US ERA ARCHIVE DOCUMENT



# Use of the M69 Hand Grenade (and M228 fuse) Simulator on Camp Edwards



## **Camp Edwards Army National Guard Training Site**



#### M69 PRACTICE HAND GRENADE

The M69 practice hand grenade is used for all individual and collective training tasks.

The M69 practice hand grenade provides realistic training and familiarizes the Soldier with the functioning and characteristics of the M67 fragmentation hand grenade

COMPONENTS AND CHARACTERISTICS	DETAILS
Body	Hollow steel sphere
Filler	None
Fuze	M228, which is inserted into the grenade body
	Safety clip
Safety Features	Safety pin and pull ring with confidence clip
	Safety lever
Total Weight	14 ounces
Throwing Distance of Average Soldier	40 meters
Fuze Delay	4 to 5.5 seconds
Effects	Small puff of white smoke and a loud popping noise
Colors and Markings	Light blue with white markings; the safety lever of the fuze is light blue with
Colors and Markings	black markings and a brown tip





HG Qualification Range



# **Camp Edwards Army National Guard Training Site**

#### M228 Detonating Fuze:

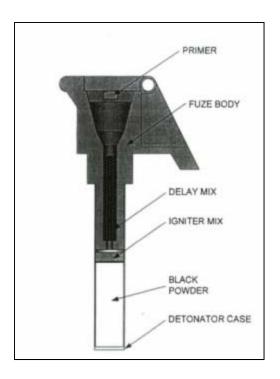
During practice events and for qualification, each Soldier is required to throw several M69 practice hand grenades armed with the M228 detonating fuze

Although it takes only about a minute or less to install or replace a used fuze, a company-size element will use several hundred; preparing practice grenades for all participants is not feasible. Soldiers should be given instruction on installing and removing a fired M228 fuze.

All dunnage is turned into the Ammunition Supply Point. This includes the pin, spoon, and the fuze body.











# M228 Fuse Primer, Explosive, and Propellant Compounds

Page 1 of 1 7/30/2012	DAC - MIDAS PEP Structure in An Item								
	Nomenclature : CTGIMPULSE NSN : 1377007296564 DODIC: M228			Reported Weight: 0.2500 Unit: LB Reported Weight (lbs): 0.2500					
	Status: OFFICIAL			Calculated Weight (lbs): 0.2488			99.54 %		
Drawing#	Std/Alt.	Nomenclature (Material)	Туре	Reported Weight	Unit	Calculated Factor	Factored Weight (Lb)	Specification	TGCS
	STD	PROP M10	P	580.0000	GR.	1	0.082859	JAN-P-715	
	STD	PROP M10	Mtl					JAN-P-715	10000000
	STD	NITROCELLULOSE (9004-70-0) (98%)	Cmpd					JAN-N-244	/1/C///
	STD	POTASSIUM SULFATE (7778-80-5) (1%)	Cmpd					JAN-P-193	// <b>A</b> ///
	STD	DIPHENYLAMINE (122-39-4) (1%)	Cmpd					JAN-D-98	
	STD	CHG PROP (BLACK PWDR CL 5)	P	15.0000	GR.	1	0.002143	MIL-P-223	11/5/1
	STD	BLACK PWDR CL 5	Mtl					MIL-P-223	///5//
	STD	POTASSIUM NITRATE (7757-79-1) (74%)	Cmpd					MIL-P-156	///1//
	STD	CHARCOAL (7440-44-0) (15.6%)	Cmpd					JAN-C-178	///1//
	STD	SULFUR (7704-34-9) (10.4%)	Cmpd	UL CONT	1020200		00000000	MIL-S-14929	02200
	STD	CHG PROP (BLACK PWDR CL 5)	P	50.0000	GR.	1	0.007143	MIL-P-223	///5//
	STD	BLACK PWDR CL 5	Mtl					MIL-P-223	///5//
	STD	POTASSIUM NITRATE (7757-79-1) (74%)	Cmpd					MIL-P-156	///1//
	STD	CHARCOAL (7440-44-0) (15.6%)	Cmpd					JAN-C-178 MIL-S-14929	///1//
	STD	SULFUR (7704-34-9) (10.4%) PRIMER MIX	Cmpd	2.2500	GR.	1	0.000321	7259096	
	STD	PRIMER MIX #5061W	Mtl	2.2300	GK.	1	0.000521	7259096	
	STD		Cnmd					MIL-B-162	///1//
	STD	BARIUM NITRATE (10022-31-8) (43%) LEAD STYPHNATE (15245-44-0) (38%)	Cmpd					MIL-B-102 MIL-L-757	WI LU
	STD	ANTIMONY SULFIDE (1345-04-6) (9%)	Cmpd					MIL-A-159	//1,2 OR
	STD	CALCIUM SILICIDE (12013-56-8) (8%)	Cmpd					MIL-C-324	//2//
	STD	TETRAZENE (31330-63-9) (2%)	Cmpd					MIL-T-46938	111201
							0.092466		

