Awarded to Corpsmen and civilians who design and build weapons and equipment adapted and used by the Company.

## **PURPLE HEART:**

Awarded to Corpsmen who are wounded in the combat.

## **ORDER OF HONOR:**

Awarded for exceptional; leadership, valor and service in or out of combat.

## **ORDER OF STEWART:**

Awarded to Corpsmen for exceptional combat leadership.

## **ORDER OF THE YELLOW AND RED STRIPED BANNER:**

Awarded to Corpsmen and civilians for outstanding feats of valor and courage, above and beyond the call of duty.

## **ORDER OF THE EMPIRE:**

Highest award to Corpsmen civilians for outstanding service, greater than that of the Yellow and Red Striped Banner.

## **ORDER OF THE EMPIRE WITH HEART DEVICE:**

Awarded to Corpsmen and civilians for saving a life.

## **HERO OF THE VICEROYALTY OF ELMIRA:**

Highest military order. Awarded to Corpsmen, who in the presence of the enemy, display the most conspicuous bravery, daring or pre-eminent act of Valor or self sacrifice or extreme devotion to duty.

# Duties of Senior NCO's

## **THE CHARGE OF QUARTERS:**

1. Ensures the safety of the area under his charge.
2. Reports to the Senior Patrol Leader for instructions at the start of his duty.
3. Ensures that sanitary regulations are enforced and reports any issues to his Patrol, or the Senior Patrol, Leader.
4. Ensures that all ordinance is accounted for and secure.
5. Ensures that all areas are secure when his unit is out.

## **THE ASSISTANT ASSAULT TEAM LEADER:**

1. Ensures the safety of those under him.
2. Reports to, and takes orders from the Assault Team Leader.
3. Knows the duties of the Assault Team Leader.
4. Sets an example of neatness, cleanliness and promptness for his Assault Team.
5. Is firm, fair, and impartial, but not arrogant.
6. Reports discipline problems to the Assault Team Leader or Patrol Leader as needed.
7. Takes responsibility for small details of fatigue, guard and garrison duty and the equipment used.
8. Fills canteens and monitors ration consumption for his Assault Team.
9. Takes charge of the Assault Team in the Team Leader's absence.

## **THE ASSAULT TEAM LEADER;**

1. Ensures the safety of those under him.
2. Leads the Assault Team in combat.
3. Reports to, and takes orders from the Assistant Patrol and Patrol Leaders.
4. Knows the duties of the Assistant Patrol Leader.
5. Sets an example of neatness, cleanliness and promptness for his Assault Team.
6. Takes responsibility for small details of fatigue, guard and garrison duty and the equipment used.
7. Is firm, fair, and impartial, but not arrogant.
8. Reports discipline problems to the Assistant Patrol Leader or Patrol Leader as needed.
9. Acts as the Assistant Patrol Leader in his absence.
10. Fills canteens and monitors ration consumption for his Assault Team.
11. Prepares his Assault Team for inspection by the Senior Patrol Leader.
12. Reports absences to the Assistant Patrol Leader.

## **THE ASSISTANT PATROL LEADER:**

1. Ensures the safety of those under him.
2. Reports to, and takes orders from the Patrol and Senior Patrol Leaders.
3. Acts as "Corporal of the Guard".
4. Knows the duties of the Patrol Leader.
5. Sets an example of neatness, cleanliness and promptness for his Assault Team.
6. Takes responsibility for small details of fatigue, guard and garrison duty and the equipment used.



7. Leads the Assault Team in combat.
8. Is firm, fair, and impartial, but not arrogant.
9. Reports discipline problems to the Patrol Leader or Senior Patrol Leader as needed.
10. Takes charge of the Patrol in the Patrol Leader's absence.
11. Fills canteens and monitors ration consumption for his Assault Team.
12. Prepares his Assault Team for inspection by the Senior Patrol Leader.
13. Reports absences to the Patrol Leader.

**THE PATROL LEADER:**

All of the Duties of the Assistant Patrol Leader and:

1. Ensures the safety of those under him.
2. Commands work, guard, fatigue details and other garrison duties.
3. Leads the Patrol in combat.
4. Responsible for Patrol activities/details and equipment.
5. Sets an example of neatness, cleanliness and promptness for his Patrol.
6. Acts as preliminary instructor of his Patrol.
7. Knows the duties of the Senior Patrol Leader.
8. Acts as "Sergeant of the Guard".
9. Ensures that ammunition is distributed to his Patrol
10. Fills canteens and monitors ration consumption for his Patrol.
11. Reports absences to the Senior Patrol Leader.

**THE SENIOR PATROL LEADER:**

1. Ensures the safety of those under him.
2. Keeps track of company clothing and equipment.
3. Arranges, and keeps a roster of all details.
4. Sets an example of neatness, cleanliness and promptness for the Company.
5. Is firm, fair, and impartial, but not arrogant.
6. Leads large details.
7. Reports details to the Lieutenant.
8. Keeps the following reports in the Orderly Book:

- a. Morning
- b. Absentee
- c. Sick
- d. Details of Operations

9. Oversees the Company:

- a. Quartermaster Sergeants
- b. Ordnance Sergeants
- c. Chemical Sergeants
- d. Gunnery Sergeants
- e. Commissary Sergeants

10. Forms the Company for Drill.
11. Keeps the Company Roster.
12. Conducts the Company Roll Call.
13. Attends Senior Patrol Leader's Call to get the Orders of the Day.
14. Supervises Company Guard.
15. Superintends the Company Stabs or acts as one if one is not present.
16. Reports to and takes orders from the Lieutenant.
17. Acts as the immediate supervisor of the Company.
18. Attends all NCO and Officer calls.
19. Oversees discipline in the ranks and camp.
20. Acts as the Company Safety Officer.
21. Knows the duties of the Lieutenant.
22. Appoints the Charge of Quarters.
23. Takes charge of the Company in the Lieutenant's absence.

---

Application for Recognition  
Ministry of War  
Viceroyalty of Elmira

---

Recognition applied for: \_\_\_\_\_

Name: \_\_\_\_\_

Rank: \_\_\_\_\_

Date: \_\_\_\_\_

Signature: \_\_\_\_\_

---

Why Should you get this Recognition?

---

Approved: Yes / No

\_\_\_\_\_  
Board of Review, Leader

\_\_\_\_\_  
Date

# Some Common Awards



**Expert  
Infantryman  
Cord**



**Combat  
Infantryman  
Cord**



**Assault Badge**



**Close Combat Clasp**



**Rifleman-Combat  
Rifleman  
Qualification**



**Combat Rifleman  
Qualification  
3rd -1st Grade**