HK SUBMACHINE GUN OPERATOR



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SUBMACHINE GUN OPERATOR 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 2Safety 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 3Safety 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 4Safety 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 5Written Test

Standards drill and Qualification course

Multiple Targets on the Move (CQB and Shoulder)

Practical exercises

Debrief, Critique and Graduation



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
- 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
- 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
- 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.

MP5 SUBMACHINE GUN

Description: Through lecture demonstrations, class discussion and live fire range exercises. the student will be able to demonstrate the 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 position.
- 4. Properly demonstrate controlled automatic fire accurately.
 - Demonstrate basic fundamentals including stance, grip, cleaning, 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

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 <u>are not</u> 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.



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.

N	OMENCLATURE	
A.	Buttstock with Sling Attachment and Rear Take Down Pin	
_		
В.	Rotary Rear Sight	
C.	Scope Mounts	
D.	Cocking Lever and Tube	
E.	Front Sight	
F.	Barrel and Lugs	
G. Pir	Front Sling Mount and Take Down	
• ••	•	
Н.	Handguard	
I.	Magazine Release/Paddle and	
	Button	
J.	Magazine Well	
K.	Center Sling Mount	
L.	Center Take Down Pin	
Μ.	Trigger, Trigger Guard and Pistol Grip	
	Olip	
N.	Safety Select Lever	

NOTES



NOTES

ACCES	SSORIES	
AOOLO	BOOKILO	
A.	Buttstocks	
В.	Scope Mounts and Sights	
C.	Forearms	
D.	Barrel Accessories	
E.	Magazines	
F.	Sight Adjustment Tool	
G.	Brushes	



BREAKDOWN & ASSEMBLY	
Assemblies	
Trigger	
Bolt	
Бощ	
Function Check	

NOTES



Function Check

- 1. After assembling the UMP, point it in a safe direction and place the *selector switch* on "safe"
- 2. Pull back the cocking lever several times to assure the bolt is free
- 3. Allow the bolt to go forward under the tension of the recoil spring
- 4. Pull the *trigger*, the *hammer* should not fall
- 5. Place the *selector switch* on "semi-auto" and pull the *trigger*. The *hammer* should fall. Release the *trigger*.
- 6. Pull the *cocking lever* to the rear and allow it to snap forward into battery
- 7. Pull the *trigger* to the rear and hold it there. The *hammer* <u>should</u> fall
- 8. With the trigger to the rear, re-cock the UMP
- 9. Release the *trigger* and listen for a "click". This is the resetting of the *sear*.
- 10. Place the *selector switch* on "full auto"
- 11. Re-cock the UMP
- 12. Pull the *trigger* to the rear and hold it there
- 13. The *hammer* should fall
- 14. With the *trigger* to the rear, re-cock the UMP and ride the *cocking lever* forward. As the bolt goes into battery, you should hear the *hammer* fall
- 15. Continue the "auto" cycle several times, then release the trigger
- 16. Place the selector switch on "safe"
- 17. Lock back the cocking lever

2rd burst group

- 1. Cock the UMP and allow the blot to go forward into battery
- 2. Place the selector switch on 2rd burst
- 3. Pull the trigger and hold it to the rear
- 4. Re-cock the UMP and ride the cocking handle forward into battery, you should hear the hammer fall
- 5. Re-cock the UMP and ride the cocking handle forward, the hammer should not fall
- 6. Release the trigger
- 7. Place the selector switch on "safe"
- 8. Lock back the cocking lever

FUNC	TION	NOTES
A.	Roller Delayed BlowBack	
_		
B.	Locked Position	
C.	Unlocked Position	
D.	Theory	

OPERATING PRINCIPLE

One method of utilizing the recoil energy to operate a selfloading firearm is called **Blowback** and broken into two types, simple and delayed. Delayed blowback incorporates a mechanical disadvantage, which must be overcome to unlock the bolt and open the action. 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 simple blowback system uses the mass of the bolt to cause the delay necessary for the bullet to leave the muzzle. Uzi, Sterling, Sten, M3 Grease gun, Mac 10, and most small .22 semi pistols are simple blowback. The UMP is a simple blowback operated weapon.