M69 Practice Hand Grenade M228 Fuze	W. L. (C
Constituents	Weight (Grams)
PRIMER Mix #5061W	0.146
Barium Nitrate - 43%	0.063
Lead Styphnate - 38%	0.055
Antimony Sulfide - 9%	0.013
Calcium Silicide - 8%	0.012
Tetrazene - 2%	0.003
PROPELLANT M10	37.58
Nitrocellulose - 98%	36.8
Potassium Sulfate - 1%	0.38
Diphenylamine - 1%	0.38
BLACK POWDER	0.97
Potassium Nitrate - 74%	0.72
Charcoal - 15.6%	0.15
Sulfur - 10.4%	0.1
BLACK POWDER	3.24
Potassium Nitrate - 74%	2.4
Charcoal - 15.6%	0.51
Sulfur - 10.4%	0.34







# Hand Grenade Training Program

Hand grenades rapidly degrade the enemy's detection, observation, and engagement capabilities, enhancing the maneuver and firepower capabilities of ground forces conducting dismounted operations inside restrictive terrain.

HG proficiency is critical to Soldiering and is required for any unit deployed to a wartime theater.

#### **Objectives**

- The hand grenade training program progresses using the crawl, walk, and run methodology. The program advances from fundamental to advanced training, culminating with the integration of hand grenades into situational and field training exercise.
- Once Soldiers achieve proficiency, a sustainment program is implemented to maintain a high proficiency level.

#### **Initial Training**

- The training strategy for hand grenades begins in initial entry training (IET) and continues in the unit.
- In IET, Soldiers learn how to inspect and maintain HG, prepare for throwing, and throw from three positions (standing, kneeling, and prone). Soldiers are given instruction on M67 and M69 HG's.

#### Sustainment Training

• Training continues in active Army, National Guard, and Army Reserves units using the same basic skills taught in IET, but at a higher level of skill. Units conduct a year-round program to sustain necessary skills.



- •Participate in initial hand grenade training
  - Participate in distance and accuracy training
  - Participate in mock-bay training
  - Participate in live-bay training
  - Complete the hand grenade qualification course

HG Qualification Range





# Distance and Accuracy Ranges

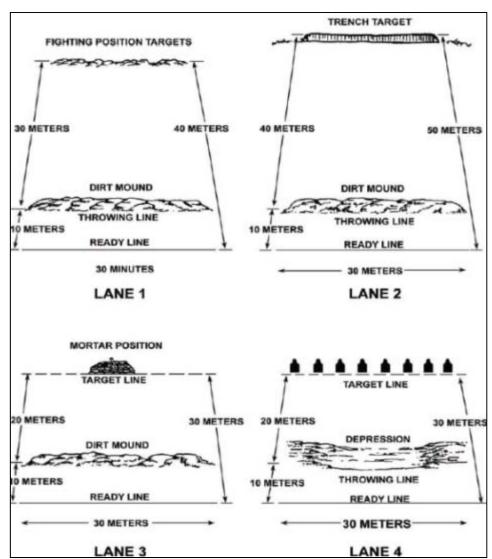
A four lane layout which enables Soldiers to engage:

- A fighting position at 30 meters
- A trench target at 40 meters
- A fortified mortar pit at 20 meters
- Soldiers in the open at 20 meters

**Task:** Engage a variety of targets at varying ranges up to 40 meters

**Condition:** Given 10 practice grenade, individual equipment, and a four station course with a variety of targets at distances of 20, 30, and 40 meters.

