

Spur Readiness Test

Welcome to the Spur Readiness Test (SRT). This manual will provide the tasks (what you must do for each drill), the conditions (what you will need and where), and the standards (how you will be evaluated).

The purpose of the Spur Readiness Test is to check your agility, your balance, coordination and strength while conducting movement drills that simulate actions would take in a combat environment.

The event is not timed, however you will have the opportunity to reduce your total event time with each drill or be penalized by adding time for any errors or mistakes you make during the SRT

Mission:

Situation

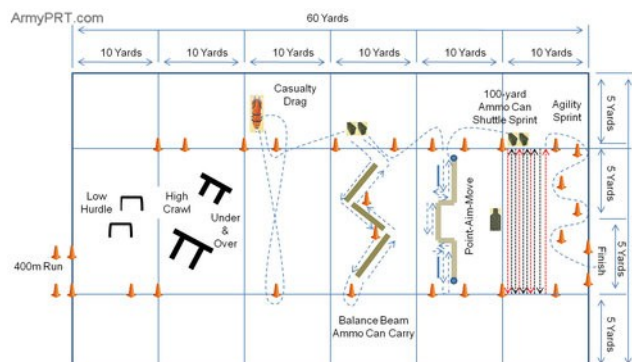
You are a new trooper sent to the command post to support a relief mission to outpost spartan. The OP is low on ammunition and requires medical support. There are potential threats in the area. Here is your strike bag containing your radio, first aid kit and security gear. Your battle buddy is SGT ____ who will help you navigate the perimeter and passage of lines.

Admin briefing:

The Five Drills of the SRT

Purpose:

Your mission is to complete the Spur Readiness Test, the final component of the Will to Win Spur Challenge. See the diagram below for an example of the first portion of the Spur Readiness Test. You must complete each component of the test to be eligible for the coveted spur. You will receive bonus time or penalty time based on your ability to meet the standards for each drill within this test. There are five components (Drills) to the Spur Readiness Test.



#1 Agility Drill - High Crawl/Low Hurdles/High Hurdles

Tasks:

- a) You will move from start point down a lane requiring you to “high crawl” to the hurdle. See video link on how to high crawl. Upon reaching the first hurdle you will stand up jump over the two low hurdles
- b) At the second set, high hurdles, you will maneuver under the first high hurdle then scale over the next high hurdle.
- c) Upon completion of high hurdles you will move to the next station

Conditions

- a) Candidate will be provide a simulated rifle with sling
- b) Two low hurdles (jumping over)
- c) Two high hurdles (crawling under and scaling over)
- d) Flat terrain of 10-20 meters

Standards

- a) Properly high crawl on ground to low hurdles
- b) Jump over both high hurdles without touching hurdles or falling
- c) Sprint to High hurdles – crouch and move under high hurdle
- d) Sprint to 2nd High Hurdle - move over high hurdle obstacle (scale)

Penalty time: (maximum total penalty time (addition) is 3 minutes for drill)

- a) Failure to move in high crawl position to low hurdles (1 minute)
- b) Failure to leap over low hurdles (1 minute)
- c) Failure to cross under and over high hurdles (1 minute)

Bonus Time: (maximum total bonus time (subtraction) for drill is 3 minutes)

- a) 1 minute time reduction for proper high crawl
- b) 1 minute time reduction for proper low hurdles engagement
- c) 1 minute time reduction for proper high hurdles engagement

Demonstration / Instruction

What is the high crawl? View this movement technique video which covers all movement techniques and why this skill is so important to the military. The high crawl demonstration begins at 2:35 minutes. <https://youtu.be/kR8VLkzfbuU>

Task #	Task Description	Go	No Go	Time +/- (1 min per task)
#1	Maneuver using high crawl method to low hurdles			
#2	Jump over two low hurdles without fall or touching hurdles			
#3	Sprint to High Hurdles and maneuver under first high hurdle without touching or falling, sprint to next hurdle and climb over successfully.			
#4				

Safety:

Ensure you are physically prepared for this drill

Ensure you have proper clothing for this drill (remove all jewelry, watches, items in pockets etc.)

Do not wear clothing you cannot afford to rip/tear, stretch or damage

Ensure you have proper footwear

Risk level is low but there is potential for sprains, twisted ankles, scrapes/cuts/bruises

#2 Casualty Drag (Strength Test / Core Muscles and Leg Muscles)

Tasks

Secure and move a simulated casualty (160lb mannequin) from point A (high risk site) to point B

Conditions

- a) Given a 160lb mannequin who must be moved from a simulated high risk area to a “safe” point where casualty can receive first aid before being evacuated.
- b) Candidates are not required to administer first aid – just conduct movement of casualty from point A to point B.
- c) You will be provided both points and instructions on how to secure casualty for a “casualty drag.”

