HK SUBMACHINE GUN INSTRUCTOR

HECKLER & KOCH, INC.

SUBMACHINE GUN INSTRUCTOR COURSE SCHEDULE

DAY ONE

* Administration and Introduction
* Responsibilities of the Firearms Instructor
* Methods of Instruction and Lesson Plans
* Lunch
* Nomenclature, Safety & Function
* Breakdown & Assembly, Load and Unload
* Stoppages, Sights, MP5 Family & UMP
* Stance, Principles of Marksmanship
* Magazine Loading, Sling and Accessories
* Assignments

DAY TWO

* Safety Briefing
* Student Presentations (Classroom)
* Lunch
* Introduction to Firing and Zero
* Basic Shooting
* Semi-Automatic Section
* Maintenance and Cleaning
* Range Management

DAY THREE

* Safety Briefing
* Student Presentations on Basic Shooting (Range)
* Lunch
* Introduction to Automatic Firing
* Review of Instructional Techniques
* Low Light Firing

DAY FOUR

* Safety Briefing
* Student Presentations (Range)
* Automatic Firing
* Lunch
* Students Presentation
* Close Quarter Battle Techniques
* Standards Drills

DAY FIVE

* Safety Briefing
* Written Exam
* Range Exercises
* Review, Critique, Graduation

RESPONSIBILITIES OF THE FIREARMS INSTRUCTOR

GOAL - Winning the Encounter

1. OBJECTIVES - Improve A.S.K.

2. Preparation of a Firearms Program

a. Critical Aspects

1. Mindset
2. Threat Assessment
3. Tactics

b. Additional Points

3. Entry Level Training

4. Advanced Training

5. Range vs. Operations

6. Instructor Attitude

7. To "Teach"

NOTES

METHODS OF INSTRUCTION

Explanation

1. Lecture
2. Reading
3. Class Discussion

Demonstrations

1. By The Numbers
2. Slow for Form
3. Full Speed

Imitation

1. By the Numbers
2. Slow for Form
3. Full Speed

Practice

1. Repetition
2. Dry Fire
3. Live Fire

NOTES

TITLE _____

DESCRIPTION:

OBJECTIVES:

REFERENCES:

TRAINING AIDS:

TOTAL TIME:

DEVELOPING A COURSE OF FIRE

It is important to control and develop live fire courses or drills. The course of fire should have a **specific objective**. For example, the three inch dot drill will allow the instructors to evaluate students performance of sighted firing principles - Maintaining sight alignment throughout the trigger pull.

Range commands are very important and should be loud enough that the whole world can hear. Use a preparatory command to alert other instructors and the students to an upcoming action.

Safety on the range is paramount, where we as instructors make our money is by observing the students actions, body, and hands. This is where we can see the mistakes they are making as they occur. We can always look at the target later. The other thing that watching the firers does for us is to see potential safety problems e.g. Fingers on triggers, not decocking etc. The key to a safe course of fire is: **Plan it correctly, Construct it correctly, and Control it correctly.**

When establishing tactical courses of fire, the support requirements increase. For example, Patrol cars for the officers to emerge from, barricades to simulate cover, and moving target systems. However, the lack of equipment or target systems does not prevent you from developing viable courses of fire. Your only limitation is your imagination and ingenuity.

COURSE OF FIRE/DRILL DEVELOPMENT SHEET

Name of developer_____

Date_____

Objectives _____

_____

_____

Drill Summary _____

_____

_____

_____

_____

_____

_____

# of Rounds _____

# of targets and Configuration _____

_____

_____

Stress/Time Requirements _____

_____

_____

_____

Support Requirements _____

_____

_____

_____

_____

_____

Range Commands _____
_____

Additional Instructions _____
_____
_____
_____

MP5 SUBMACHINE GUN

Description: Through lecture, demonstrations, class discussion and live fire range exercises, the student will be able to demonstrate their knowledge and ability to safely handle, load, unload and accurately fire the MP5 Submachine Gun.

Objectives: The student will be able to:

1. Accurately identify/know/describe the following:
   weapon nomenclature, functioning, sight adjustment, safe handling and accessories.

2. Demonstrate proper range safety discipline.

3. Accurately fire at a single and multiple targets from semi-automatic and full automatic modes and stationary and moving positions.

4. Properly demonstrate controlled automatic fire accurately.

5. Demonstrate basic fundamentals including stance, grip, clearing, loading, unloading, sight alignment, trigger control procedures.

References: Heckler & Koch MP5 Submachine Gun Owner's Manual
Heckler & Koch Armorers Course
Study Book for MP5 Submachine Gun Family

Training Aids: MP5 Owner's Manual
MP5 Chart #1 Assembly Groups
MP5 Chart #2 Bolt Assembly
Diopter Sight Chart
Accessories for MP5

Each Student Will Have: 1 - MP5 Submachine Gun
1 - Sling
2 - 30 Round Magazines
1 - Magazine Holder
2,000 - Rounds of 9mm Ammunition

Total Time: 40 Hours

MP5 COURSE SCHEDULE

DAY 1
Administration and Introduction
Safety, Nomenclature and accessories
Breakdown and assembly
Function
Sights and adjustment and aiming
MP5 Family
30rd magazine, Magazine loading
Fitting the sling
Fundamentals of Shooting and Ready Position
Load, unload, reload (Range Class-Dry)
Stoppages
Introduction course of fire and zero
Pre-Test

DAY 2
Safety brief & Weapon Maintenance
Double taps
Stoppage Drills: Back - up Firearms
Reload drills
Drug and armor
Multiple Targets
Firing positions and the use of cover Lecture
Position Shooting
Available cover drills/Snapping in Drills
Moving target

DAY 3
Safety brief & Weapon Maintenance
Introduction to automatic fire
Trigger Control Drills
Drug & Armor
Multiple targets
Static Turns (shoulder fire)
Firing on the move (shoulder fire)
Moving Turns (shoulder)
Moving Target/Plate Rack Multiples
MP5 family

DAY 4
Safety brief & Weapon Maintenance
Close quarter battle
Relative Positioning Drills
Firing on the move (CQB)
Multiple Targets on the Move (CQB and Shoulder)
Low light firing / Night Shoot Standards Drill
Night Multiples on the Move (CQB and Shoulder)

DAY 5
Written Test
Standards drill and Qualification course
Multiple Targets on the Move (CQB and Shoulder)
Practical exercises
Debrief, Critique and Graduation

MP5 SUBMACHINE GUN

A. Instructor History

B. Course Outline and Goal

C. H&K and Weapon History

NOTES

TRAINING SAFETY RULES

A. RENDERING THE WEAPON SAFE

1. Always Point Weapon in a Safe Direction - MUZZLE AWARENESS
2. SAFETY ON (S/white) If Applicable
3. Magazine Removed
4. Bolt, Slide, or Cocking Lever Locked to the Rear
5. Visually and Physically Inspect the Chamber

B. FIREARMS SAFETY/MAIN SAFETY RULES

1. Treat Every Firearm as if it Were Loaded
2. Never Point a Firearm at Anything or Anybody that You Do Not Intend to Shoot, or in a Direction Where an Unintentional Discharge May Do Harm.
3 Never Place Your Finger into the Trigger Guard until Ready to Fire
4. Be Sure of Your Target, Backstop, and Beyond

C. GENERAL TRAINING SAFETY RULES

1. Wrap Around Eye Protection is MANDATORY
2. Ear Protection is MANDATORY
3. Hats (Baseball Style) is MANDATORY
4. Long Sleeve Shirt is Recommended
5. We are Responsible for Each Others Safety - Anyone Seeing a Safety Problem Must Report it Immediately to an Instructor. Additionally, Anyone May Stop an Exercise if They See a Safety Problem
6. Report Any and All Injuries Immediately to an Instructor – Don't Suffer in Silence
7. It is Each Participants Responsibility to Cover All Open Wounds and Cuts Before Class Begins. If this Type of Injury Occurs During the Training Session, the Participant Will Immediately Notify an Instructor, Attend to the Injury; and Cover with First Aid Materials Available which Consists of Band-Aids, Gauze Pads & Tape**,** Alcohol and/or Disinfectant Wipes. Treat All Blood and Body Fluids with the Utmost Caution. Gloves Will be Used if there is any Possibility of Coming into Contact with Blood or Body Fluids
8. AT NO TIME is any Participant Allowed to Leave the Training Area without the Permission of the Primary Instructor.
9. Remember to Work at Your Own Pace - Don't Over Exert Yourself
10 Realistic Training is Important, However Safety Comes First!
11. Do not Enter Any Unauthorized Areas

D. SIMULATIONS/SIMUNITIONS

1. Mouth guards Will be Used, as Needed, for Simulation Training
2. No Live Ammunition Will be Loaded or Carried During Simulation Training Exercises (Double Checked by Participants & Instructors)
3. When Using Blank or Marking Cartridges, or Distraction Devices, You may Only Use Those that are Issued and You Must Double Check Them to Insure they are Intact.
4. Issued Protective Gear e.g. Faceshields, Padding, etc. Must be worn properly and at all times during Simulation/Simunition training until directed

otherwise by the Instructor.

5. When using Simunition rounds, **No Intentional** Groin or head shots will be allowed and shots within two feet of a roleplayer are not allowed.
6. Students will **immediately** cease activities when a sharp sustained blast of a whistle, and/or an instructor yelling “stop” is announced.
7. Students will immediately cease actions upon a roleplayer announcing “Stop” “Out of Role”!

E. SHOOTING HOUSE SAFETY RULES

1. Authorized Firearms Instructors Must be Present During Use
2. **BODY ARMOR** Must be Worn by Everyone who Enters the House
3. Prior to Live Fire Exercises, **Rooms Will be Checked** to Insure that No Personnel are Present
4. Firearms Instructors Will Insure Targets are Placed so that when Engaged, Rounds will Not Exit the House
5. Pistol Caliber Ammunition Shall Only be Used (Approved List)
6. No Steel Targets Allowed
7. Instructors Must Review All Targets and Angles of Deflection Before Beginning Live Fire
8. All Damage Must be Repaired, Replaced and Reported
9. During Multiple Use, Doors Must be Double Locked
10. Rotating Light Must be On During Use
11. Fire Extinguishers Must be Present During Use
12. Building Must be Checked for Damage and Fires, then Secured After Use

F. FIREARMS SHALL NOT BE HANDLED BY PERSONS WITH A BLOOD ALCOHOL CONTENT IN EXCESS OF .00% BY WEIGHT OR UNDER THE INFLUENCE OF DRUGS OR MEDICATION THAT WOULD IMPAIR THEIR MOTOR SKILLS, JUDGEMENT OR BALANCE.

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1- Sling
2 - 30 Round Magazines.
1 - Magazine Holder
2000 - Rounds of 9mm Ammunition

Total Time: 40 hours

DESCRIPTION

The Heckler & Koch MP5 Submachine gun is a lightweight, air-cooled, magazine-fed, delayed blowback operated, select-fire weapon that can be shoulder or hand fired. The H&K MP-5 submachine gun is chambered for various pistol cartridges to include 9 X 19mm Luger, .40

S&W, and 10mm Auto. It fires from a closed-bolt position in semi-automatic, 2 or 3-round burst, and sustained fire modes. The weapon utilizes the unique H&K roller-locked bolt system used commonly throughout the H&K family of small arms.

The unique features of the H&K MP-5 submachine gun include a free floating cold hammer-forged barrel, stamped sheet steel receiver, fluted chamber, straight-line stock and a pistol grip with ambidextrous safety/selector lever.

The modular design of the weapon consists of six (6) assembly groups, not including the carrying sling. This design provides an unmatched degree of flexibility as these groups can be exchanged with optional groups to create various styles of weapons for numerous operational requirements. This design also allows assemblies to be repaired separately from the weapon, which can be fitted with a new group and immediately returned to service.

