### ANNUAL RIFLE TRAINING DATABOOK

**M27 INFANTRY AUTOMATIC RIFLE WITH SQUAD DAY OPTIC (SDO) AND RUGGEDIZED MINIATURE REFLEX (RMR)**

<table>
<thead>
<tr>
<th>LAST NAME, INITIALS:</th>
<th>UNIT:</th>
<th>LAST 4:</th>
<th>BLOOD TYPE:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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<th>SDO SERIAL #:</th>
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**COLLIMATOR SETTING**

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**ELEV**

**WIND**

**BUIS BZO**

**NAVMC XXXXXX 11-11**

S/N XXXXXXXXXXXXXXXX U/I BX OF 100

FOUO: Privacy sensitive when filled in

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Rifleman’s Creed

THIS IS MY RIFLE.
There are many like it, but this one is mine. My rifle is my best friend. It is my life. I must master it as I must master my life.

My rifle, without me, is useless. Without my rifle, I am useless. I must fire my rifle true. I must shoot straighter than my enemy who is trying to kill me. I must shoot him before he shoots me.
I will...

My rifle and myself know that what counts in this war is not the rounds we fire, the noise of our burst, nor the smoke we make. We know that it is the hits that count.
We will hit...

My rifle is human, even as I, because it is my life. Thus, I will learn it as a brother. I will learn its weaknesses, its strength, its parts, its accessories, its sights and its barrel. I will keep my rifle clean and ready, even as I am clean and ready. We will become part of each other.
We will...

Before God, I swear this creed. My rifle and myself are the defenders of my country. We are the masters of our enemy.
We are the saviors of my life...

So be it, until victory is America’s and there is no enemy, but peace!

- Major General William H. Rupertus -

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## SAFETY RULES

1. TREAT EVERY WEAPON AS IF IT WERE LOADED.

2. NEVER POINT A WEAPON AT ANYTHING YOU DO NOT INTEND TO SHOOT.

3. KEEP YOUR FINGER STRAIGHT AND OFF THE TRIGGER UNTIL YOU ARE READY TO FIRE.

4. KEEP THE WEAPON ON SAFE UNTIL YOU INTEND TO FIRE.
# WEAPONS HANDLING

## WEAPON CONDITIONS

| CONDITION 1 | SAFETY ON, MAGAZINE INSERTED, ROUND IN CHAMBER, BOLT FORWARD, EJECTION PORT COVER CLOSED. |
| CONDITION 2 | NOT APPLICABLE TO THE M16A4 RIFLE. |
| CONDITION 3 | SAFETY ON, MAGAZINE INSERTED, CHAMBER EMPTY, BOLT FORWARD, EJECTION PORT COVER CLOSED. |
| CONDITION 4 | SAFETY ON, MAGAZINE REMOVED, CHAMBER EMPTY, BOLT FORWARD, EJECTION PORT COVER CLOSED. |

## WEAPON COMMANDS

<table>
<thead>
<tr>
<th>COMMAND</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>LOAD</strong></td>
<td>TAKES THE WEAPON FROM CONDITION 4 TO CONDITION 3</td>
</tr>
<tr>
<td><strong>MAKE READY</strong></td>
<td>TAKES THE WEAPON FROM CONDITION 3 TO CONDITION 1</td>
</tr>
<tr>
<td><strong>FIRE</strong></td>
<td>ENGAGE TARGET(S)</td>
</tr>
<tr>
<td><strong>CEASE FIRE</strong></td>
<td>CEASE TARGET ENGAGEMENT</td>
</tr>
<tr>
<td><strong>UNLOAD</strong></td>
<td>TAKES THE WEAPON FROM ANY CONDITION TO CONDITION 4</td>
</tr>
<tr>
<td><strong>UNLOAD, SHOW CLEAR</strong></td>
<td>REQUIRES A SECOND INDIVIDUAL TO INSPECT THE WEAPON BEFORE THE WEAPON IS PLACED INTO CONDITION 4</td>
</tr>
</tbody>
</table>
Perform a user serviceability inspection before beginning live fire to ensure the weapon is in acceptable operating condition. This inspection complements, but does not replace, the pre-fire inspection (PFI) conducted by a qualified armorer. Specific inspection areas are:

1. Weapon is in Condition 4.
2. Compensator: Centered, and tight.
4. BUIS tightly secured to rail system, adjustable, straight. Front Sight Post: Adjustable, straight, shape.
5. Rail System: No cracks, chips, severe dents, rail covers present, no cracks, not excessively loose.
6. Sighting System: Proper model RCO for weapon, attached correctly/throw levers secured, lenses not cracked, scratched, or broken, and reticle not canted.
7. Stock: Tight on lower receiver, then break weapon down shotgun style.
8. Chamber/barrel: Remove bolt carrier group; clear of obstructions, no major pitts or cracks.
9. Gas Tube (from chamber end): Not bent or damaged, uniform shape.
11. Lubrication: Lubricated for operational condition and climate, replace bolt carrier group, and reassemble weapon.
A function check is performed after reassembling the rifle to ensure the rifle is operational.

