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MEMORANDUM FOR DISTRIBUTION C
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FROM: AF/A4
1030 Air Force Pentagon, Suite 4E154
Washington, DC 20330-1030

SUBJECT: Department of the Air Force (DAF) Guidance Memorandum (DAFGM) to DAF Manual (DAFMAN) 31-131v2, *Small Arms and Light Weapons Qualification Programs*

By Order of the Secretary of the Air Force, this Guidance Memorandum immediately implements changes to DAFMAN 31-131v2. This memorandum adds the Air Force Basic Qualification Course for accessions conducting handgun qualification training, to include cadets attending the United States Air Force Academy and updates Advanced Designated Marksman training, specifically the mover target speed when using a day optic scope. Compliance with this memorandum is mandatory. To the extent its directions are inconsistent with other DAF publications, the information herein prevails in accordance with DAF Instruction (DAFI) 90-160, *Publications and Forms Management*, and DAFMAN 90-161, *Publishing Processes and Procedures*.

This memorandum becomes void after one year has elapsed from the date of this memorandum, or upon publishing of an interim change to, or rewrite of DAFMAN 31-131v2, whichever is earlier.

KENYON K. BELL, Lt Gen, USAF
DCS/Logistics, Engineering, & Force Protection

Attachment:
Guidance Changes

ATTACHMENT
Guidance Changes

Current guidance in DAFMAN 31-131v2, *Small Arms and Light Weapons Qualification Programs* remains in effect with the following changes:

(**ADDED**) ***Section 3C—Handgun (M18) Air Force Basic Qualification Course (AFBQC)***

(**ADDED**) 3.11. AFBQC. This course provides accessions with the minimum training required for qualification with the M18 or as determined by AF/A4SO. This course covers basic marksmanship. This course is fired by accessions (e.g., Basic Military Training) only, as their initial handgun training. **Note:** Accessions are not required to wear individual combat equipment (ICE) during training.

(**ADDED**) 3.12. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 3.6** for successful completion of this course. (**T-1**) In addition, students must pass the evaluation phases for successful completion of this course of fire as outlined in **Table 3.7**. (**T-1**) The objectives are listed in sequence and events that take place throughout the training day.

(**ADDED**) 3.12.1. Students must meet the training objectives 1.1 through 1.15 during classroom instruction. (**T-1**) Students must understand and be able to perform these objectives in class. (**T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

(**ADDED**) 3.12.2. Students must meet objectives 2.1 through 2.3 before being allowed to attend live-fire training. (**T-1**) If students do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

(**ADDED**) 3.12.3. Students must perform objectives 3.1 and 3.2 on the range. (**T-1**) These objectives are completed for students to proceed to the qualification phase of this course. If a student violates safety procedures or cannot perform the tasks correctly, they are not allowed to participate in live-fire training. If students do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

(**ADDED**) 3.12.4. Students must perform objectives 4.1 through 4.4 without instructor assistance. (**T-1**) Students must perform the objectives without assistance and achieve the required hits on target to be considered qualified. (**T-1**)

(**ADDED**) 3.12.5. Approximate training times for this program are:

(**ADDED**) 3.12.5.1. Initial - five to six hours.

(**ADDED**) 3.12.5.2. Remedial - as needed.

(**ADDED**) 3.12.6. Course Ammunition. Cartridge, 9mm Ball or 9mm Frangible.

(**ADDED**) **Table 3.6. Training Objectives/Intermediate Training Objectives (ITO)**.

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	Objective	**Condition/Given**	**Standard**
1.	Operate handgun.	Handgun and required equipment.	Operate handgun.
ITOs			
1.1.	Identify weapon safety procedures.	Handgun and required equipment.	Identify and apply six weapon safety rules throughout entire course per lesson plan.
1.2.	Perform clearing.	Handgun and required equipment.	Perform clearing of the handgun without instructor assistance per lesson plan.
1.3.	Identify basic nomenclature and characteristics of the handgun.	Handgun and required equipment.	Identify the nomenclature and characteristics of the handgun per lesson plan.
1.4.	Identify the cycle of operations.	Handgun and required equipment.	Identify the cycle of operations of the handgun per lesson plan.
1.5.	Identify the types, uses, and care of ammunition.	Handgun and required equipment.	Identify the types, uses, and care of handgun ammunition per lesson plan.
1.6.	Perform disassembly.	Handgun and required equipment.	Disassemble the handgun and magazine within 4 minutes without instructor assistance per lesson plan.
1.7.	Perform assembly.	Handgun and required equipment.	Assemble the handgun within 4 minutes without instructor assistance per lesson plan.
1.8.	Perform function check.	Handgun and required equipment.	Perform function check.
1.9.	Explain operator maintenance.	Handgun and required equipment.	Understand how to perform an operator inspection and complete proper preventive maintenance of the handgun without

			instructor assistance per lesson plan.
1.10.	Perform single round loading and unloading of the magazine.	Handgun and required equipment.	Perform single round loading and unloading of the handgun magazine within 1 minute without instructor assistance per lesson plan.
1.11.	Load handgun.	Handgun and required equipment.	Load one magazine (5 rounds) and load handgun with magazine.
1.12.	Unload/clear handgun.	Handgun and required equipment.	Unload/clear handgun.
1.13.	Reload handgun.	Handgun and required equipment.	Reload handgun/ handgun from fastened pouch.
1.14.	Apply immediate and remedial actions.	Handgun and required equipment.	Apply actions.
1.15.	Understand light recoil causes, indications, and corrective action.	Handgun and required equipment.	Answer questions on causes, indications, and corrective action without instructor assistance per lesson plan.
2.	Understand marksmanship fundamentals.	Handgun and required equipment.	Demonstrate marksmanship fundamentals without instructor assistance.
ITOs			
2.1.	Practice performing marksmanship fundamentals in dry-fire environment.	Handgun and required equipment.	Students practice grip, position, aiming, breath control, trigger control (dry fire) without instructor assistance per lesson plan.
2.2.	Draw handgun from holster.	Handgun and required equipment.	Starting from the neutral stance, draw handgun and point it at target in 2 seconds.
2.3.	Demonstrate positions and techniques of holding the handgun.	Handgun and required equipment.	Demonstrate correct firing positions and techniques to properly hold handgun.

3.	Demonstrate basic marksmanship skills.	Handgun and required equipment.	Successfully complete the appropriate practice phases.
ITOs			
3.1.	Demonstrate weapons and range safety.	Handgun and required equipment.	Apply weapons and range safety procedures throughout practice phases without instructor assistance per lesson plan.
3.2.	Demonstrate proper firing positions.	Handgun and required equipment.	Demonstrate ability to assume proper firing positions and properly use cover without instructor assistance per lesson plan.
4.	Apply marksmanship skills.	Handgun and required equipment.	Achieve qualifying score.
ITOs			
4.1.	Apply weapon safety procedures.	Handgun and required equipment.	Apply weapons and range safety procedures throughout evaluation phases of course of fire without instructor assistance per lesson plan.
4.2.	Perform clearing, loading, reloading, charging, and immediate/remedial actions procedures.	Handgun and required equipment.	Perform clearing, loading, reloading, charging, and immediate/remedial actions without instructor assistance per lesson plan.
4.3.	Achieve a qualifying score on evaluation phases of the AFBQC.	Handgun and required equipment.	Qualify on all evaluation phases of the course of fire without instructor assistance per course of fire.
4.4.	Perform operator maintenance and function check of the handgun.	Handgun and required equipment.	Perform disassembly, cleaning, inspection, lubrication, assembly, and function check of the handgun within 30 minutes and without

			instructor assistance per lesson plan.

(**ADDED**) **Table 3.7. AFBQC of Fire.**

ORDER	**POSITION/DRILL**	**LOAD**	**ROUNDS**	**TIME (Sec)**	**DISTANCE M/YDS**	**OBJ**
Table I: BASIC MARKSMANSHIP						
Phase I: Practice						
1.	Standing unsupported/ Controlled pairs	1, 8 round mag	8 (4, 2 shot strings)	7 (per string)	7	LZ
2.	Standing/roll from cover right	1, 10 round mag	4 (2, 2 shot strings)	10 (per string)	15	LZ
3.	Standing/roll from cover left		4 (2, 2 shot strings)	10 (per string)	15	LZ
4.	Standing supported/over barricade/kneeling supported	1, 2 round mag	4 (2, 2 shot string)	35	15	LZ
			20 Rounds			
Phase II: Evaluation						
1.	Standing unsupported/ Controlled pairs	1, 6 round mag	6 (3, 2 shot strings)	7 (per string)	7	LZ
2.	Standing/roll from cover right	1, 20 round mag	8 (4, 2 shot strings)	10 (per string)	15	LZ
3.	Standing/roll from cover left		8 (4, 2 shot strings)	10 (per string)	15	LZ
4.	Standing supported/over barricade/kneeling supported	1, 4 round mag	8 (1, 8 shot string)	35	15	LZ
			30 Rounds			
			50 Total Rounds			

(ADDED) 3.13. Course Information.

(**ADDED**) 3.13.1. Targets. The Target Military "E" is the kneeling silhouette target (National Stock Number [NSN]: 6920-00-600-6874) with a 10-inch Lethal Zone (LZ) added. Before conducting firing, prepare Military "E" targets as follows. Draw a 10-inch circle in the center of the chest with the top edge of the circle 13.25 inches from the top of the head of the target. Locate the circle on the Military "E" target as shown in **Figure 3.1**. **Note**: CATM instructors may create a template using plywood, plastic, cardboard, or other material.

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(**ADDED**) 3.13.2. Evaluation Standards.

(**ADDED**) 3.13.2.1. Students will train and qualify with their authorized issued duty holster (from the Authorized Accessories listing), in the drop-leg or hip configuration. (**T-1**) The evaluation certifies individuals for holster use. Document holster type(s) in the remarks section of the DAF Form 522, *Ground Weapons Training Data*. Individuals will live-fire with their primary holster, unless prohibited in DAFI 31-131, *Combat Arms Training and Maintenance (CATM) Program.*

(**ADDED**) 3.13.2.1.1. Firing Stances and Positions. The firing positions used are standing and kneeling positions. Unless it is specified in this manual, students may use any variation.

(**ADDED**) 3.13.2.1.2. Standing Positions. Standing positions are the basic stance in handgun shooting. These positions provide the student with the least amount of stability but a high amount of mobility.

(**ADDED**) 3.13.2.1.3. Kneeling Positions. Kneeling positions are a slightly more advanced stance. These positions provide the student with added stability at the cost of mobility.

(**ADDED**) 3.13.2.2. Minimum Requirements for Qualification and Expert Status. **Table 3.7**, AFBQC of Fire, Table I: BASIC MARKSMANSHIP.

(**ADDED**) 3.13.2.2.1. Phase I – Basic Marksmanship Practice. This is a practice phase only and hits do not count toward qualification. However, students should strive to hit the required targets in the prescribed time limits, as this prepares them for the evaluation phase.

(**ADDED**) 3.13.2.2.2. Phase II – Qualification. Qualified; a total of 24 hits (80%) on the silhouette. Expert; a total of 30 hits (100%) on the silhouette with at least 27 (90%) hits within the 10-inch (lethal zone) circle.

(**ADDED**) 3.13.2.2.3. CATM is not required to annotate all three scores in ARIS (DAF Form 522). CATM enters the total number of hits on the target (e.g., 23, 28, 30) and the applicable status (e.g., UQ, Q, or E).

(**ADDED**) 3.13.3. General Course Guidance.

(**ADDED**) 3.13.3.1. Before starting live-fire training, ensure students establish a proper grip with the handgun and do not have their thumb blocking the rear of the slide. Serious injury can occur if a portion of the student's hand contacts the slide during recoil. **Note:** Instructors do not allow students to grip or support the weapon using the magazine while firing, as this decreases control during firing and increases the likelihood of a student-induced stoppage.

(**ADDED**) 3.13.3.2. Begin each order and string of fire with the handgun loaded as directed in DAFMAN 31-131 V3. To ensure consistency, the neutral stance is only used as a starting point for each student prior to drawing the weapon from the holster. Before live fire, all students practice drawing the handgun a minimum of 10 times and dry firing from a combination of the

standing position and the left, right, or over barricade positions. Instructors will provide sufficient time to observe, coach, and evaluate each student. Instructors will observe, coach, and evaluate each student prior to live-fire to ensure the weapon can be drawn from the holster safely. Unless specifically noted, each order will begin with the handgun holstered and secured.

(**ADDED**) 3.13.3.3. Students who run out of time due to failures not caused by improper weapons handling are considered "alibis" and instructors pro-rate time to allow them to complete the string of fire. Students only receive additional time to complete firing if they properly applied immediate action procedures. If the student failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining rounds for the order of fire are counted as a miss. The objective is for students to demonstrate the ability to operate the weapon without assistance while instructors maintain a safe training environment.

(**ADDED**) 3.13.3.4. Instructors check bullet impact and discuss the adjusted aiming point method if the point of impact is substantially off and is not caused by student errors.

(**ADDED**) 3.13.3.5. After each string of fire, students remain in a ready position looking at the target until the command "SWEEP" has been given. Students should rotate at the hips sweeping side to side simulating a search for additional targets. Upon the command "HOLSTER," students then return the weapon to their holster and secure it with the retention device (e.g., thumb break, loop, or latch). This technique ensures students do not automatically take their weapons off target and holster without first ensuring the threat is eliminated. If the weapon is empty, students take cover as appropriate, clear their weapons, and follow the instructions from the tower operator. Unless specifically noted, students will automatically conduct a reload of their weapon if they run out of ammunition.

(**ADDED**) 3.13.3.6. Students clear their own stoppages during each order of fire in Table I. Ensure students keep weapons near eye level (to ensure target stays in view) while clearing all malfunctions, stoppages, or corrective actions (weapons may be brought closer to the body as needed to accomplish these tasks). Give pro-rated time to complete the order of fire if the student has, or is in the process of, successfully applying immediate or remedial action to clear the stoppage. The goal is for the student to understand why the stoppage occurred and to have the ability to correct the problem and continue firing.

(**ADDED**) 3.13.3.7. CATM personnel will make all weapons rack safe, as defined in DAFMAN 31- 131 V3, prior to removal from the firing line. (**T-1**) **Note:** Students may transport weapons in their holsters once they have been made rack safe.

(**ADDED**) 3.13.4. Course Notes.

(ADDED) 3.13.4.1. Phase I - Practice.

(**ADDED**) 3.13.4.1.1. Order 1 – Standing Unsupported/Controlled Pair. The purpose of this order is for students to practice firing a controlled pair. A controlled pair is two aimed, rapid shots to the center mass of the target, expressed on the Military "E" Target as the 10-inch Lethal Zone.

(**ADDED**) 3.13.4.1.1.1. Students begin with one, 8-round magazine for their weapon, and one 10 round magazine in their ammo pouch. When directed by the tower operator, students move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," students ensure the weapon is on SAFE, insert the 8-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Students will not rest their hand on their weapon or grip the handgun grip.

(**ADDED**) 3.13.4.1.1.2. On the command "FIRE," students take aim and engage the target with a controlled pair. Students have a 7-second time limit to fire two- rounds. Students will repeat this string three times for a total of 8 rounds. At the completion of each controlled pair, students will wait for the tower operator's command of "SWEEP" and "HOLSTER." Students will fire a total of 8-rounds.

(**ADDED**) 3.13.4.1.1.3. After firing Order 1, the weapon is empty. Students will automatically reload with the 10-round magazine from their ammo pouch.

(**ADDED**) 3.13.4.1.2. Order 2 – Standing Supported/Roll from Cover Right. The purpose of this order is for students to utilize cover and practice firing controlled pairs. The student starts with the handgun out of the holster, behind the barricade, with the muzzle approximately 1-inch behind the barricade. When engaging the target, the student rolls out (lean) to the right and engages the center mass of the target (ensure the weapon is clear of the barricade to prevent rounds from being fired into the barricade), expressed on the Military "E" Target as the 10-inch Lethal Zone. The student does not lean forward or extend the handgun beyond the rear of the barricade. The student should expose as little of their body from behind the barricade as possible. After firing, the student rolls back behind the barricade, takes their finger off the trigger, and waits for further instruction. If necessary, reloading is conducted behind the barricade.

(**ADDED**) 3.13.4.1.2.1. Students begin with a 10-round magazine in the weapon (from the previous orders). On the tower operator's command, students should draw their weapon from the holster and assume a position behind cover on the left side of the firing point. Students will ensure their finger remains off the trigger while behind cover.

(**ADDED**) 3.13.4.1.2.2. On the command "FIRE," students will roll out from cover, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, students will come back behind cover and wait for further instruction from the tower operator. Students will have a 10-second time limit to fire the controlled pair. Students will repeat this string of fire once for a total of 4-rounds fired.

(**ADDED**) 3.13.4.1.3. Order 3 – Standing Supported/Roll from Cover Left. The purpose of this order is to assess the student's ability to use a barricade to provide cover and support to fire a controlled pair. The student starts with the handgun out of the holster, behind the barricade, with the muzzle approximately 1-inch behind the barricade. When engaging the target, the student rolls out (lean) to the left and engages the center mass of the target (ensure the weapon is clear of the barricade to prevent rounds from being fired into the barricade), expressed on the Military

"E" Target as the 10-inch Lethal Zone. The student does not lean forward or extend the handgun beyond the rear of the barricade. The student should expose as little of their body from behind the barricade as possible. After firing, the student rolls back behind the barricade, takes their finger off the trigger, and waits for further instruction. If necessary, reloading is conducted behind the barricade.

(**ADDED**) 3.13.4.1.3.1. Students begin with a 6-round magazine in the weapon (from the previous order). On the tower operator's command, students draw their weapon from the holster and assume a position behind cover on the right side of the firing point. Students will ensure their finger remains off the trigger while behind cover.

(**ADDED**) 3.13.4.1.3.2. On the command "FIRE," students will roll out from cover, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, students will come back behind cover and wait for further instruction from the tower operator. Students will have a 10-second time limit to fire the controlled pair. Students will repeat this string of fire once for a total of 4-rounds.

(**ADDED**) 3.13.4.1.4. Order 4 – Standing Supported/Over Barricade to Kneeling Supported. The purpose of this order is for students to practice engaging a threat in the over barricade position, conduct a reload behind cover, and reengage the threat from a different firing platform than previously exposed. This order simulates firing over the hood of a vehicle, conducting the reload behind the engine block and then engaging the threat around the front of the vehicle. Students begin with a two-round magazine in the weapon from the previous order and a two-round magazine in their ammo pouch.

(**ADDED**) 3.13.4.1.4.1. With the weapon holstered, students will assume a neutral position. Students will not rest their hand on their weapon or grip the handgun grip. On the command of "FIRE" students assume a standing supported position using the barricade to support their weapon, take aim and engage the 10-inch Lethal Zone with one controlled pair for a total of two-rounds.

(**ADDED**) 3.13.4.1.4.2. At the completion of the controlled pair, students will take a knee and conduct a rapid reload with the two-round magazine from their ammo pouch. Students will then engage the target with one controlled pair and engage the 10-inch Lethal Zone. Students will have a 35-second time limit to fire four-rounds and conduct the reload. Students will fire a total of four rounds. Instructors will make the line safe and score targets.

(ADDED) 3.13.4.2. Phase II - Evaluation.

(**ADDED**) 3.13.4.2.1. Order 1 – Standing Unsupported/Controlled Pairs. The purpose of this order is to evaluate the student's ability to fire controlled pairs.

(**ADDED**) 3.13.4.2.1.1. Students begin with one 6-round magazine for their weapon, and one 20-round magazine in their ammo pouch. When directed by the tower operator, students move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," students ensure the weapon is on SAFE, insert

the 6-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Students will not rest their hand on their weapon or grip the handgun grip.

(**ADDED**) 3.13.4.2.1.2. On the command "FIRE," students take aim and engage the target with a controlled pair. Students have a 7-second time limit to fire two rounds at the center mass of target. Students will fire this string three times for a total of 6-rounds. At the completion of each controlled pair, students will wait for the tower operator's command of "SWEEP" and "HOLSTER."

(**ADDED**) 3.13.4.2.1.3. After firing Order 1, the weapon is empty. Students will automatically reload with the 20-round magazine from their ammo pouch.

(**ADDED**) 3.13.4.2.2. Order 2 – Standing Supported/Roll from Cover Right. The purpose of this order is to evaluate the student's ability to use a barricade to provide cover and a support to fire a controlled pair. The student starts with the handgun out of the holster, behind the barricade, with the muzzle approximately 1-inch behind the barricade. When engaging the target, the student rolls out (lean) to the right and engages the center mass of the target (ensure the weapon is clear of the barricade to prevent rounds from being fired into the barricade), expressed on the Military "E" Target as the 10-inch Lethal Zone. The student does not lean forward or extend the handgun beyond the rear of the barricade. The student should expose as little of their body from behind the barricade as possible. After firing, the student rolls back behind the barricade, takes their finger off the trigger, and waits for further instruction. If necessary, reloading is conducted behind the barricade.

(**ADDED**) 3.13.4.2.2.1. Students begin with a 20-round magazine in the weapon and a 4-round magazine in their ammo pouch. On the tower operator's command, students should draw their weapon from the holster and assume a position behind cover on the left side of the firing point. Students will ensure their finger remains off the trigger while behind cover.

(**ADDED**) 3.13.4.2.2.2. On the command "FIRE," students will roll out from cover, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, students will come back behind cover and wait for further instruction from the tower operator. Students will have a 10-second time limit to fire the controlled pair. Students will fire this string four times for a total of 8 rounds fired.

(**ADDED**) 3.13.4.2.3. Order 3 – Standing Supported/Roll from Cover Left. The purpose of this order is to evaluate the student's ability to use a barricade to provide cover and a support to fire a controlled pair. The purpose of this order is to evaluate the students' ability to use a barricade to provide cover and support to fire a controlled pair. The student starts with the handgun out of the holster, behind the barricade, with the muzzle approximately 1-inch behind the barricade. When engaging the target, the student rolls out (lean) to the left and engages the center mass of the target (ensure the weapon is clear of the barricade to prevent rounds from being fired into the barricade), expressed on the Military "E" Target as the 10-inch Lethal Zone. The student does not lean forward or extend the handgun beyond the rear of the barricade. The student should expose as little of their body from behind the barricade as possible. After firing, the student rolls

back behind the barricade, takes their finger off the trigger, and waits for further instruction. If necessary, reloading is conducted behind the barricade.

(**ADDED**) 3.13.4.2.3.1. Students begin with a 12-round magazine in the weapon (from the previous order). On the tower operator's command, students should draw their weapon from the holster and assume a position behind cover on the right side of the firing point. Students will ensure their finger remains off the trigger while behind cover.

(**ADDED**) 3.13.4.2.3.2. On the command "FIRE," students will roll out from cover, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, students will come back behind cover and wait for further instruction from the tower operator. Students will have a 10-second time limit to fire the controlled pair. Students will fire this string four times for a total of 8-rounds.

(**ADDED**) 3.13.4.2.4. Order 4 – Standing Supported/Over Barricade to Kneeling Supported. The purpose of this order is to evaluate the student's ability to engage a threat in the over barricade position, conduct a reload behind cover, and reengage the threat from a different firing platform than previously exposed. Students begin with a four-round magazine in the weapon from the previous order and a four-round magazine in their ammo pouch.

(**ADDED**) 3.13.4.2.4.1. With the weapon holstered, students will assume a neutral position. Students will not rest their hand on their weapon or grip the handgun grip. On the command of "FIRE" students assume a standing supported position using the barricade to support their weapon, take aim, and engage the 10-inch Lethal Zone with two controlled pairs for a total of four-rounds.

(**ADDED**) 3.13.4.2.4.2. At the completion of the controlled pair, students will take a knee and conduct a rapid reload with the four-round magazine from their ammo pouch. Students will then engage the target with two controlled pairs and engage the 10-inch Lethal Zone. Students will have a 35-second time limit to fire eight-rounds and conduct the reload. Students will fire a total of eight-rounds. Instructors will make the line safe and score targets.

(**CHANGED**) 11.3.1.4. Phase III, 300- and 400-yard target is a modified "E" kneeling silhouette target (**Figure 11.3**.). The target is cut down to equal 10-inch-wide center x 40 inches tall to simulate profile of walking enemy soldiers. Order of fire sequence, 1 stationary exposure followed by 4 mover exposures (movers travel approximately 24 feet per second left or right over 24-meters or approximately 26 yards) and repeat. **Note:** When using the day optic scope, movers may be adjusted to travel approximately 15 feet per second left or right over 24-meters/yards.

BY ORDER OF THE
SECRETARY OF THE AIR FORCE

DEPARTMENT OF THE AIR FORCE
MANUAL

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Volume 2

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Security

SMALL ARMS AND LIGHT WEAPONS QUALIFICATION PROGRAMS

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This publication implements Air Force Policy Directive (AFPD) 31-1, *Integrated Defense* and Department of the Air Force (DAF) Instruction (DAFI) 31-131, *Combat Arms Training and Maintenance (CATM) Program*. This manual provides guidance and procedures for rifle, handgun, shotgun, grenade launcher, anti-armor weapon, submachine gun, automatic rifle, and machine gun training programs. This program is designed to develop individual and crew-served ground-weapons skills. It applies to the entire Department of the Air Force (DAF), including the United States Air Force (USAF), the United States Space Force (USSF), the Air Force Reserve, the Air National Guard (ANG), all DAF civilian employees, and those with a contractual obligation to abide by the terms of DAF issuances, except when noted otherwise. All references to USAF terminology, units, grades, and positions will also apply to the equivalent in the USSF, as appropriate. For example, references to Airmen will also apply to Guardians. This Instruction requires the collection and or maintenance of information protected by the Privacy Act of 1974 authorized by Department of Defense Directive (DoDD) 5400.11, *DoD Privacy Program*. Ensure all records generated as a result of processes prescribed in this publication adhere to Air Force Instruction 33-322, *Records Management and Information Governance Program*, and are disposed in accordance with the Air Force Records Disposition Schedule, which is located in the Air Force Records Information Management System. This publication may be supplemented at any level but all supplements that directly implement this publication must be routed to AF/A4S for coordination prior to certification and approval. Refer recommended changes and questions about this

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Chapter 1

ROLES AND RESPONSIBILITIES

1.1. Overview.

1.1.1. This manual supports a family of publications each containing its own purpose. This manual establishes processes and procedures for executing the small arms and light weapons (SA/LW) qualification-training programs under most circumstances. Use this publication in conjunction with guidance provided by DAFI 31-131, *Combat Arms Training and Maintenance (CATM) Program*, DAFMAN 31-131 **Volume 1**, *Combat Arms Training (CATM) Operations*, and DAFMAN 31-131 **Volume 3**, *Small Arms and Light Weapons Handling Procedures*. Personnel managing, performing, conducting, participating in, observing, and supporting CATM and range operations must adhere to program requirements, policies, procedures, roles, and responsibilities outlined in DAFI 31-131, DAFMAN 31-131 V1, DAFMAN 31-131 V3, and this publication. **(T-1)**

1.1.2. This manual contains qualification-training programs required to provide personnel with the minimum training and evaluation necessary to employ SA/LW. The goal is to instill confidence in the student to develop and maintain the capability to employ SA/LW in offensive and defensive roles. Subjects included but not limited to weapon safety, mechanical skills, operator maintenance, handling, marksmanship fundamentals, short-range combat techniques, tactical movement, use of cover, threat engagement techniques, threat discrimination, chemical, biological, radiological, nuclear (CBRN) defense techniques, night threat engagement, and performance evaluations. CATM personnel will conduct qualification-training as written. **(T-1) Exception:** CATM will not provide qualification training for weapons listed on the "*Small Arms/Light Weapons Obsolete NSNs*" memorandum on or after 15 October 2025.

1.2. Director of Security Forces (AF/A4S) will:

1.2.1. Serve as the responsible policy office for the guidance in this publication.

1.2.2. Review and approve SA/LW qualification programs, qualification training criteria, standards, and courses of fire. **Note:** AF/A4S personnel with Air Force Specialty Code (AFSC) 3P0X1B or civilian equivalent may train personnel, on SA/LW as part of training and weapons handling procedure development, including live-fire and qualification training on new weapons and courses. This does not apply for qualifying personnel for armed duty. For weapons with a current course, personnel must be qualified on the current qualification course.

1.2.3. Approve waivers to courses of fire contained in this publication.

1.3. Major Command (MAJCOM) Security Forces (MAJCOM/SF) will: Review waiver requests applicable to this manual within the MAJCOM.

1.4. Air Force Security Forces Center (AFSFC) will: Propose SA/LW qualification training criteria and standards, qualification training programs and courses of fire. AFSFC personnel with AFSC 3P0X1B or civilian equivalent may train personnel, including live fire, on SA/LW as part of training and weapons handling procedure development, and qualification training on new weapons and courses. They must be qualified on the current Air Force qualification course (for

weapons with a current course) for the weapon and does not apply to performing lead instructor duties for qualifying personnel for armed duty (normal initial and or recurring qualification).

1.5. Commanders and Directors (or Equivalents) (as defined by AFI 38-101) will:

1.5.1. Ensure compliance with guidance in this publication and ensure weapons, weapon systems, modifications of weapons and weapons systems receive a legal review in accordance with the DoDD 2311.01, *DoD Law of War Program* and AFI 51-401, *Law of War*. Furthermore, ensure the completion of legal reviews for all SA/LW modifications of existing weapons or uses not reasonably contemplated or authorized by prior legal reviews. Process requests through the DAF SA/LW – Enterprise Governance, which will be forwarded to the Operations and International Law Directorate (AF/JAO), to ensure appropriate reviews (e.g., legal / Non-Nuclear Munitions Safety Board) are conducted prior to fielding. This includes ground-munitions, accessories, and enablers that modify a previously approved weapon and or weapon system.

1.5.2. Ensure personnel conducting SA/LW training follow the applicable technical order (TO) guidance pertaining to maximum allowable number of rounds per day, safe distances, personal protective equipment, and backblast danger area restrictions.

1.5.3. Ensure personnel follow the guidance in the Department of Defense (DoD) Blast Overpressure Reference and Information Guide (D-BOP-RIG) when training on Tier 1 weapon systems (e.g., M3A1, M2A1, M136, M72). The guide is located on the DoD Environment, Safety & Occupational Health Network and Information Exchange (DENIX) website at **https://denix.osd.mil/auth/soh/denix-files/sites/21/2024/04/D-BOP-RIG-20240408.pdf**.

1.6. General Requirements.

1.6.1. CATM sections that are unable to conduct limited visibility training due to ball/frangible ammunition, host-nation and or noise-ordinance restrictions will refer to the appropriate alternate Close Combat Mission Capability Kit (CCMCK) option, if available. If viable, the installation commander approves the use of any alternate CCMCK option via DAF Form 679, *Department of the Air Force Publication Compliance Item Waiver Request/Approval* and provides a copy to AF/A4SO. If not viable, units must request a waiver. **(T-1)** If approved, CATM instructors must complete academic training, performance evaluations, and conduct dry fire on the skills and objectives using all night vision devices, target designators/illuminators or limited visibility optics/scopes shooters may have issued to them.

1.6.2. CATM sections that are unable to conduct moving vehicle and or vehicle training due to range limitations must request authorization to use alternate training methods outlined in this manual from the installation commander via DAF Form 679 and provide a copy to AF/A4SO. If not viable, units must request a waiver. **(T-1)** If approved, CATM personnel must implement an alternative method of providing practical experience to gunners on this firing method, such as use of virtual training systems or dry-fire practice of aiming at targets from a moving vehicle.

1.6.3. Initial full-distance live-fire qualification training is mandatory for MK19, M2A1, M240B machine guns (MG) and the M249 automatic rifle. **(T-1)** The installation commander may approve M240B and M249 initial 10-meter qualification when the one-way travel time to a local full-distance range is more than two hours non-temporary duty (TDY), local full-

distance ranges are not available, or use is cost prohibitive. This is the exception, and units should only request this after all efforts have been exhausted. The requesting commander will route request via DAF Form 679 and provide a courtesy copy to the MAJCOM/SF and AF/A4SO for awareness. **(T-1)** Individuals who have not qualified on the MK19, M2A1, M240B machine gun and or the M249 automatic rifle within 24-months must qualify using initial training standards. **(T-1) Note:** Full distance training is the preferred method for initial and recurring training and provides the most practical and combat-realistic training.

1.6.4. To the maximum extent possible, CATM instructors and range officials follow the guidance in the DoD Blast Overpressure Reference and Information Guide (D-BOP-RIG) when training on Tier 1 weapon systems (e.g., M3/M3A1, M2A1, M136, M72).

1.6.5. Each program is mandatory for initial and recurring training for personnel with an arming requirement. **(T-1)** Students must meet and be evaluated to the performance standards on all training objectives, tables, phases, and orders of fire, to meet the minimum qualification standard, unless specifically exempt in DAFI 31-131 or this manual. **(T-1)**

1.6.5.1. Training objectives for successful completion of the course of fire are found in the applicable table(s) for each program. Students meet objectives only for the weapon and equipment they are issued, or they will deploy with. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

1.6.5.2. The objectives are listed in sequence as covered in the lesson plan and events take place throughout the training day. If students do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met. If a student violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live-fire training. Shooters are only required to meet objectives for the weapon and equipment they are issued or with which they will deploy.

1.6.6. Personnel who are authorized, issued and or deploy with, night vision devices, target designators/illuminators, optics, and or scopes (e.g., M68 Close Combat Optic [CCO], M150 Rifle Combat Optic [RCO], Direct View Optic [DVO], AN/PEQ-15, AN/PAS-13V2, M3X) must successfully complete academic instruction and the applicable table(s) and phase(s) (e.g., night threat engagement) in the course of fire prior to attaching or using the equipment with a SA/LW operationally. **(T-1)** Students must report to training with the equipment (e.g., night vision devices) they are issued or with which they deploy. **(T-2)** The intent is for personnel to be knowledgeable and qualified on equipment they use. CATM does not provide night vision devices. CATM will only allow the use of accessories listed on the Authorized Accessories Listing on DAF-owned ranges. **(T-1) Note:** Each unit is responsible to obtain necessary authorized equipment.

1.6.7. CATM personnel may not modify any training program or courses of fire in this manual. **(T-1)** This includes items such as training objectives, practice phases, firing positions, time limits, target types, target distances, and magazine loads. CATM should only use sandbags filled with sand, gravel, wood chips or crushed bark when firing from the prone supported position, as this provides greater realism in training. Avoid use of other items such as rubber blocks or wooden supports built into the firing line for this position, as these items are not typically available in combat or field environments.

1.6.8. Personnel must complete a separate qualification session for each different model or type of weapon unless specified in DAFI 31-131 or this manual. **(T-1)** For example, an individual qualifies on the M9 pistol, they are not qualified on the M18 handgun.

1.6.9. To "Qualify" on a course, personnel must perform the objectives without assistance, demonstrate safe weapon handling skills and the ability to operate the weapon unassisted, proper movement and use of cover, proper threat engagement techniques, achieve the minimum number of hits on the correct target, performing the proper operation/technique during each phase, and properly perform operator maintenance. **(T-1)**

1.6.10. To qualify as "Expert" on a course, personnel must perform the objectives without assistance, demonstrate a high level of skill by meeting all the requirements for qualification and achieve the minimum number of hits for expert on the correct targets for each phase of the course. **(T-1)** If an individual fails to meet the minimum standards for any portion of the course, they do not receive an "Expert" rating, regardless of their score. For example, minimum required score for expert achieved but cannot properly perform a function check, therefore they do not receive an "Expert" rating.

1.6.11. Personnel fire the entire course while wearing issued individual combat equipment (ICE).

1.6.12. Treat all lasers as a loaded weapon. Do not allow anyone to point the laser at another individual or look directly at the beam. Only use lasers in momentary mode. Instructors verify all lasers are off prior to anyone moving forward of the firing line and or weapon.

1.7. General Instructor Guidelines.

1.7.1. Instructor. Instructors supervise, assist, and evaluate students during all hands-on training. Instructors associate the various skills taught during training to real life scenarios so that students can understand the tactics, techniques, and procedures used to effectively utilize their weapons. During practice (teaching) phases, instructors supervise students as needed during weapons handling procedures to include, safety, clearing, loading, reloading, charging and application of immediate/remedial action procedures. During evaluation phases, students complete all weapons handling procedures without instructor assistance.

1.7.2. Firing Line Official. Firing line officials supervise, coach, and teach students as needed during grouping, zeroing, and practice. Each firing point instructor enforces adherence to the course of fire requirements, to include monitoring time limits, at the firing point. When students are completing evaluation phases, instructors do not coach or assist and only enforce course of fire requirements and safe weapons handling procedures.

1.7.3. Tower Operator. The tower operator has the responsibility and authority to ensure safe and effective range operations.

1.7.4. Personnel participating in, conducting, or observing live-fire operations will comply with all classroom and range safety, as well as instructions and course requirements directed by CATM personnel. This includes operational and safety requirements when using facilities without CATM supervision. Personnel who commit safety violations are immediately warned and corrected. If they continue to violate weapon or range safety rules, they should be promptly removed from the range until they receive remedial training and can demonstrate the ability to consistently apply weapon safety rules and pass a performance check. The following are

examples of safety violations that may require immediate removal from training (list is not all-inclusive):

1.7.4.1. Failure to maintain muzzle discipline, pointing the weapon at themselves or others or in an unsafe direction.

1.7.4.2. Failure to maintain trigger discipline; placing the finger on the trigger before the weapon is on target or before given the command to fire.

1.7.4.3. Failure to follow the instructions of the tower operator or firing line official.

1.7.4.4. Failure to remove the finger from the trigger or stop firing on the command or signal to "cease fire."

1.7.4.5. Failure to place the selector on Safe prior to moving. **Note:** Weapons always remain on Safe until sights are on target and the shooter is ready to fire.

1.7.4.6. Engaging in "horseplay" during weapons handling.

1.7.5. A hit on a target or specific location on a target is defined as the hole created by the projectile as it passes through the target. If any portion of the bullet hole is within the scoreable area of the target (e.g., bullet hole touching outer edge of target silhouette), it is counted as a hit, unless the scoring standard specifies that the hit must be "inside" the scoreable area. In this case, the entire circumference of the bullet hole is inside the scoreable area and not touching the edge.

1.7.6. CATM personnel must visually inspect all weapons, magazines, and magazine pouches at the end of live-fire training to ensure they do not contain live rounds. **(T-1)** CATM personnel will make all weapons rack safe per DAFMAN 31-131 V3, prior to removal from the firing line (shooters may transport weapons in their holsters once made rack safe). **(T-1)**

1.7.7. If a light recoil or difference in report is experienced, the instructor must verify the weapon is safe to fire (projectile not stuck in barrel) after the stoppage is cleared and before the shooter continues firing. **(T-1)** The tower operator will ensure shooters are briefed on these procedures before beginning live-fire. **(T-1)**

1.7.8. CATM personnel will follow the guidance in the Mandatory Use of M9/M18 and/or M4 Training/Qualification Contract memorandum found on the DAF CATM SharePoint® site.

1.8. Recommended Sequence of Events.

1.8.1. Period I - Orientation and Mechanical Training.

1.8.1.1. Prepare all required forms and documentation.

1.8.1.2. Explain and review the rules of weapons safety.

1.8.1.3. Demonstrate and conduct performance check on clearing procedures.

1.8.1.4. Explain and review types, uses, and care of ammunition.

1.8.1.5. Explain, demonstrate, and conduct practical exercises/checks on:

1.8.1.5.1. Disassembly, assembly, operator inspection, and function check.

1.8.1.5.2. Inspection of the authorized optic, sight, and accessory.

1.8.1.6. Magazine loading and unloading.

1.8.1.7. Loading, charging/cocking, reloading, and unloading.

1.8.1.8. Malfunctions, stoppages, immediate and remedial action procedures.

1.8.2. Period II - Preparatory Marksmanship Training.

1.8.2.1. Discuss, demonstrate, and review fundamentals of marksmanship, including short-range combat techniques.

1.8.2.2. Discuss, demonstrate, and review firing positions, grip and drawing techniques.

1.8.2.3. Discuss, demonstrate, and review sight adjustments.

1.8.2.4. Discuss, demonstrate, and review trajectory and wind effects.

1.8.2.5. Discuss, demonstrate, and review terminal ballistics.

1.8.2.6. Discuss, demonstrate and review CBRN firing techniques.

1.8.2.7. Demonstrate and conduct performance checks on mounting, operating, and maintaining night vision goggles, scopes, and other aiming devices (if applicable).

1.8.2.8. Discuss and review zeroing and target engagement with night vision/aiming devices.

1.8.3. Period III - Live-fire Practice. The objective is to prepare the students to confidently fire the rifle/carbine before evaluation. Instructors assist, teach, and supervise students during practice. Schedule approximately two-hours for this training.

1.8.3.1. Explain safety requirements for live firing.

1.8.3.2. Explain range procedures.

1.8.3.3. Review marksmanship fundamentals.

1.8.3.4. Review procedures for clearing stoppages during live-fire training.

1.8.3.5. Conduct exercises in assuming firing positions and dry firing from these positions. Explain the tactical advantage of maintaining good cover and concealment.

1.8.3.6. Conduct live-fire practice training to achieve initial firing skill.

1.8.3.7. Use ball and dummy exercises to achieve required shooting skills.

1.8.4. Period IV - Live-fire and Operator Maintenance Evaluation.

1.8.4.1. Brief students on evaluation criteria.

1.8.4.2. Conduct live-fire evaluation and ensure students qualify without instructor assistance.

1.8.4.3. Score evaluation phase.

1.8.4.4. Evaluate the student's proficiency in operator maintenance and function check procedures. **Note:** The preferred method to instruct operator maintenance is to teach this during cleaning as a demonstration and performance lesson.

1.8.4.5. Provide remedial training for those who fail to qualify (live-fire or performance evaluation). Same day refires or on-the-spot corrections are not remedial training. Instructors may conduct immediate refires or notify unit-training sections of failures.

1.8.4.6. Annotate qualification training in Automated Readiness Information System (ARIS) (e.g., DAF Form 522, *Ground Weapons Training Data* and DAF Form 710, *Combat Arms Training Record*).

1.8.5. Enabler Requirements.

1.8.5.1. Facilities:

1.8.5.1.1. Classroom equipped with a computer system with visual slide capability (optional), chalk or dry erase board, tables, and one chair per student.

1.8.5.1.2. Ranges with 25-meter/yard target line capable of accommodating the type of ammunition used for training are acceptable as a last report. **Note**: Full distance ranges are the preferred method to train personnel.

1.8.5.1.3. Care and cleaning area.

1.8.5.2. Training Aids and Equipment:

1.8.5.2.1. SA/LW (one per student) and handgun (if required).

1.8.5.2.2. Authorized optic or sight or both (e.g., M68, M150, DVO, back up iron sight [BUIS]).

1.8.5.2.3. Individual Combat Equipment.

1.8.5.2.4. Magazines (use only 30-round magazines for rifle/carbine), dummy ammunition, magazine filler, empty bandoleer, and empty ammunition can/box.

1.8.5.2.5. Sighting and aiming bars and devices.

1.8.5.2.6. Training charts (optional).

1.8.5.2.7. Computer with monitor (TV) capable of displaying slides (optional).

1.8.5.2.8. Slides and transparencies (optional).

1.8.5.2.9. Targets used in the course (e.g., Zero (Z), Slow Fire (SF), and Military “E” targets)

1.8.5.2.10. Public address system.

1.8.5.2.11. Eye and hearing protection for all personnel on the range.

1.8.5.2.12. Care and cleaning equipment.

1.8.5.2.13. Student handout material as needed.

1.8.5.2.14. First aid kit.

1.8.5.2.15. Brass deflectors as needed.

1.8.5.2.16. Virtual Training Simulator (optional) meeting the requirements identified in DAFI 31-131.

1.8.6. Course Ammunition: Cartridge, 5.56mm Ball, 5.56mm Tracer, 5.56mm Plastic Practice Cartridge or 5.56mm Frangible, 12-gauge, "00" Buckshot or Frangible [nine pellets] and 9mm Ball or Frangible, etc.

1.8.7. Administrative Requirements.

1.8.7.1. Enter the total number of hits for the course in the score block and the status (E-Expert, Q-Qualified, or UQ-Unqualified) in the status block. Separate entries for hits in the lethal and/or Incapacitation Zones (IC) are not required (e.g., Score 61/Status Q or Score 61/Status E). If a student fails any phase of the qualification course, enter the phase they failed in the remarks section of the DAF Form 522, and UQ in the status block in ARIS.

1.8.7.2. Enter the models of SA/LW, Surveillance, Target Acquisition and Night Observation (STANO) (e.g., AN/PEQ-15, M3X), holster, and ICE the individual qualified with in the remarks section of the DAF Form 522 in ARIS.

1.8.7.3. Enter the table(s) and phase(s) of the course not completed by the individual and cite the waiver or deviation authorization source in the remarks section of the DAF Form 522 in ARIS. **Note:** Waivers and deviations (e.g., gas mask or night fire phases) may not meet the combatant command (CCMD) requirements. Installation/units deploying personnel with a waiver or deviation to any portion(s) of the course, including the applicable Table III, will provide a copy of the approved waiver or deviation to the CCMD OPR and ensure the DAF 522 is documented following the guidance in DAFI 31-131. **(T-1)**

Chapter 2

RIFLE/CARBINE TRAINING PROGRAM

Section 2A—Rifle/Carbine Air Force Qualification Course (AFQC)

2.1. Rifle/Carbine Air Force Qualification Course (AFQC). This course covers basic marksmanship, short-range combat (SRC), and limited visibility firing required to be qualified with an M4 series rifle (e.g., GAU-5A, GUU-5P, M4, M4A1), or as determined by AF/A4SO.

2.2. Training Guidelines.

2.2.1. CATM instructors qualifying individuals on M4 series rifle/carbine will use the following procedures: **(T-1)**

2.2.1.1. Provide mechanical training on the M4 (or M4A1 as authorized) and the M16A2. The shooter will complete live-fire with a M4. Enter, "Individual completed all required training and is qualified on the M4 and the M16A2" in the remarks section of the DAF Form 522. This method allows the individual to be armed with any of the three versions of the rifle or carbine.

2.2.1.2. In circumstances where neither CATM nor the unit has M4/M4A1 carbine available for training, AF/A4SO may approve training on the M16A2 only. This is by exception. **Note:** If an individual is tasked to deploy with M16A2, they will zero the sights and aiming devices on the M16A2 they are taking with them.

2.2.1.3. When individuals are currently qualified on only one M16 series weapon (M4 or M16A2) and become required to arm with a different model, use the following procedures:

2.2.1.3.1. For individuals currently qualified on the M16A2 only and requiring qualification on the M4 (with CCO, M68), provide mechanical training on the differences between the rifle and carbine and live-fire with the M4 on Table I, Phase I, II, and IV only. Enter, "Individual completed all required training and is qualified on the M4 and the M16A2" in the remarks section of the DAF Form 522. Use the original expiration date.

2.2.1.3.2. For individuals currently qualified on the M4 (using the M68) only and requiring qualification on the M16A2, provide mechanical training on the differences between the rifle and carbine only. Live-fire is not required except for zeroing the sights/aiming devices on the assigned weapon or weapon taken on deployment. Enter, "Individual completed all required training and is qualified on the M4 and the M16A2" in the remarks section of the DAF Form 522. Use the original expiration date.

2.2.2. GAU-5A (Aircrew Self-Defense Weapon [ASDW]). This section provides guidance for CATM organizations conducting qualification training for aircrew personnel with a GAU-5A arming requirement.

2.2.2.1. CATM will provide mechanical training on the M4 and GAU-5A and the differences between the two weapons. **(T-2)** CATM will conduct performance evaluations on unique operator tasks with the GAU-5A (e.g., attaching the barrel to the upper receiver). CATM may conduct training on common skills between the M4 and the GAU-5A using the M4.

2.2.2.2. Aircrew will fire with iron sights only. **(T-1)** Students remove the CCO from the weapon before live-fire. **Note**: Aircrew is not required to fire Phase V of Table I (CBRN Firing Techniques). Aircrew will not live-fire operational GAU-5As. **(T-1)** Enter "GAU-5A (ASDW)" in the “Weapon” block of the DAF Form 522.

2.3. Training Objectives. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 2.1** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

2.3.1. Shooters must meet objectives 1.1 through 1.24 during classroom instruction. **(T-1)**

2.3.2. Shooters must meet objectives 2.1 through 2.8 before being allowed to attend live-fire training. **(T-1)**

2.3.3. Shooters must perform objectives 3.1 through 3.4 on the range. **(T-1)**

2.3.4. Shooters must perform objectives 4.1 through 4.6 without instructor assistance and achieve the required hits on target to be considered qualified. **(T-1)**

2.3.5. Approximate training times are:

2.3.5.1. Initial and recurring – seven to nine hours.

2.3.5.2. Remedial – as needed.

2.3.6. Course Ammunition: Cartridge, 5.56mm Ball, 5.56mm Tracer, 5.56mm Plastic Practice Cartridge or 5.56mm Frangible.

Table 2.1. Rifle/Carbine Training Objectives/Intermediate Training Objectives (ITOs).

	Objective	**Condition/Given**	**Standard**
1.	Operate rifle/carbine.	Rifle/Carbine and required equipment.	Operate rifle/carbine.
ITOs			
1.1.	Identify weapon safety procedures.	Rifle/Carbine and required equipment.	Identify and apply six weapon safety rules throughout entire course per lesson plan.
1.2.	Perform clearing of the rifle/carbine.	Rifle/Carbine and required equipment.	Perform clearing of the rifle/carbine without instructor assistance per lesson plan.
1.3.	Identify basic nomenclature and characteristics of the rifle/carbine.	Rifle/Carbine and required equipment.	Identify nomenclature and characteristics of the rifle/carbine per lesson plan.
1.4.	Identify cycle of operations of the rifle/carbine.	Rifle/Carbine and required equipment.	Identify cycle of operations of the rifle/carbine per lesson plan.

1.5.	Demonstrate removal and installation of the CCO, RCO, or DVO.	Rifle/Carbine and required equipment.	Remove and install CCO, RCO, or DVO without instructor assistance per lesson plan.
1.6.	Demonstrate operation of the CCO, RCO, or DVO.	Rifle/Carbine and required equipment.	Turn on, off, adjust dot intensity and adjust elevation and windage on CCO, RCO, or DVO without instructor assistance per lesson plan.
1.7.	Identify types, uses, and care of ammunition.	Rifle/Carbine and required equipment.	Identify types, uses, and care of rifle/carbine ammunition per lesson plan.
1.8.	Perform disassembly of the rifle/carbine and magazine.	Rifle/Carbine and required equipment.	Disassemble the rifle/carbine and magazine within 4-minutes without instructor assistance per lesson plan
1.9.	Perform assembly of the rifle/carbine and magazine.	Rifle/Carbine and required equipment.	Assemble the rifle/carbine and magazine within 4-minutes without instructor assistance per lesson plan.
	Objective	**Condition/Given**	**Standard**
1.10.	Perform function check of the rifle/carbine and magazine.	Rifle/Carbine and required equipment.	Function check the rifle/carbine within 1-minute without instructor assistance per lesson plan.
1.11.	Explain operator maintenance of the rifle/carbine. Note: Shooters are evaluated in ITO 4.6 after completing live-fire.	Rifle/Carbine and required equipment.	Understand how to perform an operator inspection and complete proper preventive maintenance of the rifle/carbine with instructor assistance per lesson plan.
1.12.	Perform single round loading and unloading of the rifle/carbine magazine.	Rifle/Carbine and required equipment.	Perform single round loading and unloading of the rifle/carbine magazine within 1-minute without instructor assistance per lesson plan.
1.13.	Perform loading of the magazine using the magazine filler.	Rifle/Carbine and required equipment.	Load magazine with five dummy rounds within 1-minute using magazine filler without instructor assistance per lesson plan.

1.14.	Perform loading of the rifle/carbine.	Rifle/Carbine and required equipment.	Perform loading of the rifle/carbine within 1-minute, without instructor assistance per lesson plan.
1.15.	Perform unloading of the rifle/carbine.	Rifle/Carbine and required equipment.	Unload rifle/carbine within 30-seconds without instructor assistance per lesson plan.
1.16.	Perform chambering of a round (charging the weapon) with the rifle/carbine.	Rifle/Carbine and required equipment.	"Charge" the weapon to chamber a round within 5-seconds without instructor assistance per lesson plan.
1.17.	Perform rapid reloading of the rifle/carbine.	Rifle/Carbine and required equipment.	Rapid reloading of the rifle/carbine within 5-seconds without instructor assistance per lesson plan.
1.18.	Perform tactical reloading of the rifle/carbine.	Rifle/Carbine and required equipment.	Perform a tactical reload of the rifle/carbine within 15-seconds without instructor assistance per lesson plan.
1.19.	Identify malfunctions and stoppages of the rifle/carbine.	Rifle/Carbine and required equipment.	Identify malfunctions and stoppages of the rifle/carbine without instructor assistance per AF lesson plan.
	Objective	**Condition/Given**	**Standard**
1.20.	Correct failure to fire stoppage.	Rifle/Carbine and required equipment.	Apply immediate action and correct stoppage within 5-seconds without instructor assistance per lesson plan.
1.21.	Correct failure to eject stoppage (double feed).	Rifle/Carbine and required equipment.	Apply remedial action and correct stoppage within 15-seconds without instructor assistance per lesson plan.
1.22.	Correct failure to eject stoppage (stovepipe).	Rifle/Carbine and required equipment.	Apply remedial action and correct stoppage within 5-seconds without instructor assistance per lesson plan.
1.23.	Correct failure to feed stoppage.	Rifle/Carbine and required equipment.	Apply remedial action and correct stoppage within 15-seconds without instructor assistance per lesson plan.
1.24.	Understand light recoil causes, indications, and corrective action.	Rifle/Carbine, magazines, and dummy rounds.	Answer questions on causes, indications, and corrective action without

			instructor assistance per lesson plan.
2.	Understand marksmanship fundamentals.	Rifle/Carbine and required equipment.	Demonstrate marksmanship fundamentals with instructor assistance.
ITOs			
2.1.	Practice performing marksmanship fundamentals in dry-fire environment.	Rifle/Carbine and required equipment.	Shooters practice grip, position, aiming, breath control, trigger control (dry-fire) with instructor assistance per lesson plan.
2.2.	Perform sight adjustments.	Rifle/Carbine and required equipment.	Shooters demonstrate adjusting elevation and windage on all sight systems with instructor assistance per lesson plan.
2.3.	Explain fundamentals of rapid and burst firing.	Rifle/Carbine and required equipment.	Answer questions about fundamentals of rapid and burst firing with instructor assistance per lesson plan.
2.4.	Explain techniques of night firing without night vision devices.	Rifle/Carbine and required equipment.	Answer basic questions about night firing techniques with instructor assistance per lesson plan.
2.5.	Perform mounting and removal of issued night vision devices.	Rifle/Carbine and required equipment.	Demonstrate mounting and removing night vision and aiming devices without instructor assistance per lesson plan.
	Objective	**Condition/Given**	**Standard**
2.6.	Perform operation of night vision devices.	Rifle/Carbine and required equipment.	Demonstrate operation (turn on/off, adjustments, battery change) of night vision and aiming devices without instructor assistance per lesson plan.
2.7.	Perform operator maintenance of issued night vision devices.	Rifle/Carbine and required equipment.	Perform operator maintenance during weapon cleaning without instructor assistance per lesson plan.
2.8.	Explain techniques of night firing with night vision devices.	Rifle/Carbine and required equipment.	Answer basic questions on firing with night vision and aiming devices.
3.	Demonstrate basic marksmanship skills.	Rifle/Carbine and required equipment.	Successfully complete AFQC practice phases.

ITOs			
3.1.	Demonstrate weapons and range safety.	Rifle/Carbine and required equipment.	Apply weapon and range safety procedures throughout practice phases with instructor assistance per lesson plan.
3.2.	Demonstrate proper firing positions.	Rifle/Carbine and required equipment.	Demonstrate ability to assume proper firing positions and properly use cover with instructor assistance per lesson plan.
3.3.	Demonstrate achieving a 4-cm shot group within the zero-target impact area and demonstrate zero procedures for iron sights, BUIS, CCO, RCO, and/or DVO.	Rifle/Carbine and required equipment.	Perform sight adjustments and should achieve a 4-cm shot group on the zero-target impact area with instructor assistance per lesson plan.
3.4.	Fire practice phases.	Rifle/Carbine and required equipment.	Apply, weapon and range safety, fundamentals, positions, use of cover, threat engagement techniques, and weapons handling skills with instructor assistance per lesson plan.
4.	Apply marksmanship skills.	Rifle/Carbine and required equipment.	Achieve qualifying score on AFQC.
ITOs			
	Objective	**Condition/Given**	**Standard**
4.1.	Apply weapon safety procedures.	Rifle/Carbine and required equipment.	Apply weapon and range safety procedures throughout evaluation phases of course of fire without instructor assistance per lesson plan.
4.2.	Perform clearing, loading, reloading, charging, and immediate/remedial action procedures.	Rifle/Carbine and required equipment.	Perform clearing, loading, reloading, charging and immediate/remedial action without instructor assistance per lesson plan.
4.3.	Operate night vision/aiming devices.	Rifle/Carbine and required equipment.	Operate night vision/aiming devices without instructor assistance per lesson plan.

4.4.	Achieve a qualifying score on evaluation phases of the AFQC.	Rifle/Carbine and required equipment.	Qualify on all evaluation phases of the course of fire without instructor assistance per course of fire.
4.5.	Perform threat engagement, tactical movement, and use of cover techniques.	Rifle/Carbine and required equipment.	Perform threat engagement, tactical movement, and use of cover techniques without instructor assistance per course of fire.
4.6.	Perform operator maintenance and function check of the rifle/carbine.	Rifle/Carbine and required equipment.	Perform disassembly, cleaning, inspection, lubrication, assembly, and function check of the rifle/carbine, magazine, and night vision/aiming devices within 30-minutes and without instructor assistance per lesson plan.

Table 2.2. Rifle/Carbine AFQC of Fire.

ORDER	POSITION/ DRILL	LOAD	ROUNDS	TIME	DISTANCE	TARGET
TABLE I: BASIC MARKSMANSHIP						
Phase I: Back Up Iron Sight (BUIS) Grouping and Zero						
1.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
2.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
3.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
			10 Total Rounds			
Phase II: CCO/RCO/DVO Grouping and Zero						
1.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
2.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
3.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
			10 Total Rounds			
Phase III: Basic Marksmanship Training/Practice						

1.	Prone Unsupported	(2) 3 rd mag	6 (1, 6 shot string)	50	25M	SF
2.	Kneeling Supported	(2) 3 rd mag	6 (1, 6 shot string)	50	25M	SF
3.	Over Barricade	(2) 3 rd mag	6 (1, 6 shot string)	50	25M	SF
			18 Total Rounds			
Phase IV: Basic Marksmanship Evaluation						
1.	Prone Unsupported	(2) 3 rd mag	6 (1, 6 shot string)	50	25M	SF
2.	Kneeling Supported	(2) 3 rd mag	6 (1, 6 shot string)	50	25M	SF
3.	Over Barricade	(2) 3 rd mag	6 (1, 6 shot string)	50	25M	SF
			18 Total Rounds			
Phase V: CBRN Defense Firing Techniques						
1.	Kneeling Supported	(1) 12 rd mag	12 (1, 12 shot string)	60	25M	SF
			12 Total Rounds			
			68 Total Rounds for Table I			
ORDER	**POSITION/ DRILL**	**LOAD**	**ROUNDS**	**TIME**	**DISTANCE**	**TARGET**
TABLE II: SHORT-RANGE COMBAT (SRC) TRAINING						
Phase I: Tactical Engagement Techniques Practice						
1.	Controlled Pairs	(1) 6 rd mag (1) 9 rd	6 (3, 2 shot strings)	2 (per string)	7M	E
2.	Failure to Stop	mag	9 (3, 3 shot strings)	3 (per string)	7M	E
3.	Multiple Threats	(1) 16 rd mag	16 (4, 4 shot strings)	4 (per string)	7M	E
			31 Total Rounds			
Phase II: Use of Cover Practice						
1.	Standing (Roll Left)	(1) 8 rd mag	4 (2, 2 shot string)	6 (per string)	15M	E

2.	Standing (Roll Right)		4 (2, 2 shot string)	6 (per string)	15M	E
3.	Kneeling (Strong Side Barricade)	(2) 8 rd mag	8 (4, 2 shot strings)	6 (per string)	15M	E
4.	Standing to Kneeling (Strong Side Barricade)		8 (2, 4 shot string)	12 (per string)	15M	E
			24 Total Rounds			
Phase III: Short Range Combat (SRC) Evaluation						
1.	Failure to Stop	(1) 14 rd mag	6 (2, 3 shot strings)	3 (per string)	7M	E
2.	Multiple Threats		8 (2, 4 shot strings)	4 (per string)	7M	E
3.	Standing (Roll Left)	(1) 14 rd mag	4 (2, 2 shot string)	6 (per string)	15M	E
4.	Standing (Roll Right)		4 (2, 2 shot string)	6 (per string)	15M	E
5.	Standing to Kneeling (Strong Side Barricade)		6 (1, 6 shot string)	12 (per string)	15M	E
			28 Total Rounds			
Phase IV: Burst Fire						
1.	Burst Fire	(1) 9 rd mag	9 (3, 1 burst strings)	4 (per string)	15M	E
			9 Total Rounds			
			92 Total Rounds for Table II			
ORDER	**POSITION/ DRILL**	**LOAD**	**ROUNDS**	**TIME**	**DISTANCE**	**TARGET**
TABLE III: LOW VISIBILITY ENGAGEMENT TECHNIQUES						
Phase I: Laser Aiming Device Zero						
Note: Only shooters with an approved Laser Aiming Device (LAD) will conduct this phase.						
1.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
2.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z

3.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
			10 Total Rounds			
Phase II: Low Visibility Practice and Evaluation						
Note: If shooters have an approved flashlight installed, they may use it during this phase.						
Teaching and Practice						
1.	Standing	(1) 12 rd mag	12 (6, 2 shot strings)	15 (per string)	15M	E
Evaluation						
2.	Standing	(1) 8 rd mag	8 (4, 2 shot strings)	15 (per string)	15M	E
			20 Total Rounds			
Phase III: Night Vision Devices (NVD) and LAD Training and Evaluation						
Note: If shooters have an approved LAD, they will use it during this phase in conjunction with the NVD. If not, they will use the NVD in conjunction with their optic.						
Practice						
1.	Standing	(1) 12 rd mag	12 (6, 2 shot strings)	6 (per string)	15M	E
Evaluation						
2.	Standing	(1) 8 rd mag	8 (4, 2 shot strings)	16 (per string)	15M	E
			20 Total Rounds			
			50 Total Rounds for Table III			
			210 Rounds for Tables I – III			

2.4. Course Information.

2.4.1. Targets. Targets required for each phase and order of the course are identified in **Table 2.2**. **Note:** Units may use previously approved zero targets until exhausted.

2.4.1.1. If utilizing the BUIS/CCO/RCO, Target "Z" is the M4/M16-series weapons 25m zero short range and pistol marksmanship target (NSN: 6920-01-660-9191) as shown in **Figure 2.1**.

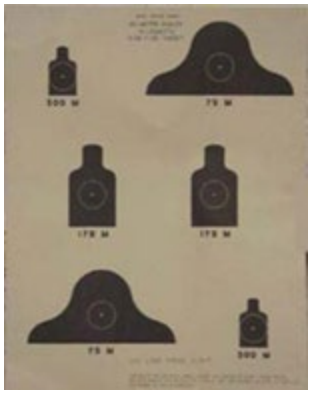
Figure 2.1. Zero Target.

2.4.1.2. If utilizing the DVO, Target "Z" is the 25-Meter, Multipurpose Target "True – Mil" Grid (UPC: 632281101376) as shown in **Figure 2.2**. **Note:** When zeroing the DVO at 25-meters, leave the optic at the 1x power.

Figure 2.2. DVO Zero Target.

2.4.1.3. Target "SF" is the 25-meter scaled silhouette, Slow Fire target (NSN: 6920- 01-167-1391) as shown in **Figure 2.3**.

Figure 2.3. Slow Fire "SF" Target.



2.4.1.4. Target Military "E" is the kneeling silhouette target (NSN: 6920-00-600-6874) with a 10-inch lethal (chest) and a 6-inch incapacitation (head) zone added as shown in

Figure 2.4. Before conducting firing on Table II of the course, prepare Military "E" silhouette target as follows.

2.4.1.4.1. Draw a 10-inch circle in the center of the chest and a 6-inch circle on the center of the head of the target. Center the 10-inch circle on the target with the top edge of the circle 13.25 inches from the top of the head of the target and center the 6-inch circle in the head of the target with the top of the circle 3-inches below the top of the target. **Note:** CATM may create a template using plywood, plastic, cardboard, or purchase commercially available targets with the circles pre-drawn.

2.4.1.4.2. CATM sections that cannot position two targets side-by-side due to safety or range design, may complete these phases and orders of fire using a single target with two 10-inch circles as depicted in **Figure 2.5**. The circles do not need to be parallel; one may be slightly lower or higher than the other to allow them to fit on one Military "E" target.

Figure 2.4. Military "E" Target.

Figure 2.5. Modified Military "E" Target.

2.4.2. Firing Stances and Positions. The firing positions used are the standing, kneeling and prone positions.

2.4.2.1. Standing positions. Standing positions provide the shooter with the least amount of stability but a high amount of mobility.

2.4.2.2. Kneeling positions. Kneeling positions are a slightly more advanced stance in rifle/carbine shooting. These positions provide the shooter with added stability at the cost of mobility.

2.4.2.3. Prone positions. Prone positions are the most stable positions in rifle/carbine shooting. These positions provide the shooter with extreme stability at the high cost of minimal mobility.

2.4.3. Minimum Requirements for Qualification and Expert Status:

2.4.3.1. TABLE I – BASIC MARKSMANSHIP.

2.4.3.1.1. Phase I – Iron Sight/BUIS Grouping and Zero Phase: Shooters should be able to achieve one 4-cm shot group within the circle of the "Z" target and perform their own sight adjustments under the guidance of instructors.

2.4.3.1.2. Phase II – CCO/RCO/DVO Grouping and Zero: Shooters zero the CCO/RCO/DVO so the point of aim equals point of impact and shot grouping is centered in the 4-cm "Z" target circle at 25-meters. **Note:** This zero is used to complete Table I of the course; it does not zero the CCO/DVO for duty and ort combat.

2.4.3.1.3. Phase III – Basic Marksmanship Training/Practice: This is a practice phase only and hits do not count toward qualification. However, shooters should strive to hit the required targets in the prescribed time limits, as this prepares them for the evaluation phase.

2.4.3.1.4. Phase IV – Basic Marksmanship Evaluation: Qualified; a total of 13-hits (72%) on the silhouettes. Expert; a total of 16-hits (89%) on silhouettes. **Note:** Only three hits per silhouette count and extra hits as considered misses.

2.4.3.1.5. Phase V – CBRN Defense Firing Techniques: This is a "Go" or "No-Go" phase.

2.4.3.2. TABLE II – SHORT-RANGE COMBAT (SRC) TRAINING.

2.4.3.2.1. Phase I – Tactical Engagement Techniques Teaching/Practice: This is a practice phase only. However, shooters should strive to hit the required targets in the prescribed time limits.

2.4.3.2.2. Phase II – Use of Cover Teaching/Practice: This is a practice phase only. However, shooters should strive to hit the required targets in the prescribed time limits, as this prepares them for the evaluation phase.

2.4.3.2.3. Phase III – Short-Range Combat (SRC) Evaluation: Qualified: Shooters have a minimum of 17 hits (71%) in the 10-inch Lethal Zone (LZ) circle and 3-hits (75%) in the 6-inch Incapacitation Zone (head). Hits inside the 10-inch Lethal Zone or 6-inch Incapacitation Zone or touching the line counts as a hit.

2.4.3.2.4. Phase IV – Burst Fire: This is a "Go" or "No-Go" phase.

2.4.3.3. TABLE III – LOW VISIBILITY ENGAGEMENT TECHNIQUES.

2.4.3.3.1. Phase I – Laser Aiming Device Zero: Shooters should achieve a 4-cm, three-shot group within the designated offset impact zone.

2.4.3.3.2. Phase II – Low Visibility Training and Evaluation: Order 1 is practice. Order 2 is qualification; shooters achieve 6-hits (75%) in the 10-inch Lethal Zone. Hits inside the 10-inch Lethal Zone or touching the line count as hits.

2.4.3.3.3. Phase III – Night Vision Optics and Laser Aiming Devices Training and Evaluation: Order 1 is practice only. Order 2 is qualification; shooters achieve six hits (75%) within the 10-inch Lethal Zone. Hits inside the 10-inch Lethal Zone circle or touching the line of the circle count.

2.4.4. General Course Guidance:

2.4.4.1. Shooters who run out of time due to failures not caused by improper weapons handling are considered "alibis" and instructors pro-rate time to allow them to complete the string of fire. **Note:** Instructors do not allow shooters to grip or support the weapon using the magazine while firing, as this decreases control during firing and increases the likelihood of a shooter-induced stoppage. For other types of stoppages, shooters only receive additional time to complete firing if they properly applied immediate action procedures. If the shooter failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining rounds for the order of fire are counted as misses.

2.4.4.2. The purpose of using the 25-meter zeroing (Z) target is three-fold. First, the shooter has a realistic combat distance target (300 meters for M16A2/M4) with a sight adjustment grid printed over the silhouette to aid in accurately making sight adjustments. Secondly, it is an excellent training aid for conducting grouping exercises. Thirdly, the target provides a good indication of the shooter's ability to hit a life-size target at expected distances from a steady firing position.

2.4.4.3. The primary purpose of the various supported positions is to teach shooters the tactical advantage of using cover in a combat situation and to increase combat accuracy. Instructors emphasize the use of cover throughout the course. Shooters maximize the use of cover during firing and reloading.

2.4.4.4. During all zeroing phases (Table I, Phase I and Phase II and Table III, Phase I) as well as all teaching/practice phases/orders throughout the course, instructors check and analyze targets after firing.

2.4.4.5. Instructors remind shooters to keep the tip of the front sight on the vital area (center of the 4-cm circle) when engaging the 250-meter and 300-meter targets. The eye has a natural tendency to try to see more of the target at those distances and may cause the shooter to unconsciously hold the front sight low on those small targets.

2.4.4.6. During reloading, shooters keep the firing hand on the rifle grip or support hand on the handguards as appropriate depending on which hand is being used to withdraw the magazine. When withdrawing a magazine from the weak side, shooters continue to maintain a grip on the rifle grip with the firing hand. If reloading from a strong side pouch, shooters may maintain their grip on the handguards with the weak hand. The requirement is for shooters to maintain positive control of the weapon when reloading from either side of the body.

2.4.4.7. Before each order, place loaded magazines in the pouch with the top end of the magazine down and the projectile end or front edge of the magazine pointing away from the body, toward or away from the centerline of the body depending on the type of pouches and technique used when withdrawing the magazine. Properly orienting magazines ensures speed and efficiency of reload. The shooter only needs to unfasten the pouch and remove the magazine during the reload. This is a critical skill requiring practice to accomplish quickly and smoothly. It is imperative shooters practice reloading the rifle/carbine from the pouch. Shooters can reload magazines between orders of fire as necessary.

2.4.4.8. Shooters will use an authorized optic (e.g., CCO, RCO or DVO) during all tables and phases except for Table I, Phase I (BUIS Zero). Table I, Phase II, CCO/RCO/DVO Grouping and Zero is not required for individuals who only complete qualification training on the M16A2 without a CCO and personnel completing AFQC with a GAU-5P (ASDW).

2.4.4.9. All personnel will fire Table III, Phase II, as minimum, regardless of issued equipment. **(T-2)** Personnel who are issued or deploy with night vision and laser aiming devices will fire Table III, Phases I and III. Shooters must be able to operate during limited visibility and still effectively employ their weapon. For the purposes of this manual, limited visibility is not “pitch black” and shooters should be able to identify their targets.

