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TACTICAL RIFLE

Day 1 Introduction and Administration

Nomenclature
Break down and assembly
Fundamentals of Shooting/Ready Position
Ballistics/Ammo Selections
Loading/Unloading/Reloading (Range)
25yd & 50 Yd Zeroing
Unsupported Firing Positions

- * Class
- * Dry & Live Fire

Day 2 Maintenance

Use of Cover and Concealment (class) Supported Firing Positions

- * Class
- * Dry & Live Fire Double Taps Reload Drill Stoppages Drill

Drug and Body Armor Multiple Targets Snapping In Drill 100 yd Accuracy Fire

Day 3 Maintenance

Firing on the Move Moving Targets

Full Auto Firing (optional)

Dynamic Clearing Principles (class)

Room Entries 1&2 Man

* Dry and Live Fire

Low Light Firing

- * Lecture
- * Live Fire

Day 4 Maintenance

Urban Deployment Techniques

- * Containment (class)
- * Glass Shooting Lecture & Live Fire
- * Angle Shooting (optional)
- * Target Discrimination Drill

Long Gun Retention

Day 5 Written Test

Qualification Standards Critique 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

- Wrap Around Eye Protection is MANDATORY
- 2. Ear Protection is MANDATORY
- 3. Hats (Baseball Style) is MANDATORY
- 4. Long Sleeve Shirt is Recommended
- 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)
- 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. Face shields, 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 role player 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 role player 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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NO.	AENOLATUBE	
NOI	MENCLATURE	
1.	Muzzle	
••	WUZZIE	
_		
2.	Barrel	
•		
3.	Front Sight	
4.	Receiver	
5 .	Rear Sight	
6.	Buttstock	
7.	Trigger Mechanism	
8.	Safety/Selector	
9.	Magazine Well	
10.	Magazine Release	
11.	Ejection Port	
12.	Handguard	



BREAKDOWN
PULTAUDOMIA

A.	Assemblies	
В.	Trigger	
C.	Bolt	
D.	Receiver	
E.	Function Check	



FUNDAMENTALS OF SHOOTING

	SHOUTING	l	
PRIM	PRIMARY OBJECTIVES		
1.	CONTROL MOTION		
2.	CONSISTENCY		
A.	Stance		
В.	Grip		
C.	Sighting		
D.	Trigger Control		
E.	Follow Through		
F.	Scan & Breathe		



BAI	LISTICS/AMMUNITION	
TYPE	ES OF BALLISTICS	
Α.	Internal Ballistics	
Λ.	internal Damstics	
В.	External Ballistics	
C.	Terminal Ballistics	
INTE	RNALBALLISTICS	
_		
Α.	Firing pin strikes the primer	
В.	Primer ignites the dry power	
C.	Power burns and turns into gas	
D.	Gas expands in the case	
E.	Expanded gas pushes the	
	bullet	
F.	The bullet inscribes itself on	
	the lands and groves	
G.	The bullet begins to twist	
Н.	The back of the bullet loses	
	contact at the muzzle	
I.	Muzzle flash and recoil	



	KNAL BALLISTICS	
A.	Trajectory	
В.	Line of sight	
C.	Initial Intersection	
D.	Mid Range Trajectory	
υ.	Maximum ordinate	
E.	Zero Intersection	
F.	Bullet drop	
G.	Other factors that effect	
G .	Bullet path	
	a. Gravity	
	_	
	b. Air resistance	
	c. Wind	
	d. Altitude of initial Zero location	
	o Muzzlo Volocity	
	e. Muzzle Velocity	
TFRM	IINAL BALLISTICS	
A.	Primary Wound Cavity	
В.	Secondary Wound Cavity	
C.	Damage Incurred by Secondary Projectie	
	occonduty i rojectie	



LOA	<u>ה</u>	
	Firearms resinted in a cofe	
1.	Firearm pointed in a safe direction	
2.	Safaty on	
4.	Safety on	
3.	Lock Back	
4.	Magazine on	
5.	Try to pull off	
6.	Bolt forward	
0.	Boit forward	



	UNLOAD
--	--------

1.	Firearm pointed in a safe	
	direction	
2.	Safety	
3.	Magazine off	
•		
4.	Lock Back	
_	Viewelly, and Dhysically, Incores	
5.	Visually and Physically Inspect Chamber	



STC	PPAGES	
A.	Empty Magazine	
B.	Magazine not seated.	
C.	Stove Pipe	
D.	Double Feed	
E.	Rounds stuck behind ejector	
F.	Rounds behind bolt	
G.	Bad Ammo	