**Standard:** The Soldier must successfully engage targets At each station with two out of three grenades. The Soldier must throw from the alternate prone, prone-to-kneeling, and prone-to-standing positions. A target is successfully engaged when the grenade detonates with 5 meters of the target.



**HG** Qualification Range





## Hand Grenade Qualification Course

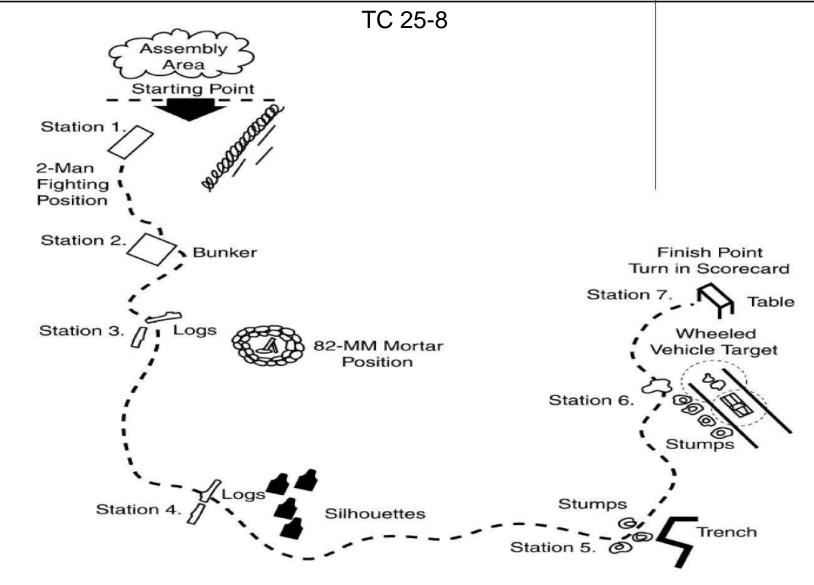
A seven- station layout which enables Soldiers to engage:

The hand grenade qualification course is Standardized throughout the Army. It consist of seven stations with a minimum of one grader at each station. The course is conducted in two-man teams, but Soldiers are evaluated individually. Each participant is issued ten hand grenades and must successfully engage seven targets.

Table 2-4. Hand grenade qualification course stations.

STATION	TASK	CONDITION	STANDARD		
1	Engage a group of F-type silhouette targets in the open from a two-man fighting position.	The targets are located 35 meters to the front of the fighting position, simulating enemy movement through and beyond the squad's protective wire.			
2	Engage a bunker using available cover and concealment.	The bunker can have one or two firing portholes oriented toward the direction of the buddy team's movement and a rear exit.	No more than two		
3	Engage a fortified enemy mortar position.	The fortified enemy mortar position must be located 20 meters away.	grenades should be used on any target. Only one is used if the		
4	Engage a group of enemy targets.	The group of enemy targets must be behind cover and located 20 meters away.	first grenade is on target.		
5	Clear an entry point to a trench line.	The trench line must be located 25 meters away.			
6	Engage enemy troops in a halted, open-type wheeled vehicle.	The halted, open-type wheeled vehicle must be located 25 meters away.			
7	Identify hand grenades and pyrotechnic signals.	All grenades must present proper shape, color, and markings.	Soldiers must be able to identify grenades and pyrotechnic signals by shape, color, manand capabilities.		







# 7 Stations



Figure 2-11. Station 1, engage enemy from fighting position (standing).



Figure 2-12. Station 2, engage bunker (prone).



Figure 2-13. Station 3, engage enemy mortar position (kneeling).







Figure 2-14. Station 4, engage enemy from behind cover (prone).

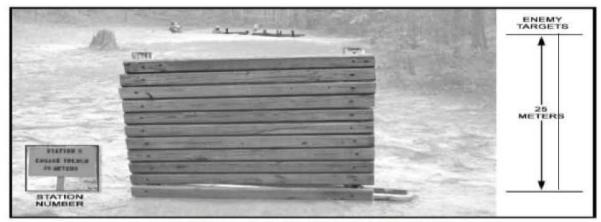


Figure 2-15, Station 5, engage trench (standing).







Figure 2-16. Station 6, engage wheeled vehicle (kneeling).



Figure 2-17. Station 7, identify hand grenades and pyrotechnic signals.