2.4.4.10. The silhouettes on the Slow Fire targets are engaged as targets within the shooter’s field of fire which pose the greatest threat first. For example, if six enemy targets presented themselves at the actual distances represented on the Slow Fire target, the closest (greatest) threat target would be engaged first, progressing to the farthest (least) threat targets. In combat, shooters should engage those targets posing the greatest threat first.

2.4.5. Course Notes Rifle/Carbine AFQC:

2.4.5.1. TABLE I: BASIC MARKSMANSHIP.

2.4.5.1.1. Phase I – Iron Sight/BUIS 25M/300M Grouping and Zero.

2.4.5.1.1.1. Shooters fire this phase using iron or back up iron sights only. Shooters fire one, four-round shot group and two, three-round shot groups with no time limit. Shooters should achieve at least one-shot group within the 4-cm circle on the 25-meter “Z” target. Instructors closely analyze shooter errors for shooters who do not achieve a 4-cm shot group within the silhouette.

2.4.5.1.1.2. During all orders of fire, shooters perform their own sight adjustments. Instructors coach as necessary to assist shooters in attaining a 4-cm shot group somewhere on the target before attempting to adjust the sights. Targets are marked and analyzed by instructors and shooters after each order of fire.

2.4.5.1.2. Phase II – CCO/RCO/DVO Grouping and Zero. **Note:** In Phase II of Table I, individuals using the CCO and DVO zero the optic to hit point of aim, for accomplishment of the 25-meter reduced silhouette portion of the course. After completing Table I and before starting Table II, shooters using the CCO turn the elevation adjustment screw clockwise (down) four (4) clicks and shooters using the DVO turn the elevation adjustment screw clockwise (down) seven (7) clicks. This adds the 1.5-cm offset needed for combat zero. The CCO and DVO should remain at this setting for individually assigned or deploying weapons.

2.4.5.1.2.1. Shooters fire this phase using an authorized optic (e.g., CCO, RCO, or DVO). Shooters fire one, four-round shot group and two, three-round shot groups with no time limit. Shooters should achieve at least one-shot group within the 4-cm circle on the 25-meter "Z" target. Instructors should double-check the weapon and sights to ensure that they are serviceable and properly mounted if shooters are unable to obtain a 4-cm shot group.

2.4.5.1.2.2. During all orders of fire, shooters perform their own sight adjustments. Instructors coach as necessary to assist shooters in attaining a 4-cm shot group somewhere on the target before attempting to adjust the sights. Targets are marked and analyzed by instructors and shooters after each order of fire.

2.4.5.1.3. Phase III – Basic Marksmanship Training/Practice.

2.4.5.1.3.1. Order 1 – Prone Unsupported Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

2.4.5.1.3.1.1. Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone unsupported position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch.

2.4.5.1.3.1.2. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI, and engage all silhouettes (75m, 175m, and 300m) on the left side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and engage the silhouettes (75m, 175m, and 300m) on the right side of the Slow Fire target with one-round each. All firing should be completed within 50-seconds however, as this is a training/practice order of fire, shooters who do not complete firing within the time limit are allowed to expend their rounds as directed by the tower operator. After completion of this order of fire, instructors mark hits, analyze targets, and coach shooters on any identified problems.

2.4.5.1.3.2. Order 2 – Kneeling Supported Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

2.4.5.1.3.2.1. Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported (barricade) position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch.

2.4.5.1.3.2.2. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI, and engage all silhouettes (75m, 175m, and 300m)

on the left side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and once again engage the silhouettes (75m, 175m, and 300m) on the left side of the Slow Fire target with one-round each. All firing should be completed within 50-seconds; however, as this is a training/practice order of fire, shooters who do not complete firing within the time limit are allowed to expend their rounds as directed by the tower operator.

2.4.5.1.3.3. Order 3 – Over Barricade Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

2.4.5.1.3.3.1. Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range and assume the over barricade position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch.

2.4.5.1.3.3.2. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI, and engage all silhouettes (75m, 175m, and 300m) on the right side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and once again engage the silhouettes (75m, 175m, and 300m) on the right side of the Slow Fire target with one-round each. All firing should be completed within 50-seconds; however, as this is a training/practice order of fire, shooters who do not complete firing within the time limit are allowed to expend their rounds as directed by the tower operator. After completion of this order of fire, instructors mark hits, analyze targets and coach shooters on any identified problems.

2.4.5.1.4. Phase IV – Basic Marksmanship Evaluation.

2.4.5.1.4.1. Order 1 – Prone Unsupported Evaluation: Shooters begin with six, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone unsupported position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI, and engage all silhouettes (75m, 175m, and 300m) on the left side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and engage the silhouettes (75m, 175m, and 300m) on the right side of the Slow Fire target with one-round each. Shooters are allowed 50-seconds to complete all firing. Once shooters have expended all rounds, they will assume the kneeling supported position and stand by for instructions from the tower operator.

2.4.5.1.4.2. Order 2 – Kneeling Supported Evaluation: Shooters begin with four, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle

down range, and assume the kneeling supported (barricade) position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI, and engage all silhouettes (75m, 175m, and 300m) on the left side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and engage the silhouettes (75m, 175m, and 300m) on the right side of the Slow Fire target with one-round each. Shooters are allowed 50-seconds to complete all firing. Once shooters have expended all rounds, they will assume the over barricade position and stand by for instructions from the tower operator.

2.4.5.1.4.3. Order 3 – Over Barricade Evaluation: Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range and assume the over barricade position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI, and engage all silhouettes (75m, 175m, and 300m) on the left side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and engage the silhouettes (75m, 175m, and 300m) on the right side of the Slow Fire target with one-round each. Shooters are allowed 50-seconds to complete all firing. In this order of fire, shooters kneel below the cross piece of the barricade to conduct reloads (simulates use of cover). After completion of this order of fire, instructors make the line safe, mark hits and score targets.

2.4.5.1.5. Phase V – CBRN Defense Firing Techniques.

2.4.5.1.5.1. This order of fire is a "Go" or "No-Go" phase only. All firing is completed while wearing the gas mask (with protective shield) and protective gloves. Instructors coach shooters on the proper firing position and weapon hold. Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

2.4.5.1.5.2. Shooters begin with one, 12-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a 12-round magazine from their ammo pouch.

2.4.5.1.5.3. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI, and engage all silhouettes (75m, 175m, and 300m) on the left side of the Slow Fire target with two-rounds each. Then, shooters engage the silhouettes (75m, 175m, and 300m) on the right side of the Slow Fire target with two-rounds each. Shooters are allowed 60-seconds to complete all firing; however, as this is a "Go" or "No-Go" phase, shooters who do not complete firing within the time limit are allowed to expend their rounds as directed by the tower operator.

After completion of this order of fire, instructors mark hits, analyze targets, and coach on any problems identified during this order.

2.4.5.2. TABLE II: SHORT-RANGE COMBAT TRAINING.

2.4.5.2.1. Phase I – Tactical Engagement Techniques Practice.

2.4.5.2.1.1. All orders begin with weapons slung (if using a tactical sling) from the low ready position. Shooters only load weapons at the firing line. On the command "LOAD," shooters point the weapon down range and ensure the selector lever is on Safe (ensure the trigger finger is extended outside the trigger guard and the thumb is on top of the selector). Shooters then release the bolt and insert the magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round, verify the selector lever is Safe and assume the low ready position.

2.4.5.2.1.2. On the command "CONTACT FRONT," shooters sweep the selector lever to SEMI as they raise the weapon into firing position and engage the target with the appropriate number of rounds for that order of fire. Firing strings for each order are completed in succession. The tower operator briefs the number of shots and time limits for each string prior to beginning the firing order, not between each string. As soon as all shooters have completed firing and have reset to the low ready position, the command of "CONTACT FRONT" is repeated and the next string is immediately fired. This sequence continues until the firing order is complete. Instructors are only given extended time to coach shooters at the end of each order of fire.

2.4.5.2.1.3. At the end of each string, shooters extend their trigger finger outside the trigger guard, "Cover" (45-degrees left and right), place the selector on Safe, recover to the low ready position and "Sweep" (check 180-degrees or as far as shooter can turn head on both the left and right side) by turning the head only, to complete the string of fire. Prior to live-fire, instructors are to stress the need for accuracy and recoil control through proper stance and the importance of smooth execution over speed. Instructors also remind shooters that inside 25-meters, the bullet point of impact is approximately two-inches below point of aim.

2.4.5.2.1.4. Order 1 – Controlled Pairs:

2.4.5.2.1.4.1. The purpose of these orders is for shooters to practice assuming the firing position, operating the selector lever, acquiring a sight picture, and rapidly engaging the threat. Shooters begin with one, six-round magazine in their ammo pouch. The order begins with the weapons slung (if using a tactical sling). On the tower operator's command, shooters will LOAD with one, six-round magazine. On the tower operator's command, shooters will "MAKE READY" by charging their rifle/carbine and leave the selector lever on SAFE. Shooters will assume a low ready position.

2.4.5.2.1.4.2. On the command "CONTACT FRONT," shooters engage the 7-meter target with two-rounds (controlled pairs) to the 10-inch Lethal Zone. Shooters have a time limit of two-seconds per string. Shooters will repeat this string for a total of three strings, six-rounds. At the end of Order 1, instructors will make the line safe, mark hits and analyze targets. Instructors continuously

stress muzzle discipline, recoil control through proper stance, and the importance of smooth execution over speed.

2.4.5.2.1.5. Order 2 – Failure to Stop:

2.4.5.2.1.5.1. The purpose of this order is to teach shooters to execute a controlled pair to the 10-inch lethal zone, assess their target, and fire one precision shot to the 6-inch Incapacitation Zone in the event a controlled pair fails to stop the threat. Shooters begin with one, nine-round magazine in their ammo pouch. The order begins with the weapons slung (if using a tactical sling). On the tower operator's command, shooters will LOAD with one, nine-round magazine. On the tower operator's command, shooters will "MAKE READY" by charging their rifle/carbine and leave the selector lever on SAFE. Shooters will assume a low ready position.

2.4.5.2.1.5.2. On the command "CONTACT FRONT," shooters engage the 7-meter target in the 10-inch Lethal Zone with two-rounds and then engage the 6-inch Incapacitation Zone with one-round. Shooters have a time limit of six-seconds for each string. Shooters will repeat this string of fire for a total of three strings, nine-rounds. At the end of Order 2, instructors will make the line safe, mark hits and analyze targets. Instructors continuously stress muzzle discipline, recoil control through proper stance, and the importance of smooth execution over speed.

2.4.5.2.1.6. Order 3 – Multiple Threats: For this order, the two targets should be spaced at least two feet apart; however, if this is not possible, the targets may be spaced with the sides touching each other. Ranges with a single target per position configure the targets as outlined in **paragraph 2.4.1.4.2**. The intent is for shooters to learn to move the weapon laterally to engage multiple threats.

2.4.5.2.1.6.1. The purpose of this order is to teach shooters the technique of transitioning between multiple threats. Prior to live-fire, instructors demonstrate the technique and reinforce proper stance and smooth movement over speed. Instructors also stress that the eyes move first then the weapon follows. Shooters begin with one, 16-round magazine in their ammo pouch. The order begins with the weapons slung (if using a tactical sling).

2.4.5.2.1.6.2. On the tower operator's command, shooters will LOAD with one, 16-round magazine. On the tower operator's command, shooters will "MAKE READY" by charging their rifle/carbine. The selector will stay on Safe. Shooters will assume a low ready position.

2.4.5.2.1.6.3. On the tower operator's command "CONTACT FRONT LEFT" or "CONTACT FRONT RIGHT," shooters engage each target in the 10-inch Lethal Zone with a controlled pair (two-rounds each target, four-shots total per string) within the 4-second time limit. Targets are engaged in order left to right (L/R) or right to left (R/L) as identified by the tower operator's voice instruction. Shooters will fire three additional strings for a total of 16-rounds. At the end of Order 3, instructors make the line safe, mark hits and analyze targets. Targets will be moved to the 15-meter line. Instructors continuously

stress muzzle discipline, recoil control through proper stance, and the importance of smooth execution over speed.

2.4.5.2.2. Phase II – Use of Cover Techniques Practice.

2.4.5.2.2.1. Orders 1 through 4 Cover Techniques.

2.4.5.2.2.1.1. The purpose of these orders is to teach shooters to roll their body from cover to expose the least amount of their person as possible to engage the threat. Shooters should be able to engage from cover in potential stances (standing and kneeling).

2.4.5.2.2.1.2. Prior to live-fire, instructors demonstrate the techniques and supervise shooters as they practice rolling left and right. Instructors evaluate and coach shooters for correct execution paying particular attention to safety. Ensure shooters learn to execute the movements without sweeping other personnel with the muzzle of their weapon. While behind cover, shooters do not place the trigger finger on the trigger or the selector lever on SEMI until they have rolled out from cover and their sights are on target and they are ready to fire. Ensure shooters demonstrate competency before progressing to live-fire. Shooters who cannot correctly execute the maneuver receive remedial training until they demonstrate competency. Instructors should also continue to stress recoil control through proper stance and the importance of smooth execution over speed.

2.4.5.2.2.1.3. Shooters begin with one, eight-round and one 16-round magazine in their ammo pouch. Prior to Order 1, shooters will move to the far right of the firing point and assume a covered position. Shooters roll right or left to the other side of the shooting position (as far as possible) and engage the target with a controlled pair. **Note:** For ranges that cannot afford shooters the ability to "take cover" they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction.

2.4.5.2.2.1.4. On the tower operator's command, shooters will LOAD with one, eight-round magazine. On the tower operator's command, shooters will "MAKE READY" by charging their rifle/carbine and leave the selector lever on Safe. Shooters will assume a low ready position.

2.4.5.2.2.2. Order 1 – Standing Cover (Roll Left). On the command "CONTACT FRONT," shooters roll their upper body out from the covered position, take aim, place the weapon on SEMI and engage the 10-inch Lethal Zone with two rounds. Shooters will then place the weapon on "SAFE" and roll back behind cover. Shooters must fire two-rounds within the 6-second time limit. Shooters will repeat this order once for a total of four-rounds fired. Once the order is complete, instructors will give shooters instructions on moving to the next position. **Note:** Shooters will not step into the open area. All movement should be at the waist. This may require slight canting of the weapon. Shooters' feet should not move, and shooters should expose as little of their body as possible when rolling to engage.

2.4.5.2.2.3. Order 2 – Standing Cover (Roll Right). Right-handed shooters will move to the left of their firing points and left-handed shooters will move to the

right. On the command “CONTACT FRONT,” shooters roll their upper body out from the covered position, take aim, place the weapon on SEMI and engage the 10-inch Lethal Zone with two rounds. Shooters will then place the weapon on “SAFE” and roll back behind cover. Shooters must fire two-rounds within the 6-second time limit. Shooters will repeat this order once for a total of four-rounds fired. **Note:** Shooters do not step out into the open area. All movement should be at the waist, shooters’ feet should not move, and shooters should expose as little of their body as possible when rolling to engage. This may require slight canting of the weapon. After completion of this order, shooters will reload with a 16-round magazine from their ammo pouch. The tower operator then instructs the shooters assume a kneeling strong side barricade position.

2.4.5.2.2.4. Order 3 – Kneeling Strong Side Barricade. On the command “CONTACT FRONT,” shooters roll their upper body out from behind cover, take aim, place the weapon on SEMI and engage the 10-inch Lethal Zone with two rounds. Shooters will then place the weapon on “SAFE” and roll back behind cover. Shooters must fire two-rounds within the 6-second time limit. Shooters will repeat this order three times for a total of eight-rounds fired. **Note:** Shooters do not step out into the open area. All movement should be at the waist, shooters’ feet should not move, and shooters should expose as little of their body as possible when rolling to engage. This may require slight canting of the weapon. Once the order is complete, instructors will give shooters instructions on moving to the next position.

2.4.5.2.2.5. Order 4 – Standing to Kneeling Strong Side Barricade: Shooters assume a standing position with their body completely behind cover on their strong side. On the command “CONTACT FRONT,” shooters roll their upper body out from behind cover, take aim, place the weapon on SEMI and engage the “LETHAL ZONE” with two-rounds. Shooters will then safely drop to a kneeling position and engage the “LETHAL ZONE” of the Military “E” Target with two-rounds. When all four-rounds are fired, shooters will place the weapon on “SAFE” and roll back behind cover. Shooters must make the prescribed movements and fire all six-rounds within the 12-second time limit. Shooters will repeat this order once for a total of eight-rounds fired. Upon completion of firing, shooters remain behind cover in the kneeling position and execute “Cover and Sweep.” Shooters then standby until directed by the tower operator to stand and “Safe and Clear” weapons. Once the firing line has been made safe, instructors and shooters will swap out targets to prepare for qualification.

2.4.5.2.3. Phase III – Short-Range Combat Evaluation:

2.4.5.2.3.1. This phase is for qualification/evaluation on all techniques practiced in Phases I and II. For all orders, on the command “LOAD,” shooters ensure the selector is on Safe, release the bolt and insert the magazine. On the command “MAKE READY,” shooters charge the weapon to chamber a round, ensure the selector lever is on Safe, trigger finger straight and extended on the receiver, thumb on the selector lever and assume the low ready position. Personnel operating a weapon equipped with a 1-, 2-, or 3-point tactical sling should have the weapon slung. All reloading is done from the magazine pouch.

2.4.5.2.3.2. At the end of each string, shooters extend the trigger finger outside the trigger guard, execute "Cover and Sweep," place the selector on Safe and recover to the low ready position. The "Sweep" (check 180-degrees or as far as shooter can turn head on both the left and right side) is conducted by the shooter turning their head only. "Cover and Sweep" is not part of the time limit and may be conducted after the "Cease Fire" command is given. Shooters who fail to execute "Cover and Sweep" forfeit their rounds for that string.

2.4.5.2.3.3. During all orders of fire, shooters clear their own stoppages without assistance; however, instructors closely observe and intervene if necessary to ensure safety. During orders requiring shooters to reload, shooters execute the reload without command; they announce "COVER" before reloading and "READY" after completing the reload. Instructors can pro-rate time, based on 2-seconds per round, for alibi shooters and allow them to complete the string of fire as directed by the tower operator.

2.4.5.2.3.4. Order 1 – Failure to Stop Qualification:

2.4.5.2.3.4.1. This order of fire evaluates the shooter's ability to execute one precision shot to the 6-inch Incapacitation Zone in the event a controlled pair fails to stop the threat. Shooters begin with two, 14-round magazines in their ammo pouch.

2.4.5.2.3.4.2. On the tower operator's command, shooters will LOAD with one, 14-round magazine. On the tower operator's command, shooters will "MAKE READY" by charging their rifle/carbine and leave selector lever on Safe. Shooters will assume a low ready position.

2.4.5.2.3.4.3. On the command "CONTACT FRONT," shooters engage the 7-meter target in the 10-inch Lethal Zone with two-rounds and then engage the 6-inch Incapacitation Zone with one-round. Shooters have a time limit of 6-seconds for each string. On the tower operator's command, shooters will repeat this order once for a total of six-rounds.

2.4.5.2.3.5. Order 2 – Multiple Threats Qualification. This order of fire evaluates the shooter's ability to engage multiple threats. On the command "CONTACT FRONT," shooters engage the 10-inch Lethal Zones on the left 7-meter target then the right 7-meter target with a controlled pair on each within the 4-second time limit. On the tower operator's command, shooters will repeat this order one time for a total of eight-rounds. After completion of Order 2, targets will be moved to the 15-meter line.

2.4.5.2.3.6. Orders 3, 4 and 5 – Use of Cover Qualification: These orders evaluate the shooter's ability to roll out of cover to engage targets while minimize the amount of their body they expose to threats. Prior to Order 3, shooters will move to the far right of the firing point and assume a covered position. Shooters roll right or left to the other side of the shooting position (as far as possible) and engage the target with a controlled pair. **Note:** For ranges that cannot afford shooters the ability to "take cover" they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction.

2.4.5.2.3.7. Order 3 – Standing Cover (Roll Left) Qualification. On the tower operator's command, shooters will LOAD with one, 14-round magazine. On the tower operator's command, shooters will "MAKE READY" by charging their rifle/carbine and leave the selector lever on SAFE. Shooters will assume a low ready position. On the command "CONTACT FRONT," shooters charge the weapon, roll their upper body out from the covered position, take aim, place the weapon on SEMI and engage the 10-inch Lethal Zone with two rounds. Shooters will then place the weapon on SAFE and roll back behind cover. Shooters must fire two-rounds within the 6-second time limit. On the tower operator's command, shooters will repeat this order once for a total of four-rounds.

2.4.5.2.3.8. Order 4 – Standing Cover (Roll Right) Qualification. On the command "CONTACT FRONT," shooters roll their upper body out from the covered position, take aim, place the weapon on SEMI and engage the 10-inch Lethal Zone with two-rounds. Shooters will then place the weapon on "SAFE" and roll back behind cover. Shooters must fire two-rounds within the 6-second time limit. Shooters will repeat this order once for a total of four-rounds.

2.4.5.2.3.9. Order 5 – Standing to Kneeling Strong Side Barricade Qualification: Shooters will assume a standing position with their body completely behind cover on the strong side barricade of their firing point. On the command, "CONTACT FRONT," shooters roll their upper body out from behind cover, take aim, place the weapon on SEMI and engage the 10-inch Lethal Zone with two-rounds and then engage the 6-inch Incapacitation Zone with one-round. Shooters will then safely drop to a kneeling position and engage the 10-inch Lethal Zone with two-rounds and then engage the 6-inch Incapacitation Zone with one round. When all six-rounds are fired, shooters will clear their weapons and wait for further instructions from the tower operator. After completion of this order of fire, instructors make the line safe, mark hits and score targets.

2.4.5.2.4. Phase IV: Standing Burst Fire Training.

2.4.5.2.4.1. This order of fire is a "Go" or "No-Go" only. Instructors coach shooters on the firing position. The purpose of this order is to teach shooters the effectiveness and limitations of burst (auto) firing as well as proper technique. Prior to live-fire, instructors stress the need for accuracy and recoil control through a proper aggressive stance and the importance of smooth execution over speed. Instructors also remind shooters that point of aim should be mid torso. Instructors observe shooters as they practice the firing stance to ensure proper technique. Shooters begin with a nine-round magazine in the low ready position.

2.4.5.2.4.2. On the command "CONTACT FRONT," shooters engage the target with a three-round burst. **Note:** Personnel utilizing an M4A1 should attempt to maintain a three-round burst. Shooters have a time limit of four-seconds per string. Shooters repeat this order twice or until all rounds are expended. At the end of the order when all rounds have been expended, shooters clear and ground their weapons. Instructors make the line safe then mark and analyze targets.

2.4.5.3. TABLE III: LOW VISIBILITY ENGAGEMENT TECHNIQUES.

2.4.5.3.1. The purpose of this table is to train and evaluate shooters on the skills needed to effectively engage threats in limited or zero visibility environments. All Phases and orders of fire begin in the low ready position except for Phase I. Shooters execute "Cover and Sweep" at the end of all orders or strings of fire. Failure to do so results in forfeiture of the rounds fired. All Table III firing (except zero) is conducted with the Military "E" targets positioned at the 25-meter target line.

2.4.5.3.2. Phase I – Laser Aiming Devices Zer, Orders 1-, 2-, and 3- Laser Aiming Device Zero: The purpose of this phase is to zero the issued LAD on the shooter's weapon. **Note:** Shooters who do not have LADs will not fire this phase.

2.4.5.3.2.1. These orders are for zero and practice. Shooters are given 10-rounds (load one four-round and two, three-round magazines) to zero their individually issued laser aiming device. Shooters also use an approved issued NVD to include, but not limited to, the AN/PVS-31C or AN/PVS-14. Instructors use zeroing procedures found in the applicable operator's manual for the LAD. Zero is considered complete when shooters achieve a 4-cm, three-round shot group within the required impact zone on the target.

2.4.5.3.2.2. Shooters complete the appropriate orders of fire dependent on device(s) they are issued or with which they deploy. The AN/PVS-31C or AN/PVS-14 can be used in the helmet mounted, head harness mounted, or weapon mounted (AN/PVS-14) configuration. It is imperative that shooters fire these orders using the configuration consistent with their method of employment.

2.4.5.3.3. Phase II – Low Visibility Practice and Evaluation.

2.4.5.3.3.1. Orders 1 and 2 – CCO/RCO/DVO Training and Evaluation:

2.4.5.3.3.1.1. The purpose of these orders is to train shooters on techniques to successfully engage threats during night or in limited visibility using authorized optic or iron sights (for M16A2 only). If shooters have an approved weapon mounted flashlight, they use it during this phase of fire. If not, they will fire the phase as is.

2.4.5.3.3.1.2. For indoor ranges, lights should be dimmed so shooters can identify their targets. For outdoor ranges, training should be conducted just after dusk or if dark, and red range lights should be used so shooters can identify their targets. Instructors ensure they can observe the actions of the shooters on the firing line.

2.4.5.3.3.2. Order 1 – Teaching and Practice:

2.4.5.3.3.2.1. Shooters begin with a 12-round magazine in the weapon. On the command "LOAD," shooters ensure the selector is on Safe, release the bolt and insert a 12-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

2.4.5.3.3.2.2. On the command "CONTACT FRONT," shooters engage the 10-inch Lethal Zone with two-rounds from the standing position. Once two-rounds

have been expended, shooters conduct “sweep and clear” and move their selector to Safe and stand by. Shooters have a time limit of six-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order for five more strings for a total of 12-rounds. After completion of this order of fire, shooters clear and ground weapons. Then instructors mark and analyze targets.

2.4.5.3.3.3. Order 2 – Evaluation:

2.4.5.3.3.3.1. Shooters begin with an eight-round magazine in the weapon. On the command “LOAD,” shooters ensure the selector is on Safe, release the bolt and insert an eight-round magazine. On the command “MAKE READY,” shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

2.4.5.3.3.3.2. On the command “CONTACT FRONT,” shooters engage the 10-inch Lethal Zone with two-rounds from the standing position. Shooters have a time limit of 6-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order for three more strings for a total of eight-rounds. When all firing is complete, instructors mark and score targets.

2.4.5.3.4. Phase III – Night Vision Optics/Laser Aiming Devices Training and Evaluation. The purpose of this phase of fire is to teach shooters to rapidly engage threats utilizing night vision optics in conjunction with laser aiming devices.

2.4.5.3.4.1. Order 1 – Laser Aiming Device Training/Practice:

2.4.5.3.4.1.1. The purpose of this order is to teach shooters to effectively engage threats using night vision/aiming devices. Shooters begin with a 12-round magazine in the weapon. On the command “LOAD,” shooters ensure the selector is on Safe, release the bolt and insert a 12-round magazine. On the command “MAKE READY,” shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

2.4.5.3.4.1.2. On the command “CONTACT FRONT,” shooters raise the weapon, momentarily activate the laser, and engage the 10-inch Lethal Zone with a controlled pair within the six-second time limit. Under the direction and commands of the tower operator, shooters repeat this string five more times for a total of 12-rounds. When all firing is complete, the firing line is made safe, and then instructors mark and analyze targets.

2.4.5.3.4.2. Order 2 – Laser Aiming Device Evaluation:

2.4.5.3.4.2.1. This order of fire evaluates the shooter’s ability to effectively engage threats with night vision/laser aiming devices. Shooters begin with an eight-round magazine in the weapon. On the command “LOAD,” shooters ensure the selector is on Safe, release the bolt and insert an eight-round magazine. On the command “MAKE READY,” shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard,

thumb resting on the selector lever and assume the low ready position.

2.4.5.3.4.2.2. On the command "CONTACT FRONT," shooters raise the weapon, momentarily activate the laser, and engage the 10-inch Lethal Zone with two-rounds. Shooters have a six-second time limit for this order. Under the direction and commands of the tower operator, shooters repeat this string three times for a total of eight-rounds. When all firing is complete, the firing line is made safe, then instructors mark and score targets.

2.5. Alternative Rifle/Carbine AFQC Table III (CCMCK Option).

2.5.1. This alternate version of Table III uses CCMCK and dye-marking cartridges. It is intended to provide units that are unable to conduct Table III as written due to ball/frangible ammunition, host nation limitations, mandatory quiet hours, range limitations or other limiting factors, with a method to accomplish the required qualification-training. It is not intended to be the standard option, and each unit must provide adequate justification for using **Table 2.3**.

2.5.1.1. If CATM receives approval and uses this alternate Table III, they must use the Alternate Table III course in ARIS and enter the expiration date as the same expiration date as the Rifle/Carbine AFQC **Tables I-III. (T-1)** CATM will enter "Completed Alternate Table III per memo dated DD MON YY" in the remarks section of the DAF Form 522. **(T-1)**

2.5.1.2. CATM personnel will follow the guidance in DAFMAN 31-131 V3 when conducting training using dye-marking cartridges. **(T-1) Note:** Pay particular attention to the limited safety equipment needed when firing at paper (non-human) targets.

2.5.2. This table cannot be used to zero NVDs or LADs for duty and these items are zeroed with ball ammunition. CATM personnel should have shooters complete Table III, Phase I, Orders 1, 2 and 3 using ball ammunition after Phase II of Table I of the Rifle/Carbine AFQC. Then shooters use an adjusted aiming point for conducting Table III with dye-marking cartridges. CATM sections can have dedicated training weapons with NVDs, and LADs mounted and zeroed with dye-marking cartridges and have shooters zero their assigned weapon and night aiming devices with ball ammunition when they complete Tables I and II of the AFQC.

2.5.3. To protect the image intensifier, CATM personnel ensure shooters use the objective lens cap during daylight use of the Night Vision Optics.

2.5.4. The purpose of this table is to train and evaluate shooters on the skills needed to effectively engage threats in limited or zero visibility environments. All Phases and orders of fire begin in the low ready position except for Phase I: Laser Aiming Devices Zero. Shooters execute "COVER and SWEEP" at the end of all orders or strings of fire. Failure to do so results in forfeiture of the rounds fired.

Table 2.3. Alternate Rifle/Carbine AFQC Table III.

ORDER	POSITION/SIGHT	LOAD	ROUNDS	TIME	DISTANCE	TARGET
TABLE III: LOW VISIBILITY ENGAGEMENT TECHNIQUES (CCMCK)						
Phase I: Laser Aiming Device Zero						
Note: Only shooters with an approved Laser Aiming Device (LAD) will conduct this phase.						

These orders are to be conducted during Table I: Basic Carbine Marksmanship						
1.	Prone Supported	(1) 4 rd mag	4 (1, 4 rd mag) Ball	N/A	25M	Z
2.	Prone Supported	(1) 3 rd mag	3 (1, 3 rd mag) Ball	N/A	25M	Z
3.	Prone Supported	(1) 3 rd mag	3 (1, 3 rd mag) Ball	N/A	25M	Z
			10 Total Rounds			
Phase II: Low Visibility Practice and Evaluation						
Note: If shooters have an approved flashlight installed, they may use it during this phase.						
Teaching and Practice						
1.	Standing	(1) 12 rd mag	12 (6, 2 shot strings)	6 (per string)	25M	E
Evaluation						
2.	Standing	(1) 8 rd mag	8 (4, 2 shot strings)	6 (per string)	25M	E
			20 Total Rounds			
Phase III: Night Vision Devices (NVD) and LAD Training and Evaluation						
Note: If shooters have an approved LAD, they will use it during this phase in conjunction with the NVD. If not, they will use the NVD in conjunction with their optic.						
Practice						
1.	Standing	(1) 12 rd mag	12 (6, 2 shot strings)	6 (per string)	25M	E
Evaluation						
2.	Standing	(1) 8 rd mag	8 (4, 2 shot strings)	6 (per string)	25M	E
			20 Total Rounds			
10 Total Rounds 5.56mm Ball/Frangible for Table III						
40 Total Rounds 5.56mm Dye Marking Cartridge for Table III						
50 Total Rounds for Table III						
Note: Unless otherwise noted, the ammunition used is dye-Marking.						

2.5.5. Course Information, Minimum Requirements for Qualification for Table III - Limited Visibility.

2.5.5.1. Phase I – Laser Aiming Device Zero. Shooters should achieve a 4-cm, three-shot group within the designated offset impact zone.

2.5.5.2. Phase II – Low Visibility Training and Evaluation. Order 1 is practice only and hits during this order do not count toward qualification. Qualified; on Order 2, shooters achieve six-hits in the 10-inch Lethal Zone. Hits inside the 10-inch Lethal Zone circle or touching the line count as hits.

2.5.5.3. Phase III - Night Vision Optics and Laser Aiming Devices Training and Evaluation. Order 1 is practice only and hits during this order do not count toward

qualification. Qualified; on Order 5, shooters achieve six hits within the 10-inch Lethal Zone. Hits inside the 10-inch Lethal Zone circle or touching the line count as hits.

2.5.6. Course Notes.

2.5.6.1. Phase I –Laser Aiming Devices Zero and Grouping, Orders 1, 2, and 3 – Laser Aiming Device Zero. The purpose of this phase of fire is to zero the issued LAD on the shooter's weapon. Shooters who do not have LAD will not fire this phase. **Note:** The following orders are fired with ball/frangible ammunition during Table I.

2.5.6.1.1. These orders are for zero and practice. Shooters are given 10-rounds to zero their individually issued LAD. Shooters also use an approved issued night vision device to include (e.g., AN/PVS-31C and AN/PVS-14). Instructors use zeroing procedures found in the applicable operator's manual for the laser-aiming device. Zero is considered complete when shooters achieve a 4-cm, three-round shot group within the required impact zone on the target.

2.5.6.1.2. Shooters complete the appropriate orders of fire dependent on device(s) they are issued or with which they deploy. The AN/PVS-31C or AN/PVS-14 can be used in the helmet mounted, head harness mounted, or weapon mounted (AN/PVS-14) configuration. It is imperative that shooters fire these orders using the configuration consistent with their method of employment.

2.5.6.2. Phase II – Low Visibility Training and Evaluation.

2.5.6.2.1. Orders 1 and 2 –Training and Evaluation:

2.5.6.2.1.1. The purpose of these orders is to train shooters on techniques to successfully engage threats during night or in limited visibility using the authorized CCO, RCO, DVO, or iron sights (pointing technique). Instructors must ensure they can observe the actions of the shooters on the firing line. **(T-1)** Consideration is to be given to allow dimmable lights on the range to produce the desired results.

2.5.6.2.1.2. If shooters have an approved weapon mounted flashlight, they use it during this phase of fire. If not, they will fire the phase as is. Instructors remind shooters the M68's dot intensity should be adjusted to prevent the light from obscuring visibility of the dot.

2.5.6.2.2. Order 1 – Training/Practice.

2.5.6.2.2.1. This order is for teaching and practice. Instructors demonstrate and allow the shooters to practice the techniques prior to live fire. Shooters begin with a 12-round magazine in the weapon and an eight-round magazine in their ammo pouch. On the command "LOAD," shooters ensure the selector is on Safe, release the bolt and insert a 12-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

2.5.6.2.2.2. On the command "CONTACT FRONT," shooters engage the 10-inch Lethal Zone with two-rounds from the standing position. Once the two rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and stand by. Shooters have a time limit of six-seconds per string. Under the

direction and commands of the tower operator, shooters repeat this order for five more strings of fire for a total of 12-rounds. After completion of this order of fire, shooters clear and ground weapons. Then instructors analyze and mark targets.

2.5.6.2.3. Order 2 – Evaluation:

2.5.6.2.3.1. Shooters begin with an eight-round magazine in the weapon. On the command "LOAD," shooters ensure the selector is on Safe, release the bolt and insert an eight-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

2.5.6.2.3.2. On the command "CONTACT FRONT," shooters engage the 10-inch Lethal Zone two-rounds from the standing position. Shooters have a time limit of six-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order for three more strings of fire for a total of eight-rounds. When all firing is complete, instructors make the firing line safe and mark/score targets.

2.5.6.3. Phase III - Night Vision Optics/Laser Aiming Devices Training and Evaluation**.** The purpose of this phase of fire is to teach shooters to rapidly engage threats utilizing NVDs in conjunction with LADs.

2.5.6.3.1. Order 1 – LAD Training/Practice:

2.5.6.3.1.1. The purpose of this order is to teach shooters to effectively engage threats using night vision/aiming devices. Shooters begin with a 12-round magazine in the weapon. On the command "LOAD," shooters ensure the selector is on Safe, release the bolt and insert a 12-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

2.5.6.3.1.2. On the command "CONTACT FRONT," shooters raise the weapon, momentarily activate the laser, and engage the 10-inch Lethal Zone with a controlled pair within the six-second time limit. Under the direction and commands of the tower operator, shooters repeat this five times for a total of 12-rounds. When all firing is complete, the firing line is made safe, and then instructors mark and analyze targets.

2.5.6.3.2. Order 2 – Laser Aiming Device Evaluation:

2.5.6.3.2.1. This order of fire evaluates the shooter's ability to effectively engage threats with night vision/laser aiming devices. Shooters begin with an eight-round magazine in their ammo pouch. On the command "LOAD," shooters ensure the selector is on Safe, release the bolt and insert an eight-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

2.5.6.3.2.2. On the command "CONTACT FRONT," shooters raise the weapon,

momentarily activate the laser, and engage the 10-inch Lethal Zone of the Military "E" target with two-rounds. Shooters have a six-second time limit for this order. Under the direction and commands of the tower operator, shooters repeat this three times for a total of eight-rounds. When all firing is complete, the firing line is made safe, then instructors mark and score targets.

2.6. Discreet Weapon with Folding Stock Adapter (FSA) Qualification.

2.6.1. Course Information. This course is in addition to the Rifle/Carbine AFQC or Carbine Defender Qualification Course (DQC) and exclusive to Security Forces performing Tactical Security Element (TSE) missions. **(T-1)** Shooters must have a current rifle/carbine qualification prior to taking part in this training. **(T-1)** CATM will only train Security Forces personnel with a TSE mission and a GUU-5P weapon authorization or deploying to a unit that has a GUU-5P weapon authorization supporting TSE missions or personnel approved by AF/A4SO. **(T-1)**

2.6.1.1. Documentation. Discreet Weapon qualification training is documented as a separate qualification in ARIS and on the individual's DAF Form 522 and expires on the original Rifle/Carbine AFQC (Phase I -III) expiration date. Enter Discreet Weapon qualification as "Discreet Weapon Rifle/Carbine AFQC" in the course block.

2.6.1.2. Each phase of instruction identifies what target is required for that specific phase or order of fire and is outlined in **Table 2.4**.

2.6.1.3. To qualify on the course, personnel must demonstrate safe weapon handling skills and safe weapon removal from the bag, the ability to operate the weapon unassisted, proper movement and use of cover, proper threat engagement techniques, achieve the minimum number of hits on the target and properly perform operator maintenance.

2.6.1.3.1. Shooters achieve a qualifying score by attaining the minimum number of hits on the correct targets and performing the proper operation or technique or both during each phase fired. Shooters must have 72-hits on the target to qualify on the course of fire. **(T-1)**

2.6.1.3.2. If individual weapon does not have a BUIS, Phases I and IV are not required. Shooters must have 36-hits on the target to qualify if BUIS not equipped. **(T-1)** If individual weapon does not have an optic, Phases II and III are not required. Shooters must have 36-hits on the target to qualify on the course of fire if optic not equipped. **(T-1)**

Table 2.4. Rifle/Carbine AFQC, Table IV, Discreet Weapon Marksmanship, Phases I-IV.

ORDER	POSITION/DRILL	LOAD	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
TABLE IV: DISCREET WEAPON MARKSMANSHIP						
Phase I: Back Up Iron Sight (BUIS) Grouping and Zero						
1.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
2.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z

3.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
			9 Total Rounds			
Phase II: CCO/RCO/DVO Grouping and Zero						
1.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
2.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
3.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
			9 Total Rounds			
Phase III: Basic Marksmanship (Optic)						
1.	Standing (w/Bag Draw)	(4) 3 rd mags	12 (4, 3 shot strings)	10 (per string)	25M	E
2.	Kneeling (w/Bag Draw)	(4) 3 rd mags	12 (4, 3 shot strings)	10 (per string)	25M	E
3.	Prone (w/Bag Draw)	(4) 3 rd mags	12 (4, 3 shot strings)	10 (per string)	25M	E
4.	Standing/Auto (w/Bag Draw)	(1) 15 rd mag	15 (3-5 controlled bursts)	15 (per string)	15M	E
			51 Total Rounds			
Phase IV: Basic Marksmanship (BUIS)						
1.	Standing (w/Bag Draw)	(4) 3 rd mags	12 (4, 3 shot strings)	50 (per string)	25M	E
2.	Kneeling (w/Bag Draw)	(4) 3 rd mags	12 (4, 3 shot strings)	50 (per string)	25M	E
3.	Prone (w/Bag Draw)	(4) 3 rd mags	12 (4, 3 shot strings)	50 (per string)	25M	E
4.	Standing/Auto (w/Bag Draw)	(1) 15 rd mag	15 (3-5 controlled bursts)	15 (per string)	15M	E
			51 Total Rounds			
120 Total Rounds for Table IV						

2.6.2. Course Notes.

2.6.2.1. Table IV – Discreet Weapon with Folding Stock Adapter (FSA) Qualification.

2.6.2.1.1. Phase I – Back Up Iron Sight (BUIS) Grouping and Zero: Shooters should be able to achieve one 4-cm shot group within the circle of the “Z” target and perform their own sight adjustments with minimal guidance from instructors.

2.6.2.1.1.1. Shooters fire three, three-round shot group with no time limit. Shooters should achieve a 4-cm, three-round shot group in the silhouette circle. Instructors and shooters mark and analyze targets after each order of fire. Instructors coach as necessary to assist shooters in attaining a 4-cm shot group somewhere on the target before attempting to adjust the sights.

2.6.2.1.1.2. Instructors closely analyze shooter errors for shooters who do not achieve a 4-cm shot group within the silhouette circle. Additionally, instructors should verify the weapon and sight(s) to ensure the weapon or sight, or both is serviceable and properly mounted.

2.6.2.1.2. Phase II – CCO/RCO/DVO Grouping and Zero: Shooters should be able to achieve one 4-cm shot group within the circle of the "Z" target and perform their own sight adjustments with minimal guidance from instructors. Shooters zero the CCO, RSO or DVO so the point of aim equals point of impact and shot grouping is centered in the 4-cm "Z" target circle at 25-meters. Shooters using the CCO and RCO turn the elevation adjustment screw clockwise (down) four (4) clicks and shooters using the DVO turn the elevation adjustment screw clockwise (down) seven (7) clicks. This adds the 1.5-cm offset needed for combat zero. The CCO, RCO, and DVO should remain at this setting for individually assigned or deploying weapons. This ensures the optic is zeroed at distance.

2.6.2.1.2.1. Shooters fire this phase using the CCO, RCO, DVO, or authorized optic issued for duty. Shooters fire three, three-round shot groups with no time limit. Shooters should achieve a 4-cm, three-round shot group in the silhouette circle. Instructors and shooters mark and analyze targets after each order of fire. Instructors coach as necessary to assist shooters in attaining a 4-cm shot group somewhere on the target before attempting to adjust the sights. During all orders of fire, shooters perform their own sight adjustments.

2.6.2.1.2.2. Instructors closely analyze shooting errors for shooters who do not achieve a 4-cm shot group within the silhouette circle. Additionally, instructors should verify the weapon and sight(s) to ensure the weapon or sight, or both is serviceable and properly mounted.

2.6.2.1.3. Phase III – Basic Rifle Marksmanship (BRM) with Optic: CATM will verify (visually) the weapon is safe and clear. **(T-1)** Shooters will fire all phases of fire with the CCO, RCO, DVO, or authorized optic issued for duty. **(T-1)** Shooters only load weapons at the firing line. All orders begin with the weapon on safe, bolt forward, magazine inserted, stock folded and placed in the issued bag.

2.6.2.1.3.1. Order 1 – Standing w/Bag Draw.

2.6.2.1.3.1.1. Shooters begin with four, three-round magazines in their ammo pouch. On the command "LOAD," shooters point the weapon down range, ensure the selector lever is on Safe (ensure the trigger finger is extended outside the trigger guard and the thumb is on top of the selector), release the bolt forward, insert magazine, fold the stock and place in issued bag on the firing line. The tower operator then instructs the shooters to step back, place their heels on the Ready Line.

2.6.2.1.3.1.2. On the command “CONTACT FRONT,” shooters move forward to the firing line, pick up the weapon bag and face the designated target in the Standing position. Once in position, shooters remove the weapon from the bag (ensuring they are not flagging other shooters/instructors), unfold the FSA and charge the weapon and fire three-shots at the designated “E” target. Upon completion of each three-shot string, instructors verify the weapon is safe and clear. After CATM verifies the weapon is safe and clear, shooters send the bolt forward, insert magazine, fold the FSA, and place the weapon in the bag on the firing line. Shooters will repeat this string of fire three times for a total of 12-rounds fired.

2.6.2.1.3.2. Order 2 – Kneeling w/Bag Draw.

2.6.2.1.3.2.1. Shooters begin with four, three-round magazines in their ammo pouch. On the command “LOAD,” shooters point the weapon down range, ensure the selector lever is on Safe (ensure the trigger finger is extended outside the trigger guard and the thumb is on top of the selector), release the bolt forward, insert magazine, fold the stock and place in issued bag on the firing line. The tower operator then instructs the shooters to step back, place their heels on the ready line.

2.6.2.1.3.2.2. On the command “CONTACT FRONT,” shooters move forward to the firing line, pick up the weapon bag and face the designated target in the Kneeling position. Once in position, shooters remove the weapon from the bag (ensuring they are not flagging other shooters/instructors), unfold the FSA and charge the weapon and fire three-shots at the designated “E” target. Upon completion of each three-shot string, instructors verify the weapon is safe and clear. After CATM verifies the weapon is safe and clear, shooters send the bolt forward, insert magazine, fold the FSA, and place the weapon in the bag on the firing line. Shooters will repeat this string of fire three times for a total of 12-rounds fired.

2.6.2.1.3.3. Order 3 – Prone w/Bag Draw.

2.6.2.1.3.3.1. Shooters begin with four, three-round magazines in their ammo pouch. On the command “LOAD,” shooters point the weapon down range, ensure the selector lever is on Safe (ensure the trigger finger is extended outside the trigger guard and the thumb is on top of the selector), release the bolt forward, insert magazine, fold the stock and place in issued bag on the firing line. The tower operator then instructs the shooters to step back, place their heels on the Ready Line.

2.6.2.1.3.3.2. On the command “CONTACT FRONT,” shooters move forward to the firing line, pick up the weapon bag and face the designated target in the prone position. Once in position, shooters remove the weapon from the bag (ensuring they are not flagging other shooters/instructors), unfold the FSA and charge the weapon and fire three-shots at the designated “E” target. Upon completion of each three-shot string, instructors verify the weapon is safe and clear. After CATM verifies the weapon is safe and clear, shooters send the bolt forward, insert magazine, fold the FSA, and place the weapon in the bag on the

firing line. Shooters will repeat this string of fire three times for a total of 12-rounds fired.

2.6.2.1.3.4. Order 4 – Standing w/Bag Draw (Auto).

2.6.2.1.3.4.1. Shooters begin with one, 15-round magazine in their ammo pouch. On the command "LOAD," shooters point the weapon down range, ensure the selector lever is on Safe (ensure the trigger finger is extended outside the trigger guard and the thumb is on top of the selector), release the bolt forward, insert magazine, fold the stock and place in issued bag on the firing line. The tower operator then instructs the shooters to step back, place their heels on the ready line.

2.6.2.1.3.4.2. On the command "CONTACT FRONT," shooters move forward to the firing line, pick up the weapon bag and face the designated target in the Standing position. Once in position, shooters remove the weapon from the bag (ensuring they are not flagging other shooters/instructors), unfold the FSA and charge the weapon, move selector to "auto" and fire three to five-round controlled bursts at the designated "E" target. Shooters will repeat this string of fire four times for a total of 15-rounds fired. Upon completion, instructors verify that the weapons are safe and clear. Once the weapon is safe and clear, the shooter steps back behind the yellow READY line and instructors verify that each weapon is safe and clear and place each weapon in the "rack safe" configuration.

2.6.2.1.4. Phase IV – Basic Marksmanship (BUIS). CATM will verify (visually) the weapon is safe and clear. Shooters will fire all phases of fire with iron sights. **(T-1)** Shooters only load weapons at the firing line. All orders begin with the weapon on safe, bolt forward, magazine inserted, stock folded and placed in the issued bag. On the command "LOAD," shooters point the weapon down range, ensure the selector lever is on Safe (ensure the trigger finger is extended outside the trigger guard and the thumb is on top of the selector), release the bolt forward, insert magazine, fold the stock and place in issued bag on the firing line.

2.6.2.1.4.1. Order 1 – Standing w/Bag Draw.

2.6.2.1.4.1.1. Shooters begin with four, three-round magazines in their ammo pouch. On the command "LOAD," shooters point the weapon down range, ensure the selector lever is on Safe (ensure the trigger finger is extended outside the trigger guard and the thumb is on top of the selector), release the bolt forward, insert magazine, fold the stock and place in issued bag on the firing line. The tower operator then instructs the shooters to step back, place their heels on the Ready Line.

2.6.2.1.4.1.2. On the command "CONTACT FRONT," shooters move forward to the firing line, pick up the weapon bag and face the designated target in the Standing position. Once in position, shooters remove the weapon from the bag (ensuring they are not flagging other shooters/instructors), unfold the FSA and charge the weapon and fire three-shots at the designated "E" target. Upon completion of each three-shot string, instructors verify the weapon is safe and

clear. After CATM verifies the weapon is safe and clear, shooters send the bolt forward, insert magazine, fold the FSA, and place the weapon in the bag on the firing line. Shooters repeat this string of fire three times for a total of 12-rounds fired.

2.6.2.1.4.2. Order 2 – Kneeling w/Bag Draw.

2.6.2.1.4.2.1. Shooters begin with four, three-round magazines in their ammo pouch. On the command "LOAD," shooters point the weapon down range, ensure the selector lever is on Safe (ensure the trigger finger is extended outside the trigger guard and the thumb is on top of the selector), release the bolt forward, insert magazine, fold the stock and place in issued bag on the firing line. The tower operator then instructs the shooters to step back, place their heels on the Ready Line.

2.6.2.1.4.2.2. On the command "CONTACT FRONT," shooters move forward to the firing line, pick up the weapon bag and face the designated target in the Kneeling position. Once in position, shooters remove the weapon from the bag (ensuring they are not flagging other shooters/instructors), unfold the FSA and charge the weapon and fire three-shots at the designated "E" target. Upon completion of each three-shot string, instructors verify the weapon is safe and clear. After CATM verifies the weapon is safe and clear, shooters send the bolt forward, insert magazine, fold the FSA, and place the weapon in the bag on the firing line. Shooters repeat this string of fire three times for a total of 12-rounds fired.

2.6.2.1.4.3. Order 3 – Prone w/Bag Draw.

2.6.2.1.4.3.1. Shooters begin with four, three-round magazines in their ammo pouch. On the command "LOAD," shooters point the weapon down range, ensure the selector lever is on Safe (ensure the trigger finger is extended outside the trigger guard and the thumb is on top of the selector), release the bolt forward, insert magazine, fold the stock and place in issued bag on the firing line. The tower operator then instructs the shooters to step back, place their heels on the Ready Line.

2.6.2.1.4.3.2. On the command "CONTACT FRONT," shooters move forward to the firing line, pick up the weapon bag and face the designated target in the prone position. Once in position, shooters remove the weapon from the bag (ensuring they are not flagging other shooters/instructors), unfold the FSA and charge the weapon and fire three-shots at the designated "E" target. Upon completion of each three-shot string, instructors verify the weapon is safe and clear. After CATM verifies the weapon is safe and clear, shooters send the bolt forward, insert magazine, fold the FSA, and place the weapon in the bag on the firing line. Shooters repeat this string of fire three times for a total of 12-rounds fired.

2.6.2.1.4.4. Order 4 – Standing w/Bag Draw (Auto).

2.6.2.1.4.4.1. Shooters begin with one, 15-round magazine in their ammo pouch. On the command "LOAD," shooters point the weapon down range,

ensure the selector lever is on Safe (ensure the trigger finger is extended outside the trigger guard and the thumb is on top of the selector), release the bolt forward, insert magazine, fold the stock and place in issued bag on the firing line. The tower operator then instructs the shooters to step back, place their heels on the Ready Line.

2.6.2.1.4.4.2. On the command "CONTACT FRONT," shooters move forward to the firing line, pick up the weapon bag and face the designated target in the Standing position. Once in position, shooters remove the weapon from the bag (ensuring they are not flagging other shooters/instructors), unfold the FSA and charge the weapon, move selector to "auto" and fire three to five-round controlled bursts at the designated "E" target. Shooters repeat this string of fire four times for a total of 15-rounds fired. Upon completion, instructors verify that the weapons are safe and clear. Once the weapon is safe and clear, the shooter steps back behind the yellow READY line and instructors verify that each weapon is safe and clear and place each weapon in the "rack safe" configuration.

Section 2B—Air Force Basic Qualification Course (AFBQC)

2.7. Air Force Basic Qualification Course (AFBQC) Rifle/Carbine Training Program.

2.7.1. This course provides accessions with the minimum training, weapon safety, mechanical, operator maintenance, handling, marksmanship skills and performance evaluations required for qualification with an M4/M4A1, or other rifles as determined by AF/A4SO. This course is fired by accessions (i.e., Basic Military Training [BMT], United States Air Force Academy [USAFA], Warrant Officer Training School [WOTS] or Officer Training School [OTS]) only, as their initial rifle/carbine training. **Note:** Accessions are not required to wear ICE.

2.7.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 2.5** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

2.7.2.1. Students must meet objectives 1.1 through 1.20 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

2.7.2.2. Shooters must meet objectives 2.1 and 2.2 before completing live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

2.7.2.3. Students must meet objectives 1.1 through 3.4 on the range. **(T-1)** These objectives are completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live-fire training.

2.7.2.4. Shooters must perform objectives 4.1 through 4.4 without instructor assistance. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive

a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

2.7.2.5. Approximate training times for this program are:

2.7.2.5.1. Initial – seven to nine hours.

2.7.2.5.2. Remedial – as needed.

2.7.2.6. Personnel who successfully complete this course are qualified for permanent change of station and deployment.

2.7.2.7. Course Ammunition. Cartridge, 5.56mm Ball, 5.56mm Tracer, 5.56mm Plastic Practice Cartridge or 5.56mm Frangible.

2.7.2.8. Enter, "Individual completed all required training and is qualified on the M4 and the M16A2" in the remarks section of the DAF Form 522. **(T-2) Note:** For BMT accessions, Enter, "Individual completed all required training and is qualified on the M4 only" in the remarks section of the DAF Form 522.

Table 2.5. Air Force Basic Qualification Course Training Objectives/Intermediate Training Objectives (ITOs).

	Objective	**Condition/Given**	**Standard**
1.	Operate rifle/carbine.	Rifle/Carbine, dummy rounds, and required equipment.	Operate rifle/carbine.
ITOs			
1.1.	Identify weapon safety procedures.	Rifle/Carbine.	Identify and apply six weapon safety rules throughout entire course per lesson plan.
1.2.	Perform clearing of the rifle/carbine.	Rifle/Carbine, magazine, and dummy rounds.	Perform clearing of the rifle/carbine without instructor assistance per lesson plan.
1.3.	Identify basic nomenclature and characteristics of the rifle/carbine.	Rifle/Carbine.	Identify nomenclature and characteristics of the rifle/carbine per lesson plan.
1.4.	Identify cycle of operations of the rifle/carbine.	Rifle/Carbine.	Identify cycle of operations of the rifle/carbine per lesson plan.
1.5.	Demonstrate removal and installation of the CCO.	Carbine with CCO.	Remove and install CCO without instructor assistance per lesson plan.
1.6.	Demonstrate operation of the CCO.	Carbine with CCO.	Turn on, off, adjust dot intensity and adjust elevation and windage on

			CCO without instructor assistance per lesson plan.
1.7.	Identify types, uses, and care of ammunition.	Dummy rounds, pictures, power point.	Identify types, uses and care of rifle/carbine ammunition per lesson plan.
1.8.	Perform disassembly of the rifle/carbine and magazine.	Rifle/Carbine and magazine.	Disassemble the rifle/carbine and magazine within 4-minutes without instructor assistance per lesson plan.
1.9.	Perform assembly of the rifle/carbine and magazine.	Rifle/Carbine and magazine.	Assemble the rifle/carbine and magazine within 4-minutes without instructor assistance per lesson plan.
	Objective	**Condition/Given**	**Standard**
1.10.	Perform function check of the rifle/carbine and magazine.	Rifle/Carbine and magazine.	Function check the rifle/carbine within 1-minute without instructor assistance per lesson plan.
1.11.	Explain operator maintenance of the rifle/carbine. **Note:** Shooters are evaluated in ITO 4.4 after completing live-fire.	Rifle/Carbine, magazine, lubrication, and appropriate cleaning equipment.	Understand how to perform an operator inspection and complete proper preventive maintenance of the rifle/carbine with instructor assistance per lesson plan.
1.12.	Perform single round loading and unloading of the rifle/carbine magazine.	Magazine and five dummy rounds.	Perform single round loading and unloading of the rifle/carbine magazine within 1-minute without instructor assistance per lesson plan.
1.13.	Perform loading of the magazine using the magazine filler.	Magazine and five dummy rounds and magazine filler.	Load magazine with five dummy rounds within 1-minute using magazine filler without instructor assistance per lesson plan.
1.14.	Perform loading of the rifle/carbine.	Rifle/Carbine, magazine with five dummy rounds	Perform loading of the rifle/carbine within 1-minute, without instructor assistance per lesson plan.
1.15.	Perform unloading of the rifle/carbine.	Rifle/Carbine with dummy round chambered.	Unload rifle/carbine within 30-seconds

			without instructor assistance per lesson plan.
1.16.	Perform chambering of a round (charging the weapon) with the rifle/carbine.	Rifle/Carbine loaded with five dummy rounds.	"Charge" the weapon to chamber a round within 5-seconds without instructor assistance per lesson plan.
1.17.	Perform rapid reloading of the rifle/carbine.	Rifle/Carbine, from ammo pouch and two magazines.	Rapid reloading of the rifle/carbine within 5-seconds without instructor assistance per lesson plan.
1.18.	Identify malfunctions and stoppages of the rifle/carbine.	Rifle/Carbine and two magazines loaded with five dummy rounds each.	Identify malfunctions and stoppages of the rifle/carbine without instructor assistance per lesson plan.
1.19.	Correct failure to fire/ stoppage.	Rifle/Carbine, magazine loaded 10 dummy rounds with one dummy round in chamber.	Apply immediate action and correct stoppage within 5-seconds without instructor assistance per lesson plan.
1.20.	Identify light recoil causes, indications, and corrective action.	Rifle/Carbine, magazines, and dummy rounds.	Answer questions on causes, indications, and corrective action without instructor assistance per lesson plan.
	Objective	**Condition/Given**	**Standard**
2.	Understand marksmanship fundamentals.	Rifle/Carbine, dummy rounds and required equipment.	Demonstrate marksmanship fundamentals with instructor assistance.
ITOs			
2.1.	Practice performing marksmanship fundamentals in dry-fire environment.	Rifle/Carbine, two magazines, and five dummy rounds.	Shooters practice grip, position, aiming, breath control, trigger control (dry-fire) with instructor assistance per lesson plan.
2.2.	Perform sight adjustments.	Rifle/Carbine with magazine, CCO/BUIS, one dummy round, and coin or washer.	Shooters demonstrate adjusting elevation and windage on all sight systems with instructor assistance per lesson plan.
3.	Demonstrate basic marksmanship skills.	Rifle/Carbine, ammunition, and required equipment.	Successfully complete AFBQC practice phases.

ITOs			
3.1.	Demonstrate weapons and range safety.	Rifle/Carbine, ammunition, magazines, and issued gear.	Apply weapon and range safety procedures throughout practice phases with instructor assistance per lesson plan.
3.2.	Demonstrate proper firing positions.	Rifle/Carbine, ammunition, magazines, issue gear and sandbags.	Demonstrate ability to assume proper firing positions and properly use cover with instructor assistance per lesson plan.
3.3.	Demonstrate achieving a 4 cm shot group within the zero-target impact area and demonstrate zero procedures on the CCO.	Rifle/Carbine, ammunition, magazines, issue gear, sandbags, ands CCO.	Perform sight adjustments and should achieve a 4 cm shot group on the zero-target impact area with instructor assistance per lesson plan.
3.4.	Fire practice phases.	Rifle/Carbine, ammunition, magazines, issue gear and sandbags.	Apply, weapon and range safety, fundamentals, positions, use of cover, threat engagement techniques, and weapons handling skills with instructor assistance per lesson plan.
4.	Apply marksmanship skills.	Rifle/Carbine, ammunition, and required equipment.	Achieve qualifying score on AFBQC.
4.1.	Apply weapon safety procedures.	Rifle/Carbine, ammunition, magazines, issue gear and sandbags.	Apply weapon and range safety procedures throughout evaluation phases of course of fire without instructor assistance per lesson plan.
	Objective	**Condition/Given**	**Standard**
4.2.	Perform clearing, loading, reloading, charging, and immediate/remedial action procedures.	Rifle/Carbine, ammunition, magazines, and issue gear.	Perform clearing, loading, reloading, charging and immediate/remedial action without instructor assistance per lesson plan.
4.3.	Achieve a qualifying score on evaluation phases of the AFBQC.	Rifle/Carbine, ammunition, magazines, and issue gear.	Qualify on all evaluation phases of the course of fire without instructor

			assistance per course of fire.
4.4.	Perform operator maintenance and function check of the rifle/carbine.	Rifle/Carbine, magazines, issue night vision/aiming devices and cleaning equipment.	Perform disassembly, cleaning, inspection, lubrication, assembly, and function check of the rifle/carbine, magazine, and night vision/aiming devices within 30-minutes and without instructor assistance per lesson plan.

Table 2.6. AFBQC of Fire.

ORDER	POSITION/SIGHT	LOAD	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
TABLE I: BASIC RIFLE MARKSMANSHIP						
Phase I: Close Combat Optic (CCO) Grouping and Zero						
1.	Prone Supported	1, 4 rd mag	4 (1, 4 rd string)	N/A	25	Z
2.	Prone Supported	1, 3 rd mag	3 (1, 3 rd string)	N/A	25	Z
3.	Prone Supported	1, 3 rd mag	3 (1, 3 rd string)	N/A	25	Z
			10 Total Rounds			
Phase II: Basic Carbine Marksmanship Training/Practice						
1.	Prone Supported	2, 3 rd mags	6 (1, 6 rd string)	50	25	SF
2.	Prone Unsupported	2, 3 rd mags	6 (1, 6 rd string)	50	25	SF
2.	Kneeling Supported	2, 3 rd mags	6 (1, 6 rd string)	50	25	SF
3.	Over Barricade	2, 3 rd mags	6 (1, 6 rd string)	50	25	SF
			24 Total Rounds			
Phase III: Basic Carbine Marksmanship Evaluation						
1.	Prone Supported	2, 3 rd mags	6 (1, 6 rd string)	50	25	SF
2.	Prone Unsupported	2, 3 rd mags	6 (1, 6 rd string)	50	25	SF
2.	Kneeling Supported	2, 3 rd mags	6 (1, 6 rd string)	50	25	SF
3.	Over Barricade	2, 3 rd mags	6 (1, 6 rd string)	50	25	SF
			24 Total Rounds			
Phase IV: Rapid Firing Techniques						

1.	Standing	1, 12 rd mag	12 (1, 12 rd string) **12 Total Rounds**	60	25	SF
			70 Total Rounds			

2.8. Course Information, Rifle/Carbine AFBQC.

2.8.1. Targets. Targets required for each phase and order of the course are identified in **Table 2.6**. **Note:** Units may use of previously approved zero targets until exhausted.

2.8.1.1. If utilizing the CCO, Target "Z" is the M4/M16-series weapons 25m zero short range and pistol marksmanship target (NSN: 6920-01-660-9191) as shown in **Figure 2.1**.

2.8.1.2. Target "SF" is the 25-meter scaled silhouette, Slow Fire target (NSN: 6920- 01-167-1391) as shown in **Figure 2.3**.

2.8.1.3. Target Military "E" is the kneeling silhouette target (NSN: 6920-00-600-6874) with a 10-inch lethal (chest) and a 6-inch incapacitation (head) zone added as shown in **Figure 2.4**. Before conducting firing on Table II of the course, prepare Military "E" silhouette target as follows. Draw a 10-inch circle in the center of the chest and a 6-inch circle on the center of the head of the target. Center the 10-inch circle on the target with the top edge of the circle 13.25 inches from the top of the head of the target and center the 6-inch circle in the head of the target with the top of the circle 3-inches below the top of the target. CATM may create a template using plywood, plastic, cardboard, or purchase commercially available targets with the circles pre-drawn.

2.8.2. Firing Stances and Positions: The firing positions used are from standing, kneeling and prone positions.

2.8.2.1. Standing positions. Standing positions provide the shooter with the least amount of stability but a high amount of mobility.

2.8.2.2. Kneeling positions. Kneeling positions are a slightly more advanced stance in rifle/carbine shooting. These positions provide the shooter with added stability at the cost of mobility.

2.8.2.3. Prone positions. Prone positions are the most stable positions in rifle/carbine shooting. These positions provide the shooter with extreme stability at the high cost of minimal mobility. 2.8.3. Minimum Requirements for Qualification and Expert Status:

2.8.3.1. BASIC MARKSMANSHIP.

2.8.3.1.1. Phase I - CCO Grouping and Zero: Shooters zero the CCO so the point of aim equals point of impact and shot grouping is centered in the 4 cm "Z" target circle at 25 meters. **Note:** This zero is used to complete Table I of the course; it does not zero the M68 for duty/combat.

2.8.3.1.2. Phase II – BRM Training/Practice: This is a practice phase only and hits do not count toward qualification. However, shooters should strive to hit the required targets in the prescribed time limits, as this prepares them for the evaluation phase. This phase is fired with the CCO only.

2.8.3.1.3. Phase III - BRM Evaluation: Qualified; a total of 12-hits (50%) on the silhouettes. Expert; a total of 22 hits (92%) on silhouettes. Personnel must also qualify

on all other phases they fire to receive expert status. **(T-1) Note:** CATM personnel will count a maximum of four-hits per silhouette and extra hits count as misses.

2.8.3.1.4. Phase IV – Rapid Firing Technique Teaching/Practice: This phase is a "Go" or "No-Go" only and hits do not count toward qualification. However, shooters should strive to hit the required targets in the prescribed time limits.

2.8.4. General Course Guidance Rifle/Carbine AFBQC:

2.8.4.1. During practice/teaching phases, instructors supervise shooters as needed during weapons handling procedures to include, safety, clearing, loading, reloading, charging and application of immediate/remedial action procedures. During evaluation phases, shooters complete all weapons handling procedures without instructor assistance.

2.8.4.2. If an unsafe condition develops such as a light recoil or failure to extract, instructors will act immediately to ensure the safety of all personnel. **(T-1)** Shooters who run out of time due to failures not caused by improper weapons handling are considered "alibis" and instructors pro-rate time to allow them to complete the string of fire. **Note**: Shooters should not grip or support the weapon using the magazine while firing the weapon, as this decreases control during firing and increases the likelihood of a shooter-induced stoppage.

2.8.4.3. For other types of stoppages, shooters only receive additional time to complete firing if they properly applied immediate action procedures. If the shooter failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining rounds for the order of fire are counted as misses.

2.8.4.4. The purpose of using the 25-meter zeroing (Z) target is three-fold. First, the shooter has a realistic combat distance target (300-meters for M16A2/M4) with a sight adjustment grid printed over the silhouette to aid in accurately making sight adjustments. Secondly, it is an excellent training aid for conducting grouping exercises. Finally, the target provides a good indication of the shooter's ability to hit a life-size target at expected distances from a steady firing position.

2.8.4.5. The primary purpose of the various supported positions is to teach shooters the tactical advantage of using cover in a combat situation and to increase combat accuracy. Instructors emphasize the use of cover throughout the course. Shooters maximize the use of cover during firing and reloading.

2.8.4.6. During Phases I, II and IV, instructors check and analyze targets after firing. Instructors assist shooters in assuming correct firing positions and review shooting fundamentals between orders of fire as needed.

2.8.4.7. Instructors remind shooters to keep the tip of the front sight or the red dot on the vital area (center of the 4-cm circle) when engaging the 250-meter and 300-meter targets. The eye has a natural tendency to try to see more of the target at those distances and may cause the shooter to unconsciously hold the front sight low on those small targets.

2.8.4.8. During reloading, shooters keep the firing hand on the rifle grip or support hand on the handguards as appropriate depending on which hand is being used to withdraw the magazine. When withdrawing a magazine from the weak side, shooters continue to maintain a grip on the rifle grip with the firing hand. If reloading from a strong side pouch,

shooters may maintain their grip on the handguards with the weak hand. The requirement is for shooters to maintain positive control of the weapon when reloading from either side of the body.

2.8.4.9. Before each order, place loaded magazines in the pouch with the top end of the magazine down and the projectile end or front edge of the magazine pointing away from the body, toward or away from the centerline of the body depending on the type of pouches and technique used when withdrawing the magazine. Properly orienting magazines ensures speed and efficiency of reload. The shooter only unfastens the pouch and remove the magazine during the reload. This is a critical skill requiring practice to accomplish quickly and smoothly. It is imperative shooters practice reloading the rifle/carbine from the pouch. Shooters can reload magazines between orders of fire as necessary.

2.8.4.10. Shooters will complete all phases with the CCO.

2.8.5. Course Notes Rifle/Carbine AFBQC:

2.8.5.1. BASIC RIFLE MARKSMANSHIP.

2.8.5.1.1. Phase I - CCO Grouping and Zero.

2.8.5.1.1.1. Shooters fire one four-round and two, three-round shot groups with no time limit. Shooters should achieve one shot group within the 4-cm circle on the 25-meter "Z" target. Instructors closely analyze shooter errors for shooters who do not achieve a 4-cm shot group within the silhouette circle. Individuals using the CCO zero the optic to hit point of aim, for accomplishment of the 25-meter reduced silhouette portion of the course. After completing Phase III, shooters using the CCO turn the elevation adjustment screw clockwise (down) four (4) clicks. This procedure adds the 1.5-cm offset needed for combat zero.

2.8.5.1.1.2. During all orders of fire, shooters perform their own sight adjustments. Instructors coach as necessary to assist shooters in attaining a 4-cm shot group somewhere on the target before attempting to adjust the sights. Targets are marked and analyzed by instructors and shooters after each order of fire.

2.8.5.1.2. Phase II - Basic Carbine Marksmanship Training/Practice.

2.8.5.1.2.1. Order 1 - Prone Supported Practice: Prior to shooters loading weapons or attempting live-fire, instructors demonstrate the position. Shooters then assume the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

2.8.5.1.2.1.1. Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range and assume the prone supported position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch.

2.8.5.1.2.1.2. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI and engage all silhouettes (75m, 175m and 300m) on the left side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and once again engage the

silhouettes (75m, 175m and 300m) on the left side of the Slow Fire target with one-round each. All firing should be completed within 50-seconds; however, as this is a training/practice order of fire, shooters who do not complete firing within the time limit are allowed to expend their rounds as directed by the tower operator.

2.8.5.1.2.2. Order 2 - Prone Unsupported Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

2.8.5.1.2.2.1. Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range and assume the prone unsupported position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch.

2.8.5.1.2.2.2. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI and engage all silhouettes (75m, 175m and 300m) on the right side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and once again engage the silhouettes (75m, 175m and 300m) on the right side of the Slow Fire target with one-round each. All firing should be completed within 50-seconds however, as this is a training/practice order of fire, shooters who do not complete firing within the time limit are allowed to expend their rounds as directed by the tower operator. After completion of this order of fire, instructors mark hits, analyze targets and coach shooters by providing feedback on any problems identified when firing from the prone or prone unsupported positions.

2.8.5.1.2.3. Order 3 - Kneeling Supported Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

2.8.5.1.2.3.1. Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range and assume the kneeling supported (barricade) position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch.