1. Ensure rifle is in Condition 4.

2. Pull charging handle to rear and release. Ensure selector lever is on SAFE. Move the trigger to the rear – hammer should not fall.

3. Place selector lever on SEMI. Move the trigger to the rear and **hold to rear** – hammer should fall. While holding the trigger to the rear, pull charging handle to rear and release. Release trigger until you hear a “clunk”.

4. Place selector lever on BURST. Move the trigger to the rear and **hold to rear** – hammer should fall. While holding the trigger to the rear, pull charging handle to rear three times and release. Release trigger until you hear a “clunk”, and move to the rear again – hammer should fall.

5. Pull charging handle to rear and release. Place selector lever on SAFE, close ejection port cover.
Corrective action is the process of identifying the cause of a stoppage, clearing the stoppage, and returning the weapon to operation.

<table>
<thead>
<tr>
<th>INDICATOR</th>
<th>CORRECTIVE ACTION</th>
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<tbody>
<tr>
<td>Bolt is forward or ejection port cover closed.</td>
<td>Observe, tap, rack, bang.</td>
</tr>
<tr>
<td>Bolt is locked to the rear.</td>
<td>Observe, conduct a speed reload.</td>
</tr>
<tr>
<td>Brass is obstructing chamber area. (Usually indicates double feed or failure to eject)</td>
<td>Observe, lock bolt to rear, remove magazine. Clear out the obstruction. Conduct a reload.</td>
</tr>
<tr>
<td>Brass stuck above the bolt.</td>
<td>Observe, place the weapon on SAFE, remove the magazine. Hold the bolt face back with a sturdy object while pushing forward on the charging handle to clear obstruction. Conduct reload.</td>
</tr>
</tbody>
</table>
| Audible pop (reduced report), reduced recoil, or excessive smoke escaping from the chamber area. (May indicate a bullet is lodged in the bore) | - STOP FIRING! Observe, Place weapon in Condition 4.  
- Push rear take down pin all the way, pivot lower receiver.  
- Remove bolt carrier.  
- Inspect bore for obstruction by projectile.  
- Insert cleaning rod into bore from muzzle end and clear obstruction.  
- Reload, sight in, and attempt to fire (take weapon to an armorer if in training). |
FORWARD HAND RELAXED AND ELBOW CLOSE TO THE WEAPON (PROVIDING VERTICAL BONE SUPPORT)

BREATHING

MUSCULAR CONTROL

PLACEMENT OF REAR ELBOW

STOCKWELD AND EYE RELIEF

BUTT OF WEAPON HIGH IN POCKET OF SHOULDER

HIGH FIRM PISTOL GRIP

Natural point of aim is the point at which the rifle sights settle when bone support and muscular relaxation are achieved. The marksman will always check it (and adjust as necessary) every time a position is built.
**AIMING**

**CORRECT SIGHT ALIGNMENT**

FULL FIELD OF VIEW. The aiming eye aligned to the ocular lens so that no scope shadow is present. Proper stockweld and eye relief are the means for achieving correct sight alignment.

**CORRECT SIGHT PICTURE (100 yd)**

The full field of view while maintaining the desired aiming point (reticle) and hold (placement of aiming point on the target). NOTE: Optic outline removed for clarity.

Improper eye relief and/or improper sight alignment will cause scope shadow and will result in improper shot placement.

**IMPROPER EYE RELIEF**

TOO CLOSE

TOO FAR

**IMPROPER SIGHT ALIGNMENT**

BULLET WILL STRIKE LOW

BULLET WILL STRIKE HIGH

BULLET WILL STRIKE RIGHT

BULLET WILL STRIKE LEFT

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Breath control

Breathing causes the body to move, which is transferred to the rifle, making it impossible to maintain sight picture. Therefore, natural point of aim, aiming refinement and shot delivery must each be accomplished during the natural respiratory pause - between breaths.

[Diagram of respiratory cycle with labeled natural respiratory pause]
### TRIGGER CONTROL

<table>
<thead>
<tr>
<th>TRIGGER CONTROL</th>
<th>Trigger Control is the skillful manipulation of the trigger to the rear that causes the rifle to fire without disturbing sight alignment or sight picture.</th>
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<tr>
<td>UNINTERRUPTED</td>
<td>Uninterrupted trigger control is when the trigger is moved straight to the rear with a single, smooth motion.</td>
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<td>INTERRUPTED</td>
<td>Interrupted trigger control is when the application of trigger pressure is interrupted when an error in the aiming process is detected. The applied pressure is kept on the trigger until the error is corrected.</td>
</tr>
<tr>
<td>Common Errors</td>
<td>• Lateral movement of the trigger (not straight to the rear)</td>
</tr>
<tr>
<td></td>
<td>• Grip pressure: trigger finger not moving independently from the hand and other fingers</td>
</tr>
</tbody>
</table>

9
As a shot is fired, the natural recoil of a weapon will test a shooter’s position. If proper bone support, muscular control and natural point of aim are applied, the weapon will return to the shooter’s natural point of aim, ready for another shot.

