

SAFETY ALERT

The USASC recently participated in an accident investigation in which a unit was issued a Simulator, Flash Artillery, M110 in lieu of the Simulator, Projectile, Ground Burst M115A2. Untrained personnel attempted to employ the Flash Artillery simulator, resulting in the serious injury of one soldier. These munitions are not intended to be interchangeable, and attempting to employ them as interchangeable munitions exposes unit personnel to needless hazards.

A **Simulator, Projectile, Ground Burst, M115A2** (1370-L 594) is made of white Kraft Paper and is used to simulate incoming artillery. A manual-pull ring activates the simulator. After activation, the simulator is thrown or dropped away from personnel to ensure proper clearance. There is a six to ten second delay after activation, followed by a two to four second whistling sound, and then a flash and bang.

A **Simulator, Artillery Flash, M110** (1370-M596) is made of black plastic and is designed to simulate the flash associated with an artillery impact. The Artillery Flash simulator is packaged in a box of 30 along with its electric squib initiators. Prior to setup, the simulator is filled with approximately ¼ cup of gasoline (to enhance blast and flash effects), is electrically initiated, and functions instantaneously when current is applied to the electric squib. This simulator is dangerous, producing fragmentation out to 50 yards while exposing users to the dangers of gasoline enhanced flash burns.

Employment of the Artillery Flash simulator requires additional safety precautions. A locally fabricated steel firing tube with a welded ¾ inch steel base is required for firing the simulator. This firing tube is placed into the ground, and the simulator is placed inside tube, prior to use. Individuals firing/initiating the simulator must be at least 50 yards from the firing site and under cover. All other individuals should also be at least 50 yards from the firing site and under cover.

All units/organizations should be aware that the intended use and method of employment of these devices differs drastically. One may be employed instantaneously, while the other requires considerable setup time and preparation. While the Ground Burst simulator is activated manually, and has an audible signal and a delay detonation effect, the Artillery Flash simulator detonates instantly when current is applied. Ammunition supply points and Division Ammunition Offices should ensure that these items are not interchanged for "in lieu of" issue. Units must ensure that ammunition personnel and leaders understand the differences between the two munitions and train users on their proper employment. Units should also accept only the type of simulator required for their mission training. Improper use of these simulators exposes our soldiers to needless hazards, and may result in serious injury or death. Protect our soldiers!

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