ANNUAL RIFLE TRAINING DATABOOK

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

LAST NAME, INITIALS:		LAST 4:	
UNIT:		BLOOD TYPE:	
WEAPON SERIAL #:		SDO SERIAL #:	
RANGE:	TARGET:	RELAY:	DATE:

ALPHA NUMERIC

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BUIS BZO ELEV WIND

NAVMC XXXXXX 11-11 S/N XXXXXXXXXXXXXXXX U/I BX OF 100 FOUO: Privacy sensitive when filled in

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ALPHA	NUN	15 5 9 13 17	3 7 11 15 C G K O
	520	ELEV	WIND

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.

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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		
"LOAD"	TAKES THE WEAPON FROM CONDITION 4 TO CONDITION 3	
"MAKE READY"	TAKES THE WEAPON FROM CONDITION 3 TO CONDITION 1	
"FIRE"	ENGAGE TARGET(S)	
"CEASE FIRE"	CEASE TARGET ENGAGEMENT	
"UNLOAD"	TAKES THE WEAPON FROM ANY CONDITION TO CONDITION 4	
"UNLOAD, SHOW CLEAR"	REQUIRES A SECOND INDIVIDUAL TO INSPECT THE WEAPON BEFORE THE WEAPON IS PLACED INTO CONDITION 4	

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USER SERVICEABILITY INSPECTION

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.
- 3. Barrel: 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.
- 10. Bolt Carrier Group: Properly assembled, rotates freely, gas rings staggered evenly around bolt.
- 11. Lubrication: Lubricated for operational condition and climate, replace bolt carrier group, and reassemble weapon.

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FUNCTION CHECK

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 <u>hold</u> 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 <u>hold</u> 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.

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CORRECTIVE ACTION

Corrective action is the process of identifying the cause of a stoppage, clearing the stoppage, and returning the weapon to operation.

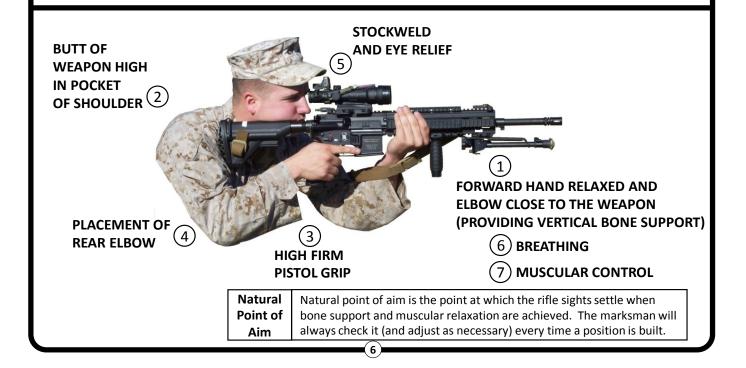
INDICATOR	CORRECTIVE ACTION
Bolt is forward or ejection port cover closed.	Observe, tap, rack, bang.
Bolt is locked to the rear.	Observe, conduct a speed reload.
Brass is obstructing chamber area. (Usually indicates double feed or failure to eject)	Observe, lock bolt to rear, remove magazine. Clear out the obstruction. Conduct a reload.
Brass stuck above the bolt.	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.
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).

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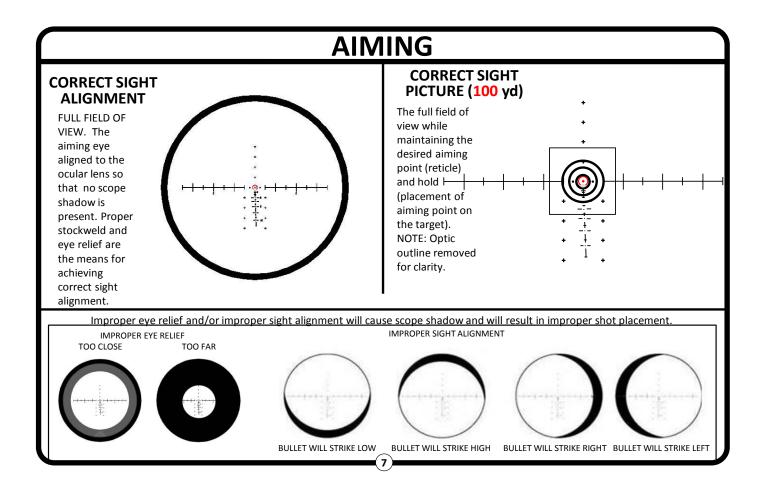
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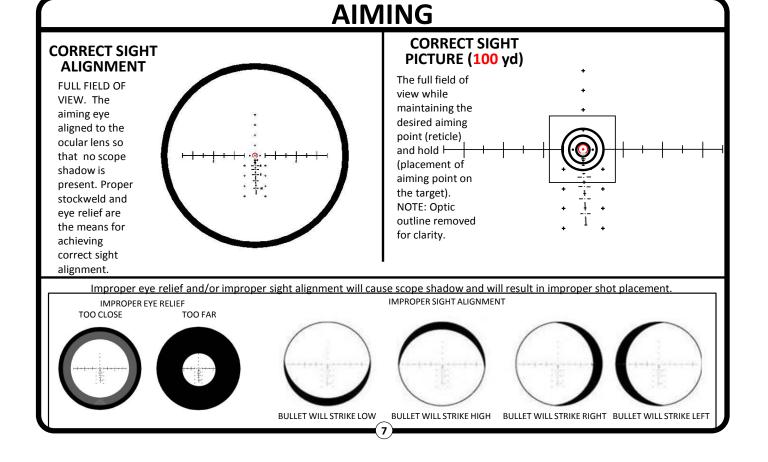
7 COMMON FACTORS OF SHOOTING POSITIONS



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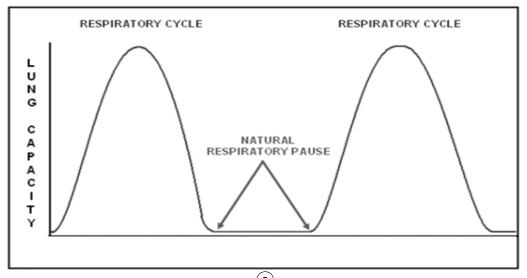






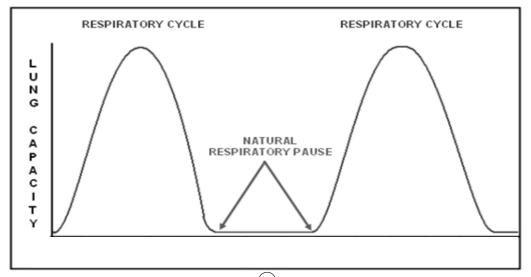
BREATH CONTROL

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.



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TRIGGER CONTROL

TRIGGER CONTROL	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.
UNINTERRUPTED TRIGGER CONTROL	Uninterrupted trigger control is when the trigger is moved straight to the rear with a single, smooth motion.
INTERRUPTED TRIGGER CONTROL	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.

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- •Lateral movement of the trigger (not straight to the rear)
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FOLLOW-THROUGH / RECOIL RECOVERY

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.

Common Errors

- •Trigger Control: removing the finger from the trigger
- Anticipation bucking, flinching
- Position natural point of aim not achieved, forward elbow not providing vertical support



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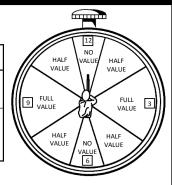
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WIND

	CLASSIFICATION
DIRECTION	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.
VALUE	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.

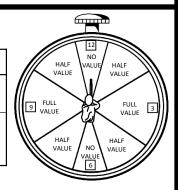


	VELOCITY (OBSERVATION METHOD)							
Under 3 MPH	The wind can hardly be felt on the face, but the presence of a slight wind can be detected by drifting smoke.							
3 – 5 MPH	Wind can be felt lightly on the face.							
5 – 8 MPH	Wind keeps tree leaves in constant motion.							
8 – 12 MPH	Wind will raise dust and loose paper.							
12 – 15 MPH	Wind will cause small trees to sway.							
15 – 25 MPH	Wind will cause large trees to sway.							

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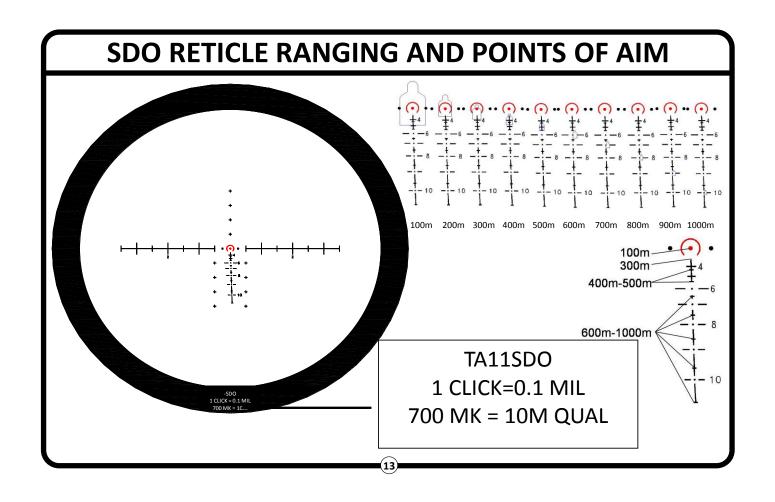
WINDAGE HOLDS M27											
Wind speed is determined by the angle of the flag. The different speeds at each angle can be approximated based on how fast	75		22		60°		80°		90°		
the flag flutters at	5 MPH		10 MPH		15 MPH		20 MPH		25 MPH		
each angle.	WIND	VALUE	WIND VALUE		WIND VALUE		WIND VALUE		WIND VALUE		
RANGE (yards)	FULL	HALF	FULL	HALF	FULL	HALF	FULL	HALF	FULL	HALF	
200	2"	1"	5"	2"	7"	3"	9"	4"	11"	5"	
300	5"	2"	11"	5"	16"	8"	22"	11"	27"	13"	
500	17"	8"	35"	17"	52"	26"	69"	34"	87"	43"	

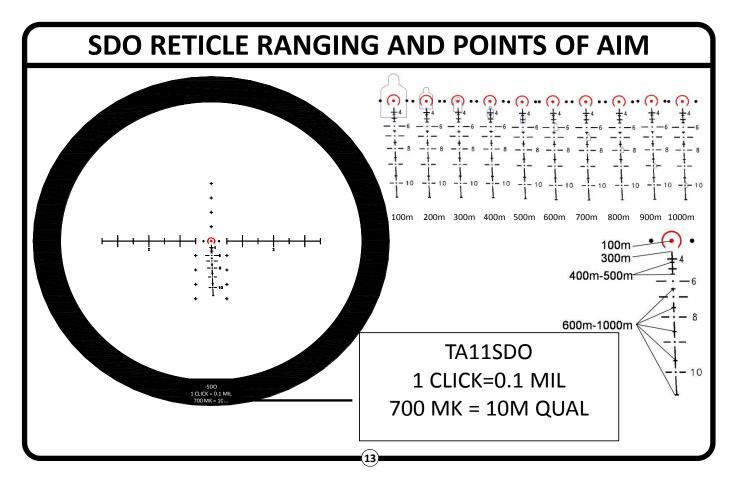
The values in the above table reflect the windage holds that should be used when the surrounding terrain does not reduce the effect wind has on the flight of the bullet. While conducting marksmanship training on known-distance ranges, these values must be adjusted in order to compensate for the wind-reducing effects of the side-berms and/or trees. The figures in the following pages have been adjusted accordingly.