2.8.5.1.2.3.2. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI and engage all silhouettes (75m, 175m and 300m) on the left side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and once again engage the silhouettes (75m, 175m and 300m) on the left side of the Slow Fire target with one-round each. All firing should be completed within 50-seconds; however, as this is a training/practice order of fire, shooters who do not complete firing within the time limit are allowed to expend their rounds as directed by the tower

operator.

2.8.5.1.2.4. Order 4 – Over Barricade Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

2.8.5.1.2.4.1. Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range and assume the over barricade position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch.

2.8.5.1.2.4.2. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI and engage all silhouettes (75m, 175m and 300m) on the right side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and once again engage the silhouettes (75m, 175m and 300m) on the right side of the Slow Fire target with one-round each. All firing should be completed within 50-seconds; however, as this is a training/practice order of fire, shooters who do not complete firing within the time limit are allowed to expend their rounds as directed by the tower operator. After completion of this order of fire, instructors mark hits, analyze targets and coach shooters by providing feedback on any problems identified when firing from the kneeling or over barricade positions.

2.8.5.1.3. Phase III - BRM Evaluation.

2.8.5.1.3.1. Order 1 – Prone Supported Evaluation: Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone supported position.

2.8.5.1.3.1.1. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch.

2.8.5.1.3.1.2. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI and engage all silhouettes (75m, 175m and 300m) on the left side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and once again engage the silhouettes (75m, 175m and 300m) on the left side of the Slow Fire target with one-round each. Shooters are allowed 50-seconds to complete all firing.

2.8.5.1.3.2. Order 2 – Prone Unsupported Evaluation.

2.8.5.1.3.2.1. Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone unsupported position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round

magazine from their ammo pouch.

2.8.5.1.3.2.2. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI and engage all silhouettes (75m, 175m and 300m) on the right side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and once again engage the silhouettes (75m, 175m and 300m) on the right side of the Slow Fire target with one-round each. Shooters are allowed 50-seconds to complete all firing.

2.8.5.1.3.3. Order 3 – Kneeling Supported Evaluation.

2.8.5.1.3.3.1. Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported (barricade) position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch.

2.8.5.1.3.3.2. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI and engage all silhouettes (75m, 175m and 300m) on the left side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and once again engage the silhouettes (75m, 175m and 300m) on the left side of the Slow Fire target with one-round each. Shooters are allowed 50-seconds to complete all firing.

2.8.5.1.3.4. Order 4 – Over Barricade Evaluation.

2.8.5.1.3.4.1. Shooters begin with two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range and assume the over barricade position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a three-round magazine from their ammo pouch.

2.8.5.1.3.4.2. On the command "FIRE," shooters charge the weapon, take aim, place the weapon on SEMI and engage all silhouettes (75m, 175m and 300m) on the right side of the Slow Fire target with one-round each. When the three-round magazine is expended, shooters reload and once again engage the silhouettes (75m, 175m and 300m) on the right side of the Slow Fire target with one-round each. Shooters are allowed 50-seconds to complete all firing. In this order of fire, shooters kneel below the cross piece of the barricade to conduct reloads (behind the barricade for cover) to conduct a reload. After completion of this order of fire, instructors mark hits and score targets.

2.8.5.1.4. Phase IV - Standing Rapid Fire Techniques.

2.8.5.1.4.1. Order 1 - Standing Rapid Fire Techniques: The purpose of this order is to teach shooters the effectiveness and limitations of rapid firing as well as proper technique when utilizing rapid fire. This phase is a "Go" or "No-Go" only. Prior to live-fire, instructors stress the need for accuracy and recoil control through a proper aggressive stance and the importance of smooth execution over speed. Instructors

also remind shooters that point of aim should be mid torso (Lethal Zone). Instructors observe shooters as they practice the firing stance to ensure proper technique.

2.8.5.1.4.1.1. Shooters begin with a 12-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range and assume the low ready position. On the command “LOAD,” shooters ensure the selector lever is on SAFE, release the bolt forward and insert a 12-round magazine from their ammo pouch. On the command “MAKE READY” shooters charge the weapon, chambering a round, ensuring their finger is off the trigger and outside the trigger guard, assume the low ready position.

2.8.5.1.4.1.2. On the command “CONTACT FRONT,” shooters engage the 10-inch Lethal Zone with 12-round rapid rounds. Shooters have a time limit of 60-seconds. Shooters clear and ground their weapons at the end of the order when all rounds have been expended. Instructors make the line safe then mark and analyze targets.

Chapter 3

PISTOL AND HANDGUN TRAINING PROGRAM

Section 3A—Pistol (M9/M11) Air Force Qualification Course (AFQC)

3.1. Pistol AFQC. This course provides personnel with the minimum training required for qualification with the M9 or M11 pistol or as determined by AF/A4SO. CATM personnel will not mix handgun and pistol students in the same class. **(T-2)**

3.2. Pistol Orientation. This training consists of classroom instruction in general firearms safety, basic operation, and marksmanship fundamentals in is specific to accessions. After completion of classroom training, accession participate in a live-fire session by completing Phase II of the pistol AFQC. Accessions can earn the Small Arms Expert Marksmanship Ribbon (SAEMR) if they achieve an Expert score. This program does not qualify an individual for armed duty. If accessions require qualification, they must meet all objectives and requirements for the pistol AFQC training program. **(T-1)** Refer to DAFI 31-131 for those organizations authorized pistol orientation training.

3.3. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 3.1** for successful completion of this course. Each phase of instruction identifies what target is required for that specific phase or order of fire and is outlined in **Table 3.2** **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

3.3.1. Shooters must meet objectives 1.1 through 1.15 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

3.3.2. Shooters must meet objectives 2.1 through 2.4 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

3.3.3. Shooters must perform objectives 3.1 through 3.2 on the range. **(T-1)** These objectives are completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live-fire training.

3.3.4. Shooters must perform objectives 4.1 through 4.4 without instructor assistance. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

3.3.5. Approximate training times for this program are:

3.3.5.1. Initial and recurring – five to six hours.

3.3.5.2. Remedial – as needed.

3.3.6. Course Ammunition: Cartridge, 9mm Ball, or 9mm Frangible.

Table 3.1. Pistol Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
1.	Operate Pistol.	Pistol and required equipment.	Operate pistol.
ITOs			
1.1.	Identify weapon safety procedures.	Pistol and required equipment.	Identify and apply six weapon safety rules throughout entire course per lesson plan.
1.2.	Perform clearing of the Pistol.	Pistol and required equipment.	Perform clearing of the Pistol without instructor assistance per lesson plan.
1.3.	Identify basic nomenclature and characteristics of the Pistol.	Pistol and required equipment.	Identify nomenclature and characteristics of the Pistol per lesson plan.
1.4.	Identify cycle of operations of the Pistol.	Pistol and required equipment.	Identify cycle of operations of the Pistol per lesson plan.
1.5.	Identify types, uses, and care of ammunition.	Pistol and required equipment.	Identify types, uses, and care of Pistol ammunition per lesson plan.
1.6.	Perform disassembly of the Pistol.	Pistol and required equipment.	Disassemble the Pistol and magazine within 4-minutes without instructor assistance per lesson plan
1.7.	Perform assembly of the Pistol.	Pistol and required equipment.	Assemble the Pistol within 4-minutes without instructor assistance per lesson plan.
1.8.	Perform function check.	Pistol and required equipment.	Perform function check.
1.9.	Explain operator maintenance of the Pistol	Pistol and required equipment.	Understand how to perform an operator inspection and complete proper preventive maintenance of the Pistol with instructor assistance per lesson plan.

1.10.	Perform single round loading and unloading of the Pistol magazine.	Pistol and required equipment.	Perform single round loading and unloading of the Pistol magazine within 1-minute without instructor assistance per lesson plan.
1.11.	Load Pistol.	Pistol and required equipment.	Load one magazine (5-rounds) and load Pistol with magazine.
1.12.	Unload/clear Pistol.	Pistol and required equipment.	Unload/clear Pistol.
1.13.	Reload Pistol.	Pistol and required equipment.	Reload Pistol/ Handgun from a fastened pouch.
1.14.	Apply immediate and remedial actions.	Pistol and required equipment.	Apply actions.
1.15.	Understand light recoil causes, indications, and corrective action.	Pistol and required equipment.	Answer questions on causes, indications, and corrective action without instructor assistance per lesson plan.
2.	Understand marksmanship fundamentals.	Pistol and required equipment.	Demonstrate marksmanship fundamentals with instructor assistance.
ITOs			
2.1.	Practice performing marksmanship fundamentals in dry-fire environment.	Pistol and required equipment.	Shooters practice grip, position, aiming, breath control, trigger control (dry-fire) with instructor assistance per lesson plan.
2.1.1.	Apply double/single action trigger control.	Pistol and required equipment.	Apply trigger control without disturbing sight alignment/picture.
2.2.	Draw Pistol from holster.	Pistol and required equipment.	Starting from the neutral stance, draw Pistol and point it at target in 2-seconds.
2.3.	Demonstrate positions and techniques of holding Pistol.	Pistol and required equipment.	Demonstrate correct firing positions and techniques to properly

			hold Pistol.
2.4.	Explain techniques of night firing.	Pistol and required equipment.	Answer basic questions about night firing techniques with instructor assistance per lesson plan.
3.	Demonstrate basic marksmanship skills.	Pistol and required equipment.	Successfully complete the appropriate AFQC practice phases.
ITOs			
3.1.	Demonstrate weapons and range safety.	Pistol and required equipment.	Apply weapon and range safety procedures throughout practice phases with instructor assistance per lesson plan.
3.2.	Demonstrate proper firing positions.	Pistol and required equipment.	Demonstrate ability to assume proper firing positions and properly use cover with instructor assistance per lesson plan.
4.	Apply marksmanship skills.	Pistol and required equipment.	Achieve qualifying score on the appropriate AFQC.
ITOs			
4.1.	Apply weapon safety procedures.	Pistol and required equipment.	Apply weapon and range safety procedures throughout evaluation phases of course of fire without instructor assistance per lesson plan.
4.2.	Perform clearing, loading, reloading, charging, and immediate/remedial action procedures.	Pistol and required equipment.	Perform clearing, loading, reloading, charging and immediate/remedial action without instructor assistance per lesson plan.
4.3.	Achieve a qualifying score on evaluation phases of the AFQC.	Pistol and required equipment.	Qualify on all evaluation phases of the course of fire without instructor assistance per course

			of fire.
4.4.	Perform operator maintenance and function check of the rifle/carbine.	Pistol and required equipment.	Perform disassembly, cleaning, inspection, lubrication, assembly, and function check of the Pistol within 30-minutes and without instructor assistance per lesson plan.

Table 3.2. Pistol AFQC of Fire.

ORDER	POSITION/DRILL	LOAD	ROUNDS	TIME (Sec)	DISTANCE M/YDS	OBJ
Phase I: Practice						
1.	Standing Unsupported/ Double Action/Failure Drill	(1) 12 rd mag	6 (3, 1 shot strings and 1, 3 shot string)	N/A	7	LZ/ IZ
2.	Standing Unsupported/Failure Drills		6 (2, 3 shot strings)	10 (per string)	7	LZ/ IZ
3.	Standing Supported/Strong Side Barricade/Failure Drill	(1) 15 rd mag	6 (2, 3 shot strings)	10 (per string)	15	LZ/ IZ
4.	Standing Supported/Support Side Barricade/Failure Drill		6 (2, 3 shot strings)	10 (per string)	15	LZ/ IZ
5.	Standing Unsupported/Failure Drill	(1) 15 rd mag	15 (5, 3 shot strings)	10 (per string)	15M	LZ
6.	Standing Supported/Over-Barricade/Kneeling Supported	(1) 3 rd mag	6 (1, 6 shot string)	25 (per string)	25	LZ
			45 Total Rounds			
Phase II: Evaluation						
1.	Standing Unsupported/Failure Drills	(3) 15 rd mags	6 (2, 3 shot strings)	8 (per string)	7	LZ/ IZ
2.	Standing Supported/Strong Side Barricade/Failure Drill		6 (2, 3 shot strings)	10 (per string)	15	LZ/ IZ
3.	Standing Unsupported /Kneeling Supported/Failure Drill		6 (1, 6 shot string)	25	15	LZ/ IZ
4.	Standing		9 (3, 3 shot	10 (per	15	LZ/

	Supported/Strong Side Barricade/Failure Drill	strings)	string)		IZ
5.	Standing Supported/Strong Side Barricade/Failure Drill	6 (1, 6 shot string)	25	15	LZ/ IZ
6.	Standing Supported/Support Side Barricade/Failure Drill	6 (2, 3 shot strings)	10 (per string)	15	LZ/ IZ
7.	Standing Supported/Over-Barricade/Kneeling Supported	6 (1, 6 shot string)	25	25	LZ
		45 Total Rounds			
		90 Total Rounds			

3.4. Course Information, Pistol AFQC.

3.4.1. Target. Target Military "E" is the kneeling silhouette target (NSN: 6920-00-600-6874) with a 10-inch Lethal Zone and a 6-inch Incapacitation Zone added. Before conducting firing on pistol AFQC, Phase II, prepare Military "E" silhouette targets as follows. Draw a 10-inch circle in the center of the chest and a 6-inch circle on the center of the head of the target. Locate the circles on the Military "E" target as shown in **Figure 3.1**. Center the 10-inch circle on the target with the top edge of the circle 13.25 inches from the top of the head of the target and center the 6-inch circle in the head of the target with the top of the circle 3-inches below the top of the target. To simplify marking targets, CATM may create a template using plywood, plastic, cardboard, or other material.

Figure 3.1. Military "E" Target.

3.4.2. Evaluation Standards:

3.4.2.1. When firing with shoulder holsters, individuals are positioned on every other firing point. For other authorized users of these type holsters, CATM will include a combination of classroom and range dry-fire training and evaluation on the proper techniques for drawing the weapon as outlined in DAFI 31-131.

3.4.2.2. Shooters will train and qualify with their authorized issued duty holster (from the Authorized SA/LW Accessories listing), whether the holster is part of their field gear or

concealed wear. **(T-1)** The evaluation phase certifies individuals for holster use. Document qualification and holster type(s) in the remarks section of the DAF Form 522. Individuals live-fire with their primary holster, unless prohibited in DAFI 31-131.

3.4.3. Pistol Firing Stances and Positions. The firing positions used are the standing, and kneeling positions. Unless specified in this manual, shooters may use any variation.

3.4.3.1. Standing positions. Standing positions are basic stance in pistol and handgun shooting. These positions provide the shooter the least amount of stability but a high amount of mobility.

3.4.3.2. Kneeling positions. Kneeling positions are a slightly more advanced stance in pistol and handgun shooting. These positions provide the shooter with added stability at the cost of mobility.

3.4.4. Minimum Requirements for Qualification and Expert Status:

3.4.4.1. Phase I – Practice: This is a practice phase only and hits do not count toward qualification. However, shooters should strive to hit the required targets in the prescribed time limits, as this prepares them for the evaluation phase.

3.4.4.2. Phase II - Evaluation: Qualified; a total of 35-hits on the silhouette. Expert; a total of 41-hits on the silhouette with at least 25-hits within the 10-inch (vital area) circle and six-hits within the 6-inch circle. **Note:** CATM is not required to annotate all three scores in ARIS (DAF Form 522). CATM enters the total number of hits on the target (e.g., 35, 41, 43) and the applicable status (e.g., UQ, Q, or E). Therefore, either a score of 42 with a status of Q or a score of 42 with a status of E are acceptable entries in ARIS.

3.4.5. General Course Guidance.

3.4.5.1. Before starting live-fire training, ensure shooters establish a proper grip with the pistol and do not have their thumb blocking the rear of the slide. Serious injury can occur if the shooter's hand contacts the slide during recoil.

3.4.5.2. Begin each order and string of fire with the pistol loaded as outlined in DAFMAN 31-131 V3. To ensure consistency, the neutral stance is only used as a starting point (to ensure consistency) for each shooter prior to drawing the weapon from the holster. Unless specifically noted, shooters will automatically conduct a reload.

3.4.5.3. Shooters only receive additional time to complete firing if they properly applied immediate action procedures. If the shooter failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining rounds for the order of fire are counted as misses. The objective is for shooters to demonstrate the ability to operate the weapon without assistance while instructors maintain a safe training environment.

3.4.5.4. Instructors check bullet impact and discuss the adjusted aiming point method if the point of impact is substantially off the vital area of the target and is not caused by shooter errors.

3.4.5.5. After each string of fire, shooters automatically decock the pistol and remain in a ready position looking at the target until the command "SWEEP" has been given. Shooters should rotate at the hips sweeping side to side simulating a search for additional targets.

Upon the command "HOLSTER," shooters then return the weapon to their holster and secure it with the retention device (e.g., thumb break, loop, or latch). This technique ensures shooters do not automatically take their weapons off target and holster without first ensuring the threat is eliminated. If the weapon is empty, shooters take cover as appropriate, clear their weapons, and follow the instructions from the tower operator.

3.4.5.6. Before live firing, all shooters practice drawing the pistol a minimum of 10 times and dry firing from a combination of the standing position and the left, right, or over barricade positions. Instructors provide sufficient time to observe, coach, and evaluate each shooter. Instructors observe, coach, and evaluate each shooter prior to live-fire to ensure the weapon can be drawn from the holster safely. Unless specifically noted, each order will begin with the pistol holstered and secured.

3.4.5.7. Instructors repair or replace targets after Phase I.

3.4.5.8. Ensure shooters keep weapons near eye level (to ensure target stays in view) while clearing all malfunctions, stoppages, or corrective actions (weapons may be brought closer to the body as needed to accomplish these tasks). Give pro-rated time to complete the order of fire if the shooter has, or is in the process of, successfully applying immediate or remedial action to clear the stoppage. The goal is for the shooter to understand why the stoppage occurred and to have the ability to correct the problem and continue firing.

3.4.5.9. CATM personnel will ensure all weapons are rack safe, as defined in DAFMAN 31-131 V3, prior to removal from the firing line (shooters may transport weapons in their holsters once made rack safe). **(T-1)**

3.4.6. Course Notes Pistol AFQC:

3.4.6.1. Phase I – Practice:

3.4.6.1.1. Order 1 – Standing Unsupported/Double Action/Failure Drills: The purpose of this order is to introduce the shooter to the double action, decocking, and conducting a failure drill. This technique is used when the two-shots to the body are stopped by body armor and/or do not stop the action that prompted the use of deadly force, and the third shot (failure drill) is fired into the unprotected area of the target. CATM will ensure shooters use the following procedures to complete each order/string of fire that includes a three-shot failure drill. **(T-1)** After Shooters fire two-shots to the body, they pause (1- to 2-seconds) to assess the target (with the weapon pointed at the target) and then fire the remaining round into the head of the target. This technique is used to train and condition Shooters to determine if the threat has been eliminated by the body shots, before firing the head shot. Shooters are responsible for pausing between the second and third shot to pass the evaluation on this skill. CATM personnel will not interfere with shooters during live-fire but will enforce shooters pausing after the two shots to the body to assess the threat before firing the final shot to the head between strings/orders of fire. **(T-1)** In a real-life scenario, the time it takes for a shooter to move from the chest/torso area to the head may be sufficient to determine if a head shot, (failure drill) is needed; however, it is important that they learn the proper technique. **Note:** CATM instructors emphasize to Shooters that firing a shot to the head is not automatic and this method is only used when the two shots to the body fail to stop the threat that prompted the use of deadly force. Failure drills will consist of two shots to

the 10-inch Lethal Zone and one shot to the 6-inch Incapacitation Zone. Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

3.4.6.1.1.1. Shooters begin with one, 12-round and one, 15-round magazine in their ammo pouches. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the 12-round magazine from their ammo pouch, send the slide forward, place the weapon on Fire and assume a standing unsupported stance. This order of fire does not start with a holstered weapon.

3.4.6.1.1.2. On the command "FIRE," shooters take aim and engage the target with one shot to the 10-inch Lethal Zone on double action with no time limit. Once the shooters fire one round, they will decock the pistol and assume a standing unsupported position. Shooters will repeat this string of fire twice more for a total of three-rounds. On the fourth string, on the command of "FIRE," shooters take aim, and engage the target with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will decock the weapon prior to recovering to the holster. Shooters will fire a total of six-rounds.

3.4.6.1.2. Order 2 – Standing Unsupported/Failure Drills: The purpose of this order is to reinforce the skills practiced in Order 1.

3.4.6.1.2.1. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command of "FIRE" shooters take aim and engage the target with a failure drill for a total of three rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will decock the weapon prior to recovering to the holster. Shooters will have 10-seconds to complete three-shots. Shooters will repeat this string of fire one time for a total of six-rounds.

3.4.6.1.2.2. After firing Order 2, String 2, the weapon will be empty. Shooters will automatically reload with the 15-round magazine from their ammo pouch. Instructors will make the line safe, mark hits and analyze targets.

3.4.6.1.3. Order 3 – Standing Supported/Strong Side Barricade/Failure Drills: The purpose of this order is for shooters to practice using a barricade to provide cover and a support to fire from on the side of their strong hand. The shooter starts with the pistol out of the holster, behind the barricade, with the muzzle of the pistol approximately 1 inch behind the barricade. When engaging the target, the shooter rolls out (lean) to the support side and engages the target (ensure the weapon is clear of the barricade to prevent rounds from being fired into the barricade). The shooter does not lean forward or extend the pistol beyond the rear of the barricade. The shooter should expose as little of their body from behind the barricade as possible. After firing, the shooter rolls back behind the barricade, takes their finger off trigger and decock the weapon. Reloading is conducted behind the barricade. **Note:** For ranges that cannot afford shooters the

ability to “take cover” they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction.

3.4.6.1.3.1. Shooters begin with a 15-round magazine in the weapon (from the previous orders) and a 15-round magazine in their ammo pouch. On the tower operator’s command, shooters should draw their weapon from the holster and assume a position behind cover on the strong side of the firing point. If a shooter is left-handed, they will move to cover on the right side of the firing point. If a shooter is right-handed, they will move to cover on the left side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

3.4.6.1.3.2. On the command “FIRE,” shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a failure drill. At the completion of the failure drill, shooters will come back behind cover, decock and await further instructions. Shooters will have a 10-second time limit to fire the failure drill. Shooters will repeat this string of fire once for a total of six-rounds.

3.4.6.1.4. Order 4 – Standing Supported/Support Side Barricade/Failure Drills: The purpose of this order is for shooters to practice using a barricade to provide cover and a support to fire from on the opposite side of their strong hand. The shooter starts with the pistol out of the holster, behind the barricade, with the muzzle of the pistol approximately 1 inch behind the barricade. When engaging the target, the shooter rolls out (lean) to the support side and engages the target (ensure the weapon is clear of the barricade to prevent rounds from being fired into the barricade). The shooter does not lean forward or extend the pistol beyond the rear of the barricade. The shooter should expose as little of their body from behind the barricade as possible. After firing, the shooter rolls back behind the barricade, takes their finger off trigger and decock the weapon. Shooters may use their support hand for firing this order if they are able to expose as little of their body from behind cover. **Note:** For ranges that cannot afford shooters the ability to “take cover” they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction.

3.4.6.1.4.1. Shooters begin with a nine-round magazine in the weapon (from the previous order) and a 15-round magazine in their ammo pouch. On the tower operator’s command, shooters will assume a position behind cover on the support side of the firing point. If a shooter is left-handed, they will move to cover on the left side of the firing point. If a shooter is right-handed, they will move to cover on the right side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

3.4.6.1.4.2. On the command “FIRE,” shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a failure drill. At the completion of the failure drill, shooters will come back behind cover, decock and await further instructions. Shooters will have a 10-second time limit to fire the failure drill. Shooters will repeat this string of fire once for a total of six-rounds.

3.4.6.1.5. Order 5 – Standing Unsupported/Failure Drills: The purpose of this order is to reinforce the skills practiced in Order 1 and Order 2. Shooters begin with a three-round magazine in the weapon (from the previous order) and a 15-round magazine in their ammo pouch.

3.4.6.1.5.1. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command of "FIRE" shooters take aim and engage the target with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will decock the weapon prior to recovering to the holster. Shooters will have 10-second time limit to fire the failure drill. Shooters will repeat this string of fire four times for a total of 15-rounds.

3.4.6.1.5.2. After the first string of fire, the weapon will run out of ammo. Shooters will take a knee, conduct a rapid reload and resume their standing unsupported position. Instructors will make the line safe, mark hits, and analyze targets.

3.4.6.1.6. Order 6 – Standing Supported/Over-Barricade/Kneeling Supported: The purpose of this order is to simulate firing over the hood of a car, conduct a reload and fire from a kneeling barricade position simulating firing from in front of the headlights. All shots from this order will be fired into the 10-inch Lethal Zone. Shooters begin with a three-round magazine in the weapon (from the previous order) and a three-round magazine in their ammo pouch.

3.4.6.1.6.1. On the tower operator's command, shooters will draw their weapon and assume an over barricade position. This is a variation of the standing position with the addition of a barricade for stability and protection. The barricade simulates a tall fence, wall, or solid object, giving protection to the shooter. To assume this position, place the weak foot forward towards the barricade, bend the forward knee, and move the strong foot back until only the head and weapon are visible above the barricade. Rest the forearms (behind wrists, or heels of the hands) on the barricade. The height of the over barricade position is no higher than necessary to see and shoot over your barricade. Do not allow any part of the handgun or magazine to touch the support. Reloading is accomplished while kneeling concealed behind the barricade. **Warning:** Resting wrists or heels of hands on the barricade could result in painful pinching to the shooter's hands during recoil.

3.4.6.1.6.2. On the command of "FIRE" shooters take aim and engage the target with three shots to the 10-inch Lethal Zone. After the three-shots, the weapon will run out of ammo. Shooters will take a knee behind cover, conduct a rapid reload with the three-round magazine in their ammo pouch, assume a kneeling supported position, and fire three shots to the 10-inch Lethal Zone. At the completion of the order, shooters will wait for the tower operator's command to clear their pistol. Shooters will have 25-second time limit to fire all six-shots and conduct the reload. Shooters will fire a total of six-rounds. Instructors will make the line safe, mark hits and analyze targets.

3.4.7. Phase II – Evaluation:

3.4.7.1. Order 1 – Standing Unsupported/Failure Drills: The purpose of this order is to evaluate the shooter's ability to fire a failure drill at 7-meters.

3.4.7.1.1. Shooters begin with one, 15-round magazine for their weapon and one, 15-round magazine in their ammo pouch. When directed by the tower operator, shooters

move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the 15-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance.

3.4.7.1.2. On the command "FIRE," shooters take aim and engage the target with a failure drill. Shooters have an 8-second time limit to fire three rounds. Shooters will repeat this string once for a total of six-rounds. At the completion of each failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will decock the weapon prior to recovering to the holster. Shooters will fire a total of six-rounds.

3.4.7.2. Order 2 – Standing Supported/Strong Side Barricade/Failure Drills: The purpose of this order is to evaluate the shooter's ability to use a barricade (strong side) to provide cover and a support and fire a failure drill at 15-meters. The shooter starts with the pistol out of the holster, behind the barricade, with the muzzle of the pistol approximately 1-inch behind the barricade. **Note:** For ranges that cannot afford shooters the ability to "take cover" they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction. Shooters begin with a nine-round magazine in the weapon (from the previous order) and a 15-round magazine in their ammo pouch.

3.4.7.2.1. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the strong side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

3.4.7.2.2. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a failure drill. Shooters will have a 10-second time limit to fire the failure drill. Once behind cover, shooters will decock and await the tower operator's instructions. Shooters will repeat this string of fire once for a total of six-rounds.

3.4.7.3. Order 3 – Standing Unsupported/Kneeling Supported/Failure Drills: The purpose of this order is to evaluate the shooter's ability to fire a failure drill, take a knee, conduct a rapid reload and fire a second failure drill from the kneeling position. **Note:** For ranges that cannot afford shooters the ability to "take cover" they will simulate by having the shooters stand in the center of the firing position and simulating the cover.

3.4.7.3.1. Shooters begin with a three-round magazine in the weapon (from the previous order) and a 15-round magazine in their ammo pouch. On the tower operator's command, shooters will assume a neutral stance in the center of the firing point.

3.4.7.3.2. On the command "FIRE," shooters will engage the Military "E" Target with a failure drill. At the completion of the failure drill, shooters will take a knee "behind cover" and conduct a rapid reload with the 15-round magazine from their pouch. Shooters will then engage the Military "E" Target with a second failure drill. Shooters will have a 25-second time limit to fire both failure drills and conduct the rapid reload. Once the second failure drill has been fired, shooters will remain in a kneeling position and wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will return to a standing unsupported position and decock the weapon prior to recovering to the holster. Shooters will fire a total of six-rounds.

3.4.7.4. Order 4 – Standing Supported/Strong Side Barricade/Failure Drills: The purpose of this order is to further evaluate the shooter's ability to use a barricade (strong side) to provide cover and a support and fire a failure drill at 15-meters. The shooter starts with the pistol out of the holster, behind the barricade, with the muzzle of the pistol approximately 1-inch behind the barricade. **Note:** For ranges that cannot afford shooters the ability to "take cover" they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction. Shooters begin with a 12-round magazine in the weapon (from the previous order) and a 15-round magazine in their ammo pouch.

3.4.7.4.1. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the strong side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

3.4.7.4.2. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a failure drill. Shooters will have a 10-second time limit to fire the failure drill. Once behind cover, shooters will decock and await the tower operator's instructions. Shooters will repeat this string of fire twice for a total of nine-rounds.

3.4.7.5. Order 5 – Standing Supported/Strong Side Barricade/Failure Drills: The purpose of this order is to evaluate the shooter's ability to use a barricade (strong side) to provide cover and a support and fire a failure drill at 15-meters, conduct a reload behind cover, and fire a second failure drill at 15-meters. The shooter starts with the pistol out of the holster, behind the barricade, with the muzzle of the pistol approximately 1-inch behind the barricade. **Note:** For ranges that cannot afford shooters the ability to "take cover" they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction. Shooters begin with a three-round magazine in the weapon (from the previous order) and a 15-round magazine in their ammo pouch.

3.4.7.5.1. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the strong side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

3.4.7.5.2. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a failure drill. Shooters will then roll back behind cover and conduct a rapid reload with the 15-round magazine from their ammo pouch. Shooters will then roll out from cover, quickly re-identify the threat, take aim, and engage the Military "E" Target with a second failure drill. Shooters will have a 25-second time limit to fire both failure drills and conduct the reload. Once behind cover, shooters will decock and await the tower operator's instructions. Shooters will fire a total of six-rounds.

3.4.7.6. Order 6 – Standing Supported/Support Side Barricade/Failure Drills: The purpose of this order is to evaluate the shooter's ability to use a barricade (support side) to provide cover and a support and fire a failure drill at 15-meters. The shooter starts with the pistol out of the holster, behind the barricade, with the muzzle of the pistol approximately 1-inch behind the barricade. **Note:** For ranges that cannot afford shooters the ability to "take cover" they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction. Shooters begin with a 12-round magazine in the weapon (from the previous order).

3.4.7.6.1. On the tower operator's command, shooters will assume a position behind cover on the support side of the firing point. If a shooter is left-handed, they will move to cover on the left side of the firing point. If a shooter is right-handed, they will move to cover on the right side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

3.4.7.6.2. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a failure drill. At the completion of the failure drill, shooters will come back behind cover, decock and await further instructions. Shooters will have a 10-second time limit to fire the failure drill. The time limit does not include the reload. Once the weapon is reloaded, shooters will decock and await the tower operator's instructions. Shooters will repeat this string of fire once for a total of six-rounds.

3.4.7.7. Order 7 – Standing Supported/Over-Barricade/Kneeling Supported: The purpose of this order is to evaluate the shooter's ability to fire from an over barricade position, take a knee and fire from a kneeling supported position. All shots from this order will be fired into the 10-inch Lethal Zone. Shooters begin with a six-round magazine in the weapon (from the previous order).

3.4.7.7.1. On the tower operator's command, shooters will draw their weapon and assume an over barricade position. **Warning:** Resting the wrist or heel of the hand on the barricade could result in pinching to the shooter's hands during recoil.

3.4.7.7.2. On the command of "FIRE" shooters take aim and engage the target with three shots to the 10-inch Lethal Zone. After the three shots, shooters will assume a kneeling supported position, and fire three-shots to the 10-inch Lethal Zone. At the completion of the order, shooters will wait for the tower operator's command to clear their pistol. Shooters will have 25-second time limit to fire all six shots. Shooters will fire a total of six-rounds. Instructors will make the line safe and score targets.

Section 3B—Handgun (M18/G19/G26) Air Force Qualification Course (AFQC)

3.5. Handgun AFQC. This course provides personnel with the minimum training required for qualification with the M18, G19, and G26 handguns or as determined by AF/A4SO. This course covers basic marksmanship and limited visibility firing. CATM will not mix pistol and handgun students in the same class. **(T-2)**

3.6. Handgun Orientation. This training consists of classroom instruction in general firearms safety, basic operation, and marksmanship fundamentals. After completion of classroom training, shooters participate in a live-fire session by completing either Phase II of the handgun AFQC or Table I, Phase II of the handgun AFQC. Shooters earn the SAEMR if they achieve an Expert score. This program does not qualify an individual for armed duty. If personnel require qualification, they must meet all objectives and requirements for the handgun AFQC training program. **(T-1)** DAFI 31-131 identifies those organizations allowed handgun orientation training.

3.7. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 3.3** for successful completion of this course. **(T-1)** Each phase of instruction identifies what target is required for that specific phase or order of fire and is

outlined in **Table 3.4**. The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

3.7.1. Shooters must meet objectives 1.1 through 1.15 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

3.7.2. Shooters must meet objectives 2.1 through 2.4 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

3.7.3. Shooters must perform objectives 3.1 through 3.2 on the range. **(T-1)** These objectives are completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live-fire training.

3.7.4. Shooters must perform objectives 4.1 through 4.4 without instructor assistance. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

3.7.5. Approximate training times for this program are:

3.7.5.1. Initial and recurring – five to six hours.

3.7.5.2. Remedial – as needed.

3.7.6. Course Ammunition: Cartridge, 9mm Ball, or 9mm Frangible.

Table 3.3. Handgun and Handgun Training Objectives/Intermediate Training Objectives.

	Objective	**Condition/Given**	**Standard**
1.	Operate Handgun.	Handgun and required equipment.	Operate handgun.
ITOs			
1.1.	Identify weapon safety procedures.	Handgun and required equipment.	Identify and apply six weapon safety rules throughout entire course per lesson plan.
1.2.	Perform clearing of the Handgun.	Handgun and required equipment.	Perform clearing of the Handgun without instructor assistance per lesson plan.
1.3.	Identify basic nomenclature and characteristics of the Handgun.	Handgun and required equipment.	Identify nomenclature and characteristics of the Handgun per lesson plan.
1.4.	Identify cycle of operations of the Handgun.	Handgun and required equipment.	Identify cycle of operations of the Handgun per lesson

			plan.
1.5.	Identify types, uses, and care of ammunition.	Handgun and required equipment.	Identify types, uses, and care of Handgun ammunition per lesson plan.
1.6.	Perform disassembly of the Handgun.	Handgun and required equipment.	Disassemble the Handgun and magazine within 4-minutes without instructor assistance per lesson plan
1.7.	Perform assembly of the Handgun.	Handgun and required equipment.	Assemble the Handgun within 4-minutes without instructor assistance per lesson plan.
1.8.	Perform function check.	Handgun and required equipment.	Perform function check.
1.9.	Explain operator maintenance of the Handgun	Handgun and required equipment.	Understand how to perform an operator inspection and complete proper preventive maintenance of the Handgun with instructor assistance per lesson plan.
1.10.	Perform single round loading and unloading of the Handgun magazine.	Handgun and required equipment.	Perform single round loading and unloading of the Handgun magazine within 1-minute without instructor assistance per lesson plan.
1.11.	Load Handgun.	Handgun and required equipment.	Load one magazine (5-rounds) and load Handgun with magazine.
1.12.	Unload/clear Handgun.	Handgun and required equipment.	Unload/clear Handgun.
1.13.	Reload Handgun.	Handgun and required equipment.	Reload Handgun/ Handgun from a fastened pouch.
1.14.	Apply immediate and remedial actions.	Handgun and required equipment.	Apply actions.
1.15.	Understand light recoil	Handgun and required	Answer questions on

	causes, indications, and corrective action.	equipment.	causes, indications, and corrective action without instructor assistance per lesson plan.
2.	Understand marksmanship fundamentals.	Handgun and required equipment.	Demonstrate marksmanship fundamentals with instructor assistance.
ITOs			
2.1.	Practice performing marksmanship fundamentals in dry-fire environment.	Handgun and required equipment.	Shooters practice grip, position, aiming, breath control, trigger control (dry-fire) with instructor assistance per lesson plan.
2.2.	Draw Handgun from holster.	Handgun and required equipment.	Starting from the neutral stance, draw Handgun and point it at target in 2-seconds.
2.3.	Demonstrate positions and techniques of holding Handgun.	Handgun and required equipment.	Demonstrate correct firing positions and techniques to properly hold Handgun.
2.4.	Explain techniques of night firing.	Handgun and required equipment.	Answer basic questions about night firing techniques with instructor assistance per lesson plan.
3.	Demonstrate basic marksmanship skills.	Handgun and required equipment.	Successfully complete the appropriate AFQC practice phases.
ITOs			
3.1.	Demonstrate weapons and range safety.	Handgun and required equipment.	Apply weapon and range safety procedures throughout practice phases with instructor assistance per lesson plan.
3.2.	Demonstrate proper firing positions.	Handgun and required equipment.	Demonstrate ability to assume proper firing positions and properly use cover with instructor assistance per lesson plan.
4.	Apply marksmanship skills.	Handgun and required	Achieve qualifying

		equipment.	score on the appropriate AFQC.
ITOs			
4.1.	Apply weapon safety procedures.	Handgun and required equipment.	Apply weapon and range safety procedures throughout evaluation phases of course of fire without instructor assistance per lesson plan.
4.2.	Perform clearing, loading, reloading, charging, and immediate/remedial action procedures.	Handgun and required equipment.	Perform clearing, loading, reloading, charging and immediate/remedial action without instructor assistance per lesson plan.
4.3.	Achieve a qualifying score on evaluation phases of the AFQC.	Handgun and required equipment.	Qualify on all evaluation phases of the course of fire without instructor assistance per course of fire.
4.4.	Perform operator maintenance and function check of the handgun.	Handgun and required equipment.	Perform disassembly, cleaning, inspection, lubrication, assembly, and function check of the Handgun within 30-minutes and without instructor assistance per lesson plan.

Table 3.4. Handgun AFQC of Fire.

ORDER	POSITION/DRILL	LOAD	ROUNDS	TIME (Sec)	DISTANCE M/YDS	OBJ
TABLE I: BASIC MARKSMANSHIP						
Phase I: Basic Marksmanship Practice						
1.	Standing Unsupported/ Controlled Pairs	(1) 19 rd mag	4 (2, 2 shot strings)	7 (per string)	7	LZ
2.	Standing Unsupported/ Failure Drills		9 (3, 3 shot strings)	10 (per string)	7	LZ/ IZ
3.	Standing Supported/Roll from Cover Right/Failure Drill		6 (2, 3 shot strings)	10 (per string)	15	LZ/ IZ

4.	Standing Supported/Roll from Cover Left/Failure Drill	(1) 8 rd mag	6 (2, 3 shot string)	10 (per string)	15	LZ/ IZ
5.	Standing Supported/Over Barricade/Kneeling Supported	(1) 3 rd mag	5 (1, 5 shot string)	25 (per string)	15	LZ
			30 Total Rounds			
Phase II: Basic Marksmanship Qualification						
1.	Standing/Controlled Pairs	(1) 18 rd mag	6 (3, 2 shot strings)	7 (per string)	7	LZ
2.	Standing/Failure Drills		12 (4, 3 shot strings)	10 (per string)	7	LZ/ IZ
3.	Standing/Roll from Cover Right	(1) 12 rd mag	12 (4, 3 shot strings)	10 (per string)	15	LZ/ IZ
4.	Standing/Roll from Cover Left	(1) 16 rd mag	12 (4, 3 shot strings)	10 (per string)	15	LZ/ IZ
5.	Standing Supported/Over Barricade/Kneeling Supported	(1) 4 rd mag	8 (1, 8 shot string)	35	15	LZ
			50 Total Rounds			
TABLE II: LIMITED VISIBILITY						
Phase I: Limited Visibility Practice						
1.	Standing/Controlled Pairs	(1) 10 rd mag	4 (2, 2 shot strings)	10 (per string)	7	LZ
2.	Standing/Failure Drills		6 (2, 3 shot strings)	12 (per string)	7	LZ/ IZ
			10 Total Rounds			
Phase II: Limited Visibility Qualification						
1.	Standing/Controlled Pairs	(1) 10 rd mag	4 (2, 2 shot strings)	12 (per string)	7	LZ
2.	Standing/Failure Drills		6 (2, 3 shot strings)	12 (per string)	7	LZ/ IZ
			10 Total Rounds			
100 Total Rounds						

3.8. Course Information, Handgun AFQC.

3.8.1. Target. The Target Military "E" is the kneeling silhouette target (NSN: 6920-00-600-6874) with a 10-inch Lethal Zone and a 6-inch Incapacitation Zone added. Before conducting firing on handgun AFQC, Phase II or the handgun AFQC **Table I**, Phase II and Table II, Phase II, prepare Military "E" silhouette targets as follows. Draw a 10-inch circle in the center of the chest and a 6-inch circle on the center of the head of the target. Locate the circles on the Military "E" target as shown in **Figure 3.1**. Center the 10-inch circle on the target with the top edge of the circle 13.25 inches from the top of the head of the target and center the 6-inch circle in the head of the target with the top of the circle 3-inches below the top of the target. To simplify marking targets, CATM may create a template using plywood, plastic, cardboard, or other material.

3.8.2. Handgun AFQC Evaluation Standards:

3.8.2.1. When firing with shoulder holsters, individuals are positioned on every other firing point. For other authorized users of these type holsters, CATM will include a combination of classroom and range dry-fire training and evaluation on the proper techniques for drawing the weapon as outlined in DAFI 31-131.

3.8.2.2. Shooters will train and qualify with their authorized issued duty holster (from the Authorized SA/LW Accessories listing), whether the holster is part of their field gear or concealed wear. **(T-1)** The evaluation phase certifies individuals for holster use. Document qualification and holster type(s) in the remarks section of the DAF Form 522. Individuals live-fire with their primary holster, unless prohibited in DAFI 31-131.

3.8.2.3. All personnel will fire Table II, regardless of issued equipment. The intent is for personnel to be familiar with engaging targets in a limited visibility environment and be knowledgeable and qualified on equipment they use. Personnel will report to training with a flashlight for limited visibility training. **(T-2)** CATM does not provide night vision devices to include flashlights. Shooters must be able to operate during limited visibility and still effectively employ their weapon. For the purposes of this manual, limited visibility is not "pitch black" and shooters should be able to identify their targets. This can be achieved by dimming lights on an indoor or fully contained range or firing just after dusk.

3.8.3. Handgun Firing Stances and Positions. The firing positions used are the standing, and kneeling positions. Unless specified in this manual, shooters may use any variation.

3.8.3.1. Standing positions. Standing positions are basic stance in handgun shooting. These positions provide the shooter the least amount of stability but a high amount of mobility.

3.8.3.2. Kneeling positions. Kneeling positions are a slightly more advanced stance in handgun shooting. These positions provide the shooter with added stability at the cost of mobility.

3.8.4. Minimum Requirements for Qualification and Expert Status:

3.8.4.1. TABLE I: BASIC MARKSMANSHIP.

3.8.4.1.1. Phase I – Basic Marksmanship Practice: This is a practice phase only and hits do not count toward qualification. However, shooters should strive to hit the

required targets in the prescribed time limits, as this prepares them for the evaluation phase.

3.8.4.1.2. Phase II - Qualification: Qualified; a total of 45-hits (90%) on the silhouette. Expert; a total of 50-hits (100%) on the silhouette with at least 34 (89%) hits within the 10-inch (vital area) circle and 11 hits (91%) within the 6-inch circle.

3.8.4.2. TABLE II: LIMITED VISIBILITY.

3.8.4.2.1. Phase I – Limited Visibility Practice: This is a practice phase only and hits do not count toward qualification. However, shooters should strive to hit the required targets in the prescribed time limits, as this prepares them for the evaluation phase.

3.8.4.2.2. Phase II – Limited Visibility Qualification: Qualified; a total of 7-hits (70%) on the silhouette. Expert; a total of 9-hits (90%) on the silhouette.

3.8.5. General Course Guidance Handgun AFQC.

3.8.5.1. Before starting live-fire training, ensure shooters establish a proper grip with the handgun and do not have their thumb blocking the rear of the slide. Serious injury can occur if a portion of the shooter's hand contacts the slide during recoil. **Note:** Instructors do not allow shooters to grip or support the weapon using the magazine while firing, as this decreases control during firing and increases the likelihood of a shooter-induced stoppage.

3.8.5.2. Begin each order and string of fire with the handgun loaded as directed in DAFMAN 31-131 V3. To ensure consistency, the neutral stance is only used as a starting point for each shooter prior to drawing the weapon from the holster. Before live firing, all shooters practice drawing the handgun a minimum of 10 times and dry firing from a combination of the standing position and the left, right, or over barricade positions. Instructors provide sufficient time to observe, coach, and evaluate each shooter. Instructors observe, coach, and evaluate each shooter prior to live-fire to ensure the weapon can be drawn from the holster safely. Unless specifically noted, each order will begin with the handgun holstered and secured.

3.8.5.3. Shooters who run out of time due to failures not caused by improper weapons handling are considered "alibis" and instructors pro-rate time to allow them to complete the string of fire. Shooters only receive additional time to complete firing if they properly applied immediate action procedures. If the shooter failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining rounds for the order of fire are counted as misses. The objective is for shooters to demonstrate the ability to operate the weapon without assistance while instructors maintain a safe training environment.

3.8.5.4. Instructors check bullet impact and discuss the adjusted aiming point method if the point of impact is substantially off the vital area of the target and is not caused by shooter errors.

3.8.5.5. After each string of fire, shooters remain in a ready position looking at the target until the command "SWEEP" has been given. Shooters should rotate at the hips sweeping side to side simulating a search for additional targets. Upon the command "HOLSTER," shooters then return the weapon to their holster and secure it with the retention device (e.g., thumb break, loop, or latch). This technique ensures shooters do not automatically take

their weapons off target and holster without first ensuring the threat is eliminated. If the weapon is empty, shooters take cover as appropriate, clear their weapons, and follow the instructions from the tower operator. Unless specifically noted, shooters will automatically conduct a reload of their weapon if they run out of ammunition.

3.8.5.6. Instructors repair or replace all targets after Table I, Phase I and Table II, Phase I.

3.8.5.7. Shooters clear their own stoppages during each order of fire in Table I, Phase II and Table II, Phase II. Ensure shooters keep weapons near eye level (to ensure target stays in view) while clearing all malfunctions, stoppages, or corrective actions (weapons may be brought closer to the body as needed to accomplish these tasks). Give pro-rated time to complete the order of fire if the shooter has, or is in the process of, successfully applying immediate or remedial action to clear the stoppage. The goal is for the shooter to understand why the stoppage occurred and to have the ability to correct the problem and continue firing.

3.8.5.8. CATM personnel will make all weapons rack safe, as defined in DAFMAN 31-131 V3, prior to removal from the firing line. **(T-1) Note:** Shooters may transport weapons in their holsters once made rack safe.

3.8.6. Course Notes Handgun AFQC:

3.8.6.1. TABLE I: BASIC MARKSMANSHIP.

3.8.6.1.1. Phase I: Basic Marksmanship Practice:

3.8.6.1.1.1. Order 1 – Standing Unsupported/Controlled Pairs: The purpose of this order is to introduce the shooter to controlled pairs. Controlled pairs are two aimed, rapid shots to the center mass of the target, expressed on the Military "E" Target as the 10-inch Lethal Zone.

3.8.6.1.1.1.1. Shooters begin with one, 19-round magazine for the weapon, and one, 8-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on SAFE, insert the 19-round magazine from their ammo pouch, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance. Shooters will not rest their hand on their weapon or grip the handgun grip.

3.8.6.1.1.1.2. On the command "FIRE," shooters take aim and engage the target with one controlled pair to the 10-inch Lethal Zone. Shooters will repeat this string of fire once for a total of four-rounds fired. Shooters have a 7-second time limit for two-shots. At the completion of the controlled pair, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will fire a total of four-rounds.

3.8.6.1.1.2. Order 2 – Standing Unsupported/Failure Drills: The purpose of this order is to introduce the shooter to the concept of the failure drill. This technique is used when the 2 shots to the body are stopped by body armor and/or do not stop the action that prompted the use of deadly force, and the third shot (failure drill) is fired into the unprotected head of the target. During the course, CATM will ensure

shooters use the following procedures to complete each order/string of fire that includes a three-shot failure drill. **(T-1)** After shooters fire two-shots to the body, pause (1- to 2-seconds) to assess the target (with the weapon pointed at the target), and then fire the remaining round into the head of the target. This technique is used to train and condition shooters to determine if the threat has been eliminated by the body shots, before firing the head shot. Shooters are responsible for pausing between the second and third shot to pass the evaluation on this skill. CATM personnel will not interfere with shooters during live fire but will enforce shooters pausing after the two shots to the body to assess the threat before firing the final shot to the head between strings/orders of fire. **(T-1)** In a real-life scenario, the time it takes for a shooter to move from the chest/torso area to the head may be sufficient to determine if a head shot, (failure drill) is needed; however, it is important that they learn the proper technique. **Note:** CATM instructors emphasize to shooters that firing a shot to the head is not automatic and this method is only used when the two shots to the body fail to stop the threat that prompted the use of deadly force. Failure drills will consist of two shots to the 10-inch Lethal Zone and one shot to the 10-inch Incapacitation Zone on the Military "E" Target. Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

3.8.6.1.1.2.1. Shooters begin with a 15-round magazine in the weapon (from the previous orders) and an eight-round magazine in their ammo pouch.

3.8.6.1.1.2.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the handgun grip. On the command of "FIRE" shooters take aim and engage the target with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have 10-seconds to complete three-shots. Shooters will repeat this string of fire twice for a total of nine-rounds. Instructors will make the line safe, mark hits, and analyze targets.

3.8.6.1.1.3. Order 3 – Standing Supported/Roll from Cover Right/Failure Drills: The purpose of this order is for shooters to practice using a barricade to provide cover and a support to fire. The shooter starts with the handgun out of the holster, behind the barricade, with the muzzle approximately 1 inch behind the barricade. When engaging the target, the shooter rolls out (lean) to the right and engages the target (ensure the weapon is clear of the barricade to prevent rounds from being fired into the barricade). The shooter does not lean forward or extend the handgun beyond the rear of the barricade. The shooter should expose as little of their body from behind the barricade as possible. After firing, the shooter rolls back behind the barricade, takes their finger off the trigger, and awaits further instruction. If necessary, reloading is conducted behind the barricade. **Note:** For ranges that cannot afford shooters the ability to "take cover" they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction. Shooters begin with a six-round magazine in the weapon (from the previous orders) and an eight-round magazine in their ammo pouch.

3.8.6.1.1.3.1. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the left side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

3.8.6.1.1.3.2. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will come back behind cover and await further instruction from the tower operator. Shooters will have a 10-second time limit to fire the failure drill. Shooters will repeat this string of fire once for a total of six-rounds.

3.8.6.1.1.3.3. After firing Order 3, String 2, the weapon will be empty. Shooters will automatically reload with the eight-round magazine from their ammo pouch.

3.8.6.1.1.4. Order 4 – Standing Supported/Roll from Cover Left/Failure Drills: The purpose of this order is for shooters to practice using a barricade to provide cover and a support to fire. The shooter starts with the handgun out of the holster, behind the barricade, with the muzzle approximately 1-inch behind the barricade. When engaging the target, the shooter rolls out (lean) to the left and engages the target (ensure the weapon is clear of the barricade to prevent rounds from being fired into the barricade). The shooter does not lean forward or extend the handgun beyond the rear of the barricade. The shooter should expose as little of their body from behind the barricade as possible. After firing, the shooter rolls back behind the barricade, takes their finger off the trigger, and awaits further instruction. If necessary, reloading is conducted behind the barricade. **Note:** For ranges that cannot afford shooters the ability to "take cover" they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction. Shooters begin with an eight-round magazine in the weapon (from the previous order).

3.8.6.1.1.4.1. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the right side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

3.8.6.1.1.4.2. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will come back behind cover and await further instruction from the tower operator. Shooters will have a 10-second time limit to fire the failure drill. Shooters will repeat this string of fire once for a total of six-rounds.

3.8.6.1.1.5. Order 5 – Standing Supported/Over Barricade to Kneeling Supported: The purpose of this order is to introduce shooters to the concept of firing over barricade, conducting a reload behind cover and continuing to engage the threat from a different firing platform than previously exposed. This order simulates firing over the hood of a vehicle, conducting the reload behind the engine block and then engaging the threat around the front of the vehicle.

3.8.6.1.1.5.1. Shooters begin with a two-round magazine in the weapon (from the previous order) and a three-round magazine in their ammo pouch.

3.8.6.1.1.5.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the handgun grip. On the command of "FIRE" shooters assume a standing supported position using the side barricade to support their weapon, take aim and engage the 10-inch Lethal Zone with a controlled pair for a total of two-rounds. After firing the two-rounds, shooters will take a knee and conduct a rapid reload with the three-round magazine from their ammo pouch. Shooters will then engage the target with a failure drill. Shooters will have 25-second time limit to fire five-rounds and conduct the reload. Shooters will fire a total of five-rounds. Instructors will make the line safe, mark hits and analyze targets.

3.8.6.1.2. Phase II – Basic Marksmanship Qualification.

3.8.6.1.2.1. Order 1 – Standing Unsupported/Controlled Pairs: The purpose of this order is to evaluate the shooter's ability to fire controlled pairs.

3.8.6.1.2.1.1. Shooters begin with one, 18-round magazine for their weapon and one, 12-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on SAFE, insert the 18-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Shooters will not rest their hand on their weapon or grip the handgun grip.

3.8.6.1.2.1.2. On the command "FIRE," shooters take aim and engage the target with a controlled pair. Shooters have a 7-second time limit to fire two-rounds. Shooters will repeat this string twice for a total of six-rounds. At the completion of each controlled pair, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will fire a total of six-rounds.

3.8.6.1.2.2. Order 2 – Standing Unsupported/Failure Drills: The purpose of this order is to evaluate the shooter's ability to fire a failure drill. Shooters begin with a 12-round magazine in the weapon (from the previous order) and a 12-round magazine in their ammo pouch.

3.8.6.1.2.2.1. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the handgun grip. On the command of "FIRE" shooters take aim and engage the target with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have 10-seconds to complete three-shots. Shooters will repeat this string of fire three times for a total of 12-rounds.

3.8.6.1.2.2.2. After firing Order 2, String 4, the weapon will be empty. Shooters will automatically reload with the 12-round magazine from their ammo pouch.

3.8.6.1.2.3. Order 3 – Standing Supported/Roll from Cover Right/Failure Drills: The purpose of this order is to evaluate the shooter's ability to use a barricade to provide cover and a support to fire a failure drill at 15-meters. **Note:** For ranges that cannot afford shooters the ability to "take cover" they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction. Shooters begin with a 12-round magazine in the weapon (from the previous orders) and a 16-round magazine in their ammo pouch.

3.8.6.1.2.3.1. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the left side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

3.8.6.1.2.3.2. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a failure drill. At the completion of the failure drill, shooters will come back behind cover and await further instruction from the tower operator. Shooters will have a 10-second time limit to fire the failure drill. Shooters will repeat this string of fire three additional times for a total of 12-rounds fired.

3.8.6.1.2.3.3. After firing Order 3, String 4, the weapon will be empty. Shooters will automatically reload with the 16-round magazine from their ammo pouch.

3.8.6.1.2.4. Order 4 – Standing Supported/Roll from Cover Left/Failure Drills: The purpose of this order is to evaluate the shooter's ability to use a barricade to provide cover and a support to fire a failure drill at 15-meters. **Note:** For ranges that cannot afford shooters the ability to "take cover" they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction. Shooters begin with a 16-round magazine in the weapon (from the previous order).

3.8.6.1.2.4.1. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the right side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

3.8.6.1.2.4.2. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a failure drill. At the completion of the failure drill, shooters will come back behind cover and await further instruction from the tower operator. Shooters will have a 10-second time limit to fire the failure drill. Shooters will repeat this string of fire three times for a total of 12-rounds.

3.8.6.1.2.5. Order 5 – Standing Supported/Over Barricade to Kneeling Supported: The purpose of this order is to evaluate the shooter's ability to engage a threat in the over barricade position, conduct a reload behind cover, and reengage the threat from a different firing platform than previously exposed. Shooters begin with a four-round magazine in the weapon from the previous order and a four-round magazine in their ammo pouch.

3.8.6.1.2.5.1. With the weapon holstered, shooters will assume a neutral

position. Shooters will not rest their hand on their weapon or grip the handgun grip. On the command of "FIRE" shooters assume a standing supported position using the barricade to support their weapon, take aim and engage the 10-inch Lethal Zone with two controlled pairs for a total of four-rounds.

3.8.6.1.2.5.2. At the completion of the controlled pairs, shooters will take a knee and conduct a rapid reload with the four-round magazine from their ammo pouch. Shooters will then engage the target with two controlled pairs. Shooters will have a 35-second time limit to fire eight-rounds and conduct the reload. Shooters will fire a total of eight-rounds. Instructors will make the line safe and score targets.

3.8.6.2. TABLE II: LIMITED VISIBILITY THREAT ENGAGEMENT.

3.8.6.2.1. Phase I: Limited Visibility Practice:

3.8.6.2.1.1. Order 1 – Standing Unsupported/Controlled Pairs: The purpose of this order is to introduce the shooter to controlled pairs in a limited visibility environment.

3.8.6.2.1.1.1. Shooters begin with one, 10-round magazine for their weapon. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on SAFE, insert the 10-round magazine, send the slide forward, place the weapon on Fire, holster the weapon, and assume a neutral stance.

3.8.6.2.1.1.2. On the command "FIRE," shooters take aim and engage the target with one controlled pair to the 10-inch Lethal Zone. Shooters will repeat this string of fire once for a total of four-rounds fired. Shooters have a 6-second time limit for two-shots. At the completion of the controlled pair, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will fire a total of four-rounds.

3.8.6.2.1.2. Order 2 – Standing Unsupported/Failure Drills: The purpose of this order is to introduce the shooter to the concept of the failure drill in a limited visibility environment.

3.8.6.2.1.2.1. Shooters begin with a six-round magazine in the weapon (from the previous order). With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the handgun grip.

3.8.6.2.1.2.2. On the command of "FIRE" shooters take aim and engage the target with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have 10-seconds to complete three-shots. Shooters will repeat this string of fire once for a total of six-rounds. Instructors will make the line safe, mark hits, and analyze targets.

3.8.6.2.2. Phase II: Limited Visibility Evaluation:

3.8.6.2.2.1. Order 1 – Standing Unsupported/Controlled Pairs: The purpose of this

order is to evaluate the shooter's ability to fire controlled pairs in a limited visibility environment.

3.8.6.2.2.1.1. Shooters begin with one, 10-round magazine for their weapon. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on SAFE, insert the 10-round magazine, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance.

3.8.6.2.2.1.2. On the command "FIRE," shooters take aim and engage the target with one controlled pair to the 10-inch Lethal Zone. Shooters will repeat this string of fire once for a total of four-rounds fired. Shooters have a 6-second time limit for two-shots. At the completion of the controlled pair, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will fire a total of four-rounds.

3.8.6.2.2.2. Order 2 – Standing Unsupported/Failure Drills: The purpose of this order is to evaluate the shooter's ability to fire a failure drill in a limited visibility environment.

3.8.6.2.2.2.1. Shooters begin with a 6-round magazine in the weapon (from the previous order). With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the handgun grip.

3.8.6.2.2.2.2. On the command of "FIRE" shooters take aim and engage the target with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have 10-seconds to complete three-shots. Shooters will repeat this string of fire once for a total of six-rounds. Instructors will make the line safe and score targets.

3.9. Alternative Handgun AFQC Table II (CCMCK Option).

3.9.1. This alternate Table II is intended to provide units that are unable to conduct Table II as written, due to ammunition issues, host nation restrictions, mandatory quiet hours, range limitations or other limiting factors, with a method to accomplish the required qualification-training. It is not intended to be the standard and each unit must provide adequate justification before being authorized use of **Table 3.5**. **(T-2)** CATM personnel must follow the guidance in DAFMAN 31-131 V3. **(T-1) Note:** Pay particular attention to the limited safety equipment needed when firing at paper (non-human) targets.

3.9.2. If the CATM section receives approval and uses the alternate Table II, they use the Alternate Table II course in ARIS and enter the expiration date as the same expiration date as the Handgun AFQC **Table I. (T-1)** Additionally, CATM must enter "Completed Alternate Table II per memo dated DD MON YY" in the remarks section. **(T-1)**

Table 3.5. Alternate Handgun AFQC Table II.

ORDER	POSITION/DRILL	LOAD	ROUNDS	TIME	DISTANCE	OBJ

				(Sec)	M/YDS	
TABLE II: LIMITED VISIBILITY						
Phase I: Limited Visibility Practice						
1.	Standing/Controlled Pairs	(1) 10 rd mag	4 (2, 2 shot strings)	10 (per string)	7M	LZ
2.	Standing/Failure Drills		6 (2, 3 shot strings)	12 (per string)	7M	LZ/ IZ
			10 Total Rounds			
Phase II: Limited Visibility Qualification						
1.	Standing/Controlled Pairs	(1) 10 rd mag	4 (2, 2 shot strings)	12 (per string)	7M	LZ
2.	Standing/Failure Drills		6 (2, 3 shot strings)	12 (per string)	7M	LZ/ IZ
			10 Total Rounds			
20 Total Rounds 9mm Dye Marking Cartridge for Table II						

3.10. Course Information, Handgun AFQC Alternate Table II.

3.10.1. Evaluation Standards:

3.10.1.1. Phase I – Limited Visibility Practice: This is a practice phase only and hits do not count toward qualification. However, shooters should strive to hit the required targets in the prescribed time limits, as this prepares them for the evaluation phase.

3.10.1.2. Phase II – Limited Visibility Qualification: Qualified; a total of 7-hits (70%) on the silhouette. Expert; a total of 9-hits (90%) on the silhouette with at least eight-hits within the 10-inch Lethal Zone and one-hit within the 6-inch Incapacitation Zone.

3.10.2. Course Notes Handgun AFQC Alternate Table II.

3.10.2.1. Phase I: Limited Visibility Practice:

3.10.2.1.1. Order 1 – Standing Unsupported/Controlled Pairs: The purpose of this order is to introduce the shooter to controlled pairs in a limited visibility environment.

3.10.2.1.1.1. Shooters begin with one, 10-round magazine for their weapon. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on SAFE, insert the 10-round magazine, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance.

3.10.2.1.1.2. On the command "FIRE," shooters take aim and engage the target with one controlled pair to the 10-inch Lethal Zone. Shooters will repeat this string of fire once for a total of four-rounds fired. Shooters have a 6-second time limit for two-shots. At the completion of the controlled pair, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will fire a total of

four-rounds.

3.10.2.1.2. Order 2 – Standing Unsupported/Failure Drills: The purpose of this order is to introduce the shooter to the concept of the failure drill in a limited visibility environment. Shooters begin with a six-round magazine in the weapon (from the previous order).

3.10.2.1.2.1. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the handgun grip.

3.10.2.1.2.2. On the command of "FIRE" shooters take aim and engage the target with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have 10-seconds to complete three-shots. Shooters will repeat this string of fire once for a total of six-rounds. Instructors will make the line safe, mark hits, and analyze targets.

3.10.2.2. Phase II: Limited Visibility Evaluation:

3.10.2.2.1. Order 1 – Standing Unsupported/Controlled Pairs: The purpose of this order is to evaluate the shooter's ability to fire controlled pairs in a limited visibility environment.

3.10.2.2.1.1. Shooters begin with one, 10-round magazine for their weapon. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on SAFE, insert the 10-round magazine, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance.

3.10.2.2.1.2. On the command "FIRE," shooters take aim and engage the target with one controlled pair to the 10-inch Lethal Zone. Shooters will repeat this string of fire once for a total of four-rounds fired. Shooters have a 6-second time limit for two-shots. At the completion of the controlled pair, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will fire a total of four-rounds.

3.10.2.2.2. Order 2 – Standing Unsupported/Failure Drills: The purpose of this order is to evaluate the shooter's ability to fire a failure drill in a limited visibility environment. Shooters begin with a six-round magazine in the weapon (from the previous order).

3.10.2.2.2.1. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the handgun grip.

3.10.2.2.2.2. On the command of "FIRE" shooters take aim and engage the target with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have 10-seconds to complete three-shots. Shooters will repeat this string of fire once for a total of six-rounds. Instructors will make the line safe and score targets.

Chapter 4

HANDGUN BASIC ARMS TRAINING (BAT) COURSE TRAINING PROGRAM

4.1. Basic Arms Training (BAT) Course. This course provides Air Force Office of Special Investigations (AFOSI) agents and other personnel identified in DAFI 31-131 required to carry a government handgun concealed (from the holster) or as determined by AF/A4SO. **Note:** AFOSI agents complete initial training on this course at the U.S. Air Force Special Investigations Academy (USAFSIA). CATM sections will not mix handgun (e.g., M18, G19, G26) and pistol (e.g., M9, M11) students in the same class. **(T-2)**

4.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 4.1** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day. Each phase of instruction identifies what target is required for that specific phase or order of fire and is outlined in **Table 4.2**.

4.2.1. Shooters must meet objectives 1.1 through 1.15 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

4.2.2. Shooters must meet objectives 2.1 through 2.3 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

4.2.3. Shooters must perform objectives 3.1 through 3.5 on the range. **(T-1)** These objectives are completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live-fire training.

4.2.4. Shooters must perform objectives 4.1 through 4.4 without instructor assistance. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

4.2.5. Approximate training times for this program are:

4.2.5.1. Initial and recurring – three to five hours.

4.2.5.2. Remedial – as required.

4.2.6. Course Ammunition: Cartridge, 9mm Ball, or 9mm Frangible.

Table 4.1. BAT Course Training Objectives/Intermediate Training Objectives.

	Objective	**Condition/Given**	**Standard**
1.	Apply strong hand only techniques.	Handgun and required equipment.	Operate handgun.
ITOs			

1.1.	Identify weapon safety procedures.	Handgun and required equipment.	Identify and apply six weapon safety rules. throughout entire course per lesson plan.
1.2.	Perform clearing of the Handgun.	Handgun and required equipment.	Perform clearing of the Handgun without instructor assistance per lesson plan.
1.3.	Identify basic nomenclature and characteristics of the Handgun.	Handgun and required equipment.	Identify nomenclature and characteristics of the Handgun per lesson plan.
1.4.	Identify cycle of operations of the Handgun.	Handgun and required equipment.	Identify cycle of operations of the Handgun per lesson plan.
1.5.	Identify types, uses, and care of ammunition.	Handgun and required equipment.	Identify types, uses, and care of Handgun ammunition per lesson plan.
1.6.	Perform disassembly of the Handgun.	Handgun and required equipment.	Disassemble the Handgun and magazine within 4-minutes without instructor assistance per lesson plan.
1.7.	Perform assembly of the Handgun.	Handgun and required equipment.	Assemble the Handgun and magazine within 4-minutes without instructor assistance per lesson plan
1.8.	Perform function check.	Handgun and required equipment.	Perform function check.
1.9.	Explain operator maintenance of the Handgun.	Handgun and required equipment.	Understand how to perform an operator inspection and complete proper preventive maintenance of the Handgun with instructor assistance per lesson plan.

1.10.	Perform single round loading and unloading of the Handgun magazine.	Handgun and required equipment.	Perform single round loading and unloading of the Handgun magazine within 1-minute without instructor assistance per lesson plan.
1.11.	Load Handgun.	Handgun and required equipment.	Load one magazine (5-rounds) and load Handgun with magazine.
1.12.	Unload/clear Handgun.	Handgun and required equipment.	Unload/clear Handgun.
1.13.	Reload Handgun.	Handgun and required equipment.	Reload Handgun/ Handgun from a fastened pouch.
1.14.	Apply immediate and remedial actions.	Handgun and required equipment.	Apply actions.
1.15.	Understand light recoil causes, indications, and corrective action.	Handgun and required equipment.	Answer questions on causes, indications, and corrective action without instructor assistance per lesson plan.
2.	Understand marksmanship fundamentals.	Handgun and required equipment.	Demonstrate marksmanship fundamentals with instructor assistance.
ITOs			
2.1.	Practice performing marksmanship fundamentals in dry-fire environment.	Handgun and required equipment.	Shooters practice grip, position, aiming, breath control, trigger control (dry-fire) with instructor assistance per lesson plan.
2.2.	Draw Handgun from a concealed holster.	Handgun and required equipment.	Starting from the neutral stance, draw Handgun and point it at target in 2-seconds.
2.3.	Demonstrate positions and techniques of holding Handgun.	Handgun and required equipment.	Demonstrate correct firing positions and techniques to properly hold Handgun.

3.	Demonstrate basic marksmanship skills.	Handgun and required equipment.	Successfully demonstrate the skills.
ITOs			
3.1.	Demonstrate weapons and range safety.	Handgun and required equipment.	Apply weapon and range safety procedures throughout practice phases with instructor assistance per lesson plan.
3.2.	Demonstrate proper firing positions.	Handgun and required equipment.	Demonstrate ability to assume proper firing positions and properly use cover with instructor assistance per lesson plan.
3.3.	Return the handgun to holster while maintaining eye contact with target.	Handgun and required equipment.	Safely return handgun to holster and secure without moving eyes from target.
3.4.	Apply failure drills (head and pelvic).	Handgun and required equipment.	Apply/understand failure drills techniques.
3.5.	Apply multiple target engagement techniques.	Handgun and required equipment.	Prioritize and engage multiple targets.
4.	Perform Handgun BAT Course skills without assistance.	Handgun and required equipment.	Properly perform all required skills and achieve the minimum required score on the Handgun BAT Course without assistance.
ITOs			
4.1.	Apply weapon safety procedures.	Handgun and required equipment.	Apply weapon and range safety procedures throughout evaluation phases of course of fire without instructor assistance per lesson plan.
4.2.	Perform clearing, loading, reloading, charging, and	Handgun, ammunition, magazines, and ICE.	Perform clearing, loading, reloading,

	immediate/remedial action procedures.		charging and immediate/remedial action without instructor assistance per lesson plan.
4.3.	Achieve a qualifying score on evaluation phases of the BAT.	Handgun, ammunition, magazines, and ICE.	Qualify on all evaluation phases of the course of fire without instructor assistance per course of fire.
4.4.	Perform operator maintenance and function check of the rifle/carbine.	Handgun, magazines, night vision/aiming devices, and cleaning equipment.	Perform disassembly, cleaning, inspection, lubrication, assembly, and function check of the Handgun within 30-minutes and without instructor assistance per lesson plan.

Table 4.2. Handgun Firing Requirements, Handgun Basic Arms Training (BAT) Course.

ORDER	POSITION/DRILL	ROUNDS	TIME (Sec)	DISTANCE M/YDS	OBJ OBJ
1.	Standing Unsupported/Close Order Battle	6 (2, 3 shot strings)	3	1	LZ
2.	Standing Unsupported/Double Tap	4 (2, 2 shot strings)	5	7	LZ
3.	Standing Unsupported/Double Tap	6 (3, 2 shot strings)	10	7	LZ
4.	Standing Unsupported/Failure Drills	12 (4, 3 shot strings)	10	7	LZ / IZ
5.	Standing Unsupported/Multiple Target/Pelvic Area	16 (4, 4 shot strings)	10	7	LZ
6.	Standing Unsupported/Distance Shooting	6 (3, 2 shot strings)	6	15	LZ
		50 Total Rounds for Course			

Note: Time limits are for each string of fire and includes reloads (when needed).