**FOLLOW-THROUGH** - Follow-through is the continued application of the fundamentals until the round has exited the barrel. In combat, follow-through is important to avoid altering the impact of the round by keeping the rifle as still as possible until the round exits the barrel.

**RECOIL RECOVERY** - Management of recoil in preparation to deliver a follow-on shot. Pressure on the trigger is released smoothly until you hear and feel the trigger reset with a “clunk”. The finger remains on the trigger to provide consistency in trigger control while firing successive shots.

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### Wind

#### Classification

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<tr>
<th>Direction</th>
<th>Description</th>
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<tr>
<td>Determine wind direction by observing the direction vegetation is moving, by feeling the wind blow against the body, or by observing the direction of a flag.</td>
<td></td>
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<table>
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<tr>
<th>Value</th>
<th>Description</th>
</tr>
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<tr>
<td>Winds are classified according to the direction from which they are blowing in relation to the direction of fire. The clock system indicates wind direction and value. The target is always at 12 o'clock.</td>
<td></td>
</tr>
</tbody>
</table>

#### Velocity (Observation Method)

<table>
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<tr>
<th>Speed</th>
<th>Description</th>
</tr>
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<tr>
<td>Under 3 MPH</td>
<td>The wind can hardly be felt on the face, but the presence of a slight wind can be detected by drifting smoke.</td>
</tr>
<tr>
<td>3 – 5 MPH</td>
<td>Wind can be felt lightly on the face.</td>
</tr>
<tr>
<td>5 – 8 MPH</td>
<td>Wind keeps tree leaves in constant motion.</td>
</tr>
<tr>
<td>8 – 12 MPH</td>
<td>Wind will raise dust and loose paper.</td>
</tr>
<tr>
<td>12 – 15 MPH</td>
<td>Wind will cause small trees to sway.</td>
</tr>
<tr>
<td>15 – 25 MPH</td>
<td>Wind will cause large trees to sway.</td>
</tr>
</tbody>
</table>
The values in the above table reflect the windage holds that should be used when the surrounding terrain does not reduce the effect wind has on the flight of the bullet. While conducting marksmanship training on known-distance ranges, these values must be adjusted in order to compensate for the wind-reducing effects of the side-berms and/or trees. The figures in the following pages have been adjusted accordingly.
SDO RETICLE RANGING AND POINTS OF AIM

TA11SDO
1 CLICK = 0.1 MIL
700 MK = 10M QUAL
## DEFINITIONS

<table>
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<th>Term</th>
<th>Definition</th>
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<tr>
<td>AIMING POINT</td>
<td>The point within the reticle where the aiming eye is focused when engaging a target.</td>
</tr>
<tr>
<td>HOLD</td>
<td>The placement of the aiming point relative to the target required to place a single shot, or the center of a shot group, in a pre-designated location on a target at a specific range, from a specific firing position, under specific weather conditions.</td>
</tr>
<tr>
<td>ZERO</td>
<td>The elevation and windage settings (BUIS), or hold (RCO) required to place a single shot, or the center of a shot group, in a pre-designated location on a target at a specific range, from a specific firing position, under ideal weather conditions.</td>
</tr>
<tr>
<td></td>
<td>The elevation and windage settings required to place a single shot, or the center of a shot group, in a pre-designated location on a target from 0 to 300 yards/meters, under ideal weather conditions.</td>
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SDO NOMENCLATURE (EXTERNAL)

Elevation Dial
Fiber Optic Light Collector
Lens
Azimuth Dial

Cm Adjustments (Left) Inch Adjustments (Right)

Waterproof O-ring

Eyepiece Flip Up Lens Cover
Azimuth Adjuster Cap
Throw Lever Mount

RMR
Elevation Adjuster Cap
Fiber Optic Light Collector
Anti-Reflection Device
Objective Flip Up Lens Cover
The SDO is attached to the weapon’s MIL-STD-1913 rail using a locking throw lever mount. Prior to placing the SDO on the M1913 rail, ensure that the two locking levers are in the unlocked position.

To unlock the two throw levers, open the front lever first, then on the rear lever, slide the Thumb Lock Safety to the open position and open the rear lever.

The throw lever mount is unlocked when the front and rear levers are pointing forward.

With the locking throw levers open, place the SDO onto the M1913 rail. Be sure to align the Interface Stud located on the bottom of the mount with the groove on the MIL-STD-1913 Rail as illustrated.

The locking throw lever mount is locked when both locking levers are facing to the rear and the thumb lock is locked into the mount as illustrated.
MOUNTING THE SDO

If loose, remove the SDO from the rail and move the levers to the closed position and turn the locknut, using the 3/8" wrench provided, in a clockwise direction incrementally $1/16$-$1/8$th a turn until resistance is met when pushing the levers into the closed position on the rail.

If tight, remove the SDO from the rail and move the levers to the open position and turn the locknut, using the 3/8" wrench provided, in a counter clockwise direction incrementally $1/16$-$1/8$th a turn until resistance is met when pushing the levers into the closed position on the rail.