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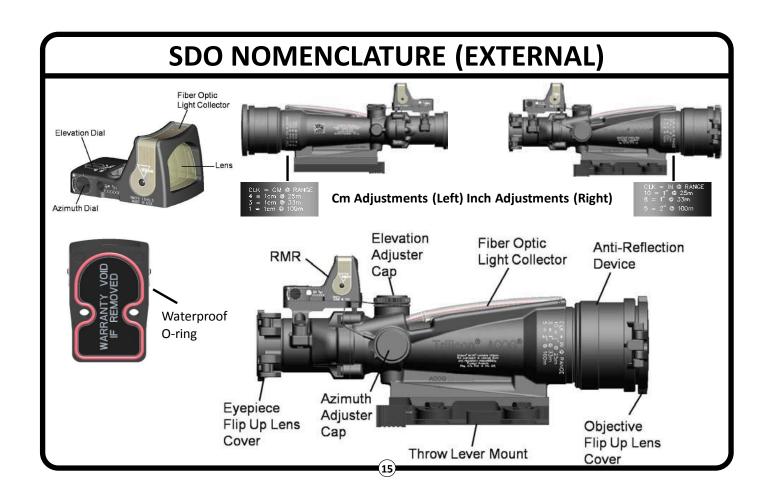
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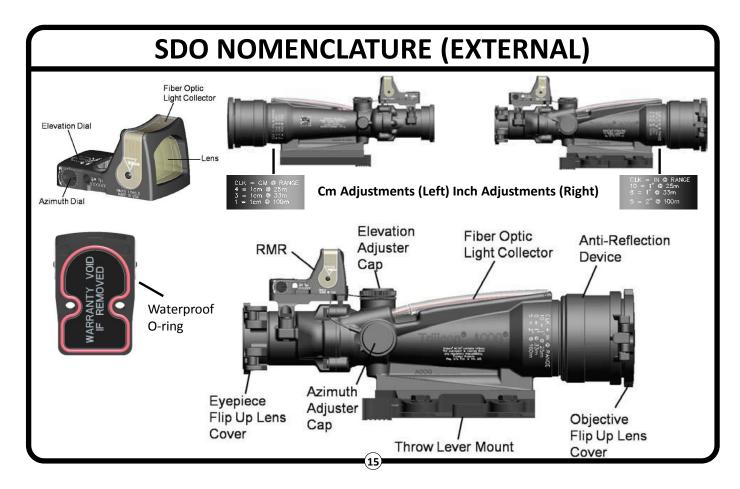




	DEFINITIONS
AIMING POINT	The point within the reticle where the aiming eye is focused when engaging a target.
HOLD	The placement of the aiming point relative to the target required to place a single shot, or the center of a shot group, in a pre-designated location on a target at a specific range, from a specific firing position, under specific weather conditions.
ZERO	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.
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MOUNTING THE SDO

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









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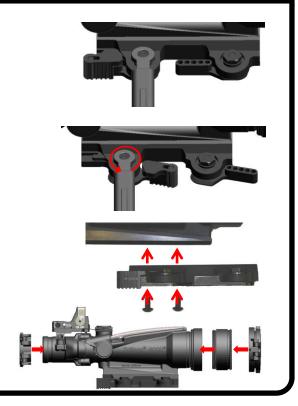
If loose, remove the SDO from the rail and move the levers to the closed position and turn the locknut, using the 3/8'' wrench provided, in a clockwise direction incrementally $1/16^{\text{th}}$ - $1/8^{\text{th}}$ a turn until resistance is met when pushing the levers into the closed position on the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



17

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TABLE 1A COURSE OF FIRE

	BLOCK / DAY	Y STAGE		STAGE		RANGE	TIME	АММО	FILL PLAN # MAGS / # RNDS EA.	TARGET	POSITION	SLING
		1	SLOW-FIRE	200	25 MIN	20	4/5	ABLE	SITTING KNEELING STANDING ANY	LOOP LOOP PARADE		
	1 & 2	2	RAPID-FIRE	200	60 SEC 60 SEC	20	2/10	DOG	SITTING	LOOP		
		3	SLOW-FIRE	300	5 MIN	5	1/5	ABLE	SITTING	LOOP		
		4	RAPID-FIRE	300	60 SEC 60 SEC	20	2/10	DOG	STANDING TO PRONE	LOOP		
		5	SLOW-FIRE	500	15 MIN	15	1/10	B-MOD.	PRONE	LOOP		
		1	SLOW-FIRE	200	20 MIN	15	3/5	ABLE	SITTING KNEELING STANDING	LOOP LOOP PARADE		
	3	2	RAPID-FIRE	200	60 SEC	10	1/10	DOG	SITTING	LOOP		
	,	3	SLOW-FIRE	300	5 MIN	5	1/5	ABLE	SITTING	LOOP		
			RAPID-FIRE	300	60 SEC	10	1/10	DOG	STANDING TO PRONE	LOOP		
		5	SLOW-FIRE	500	10 MIN	10	1/10	B-MOD.	PRONE	LOOP		

TABLE 1A COURSE OF FIRE

	BLOCK / DAY		STAGE	RANGE	TIME	АММО	FILL PLAN # MAGS / # RNDS EA.	TARGET	POSITION	SLING
		1	SLOW-FIRE	200	25 MIN	20	4/5	ABLE	SITTING KNEELING STANDING ANY	LOOP LOOP PARADE
	1 & 2	2	RAPID-FIRE	200	60 SEC 60 SEC	20	2/10	DOG	SITTING	LOOP
		3	SLOW-FIRE	300	5 MIN	5	1/5	ABLE	SITTING	LOOP
		4	RAPID-FIRE	300	60 SEC 60 SEC	20	2/10	DOG	STANDING TO PRONE	LOOP
		5	SLOW-FIRE	500	15 MIN	15	1/10	B-MOD.	PRONE	LOOP
		1	SLOW-FIRE	200	20 MIN	15	3/5	ABLE	SITTING KNEELING STANDING	LOOP LOOP PARADE
	3	2	RAPID-FIRE	200	60 SEC	10	1/10	DOG	SITTING	LOOP
	3	3	SLOW-FIRE	300	5 MIN	5	1/5	ABLE	SITTING	LOOP
		4	RAPID-FIRE	300	60 SEC	10	1/10	DOG	STANDING TO PRONE	LOOP
		5	SLOW-FIRE	500	10 MIN	10	1/10	B-MOD.	PRONE	LOOP

TABLE 1 TARGET DIMENSIONS

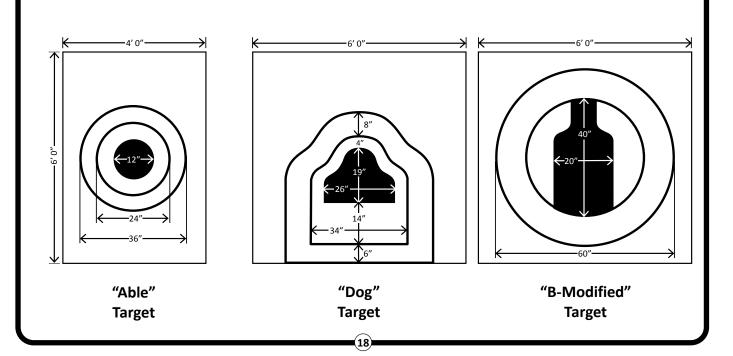
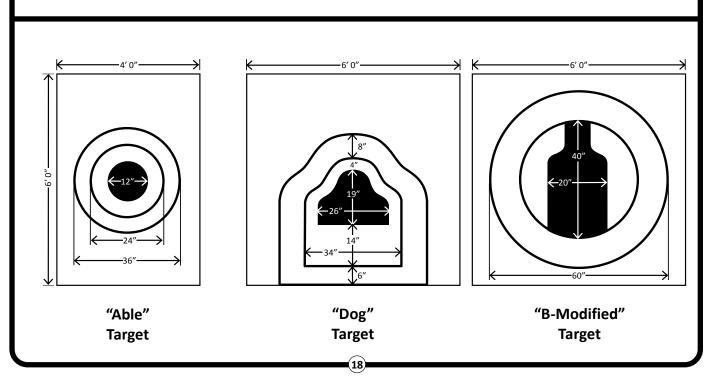
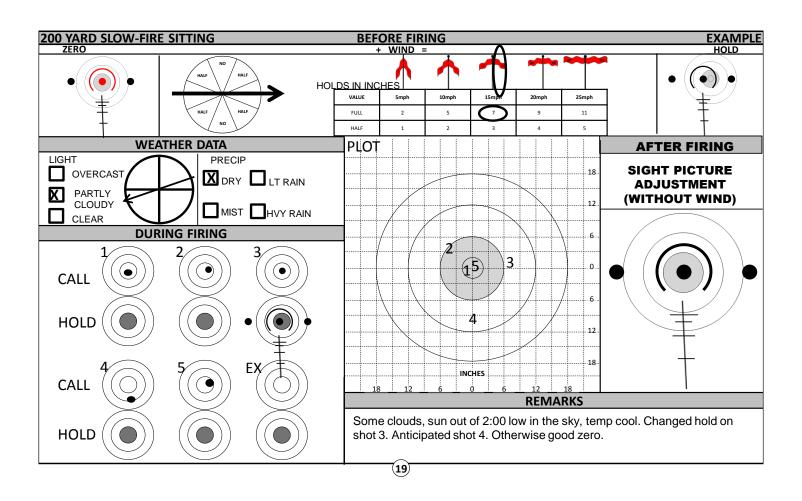
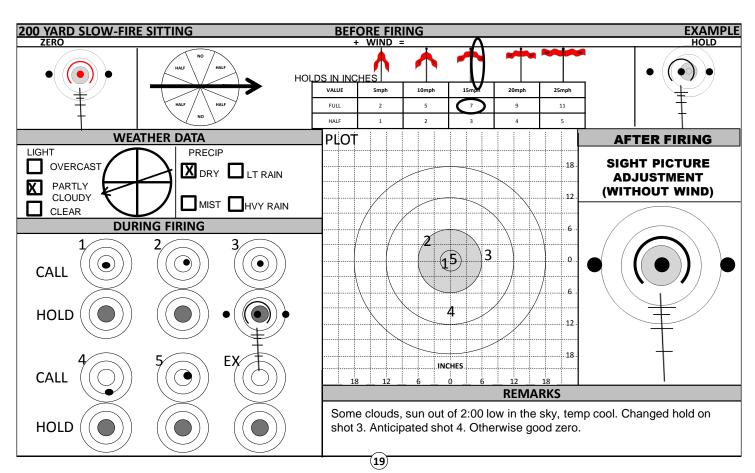
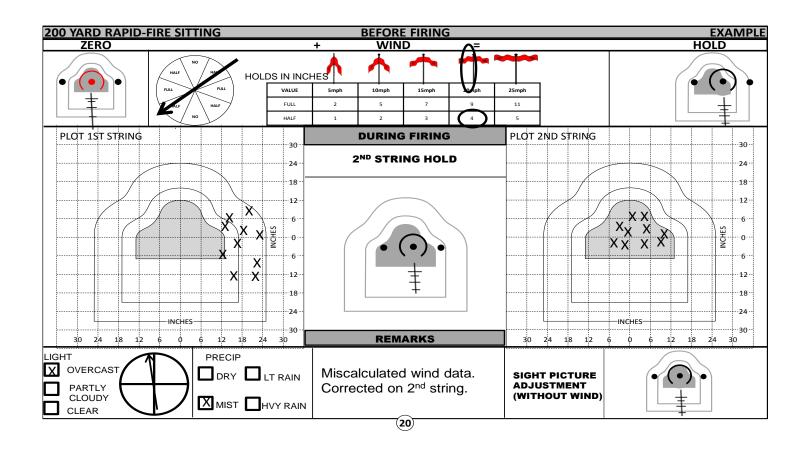