4.3. Course Information.

4.3.1. Targets.

4.3.1.1. The preferred target for the BAT course is the Denver Police Training Target (DPTT) with a head target of approximately 4-inches, a center mass target of approximately 11-inches by 8-inches and a pelvic girdle of approximately 5-inches by 13-

inches as indicated at **Figure 4.1**. **Note:** The supported detachment is responsible for obtaining the DPTT and providing them to CATM for AFOSI qualification-training. **(T-2)** CATM sections are not required to purchase these targets.

Figure 4.1. DPTT Target.

4.3.1.2. If the DPTT is unavailable, utilize the Target Military “E,” kneeling silhouette target (NSN: 6920-00-600-6874) with a 10-inch Lethal Zone and a 6-inch Incapacitation Zone added. Before conducting firing on Handgun BAT, modify the Military "E" target or Military "E" target backer as follows. The circles drawn on the Military “E” target/backer are in chalk or a visible white marking. A 10-inch circle is drawn at the top of the target and centered with the top edge of the circle 13.25 inches from the top edge of target. In addition to the 10-inch circle, draw three 6-inch circles on the target. The first 6-inch circle is located approximately 3 ¾-inches from the top edge of the head of the target (facial area). The remaining two 6-inch circles are located as follows: one in the lower right pelvic region area and one in the lower left pelvic region area (circles in bottom right and bottom left corners of the target) as indicated in **Figure 4.2**.

Figure 4.2. Target Military “E” BAT Target.

4.3.2. Handgun BAT Evaluation Standards:

4.3.2.1. When firing with shoulder holsters, individuals are positioned on every other firing point. For other authorized users of these type holsters, CATM will include a

combination of classroom and range dry-fire training and evaluation on the proper techniques for drawing the weapon as outlined in DAFI 31-131.

4.3.2.2. Shooters will train and qualify with their authorized issued duty holster (from the Authorized SA/LW Accessories listing), whether the holster is part of their field gear or concealed wear. **(T-1)** The evaluation phase certifies individuals for holster use. Document qualification and holster type(s) in the remarks section of the DAF Form 522. Individuals live-fire with their primary holster, unless prohibited in DAFI 31-131.

4.3.3. Firing Stance and Position. The firing positions used is the standing position. Standing positions are basic stance in handgun shooting. These positions provide the shooter the least amount of stability but a high amount of mobility.

4.3.4. Handgun BAT Minimum Requirements for Qualification and Expert Status. A hit is awarded for each hit within the target area (i.e., head, center mass, or pelvic circles.). Shots that touch the line of the circle are counted as a hit. **Exception:** Any shot on the silhouette will count as a hit in Order 1.

4.3.4.1. Qualified: 35-hits (70%).

4.3.4.2. Expert: 45-hits (90%).

4.3.5. General Course Notes Handgun BAT.

4.3.5.1. For all orders, shooters will draw weapons with their strong hand and fire using a two-hand grip unless specified. **Warning:** Range personnel closely observe shooters during dry-fire and live-fire to ensure they properly control their weapon and do not allow the muzzle to point at themselves, others or in an unsafe direction.

4.3.5.2. There is no zeroing or practice order. Instructors should check bullet impact and discuss the adjusted aiming point method if the point of impact is substantially off and not caused by shooter error (e.g., jerking the trigger, flinching).

4.3.5.3. Start each order or string of fire with a round in the chamber. To ensure consistency, use the neutral stance (placing hands in belt buckle area) as a starting point for each shooter prior to drawing the weapon from the holster.

4.3.5.4. Shooters will wear attire to ensure concealment of the holstered weapon. Drawing from a concealed carry is mandatory. **(T-1)**

4.3.5.5. This course is specifically designed for shooters utilizing a belt holster. This course is just as effective for shooters using an approved “cross-draw” shoulder holster providing they undergo extensive practice with their shoulder holster. AFOSI personnel transitioning from a belt holster to a shoulder holster must meet the requirements outlined in AFOSIMAN 71-113-O, *Weapons, Arming, Search and Seizure, Apprehension, Arrest, and Use of Force*. Individuals authorized to use an approved “cross-draw” shoulder holster are not allowed to fire with shooters using “normal” hip type holsters. When firing with shoulder holsters, individuals are positioned on every other firing point.

4.3.5.6. Local AFOSI detachments provide CATM personnel AFOSI-authorized holsters, magazine pouches, and weapons as needed to allow CATM personnel to accomplish on-the-job training (OJT) training and qualification on the course of fire.

4.3.5.7. Range personnel double-check target placement from all firing positions to ensure that no damage to the facility or safety hazards will result from firing this course of fire as written. **(T-1)**

4.3.5.8. Unless the weapon is empty, once a shooter has completed an order/string of fire, the shooter remains on target and continues to scan until the command "CEASE FIRE" has been given or when the target is turned on edge.

4.3.5.9. Once the command "CEASE FIRE" has been given, or the target turns on edge, shooter will assess their targets and sweep the area for further threats before returning the weapon to their holster and securing with retention device (e.g., thumb break, loop, flap). This technique ensures shooters do not automatically take their weapons off target and holster without first ensuring the threat is eliminated. If the weapon is empty, shooters take cover as appropriate and conduct a reload or follow the instructions from the tower operator as appropriate.

4.3.5.10. When reloading or performing immediate action, shooters bring the weapon near eye level (weapon may be brought closer to the body as needed to accomplish these tasks). After reloading or completing immediate action, the shooter places the sights back on the target and follows the procedures at the beginning of this paragraph.

4.3.5.11. Shooters holster their weapon without looking at the holster; they should focus their view on the target while they are holstering (during support hand firing, shooters may glance quickly at holster during reloading). **Warning:** Instructors will ensure that shooters do not point the muzzle of their weapon at themselves, other personnel or in any unsafe direction when returning the handgun to the holster. **(T-1)**

4.3.5.12. Failure Drills (head): This technique is used when the two-shots to the body are stopped by body armor and/or do not stop the action that prompted the use of deadly force, and the third shot (failure drill) is fired into the unprotected head of the target. During the course, CATM personnel will ensure shooters use the following procedures to complete each order/string of fire that includes a three-shot failure drill. **(T-1)** After shooter's fire two-shots to the body, pause (1- to 2-seconds) to assess the target (with the weapon pointed at the target), and then fire the remaining round into the head of the target. This technique is used to train/condition shooters to determine if the threat has been eliminated by the body shots, before firing the head shot. Shooters are responsible for pausing between the second and third shot to pass the evaluation on this skill. CATM personnel will not interfere with shooters during live fire but will enforce shooters pausing after the two shots to the body to assess the threat before firing the final shot to the head between strings/orders of fire. **(T-1)** In a real-life scenario, the time it takes for a shooter to move from the chest/torso area to the head may be sufficient to determine if a head shot (failure drill) is needed; however, it is important that they learn the proper technique. **Note**: CATM instructors emphasize to shooters that firing a shot to the head is not automatic and this method is only used when the two-shots to the body fail to stop the threat that prompted the use of deadly force.

4.3.5.13. Failure Drills (pelvis): This technique is used when the two-shots to the body are stopped by body armor and the third and fourth shots (failure drills) are fired into the unprotected pelvic girdle of the target. Shooters and instructors use the same procedures outlined in **paragraph 4.3.5.12**.

4.3.5.14. Before starting live fire, load all three duty magazines to maximum capacity. Shooters using the G26 may need to retrieve an empty magazine during the course to have sufficient ammunition capacity available for the remainder of the course of fire. Shooters reload their weapon automatically when it is empty and without command from the tower operator or other instructors. Instructors should allow an opportunity after Order 4 to reload magazines to complete the remainder of the course.

4.3.5.15. Shooters begin each order of fire with the handgun holstered and the securing device fastened. The magazine/ammo pouch is fastened on all orders of fire. Shooters place the loaded spare magazine in the ammo pouch with the top of the magazine (exposed rounds) facing down into the pouch and the bullets of the rounds pointed forward.

4.3.5.16. Shooters clear their own stoppages throughout the course of fire. Ensure shooters keep weapons near eye level (to ensure target stays in view) while clearing all malfunctions, stoppages, or corrective actions (weapons may be brought closer to the body as needed to accomplish these tasks). Give pro-rated time to complete the order of fire if the shooter has, or is in the process of, successfully applying immediate or remedial action to clear the stoppage. The goal is for the shooter to understand why the stoppage occurred and to have the ability to correct the problem and continue firing.

4.3.5.17. This course of fire is shot with different weapons and magazine capacities; therefore, instructors may need to allow students to reload magazines between phases of fire. Instructors should use discretion with magazine loading to ensure the course of fire is adhered to, to the greatest extent possible.

4.3.6. Course Notes Handgun BAT.

4.3.6.1. Order 1 - Close Quarter Battle (CQB): This drill is used to evaluate a shooter's ability to draw their weapon in close quarters and engage a threat as quickly as possible. It is not intended to determine if a shooter can hit a target center mass without aiming the weapon. CATM sections that cannot place the target at 1-meter or move shooters to a position 1-meter from the target, may place the target no further then 7-meters from the firing line.

4.3.6.1.1. Shooters fire this order using a close quarter bent elbow position, with the strong hand only. Shooters place their support hand on their chest after drawing the weapon to prevent accidentally discharging the weapon into their hand or arm. The elbow of the shooting arm is bent and locked into the body just above the holster, with the wrist of the firing hand locked to eliminate flip and to maintain control of the weapon. The shooter should cant the weapon outward to prevent the slide from striking their body during recoil. Instructors emphasize that this is for safety during live-fire training only and in a real-world situation; they should use their support hand/arm to block the threat or create/maintain distance from the threat.

4.3.6.1.2. On the command of "FIRE" or on signal, shooters draw their weapon with the strong hand and engage the target with three-shots to center mass with a 3-second time limit, firing from the hip. After firing three-shots, shooters will take one step back to create distance and scan the area until the tower operator gives the command to holster their weapon. After recovering to the holster, shooters repeat this string of fire at the tower operator's command once for a total of six-rounds. Upon completion of

this order of fire, instructors will make the line safe and mark the six-shots on the target. During scoring, any shots on the silhouette (not necessarily in the 10-inch circle) will count for qualification.

4.3.6.2. Order 2 - Double Tap: This drill is intended to evaluate a shooter's ability to draw their weapon and engage their target while aiming the weapons.

4.3.6.2.1. On the command of, "FIRE" or on signal, shooters draw their weapon and fire two-rounds into the center circle of the target with a 5-second time limit.

4.3.6.2.2. After recovering to the holster shooters repeat this string of fire once at the tower operator's command for a total of four-rounds.

4.3.6.3. Order 3 - Double Tap: This order of fire evaluates the shooter's proficiency at engaging a close-range threat with two rapid-fired shots with the need to reload between shots. The tower operator and instructors will not inform the shooters that a reload may be required. **(T-1)**

4.3.6.3.1. With target placed between 5- to 7-meters from the firing line, on the fire command or signal, shooters draw their weapon and fire two-rounds into the center circle of the target with a 10-second time limit. Shooters reload when the magazine is empty, then place their sights back on the target and finish the string of fire.

4.3.6.3.2. After recovering to the holster shooters repeat this string of fire twice at the tower operator's command for a total of six-rounds.

4.3.6.4. Order 4 - Failure Drills (Head): This drill is intended to evaluate a shooter's ability to engage the threat with two rapid-fired shots to center mass and then transition to a single shot to the head when the threat is not eliminated. Instructors stress that failure drills are only utilized if the agent determines that the double tap to the thoracic cavity (center of mass) failed to stop the action. Failure drills are not designed to replace the approved center of mass firing. Shooters pause after the double tap and analyze the threat to determine if the action that prompted deadly force has been stopped by the thoracic cavity shots.

4.3.6.4.1. With the target placed 5- to 7-meters from the firing line, on the fire command or signal, shooters draw their weapon, fire two-rounds into the center circle of the target, transition their aiming point to the circle in the head of the target, assess the threat and fire one-round into the head, with a 10-second time limit to fire all three-rounds.

4.3.6.4.2. After recovering to the holster shooters will repeat this string of fire three times at the tower operator's command for a total of 12-rounds fired.

4.3.6.5. Order 5 - Multiple Target (Pelvic Area): This is not a drill to shoot specific body extremities but rather a way to evaluate a shooter's ability to engage multiple targets utilizing the same target.

4.3.6.5.1. With the target placed between 5- to 7-meters from the firing line, on the fire command or signal, shooters draw their weapon and fire two-rounds into the center circle of the target and two-rounds into either pelvic area, with a 10-second time limit to fire four-rounds.

4.3.6.5.2. After recovering to the holster, shooters repeat this string of fire three times at the tower operator's command for a total of 16-rounds. **Note:** All shooters will conduct a reload during this order of fire. The timing of reloads is dependent on the weapon being used and the magazine capacity.

4.3.6.6. Order 6 - Distance Shooting: This order of fire evaluates a shooter's ability to engage a target from a distance.

4.3.6.6.1. With the target placed at 15-meters from the firing line, on the fire command or signal, shooters draw their weapon and fire two-rounds into the center circle of the target, with a 6-second time lime to fire two-rounds.

4.3.6.6.2. After recovering to the holster, shooters repeat this string of fire two times at the tower operator's command for a total of six-rounds fired.

Chapter 5

SHOTGUN TRAINING PROGRAM

5.1. Shotgun AFQC. This course provides personnel with the minimum training required for qualification with a shotgun to include lethal and non-lethal munitions or as determined by AF/A4SO.

5.2. Training Objectives. Students with a shotgun arming requirement will qualify on Phase I and II, as a minimum, as outlined in **Table 5.2** **(T-1)** Personnel identified by their unit commander or a deployment tasking to be armed with non-lethal munitions must be initially qualified on Phase I and II and fire the non-lethal phases (Phase III and IV) as outlined in **Table 5.2** **(T-1)** Students who fire the non-lethal phases should fire all portions in one day. Non-lethal qualification training is documented as a separate qualification in ARIS and expires on the original AFQC (Phase I and II) expiration date. Enter non-lethal qualification as "AFQC Non-Lethal (N/L)" in the course block. Annotate the type of non-lethal rounds (e.g., Fin Stabilized, Crowd Dispersal) the individual qualified with in the remarks section of the DAF Form 522.

5.2.1. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 5.1** for successful completion of this course. **(T-1)** Students must successfully complete both non-lethal phases of the AFQC for each type of non-lethal ammunition with which they will be armed. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

5.2.1.1. Shooters must meet objectives 1.1 through 1.5 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

5.2.1.2. Shooters must meet objectives 2.1 through 2.4 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

5.2.1.3. Shooters must perform objectives 3.1 through 3.2 on the range. **(T-1)** These objectives must be completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live fire training.

5.2.1.4. Shooters must perform objectives 4.1 through 4.5 without instructor assistance. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

5.2.1.5. Shooters must perform objectives 5.1 through 5.3 without instructor assistance. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified with non-lethal munitions. **(T-1)**

5.2.1.6. Approximate training times for this program are:

5.2.1.6.1. Initial and recurring – three to four hours.

5.2.1.6.2. Remedial – as required.

5.2.1.7. Course Ammunition: 12-gauge, "00" Buckshot or Frangible (nine pellets) and or DAF approved 12-gauge, non-lethal rounds. Personnel qualifying to carry non-lethal rounds may be qualified on the 12-Gauge, Crowd Dispersal Cartridge (M1013) and or Point Fin Stabilized (M1012).

5.2.1.7.1. Conduct all firing on Phases I and II with "00" buckshot or frangible ammunition (9 pellets).

5.2.1.7.2. Conduct all firing on Phases III and IV with the type(s) of non-lethal round(s) with which the shooters are to be armed.

5.2.2. It is not a requirement for CATM personnel to attend the Inter Service Non-Lethal Individual Weapon Instructor Course (INIWIC); therefore, CATM is only required to be certified and qualify with the non-lethal munitions to conduct training. **Note:** All personnel qualifying on the shotgun must be able to identify non-lethal munitions, even if they are not qualifying with these rounds. **(T-1)**

Table 5.1. Shotgun Training Objectives/Intermediate Training Objectives.

	Objective	**Condition/Given**	**Standard**
1.	Operate shotgun.	Shotgun and required equipment.	Operate shotgun.
ITOs			
1.1.	Load shotgun.	Shotgun and required equipment.	Load two rounds: one in chamber, one in magazine.
1.2.	Unload/clear shotgun.	Shotgun loaded with dummy ammunition.	Unload/clear shotgun.
1.3.	Reload shotgun.	Empty shotgun.	Reload shotgun.
1.4.	Perform function check.	Cleared shotgun.	Perform function check.
1.5.	Apply immediate and remedial actions.	Shotgun, dummy ammunition and required equipment.	Apply actions.
2.	Apply shooting fundamentals.	Shotgun and required equipment.	Apply fundamentals to demonstrate ability to consistently place shots on target.
ITOs			
2.1.	Demonstrate positions and techniques of holding shotgun.	Shotgun and required equipment.	Demonstrate correct firing position techniques to properly hold shotgun.
2.2.	Apply aiming techniques.	Shotgun and required equipment.	Obtain correct sight alignment/picture.

	Objective	Condition/Given	Standard
2.3.	Apply effective trigger control.	Shotgun and required equipment.	Apply trigger control without disturbing sight alignment/picture.
2.4.	Apply effective follow-through/recovery techniques.	Shotgun and required equipment.	Apply/understand techniques to place more than one shot in vital target area.
3.	Meet/exceed minimum score.	Shotgun and required equipment.	Qualify on AFQC.
ITOs			
3.1.	Fire teaching phase.	Shotgun and required equipment.	Demonstrate effective shooting ability from all positions.
3.2.	Qualify on AFQC evaluation phase.	Shotgun and required equipment.	Qualify on appropriate course of fire.
4.	Perform operator maintenance.	Shotgun and required equipment.	Clean, inspect, lubricate, and function check shotgun.
ITOs			
4.1.	Disassemble shotgun.	Shotgun and required equipment.	Disassemble to authorized level.
4.2.	Clean/inspect shotgun.	Shotgun and proper cleaning equipment.	Clean and inspect shotgun.
4.3.	Lubricate shotgun.	Shotgun and required equipment.	Lubricate shotgun.
4.4.	Assemble shotgun.	Disassembled shotgun.	Assemble shotgun.
4.5.	Perform function check.	Shotgun and required equipment.	Function check shotgun.
5.	Meet/exceed minimum AFQC non-lethal qualifying score. **Note:** These objectives and ITOs are only required for personnel qualifying on non-lethal munitions.	Shotgun and required equipment.	Qualify on AFQC non-lethal evaluation phase.
ITOs			
5.1.	Understand proper aiming point on personnel targets to minimize the possibility of causing lethal damage and the optimum and minimum	Shotgun and human target for reference.	Explain where to aim on personnel targets and at what ranges to employ non-lethal rounds.

	Objective	Condition/Given	Standard
	distances to engage personnel with each type of approved round.		
5.2.	Fire non-lethal practice phase.	Shotgun, non-lethal ammunition, and individual combat equipment.	Demonstrate effective shooting ability from all positions.
5.3.	Qualify on AFQC non-lethal evaluation phase.	Shotgun, non-lethal ammunition, and individual combat equipment.	Qualify on appropriate course of fire.

Table 5.2. Shotgun AFQC.

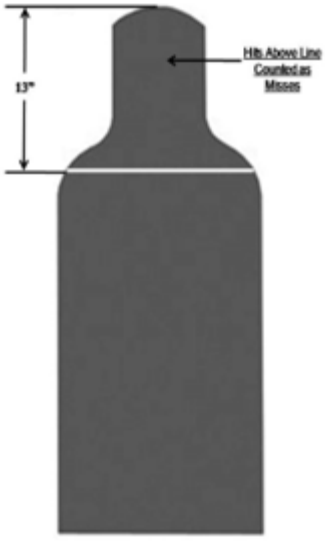
ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
Phase I: Practice					
1.	Standing	1	10	25	E
2.	Strong Side Barricade	2	10	25	E
3.	Over Barricade	2	10	25	E
		5 Total Rounds			
Phase II: Evaluation					
1.	Standing	1	10	25	E
2.	Strong Side Barricade	2	10	25	E
3.	Over Barricade	2	10	25	E
		5 Total Rounds			
		10 Total Rounds for Lethal Qualification			
Phase III: Non-lethal Practice					
1.	Standing	2	10	10	E
2.	Strong Side Barricade	2	10	10	E
3.	Over Barricade	1	10	10	E
		5 Total Rounds			
Phase IV: Non-lethal Evaluation					
1.	Standing	2	10	10	E
2.	Strong Side Barricade	2	10	10	E
3.	Over Barricade	1	10	10	E
		5 Total Rounds			
		10 Total Rounds for Non-lethal Qualification			

5.3. Course Information.

5.3.1. Target. Military "E" target facer (NSN: 6920-00-600-6874) as shown in **Figure 5.1**. For non-lethal phases, draw a chalk line across the width of the target, 13-inches down from the top of the head of the target and parallel to the bottom of the target as depicted in **Figure 5.2**. Hits on or above the line are counted as misses during non-lethal phases. **Note:** Targets for non-lethal phases are placed 10-meters/yards from the firing line

Figure 5.1. Military "E" Target.

Figure 5.2. Shotgun Non-Lethal Target.



5.3.2. Shotgun Firing Stances and Positions. Standing positions provide the shooter with the least amount of stability but a high amount of mobility. Standing positions can be supported or unsupported.

5.3.3. Minimum Requirements for Qualification.

5.3.3.1. Phase II – Qualified: 25 hits out of a possible score of 45.

5.3.3.2. Phase IV (M-1013, 12-gauge, Crowd Dispersal Cartridge) - Qualified: 63 hits out of a possible 90 and or Phase IV (M-1012, 12-gauge, Fin-Stabilized Cartridge) - Qualified: 3 hits out of a possible 5.

5.3.4. General Course Notes:

5.3.4.1. Shooters who run out of time due to failures not caused by improper weapons handling are considered "alibis" and instructors pro-rate time to allow them to complete the string of fire.

5.3.4.2. Shooters only receive additional time to complete firing if they properly applied immediate action procedures. If the shooter failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining rounds for the order of fire are counted as misses.

5.3.4.3. Begin each order and string of fire with the shotgun loaded as directed in DAFMAN 31-131 V3. Start standing orders of fire with the shotgun at a low ready position and the safety on. The shotgun is not to touch or rest on the barricade.

5.3.4.4. During training, shotguns may be equipped with removable (slide on) recoil pads.

5.3.4.5. Before live firing, students are given an opportunity to practice assuming each position and establishing proper grip/technique. Afford sufficient time for instructors to observe, coach and evaluate each student. This may be accomplished on the firing line prior to firing Phase I or in the classroom during the second period.

5.3.4.6. Repair or replace all targets after the practice order.

5.3.5. Course Notes:

5.3.5.1. Phase I – Practice.

5.3.5.1.1. Order 1 - Standing Unsupported Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

5.3.5.1.1.1. Shooters begin with one-round in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one-round into the magazine from their ammo pouch.

5.3.5.1.1.2. On the command "FIRE," shooters chamber a round, take aim, place the weapon on FIRE, and engage the target with one-round in 10-seconds. While this is a practice phase and the time limit is not for score, instructors should ensure shooters are meeting the time limits to prepare for the qualification phase. Instructors and shooters will analyze targets and mark hits after each order of fire.

5.3.5.1.2. Order 2 - Strong Side Barricade Supported Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

5.3.5.1.2.1. Shooters begin with two rounds in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load two-rounds into the magazine from their ammo pouch.

5.3.5.1.2.2. On the command "FIRE," shooters chamber a round, take aim, place the weapon on FIRE, and engage the target with two-rounds in 10-seconds. While this is a practice phase and the time limit is not for score, instructors should ensure shooters are meeting the time limits to prepare for the qualification phase. Instructors and shooters will analyze targets and mark hits after each order of fire.

5.3.5.1.3. Order 3 - Over Barricade Supported Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

5.3.5.1.3.1. Shooters begin with two rounds in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load two-rounds into the magazine from their ammo pouch.

5.3.5.1.3.2. On the command "FIRE," shooters chamber a round, take aim, place the weapon on FIRE, and engage the target with two-rounds in 10-seconds. While this is a practice phase and the time limit is not for score, instructors should ensure shooters are meeting the time limits to prepare for the qualification phase. Once complete, shooters assume the strong side barricade position. Instructors and shooters will analyze targets and mark hits after each order of fire.

5.3.5.2. Phase II – Evaluation.

5.3.5.2.1. Order 1 - Standing Unsupported Evaluation: Shooters begin with five rounds in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load five rounds into the magazine from their ammo pouch. On the command "FIRE," shooters chamber a round, take aim, place the weapon on FIRE, and engage the target with one-round in 10-seconds.

5.3.5.2.2. Order 2 - Strong Side Barricade Supported Evaluation: Shooters begin with four rounds in their weapon from the previous order. Shooters assume the strong side barricade supported position. On the command "FIRE," shooters chamber a round, take aim, place the weapon on FIRE, and engage the target with two-rounds in 10-seconds.

5.3.5.2.3. Order 3 - Over Barricade Supported Evaluation: Shooters begin with two-rounds in their weapon from the previous order. Shooters assume the over barricade position. On the command "FIRE," shooters chamber a round, take aim, place the weapon on FIRE, and engage the target with two-rounds in 10-seconds. After completion of this order of fire, instructors make the line safe, mark hits and score targets.

5.3.5.3. Phase III, Non-Lethal Practice. Students fire five-rounds at a 10-meter “E” silhouette target during the practice order of fire.

5.3.5.3.1. Order 1 - Standing Unsupported Evaluation: Students fire two-rounds from the standing position. Instructors analyze and mark hits on targets.

5.3.5.3.2. Order 2 - Strong Side Barricade Supported Evaluation: Students fire two-rounds from the strong side barricade position. After completion of firing, instructors analyze and mark hits.

5.3.5.3.3. Order 3 - Over Barricade Supported Evaluation: Students fire one-round from the over barricade position and students/instructors reface or mark hits on targets after firing is complete.

5.3.5.4. Phase IV, Non-Lethal Evaluation. Students fire five-rounds at a 10-meter “E” silhouette target during the practice order of fire. Students repeat the orders fired in Phase III, Non-Lethal Practice, for evaluation. Instructors do not mark targets after each order and students fire each order after completion of the previous order as directed by the tower operator. Shooters and instructors do not analyze targets until completion of all orders of fire.

Chapter 6

40MM GRENADE LAUNCHER TRAINING PROGRAM

Section 6A—M320A1 (Mounted) Grenade Launcher (GL) Air Force Qualification Course (AFQC)

6.1. Grenade Launcher Air Force Qualification Course (AFQC). This course provides personnel with the minimum training required for qualification with a M320A1 mounted to a host weapon or as determined by AF/A4SO. The course includes limited visibility and engaging targets with lethal and non-lethal munitions.

6.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 6.1** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

6.2.1. Shooters must meet objectives 1.1 through 1.5 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

6.2.2. Shooters must meet objectives 2.1 through 2.4 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

6.2.3. Shooters must perform objectives 3.1 through 3.2 on the range. **(T-1)** These objectives must be completed for shooters to move to the qualification phase of this course. **(T-1)** If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live fire training.

6.2.4. Shooters must perform objectives 4.1 through 4.5 without instructor assistance. **(T-1)** Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

6.2.5. Shooters must perform objectives 5.1 through 5.3 without instructor assistance. **(T-1)**. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1) Note:** These objectives are only required for personnel identified by their commander to be armed with non-lethal munitions.

6.2.6. Approximate training times are:

6.2.6.1. Initial and recurring – five to six hours.

6.2.6.2. Remedial – as required.

6.2.7. Course Ammunition: 40mm Training Practice and or approved 40mm, non-lethal rounds such as the 40mm, Sponge Grenade (M1006) and or the Crowd Dispersal Cartridge (M1029).

6.2.8. Individuals complete each order of fire using the sights with which they will be armed. The preferred sight for the M320A1 is the ballistic sight module (BSM) which includes a miniature red dot sight (BSM-MRDS) and an infrared aiming laser (BSM-IR-L) and the

secondary sight is the mechanical leaf sight. **Note:** The BSM is being replaced by the grenadier sighting system (GSS) which includes a reflex optical sight with integral back up iron sights, near infrared (NIR) aiming laser engagement for night engagements, NIR illuminator for increased detection and recognition at night.

Table 6.1. Grenade Launcher Training Objectives/Intermediate Training Objectives.

	Objective	**Condition/Given**	**Standard**
1.	Operate GL.	M320A1 and required equipment.	Operate GL.
ITOs			
1.1.	Load GL.	M320A1 and required equipment.	Load GL with one round.
1.2.	Unload/clear GL.	M320A1 and required equipment.	Unload/clear GL.
1.3.	Reload GL.	M320A1 and required equipment.	Reload GL.
1.4.	Perform function check.	M320A1 and required equipment.	Perform function check.
1.5.	Apply immediate and remedial actions.	M320A1 and required equipment.	Apply immediate action procedures.
2.	Apply shooting fundamentals.	M320A1 and required equipment.	Apply fundamentals to demonstrate ability to consistently place shots on target.
ITOs			
2.1.	Demonstrate positions and techniques of holding GL.	M320A1 and required equipment.	Demonstrate correct firing positions and techniques to properly hold GL.
2.2.	Apply aiming techniques.	M320A1 and required equipment.	Obtain correct sight alignment/picture.
2.3.	Apply effective trigger control.	M320A1 and required equipment.	Apply trigger control without disturbing sight alignment/picture.
2.4.	Apply effective follow-through/recovery techniques.	M320A1 and required equipment.	Apply/understand techniques to place more than one shot in vital target area.
3.	Meet/exceed minimum score.	M320A1 and required equipment.	Qualify on AFQC.
ITOs			
3.1.	Fire practice phases.	M320A1 and required equipment.	Demonstrate effective shooting ability from all positions.

	Objective	Condition/Given	Standard
3.2.	Qualify on AFQC evaluation phases.	M320A1 and required equipment.	Qualify on appropriate course of fire.
4.	Perform operator maintenance.	M320A1 and required equipment.	Clean, inspect, lubricate, and function check GL.
ITOs			
4.1.	Disassemble GL.	M320A1 and required equipment.	Disassemble to authorized level.
4.2.	Clean/inspect GL.	M320A1 and required equipment.	Properly clean/inspect GL.
4.3.	Lubricate GL.	M320A1 and required equipment.	Lubricate GL.
4.4.	Assemble GL.	M320A1 and required equipment.	Assemble GL.
4.5.	Perform function check.	M320A1 and required equipment.	Function check GL.
5.	Qualify on AFQC non-lethal evaluation phase.	GL, non-lethal ammunition, and individual combat equipment.	Qualify on AFQC non-lethal evaluation phase.
ITOs			
5.1.	Understand proper aiming point on personnel targets to minimize the possibility of causing lethal damage and the optimum and minimum distances to engage personnel with each type of approved round.	GL and human target for reference.	Explain where to aim on personnel targets and at what ranges to employ non-lethal rounds.
5.2.	Fire non-lethal practice phase.	GL, non-lethal ammunition, and individual combat equipment.	Demonstrate effective shooting ability from all positions.
5.3.	Qualify on AFQC non-lethal evaluation phase.	GL, non-lethal ammunition, and individual combat equipment.	Qualify on appropriate course of fire.

Table 6.2. Grenade Launcher, AFQC.

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	SIGHTS
TABLE I: GRENADE LAUNCHER DAY FIRE					
Phase I: Zero and Practice					
1.	Prone Supported	2	N/A	200	BSM-MRDS
2.	Prone Supported	2	N/A	200	BSM-MRDS
3.	Kneeling Supported	1	40	135 - 150	BSM-MRDS

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	SIGHTS
4.	Prone Supported	1	40	200 - 300	BSM-MRDS
			6 Total Rounds		
Phase II: Evaluation (Standard: Qualified 3 total hits; 1 hit per target)					
1.	Kneeling Supported	2	80	90 - 115	BSM-MRDS
2.	Kneeling Supported	2	80	135 - 150	BSM-MRDS
3.	Prone Supported	2	80	200 - 300	BSM-MRDS
			6 Total Rounds		
			12 Total Rounds for Phase I and II		
TABLE II: GRENADE LAUNCHER LIMITED VISIBILITY					
Phase I: Practice					
1.	Kneeling Supported	2	80	90 - 115	BSM-IR-L
2.	Kneeling Supported	2	80	135 - 150	BSM-IR-L
			4 Total Rounds		
Phase II: Evaluation (Standard: Qualified 2 total hits; 1 hit per target)					
1.	Kneeling Supported	2	80	90 - 115	BSM-IR-L
2.	Kneeling Supported	2	80	135 - 150	BSM-IR-L
			4 Total Rounds		
			8 Total Rounds for Phase I and II		
			20 Total Rounds for TABLE I and TABLE II		
TABLE III: NON-LETHAL QUALIFICATION (use Military "E" modified as outlined in **paragraph 6.3.1.6**. for entire table)					
Phase I: Practice					
1.	Standing	1	1	15	Carbine sights or BSM-MRDS
2.	Kneeling Unsupported	1	1	15	Carbine sights or BSM-MRDS
3.	Standing	1	1	25	Carbine sights or BSM-MRDS
4.	Kneeling Supported	2	2	25	Carbine sights or BSM-MRDS
			5 Total Rounds		
Phase II: Evaluation (Standards: M1006 Sponge Grenade – Qualified, 3 targets hit [successfully engaged] out of 5; M1029 Crowd Dispersal Cartridge – Qualified, 3 targets hit [successfully engaged] out of 5)					
1.	Standing	1	1	15	Carbine sights or BSM-MRDS
2.	Kneeling Unsupported	1	1	15	Carbine sights or BSM-MRDS

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	SIGHTS
3.	Standing	1	1	25	Carbine sights or BSM-MRDS
4.	Kneeling Supported	2	2	25	Rifle/Carbine sights or BSM-MRDS
5 Total Rounds					
10 Total Rounds for Table III (per non-lethal type)					
30 Total Rounds for Course, Tables I - III (20, 40mm practice and 10, 40mm non-lethal)					

6.3. Course Information, Grenade Launcher AFQC.

6.3.1. Targets:

6.3.1.1. The zero panel should be 2-meters by 2-meters (6 feet x 6 feet). Place this target at 200-meters. **Note:** If the range is constructed with 150-meter zero targets, these may be used instead of reconfiguring the range.

6.3.1.2. Point target, 1-meter by 1.5-meters (vertical), one-meter off the ground, at 90- to 115-meters from the firing line.

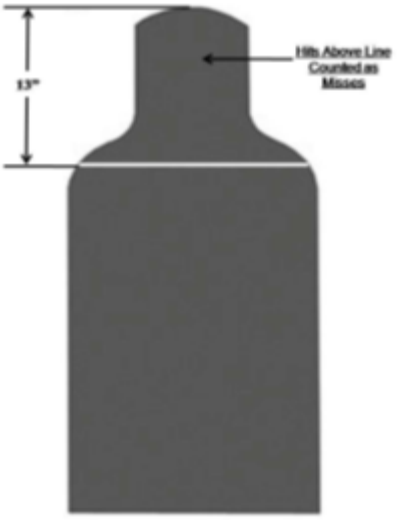
6.3.1.3. Point target, 1.5-meters by 1.5-meters, .5 meter off the ground, at 135- to 150-meters from the firing line.

6.3.1.4. Area target, vehicle, or 55-gallon drums, "E" targets, etc. grouped together covering an area of 5- to 10-meters in circumference, 200- to 300-meters from the firing line.

6.3.1.5. Targets are the same for Tables I and II, regardless of sights used.

6.3.1.6. For Table III, Non-Lethal Qualification, use the Military “E” target facer (NSN: 6920-00-600-6874) and Military “E” target backer (NSN: 6920-00-795-1806) or suitable substitute. Prior to training draw a chalk line across the width of the target; 13-inches down from the top of the head of the target and parallel to the bottom of the target as depicted in **Figure 6.1**. Hits on or above the line are counted as misses during training.

Figure 6.1. Grenade Launcher Non-Lethal Target.



6.3.2. Evaluation Standards:

6.3.2.1. Shooters do not touch or rest the grenade launcher on the support. Students and instructors ensure the rifle/carbine sling does not hang in front of launcher barrel and the muzzle is not behind (blocked) by the sandbags or log wall.

6.3.2.2. When possible, shooters should fire using the peer coach method. They should work together on range determination; sight adjustments, lateral distance measurements, sensing and adjusted aiming point method of firing.

6.3.2.3. Instructors teach shooters, as needed during zero and practice phases. Instructors correct safety infractions and supervise immediate action procedures if stoppages occur. Shooters keep the weapon at eye level (or approximate) during these procedures to ensure their target remains within view.

6.3.2.4. Before firing from a new position, shooters are given an opportunity to practice assuming the position, acquiring sights and dry-firing from each position. Afford sufficient time for instructors to observe, coach and evaluate each student. Instructors evaluate the student's ability to effectively apply marksmanship fundamentals during the evaluation phases of the course.

6.3.2.5. Shooters clear their own stoppages under instructor supervision during live-fire. Instructors should stop the time and supervise student actions. The instructor then resumes the time limit once the student has properly performed immediate action. The instructor may give the student additional time to complete the order of fire if the student has, or is in the process of, successfully applying immediate or remedial action to clear the stoppage. The goal is for the student to understand why the stoppage occurred and to have the ability to correct the problem and continue firing.

6.3.2.6. Throughout the course of fire, shooters are required to determine target distance, adjust sights, acquire the target, engage the target, reload, reacquire the target, and re-engage within the allocated time limit. The allotted time will start after the student is in the ready position and once the command of “fire” is given. Shooters use approved grenade launcher vests or Modular Lightweight Load-carrying Equipment (MOLLE) pouches to

conduct reloads. During practice phases, if the student does not fire all the required rounds within the time limit, they are allowed to fire them after the time limit, on the instructor's command. During evaluation phases, if the student fails to fire all the required rounds within the time limit, the remaining rounds are counted as misses.

6.3.2.7. Begin each order and string of fire with the grenade launcher loaded per DAFMAN 31-131 V3.

6.3.3. Firing Stances and Positions. The firing positions used are from the standing, kneeling and prone positions. During practice or evaluation, shooters may use any variation of the kneeling position, unless specified.

6.3.3.1. Standing Position. The standing positions provide the shooter with the least amount of stability but a high amount of mobility. Standing positions can be supported or unsupported. The standing unsupported position is used in this course.

6.3.3.2. Kneeling Positions. Kneeling positions provide the shooter with added stability at the cost of mobility. The high kneeling position**,** low kneeling**,** and the double kneeling position may be used.

6.3.3.3. Prone Position. The prone supported position provides the shooter with the most stability at the high cost of little to no mobility. The prone supported position is used in this course.

6.3.4. Minimum Requirements for Qualification.

6.3.4.1. Table I, Phase II, Grenade Launcher Day Fire. Qualified: 3 hits, one hit per target to qualify. A hit is any round directly striking a point target or a round striking within 5-meters of the center aiming point of the area target.

6.3.4.2. Table II, Phase II, Grenade Launcher Limited Visibility Fire. Qualified: 2-hits, one hit per target to qualify. A hit is any round directly striking a point target. **Note:** Instructors should utilize night vision devices to aid in visual confirmation of hits. If conditions prevent the instructor from obtaining visual confirmation of hits, the student is given the benefit of doubt, based on the instructor's determination of proper application of fundamentals.

6.3.4.3. Table III, Phase II, Non-lethal Training, (M1006 Sponge Grenade) - Qualified: 3 targets hit, out of 5 and or (M1029 Crowd Dispersal Cartridge) - Qualified: 3 targets hit out of 5 on the Military "E" target. Rounds impacting above the neckline to include hits on the head are considered a miss.

6.3.4.4. Each phase of instruction identifies what target is required for that specific phase or order of fire and is outlined in **Table 6.1**.

6.3.5. Course Notes.

6.3.5.1. TABLE I: GRENADE LAUNCHER DAY FIRE.

6.3.5.1.1. Phase I: Zero and Practice.

6.3.5.1.1.1. Order 1: Prone Supported Practice. Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and

make corrections until each shooter achieves a solid firing position.

6.3.5.1.1.1.1. Shooters begin with two rounds loaded in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone supported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.3.5.1.1.1.2. On the command "FIRE," shooters take aim using the quadrant sight, place the weapon on FIRE, and engage the 200-meter target with one round. On the firing line instructor's command, shooters will reload and fire one additional round at the 200-meter target for a total of two-rounds fired. There is no time limit for this order of fire. Instructors give shooters sight correction information or adjusted aiming point based on point of impact.

6.3.5.1.1.2. Order 2: Prone Supported Practice. Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

6.3.5.1.1.2.1. Shooters begin with two rounds loaded in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone supported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.3.5.1.1.2.2. On the command "FIRE," shooters take aim using the leaf sight, place the weapon on FIRE, and engage the 200-meter target with one round. On the firing line instructor's command, shooters will reload and fire one additional round at the 200-meter target for a total of two rounds fired. There is no time limit for this order of fire. Instructors will give shooters sight correction information or adjusted aiming point based on point of impact.

6.3.5.1.1.3. Order 3: Kneeling Supported Practice. Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

6.3.5.1.1.3.1. Shooters begin with one round in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.3.5.1.1.3.2. On the command "FIRE," shooters take aim using either the quadrant or the leaf sight, place the weapon on FIRE, and engage the 135 – 150-meter target with one round in 40-seconds. Even though this is a practice phase, and time does not count towards qualification, shooters should strive to meet the time limit to prepare for evaluation phases.

6.3.5.1.1.4. Order 4: Prone Supported Practice. Prior to loading weapons or

attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

6.3.5.1.1.4.1. Shooters begin with one round in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.3.5.1.1.4.2. On the command "FIRE," shooters take aim using the quadrant sight, place the weapon on FIRE, and engage the 200 – 300-meter target with one round in 40-seconds. Even though this is a practice phase, and time does not count towards qualification, shooters should strive to meet the time limit to prepare for evaluation phases.

6.3.5.1.2. Phase II – Evaluation.

6.3.5.1.2.1. Order 1: Kneeling Supported Evaluation. Shooters begin with two-rounds loaded in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position.

6.3.5.1.2.1.1. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.3.5.1.2.1.2. On the command "FIRE," shooters take aim using the leaf sight, place the weapon on FIRE, and engage the 90 – 115-meter target with one round. Shooters will then reload with one round and repeat the order for a total of two rounds fired in 80-seconds.

6.3.5.1.2.2. Order 2: Kneeling Supported Evaluation. Shooters begin with two rounds loaded in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position.

6.3.5.1.2.2.1. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.3.5.1.2.2.2. On the command "FIRE," shooters take aim using the quadrant sight, place the weapon on FIRE, and engage the 135 – 150-meter target with one round. Shooters will then reload with one round and repeat the order for a total of two rounds fired in 80-seconds.

6.3.5.1.2.3. Order 3: Prone Supported Evaluation. Shooters begin with two rounds loaded in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone supported position.

6.3.5.1.2.3.1. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.3.5.1.2.3.2. On the command "FIRE," shooters take aim using the quadrant

sight, place the weapon on FIRE, and engage the 200 – 300-meter target with one round. Shooters will then reload with one round and repeat the order for a total of two rounds fired.

6.3.5.2. TABLE II: GRENADE LAUNCHER LIMITED VISIBILITY FIRE.

6.3.5.2.1. Phase I: Practice.

6.3.5.2.1.1. Order 1: Kneeling Supported Practice. Shooters begin with two rounds in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone supported position.

6.3.5.2.1.1.1. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.3.5.2.1.1.2. On the command "FIRE," shooters take aim using the leaf sight, place the weapon on FIRE, and engage the 90 – 115-meter target with one round. Shooters will then reload with one round and repeat the order for a total of two rounds fired in 80-seconds.

6.3.5.2.1.2. Order 2: Kneeling Supported Practice. Shooters begin with two rounds in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone supported position.

6.3.5.2.1.2.1. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.3.5.2.1.2.2. On the command "FIRE," shooters take aim using the leaf sight, place the weapon on FIRE, and engage the 135 – 150-meter target with one round. Shooters will then reload with one round and repeat the order for a total of two rounds fired in 80-seconds.

6.3.5.2.2. Phase II – Evaluation.

6.3.5.2.2.1. Order 1: Kneeling Supported Evaluation. Shooters begin with two rounds loaded in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position.

6.3.5.2.2.1.1. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.3.5.2.2.1.2. On the command "FIRE," shooters take aim using the leaf sight, place the weapon on FIRE, and engage the 90 – 115-meter target with one round. Shooters will then reload with one round and repeat the order for a total of two rounds fired in 80-seconds.

6.3.5.2.2.2. Order 2: Kneeling Supported Evaluation. Shooters begin with two rounds loaded in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position.

6.3.5.2.2.2.1. On the command “LOAD,” shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.3.5.2.2.2.2. On the command “FIRE,” shooters take aim using the quadrant sight, place the weapon on FIRE, and engage the 135 – 150-meter target with one round. Shooters will then reload with one round and repeat the order for a total of two rounds fired in 80 seconds.

6.3.5.3. TABLE III: NON-LETHAL QUALIFICATION.

6.3.5.3.1. Non-lethal training is in addition to AFQC. Personnel identified by their unit commander to be armed with non-lethal munitions must initially qualify on Tables I and II of the AFQC and then fire Table III. **(T-1)** Designated students should fire the non-lethal phases all in one day. Students wear issued ICE, during all the non-lethal phases of fire. CATM personnel documents non-lethal qualification training as a separate qualification in ARIS. This qualification expires on the original AFQC expiration date (Tables I and II) and individuals must be qualified on Tables I and II (Table II if needed) to maintain non-lethal qualification. **(T-1)** Instructors enter non-lethal qualification as AFQC N/L in the course block. **Note:** It is not a requirement for CATM personnel to attend the INIWIC; therefore, CATM instructors are only required to be certified and qualify with the non-lethal ammunition to conduct training.

6.3.5.3.2. Phase I, Non-Lethal Practice. Before firing Practice Phase I, draw a line using chalk or a white grease pencil 13-inches from the top of the head of the Military “E” target facer that runs parallel with the bottom of the target as depicted in **Figure 6.1**. The shooter uses the line to identify an unauthorized aiming point. Students fire a total of 5-rounds at a Military “E” silhouette target.

6.3.5.3.2.1. In Order 1, students fire 1-round from the standing position at a 15-meter “E” silhouette target.

6.3.5.3.2.2. In Order 2, students fire 1-round from the kneeling unsupported position at a 15-meter “E” silhouette target. After completion of firing, instructors/students analyze targets, mark hits, and move targets to 25-meters.

6.3.5.3.2.3. In Order 3, students fire 1-round from the standing position at a 25-meter “E” silhouette target.

6.3.5.3.2.4. In Order 4, students fire 2-rounds from the kneeling supported position at a 25-meter “E” silhouette target. After completion of firing, instructors and students analyze targets, mark hits, and reface targets.

6.3.5.3.3. Phase II, Non-Lethal Evaluation. Before firing the evaluation Phase II, draw a line using chalk or white grease pencil 13-inches from the top of the head of the Military “E” target facer that runs parallel with the bottom of the target as depicted in **Figure 6.1**. The student uses the line to identify an unauthorized aiming point.

6.3.5.3.3.1. Students repeat the orders fired in Phase I of Table III for evaluation. Instructors do not mark targets after each order and students fire each order after completion of the previous order as directed by the tower operator.

6.3.5.3.3.2. Students and instructors do not analyze targets until completion of all orders of fire. **Note:** For the M1029 Crowd Dispersal Cartridge, instructors

determine if the target was successfully engaged after each shot is fired. This may be accomplished by marking hits or observing each shot fired to determine if the projectiles hit the target in the scoreable area.

Section 6B—M320A1 (Standalone) Grenade Launcher Air Force Qualification Course (AFQC)

6.4. M320A1 Air Force Qualification Course (AFQC). This course provides personnel with the minimum training required for qualification with a standalone M320A1 or as determined by AF/A4SO. The course covers limited visibility firing and engaging targets in a lethal and non-lethal environment.

6.5. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 6.3** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

6.5.1. Shooters must meet objectives 1.1. through 1.7. during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

6.5.2. Shooters must meet objectives 2.1. through 2.4. before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

6.5.3. Shooters must perform objectives 3.1. through 3.4. on the range. **(T-1)** These objectives must be completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live fire training.

6.5.4. Shooters must perform objectives 4.1. through 4.5. without instructor assistance. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

6.5.5. Shooters must perform objectives 5.1 through 5.3 without instructor assistance. **(T-1).** Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1) Note:** These objectives are only required for personnel identified by their commander to be armed with non-lethal munitions.

6.5.6. Approximate training times for this program are:

6.5.6.1. Initial and recurring – five to six hours.

6.5.6.2. Remedial – as required.

6.5.7. Course Ammunition: 40mm Training Practice and or approved 40mm, non-lethal rounds such as the 40mm, Sponge Grenade (M1006) and the Crowd Dispersal Cartridge (M1029).

6.5.8. Individuals complete each order of fire using the sights with which they will be armed. The preferred sight for the M320A1 is the ballistic sight module (BSM) which includes a

miniature red dot sight (BSM-MRDS) and an infrared aiming laser (BSM-IR-L) and the secondary sight is the mechanical leaf sight. **Note:** The BSM is being replaced by the grenadier sighting system (GSS) which includes a reflex optical sight with integral back up iron sights, near infrared (NIR) aiming laser engagement for night engagements, NIR illuminator for increased detection and recognition at night.

Table 6.3. Grenade Launcher Training Objectives/Intermediate Training Objectives.

	Objective	**Condition/Given**	**Standard**
1.	Operate GL.	M320A1 and required equipment.	Operate GL.
ITOs			
1.1.	Load GL.	M320A1 and required equipment.	Load GL with one round.
1.2.	Unload/clear GL.	M320A1 and required equipment.	Unload/clear GL.
1.3.	Reload GL.	M320A1 and required equipment.	Reload GL.
1.4.	Perform function check.	M320A1 and required equipment.	Perform function check.
1.5.	Apply immediate and remedial actions.	M320A1 and required equipment.	Apply immediate action procedures.
1.6.	Understand mounting and removal of Day/Night Sight (DNS)/Ballistic Sight Module (BSM) system.	M320A1 and required equipment.	Demonstrate mounting and removing of DNS/BSM without instructor assistance per lesson plan.
1.7.	Understand operation of DNS/BSM.	M320A1 and required equipment.	Demonstrate operation (turn on/off, adjustments, and battery change) of DNS/BSM.
2.	Apply shooting fundamentals.	M320A1 and required equipment.	Apply fundamentals to demonstrate ability to consistently place shots on target.
ITOs			
2.1.	Demonstrate positions and techniques of holding GL.	M320A1 and required equipment.	Demonstrate correct firing positions and techniques to properly hold GL.
2.2.	Apply aiming techniques.	M320A1 and required equipment.	Obtain correct sight alignment/picture.
2.3.	Apply effective trigger control.	M320A1 and required equipment.	Apply trigger control without disturbing sight alignment/picture.

	Objective	Condition/Given	Standard
2.4.	Apply effective follow-through/recovery techniques.	M320A1 and required equipment.	Apply/understand techniques to place more than one shot in vital target area.
3.	Meet/exceed minimum score.	M320A1 and required equipment.	Qualify on AFQC.
ITOs			
3.1.	Fire day fire practice phase.	M320A1 and required equipment.	Demonstrate effective shooting ability using DNS/BSM iron sights.
3.2.	Fire limited visibility practice phase.	M320A1 and required equipment.	Demonstrate effective shooting ability using DNS/BSM IR Laser.
3.3.	Qualify on AFQC DNS/BSM, day fire evaluation phase.	M320A1 and required equipment.	Qualify on appropriate course of fire.
3.4.	Qualify on AFQC DNS/BSM limited visibility evaluation phase.	M320A1 and required equipment.	Qualify on appropriate course of fire.
4.	Perform operator maintenance.	M320A1 and required equipment.	Clean, inspect, lubricate, and function check GL.
ITOs			
4.1.	Disassemble GL.	M320A1 and required equipment.	Disassemble to authorized level.
4.2.	Clean/inspect GL.	M320A1 and required equipment.	Properly clean/inspect GL.
4.3.	Lubricate GL.	M320A1 and required equipment.	Lubricate GL.
4.4.	Assemble GL.	M320A1 and required equipment.	Assemble GL.
4.5.	Perform function check.	M320A1 and required equipment.	Function check GL.
5.	Qualify on AFQC non-lethal evaluation phase.	M320A1, non-lethal ammunition, and individual combat equipment.	Qualify on AFQC non-lethal evaluation phase.
ITOs			
5.1.	Understand proper aiming point on personnel targets to minimize the possibility of causing lethal damage and the optimum and minimum distances to engage personnel with each type of approved round.	M320A1 and human target for reference.	Explain where to aim on personnel targets and at what ranges to employ non-lethal rounds.

	Objective	Condition/Given	Standard
5.2.	Fire non-lethal practice phase.	M320A1, non-lethal ammunition, and individual combat equipment.	Demonstrate effective engagement from all positions.
5.3.	Qualify on AFQC non-lethal evaluation phase.	M320A1, non-lethal ammunition, and individual combat equipment.	Qualify on appropriate course of fire.

Table 6.4. Grenade Launcher, AFQC.

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	SIGHTS
TABLE I: GRENADE LAUNCHER DAY FIRE					
Phase I: Practice					
1.	Kneeling Supported	2	40	90-115	BSM-MRDS
2.	Kneeling Supported	2	40	100 – 150	BSM-IR-L
3.	Kneeling Supported	2	40	200 – 300	BSM-IR-L
		6 Total Rounds			
Phase II: Evaluation					
1.	Kneeling Supported	2	80	100 – 150	BSM-MRDS
2.	Kneeling Supported	2	80	200 – 300	BSM-IR-L
		4 Total Rounds			
		10 Total Rounds for Phase I and II			
TABLE II: GRENADE LAUNCHER LIMITED VISIBILITY					
Phase I: Practice					
1.	Kneeling Supported	3	80	90 – 115	BSM-MRDS
2.	Kneeling Supported	3	80	100 – 150	BSM-IR-L
		6 Total Rounds			
Phase II: Evaluation (Standard: Qualified 2 total hits; 1 hit per target)					
1.	Kneeling Supported	2	80	90 – 115	BSM-MRDS
2.	Kneeling Supported	2	80	100 – 150	BSM-IR-L
		4 Total Rounds			
		10 Total Rounds for Phase I and II			
		20 Total Rounds for TABLE I and TABLE II			
TABLE III: NON-LETHAL QUALIFICATION (use Military "E" modified as outlined in **paragraph 6.6.1.5.** for entire table)					
Phase I: Practice					
1.	Standing	1	1	15	BSM-MRDS

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	SIGHTS
2.	Kneeling Unsupported	1	1	15	BSM-MRDS
3.	Standing	1	1	25	BSM-MRDS
4.	Kneeling Supported	2	2	25	BSM-MRDS
		5 Total Rounds			
Phase II: Evaluation (Standards: M1006 Sponge Grenade – Qualified, 3 targets hit [successfully engaged] out of 5; M1029 Crowd Dispersal Cartridge – Qualified, 3 targets hit [successfully engaged] out of 5)					
1.	Standing	1	1	15	BSM-MRDS
2.	Kneeling Unsupported	1	1	15	BSM-MRDS
3.	Standing	1	1	25	BSM-MRDS
4.	Kneeling Supported	2	2	25	BSM-MRDS
		5 Total Rounds			
10 Total Rounds for Table III (per non-lethal type)					
30 Total Rounds for Course, Tables I - III (20, 40mm practice and 10, 40mm non-lethal)					

6.6. Course Information.

6.6.1. Targets:

6.6.1.1. Point target, 1-meter by 1.5-meters (vertical), one meter off the ground, at 90 – 115 meters from the firing line.

6.6.1.2. Point target, 1.5-meters by 1.5-meters, .5 meter off the ground, at 100 – 150 meters from the firing line.

6.6.1.3. Area target, vehicle, or 55-gallon drums, "E" targets, etc. grouped together covering an area of 5-10 meters in circumference, 200 – 300 meters from the firing line.

6.6.1.4. Targets are the same for Tables I and II, regardless of sights used.

6.6.1.5. For Table III, Non-Lethal Qualification, use the Military “E” target facer (NSN: 6920-00-600-6874) and Military “E” target backer (NSN: 6920-00-795-1806) or suitable substitute. Prior to training draw a chalk line across the width of the target; 13-inches down from the top of the head of the target and parallel to the bottom of the target as depicted in **Figure 6.1**. Hits on or above the line are counted as misses during training.

6.6.2. Evaluation Standards:

6.6.2.1. Shooters do not touch or rest the grenade launcher on the support. Students and instructors ensure the rifle/carbine sling does not hang in front of launcher barrel and the muzzle is not behind (blocked) by the sandbags or log wall.

6.6.2.2. When possible, shooters should fire using the peer coach method. They should work together on range determination; sight adjustments, lateral distance measurements, sensing and adjusted aiming point method of firing.

6.6.2.3. Instructors teach shooters, as needed during zero and practice phases. Instructors correct safety infractions and supervise immediate action procedures if stoppages occur.

Shooters keep the weapon at eye level (or approximate) during these procedures to ensure their target remains within view.

6.6.2.4. Before firing from a new position, shooters are given an opportunity to practice assuming the position, acquiring sights and dry-firing from each position. Afford sufficient time for instructors to observe, coach and evaluate each student. Instructors evaluate the student's ability to effectively apply marksmanship fundamentals during the evaluation phases of the course.

6.6.2.5. Shooters clear their own stoppages under instructor supervision during live-fire. Instructors should stop the time and supervise student actions. The instructor then resumes the time limit once the student has properly performed immediate action. The instructor gives the student additional time to complete the order of fire if the student has, or is in the process of, successfully applying immediate or remedial action to clear the stoppage. The goal is for the student to understand why the stoppage occurred and to have the ability to correct the problem and continue firing.

6.6.2.6. Throughout the course of fire, shooters are required to determine target distance, adjust sights, acquire the target, engage the target, reload, reacquire the target, and re-engage within the allocated time limit. The allotted time will start after the student is in the ready position and once the command of “fire” is given. Shooters use approved grenade launcher vests or MOLLE pouches to conduct reloads. During practice phases, if the student does not fire all the required rounds within the time limit, they are allowed to fire them after the time limit, on the instructor’s command. During evaluation phases, if the student fails to fire all the required rounds within the time limit, the remaining rounds are counted as misses.

6.6.2.7. Begin each order and string of fire with the weapon loaded as directed in DAFMAN 31-131 V3.

6.6.3. Firing Stances and Positions: During practice or evaluation, shooters may use any variation of the kneeling position. The kneeling positions provide the shooter with added stability at the cost of mobility.

6.6.4. M320A1 AFQC Minimum Requirements for Qualification.

6.6.4.1. Table I, Phase II, Grenade Launcher Day Fire. Qualified: 2 hits, one hit per target to qualify. A hit is any round directly striking a point target or a round striking within 5-meters of the center aiming point of the area target.

6.6.4.2. Table II, Phase II, Grenade Launcher Limited Visibility Fire. Qualified: 2-hits, one hit per target to qualify. A hit is any round directly striking a point target. **Note:** Instructors should utilize night vision devices to aid in visual confirmation of hits. If conditions prevent the instructor from obtaining visual confirmation of hits, the student is given the benefit of doubt, based on the instructor’s determination of proper application of fundamentals.

6.6.4.3. Table III, Phase II, Non-lethal Training, (M1006 Sponge Grenade) - Qualified: 3 targets hit, out of 5 and or (M1029 Crowd Dispersal Cartridge) - Qualified: 3 targets hit out of 5 on the Military “E” target. Rounds impacting above the neckline to include hits on the head are considered a miss.

6.6.4.4. Each phase of instruction identifies what target is required for that specific phase or order of fire and is outlined in **Table 6.4**.

6.6.5. Course Notes.

6.6.5.1. TABLE I: GRENADE LAUNCHER DAY FIRE.

6.6.5.1.1. Phase I: Zero and Practice.

6.6.5.1.1.1. Order 1: Kneeling Supported Practice (Close Target). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

6.6.5.1.1.1.1. Shooters begin with two rounds in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.6.5.1.1.1.2. On the command "FIRE," shooters take aim, place the weapon on FIRE, and engage the 90 – 115-meter target with one round. Shooters will then reload and repeat the order of fire for a total of two-rounds fired in 40-seconds.

6.6.5.1.1.2. Order 2: Kneeling Supported Practice (Medium Target). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

6.6.5.1.1.2.1. Shooters begin with two rounds in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one-round from their ammo pouch.

6.6.5.1.1.2.2. On the command "FIRE," shooters take aim, place the weapon on FIRE, and engage the 100 – 150-meter target with one round. Shooters will then reload and repeat the order of fire for a total of two-rounds fired in 40-seconds.

6.6.5.1.1.3. Order 3: Kneeling Supported Practice (Distance Target). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

6.6.5.1.1.3.1. Shooters begin with two rounds in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.6.5.1.1.3.2. On the command “FIRE,” shooters take aim, place the weapon on FIRE, and engage the 200 – 300-meter target with one round. Shooters will then reload and repeat the order of fire for a total of two rounds fired in 40-seconds.

6.6.5.1.2. Phase II – Evaluation.

6.6.5.1.2.1. Order 1: Kneeling Supported Evaluation (Medium Target). Shooters begin with two rounds loaded in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position.

6.6.5.1.2.1.1. On the command “LOAD,” shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.6.5.1.2.1.2. On the command “FIRE,” shooters take aim, place the weapon on FIRE, and engage the 100 – 150-meter target with one round. Shooters will then reload with one round and repeat the order for a total of two-rounds fired in 80-seconds.

6.6.5.1.2.2. Order 2: Kneeling Supported Evaluation (Distance Target). Shooters begin with two rounds loaded in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position.

6.6.5.1.2.2.1. On the command “LOAD,” shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.6.5.1.2.2.2. On the command “FIRE,” shooters take aim, place the weapon on FIRE, and engage the 200 – 300-meter target with one round. Shooters will then reload with one round and repeat the order for a total of two-rounds fired in 80-seconds.

6.6.5.2. TABLE II: GRENADE LAUNCHER LIMITED VISIBILITY FIRE.

6.6.5.2.1. Phase I: Practice.

6.6.5.2.1.1. Order 1: Kneeling Supported Practice (Close Target). Shooters begin with three rounds in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone supported position.

6.6.5.2.1.1.1. On the command “LOAD,” shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.6.5.2.1.1.2. On the command “FIRE,” shooters take aim, place the weapon on FIRE, and engage the 90 – 115-meter target with one round. Shooters will then reload with one round and repeat the order twice for a total of three rounds fired in 80-seconds.

6.6.5.2.1.2. Order 2: Kneeling Supported Practice. Shooters begin with three rounds in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone supported position.

6.6.5.2.1.2.1. On the command “LOAD,” shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.6.5.2.1.2.2. On the command “FIRE,” shooters take aim, place the weapon on FIRE, and engage the 100 – 150-meter target with one round. Shooters will then reload with one round and repeat the order twice for a total of three rounds fired in 80-seconds.

6.6.5.2.2. Phase II – Evaluation.

6.6.5.2.2.1. Order 1: Kneeling Supported Evaluation (Close Target). Shooters begin with two rounds loaded in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position.

6.6.5.2.2.1.1. On the command “LOAD,” shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.6.5.2.2.1.2. On the command “FIRE,” shooters take aim, place the weapon on FIRE, and engage the 90 – 115-meter target with one round. Shooters will then reload with one round and repeat the order for a total of two rounds fired in 80-seconds.

6.6.5.2.2.2. Order 2: Kneeling Supported Evaluation (Medium Target). Shooters begin with two rounds loaded in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling supported position.

6.6.5.2.2.2.1. On the command “LOAD,” shooters ensure the selector lever is on SAFE, and load one round from their ammo pouch.

6.6.5.2.2.2.2. On the command “FIRE,” shooters take aim, place the weapon on FIRE, and engage the 100 – 150-meter target with one round. Shooters will then reload with one round and repeat the order for a total of two rounds fired in 80-seconds.

6.6.5.3. TABLE III: NON-LETHAL QUALIFICATION.

6.6.5.3.1. Non-lethal training is in addition to AFQC. Personnel identified by their unit commander to be armed with non-lethal munitions must initially qualify on Tables I and II of the AFQC and then fire Table III. **(T-1)** Designated students should fire the non-lethal phases all in one day. Students wear issued ICE, during all the non-lethal phases of fire. CATM personnel documents non-lethal qualification training as a separate qualification in ARIS. This qualification expires on the original AFQC expiration date (Tables I and II) and individuals must be qualified on Tables I and II (Table II if needed) to maintain non-lethal qualification. **(T-1)** Instructors enter non-lethal qualification as AFQC N/L in the course block. **Note:** It is not a requirement for CATM personnel to attend the INIWIC; therefore, CATM instructors are only required to be certified and qualify with the non-lethal ammunition to conduct training.

6.6.5.3.2. Phase I, Non-Lethal Practice. Before firing Practice Phase I, draw a line using chalk or a white grease pencil 13-inches from the top of the head of the Military “E” target facer that runs parallel with the bottom of the target as depicted in **Figure**

6.1. The shooter uses the line to identify an unauthorized aiming point. Students fire a total of 5-rounds at a Military "E" silhouette target.

6.6.5.3.2.1. In Order 1, students fire 1 round from the standing position at a 15-meter "E" silhouette target.

6.6.5.3.2.2. In Order 2, students fire 1 round from the kneeling unsupported position at a 15-meter "E" silhouette target. After completion of firing, instructors/students analyze targets, mark hits, and move targets to 25-meters.

6.6.5.3.2.3. In Order 3, students fire 1-round from the standing position at a 25-meter "E" silhouette target.

6.6.5.3.2.4. In Order 4, students fire 2-rounds from the kneeling supported position at a 25-meter "E" silhouette target. After completion of firing, instructors and students analyze targets, mark hits, and reface targets.

6.6.5.3.3. Phase II, Non-Lethal Evaluation. Before firing the evaluation Phase II, draw a line using chalk or white grease pencil 13-inches from the top of the head of the Military "E" target facer that runs parallel with the bottom of the target as depicted in **Figure 6.1**. The student uses the line to identify an unauthorized aiming point.

6.6.5.3.3.1. Students repeat the orders fired in Phase I of Table III for evaluation. Instructors do not mark targets after each order and students fire each order after completion of the previous order as directed by the tower operator.

6.6.5.3.3.2. Students and instructors do not analyze targets until completion of all orders of fire. **Note:** For the M1029 Crowd Dispersal Cartridge, instructors determine if the target was successfully engaged after each shot is fired. This may be accomplished by marking hits or observing each shot fired to determine if the projectiles hit the target in the scoreable area.

Chapter 7

LIGHT ANTI-ARMOR WEAPONS (LAW) TRAINING PROGRAM

7.1. Light Anti-armor Weapons AFQC. This course provides qualification-training required to be armed with the M72 or M136 or as determined by AF/A4SO.

7.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 7.1** for successful completion of this course. **(T-1)**

7.2.1. Shooters must meet objectives 1.1 through 1.6 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

7.2.2. Shooters must meet objective 2 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

7.2.3. Shooters must perform objective 3 on the range. **(T-1)** These objectives must be completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live fire training.

7.2.4. Approximate training times for this program are:

7.2.4.1. Initial and recurring – five to seven hours.

7.2.4.2. Remedial – as needed.

7.2.5. Course Ammunition: M73, 35mm sub-caliber rockets or M939 tracer cartridges.

Table 7.1. Light Anti-armor Weapon Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
1.	Operate weapon.	Weapon, sight template, and series armored target silhouettes.	Operate weapon.
ITOs			
1.1.	Perform serviceability check.	Expended weapon.	Perform serviceability check.
1.2.	Place weapon into operation.	Expended weapon.	Ready weapon, inspect back blast area, place on shoulder or arm, and aim at target.
1.3.	Take weapon out of action.	Expended and readied weapon.	Completely collapse and return to carry configuration.
1.4.	Apply immediate action procedures.	Expended and readied weapon.	Apply immediate action procedures.

	Objective	Condition/Given	Standard
1.5.	Assume proper firing positions.	Expended and readied weapon.	Assume prone, regular kneeling and modified kneeling positions.
1.6.	Apply proper lead on moving targets.	Sight template and series armored target silhouettes.	Apply lead on at least six of eight opportunities.
2.	Performance evaluations.	Expended weapon and blank performance evaluation.	Successfully complete all phases within time limits.
3.	Qualify with weapon.	M190 sub caliber launcher or M287 tracer trainer, required ammunition, and individual combat equipment.	Qualify on AFQC.

Table 7.2. Light Anti-armor Weapon AFQC.

ORDER	POSITION	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
Phase I: Practice					
1.	Prone	1	N/A	100	Salvaged Vehicle
2.	Kneeling	1	N/A	150	Salvaged Vehicle
3.	Sitting	1	N/A	200	Salvaged Vehicle
		3 Total Rounds			
Phase II: Evaluation					
1.	Prone	1	N/A	100	Salvaged Vehicle
2.	Prone	1	N/A	150	Salvaged Vehicle
3.	Kneeling	1	N/A	150	Salvaged Vehicle
4.	Kneeling	1	N/A	175	Salvaged Vehicle
5.	Sitting	1	N/A	175	Salvaged Vehicle
6.	Sitting	2	N/A	200	Salvaged Vehicle
		7 Total Rounds			
Phase III: Moving Target (Optional)					
1.	Kneeling	1	N/A	100	Moving Target
2.	Kneeling	1	N/A	125	Moving Target

ORDER	POSITION	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
3.	Kneeling	1	N/A	150	Moving Target
		3 Total Rounds			
		13 Total Rounds for Course			

7.3. Course Information.

7.3.1. Targets. Targets should be scaled as close to armored targets as possible. Using fifty-five-gallon drums in place of salvaged vehicles is authorized. The moving target phase of the course is optional for units without moving target capabilities.

7.3.1.1. Moving vehicle targets travel in a linear motion, perpendicular to the firing position to provide a moving linear target. They should not move toward or away from the firing position.

7.3.1.2. Each phase of instruction identifies what target is required for that specific phase or order of fire and is outlined in **Table 7.2**.

7.3.2. Evaluation Standards:

7.3.2.1. Shooters should fire using the peer coach method. They should work together on range determination, sight adjustments, lateral distance measurements, sensing and adjusted aiming point method of firing.

7.3.2.2. Before firing from a new position, shooters are given an opportunity to practice assuming the position, acquiring sights and dry firing from each position. Afford sufficient time for instructors to observe, coach and evaluate each student. Instructors evaluate the student's ability to effectively apply marksmanship fundamentals during the evaluation phases of the course.

7.3.3. Minimum Requirements for Qualification.

7.3.3.1. Qualified, Phase II: 5-hits.

7.3.3.2. Qualified, Phase III: 1-hit.

7.3.4. General Course Guidance.

7.3.4.1. Before live firing from a new position, provide students an opportunity to practice assuming the position and dry-fire from each position. Afford sufficient time for instructors to observe, coach and evaluate each student. Evaluation of the student's ability to effectively apply marksmanship fundamentals is accomplished during the evaluation phases. The objective is for shooters to demonstrate the ability to operate the weapon without assistance while instructors maintain a safe training environment.

7.3.4.2. Instructors do not announce target distances to students.

7.3.4.3. The range may be superimposed on an existing grenade launcher range if surface danger zone (SDZ) requirements are met.

7.3.4.4. Shooters who run out of time due to failures not caused by improper weapons handling are considered “alibis” and instructors pro-rate time to allow them to complete the string of fire.

7.3.5. Course Notes.

7.3.5.1. Phase I: Practice.

7.3.5.1.1. Order 1 – Prone: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position.

7.3.5.1.1.1. Shooters begin with one round. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone position. On the command “LOAD,” shooters load one round.

7.3.5.1.1.2. On the command “FIRE,” shooters take aim, place the weapon on FIRE, and engage the 100-meter target with one round.

