

13 August 1999

Safety



**BATTLEFIELD SIMULATORS, BOOBY TRAPS,
TRIP FLARES, PYROTECHNICS, AND SMOKE
OR TEAR GAS PRODUCING DEVICES**

COMPLIANCE WITH THIS PUBLICATION IS MANDATORY

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OPR: 927 ARW/SE (MSgt John Szelog)

Certified by: 927 ARW/CC (Col Robert E. Bailey)

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This instruction establishes the minimum requirements for the use of battlefield simulators, booby traps and trip flares in accordance with the guidance provided in AFD 91-2, *Safety Program*, 28 September 1993 and AFMAN 91-201, *Explosive Safety Standards*, 01 May 1999 T.O. 11A10-27-7, and T.O. 11A-1-42. It shall be used to ensure that all personnel who function battlefield simulators, booby traps, trip flares, pyrotechnics, and smoke or tear gas producing devices are trained in their safe use and aware of associated hazards. This instruction is applicable to all personnel assigned the 927 Air Refueling Wing and its affiliate units.

1. Responsibilities:

1.1. The most important elements in assuring the safe use of battlefield simulators are effective supervision and proper hazard recognition.

1.2. Commanders and Supervisors will:

1.2.1. Ensure that only qualified personnel are permitted to function the munitions items covered by this instruction

1.2.2. Ensure adequate inventory control and security precautions are taken to maintain control of munitions items to prevent theft or unauthorized use.

1.2.3. Ensure that all personnel exposed to munitions are aware of the hazards associated with their use.

1.2.4. Ensure that all munitions are used safely.

1.2.5. Supervisors will develop a training program for the use of munitions items used by their personnel.

1.2.6. The 927 ARW Safety Office will provide annual explosive safety training.

2. Requirements:

- 2.1. OP ords, OP plans and exercises will include the use of items covered by this instruction and include procedures for proper transportation and storage of explosive items.
- 2.2. Prior to startup of an exercise, in coordination with installation fire, safety, and security, selected areas for the detonation and functioning of battlefield simulators will be identified.
 - 2.2.1. Area Requirements: (Refer to T.O11A10-27-7)
- 2.3. Contingency plans for the disposition of munitions residue and munitions that failed to function will be part of the OP/ORD Plan for any exercise or deployment where munitions will be used.
- 2.4. Procedures will be developed to retrieve any unused battle field simulators and munitions residue from the exercise areas.
 - 2.4.1. Simulators, booby traps and trip flares that fail to function (detonate or ignite will not be handled or otherwise disturbed for a minimum of 30 minutes. The munitions will be properly disposed of as required.
- 2.5. Technical Orders will be reviewed prior to exercises to ensure procedures for munitions that fail to function are understood by all personnel who will be exposed or potentially exposed to battlefield simulators.
- 2.6. The 927th Safety Office will review, prior to implementation, Op ord's/Op Plans in regard to munitions shipping, handling, and use.
- 2.7. Notify the 927th Safety Office in advance when an exercise includes the use of munitions items.
- 2.8. Only qualified personnel are authorized to function or otherwise handle items covered by this instruction.

ROBERT E. BAILEY, Colonel, USAFR
Commander

Attachment 1

DEFINITIONS

A1.1. Definitions:

A1.1.1. Battlefield simulators- for the purpose of this instruction, are artillery simulators, hand grenade simulators, air burst simulators and any of variety of explosive booby traps and trip flares identified in T.O. 11A10-27-7.

A1.1.2. Smoke producing devices-M-18 smoke grenades, tear gas grenades smoke pots and similar pyrotechnic/explosive devices.

A1.1.3. Pyrotechnics-any of a variety of explosives devices who's function is to burn; i.e. trip flares and distress flares.

A1.1.4. Qualified personnel- any individual trained in the proper functioning and use of munitions items covered by this instruction.

A1.1.5. Munitions- any of a class of items covered in AFI 91-201. Typical, these are items that are designated to explode, or produce intense light or heat by burning. Included in this category are smoke and tear gas grenades.