The serial number of the MP-5 submachine gun is located on top of the weapon's receiver just forward of the rear sight assembly. On pre-1989 sound suppressed MP5SD models the sound suppressor and weapon serial numbers match. Serial numbers on newly manufactured (post-1989) or on the MP5-N, MP5K-N, MP5K-PDW, MP5/10 and MP5/40 **are not** matched to the sound suppressor.

The bare metal surfaces of the MP5 are first phosphated and then black lacquer paint is applied over the phosphating. This dry lacquer coating is applied using a magnetic charge and then baked onto the metal in an oven. The resulting finish is highly resistant to salt water corrosion and surface wear.

HISTORY

The H&K MP5 submachine gun was first produced in the mid-1960's as the "HK54" for it's first 9mm submachine gun based on the following code.

1st LETTER	TYPE OF WEAPON	2nd LETTER	CALIBER
1	Box-fed light machine gun	1	7.62 X 51 mm
2	Belt-fed machine gun	2	7.62 X 39 mm
3	Select-fire assault rifle	3	5.56 X 45 mm
4	Paramilitary rifle (German)	4	9 X 19 mm
5	Submachine Gun	5	(not used)
6	Grenade launcher, complete weapon	6	4.6 X 36 mm

7	Grenade launcher, add-on weapon	7	(not used)
8	(not used)	8	(not used)
9	Semi-automatic para-military rifle (USA)	9	40 mm

The H&K HK54 received it's current acronym "MP5" when it was officially adopted by the West German government for use by it's Police and Border Guard as the "Machine Pistol 5", or MP5.

The first MP5's were imported into the U.S. in the very early 1970's. Original HK-Oberndorf produced MP5's were imported into the U.S. and thus marked with "Harrington & Richardson", "Saco", "HK-Inc., Arlington, VA", "HK-Inc., Chantilly, VA", and the present marking "HK-Inc., Sterling, VA". This stamp is located on the right side of the magazine well. All 23 or more of the officially recognized variants of the MP5 submachine gun is imported into the U.S. exclusively by Heckler & Koch, Incorporated (HK-Inc.), located in Sterling, Virginia, for law enforcement and military sale.

The MP5 submachine gun is manufactured by Heckler & Koch, GmbH. ("Inc." in German) in the town of Oberndorf in the Federal Republic of Germany. The town of Oberndorf, located approximately one hours drive south of the city of Stuttgart, is also the same town where the famous arms manufacturer Mauser is located.

Heckler & Koch was founded in 1949 by three engineers, Messrs. Heckler, Koch and Seidel as a manufacturer of machine tools, gauges and precision parts. H&K became famous in 1959 when the new West German Army adopted the H&K G3 assault rifle in caliber 7.62 X 51 mm NATO (.308 Winchester). Since then H&K has designed and manufactured more than one hundred different types of firearms and devices for the most elite and respected military and law enforcement organizations in the world.

There are at present 14 licensed manufacturing plants in the world producing H&K weapons for the host country. H&K MP5's are produced under license in Saudi Arabia, Mexico, Greece, Pakistan, the United Kingdom and elsewhere. **Only those weapons produced at HK-GmbH are sold, serviced, supported or guaranteed in the U.S. by HK-Inc.**

NOMENCLATURE

A. Buttstock with Sling Attachment and Rear Take Down Pin

B. Rotary Rear Sight

C. Scope Mounts

D. Cocking Lever and Tube

E. Front Sight

F. Barrel and Lugs

G. Front Sling Mount and Take Down Pin

H. Handguard

I. Magazine Release/Paddle and Button

J. Magazine Well

K. Center Sling Mount

L. Center Take Down Pin

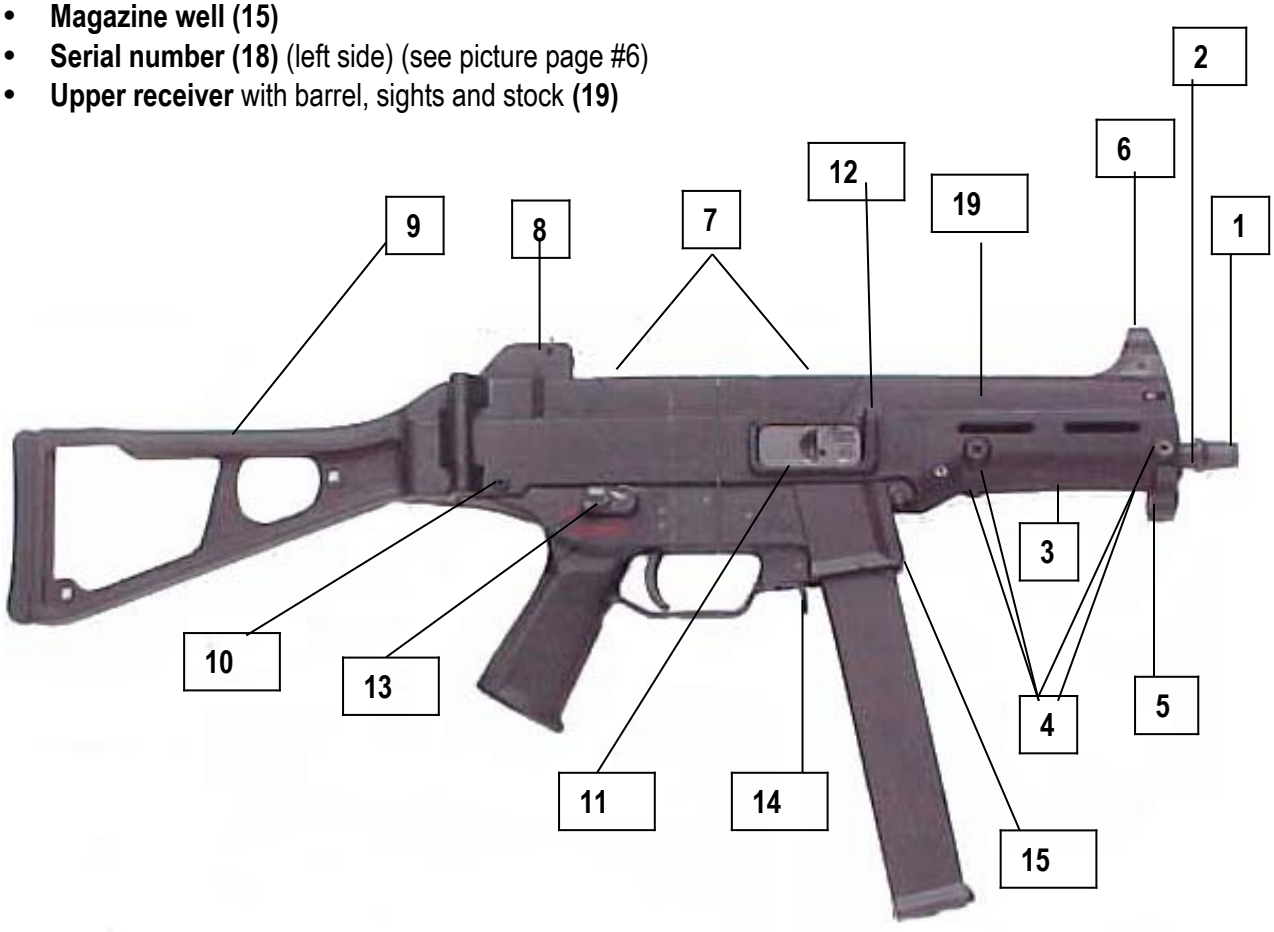
M. Trigger, Trigger Guard and Pistol Grip

N. Safety Select Lever

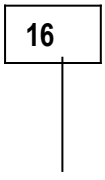
NOTES

External Nomenclature

- **Barrel (1)** (Crown) and suppresser flange **(2)**
- **Forearm (3) w/accessory rail hard point (4)**
  - **Detachable hand stop and Front sling mount (5)** (removable)
- **Hooded front sight (6)**
- **Cocking lever (16)** (left side)(see picture page #6)
- **Top rail hard points (7)**
- **Flip rear sight /notch & peep (8)(adjustable for elevation & windage)**
- **Folding stock and lock (9)**
  - **Rear take down pin (10)**
- **Ejection port (11)** (right side of receiver)
- **Folding stock engagement (12)** (engages stock when stock is folded) (in front of ejection port)
- **Lower receiver w/firing mode selector lever (13)**
- **Bolt catch (17)** (left side) (see picture page #6)
- **Magazine release (14)**
- **Magazine well (15)**
- **Serial number (18)** (left side) (see picture page #6)
- **Upper receiver** with barrel, sights and stock **(19)**



External Nomenclature (cont.)
Left side




18
17

Markings

<u>Right side</u> of subgun = 1. Importer and place of import 2. On Bolt - Caliber

<u>Left side</u> marking = 1. Nitro-cellulose stamp, date code and the "ULM"
2. "HK" logo and model (UMP)

Proof *Marks*

Quality Control Stamp =
Eagle with a "N" under it for "Nitro" cellulose

Date code:

A = 0	**F = 5**
B = 1	**G = 6**
C = 2	**H = 7**
D = 3	**I = 8**
E = 4	**K = 9**

J is reserved for Proof house use and on HK parts not required to be proof tested such as magazine housing

Proof Mark = Six proof houses in Germany. <u>ULM is utilized by HK</u>

ACCESSORIES

A. Buttstocks

B. Scope Mounts and Sights

C. Forearms

D. Barrel Accessories

E. Magazines

F. Sight Adjustment Tool

G. Brushes

NOTES

BREAKDOWN & ASSEMBLY

Assemblies

1. Receiver with barrel, Cocking Mechanism and sights
2. Bolt assembly
3. Pistol Grip with Trigger Mechanism
4. Buttstock
5. Handguard
6. Magazine
7. Sling

Trigger

1. Pistol Grip
2. Trigger Mechanism
3. Safety Select Lever

Bolt

1. Bolt Head Carrier and Recoil Spring Tube & Guide Rod
2. Bolt Head
3. Locking Piece
4. Firing Pin
5. Firing Pin Spring

NOTES

Field Stripping

- Point the UMP in a safe direction and perform a safety check

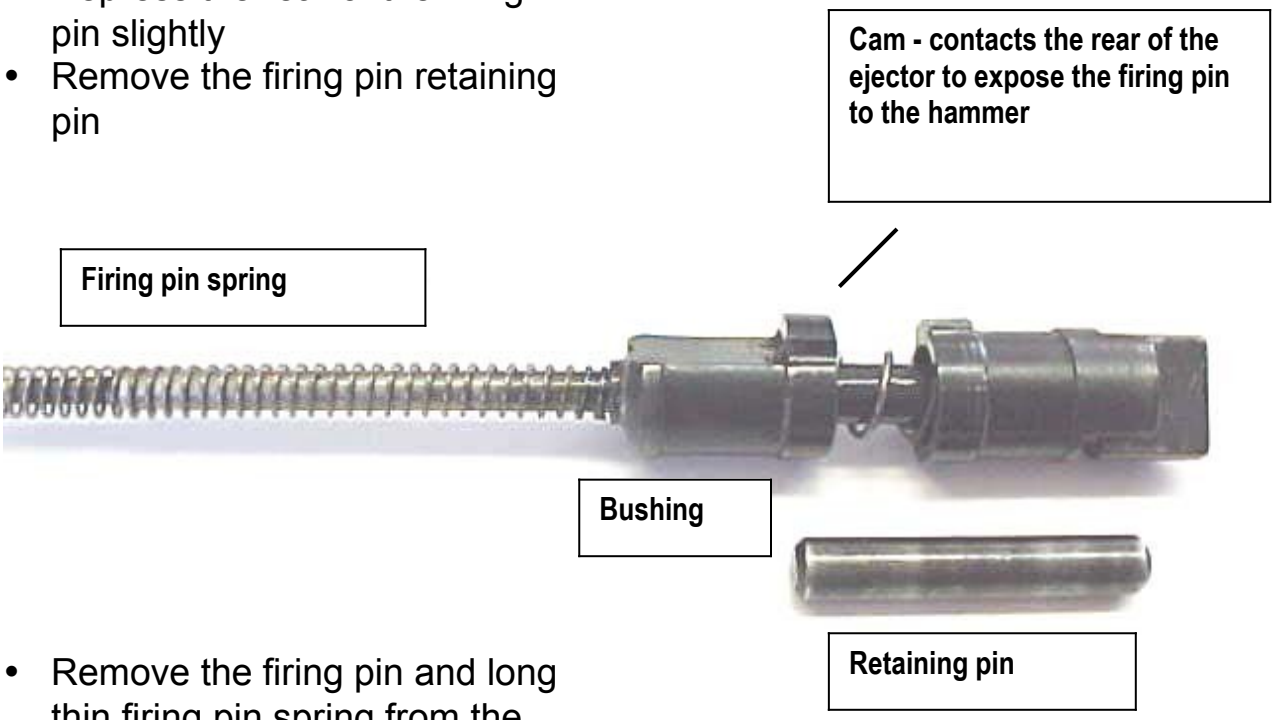
Disassembly

- Slap the cocking handle and allow the bolt to move forward into battery
- Push the lock button on the stock and fold the stock into the right of the receiver
- Remove the take down pin