The throw lever mount includes multiple mounting holes to give the operator flexibility when mounting the optic and to assist in bringing the optic over the rear sight to allow the operator to get the proper 2.4" of eye relief for a full Field of View.

INSTALLATION OF THE ANTI REFLECTION DEVICE (ARD)

1. Slide the Eyepiece Flip Up Lens Cover over the Ocular lens.
2. Screw the ARD onto the Objective housing.
3. Slide Objective Flip Up Lens Cover onto the ARD. **DO NOT** use Thread Locking Compound on Threads.
# TABLE 1A COURSE OF FIRE

<table>
<thead>
<tr>
<th>BLOCK / DAY</th>
<th>STAGE</th>
<th>RANGE</th>
<th>TIME</th>
<th>AMMO</th>
<th>FILL PLAN # MAGS / # RND EA.</th>
<th>TARGET</th>
<th>POSITION</th>
<th>SLING</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 &amp; 2</td>
<td>1</td>
<td>SLOW-FIRE</td>
<td>200</td>
<td>25 MIN</td>
<td>20</td>
<td>4/5</td>
<td>ABLE</td>
<td>SITTING</td>
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<td></td>
<td>KNEELING</td>
<td>STANDING</td>
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<td>ANY</td>
<td>LOOP</td>
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<td></td>
<td></td>
<td>LOOP</td>
<td>PARADE</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>RAPID-FIRE</td>
<td>200</td>
<td>60 SEC</td>
<td>20</td>
<td>2/10</td>
<td>DOG</td>
<td>SITTING</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>60 SEC</td>
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<td>5 MIN</td>
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<td>SLOW-FIRE</td>
<td>500</td>
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<td>1/10</td>
<td>B-MOD.</td>
<td>PRONE</td>
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<td>200</td>
<td>60 SEC</td>
<td>20</td>
<td>2/10</td>
<td>DOG</td>
<td>SITTING</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>60 SEC</td>
<td></td>
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<td>LOOP</td>
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<tr>
<td></td>
<td>3</td>
<td>SLOW-FIRE</td>
<td>300</td>
<td>5 MIN</td>
<td>5</td>
<td>1/5</td>
<td>ABLE</td>
<td>SITTING</td>
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<td>4</td>
<td>RAPID-FIRE</td>
<td>300</td>
<td>60 SEC</td>
<td>20</td>
<td>2/10</td>
<td>DOG</td>
<td>STANDING TO PRONE</td>
</tr>
<tr>
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<td>60 SEC</td>
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<td>SLOW-FIRE</td>
<td>500</td>
<td>15 MIN</td>
<td>15</td>
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<td>B-MOD.</td>
<td>PRONE</td>
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<td>&quot;Dog&quot; Target</td>
<td>&quot;B-Modified&quot; Target</td>
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<td>&quot;Able&quot;</td>
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<tr>
<td>&quot;Dog&quot;</td>
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</tr>
<tr>
<td>&quot;B-Modified&quot;</td>
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<td></td>
</tr>
</tbody>
</table>
Some clouds, sun out of 2:00 low in the sky, temp cool. Changed hold on shot 3. Anticipated shot 4. Otherwise good zero.
Miscalculated wind data. Corrected on 2nd string.
Some clouds, sun out of 2:00 low in the sky, temp cool. Changed hold on shot 3. Anticipated shot 4. Otherwise good zero.
200 YARD RAPID-FIRE SITTING

BEFORE FIRING

PRACTICE

ZEROR

HOLDS IN INCHES

VALUE 5mph 10mph 15mph 20mph 25mph

FULL 2 5 7 9 11

HALF 1 2 3 4 5

HOLDS IN INCHES

2ND STRING HOLD

PLOT 2ND STRING

PLOT 1ST STRING

REMARKS

LIGHT

OVERCAST

PARTLY CLOUDY

CLEAR

PRECIP

DRY

MIST

LT RAIN

SIGHT PICTURE ADJUSTMENT (WITHOUT WIND)

SIGHT PICTURE

ADJUSTMENT

(WITHOUT WIND)

(REMARKS

200 YARD RAPID-FIRE SITTING

BEFORE FIRING

PRACTICE

ZEROR

HOLDS IN INCHES

VALUE 5mph 10mph 15mph 20mph 25mph

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2ND STRING HOLD

PLOT 2ND STRING

PLOT 1ST STRING

REMARKS

LIGHT

OVERCAST

PARTLY CLOUDY

CLEAR

PRECIP

DRY

MIST

LT RAIN

SIGHT PICTURE ADJUSTMENT (WITHOUT WIND)

SIGHT PICTURE

ADJUSTMENT

(WITHOUT WIND)

(REMARKS

23
Two major objectives for the exercise:
1. To determine if the weapon can hold a group or is mechanically deficient.
2. To determine if the shooter can apply marksmanship fundamentals.