Standards

Assist in administering first aid to casualty with battle buddy.

Assist in calling for MEDEVAC with battle buddy.

Must move casualty from point A to point B. Event is not timed

Penalty time: (maximum total penalty time (addition) is 3 minutes for drill)

- a) Failure to move casualty from point a to point b (2 minute penalty)
- b) Stopping while moving casualty from point a to point b (1 minute penalty)
- c) Failure to treat casualty prior to movement.
- d) Failure to call in medevac

Bonus Time: (maximum total bonus time (subtraction) for drill is 3 minutes)

- a) Move casualty from point a to point b (2 minutes bonus)
- b) Not stopping while moving casualty from point a to point b (1 minute bonus)
- c) Apply pressure dressing without assistance from battle buddy.
- d) Call in medevac using nine line medevac form without assistance from battle buddy.
- e)

Demonstration / Instruction

Treat casualty link: <https://youtu.be/LdXZ2gwIqbA>

Move casualty link: <https://youtu.be/U0yDJ0udMkg>

Medevac nine line link: <https://www.youtube.com/watch?v=QPfgLon9xLU>

Scoring Chart:

Task #	Task Description	Go	No Go	Time +/-
#1	Evaluated casualty and Applied pressure dressing Assisted with nine line medevac call Secured and movecasualty from point a to point b			
#2	Did not stop during movement of casualty			

Safety:

- a) Ensure you are physically prepared for this drill
- b) Ensure you have proper clothing for this drill (remove all jewelry, watches, items in pockets etc.)
- c) Do not wear clothing you cannot afford to rip/tear, stretch or damage
- d) Ensure you have proper footwear
- e) Ensure you use proper lifting and carry technique
- f) Risk level is low but there is potential for back, neck or muscle injury, scrapes/cuts/bruises

#3 Ammunition Movement / Balance Beam (Coordinated Strength & Balance)

Tasks

Given two ammo cans with simulated ammunition, secure cans and
Move across balance beams from point a (logistics point) to point b (forward unit). This simulates moving ammunition from a cache to your fellow Soldiers or a firing point during combat

Conditions

You will be provided with two 15-20lb ammunition cans, two balance beams (6-10 inches from ground), a timer and a scorekeeper

Standards

Must carry both ammunition cans (same time) while moving along balance beams from point A to point B. Must not fall off balance beams, drop cans or stop during movement

Penalty time: (maximum total penalty time (addition) is 3 minutes for drill)

Failure to move ammunition on beams from point a to point b (2 minute penalty)

Dismounting/falling off beams while moving ammunition from point a to point b (1 minute penalty)

Stopping while moving ammunition from point a to point b (1 minute penalty)

Bonus Time: (maximum total bonus time (subtraction) for drill is 3 minutes)

f) Move ammunition from point a to point b (2 minutes bonus)

g) Not stopping while moving ammunition from point a to point b (1 minute bonus)

Demonstration / Instruction

Your grade will demonstrate on site how to perform the tasks

Scoring Chart:

Task #	Task Description	Go	No Go	Time +/-
#1	Secure and move ammunition from point a to point b			
#2	Did not stop during movement of casualty			
#3	Did not fall off beams during movement of casualty			

Safety:

- a) Ensure you are physically prepared for this drill
- b) Ensure you have proper clothing for this drill (remove all jewelry, watches, items in pockets etc.)
- c) Do not wear clothing you cannot afford to rip/tear, stretch or damage
- d) Ensure you have proper footwear
- e) Ensure you use proper lifting and carry technique
- f) Risk level is low but there is potential for back, neck or muscle injury, scrapes/cuts/bruises

#4 Point – Aim - Move

Tasks:

- a) With your simulated weapon provided by unit armorer, move in a “low-ready” position to each target
- b) Aim and simulate engagement of each target using proper simulated weapon control and aim
- c) Move correctly to each target site within the allocated time
- d) Turn in your simulated weapon to unit armorer at end of drill #4

Conditions

- a) You will be provided a simulated rifle with sling
- b) Given a relatively flat and marked lane to maneuver
- c) Provided to 2 target silhouettes and barricades
- d) Provided to barriers to maneuver on targets
- e) Provided a timer and an evaluator