- Move the lower receiver downward, and unhinge the hooks at the front of the lower receiver

- Remove the recoil spring assembly from the rear of the upper receiver
- Tilt the rear of the upper receiver downward and allow the blot to slide out into your hand

- **Firing pin**
- Depress the rear of the firing pin slightly
- Remove the firing pin retaining pin



- Remove the firing pin and long thin firing pin spring from the rear

- The UMP is now ready for cleaning and maintenance

FUNCTION CHECK

POINT FIREARM IN A SAFE DIRECTION

1. After assembling the gun, pull the cocking lever to the rear and release.

2. Put the selector on **"SAFE"** and pull the trigger. The weapon should not fire.

3. Put the selector on **"SEMI"** and pull the trigger. The hammer should fall**.**

4. Keep the trigger pulled to the rear and cycle the cocking lever.

5. Release the trigger to ensure that the trigger will reset.

6. Repeat several times to make certain the weapon functions correctly**.**

7. Rotate the selector to **Full** automatic and pull the trigger and hold it to the rear. The hammer should fall.

8. Holding the trigger to the rear cycle the cocking lever and the hammer should fall each time the bolt slams forward, resetting only after you release the trigger.

NOTES

FUNCTION

There are three commonly accepted operating principles used to operate an auto loading firearm. They all utilize the kinetic energy released as the round is fired. The powder in a modern cartridge is converted in a half dozen milliseconds from a dry powder to expanding gases 900 to 1,000 times the volume of the powder. Additionally the pressure of this expanding gas can average 38,000 psi with a peak of over 43,000 psi in a 9mm x 19 cartridge.

This firing causes many things to happen. First, as the gases expand the bullet moves from the case into the barrel and the force required to move the bullet causes an exact force to be exerted in the opposite direction. This will become recoil energy and is the power behind two of the operating principles. Second, the gases behind the bullet are continuing to expand. They push the bullet down the bore imparting spin to the bullet by the inscription of the bullet on the lands and grooves of the bore. These grooves are in the shape of a spiral, which makes the bullet turn as it travels down the barrel. It can achieve a rate of spin of almost 80,000 rpm in a 9mm. The expanding gases if vented and applied to pistons or rods can be made to power the mechanism of the auto loader. The M-1, M-14, M-16, Remington 1100, M-60 machine gun, and Desert Eagle are just a few of the gas operated weapons used.

One of the features of the **GAS** operated gun is that the barrel is stationary and that the gas is vented from the barrel forward of the mid point of the barrel. This creates a delay, which enables the bullet to leave the muzzle and the pressure to drop to a safe level prior to the action opening. In the **RECOIL** operated system the barrel and breech, barrel and bolt, barrel and slide remain closed while the mechanism is in recoil until the bullet leaves the bore and the pressure drops to a safe level. This is done through timing, but the barrel in a recoil system moves. Examples are numerous as all Browning design pistols are recoil operated. The Browning Hi-Power, MI911AI, Beretta, Smith autos, Glock, Sig and many more to include our own USP. Another method of utilizing the recoil energy is called **BLOWBACK** and broken into two types, the **simple** and the **delayed**. The simple blowback system uses the mass of the bolt to cause the delay necessary for the bullet to leave the muzzle. Uzis, Sterling, Sten, M3 Grease gun, Mac 10, and most small .22 semi pistols are simple blowback. Delayed blowback however, instead of using the mass of the bolt, incorporates a mechanical disadvantage, which must be overcome to unlock the bolt and open the action. In the case of the HK MP5 the disadvantage is caused by the rollers. This style of bolt system enables the bolt to be light. If the G3 used the simple blowback, the bolt would weight 36 lbs.

The MP5 functions through the utilization of the symmetrical transmission of energy. The equal and opposite reaction to the bullet traveling down the bore provides more than enough energy to function the gun. We call this the **ROLLER DELAYED BLOWBACK SYSTEM**

CYCLE OF FUNCTIONING

A re-occurring sequence of mechanical events, which take place in the operation of an auto loading firearm.

1. FEEDING Removing a round from the magazine.

As the bolt moves forward under the pressure of the expanding recoil spring, the feeding pawl on the bolt head rides between the lips of the magazine stripping a round out of the magazine and feeding it into the chamber.

2. CHAMBERING Placing the round into the chamber of the barrel and seating it fully.

The bolt pushes the round forward into the chamber until the mouth of the cartridge comes to rest on the end of the chamber. As the round is in the final stages of chambering the bolt carrier contacts the release lever of the trigger group and the hammer starts to fall, but the sear is in the way and the sear notch of the hammer engages the sear.

3. LOCKING Closing and locking of the breech mechanism prior to the shot.

The bolt, being pushed by the recoil spring, continues to apply pressure to the base of the cartridge until the extractor cams out allowing the bolt to snap forward. The front of the bolt head hits the back of the barrel and stops its forward movement. Once the bolt head has stopped moving, the bolt carrier and locking piece continue forward for about 4mm until the locking piece forces the locking rollers out into the locking recesses of the barrel extension.

4. FIRING Ignition of the propellant powder.

The trigger is pulled and pushes up on the rear of the sear causing the front to move down releasing the hammer. The hammer falls to the firing pin and overcomes the tension of the firing pin spring driving the firing pin into the primer. The primer detonates, igniting the propellant powder and firing has occurred. When the sear releases the hammer the spring in the sear causes the sear to travel a predetermined motion. This setting of the sear prevents double firing on SEMI and the sear is reset to catch the hammer before the hammer hits the firing pin. In full automatic the sear is held a little further out of the way and the hammer misses it and continues to hit the firing pin until the shooter releases the trigger.

5. UNLOCKING Removal of any blocking mechanism from the breech so the breech can open.

The resultant force of the cartridge firing creates an impact on the bolt head that sends force through the rollers into the locking piece, knocking it to the rear. Once the locking piece moves from between the rollers, the bolt is unlocked.

6. EXTRACTING **R**emoval of the fired cartridge case, or a round from the chamber.

As the bullet is leaving the cartridge case, expanding gases pressurize the inside of the case and the flutes in the chamber. This prevents the case from sticking to the wall of the chamber and residual gas pressure floats the case out of the chamber on this film of high pressure gas.

7. EJECTING Expulsion of the round or fired case from the gun.

The extractor holds the empty case to the face of the bolt head as it travels to the rear. The carrier rides over the rear of the ejector and the front comes up through the face of the bolt hitting the case as the bolt moves to the rear. The extractor creates a pivot and the ejector provides thrust as the case is knocked out of the ejection port.

8. COCKING Resetting of the trigger mechanism to enable subsequent shots to be fired. **NOTE:** cocking is **NOT** complete at this time!!

While the bolt moves to the rear the hammer is pushed back and the bolt rides over it. When the bolt moves forward for the next cycle the hammer starts forward, but is held by the catch assembly. The catch assembly holds the hammer until just prior to locking when the carrier trips the release lever which moves the catch assembly and the hammer falls to the sear. Shooter releases the trigger causing the sear to snap back into position and the gun is ready for the next shot.

SIGHTS

The sights on the MP5 are called "Diopter". Diopter, meaning "as seen through". They take advantage of the natural ability of the eye and brain to easily align concentric circles.

A. Sight Picture

The shooter obtains correct sight alignment by looking through the desired rear sight aperture and centers the front sight holder within the rear sight aperture with an equal circle of light around

the front sight holder. The sights are now properly aligned. Maintain that sight alignment and place the front sight post on the desired point of impact on the target (sight picture).

B. Rotary Drum

MP5's have a rotating rear sight drum that provides 4 various width apertures. Rotating this drum does not change the impact of the rounds down range. They are for eye relief only. The selection of the appropriate size aperture is usually done according to shooter preference. However, for more precise shooting the firer should select the smallest aperture that still allows a circle of light (halo) between the rear sight aperture and the outside of the front sight holder.

C. Factory 3" Group

The firearms must shoot 5 rds that fall within a 3 inch circle at 25 meters before it is shipped from Germany.

D. Trajectory

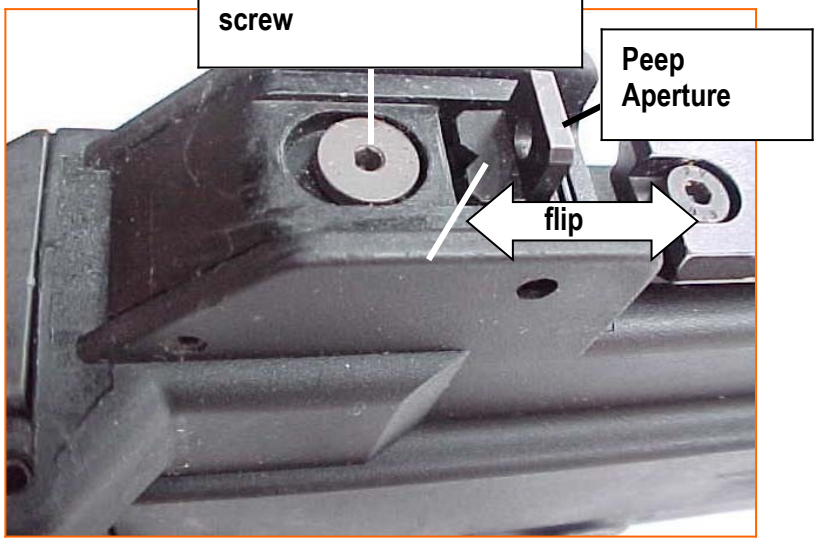
Generally speaking, zeroing the MP5 at 25 meters will put you generally high at the 50 meter and generally back on at the 100 meter line. However, as ammunition varies so does trajectory, thus you should test each type of ammunition used in the firearm.

NOTES

Sights

Sighting

- The front sight of the UMP is similar to the front sight of the MP5. With the notched rear sight line up the sights as you would with any "partridge" sighting system. Front sight sharp in focus, centered on the notch, equal amou ch side of the front sight blade, tops of the rear and front sights even a
- With the peep sight as with the MP5 a halo of light should be even aro d the front sight hood. The halo may be narrow or wide depending on where the shoot cheek weld.



- The front and rear sights can be removed and exchanged with an optional tritium sights
- The rear sights can be adjusted for elevation and windage with a 2mm hex wrench. Dia. of rear peep sight is 6mm. (same as large diopter on MP5)
- **LL=C** – **L**ower or **L**eft turn the adjustment screws clockwise
- A 360-degree turn will move the impact 2 inches at 25 yards for either windage or elevation.

SIGHT ADJUSTMENT

A. Sight Adjustment Tool

The sight adjustment tool consists of two pieces: the Lever Cylinder and the Phillips Head Screw Driver.