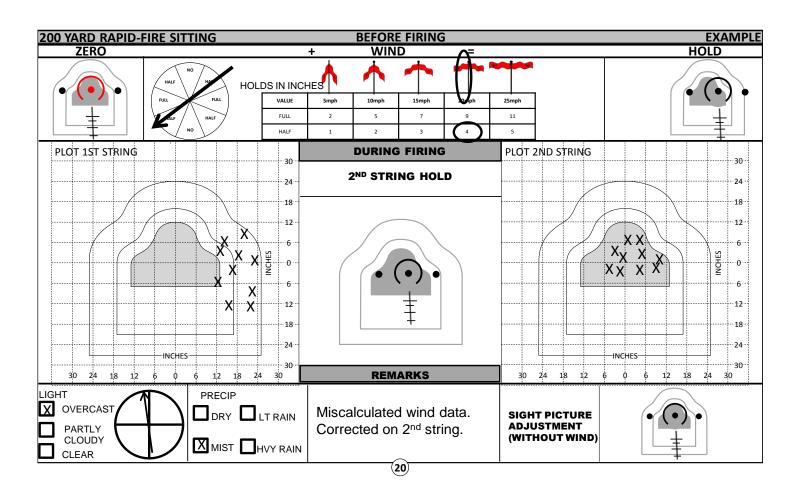
TABLE 1 TARGET DIMENSIONS

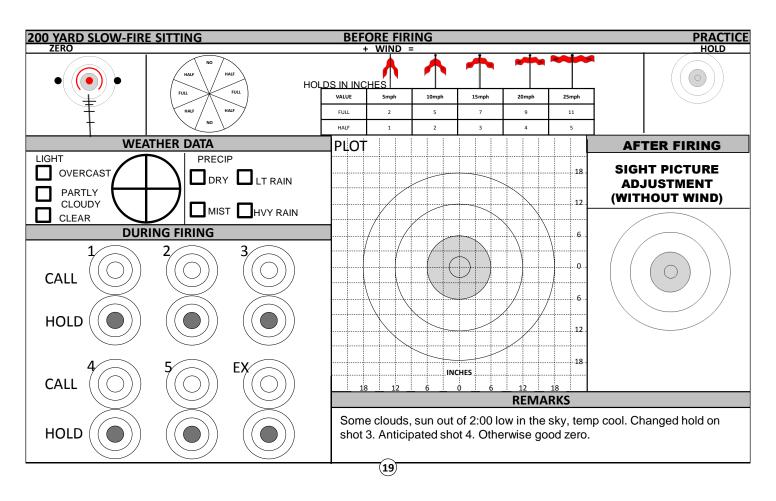


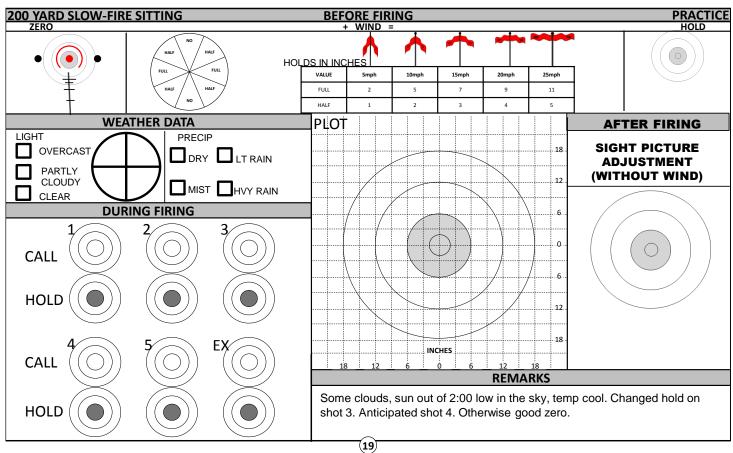


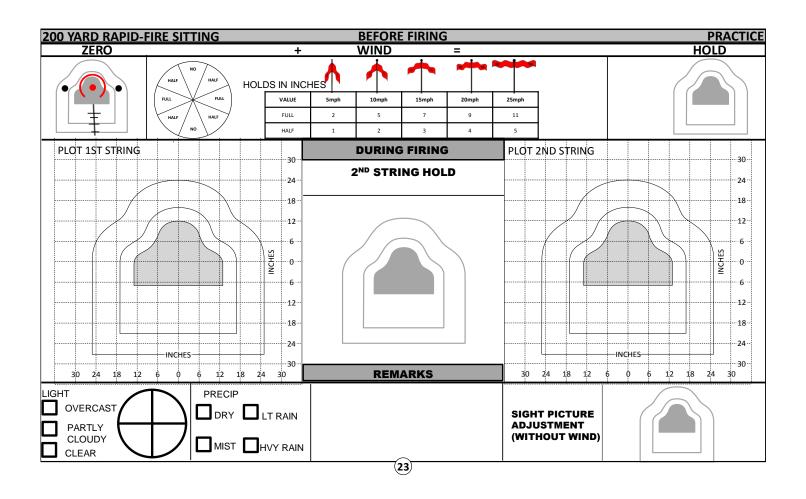


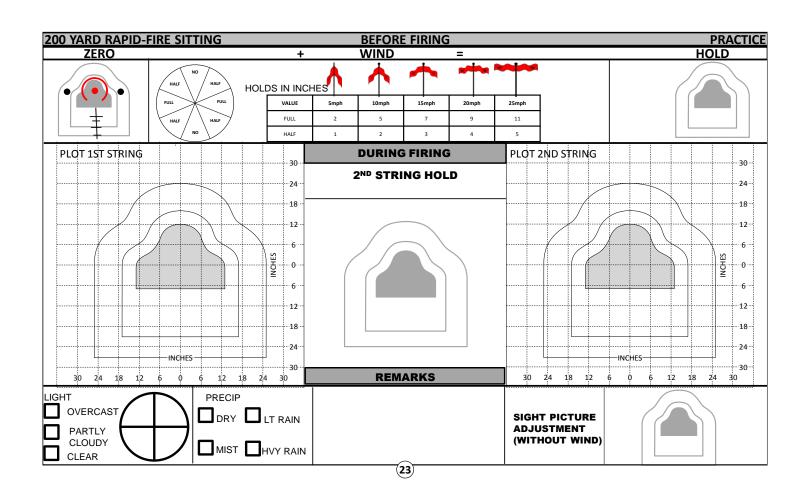




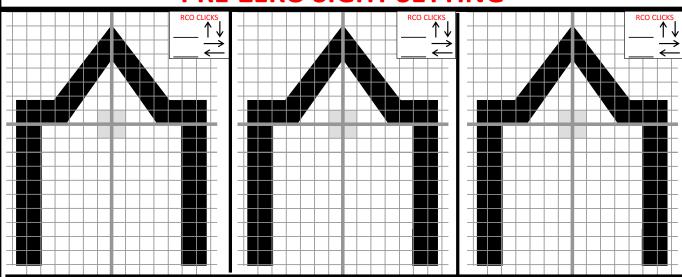








PRE-ZERO SIGHT SETTING



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:

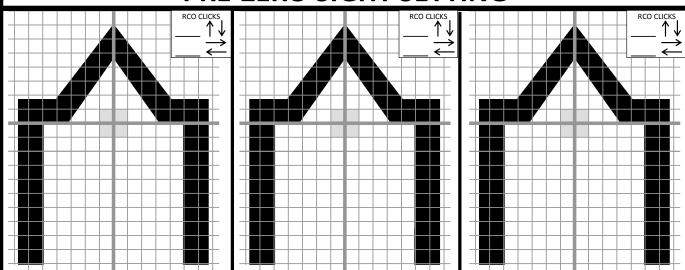
- 1. The shooter fires five rounds at the center target.
- 2. The coach measures the size of the group to determine if the shooter can hold a nine minute of angle group. The shooter fires the next five rounds on the left target.
- 3. Repeat step two. The shooter fires the last five rounds on the right 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.

Each square = 1/2 inch

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

PRE-ZERO SIGHT SETTING



Two major objectives for the exercise

- 1. To determine if the weapon can hold a group or is mechanically deficient.
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The steps for grouping are:

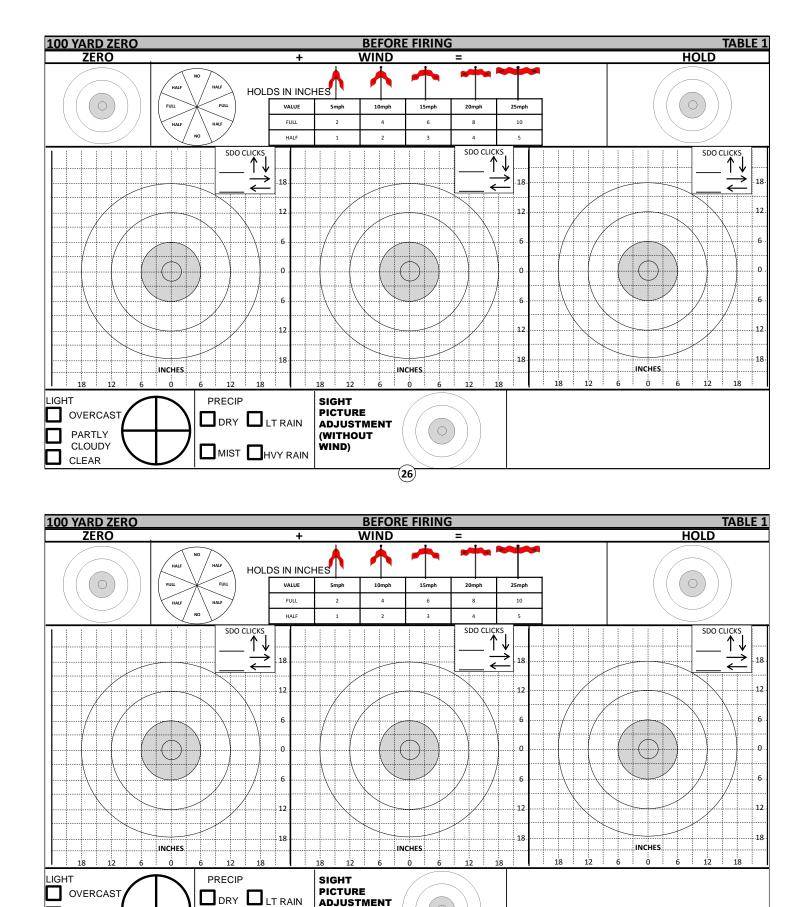
- The shooter fires five rounds at the center target.
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Each square = 1/2 inch

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

25



(WITHOUT

(26)

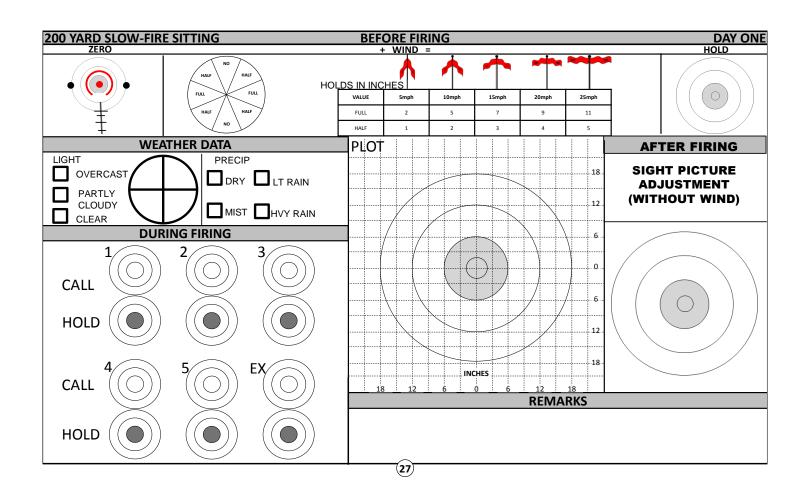
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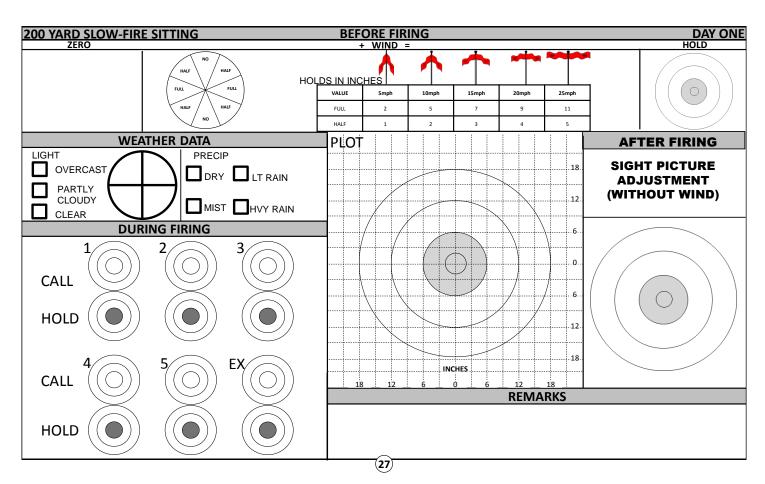
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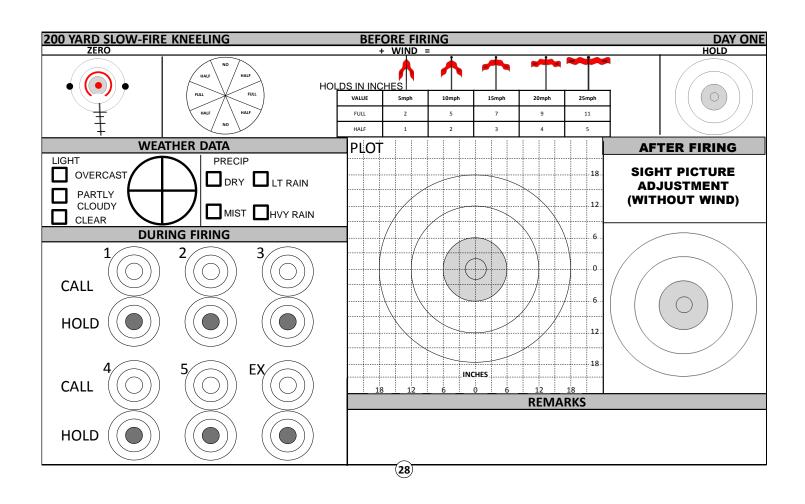
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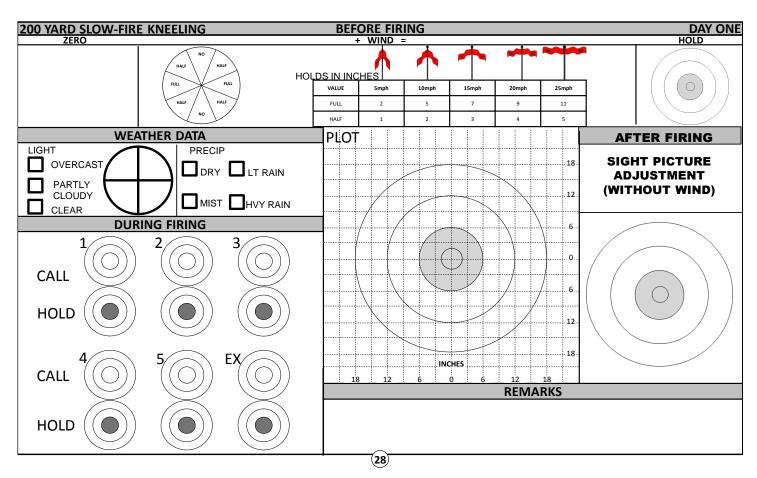
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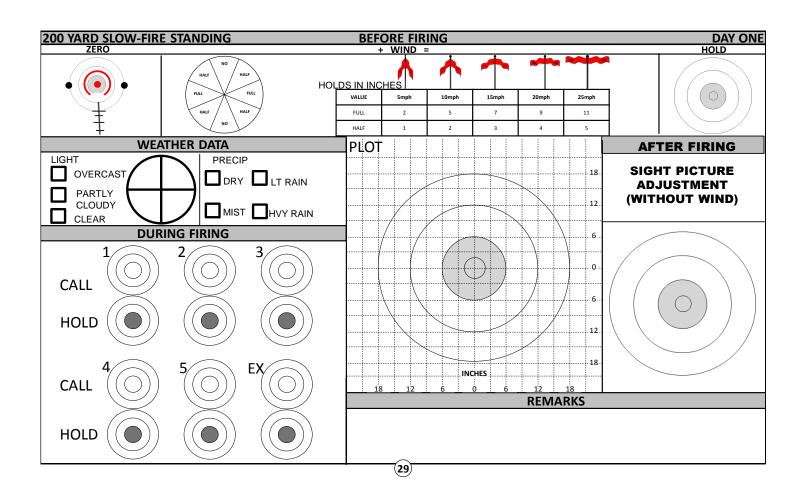
CLEAR

