



54 hours, 48 miles, 45 lbs of gear, 36 Warrior stations, 7 hours sleep, 4 MREs

THE CRUCIBLE

HOUR BY HOUR



DAY 1 - TUESDAY – JANUARY 26TH

2 a.m. — Reveille

3 a.m. — **Night Movement:** 6 mile hike to the Crucible Site

At 5:30 a.m. and for the next 13 hrs, the Recruits will complete events 1 – 3.

Event 1 – Battle of Hue City - Vietnam: Teams supply water, ammunition, MREs through a course which consists of trenches, wire fences, and walls. After resupply course, teams negotiate the warrior stations.

Pfc Jenkins Pinnacle — Teams cross 2 horizontal cable-supported logs

Pfc Garcia's Engagement — Individuals demonstrate their knowledge of hand-to-hand combat skills and then participate in a warrior case study of Pfc Garcia

Lehew's Challenge — Teams of 2 climb over and 8 ft high horizontal log

Corbin's Convoy — Teams react to a simulated IED while on patrol

Event 2 – Battle of Belleau Wood:

Pugil Sticks

Body Sparring

Leadership Reaction Course — 3 hour event in which the teams perform 6 reaction course problems which test their ability to work as a team to solve problems. Some of the problems include: using 3 wooden boards to cross a number of stumps without touching the ground, negotiating a water hole using the same wooden board concept to get from point A to point B, transporting a large container over a wall using the limited resources available

Event 3 – Core Event and Warrior Stations: A 1 hr event which can hold a maximum of 6 teams working concurrently.

Noonan's Casualty Evacuation — The team will recover a downed pilot and another recruit "shot" by a sniper and transport them over a mile of wooded terrain.

Enhanced Obstacle Course — The Recruits carry a dummy casualty on a stretcher and ammunition cans from one end of a standard Marine Corps obstacle course to the other, going over all obstacles.

Marine Corps Martial Arts Program (MCMAP) Strikes Station — Recruits are required to demonstrate and conduct five minute MCMAP strikes

Core Values Station — Recruits sit inside a hut and receive information on a particular core value from their drill instructor

8 p.m. - 11 p.m. – **Night Event:** Five mile night hike with a time limit of three hours.

Midnight - 4 a.m. – Sleep

DAY 2 - WEDNESDAY – JANUARY 27TH

4 a.m. — Reveille

At 5:30 and for the next 13hrs, the Recruits will complete Events 4 – 6.

Event 4 - Battle of Fallujah: A one hour event in which teams resupply water, ammunition and MREs through the Combat Assault Course. Following the completion of the Battle of Fallujah, Recruits negotiate a bayonet assault course and the warrior stations below.

Perez' Passage — Teams cross a "contaminated area" by swinging on the ropes from "safe spot" to safe spot."

Kraft's Struggle — Teams climb a 10 foot wall and climb down the opposite side by a knotted rope.

John Quick Trail — Navigation Station - Basic map reading and grid coordinate plotting will be reviewed and evaluated.

Event 5 - Battle of Mariana Islands: Combat Endurance Course. Teams have 2 hrs to complete 5 events of a modified Confidence Course.

The Skyscraper — The team retrieves a “wounded” dummy from the top of an 18 ft tower.

Stairway to Heaven — Team members move 2 ammunition cans over the top of a 36 ft ladder obstacle.

The Weaver — Team members climb over and under 24 logs, 42 ft in length ascending to 14 ft as they carry ammunition and water re- supply cans.

In addition to the Enhanced Confidence Course, teams go through a Combat Endurance Course.

Combat Endurance Course — Teams conduct a simulated patrol, negotiate the obstacles and report the number and types of obstacles to intelligence sources.

Event 6 - Battle of Khe Sanh:

Unknown Distance Firing — Teams of 4 fire 2 magazines of 5 rounds each from simulated building structures at unknown distance targets in a time limit of 70 seconds. The number of targets hit and number of unused ammunition is then recorded.

Following Day's Defense — team members participate in a 250 meter casualty evacuation where members remove simulated casualties from a simulated danger area consisting of artillery simulators.

8 p.m. - 11 p.m. - **Night Event: Night Infiltration Course** — Teams re-supply water, ammunition, and MREs through the Combat Assault Course with the added obstacle of darkness.

Midnight - 3 a.m. - **Sleep**

DAY 3 - THURSDAY – JANUARY 28TH

3 a.m. — **Reveille**

4 a.m. - 7 a.m.

The Reaper Hike: Recruits conduct a 9.3 mile hike back to battalion carrying 45 lbs of gear up the slope of a 700 foot tall hill.

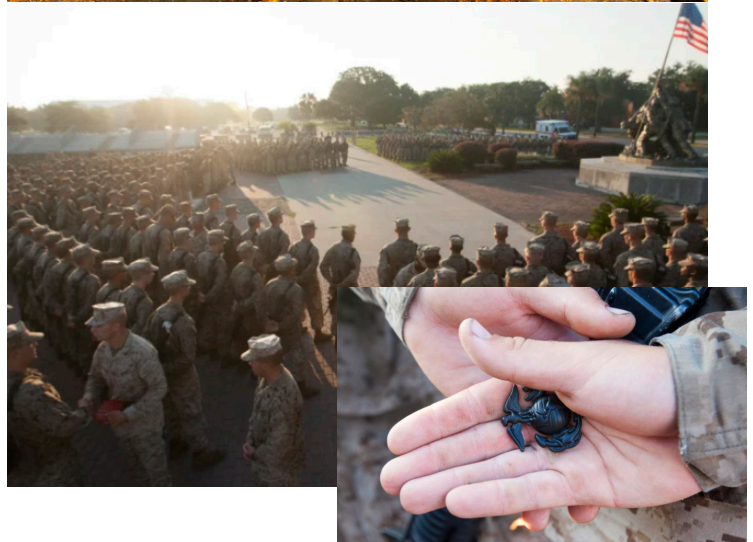


7:30 a.m. - 8:00 a.m.

Eagle Globe and Anchor Ceremony:

The Crucible ends at the Parade Deck. The recruits from India Company will assemble around a half-size replica of the Marine Corps Iwo Jima Memorial. The Recruits then receive the Eagle Globe and Anchor from their Drill Instructor marking their transition from a recruit to a United States Marine.

Following the Eagle Anchor and Globe ceremony, the new Marines will be addressed by the Recruit Training Battalion Commander and then enjoy a Warriors Breakfast.



The Marines will then have new haircuts, turn in gear and on January 30th transfer back to MCRD San Diego for the final two weeks of training, with additional Force Fitness Training (PT), the Repel Tower, Marine Panel, final uniform fittings, equipment turn ins, Company Commander Inspection, Battalion Commander Inspection, Weapons de-issue, Graduation Practice, Marine Corps Museum visit, Family Day (now canceled), Motivational Run, and Graduation on Friday, February 12th.

After graduation the new Marines will transfer back to Camp Pendleton, for Marine Combat Training (MCT) at the School of Infantry (SOI).