CLEARING STOPPAGES

ON THE RIFLE Always press trigger twice to 1. insure stoppage 2. Lock back 3. Mag off Rack bolt back and forth and 4. lock back. 5. Rock from 4-8 o'clock 6. Insert a fresh mag on, then bolt forward. 7. Do not point firearm up or down, maintain the master grip and weapon



	REL	OAD	
	A.	Lock back while going down one knee	
Remove Ma	gazine		
	C.	Insert Fresh Magazine	
	D.	Give a tug down on fresh	
		magazine	
	E.	Bolt forward	
	F.	Single stack - get new	
		magazine before locking back	



ZEF	ROING	
<u> —</u> А.	Stable Position	
Λ.	Stable Position	
В.	Own Pace	
C.	25, 50 and 75 yards	
D.	3rds in 5" circle	
_		
E.	Iron Sights First	
F.	Then Opticals (e.g. Red Dots)	
G.	HK 33/53 SYSTEM	
	1. ELEVATION 1/4 TURN = .8 INCHES @ 50M /	
	1.2 INCHES @ 75M/ 1.5 INCHES @ 100M.	
	2. WINDAGE	
	1 TURN = 3 INCHES @ 50M / 4.5 INCHES @ 75M /	
	6 INCHES @ 100M	

H. COLT SYSTEM

ELEVATION

There are two types of front sights: 4 position square blade front sight on most M16A2 rifles. And a 5 position round blade front sight on Carbines and Commando weapons. The 4 position front sight is used to zero the rifle when combined with a fully adjustable rear sight. The 5 position round blade provides elevation adjustment when combined with a rear sight that is adjustable for windage only. Each notch on the 4 position front sight on m16A2 rifles moves impact 1 inch @ 100YDS. Each notch on 5 position blade on

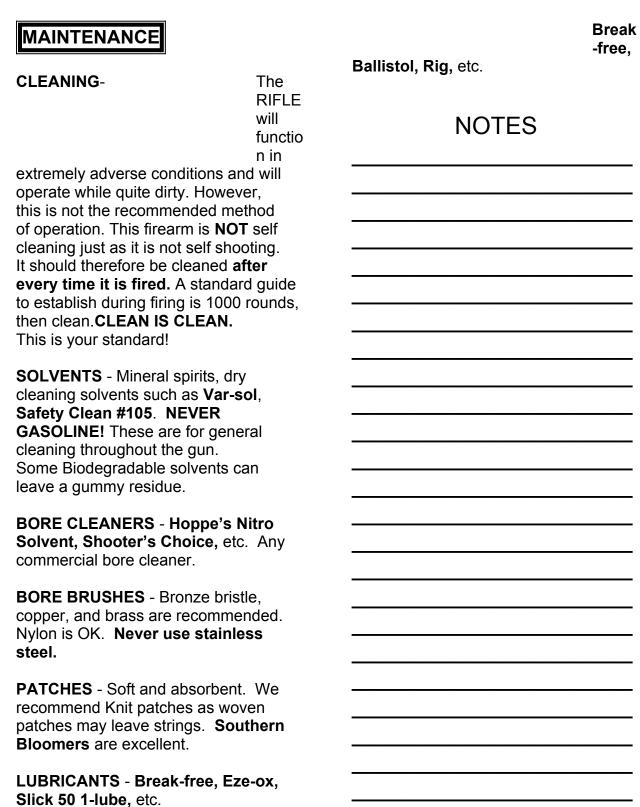
Carbines or Commandos moves impact 1.38 inch @100yds. If 5 position sight is on a rifle the change in impact will be 1 inch @100yds

The fully adjustable rear sight is combined with a flip-type peep sight. When flipped forward, the large aperature marked 0-2 is up. It is used with the elevation knob set to 8/3 low for ranges between 0 – 200 meters. When the small aperature is up, it is used for ranges of 300 meters to 800 meters by setting the elevation knob at the range required: 8/3 low for 300m. 4 for 400m. 5 for 500m, 6 for 600m, 7 for 700 m, and 8/3 for 800m. There are also additional clicks between the main settings to allow for fine adjustment of range. Prior to zeroing insure the sight is set 1 click above the 8/3 setting and then leave it alone throughout zeroing.

2. WINDAGE A windage knob on the right and above

the elevation knob is adjustable. Each click moves point of impact horizontally on the target. To move the impact right, turn windage knob clockwise; to move it left, turn it counterclockwise.