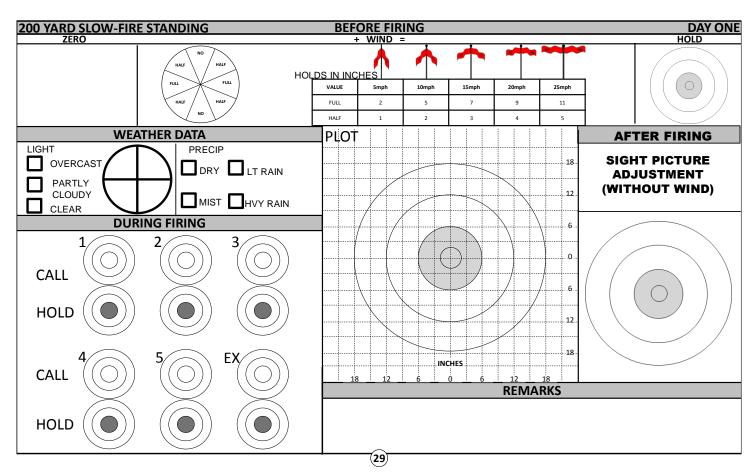


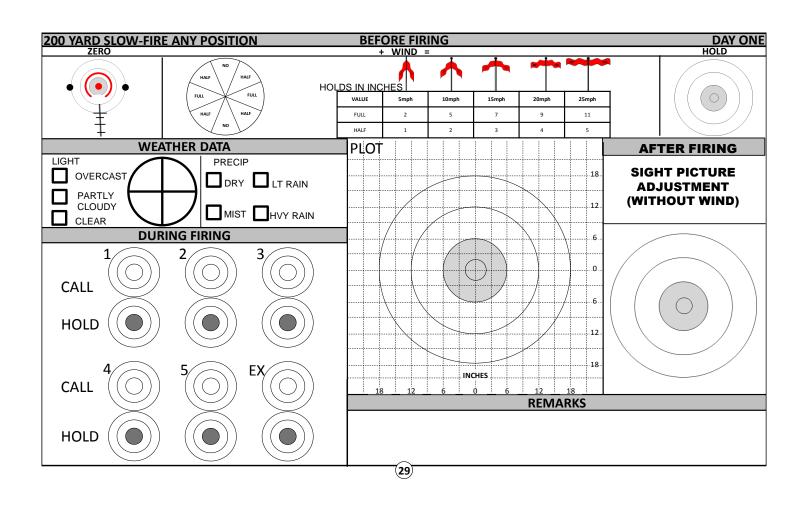


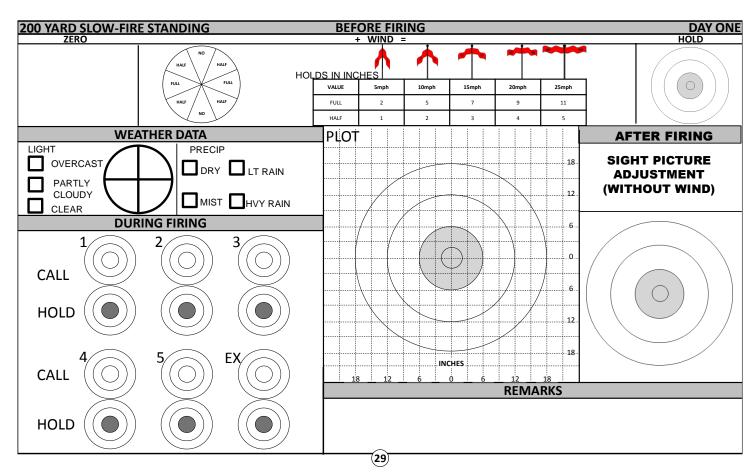


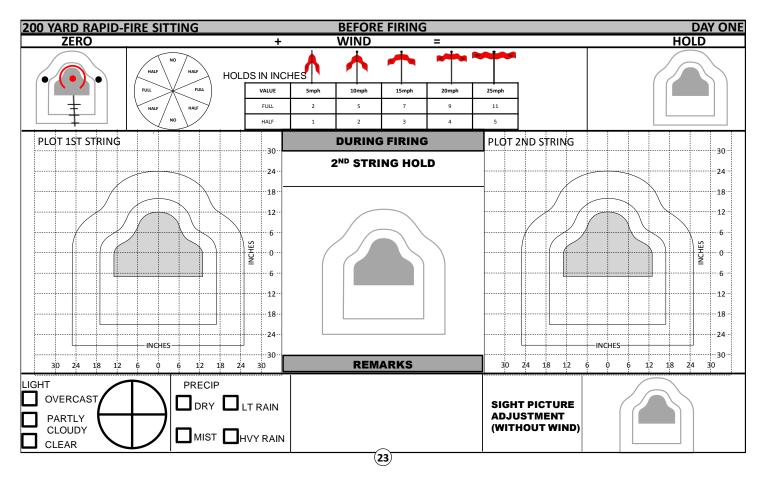


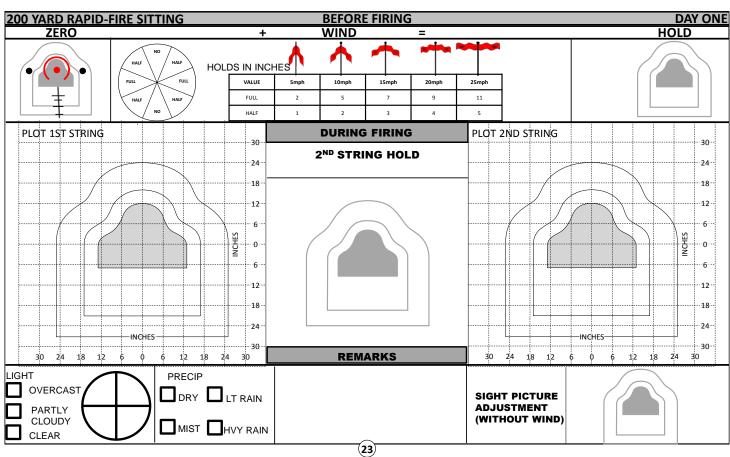


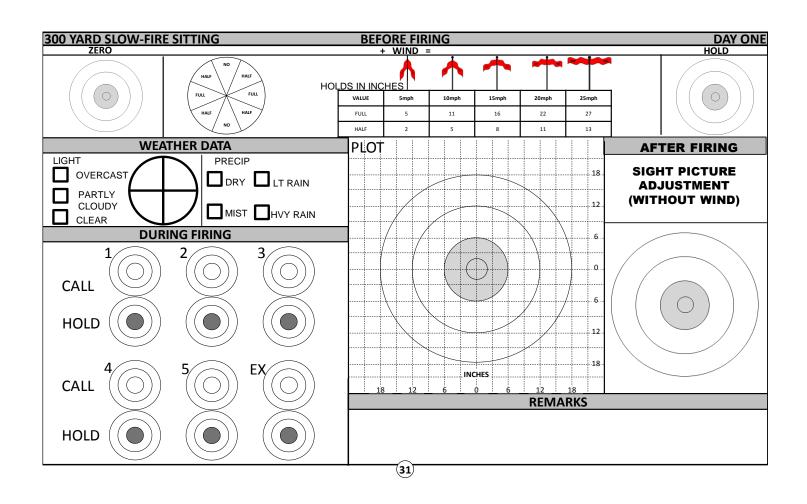


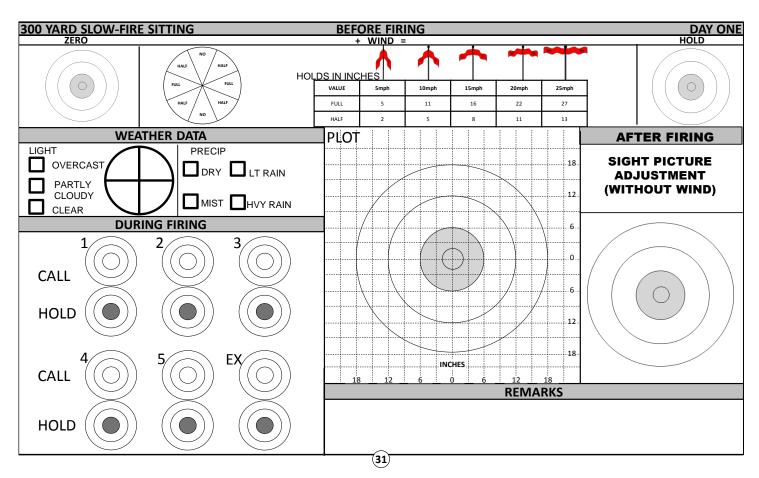


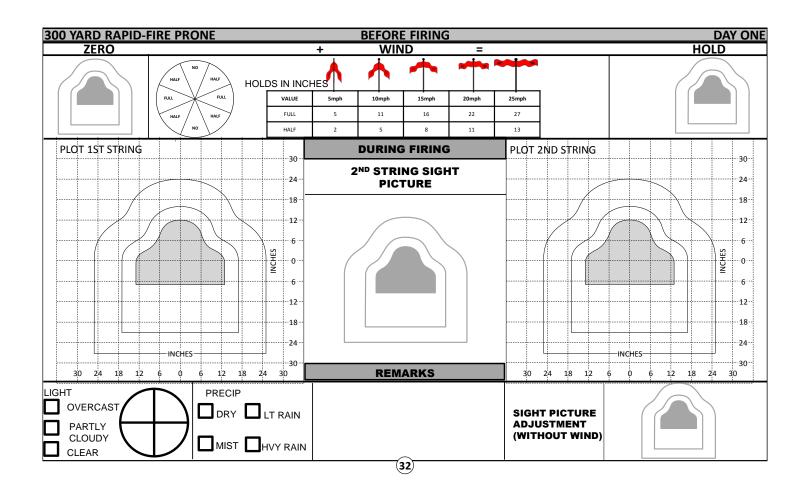


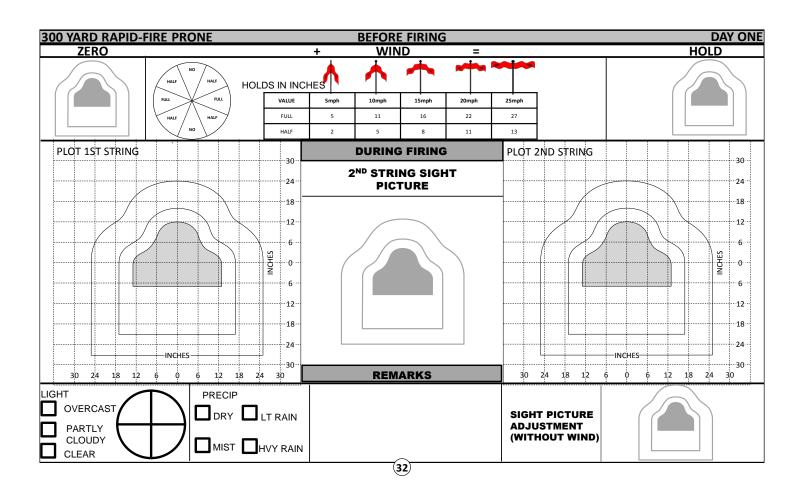


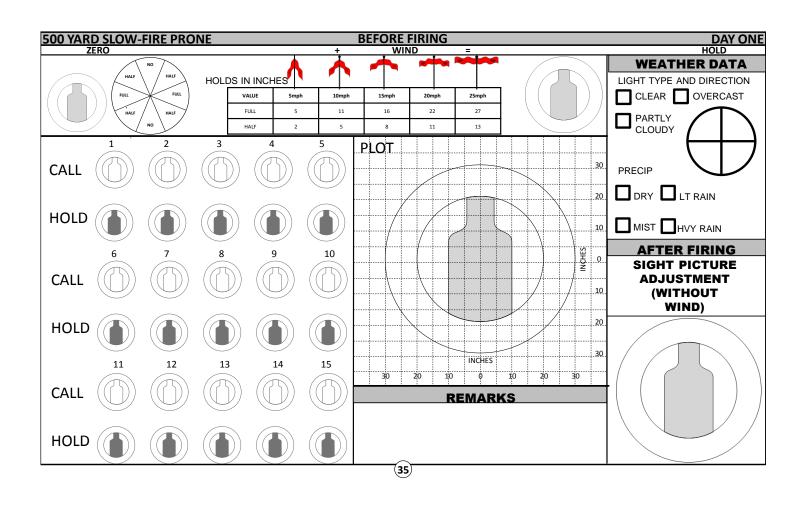


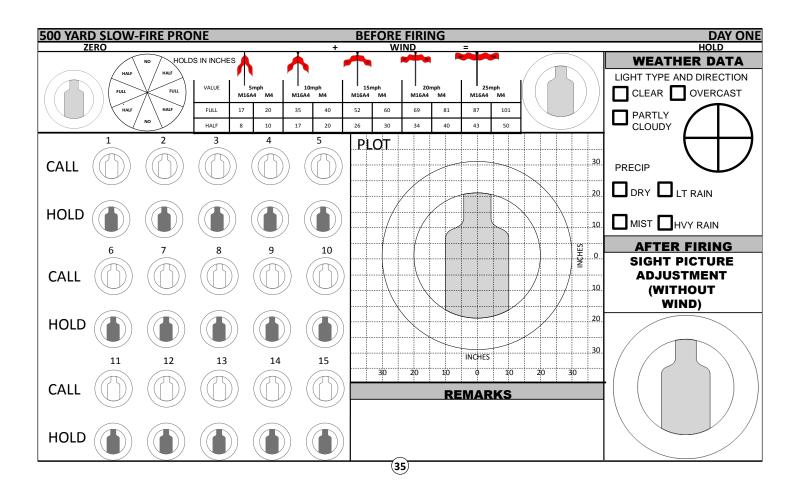


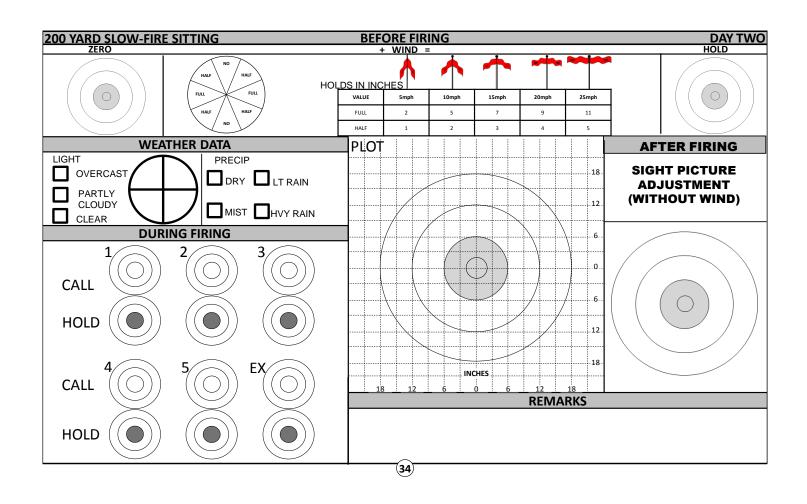


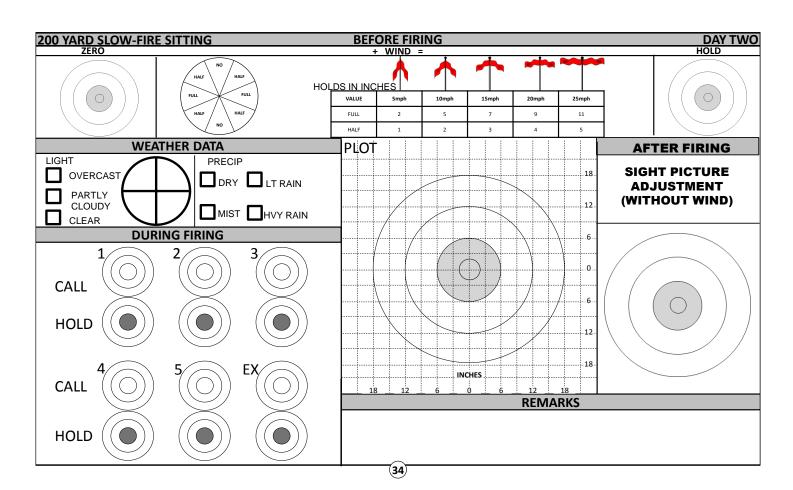


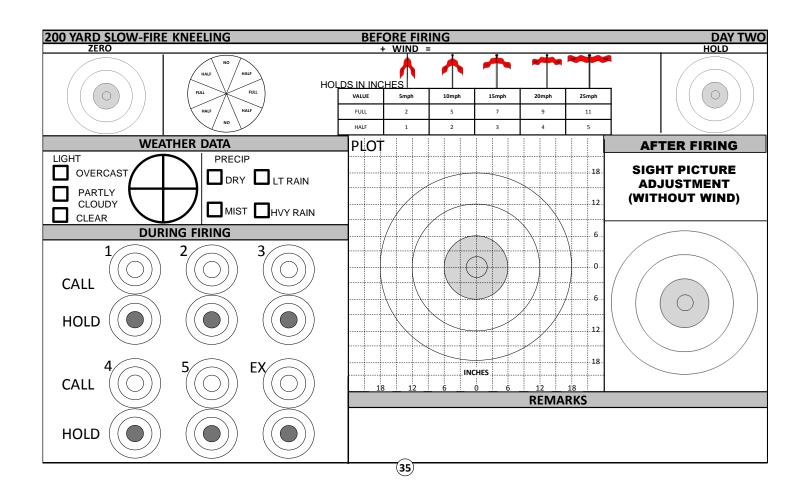


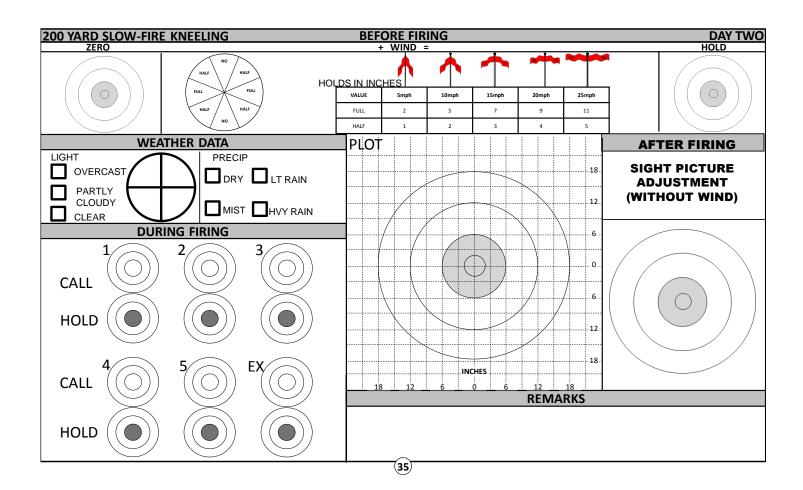


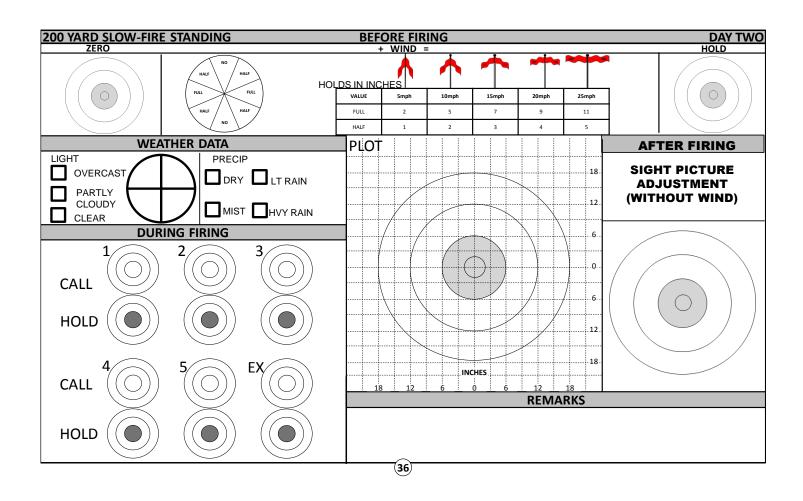