7.3.5.1.2. Order 2 – Kneeling: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position.

7.3.5.1.2.1. Shooters begin with one round. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling position. On the command “LOAD,” shooters load one round.

7.3.5.1.2.2. On the command “FIRE,” shooters take aim, place the weapon on FIRE, and engage the 150-meter target with one round.

7.3.5.1.3. Order 3 – Sitting: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position.

7.3.5.1.3.1. Shooters begin with one round. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the sitting position. On the command “LOAD,” shooters load one round.

7.3.5.1.3.2. On the command “FIRE,” shooters take aim, place the weapon on FIRE, and engage the 200-meter target with one round.

7.3.5.2. Phase II – Evaluation.

7.3.5.2.1. Order 1 – Prone: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position.

7.3.5.2.1.1. Shooters begin with one round. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone position. On the command "LOAD," shooters load one round.

7.3.5.2.1.1.1. On the command "FIRE," shooters take aim, place the weapon on FIRE, and engage the 100-meter target with one round.

7.3.5.2.2. Order 2 – Prone: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

7.3.5.2.2.1. Shooters begin with one round. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone position. On the command "LOAD," shooters load one round.

7.3.5.2.2.2. On the command "FIRE," shooters take aim, place the weapon on FIRE, and engage the 150-meter target with one round.

7.3.5.2.3. Order 3 – Kneeling: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

7.3.5.2.3.1. Shooters begin with one round. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling position. On the command "LOAD," shooters load one round.

7.3.5.2.3.2. On the command "FIRE," shooters take aim, place the weapon on FIRE, and engage the 150-meter target with one round.

7.3.5.2.4. Order 4 – Kneeling: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

7.3.5.2.4.1. Shooters begin with one round. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling position. On the command "LOAD," shooters load one round.

7.3.5.2.4.2. On the command "FIRE," shooters take aim, place the weapon on FIRE, and engage the 175-meter target with one round.

7.3.5.2.5. Order 5 – Sitting: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

7.3.5.2.5.1. Shooters begin with one round. When directed by the tower operator,

shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the sitting position. On the command "LOAD," shooters load one round.

7.3.5.2.5.2. On the command "FIRE," shooters take aim, place the weapon on FIRE, and engage the 175-meter target with one round.

7.3.5.2.6. Order 6 – Sitting: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

7.3.5.2.6.1. Shooters begin with two rounds. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the sitting position. On the command "LOAD," shooters load one round.

7.3.5.2.6.2. On the command "FIRE," shooters take aim, place the weapon on FIRE, and engage the 200-meter target with one round. Shooters then reload and reengage the 200-meter target with one round for a total of two rounds fired.

7.3.5.3. Phase III – Evaluation.

7.3.5.3.1. Order 1 – Kneeling: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

7.3.5.3.1.1. Shooters begin with one round. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling position. On the command "LOAD," shooters load one round.

7.3.5.3.1.2. On the command "FIRE," shooters take aim, place the weapon on FIRE, and engage the 100-meter moving target with one round.

7.3.5.3.2. Order 2 – Kneeling: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

7.3.5.3.2.1. Shooters begin with one round. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling position. On the command "LOAD," shooters load one round.

7.3.5.3.2.2. On the command "FIRE," shooters take aim, place the weapon on FIRE, and engage the 125-meter moving target with one round.

7.3.5.3.3. Order 3 – Kneeling: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

7.3.5.3.3.1. Shooters begin with one round. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the kneeling position. On the command “LOAD,” shooters load one round.

7.3.5.3.3.2. On the command “FIRE,” shooters take aim, place the weapon on FIRE, and engage the 150-meter moving target with one round.

Chapter 8

SUBMACHINE GUN TRAINING PROGRAM

8.1. Submachine Gun AFQC. This course provides qualification-training for submachine guns (e.g., APC9K) or as determined by AF/A4SO.

8.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in Table 8.1 for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

8.2.1. Shooters must meet objectives 1.1 through 1.5 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

8.2.2. Shooters must meet objectives 2.1 through 2.4 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

8.2.3. Shooters must perform objectives 3.1 through 3.2 on the range. **(T-1)** These objectives are completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live-fire training.

8.2.4. Shooters must perform objectives 4.1 through 4.5 without instructor assistance. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

8.2.5. Approximate training times for this program are:

8.2.5.1. Initial and recurring – five to six hours.

8.2.5.2. Remedial – as needed.

8.2.6. Course Ammunition: Cartridge, 9mm Ball, or 9mm Frangible.

Table 8.1. Submachine Gun Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
1.	Operate submachine gun.	Submachine gun and required equipment.	Operate submachine gun.
ITOs			
1.1.	Load submachine gun.	Submachine gun and required equipment.	Load submachine gun with one magazine (5 rounds).
1.2.	Unload/clear submachine gun.	Submachine gun and required equipment.	Unload/clear submachine gun.
1.3.	Reload submachine gun.	Submachine gun and required equipment.	Reload submachine gun.

	Objective	Condition/Given	Standard
1.4.	Perform function check.	Submachine gun and required equipment.	Perform function check.
1.5.	Apply immediate action to clear/correct stoppages.	Submachine gun and required equipment.	Apply immediate action procedures.
2.	Apply shooting fundamentals.	Submachine gun and required equipment.	Apply fundamentals to demonstrate ability to consistently place shots on target.
ITOs			
2.1.	Demonstrate positions and techniques of holding weapon.	Submachine gun and required equipment.	Demonstrate correct firing positions and techniques to properly hold weapon.
2.2.	Apply aiming techniques.	Submachine gun and required equipment.	Obtain correct sight alignment/picture.
2.3.	Apply trigger control.	Submachine gun and required equipment.	Apply trigger control without disturbing sight alignment/picture.
2.4.	Apply effective follow-through/recovery techniques.	Submachine gun and required equipment.	Apply/understand techniques to place more than one shot in vital target area.
3.	Meet/exceed minimum score.	Submachine gun and required equipment.	Qualify on AFQC.
ITOs			
3.1.	Fire teaching phase.	Submachine gun and required equipment.	Demonstrate effective shooting ability from all positions.
3.2.	Qualify on AFQC evaluation phase.	Submachine gun and required equipment.	Qualify on appropriate course of fire.
4.	Perform operator maintenance.	Submachine gun and required equipment.	Clean, inspect, lubricate, and function check weapon.
ITOs			
4.1.	Disassemble submachine gun.	Submachine gun and required equipment.	Disassemble to authorized level.
4.2.	Clean/inspect submachine gun.	Submachine gun and required equipment.	Properly clean/inspect submachine gun.
4.3.	Lubricate submachine gun.	Submachine gun and required equipment.	Lubricate submachine gun.
4.4.	Assemble submachine gun.	Submachine gun and required equipment.	Assemble submachine gun.
4.5.	Perform function check.	Submachine gun and required equipment.	Function check submachine gun.

Table 8.2. Submachine Gun, AFQC.

ORDER	POSITION/DRILL	LOAD	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	OBJ
Phase I: Practice						
1.	Over barricade (Zero)	(2) 5 rd mags	10 (2, 5 shot strings)	N/A	25	E
2.	Standing	(2) 4 rd mags	8 (4 and 4 reload)	25 **Notes 1 & 2**	5-7	E
3.	Standing (AUTO)	(1) 15 rd mag	15 (1, 15-shot string; 2-3-shot bursts)	25 **Note 1**	5	E
4.	Strong Side Barricade (Multiple Targets)	(2) 6 rd mags	12 (6 and 6 reload; 3 shots primary / 3 shots secondary targets)	25 **Notes 1 & 2**	7 Primary 15 Secondary	E/E
			45 Total Rounds			
Phase II: Evaluation (Standard: Qualified: 40 hits. 30 hits within 10-inch circle)						
1.	Standing	(2) 5 rd mags	10 (5 and 5 reload)	25 **Notes 1 & 2**	15	E
2.	Standing (AUTO)	(1) 15 rd mag	15 (1, 15-shot string; 2-3-shot bursts)	25 **Note 1**	10	E
3.	Strong Side Barricade (Multiple Targets)	(2) 6 rd mags	12 (6 and 6 reload; 3 shots primary / 3 shots secondary)	30 **Notes 1 & 2**	7 Primary 15 Secondary	E/E
4.	Standing (Contact Drill)	(1) 18 rd mag	18 (9, 2-shot strings)	5 (each string) **Note 3**	7 Target #1 10 Target #2	E/E
			55 Total Rounds			
			100 Total Rounds for Course			

Notes:
1. Deduct 5-seconds if shooters are not using concealed carry equipment. Shooters on a Protective Services Operation (PSO) or Protective Service Detail (PSD) must use concealed carry equipment. **(T-1)**
2. The shooter must return behind the barricade to complete the reload.
3. Instructor will call "Contact Front Target #," shooter will engage the target "double tap" (2-rounds), then scan the area, and return to the starting position. Shooter will end with 10-rounds in Target #1 and 8-rounds in Target #2.

8.3. Course Information.

8.3.1. Targets. Target Military "E" is the kneeling silhouette target (NSN: 6920-00-600-6874) with a 10-inch lethal (chest) and a 6-inch incapacitation (head) zone added depicted in **Figure 8.1**. Before conducting training, prepare Military "E" silhouette targets as follows. Draw a 10-inch circle in the center of the chest and a 6-inch circle on the center of the head of the target. Center the 10-inch circle on the target with the top edge of the circle 13.25 inches from the top of the head of the target and center the 6-inch circle in the head of the target with the top of the circle 3-inches below the top of the target. For multiple target engagement, the Target Military Modified "E" may be used by drawing two, 10-inch circles on the target **(Figure 8.2.).** Targets required for each phase and order of the course are identified in **Table 8.2**.

Figure 8.1. Military "E" Target.

Figure 8.2. Modified Military "E" Target.

8.3.2. Evaluation Standards:

8.3.2.1. AFOSI agents will conduct all firing from the messenger/courier bag utilizing the shoulder harness and conceal carry sling attachment.

8.3.2.2. Start all orders of fire with the submachine gun with an empty chamber, bolt forward, selector in the semiautomatic position and the trigger pulled.

8.3.3. Firing Stances and Positions. The standing positions provide the shooter with the least amount of stability but a high amount of mobility. Standing positions can be supported or unsupported.

8.3.4. Minimum Requirements for Qualification. Qualified: 40 hits; 30-hits within the 10-inch Lethal Zone of the target.

8.3.5. General Course Guidance.

8.3.5.1. All shooters fire the entire course while wearing issued ICE or concealed carry clothing if the weapon is to be carried in that configuration.

8.3.5.2. During practice/teaching phases, instructors supervise shooters as needed during weapons handling procedures to include, safety, clearing, loading, reloading, charging and application of immediate/remedial action procedures. During evaluation phases, shooters complete all weapons handling procedures without instructor assistance. Reload magazines between orders of fire, as necessary.

8.3.5.3. Shooters only receive additional time to complete firing if they properly applied immediate action procedures. If the shooter failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining rounds for the order of fire are counted as misses.

8.3.5.4. Before live firing from a new position, provide students an opportunity to practice assuming the position and dry-fire from each position. For each order of training requiring the weapon to be removed from concealment, provide each student at least five practice runs with an unloaded weapon. Afford sufficient time for instructors to observe, coach and evaluate each student. Evaluation of the student's ability to effectively apply marksmanship fundamentals is accomplished during the evaluation phases.

8.3.5.5. The over barricade position is a supported position. Students may use the barricade for support. Do not allow the weapon to touch the support.

8.3.5.6. Repair or replace targets after the practice phase.

8.3.6. Course Notes.

8.3.6.1. Phase I – Practice.

8.3.6.1.1. Order 1 - Over Barricade (Zero): Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position.

8.3.6.1.1.1. Shooters begin with two, five-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing over barricade position. On the command “LOAD,” shooters ensure the selector lever is on SAFE, and load one, five-round magazine from their ammo pouch.

8.3.6.1.1.2. On the command “FIRE,” shooters chamber a round, take aim, place the weapon on SEMI, and engage the 10-inch Lethal Zone with five rounds. After the first string of fire, instructors make the line safe, mark and analyze targets, and provide shooters with sight corrections if necessary. Shooters repeat order 1 for a total of 10-rounds.

8.3.6.1.2. Order 2 - Standing Unsupported Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed

in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position. Shooters begin with two four-round magazines in their ammo pouch.

8.3.6.1.2.1. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one, four-round magazine from their ammo pouch.

8.3.6.1.2.2. On the command "FIRE," shooters chamber a round, take aim, place the weapon on SEMI, and engage the 10-inch Lethal Zone with four rounds, conduct a rapid reload and engage the 10-inch Lethal Zone with four rounds for a total of eight-rounds fired in 25-seconds. While this is a practice phase and the time limit is not for score, instructors should ensure shooters are meeting the time limits to prepare for the qualification phase. Shooters must return behind the barricade to conduct the rapid reload. Instructors and shooters will analyze targets and mark hits after each order of fire.

8.3.6.1.3. Order 3 - Standing Unsupported Automatic Fire Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position. Shooters begin with one, 15-round magazine in their ammo pouch.

8.3.6.1.3.1. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one 15-round magazine from their ammo pouch.

8.3.6.1.3.2. On the command "FIRE," shooters chamber a round, take aim, place the weapon on AUTO, and engage the target with 15 rounds in 25 seconds. Shooters will only fire 2- to 3-round bursts per trigger squeeze. While this is a practice phase and the time limit is not for score, instructors should ensure shooters are meeting the time limits to prepare for the qualification phase. Instructors and shooters will analyze targets and mark hits after each order of fire.

8.3.6.1.4. Order 4 - Standing Strong Side Barricade with Multiple Targets Practice: Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position. Shooters begin with two, six-round magazines in their ammo pouch. **Note:** If the range is not capable of multiple targets on one firing point, CATM may utilize the modified Military "E" target as shown in **Figure 8.2** or utilize multiple firing points per shooter.

8.3.6.1.4.1. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the strong side barricade position. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one six-round magazine from their ammo

pouch.

8.3.6.1.4.2. On the command “FIRE,” shooters chamber a round, take aim, place the weapon on SEMI, and engage the left (primary) target in the 10-inch Lethal Zone with six rounds, conduct a rapid reload, and engage the right (secondary) target in the 10-inch Lethal Zone with six rounds in 35 seconds for a total of 12-rounds fired. While this is a practice phase and the time limit is not for score, instructors should ensure shooters are meeting the time limits to prepare for the qualification phase. Shooters must return behind the barricade to conduct the rapid reload. Instructors and shooters will analyze targets and mark hits after each order of fire.

8.3.6.2. Phase II: Evaluation.

8.3.6.2.1. Order 1 - Standing Unsupported Evaluation: Shooters begin with two, five-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position.

8.3.6.2.1.1. On the command “LOAD,” shooters ensure the selector lever is on SAFE, and load one, five-round magazine from their ammo pouch.

8.3.6.2.1.2. On the command “FIRE,” shooters chamber a round, take aim, place the weapon on SEMI, and engage the 10-inch Lethal Zone with five rounds, conduct a rapid reload, and engage the 10-inch Lethal Zone with five additional rounds in 25-seconds. Shooters must return behind the barricade to conduct the rapid reload.

8.3.6.2.2. Order 2 - Standing Unsupported Automatic Fire Evaluation: Shooters begin with one, 15-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position.

8.3.6.2.2.1. On the command “LOAD,” shooters ensure the selector lever is on SAFE, and load one 15-round magazine from their ammo pouch.

8.3.6.2.2.2. On the command “FIRE,” shooters chamber a round, take aim, place the weapon on AUTO, and engage the 10-inch Lethal Zone with 15-rounds in 25-seconds. Shooters will only fire 2- to 3-round bursts per trigger squeeze.

8.3.6.2.3. Order 3 - Standing Strong Side Barricade with Multiple Targets Evaluation: Shooters begin with two, six-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the strong side barricade position. **Note:** If the range is not capable of multiple targets on one firing point, CATM may utilize the modified Military “E” target as shown in **Figure 8.2** or utilize multiple firing points per shooter.

8.3.6.2.3.1. On the command “LOAD,” shooters ensure the selector lever is on SAFE, and load one six-round magazine from their ammo pouch.

8.3.6.2.3.2. On the command “FIRE,” shooters chamber a round, take aim, place the weapon on SEMI, and engage the left (primary) target in the 10-inch Lethal

Zone with six-rounds, conduct a rapid reload, and engage the right (secondary) target in the 10-inch Lethal Zone with six-rounds in 30-seconds. Shooters must return behind the barricade to conduct the rapid reload.

8.3.6.2.4. Order 4 - Standing Unsupported Contact Drill Evaluation: Shooters begin with one, 18-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position. **Note:** If the range is not capable of multiple targets on one firing point, CATM may utilize the modified target as shown in **Figure 8.2** or utilize multiple firing points per shooter.

8.3.6.2.4.1. On the command "LOAD," shooters ensure the selector lever is on SAFE, and load one 18-round magazine from their ammo pouch.

8.3.6.2.4.2. If able, the targets will be set up with TARGET #1 at 7 meters and TARGET #2 at 10 meters. If using the modified Military "E" target, TARGET #1 will be the left 10-inch circle and TARGET #2 will be the right 10-inch circle.

8.3.6.2.4.3. The tower operator will call out "CONTACT FRONT TARGET #." Shooters chamber a round (if necessary), take aim, place the weapon on SEMI, and engage the 10-inch Lethal Zone of the target called out by the tower operator with a double tap. Shooters will then scan the area and return to the starting position. Shooters will have a five-second time limit per string to recognize the target and engage with two rounds. Shooters will repeat this order eight times for a total of 18-rounds fired.

8.3.6.2.4.4. At the completion of this order, there should 10 rounds in TARGET #1 and 8 rounds in TARGET #2. After completion of this order of fire, instructors make the line safe, mark hits and score targets.

Chapter 9

M249 AUTOMATIC RIFLE TRAINING PROGRAM

9.1. M249 Automatic Rifle Air Force Qualification Course (AFQC). This course provides personnel with the required training for qualification with an automatic rifle (i.e., M249) or as determined by AF/A4SO.

9.1.1. If the weapon is employed from a vehicle or supporting Unit Type Codes (UTC) requiring vehicle mounted weapons, gunners will complete Phase V. Units unable to complete Phase V must request approval from the installation commander to conduct the alternate vehicle training as outlined in **paragraph 9.4.2.3.**, Phase III: Vehicle Firing, Alternate AFQC (10-meter). Shooters(s) who will not employ the M249 from a vehicle are not required to be evaluated on the vehicle training objective listed in **Table 9.1** or complete the vehicle firing portions of the qualification course.

9.1.2. Initial full distance training is mandatory. The installation commander may authorize units to qualify personnel using **Table 9.3** on the 10-meter course for recurring or initial training. This should be by exception and after all efforts to fire full distance (TDY, local or DoD ranges) have been exhausted.

9.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 9.1** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

9.2.1. Shooters must meet objectives 1.1. through 1.9. during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

9.2.2. Shooters must meet objective 2. before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

9.2.3. Shooters must perform objectives 3.1. through 3.3. on the range. **(T-1)** These objectives must be completed for shooters to move to the qualification phase of this course. **(T-1)** If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live fire training.

9.2.4. Shooters must perform objectives 4.1. through 4.4. without instructor assistance and achieve the required hits on target to be considered qualified. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score.

9.2.5. Approximate training times for this program are:

9.2.5.1. Initial training – twelve to fourteen hours.

9.2.5.2. Recurring training (12-month) – eight to ten hours.

9.2.5.3. Remedial and unit training – as needed.

9.2.6. Ammunition Needed. Cartridge, 5.56mm linked.

9.2.7. Personnel zero and qualify with the actual weapon with which they are armed. The gunner zeroes the aiming devices/sights they take on deployment or with which they are armed with in-garrison.

Table 9.1. M249 Automatic Rifle Training Objectives/Intermediate Training Objectives.

	Objective	**Condition/Given**	**Standard**
1.	Operate M249 AR.	M249 AR and required equipment.	Operate M249 AR.
ITOs			
1.1.	Perform clearing procedures.	M249 AR and required equipment.	Clear M249 AR.
1.2.	Half-load and full-load.	M249 AR and required equipment.	Half-load and full-load the M249 AR.
1.3.	Clear from a full-load and half-load.	M249 AR and required equipment.	Clear from a full-load and a half-load on M249 AR.
1.4.	Immediate action procedures.	M249 AR and required equipment.	Perform immediate action on M249 AR.
1.5.	Preventative maintenance inspection.	M249 AR and required equipment.	Perform a preventative maintenance (pre-fire) inspection on M249 AR.
1.6.	Place M249 AR into action.	M249 AR and required equipment.	Place M249 AR into action.
1.7.	Conduct barrel change.	M249 AR and required equipment.	Conduct a barrel change on M249 AR.
1.8.	Take M249 AR out of action.	M249 AR and required equipment.	Take M249 AR out of action.
1.9.	Install and remove blank firing attachment.	M249 AR and required equipment.	Install and remove the appropriate blank firing attachment.
2.	Performance evaluation.	M249 AR and required equipment.	Successfully complete all phases of performance evaluation within prescribed time limits.
3.	Demonstrate effective techniques of fire.	M249 AR and required equipment.	Fire M249 AR with sufficient accuracy to hit targets within range and capabilities of M249 AR and qualify on appropriate live-fire orders.
ITOs			

3.1.	Apply proper techniques of firing M249 AR during periods of good visibility.	M249 AR and required equipment.	Qualify on appropriate good visibility course of fire.
3.2.	Apply proper techniques of firing M249 AR during periods of limited visibility.	M249 AR and required equipment.	Qualify on appropriate limited visibility course of fire.
3.3.	Apply proper techniques while firing from a stationary/moving vehicle.	M249 AR and required equipment.	Qualify on appropriate stationary/moving vehicle course of fire.
4.	Perform operator maintenance.	M249 AR and required equipment.	Clean, inspect, and lubricate M249 AR and required equipment with instructor assistance.
ITOs			
4.1.	Disassemble M249 AR.	M249 AR and required equipment.	Disassemble M249 AR to authorized level.
4.2.	Clean, inspect, and lubricate M249 AR.	M249 AR and required equipment.	Clean, inspect and lubricate M249 AR and required equipment.
4.3.	Assemble M249 AR.	M249 AR and required equipment.	Assemble M249 AR.
4.4.	Function check M249 AR.	M249 AR and required equipment.	Function check M249 AR.

Table 9.2. M249 AFQC (Full Distance).

ORDER	DESCRIPTION/LOAD	ROUNDS	TIME	DISTANCE M/YDS	TARGET
TABLE I: BASIC QUALIFICATION					
Phase I: Practice					
1.	Zero (Half-Load)	50 (3 to 5 rd bursts)	N/A	300	1
2.	Point Targets (Half-Load)	50 (3 to 5 rd bursts)	1:30	300-500	3
3.	Linear Targets with Depth (Half-load)	50 (3 to 5 rd bursts)	1:30	300-800	3
4.	CBRN Point Targets (Half Load)	50 (3 to 5 rd bursts)	1:30	300	3
200 Total Rounds					
Phase II: Evaluation					
1.	CBRN Point Targets (Full-load)	50 (3 to 5 rd bursts)	1:30	300	3
2.	Point Targets (Full-Load)	50 (3 to 5 rd bursts)	1:30	300-800	3

ORDER	DESCRIPTION/LOAD	ROUNDS	TIME	DISTANCE M/YDS	TARGET
3.	Linear Targets with Depth (Full-Load)	100 (3 to 5 rd bursts)	3:00	300-800	3
200 Total Rounds					
Total Rounds Table I: 400 rounds					
TABLE II: LIMITED VISIBILITY AND VEHICLE TRAINING					
Phase I: Night Vision Optics and Laser Aiming Devices Training					
1.	Zero (Half-Load)	25 (3 to 5 rd burst)	N/A	300	1
2.	Point Targets Practice (Half-Load)	25 (3 to 5 rd burst)	1:00	300-800	6
3.	Point Targets Evaluation (Full-Load)	50 (3 to 5 rd burst)	1:30	300-800	6
100 Total Rounds					
Phase II: Night Scope Training					
1.	Zero (Half-Load)	25 (3 to 5 rd burst)	N/A	300	1
2.	Point/Area Targets Practice	25 (3 to 5 rd burst)	N/A	300-800	6
3.	Point/Area Targets Evaluation	50 (3 to 5 rd burst)	N/A	300-800	6
100 Total Rounds					
Phase III: Vehicle Firing (Standards: Qualify - Order 1, successfully engage all targets)					
1.	Stationary Vehicle Practice	100 (3 to 5 rd burst)	N/A	300	1 - 6
2.	Stationary Vehicle Evaluation	100 (3 to 5 rd burst)	N/A	300	1 - 6
200 Total Rounds					
400 Total Rounds Table II					
800 Total Rounds Table I & II					

9.3. Course Information, M249 AFQC (Full Distance).

9.3.1. Targets. Each phase of instruction identifies what target is required for that specific phase or order of fire and is outlined in **Table 9.2**.

9.3.1.1. Two "E" silhouette targets (NSN: 6920-00-795-1806) or empty 55-gallon drums may be used to represent personnel for 300- to 800-meter firing. Mounds of earth or salvaged vehicles may also be used to represent personnel and vehicle targets.

9.3.1.2. When using silhouettes or 55-gallon drums as area targets, position at least three targets within a 5-meter diameter. Leave at least 50-meters between each area target.

9.3.1.3. For 10-meter firing use machine gun target (NSN: 6920-00-078-5123).

9.3.2. Evaluation Standards.

9.3.2.1. Gunners who will employ the weapon using an optical aiming device, such as the M150 will complete all day-fire orders using the optic. **(T-1)**

9.3.2.2. There are no time limits during Table I, Phase I and Table II, Phases II and III. Instructors analyze targets, render help to shooters as needed, correct safety infractions, and supervise the application of immediate action.

9.3.2.3. Table II, Phases I and II are mandatory for all personnel authorized and equipped with night vision devices, target designators/illuminators or limited visibility optics/scopes (e.g., AN/PEQ-15, M3X).

9.3.2.3.1. Table II, Phase I – The purpose of this phase is to teach shooters to rapidly engage threats utilizing night vision/laser aiming devices (e.g., AN/PVS-31C with AN/PEQ-15). CATM personnel only allows the use of laser aiming devices that are approved for the user on the Authorized Small Arms/Light weapons (SA/LW) Accessories Listing. Shooters should successfully engage all six targets and demonstrate proper fundamentals using a currently approved laser-aiming device and approved night vision devices.

9.3.2.3.2. Table II, Phase III - This phase of fire teaches shooters to engage threats using an approved night scope (e.g., AN/PAS-13 V2). Shooters should successfully engage all six-targets and demonstrate proper fundamentals using an approved night scope.

9.3.2.4. Table II, Phase III is mandatory for personnel completing qualification to support UTC's requiring vehicle mounted weapons and optional for in-garrison requirements to fill mission training needs for individual units, as outlined in **paragraph 9.1.1**. For qualification to support UTC requirements, CATM requires an approved waiver for any portion of this phase that they cannot complete because of range limitations or other limiting factors. A waiver is not required for in-garrison requirements. In Phase V, gunners should use one area target at 300-meters with at least four double "E" silhouettes or 55-gallon drums. Position the vehicle parallel to the firing line with the weapon pointed down range (perpendicular to the vehicle).

9.3.3. Firing Position. The prone position is the most stable position. The position provides the shooter with extreme stability at the high cost of minimal mobility.

9.3.4. Minimum Requirements for Qualification. On evaluation phases, if the beaten zone covers the target, score it as a hit.

9.3.4.1. TABLE I – BASIC QUALIFICATION.

9.3.4.1.1. Phase II – Evaluation.

9.3.4.1.1.1. Order 1: Qualify – successfully engage all six-targets.

9.3.4.1.1.2. Order 2: Qualify – successfully engage all 13-targets.

9.3.4.2. TABLE II – LIMITED VISIBILITY AND VEHICLE FIRING.

9.3.4.2.1. Phase I, Order 3 – Shooters successfully engage all six targets.

9.3.4.2.2. Phase II, Order 3 – Shooters successfully engage all six targets.

9.3.4.2.3. Phase III, Order 2 – Shooters successfully engage all six targets.

9.3.5. General Course Guidance.

9.3.5.1. If assistant gunners are not used, peer coach method is authorized. Shooters may make sight corrections at any time during the course. Shooters conduct a barrel change every 200 rounds.

9.3.5.2. Shooters stow the gas mask in the carrier when not required for wear and maintain the CBRN gloves on their person during the entire course.

9.3.5.3. The ARIS DAF Form 522 only needs to reflect qualified "Q" or unqualified "UQ." Hits are not entered into ARIS. If shooters fail to qualify on Evaluation Order 1 or Evaluation Order 2, shooters are unqualified. They need only to refire and meet qualification criteria for the order on which they failed to achieve qualified status. Instructors enter the models of small arms STANO equipment (e.g., AN/PEQ-15, AN/PAS-13 V2) the individual qualified with in the remarks section of the DAF Form 522.

9.3.5.4. Enter the phase(s) of the course not completed by the individual and cite the waiver/deviation authorization source in the remarks section of the DAF Form 522. **Note:** Some deviations (e.g., gas mask or night fire phases) may not meet the CCMD requirements. Installations/units deploying personnel with a waiver/deviation to any portions of the course, including night fire phases, will provide a copy of the approved waiver to the CCMD OPR and ensure the DAF 522 is properly documented as directed by DAFI 31-131. **(T-1)**

9.3.6. Course Notes.

9.3.6.1. TABLE I: BASIC QUALIFICATION.

9.3.6.1.1. Phase I: Practice.

9.3.6.1.1.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position.

9.3.6.1.1.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.3.6.1.1.1.2. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage the 300-meter zero target with a 3- to 5-round burst utilizing their iron sights. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 300-meters utilizing all 50-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

9.3.6.1.1.2. Order 2 – Point Targets (Half-Load).

9.3.6.1.1.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the

bolt is forward and place the ammo belt on the feed tray.

9.3.6.1.1.2.2. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage three, 300-500-meter point targets with 3-to 5-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 50-rounds in the one minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

9.3.6.1.1.3. Order 3 – Linear Targets with Depth (Half-Load).

9.3.6.1.1.3.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.3.6.1.1.3.2. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage 13, 300–800-meter linear targets with depth, with 3- to 5-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100-rounds in the one-minute thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase. Upon completion of Order 3, the instructor will announce “GAS, GAS, GAS,” at which time shooters will don their gas mask.

9.3.6.1.1.4. Order 4 – CBRN Point Target (Half-Load).

9.3.6.1.1.4.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.3.6.1.1.4.2. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage three, 300-meter point targets with 3- to 5-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50 rounds in the one minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase. At the end of this order, shooters remain in their CBRN Defense Individual Protective Equipment (IPE) and prepare for the next phase.

9.3.6.1.2. Phase II: Evaluation.

9.3.6.1.2.1. Order 1 – CBRN Point Target (Full-Load).

9.3.6.1.2.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.3.6.1.2.1.2. On the command “FIRE,” shooters will place the weapon to

FIRE and engage three, 300-meter point targets with 3-to 5-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the one-minute and thirty second time limit. After firing this order, students may remove their CBRN defense IPE, stow it, and prepare for the next order.

9.3.6.1.2.2. Order 2 – Point Targets (Full-Load).

9.3.6.1.2.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.3.6.1.2.2.2. On the command "FIRE," shooters will place the weapon to FIRE and engage 3, 300-meter depth targets with 3- to 5-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the three-minute time limit.

9.3.6.1.2.3. Order 3 – Linear Targets with Depth (Full-Load).

9.3.6.1.2.3.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.3.6.1.2.3.2. On the command "FIRE," shooters will place the weapon to FIRE and engage 13, 300–800-meter linear targets with depth with 3- to 5-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100-rounds within the three-minute time limit.

9.3.6.2. TABLE II: LIMITED VISIBILITY AND VEHICLE TRAINING.

9.3.6.2.1. Phase I: Night Vision Optics and Laser Aiming Devices.

9.3.6.2.1.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

9.3.6.2.1.1.1. Shooters begin with a 25-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.3.6.2.1.1.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage the 300-meter zero target with a 3- to 5-round burst utilizing their approved night vision optics and laser aiming device. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 300-meters utilizing all 25-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

9.3.6.2.1.2. Order 2 – Point Targets Practice (Half-Load).

9.3.6.2.1.2.1. Shooters begin with a 25-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.3.6.2.1.2.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage six, 300-meter point targets with 3- to 5-round bursts utilizing their approved night vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 25-rounds in the one-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

9.3.6.2.1.3. Order 3 – Point Targets Evaluation (Full-Load).

9.3.6.2.1.3.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.3.6.2.1.3.2. On the command "FIRE," shooters will place the weapon to FIRE and engage six, 300-meter point targets with 3-to 5-round bursts utilizing their approved night vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the one-minute and thirty second time limit.

9.3.6.2.2. Phase II: Night Scope Training.

9.3.6.2.2.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

9.3.6.2.2.1.1. Shooters begin with a 25-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.3.6.2.2.1.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage the 300-meter zero target with a 3- to 5-round burst utilizing their approved night vision optics and laser aiming device. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 300 meters utilizing all 25-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

9.3.6.2.2.2. Order 2 – Point Targets Practice (Half-Load).

9.3.6.2.2.2.1. Shooters begin with a 25-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the

bolt is forward and place the ammo belt on the feed tray.

9.3.6.2.2.2.2. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage six, 300-meter point targets with 3- to 5-round bursts utilizing their approved night vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 25-rounds in the one-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

9.3.6.2.2.3. Order 3 – Point Targets Evaluation (Full-Load).

9.3.6.2.2.3.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.3.6.2.2.3.2. On the command “FIRE” shooters will place the weapon to FIRE and engage six, 300-meter point targets with 3- to 5-round bursts utilizing their approved night vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the one-minute and thirty second time limit.

9.3.6.2.3. Phase III: Vehicle Firing.

9.3.6.2.3.1. Order 1 – Stationary Vehicle Practice (Half-Load).

9.3.6.2.3.1.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move into the turret and handle the weapon. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.3.6.2.3.1.2. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage the designated target with 3- to 5-round bursts. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 100-rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

9.3.6.2.3.2. Order 2 – Stationary Vehicle Evaluation (Full-Load).

9.3.6.2.3.2.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move into the turret and handle the weapon. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.3.6.2.3.2.2. On the command “FIRE,” shooters will place the weapon to FIRE and engage the designated target with 3- to 5-round bursts. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 100-rounds in the three-minute time limit.

Table 9.3. M249 AFQC (10-Meter).

ORDER	DESCRIPTION/LOAD	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
TABLE I: BASIC QUALIFICATION					
Phase I: Practice					
1.	Zero (Half-Load)	50 (3 to 5 rd bursts)	N/A	300	Paster A1
2.	Point Targets (Half-Load)	50 (3 to 5 rd bursts)	1:30	300-500	Pasters A3 – A4
3.	Linear Targets with Depth (Half-load)	50 (3 to 5 rd bursts)	1:30	300-800	Pasters A5 – A8
4.	CBRN Point Targets (Half Load)	50 (3 to 5 rd bursts)	1:30	300	Pasters B1 – B2
200 Total Rounds					
Phase II: Evaluation					
1.	CBRN Point Targets (Full-load)	50 (3 to 5 rd bursts)	1:30	300	Pasters B3 – B4
2.	Point Targets (Full-Load)	50 (3 to 5 rd bursts)	1:30	300-800	Pasters B5 – B6
3.	Linear Targets with Depth (Full-Load)	100 (3 to 5 rd bursts)	3:00	300-800	Pasters B7 – B8
200 Total Rounds					
Total Rounds Table I: 400 rounds					
TABLE II: LIMITED VISIBILITY AND VEHICLE TRAINING					
Phase I: Night Vision Optics and Laser Aiming Devices Training					
1.	Zero (Half-Load)	25 (3 to 5 rd burst)	N/A	300	Paster C1
2.	Point Targets Practice (Half-Load)	25 (3 to 5 rd burst)	1:00	300-800	Pasters C3 – C4
3.	Point Targets Evaluation (Full-Load)	50 (3 to 5 rd burst)	1:30	300-800	Pasters C5 – C6
100 Total Rounds					
Phase II: Night Scope Training					
1.	Zero (Half-Load)	25 (3 to 5 rd burst)	N/A	300	Paster D1
2.	Point/Area Targets Practice	25 (3 to 5 rd burst)	N/A	300-800	Pasters D3 – D4
3.	Point/Area Targets Evaluation	50 (3 to 5 rd burst)	N/A	300-800	Pasters D5 – D6
100 Total Rounds					
Phase III: Vehicle Firing (Standards: Qualify - Order 1, successfully engage all targets)					
1.	Stationary Vehicle Practice	100 (3 to 5 rd burst)	N/A	300	N/A
2.	Stationary Vehicle Evaluation	100 (3 to 5 rd burst)	N/A	300	N/A

ORDER	DESCRIPTION/LOAD	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
200 Total Rounds					
Total Rounds Table II: 400					
Total Rounds Table I & II: 800					

9.4. Course Information M249 AR Alternate AFQC (10-meter). The AFQC (10-Meter), **Table 9.3**, allows shooters to conduct training using the machine gun target. One shooter can use sections A and B while another shooter uses sections C and D of the same target. This course is fired with the bipod from the prone position.

9.4.1. TABLE I: BASIC QUALIFICATION.

9.4.1.1. Phase I: Practice.

9.4.1.1.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

9.4.1.1.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.4.1.1.1.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage the A1 Paster with a 3- to 5-round burst utilizing their iron sights. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 300-meters utilizing all 50-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

9.4.1.1.2. Order 2 – Point Targets (Half-Load).

9.4.1.1.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.4.1.1.2.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage Pasters A3 and A4 with 3-5 round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 50 rounds in the one minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

9.4.1.1.3. Order 3 – Linear Targets with Depth (Half-Load).

9.4.1.1.3.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.4.1.1.3.2. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage Pasters A4 – A8, with 3-5 round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100 rounds in the one-minute thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase. Upon completion of Order 3, the instructor will announce “GAS, GAS, GAS,” at which time shooters will don their gas mask.

9.4.1.1.4. Order 4 – CBRN Point Target (Half-Load).

9.4.1.1.4.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.4.1.1.4.2. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage Pasters B1 – B2 with 3- to 5-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds in the one minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase. At the end of this order, shooters remain in their CBRN defense IPE gear and prepare for the next phase.

9.4.1.2. Phase II: Evaluation.

9.4.1.2.1. Order 1 – CBRN Point Target (Full-Load).

9.4.1.2.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.4.1.2.1.2. On the command “FIRE,” shooters will place the weapon to FIRE and engage Pasters B3 – B4 with 3- to 5-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the one-minute and thirty second time limit. After firing this order, students may remove their CBRN defense IPE, stow it, and prepare for the next order.

9.4.1.2.2. Order 2 – Point Targets (Full-Load).

9.4.1.2.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.4.1.2.2.2. On the command “FIRE,” shooters will place the weapon to FIRE and engage Pasters B5 – B6 with 3-5 round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the three-minute time limit.

9.4.1.2.3. Order 3 – Linear Targets with Depth (Full-Load).

9.4.1.2.3.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.4.1.2.3.2. On the command "FIRE," shooters will place the weapon to FIRE and engage Pasters B7 – B8 with depth with 3- to 5-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100-rounds within the three-minute time limit.

9.4.2. TABLE II: LIMITED VISIBILITY AND VEHICLE TRAINING.

9.4.2.1. Phase I: Night Vision Optics and Laser Aiming Devices.

9.4.2.1.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

9.4.2.1.1.1. Shooters begin with a 25-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.4.2.1.1.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage Paster C1 with a 3- to 5-round burst utilizing their approved night vision optics and laser aiming device. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 300-meters utilizing all 25-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

9.4.2.1.2. Order 2 – Point Targets Practice (Half-Load).

9.4.2.1.2.1. Shooters begin with a 25-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.4.2.1.2.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage Pasters C3 – C4 with 3- to 5-round bursts utilizing their approved night vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 25-rounds in the one-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

9.4.2.1.3. Order 3 – Point Targets Evaluation (Full-Load).

9.4.2.1.3.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the

command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.4.2.1.3.2. On the command “FIRE,” shooters will place the weapon to FIRE and engage Pasters C5 – C6 with 3- to 5-round bursts utilizing their approved night vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the one-minute and thirty second time limit.

9.4.2.2. Phase II: Night Scope Training.

9.4.2.2.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position.

9.4.2.2.1.1. Shooters begin with a 25-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.4.2.2.1.2. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage Paster D1 with a 3- to 5-round burst utilizing their approved night vision optics and laser aiming device. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 300-meters utilizing all 25-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

9.4.2.2.2. Order 2 – Point Targets Practice (Half-Load).

9.4.2.2.2.1. Shooters begin with a 25-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.4.2.2.2.2. On the command “FIRE” shooters will move the weapon to FULL LOAD and engage Pasters D3 – D4 with 3- to 5-round bursts utilizing their approved night vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 25-rounds in the one-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

9.4.2.2.3. Order 3 – Point Targets Evaluation (Full-Load).

9.4.2.2.3.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.4.2.2.3.2. On the command “FIRE,” shooters will place the weapon to FIRE and engage Pasters D5 – D6 with 3- to 5-round bursts utilizing their approved night

vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the one-minute and thirty second time limit.

9.4.2.3. Phase III: Vehicle Firing.

9.4.2.3.1. Order 1 – Stationary Vehicle Practice (Half-Load).

9.4.2.3.1.1. Shooters begin with a 100-round belt of blank ammunition. When directed by the instructor, shooters move into the turret and handle the weapon. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

9.4.2.3.1.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage the designated target with 3- to 5-round bursts. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 100 rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

9.4.2.3.2. Order 2 – Stationary Vehicle Evaluation (Full-Load).

9.4.2.3.2.1. Shooters begin with a 100-round belt of blank ammunition. When directed by the instructor, shooters move into the turret and handle the weapon. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

9.4.2.3.2.2. On the command "FIRE," shooters will place the weapon to FIRE and engage the designated target with 3- to 5-round bursts. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 100-rounds in the three-minute time limit. Instructors will evaluate the shooters' use of fundamentals and applying proper mechanics to determine if they qualify during the evaluation.

Chapter 10

M107 RIFLE TRAINING PROGRAM

10.1. M107 Rifle AFQC. This course provides personnel with the minimum training required for qualification with M107 rifle or as determined by AF/A4SO.

10.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in Table 10.1 for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

10.2.1. Shooters must meet objectives 1.1 through 1.10 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

10.2.2. Shooters must meet objectives 2.1 through 2.4 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

10.2.3. Shooters must perform objectives 3.1 through 3.3 on the range. **(T-1)** These objectives must be completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live fire training.

10.2.4. Shooters must perform objectives 4.1 through 4.5 without instructor assistance and achieve the required hits on target to be considered qualified. **(T-1**) If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score.

10.2.5. Approximate training times for this program are:

10.2.5.1. Initial and Recurring – forty to forty-eight hours.

10.2.5.2. Remedial and unit training – as needed.

10.2.6. Course ammunition. Cartridge, .50 cal., M33 Ball, M17 Tracer, M8 API, M20 APIT, MK211 Mod 0 API (only use if needed), or other authorized ammunition as required. Do not use SLAP rounds. **(T-2)**

Table 10.1. M107 Rifle AFQC Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
1.	Operate M107 rifle.	M107 Rifle, dummy ammunition and required equipment.	Operate M107 rifle.
ITOs			
1.1.	Assemble M107.	Cased M107.	Assemble weapon.
1.2.	Perform function check.	M107 rifle.	Perform function check.

	Objective	Condition/Given	Standard
1.3.	Clear M107.	M107, magazine inserted.	Perform proper clearing procedures.
1.4.	Load magazine.	Two magazines and 5 rounds dummy ammunition.	Load two magazines.
1.5.	Load M107 rifle.	M107 rifle and loaded magazine.	Load M107 rifle.
1.6.	Unload and clear M107 rifle.	M107 rifle loaded with dummy ammunition.	Unload and clear rifle.
1.7.	Reload M107 rifle.	M107 rifle with empty magazine, on FIRE, bolt forward.	Reload rifle from the fastened pouch (If applicable).
1.8.	Apply immediate and remedial actions.	M107 rifle and dummy ammunition with “staged” stoppage.	Apply immediate actions.
1.9.	Mount M107 rifle on appropriate mount.	M107 rifle and appropriate weapons mount.	Mount M107 securely to the appropriate mount.
1.10.	Mount night sight device on M107.	M107 rifle and night sight device.	Mount night sight device and properly set adjustments to allow for target acquisition during limited visibility.
2.	Apply M107 rifle fundamentals.	M107 rifle, dummy ammunition, and equipment.	Apply fundamentals to demonstrate ability to consistently place shots on target.
ITOs			
2.1.	Demonstrate positions and techniques of holding rifle with and without the gas mask.	M107 rifle and gas mask as appropriate.	Demonstrate correct firing positions and techniques to properly hold the M107 rifle with or without the gas mask.
2.2.	Apply aiming techniques with and without the gas mask.	M107 rifle, gas mask as appropriate, sighting and aiming bar and/or other devices.	Obtain correct sight alignment/picture.
2.3.	Apply breath control.	M107 rifle.	Apply breath control without disturbing sight alignment/picture.
2.4.	Apply trigger control.	M107 rifle.	Apply trigger control without disturbing sight alignment/picture.

	Objective	Condition/Given	Standard
3.	Meet/exceed minimum score on AFQC.	M107 rifle and required ammunition/equipment.	Qualify on AFQC.
ITOs			
3.1.	Zero rifle.	M107 rifle and required ammunition/equipment.	Fire one 6-inch shot group at 100 meters/yards.
3.2.	Fire teaching phase.	M107 rifle and required ammunition/equipment.	Identify target hold offs to effectively engage 24-inch bulls-eye target 75% or more at different distances.
3.3.	Qualify on AFQC evaluation phase.	M107 rifle and required ammunition/equipment.	Qualify on appropriate course of fire.
4.	Perform operator maintenance.	M107 rifle and required equipment.	Clean, inspect, and lubricate rifle and pass function check.
ITOs			
4.1.	Disassemble M107 rifle.	M107 rifle and required equipment.	Disassemble rifle to authorized level.
4.2.	Clean M107 rifle.	M107 rifle and proper cleaning equipment.	Properly clean M107 rifle.
4.3.	Lubricate M107 rifle.	M107 rifle and required lubricating supplies.	Lubricate M107 rifle.
4.4.	Assemble M107 rifle.	M107 rifle and required equipment.	Assemble M107 rifle.
4.5.	Perform function check.	M107 rifle.	Function check M107 rifle.

Table 10.2. M107 AFQC.

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
Phase I: Zero (Should have three-rounds in the "X" ring to be considered zeroed at 100m; rounds should be within 9-ring at 500m)					
1.	Bipod	9	N/A	100	Bulls eye
2.	Bipod	6	N/A	500	Bulls eye
		15 Total Rounds			
Phase II: Practice (Although there is no qualification standard in this phase, the goal is for shooters to meet the standards in Phase III)					
1.	Bipod	12	N/A	200	Bulls eye
2.	Bipod	10	N/A	300	Bulls eye
3.	Bipod	10	N/A	500	Bulls eye
4.	Bipod	10	N/A	600	Bulls eye

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
5.	Bipod	10	N/A	800	Bulls eye
6.	Bipod/Night	8	N/A	300	Bulls eye
7.	Bipod/Night	8	N/A	500	Bulls eye
		68 Total Rounds			
Phase III: Qualification (Order 1, 4 of 4 in black; Orders 2-4, 6 of 8 in black; Order 5, see paragraph 10.3.2.2.3.; Orders 6-7, 4 of 8 in black)					
1.	Bipod or Soft Mount	4	30 Sec	200	Bulls eye
2.	Bipod or Soft Mount	8	1 Min	300	Bulls eye
3.	Bipod or Soft Mount	8	4 Min	500	Bulls eye
4.	Bipod or Soft Mount	8	5 Min	600	Bulls eye
5.	Bipod or Soft Mount	8	6 Min	800	Bulls eye
6.	Bipod or Soft Mount/Night	8	6 Min	300	Bulls eye
7.	Bipod or Soft Mount/Night	8	7 Min	500	Bulls eye
		52 Total Rounds			
		135 Total Rounds for Course			

Notes:
1. Course of fire is meant to take several days to complete. Qualification phases should be fired during the same duty day.
2. If range conditions have changed significantly from practice day to qualification day, shooters are authorized two sighter rounds per order for orders 1 – 5 of Phase III.
3. M107 Soft Mount may be used with M192 and M205 tripod or vehicle mounts.
4. Phase III may be fired from bipod, soft mount, or both, depending on how the weapon is employed. If the weapon is employed from bipod and soft mount, Phase III orders 3, 4, 5 and 7 are fired from the soft mount. If soft mounts are not available during training, shooters may employ the weapon with the soft mount after mechanical orientation training on the mount.

10.3. Course Information.

10.3.1. Course Targets: Each phase of instruction identifies what target is required for that specific phase or order of fire and is outlined in **Table 10.2**.

10.3.1.1. Rifle Target "B" 600 Yds (bullseye target) (NSN: 6920-00-900-8205). The target has four black scoring rings (the 10X ring [6 inch], 10 ring [12 inch], 9 ring [18 inch] and the 8 ring [24 inch]), as well as three white scoring rings (the 7 ring [30 inch], 6 ring [36 inch] and the 5 ring [42 inch]). The bullseye section of the target (7 ring to 10X ring) may be replaced with Target Repair Center (NSN: 6920-00-999-1437).

10.3.1.2. Bulls-eye targets are used to zero weapons. During all other phases that require hits to be within the black, a 24-inch steel reactionary target's representing an engine block may be used. For 800-meter target, a 30-inch x 42-inch steel target representing the front of vehicle may be used.

10.3.1.3. This course of fire is designed to be conducted on a 600- to 800-meter known distance range, with a target pit. When using a range without a target pit, CATM instructors may use either of the following methods to mark target hits. Have students or instructors

go down range to mark hits or have instructors spot hits using spotting scopes or field glasses. Instructors must ensure targets are replaced before starting the evaluation phase of the course. **(T-1)** In addition, CATM instructors may use reactionary targets if they are set to react to hits in the designated areas of the target. When the maximum target distance is limited to 600-meters, CATM instructors may substitute 600-meter targets for 800-meter targets in the course.

10.3.2. Course Standards:

10.3.2.1. Zero and Practice orders: Shooters shoot one round at a time; pit operators pull and mark hits between each shot. This allows shooters to develop solid shooting fundaments through instant target feedback. During zero, shooters should have three consecutive rounds within the X ring to be considered zeroed. Rounds not used are returned to ammo stocks. During Order 3, the first 4 rounds are marked or recorded after each shot. Then conduct a 4-round quick fire and mark or record all 4 hits, then repeat the process. When class size permits, the coach/shooter method should be used to help build confidence. When using a target pit, pit personnel paste old hits while marking new hits prior to exposing targets.

10.3.2.2. Qualification Orders of fire: Start all qualification orders with shooter's cheek off weapon as if scanning the principal direction of fire (PDF).

10.3.2.2.1. Phase III, Order 1 - Qualified; 4-hits in black portion of target.

10.3.2.2.2. Phase III, Orders 2, 3 and 4 - Qualified; 6-hits in black portion of target.

10.3.2.2.3. Phase III, Order 5 - Qualified; 6-hits. Only hits within the top and bottom 7 ring and left and right 5 ring (30 inch X 42 inch) count. This simulates the front of a vehicle.

10.3.2.2.4. Phase III, Orders 6 and 7 - Qualified; 4 hits in black portion of target.

10.3.2.2.5. When more than 50% of the bullet hole is within a ring, the hit is counted for that scoring ring.

10.3.3. Course Notes AFQC.

10.3.3.1. The tower operator or Chief Range Officer (CRO) is responsible for controlling firing line proceedings and target pit operations.

10.3.3.2. During all orders of fire, the CRO notifies the pit officer (PO) of firing operations at the beginning and end of each order.

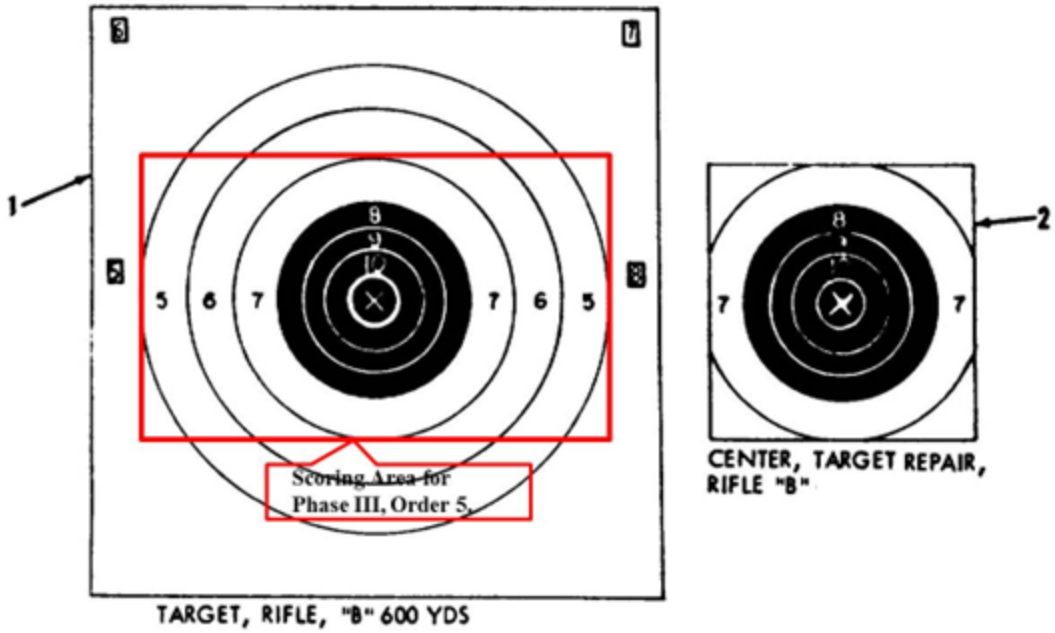
10.3.4. The PO ensures all targets are in the half up position at the start of each order of fire and does not raise them until the CRO notifies the pit the range is ready. The PO is also responsible for ensuring all targets are raised at the start of the order of fire and that all targets are lowered down at the end.

10.3.4.1. During all orders of fire, the CRO notifies the PO of the start of an order prior to making the line ready. Once the PO orders targets to the "ready" (half-up) position the CRO makes the line ready. Once line is ready, the CRO contacts the PO. If challenges are made, the CRO contacts the PO and informs them of the challenges and firing point numbers.

10.3.4.2. The PO is responsible for target operation. The PO briefs target pullers on proper operation of targets and target systems. The PO ensures target pullers run targets to the full up position when firing is in progress.

10.3.4.3. During qualification orders, the PO raises the targets to the half up position and stands by. Once the PO receives "the line is ready" from the CRO, the PO notifies operators by shouting, "Stand By" then "Targets Up." The PO starts the time for the order when the last target reaches the full up position. The PO shouts "Stand By" prior to the end of the time limit then at the end of the time limit, the PO shouts "Targets Down." The target pullers score the targets.

Figure 10.1. M107 AFQC Target and Scoring.



10.3.5. Target Information.

10.3.5.1. The Bulls-Eye Target (NSN: 6920-00-900-8205) has 10X, 10, 9, 8, 7, 6 and 5 scoring rings. The M107 AFQC Target and Scoring is shown in **Figure 10.1**. When more than 50% of the bullet hole is within a ring, score the hit as being in that scoring ring. The target pit is the area where the targets and target holders are located and where target pit personnel raise, lower, and mark targets. Normally, target pit personnel raise the targets to expose them to the shooter and lower the targets to conceal them and for target scoring or marking or both. Most ranges have earthen berms or other material built up to protect target pit personnel and target mechanisms from fired rounds. The targets are suspended on frames above the protective berm. During zero and practice orders, after a round is fired by the shooter, the target is pulled down into the pit by the target puller. A colored disk on a spindle is inserted into the bullet hole to show the shooter where the shot hit the target, and a large disk is hung on the periphery of the target to denote the value of the shot. The number on the disk placed on the periphery corresponds with the value of the scoring ring on the target where the hit struck. Once target marking and repair operations are complete, the target puller raises the target so the shooter can see where the shots hit the target. On

the next shot, the target is again pulled down, the colored disk is relocated to the new shot, the old bullet hole is patched and if necessary, the disk on the periphery of the target is moved to the value of the new shot, then the target is raised so the shooter can see it.

10.3.5.2. During the qualification orders, after the time limit expires for the final order of fire, the targets are pulled into the pits, and the puller inserts small disks on spindles into each bullet hole. A large disk is placed in the 10-value for a Qualification score or in the miss value for Unqualified score. After the shooter examines and records his shots, the targets are pulled into the pits, all disks are removed, holes are patched, and the targets are readied for the next order/phase.

10.3.5.3. The CRO notifies the PO of any challenges on a score during qualification and the PO rescores the target to verify the score. The PO's score is recorded as the final score.

10.3.5.4. Use the following spotters to mark hits at the specified range.

10.3.5.4.1. Use a 1-inch spotter (NSN: 6920-00-789-0864) for 100-meters/yards through 300-meters/yards.

10.3.5.4.2. Use a 3-inch spotter (NSN: 6920-00-713-8255) for 400-meters/yards through 600-meters/yards.

10.3.5.4.3. Use a 5-inch spotter (NSN: 6920-00-713-8254) for all ranges more than 600-meters/yards.

10.3.5.4.4. Use a 10-inch spotter (NSN: 6920-00-713-8256) for shot values and Q and UQ values.

10.3.5.4.5. Use target spotter spindle (NSN: 6920-00-713-8257) with all spotters.

Chapter 11

LONG RANGE PRECISION RIFLE TRAINING PROGRAM

Section 11A—Squad Designated Marksman Rifle (SDMR), Advanced Designated Marksman (ADM) Course

11.1. M110A1 Squad Designated Marksman Rifle (SDMR), Advanced Designated Marksman Course (ADMC). This course is an advanced/specialized course of fire for initial and recurring training. This training provides personnel with a long-range precision requirement on a distinct weapon, the M110A1 or as determined by AF/A4SO and associated equipment (Tango 6 DVO or Schmidt and Bender Scope) will complete the ADMC. **(T-1**) This course only applies to personnel who use the long-range precision rifle in the Advanced Designated Marksman (ADM) sniper role. It does not apply to other roles such as explosive ordnance disposal's (EOD) standoff munition disruption (SMUD), Guardian Angel's employment of the M110A1 rifle, or bird/wildlife aircraft strike hazard's (BASH) employment for wildlife degradation.

11.2. Training Guidelines: Students must meet the training objectives and be evaluated to the performance standards listed in **Table 11.1** for initial training and **Table 11.5** for recurring training for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day. Unless otherwise specified as optional, personnel fire both the practice and evaluation phases of the course.

11.2.1. During initial training, the course consists of classroom instruction, performance evaluations, passing all training objectives in **Table 11.1** and qualifying at known and unknown distances using **Table 11.2**., **Table 11.3,** and **Table 11.4**. Initial training may be accomplished at base-level if all range and personnel requirements are met. CATM personnel will enter this training in ARIS, as initial ADM AFQC.

11.2.2. Recurring Sustainment Training. Weapons safety procedures and the training objectives in **Table 11.5** and qualifying on the long-range precision rifle using **Table 11.6** are the minimum mandatory items**.**

11.2.3. Certified instructors conduct recurring qualification training semiannually during the alternating quarters after completing unit-level sustainment training. The calendar year (CY) quarterly cycles are outlined in **paragraph 11.2.7**. Academic training is only conducted once per annual cycle and in conjunction with the first qualification training of each annual cycle.

11.2.4. Instructors who qualify for the purpose of providing instruction are not required to complete quarterly sustainment or recurring qualification and only qualify annually to maintain instructor certification. These individuals are not authorized to be armed with a long-range precision rifle or perform ADM duties.

11.2.5. Unit Level Sustainment. Qualified ADM personnel, with assistance from unit-training section personnel conduct training on ADM skills during sustainment training. ADM personnel use the recurring ADM AFQC as a baseline and may modify the course to meet mission specific objectives. Modifications are approved by the base's CATM Section Chief and Security Forces/CATM organizational commander. **(T-3)**

11.2.6. ADM personnel must meet all range safety officer (RSO) certification and other requirements to safely operate the range before being allowed to conduct training without

CATM personnel present in accordance with DAFI 31-131V1 and any host range requirements. **(T-1)**

11.2.7. Units should use CY quarters to conduct unit-level sustainment training and recurring qualification cycle. The first sustainment training quarter is the CY quarter immediately after the CY quarter the individual completes initial qualification. For example, if the member completes initial qualification in February 2025 (first quarter of CY) they complete sustainment training by 30 June 2025 (end of second quarter of CY). This cycle continues, alternating between sustainment training and recurring qualification each CY quarter until the arming requirement no longer exists. The following is an example of the cycle for a member who completed initial ADM qualification on 17 April 2025:

11.2.7.1. Sustainment training due by 30 September 2025.

11.2.7.2. Recurring qualification due by 31 December 2025.

11.2.7.3. Sustainment training due by 31 March 2026.

11.2.7.4. Recurring qualification due by 30 June 2026.

11.2.8. Approximate training times for this program are:

11.2.8.1. Initial training – one hundred hours.

11.2.8.2. Recurring training – sixteen to twenty hours.

11.2.8.3. Unit level sustainment training – eight to ten hours.

11.2.8.4. Remedial training – as needed.

11.2.9. Course Ammunition: 7.62mm Special Ball LR, or 7.62mm Special Ball.

11.2.10. Initial ADM AFQC. Instructors for objectives marked with an asterisk (*) in **Table 11.1** must be certified CATM personnel as outlined in DAFI 31-131. **(T-1)** These individuals must successfully complete the initial ADMC before being lead instructor certified. **(T-1)** Currently qualified ADM personnel (AFSC 3P0X1X or DoD civilian equivalent) who have successfully completed the initial ADMC and have at least 12-months experience as an ADM may instruct objectives in **Table 11.1** that are not identified with an asterisk (non-CATM objectives). Non-CATM instructors must complete the qualifications for SF S-3/Training Section personnel outlined in DAFI 36-2646, *Security Forces Training and Standardization Evaluation Programs*. **(T-1)** These individuals must also complete instructor evaluations on the ADMC objectives they instruct as required by DAFI 31-131 for initial certification and annually thereafter to maintain certification. **(T-1) Note:** Although certified non-CATM personnel as outlined above may perform lead instructor duties for some objectives, CATM will provide oversight of classroom operations to ensure compliance with DAFMAN 31-131V1 requirements. **(T-1) Note:** This program does not fall under the purview of the Defender Weapon Trainer program as outlined in DAFI 31-131.

11.2.11. Recurring ADM AFQC. Instructors for objectives marked with an asterisk (*) in **Table 11.5** must be certified CATM personnel (AFSC 3P0X1B/DoD civilian equivalent) as outlined in DAFI 31-131. **(T-1)** These individuals must successfully complete the recurring ADM AFQC and meet the requirements outlined in **paragraph 11.2.10**. **(T-1)** Instructors for non-CATM objectives must meet the requirements in **paragraph 11.2.10**. **(T-1)**

Table 11.1. ADM AFQC (Initial) Objectives and Intermediate Training Objectives.

	Objective	Condition/Given	Standard
1.	ADM team organization.	Concepts of ADM team organization.	Identify concepts of ADM team organization.
2.	Command and control of ADM teams.	Working with ADM team.	Identify roles of ADM team leader and employment officer.
3.	Organization, use and employment of ADM.	Working in Integrated Defense (ID) environment with ADM teams.	Identify organization, use and employment for ADM teams in ID environment.
4.	ADM sustainment program.	ADM quarterly sustainment training.	Identify tasks required for conducting ADM sustainment training.
5.	Target detection and selection.	Working within area of responsibility.	Demonstrate proper target detection and selection methods.
ITOs			
5.1.	Techniques of observation.	Working within area of responsibility.	Demonstrate proper uses of observation to include optical aids.
5.2.	Techniques of night observation.	Working within area of responsibility.	Demonstrate proper use of night observation techniques.
6.	*Introduction to the long-range precision rifle.	The long-range precision rifle, dummy ammunition and required equipment.	Demonstrate the ability to perform the following tasks:
ITOs			
6.1.	*Understand weapon safety.	Long-range precision rifle.	Demonstrate safe weapon handling.
6.2.	*Identify nomenclature of the long-range precision rifle.	Long-range precision rifle.	Identify nomenclature of the long-range precision rifle.
6.3.	*Identify characteristics of the long-range precision rifle.	Long-range precision rifle.	Describe characteristics of the long-range precision rifle.
6.4.	*Understand clearing of the long-range precision rifle.	Long range precision rifle and 7.62 mm dummy ammunition.	Clear the long-range precision rifle without assistance.
7.	*Understand disassembly, assembly, and function check of the long-range precision rifle.	Long-range precision rifle.	Perform disassembly, assembly, and function check of the long-range precision rifle without assistance.
ITOs			

	Objective	Condition/Given	Standard
7.1.	*Disassemble the long-range precision rifle.	Long range precision rifle.	Disassemble the long-range precision rifle without assistance.
7.2.	*Assemble the long-range precision rifle.	Long range precision rifle.	Assemble the long-range precision rifle without assistance.
7.3.	*Perform function check.	Long range precision rifle.	Function check the long-range precision rifle without assistance.
8.	*Perform operator maintenance.	Long range precision rifle.	Perform operator maintenance without assistance.
ITOs			
8.1.	*Clean the long-range precision rifle.	Long range precision rifle and cleaning kit.	Clean the long-range precision and associated equipment without assistance.
8.2.	*Inspect the long-range precision rifle.	Long range precision rifle.	Perform operator inspection without assistance.
8.3.	*Lubricate the long-range precision rifle.	Long range precision rifle and cleaning kit.	Lubricate the long-range precision and associated equipment without assistance.
8.4.	*Load and unload the long-range precision rifle.	Long range precision rifle and 7.62 mm dummy ammunition.	Load and unload the long-range precision rifle without assistance.
9.	*Apply immediate and remedial action.	Long range precision rifle and 7.62 mm dummy ammunition.	Perform immediate and remedial action without assistance.
ITOs			
9.1.	*Apply immediate action.	Long range precision rifle and 7.62 mm dummy ammunition and a simulated stoppage.	Perform immediate action within 5 seconds.
9.2.	*Apply remedial action.	Long range precision rifle and 7.62 mm dummy ammunition and a simulated failure of immediate action to clear a stoppage.	Perform immediate and remedial action within 15 seconds.
10.	*Identify nomenclature and characteristics of the day scope.	Long range precision rifle with Mk 4 scope and mount.	Identify nomenclature and describe characteristics without assistance.

	Objective	Condition/Given	Standard
11.	*Installation and removal of day scope.	Long range precision rifle with day scope and mount and tools.	Install and remove scope without assistance.
12.	*Perform operator maintenance on day scope.	Day scope and cleaning equipment.	Perform operator maintenance on scope without assistance.
ITOs			
12.1.	*Inspect day scope.	Day scope and cleaning equipment.	Inspect scope without assistance.
12.2.	*Inspect scope mounts.	Day scope and cleaning equipment.	Inspect scope mounts without assistance.
12.3.	*Clean day scope.	Day scope and cleaning equipment.	Clean scope without assistance.
13.	*Identify nomenclature and characteristics of the night scope.	Long range precision rifle and night scope.	Identify nomenclature and describe characteristics without assistance.
14.	*Day mode operation of the night scope.	Long range precision rifle and night scope.	Demonstrate day mode operation of night scope.
15.	*Night mode operation of the night scope.	Long range precision rifle and night scope.	Demonstrate night mode operation of night scope.
16.	*Operator maintenance on the night scope.	Long range precision rifle and night scope.	Perform operator maintenance on the night scope without assistance.
ITOs			
16.1.	*Pre and post duty checks.	Long range precision rifle and night scope.	Perform pre and post duty checks of the night scope.
16.2.	*Install and remove the night scope.	Long range precision rifle and night scope.	Perform installation and removal of the night scope.
16.3.	*Clean and inspect the night scope.	Long range precision rifle and night scope.	Perform cleaning and inspection of the night scope.
17.	Range estimation.	Targets at unknown distances.	Explain and demonstrate range estimation techniques.
ITOs			
17.1.	Paper strip method.	Map.	Demonstrate distance measurement.
17.2.	100-meter method.	Long range precision rifle and spotting scope.	Estimate target range using the 100m method.
17.3.	Appearance of objects method.	Long range precision rifle and spotting scope.	Estimate target range using the appearance of objects method.

	Objective	Condition/Given	Standard
17.4.	Bracketing method.	Long range precision rifle and spotting scope.	Estimate target range using the bracketing method.
17.5.	Range card method.	Long range precision rifle, spotting scope and completed range card.	Estimate target range using the range card method.
17.6.	Mil-relation formula.	Long range precision rifle, Spotting scope and calculator.	Estimate target range using the mil-relation formula.
17.7.	Combination method.	Long range precision rifle, Spotting scope and calculator.	Estimate target range.
18.	*Engage moving targets.	Long range precision and required equipment.	Demonstrate the ability to effectively engage moving targets.
19.	*Field sketches and logbook.	Given a Data of Previous Engagements (DOPE) logbook.	Demonstrate ability to complete a field sketch.
20.	*Logbook.	Given a DOPE logbook.	Demonstrate ability to maintain a DOPE logbook.
21.	*Ballistics.	Data on current environmental conditions.	Demonstrate basic knowledge of internal, external, and terminal ballistics.
22.	*Elevation and windage hold offs.	Given the long-range precision rifle and required equipment.	Demonstrate ability to engage targets utilizing hold offs.
23.	*Leica® Laser Range Finder (LRF).	Given a Leica® LRF and required equipment.	Demonstrate the ability to utilize the Leica® LRF.
24.	Counter-sniper operations.	Working within area of responsibility.	Understand methods of identifying and defeating snipers.
25.	*Apply fundamentals of marksmanship.	Long range precision rifle.	Demonstrate proper long-range fundamentals of marksmanship.
ITOs			
25.1.	*Apply proper grip.	Long range precision rifle.	Demonstrate proper grip without instructor assistance to include firing hand, support hand, shouldering the weapon and stock weld.
25.2.	*Understand use of the shooting sling.	Long range precision rifle.	Demonstrate proper use of the shooting sling.

	Objective	Condition/Given	Standard
25.3.	*Demonstrate natural point of aim.	Long range precision rifle.	Demonstrate achieving natural point of aim in all firing positions.
25.4.	*Demonstrate proper eye relief.	Long range precision rifle.	Explain and demonstrate proper eye relief.
25.5.	*Demonstrate proper sight alignment.	Long range precision rifle.	Explain and demonstrate proper sight alignment.
25.6.	*Demonstrate proper sight picture.	Long range precision rifle.	Explain and demonstrate proper sight picture.
25.7.	*Demonstrate follow through.	Long range precision rifle.	Explain and demonstrate proper follow through.
25.8.	*Demonstrate proper breath control.	Long range precision rifle.	Explain and demonstrate natural pause and the effects of breathing.
25.9.	*Understand wobble area.	Long range precision rifle.	Explain the cause, effects, and procedures for minimizing wobble area.
25.10.	*Apply proper trigger control.	Long range precision rifle.	Demonstrate proper placement of the trigger finger and trigger control.
25.11.	*The integrated act of firing.	Long range precision rifle.	Perform the integrated act of firing.
25.12.	*Calling the shot.	Long range precision rifle.	Explain and demonstrate calling the shot.
25.13.	Observation techniques with a spotting scope.	Long range precision rifle and spotting scope.	Observe shots fired, provide adjustments to shooter, and observe assigned sector/provide information on threats and intelligence to shooter/Base Defense Operations Center (BDOC).
26.	*Understand elements of a steady firing position and apply proper firing positions.	Long range precision rifle.	Demonstrate and explain the correct prone supported, prone unsupported, kneeling, kneeling sling supported, over barricade and alternate firing positions.
ITOs			
26.1.	*Prone supported.	Long range precision rifle.	Demonstrate the prone supported firing position.
26.2.	*Prone unsupported.	Long range precision rifle.	Demonstrate the prone unsupported firing position.