Standards

- a) Move from start point with simulated rifle in the low-ready position.
Candidates must maintain low-ready position until they reach first barricade and firing/target point
- b) Movement must be smooth and balanced to allow transition to firing position.
Candidates who stumble, fall, or move in an unsafe manner will receive one penalty minute
- c) Running is not authorized and one minute of penalty time will be added for any candidate who runs this test.
- d) Upon reaching a firing/target point safely raise simulated rifle and site the target. You will not fire any projectiles. You must keep moving! Do not stop to do this site picture/aim. Once you have gained a good site picture of your target lower your weapon to the low-ready position as you continue to move to the final barricade/target.
- e) Repeat site picture drill at second target then move to exit point.
- f) Conditions
- g) You are provided a simulated rifle, a barricade, path and targets

Penalty time: (maximum total penalty time (addition) is 3 minutes for drill)

- a) Failure to move safely in low-ready position to barricade/target (1 minute penalty)
- b) Failure to keep weapon raised and target engaged WHILE MOVING along barricade (1 minute penalty)
- c) Stopping or not returning weapon to low-ready position upon clearance of target and barricade (1 minute penalty)

Bonus Time: (maximum total bonus time (subtraction) for drill is 3 minutes)

- a) Move with weapon in low-ready position safely to barricade and target without stopping (1 minute bonus)
- b) Raise simulated rifle, engage target while moving along barricade without stopping (1 minute bonus)
- c) Returning weapon to low-ready safe position upon clearing barricade and moving safely to finish point (1 minute bonus)

Demonstration / Instruction

- Your grader will demonstrate this task on site.

Scoring Chart:

Task #	Task Description	Go	No Go	Time +/-
#1	Move to target/barricade in low ready position safely			
#2	Aim and move along barricade while engaging target without stopping			
#3	Return to low-ready position once clear of target and barricade			

Safety:

- a) Ensure you never aim your rifle accidentally or deliberately at any portion of another person or structure you are not engaging. When weapon is not being aimed it is pointed at the ground. Your weapon is simulated (not real) but this is still a good practice and habit to maintain
- b) Ensure you are physically prepared for this drill
- c) Ensure you have proper clothing for this drill (remove all jewelry, watches, items in pockets etc.)
- d) Do not wear clothing you cannot afford to rip/tear, stretch or damage
- e) Ensure you have proper footwear
- f) Ensure you use proper lifting and carry technique
- g) Risk level is low but there is potential for back, neck or muscle injury, scrapes/cuts/bruises

#5 Ammo-Can Shuttle Sprint to finish line

Tasks:

- a) With ammo can in each hand move from start point to finish line
- b) Must stay within course lane (cones) as designated
- c) Place ammo cans on designated turn-in point
- d) Report to your timer for your score sheet

Conditions:

- a) Given a relatively flat surface to maneuver
- b) Given two 10lb ammo cans with simulated ammo, a cover and handles
- c) Provided a timer and maneuver evaluator

Standards:

- a) Secure one ammo can in each hand and carry from designate Point A to Point B.
- b) You will receive a "GO" at this station if you complete the test without stopping or placing ammo cans on the ground prior to arriving at finish point.
- c) Proper completion of this event will reduce your total time by 3 minutes.
- d) Any time you place cans on ground before the finish line will add one penalty minute to your total time.
- e) Each time you stop will add one penalty minute to your total time
- f) Maximum penalty time for this test is three minutes

Penalty time: (maximum total penalty time (addition) is 3 minutes for drill)

Stopping at any time during even (1 minute penalty per stop)

Failure to complete event (2 minute penalty)

Dropping of ammunition cans before completion (1 minute penalty)

Bonus Time: (maximum total bonus time (subtraction) for drill is 3 minutes)

- a) Completion of event (2 minute bonus time)
- b) Not stopping during event and not dropping cans prior to finish (1 minute bonus time)

Demonstration / Instruction

- Your grader will demonstrate on site.

Scoring Chart:

Task #	Task Description	Go	No Go	Time +/-
#1	Secured ammo cans and completed sprints			
#2	Did not stop during event and did not drop cans			

Safety:

- a) Ensure you are physically prepared for this drill
- b) Ensure you have proper clothing for this drill (remove all jewelry, watches, items in pockets etc.)
- c) Do not wear clothing you cannot afford to rip/tear, stretch or damage
- d) Ensure you have proper footwear
- e) Ensure you use proper lifting and carry technique
- f) Risk level is low but there is potential for back, neck or muscle injury, scrapes/cuts/bruises