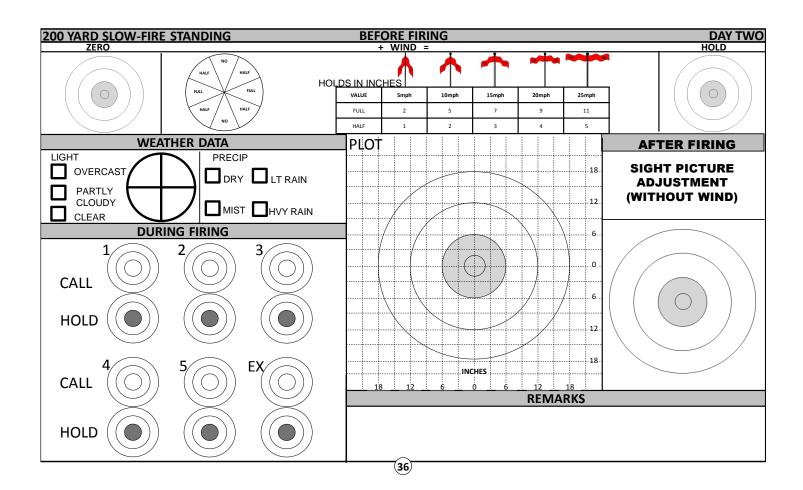


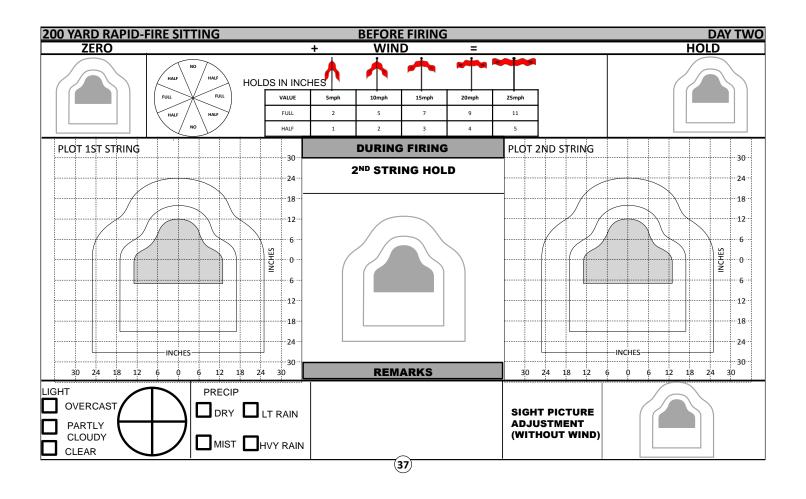


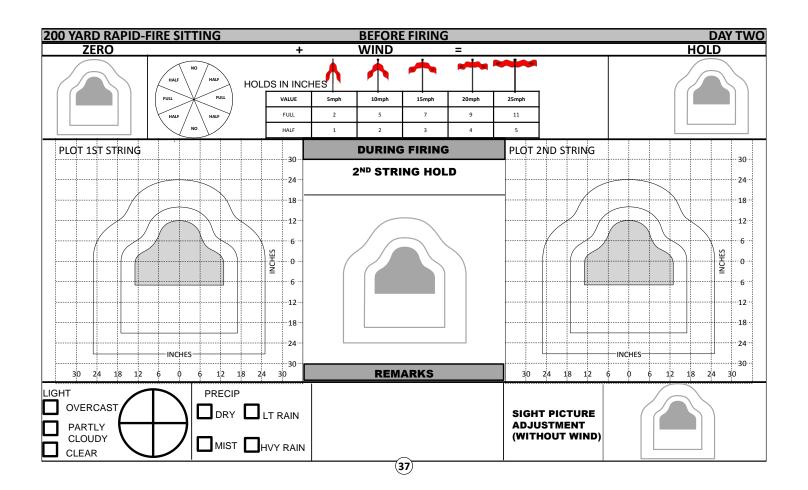


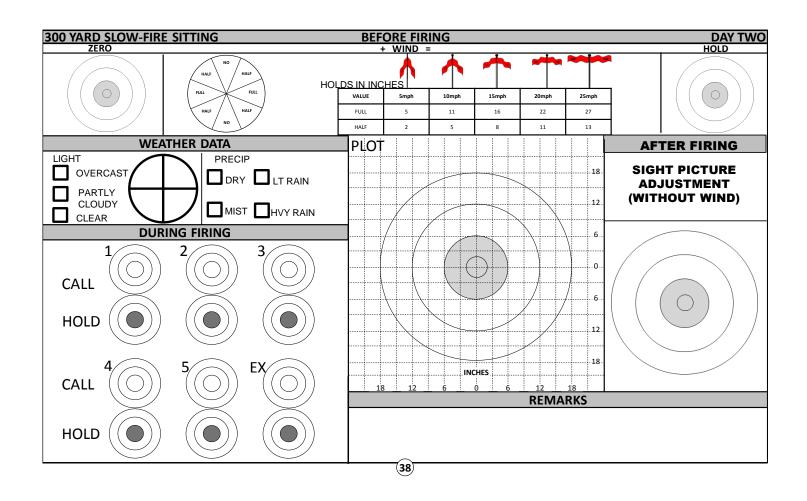


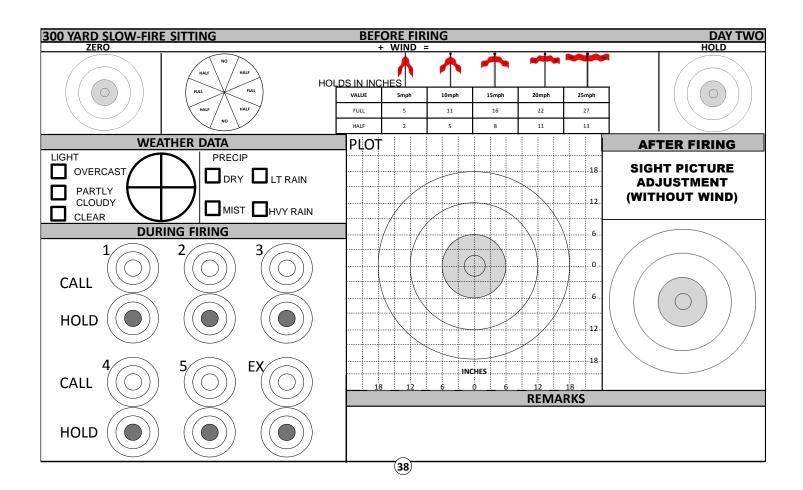


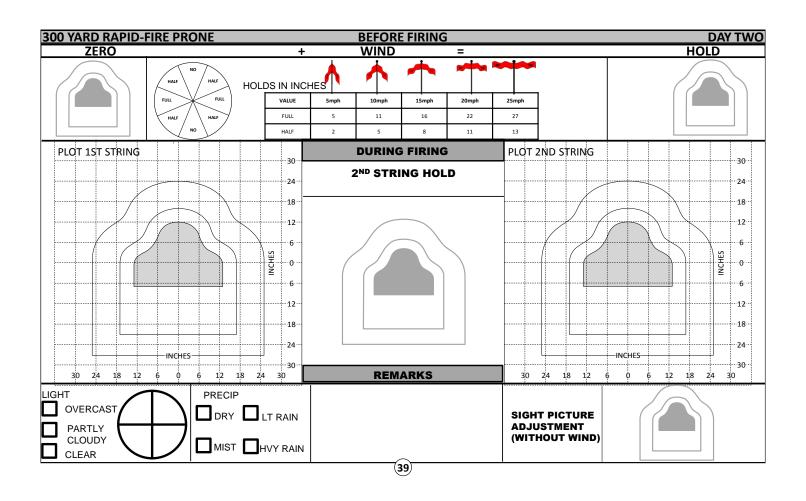


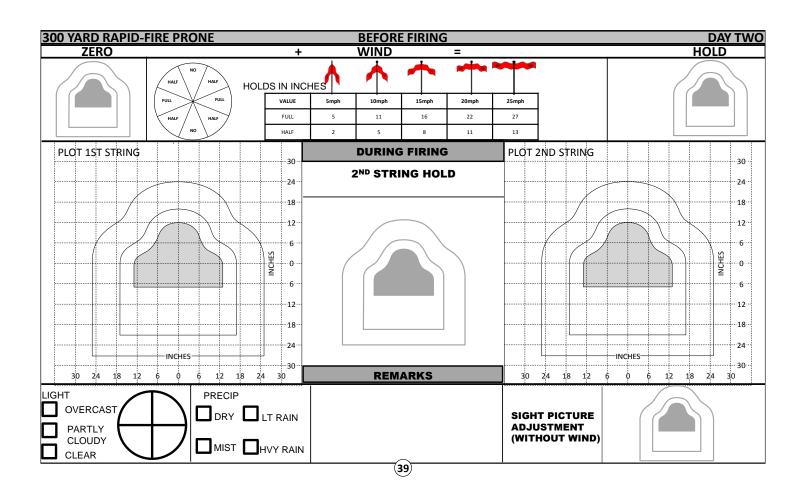


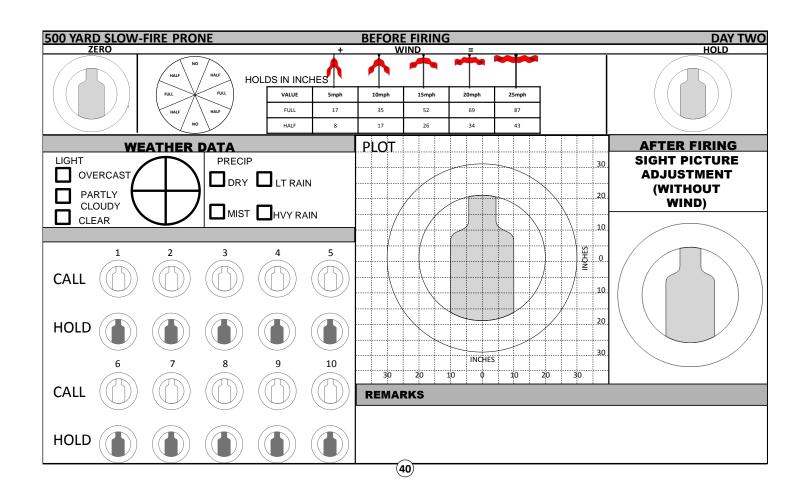


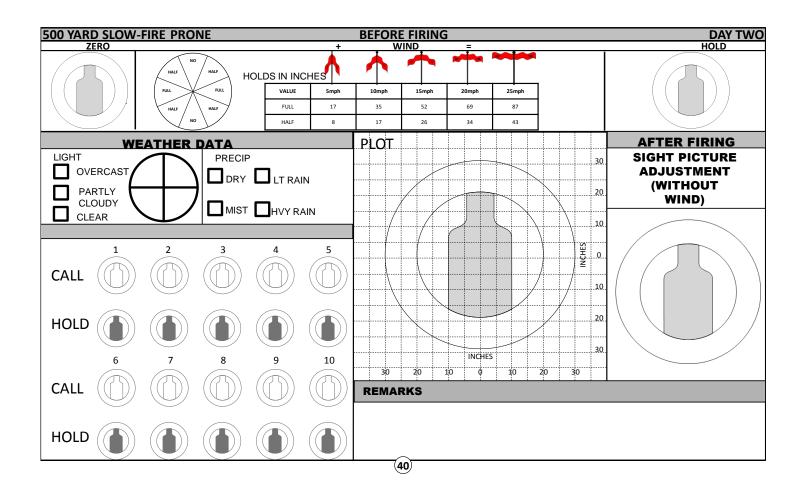


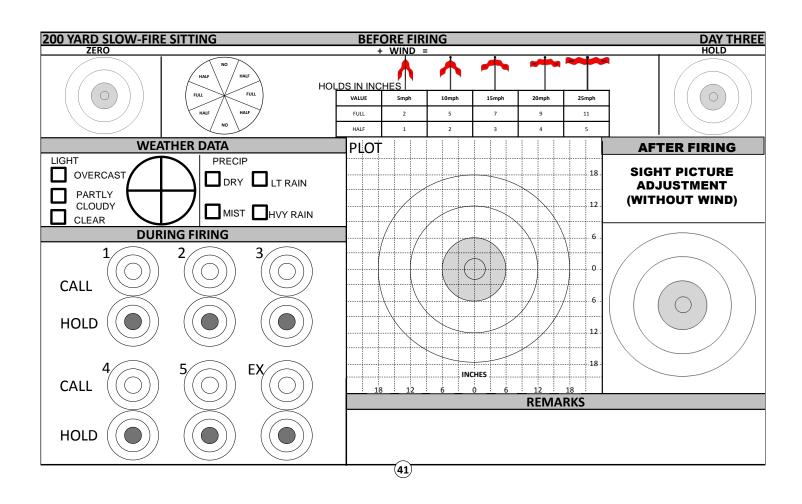


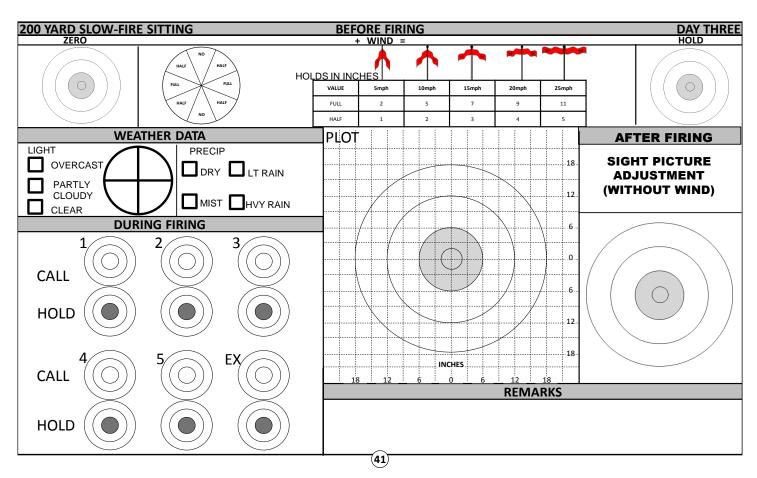


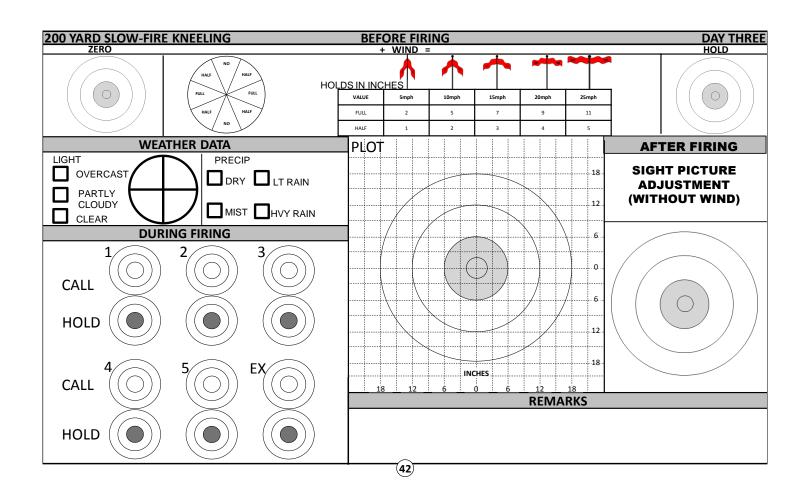


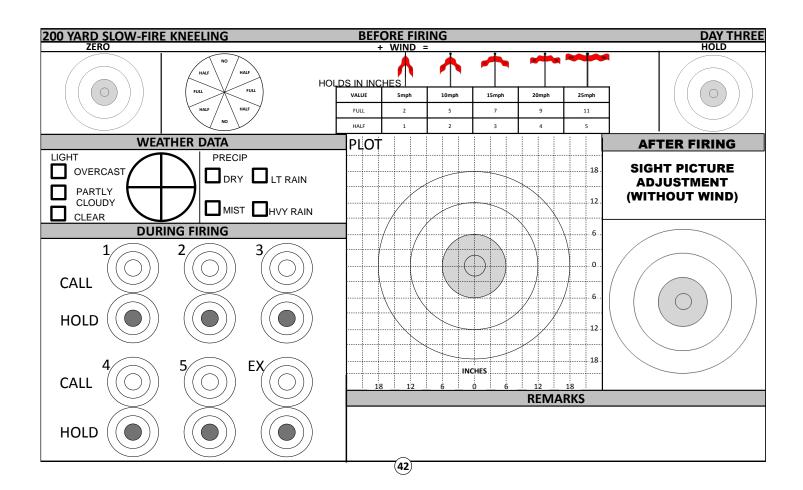


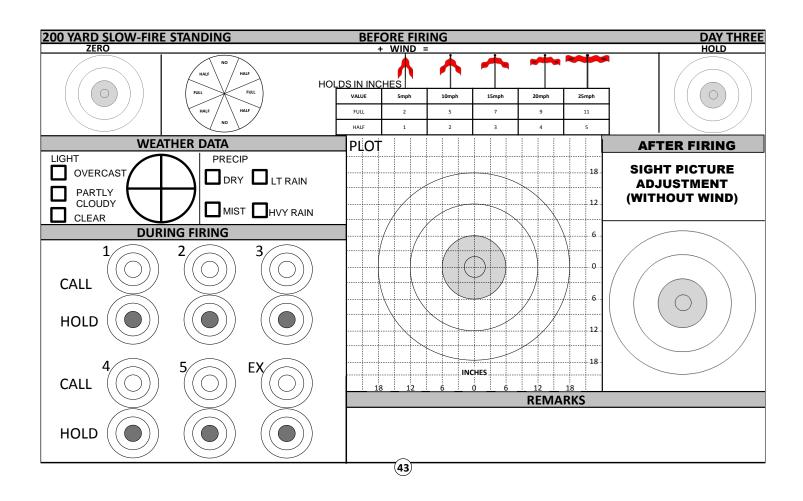


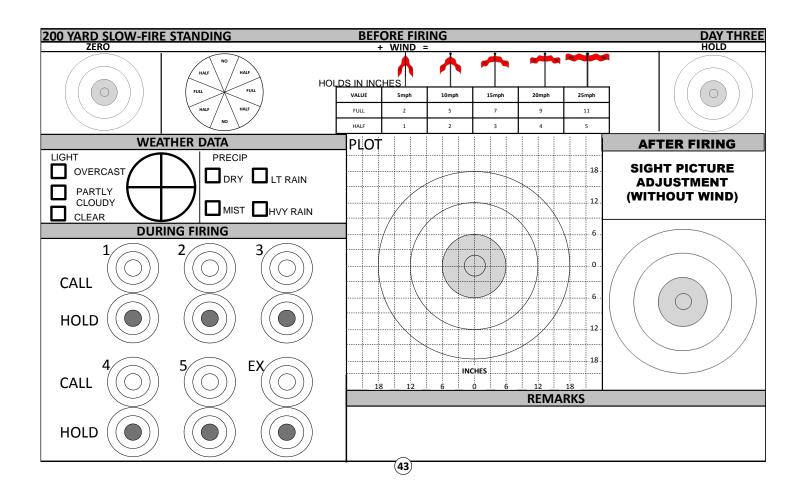