The steps for grouping are:
1. The shooter fires five rounds at the center target.
2. The coach measures the size of the group to determine if the shooter can hold a nine minute of angle group. The shooter fires the next five rounds on the left target.
3. Repeat step two. The shooter fires the last five rounds on the right target.
4. Repeat step two. If the weapon holds a nine minute of angle group the shooter is done firing. If not, range personnel will fire the weapon. If the weapon does not hold a group, issue the shooter a new weapon and repeat the exercise.

ELEVATION:
RCO - 9 clicks = 1 in
M16A4 (BUIS) - 1 click = 1/2 in

WINDAGE:
RCO - 9 clicks = 1 in
M16A4 - (BUIS) - 3 clicks = 1/2 in

Each square = 1/2 inch
### Table 1: 100 Yard Zero + Wind = Hold

<table>
<thead>
<tr>
<th>VALUE</th>
<th>5mph</th>
<th>10mph</th>
<th>15mph</th>
<th>20mph</th>
<th>25mph</th>
</tr>
</thead>
<tbody>
<tr>
<td>FULL</td>
<td>2</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>10</td>
</tr>
<tr>
<td>HALF</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

#### Sighting Picture Adjustment (without Wind)

- **Light:**
  - Overcast
  - Partly Cloudy
  - Clear

- **Precipitation:**
  - Dry
  - Light Rain
  - Mist
  - Heavy Rain

#### Hold in Inches before Firing

- **Full:**
  - 2
  - 4
  - 6
  - 8
  - 10

- **Half:**
  - 1
  - 2
  - 3
  - 4
  - 5

- **Value:**
  - 5
  - 10
  - 15
  - 20
  - 25

---

**Notes:**
- The diagrams illustrate the adjustment points for different wind speeds and weather conditions.
- The table provides the necessary adjustments in inches to account for wind and weather effects on the target's hit location.

---

**26**
### WEATHER DATA

**LIGHT**
- Overcast
- Partly Cloudy
- Clear

**PRECIP**
- Dry
- Light Rain
- Misting
- Heavy Rain

### HOLD INCHES

<table>
<thead>
<tr>
<th>Value</th>
<th>5mph</th>
<th>10mph</th>
<th>15mph</th>
<th>20mph</th>
<th>25mph</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full</td>
<td>2</td>
<td>5</td>
<td>7</td>
<td>9</td>
<td>11</td>
</tr>
<tr>
<td>Half</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

### DURING FIRING

**CALL**
- 1
- 2
- 3

**HOLD**
- 1
- 2
- 3

**CALL**
- 4
- 5
- EX

**HOLD**
- 4
- 5
- EX

### AFTER FIRING

**SIGHT PICTURE ADJUSTMENT (WITHOUT WIND)**

**REMARKS**
200 YARD RAPID-FIRE SITTING

BEFORE FIRING

WIND

DURING FIRING

2ND STRING HOLD

PLOT 1ST STRING

PLOT 2ND STRING

REMARKS

VALUE

5mph 10mph 15mph 20mph 25mph

FULL 2 5 7 9 11

HALF 1 2 3 4 5

HOLDS IN INCHES

PLOTHOLDS BEFORE FIRING

FULL

HALF

NO

DURING FIRING

2ND STRING HOLD

HOLDS IN INCHES

PLOTHOLDS BEFORE FIRING

FULL

HALF

NO

DURING FIRING

2ND STRING HOLD

HOLDS IN INCHES

PLOTHOLDS BEFORE FIRING

FULL

HALF

NO

200 YARD RAPID-FIRE SITTING

DAY ONE

VALUE

5mph 10mph 15mph 20mph 25mph

FULL 2 5 7 9 11

HALF 1 2 3 4 5

PLOT 2ND STRING

PLOT 1ST STRING

REMARKS

LIGHT

OVERCAST

PARTLY CLOUDY

CLEAR

PRECIP

DRY

LT RAIN

MIST

HVY RAIN

SIGHT PICTURE

ADJUSTMENT

(WITHOUT WIND)
### Weather Data

<table>
<thead>
<tr>
<th>Light</th>
<th>Precipitation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Overcast</td>
<td>DRY</td>
</tr>
<tr>
<td>Partly Cloudy</td>
<td>LT RAIN</td>
</tr>
<tr>
<td>Clear</td>
<td>MIST</td>
</tr>
<tr>
<td></td>
<td>HVY RAIN</td>
</tr>
</tbody>
</table>

### Holds in Inches

<table>
<thead>
<tr>
<th>Value</th>
<th>5mph</th>
<th>10mph</th>
<th>15mph</th>
<th>20mph</th>
<th>25mph</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full</td>
<td>5</td>
<td>11</td>
<td>16</td>
<td>22</td>
<td>27</td>
</tr>
<tr>
<td>Half</td>
<td>2</td>
<td>5</td>
<td>8</td>
<td>11</td>
<td>13</td>
</tr>
</tbody>
</table>

### Remarks

**Before Firing**

- 300 yard slow-fire sitting
- Hold
- **Sight Picture Adjustment (Without Wind)**