B. Elevation

Rotate the rear sight drum after capturing the spring detents with the sight adjustment tool, which will allow the drum to rotate freely.

C. Windage

The rear sight lock screw must first be loosened slightly to allow the windage screw to rotate. With the screw driver, rotate the windage screw located on the right side of the rear sight housing. The windage screw will have a slight amount of free play left and right when turned before any resistance is met. This free play should be taken out prior to the rotation being made and does not count as part of the rotation.

D. 1-Turn = 2" at 25 yds

One 360 degree, complete, revolution of either the rear sight drum or the windage screw will move the strike of the bullet 2 inches at 25m (when zeroing at 25m). One revolution can be determined by keeping an eye on the start position of a particular aperture on the rear sight drum and then rotating the drum until that aperture is in the same position. A mark can be placed on the screw driver so that one revolution can be determined when adjusting the windage screw.

E. L L C

Bullet Impact
Low or Left-Clockwise - This means that if the shooter wants to move the strike of the next group LOW or down, the rear sight drum should be rotated clockwise. Also, if the shooter wants to move the strike of the next group LEFT, the windage screw should be rotated clockwise. Obviously an up or right adjustment would require the rotations be counterclockwise.

NOTES

MP5 FAMILY

MP5 SD

1. Barrel
2. Suppressor
3. Locking Piece
4. Cycle Rate
5. Ammo
6. Cleaning

MP5 K

1. Suppressor
2. Cycle Rate
3. Locking Piece
4. Uses
5. Briefcase
6. PDW Navy K

MP5 10/40

1. Receiver
2. Locking Piece
3. Butt Stock Cutout
4. Magazine
5. New Style Sling & Pins
6. Suppressors

MP5 SF

1. Trigger Group
2. Butt Stock
3. FBI Design
4. Flash Hider

NOTES

MAGAZINE LOADING

A. 30 rd not 31 rd

The magazine will not "on board" in the magazine well with the bolt forward with 31 rounds in the magazine and becomes less difficult with less ammo. Some older mags can hold 32 rounds. Only load 30 rounds. You will cover the concept more in-depth during reload procedures

B. 10,20, and 30 rd holes

On the back strap of the magazine their exists 3 holes which indicate the amount of rounds in the magazine 10, 20, and 30. The amount is determined when the bottom half of the back of a round is seen in the window.

There are No holes on the new 10mm/.40 cal mags

C. Loader and Unloader

D. UMP 45

25 RD MAG

NOTES

SLING

Assembling the Sling

1. Hook, Clip and Buckle
2. Double Buckle and

Running End

Installing the Sling on the Weapon

1. Hook-Front
2. Double Buckle - Center
3. Clip - Rear

Carrying Positions

1. Front
2. Rear (Rappel)
3. Side
4. Back Pack
5. Cradle

Shooting Positions

1. Breaking Center Point
2. Standard Sling

MP5/10 & 40 Sling

1. Wider
2. Two Carbine Hooks
3. Double Buckle hooks to clip on sling
4. Eyelet Pins

NOTES

FUNDAMENTALS OF SHOOTING

PRIMARY OBJECTIVES

When considering or performing fundamentals of shooting, two major objectives should be achieved to their fullest potential within each aspect of the fundamentals. The primary objectives, if achieved to a given degree, will affect the shooters ability to hit quickly and accurately with the goal of doing so under the stressful conditions of a firing engagement.

1. CONTROL MOTION

Barring luck, movement in the firearm as the round is fired will adversely affect the intended strike of the round. Whether the shooter anticipates the shot and allows a pre-ignition push, or simply does not stabilize the gun fully upon presentation, motion will affect the strike of the round. Recoil is motion as well. What must be understood is that motion in the gun must be controlled as much as possible, just long enough to pull the trigger, in order for the round to impact the intended point.

2. CONSISTENCY

When training, shooters must realize the requirement of developing psycho-motor skills with the fundamentals, gained through repetitive, correct, practice. This allows the shooter to perform them each and every time he/she fires regardless of the conditions one is operating under.

A. STANCE

Feet comfortable distance apart. Knees slightly bent. Hips and shoulders square to the threat. Shoulders rolled forward slightly and a slight curve forward of the upper body for balance and to dissipate recoil. Head stays steady. This is a fighting stance. It achieves to the fullest degree the reduction of motion and in a variety of situations allows the shooter to stay (consistent) in the platform.

NOTES

B. GRIP

The shooter should obtain what is called "a shooting grip" on the pistol grip with the firing hand and exert rearward pressure into the shoulder. Elbow down. The Support Hand

should be placed on the handguard. Rearward pressure should be applied with the support hand as well. Elbow down. Almost all manipulation of the firearm such as reloads, moving the safety select lever, cocking lever, correcting stoppages, should be performed with the support hand as the shooting grip is maintained and the gun kept up in the shoulder.

C. SIGHTING

The sights must stay aligned throughout the trigger pull and afterwards. The shooter must look through the rear sight, like looking through a window, and focus the eyes fully on maintaining sight alignment. While maintaining proper sight alignment, the shooter then places the top edge of the front sight post on the intended point of impact (Sight Picture).

D. Trigger Control

Trigger control is the firm, constant, even pressure placed on the trigger along the axis of the trigger. Firm, even, constant pressure is key. What is not fully understood is that proper sight alignment and proper trigger control must be performed together.

E. FOLLOW THROUGH

Follow through is simply bringing the gun back on target immediately after recoil. This not only aids in reducing the motion of the gun when firing but It also prepares an officer to continuously apply force if needed.

F. SCAN & BREATHE

Once the shooter performs Follow through and he decides that another shot isn't necessary, the shooter should then scan and reathe This is nothing more than lowering the muzzle of the firearm to a cover or ready position, looking left and right across the threat area to look for additional suspects and breathing to get oxygen flowing back through his system.

NOTES

READY POSITION

The Ready Position begins from the good solid "Fighting Stance". Just as the name implies it is a position from which the shooter is most ready to quickly bring the firearm to bare on a threat and engage. Which also allows the shooter to maintain observation of the threat and the threat area as the shooter assesses the threat.

A. Weapon in shoulder

The buttstock of the firearm is placed high on the shooters body and as close to the cheek of the shooter as possible. The buttstock and the stock weld should be considered the Pivot point or hinge as the shooter goes from the ready position up and into the firing position.

B. Dropped below sight (*no tunnel vision*) scanning

The muzzle is depressed from firing position to where the shooter can observe the threat or threat area as he is assessing and also enough that the shooter can turn his head left and right without becoming obstructed by the stock.

C. Finger off the trigger and indexed

D. Manipulation of the Safety Select Lever

The safety select lever should be in the desired fire mode (depending on departmental policy).

NOTES

LOAD

1. Firearm pointed in a safe direction

2. Safety **on**

3. Lock Cocking Lever to the Rear

4. Magazine on
a. Seat and lock
b. Two stages

5. **Try to pull off**

6. Cocking Lever

Note: Vigorously slap the cocking lever out of the indent to allow the bolt assembly to go forward on its' own.

NOTES

UNLOAD

1. **Firearm pointed in a safe direction**

2. **Safety On**

3. **Magazine off**

4. **Lock Cocking Lever to the Rear**

5. ***Visually* and *Physically* inspect chamber**

NOTES

RELOAD

The reload with the MP5 is a Planned Event. Meaning that one should reload when an opportunity exists such as a lull in the firing. One must count their rounds, not necessarily round for round but one must know the configuration of their firearm at all times.

A. Lock Cocking Lever to the Rear

While leaving the stock of the MP5 in the shoulder, the shooter locks the cocking lever back with the support hand.

Remove Magazine

The shooter then indexes the support hand over top of the magazine clamp and where the support thumb is placed behind the magazine release. The magazine is released by pushing the magazine release with the thumb and pulling the magazine out of the magazine well.

C. Insert Fresh Magazine

The second magazine is then inserted vigorously into the magazine well

D. **Give a tug** down on fresh magazine

a downward tug exerted on the magazine to insure that it indeed has been properly seated.

E. **Slap Cocking Lever -** Allowing Bolt Assembly to go Forward

The shooter then allows the bolt to go forward by slapping the cocking lever forcefully down and away out of the notch in the receiver with his support hand palm. The shooter is then ready to fire again if needed.

F. Single stack **- get new magazine before locking back**

NOTES

STOPPAGES

A. Empty Magazine

Obviously no rounds in the magazine is considered a stoppage

B. Magazine not seated

If the magazine is inserted with the bolt forward the magazine may not be seated. Also if the two clicks or actions that truly seat the magazine in the mag well are not performed the magazine may not be seated. Additionally, the magazine will insert (but not fully seat) upside down in the mag well. A tug downward on the magazine must be initiated to ensure proper seating.

C. Stove Pipe

The spent casing is caught between the bolt head and the receiver. Often caused by light load ammo, poor extraction, dirty gun.

D. Double Feed

Often caused by the shooter "riding the bolt forward" or attempting to perform a "press check", or no extraction, or the shooter not properly clearing the firearm and a round is still in the chamber when a new round is attempted to be chambered.

E. Rounds stuck behind ejector

If this occurs, the only way to clear is to drop the trigger Mech down and "fish" the round out.

F. Rounds behind bolt

Often caused by a "Hot Load" where the gun is forced to "over function" or an empty casing gets caught. The gun must be broken down to clear.

G. Bad Ammo

Not cycling the working parts properly or simply not firing.

NOTES

CLEARING STOPPAGES ON MP5

1. Lock back

Lock back the bolt group by pulling the cocking lever to the rear and up into the notch of the

cocking lever tube. This may eject a live cartridge or spent casing but may not eject a round that may be chambered (depending upon the type of stoppage).

2. Mag off

Remove the magazine. You may see a live round or spent casing fall out of the magazine well but the firearm may still have a round chambered. (depending upon the type of stoppage).

3. Shake from 4-8 o'clock.

Shake the firearm from 4-8 o'clock. Simply rotate the firing hand on the pistol grip from the 4-8 o'clock position. This may drop a spent casing that sometimes gets caught on the shelf just below the chamber.

4. Rack bolt back and forth and lock back.

Rack bolt back and forth and lock back. This should allow the extractor to catch a round that may still be chambered and then extract and eject it.

5. Insert a fresh mag on, then bolt forward.

Insert a fresh magazine on, then bolt forward. Inserting a fresh magazine is a good idea as the mag may be the original cause of the malfunction and a number of rounds may have been fired out of the previous magazine so a fresh fully loaded magazine will top the gun off.

6. Do not point firearm up or down, maintain the shooting grip and weapon in shoulder.

NOTES

COURSE OF FIRE

INTRODUCTION FIRE

Ammo: Two Mags (1-31rd, 1-30rd) **Range**: 3, 5, 7, 15, 25 yards
Target: Paper **Demo**: None

Multiple dry "up" drills, stressing stance, ready position. Explain range commands, load, and unload. Students have No Sling on firearms. *Unload prior to changing distance.*

A. Magazine of 31 with bolt forward Have the students attempt to "on-board" a 31 round magazine to show that it cannot be done with the bolt forward

B. 5 rd groups at 3,7,10, 15 yards **Fire 5** round groups at target symbols; hold center mass of target symbols. Groups will be low but do not allow shooter's to compensate with "Kentucky Windage".

C. 5rd group at 25 yards **Fire a 5** round group at the 25 to the chest or belly. Then check targets and have students make sight adjustments. **Fire another 5** round group to confirm zero. Do not spend a lot of time zeroing, the objective is to get them to hold a group on the chest. Students have the option of shooting from the kneeling.

D. Stress counting rounds

COURSE OF FIRE

MP5 PRE-TEST

Ammo: Two 30 Rd Mags **Range**: 5, 7, 10, **Target**: Paper
Demo: None, however reinforce the manipulation of the safety select lever.

Students have No Sling on firearms. *Unload prior to changing distance. Safety select levers On Safe for all distances*. Students must activate the safety select lever to the designated mode of fire each time.

