

Section 109 & 110 Terms List

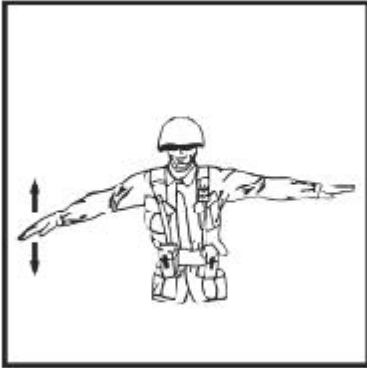
1. M9 service pistol: semiautomatic, magazine fed, recoil operated, double action pistol
2. M16A4 service rifle: lightweight, gas-operated, air-cooled, magazine-fed, shoulder-fired weapon
3. M4 Super 90(M1014) Shotgun: semi-automatic, fixed magazine tube, uses the ARGO (Auto Regulating Gas Operated) Twin Operating System, with rotating bolt head and dual locking lugs
4. M67 grenade: used to produce casualties by high velocity projection of fragment
5. M203 grenade launcher: Lightweight, single shot, breech-loaded, pump action (sliding barrel), shoulder-fired weapon, attached to either an M16A1 or an M16A2 rifle
6. M249 Squad Automatic Weapon (SAW): gas-operated, air-cooled, belt or magazine-fed, automatic weapon fires from the open-bolt position.
7. M240G machine gun: air cooled, belt fed, gas operated, automatic weapon fires from the open bolt position
8. M2 50 CAL machine gun: belt-fed, recoil-operated, air-cooled, crew-served machine gun, capable of single shot as well as automatic fire.
9. MK19 machine gun: self-powered, air-cooled, belt-fed, blowback operated weapon designed to deliver accurate, intense, and decisive firepower against enemy personnel and lightly armored vehicles
10. Rifle Combat Optic (RCO): a fixed 4X optical aiming sight designed for use with the service rifle configured with the MIL-STD-1913 Rail Adapter System
11. Off-center Vision Method: The technique of viewing an object using daytime central vision is ineffective at night.
12. Scanning Method: Enables the Marines to overcome many of the physiological limitations of their eyes. It can also reduce confusing visual illusions
13. Strip Method: In daylight, look first at the ground nearest you. Begin observing close to your post and search a narrow strip 50 meters or less deep, going from right to left parallel to your front.



14. Column Formation



15. Echelon Left/Right



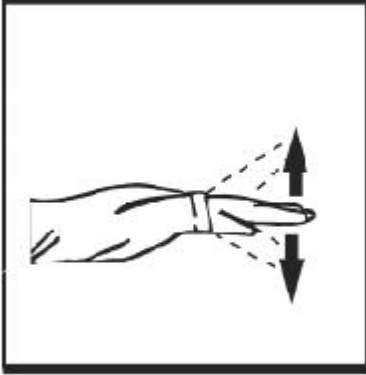
16. Skirmishers Left/Right



17. Wedge Formation



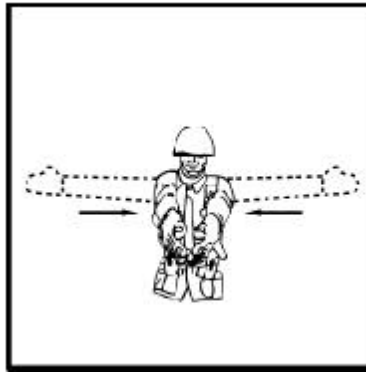
18. Fire Team



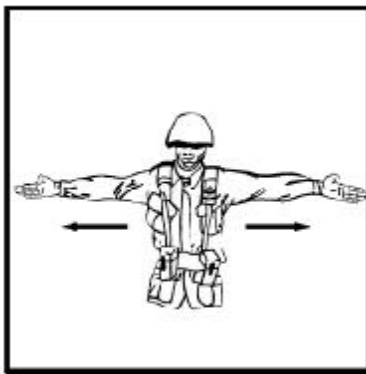
19. Squad



20. Platoon



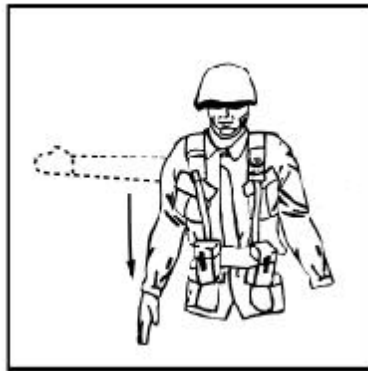
21. Close Up



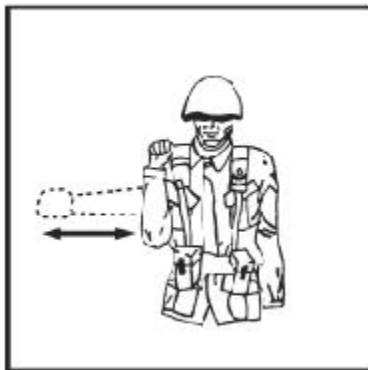
22. Open Up/Extended



23. Halt/Stop



24. Dismount/Take Cover



25. Hasty Ambush Left/Right

26. CAMOUFLAGE: Anything that you can use to keep yourself, your equipment, and your position from looking like what they really are.
27. COVER: Anything that gives protection from bullets fragments of exploding rounds, flame, nuclear effects, and biological and chemical agents.
28. CONCEALMENT: Anything that hides you from the enemy's observations.
29. Priority 1 – Urgent: Assigned to emergency cases that should be evacuated as soon as possible and within a maximum of 2 hours in order to save life, limb, or eyesight, to prevent complications of serious illness, or to avoid permanent disability.
30. Priority 1A - Urgent-Surgical: Assigned to patients who must receive far forward surgical intervention to save life and to stabilize them for further evacuation
31. Priority 2 – Priority: Assigned to sick and wounded personnel requiring prompt medical care. This precedence is used when the individual should be evacuated within 4 hours or his medical condition could deteriorate to such a degree that he will become an URGENT precedence, or

whose requirements for special treatment are not available locally, or who will suffer unnecessary pain or disability.

32. Priority 3 – Routine: Assigned to sick and wounded personnel requiring evacuation but whose condition is not expected to deteriorate significantly. The sick and wounded in this category should be evacuated within 24 hours.
33. Priority 4 – Convenience: Assigned to patients for whom evacuation by medical vehicle is a matter of medical convenience rather than necessity