A rear sight, which is adjustable for windage only, has two apertures for range. The unmarked leaf is for ranges up to 300m and the leaf marked "L" is for ranges from 300 to 500 m. each notch moves point of impact of Carbine or Commando 3.8 cm @ 100m. If the sight is on a rifle the change will be 2.8 cm @ 100m.





PRESERVATIVES -

TACTICAL RIFLE	
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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

BOLT GROUP - Clean with brush and solvent. Air dry. Lube.

extension area. Generally Lube

throughout.

BUTTSTOCK- Clean with brush and solvent. Air dry. Lube.

TRIGGER GROUP -

Clean with brush

and solvent. Flowing or pouring solvent may be a 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, without fear.



FIRII	NG PO	OSITIO	ONS	NOTES
	STAN	DING		
		pported		
		a.	b. using cover as support	
	2.	Unsup a.	ported side cover	
	KNEE	LING	,	
	MILL	LING		
	1.	Suppo a.	orted (low) side cover	
(high)		a.	side cover	
		b.	over cover	
	SQUA	TTING		
	1.	Feet p	osition	
	2.	Lock in		
	۷.	a.	over cover	
	PRON	ΙE		
			from hobind	
	1.	Angle	from behind	
	2.	Huggii	ng Low cover	
		a. b.	Side cover	
			,	

Unsupported



USE	OF COVER	
Α.	COVER vs. CONCEALMENT	
Α.	SOVER VS. SONGEALMENT	
B.	COVER DICTATES FIRING POSITION	
C.	FROM AROUND SIDE, OVER	
	TOP, STEP OUT, ROLL OUT, LEFT AND RIGHT	
D.	ANGLE PROVIDES DEPTH	
_		
E.	USE COVER AS SOON AS POSSIBLE	
F.	PROTECT YOUR COMPUTER,	
	MOTOR, AND WHEELS	
G.	MAINTAIN VISUAL OF THREAT	
	AND THREAT AREAS	
	VEUIOLE 40.00VED	
H.	VEHICLE AS COVER	



DΩ	UBI F	TAPS	
<u> </u>			
Strac	SE COII	nting rounds	-
Sue	ss cou	nting rounds	
Α.	Ham	mer	
В.	Cont	rolled Pairs	
C.	Pres	enting the Firearm	
	1.	Mounting	
	2.	Sighting	
			·
D.	Pres	entation Time vs. Set Time	



RE	LOAD DRILLS	
Α.	Lock back down on one knee	
A.	Lock back down on one knee, magazine	
	on, give tug, bolt forward	
_	O ode odland	
B.	2 rds, reload	
•	Otroco countino novado Kora	
C.	Stress counting rounds. Keep firearm in the shoulder	
E.	Verbalization	
	1.Cover	
	2.01/	
	2.OK	



STOPPAGE DRILLS

BACK UP FIREARM

A. Support hand, while maintaining grip, comes to contact with the support side thigh

- **B.** Strong hand releases pistol grip at same time
- C. Strong hand grips pistol, draw from holster and either fire one-handed while holding RIFLE down and away, or, once the pistol is drawn and it is clear of the rifle, release rifle allowing it to hang from the sling and fire the pistol two-handed.

D. Stance does not change

- Press trigger twice to insure stoppage
- 2. Once target is engaged and situation clear, holster and secure
- 3. Clear Rifle, Lock back, mag off, rock from 4-8 o'clock. Rack bolt back and forth and Lock back, fresh mag on, give tug, bolt forward.
- 4. Do not point firearm up or down

E. Verbalization

- Cover
- 2. Ok
- 3. Ready
- 4. Ok

	 -	





DR	UG AN	ID ARMOR DRILL	
A.	Head	CENTED MACC	
	1.	CENTER MASS	 -
	2.	Margin of error	
В.	Pelvi		
υ.	FEIVI	•	
			 -
_	Object	4	 -
C.	Objec	tive is to stop suspect	
			 -
			 -
			 -
D.	DT Ze	ero misses	 -
			 -
			 _



MU	LTIPLE TARGETS	
PRIC	DRITIZATION	
SPR	EAD FIRE	
Α.	Identifying Targets	
_	0 4 5	
B.	Smooth Firearm Movement	
C.	Jerking	
D.	Tunnel Vision	
E.	One Target at a time	
	NOTES	