A. Double tap at 5yards Semi - Auto Double Taps at symbol, **Fire 4 times.**

B. Double tap at 10 yards Semi - Auto Double Tap at symbol, **Fire 4 times**.

C. 3rd burst at 5 yards Full Auto 3 rd bursts at symbol, F**ire 3 times**.

D. 3rd burst at 10 yards Full Auto 3 rd bursts at symbol, **Fire 3 times**.

E. Grounded Weapon Drill Students will ground the firearms ejection port up and on safe.

1. Students stand behind MP5 and upon the fire command being given they must bend down and pick the MP5 up, good stance, dial the select lever to semi-auto and fire a double tap to the chest or abdomen. **Fire 3 times**.

2. Students stand behind the grounded MP5 and face the instructor. On the fire command they must turn and face down range, pick up the MP5, dial the select lever to full auto and fire a three round burst to the chest or abdomen. F**ire 3 times**.

3. Students stand behind the grounded MP5 and face the instructor. On the command of "move", the students begin walking up range. When the fire command is announced the students turn around and move to the MP 5, pick it up and fire a double tap to the chest or abdomen. **Fire 3 times**.

NOTE: Remember that this course of fire is to assess the handling skills that the students bring to the class and assess the participants for any physical problems.

COURSE OF FIRE

FULL AUTO 30 RD BURST

Ammo: Two 30 Rd Mags **Range**: 5 yards **Target**: Paper
Demo: None

This course of fire is to stress the stance of the students. They fire a single 30 round burst at a symbol attempting to hold all 30 rounds on the symbol. **Fire 2 times**

Explain to the participants that if the MP5 begins to climb and/or they begin to lose balance they must stop firing for safety purposes.

Have the students **fire one at a time** so that they can observe the other participants.

OPERATOR MAINTENANCE

CLEANING

The MP5 will function in extremely adverse conditions and will operate while quite dirty. However, this is not the recommended method of operation. This firearm is **NOT** self-cleaning just as it is not self-shooting. It should therefore be cleaned **after every time it is fired.** A standard guide to establish during firing is 1000 rounds, then clean. (300 rds for the SD) CLEAN IS CLEAN. this is your standard!

SOLVENTS

Mineral spirits, dry cleaning solvents such as **Varsol, Safety Clean #105. NEVER GASOLINE!** These are for general cleaning throughout the gun. Some Biodegradable solvents can leave a gummy residue.

BORE CLEANERS

Hoppe's Nitro Solvent, Shooter's Choice, etc. Any commercial bore cleaner.

BORE BRUSHES

Bronze bristle, copper, and brass are recommended. Nylon is OK. **Never ever use stainless steel.**

PATCHES

Soft and absorbent. We recommend Knit patches as woven patches may leave strings. **Southern Bloomers** is excellent.

LUBRICANTS

Break-free, Eze-ox, Slick 50 1-lube, etc.

PRESERVATIVES

Break-free, Ballistol, Rig, etc.

NOTES

CARE AND CLEANING

BARREL

Clean from the chamber end always!! Push the brush or the patch through in one stroke. Brush with solvent, Wash brush!!

Patch dry until clean, repeat brushing if necessary. Lube barrel inside and out to prevent rust. Fouling shots are fouling!

RECEIVER

Clean with mineral spirit solvents and brush to remove large deposits of carbon and dirt. Pay particular attention to the barrel extension area. Generally lube throughout.

BOLT GROUP

Clean with brush and solvent. Air dry. Lube.

BUTTSTOCK

Clean with brush and solvent. Air dry. Lube.

TRIGGER GROUP

Clean with brush and solvent. Flowing or pouring solvent may help. Air dry. Lube, paying particular attention to the axles.

HANDGUARD

Wipe off with damp cloth or wash with soap and water and air dry completely. Do not lube, but you may have to wipe the handguard with an oiled cloth lightly if a white residue appears.

MAGAZINE

Wipe off the outside and the follower then lube to prevent rust.

VISUAL CHECKS

The operator should know his gun well enough to know if there is something wrong with it. He should perform a visual inspection of the gun as he is cleaning it.

REPORTING

Encourage your people to report problems, not fearing retribution.

DOUBLE TAPS

Hammer

A hammer double tap is two rounds fired rapidly with very little set time between shots. This is generally used when the target is large and/or close when speed is necessary.

Controlled Pairs

These are fired when the target is more difficult because of size or distance. More accuracy may be required, so set time increases between shots to allow the shooter to stop the firearm and be more precise with sight alignment

A. Presenting the Firearm

1. Mounting

From the ready position the shooter should simply move the firearm to the head. One movement is all that is necessary. The index points must be established prior to firing.

2. Sighting

If the mount is performed correctly, once the cheek weld is established the sights simply interrupt the plane of vision.

3. Presentation Time vs. Set Time

Presenting the firearm is the process of moving the firearm from the ready position to the firing position. This should be done as fast as possible and never changes due to target size or distance. What does change based on size and distance is SET time. It is the time required by the shooter to stop the gun out of motion after presentation and in-between successive shots and to insure the alignment of the sights. This varies dependant on the degree of precision and speed required in the firing of the shots. Obviously, a target which is smaller and/or further away will require the application of more SET time. Hammers or Controlled Pairs are differentiated simply by set time.

NOTES

COURSE OF FIRE

DOUBLE TAPS

Ammo: Two 30 Rd Mags **Range**: 3, 7, 10, 15, 25 **Target**: Paper

Demo: Live fire demo of "Hammers", and "Controlled Pairs; also Presentation time, Set time, Follow through, Scan, Breathe.

1. 3 yard line - Hammers at symbol **Fire 4 times**

2. 7 yard line - Hammers and 1 Controlled Pair at symbol. **Fire 3 times**

3. 10 yard line - Hammer and 2 Controlled Pairs at symbol. **Fire 3 times**

4. 15 yard line - Controlled Pairs at chest or belly. **Fire 4 times**

5. 25 yard line - Controlled Pairs at chest or belly. **Fire 4 times**

Check Targets

6. 15 yard line - Hammers at chest or belly. **Fire 2 times**

7. 25 yard line - Hammers at chest or belly. **Fire 2** times

8. 5 yard line - hammers at symbol. **Fire 2 times**

NOTE: Stress counting rounds, "Feet, Knees, Hips", "Follow through, Scan, and Breath".

STOPPAGE DRILLS

1. Press Trigger Second Time

Immediately pull the trigger again while maintaining target acquisition. This is done for the simple reason that if the shooter thought he was in the full automatic mode but actually was in the semi-auto mode, pulling the trigger again should allow him to fire at the adversary. Also, if the shooter failed to allow the trigger to fully reset, this will also be a faster option
In the event that a second trigger pull confirmed a stoppage, the shooter should TRANSITION to his back-up firearm

2. Back of Support Hand to Contact with Support side Thigh

Once the stoppage is confirmed the shooter maintains the grip of the forearm with the support hand. Then he should move the support hand (while still holding the forearm of the MP5) to the support side thigh until the back of the support hand comes in contact with the support side thigh. Ensure that the muzzle is down and away.

3. Simultaneously Shooting Hand Releases shooting Grip

4. Shooting Hand Grips Secondary Weapon

5. Draw and Engage *if Necessary*

NOTES

6. Tactical Considerations

Once the threat is engaged with the back-up firearm the shooter may decide to continue the operation with the back-up firearm or may decide to correct the stoppage on the MP5. The tactical situation as it presents itself at the given time would dictate what the shooter does. However, Should he decide to immediately or

eventually correct the stoppage, the shooter would then:

1. Announce "Cover!" while maintaining a scan position with the back-up firearm. Once a cover man is obtained by announcing "ok!" the shooter then holsters and secures the back-up firearm.

2. Once the back-up is holstered and secured the shooter then kneels and immediately clears the MP5 by maintaining the stock in his shoulder and then first locking the cocking lever to the rear. Then, the magazine is removed. Rock the MP5 back and forth from the 4-8 o'clock positions. Allow the cocking lever to go forward. Lock the cocking lever to the rear.

3. The shooter then inserts a fresh magazine, slaps the cocking lever forward, announces "Ready!" and resumes the operation after an answer of "ok" is given by the cover officer

NOTES

COURSE OF FIRE

STOPPAGE DRILLS

Ammo: Two 30 Rd Mags with 10 empty cases **Range**: 7 **Targe**t: Paper

Demo: Live fire demo of transition and clearing the stoppage.

NOTE: Prior to beginning, students should load 4 dummy or empty casings into each magazine mixed in with 26 live rounds. The shooters will also need their handguns and ammunition for their handguns from this point forward.

1.	Have students perform multiple dry fire transitions while on the line and prior to loading.

Note: Check for violations of the laser rule and proper transition procedures.

2. 7 yards Have students change magazines with one another, - On the fire command students will Attempt to fire 2 rounds at symbol. - When a stoppage is confirmed students will transition to back-up and fire 2 rounds at target - Then clear the MP5 using the proper procedures including communication.

Repeat this drill until both magazines are expended.

CAUTION! - Do not load spent/empty casings into the 10mm/.40 cal MP5s as they might damage the magazines.

COURSE OF FIRE

RELOAD DRILLS

Ammo: Two 30 Rd Mags **Range:** 7 **Target**: Paper

Demo: Live fire demo of reload procedures for both double stack and single magazines. Demo the generic reloads first and then incorporate the communication. Fire two rounds, reload, fire two rounds. Ensure that proper fundamentals are used keeping firearm in the shoulder, stance, scan, breathe, etc.

1. 7 yards - Generic reload procedure - No communication - Fire 2 rounds, reload, back on their feet, fire 2 rounds - at symbol - **5 repetitions**

2. 7 yards - Adding communication with the instructors acting as the cover men - Fire 2 rounds, yell "Cover!, once "OK!" is given by instructor, reload, yell "Ready!" receive an other "OK!" and stand and fir 2 rounds. - **5 repetitions**

3. 7 yards - Same drill but students will cover for one another - Start the fire commands slow paced and build to frequent fire commands. **5 repetitions**

NOTE: Stress to the students to not begin reload process unless they have a cover man and if they don't have a cover man yet, and a fire command is given, they must fire at the target. Do not let the cover men watch the reloading officers.

NOTE: Students should use the procedure and communicate and receive cover each time they must reload for the rest of the course.

DRUG AND ARMOR DRILL

Because of the many cases of individuals getting hit by numerous rounds and not stopping, what one must realize is that bullets may not work! In the officers' mind he/she must realize that just because they shot at someone doesn't mean the person is going to stop. The Officer should always ask the question " Did I Hit?.. and Did the bullets work?" If the answer is no, an option target area may be a good decision.

A. Objective is to stop suspect

Consider the human body and those areas or body parts that allow an individual to function. Consider also, which body parts and functions

an officer attempts to disrupt when applying force (shooting) in order to stop the threat

B. Head

If one can destroy the brain and C-Spine then it holds true that one's ability to function will be halted.

C. Center Mass/Margin of error

When attempting a "head shot" one increases their chance of obtaining the desired results if Center Mass of the target is the point of aim. The less amount of armor in that region of the head allows for latitude in accuracy meaning that if the shooter is slightly high or low with the shot the round may impact the face area, which has less armor.

D. Pelvic Area

The Pelvic Girdle becomes a viable point of aim and impact in stopping the threat, not because it increases lethality potential, but because of the simple reason that the body's weight is supported by the pelvic girdle and if that is destroyed the threat may lose mobility.

E. DT- Zero misses.

NOTES

COURSE OF FIRE

DRUG AND ARMOR DRILL

Ammo: Two 30 Rd Mags **Range**: 5,7,10 **Target**: Paper

Demo: None, just lecture.