	Objective	Condition/Given	Standard
26.3.	*Kneeling unsupported.	Long range precision rifle.	Demonstrate the kneeling unsupported position.
26.4.	*Kneeling sling supported.	Long range precision rifle.	Demonstrate the kneeling sling supported position.
26.5.	*Standing supported position.	Long range precision rifle.	Demonstrate the standing horizontal supported (DFP) firing position.
26.6.	*Alternate firing positions.	Long range precision, required ammunition and equipment.	Demonstrate the ability to fire from positions other than prone supported.
27.	*Meet ADM AFQC requirements.	Long range precision, required ammunition and equipment.	Qualify on ADM AFQC.
ITOs			
27.1.	*Zero rifle.	Long range precision rifle and required equipment.	Achieve a one inch shot group centered within two-inch paster.
27.2.	*Complete Day Known Distance Practice Phase.	Long range precision rifle and required equipment.	Successfully engage all targets.
27.3.	*Qualify on Day Known Distance Phase.	Long range precision rifle and required equipment.	Achieve minimum qualification score on Day Known Distance Phase.
27.4.	*Complete Day Unknown Distance Practice Phase.	Long range precision rifle and required equipment.	Successfully engage all targets.
27.5.	*Qualify on Night Unknown Distance Phase.	Long range precision rifle and night scope.	Achieve minimum qualification score on Night Unknown Distance Phase.

Table 11.2. (Initial) ADM AFQC Known Distance Course.

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
Phase I: Grouping and Zero					
1.	Prone Supported	3	N/A	100	Fig 11.1.
2.	Prone Supported	3	N/A	100	Fig 11.1.
3.	Prone Supported	3	N/A	100	Fig 11.1.
4.	Prone Supported	3	N/A	100	Fig 11.1.
		12 Total Rounds			
Phase II: Cold Bore and Sighters					
1.	Prone Supported (Cold Bore)	1	N/A	100	Fig 11.2, 2-inch x 3-inch box

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
2.	Prone Supported (Sighter)	2	N/A	100	Fig 11.2., 2-inch x 3-inch box
		3 Total Rounds			
Phase III: Practice (times listed are per target exposure)					
1.	Prone Supported	10	5 Sec	100	Fig 11.2, 2-inch x 3-inch box
2.	Prone Supported (Sniper)	10	5 Sec	200	Fig 11.2, 4-inch circle
3.	Prone Supported (Movers)	15	10 Sec	300	Fig 11.3.
4.	Prone Supported (Movers)	15	10 Sec	400	Fig 11.3.
5.	Prone Supported (Snaps) (Target exposed anywhere within 3 target frames, 24 meters/yards)	10	5 Sec	500	Fig 11.5.
		60 Total Rounds			
Phase IV: Evaluation (times listed are per target exposure)					
1.	Prone Supported (Sighter)	2	N/A	100	Fig 11.2, 2-inch x 3-inch box
2.	Prone Supported	2	5 Sec	100	Fig 11.2, 2-inch x 3-inch box
3.	Prone Supported (Sniper)	3	5 Sec	200	Fig 11.2, 4-inch circle
4.	Prone Supported (Movers)	5 (1 shot strings; 1 stationary; 4 movers)	5 Sec static; 10 Sec move	300	Fig 11.3.
5.	Prone Supported (Movers)	5 (1 shot strings; 1 stationary; 4 movers)	5 Sec static; 10 Sec move	400	Fig 11.3.
6.	Prone Supported (Snaps)	5 (1 shot strings)	5 Sec	500	Fig 11.5.
		22 Total Rounds			

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
		97 Total Rounds for Known Distance Course (Initial)			

Table 11.3. (Initial) ADM AFQC Unknown Distance Course.

ORDER	POSITION	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
Phase I: Cold Bore and Sighters					
1.	Prone Supported (Cold Bore)	1	N/A	200	Fig 11.4. or 11.5.
2.	Prone Supported (Sighter)	2	N/A	200-400	Fig 11.4. or 11.5.
		3 Total Rounds			
Phase II: Practice					
1.	Prone Supported (Unknown Distance)	20 (2 shots per target)	25 Min	200-600	Fig 11.4. or 11.5. x 10
		20 Total Rounds			
Phase III: Evaluation					
1.	Prone Supported (Unknown Distance)	20 (2 shots per target)	25 Min	200-600	Fig 11.4. or 11.5. x 10
		20 Total Rounds			
		43 Total Rounds for Unknown Distance Course (Initial)			

Table 11.4. (Initial) ADM AFQC Night Unknown Distance Course.

ORDER	POSITION	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
Phase I: Night Scope Zero					
1.	Prone Supported	3	N/A	100	Fig 11.1
2.	Prone Supported	3	N/A	100	Fig 11.1
3.	Prone Supported	3	N/A	100	Fig 11.1
4.	Prone Supported	3	N/A	100	Fig 11.1
		12 Total Rounds			
Phase II: Night Unknown Distance					
1.	Prone Supported	10	2:45	100-500	Fig 11.5. x 5
2.	Prone Supported	10	2:45	100-500	Fig 11.5. x 5
		20 Total Rounds			
		32 Total Rounds for Night Unknown Distance Course (Initial)			

11.3. Course Information, (Initial) ADMC Known Distance Qualification.

11.3.1. Targets.

11.3.1.1. "F" prone silhouette target NSN: 6920-00-795-1807 (pasteboard), "F" prone silhouette target NSN: 6920-00-610-9086 (paper), "E" kneeling silhouette target NSN: 6920-00-795-1806 (pasteboard), "E" kneeling silhouette target NSN: 6920-00-600-6874 (paper). **Note:** Throughout this course, target distances are in yards or meters, based on the design of the range used, regardless of how they are expressed in the course notes.

11.3.1.2. Phase I & II, 100-yard target, Sniper Target. Modify "E" kneeling silhouette target by pasting or painting a 2-inch x 3-inch white rectangle in the center of the target (**Figure 11.2**.).

11.3.1.3. Phase III, 200-yard target, Sniper Target. Modify "E" kneeling silhouette target by pasting or painting a white 4-inch circle in the center of the target (**Figure 11.2**.).

11.3.1.4. Phase III, 300- and 400-yard target is a modified "E" kneeling silhouette target (**Figure 11.3**.). The target is cut down to equal 10-inch-wide center x 40 inch tall to simulate profile of walking enemy soldier. Order of fire sequence, 1 sanitary exposure followed by 4 mover exposures (movers travel approximately 24 feet per second left or right over 24-meters/yards) and repeat.

11.3.1.5. Phase III, 500-yard target, full size "E" kneeling silhouette target (see **Figure 11.5**.**)**.

11.3.1.6. Metal targets (**Figure 11.4**), if used, are armor plated with a preference of AR500 steel. This includes two 20-inch x 20 inch (“F” silhouette targets) up to 300-meters/yards and eight 20-inch x 40 inch (“E silhouette targets) up to 600-meters/yards. **Note:** Throughout this course, target distances are in yards or meters, based on the design of the range used, regardless of how they are expressed in the course notes.

11.3.1.7. Targets are painted white, with a red or black number or letter painted on each for target identification during firing. Targets are set up in the following configuration:

11.3.1.7.1. 20 x 20 between 200- to 250-meters/yards.

11.3.1.7.2. 20 x 20 between 250- to 300-meters/yards.

11.3.1.7.3. 20 x 40 between 300- to 350-meters/yards.

11.3.1.7.4. 20 x 40 between 350- to 400-meters/yards.

11.3.1.7.5. 20 x 40 between 400- to 450-meters/yards.

11.3.1.7.6. 20 x 40 between 450-to 500-meters/yards.

11.3.1.7.7. 20 x 40 between 500-to 550-meters/yards.

11.3.1.7.8. 20 x 40 between 550-to 600-meters/yards.

11.3.1.7.9. Units may locally purchase targets, or units with sheet metal shops may fabricate their own. Ensure steel targets meet the above guidelines. Units should make every effort to acquire steel targets for unknown distance qualification. Otherwise, units may use the "E" silhouette target facer or "E" silhouette target backer.

11.3.1.8. Phase I, Night Scope Zero: 100-yard "E" silhouette target facer or "E" silhouette target backer with 2-inch paster. **Note:** Throughout this course, target distances are in yards or meters, based on the design of the range used, regardless of how they are expressed in the course notes.

11.3.1.9. Phase II, Night Unknown Distance Evaluation: For firing orders 1 and 2, the five unknown distance targets are located at varying distances between the following (yards or meters): 100-175, 200-275, 300-350, 375- 400 and 475-500. Instructors place the targets at their discretion if the distance falls within those listed above.

Figure 11.1. Zero Target.

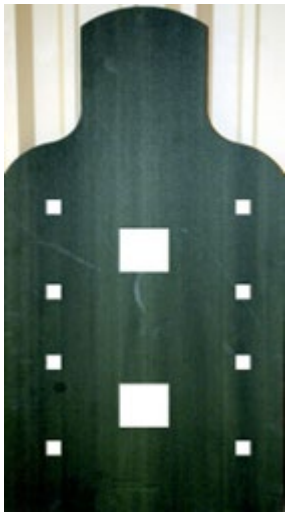


Figure 11.2. Sniper Target.

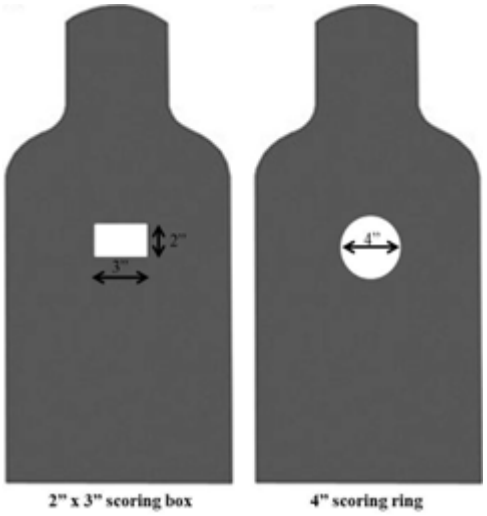


Figure 11.3. Mover Target.

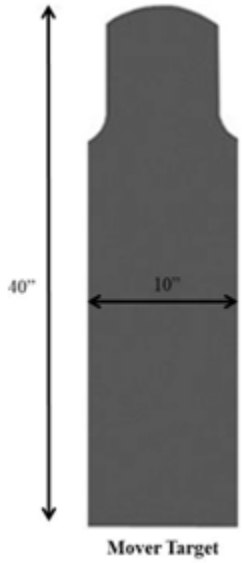


Figure 11.4. Steel Target (20-inch x 40-inch).

Figure 11.5. "E" Silhouette Snap Target.

Figure 11.6. "F" Silhouette Target.

11.3.2. Evaluation Standards:

11.3.2.1. All personnel must satisfactorily complete the applicable phases and orders of the AFQC to meet minimum training requirements for arming. **(T-1) Note:** A hit on a target or specific location on a target is defined as the hole created by the projectile as it passes through the target. If any portion of the bullet hole is within the scoreable area of the target (e.g., bullet hole touching outer edge of the ring), it is counted as a hit.

11.3.2.2. Zero and Practice orders: Shooters shoot one round at a time; instructors spot and call out hits between each shot. This allows shooters to develop solid shooting fundaments through instant target feedback. During zero, shooters should have three consecutive rounds within the X ring to be considered zeroed.

11.3.3. Firing Stances and Positions. All firing with the M110A1 will be conducted from the prone supported position. Prone positions are the most stable positions in rifle shooting. These positions provide the shooter with extreme stability at the high cost of minimal mobility.

11.3.4. Minimum Requirements for Qualification. Qualified: 14-hits total. Scoreable hits (100-yard target hits within 2-inch x 3-inch box, 200-yard target hits within 4-inch circle and 300/400-yard target hits anywhere on target).

11.3.5. General Course Guidance M110A1 ADMC Known Distance Qualification.

11.3.5.1. ADM work in two-man teams, using the shooter and spotter method.

11.3.5.2. ADMs use a spotting scope, calculator, data on previous engagements (DOPE) logbook (one per shooter), sand sock and some form of support.

11.3.6. Course Notes M110A1 ADMC.

11.3.6.1. Hits to the supporting mechanism are not counted.

11.3.6.2. Instructors need one spotting scope per firing position for scoring purposes, when conducting unknown distance qualification.

11.3.6.3. When using cardboard/paper targets in lieu of steel targets, targets are repaired between shooters.

11.3.6.4. Course Standards.

11.3.6.5. Phase I, Night Scope Zero: For this phase of fire, students install and zero the night scope without instructor assistance. The night scope is zeroed using the same method as described in Phase I, Grouping and Zero.

11.3.6.6. Phase II, Night Unknown Distance Evaluation: For this phase, students engage the same targets used in Phase III, Unknown Distance Evaluation. For all firing orders, students fire 10-rounds at five-targets from 100-500 meters/yards. To qualify, the student must successfully engage all targets. **(T-1)**

11.3.6.7. Hits to the supporting mechanism are not counted.

11.4. (Recurring) ADM AFQC Plan of Instruction. The recurring ADM AFQC provides Air Force personnel with the minimum training required for qualification with a long-range precision rifle to be employed in the ADM. This course is supplemental to the initial ADM AFQC. Individuals must have successfully completed the initial ADM AFQC before attending recurring ADM training. **(T-1)**

Table 11.5. (Recurring) ADM AFQC Objectives/Intermediate Training Objectives.

	Objective	**Condition**	**Standard**
		Given:	
1.	*Understand weapon safety.	Long range precision rifle.	Demonstrate safe weapon handling.
2.	*Identify nomenclature of the long-range precision rifle.	Long range precision rifle.	Identify nomenclature of the long-range precision rifle.
3.	*Identify characteristics of the long-range precision rifle.	Long range precision rifle.	Describe characteristics of the long-range precision rifle.
4.	*Understand clearing of the long-range precision rifle.	Long range precision rifle and 7.62 mm dummy ammunition.	Clear the long-range precision rifle without instructor assistance.
5.	*Understand disassembly, assembly, and function check of the long-range precision rifle.	Long range precision rifle.	Perform disassembly, assembly, and function check of the long-range precision rifle without instructor assistance.
ITOs			
5.1.	*Disassemble the long-range precision rifle.	Long range precision rifle.	Disassemble the long-range precision rifle without instructor assistance.
5.2.	*Assemble the long-range precision rifle.	Long range precision rifle.	Assemble the long-range precision rifle without instructor assistance.
5.3.	*Perform function check.	Long range precision rifle.	Function check the long-range precision rifle without instructor assistance.

	Objective	Condition	Standard
		Given:	
6.	*Perform operator maintenance.	Long range precision rifle.	Perform operator maintenance without instructor assistance.
ITOs			
6.1	*Clean the long-range precision rifle.	Long range precision rifle and cleaning kit.	Clean the long-range precision rifle and associated equipment without instructor assistance.
6.2	*Inspect the long-range precision rifle.	Long range precision rifle.	Perform operator inspection without instructor assistance.
6.3	*Lubricate the long-range precision rifle.	Long range precision rifle.	Lubricate the long-range precision rifle and associated equipment without instructor assistance.
7.	*Identify nomenclature and characteristics of the day scope.	Long range precision rifle with day scope and mount.	Identify nomenclature without instructor assistance.
8.	*Identify characteristics of the day scope.	Long range precision rifle with day scope and mount.	Describe characteristics without instructor assistance.
9.	*Installation and removal of day scope.	Long range precision rifle with day scope, mount, and tools.	Install and remove scope without instructor assistance.
10.	*Perform operator maintenance on day scope.	Day scope and cleaning equipment.	Perform operator maintenance without instructor assistance.
ITOs			
10.1	*Inspect day scope.	Day scope and cleaning equipment.	Inspect scope without instructor assistance.
10.2	*Inspect scope mounts.	Day scope and cleaning equipment.	Inspect scope mounts without instructor assistance.
10.3	*Clean Mk 4 scope.	Day scope and cleaning equipment.	Clean scope without instructor assistance.
10.4	*Load and unload the long-range precision rifle.	Long range precision rifle and 7.62 mm dummy ammunition.	Load and unload the long-range precision rifle without instructor assistance.
11.	*Apply immediate and remedial action.	Long range precision rifle and 7.62 mm dummy ammunition.	Apply immediate and remedial action without instructor assistance.
ITOs			
12	*Apply immediate action.	Long range precision rifle and 7.62 mm dummy	Apply immediate action within 5 seconds.

	Objective	Condition	Standard
		Given:	
		ammunition and a simulated stoppage.	
12.1	*Apply remedial action.	Long range precision rifle and 7.62 mm dummy ammunition and a simulated failure of immediate action to clear a stoppage.	Apply immediate action and remedial action within 15 seconds.
13.	*Apply fundamentals of marksmanship.	Long range precision rifle.	Demonstrate proper fundamentals of marksmanship.
ITOs			
13.1	*Apply proper grip.	Long range precision rifle.	Demonstrate proper grip without instructor assistance to include Firing hand, support hand, shouldering the weapon and stock weld.
13.2	*Understand elements of a steady firing position.	Long range precision rifle.	Demonstrate and explain the correct prone supported, prone unsupported, kneeling, sitting and over barricade firing positions.
13.3.	*Understand use of the shooting sling.	Long range precision rifle.	Demonstrate proper use of the shooting sling.
13.4	*Demonstrate natural point of aim.	Long range precision rifle.	Demonstrate achieving natural point of aim in all firing positions.
13.5	*Demonstrate proper eye relief.	Long range precision rifle.	Explain and demonstrate proper eye relief.
13.6	*Demonstrate proper sight alignment.	Long range precision rifle.	Explain proper sight alignment.
13.7	*Demonstrate proper sight picture.	Long range precision rifle.	Explain proper sight picture.
13.8	*Demonstrate follow through.	Long range precision rifle.	Explain proper follow through.
13.9	*Demonstrate proper breath control.	Long range precision rifle.	Explain natural pause and the effects of breathing.
13.10.	*Understand wobble area.	Long range precision rifle.	Explain the cause, effects, and procedures for minimizing wobble area.

	Objective	Condition	Standard
		Given:	
13.11.	*Apply proper trigger control	Long range precision rifle.	Demonstrate proper placement of the trigger finger and trigger control.
13.12.	*Calling the shot.	Long range precision rifle.	Explain and demonstrate calling the shot.
13.13.	Observation techniques with a spotting scope.	Long range precision rifle and spotting scope.	Observe shots fired, provide adjustments to shooter, and observe assigned sector/provide information on threats and intelligence to shooter/BDOC.
14.	*The integrated act of firing.	Long range precision rifle.	Perform the integrated act of firing.
15.	*Assume firing positions.	Long range precision rifle.	Demonstrate firing positions.
ITOs			
15.1.	*Prone supported.	Long range precision rifle.	Demonstrate the prone supported firing position.
15.2.	*Prone unsupported.	Long range precision rifle.	Demonstrate the prone unsupported firing position.
15.3.	*Kneeling unsupported.	Long range precision rifle.	Demonstrate the kneeling unsupported position.
15.4.	*Kneeling sling supported.	Long range precision rifle.	Demonstrate the kneeling sling supported position.
15.5.	*Standing supported position.	Long range precision rifle.	Demonstrate the standing horizontal supported (DFP) firing position.
16.	Range estimation.		Explain and demonstrate range estimation techniques.
ITOs			
16.1.	Paper strip method.	Map.	Demonstrate distance measurement.
16.2.	100-meter method.	Long range precision rifle and spotting scope.	Estimate target range using the 100m method.
16.3.	Appearance of objects method.	Long range precision rifle and spotting scope.	Estimate target range using the appearance of objects method.
16.4.	Bracketing method.	Long range precision rifle and spotting scope.	Estimate target range using the bracketing method.

	Objective	Condition	Standard
		Given:	
16.5.	Range card method.	Long range precision rifle, spotting scope and completed range card.	Estimate target range using the range card method.
16.6.	Mil-relation formula.	Long range precision rifle, Spotting scope and calculator.	Estimate target range using the mil-relation formula.
16.7.	Combination method.	Long range precision rifle, Spotting scope and calculator.	Estimate target range.
17.	Range card preparation.	Blank range card.	Complete a range card.
18.	*Estimate windage and understand the effects on target engagement.	Long range precision rifle.	Explain wind estimation techniques and perform adjustment for wind effects during live-fire.
19.	*Operate night scope.	Long range precision rifle and AN/PVS-10.	Demonstrate operation of the night scope.
ITOs			
19.1.	*Identify Nomenclature of night scope.	Long range precision rifle and night scope.	Identify Nomenclature of night scope.
19.2.	*Understand day mode operation of night scope.	Long range precision rifle and night scope.	Demonstrate day mode operation of night scope.
19.3.	*Understand night mode operation of night scope.	Long range precision rifle and night scope.	Demonstrate night mode operation of night scope.
20.	*Operator maintenance on the night scope.	Long range precision rifle and night scope.	Perform operator maintenance on the night scope.
ITOs			
20.1.	*Pre and post duty checks.	Long range precision rifle and night scope.	Perform pre and post duty checks of the rifle, scope, and associated equipment.
20.2.	*Install and remove night scope.	Long range precision rifle and night scope.	Perform installation and removal of the night scope.
20.3.	*Clean and inspect the night scope.	Long range precision rifle and night scope.	Perform cleaning and inspection of the night scope.
21.	*Meet (Recurring) ADM AFQC requirements.		Qualify on (Recurring) ADM AFQC.
ITOs			

	Objective	Condition	Standard
		Given:	
21.1.	*Zero rifle.	Long range precision rifle.	Achieve a one inch shot group centered within two-inch paster.
21.2.	*Complete Day Known Distance Practice Phase.	Long range precision rifle.	Successfully engage all targets.
21.3.	*Qualify on Day Known Distance Phase.	Long range precision rifle.	Achieve minimum qualification score on Day Known Distance Phase.
21.4.	*Complete Day Unknown Distance Practice Phase.	Long range precision rifle.	Successfully engage all targets.
21.5.	*Qualify on Day Unknown Distance Phase.	Long range precision rifle.	Achieve minimum qualification score on Day Unknown Distance Phase.
21.6.	*Qualify on Night Unknown Distance Phase.	Long range precision rifle and AN/PVS-10 SNS.	Achieve minimum qualification score on Night Unknown Distance Phase.

Table 11.6. (Recurring) ADM AFQC.

ORDER	POSITION	ROUNDS	TIME (MIN)	DISTANCE M/YDS	TARGET
Phase I: Grouping and Zero					
1.	Prone Supported	3	N/A	100	2-inch Paster
2.	Prone Supported	3	N/A	100	2-inch Paster
3.	Prone Supported	3	N/A	100	2-inch Paster
4.	Prone Supported	3	N/A	100	2-inch Paster
		12 Total Rounds			
Phase II: Known Distance Practice					
1.	Prone Supported	6 (3, 2 rd strings)	15 Sec	100, 200, & 300	"E" Chest
		6 (3, 2 rd strings)	30 Sec	400, 500, & 500	"E" Body
2.	Prone Supported	6 (3, 2 rd strings)	15 Sec	100, 200, & 300	"E" Chest
		6 (3, 2 rd strings)	30 Sec	400, 500, & 600	"E" Body
		24 Total Rounds			
Phase III: Known Distance Evaluation					

ORDER	POSITION	ROUNDS	TIME (MIN)	DISTANCE M/YDS	TARGET
1.	Prone Supported	9	2:45	100, 200, & 300 400, 500, & 600	"E" Chest "E" Body
2.	Prone Supported	9	2:45	100, 200, & 300 400, 500, & 600	"E" Chest "E" Body
		18 Total Rounds			
Phase IV: Unknown Distance Evaluation					
1.	Prone Supported	5	2:45	200-600	"E" x 5
2.	Prone Supported	5	2:45	200-600	"E" x 5
3.	Prone Supported (Rapid Fire)	5	30 Sec	200	"E" x 5
		15 Total Rounds			
Phase V: Night Scope Zero					
1.	Prone Supported	3	N/A	100	2-inch Paster
2.	Prone Supported	3	N/A	100	2-inch Paster
3.	Prone Supported	3	N/A	100	2-inch Paster
4.	Prone Supported	2	N/A	100	2-inch Paster
		11 Total Rounds			
Phase VI: Night Unknown Distance Evaluation					
1.	Prone Supported	10	2:45	200-500	"E" x 5
2.	Prone Supported	10	2:45	200-500	"E" x 5
		20 Total Rounds			
		100 Total Rounds for Course			

11.4.1. Course Information, (Recurring) ADM AFQC.

11.4.1.1. Targets:

11.4.1.1.1. Target "Z" is a 2-inch square paster affixed and centered on the "E" silhouette backer. The paster is placed with the corners vertical and horizontal to aid shooters in centering the scope cross hairs.

11.4.1.1.2. Target "E" is the kneeling silhouette target (NSN: 6920-00-600-6874) with 10-inch Lethal Zone (chest) circle or a steel target of the same shape and dimensions may be used. If steel is used, instructors paint a 10-inch Lethal Zone circle on the target chest. For both targets, use the standard Handgun AFQC target template.

11.4.1.2. Target configuration:

11.4.1.2.1. Phase I, Grouping and Zero: 100-yard "E" target with 2-inch paster. **Note:** Throughout this course, target distances are in yards or meters, based on the design of the range used, regardless of how they are expressed in the course notes.

11.4.1.2.2. Phase II and III, Known Distance Practice and Evaluation: "E" targets are located at 100-, 200-, 300-, 400-, 500- and 600-meters/yards. The 100-, 200- and 300-yard targets have the 10-inch Lethal Zone (chest) marked on the target.

11.4.1.2.3. Phase IV, Unknown Distance Evaluation: For firing orders 1 and 2, the five unknown distance targets are located at varying distances of 100-175, 250-300, 325-375, 400-425 and 475-600-meters/yards. Instructors place the targets at their discretion if the distance falls within those listed above. For firing order 3 (rapid fire), five "E" targets are placed at 200 meters/yards and grouped within approximately 5m of each other. The targets are arranged in a linear fashion as if walking in a loose single file formation.

11.4.1.2.4. Phase V, Night Scope Zero: Use a 100-yard "E" target with 2-inch paster as used in Phase I Zero.

11.4.1.2.5. Phase VI, Night Unknown Distance Evaluation: The same five "E" targets used in Phase IV (Day Unknown Distance Evaluation) are used. The five unknown distance targets are located at varying distances of 100-175, 250-300, 325-375, 400-425 and 475-600 meters/yards.

11.4.1.3. Course standards.

11.4.1.3.1. Phase I, Grouping and Zero: Students achieve a 1 inch shot group centered within the 2-inch paster. Students conduct all sight adjustments without instructor assistance.

11.4.1.3.2. Phase II, Known Distance Practice: For each firing order, students successfully engage each target with at least one hit within time limits. The 100, 200 and 300-yard targets must be hit within the 10-inch chest circle. **(T-1)** The 400, 500 and 600-yard targets must be hit anywhere on the target. **(T-1)** Ensure all targets are successfully engaged to progress to the next phase of fire.

11.4.1.3.3. Phase III, Known Distance Evaluation: For this phase of fire, targets are engaged in random order as called out by the instructor. Target numbers are based on the range card constructed by the students and provided to the instructor. For each firing order, students fire nine rounds at six targets arranged in 100-yard increments from 100-600 meters/yards and within the time limit. Targets from 100-300 meters/yards must be hit within the 10-inch chest circle. **(T-1)** Targets from 400-600 meters/yards must be hit anywhere on the target body. **(T-1)** To receive a qualifying score students successfully engage five out of six targets to progress to the next phase of fire.

11.4.1.3.4. Phase IV, Unknown Distance Evaluation: For firing orders 1 and 2, students fire five rounds at five randomly spaced targets from 200-600 meters/yards. Students range and engage each target from nearest to farthest within the time limit. For firing order 3 (rapid fire), students range and engage a group of five targets within the time limit. To qualify, all targets are successfully engaged.

11.4.1.3.5. Phase V, Night Scope Zero: For this phase of fire, students install and zero the night scope without instructor assistance. The night scope is zeroed using the same method as described in Phase I, Grouping and Zero.

11.4.1.3.6. Phase VI, Night Unknown Distance Evaluation: For this phase of fire, students engage the same targets used in Phase IV, Unknown Distance Evaluation. For all firing orders, students fire 10-rounds at 5 targets from 100-500 meters/yards. To qualify, only hits to the body count with all targets successfully engaged.

Section 11B—M110A1 Rifle Air Force Qualification Course (AFQC)

11.5. M110A1 Rifle Air Force Qualification Course (AFQC). This course provides personnel with the minimum training required for qualification with the M110A1 rifle or as determined by AF/A4SO in a non-ADM/sniper role (e.g., explosive ordnance disposal during SMUD, Gurdian Angel, wing safety personnel performing the BASH mission).

11.5.1. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 11.7** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

11.5.1.1. Shooters must meet objectives 1.1 through 1.8 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

11.5.1.2. Shooters must meet objectives 2.1 through 2.4 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

11.5.1.3. Shooters must perform objectives 3.1 through 3.3 on the range. **(T-1)** These objectives must be completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live fire training.

11.5.1.4. Shooters must perform objectives 4.1 through 4.5 without instructor assistance and achieve the required hits on target to be considered qualified. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score.

11.5.1.5. Approximate training times for this program are:

11.5.1.5.1. Initial and Recurring – 8 to 12 hours

11.5.1.5.2. Remedial – as needed.

11.5.1.6. Course Ammunition: 7.62mm Special Ball.

Table 11.7. M110A1 Rifle AFQC Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
1.	Operate M110A1 rifle.	M110A1 Rifle, dummy ammunition and required equipment.	Operate M110A1 rifle.
ITOs			
1.1.	Assemble M110A1.	Cased M110A1.	Assemble weapon.
1.2.	Perform function check.	M110A1 rifle.	Perform function check.
1.3.	Clear M110A1.	M110A1, magazine inserted.	Perform proper clearing procedures.
1.4.	Load magazine.	Two magazines and 5 rounds dummy ammunition.	Load two magazines.
1.5.	Load M110A1 rifle.	M110A1 rifle and loaded magazine.	Load M110A1 rifle.
1.6.	Unload and clear M110A1 rifle.	M110A1 rifle loaded with dummy ammunition.	Unload and clear rifle.
1.7.	Reload M110A1 rifle.	M110A1 rifle with empty magazine, on FIRE, bolt forward.	Reload rifle from the fastened pouch (If applicable).
1.8.	Apply immediate and remedial actions.	M110A1 rifle and dummy ammunition with “staged” stoppage.	Apply immediate actions.
2.	Apply M110A1 rifle fundamentals.	M110A1 rifle, dummy ammunition, and equipment.	Apply fundamentals to demonstrate ability to consistently place shots on target.
ITOs			
2.1.	Demonstrate positions and techniques of holding rifle	M110A1 rifle	Demonstrate correct firing positions and techniques to properly hold the M110A1 rifle
2.2.	Apply aiming techniques	M110A1 rifle, sighting and aiming bar and/or other devices.	Obtain correct sight alignment/picture.
2.3.	Apply breath control.	M110A1 rifle.	Apply breath control without disturbing sight alignment/picture.

	Objective	Condition/Given	Standard
2.4.	Apply trigger control.	M110A1 rifle.	Apply trigger control without disturbing sight alignment/picture.
3.	Meet/exceed minimum score on AFQC.	M110A1 rifle and required ammunition/equipment.	Qualify on AFQC.
ITOs			
3.1.	Zero rifle.	M110A1 rifle and required ammunition/equipment.	Fire one 6 inch shot group at 100 meters/yards.
3.2.	Fire teaching phase.	M110A1 rifle and required ammunition/equipment.	Identify target hold offs to effectively engage 24-inch bulls-eye target 75% or more at different distances.
3.3.	Qualify on AFQC evaluation phase.	M110A1 rifle and required ammunition/equipment.	Qualify on appropriate course of fire.
4.	Perform operator maintenance.	M110A1 rifle and required equipment.	Clean, inspect, and lubricate rifle and pass function check.
ITOs			
4.1.	Disassemble M110A1 rifle.	M110A1 rifle and required equipment.	Disassemble rifle to authorized level.
4.2.	Clean M110A1 rifle.	M110A1 rifle and proper cleaning equipment.	Properly clean M110A1 rifle.
4.3.	Lubricate M110A1 rifle.	M110A1 rifle and required lubricating supplies.	Lubricate M110A1 rifle.
4.4.	Assemble M110A1 rifle.	M110A1 rifle and required equipment.	Assemble M110A1 rifle.
4.5.	Perform function check.	M110A1 rifle.	Function check M110A1 rifle.

Table 11.8. M110A1 AFQC of Fire.

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
Phase I: Zero					
1.	Bipod	10 10 Total Rounds	N/A	300	Bulls eye
Phase II: Practice					
1.	Bipod	10	N/A	100	Bulls eye
2.	Bipod	10	N/A	200	Bulls eye

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
3.	Bipod	10	N/A	300	Bulls eye
		30 Total Rounds			
Phase III: Qualification					
1.	Bipod or Soft Mount	10	30 Sec	100	Bulls eye
2.	Bipod or Soft Mount	10	1 Min	200	Bulls eye
3.	Bipod or Soft Mount	10	4 Min	300	Bulls eye
		30 Total Rounds			
		70 Total Rounds for Course			

11.6. Course Information, M110A1 Rifle AFQC.

11.6.1. Targets.

11.6.1.1. Rifle Target "A" 200-300 Yds (bullseye target, **Figure 11.8.**) (NSN: 6920-00-900-8204). The target has three black scoring rings as well as four white scoring rings. The bullseye section of the target (7 ring to 10X ring) may be replaced with paper target repair center "A" 200 yards (NSN: 6920-00-999-1436) and paper target repair center "SR-3C" 300 yards (NSN: 6920-01-097-0076). CATM may use either of the following methods to mark target hits. Have students or instructors go down range to mark hits or have instructors spot hits using spotting scopes or field glasses. Instructors must ensure targets are replaced before starting the evaluation phase of the course. **(T-1)**

Figure 11.9. Target, Rifle "A," 200-300 Yds.

11.6.1.2. CATM personnel may use reactionary targets if they are set to react to hits in the designated areas of the target. **Note:** This course of fire is designed to be conducted on a 300-meter known distance range.

11.6.2. Evaluation Standards:

11.6.2.1. All personnel must satisfactorily complete the applicable phases and orders of the AFQC to meet minimum training requirements for arming. **(T-1) Note:** A hit on a target or specific location on a target is defined as the hole created by the projectile as it passes through the target. If any portion of the bullet hole is within the scoreable area of the target (e.g., bullet hole touching outer edge of the ring), it is counted as a hit.

11.6.2.2. Zero and Practice orders: Shooters shoot one round at a time; instructors spot and call out hits between each shot. This allows shooters to develop solid shooting fundaments through instant target feedback. During zero, shooters should have three consecutive rounds within the X ring to be considered zeroed. When class size permits, the coach/shooter method should be used to help build confidence.

11.6.3. M110A1 Rifle Firing Stances and Positions. All firing with the M110A1 will be conducted from the prone supported position. Prone positions are the most stable positions in rifle shooting. These positions provide the shooter with extreme stability at the high cost of minimal mobility. The prone supported position is shown in **Figure 11.7**.

11.6.4. M110A1 AFQC Minimum Requirements for Qualification:

11.6.4.1. Phase III, Order 1 - Qualified; 8 hits in black portion of target.

11.6.4.2. Phase III, Order 2 - Qualified; 7 hits in black portion of target.

11.6.4.3. Phase III, Order 3 - Qualified; 6 hits.

11.6.5. General Course Guidance M110A1 Rifle AFQC:

11.6.5.1. Shooters who run out of time due to failures not caused by improper weapons handling are considered “alibis” and instructors pro-rate time to allow them to complete the string of fire.

11.6.5.2. Shooters may receive additional time to complete firing if they properly applied immediate action procedures. If the shooter failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining rounds for the order of fire are counted as misses.

11.6.6. Course Notes M110A1 Rifle AFQC.

11.6.6.1. Phase I - Zero. Shooters perform their own sight adjustments. Instructors coach as necessary to assist shooters. Instructors can provide additional rounds for those shooters who have difficulty until the shooter attains a shot group.

11.6.6.2. Phase II - Practice. During practice, after a round is fired by the shooter, the target is pulled down into the pit by the target puller. A colored disk on a spindle is inserted into the bullet hole to show the shooter where the shot hit the target, and a large disk is hung on the periphery of the target to denote the value of the shot. The number on the disk placed on the periphery corresponds with the value of the scoring ring on the target where the hit struck. Once target marking and repair operations are complete, the target puller raises the target so the shooter can see where the shots hit the target. On the next shot, the target is again pulled down, the colored disk is relocated to the new shot, the old bullet hole is patched and if necessary, the disk on the periphery of the target is moved to the value of the new shot, then the target is raised so the shooter can see it.

11.6.6.3. Phase III - Evaluation.

11.6.6.3.1. The Bulls-Eye Target (NSN: 6920-00-900-8204) has 10X, 10, 9, 8, 7, 6 and 5 scoring rings. Most ranges have earthen berms or other material built up to protect target pit personnel and target mechanisms from fired rounds. The targets are suspended on frames above the protective berm.

11.6.6.3.2. During the qualification orders, after the time limit expires for the final order of fire, the targets are pulled into the pits, and the puller inserts small disks on spindles into each bullet hole. A large disk is placed in the 10-value for a Qualification score or in the miss value for Unqualified score. After the shooter examines and records his shots, the targets are pulled into the pits, all disks are removed, holes are patched, and the targets are readied for the next order/phase.

11.6.6.3.3. The tower operator notifies the target pit operator of any challenges on a score during qualification and the target pit operator rescores the target to verify the score. The target pit operator's score is recorded as the final score.

11.6.6.3.4. Use the following spotters to mark hits at the specified range.

11.6.6.3.4.1. Use a 1-inch spotter (NSN: 6920-00-789-0864) for 100 meters/yards through 300 meters/yards.

11.6.6.3.4.2. Use a 10-inch spotter (NSN: 6920-00-713-8256) for shot values and Q and UQ values.

11.6.6.3.4.3. Use target spotter spindle (NSN: 6920-00-713-8257) with all spotters.

Chapter 12

M240B MACHINE GUN TRAINING PROGRAM

12.1. M240B Air Force Qualification Course (AFQC). This course provides personnel with the minimum training required for qualification with the M240B or as determined by AF/A4SO. This course covers individual gunner (bipod), and crew served gunner skills (bipod and tripod), to include limited visibility, vehicle mounted and waterside (boat mounted) operations. **Note:** CATM sections without the capability to conduct live-fire vehicle training may request authorization from the installation commander to use the procedures in **paragraph 12.4.4.1.1** from the 10-meter qualification course.

12.1.1. Individual Machine Gunner. An individual machine gunner is qualified to tactically employ the M240B in the bipod mode (from 300- to 800-meters) or when vehicle/boat mounted and has met the training requirements mandated within this chapter. The gunner zeroes the aiming devices/sights they take on deployment or with which they are armed with in-garrison.

12.1.2. Crew-Served Machine Gunner. A crew-served machine gunner is qualified to tactically employ the M240B in all modes with the aid of an assistant gunner upon meeting the training requirements mandated within this chapter. Assistant machine gunners must complete the same training program and meet the same qualification standards as primary machine gunners. **(T-1)** The gunner zeroes the aiming devices/sights they take on deployment or with which they are armed with in-garrison.

12.1.3. Commanders may direct the level of M240B training (Crew-Served or Individual) that Security Forces personnel complete for home station arming. If individuals employ the weapon from the bipod and or vehicle/boat only, they may qualify to the individual machine gunner standard.

12.1.3.1. If the weapon is employed from a vehicle, the individual must satisfactorily complete Table IV, Phase I, *Vehicle Firing*. **(T-2)** Personnel trained to the Individual standard are not authorized to employ the weapon from the tripod or in a crew-served mode.

12.1.3.2. If the weapon is employed from a waterfront platform (boat patrol), the individual must satisfactorily complete Table IV, Phase II, *Waterfront Firing*. **(T-2)** Waterfront Training Trackline is outlined in **Figure 12.2**.

12.1.3.3. Security Forces personnel completing M240B qualification for deployment must complete training to the crew-served standard. If an individual is qualified to the individual level and their qualification has not expired, they only need to complete the additional training (classroom and live-fire) to meet the crew-served standard. When an individual only completes the crew-served portions of the training, their original Individual Machine Gunner qualification expiration date remains unchanged and is not extended.

12.1.3.4. If the individual fires the vehicle or waterfront phases after completing AFQC, the expiration date for the vehicle or waterfront is the original AFQC expiration date**.**

12.1.3.5. Personnel will demonstrate aiming, proper trigger manipulation, and target engagement with the M240B from a stationary and moving boat or vehicle.

12.1.4. Initial full distance training is mandatory. The installation commander may authorize units to qualify personnel using **Table 12.3** on the 10-meter course for recurring or initial training. This should be by exception and after all efforts to fire full distance (TDY, local or DoD ranges) have been exhausted.

12.1.5. Non-Security Forces personnel moving from individual to crew served status must meet all the requirements as mandated in this manual. **(T-1)**

12.1.6. M240B machine gunners will complete mechanical sustainment training 5- to 7-months after completing the AFQC live-fire course. **(T-1)**

12.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 12.1** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day). Each phase of instruction identifies what target is required for that specific phase or order of fire and is outlined in **Table 12.2**. **Exception:** If student(s) will not employ the M240B from the vehicle (only applicable for non-Security Forces) or the vehicle firing requirement is waived, students do not have to be evaluated on the training objectives for vehicle firing listed in **Table 12.1** or complete the vehicle firing portions of the qualification course.

12.2.1. Shooters must meet objectives 1.1 through 1.13 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

12.2.2. Shooters must meet objective 2. before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

12.2.3. Shooters must perform objectives 3.1 through 3.6 on the range. **(T-1)** These objectives must be completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live fire training.

12.2.4. Shooters must perform objectives 4.1 through 4.4 without instructor assistance and achieve the required hits on target to be considered qualified. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score.

12.2.5. For mechanical sustainment training, shooters must meet objectives 1.1 through 1.13 and objective 2 to be qualified. **(T-1)**

12.2.6. Approximate training times for this program are:

12.2.6.1. Initial and recurring training (All Tables/Phases) – fifty to fifty-six hours.

12.2.6.2. Initial and recurring training (Bipod Only – Table I and Table III) – thirteen to twenty hours.

12.2.6.3. Remedial training – as needed.

12.2.6.4. Mechanical Sustainment training – thirty to thirty-six hours.

12.2.7. Course Ammunition: Cartridge, 7.62mm ball and 7.62mm tracer linked.

Table 12.1. M240B MG Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
1.	Operate M240B.	M240B and required equipment.	Operate M240B.
ITOs			
1.1.	Perform clearing procedures.	M240B and required equipment.	Clear M240B.
1.2.	Half-load and full-load.	M240B and required equipment.	Half-load and full-load the M240B.
1.3.	Clear from a full-load and half-load.	M240B and required equipment.	Clear from a full-load and a half-load on M240B.
1.4.	Immediate action procedures.	M240B and required equipment.	Perform immediate action on M240B.
1.5.	Preventative maintenance inspection.	M240B and required equipment.	Perform a preventative maintenance (pre-fire) inspection on M240B.
1.6.	Zero and attach traverse and elevation (T&E) mechanism.	M240B and required equipment.	Zero and attach T&E mechanism to the M240B and the M192 tripod.
1.7.	Mount M240B on M192 tripod.	M240B and required equipment.	Mount M240B on the M192 tripod.
1.8.	Mount M240B on a vehicle mount.	M240B and required equipment.	Mount M240B on a vehicle.
1.9.	Place M240B into action.	M240B and required equipment.	Place M240B into action.
1.10.	Conduct barrel change.	M240B and required equipment.	Conduct a barrel change on M240B.
1.11.	Take M240B out of action.	M240B and required equipment.	Take M240B out of action.
1.12.	Install and remove blank firing attachment.	M240B and required equipment.	Install and remove the appropriate blank firing attachment.
1.13.	Install and remove night vision device.	M240B and required equipment.	Install and remove night vision device on M240B.
2.	Performance evaluation.	M240B and required equipment.	Successfully complete all phases of performance evaluation within prescribed time limits.
3.	Demonstrate effective techniques of fire.	M240B and required equipment.	Fire M240B with sufficient accuracy to hit targets within range and capabilities of M240B

			and qualify on appropriate live-fire orders.
ITOs			
3.1.	Apply proper techniques of firing M240B during periods of good visibility.	M240B and required equipment.	Qualify on appropriate good visibility course of fire.
3.2.	Apply proper techniques of firing M240B during periods of limited visibility.	M240B and required equipment.	Qualify on appropriate limited visibility course of fire.
3.3.	Prepare range cards.	M240B and required equipment.	Prepare a range card and qualify on course of fire.
3.4.	Apply proper techniques of firing M240B while using night vision device.	M240B and required equipment.	Qualify on appropriate course of fire while using authorized night vision device.
3.5.	Apply proper techniques while firing from a stationary/moving vehicle.	M240B and required equipment.	Qualify on appropriate stationary/moving vehicle course of fire.
3.6.	Apply proper techniques while firing from a waterfront platform (boat patrol).	M240B and required equipment.	Qualify on appropriate waterfront course of fire.
4.	Perform operator maintenance.	M240B and required equipment.	Clean, inspect, and lubricate M240B and required equipment with instructor assistance.
ITOs			
4.1.	Disassemble M240B.	M240B and required equipment.	Disassemble M240B to authorized level.
4.2.	Clean, inspect, and lubricate M240B.	M240B and required equipment.	Clean, inspect and lubricate M240B and required equipment.
4.3.	Assemble M240B.	M240B and required equipment.	Assemble M240B.
4.4.	Function check M240B.	M240B and required equipment.	Function check M240B.

Table 12.2. M240B MG AFQC (AFQC).

ORDER	DESCRIPTION/LOAD	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
TABLE I: INDIVIDUAL GUNNER					
Phase I: Daytime Bipod Practice					
1.	Zeroing (Half-Load)	50 (6 to 9-round bursts)	N/A	500	1
2.	Point Targets (Half-Load)	50 (6 to 9-round bursts)	1:30	500	4
3.	Linear Targets (Half-Load)	100 (6 to 9-round bursts)	3:00	300-800	10
4.	Linear Targets with Depth (Half-Load)	100 (6 to 9-round bursts)	3:00	300-800	16
5.	CBRN Area Target (Half-Load)	50 (6 to 9-round bursts)	1:30	500	4
		350 Total Rounds			
Phase II: Daytime Bipod Evaluation					
1.	CBRN Area Target (Full-Load)	50 (6 to 9-round bursts)	1:30	300-800	4
2.	Deep Targets (Full-Load)	100 (6 to 9-round bursts)	3:00	300-800	10
3.	Linear Targets with Depth (Full-Load)	100 (6 to 9-round bursts)	3:00	300-800	16
		250 Total Rounds			
Total Rounds Table I: 600 rounds					
TABLE II: CREW-SERVED GUNNER					
Phase I: Practice Tripod					
1.	Linear Targets with Depth (Half-Load)	100 (6 to 9-round bursts)	3:00	300-800	16
2.	Predetermined Fire (Half-Load) (obtain direction and elevation readings)	100 (6 to 9-round bursts)	3:00	300-800	8
		200 Total Rounds			
Phase II: Tripod Evaluation					
1.	Linear Targets with Depth (Full-Load)	100 (6 to 9-round	3:00	300-800	16

		bursts)			
2.	Predetermined Fire (Full-Load)	100 (6 to 9-round bursts)	3:00	300-800	8
		200 Total Rounds			
Total Rounds Table II: 400 rounds					
Total Rounds Table I & II: 1000 rounds					
TABLE III: LIMITED VISIBILITY FIRING					
Phase I: Night Vision Optics and Laser Aiming Devices					
1.	Zero (Half-Load)	50 (6 to 9-round bursts)	N/A	500	1
2.	Point Targets Practice (Half-Load)	50 (6 to 9-round bursts)	2:00	300-800	4
3.	Point Targets Evaluation (Full-Load)	50 (6 to 9-round bursts)	2:00	300-800	4
		150 Total Rounds			
Phase II: Night Scope Training					
1.	Zero (Half-Load)	50 (6 to 9-round bursts)	N/A	500	4
2.	Point Targets Practice (Half-Load)	50 (6 to 9-round bursts)	2:00	300-800	4
3.	Point Targets Evaluation (Full-Load)	50 (6 to 9-round bursts)	2:00	300-800	4
		150 Total Rounds			
		300 Total Rounds Table III			
		1300 Total Rounds Tables I – III			
TABLE IV: VEHICLE AND WATERFRONT FIRING					
Phase I: Vehicle Firing					
1.	Stationary Vehicle Practice (Half-Load)	50 (6 to 9-round bursts)	1:30	300	4
2.	Stationary Vehicle Evaluation (Full-Load)	50 (6 to 9-round bursts)	1:30	300	4
		100 Total Rounds			
Phase II: Waterfront Firing					
1.	Boat Mounted Practice (Half-Load)	100 (6 to 9-round bursts) (fire 50, reload,	3:00	No closer than 50 meters	1

		fire 25)			
2.	Boat Mounted Evaluation (Half-Load)	100 (6 to 9 round bursts) (fire 50, reload, fire 50)	3:00	No closer than 50 meters	1
200 Total Rounds **300 Total Rounds Table IV** **1600 Total Rounds Tables I – IV**					

12.3. Course Information, M240B MG AFQC:

12.3.1. Targets.

12.3.1.1. For Tables I – III and Table IV, Phase I, use Double "E" silhouette targets, empty 55-gallon drums, salvaged vehicles, or mounds of earth to represent personnel and vehicle targets.

12.3.1.2. Use the 10-meter target for Table I and Table II, Phases I-IV (NSN: 6920-00-078-5123) for the alternate AFQC. Double "E" silhouette targets, empty 55-gallon drums, salvaged vehicles or mounds of earth can be used to represent personnel and vehicle targets for Table IV, Phase I of the alternate AFQC.

12.3.1.3. For Table IV, Phase II, use Buoyant Target in reference (a), Ordnance Manual, COMDTINST M8000.2 (series) Appendix C.

12.3.2. Evaluation Standards.

12.3.2.1. The entire course of fire is based on the students' ability to fire a 6- to 9-round burst during training and is used to teach firing discipline and the tactical employment of the MG. In an actual real-world scenario, the shooter would continue to fire (sustained, rapid, or cyclic) until the threat is eliminated. On all evaluation phases, if the beaten zone covers the target, it is considered a hit.

12.3.2.2. Gunner's initial lay on all targets at midpoint. After the initial burst, the gunner moves to the closest part of the target to the gunner, then moves to the farthest point from the gunner and finally back to the midpoint. Instructors ensure targets are large enough to allow adequate traversing and/or searching with the required number of bursts. Gunners ensure the beaten zones overlap while firing. This technique is used for training and simulates no known threat. In real-life situations, gunners tactically engage the portion of the target posing the greatest threat to themselves or the gun position. Gunners can fire and make T&E mechanism adjustments at the same time; the technique used is fire, adjust T&E mechanism, fire and so on.

12.3.2.3. During qualification, ammunition belts should be divided up to match the required rounds for each order of fire. Gunners who will employ the weapon using an optical aiming device, such as the M145, will complete all day-fire orders using the optic. **(T-1)**

12.3.3. Firing Positions. The prone position is the most stable positions in rifle/carbine shooting. These positions provide the shooter with extreme stability at the high cost of minimal mobility.

12.3.4. M240B MG AFQC Minimum Requirements for Qualification.

12.3.4.1. TABLE I – INDIVIDUAL GUNNER, Phase II – Bipod Evaluation: Qualify – hit each target in order.

12.3.4.2. TABLE II – CREW SERVED GUNNER.

12.3.4.2.1. Phase II – Tripod Evaluation:

12.3.4.2.1.1. Order 1: Qualify – hit each target.

12.3.4.2.1.2. Order 2: Qualify – hit each target.

12.3.4.3. TABLE III – LIMITED VISIBILITY FIRING.

12.3.4.3.1. Phase I – Night Vision Optics and Laser Aiming Devices Training: Order 3: Qualify – correctly operate devices and hit each target.

12.3.4.3.2. Phase II – Night Scope Training: Order 3: Qualify – correctly operate devices and hit each target.

12.3.4.4. TABLE IV – VEHICLE AND WATERFRONT FIRING.

12.3.4.4.1. Phase I – Vehicle Firing: Order 2: Qualify – hit each target.

12.3.4.4.2. Phase II – Waterfront Firing: Order 2: Qualify – hit each target. On all evaluation phases, if the beaten zone covers the target, it is considered a hit.

12.3.5. General Course Guidance M240B AFQC.

12.3.5.1. Instructors teach students as needed during the practice phase/orders. During evaluation phases, instructors can help students between orders of fire, as needed, correct safety infractions and supervise how students apply immediate action procedures.

12.3.5.2. Assistant gunners are not used in Table I, but are mandatory for Table II, III and IV. On those tables/phases where an assistant gunner is used, assistant gunners give all fire corrections to the gunners (except for zero). Ensure students are equipped with the appropriate tripod, T&E mechanism, and spare barrel kit. Sight corrections may be made at any time throughout the course.

12.3.5.3. On all orders, gunners engage targets as a single gun covering the entire target.

12.3.5.4. Table I is fired in the bipod mode.

12.3.5.5. Before firing Table I, Phase I, Order 5 and Table I, Phase II, Order 1, the instructor gives the command “Gas, Gas, Gas” and the gun crew immediately puts the gun on Safe and dons the gas mask and gloves. The gunner then engages the area target.

12.3.5.6. Table IV, Phase I is mandatory for personnel completing qualification to support UTC’s requiring vehicle mounted weapons and optional for in-garrison requirements to fill mission training needs for individual units. **(T-2)** A waiver is not required for in-garrison requirements.

12.3.5.7. In Table III, Phase I, gunners use one area target at 300-meters with at least four double "E" silhouettes or 55-gallon drums. Position the vehicle parallel to the firing line with the weapon pointed down range (perpendicular to the vehicle).

12.3.5.8. Table III is mandatory for personnel conducting qualification in support of UTC's and home station arming with authorized STANO equipment.

12.3.5.9. DAF Form 522 only needs to reflect qualified "Q" or unqualified "UQ" for the entire course. However, instructors annotate in the remarks section any phase/order on which the student fails to qualify. A numerical score is not required. Instructors enter the models of small arms STANO equipment (e.g., AN/PEQ-15 or AN/PAS-13 V2) the individual qualified with in the remarks section.

12.3.5.10. Instructors enter the phase(s) of the course not completed by the individual and cite the waiver/deviation authorization source in the remarks section of the DAF Form 522. **Note:** Home-station deviations (e.g., gas mask or night fire phases) may not meet the CCMD requirements.

12.3.6. Waterfront Firing Guidance.

12.3.6.1. CATM will use an established water-based range operated by the US Navy or the US Coast Guard (USCG) or establish a safety zone, security zone or regulated navigation area per Title 33, Code of Federal Regulations, Part 165.5, *Establishment procedures* by coordinating with the local US Coast Guard Station. **Note**: Boat must have designated firing platform and equipped with RADAR capable of operating out to 6,000 yards designated as the range control craft, as required.

12.3.6.2. During all waterfront firing events, the following positions/personnel will be designated:

12.3.6.2.1. Lead CATM Instructor (LCAI). The LCAI has overall responsibility for safety and ensures the training is clear. The LCAI rides aboard the boat performing the training. This individual will be the highest-ranking 3P0X1B or DoD civilian equivalent present. **(T-1)**

12.3.6.2.2. CATM Evaluator (CAE). The CAE will monitor the gunner and ensure they are following proper procedures and accurately engaging their target. The CAE rides aboard the boat performing the training. The CAE will be live-fire qualified on all phases of the M240B AFQC in accordance with this chapter.

12.3.6.2.3. Coxswain (COXN). The COXN is in charge of the vessel under evaluation. Security Forces boat operators (COXN) must be a certified in accordance with DAFI 36-2646 and local guidance. To enhance the communication, effectiveness, and cohesion between the COXN and the Gunner, the COXN will provide course of fire direction to the gunner during target engagement. The COXN should be live-fire qualified on all phases of the M240B AFQC in accordance with this chapter.

12.3.6.2.4. Gunner. The Gunner is the student being qualified. The Gunner operates the M240B during training and takes commands from the CAE.

12.3.6.2.5. Safety Observer (SO). Each boat in the training area will be assigned at least one SO. The SO is responsible for scanning the training area and ensuring the SDZ and Vertical Danger Zone (VDZ) are not encroached on by water/aircraft. If encroachment is detected, the SO will call out "CEASE FIRE" and report the encroachment to the LCAI. The SO(s) is specifically designated to scan for encroaching

vessels, however all members in the training area will act as safety observers and report to the LCAI if they see an encroaching vessel or a safety violation.

12.3.6.3. The CATM section will coordinate with the local USCG Station to broadcast a safety notice to mariners on VHF **CH 16** and **CH 28**. The clear area must be 6,000 yards (5,487 meters) of SDZ and 10,000 yards (9,144 meters) of VDZ. This range size must be included in the safety notice broadcast. The safety broadcast notice to mariners will begin two hours prior to firing and then be broadcast every 15-minutes during the training until complete. The broadcast can be made by the boats in the training area or by the USCG with coordination. At the conclusion of training, give a safety broadcast notice to mariners that all firing is complete.

12.3.6.4. When conducting firing from a waterfront platform, a minimum of two boats will be present. **(T-1)** One boat will be designated as the Range Control Craft (RCC). This boat must be equipped with RADAR capable of scanning out to 6,000 yards (5,487 meters) and will ensure the training area is clear of any boat traffic. **(T-1)** Additionally, SO(s) will scan the skies above the training area to ensure it is clear of aircraft.

12.3.6.4.1. If anyone sees an encroaching boat or aircraft, they will immediately call "CEASE FIRE."

12.3.6.4.2. If the encroaching craft is a boat, the LCAI may move the training area SDZ by pivoting the direction of fire to an alternate azimuth that still provides the 6,000-meter visibility.

12.3.6.4.3. If pivoting the training area is not a viable option, the LCAI will conduct a "CEASE FIRE" until the encroaching vessel is out of the SDZ.

12.3.6.4.4. If the encroaching vessel is an aircraft moving into the VDZ, the LCAI will conduct a "CEASE FIRE" until the aircraft moves out of the VDZ.

12.3.6.5. Prior to engaging the target, the COXN will conduct a pre-fire check with the Gunner. The CAE will validate the pre-fire check is completed. The following items must be checked:

12.3.6.5.1. The Gunner must wear helmet, gloves, eye pro, ear pro, body armor and an approved floatation device. **(T-1)**

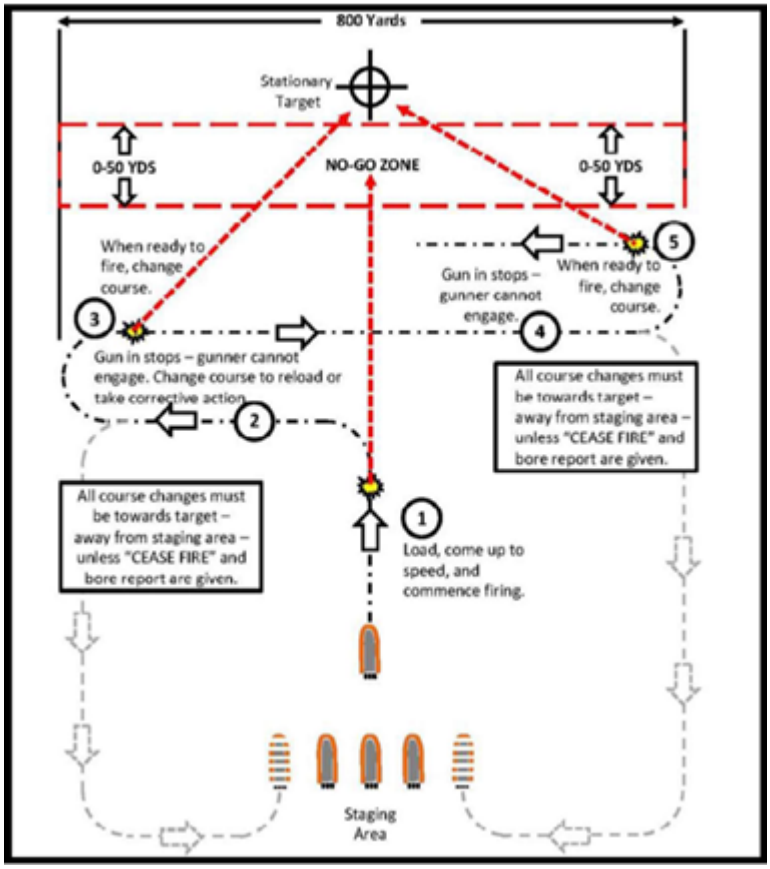
12.3.6.5.2. The Gunner must be harnessed and secured to the firing platform. **(T-1)**

12.3.6.5.3. The Gunner must be able to see the target and understand the field of fire. **(T-1)**

12.3.6.6. Shooters will not engage the target if the vessel has moved closer than 50-meters to the target. **(T-1)**

12.3.6.7. The boat COXN will continually maneuver the boat, so the gunner is in the best position to engage the target.

Figure 12.2. Waterfront Training Table IV, Phase II Trackline.



12.3.7. Course Notes M240B MG AFQC.

12.3.7.1. TABLE I: INDIVIDUAL GUNNER.

12.3.7.1.1. Phase I: Bipod Practice.

12.3.7.1.1.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

12.3.7.1.1.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.1.1.1.2. On the command "FIRE," shooters will move the weapon to "FULL LOAD" and engage the 500-meter zero target with a 6- to 9-round burst utilizing their iron sights. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 500-meters utilizing all 50-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

12.3.7.1.1.2. Order 2 – Point Targets (Half-Load).

12.3.7.1.1.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.1.1.2.2. On the command "FIRE," shooters will move the weapon to "FULL LOAD" and engage four, 500-meter point targets with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 50-rounds in the one minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.3.7.1.1.3. Order 3 – Linear Targets (Half-Load).

12.3.7.1.1.3.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.1.1.3.2. On the command "FIRE," shooters will move the weapon to "FULL LOAD" and engage 10, 300–800-meter linear targets with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100-rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.3.7.1.1.4. Order 4 – Linear Targets with Depth (Half-Load).

12.3.7.1.1.4.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.1.1.4.2. On the command "FIRE," shooters will move the weapon to "FULL LOAD" and engage 16, 300–800-meter linear targets with depth, with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100-rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase. Upon completion of Order 4, the instructor will announce "GAS, GAS, GAS," at which time shooters will don their gas mask.

12.3.7.1.1.5. Order 5 – CBRN Point Target (Half-Load).

12.3.7.1.1.5.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.1.1.5.2. On the command “FIRE” shooters will move the weapon to FULL LOAD and engage four, 500-meter point targets with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds in the one minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase. At the end of this order, shooters remain in their CBRN defense IPE gear and prepare for the next phase.

12.3.7.1.2. Phase II: Bipod Evaluation.

12.3.7.1.2.1. Order 1 – CBRN Point Target (Full-Load).

12.3.7.1.2.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.3.7.1.2.1.2. On the command “FIRE,” shooters will place the weapon to FIRE and engage four, 500-meter point targets with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the one-minute and thirty-second time limit. After firing this order, students may remove their CBRN defense IPE, stow it, and prepare for the next order.

12.3.7.1.2.2. Order 2 – Deep Targets (Full-Load).

12.3.7.1.2.2.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.3.7.1.2.2.2. On the command “FIRE,” shooters will place the weapon to FIRE and engage 10, 300–800-meter depth targets with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100-rounds within the three-minute time limit.

12.3.7.1.2.3. Order 3 – Linear Targets with Depth (Full-Load).

12.3.7.1.2.3.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.3.7.1.2.3.2. On the command “FIRE” shooters will place the weapon to FIRE and engage 16, 300–800-meter linear targets with depth with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100 rounds within the three-minute time limit.

12.3.7.2. TABLE II: CREW-SERVED GUNNER.

12.3.7.2.1. Phase I: Tripod Practice.

12.3.7.2.1.1. Order 1 – Linear Targets with Depth (Half-Load).

12.3.7.2.1.1.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.2.1.1.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage 16, 300–800-meter linear targets with depth with a 6- to 9-round burst. Shooters will repeat the process, using their T&E mechanism and traversing bar to adjust fire ensuring they are accurately engaging the targets, utilizing all 100-rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.3.7.2.1.2. Order 2 – Predetermined Fire (Half-Load).

12.3.7.2.1.2.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.2.1.2.2. Shooters will receive their fire mission from their instructor. The fire mission will include target reference points (TRPs) from the range card for the firing point. The shooters must note the elevation and direction readings of each TRPs and use those readings on their T&E mechanism to engage each target.

12.3.7.2.1.2.3. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage eight, 300–800-meter predetermined targets with 6-9 round bursts. Shooters will repeat the process, using their T&E mechanism and traversing bar to adjust fire ensuring they are accurately engaging the targets, utilizing all 100 rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.3.7.2.2. Phase II: Tripod Evaluation.

12.3.7.2.2.1. Order 1 – Linear Targets with Depth (Full-Load).

12.3.7.2.2.1.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.3.7.2.2.1.2. On the command "FIRE" shooters will place the weapon to FIRE and engage 16, 300–800-meter linear targets with depth with a 6- to 9-round burst. Shooters will repeat the process, using their T&E mechanism and traversing bar to adjust fire ensuring they are accurately engaging the targets, utilizing all 100-rounds within the three-minute time limit.

12.3.7.2.2.2. Order 2 – Predetermined Fire (Full-Load).

12.3.7.2.2.2.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.3.7.2.2.2.2. Shooters will receive their fire mission from their instructor. The fire mission will include TRPs from the range card for the firing point. The shooters must note the elevation and direction readings of each TRPs and use those readings on their T&E mechanism to engage each target.

12.3.7.2.2.2.3. On the command “FIRE” shooters will place the weapon to FIRE and engage eight, 300–800-meter predetermined targets with a 6- to 9-round burst. Shooters will repeat the process, using their T&E mechanism and traversing bar to adjust fire ensuring they are accurately engaging the targets, utilizing all 100-rounds in the three-minute time limit.

12.3.7.3. TABLE III: LIMITED VISIBILITY FIRING.

12.3.7.3.1. Phase I: Night Vision Optics and Laser Aiming Devices.

12.3.7.3.1.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position.

12.3.7.3.1.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.3.1.1.2. On the command “FIRE” shooters will move the weapon to FULL LOAD and engage the 500-meter zero target with a 6- to 9-round burst utilizing their approved night vision optics and laser aiming device. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 500-meters utilizing all 50-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

12.3.7.3.1.2. Order 2 – Point Targets Practice (Half-Load).

12.3.7.3.1.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.3.1.2.2. On the command “FIRE” shooters will move the weapon to FULL LOAD and engage four, 500-meter point targets with a 6- to 9-round burst utilizing their approved night vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 50-rounds in the two-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation

phase.

12.3.7.3.1.3. Order 3 – Point Targets Evaluation (Full-Load).

12.3.7.3.1.3.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.3.7.3.1.3.2. On the command "FIRE" shooters will place the weapon to FIRE and engage four, 500-meter point targets with a 6- to 9-round burst utilizing their approved night vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the two-minute time limit.

12.3.7.3.2. Phase II: Night Scope Training.

12.3.7.3.2.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

12.3.7.3.2.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.3.2.1.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage the 500-meter zero target with a 6- to 9-round burst utilizing their approved night scope. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 500-meters utilizing all 50-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

12.3.7.3.2.2. Order 2 – Point Targets Practice (Half-Load).

12.3.7.3.2.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.3.2.2.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage four, 500-meter point targets with a 6- to 9-round bursts utilizing their approved night scope. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 50-rounds in the two-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.3.7.3.2.3. Order 3 – Point Targets Evaluation (Full-Load).

12.3.7.3.2.3.1. Shooters begin with a 50-round belt. When directed by the

instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.3.7.3.2.3.2. On the command "FIRE" shooters will place the weapon to FIRE and engage four, 500-meter point targets with a 6- to 9-round burst utilizing their approved night scope. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the two-minute time limit.

12.3.7.4. TABLE IV: VEHICLE AND WATERFRONT FIRING.

12.3.7.4.1. Phase I: Vehicle Firing.

12.3.7.4.1.1. Order 1 – Stationary Vehicle Practice (Half-Load).

12.3.7.4.1.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move into the turret and handle the weapon. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.4.1.1.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage four, 300-meter point targets with a 6- 9-round burst. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50-rounds in the one-minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.3.7.4.1.2. Order 2 – Stationary Vehicle Evaluation (Full-Load).

12.3.7.4.1.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and handle the weapon. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.3.7.4.1.2.2. On the command "FIRE" shooters will place the weapon to FIRE and engage four, 300-meter point targets with a 6- to 9-round burst. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50-rounds in the one-minute and thirty second time limit.

12.3.7.4.2. Phase II: Waterfront Firing.

12.3.7.4.2.1. Order 1 – Boat Mounted Practice (Half-Load). During waterfront firing events, the COXN will give all fire commands. The CAE will verify all procedures are followed and the shooter is accurately engaging the target.

12.3.7.4.2.1.1. Shooters begin with two 50-round belts. When directed by the COXN, shooters move forward to the weapon and handle the weapon. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.4.2.1.2. The COXN will call out to the gunner the location of the target,

distance, and description. For example: COXN: "Target, 75-meters at 12 o'clock. Green Buoy. Fire when on target and ready!" When on target and ready, shooters will move the weapon to FULL LOAD and engage the identified target with a 6- to 9-round burst. Once the shooter expends 50-rounds, they will conduct a reload and continue to engage the target utilizing all 100-rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.3.7.4.2.1.3. Once all firing is complete, and the shooter has cleared the weapon, the gunner will announce to the COXN how many rounds fired, all firing is complete, and the weapon is safe and clear. The CAE will verify all procedures are followed.

12.3.7.4.2.2. Order 2 – Boat Mounted Evaluation (Half-Load). During waterfront firing events, the COXN will give all fire commands. The CAE will verify all procedures are followed and the shooter is accurately engaging the target.

12.3.7.4.2.2.1. Shooters begin with two 50-round belts. When directed by the COXN, shooters move forward to the weapon and handle the weapon. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.3.7.4.2.2.2. The COXN will call out to the gunner the location of the target, distance, and description. For example: COXN: "Target, 75-meters at 12 o'clock. Green Buoy. Fire when on target and ready!" When on target and ready, shooters will move the weapon to FULL LOAD and engage the identified target with a 6- to 9-round burst. Once the shooter expends 50-rounds, they will conduct a reload and continue to engage the target utilizing all 100-rounds in the three-minute time limit.

12.3.7.4.2.2.3. Once all firing is complete, and the shooter has cleared the weapon, the gunner will announce to the COXN how many rounds fired, all firing is complete, and the weapon is safe and clear. The CAE will verify all procedures are followed.

Table 12.3. M240B MG Alternate AFQC (10-meter).