SNAPPING IN POSITION

STAN	IDING	
1.	Stepping out	
2.	Rolling out	
•	-	
3.	To kneeling	
4.	To squatting	
5.	To prone	
KNEE	LING	
1.	Roll out	
2.	Double Knee	
	a. Low to high	
	Ç	
SQUA	ATTING	
1.	Roll out	
2.	To standing	

	100yd-200yd ACCURACY FIRING	NOTES
A.	STABLE LOCKED IN PLATFORM	
В.	RANGE ADJUSTMENTS ON SIGHTS	
C.	KNEELING	
D.	SITTING	
E.	PRONE	



	MOVING INTO POSITION	NOTES
A.	MOVE INTO KNOWN TERRITORY	
В.	MAY BE USED WITH COVER AND CONCEALMENT	
C.	STANDING TO KNEELING	
D.	STANDING TO SITTING	
F.	STANDING TO PRONE	



Up

3.

FIRING ON THE MOVE **NOTES FORWARD** Α. Firearm pulled tight into shoulder Legs become shock absorbers В. Roll your feet C. D. Walking E. **Speeds** 1. Covert 2. Warrant 3. Rescue F. **Commands** 1. Move 2. Threat



TACTICAL RIFLE

	KINIO	OUT	
BACKING OUT			
A.	Firearm pulled tight into shoulder		
	onoai		
В.	Legs	become shock absorbers	
C.	Roll your feet		
	-		
_			
D.	Step and Drag		
E.	Full step		
F.	Speeds		
	1. 2.	Covert Warrant	
	3.	Rescue	
G.	Comr	nands	
	1.	Move	
	2.	Threat	
	3.	Up .	



MO	VING	TARGET	
	STAT	IONARY HOLD	
	1.	Firearm stationary, target	
		moves into sights	
	TRAC	CKING	
	•		
	1.	Firearm moves at same speed as target	
	OVERTAKING		
	1.	Firearm moves faster than target	
		target	
A.	HOLD		
В.	LEAD	S	
	1.	Full Lead	
	2.	Half lead	
	3.	No lead	



INTRODUCTION TO AUTOMATIC FIRING

	AUTOMATIC FIRING	
	-	
A.	Stress Stance	
В.	3 rd group	
Δ.	o ra group	
C.	Zero misses	
D.	Counting rounds	

II	NTRODUCTION TO ROOM COMBAT	NOTES		
	COVERT ENTRY			
	DYNAMIC CLEARING			
Α.	IMMEDIATE THREAT			
Α.	CONCEPT			
В.	ROOM ENTRY AND			
	MOVEMENT			
•				
C.	DYNAMIC CLEARING MULTIPLE ROOMS			
D.	APPREHENSION OF			
	UNKNOWNS AND SUSPECTS			



LOW LIGHT FIRING

		_	
۹.	EYES		
	1.	The Retina	
	2.	The Pupil	
	3.	Photoreceptor Cells -	
	0.	Rods and Cones	
	4.	Optic Nerve	
В.	CONS	SIDERATIONS	
	1.	Dark Adaptation	
		_	
		a. Visual Purple (Rhodopsin).	
	2.	Depth perception	
	3.	Contrast of color	
	J.	·	
	4.	The dead spot	
		NOTES .	

TACTICAL RIFLE

		Camaana wha ia in the	
	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	
		NIOTEC	

NOTES



URBAN DEPLOYMENT TECHNIQUES

NOTES

CO	NTAI	NMENT	
Α.	Peri	meter Containment should	
Α.	be e	stablished as part of	
	incid	dent response.	
	1.	Levels of containment	
	2.	Initial responders	
	3.	Relieving units	
	4.	Swat	
Б	D		
В.	Purp 1.	Keep situation from	
		expanding	
	2.	Intelligence	
	3.	Resolution	
C.	Dep	loyment	
	1.	As soon as possible	
		considering situation	
	2.	Individual position	
		selection	
		a. O bservation and	
		Fields of Fire b. K ey Terrain	
		Features	
		c. O bstacles d. C over and	
		Concealment	
		e. A venues of Approach and	
		Egress	

	2.	Duration and relief options
	4.	Communications
	4	
	4.	Equipment
		a. Weapons
	5.	Building Diagramming
		a. Letters
		b. Colorsc. Numbers
		d. Front "5" and Back "5" ———————————————————————————————————
Rules of Engagem	ent	
	1.	Departmental Shooting Policy
	2.	
	۷.	Specific Rules of
		restrictions) ————————————————————————————————————
	0	
	3.	Decision making in —————————————————————————————————