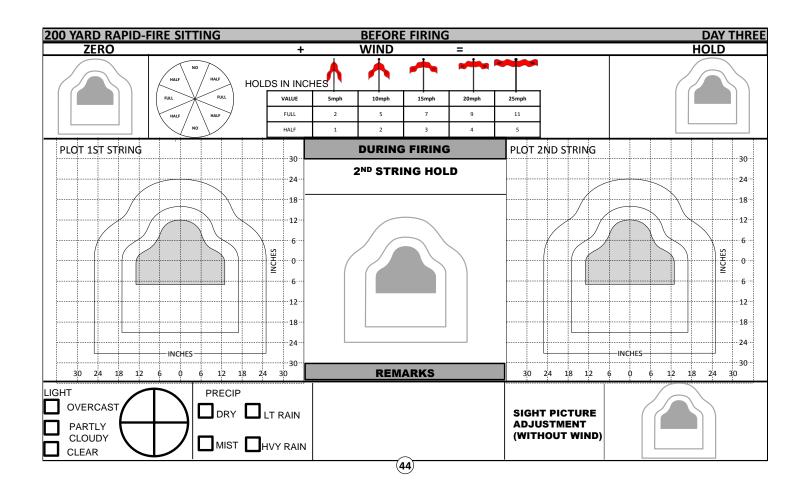


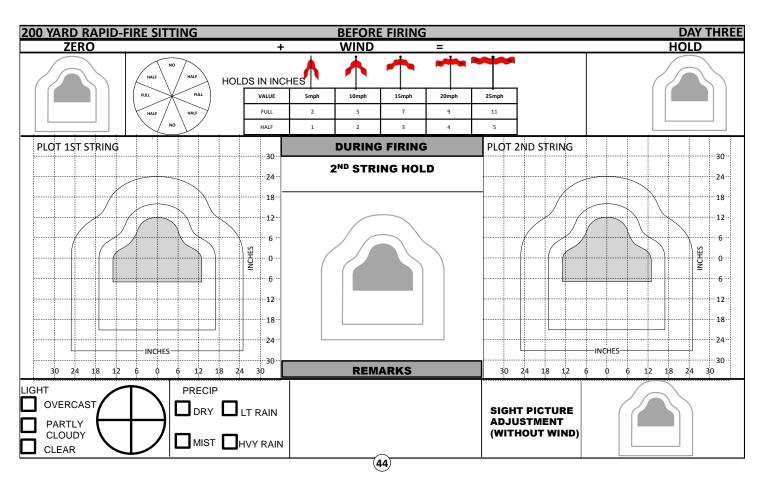


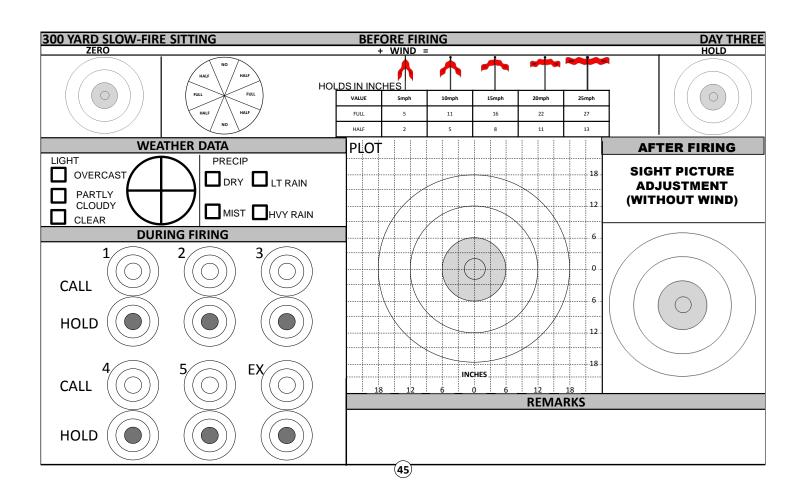


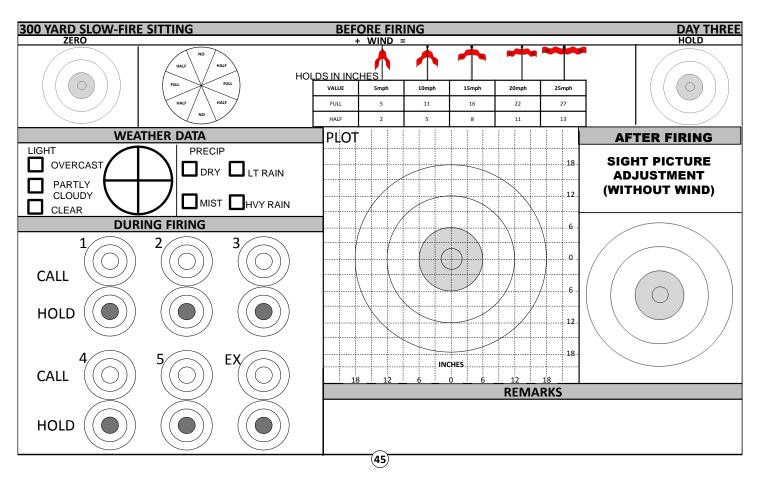


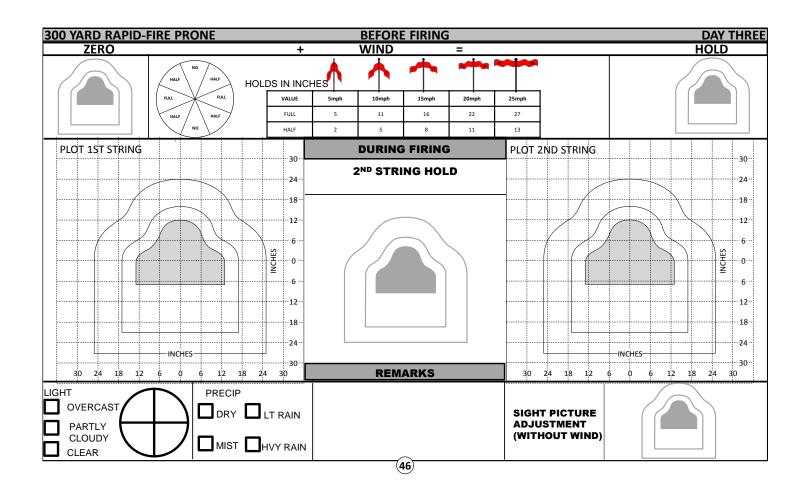


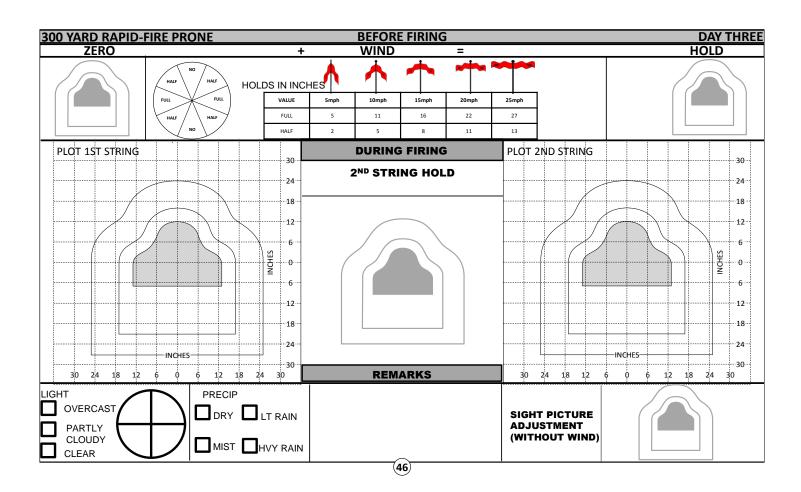


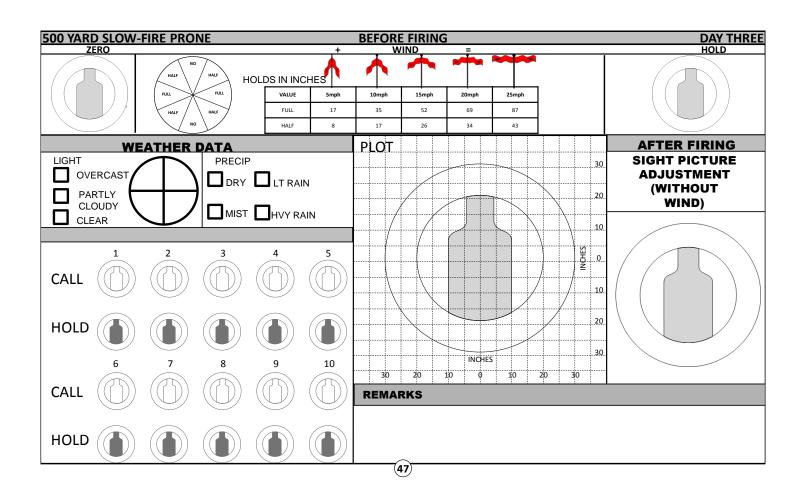












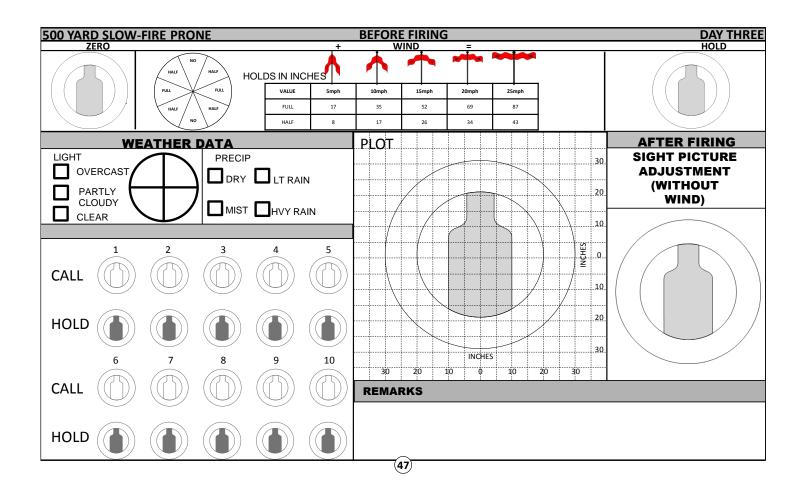


TABLE 2

SHOT DELIVERY

CONTROLLED PAIR	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.
FAILURE TO STOP	This is a controlled pair to the torso followed by an additional shot to an alternate aiming point ("T-Box" or Pelvic Girdle).
	A method of engaging multiple targets:
"BOX DRILL"	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.