ORDER	DESCRIPTION/LOAD	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
TABLE I: INDIVIDUAL GUNNER					
Phase I: Bipod Practice					
1.	Zeroing (Half-Load)	50 (6 to 9-round bursts)	N/A	500	Paster A1
2.	Point Targets (Half-Load)	50 (6 to 9-round bursts)	1:30	500	Pasters A3 – A4
3.	Linear Targets (Half-Load)	100 (6 to 9-round bursts)	3:00	300-800	Pasters A5 – A6
4.	Linear Targets with Depth (Half-Load)	100 (6 to 9-round bursts)	3:00	300-800	Pasters A7 – A8

5.	CBRN Area Target (Half-Load)	50 (6 to 9-round bursts)	1:30	500	Pasters B1 – B2
		350 Total Rounds			
Phase II: Bipod Evaluation					
1.	CBRN Area Target (Full-Load)	50 (6 to 9-round bursts)	1:30	300-800	Pasters B3 – B4
2.	Deep Targets (Full-Load)	100 (6 to 9-round bursts)	3:00	300-800	Pasters B5 – B6
3.	Linear Targets with Depth (Full-Load)	100 (6 to 9-round bursts)	3:00	300-800	Pasters B7 – B8
		250 Total Rounds			
		600 Total Rounds Table I			
TABLE II: CREW-SERVED GUNNER					
Phase I: Practice Tripod					
1.	Linear Targets with Depth (Half-Load)	100 (6 to 9-round bursts)	3:00	300-800	Pasters C7 – C8
2.	Predetermined Fire (Half-Load) (obtain direction and elevation readings)	100 (6 to 9-round bursts)	3:00	300-800	Pasters – Instructor Choice (8 targets)
200 Total Rounds					
Phase II: Tripod Evaluation					
1.	Linear Targets with Depth (Full-Load)	100 (6 to 9-round bursts)	3:00	300-800	Pasters D7 – D8
2.	Predetermined Fire (Full-Load)	100 (6 to 9-round bursts)	3:00	300-800	Pasters – Instructor Choice (8 targets)
		200 Total Rounds			
		400 Total Rounds Table II			
		1000 Total Rounds Table I & II			
TABLE III: LIMITED VISIBILITY FIRING					
Phase I: Night Vision Optics and Laser Aiming Devices					
1.	Zero (Half-Load)	50 (6 to 9-round bursts)	N/A	500	Paster D1
2.	Point Targets Practice (Half-Load)	50 (6 to 9-round bursts)	2:00	300-800	Paster D3
3.	Point Targets Evaluation (Full-Load)	50 (6 to 9-round bursts)	2:00	300-800	Paster D5
		150 Total Rounds			
Phase II: Night Scope Training					
1.	Zero (Half-Load)	50 (6 to 9-round bursts)	N/A	500	Paster D2
2.	Point Targets Practice (Half-Load)	50 (6 to 9-round bursts)	2:00	300-800	Paster D4
3.	Point Targets Evaluation	50 (6 to 9-	2:00	300-800	Paster D6

	(Full-Load)	round bursts)			
		150 Total Rounds			
		300 Total Rounds Table III			
		1300 Total Rounds Tables I – III			
TABLE IV: VEHICLE AND WATERFRONT FIRING					
Phase I: Vehicle Firing (Blank Rounds)					
1.	Stationary Vehicle Practice (Half-Load)	50 (6 to 9-round bursts)	1:30	100	N/A
2.	Stationary Vehicle Evaluation (Full-Load)	50 (6 to 9-round bursts)	1:30	100	N/A
		100 Total Rounds			
Phase II: Waterfront Firing (Blank Rounds)					
1.	Boat Mounted Practice (Half-Load)	100 (6 to 9-round bursts) (fire 50, reload, fire 25)	3:00	No closer than 50 meters	N/A
2.	Boat Mounted Evaluation (Half-Load)	100 (6 to 9 round bursts) (fire 50, reload, fire 50)	3:00	No closer than 50 meters	N/A
		200 Total Rounds			
		300 Total Rounds Table IV (blank)			
		1300 Total Rounds Tables I – IV (7.62 ball); 300 (7.62 blank)			

12.4. Course Information M240B Alternate AFQC (10-meter), Table 12.3.

12.4.1. TABLE I: INDIVIDUAL GUNNER.

12.4.1.1. Phase I: Bipod Practice.

12.4.1.1.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

12.4.1.1.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.1.1.1.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage the A1 Paster with a 6- to 9-round burst utilizing their iron sights. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 500-meters utilizing all 50-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

12.4.1.1.2. Order 2 – Point Targets (Half-Load).

12.4.1.1.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.1.1.2.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage Pasters A3 – A4 with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 50-rounds in the one minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.4.1.1.3. Order 3 – Linear Targets (Half-Load).

12.4.1.1.3.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.1.1.3.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage Pasters A5 – A6 with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100-rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.4.1.1.4. Order 4 – Linear Targets with Depth (Half-Load).

12.4.1.1.4.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.1.1.4.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage Pasters A7 – A8 with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100-rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.4.1.1.4.3. Upon completion of Order 4, the instructor will announce "GAS, GAS, GAS," at which time shooters will don their gas mask.

12.4.1.1.5. Order 5 – CBRN Point Target (Half-Load).

12.4.1.1.5.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.1.1.5.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage Pasters B1 – B2 with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets,

utilizing all 50-rounds in the one minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase. At the end of this order, shooters remain in their CBRN defense IPE and prepare for the next phase.

12.4.1.2. Phase II: Bipod Evaluation.

12.4.1.2.1. Order 1 – CBRN Point Target (Full-Load).

12.4.1.2.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.4.1.2.1.2. On the command "FIRE," shooters will place the weapon to FIRE and engage Pasters B3 – B4 with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the one-minute and thirty second time limit.

12.4.1.2.1.3. After firing this order, students may remove their CBRN defense IPE, stow it, and prepare for the next order.

12.4.1.2.2. Order 2 – Deep Targets (Full-Load).

12.4.1.2.2.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.4.1.2.2.2. On the command "FIRE," shooters will place the weapon to FIRE and engage Pasters B5 – B6 with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100-rounds within the three-minute time limit.

12.4.1.2.3. Order 3 – Linear Targets with Depth (Full-Load).

12.4.1.2.3.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.4.1.2.3.2. On the command "FIRE," shooters will place the weapon to FIRE and engage Pasters B7 – B8 with a 6- to 9-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 100-rounds within the three-minute time limit.

12.4.2. TABLE II: CREW-SERVED GUNNER.

12.4.2.1. Phase I: Tripod Practice.

12.4.2.1.1. Order 1 – Linear Targets with Depth (Half-Load).

12.4.2.1.1.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On

the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.2.1.1.2. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage Pasters C7 – C8 with a 6- to 9-round burst. Shooters will repeat the process, using their T&E mechanism and traversing bar to adjust fire ensuring they are accurately engaging the targets, utilizing all 100-rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.4.2.1.2. Order 2 – Predetermined Fire (Half-Load).

12.4.2.1.2.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.2.1.2.2. Shooters will receive their fire mission from their instructor. The fire mission will include TRPs from the range card for the firing point. The shooters must note the elevation and direction readings of each TRPs and use those readings on their T&E mechanism to engage each target. The targets used will be up to the instructor running the firing pit.

12.4.2.1.2.3. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage eight, predetermined targets with a 6- to 9-round burst. Shooters will repeat the process, using their T&E mechanism and traversing bar to adjust fire ensuring they are accurately engaging the targets, utilizing all 100 rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.4.2.2. Phase II: Tripod Evaluation.

12.4.2.2.1. Order 1 – Linear Targets with Depth (Full-Load).

12.4.2.2.1.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.4.2.2.1.2. On the command “FIRE,” shooters will place the weapon to FIRE and engage Pasters D7 – D8 with a 6- to 9-round burst. Shooters will repeat the process, using their T&E mechanism and traversing bar to adjust fire ensuring they are accurately engaging the targets, utilizing all 100 rounds within the three-minute time limit.

12.4.2.2.2. Order 2 – Predetermined Fire (Full-Load).

12.4.2.2.2.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.4.2.2.2.2. Shooters will receive their fire mission from their instructor. The fire mission will include TRPs from the range card for the firing point. The shooters must note the elevation and direction readings of each TRPs and use those readings on their T&E mechanism to engage each target. The targets used will be up to the instructor running the firing pit.

12.4.2.2.2.3. On the command "FIRE," shooters will place the weapon to FIRE and engage eight, predetermined targets with a 6- to 9-round burst. Shooters will repeat the process, using their T&E mechanism and traversing bar to adjust fire ensuring they are accurately engaging the targets, utilizing all 100-rounds in the three-minute time limit.

12.4.3. TABLE III: LIMITED VISIBILITY FIRING.

12.4.3.1. Phase I: Night Vision Optics and Laser Aiming Devices.

12.4.3.1.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

12.4.3.1.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.3.1.1.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage Paster D1 with a 6- to 9-round burst utilizing their approved night vision optics and laser aiming device. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 500-meters utilizing all 50-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

12.4.3.1.2. Order 2 – Point Targets Practice (Half-Load).

12.4.3.1.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.3.1.2.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage Paster D3 with a 6- to 9-round burst utilizing their approved night vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 50-rounds in the two-minute time limit.

12.4.3.1.3. Order 3 – Point Targets Evaluation (Full-Load).

12.4.3.1.3.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.4.3.1.3.2. On the command “FIRE,” shooters will place the weapon to FIRE and engage Paster D5 with a 6- to 9-round burst utilizing their approved night vision optics and laser aiming device. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the two-minute time limit.

12.4.3.2. Phase II: Night Scope Training.

12.4.3.2.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position.

12.4.3.2.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.3.2.1.2. On the command “FIRE,” shooters will move the weapon to FULL LOAD and engage Paster D2 with a 6- to 9-round burst utilizing their approved night scope. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 500-meters utilizing all 50-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

12.4.3.2.2. Order 2 – Point Targets Practice (Half-Load).

12.4.3.2.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.3.2.2.2. On the command “FIRE” shooters will move the weapon to FULL LOAD and engage Paster D4 with a 6- to 9-round burst utilizing their approved night scope. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 50-rounds in the two-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.4.3.2.3. Order 3 – Point Targets Evaluation (Full-Load).

12.4.3.2.3.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.4.3.2.3.2. On the command “FIRE,” shooters will place the weapon to FIRE and engage Paster D6 with a 6- to 9-round burst utilizing their approved night scope. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the two-minute time limit.

12.4.4. TABLE IV: VEHICLE AND WATERFRONT FIRING.

12.4.4.1. Phase I: Vehicle Firing.

12.4.4.1.1. Order 1 – Stationary Vehicle Practice (Half-Load).

12.4.4.1.1.1. Shooters begin with a 50-round belt of blank ammunition. When directed by the instructor, shooters move into the turret and handle the weapon. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.4.1.1.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage the designated target with a 6- to 9-round burst. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50-rounds in the one-minute and thirty second time limit.

12.4.4.1.2. Order 2 – Stationary Vehicle Evaluation (Full-Load).

12.4.4.1.2.1. Shooters begin with a 50-round belt of blank ammunition. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

12.4.4.1.2.2. On the command "FIRE" shooters will place the weapon to FIRE and engage the designated target with a 6- to 9-round burst. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50-rounds in the one-minute and thirty second time limit. Instructors will evaluate the shooters' use of fundamentals and applying proper mechanics to determine if they qualify during the evaluation.

12.4.4.2. Phase II: Waterfront Firing.

12.4.4.2.1. Order 1 – Boat Mounted Practice (Half-Load): During waterfront firing events, the COXN will give all fire commands. The CAE will verify all procedures are followed and the shooter is accurately engaging the target.

12.4.4.2.1.1. Shooters begin with two, 50-round belts of blank ammunition. When directed by the COXN, shooters move forward to the weapon and handle the weapon. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.4.2.1.2. The COXN will call out to the gunner the location of the target, distance, and description. For example: COXN: "Target, 75-meters at 12 o'clock. Green Buoy. Fire when on target and ready!" When on target and ready, shooters will move the weapon to FULL LOAD and engage the identified target with a 6- to 9-round burst. Once the shooter expends 50-rounds, they will conduct a reload and continue to engage the target utilizing all 100-rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

12.4.4.2.1.3. Once all firing is complete, and the shooter has cleared the weapon, the gunner will announce to the COXN how many rounds fired, all firing is complete, and the weapon is safe and clear. The CAE will verify all procedures are

followed.

12.4.4.2.2. Order 2 – Boat Mounted Evaluation (Half-Load): During waterfront firing events, the COXN will give all fire commands. The CAE will verify all procedures are followed and the shooter is accurately engaging the target.

12.4.4.2.2.1. Shooters begin with two 50-round belts of blank ammunition. When directed by the COXN, shooters move forward to the weapon and handle the weapon. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

12.4.4.2.2.2. The COXN will call out to the gunner the location of the target, distance, and description. For example: COXN: "Target, 75-meters at 12 o'clock. Green Buoy. Fire when on target and ready!" When on target and ready, shooters will move the weapon to FULL LOAD and engage the identified target with a 6- to 9-round burst. Once the shooter expends 50-rounds, they will conduct a reload and continue to engage the target utilizing all 100-rounds in the three-minute time limit.

12.4.4.2.2.3. Once all firing is complete, and the shooter has cleared the weapon, the gunner will announce to the COXN how many rounds fired, all firing is complete, and the weapon is safe and clear. The CAE will verify all procedures are followed.

12.4.4.2.2.4. Instructors will evaluate the shooters' use of fundamentals and applying proper mechanics to determine if they qualify during the evaluation.

Chapter 13

MK19 MACHINE GUN TRAINING PROGRAM

13.1. MK19 Air Force Qualification Course (AFQC). This course provides personnel with the minimum training required for qualification with the MK19 or as determined by AF/A4SO.

13.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 13.1** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

13.2.1. Shooters must meet objectives 1.1 through 1.15 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

13.2.2. Shooters must meet objective 2 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

13.2.3. Shooters must perform objectives 3.1 through 3.6 on the range. **(T-1)** These objectives must be completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live fire training.

13.2.4. Shooters must perform objectives 4.1 through 4.4 without instructor assistance and achieve the required hits on target to be considered qualified. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score.

13.2.5. For mechanical sustainment training, shooters must meet objectives 1.1 through 1.15 and objective 2. **(T-1)**

13.2.6. Approximate training times for this program are:

13.2.6.1. Initial/Recurring training – thirty hours.

13.2.6.2. Remedial training – as needed.

13.2.6.3. Mechanical Sustainment training (6 month) –twenty hours.

13.2.7. Course Ammunition: Cartridge, 40mm practice round.

Table 13.1. MK19 Machine Gun Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
ITOs			
1.	Operate MK19	MK19 and required equipment.	Operate MK19
1.1.	Perform clearing procedures.	MK19 and required equipment.	Clear MK19.
1.2.	Half-load and full-load.	MK19 and required equipment.	Half-load and full-load the MK19.

	Objective	Condition/Given	Standard
1.3.	Clear from a full-load and half-load.	MK19 and required equipment.	Clear from a full-load and a half-load on MK19.
1.4.	Immediate action procedures.	MK19 and required equipment.	Perform immediate action on MK19.
1.5.	Preventative maintenance inspection.	MK 19 and required equipment.	Perform a preventative maintenance (pre-fire) inspection on MK 19.
1.6.	Zero and attach traverse and elevation (T&E) mechanism.	MK19 and required equipment.	Zero and attach T&E mechanism to the MK19 and either the M205 tripod.
1.7.	Mount MK19 on M205 tripod.	MK19 and required equipment.	Mount MK19 on the M205.
1.8.	Mount MK19 on a vehicle mount.	MK19 and required equipment.	Mount MK19 on a vehicle.
1.9.	Place MK19 into action as a crew.	MK19 and required equipment.	Place MK19 into action.
1.10.	Conduct barrel change.	MK19 and required equipment.	Conduct a barrel change on MK19.
1.11.	Take MK19 out of action.	MK19 and required equipment.	Take MK19 out of action.
1.12.	Install and remove blank firing attachment.	MK19 and required equipment.	Install and remove the appropriate blank firing attachment.
1.13.	Install and remove night vision device.	MK19 and required equipment.	Install and remove night vision device on MK19.
1.14.	Identify and apply all weapon and range safety rules throughout course.	MK19 and required equipment.	Identify nomenclature and characteristics of the MK19 and associated equipment.
1.15.	Identify MK19 cycle of operation.	MK19.	Identify MK19 cycle of operation.
2.	Performance evaluation.	MK19 and required equipment.	Successfully complete all phases of performance evaluation within prescribed time limits.
3.	Demonstrate effective techniques of fire.	MK19 and required equipment.	Fire MK19 with sufficient accuracy to hit targets within range and capabilities of MK19 and qualify on

	Objective	Condition/Given	Standard
			appropriate live-fire orders.
ITOs			
3.1.	Zero the MK19.	MK19 and required equipment.	Fire the practice phase and zero the MK19.
3.2.	Qualify on the MK19.	MK19 and required equipment.	Qualify on all required day, night, and vehicle phases.
3.3.	Qualify on day fire phases - vehicle and tripod.	MK19 and required equipment.	Qualify on day fire phases - vehicle and tripod.
3.4.	Qualify from static vehicle.	MK19 and required equipment.	Qualify from static vehicle.
3.5.	Qualify on night fire phases - vehicle and tripod.	MK19 and required equipment.	Qualify on night fire phases - vehicle and tripod.
3.6.	Prepare range cards.	MK19 and required equipment.	Prepare a range card and qualify on the appropriate phase of fire.
4.	Perform operator maintenance.	MK19 and required equipment.	Clean, inspect, and lubricate MK19 and required equipment with instructor assistance.
ITOs			
4.1.	Disassemble MK19.	MK19 and required equipment.	Disassemble MK19 to authorized level.
4.2.	Clean, inspect, and lubricate MK19.	MK19 and required equipment.	Clean, inspect and lubricate MK19 and required equipment.
4.3.	Assemble MK19.	MK19 and required equipment.	Assemble MK19.
4.4.	Function check MK19.	MK19 and required equipment.	Function check MK19.

Table 13.2. MK19 Machinegun AFQC.

ORDER	DESCRIPTION	ROUNDS	TIME (MIN/Sec)	DISTANCE M/YDS	TARGET
TABLE I – TRIPOD					
Phase I: Zero and Practice					
1.	Zero (Half-Load)	16 (3 to 5-rd bursts)	N/A	500	Zero
2.	Single Vehicle	8 (3 to 5-rd bursts)		500	#1
3.	Single Vehicle with Personnel	8 (3 to 5-rd bursts)	5 min for entire phase	800	#2
4.	Line of Troops	16 (3 to 5-rd bursts)		1000	#3
5.	Vehicle Convoy	16 (3 to 5-rd bursts)		1500	#4
		64 Total Rounds			
Phase II: Evaluation					
1.	Single Vehicle	8 (3 to 5-rd bursts)		500	#1
2.	Single Vehicle with Personnel	8 (3 to 5-rd bursts)	5 min for entire phase	800	#2
3.	Line of Troops	8 (3 to 5-rd bursts)		1000	#3
4.	Vehicle Convoy	8 (3 to 5-rd bursts)		1500	#4
		32 Total Rounds			
		96 Total Rounds Table I			
TABLE II - VEHICLE					
Phase I: Stationary Vehicle Practice					
1.	Single Vehicle	8 (3 to 5-rd bursts)		500	#1
2.	Single Vehicle with Personnel	8 (3 to 5-rd bursts)	5 min for entire phase	800	#2
3.	Line of Troops	8 (3 to 5-rd bursts)		1000	#3
4.	Vehicle Convoy	8 (3 to 5-rd bursts)		1500	#4
		32 Total Rounds			
Phase II: Stationary Vehicle Evaluation					
1.	Single Vehicle	8 (3 to 5-rd bursts)		500	#1
2.	Single Vehicle with Personnel	8 (3 to 5-rd bursts)	5 min for entire phase	800	#2
3.	Line of Troops	8 (3 to 5-rd bursts)		1000	#3

ORDER	DESCRIPTION	ROUNDS	TIME (MIN/Sec)	DISTANCE M/YDS	TARGET
4.	Vehicle Convoy	8 (3 to 5-rd bursts)		1500	#4
		32 Total Rounds			
Phase III: Moving Vehicle					
1.	Single Vehicle Practice	16 (3 to 5-rd bursts)	2:30	500	#1
2.	Single Vehicle Evaluation	16 (3 to 5-rd bursts)	2:30	800	#1
		32 Total Rounds			
Phase IV: Stationary Vehicle Limited Visibility Practice					
1.	Single Vehicle	8 (3 to 5-rd bursts)	5 min for entire phase	500	#1
2.	Line of Troops	8 (3 to 5-rd bursts)		1000	#3
3.	Vehicle Convoy	16 (3 to 5-rd bursts)		1500	#4
		32 Total Rounds			
Phase V: Stationary Vehicle Limited Visibility Evaluation					
1.	Single Vehicle	8 (3 to 5-rd bursts)	5 min for entire phase	500	#1
2.	Line of Troops	8 (3 to 5-rd bursts)		1000	#3
3.	Vehicle Convoy	16 (3 to 5-rd bursts)		1500	#4
		32 Total Rounds			
		160 Total Rounds Table II			
		256 Total Rounds Tables I – II			

13.3. Course Information MK-19 Machinegun AFQC, Table 13.2

13.3.1. Targets:

13.3.1.1. Zero Target. Use a 3-meter by 3-meter reinforced panel or target of comparable size, preferably of metal construction. Example: refuse dumpster, 55-gallon drums, armor plating, etc.

13.3.1.2. Target #1, Single Vehicle. Use a medium-size vehicle, approximately 8-meters by 3-meters. Other material such as 55-gallon drums, large vehicle tires or aircraft tires, etc., may be used to simulate a single-vehicle size target.

13.3.1.3. Target #2, Single Vehicle with Personnel. Use one vehicle-size target, 8-meters by 3-meters and several (7 to 10) personnel size targets. Personnel targets are approximately 2-meters high by 1 meter wide. Place personnel targets around the vehicle on the firing line side to define a 30-meter target area.

13.3.1.4. Target #3, Line of Troops. Use several (15 to 20) personnel size targets (2-meters by 1 meter). The size of the "Line of Troops" target area is 60-meters by 5-meters. Place targets in linear or semicircle configuration.

13.3.1.5. Target #4, Vehicle Convoy. Use at least three large vehicle-size targets. The length of the "convoy" target area is 90-meters.

13.3.1.6. Moving Vehicle Phase Targets. This is a shoot on the move phase. A moving vehicle range may be superimposed on an existing range. If a separate area is used, construct targets according to the description of target 2 through target 5.

13.3.1.6.1. Two targets are used at distances varying from 500 meters to 800 meters. Plainly mark the driving course where firing is permitted. For example, place traffic cones along the portion of the course where firing is permitted.

13.3.1.6.2. The gunner only fires upon the command of the instructor. The driver, assistant gunner (instructor) and the gunner are encouraged to work as a mobile fire team to identify targets, determine range and identify kills or misses. Do not exceed 10 mph if the driving course is an improved and maintained driving surface. Do not exceed 5 mph if driving course is an unimproved and rough driving surface. **Note:** Present range design and target configuration may vary from those described for this phase.

13.3.2. Evaluation Standards.

13.3.2.1. The entire course of fire is based on the students' ability to fire a 5- to 7-round burst during training and is used to teach fire discipline and the tactical employment of the MG. In an actual real-world scenario, the shooter would continue to fire (sustained, rapid, or cyclic) until the threat is eliminated.

13.3.2.2. Gunner's initial lay on all targets at midpoint. After the initial burst, the gunner moves to the closest part of the target to the gunner, then moves to the farthest point from the gunner and finally back to the midpoint. Instructors ensure targets are large enough to allow adequate traversing and/or searching with the required number of bursts. Gunners ensure the beaten zones overlap while firing. This technique is used for training and simulates no known threat. In real-life situations, gunners tactically engage the portion of the target posing the greatest threat to themselves or the gun position. Gunners can fire and make T&E mechanism adjustments at the same time; the technique used is fire, adjust T&E mechanism, fire and so on.

13.3.3. Firing Positions.

13.3.3.1. Seated position. Shooters will sit behind the Mk 19 with their legs straddling the M205 tripod, heels dug into the ground for stability. Shooter will keep both hands on the firing grips or one hand on the grip and one hand on the T&E mechanism for rapid transitions.

13.3.3.2. Standing position. This position can be used in fixed position or in a vehicle. The shooter may have to crouch to get behind the sights of the weapon.

13.3.4. Minimum Requirements for Qualification.

13.3.4.1. TABLE I – TRIPOD.

13.3.4.1.1. Phase II – Evaluation. If the beaten zone covers the target area, it is considered a hit on target.

13.3.4.1.1.1. Order 1: Qualify – minimum two-hits within the 5-meter kill radius.

13.3.4.1.1.2. Order 2: Qualify – minimum two-hits within the 5-meter kill radius.

13.3.4.1.1.3. Order 3: Qualify – minimum two-hits within the 15-meter casualty radius.

13.3.4.1.1.4. Order 4: Qualify – minimum two-hits within the 15-meter casualty radius.

13.3.4.2. TABLE II – VEHICLE.

13.3.4.2.1. Phase II – Stationary Vehicle Evaluation. If the beaten zone covers the target area, it is considered a hit on target.

13.3.4.2.1.1. Order 1: Qualify – minimum two-hits within the 5-meter kill radius.

13.3.4.2.1.2. Order 2: Qualify – minimum two-hits within the 5-meter kill radius.

13.3.4.2.1.3. Order 3: Qualify – minimum two-hits within the 15-meter casualty radius.

13.3.4.2.1.4. Order 4: Qualify – minimum two-hits within the 15-meter casualty radius.

13.3.4.2.2. Phase III – Moving Vehicle, Order 2: Qualify – minimum two-hits within the 5-meter kill radius.

13.3.4.2.3. Phase V – Stationary Vehicle Limited Visibility Evaluation.

13.3.4.2.3.1. Order 1: Qualify – minimum two-hits within the 5-meter kill radius.

13.3.4.2.3.2. Order 2: Qualify – minimum two-hits within the 15-meter casualty radius.

13.3.4.2.3.3. Order 3: Qualify – minimum two-hits within the 15-meter casualty radius.

13.3.5. General Course Guidance.

13.3.5.1. Units that cannot conduct moving vehicle training due to range limitations request authorization from the installation commander for CATM instructors to implement an alternative method of providing practical experience to gunners on this firing method, such as use of virtual training systems or dry-fire practice of aiming at targets from a moving vehicle, Phase V. **(T-1)**

13.3.5.2. Gunners fire the entire course using training practice ammunition.

13.3.5.3. Instructors ensure the suppression stop on the cradle mount is adjusted to prevent rounds from impacting closer than 310-meters from the weapon.

13.3.5.4. Instructors enter the models of small arms STANO equipment (e.g., AN/PAS-13 V3) the individual qualified with in the remarks section of the DAF Form 522. Enter the phase(s) of the course not completed by the individual and cite the waiver/deviation authorization source in the remarks section of the DAF Form 522. **Note:** Some deviations (e.g., gas mask or night fire phases) may not meet the CCMD requirements. Installations/units deploying personnel with a waiver/deviation to any portions of the course, including night fire phases, will provide a copy of the approved waiver to the CCMD OPR and ensure the DAF 522 is properly documented. **(T-1)**

13.3.6. Course Notes.

13.3.6.1. TABLE I – Tripod.

13.3.6.1.1. Phase I: Zero and Practice: All Orders in Phase I should be conducted in order without stopping between each order. Instructors will call out each target and shooters will move to that target fluidly without moving back and forth from the gun. The time limit for the entire phase is five-minutes to include reloads.

13.3.6.1.1.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position. Shooters begin Phase I with two 32-round belts. When directed by the instructor, shooters move forward to the weapon and assume the seated position.

13.3.6.1.1.1.1. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

13.3.6.1.1.1.2. On the command "FIRE," shooters will move the weapon to FULL LOAD and engage the 500-meter zero target with a 3- to 5-round burst. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 500-meters utilizing 16-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

13.3.6.1.1.2. Order 2 – Single Vehicle. On the command "FIRE," shooters will engage Target #1 at 500-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all eight-rounds.

13.3.6.1.1.3. Order 3 – Single Vehicle with Personnel. On the command "FIRE," shooters will engage Target #2 at 800-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all eight-rounds.

13.3.6.1.1.4. Order 4 – Line of Troops. On the command "FIRE," shooters will engage Target #3 at 1,000-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing 16-rounds.

13.3.6.1.1.5. Order 5 – Vehicle Convoy. On the command "FIRE," shooters will engage Target #4 at 1,500-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 16-rounds.

13.3.6.1.2. Phase II: Evaluation. The time limit for the entire phase is five-minutes to include reloads.

13.3.6.1.2.1. Order 1 – Single Vehicle. Shooters begin Phase II with one 32-round belt. When directed by the instructor, shooters move forward to the weapon and assume the seated position. On the command "FIRE," shooters will engage Target #1 at 500-meters with a 3- to 5-round burst. Shooters will repeat the process,

adjusting fire to ensure they are accurately engaging each target, utilizing eight-rounds.

13.3.6.1.2.2. Order 2 – Single Vehicle with Personnel. On the command "FIRE," shooters will engage Target #2 at 800-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing eight-rounds.

13.3.6.1.2.3. Order 3 – Line of Troops. On the command "FIRE," shooters will engage Target #3 at 1,000 meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all eight-rounds.

13.3.6.1.2.4. Order 4 – Vehicle Convoy. On the command "FIRE," shooters will engage Target #4 at 1,500 meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all eight-rounds.

13.3.6.2. TABLE II: VEHICLE.

13.3.6.2.1. Phase I: Stationary Vehicle Practice. The time limit for the entire phase is five-minutes to include reloads.

13.3.6.2.1.1. Order 1 – Single Vehicle. Shooters begin Phase II with one 32-round belt. When directed by the instructor, shooters move into the turret and handle the weapon. On the command "FIRE," shooters will engage Target #1 at 500-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing eight-rounds.

13.3.6.2.1.2. Order 2 – Single Vehicle with Personnel. On the command "FIRE," shooters will engage Target #2 at 800-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing eight-rounds.

13.3.6.2.1.3. Order 3 – Line of Troops. On the command "FIRE" shooters will engage Target #3 at 1000 meters with 3-5 round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all eight-rounds.

13.3.6.2.1.4. Order 4 – Vehicle Convoy. On the command "FIRE" shooters will engage Target #4 at 1,500 meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all eight-rounds.

13.3.6.2.2. Phase II: Stationary Vehicle Evaluation. The time limit for the entire phase is five minutes to include reloads.

13.3.6.2.2.1. Order 1 – Single Vehicle. Shooters begin Phase II with one 32-round belt. When directed by the instructor, shooters move into the turret and handle the weapon. On the command "FIRE," shooters will engage Target #1 at 500-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all eight-rounds.

13.3.6.2.2.2. Order 2 – Single Vehicle with Personnel. On the command "FIRE," shooters will engage Target #2 at 800-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all eight-rounds.

13.3.6.2.2.3. Order 3 – Line of Troops. On the command "FIRE," shooters will engage Target #3 at 1,000-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all eight-rounds.

13.3.6.2.2.4. Order 4 – Vehicle Convoy. On the command "FIRE," shooters will engage Target #4 at 1,500 meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all eight-rounds.

13.3.6.2.3. Phase III: Moving Vehicles. Shooters begin Phase III with one 32-round belt. When directed by the instructor, shooters move into the turret and handle the weapon.

13.3.6.2.3.1. Order 1 – Single Vehicle Practice. On the command "FIRE," shooters will engage Target #1 at 500-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 16-rounds within the two-minute and thirty second time limit.

13.3.6.2.3.2. Order 2 – Single Vehicle Evaluation. On the command "FIRE," shooters will engage Target #1 at 500-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 16-rounds within the two minute and thirty second time limit.

13.3.6.2.4. Phase IV: Stationary Vehicle Limited Visibility Practice. Shooters begin Phase IV with one 32-round belt. When directed by the instructor, shooters move into the turret and handle the weapon. The time limit for the entire phase is five-minutes to include reloads.

13.3.6.2.4.1. Order 1 – Single Vehicle. On the command "FIRE," shooters will engage Target #1 at 500-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all eight-rounds.

13.3.6.2.4.2. Order 2 – Line of Troops. On the command "FIRE," shooters will engage Target #3 at 1,000-meters with 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all eight-rounds.

13.3.6.2.4.3. Order 3 – Vehicle Convoy. On the command "FIRE" shooters will engage Target #4 at 1,500-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 16-rounds.

13.3.6.2.5. Phase V: Stationary Vehicle Evaluation. Shooters begin Phase II with one 32-round belt. When directed by the instructor, shooters move into the turret and handle the weapon. The time limit for the entire phase is five minutes to include reloads.

13.3.6.2.5.1. Order 1 – Single Vehicle. On the command “FIRE,” shooters will engage Target #1 at 500-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all eight-rounds.

13.3.6.2.5.2. Order 2 – Line of Troops. On the command “FIRE,” shooters will engage Target #3 at 1,000-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all eight-rounds.

13.3.6.2.5.3. Order 3 – Vehicle Convoy. On the command “FIRE,” shooters will engage Target #4 at 1,500-meters with a 3- to 5-round burst. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 16-rounds.

Chapter 14

M2A1 MACHINE GUN TRAINING PROGRAM

14.1. M2A1 Machine Gun Air Force Qualification Course (AFQC). This course provides personnel with the training required for qualification with the M2A1 or as determined by AF/A4SO.

14.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards in Table 14.1 for successful completion of this course**. (T-1) Note:** Shooters are only required to meet the objectives for the weapon and equipment they are issued or will deploy with. **(T-1)**

14.2.1. Shooters must meet objectives 1.1 through 1.16 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

14.2.2. Shooters must meet objective 2 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

14.2.3. Shooters must perform objectives 3.1 through 3.6 on the range. **(T-1)** These objectives must be completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live fire training.

14.2.4. Shooters must perform objectives 4.1 through 4.4 without instructor assistance and achieve the required hits on target to be considered qualified. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score.

14.2.5. For mechanical sustainment training, shooters must meet objectives 1.1 through 1.16 and objective 2. **(T-1)**

14.2.6. Approximate training times for this program are:

14.2.6.1. Initial and Recurring training – forty hours.

14.2.6.2. Remedial training – as needed.

14.2.6.3. Mechanical Sustainment training (6-month) – thirty hours.

14.2.7. Course Ammunition: Cartridge, .50 cal ball and tracer linked.

Table 14.1. M2A1 Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
ITOs			
1.	Operate M2A1	M2A1 and required equipment.	Operate M2A1
1.1.	Perform clearing procedures.	M2A1 and required equipment.	Clear M2A1.

	Objective	Condition/Given	Standard
1.2.	Half-load and full-load.	M2A1 and required equipment.	Half-load and full-load the M2A1.
1.3.	Clear from a full-load and half-load.	M2A1 and required equipment.	Clear from a full-load and a half-load on M2A1.
1.4.	Immediate action procedures.	M2A1 and required equipment.	Perform immediate action on M2A1.
1.5.	Preventative maintenance inspection.	M2A1 and required equipment.	Perform a preventative maintenance (pre-fire) inspection on M2A1.
1.6.	Zero and attach traverse and elevation (T&E) mechanism.	M2A1 and required equipment.	Zero and attach T&E mechanism to the M2A1 and either the M205 tripod.
1.7.	Mount M2A1 on M205 tripod.	M2A1 and required equipment.	Mount M2A1 on the M205.
1.8.	Mount M2A1 on a vehicle mount.	M2A1 and required equipment.	Mount M2A1 on a vehicle.
1.9.	Place M2A1 into action as a crew.	M2A1 and required equipment.	Place M2A1 into action.
1.10.	Conduct barrel change.	M2A1 and required equipment.	Conduct a barrel change on M2A1.
1.11.	Take M2A1 out of action.	M2A1 and required equipment.	Take M2A1 out of action.
1.12.	Install and remove blank firing attachment.	M2A1 and required equipment.	Install and remove the appropriate blank firing attachment.
1.13.	Install and remove night vision device.	M2A1 and required equipment.	Install and remove night vision device on M2A1.
1.14.	Identify and apply all weapon and range safety rules throughout course.	M2A1 and required equipment.	Identify nomenclature and characteristics of the M2A1 and associated equipment.
1.15.	Identify M2A1 cycle of operation.	M2A1.	Identify M2A1 cycle of operation.
1.16.	Set headspace and timing on the M2A1, as required.	M2A1 mounted on an M205 tripod and a set of timing and headspace gauges.	Set headspace and timing on the M2A1.

	Objective	Condition/Given	Standard
2.	Performance evaluation.	M2A1 and required equipment.	Successfully complete all phases of performance evaluation within prescribed time limits.
3.	Demonstrate effective techniques of fire.	M2A1 and required equipment.	Fire M2A1 with sufficient accuracy to hit targets within range and capabilities of M2A1 and qualify on appropriate live-fire orders.
ITOs			
3.1.	Zero the M2A1.	M2A1 and required equipment.	Fire the practice phase and zero the M2A1.
3.2.	Qualify on the M2A1.	M2A1 and required equipment.	Qualify on all required day, night, and vehicle phases.
3.3.	Qualify on day fire phases - vehicle and tripod.	M2A1 and required equipment.	Qualify on day fire phases - vehicle and tripod.
3.4.	Qualify from static vehicle.	M2A1 and required equipment.	Qualify from static vehicle.
3.5.	Qualify on night fire phases - vehicle and tripod.	M2A1 and required equipment.	Qualify on night fire phases - vehicle and tripod.
3.6.	Prepare range cards.	M2A1 and required equipment.	Prepare a range card and qualify on the appropriate phase of fire.
4.	Perform operator maintenance.	M2A1 and required equipment.	Clean, inspect, and lubricate M2A1. and required equipment with instructor assistance.
ITOs			
4.1.	Disassemble M2A1.	M2A1 and required equipment.	Disassemble M2A1 to authorized level.
4.2.	Clean, inspect, and lubricate M2A1.	M2A1 and required equipment.	Clean, inspect and lubricate M2A1 and required equipment.

	Objective	Condition/Given	Standard
4.3.	Assemble M2A1.	M2A1 and required equipment.	Assemble M2A1.
4.4.	Function check M2A1.	M2A1 and required equipment.	Function check M2A1.

Table 14.2. M2A1, AFQC.

ORDER	DESCRIPTION	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
TABLE I: TRIPOD					
Phase I: Zero and Practice – Tripod					
1.	Zero (Half-load)	50 (5 to 7 round bursts)	N/A	1000	1
2.	Point Targets (Half-load)	50 (5 to 7 round bursts)	1:30	500-1000	3
3.	Linear with Depth (Half-load)	50 (5 to 7 round bursts)	1:30	800-1100	8
4.	Deep Targets (CBRN) (Half-load)	50 (5 to 7 round bursts)	1:30	1000-1500	5
5.	Predetermined Fire (Half-Load)	100 (5 to 7 round bursts)	3:00	500-1500	4
		300 Total Rounds			
Phase II: Evaluation – Tripod (Standards: Qualify – All orders, one hit per target)					
1.	Point Targets (Half-load)	50 (5 to 7 round bursts)	1:30	500-1000	3
2.	Linear with Depth (Half-load)	50 (5 to 7 round bursts)	3:30	800-1100	8
3.	Deep Targets (CBRN) (Half-load)	50 (5 to 7 round bursts)	1:30	1000-1500	5
4.	Predetermined Fire (Half-Load)	50 (5 to 7 round bursts)	3:00	500-1500	4
		200 Total Rounds			
		500 Total Rounds Table I			
TABLE II: VEHICLE					
Phase I: Stationary Vehicle Practice					
1.	Area Target (Free Gun)	50 (5 to 7 round bursts)	1:30	1000	1
2.	Point Targets (Half-load)	50 (5 to 7 round bursts)	1:30	500-1000	3
		100 Total Rounds			
Phase II: Stationary Vehicle Evaluation (Standards: Qualify – All orders, one hit per target)					
1.	Area Target (Full-load)	50 (5 to 7 round bursts)	1:30	1000	3
2.	Point Targets (Full-load)	50 (5 to 7 round bursts)	1:30	500-1000	3

ORDER	DESCRIPTION	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
		100 Total Rounds			
Phase III: Moving Vehicle					
1.	Area Target Practice (Half-load)	50 (5 to 7 round bursts)	1:30	500-1000	3
2.	Area Target Evaluation (Full-load)	50 (5 to 7 round bursts)	1:30	500-1000	3
100 Total Rounds					
Phase IV: Stationary Vehicle Limited Visibility					
1.	Point Targets Practice (Half-load)	50 (5 to 7 round bursts)	1:30	500-1000	3
2.	Point Targets Evaluation (Full-load)	50 (5 to 7 round bursts)	1:30	500-1000	3
		100 Total Rounds			
		400 Total Rounds Table II			
		900 Total Rounds Table I – II			

14.3. Course Information, M2A1, AFQC.

14.3.1. Targets:

14.3.1.1. Double "E" silhouette targets, empty 55-gallon drums, salvaged vehicles or mounds of earth can be used to represent personnel and vehicle targets.

14.3.1.1.1. Point targets should consist of three separate vehicle type targets.

14.3.1.1.2. Deep targets should consist of a minimum of five targets.

14.3.1.1.3. Linear with depth targets should consist of at least eight double "E" silhouette targets or paired 55-gallon drums.

14.3.1.1.4. Area targets should consist of at least five double "E" silhouette targets or paired 55-gallon drums and arranged to form a group.

14.3.1.1.5. Table II, Phase III, Moving Vehicle Targets: This is a shoot on the move phase. A moving vehicle range may be superimposed on an existing range.

14.3.1.1.5.1. If a separate area is used, construct targets according to the description of area targets in **paragraph 14.3.1.1.4**. Three targets are required at distances varying from 500-meters to 1,000-meters.

14.3.1.1.5.2. Plainly mark the driving course where firing is permitted. For example, place traffic cones along the portion of the course where firing is permitted. The gunner only fires upon the command of the instructor. The driver, assistant gunner (instructor) and the gunner are encouraged to work as a mobile fire team to identify targets, determine range and identify kills or misses. Do not exceed 10-mph if the driving course is an improved and maintained driving surface. Do not exceed 5-mph if the driving course is an unimproved and rough driving course. **Note:** Present range design and target configuration may vary from those described for this phase.

14.3.1.1.6. For Table I, designate four targets for gunners to identify on the range cards. Conduct fire missions in random order of the targets designated on the range cards.

14.3.2. Evaluation Standards.

14.3.2.1. The entire course of fire is based on the students' ability to fire a 5- to 7-round burst during training and is used to teach firing discipline and the tactical employment of the MG. In an actual real-world scenario, the shooter would continue to fire (sustained, rapid, or cyclic) until the threat is eliminated.

14.3.2.2. The gunner's initial lay on target is at the midpoint. After the initial burst, the gunner moves to the closest part of the target to the gunner, then moves to the farthest point from the gunner and finally back to the midpoint. Instructors ensure targets are large enough to allow adequate traversing and/or searching with the required number of bursts. Gunners ensure the beaten zones overlap while firing. This technique is used for training and simulates no known threat. In real-life situations, gunners tactically engage the portion of the target posing the greatest threat to themselves or the gun position. Gunners can fire and make T&E mechanism adjustments at the same time; the technique used is fire, adjust T&E mechanism, fire and so on.

14.3.2.3. During qualification, ammunition belts should be divided up to match the required rounds for each order of fire.

14.3.3. Firing Positions.

14.3.3.1. Seated position. Shooters will sit behind the MG with their legs straddling the M205 tripod, heels dug into the ground for stability. The shooter will keep both hands on the firing grips or one hand on the grip and one hand on the T&E mechanism for rapid transitions.

14.3.3.2. Standing position. This position can be used in fixed position or in a vehicle. The shooter may have to crouch to get behind the sights of the weapon.

14.3.4. Minimum Requirements for Qualification.

14.3.4.1. TABLE I – TRIPOD.

14.3.4.1.1. Phase II – Evaluation. If the beaten zone covers the target area, it is considered a hit on target.

14.3.4.1.1.1. Order 1: Qualify – hit three targets.

14.3.4.1.1.2. Order 2: Qualify – hit eight targets.

14.3.4.1.1.3. Order 3: Qualify – hit five targets.

14.3.4.1.1.4. Order 4: Qualify – hit four targets.

14.3.4.2. TABLE II – VEHICLE.

14.3.4.2.1. Phase II – Stationary Vehicle Evaluation. If the beaten zone covers the target area, it is considered a hit on target.

14.3.4.2.1.1. Order 1: Qualify – hit three targets.

14.3.4.2.1.2. Order 2: Qualify – hit three targets.

14.3.4.2.2. Phase III – Moving Vehicle Evaluation. If the beaten zone covers the target area, it is considered a hit on target. Order 2: Qualify – hit three targets.

14.3.4.2.3. Phase IV – Stationary Vehicle Limited Visibility Evaluation. If the beaten zone covers the target area, it is considered a hit on target. Order 2: Qualify – hit three targets.

14.3.5. General Course Guidance.

14.3.5.1. Units that cannot conduct moving vehicle training due to range limitations request authorization from the installation commander for CATM instructors to implement an alternative method of providing practical experience to gunners on this firing method, such as use of virtual training systems or dry-fire practice of aiming at targets from a moving vehicle for Table II, Phase III. **(T-1)**

14.3.5.2. There are no time limits during practice phases. Instructors observe setting headspace and timing, render help needed, observe rounds impacting in target areas, correct safety infractions and supervise students who perform immediate action.

14.3.5.3. Assistant gunners are used for all tripod orders of fire. Instructors should emphasize the importance of teamwork. Except for zeroing, the assistant gunner gives fire corrections to the gunner. Gun crews wear helmets, individual body armor and hearing protection during all firing orders. Both the gunner and assistant gunner have gas masks and gloves on their person during the entire course. Gunners perform vehicle firing without an assistant gunner.

14.3.5.4. Whenever possible, gun crews should fire 4:1 ball and tracer mix. All firing should be five to seven-round bursts. During qualification, once the student has hit the required number of targets, they return any remaining ammunition to the instructor for placement back into the ammunition inventory.

14.3.5.5. Sight corrections and T&E mechanism adjustments may be made at any time.

14.3.5.6. All phases are fired on a full-distance range.

14.3.5.7. On orders requiring CBRN defense IPE, the gun crews don their gas masks and gloves before starting the firing orders.

14.3.5.8. Linear and deep targets are engaged as a single gun covering the entire target.

14.3.5.9. During vehicle firing, instructors may position the vehicle parallel with or at a right angle to the firing line with the weapon pointed down range.

14.3.5.10. For limited visibility, gunners use night vision devices and night aiming devices on the machinegun. Instructors may add artificial illumination, as they deem necessary. In the event night fire cannot be accomplished, conduct Table II, Phase IV during the day using daylight filters on aiming devices and night vision.

14.3.5.11. Do not reconstruct firing ranges for the sole purpose of complying with this course of fire.

14.3.5.12. When Combat Arms enters the scores in ARIS, they are not required to enter a numerical score and only reflect qualified "Q" or unqualified "UQ" for the course.

Instructors will enter the models of STANO equipment (e.g., AN/PAS-13 V3) the individual trained with in the remarks section of the DAF Form 522.

14.3.5.13. Enter the phase(s) of the course not completed by the individual and cite the waiver/deviation authorization source in the remarks section of the DAF Form 522. **Note:** Some deviations (e.g., gas mask or night fire phases) may not meet the CCMD requirements. Installations/units deploying personnel with a waiver/deviation to any portions of the course, including night fire phases, will provide a copy of the approved waiver to the CCMD OPR and ensure the DAF 522 is properly documented as directed by DAFI 31-131. **(T-1)**

14.3.6. Course Notes M2A1 AFQC.

14.3.6.1. TABLE I – Tripod.

14.3.6.1.1. Phase I: Practice.

14.3.6.1.1.1. Order 1 – Zeroing (Half-Load). Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

14.3.6.1.1.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

14.3.6.1.1.1.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage the 1000-meter zero target with a 5- to 7-round burst utilizing their iron sights. Instructors will assist shooters with sight corrections to move the beaten zone. Shooters will repeat the process until the sights are aligned with the beaten zone at 1000 meters utilizing all 50-rounds. There is no time limit for this order. Shooters should take their time and ensure they zero the weapon properly.

14.3.6.1.1.2. Order 2 – Point Targets (Half-Load).

14.3.6.1.1.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

14.3.6.1.1.2.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage three, 500- to 1,000-meter point targets with 5- to 7-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging each target, utilizing all 50-rounds in the one minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

14.3.6.1.1.3. Order 3 – Linear Targets with Depth (Half-Load).

14.3.6.1.1.3.1. Shooters begin with a 50-round belt. When directed by the

instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

14.3.6.1.1.3.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage eight, 300- to 800-meter linear targets with depth with 5- to 7-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds in the one minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase. Upon completion of Order 3, the instructor will announce "GAS, GAS, GAS," shooters will don their gas mask.

14.3.6.1.1.4. Order 4 – CBRN Deep Targets (Half-Load).

14.3.6.1.1.4.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

14.3.6.1.1.4.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage five, 1,000- to 1,500-meter-deep targets, with 5- to 7-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds in the one minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase. Upon completion of Order 4, students will remove their gas masks.

14.3.6.1.1.5. Order 5 – Predetermined Fire (Half-Load).

14.3.6.1.1.5.1. Shooters begin with a 100-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

14.3.6.1.1.5.2. Shooters will receive their fire mission from their instructor. The fire mission will include TRPs from the range card for the firing point. The shooters must note the elevation and direction readings of each TRPs and use those readings on their T&E mechanism to engage each target. The following targets will be used: Target 1: Final Protective Line, Target 2: Point Target, Target 3: Area Target and Target 4: Linear Target.

14.3.6.1.1.5.3. On the command "FIRE" shooters will place the weapon to FIRE and engage the four, 500- to 1,500-meter predetermined targets with 5- to 7-round bursts. Shooters will repeat the process, using their T&E mechanism and traversing bar to adjust fire ensuring they are accurately engaging the targets, utilizing all 100-rounds in the three-minute time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

14.3.6.1.2. Phase II: Evaluation.

14.3.6.1.2.1. Order 1 –Point Targets (Full-Load).

14.3.6.1.2.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

14.3.6.1.2.1.2. On the command “FIRE” shooters will place the weapon to FIRE and engage three, 500- to 1,000-meter point targets with 5- to 7-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the one-minute and thirty second time limit.

14.3.6.1.2.2. Order 2 – Linear Target with Depth (Full-Load).

14.3.6.1.2.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

14.3.6.1.2.2.2. On the command “FIRE” shooters will place the weapon to FIRE and engage eight, 800- to 1,100-meter linear targets with depth with 5- to 7-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the one minute and thirty second time limit.

14.3.6.1.2.3. Order 3 – Deep Targets (Full-Load).

14.3.6.1.2.3.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command “FULL LOAD,” shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

14.3.6.1.2.3.2. On the command “FIRE” shooters will place the weapon to FIRE and engage five, 1000- to 1,500-meter linear targets with depth with 5- to 7-round bursts. Shooters will repeat the process, adjusting fire to ensure they are accurately engaging the targets, utilizing all 50-rounds within the one minute and thirty second time limit.

14.3.6.2. TABLE II: VEHICLE.

14.3.6.2.1. Phase I: Stationary Vehicle Practice.

14.3.6.2.1.1. Order 1 – Area Target (Half-Load).

14.3.6.2.1.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move into the turret and handle the weapon. On the command “HALF LOAD,” shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

14.3.6.2.1.1.2. On the command “FIRE” shooters will move the weapon to FULL LOAD and engage one, 1,000-meter area targets with 5- to 7-round

bursts. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50-rounds in the one-minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

14.3.6.2.1.2. Order 2 – Point Target (Half-Load).

14.3.6.2.1.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move into the turret and handle the weapon. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

14.3.6.2.1.2.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage three, 500- to 1,000-meter point targets with 5- to 7-round bursts utilizing the T&E mechanism. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50-rounds in the one-minute and thirty second time limit.

14.3.6.2.2. Phase II: Stationary Vehicle Evaluation.

14.3.6.2.2.1. Order 1 – Area Target (Full-Load).

14.3.6.2.2.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

14.3.6.2.2.1.2. On the command "FIRE" shooters will place the weapon to FIRE and engage one, 1000-meter area targets with 5- to 7-round bursts. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50 rounds in the one-minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

14.3.6.2.2.2. Order 2 – Point Targets (Full-Load).

14.3.6.2.2.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

14.3.6.2.2.2.2. On the command "FIRE" shooters will place the weapon to FIRE and engage three, 500- to 1,000-meter point targets with 5- to 7-round bursts utilizing the T&E mechanism. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50-rounds in the one-minute and thirty second time limit.

14.3.6.2.3. Phase III: Moving Vehicle.

14.3.6.2.3.1. Order 1 – Area Target Practice (Half-Load).

14.3.6.2.3.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move into the turret and handle the weapon. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

14.3.6.2.3.1.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage one, 1,000-meter area targets with 5- to 7-round bursts. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50-rounds in the one-minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

14.3.6.2.3.2. Order 2 – Area Target Evaluation (Full-Load).

14.3.6.2.3.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

14.3.6.2.3.2.2. On the command "FIRE" shooters will place the weapon to FIRE and engage one, 1,000-meter area targets with 5- to 7-round bursts. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50-rounds in the one-minute and thirty second time limit. Even though this is a practice phase, and the time limit is not for qualification, shooters should strive to meet the time limit to prepare them for the evaluation phase.

14.3.6.2.4. Phase IV: Stationary Vehicle Limited Visibility.

14.3.6.2.4.1. Order 1 – Point Target Practice (Half-Load).

14.3.6.2.4.1.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move into the turret and handle the weapon. On the command "HALF LOAD," shooters ensure the selector is on FIRE, the bolt is forward and place the ammo belt on the feed tray.

14.3.6.2.4.1.2. On the command "FIRE" shooters will move the weapon to FULL LOAD and engage three, 500- to 1,000-meter point targets with 5- to 7-round bursts utilizing their installed night vision and laser aiming devices. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50 rounds in the one-minute and thirty second time limit.

14.3.6.2.4.2. Order 2 – Point Targets Evaluation (Full-Load).

14.3.6.2.4.2.1. Shooters begin with a 50-round belt. When directed by the instructor, shooters move forward to the weapon and assume the prone position. On the command "FULL LOAD," shooters ensure the selector is on SAFE, the bolt is locked to the rear and place the ammo belt on the feed tray.

14.3.6.2.4.2.2. On the command “FIRE” shooters will place the weapon to FIRE and engage three, 500-to 1,000-meter point targets with 5- to 7-round bursts utilizing their installed night vision and laser aiming devices. Shooters will repeat the process, using their body and the turret to adjust fire ensuring they are accurately engaging each target, utilizing all 50-rounds in the one-minute and thirty second time limit.

Chapter 15

COMMON REMOTELY OPERATED WEAPON STATION (CROWS) II TRAINING PROGRAM

15.1. Training Overview. The CROWS II training is an advanced specialized training program for initial and recurring training. This training program requires live fire with the CROWS II or as determined by AF/A4SO. Qualification, as an operator on the CROWS II is accomplished by successful completion of performance evaluations included in this training program.

15.2. Instructor Training. Initial instructor training is conducted through the US Army Tank-Automotive and Armaments Command (TACOM) or through TACOM certified trainers. **Note:** Air Force personnel who have attended and completed the TACOM train-the-trainer (T3) course are considered TACOM certified trainers, and the certificate is valid for five-years. Instructor training consists of completion of initial CROWS II training, OJT, and an instructor evaluation. Instructors for this program may be any 3P0X1 AFSC if they meet the instructor evaluation and certification requirements for this course as outlined in DAFI 31-131; they are not required to be a CATM instructor. Organizations may conduct recurring instructor training at unit level utilizing performance evaluations, simulator exercises and an instructor evaluation.

15.3. Training Guidelines. Students must meet and be evaluated to the performance standards of the training objectives listed in **Table 15.1** for successful completion this course. **(T-1) Note:** If available, a simulator (desktop trainer) may be used for all classroom and or academic learning training objectives whereas CROWS itself will be utilized during all live-fire training events.

15.3.1. Live-fire Requirements. Live-fire orientation must be conducted for qualification. **(T-1)** Operators are provided the opportunity to conduct live-fire orientation with each weapon they employ from the CROWS II. Although there is no minimum score required, the expectation is for the gunner to accurately engage each target/silhouette.

15.3.2. Approximate training times for this program are:

15.3.2.1. Initial training – fifty-eight hours.

15.3.2.2. Recurring training – ten to twenty hours.

15.3.2.3. Remedial training – as needed.

15.3.3. Ammunition Requirements (per student as applicable):

15.3.3.1. M249 - 200 rounds (1 assault pack).

15.3.3.2. M240B - 100 rounds (1 assault pack).

15.3.3.3. M2A1 - 100 rounds (1 ammo can).

15.3.3.4. MK19 - 32 rounds (1 ammo can).

Table 15.1. CROWS II AFQC Objectives/Intermediate Training Objectives.

	Objective	Condition/Given:	Standard
1.	Understand course learning objectives and safety standards.	Classroom environment and briefing.	Demonstrate general awareness of course

	Objective	Condition/Given:	Standard
			objectives and safety standards.
2.	Describe CROWS II main components and their functions.	Fully operational CROWS II equipped vehicle or CROWS II mounted on stand and or simulator.	Identify and demonstrate a basic understanding of CROWS II components and functions.
3.	Describe basic operation, controls, and functions of the CROWS II.	Fully operational CROWS II equipped vehicle or CROWS II mounted on stand and or simulator.	Demonstrate the basic operation, controls, and functions of the CROWS II.
4.	Understand the menu functions.	CROWS II system and or simulator.	Demonstrate ability to navigate and perform menu functions.
5.	Convert and install weapon systems.	CROWS II system, applicable weapon and weapon adapter kit, tool bag, and operator's manual.	Demonstrate proper conversion and installation of weapon systems.
ITOs			
5.1.	Convert and install M249.	CROWS II system, an M249 Automatic Rifle and adapter kit, tool bag, and operator's manual.	Demonstrate proper conversion and installation of M249.
5.2.	Convert and install M240.	CROWS II system, an M240 MG and adapter kit, tool bag, and operator's manual.	Demonstrate proper conversion and installation of M240.
5.3.	Convert and install MK19.	CROWS II system, an MK19 and adapter kit, tool bag, and operator's manual.	Demonstrate proper conversion and installation of MK19.
5.4.	Convert and install M2A1.	CROWS II system, an M2A1 and adapter kit, tool bag, and operator's manual.	Demonstrate proper conversion and installation of M2A1.
6.	Basic System Operation.	Fully operational CROWS II and or simulator.	Operate system, navigate though all menu screens, and practice basic system functions.
7.	Bore sighting and zeroing procedures.	Fully operational CROWS II equipped vehicle, applicable	Perform bore sighting and zeroing procedures.

	Objective	Condition/Given:	Standard
		weapon, bore sight kit, and operator's manual.	
8.	Target acquisition and engagement.	Fully operational CROWS II equipped vehicle and or simulator.	Acquire targets with CROWS II and engage targets using simulator.
ITOs			
8.1.	Target acquisition and engagement.	Fully operational CROWS II equipped vehicle and weapons.	Acquire targets with CROWS II and engage targets using the mounted weapon system.
9.	Advanced target acquisition and engagement.	Fully operational CROWS II equipped vehicle.	Operate CROWS II effectively.
ITOs			
9.1.	Day/Night.	Fully operational CROWS II equipped vehicle.	Acquire and engage targets in varying light conditions.
9.2.	Mounted (moving).	Fully operational CROWS II equipped vehicle.	Acquire and engage targets from a moving vehicle.
10.	Performance evaluations.	All required equipment.	Successfully complete all performance evaluations without instructor assistance.

15.4. Course Standards.

15.4.1. Performance evaluations. Students successfully complete all required performance evaluations without assistance.

15.4.2. Orientation live fire. Students safely and correctly operate CROWS II without assistance and successfully engage targets at distances from 50- to 300-meters on each weapon they will employ.

Chapter 16

SECURITY FORCES' SHOOT, MOVE AND COMMUNICATE (SMC) COURSE

16.1. Training Overview. This course is mandatory for Security Forces and compliments MAJCOM/SF prescribed sustainment-training. Security Forces conduct this course annually using CCMCK and dye-marking rounds (preferred) or blank rounds only. **(T-2)** This course is not a qualification course and therefore, CATM does not conduct the training. Other organizations may conduct this course following the guidance in this chapter.

16.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 16.1** for successful completion of this course. **(T-2)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

16.2.1. The training for this course is broken down into several phases, which follow the "Crawl, Walk, Run" methodology. Performance objectives are rated either a "GO" or "NO-GO." The object is for shooters to learn basic individual techniques, and then advance to two-member, fire team and finally squad level application of combat tactics. Students who do not pass training objectives are not allowed to progress to the next phase until they have received remedial training and met performance objectives.

16.2.2. The purpose of this course of fire is to train Security Forces to shoot, move and communicate in combat. Range personnel (range safety officers) are individuals who have been trained and certified as required following the guidance in DAFMAN 31-131V1.

16.2.3. Instructors conduct all orders of fire as dry-fire training with performance evaluations prior to live-fire training. Range safety officers first demonstrate the technique, students practice and then performance evaluations are administered.

16.2.4. Instructor Certification. CATM conducts initial certification of Security Forces training personnel, flight leadership, noncommissioned officers (NCO), and unit personnel. This training encompasses safety procedures, installation/use of dye-marking adapters/cartridges (as outlined in DAFMAN 31-131 V3, along with Air Force Technical Order (TO) 11W2-9-4-11, *Technical Manual Operator's Manual for Close Combat Mission Capability Kit (CCMCK)*, local guidance, proper weapons handling, communication, movement techniques, use of cover, range safety officer procedures and responsibilities following the guidance in DAFMAN 31-131 V1.

16.2.5. Unit personnel complete all phases during initial training. Following initial training, flight/section leadership should conduct monthly sustainment training to allow personnel to maintain skills. Incorporating this sustainment training into existing training duty days may be the best option and need not always include the use of dye-marking cartridges.

16.2.6. Advanced Training Techniques and Procedures. For initial training on this course and included skills, individuals complete training and the course of fire as written. Once an individual has successfully completed training for the first 12-month cycle (completed all SMC skills training, SMC course of fire and evaluation), units should add more challenging modifications to the course of fire. This includes, but is not limited to, replacing paper targets with opposing force personnel firing dye-marking cartridges at shooters, adding smoke, ground burst simulators and or other simulated battlefield conditions. Using safe methods to increase

stress or simulate battlefield confusion enhances training and encourages proper application of skills in high stress environments.

Table 16.1. Security Forces SMC Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
Phase I: Individual Skills Training			
1.	Proper wear and adjustment of Individual Combat Equipment (ICE).	M4 carbine with approved sling, service pistol with approved holster, ICE, and magazines.	Correctly configure equipment with instructor assistance per Lesson Plan.
ITOs			
1.1.	Magazine placement and orientation.	M4 Carbine and service pistol magazines and pouches.	Correctly place magazine pouches and orient magazines within pouches with instructor assistance per Lesson Plan.
1.2.	Duty equipment placement.	Individual Combat Equipment (ICE).	Demonstrate proper wear and adjustment of ICE with instructor assistance per lesson plan.
1.3.	Wear and use of approved sling.	Issue approved sling, M4 carbine and ICE.	Demonstrate installation, adjustment, and use of approved sling with instructor assistance per lesson plan.
2.	Individual weapon handling skills.	M4 carbine, service pistol, ICE, and magazines.	Demonstrate proper weapon handling skills.
ITOs			
2.1.	Weapon safety rules.	M4 carbine, service pistol, ICE, and magazines.	Demonstrate proper muzzle, trigger finger discipline and manipulation of selector lever (Safety) per lesson plan.
2.3.	Rapid reload techniques.	M4 carbine with approved sling, service pistol with approved holster, ICE, and magazines.	Perform rapid reload of M4 carbine and service pistol within 5-seconds per lesson plan.
2.4.	Tactical reloading techniques.	M4 carbine with approved sling, service pistol with approved holster, ICE, and magazines.	Perform tactical reload of M4 carbine and service pistol within 5-seconds per lesson plan.
2.5.	Immediate action drills.	M4 carbine with approved sling, service pistol with	Perform immediate action on the M4 carbine

	Objective	Condition/Given	Standard
		approved holster, ICE and magazines, dummy ammunition.	and service pistol within 5-seconds per lesson plan.
2.6.	Remedial action drills.	M4 carbine with approved sling, service pistol with approved holster, ICE and magazines, dummy ammunition.	Perform remedial action on the M4 carbine and service pistol within 5 seconds per lesson plan.
2.7.	Transition to handgun drills.	M4 carbine with approved sling, service pistol with approved holster, ICE, and magazines.	Perform transition to handgun within 2-seconds (dry-fire) per lesson plan.
3	Urban firing positions.	M4 carbine with approved sling, service pistol with approved holster, ICE, and magazines.	Demonstrate proper urban firing positions per lesson plan.
ITOs			
3.1	Standing position.	M4 carbine with approved sling, service pistol with approved holster, ICE, and magazines.	Assume standing position per lesson plan.
3.2.	Standing barricade position.	M4 carbine with approved sling, service pistol with approved holster, ICE, and magazines.	Assume standing barricade position per lesson plan.
3.3.	High kneeling.	M4 carbine with approved sling, service pistol with approved holster, ICE, and magazines.	Assume high kneeling position per lesson plan.
3.4.	Low kneeling position.	M4 carbine with approved sling, service pistol with approved holster, ICE, and magazines.	Assume low kneeling position per lesson plan.
3.5.	Double kneeling.	M4 carbine with approved sling, service pistol with approved holster, ICE, and magazines.	Assume double kneeling position per lesson plan.
3.6.	Squatting position.	M4 carbine with approved sling, service pistol with approved holster, ICE, and magazines.	Assume squatting position per lesson plan.
4.	Individual use of cover.	M4 carbine with approved sling, service pistol with	Demonstrate proper use of cover per lesson plan.

	Objective	Condition/Given	Standard
		approved holster, ICE, magazines, and barricade.	
ITOs			
4.1	Strong side standing barricade.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricade.	While wearing approved sling, demonstrate proper position and use of cover per lesson plan.
4.2.	Support side standing barricade.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricade.	While wearing approved sling, demonstrate proper position and use of cover per lesson plan.
4.3.	Strong side kneeling barricade (shooter's choice).	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricade.	While wearing approved sling, demonstrate proper position and use of cover per lesson plan.
4.4.	Weak side kneeling barricade (shooter's choice).	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricade.	While wearing approved sling, demonstrate proper position and use of cover per lesson plan.
5.	Tactical movement.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	While wearing approved sling, demonstrate proper movement techniques per lesson plan.
ITOs			
5.1.	Contact front - from low ready.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	From low ready position, mount the gun into firing position per lesson plan.
5.2.	Contact front - from depressed ready.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	From depressed ready position, mount the gun into firing position per lesson plan.
5.3.	Contact front - from high port.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	From high port position, mount the gun into firing position per lesson plan.
5.4.	Contact right - 90-degree right turn.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate proper execution of 90-degree right turn using depressed ready position.
5.5.	Contact left - 90-degree right turn.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate proper execution of 90 degree left turn using depressed ready position.

	Objective	Condition/Given	Standard
5.6.	Contact rear - 180-degree turn.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate proper execution of 180-degree turn using high port position.
5.7.	Lateral movement - slide step right /left.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate proper execution of using standing position.
5.8.	Lateral movement using cover - left and right.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate proper lateral movement using cover and depressed ready carry position.
5.9.	Forward movement using cover.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate proper forward movement using cover and high port carry position.
5.10.	Rearward movement using cover.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate proper rearward movement using cover and high port carry position.
Phase II: Team Training (Dry-Fire)			
6.	Team communications.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate proper use of team communications.
ITOs			
6.1.	“Move!” (up, back, left, right).	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Issue and follow movement commands - “Move!”
6.2.	Request for “Cover!”	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate proper use of “Cover!”
6.3.	Respond to request for “Cover!” with “Ready!”	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate proper use of “Ready!”
6.4.	Respond to movement command.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate proper use of “Moving!”

	Objective	Condition/Given	Standard
7.	Two-Member team movement and communication.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate team movement and communication skills.
ITOs			
7.1.	Lateral movement - left and right.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Perform team lateral movement and communication techniques.
7.2.	Forward movement.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Perform team forward movement and communication techniques.
8.	Fire team movement and communication.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Demonstrate fire team movement and communication skills.
ITOs			
8.1.	Lateral movement - left and right.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Perform team lateral movement and communication techniques.
8.2.	Forward movement.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Perform team forward movement and communication techniques.
8.3.	Rearward movement.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades.	Perform rearward team movement and communication techniques.
Phase III: SMC (Day Live-fire with Dye-Marking Cartridges)			
9.	Threat engagement techniques.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades, 5.56mm and 9mm dye-marking cartridges.	Perform threat engagement techniques per course of fire.
ITOs			
9.1.	Standard response-controlled pair.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades, 5.56mm and 9mm dye-marking cartridges.	Perform threat engagement techniques per course of fire.

	Objective	Condition/Given	Standard
9.2.	Non-standard response (2 chest/1 head).	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades, 5.56mm and 9mm dye-marking cartridges.	Perform threat engagement techniques per course of fire.
9.3.	Non-standard response (3 chest/1 head).	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades, 5.56mm and 9mm dye-marking cartridges.	Perform threat engagement techniques per course of fire.
9.4.	Non-standard response (4 chest).	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades, 5.56mm and 9mm dye-marking cartridges.	Perform threat engagement techniques per course of fire.
9.5.	Non-standard response (2 chest/2 head/2 pelvis).	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades, 5.56mm and 9mm dye-marking cartridges.	Perform threat engagement techniques per course of fire.
10.	Fire team tactical movement and communication live-fire evaluation.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades, 5.56mm and 9mm dye-marking cartridges.	Perform fire team tactical movement and communication without instructor assistance per course of fire.
ITOs			
10.1.	Lateral movement.	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades, 5.56mm and 9mm dye-marking cartridges.	Perform fire team tactical shoot, movement, and communication without instructor assistance per course of fire.
10.2.	Forward movement (assault).	M4 carbine with approved sling, service pistol with approved holster, ICE, magazines, and barricades, 5.56mm and 9mm dye-marking cartridges.	Perform fire team tactical shoot, movement, and communication without instructor assistance per course of fire.
10.3.	Rearward movement (withdrawal).	M4 carbine with approved sling, service pistol with	Perform fire team tactical shoot, movement, and

	Objective	Condition/Given	Standard
		approved holster, ICE, magazines, and barricades, 5.56mm and 9mm dye-marking cartridges.	communication without instructor assistance per course of fire.

Table 16.2. SMC Course of Fire.

ORDER	POSITION	ROUNDS	TIME (Sec)	DISTANCE (Meters)	TARGET
Table I: Day 1 – Individual Skills					
1.	Standard/Non-standard Response	15 (1, 15 rd mag)			
		2 (Chest)	2 sec	10	E
		3 (2 Chest, 1 Head)	3 sec	10	E
		4 (4 Chest)	5 sec	10	E
		6 (2 Chest, 2 Head, 2 Pelvis)	6 sec	10	E
2.	Transition to Handgun	1, 10 rd 9mm mag	N/A	30-10	E
3.	Reload on the Move	10 (5, 2 rd mag)	N/A	10-50	E
4.	Forward Movement	10 (1, 10 rd mag)	N/A	30-50	E
5.	Rearward Movement	10 (1, 10 rd mag)	N/A	30-50	E
		45 Total Round (5.56mm) for Table I			
		10 Total Round (9mm) for Table I			
Table II: Day 2 - SMC Skills (Forward and Rearward Movement)					
1.	Two-Member Cover Drills	20 (2, 5 rd mag and 1, 10 rd mag)	N/A	10-25	4xE
2.	Two-Member Assault (with Cover)	30 (2, 15 rd mag)	N/A	50-10	2xE
3.	Two-Member Withdrawal (with Cover)	30 (2, 15 rd mag)	N/A	10-50	2xE
4.	Fire Team Assault (with Cover)	30 (2, 15 rd mag)	N/A	50-10	4xE
5.	Fire Team Withdrawal (with Cover)	30 (2, 15 rd mag)	N/A	10-50	4xE
		140 Total Rounds (5.56mm) for Table II			
Table III: Day 3 - SMC Team Skills (Lateral Movement)					

ORDER	POSITION	ROUNDS	TIME (Sec)	DISTANCE (Meters)	TARGET
1.	Two-Member Lateral Movement	30 (2, 15 rd mag)	N/A	30-50	2xE
2.	Fire Team Lateral Movement (with Cover)	30 (2, 15 rd mag)	N/A	30-50	4xE
		60 Total Rounds (5.56mm) for Table III			
		245 Total Rounds (5.56mm) for Course			
		10 Total Rounds (9mm) for Course			

16.3. Course Notes, SMC Course of Fire.

16.3.1. The training progression is as follows:

16.3.1.1. Dry-fire practice.

16.3.1.2. Dry-fire performance evaluation (successfully complete 10 repetitions).

16.3.1.3. Live-fire with dye-marking cartridges. **Note:** These steps are followed for every individual order of fire.

16.3.2. Commands. The following commands/replies are used for communication:

16.3.2.1. "MOVE LEFT, RIGHT, UP, BACK" – Team leader issues this command telling members the direction of movement. This command is not issued until the covering team is *"*READY*"* to provide suppressive fire. If the covering team is not ready, this command is not given.