**After Firing**

- Call
- Hold
- Call
- Hold
- **Sight Picture Adjustment (Without Wind)**

**Remarks**

- 31
### 300 Yard Rapid-Fire Prone

#### Before Firing

**Zero**

<table>
<thead>
<tr>
<th>VALUE</th>
<th>5mph</th>
<th>10mph</th>
<th>15mph</th>
<th>20mph</th>
<th>25mph</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full</td>
<td>5</td>
<td>11</td>
<td>16</td>
<td>22</td>
<td>27</td>
</tr>
<tr>
<td>Half</td>
<td>2</td>
<td>5</td>
<td>8</td>
<td>11</td>
<td>13</td>
</tr>
</tbody>
</table>

**Holds in Inches**

**Remark**

300 Yard Rapid-Fire Prone Day One

---

#### During Firing

**2nd String Sight Picture**

**Remarks**

**Light**

- Overcast
- Partly Cloudy
- Clear

**Precip**

- Dry
- Light Rain
- Mist
- Heavy Rain

**Sight Picture Adjustment (Without Wind)**

---

### 300 Yard Rapid-Fire Prone

#### Before Firing

**Zero**

<table>
<thead>
<tr>
<th>VALUE</th>
<th>5mph</th>
<th>10mph</th>
<th>15mph</th>
<th>20mph</th>
<th>25mph</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full</td>
<td>5</td>
<td>11</td>
<td>16</td>
<td>22</td>
<td>27</td>
</tr>
<tr>
<td>Half</td>
<td>2</td>
<td>5</td>
<td>8</td>
<td>11</td>
<td>13</td>
</tr>
</tbody>
</table>

**Holds in Inches**

**Remark**

300 Yard Rapid-Fire Prone Day One

---

#### During Firing

**2nd String Sight Picture**

**Remarks**

**Light**

- Overcast
- Partly Cloudy
- Clear

**Precip**

- Dry
- Light Rain
- Mist
- Heavy Rain

**Sight Picture Adjustment (Without Wind)**
### 200 Yard Slow-Fire Standing

#### Before Firing

**Hold Values:**
- **Full:** 2, 5, 7, 9, 11
- **Half:** 1, 2, 3, 4, 5
- **Wind:**

**Holds in Inches:**

<table>
<thead>
<tr>
<th>Value</th>
<th>0mph</th>
<th>5mph</th>
<th>10mph</th>
<th>15mph</th>
<th>20mph</th>
<th>25mph</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full</td>
<td>2</td>
<td>5</td>
<td>7</td>
<td>9</td>
<td>11</td>
<td></td>
</tr>
<tr>
<td>Half</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
</tbody>
</table>

**Remarks:**

#### After Firing

**Sight Picture Adjustment (Without Wind):**

- **18.00**
- **12.00**
- **6.00**

**Inches:**

- **18**
- **12**
- **6**

**Holds in Inches:**

**Remarks:**

#### Weather Data

- **Light:**
  - Overcast
  - Partly Cloudy
  - Clear

- **Precip:**
  - Dry
  - Lt Rain
  - Mist
  - Hvy Rain

**During Firing**

- **Call:**
  - 1
  - 2
  - 3

- **Hold:**
  - 1
  - 2
  - 3

- **Call:**
  - 4
  - 5

- **Ex:**
  - 1
  - 2
  - 3

**Remarks:**

---

36
### 300 Yard Slow-Fire Sitting

#### Before Firing

<table>
<thead>
<tr>
<th>Value</th>
<th>5mph</th>
<th>10mph</th>
<th>15mph</th>
<th>20mph</th>
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<tbody>
<tr>
<td>Full</td>
<td>5</td>
<td>11</td>
<td>16</td>
<td>22</td>
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<tr>
<td>Half</td>
<td>2</td>
<td>5</td>
<td>8</td>
<td>11</td>
<td>13</td>
</tr>
</tbody>
</table>

**Holds in Inches**

**PLOT**

**Weather Data**

- Light: Clear, Partly Cloudy, Overcast
- Precip: Dry, MIST, LT RAIN, HVY RAIN

#### During Firing

1. Call
2. Hold
3. Call
4. Hold
5. EX

#### After Firing

- SIGHT PICTURE ADJUSTMENT (WITHOUT WIND)

**Remarks**

---

### 300 Yard Slow-Fire Sitting

#### Before Firing

<table>
<thead>
<tr>
<th>Value</th>
<th>5mph</th>
<th>10mph</th>
<th>15mph</th>
<th>20mph</th>
<th>25mph</th>
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</thead>
<tbody>
<tr>
<td>Full</td>
<td>5</td>
<td>11</td>
<td>16</td>
<td>22</td>
<td>27</td>
</tr>
<tr>
<td>Half</td>
<td>2</td>
<td>5</td>
<td>8</td>
<td>11</td>
<td>13</td>
</tr>
</tbody>
</table>

**Holds in Inches**

**PLOT**

**Weather Data**

- Light: Clear, Partly Cloudy, Overcast
- Precip: Dry, MIST, LT RAIN, HVY RAIN

#### During Firing

1. Call
2. Hold
3. Call
4. Hold
5. EX

#### After Firing

- SIGHT PICTURE ADJUSTMENT (WITHOUT WIND)