SIGHT	S		
A.	Sight Picture		
В.	Rotary Drum		
D.	Trotally Brain		
C.	Factory 3" Group		
O .	ractory 5 Group		
Б	Trainatan		
D.	Trajectory	SICHT	AD HISTMENT
		ЗІВПІ	ADJUSTMENT
	NOTES	A.	Sight Adjustment Tool
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B.	Elevation			
			-	
C.	Windage			
				
D.	1-Turn = 2" at 25 yds	-		
		·		
E.	Bullet Impact Low or Left-Clockwise			
	LOW OF Left-Olockwise			
		MP5 FA	٩M	ILY
	NOTES	MP5 SD		
				Barrel
			2. 3	Suppressor Locking Piece
			4.	Cycle Rate
				Ammo Cleaning
				Ü
		MP5 K		
			1.	Suppressor
				Cycle Rate Locking Piece

	5.	Uses Briefcase PDW Navy K			
MP5 10/4	1. 2. 3. 4. 5.	Receiver Locking Piece Butt Stock Cutout Magazine New Style Sling & Pins Suppressors			
MP5 SF	2. 3.	Trigger Group Butt Stock FBI Design Flash Hider		F	UNDAMENTALS OF SHOOTING
		NOTES		PRIMAR	Y OBJECTIVES
			-	1.	CONTROL MOTION
			-	2.	CONSISTENCY
			- - -	2. A.	CONSISTENCY Stance
			- - - - -		

D.	Trigger Control			<u> </u>
E.	Follow Through			_ _ _
F.	Scan & Breathe			-
	NOTES			
		<u> </u>		
		<u> </u>		

READY	POSITION	
Α.	Weapon in shoulder	
B.	Dropped below sight (no tunnel vision) scanning	
C.	Finger off the trigger and indexed	
D. Selec	Manipulation of the Safety t Lever	
	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	

UNLO	AD	
_		
1.	Firearm pointed in a safe direction	
0	Cofety On	
2.	Safety On	
3.	Magazine off	
4.	Lock Cocking Lever to the	
	Rear	
5.	Visually and Physically	
	Visually and Physically inspect chamber	
	NOTES	

RELO	/D	
A.	Lock Cocking Lever to the Rear	
Remove	Magazine	
C.	Insert Fresh Magazine	
D.	Give a tug down on fresh	
	magazine	
_	Clay Cashing Laver	
E.	Slap Cocking Lever - Allowing Bolt Assembly to go	
	Forward	
F.	Single stack - get new magazine before locking	
	back	
	NOTES	

STOPPAGES		NOTES
A.	Empty Magazine	
В.	Magazine not seated	
C.	Stove Pipe	
D.	Double Feed	
E.	Rounds stuck behind ejector	
F.	Rounds behind bolt	
G.	Bad Ammo	
OPE CLEA	RATOR MAINTENANCE	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!	
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	stroke. Brush with solvent, Wash brush!!

BARREL

Clean from the chamber end always!! Push the brush or the patch through in one

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.

		
FUNC.	TION CHECK	
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.	DOUBLE TAPS Hammer

Controlled Pairs	
A. Presenting the Firearm	
•	
1. Mounting	
2. Sighting	
21 019111119	
3. Presentation Time vs. Set Time	
3. Presentation Time vs. Set Time	
NOTES	
NOTES	
	

STOPPAGE DRILLS	
1. Press Trigger Second Time	
2. Back of Support Hand to Contact	
with Support side Thigh (Maintaining Muzzle Awareness)	
(mamaming mazzio / maronece)	
3. Simultaneously Strong Hand	
Releases Master Grip	
4. Strong Hand Grips Secondary	
Weapon	
5. Draw and Engage if Necessary	
6. Tactical Considerations	
	DRUG AND ARMOR DRILL
NOTES	DIGO AND ANNON DIVILL
	A. Aiming Point Center Mass

B.	Margin of error	
C.	DT Zero misses	
D.	Objective is to stop suspect	
E.	Pelvic Area	
	NOTES	

MULTII	PLE TARGETS			
	Prioritization			
Corood E	:ua			
Spread F	ire .			
A.	Identifying Targets			
В.	Smooth Firearm Movement			
Σ.	emocki i nearm wevernerk			
C.	Jerking			
D.	Tunnel Vision			
E.	One Target at a time			
L .	one raiget at a time			
	NOTES	FIRING PO	OSITIONS	
		A. Sta	anding	