1. 5 yards - Double tap chest - Assess - One round to the head. **2 repetitions**

2. 5 yards - Double tap chest - Assess - Two rounds to the pocket. **2 repetitions**

3. Repeat same drills at 7, 10 yard lines

NOTES: Stress counting rounds - Zero misses - The hat is considered a miss

MULTIPLE TARGETS

Prioritization

When confronted by multiple threats one engages the greater priority threat until the threat is under control or is no longer the greatest threat, then the shooter moves on to the next threat.

Spread Fire

Conceptually, one may do this in a situation where all the threats must be dealt with now, neither threat is necessarily greater than the other.

A. Identifying Targets

Perhaps the most important factor in a potential shooting situation is the ability to assess the threats and discriminate targets.

B. Smooth Firearm Movement

C. Jerking

D. Tunnel Vision

E. **One Target at a time**

The gun must stop on each target just long enough for the shooter to fire.

NOTES

COURSE OF FIRE

MULTIPLE TARGETS

Ammo: Four 30 Rd Mags **Range**: 10 **Target**: Metal

Demo: None, Just lecture

1. 10 yards - Double tap their target - **3 repetitions**

2. 10 yards - Double tap their target, double tap their buddy's target - **3 repetitions**

3. 10 yards - Double tap their target, double tap their buddy's target, then back to their target with a double tap - **3 repetitions**

RELOAD MAGAZINES AND RETURN TO THE LINE

4. 10 yards - Double tap their target, step to right and cover their buddy's target.
- Double tap their buddy's target, step to left and cover their target.
- Double tap their target, step to right and cover their buddy's target.

5. 10 yards - Same type of shooting and moving to cover another target except two targets are engaged and two movements are performed. - **3 repetitions**

6. 10 yards - same as above except three targets are engaged and three steps performed. - **3 repetitions**

7. 10 yards - From left to right, the first man on the left double taps, upon hearing his partner fire the next shooter fires and so on down the line. (Participants are not reacting to fire, they are being taught to be aware of their environment.)

FIRING POSITIONS

The use of and the need for different firing positions goes hand in hand with the use of cover. For the most part, as an officer uses cover he/she must conform to the configuration of the cover.

A. Standing

B. **Kneeling**

C. **Squatting**

D. **Prone**

NOTES

USE OF COVER

Cover vs. Concealment

Cover is described as something that will protect you from the impact of incoming rounds. Concealment is something that will protect you from observation.

Use of Cover

Any piece of cover can be defeated in some way shape fashion or form. Either finally through the impact of rounds, or simply because the assailant moved and through that movement opened up angles of observation and/or fire. As much as protection allows, one should try and maintain maneuverability and observation.

1. Quick Peeks
One might quickly expose his eye around the side of cover for a short period of time to locate the subject.

2. Cutting the pie
This is down generally slow and is used to observe a threat prior to the threat seeing the officer

3. Rolling out
This is performed by keeping the feet and as much of the body behind the cover as possible. Bend sideways at the waste to observe and engage.

4. Distance from cover
Often with medium or high cover, backing off the cover will allow the shooter to maintain the protection but it will also allow greater mobility and observation. REMEMBER – keep muzzle clear of Cover when firing- not only sights.

NOTES

COURSE OF FIRE

FIRING POSITIONS DRILL

Ammo: Two 30 Rd Mags **Range**: 25,35,50 **Target**: Metal

Demo: No live fire. Dry demo the various firing positions

Note: The Second relay should be right behind the shooting relay and acting as spotter/coach

1. 25 yards - Standing - Single Round - **5 repetitions**
25 yards - Kneeling Unsupported - Single Round - **5 repetitions**
25 yards - Kneeling Supported - Single Round - **5 repetitions**
25 yards - Squatting - Single Round - **5 repetitions**

2. 35 yards - Kneeling Unsupported - Single Round - **5 repetitions**
35 yards - Kneeling Supported - Single Round - **5 reps**
35 yards - Double Knee Kneeling - Single Round - **5 reps**
35 yards - Squatting - Single Round - **5 Reps**

3. 50 yards - Prone - Single Round - **5 reps**
50 yards - Squatting - Single Round - **5 reps**
50 yards - Shooters Choice of kneeling - Single Round - **5 reps**

MOVING TARGET

There are basically three methods of engaging laterally moving targets. They are Stationary Hold, Tracking, and Overtaking. The most important aspect of each of these is the lead that must be applied with the firearm by the shooter in order to hit. The amount of lead depends primarily upon the Speed at which the target is moving and the Distance of the shooter to the target.

A. Stationary Hold

This method entails a sort of "ambush" . The shooter holds the firearm stationary on a point of aim where the shooter believes the target will cross. As the target moves into the sights the shooter can fire.

B. Tracking

This technique is performed by the shooter keeping pace with the target and maintaining a required lead as the firearm is discharged. The shooter's firearm continues to move as it is fired.

C. Overtaking

This is a sort of "catch up" technique in which the shooter is initially behind the target and must move the firearm towards the target at a greater pace to overtake the target. As the shooter begins to overtake the target he must either slow the pace of his firearm movement to match that of the target or the shooter can swing past the target and obtain a stationary hold position.

NOTES

COURSE OF FIRE

MOVING TARGET

Ammo: Two 30 Rd Mags **Range**: 7 yards **Target**: Paper target w/2 painted circles

Demo: No.

1. 7 yard - Shooter applies a stationary hold and fires a double tap. **2 times each direction**

2. 7 yard - Shooter holds a position to the extreme left or right of the range and as the target moves away the shooter must overtake the target and fire a double tap. **2 times each direction**

3. 7 yard - Shooter obtains a lead on the target and keeps pace with the target as it moves firing double taps. **2 times each direction**

COURSE OF FIRE

SNAPPING IN POSITION

Ammo: Two 30 Rd Mags **Range**: 10 yards **Target**: Metal(4)

Demo: No.

Set up cover and 4 metal targets per shooter that are painted with 3 different colors (two targets are painted the same). Shooter will stand behind cover with the next shooter in line acting as his Coach. Instructor will sound off with a position and a color e.g**. "standing red"** and the shooter will fire a double tap from behind cover either stepping out or rolling out to engage. Once the shooter fires, he will seek cover from the last target engaged. The instructor will continue calling off a position (squatting, kneeling) and a color at which the shooter will assume the position designated and engage the appropriate colored target.

The shooter must reload properly and transition to a back up firearm if necessary. The Coach will tell the shooter if he has missed with either round of the double tap in which case the shooter must engage the target until he hits with both rounds of the double tap. The Coach will also inform the shooter if he has failed to use cover appropriately.

The instructor will continue the commands until the shooter has performed one reload and then fired three more positions. The students will fire the course of fire twice. Once firing from the right side of cover and then again from the left side of cover.

RANGE MANAGEMENT

NOTES

INTRODUCTION

SAFETY FIRST!

THE RANGE

1. Overall Range Inspection

2. Safety Berms

a. Front Impact Berms

b. Side Berms

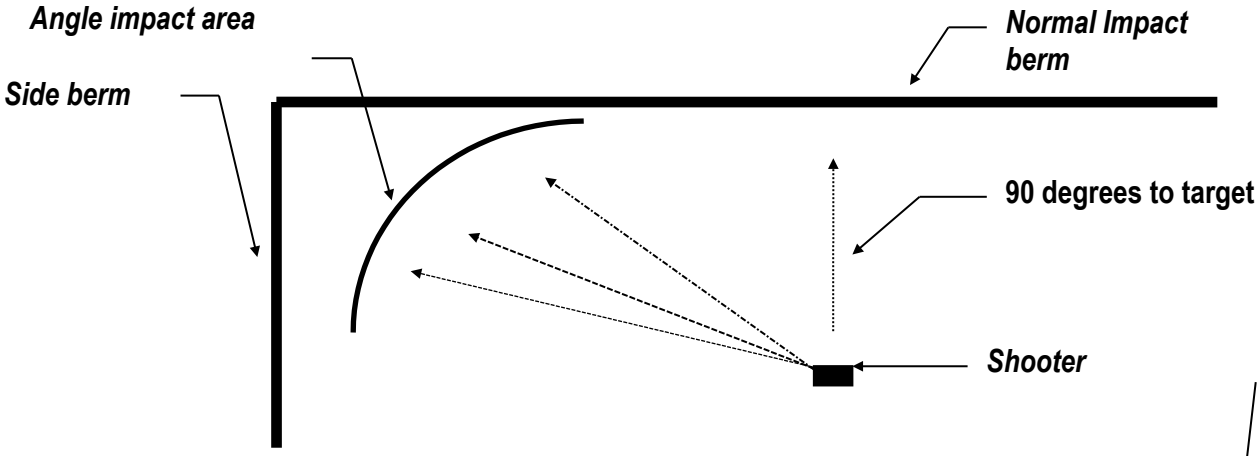
c. Outer Markers

3. Visual Warning

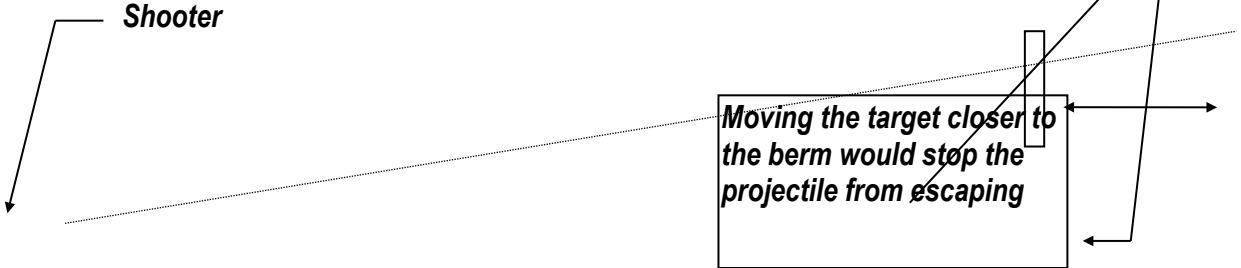
4. Check-in

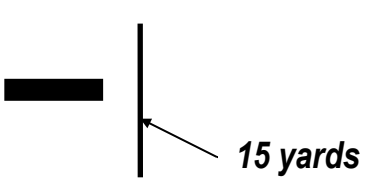
SHOOTING AT ANGLES

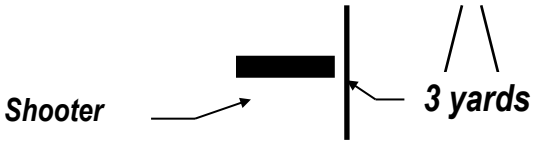
1. Side Angles



2. Upward Angles







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EMERGENCY MEDICAL SERVICES

1. Injury Reports

THE ENVIRONMENT

1. Heat

2. Extreme Cold

STUDENT CONDITION

NOTES

COMMUNICATIONS

1. Outside Communications
2. Range Commands
3. Position
4. Wind
5. Voice Enhancements

a. Fixed public address system
b. Wireless address system
c. Megaphone

6. Definition of Terms
7. Fire Stimulus

a. Whistle
b. Horn
c. Beep
d. The word "Fire"
e. The word "Up"
f. Initializing shot
g. The falling of an object
h. Etc.

SPAN OF CONTROL

1. One instructor

2. Two instructors

3. Multiple Instructors

4. Tower Control

5. Two line concept

6. Addressing Visitors

REPORTS

SUMMARY

NOTES

INTRODUCTION TO AUTOMATIC FIRING

A. Stress Stance

B. 3 rd group

C. **Zero misses**

D. Counting rounds

NOTES

TRIGGER CONTROL

A. Trigger Manipulation

B. Listen & Feel

C. Different Trigger Break

D. Counting Rounds

NOTES

Ammo: Four 30 Rd Mags **Range**: 3,5,7,10,15,25 **Target**: Paper

Demo: Yes, Fire live demo of: **1**. a good 3 rd burst with a locked in stance. **2.** loose stance. **3.** firing burst as presenting firearm (in motion). **4.** about 95% locked in stance. **5.** loosing up as the trigger is pulled. **Also** do a live fire demo of trigger control, showing 1,2,3 round bursts on full auto.