	2) Assess the same target. Then, if required, engage an alternate aim point.
	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.
	This is referred to as a box drill due to its square method of shot placement.

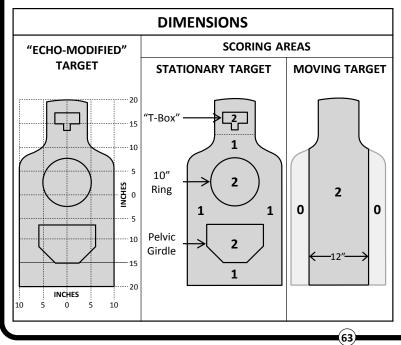


TABLE 2

SHOT DELIVERY

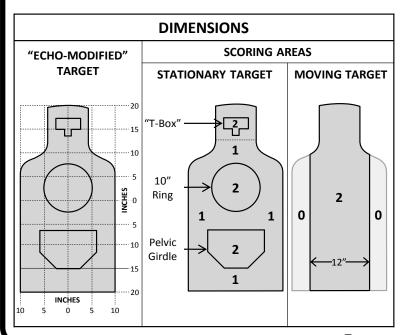
CONTROLLED PAIR	Two shots in quick succession to the torso with a separate sight picture for each shot. A Controlled Pair is an immediate target engagement technique for targets greater than 15 yards.
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	$\widehat{}$

TABLE 2 TARGETS



	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.							