NOTES

TARGET ENGAGEMENT THROUGH GLASS

topic of glass definitive sci have been for	nave been conducted on the s shooting. It is not a ence, although many trends bund, the only thing is that there are no	
TYPE	S OF GLASS	
1.	Window Pane	
2.	Safety Glass	
3.	Wire Reinforced	
4.	Tempered Glass	
5.	Structural Glass	
6.	Auto Glass	
7.	Airplane Glass	
8.	Bullet Proof Glass	
9.	Thermal Glass	
	NOTES	

BULL	ET WE	IGHT A	AND VELOCITY	
	D.	FT 00	MOOUTION	
	BULLET COMPOSITION			
	1.	Full M	etal Jacket	
	2.	l ood .	Tip Dullot	
	۷.	Leau	Tip Bullet	
	0500	AID A D	W	
		NDAR	TATION	
	IIAC	, IVI — I V I	ATION	
	1.	Perpe	ndicular	,
	2.	Angle		
	۷.	Aligic		
	3.	Bullet	Fragmentation	
	MISCI	ELLAN	IEOUS	
	MISCELLANEOUS INFORMATION			
4 0		Scree	n	
	1.	Scree	II	
	2.	Simult	taneous Shots	
		a.	Plate Glass	
		b.	Laminated	
		C.	Weakening Glass	
	3.	Angle	S	
		_		
	4.	Weigh	nt	
	5.	Temp	erature	
				ANGLE SHOOTING
		NO	TES	
			_	A WILL ALWAYS SHOOT HIGH IF

RANGEING

STRAIGHT LINE DISTANCE	
	-
B. UP OR DOWN ANGLE	
B. UP OR DOWN ANGLE	
C. FIRE WITH RANGE OF GROUND	
OR MAP	
DISTANCE	
NOTES	

	WEA	APON RETENTION	
1.	BES	T WEAPONS DEFENSE	
	_		
	A.	Proper Police Action	
2.	VER	BALIZATION	
3.	MINE	DSET	
4	CTE	P AND DRAG BACK	
4.	SIEI	P AND DRAG BACK	
5.	REV	ERSE "J"	
6.	POW	ER STEERING	
7.	KNE	E STRIKES	
8.	DFΔ	DLY FORCE	
0.			
	A.	Back up firearm	
	В.	Partner	
		NOTES	

STANDARDS DRILLS

RANGE DRILL RDS TIME Dbltap Semi 25M **N** 2rds 2.0 sec Ν 25m Reload 2rds,reload,2rds 10.0 sec 25m Stoppage Dry fire, Backup Fire 2rds 5.0 sec Body armor 25m 2rds Body, 1rd Head 3.5 sec 25m N Multiple (2) 2rds Body each Trgt 3.5 sec Semi 50m Dbl tap Standing 2 rds 2.5 sec 50m Dbl tap Standing to 2 rds 4.0 sec Kneeling

50m Dbl tap Standing to 2 rds

5.0

sec

DATE_____

Prone

Start "Ready Position

NAME_____

TAC RIFLE QUALIFICATION

POSITION #	COVER TIME GO / NO GO	EXPOSURE TIME GO / NO GO	HITS
1. STANDING DOUBLE TAP	5 sec G/NG	3 sec G/NG	
2. KNEELING DOUBLE TAP	5 sec G/NG	4 sec G/NG	
3. SQUATTING MULTIPLES 2 TGTS, DBL TAP ea. (RELOAD)	5 sec G/NG	6 sec G/NG	
4. PRONE DRUG & ARMOR DBL TAP BODY, 1 RD HEAD	5 sec G/NG	5 sec G/NG	
5. CHOICE, 1 ROUND TRANSITION, DBL TAP	5 sec G/NG	5 sec G/NG	
TOTAL			
TOTAL RUNNING TIME			

HIT PERCENTAGE%	PASS/FAIL	
ADDITIONAL COMMENTS		
INSTRUCTOR SIGNATURE		

Students will begin at the start point and total running time will begin on the command of start. The student will move to position one (1) and fire the above described requirements not to surpass the number of rounds and cover and exposure times. The shooter will move to each subsequent position and perform the appropriate action as described in the block.

The shooter must perform a reload prior to moving from position three.

At position 5 the shooter will fire 1 round and then transition to the back up firearm and fire 2 rounds with the back up. Hits with the back up firearm will <u>not</u> be used in determining the shooters hit total. Once the shooter fires the last round from the back up firearm total running time will stop.

Each shooter will load their first magazine with **only 9 rounds**. The second magazine will be loaded with **only 4 rounds**.