**Remarks**
200 YARD SLOW-FIRE SITTING

BEFORE FIRING

+ WIND =

DURING FIRING

CALL

CALL

HOLD

HOLD

HELD IN INCHES

CURRENT

VALUE 5mph 10mph 15mph 20mph 25mph

FULL 2 5 7 9 11

HALF 1 2 3 4 5

WEATHER DATA

LIGHT

OVERCAST

PARTLY CLOUDY

CLEAR

DURING FIRING

CALL

CALL

CALL

HOLD

HOLD

CALL

HOLD

CALL

HOLD

CLOUDY

CLEAR

REMARKS

AFTER FIRING

SIGHT PICTURE

ADJUSTMENT

(WITHOUT WIND)

REMARKS
200 YARD RAPID-FIRE SITTING

BEFORE FIRING

WIND =

HOLD

DAY THREE

ZERO

HOLDS IN INCHES

VALUE 5mph 10mph 15mph 20mph 25mph
FULL 2 5 7 9 11
HALF 1 2 3 4 5

PLOT 1ST STRING

DURING FIRING

PLOT 2ND STRING

2ND STRING HOLD

REMARKS

LIGHT

OVERCAST

PARTLY CLOUDY

CLEAR

PRECIP

DRY

LT RAIN

MIST

HVY RAIN

SIGHT PICTURE ADJUSTMENT (WITHOUT WIND)

200 YARD RAPID-FIRE SITTING

BEFORE FIRING

WIND =

HOLD

DAY THREE

ZERO

HOLDS IN INCHES

VALUE 5mph 10mph 15mph 20mph 25mph
FULL 2 5 7 9 11
HALF 1 2 3 4 5

PLOT 1ST STRING

DURING FIRING

PLOT 2ND STRING

2ND STRING HOLD

REMARKS

LIGHT

OVERCAST

PARTLY CLOUDY

CLEAR

PRECIP

DRY

LT RAIN

MIST

HVY RAIN

SIGHT PICTURE ADJUSTMENT (WITHOUT WIND)
### 300 Yard Rapid-Fire Prone

**Before Firing**

<table>
<thead>
<tr>
<th>VALUE</th>
<th>5mph</th>
<th>10mph</th>
<th>15mph</th>
<th>20mph</th>
<th>25mph</th>
</tr>
</thead>
<tbody>
<tr>
<td>FULL</td>
<td>5</td>
<td>11</td>
<td>16</td>
<td>22</td>
<td>27</td>
</tr>
<tr>
<td>HALF</td>
<td>2</td>
<td>5</td>
<td>8</td>
<td>11</td>
<td>13</td>
</tr>
</tbody>
</table>

**Holds in Inches**

**During Firing**

**Remarks**

- **Light:**
  - OVERCAST
  - PARTLY CLOUDY
  - CLEAR

- **Precip:**
  - DRY
  - LT RAIN
  - MIST
  - HVY RAIN

- **Sight Picture Adjustment (Without Wind)**

---

**Day Three**

300 Yard Rapid-Fire Prone
<table>
<thead>
<tr>
<th><strong>TABLE 2</strong></th>
<th><strong>SHOT DELIVERY</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CONTROLLED PAIR</strong></td>
<td>Two shots in quick succession to the torso with a separate sight picture for each shot. A Controlled Pair is an immediate target engagement technique for targets greater than 15 yards.</td>
<td></td>
</tr>
<tr>
<td><strong>FAILURE TO STOP</strong></td>
<td>This is a controlled pair to the torso followed by an additional shot to an alternate aiming point (&quot;T-Box&quot; or Pelvic Girdle).</td>
<td></td>
</tr>
<tr>
<td><strong>&quot;BOX DRILL&quot;</strong></td>
<td>A method of engaging multiple targets:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1) Start with the greatest threat and fire a pair to the torso. Utilize the recoil of the last shot and present your weapon to the next target and fire another pair.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2) Assess the same target. Then, if required, engage an alternate aim point.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3) Utilize the recoil of the last shot and present your weapon to an alternate aim point on the first target. Aim and fire a single shot. Follow through back to the same alternate aim point and then assess both targets.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>This is referred to as a box drill due to its square method of shot placement.</td>
<td></td>
</tr>
</tbody>
</table>
### TABLE 2 TARGETS

**DIMENSIONS**

<table>
<thead>
<tr>
<th>“ECHO-MODIFIED” TARGET</th>
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</thead>
<tbody>
<tr>
<td><strong>SCORING AREAS</strong></td>
</tr>
<tr>
<td><strong>STATIONARY TARGET</strong></td>
</tr>
<tr>
<td><strong>MOVING TARGET</strong></td>
</tr>
</tbody>
</table>

#### SCORING AREAS

| **“T-Box”** | A shot placed in the “T-Box” of a human will destroy the brain and cause immediate incapacitation and loss of life. |
| **10” Ring** | A shot through the heart or the connecting vascular structure will likely cause the target to bleed to death within 10-30 seconds. |
| **Pelvic Girdle** | Destruction of the pelvic bone will likely cause the target to become immobile, which will allow you more space and time for follow on shots. |