1. 3yds - 3rd burst at symbol - **Fire 4 times**

2. 5yds - 3rd burst at symbol - **Fire 4 times**

3. 7yds - 3rd burst at chest or belly - **Fire 3 times**

4. 10yds - 3rd burst at chest or belly - F**ire 3 times**

5. 3yds - 3rd burst at symbol **- Fire 3 times**

RELOAD MAGAZINES

Trigger Control Drills - 1 rd, 2rds, and 3rd bursts

6. 3yds - 3rd burst, 3 times at symbol
- 1rd, 1 time

7. 5yds - 2rd burst, 2 times at symbol
- 1 rd, 1 time - 3 rds, 2 times

8. 7yds - 2rd burst, 2 times at symbol
- 1rd, 2 times - 3 rd burst, 1 time

9. 10 yds - 3rds burst, 3 times at chest or belly

10. 15 yds - Participant fires the burst he feels he can keep on the chest or belly, **fire three times**.

11. 25 yds – Fire the same course as the 15 yd line.

COURSE OF FIRE

DRUG AND ARMOR AUTO

Ammo: Two 30 Rd Mags **Range**: 5,7 yards **Target**: Paper target

Demo: No.

NOTE: This drill is the same as the previous Drug and Armor drill except that the shooter should fire a 3rd burst to the chest and 1rd to the mouth, and 3rd burst to the chest and 4rds to the pelvic (either 2-2rd bursts or a single 4rd burst).

COURSE OF FIRE

MULTIPLE TARGET AUTO

Ammo: Four 30 Rd Mags **Range**: 10 **Target**: Metal

Demo: None, this course is the same as the semi-auto course of fire w/3rd burst

1. 10 yards - 3rd burst their target - **3 repetitions**

2. 10 yards - 3rd burst their target, 3rd burst their buddy's target - **3 repetitions**

3. 10 yards - 3rd burst their target, 3rd burst their buddy's target, then back to their target with a 3rd burst - **3 repetitions**

RELOAD MAGAZINES AND RETURN TO THE LINE

4. 10 yards - 3rd burst their target, step to right and cover their buddy's target.
- 3rd burst their buddy's target, step to left and cover their target.
- 3rd burst their target, step to right and cover their buddy's target.

5. 10 yards - Same type of shooting and moving to cover another target except two targets are engaged and two movements are performed. - **3 repetitions**

6. 10 yards - same as above except three targets are engaged and three steps performed. - **3 repetitions**

7. 10 yards - From left to right, the first man on the left fires, upon hearing his partner fire the next shooter fires and so on down the line.

Course of Fire

PLATE RACKS

Ammo: One 30 Rd Mags **Range**: 10 **Target**: Metal

Demo: None

1. This course of fire is done as part of the round robin when enough instructors are available to run another station. The plates should be painted three different colors and the course can be shot with one or two shooters.

It is basically a multiple target drill where the instructor calls off various combinations of colors and the shooter engages them in the order designated.

STATIC TURNS SHOULDER

A. **Always move into known territory**

When performing a static turn towards a threat, one should always turn into known territory. Or in other words, the shooter will pivot in a forward fashion rather than backwards. This is done so the shooter always sees where he is turning in to and can make adjustments if needed.

B. Pivot on foot in the direction that you want to turn

C. Counting rounds

D. **Zero misses**

E. Stress safety **- *don't break laser rule***

The muzzle should be depressed and stay depressed until the turn is completed. Do not begin presenting the firearm while turning.

F. Stress stance

NOTES

COURSE OF FIRE

STATIC TURNS SHOULDER

Ammo: Two 30 Rd Mags **Range**: 5 or 7 yards **Target**: Paper

Demo: Dry demo of turns after lecture. (Left & Right 90 degree turns and 180 degree turns)

NOTE: Run the students through dry. Stressing quick movements always in direction of known territory. Insure the shooters' head & eyes are raised and scanning, not looking down at the ground.

1. Line facing to the right from the ready, on the "UP' command shooters will turn 90 degrees pivoting on the left foot, face target, present, fire a 3rd burst to chest or belly. **Fire 3 times**.

2. Line facing to the left, from the ready, on the "UP' command shooters will turn 90 degrees pivoting on the Right foot, face target, present, pull the trigger firing a 3rd burst to chest or belly**. Fire 3 times**.

3. Line facing up range or the instructor, from the ready, on the "UP' command shooters will turn 180 degrees pivoting on the left foot, face target, present, and pull the trigger firing a 3rd burst to chest or belly. **Fire 3 times**.

4. Line facing up range or towards instructor, from the ready, on the "UP' command shooters will turn 180 degrees pivoting on the Right foot, face target, present, and pull the trigger firing a 3rd burst to chest or belly. **Fire 3 times**.

5. Line facing up range or towards instructor, from the ready, on the "UP' command shooters will turn 180 degrees pivoting on the Either foot (shooters choice), face target, present, and pull the trigger firing a 3rd burst to chest or belly**. Fire 3 times**.

FIRING ON THE MOVE – Shoulder

During a tactical operation, movement is used as part of the resolution tactics. It is imperative that the operator be able to shoot and hit while moving. There are certain points to consider. The movement in your body is projected to the end of the gun. This movement is not good and can affect your shot. The goal with any movement technique, is to try and reduce the amount of movement in the gun produced by running or moving quickly.

FORWARD

A. Firearm pulled tight into shoulder

B. Consistent Upper body Platform

C. Legs become shock absorbers

One can reduce this movement by allowing the knees and feet to act as shock absorbers. Over exaggerate the bend in the knees

D. Roll your feet

The shooter should shorten his/her normal stride to about half. The feet roll naturally from heel to toe and one should avoid picking the feet up too high. They should plane out and the path of the feet should be parallel to the ground as much as possible. The feet and knees should remain linear and one should prevent the knees and feet from stepping out to the left and right. Short steps should be taken, rather than long steps.

E. Walking

F. Speeds

G. Commands

NOTES

COURSE OF FIRE

FIRING ON THE MOVE - FORWARD

Ammo: Two 30 Rd Mags **Range**: start @ 15 **Target**: Paper

Demo: Yes, after lecture live fire demo the three different speeds firing a 3rd burst on the up command. Also, do one active countermeasures during the warrant service speed demo.

NOTE: Have the students perform multiple dry drills so the instructor can observe and critique their performance of the technique.

1. COVERT SPEED - On command of "Move" shooters begin moving towards targets @ the ready position and scanning. On the command of "Threat" the shooters lock-in on the target and bring the firearm up to the threat position (not a firing position). On the command "UP" the shooters fire a 3rd burst center mass of the target while moving. They should continue moving towards the target until approx. 4 feet from the target then stop, cover the down subject, look left and right**. Fire 3 times**.

2. WARRANT SERVICE SPEED - Same as prior except add a "no shoot" situation for active countermeasures. **Fire 3 times, and 1 active countermeasures**.

3. HOSTAGE RESCUE SPEED - Same as previous without an active countermeasure. **Fire 3 times**

NOTE: Be cautious that the shooters do not stop their movement if a stoppage occurs. They must transition while moving.

Also, Explain that our Covert Speed is approx. A normal walk pace. Warrant Speed is a fast walk pace. And HRT is not quite a jog.

BACKING OUT

The ability to "Back Out" is an essential tool for the tactical team and the operator. Just as in firing on the move forward, reducing the motion of the muzzle through a good movement technique is the most important aspect of firing while backing out.

A. Firearm pulled tight into shoulder

B. Maintain Weight Transfer

C. Legs become shock absorbers

D. Roll your feet

E. Reverse Step

The first backing out movement method is the same movement technique used for forward moving only done in reverse. It is extremely important that the shooter keeps weight distribution forward and not lean back.

F. Step and Drag/Drag and Step

The step and drag back is performed by stepping back with the strong foot and then dragging the support foot back. This technique allows the strong foot to come in contact with an obstruction and identify it first while maintaining balance. If an obstruction is identified the shooter can take another course around it. Again the shooters weight distribution must remain forward

G. Speeds

H. Commands

NOTES

COURSE OF FIRE

FIRING ON THE MOVE - BACKING OUT

Ammo: Two 30 Rd Mags **Range**: Start @ 15 **Target**: Paper

Demo: Yes, after lecture and dry demo of both backing out techniques, live fire 1 iteration of backing out.

NOTE: Shooters will first fire while moving forward, then after the command of **"Back Out"** they will begin the backing out portion. All firing is done at the Warrant Service Speed.

1. WARRANT SERVICE - Shooters begin at the 15 yard line facing their targets. The shooters will fire the forward F.O.T.M. drill again. Once they have covered the down subject and scanned, the instructor gives the preparatory command of "Reverse". Then the command of "Back out" is given at which time the shooters begin backing out with the firearm at the ready position and scanning. On the command of "Threat" the shooters lock-in on their target and elevate the firearm to the threat position (Not the firing position). While continuing to move rearward, the command of "Up" is given at which time the shooters fire a 3rd burst while moving. **Fire 4 Times**

NOTE: Be cautious that the shooters do not stop their rearward movement if a stoppage occurs. They must transition while moving.

A. MOVING TURNS SHOULDER

A. **Stress safety - *Don't break the laser rule***

B. Stress stance

C. Counting rounds

D. **Zero misses**

E. Fire only at your target

F. Moving left, right, and about when given the command to fire turn towards the target and fire. **Finger off the trigger until on target! Do not sweep firearm!**

G. Ready Position

H. Speeds

1. Covert
2. Warrant
3. Tactical "jog"

NOTES

COURSE OF FIRE

MOVING TURNS (shoulder)

Ammo: Two 30 Rd Mags **Range**: begin at the 3 yard line **Target**: Paper

Demo: Yes. Live fire demo the three different speeds of movement.

NOTE: Run the students through 1 dry iteration of each movement speed.

1. COVERT SPEED - Students will face up range at the 3 yard line, from the shoulder ready position, on the command of "Move" the shooters will begin moving. The instructor then gives a series of commands ***"LLLLLLEFT"*** or ***"RRRRRIGHT"*** or ***"AAAABOUT"*** at which time the shooters turn in the direction given as they continue to move. When the instructor has the shooters aligned with their targets he will give the command of "UP". At which time, from whichever direction the shooters are facing, they will stop, turn towards their target, and present the firearm, firing a 3rd burst at the chest or belly. **Fire 3 times**.

2. WARRANT SPEED - Same as above but increase the speed to warrant service. **Fire 3 times**.

3. TACTICAL JOG - Same, but increase speed to tactical jog. **Fire 3 times**.

NOTE: Number the shooters targets and then fire only half of the relay at a time. Draw out the first letter of your commands to allow time for the students to comprehend and perform the movement. Stress to the students that they stop on the up command and then perform a static turn to face their target and then fire. Do not allow them to fire while moving. Also stress that they do not present the firearm until completely turned and planted.

COURSE OF FIRE

MOVING TARGET (AUTO)

Ammo: Two 30 Rd Mags **Range**: 15 yards **Target**: Paper target w/2 painted circles

Demo: No.

NOTE: A very brief lecture on firing on moving targets in the full automatic mode should be conducted stressing that the Tracking technique works best when firing full auto because the target is still moving while the second and third round is still on the way to the target. Therefore, when using the stationary hold one will usually see the second and third round hitting behind the target.

1. 15 yards - **Fire 4 times** with 3rd bursts using consistent lead both left and right moving target.

Note: Make sure students get a reload in.