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(63)

MOVING TARGET LEADS								
	SLOW WALKING TARGET (APPROX. 2 MPH)	FAST WALKING TARGET (APPROX. 4 MPH)	JOGGING TARGET (APPROX. 6 MPH)	RUNNING TARGET (APPROX. 10 MPH)				
50 M	NO LEAD	NO LEAD	LEADING EDGE	1 BODY WIDTH				
100 M	NO LEAD	LEADING EDGE	1 BODY WIDTH	1½ BODY WIDTHS				
200 M	LEADING EDGE	1 BODY WIDTH	2 BODY WIDTHS	3 BODY WIDTHS				

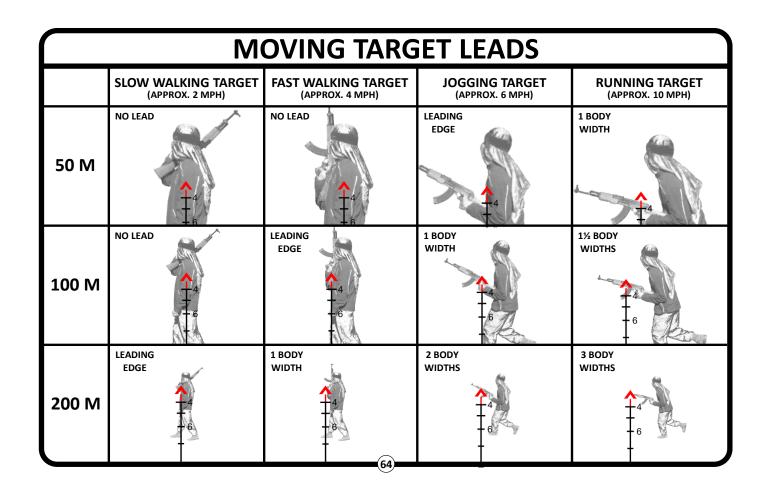


TABLE 2 COURSE OF FIRE

TRAINING (DAY 1)

STAGE	DRILL	RANGE	POSITION	RNDS / DRILL	TIME (SEC)	ITERATIONS	TOTAL RNDS
BZO	•	300	PRONE	10	N/A	1	10
POSITION REFINEMENT		25/50	Standing	24	N/A	1	24
	Head shot	25/50	Standing	1	3	2	2
2) PRESENTATION	Controlled Pair	25/50	Standing	2	4	2	4
	Failure (alternate aiming point)	25/50	Standing	3	5	2	6
	(2) Controlled Pairs	25/50	Standing to Kneeling	2	5	2	4
3) POSITION CHANGE	(2) Controlled Pairs	25/50	Standing & Kneeling	4	7	2	8
	Failure (alternate aiming point)	25/50	Standing to Kneeling	3	8	2	6
	(2) Controlled Pairs	25/50	Standing to Kneeling	4	6	1	4
4) MULTIPLE TARGETS WITH	(2) Controlled Pairs	25/50	Standing & Kneeling	4	9	2	8
POSITION CHANGE	(2) Failure (alternate aiming point)	25/50	Standing to Kneeling	6	10	2	12
5) SPEED RELOADS	(2) Controlled Pairs	25/50	Standing & Kneeling	4	10	5	20
C) MOVING TARGET ENGAGEMENT	Movers Right	100/200	Standing to Kneeling	2	10	3	6
6) MOVING TARGET ENGAGEMENT	Movers Left	100/200	Standing to Kneeling	2	10	3	6

65

TABLE 2 COURSE OF FIRE

TRAINING (DAY 1)

STAGE	DRILL	RANGE	POSITION	RNDS / DRILL	TIME (SEC)	ITERATIONS	TOTAL RNDS
BZO		300	PRONE	10	N/A	1	10
POSITION REFINEMENT		25/50	Standing	24	N/A	1	24
	Head shot	25/50	Standing	1	3	2	2
2) PRESENTATION	Controlled Pair	25/50	Standing	2	4	2	4
_,	Failure (alternate aiming point)	25/50	Standing	3	5	2	6
	(2) Controlled Pairs	25/50	Standing to Kneeling	2	5	2	4
3) POSITION CHANGE	(2) Controlled Pairs	25/50	Standing & Kneeling	4	7	2	8
	Failure (alternate aiming point)	25/50	Standing to Kneeling	3	8	2	6
	(2) Controlled Pairs	25/50	Standing to Kneeling	4	6	1	4
4) MULTIPLE TARGETS WITH	(2) Controlled Pairs	25/50	Standing & Kneeling	4	9	2	8
POSITION CHANGE	(2) Failure (alternate aiming point)	25/50	Standing to Kneeling	6	10	2	12
5) SPEED RELOADS	(2) Controlled Pairs	25/50	Standing & Kneeling	4	10	5	20
C) MACAZINIC TARCET ENCACEMENT	Movers Right	100/200	Standing to Kneeling	2	10	3	6
6) MOVING TARGET ENGAGEMENT	Movers Left	100/200	Standing to Kneeling	2	10	3	6

TABLE 2 COURSE OF FIRE

PRE-EVALUATION & EVALUATION (DAY 2)

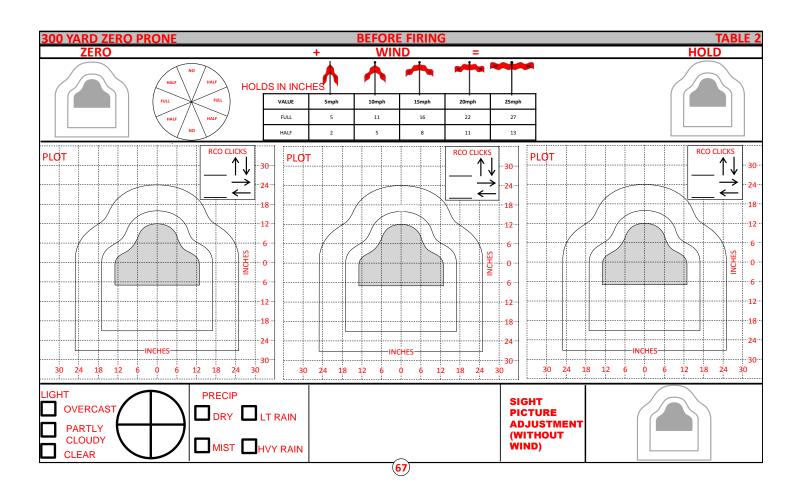
STAGE	DRILL	RANGE	POSITION	RNDS / DRILL	TIME (SEC)	ITERATIONS	TOTAL RNDS
	Head shot	25/50	Standing	1	3	2	2
1) PRESENTATION	Controlled Pair	25/50	Standing	2	4	1	2
-	Failure (alternate aiming point)	25/50	Standing	3	5	1	3
	Controlled Pairs	25/50	Standing & Kneeling	4	7	1	4
2) POSITION CHANGE	Failure (alternate aiming point)	25/50	Standing to Kneeling	3	8	1	3
	(2) Controlled Pairs	25/50	Standing to Kneeling	4	6	1	4
3) MULTIPLE TARGETS WITH	(2) Controlled Pairs	25/50	Standing & Kneeling	4	9	2	8
POSITION CHANGE	(2) Failure (alternate aiming point)	25/50	Standing to Kneeling	6	10	2	12
4) SPEED RELOADS	(2) Controlled Pairs	25/50	Standing & Kneeling	4	10	1	4
E) MOVING TARGET FNG ACEMENT	Movers Right	100/200	Standing to Kneeling	2	10	2	4
5) MOVING TARGET ENGAGEMENT	Movers Left	100/200	Standing to Kneeling	2	10	2	4

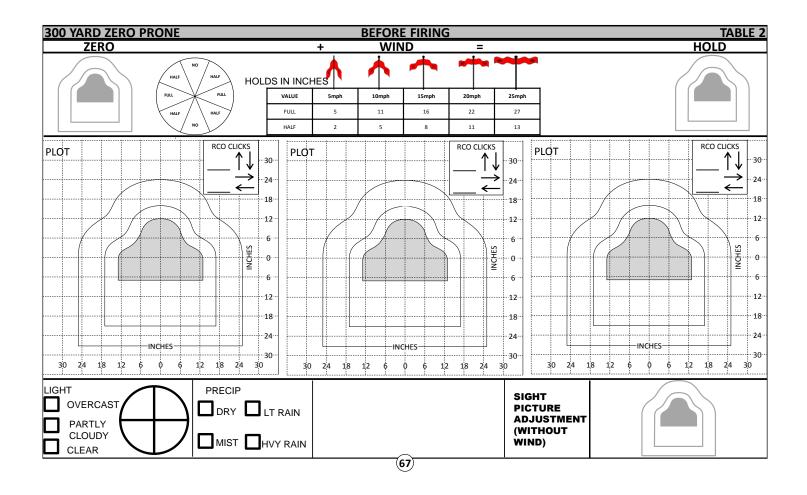
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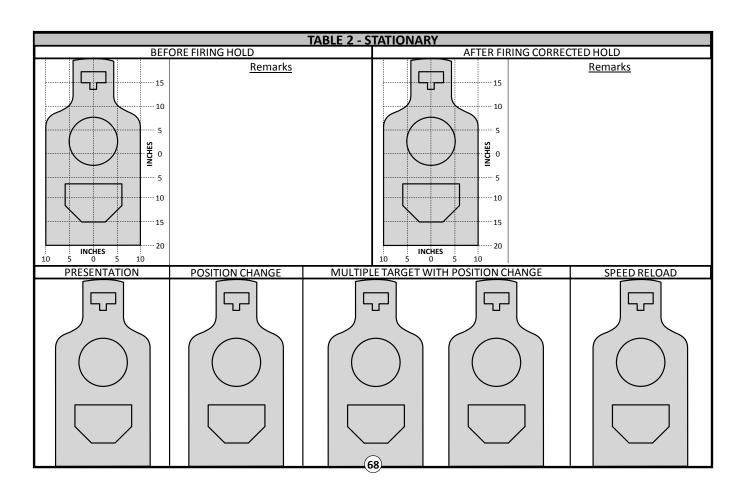
TABLE 2 COURSE OF FIRE

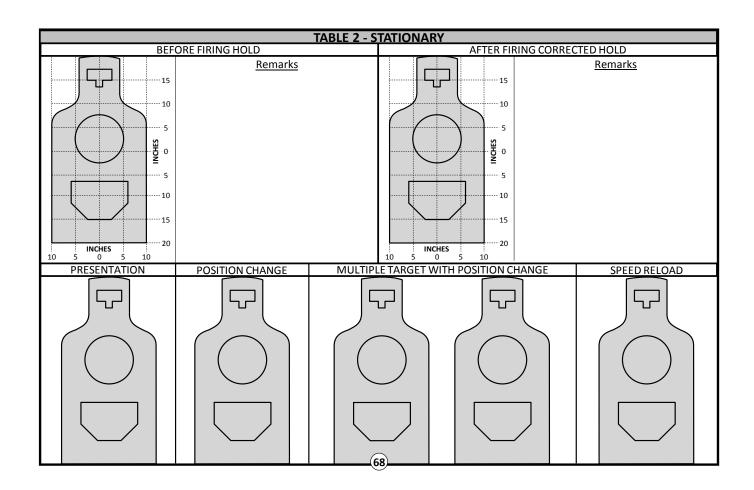
PRE-EVALUATION & EVALUATION (DAY 2)

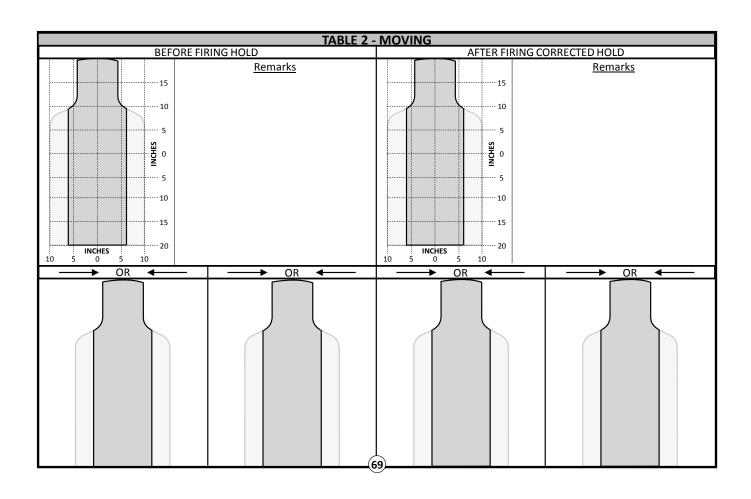
STAGE	DRILL	RANGE	POSITION	RNDS / DRILL	TIME (SEC)	ITERATIONS	TOTAL RNDS
	Head shot	25/50	Standing	1	3	2	2
1) PRESENTATION	Controlled Pair	25/50	Standing	2	4	1	2
- ,	Failure (alternate aiming point)	25/50	Standing	3	5	1	3
	Controlled Pairs	25/50	Standing & Kneeling	4	7	1	4
2) POSITION CHANGE	Failure (alternate aiming point)	25/50	Standing to Kneeling	3	8	1	3
	(2) Controlled Pairs	25/50	Standing to Kneeling	4	6	1	4
3) MULTIPLE TARGETS WITH	(2) Controlled Pairs	25/50	Standing & Kneeling	4	9	2	8
POSITION CHANGE	(2) Failure (alternate aiming point)	25/50	Standing to Kneeling	6	10	2	12
4) SPEED RELOADS	(2) Controlled Pairs	25/50	Standing & Kneeling	4	10	1	4
E) MACHINIC TARCET ENGACEMENT	Movers Right	100/200	Standing to Kneeling	2	10	2	4
5) MOVING TARGET ENGAGEMENT	Movers Left	100/200	Standing to Kneeling	2	10	2	4

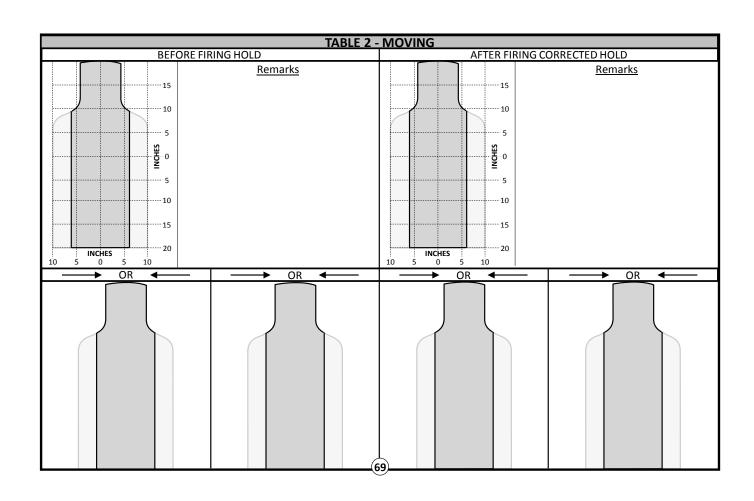












SCORING

	Points possible	Qualification
Table 1	250	≥ 190 points
Table 2	100	≥ 60 points

Aggregate Score



305-350 = EXPERT



280-304 = SHARPSHOOTER



250-279 = MARKSMAN

SCORING

	Points possible	Qualification
Table 1	250	≥ 190 points
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Aggregate Score



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