---

**DIMENSIONS**

<table>
<thead>
<tr>
<th>“ECHO-MODIFIED” TARGET</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SCORING AREAS</strong></td>
</tr>
<tr>
<td><strong>STATIONARY TARGET</strong></td>
</tr>
<tr>
<td><strong>MOVING TARGET</strong></td>
</tr>
</tbody>
</table>

#### SCORING AREAS

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| **Pelvic Girdle** | Destruction of the pelvic bone will likely cause the target to become immobile, which will allow you more space and time for follow on shots. |
## MOVING TARGET LEADS

<table>
<thead>
<tr>
<th></th>
<th>SLOW WALKING TARGET (APPROX. 2 MPH)</th>
<th>FAST WALKING TARGET (APPROX. 4 MPH)</th>
<th>JOGGING TARGET (APPROX. 6 MPH)</th>
<th>RUNNING TARGET (APPROX. 10 MPH)</th>
</tr>
</thead>
<tbody>
<tr>
<td>50 M</td>
<td>NO LEAD</td>
<td>NO LEAD</td>
<td>LEADING EDGE</td>
<td>1 BODY WIDTH</td>
</tr>
<tr>
<td>100 M</td>
<td>NO LEAD</td>
<td>LEADING EDGE</td>
<td>1 BODY WIDTH</td>
<td>1½ BODY WIDTHS</td>
</tr>
<tr>
<td>200 M</td>
<td>LEADING EDGE</td>
<td>1 BODY WIDTH</td>
<td>2 BODY WIDTHS</td>
<td>3 BODY WIDTHS</td>
</tr>
</tbody>
</table>

### Diagrams

- **No Lead**
- **Leading Edge**
- **2 Body Widths**
- **3 Body Widths**

### Speeds

- **Slow Walking Target**: Approx. 2 MPH
- **Fast Walking Target**: Approx. 4 MPH
- **Jogging Target**: Approx. 6 MPH
- **Running Target**: Approx. 10 MPH
# TABLE 2 COURSE OF FIRE
## TRAINING (DAY 1)

<table>
<thead>
<tr>
<th>STAGE</th>
<th>DRILL</th>
<th>RANGE</th>
<th>POSITION</th>
<th>RNDS / DRILL</th>
<th>TIME (SEC)</th>
<th>ITERATIONS</th>
<th>TOTAL RNDS</th>
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<tbody>
<tr>
<td>BZO</td>
<td>300</td>
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<td>Standing</td>
<td>24</td>
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<td>2) PRESENTATION</td>
<td>Head shot</td>
<td>25/50</td>
<td>Standing</td>
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<td>3</td>
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<tr>
<td></td>
<td>Controlled Pair</td>
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<tr>
<td></td>
<td>Failure (alternate aiming point)</td>
<td>25/50</td>
<td>Standing</td>
<td>3</td>
<td>5</td>
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<td>6</td>
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<tr>
<td>3) POSITION CHANGE</td>
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<td>Standing &amp; Kneeling</td>
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<tr>
<td>4) MULTIPLE TARGETS WITH POSITION CHANGE</td>
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<td>25/50</td>
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<td></td>
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<td>25/50</td>
<td>Standing &amp; Kneeling</td>
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<td>8</td>
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<td>(2) Failure (alternate aiming point)</td>
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<td>12</td>
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<tr>
<td>5) SPEED LOADS</td>
<td>(2) Controlled Pairs</td>
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<td>5</td>
<td>20</td>
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<tr>
<td>6) MOVING TARGET ENGAGEMENT</td>
<td>Movers Right</td>
<td>100/200</td>
<td>Standing to Kneeling</td>
<td>2</td>
<td>10</td>
<td>3</td>
<td>6</td>
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<tr>
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<td>Movers Left</td>
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<td>Standing to Kneeling</td>
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### TABLE 2 COURSE OF FIRE
**PRE-EVALUATION & EVALUATION (DAY 2)**

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<th>STAGE</th>
<th>DRILL</th>
<th>RANGE</th>
<th>POSITION</th>
<th>RNDS / DRILL</th>
<th>TIME (SEC)</th>
<th>ITERATIONS</th>
<th>TOTAL RNDS</th>
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<tbody>
<tr>
<td><strong>1) PRESENTATION</strong></td>
<td>Head shot</td>
<td>25/50</td>
<td>Standing</td>
<td>1</td>
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<td>Standing</td>
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<td>Failure</td>
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<td>Standing &amp; Kneeling</td>
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**OR**
**SCORING**

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<td>Table 2</td>
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**Aggregate Score**

- 305-350 = EXPERT
- 280-304 = SHARPSHOOTER
- 250-279 = MARKSMAN
“The deadliest weapon in the world is a Marine and his rifle”.
  - General John “Black Jack” Pershing, Commander of the American Expeditionary Force in World War I

“Every Marine is, first and foremost, a rifleman. All other conditions are secondary”.
  - General Alfred M. Gray, 29th Commandant of the Marine Corps