		•	
		•	
		•	
В.	Kneeling		
Б.	Kileeiiiig	•	
		•	
		•	
C.	Squatting	•	
		•	
D.	Prone	,	
	NOTES		
		•	
		•	
		•	

USE OF COVER

Cover vs. Concealment

Use of Cover

1. Quick Peeks

2. Cutting the pie	
3. Rolling out	
or realing out	
4. Distance from cover	
5. Barrel position	
NOTES	

MOVIN	IG TARGET	
A.	Stationary Hold	
A.	Stationary floid	
В.	Overtaking	
C.	Tracking	
	NOTES	

INTRODUCTION TO

	AUTOMATIC		
	FIRING	·	
A.	Stress Stance		
B.	3 rd group		
C.	Zero misses		
C.	Zero misses		
D.	Counting rounds		
	ocaniming rounds		_
	NOTES		

STAT	TIC TURNS SHOULDER	
Α.	Stress safety - don't break	
Λ.	laser rule	
B.	Stress stance	
C.	Counting rounds	
	3	
D.	Zero misses	
D.	Zelo illisses	
		·
		
E.	Always move into known territory	
	torritory	
_		
F.	Pivot on foot in the direction that you want to turn	
		·
	NOTES	

FIRING ON THE MOVE – Shoulder

FORWA	RD	
A.	Firearm pulled tight into shoulder	
В.	Consistent Upper body Platform	
C.	Legs become shock absorbers	
D.	Roll your feet	
E.	Walking	
F.	Speeds 1. Covert 2. Warrant 3. Rescue	
G.	Commands 1. Move 2. Threat 3. Up NOTES	

BACKIN	G OUT	
Α.	Firearm pulled tight into shoulder	
В.	Maintain Weight Transfer	
C.	Legs become shock absorbers	
D.	Roll your feet	
E.	Reverse Step	
F.	Step and Drag/Drag and Step	
G.	Speeds 1. Covert 2. Warrant 3. Rescue	
Н.	Commands 1. Back out 2. Threat 3. Up	
	NOTES	

MOVI	NG TURNS SHOULDER	
A.	Stress safety - Don't break the laser rule	
_		
B.	Stress stance	
C.	Counting rounds	
	U	
D.	Zero misses	
E.	Fire only at your target	
	The 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!	
•	Doody Docition	
G.	Ready Position	
H.	Speeds	
	 Covert Warrant Tactical "jog" 	CLOSE QUARTER BATTLE
		A. Technique using the Sling to Stabilize the Firearm
		B. Uses1. Fallen Down2. Off Balance

RELAT	IVE POSITIONING			
Α.	Reasons why			
В.	Side & Back			
C.	Safety - rounds and muzzle elevation			
D.	Emergency close in			
			1.0	W.L.IQUIT FIDING
				W LIGHT FIRING
	NOTES	A.	EYES	S The Retina
			2.	The Pupil

3. Photoreceptor Cells - Rods and Cones					
	4.	Optic Nerve			
B.	CONS	SIDERATIONS			
	1.	Dark Adaptation			
		a. Visual Purple			
		(Rhodopsin).			
	2.	Depth perception			
	3.	Contrast of color			
	J.	Contrast of Color			
	4.	The dead spot			
		NOTES			
		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			
C. A	CCES	SORIES			
	1.	Flashlight			
	2.	Lasers			
	3.	Nights Sights			
	4.	Car lights			
	5.	Flares			
	6.	Chemical lights			
	7.	Strobes			
	8.	Night vision goggles			
D.	GEN	ERAL RULES			
		NOTES			

(F.O.T.M.) MULTIPLE

	(
	TARGETS		
		<u>'</u>	
A.	4 Targets		
В.	Zero Misses		
•	0		
C.	3 rounds on target		
D.	Shoulder and CQB		

TACTICAL SITUATIONS

Balloons

В.	Dummy rounds go to back up	
C.	Multiple hostage	
D.	Head shots only	
E.	Team events	
	NOTES	

QUALIFICATION COURSE

RANGE	RDS	POSITION	FIRE	REPS	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

	RANG	E	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	

WEAPON SERVICE RECORD

Weapon Type:	Serial Number:			
Date	Number of Rounds Fired	Cumulative Total of Rounds Fired	Users Name	Maintenance Performed/R emarks