MP 5 Family Firing

MP 5K

1. 2 hand hold
2. 1 hand hold
3. 1 - shot, 3 - shot and Auto
4. Brief case (SAFETY)

MP 5 SD

1. Check different sound
2. Check different recoil

MP 5 Navy

1. Check sound of subsonic vs. non-subsonic

NOTES

CLOSE QUARTER BATTLE

A. Technique using the Sling to Stabilize the Firearm

B. Uses
1. Fallen Down
2. Off Balance
3. Gas Mask

C. Used From 10 yds or Less

D. Ready Position **-** *Finger Indexed off Trigger*

E. Support Arm Locked Out

F. Sling Tight

G. Firearm Chin Level, Centered on Body

H. Both Eyes open **-** *Referencing across Top of Front Sight*

I. Thumb on Safety

J. Remove Safety While Presenting Firearm

NOTES

COURSE OF FIRE

CQB FIRING

Ammo: Two 30 Rd Mags **Range**: 3,5,7,10 yds **Target**: Paper

Demo: Yes. Live fire demo **1.** a good locked out position, **2.** Sweeping firearm up rather than straight out, 3. Not giving a pause, and 4. Loosening up as soon as the trigger is pulled.

1. 3 yard line - From the CQB Ready, on the fire command of "Up", punch out, pause, and fire a 3rd burst at the symbol. **Fire 4 times**.

Note: The first round or two the students fire, have them lock out and focus on the symbol prior to the up command. No Punch out

2. 5 yard line - Same. **Fire 4 times**.

3. 7 yard line - Same except shoot at Chest or Belly**. Fire 4 times**.

4. 10 yard line - Same except shoot at Chest or Belly. **Fire 4 times**

COURSE OF FIRE

FIRING ON THE MOVE (CQB)

Ammo: Two 30 Rd Mags **Range**: begin at 15 **Target**: Paper

Demo: Yes. Live fire demo each movement speed.

This course of fire is done the same way as F.O.T.M. shoulder with the exception that it is done from CQB. Do 3 iterations at each speed. (Covert, Warrant, HRT). Students should punch out at the "**THREAT**" command with a slight muzzle depression, and then bring muzzle fully up on the "UP" command to fire a 3rd burst while moving.

NOTE: Students should continue moving up to 4 feet from target then, maintaining full lock out, cover the down subject, look left an right. No backing out drills are performed.

RELATIVE POSITIONING

A. Reasons why

B. Side & Back

C. **Safety -** rounds and muzzle elevation

D. Emergency close in

NOTES

COURSE OF FIRE

RELATIVE POSITIONING

Ammo: Two 30 Rd Mags **Range**: 5 yard line **Target**: Paper

Demo: No.

Obtaining a good stock weld can be very difficult at the various positions that one may find themselves in. CQB from a lying down or "Knocked down" position is very effective because the shooter simply punches the firearm out which can be done from some precarious positions.

NOTE: This course of fire should not be used if the back stop berms of the range are not of sufficient height. The shooters must fire up at the targets so the berms must be high. Do not lower the targets too low. Doing so may make the shooter lower the muzzle too far towards his legs or feet. It's better to move the target as close to the berm as possible.

1. Lying down on back facing the target. Students punch out and hold, move safety select lever to full auto and fire a three round burst at belly. **Fire three times.**

2. Lying down on back facing away from the target. Students punch out the firearm over their heads, move the safety select lever to full auto and fire a three round burst. **Fire three times.**

3. Lying down on left side facing the target. Students punch out the firearm towards the target, move the safety select lever, and fire three round burst**. Fire three times.**

4. Lying down on right side facing the target. Students punch out the firearm towards the target, move the safety select lever, and fire three round burst**. Fire three times.**

COURSE OF FIRE

(F.O.T.M.) MULTIPLE TARGETS (3)

Ammo: Two 30 Rd Mags **Range**: **Target**: 8 Paper
Demo: No.

This is a course of fire that is shot one student at a time. Two lanes are created so two groups can be run at the same time. One group fires from the shoulder, the other CQB and then they rotate. The 3 targets are placed off set and deep to create a lane for the shooter to move through. The shooter will load and assume the appropriate ready position. On the command of "Move" the shooter will advance at a warrant service speed through the lane. As the shooter encounters a target he will fire a 3rd burst as he is moving. Once the last target is engaged the shooter will cover that target as the downed subject, look left and right.

When firing the CQB lane, the shooter can remain in the locked out position once he has punched out on the first target. No command to fire is given. Only the command to "Move". The shooter fires when he feels he needs too.

Note: This course of fire is a requirement for successful completion of the course. The shooters must put three rounds on each target, zero misses.

Caution : Do not allow the shooters to shoot back towards the targets if they get ahead of their firing with their pace. They should move directly at each target.

LOW LIGHT FIRING

A. EYES

1. The Retina

The Retina *is the "white of the eye" and serves to encase the other components. It is transparent in the front portion of the eyeball referred to as the* ***Cornea.***

2. The Pupil

Obviously the pupils expand and contract to manipulate the amount of light allowed in to see. The pupil becomes smaller when there is a lot of available light, thus, just as a camera lens, the smaller the aperture the better the depth perception.

3. **Photoreceptor Cells** - **Rods and Cones**

These cells enable the eye to see images via reflected light. The ***Rods*** *can pick up light in low light conditions and are responsible for detecting movement, shape, and shades of light and dark. The* ***Cones*** *detect color and sharp outline and require bright light to operate.*

4. Optic Nerve

The ***Optic Nerve*** *exits the eyeball below the Fovea Centralis from what is termed the blind spot. There are* ***No*** *Rods or Cones in this location*

B. CONSIDERATIONS

1. Dark Adaptation

a. Visual Purple *(Rhodopsin).*

2. **Depth perception**

3. **Contrast of color**

4. The dead spot

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NOTES

_____

_____

_____

5. Someone who is in the dark and looking towards or into a lit area can see very well. Conversely, however, a person who is in a lit area looking towards the dark cannot see as well into the dark

6. Pupils are sympathetic

7. High or Low Firing
a. ***"Don't fight or out think your body"***

8. Eye Glasses

9. Dark objects

10. Available light

G. C. ACCESSORIES

1. Flashlight

2. Lasers

3. Nights Sights

4. Car lights

5. Flares

6. Chemical lights

7. Strobes

8. Night vision goggles

D. GENERAL RULES

NOTES

_____

COURSE OF FIRE

LOW LIGHT FIRING

Ammo: Four 30 Rd Mags **Range**: 15 yards **Target**: Metal

Demo: No.

1. 10 yards - Double tap their target No Lights - **2 repetitions**

2. 10 yards - Double tap their target, double tap buddy's target No Lights - 2 repetitions

3. 10 yards - Double tap their target, double tap their buddy's target, then back to their target with a double tap No lights - **2 repetitions**

4. 10 yards - Double tap their target, double tap buddy's target with Lights - **2 repetitions**

5. 10 yards - Double tap their target, double tap their buddy's target, then back to their target with a double tap with lights - **2 repetitions**

RELOAD MAGAZINES AND RETURN TO THE LINE

6. 10 yards - 3 round burst on their target - with lights - **2 reps**

7. 10 yards - 3 round burst theirs then buddy's target - with lights - **2 reps**

8. 10 yards - 3 round burst theirs, then buddy's then theirs - with lights - **2 reps**

9. 10 yards - Fire the full auto section of the standards drills.

10. 10 yards - Fire multiple targets on the move (3 targets). Shoulder and CQB. Three rounds on target, zero misses is required.

(F.O.T.M.) MULTIPLE TARGETS (4)

A. 4 Targets

B. Zero Misses

C. 3 rounds on target

D. Shoulder and CQB

NOTES

COURSE OF FIRE

(F.O.T.M.) MULTIPLE TARGETS(4)

Ammo: Two 30 Rd Mags **Range**: **Target**: 8 Paper
Demo: No.

This is a course of fire that is shot one student at a time. Two lanes are created so two groups can be run at the same time. One group fires from the shoulder, the other CQB and then they rotate. The 4 targets are placed off set and deep to create a lane for the shooter to move through. The shooter will load and assume the appropriate ready position. On the command of "Move" the shooter will advance at a warrant service speed through the lane. As the shooter encounters a target he will fire a 3rd burst as he is moving. Once the last target is engaged the shooter will cover that target as the downed subject, look left and right.

When firing the CQB lane, the shooter can remain in the locked out position once he has punched out on the first target or he can bring the firearm back in to the ready as he moves. Regardless, the shooter should be required to "punch out" at least twice during this movement. No command to fire is given. Only the command to "Move". The shooter fires when he feels he needs too.

Note: This course of fire is a requirement for successful completion of the course. The shooters must put three rounds on each target, zero misses.

Caution : Do not allow the shooters to shoot back towards the targets if they get ahead of their firing with their pace. They should move directly at each target.

TACTICAL SITUATIONS

A. Balloons

B. Dummy rounds go to back up

C. Multiple hostage

D. Head shots only

E. Team events

NOTES

QUALIFICATION COURSE

RANGE	RDS	POSITION	FIREREPS	TTL RDS		TIME
5yds	3	Standing	Auto	2	6	1.5
7yds	4	Standing	Auto(3rds body 1rd head)	2	8	2.0
10yds	3	Standing	Auto	2	6	1.5
15yds	2	Standing	Semi	3	6	1.5
25yds	4	Standing	Reload-Drill Semi 2rds,reload, 2rds	1	4	8.0
25yds	2	Kneeling	Semi	2	4	2.0
25yds	2	Standing	Semi	3	6	2.0
50yds	2	Prone	Semi	2	4	3.0
50yds	2	Kneeling	Semi	3	6	3.0
			Total Rds		50	

2-30 rd mags

Start "Ready Position

Passing Score = 80

2 Points each hit

STANDARDS DRILLS

	RANGE		DRILL	RDS	TIME
Semi	10yds	N	Dbltap	2rds	1.5
	10yds	N	Reload	2rds,reload,2rds	7.0
	10yds		Stoppage	Dry fire, Backup Fire 2rds	4.0
	10yds		Body armor	2rds Body, 1rd Head	2.5
	10yds		Multiple (2)	2rds Body each Trgt	2.5
Auto	10yds	N	Auto	3rd burst Body	1.5
	10yds		Body Armor	3rds Body, 1 rd Head	2.5
	10yds	N	Multiple (2)	3rds Body each Trgt	2.5
Semi	15yds		Dbltap	2 rds	2.0
	25yds		Dbltap kneeling	2 rds	2.5
	50yds		Dbltap prone	2 rds	3.0

30 ROUND BURST DRILL

A. 1st magazine- 30 rd burst

B. 5 yards

C. 2nd magazine - 3round bursts
trigger control

D. 2-30 rd mags

NOTES

WEAPON SERVICE RECORD

Weapon Type: _____Serial Number: _____

Date	Number of Rounds Fired	Cumulative Total of Rounds Fired	Users Name	Maintenance Performed/Remarks

MP5 OPERATORS' TEST

NAME_____ **DATE**_____

1. **List the FOUR main safety rules:**

   1._____
   ___

   2._____
   ___

   3._____
   ___

   4._____
   ___

2. **How many revolutions and in what direction would you turn your sights to move the bullet impact up 3" and over to the left 5" from the 25m line?**

   A. Elevation:
   _____

   B. Windage: _____

3. **There are three different ways the MP5 safety is designated. Name them:**

   A. Color:_____
   B. Letter:_____
   C. Marking:_____

4. **The multi-purpose sling has how many attachment points?_____**

5. **The MP5 SD is the _____ version of the MP5 family.**

6. **The MP5 SF is the _____ version of the MP5 family.**

7. **The MP5 functions by what system? _____**

8. **How often should you clean the MP5? _____**

9. **Name four causes of malfunctions.**

   1._____
   ____
   2._____
   ____
   3._____
   ____
   4._____

____

10. Name the major components of CQB.

_____
_____
_____
_____
_____

11. Name three variants of the MP5.

1. _____
2. _____
3. _____

12. When handling a firearm, what is the first thing you should do?

_____
_____
_____

13. What is the maximum effective range of the MP5?

_____

14. What ammunition should never be used in the MP5 SD?

_____

15 How is the locking piece marked on the MP5K?

_____