16.3.2.2. "COVER" – A request to cover a sector. Given when a student cease firing to reload, clear a stoppage, or move to another position. It simply means they will not be firing.

16.3.2.3. "READY" – Alerts member who requested "COVER" that suppressive fire is ready.

16.3.2.4. "MOVING LEFT, RIGHT, UP, BACK" – Reply to "READY." Informs covering team members you are moving.

16.3.3. Targets for course: Use the Military "E" target facer (NSN: 6920-00-600-6874) and Military "E" target backer (NSN: 6920-00-795-1806) or suitable substitute. At a minimum, targets have a 10-inch chalk circle drawn in the vital area (thoracic cavity) and a 6-inch chalk circle drawn in the head, following the guidance for handgun AFQC targets outlined in **Chapter 2**. **Note:** The preferred method is to place a shirt over the target. This benefits the student by providing visual feedback and is more realistic because it forces the student to determine where the vital zone is based on target outline rather than using the traditional circle outline. After students have initially and successfully completed the course, units may substitute opposing force personnel for paper targets.

16.3.4. Barricades: Down range barricades are needed to simulate cover for shooters and to complete this course of fire. Barricades can be built or improvised from target frames or other devices and are constructed of non-ricochet producing material (plywood, cloth, soft plastic,

or plastic barrels). Do not place barricades constructed of materials that produce or could produce ricochets forward of shooters.

16.3.5. Instructor ratios. The following instructor-to-student ratios will be maintained during all orders requiring movement:

16.3.5.1. Non-standard response (Order 1) and transition to handgun (Order 2) – One instructor per 7 students. **(T-1)**

16.3.5.2. Individual movement – One instructor per student. **(T-1)**

16.3.5.3. Two-Member movement – One instructor per two-member team. **(T-1)**

16.3.5.4. Fire team movement – One instructor per two-member team (two instructors per fire team) and one CRO to observe everyone. **(T-1)**

16.3.6. Table I: Individual Skills Practice. This table of fire allows shooters to practice the basic skills needed to quickly engage threats. Techniques focus on operation of the selector lever, cover and sweep, non-standard response, failure to stop, individual movement techniques, use of cover and weapon transition drills. All firing is conducted from the SRC standing position as described in the Security Forces Training Reference Guide 6.

16.3.6.1. Order 1, Standard/Non-standard Response (Failure to Stop). When engaging enemy threats, there is no guarantee the standard response using a controlled pair renders the enemy unable to fight. The technique of firing a controlled pair and immediately coming off target is potentially fatal. Therefore, students learn to shoot until the enemy threat is incapable of inflicting harm on friendly personnel. The non-standard response trains personnel to keep firing until the enemy is out of the fight by attacking three key areas of the body, which include the thoracic cavity (chest), head and pelvic girdle.

16.3.6.1.1. On command “LOAD,” students load with a 15-round magazine. On command, “MAKE READY,” students point the muzzle down range, charge the weapon and assume the low ready position.

16.3.6.1.2. For each string of fire, after the command “CEASE FIRE” is given, students place the weapon on Safe, execute “COVER AND SWEEP” and return to the low ready position. For all strings of fire, students engage a 5- to 7-meter “E” target prepared as outlined in **paragraph 16.3.3**.

16.3.6.1.3. Order 1, String 1. On command, “FIRE,” students bring the weapon up into the SRC firing position and engage the target’s 10-inch vital zone with a controlled pair within 2 seconds.

16.3.6.1.4. Order 1, String 2. On command, “FIRE,” students bring the weapon up into the SRC firing position and engage the target’s 10-inch vital zone with a controlled pair and one round to the 6-inch head zone within 3 seconds.

16.3.6.1.5. Order 1, String 3. On command, “FIRE,” students bring the weapon up into the SRC firing position and engage the target’s 10-inch vital zone (chest) with two controlled pairs within 5 seconds.

16.3.6.1.6. Order 1, String 4. On command “FIRE,” students bring the weapon up into the SRC firing position and engage the target’s 10-inch vital zone, the 6-inch head zone and the pelvic girdle with controlled pairs within 6-seconds.

16.3.6.2. Order 2, Transition to Handgun. The purpose of this order of fire is for students to execute the transition to handgun. Students engage the threat with the M4 carbine until empty, and then smoothly transition to the handgun to continue to engage the threat. For this string of fire, students load the M4 with an empty magazine and the handgun with a 10-round magazine. Upon the command of "CEASE FIRE," shooters immediately perform cover and sweep, de-cock, holster and secure pistol, re-cock the M4 carbine and assume the low ready position.

16.3.6.2.1. Strings 1-5: Students begin all strings of fire 30 meters from the target(s). On the command, "MOVE," students begin moving forward with the M4 at low ready, on command "CONTACT FRONT"; shooters attempt to engage the target(s) with the M4 carbine. When the weapon fails to fire, students transition to the handgun and engage the target with two rounds. **Note:** Properly executed, the student hears or feels a "click" instead of a "bang" when the trigger is pressed. This is the stimulus to immediately transition to the handgun and engage the target.

16.3.6.2.2. Once two rounds have been fired, students stop moving, execute cover and sweep then holster the handgun to complete the string. After holstering the handgun, students then return to the starting point and repeat the drill.

16.3.6.3. Order 3, Reload on the Move. The purpose of this order of fire is to train students to reload the M4 while moving. A moving target is harder to hit, and this order of fire emphasizes the need to move. Standing still while attempting to reload is potentially fatal! During this order of fire, the RSO issues all verbal commands.

16.3.6.3.1. Students begin 50 meters from the target line. On command, "LOAD," students load. On command, "MAKE READY," students point the muzzle down range, charge the weapon, ensure the selector is on Safe and assume the low ready position. On the command, "MOVE," students begin moving forward at "combat" speed (jog). On the command, "CONTACT FRONT," students slow to a fast walk and engage the target with a controlled pair, return to combat speed and immediately execute a reload. As soon as the reload is complete, the instructor again issues the command "CONTACT FRONT," at which time the student repeats the previous engagement and reloading techniques.

16.3.6.3.2. This sequence is repeated until all magazines have been expended. During this order of fire, students should be moving quickly, only slowing down to engage threats. They should slow down only enough to effectively steady the weapon to accurately engage the target.

16.3.6.4. Order 4, Forward Movement (with cover). For this order of fire, students load with a 10-round magazine, no round in the chamber and a 10-round magazine in the pouch. Students begin the string of fire 7-10 meters from the first barricade with the weapon held at the depressed ready. On command, "CONTACT FRONT," students move to the barricade, charge the weapon, and engage the targets with controlled pairs in the following sequence:

16.3.6.4.1. Move forward to the following positions:

16.3.6.4.1.1. Kneeling barricade; engage target with a controlled pair; move forward.

16.3.6.4.1.2. Standing barricade; engage target with a controlled pair; move forward.

16.3.6.4.1.3. Kneeling barricade; engage target with a controlled pair; move forward.

16.3.6.4.1.4. Standing barricade; engage target with a controlled pairs until empty; reload.

16.3.6.4.2. The following commands are used by instructors/students for this order of fire:

16.3.6.4.2.1. "MOVE UP!" (Instructor)

16.3.6.4.2.2. "COVER!" (Student)

16.3.6.4.2.3. "READY!" (Instructor)

16.3.6.4.2.4. "MOVING UP!" (Student)

16.3.6.4.3. Upon reaching the last barricade, students fire all ammunition until expended, clear the weapon, load with 10-rounds and standby for further commands from the instructor. There is no time limit for this order of fire. The purpose of this drill is to evaluate safe weapon handling, movement techniques and proper use of cover. Instructors act as team leaders giving the appropriate movement commands and students give the appropriate replies to commands.

16.3.6.5. Order 5, Rearward Movement (with cover). For this order of fire, students load with a 10-round magazine, chamber empty, weapon on Safe. Students begin the string of fire 7- to 10-meters from the barricade. On command, "CONTACT FRONT," students move to the barricade, charge the weapon, and engage the targets with controlled pairs in the following sequence:

16.3.6.5.1. Move rearward to the following positions:

16.3.6.5.1.1. Standing barricade--engage target with a controlled pair and move rearward.

16.3.6.5.1.2. Kneeling barricade--engage target with a controlled pair and move forward.

16.3.6.5.1.3. Standing barricade--engage target with a controlled pair and move rearward.

16.3.6.5.1.4. Kneeling barricade--engage target with a controlled pairs until empty.

16.3.6.5.2. The purpose of this string of fire is for students to move to and engage targets from cover. When moving rearward, range safety officers ensure students properly execute the correct carry positions to avoid sweeping other personnel with the muzzle of the weapon. Range safety officers enforce muzzle and trigger finger discipline, and use of the safety (selector lever) always. Instructors also ensure students properly use cover and do not expose body parts while firing. Students place the selector lever to Safe prior to moving to the next position. There is no time limit for this order of fire.

16.3.6.5.3. Instructors/Students use the following commands for this order of fire:

16.3.6.5.3.1. “MOVE BACK!” (Instructor)

16.3.6.5.3.2. “COVER!” (Student)

16.3.6.5.3.3. “READY!” (Instructor)

16.3.6.5.3.4. “MOVING BACK!” (Student)

16.3.7. Table II: SMC Team Skills (Forward and Rearward Movement). The purpose of this table of fire is to teach students to shoot, move and communicate as a two-member or four-member fire team while engaging enemy threats. The highest-ranking team member is designated the leader. The leader issues all movement commands. For all orders of fire in this table, RSOs ensure proper muzzle, trigger finger discipline and that students do not move in front of or sweep their partner while moving or engaging threats. Throughout this table, students should reload from behind cover.

16.3.7.1. Order 1, Two-Member Cover Drills. The purpose of this order of fire is to teach students to operate as a team while engaging multiple threats. Teams engage four targets placed at 50-meters from the first barricade. Each student covers a sector approximately 45-degrees from their centerline, extending from their 10 o’clock to 12 o’clock (left member) or 12 o’clock to 2 o’clock (right member). Each of these sectors should contain approximately two of the four targets. The objective is for team members to demonstrate proper use of cover and communication while maintaining steady suppressive fire on all targets. Students conduct reloads behind cover.

16.3.7.1.1. Students begin with one, 10-round magazine and two, 5-round magazines in their pouches. On command, “Load,” students load a magazine. **Note:** Since two personnel perform this drill, students should not begin with the same amount of ammunition in the weapon. This is to limit the likelihood of both students running out of ammunition at the same time.

16.3.7.1.2. Students begin 7- to 10-meters from the barricade. On command “CONTACT FRONT,” the students move to the nearest barricade, charge their weapons, and engage targets within their sectors. While one member reloads, the covering team member engages all threats until reloading is complete. During the order of fire, team members communicate using the terms “COVER” and “READY.” The two-member team continues this process until all ammunition is expended.

16.3.7.2. Order 2, Two-Member Assault (with cover). The purpose of this order of fire is to teach students to shoot, move and communicate while utilizing cover to assault threats at close range. Students apply skills gained during previous orders of fire to engage targets while advancing from 25 meters to 7 meters. RSOs ensure students stay abreast and do not move in front of or behind their partner while engaging threats.

16.3.7.2.1. On command, “LOAD,” students load with a 15-round magazine, chamber empty, and place 1, 15-round magazine in their pouches.

16.3.7.2.2. On command, “CONTACT FRONT,” both students move to the nearest position of cover and charge their weapons. Student Number 1 (team leader) provides cover fire by engaging each of two targets while Student Number 2 moves forward to another position of cover. Once in the position of cover, Student Number 2 takes over

firing on the targets while Student Number 1 moves forward to the next position of cover.

16.3.7.2.3. This order of fire requires one RSO per student. The RSO ensures the student moving forward does not advance far enough to enter the line of fire of their team member. Likewise, the RSO supervising the firing team member immediately intervenes to call "CEASE FIRE" and directs the student's muzzle away from their partner should the moving team member approach the student's line of fire. Students place the selector lever to Safe prior to moving to the next position. Students continue this sequence until all rounds have been expended.

16.3.7.2.4. During reloading or stoppage clearing, the affected team member uses the term "Cover" to let their teammate know they are not firing, and that the teammate is to cover their sector. The team leader is always Student Number 1 and is responsible for issuing move commands.

16.3.7.2.5. The following commands are used during this order of fire:

16.3.7.2.5.1. "MOVE UP!"

16.3.7.2.5.2. "COVER!"

16.3.7.2.5.3. "READY!"

16.3.7.2.5.4. "MOVING UP!"

16.3.7.2.6. Students continue to engage targets until all ammunition has been expended. Upon command "CEASE FIRE," students clear weapons and await instructions.

16.3.7.3. Order 3, Two-Member Withdrawal (with cover). The purpose of this order of fire is to teach students to shoot, move and communicate while moving rearward under covering fire. Students apply skills gained during previous orders of fire to engage targets while withdrawing.

16.3.7.3.1. The following commands are used during this order of fire:

16.3.7.3.1.1. "MOVE BACK!"

16.3.7.3.1.2. "COVER!"

16.3.7.3.1.3. "READY!"

16.3.7.3.1.4. "MOVING BACK!"

16.3.7.3.2. On the command, "LOAD," students load with a 15-round magazine and place 1, 15-round magazine in their pouches. Students begin 7-10 meters from the barricade.

16.3.7.3.3. On the command, "CONTACT FRONT," both students move to the first position of cover, charge their weapons, and prepare to engage targets. Student Number 1 (team leader) begins to issue movement commands to Student Number 2 (team member). At this time, Student Number 1 announces "COVER," to which Student Number 2 replies "READY" and engages all targets with suppressive covering fire. Student Number 1 then removes their finger from the trigger, places the weapon on

Safe, assumes the high port carry position as appropriate, faces the direction of movement, announces "MOVING BACK" and falls back to the next position of cover as quickly as possible. Once in position, Student Number 1 commands Student Number 2 to "MOVE BACK." When ready, Student Number 2 then requests "COVER," to which Student Number 1 replies "READY," then engages all targets with suppressive covering fire. Student Number 2 announces "MOVING BACK," as they move back to the next position of cover. The sequence of moving back under suppressive fire continues until both students have reached the last position of cover and all ammunition is expended.

16.3.7.3.4. This order of fire requires one RSO per student. Students place the selector lever to Safe prior to moving to the next position.

16.3.7.4. Order 4, Fire Team Assault (with cover). The purpose of this order of fire is to teach students to shoot, move and communicate as a fire team while utilizing cover to assault threats at close range. The fire team is divided into two, two-member teams. Students apply skills gained during previous orders of fire to engage targets while advancing from 50 meters to 10 meters.

16.3.7.4.1. The following commands are used during this order of fire:

16.3.7.4.1.1. "MOVE UP!"

16.3.7.4.1.2. "COVER!"

16.3.7.4.1.3. "READY!"

16.3.7.4.1.4. "MOVING UP!"

16.3.7.4.2. On command, "LOAD," students load with a 15-round magazine, chamber empty, and place a 15-round magazine in their pouch. Students begin 7-10 meters from the barricade in the depressed ready position and face to the right or left, perpendicular to the target line.

16.3.7.4.3. On command, "CONTACT LEFT or RIGHT," all members immediately move to the nearest barricade and charge their weapons. Team Number 1 provides suppressive cover fire by engaging all targets and command Team Number 2 to "MOVE UP" to the next position of cover. Team Number 2 requests "COVER," to which Team Number 1 replies "READY." Team Number 2 then announces, "MOVING UP," places the weapon on Safe, assumes the depressed ready or high port position and moves to the next covered firing position. Once in position, Team Number 2 announces "MOVE UP." Team Number 1 requests Team Number 2 to "COVER." Team Number 2 responds with "READY," at which time Team Number 1 announces "MOVING UP." Team Number 1 then places their weapons on Safe, assumes the depressed ready or high port position and moves forward to the next position of cover. The teams continue moving forward until both teams reach the last position of cover.

16.3.7.4.4. This order of fire requires one range safety officer per two-member team. **(T-2)** Range safety officers ensure the team moving forward does not advance far enough to enter the line of fire of the other team. Likewise, the range safety officer supervising the firing team immediately intervenes by calling "CEASE FIRE" and directing the students muzzle away from their partner should a moving team member

approach the student's line of fire. Once all firing is complete, students clear weapons, assume the depressed ready position and standby for the next order of fire.

16.3.7.4.5. The fire team leader is responsible for issuing movement commands.

16.3.7.5. Order 5, Fire Team Withdrawal (with cover). The purpose of this order of fire is to teach students to shoot, move and communicate while utilizing cover and moving rearward under covering fire. Students apply skills gained during previous orders of fire to engage targets while withdrawing. This order of fire requires one RSO per two-member team.

16.3.7.5.1. The following commands are used during this order of fire:

16.3.7.5.1.1. "MOVE BACK!"

16.3.7.5.1.2. "COVER!"

16.3.7.5.1.3. "READY!"

16.3.7.5.1.4. "MOVING BACK!"

16.3.7.5.2. On command, "LOAD," students load with a 15-round magazine, with chamber empty and place a 15-round magazine in their pouch. Students begin 7-10 meters from the barricade in the depressed ready position and face to the right or left, perpendicular to the target line.

16.3.7.5.3. On command, "CONTACT LEFT or RIGHT," students move to the first position of cover and charge their weapons. The Team Number 1 (Team Leader) begins to issue commands to Team Number 2. At this time, Team Number 1 commands "MOVE BACK." Team Number 2 then requests "COVER," to which Team Number 1 responds with "READY" and engages all targets with suppressive covering fire. Team Number 2 then places the weapons on Safe, assumes the high port position, faces to the rear, and announce, "MOVING BACK," as they fall back to the next position of cover as quickly as possible. Once in position, Team Number 2 commands Team Number 1 to "MOVE BACK." Team Number 1 then requests "COVER," to which Team Number 2 responds with "READY" and engages all targets with suppressive covering fire. Team Number 2 places their weapons on Safe, assumes the high port position and announces, "MOVING BACK," as they fall back to the next position of cover. The teams continue this sequence of fire and maneuver until they reach the last barricade, and all rounds have been expended.

16.3.8. Table III, Shoot, Move and Communicate Team Skills (Lateral Movement). The purpose of this table of fire is to teach students how to shoot, move and communicate as a two-member team while engaging enemy threats. For all orders of fire in this table, RSOs ensure proper muzzle and trigger finger discipline and that students do not move in front of or sweep their partner while moving or engaging threats. Students should reload from behind cover.

16.3.8.1. Order 1, Two-Member Lateral Movement (with cover). The purpose of this order of fire is to teach students to shoot, move, and communicate while utilizing cover and moving laterally to engage threats. Students apply skills gained during previous orders of fire to engage targets.

16.3.8.1.1. The following commands are used during this order of fire:

16.3.8.1.1.1. “MOVE LEFT/RIGHT!”

16.3.8.1.1.2. “COVER!”

16.3.8.1.1.3. “READY!”

16.3.8.1.1.4. “MOVING LEFT/RIGHT!”

16.3.8.1.2. On command, “LOAD,” students load with a 15-round magazine, chamber empty and place a 15-round magazine in their pouch. Students begin 7- to 10-meters from the barricade in the Depressed Ready position and face to the right or left, perpendicular to the target line.

16.3.8.1.3. On command, “CONTACT RIGHT or LEFT,” both students move to the first position of cover, on the right side of the range and charge their weapons. Student Number 1 (Team Leader) provides suppressive cover fire by engaging all targets and commands Student Number 2 to “MOVE LEFT” to the next position of cover. Student Number 2 responds with “COVER.” Student Number 1 acknowledges with “READY,” after which Student Number 2 announces “MOVING LEFT,” places the weapon on Safe, assumes the depressed ready or high port carry position and move left by traveling behind Student Number 1 to the next covered firing position. As students pass behind each other, they slap the covering team member on the shoulder to let them know they are passing by. Once Student Number 2 is in place, they issue the “Move Left” command. Student Number 1 requests, “COVER.” Student Number 2 announces “READY.” Student Number 1 announces “MOVING LEFT” and moves behind Student Number 1 to the next covered firing position. The team continues moving to the left until one member reaches the last position of cover. At this time, the two-member team reverses direction and re-accomplishes the sequence while moving laterally to the right. Students remove their finger from the trigger and place the selector lever to Safe prior to moving to the next position. Ensure teams demonstrate safe weapon handling, proper communication, cover, and movement techniques. Ensure teams also maintain suppressive fire on the targets while other teammates are moving.

16.3.8.2. Order 2, Fire Team Lateral Movement (with cover). The purpose of this order of fire is to teach students to shoot, move, and communicate while utilizing cover and moving laterally to engage threats. Students apply skills gained during previous orders of fire to engage targets while moving laterally. Students reload from behind cover. This order of fire requires one range safety officer per two-member team. Students place the selector lever to Safe prior to moving to the next position.

16.3.8.2.1. The following commands are used during this order of fire:

16.3.8.2.1.1. “MOVE LEFT/RIGHT!”

16.3.8.2.1.2. “COVER!”

16.3.8.2.1.3. “READY!”

16.3.8.2.1.4. “MOVING LEFT/RIGHT!”

16.3.8.2.2. On command, “LOAD,” students load with a 15-round magazine, chamber empty and place a 15-round magazine in their pouches. Students begin 7- to 10-meters

from the barricade in the depressed ready position and face to the right or left, perpendicular to the target line.

16.3.8.2.3. On command, “CONTACT RIGHT OR LEFT,” both, two-member teams move to the first positions of cover on the left side of the range. Team Number 1 provides suppressive cover fire by engaging all targets and commands Team Number 2 to “MOVE RIGHT” to the next position of cover. Team Number 2 requests “COVER,” to which Team Number 1 replies “READY.” Team Number 2 then announces, “MOVING RIGHT,” places their weapons on Safe, assumes the depressed ready or high port position and moves right behind the covering team to the next covered firing position. Once in position, Team Number 1 commands Team Number 2 to “COVER.” Team Number 2 engages the targets and provides suppressive covering fire for Team Number 1 to move. Team Number 2 responds with “READY,” at which time Team Number 1 announces “MOVING RIGHT.” Team Number 1 then places their weapons on Safe, assumes the depressed ready or high port position and moves right behind Team Number 2 to the next position of cover. The teams continue moving to the right until reaching the last position of cover. At this time, the teams reverse direction and re-accomplish the sequence while moving laterally to the left.

Chapter 17

M3A1 MULTI-ROLE, ANTI-ARMOR, ANTI-PERSONNEL WEAPON SYSTEM (MAAWS) AFQC

17.1. M3A1 MAAWS Air Force Qualification Course (AFQC). This course provides personnel with the training required for qualification with the M3A1.

17.2. Training Guidance. Students must meet the training objectives and be evaluated to the performance standards listed in Table 17.1 for successful completion of this course. **(T-1)**

17.2.1. Shooters must meet objectives 1.1 through 1.19 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

17.2.2. Shooters must meet objectives 2.1 through 2.7 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

17.2.3. Shooters must perform objectives 3.1 through 3.13 on the range. **(T-1)** These objectives must be completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live-fire training.

17.2.4. Shooters must perform objectives 4.1 through 4.3 without instructor assistance and achieve the required hits on target to be considered qualified. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score.

17.2.5. Approximate training times for this program are:

17.2.5.1. Initial and recurring – thirty hours.

17.2.5.2. Remedial – as needed.

17.2.6. Course Ammunition: 7.62mm training round. **Note:** Due to excessive noise and blast over pressurization that occurs the gunner and assistant gunner may only fire a limited number of rounds during training as depicted in Table 17.3. The table provides the maximum amount of rounds the gunner and assistant gunner can fire in a 24-hour period. The gunner and assistant gunner cannot exceed a total of six-points within a 24-hour period regardless of the firing position or ammunition type.

Table 17.1. M3A1 MAAWS Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
1.	Operate M3A1 MAAWS	M3A1 MAAWS and required equipment.	Operate the M3A1 MAAWS
ITOs			
1.1.	Identify weapon safety rules.	M3A1 MAAWS and required equipment.	Identify and apply four weapon safety rules

			throughout the entire course per the lesson plan.
1.2.	Perform clearing the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Perform clearing the M3A1 MAAWS without instructor assistance per the lesson plan.
1.3.	Identify the weapon safety and weapon control status of the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Identify the weapon safety status (four color codes) and weapon control status of the M3A1 MAAWS per the lesson plan.
1.4.	Identify the description of the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Identify the description of the M3A1 MAAWS per the lesson plan.
1.5.	Identify the major components of the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Identify the major components of the M3A1 MAAWS per the lesson plan.
1.6.	Perform disassembly of the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Perform disassembly of the M3A1 MAAWS without instructor assistance per the lesson plan.
1.7.	Perform operator maintenance of the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Perform operator maintenance of the M3A1 MAAWS without instructor assistance per the lesson plan.
1.8.	Perform assembly of the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Perform assembly of the M3A1 MAAWS without instructor assistance per the lesson plan.
1.9.	Perform function check on the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Perform function check on the M3A1 MAAWS without instructor assistance per the lesson plan.
1.10.	Understand operations under unusual conditions of the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Understand operations under unusual conditions of the M3A1 MAAWS per the lesson plan.

1.11.	Understand destruction of the M3A1 MAAWS to prevent enemy use.	M3A1 MAAWS and required equipment.	Understand destruction of the M3A1 MAAWS to prevent enemy use per the lesson plan.
1.12.	Identify the cycle of operations of the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Identify the cycle of operations of the M3A1 MAAWS per the lesson plan.
1.13.	Identify stoppages, malfunctions and troubleshooting procedures for the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Identify stoppages, malfunctions and troubleshooting procedures for the M3A1 MAAWS per the lesson plan.
1.14.	Identify types, uses and care of ammunition.	Pictures/Power-Point.	Identify types, uses and care of ammunition for the M3A1 MAAWS per the lesson plan.
1.15.	Perform installation and removal of the Telescopic Sight Assembly.	M3A1 MAAWS and required equipment.	Perform installation and removal of the Telescopic Sight Assembly without instructor assistance per the lesson plan.
1.16.	Perform loading of the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Perform loading of the M3A1 MAAWS without instructor assistance per the lesson plan.
1.17.	Perform unloading procedures of the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Perform unloading of the M3A1 MAAWS without instructor assistance per the lesson plan.
1.18.	Understand how to utilize milliradians (mils).	M3A1 MAAWS and required equipment.	Answer questions and perform calculations utilizing mils without instructor assistance per the lesson plan.
1.19.	Identify aiming devices utilized with the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Identify aiming devices utilized with the M3A1 MAAWS per the lesson plan.

2.	Understand M3A1 MAAWS employment and firing events.	M3A1 MAAWS and required equipment.	Demonstrate M3A1 MAAWS employment.
ITOs			
2.1.	Understand the shot process for the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Answer questions about the shot process for the M3A1 MAAWS without instructor assistance per the lesson plan.
2.2.	Understand target acquisition for the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Answer questions about target acquisition for the M3A1 MAAWS without instructor assistance per the lesson plan.
2.3.	Demonstrate proper marksmanship skills with the M3A1 MAAWS in a dry fire environment.	M3A1 MAAWS and required equipment.	Demonstrate marksmanship fundamentals for the M3A1 MAAWS in a dry fire environment without instructor assistance per the lesson plan.
2.4.	Understand complex engagements with the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Answer questions about complex engagements with the M3A1 MAAWS without instructor assistance per the lesson plan.
2.5.	Understand the ballistics of the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Answer questions about the ballistics of the M3A1 MAAWS without instructor assistance per the lesson plan.
2.6.	Demonstrate the M3A1 MAAWS carry positions in a dry fire environment.	M3A1 MAAWS and required equipment.	Demonstrate the M3A1 MAAWS carry positions in a dry fire environment without instructor assistance per the lesson plan.
2.7.	Demonstrate the M3A1 MAAWS firing positions in a dry fire environment.	M3A1 MAAWS and required equipment.	Demonstrate the M3A1 MAAWS firing positions in a dry fire environment

			without instructor assistance per the lesson plan.
3.	Demonstrate basic handling and marksmanship skills with the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Successfully complete the M3A1 MAAWS AFQC practice phase.
ITOs			
3.1	Perform the Equipment Check drill.	M3A1 MAAWS and required equipment.	Perform the Equipment Check drill without instructor assistance per the lesson plan and the task performance checklist.
3.2	Perform the Load drill.	M3A1 MAAWS and required equipment.	Perform the Load drill without instructor assistance per the lesson plan and the task performance checklist.
3.3	Perform the Carry drill.	M3A1 MAAWS and required equipment.	Perform the Carry drill without instructor assistance per the lesson plan and the task performance checklist.
3.4	Perform the Fight Down drill.	M3A1 MAAWS and required equipment.	Perform the Fight Down drill without instructor assistance per the lesson plan and the task performance checklist.
3.5	Perform the Fight Up drill.	M3A1 MAAWS and required equipment.	Perform the Fight Up drill without instructor assistance per the lesson plan and the task performance checklist.
3.6	Perform the Go to Prone drill.	M3A1 MAAWS and required equipment.	Perform the Go to Prone drill without instructor assistance per the lesson plan and the task performance checklist.
3.7	Perform the Reload drill.	M3A1 MAAWS and required equipment.	Perform the Reload drill without instructor assistance per the lesson plan and the task performance checklist.
3.8	Perform the Immediate Action drill.	M3A1 MAAWS and required equipment.	Perform the Immediate Action drill without

			instructor assistance per the lesson plan and the task performance checklist.
3.9	Perform the Remedial Action drill.	M3A1 MAAWS and required equipment.	Perform the Remedial Action drill without instructor assistance per the lesson plan and the task performance checklist.
3.10	Perform the Unload and Clear drill.	M3A1 MAAWS and required equipment.	Perform the Unload and Clear drill without instructor assistance per the lesson plan and the task performance checklist.
3.11.	Demonstrate weapon and range safety procedures.	M3A1 MAAWS and required equipment.	Apply weapon and range safety procedures throughout the M3A1 MAAWS AFQC practice phase.
3.12.	Demonstrate proper M3A1 MAAWS firing positions.	M3A1 MAAWS and required equipment.	Demonstrate ability to assume the proper firing positions during the M3A1 MAAWS AFQC practice phase.
3.13.	Fire M3A1 MAAWS AFQC practice phase.	M3A1 MAAWS and required equipment.	Apply weapon and range safety, fundamentals, firing positions, and weapon handling skills without instructor assistance per the lesson plan.
4.	Apply marksmanship sills with the M3A1 MAAWS.	M3A1 MAAWS and required equipment.	Achieve a qualifying score on the M3A1 MAAWS AFQC.
ITOs			
4.1.	Apply weapon safety procedures.	M3A1 MAAWS and required equipment.	Apply weapon and range safety procedures throughout the M3A1 MAAWS AFQC qualification phase.
4.2.	Perform clearing, loading, and immediate/remedial	M3A1 MAAWS and required equipment.	Perform clearing, loading, and immediate/remedial

	action procedures as necessary.		action procedures as necessary without instructor assistance per the lesson plan.
4.3.	Achieve a qualifying score on evaluation phases of the M3A1 MAAWS AFQC.	M3A1 MAAWS and required equipment.	Qualify on all evaluation phases of the M3A1 MAAWS AFQC without instructor assistance per the lesson plan and course of fire.

Table 17.2. M3A1 MAAWS, AFQC. (T-1)

ORDER	POSITION	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
Phase I: Stationary Practice					
1.	Sitting	1	N/A	150	Salvaged Vehicle
2.	Kneeling	1	N/A	200	Salvaged Vehicle
3.	Standing	1	N/A	200	Salvaged Vehicle
		3 Total Rounds			
Phase II: Moving Target Practice					
1.	Kneeling	1	N/A	100	Moving Target
2.	Kneeling	1	N/A	150	Moving Target
		2 Total Rounds			
Phase III: Stationary Evaluation					
1.	Sitting	1	N/A	150	Salvaged Vehicle
2.	Sitting	1	N/A	175	Salvaged Vehicle
3.	Kneeling	1	N/A	175	Salvaged Vehicle
4.	Kneeling	1	N/A	200	Salvaged Vehicle
5.	Standing	1	N/A	150	Salvaged Vehicle
6.	Standing	1	N/A	200	Salvaged Vehicle
		6 Total Rounds			
Phase IV: Moving Evaluation					

1.	Kneeling	1	N/A	100	Moving Target
2.	Kneeling	1	N/A	150	Moving Target
3.	Kneeling	1	N/A	200	Moving Target
		3 Total Rounds			
Phase V: Target Practice Tracer Technique					
1.	Kneeling	1	N/A	150	Salvaged Vehicle
		1 Total Round			
		15 Total Rounds for Course			

17.3. Course Information, M3A1 MAAWS AFQC.

17.3.1. Targets:

17.3.1.1. Stationary targets should be scaled as close to armored vehicles as possible. Using 55-gallon drums in place of salvaged vehicles is authorized.

17.3.1.2. Moving targets should be either remote controlled or operated manually and be scaled to armored vehicles as closely as possible.

17.3.2. Evaluation Standards:

17.3.2.1. When possible, shooters should fire using the peer coach method. They should work together on range determination; sight adjustments, lateral distance measurements, sensing and adjusted aiming point method of firing.

17.3.2.2. Instructors correct safety infractions and supervise immediate action procedures if stoppages occur. Shooters keep the weapon at eye level (or approximate) during these procedures to ensure their target remains within view.

17.3.2.3. Before firing from a new position, shooters are given an opportunity to practice assuming the position, acquiring sights and dry firing from each position. Afford sufficient time for instructors to observe, coach and evaluate each student. Instructors evaluate the student's ability to effectively apply marksmanship fundamentals during the evaluation phases of the course.

17.3.3. Firing Stances and Positions. The firing positions used are from the prone, sitting, kneeling, and standing positions. The lower the shooter is to the ground, or the lower the center of gravity of the shooter, the more stable that position will be.

17.3.3.1. Standing position. Standing positions provide the shooter with the least amount of stability but a high amount of mobility.

17.3.3.2. Kneeling position. Kneeling positions provide the shooter with added stability at the cost of mobility. When firing in kneeling position, students may fire using kneeling supported or modified kneeling positions.

17.3.3.3. Sitting position. Sitting positions provide the shooter with added stability at the cost of mobility.

17.3.3.4. Prone position. Prone positions provide the shooter with maximum stability and minimum mobility.

17.3.4. Minimum Requirements for Qualification.

17.3.4.1. Qualified Phase III: 4 hits

17.3.4.2. Qualified Phase IV: 2 hits.

17.3.5. General Course Guidance.

17.3.5.1. Before live firing from a new position, provide students an opportunity to practice assuming the position and dry-fire from each position. Afford sufficient time for instructors to observe, coach and evaluate each student. Evaluation of the student's ability to effectively apply marksmanship fundamentals is accomplished during the evaluation phases.

17.3.5.2. Instructors do not announce target distances to students.

17.3.5.3. The range may be superimposed on an existing grenade launcher range if surface danger zone requirements are met.

17.3.5.4. During practice/teaching phases, instructors supervise shooters as needed during weapons handling procedures to include, safety, clearing, loading, reloading, charging and application of immediate/remedial action procedures. During evaluation phases, shooters complete all weapons handling procedures without instructor assistance.

17.3.5.5. Shooters who run out of time due to failures not caused by improper weapons handling are considered “alibis” and instructors pro-rate time to allow them to complete the string of fire.

17.3.5.6. The objective is for shooters to demonstrate the ability to operate the weapon without assistance while instructors maintain a safe training environment.

17.3.5.7. All commands should be done in a voice loud enough for the gunner team and the instructor to hear.

17.3.6. Course Notes.

17.3.6.1. Phase I: Stationary Practice.

17.3.6.1.1. Order 1 – Sitting Stationary Practice. Prior to loading the weapon or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.1.1.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The assistance gunner (AG) will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce “CLEAR,” and the gunner will echo the confirmation “CLEAR.”

17.3.6.1.1.2. The instructor will give the gunner team the command “MAKE READY.” The gunner will give the AG the command “LOAD.” When giving the

command to “LOAD,” the gunner will tell the AG the desired ammunition. The AG will respond with “LOADING.” When the AG responds, they will give the type of ammunition loading. The gunner will adjust the backup reflex sight (BRS) control to the estimated distance and corresponding color associated for the round that’s loaded. Once loaded, the AG will announce “READY,” and the gunner will echo “READY.”

17.3.6.1.1.3. The instructor will say “WEAPONS FREE” and indicate a target at 150-meters. The AG will check the backblast area and if clear will state “BACKBLAST AREA CLEAR.” The gunner will echo the command of “BACKBLAST AREA CLEAR.” The gunner will then take aim at the 150-meter target and state “FIRING.” The AG will then give the command “FIRE.”

17.3.6.1.1.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state “CLEAR.” The gunner will echo the command “CLEAR.”

17.3.6.1.2. Order 2 – Kneeling Stationary Practice. Prior to loading the weapon or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.1.2.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce “CLEAR,” and the gunner will echo the confirmation “CLEAR” in a loud voice so the instructor can hear it.

17.3.6.1.2.2. The instructor will give the gunner team the command “MAKE READY.” The gunner will give the AG the command “LOAD.” When giving the command to “LOAD,” the gunner will tell the AG the desired ammunition. The AG will respond with “LOADING.” When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the loaded round. Once loaded, the AG will announce “READY,” and the gunner will echo “READY.”

17.3.6.1.2.3. The instructor will say “WEAPONS FREE” and indicate a target at 200-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state “BACKBLAST AREA CLEAR.” The gunner will echo the command of “BACKBLAST AREA CLEAR.” The gunner will then take aim at the 200-meter target and state “FIRING.” The AG will then give the command “FIRE.”

17.3.6.1.2.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state “CLEAR.” The gunner will echo the command “CLEAR.”

17.3.6.1.3. Order 3 – Standing Stationary Practice. Prior to loading the weapon or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.1.3.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce "CLEAR," and the gunner will echo the confirmation "CLEAR" in a loud voice so the instructor can hear it.

17.3.6.1.3.2. The instructor will give the gunner team the command "MAKE READY." The gunner will give the AG the command "LOAD." When giving the command to "LOAD," the gunner will tell the AG the desired ammunition. The AG will respond with "LOADING." When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the round that's loaded. Once loaded, the AG will announce "READY," and the gunner will echo "READY."

17.3.6.1.3.3. The instructor will say "WEAPONS FREE" and indicate a target at 200-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state "BACKBLAST AREA CLEAR." The gunner will echo the command of "BACKBLAST AREA CLEAR." The gunner will then take aim at the 200-meter target and state "FIRING." The AG will then give the command "FIRE."

17.3.6.1.3.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state "CLEAR." The gunner will echo the command "CLEAR."

17.3.6.2. Phase II: Stationary Practice.

17.3.6.2.1. Order 1 – Kneeling Moving Practice. Prior to loading the weapon or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.2.1.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce "CLEAR," and the gunner will echo the confirmation "CLEAR" in a loud voice so the instructor can hear it.

17.3.6.2.1.2. The instructor will give the gunner team the command "MAKE READY." The gunner will give the AG the command "LOAD." When giving the command to "LOAD," the gunner will tell the AG the desired ammunition. The AG will respond with "LOADING." When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and

corresponding color associated for the loaded round. Once loaded, the AG will announce “READY,” and the gunner will echo “READY.”

17.3.6.2.1.3. The instructor will say “WEAPONS FREE” and indicate a target at 100-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state “BACKBLAST AREA CLEAR.” The gunner will echo the command of “BACKBLAST AREA CLEAR.” The gunner will then take aim at the 100-meter target and state “FIRING.” The AG will then give the command “FIRE.”

17.3.6.2.1.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state “CLEAR.” The gunner will echo the command “CLEAR.”

17.3.6.2.2. Order 2 – Kneeling Moving Practice. Prior to loading the weapon or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter’s position and make corrections until each shooter achieves a solid firing position. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.2.2.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce “CLEAR,” and the gunner will echo the confirmation “CLEAR” in a loud voice so the instructor can hear it.

17.3.6.2.2.2. The instructor will give the gunner team the command “MAKE READY.” The gunner will give the AG the command “LOAD.” When giving the command to “LOAD,” the gunner will tell the AG the desired ammunition. The AG will respond with “LOADING.” When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the round that’s loaded. Once loaded, the AG will announce “READY,” and the gunner will echo “READY.” All commands should be done in a voice loud enough for the gunner team and the instructor to hear.

17.3.6.2.2.3. The instructor will say “WEAPONS FREE” and indicate a target at 150-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state “BACKBLAST AREA CLEAR.” The gunner will echo the command of “BACKBLAST AREA CLEAR.” The gunner will then take aim at the 150-meter target and state “FIRING.” The AG will then give the command “FIRE.”

17.3.6.2.2.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state “CLEAR.” The gunner will echo the command “CLEAR.”

17.3.6.3. Phase III: Stationary Evaluation.

17.3.6.3.1. Order 1 – Sitting Stationary Evaluation (150-meter). Instructors will not give any coaching on position during the evaluation phase. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.3.1.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce "CLEAR," and the gunner will echo the confirmation "CLEAR" in a loud voice so the instructor can hear it.

17.3.6.3.1.2. The instructor will give the gunner team the command "MAKE READY." The gunner will give the AG the command "LOAD." When giving the command to "LOAD," the gunner will tell the AG the desired ammunition. The AG will respond with "LOADING." When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the round that's loaded. Once loaded, the AG will announce "READY," and the gunner will echo "READY."

17.3.6.3.1.3. The instructor will say "WEAPONS FREE" and indicate a target at 150-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state "BACKBLAST AREA CLEAR." The gunner will echo the command of "BACKBLAST AREA CLEAR." The gunner will then take aim at the 150-meter target and state "FIRING." The AG will then give the command "FIRE."

17.3.6.3.1.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state "CLEAR." The gunner will echo the command "CLEAR."

17.3.6.3.2. Order 2 – Sitting Stationary Evaluation (175-meter). Instructors will not give any coaching on position during the evaluation phase. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.3.2.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce "CLEAR," and the gunner will echo the confirmation "CLEAR" in a loud voice so the instructor can hear it.

17.3.6.3.2.2. The instructor will give the gunner team the command "MAKE READY." The gunner will give the AG the command "LOAD." When giving the command to "LOAD," the gunner will tell the AG the desired ammunition. The AG will respond with "LOADING." When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the round that's loaded. Once loaded, the AG will announce "READY," and the gunner will echo "READY."

17.3.6.3.2.3. The instructor will say "WEAPONS FREE" and indicate a target at 175-meters. The AG will check the backblast area and if clear will state "BACKBLAST AREA CLEAR." The gunner will echo the command of

"BACKBLAST AREA CLEAR." The gunner will then take aim at the 175-meter target and state "FIRING." The AG will then give the command "FIRE."

17.3.6.3.2.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state "CLEAR." The gunner will echo the command "CLEAR."

17.3.6.3.3. Order 3 – Kneeling Stationary Evaluation (175-meter). Instructors will not give any coaching on position during the evaluation phase. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.3.3.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce "CLEAR," and the gunner will echo the confirmation "CLEAR" in a loud voice so the instructor can hear it.

17.3.6.3.3.2. The instructor will give the gunner team the command "MAKE READY." The gunner will give the AG the command "LOAD." When giving the command to "LOAD," the gunner will tell the AG the desired ammunition. The AG will respond with "LOADING." When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the loaded round. Once loaded, the AG will announce "READY," and the gunner will echo "READY."

17.3.6.3.3.3. The instructor will say "WEAPONS FREE" and indicate a target at 175-meters. The AG will check the backblast area and if clear will state "BACKBLAST AREA CLEAR." The gunner will echo the command of "BACKBLAST AREA CLEAR." The gunner will then take aim at the 175-meter target and state "FIRING." The AG will then give the command "FIRE."

17.3.6.3.3.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state "CLEAR." The gunner will echo the command "CLEAR."

17.3.6.3.4. Order 4 – Kneeling Stationary Evaluation (200-meter). Instructors will not give any coaching on position during the evaluation phase. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.3.4.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce "CLEAR," and the gunner will echo the confirmation "CLEAR" in a loud voice so the instructor can hear it.

17.3.6.3.4.2. The instructor will give the gunner team the command "MAKE READY." The gunner will give the AG the command "LOAD." When giving the command to "LOAD," the gunner will tell the AG the desired ammunition. The AG will respond with "LOADING." When the AG responds, they will give the type of

ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the loaded round. Once loaded, the AG will announce “READY,” and the gunner will echo “READY.”

17.3.6.3.4.3. The instructor will say “WEAPONS FREE” and indicate a target at 200-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state “BACKBLAST AREA CLEAR.” The gunner will echo the command of “BACKBLAST AREA CLEAR.” The gunner will then take aim at the 200-meter target and state “FIRING.” The AG will then give the command “FIRE.”

17.3.6.3.4.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state “CLEAR.” The gunner will echo the command “CLEAR.”

17.3.6.3.5. Order 5 – Standing Stationary Evaluation (150-meter). Instructors will not give any coaching on position during the evaluation phase. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.3.5.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce “CLEAR,” and the gunner will echo the confirmation “CLEAR” in a loud voice so the instructor can hear it.

17.3.6.3.5.2. The instructor will give the gunner team the command “MAKE READY.” The gunner will give the AG the command “LOAD.” When giving the command to “LOAD,” the gunner will tell the AG the desired ammunition. The AG will respond with “LOADING.” When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the loaded round. Once loaded, the AG will announce “READY,” and the gunner will echo “READY.”

17.3.6.3.5.3. The instructor will say “WEAPONS FREE” and indicate a target at 150-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state “BACKBLAST AREA CLEAR.” The gunner will echo the command of “BACKBLAST AREA CLEAR.” The gunner will then take aim at the 150-meter target and state “FIRING.” The AG will then give the command “FIRE.”

17.3.6.3.5.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state “CLEAR.” The gunner will echo the command “CLEAR.”

17.3.6.3.6. Order 6 – Standing Stationary Evaluation (200-meter). Instructors will not give any coaching on position during the evaluation phase. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.3.6.1. The gunner will ensure the cocking lever is in the forward cocked

position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce “CLEAR,” and the gunner will echo the confirmation “CLEAR” in a loud voice so the instructor can hear it.

17.3.6.3.6.2. The instructor will give the gunner team the command “MAKE READY.” The gunner will give the AG the command “LOAD.” When giving the command to “LOAD,” the gunner will tell the AG the desired ammunition. The AG will respond with “LOADING.” When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the loaded round. Once loaded, the AG will announce “READY,” and the gunner will echo “READY.”

17.3.6.3.6.3. The instructor will say “WEAPONS FREE” and indicate a target at 200-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state “BACKBLAST AREA CLEAR.” The gunner will echo the command of “BACKBLAST AREA CLEAR.” The gunner will then take aim at the 200-meter target and state “FIRING.” The AG will then give the command “FIRE.”

17.3.6.3.6.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state “CLEAR.” The gunner will echo the command “CLEAR.”

17.3.6.4. Phase IV: Moving Evaluation.

17.3.6.4.1. Order 1 – Kneeling Moving Evaluation (100-meter). Instructors will not give any coaching on position during the evaluation phase. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.4.1.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce “CLEAR,” and the gunner will echo the confirmation “CLEAR” in a loud voice so the instructor can hear it.

17.3.6.4.1.2. The instructor will give the gunner team the command “MAKE READY.” The gunner will give the AG the command “LOAD.” When giving the command to “LOAD,” the gunner will tell the AG the desired ammunition. The AG will respond with “LOADING.” When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the loaded round. Once loaded, the AG will announce “READY,” and the gunner will echo “READY.”

17.3.6.4.1.3. The instructor will say “WEAPONS FREE” and indicate a target at 100-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state “BACKBLAST AREA CLEAR.” The gunner will echo the command of “BACKBLAST AREA CLEAR.” The gunner will then take aim at the 100-meter target and state “FIRING.” The AG will then give the command “FIRE.”

17.3.6.4.1.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state “CLEAR.” The gunner will echo the command “CLEAR.”

17.3.6.4.2. Order 2 – Kneeling Moving Evaluation (150-meter). Instructors will not give any coaching on position during the evaluation phase. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.4.2.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce “CLEAR,” and the gunner will echo the confirmation “CLEAR” in a loud voice so the instructor can hear it.

17.3.6.4.2.2. The instructor will give the gunner team the command “MAKE READY.” The gunner will give the AG the command “LOAD.” When giving the command to “LOAD,” the gunner will tell the AG the desired ammunition. The AG will respond with “LOADING.” When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the loaded round. Once loaded, the AG will announce “READY,” and the gunner will echo “READY.”

17.3.6.4.2.3. The instructor will say “WEAPONS FREE” and indicate a target at 150-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state “BACKBLAST AREA CLEAR.” The gunner will echo the command of “BACKBLAST AREA CLEAR.” The gunner will then take aim at the 150-meter target and state “FIRING.” The AG will then give the command “FIRE.”

17.3.6.4.2.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state “CLEAR.” The gunner will echo the command “CLEAR.”

17.3.6.4.3. Order 3 – Kneeling Moving Evaluation (200-meter). Instructors will not give any coaching on position during the evaluation phase. Each gunner team begins with one 7.62mm Tracer, one Percussion Primer, and one Backblast Simulator.

17.3.6.4.3.1. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce “CLEAR,” and the gunner will echo the confirmation “CLEAR” in a loud voice so the instructor can hear it.

17.3.6.4.3.2. The instructor will give the gunner team the command “MAKE READY.” The gunner will give the AG the command “LOAD.” When giving the command to “LOAD,” the gunner will tell the AG the desired ammunition. The AG will respond with “LOADING.” When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the loaded round. Once loaded, the AG will

announce “READY,” and the gunner will echo “READY.”

17.3.6.4.3.3. The instructor will say “WEAPONS FREE” and indicate a target at 200-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state “BACKBLAST AREA CLEAR.” The gunner will echo the command of “BACKBLAST AREA CLEAR.” The gunner will then take aim at the 200-meter target and state “FIRING.” The AG will then give the command “FIRE.”

17.3.6.4.3.4. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state “CLEAR.” The gunner will echo the command “CLEAR.”

17.3.6.5. Phase V: Target Practice Tracer Technique, Order 1– Kneeling.

17.3.6.5.1. This phase provides orientation for the gunner team with the actual concussive force of firing the M3A1. This is a “Go” or “No-Go” and does not count towards qualification. The Target Practice Tracer (TPT) 141 is a full caliber training round that carries no fuse nor explosive. It is fitted with a tracer that is visible throughout trajectory at ranges of up to 400-meters. **Note:** Gunners, AG, and instructors may only be exposed to firing eight, TPT 141 rounds in a 24-hour period. Each gunner team begins with one Target Practice Tracer 141 round.

17.3.6.5.2. The gunner will ensure the cocking lever is in the forward cocked position and the safety catch is placed on SAFE. The AG will clear the weapon by opening the venturi and inspecting the chamber. When the AG clears the chamber, the AG will announce “CLEAR,” and the gunner will echo the confirmation “CLEAR” in a loud voice so the instructor can hear it.

17.3.6.5.3. The instructor will give the gunner team the command “MAKE READY.” The gunner will give the AG the command “LOAD.” When giving the command to “LOAD,” the gunner will tell the AG the desired ammunition. The AG will respond with “LOADING.” When the AG responds, they will give the type of ammunition loading. The gunner will adjust the BRS to the estimated distance and corresponding color associated for the loaded round. Once loaded, the AG will announce “READY,” and the gunner will echo “READY.”

17.3.6.5.4. The instructor will say “WEAPONS FREE” and indicate a target at 400-meters. Instructors will not give shooters a distance to targets. The AG will check the backblast area and if clear will state “BACKBLAST AREA CLEAR.” The gunner will echo the command of “BACKBLAST AREA CLEAR.” The gunner will then take aim at the 400-meter target and state “FIRING.” The AG will then give the command “FIRE.”

17.3.6.5.5. Once the weapon has fired, the gunner will immediately re-cock the weapon and place it on SAFE. The AG will open the venturi, remove the spent round, inspect the chamber and state “CLEAR.” The gunner will echo the command “CLEAR.”

Table 17.3. Ammunition Firing Restrictions (rounds).

Round Type	Firing Position (Firing from Defensive Fighting Position or Enclosure Prohibited)							
	Standing		Kneeling		Sitting		Prone	
	Rounds	Points	Rounds	Points	Rounds	Points	Rounds	Points
TP 552	1	1	1	1	1	3	1	1
HEAT 551C RS	1	1	1	1.5	1	1	1	1
HE 441D RS	1	1.5	1	1	1	3	1	3
HEDP 502 RS	1	1	1	1	1	2	1	3
ADM 401 (all variants)	1	1	1	1	1	2	1	1.5
SMOKE 469B	1	1.5	1	1	1	1.5	1	3
ILLUM 545C	1	1	1	1	1	1	0	N/A
TPT 141	1	1	1	1	1	1	1	1
ASM 509	1	1	1	1	1	1	1	1
SCA 553B	44	1	27	1	27	1	10	1
Legend: ADM – area deterrent munition; ASM – antistructure munition; HE – high explosive; HEAT – high-explosive anti-tank; HEDP – high explosive dual-purpose; ILLUM – illuminator; N/A – not applicable; RS – reduced sensitivity; SCA – subcaliber adapter; TP – target practice; TPT – target practice tracer								

Chapter 18

CARBINE DEFENDER TRAINING PROGRAM

Section 18A—Carbine Defender Qualification Course (DQC)

18.1. Carbine Defender Qualification Course (DQC). This course is for Security Forces personnel (i.e., 3P0, 31P, and 0083 police officers) with an M4/M4A1 arming requirement (home station or deployment). **Exception:** Basic Defender Course trainees fire the Basic Defender Qualification Course (BDQC) as outlined in **Section 18B**. Personnel assigned to Security Forces, to include augmentees, with an arming requirement (home station or deployment) will fire the Rifle/Carbine AFQC following the guidance in **Chapter 2** of this publication. **(T-2)**

18.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 18.1** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

18.2.1. Shooters must meet objectives 1.1 through 1.24 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

18.2.2. Shooters must meet objectives 2.1 through 2.8 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

18.2.3. Shooters must perform objectives 3.1 through 3.3 on the range. **(T-1)** These objectives are completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live-fire training.

18.2.4. Shooters must perform objectives 4.1 through 4.6 without instructor assistance. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

18.2.5. Approximate training times for this program are:

18.2.5.1. Initial and Recurring – two to four hours.

18.2.5.2. Remedial – as needed.

18.2.6. Course Ammunition. Cartridge, 5.56mm Ball, 5.56mm Tracer, 5.56mm Enhanced Performance Round (EPR), 5.56mm Plastic Practice Cartridge or 5.56mm Frangible.

Table 18.1. Carbine DQC Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
1.	Operate carbine.	Carbine, dummy rounds, and required equipment.	Operate carbine.
ITOs			

1.1.	Identify weapon safety procedures.	Carbine.	Identify and apply six weapon safety rules throughout entire course per lesson plan.
1.2.	Perform clearing of the carbine.	Carbine, magazine, and dummy rounds.	Perform clearing of the carbine without instructor assistance per lesson plan.
1.3.	Identify basic nomenclature and characteristics of the carbine.	Carbine.	Identify nomenclature and characteristics of the carbine per lesson plan.
1.4.	Identify cycle of operations of the carbine.	Carbine.	Identify cycle of operations of the carbine per lesson plan.
1.5.	Demonstrate removal and installation of CCO, RCO, and or DVO.	Carbine with CCO, RCO, and/or DVO.	Remove and install CCO, RCO, and or DVO without instructor assistance per lesson plan.
1.6.	Demonstrate operation of the CCO, RCO, and or DVO.	Carbine with CCO, RCO, or DVO.	Turn on, off, adjust dot/reticle intensity, and adjust elevation and windage on CCO, RCO, and or DVO without instructor assistance per lesson plan.
1.7.	Identify types, uses, and care of ammunition.	Dummy rounds, pictures, power point.	Identify types, uses, and care of carbine ammunition per lesson plan.
1.8.	Perform disassembly of the carbine and magazine.	Carbine and magazine.	Disassemble the carbine and magazine within 4-minutes without instructor assistance per lesson plan
1.9.	Perform assembly of the carbine and magazine.	Carbine and magazine.	Assemble the carbine and magazine within 4-minutes without instructor assistance per lesson plan.
1.10.	Perform function check of the carbine and magazine.	Carbine and magazine.	Function check the carbine within 1-minute without instructor assistance per lesson plan.
1.11.	Explain operator maintenance of the carbine. **Note:** Shooters are evaluated	Carbine, magazine, lubrication, and appropriate cleaning equipment.	Understand how to perform an operator inspection and complete proper preventive maintenance of the carbine

	on ITO 4.6 after completing live-fire.		with instructor assistance per lesson plan.
1.12.	Perform single round loading and unloading of the carbine magazine.	Magazine and five dummy rounds.	Perform single round loading and unloading of the carbine magazine within 1-minute without instructor assistance per lesson plan.
1.13.	Perform loading of the magazine using the magazine filler.	Magazine and five dummy rounds and magazine filler.	Load magazine with five dummy rounds within 1-minute using magazine filler without instructor assistance per lesson plan.
1.14.	Perform loading of the carbine.	Carbine, magazine with five dummy rounds, and individual combat equipment (ICE).	Perform loading of the carbine within 1-minute, without instructor assistance per lesson plan.
1.15.	Perform unloading of the carbine.	Carbine with dummy round chambered.	Unload carbine within 30-seconds without instructor assistance per lesson plan.
1.16.	Perform chambering of a round (charging the weapon) with the carbine.	Carbine loaded with five dummy rounds.	“Charge” the weapon to chamber a round within 5-seconds without instructor assistance per lesson plan.
1.17.	Perform rapid reloading of the carbine.	Carbine, ICE (including ammo pouch) and 2 magazines.	Rapid reloading of the carbine within 5-seconds without instructor assistance per lesson plan.
1.18.	Perform tactical reloading of the carbine.	Carbine, ICE (including ammo pouch) and two magazines.	Perform a tactical reload of the carbine within 15-seconds without instructor assistance per lesson plan.
1.19.	Identify malfunctions and stoppages of the carbine.	Carbine and two magazines loaded with five dummy rounds each.	Identify malfunctions and stoppages of the carbine without instructor assistance per lesson plan.
1.20.	Correct failure to fire stoppage.	Carbine, magazine loaded 10-dummy rounds with one dummy round in chamber.	Apply immediate action and correct stoppage within 5-seconds without instructor assistance per lesson plan.
1.21.	Correct failure to eject stoppage (double feed).	Carbine, magazine loaded with five dummy rounds with one dummy round in the receiver.	Apply remedial action and correct stoppage within 15-seconds without instructor assistance per lesson plan.

1.22.	Correct failure to eject stoppage (stovepipe).	Carbine, magazine loaded with five dummy rounds, one round chambered and one dummy round protruding from ejection port (stove pipe).	Apply remedial action and correct stoppage within 5-seconds without instructor assistance per lesson plan.
1.23.	Correct failure to feed stoppage.	Carbine, magazine loaded with five dummy rounds with double feed.	Apply remedial action and correct stoppage within 15-seconds without instructor assistance per lesson plan.
1.24.	Understand light recoil causes, indications, and corrective action.	Carbine, magazines, and dummy rounds.	Answer questions on causes, indications, and corrective action without instructor assistance per lesson plan.
2.	Understand marksmanship fundamentals.	Carbine, dummy rounds and required equipment.	Demonstrate marksmanship fundamentals with instructor assistance.
ITOs			
2.1.	Practice performing marksmanship fundamentals in dry-fire environment.	Carbine, ICE, two magazines and five dummy rounds.	Shooters practice grip, position, aiming, breath control, trigger control (dry-fire) with instructor assistance per lesson plan.
2.2.	Perform sight adjustments.	Carbine with magazine, BUIS, CCO, RCO, and or DVO, one dummy round and coin or washer.	Shooters demonstrate adjusting elevation and windage on all sight systems with instructor assistance per lesson plan.
2.3.	Explain fundamentals of rapid and burst firing.	Carbine with magazine, ICE.	Answer questions about fundamentals of rapid and burst firing with instructor assistance per lesson plan.
2.4.	Explain techniques of night firing without night vision devices.	Carbine with magazine, ICE (weapon mounted flashlight is optional based on unit Standard Operating Procedures.	Answer basic questions about night firing techniques with instructor assistance per lesson plan.
2.5.	Perform mounting and removal of issued night vision devices.	Carbine with magazine, ICE, and issued night vision and aiming devices.	Demonstrate mounting and removing issued night vision and aiming devices without instructor assistance per lesson plan.
2.6.	Perform operation of night vision devices.	Carbine with magazine, ICE, and issued night vision and aiming devices.	Demonstrate operation (turn on/off, adjustments, battery change) of issued night vision and aiming devices

			without instructor assistance per lesson plan.
2.7.	Perform operator maintenance of issued night vision devices.	Carbine with magazine, ICE, and issued night vision and aiming devices.	Perform operator maintenance during weapon cleaning without instructor assistance per lesson plan.
2.8.	Explain techniques of night firing with night vision devices.	Carbine with magazine, issued ICE, issued night vision, and aiming equipment.	Answer basic questions on firing with night vision and aiming devices.
3.	Demonstrate basic marksmanship skills.	Carbine, ammunition, and required equipment.	Successfully complete zero and grouping phases.
ITOs			
3.1.	Demonstrate weapons and range safety.	Carbine, ammunition, magazines, and ICE.	Apply weapon and range safety procedures throughout practice phases with instructor assistance per lesson plan.
3.2.	Demonstrate proper firing positions.	Carbine, ammunition, magazines, ICE, and sandbags.	Demonstrate ability to assume proper firing positions and properly use cover with instructor assistance per lesson plan.
3.3.	Demonstrate achieving a 4-cm shot group within the zero-target impact area and demonstrate zero procedures for BUIS, CCO, RCO, and or DVO.	Carbine, ammunition, magazines, ICE, sandbags, CCO, RCO, and or DVO.	Perform sight adjustments and should achieve a 4-cm shot group on the zero-target impact area with instructor assistance per lesson plan.
4.	Apply marksmanship skills.	Carbine, ammunition, and required equipment.	Achieve qualifying score on DQC.
ITOs			
4.1.	Apply weapon safety procedures.	Carbine, ammunition, magazines, ICE, and sandbags.	Apply weapon and range safety procedures throughout evaluation phases of course of fire without instructor assistance per lesson plan.
4.2.	Perform clearing, loading, reloading, charging, and immediate/remedial action procedures.	Carbine, ammunition, magazines, and ICE.	Perform clearing, loading, reloading, charging and immediate/remedial action without instructor assistance per lesson plan.

4.3.	Operate night vision/aiming devices.	Carbine, ammunition, magazines, ICE, and night vision/aiming devices.	Operate night vision/aiming devices without instructor assistance per lesson plan.
4.4.	Achieve a qualifying score on evaluation phases of the DQC.	Carbine, ammunition, magazines, and ICE.	Qualify on all evaluation phases of the course of fire without instructor assistance per course of fire.
4.5.	Perform threat engagement, tactical movement, and use of cover techniques.	Carbine, ammunition, magazines, and ICE.	Perform threat engagement, tactical movement, and use of cover techniques without instructor assistance per course of fire.
4.6.	Perform operator maintenance and function check of the carbine.	Carbine, magazines, issue night vision/aiming devices and cleaning equipment.	Perform disassembly, cleaning, inspection, lubrication, assembly, and function check of the carbine, magazine, and night vision/aiming devices within 30-minutes and without instructor assistance per lesson plan.

Table 18.2. Carbine DQC.

ORDER	POSITION	LOAD	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
TABLE I: ZERO AND GROUPING						
Phase I: BUIS Zero and Grouping						
1.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
2.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
3.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
			10 Total Rounds			
Phase II: Optic Zero and Grouping						
1.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
2.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z

3.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
			10 Total Rounds			
Phase III: Laser Aiming Device Zero and Grouping						
1.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
2.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
3.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
			10 Total Rounds			
			30 Total Rounds Table I			
TABLE II: BASIC CARBINE MARKSMANSHIP						
Phase I: Carbine Marksmanship Evaluation						
1.	Prone Unsupported	(1) 30 rd mag	10 (1, 10 shot string)	50	25M	TF
2.	Kneeling		10 (1, 10 shot string)	50	25M	TF
3.	Over Barricade		10 (1, 10 shot string)	50	25M	TF
			30 Total Rounds			
Phase II: CBRN Evaluation						
1.	Over Barricade/CBRN	(1) 10 rd mag	10 (1, 10 shot string)	50	25M	E
			10 Total Rounds			
			40 Total Rounds Table II			
TABLE III: LOW VISIBILITY THREAT ENGAGEMENT TECHNIQUES						
Phase I: Low Visibility Evaluation						
1.	Standing/Roll Left	(1) 30 rd mag	4 (2, 2 shot strings)	15 (per string)	15M	E
2.	Standing/Roll Right		4 (2, 2 shot strings)	15 (per string)	15M	E
3.	Kneeling/Roll Left		4 (2, 2 shot strings)	15 (per string)	15M	E

4.	Kneeling/Roll Right		4 (2, 2 shot strings)	15 (per string)	15M	E
5.	Standing Unsupported/ Controlled Auto Fire		14 (3 to 4 controlled bursts)	15	15M	E
			30 Total Rounds			
Phase II: Laser Aiming Device Evaluation						
1.	Standing/Roll Left	(1) 20 rd mag	10 (2, 5 shot strings)	15 (per string)	15M	E
2.	Standing/Roll Right		10 (2, 5 shot strings)	15 (per string)	15M	E
			20 Total Rounds			
			50 Total Rounds Table III			
			120 Total Rounds Table I – III			

18.3. Course Information.

18.3.1. Targets. Targets required for each phase and order of the course are identified in **Table 18.2**. **Note:** Units may use of previously approved zero targets until exhausted.

18.3.1.1. If utilizing the BUIS/CCO/RCO, Target "Z" is the M16A2/M4 25-meter zero target (NSN: 6920-01-660-9191) as shown in **Figure 18.1**.

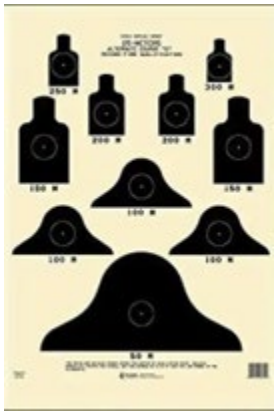
Figure 18.1. Zero Target.

18.3.1.2. If utilizing the DVO, Target "Z" is the 25-Meter, Multipurpose Target "True – Mil" Grid (UPC: 632281101376) as shown in **Figure 18.2**. **Note:** When zeroing the DVO at 25-meters, leave the optic at the 1x power.

Figure 18.2. DVO Zero Target.

18.3.1.3. Time Fired (TF) Target (**Figure 18.3**) is the 25-meter scaled silhouette, Timed-Fire Target (NSN: 6920-01-167-1397).

Figure 18.3. Timed Fire.



18.3.1.4. Target Military "E" is the kneeling silhouette target (NSN: 6920-00-600-6874) with a 10-inch lethal (chest) and a 6-inch incapacitation (head) zone added as shown in **Figure 18.4**. Before conducting training, prepare Military "E" silhouette targets as follows. Draw a 10-inch circle in the center of the chest and a 6-inch circle on the center of the head of the target. Center the 10-inch circle on the target with the top edge of the circle 13.25 inches from the top of the head of the target and center the 6-inch circle in the head of the target with the top of the circle 3-inches below the top of the target. For multiple target engagement, the Target Military Modified "E" may be used by drawing two, 10-inch circles on the target as shown in **Figure 18.5**.

Figure 18.4. Military "E" Target.

Figure 18.5. Modified Military "E" Target.

18.3.2. Firing Stances and Positions. The firing positions used are the standing, kneeling and prone positions.

18.3.2.1. Standing position. Standing position provide the shooter with the least amount of stability but a high amount of mobility.

18.3.2.2. Kneeling position. Kneeling positions are a slightly more advanced stance in carbine shooting. These positions provide the shooter with added stability at the cost of mobility. The high kneeling position, low kneeling position**,** and the double kneeling position may be used.

18.3.2.3. Prone position. Prone position is the most stable position in carbine shooting. The position provides the shooter with extreme stability at the high cost of minimal mobility.

18.3.3. Minimum Requirements for Qualification and Expert Status:

18.3.3.1. TABLE I – ZERO AND GROUPING.

18.3.3.1.1. Phase I –BUIS Grouping and Zero Phase: Shooters should be able to achieve one 4-cm shot group within the circle of the "Z" target and perform their own sight adjustments under the guidance of instructors.

18.3.3.1.2. Phase II – Optic Grouping and Zero: Shooters zero the M68 so the point of aim equals point of impact and shot grouping is centered in the 4-cm "Z" target circle at 25-meters. The DVO should be zeroed with M855A1 ammunition at 100-meters. If zeroed at 25 meters, shooters should confirm zero at 100-meters. Note: See DAFMAN 31-131 V1 for M855A1 restrictions. Shooters may use the authorized CCO, RCO and or DVO during all tables and phases except for Table I, Phase I.

18.3.3.1.3. Phase III – Laser Aiming Device Zero: Shooters should achieve one 4-cm shot group within the designated offset impact zone.

18.3.3.2. TABLE II – BASIC CARBINE MARKSMANSHIP.

18.3.3.2.1. Phase I - Basic Marksmanship Evaluation: Qualified; a total of 21-hits (70%) on the silhouettes. Expert; a total of 27- hits (90%) on silhouettes. **Note:** CATM will count a maximum of three hits per silhouette and extra hits as misses.

18.3.3.2.2. Phase II - CBRN Firing Techniques: Qualified; a total of 5-hits (50%) on the Military "E" silhouette. Expert; a total of 7-hits (70%) on the Military "E" silhouette.

18.3.3.3. TABLE III – LOW VISIBILITY THREAT ENGAGEMENT TECHNIQUES.

18.3.3.3.1. Phase I – Low Visibility Evaluation: Qualified; 21-hits (70%) on the silhouette. Expert; 30-hits (100%) on the silhouette with 27-hits (90%) in the 10-inch Lethal Zone.

18.3.3.3.2. Phase II - Laser Aiming Devices Training and Evaluation: Qualified; 14-hits (70%) on the silhouette. Expert; 20-hits (100%) on the silhouette with 18-hits (90%) in the 10-inch Lethal Zone.

18.4.4. General Course Guidance:

18.4.4.1. Shooters who run out of time due to failures not caused by improper weapons handling are considered "alibis" and instructors pro-rate time to allow them to complete the string of fire. **Note:** Instructors do not allow shooters to grip or support the weapon using the magazine while firing, as this decreases control during firing and increases the likelihood of a shooter-induced stoppage.

18.4.4.2. For other types of stoppages, shooters only receive additional time to complete firing if they properly applied immediate action procedures. If the shooter failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining rounds for the order of fire are counted as misses.

18.4.4.3. The purpose of using the 25-meter zeroing (Z) target is three-fold. First, the shooter has a realistic combat distance target with a sight adjustment grid printed over the silhouette to aid in accurately making sight adjustments. Secondly, it is an excellent training aid for conducting grouping exercises. Finally, the target provides a good indication of the shooter's ability to hit a life-size target at expected distances from a steady firing position.

18.4.4.4. The primary purpose of the various supported positions is to teach shooters the tactical advantage of using cover in a combat situation and to increase combat accuracy.

Instructors emphasize the use of cover throughout the course. Shooters maximize the use of cover during firing and reloading.

18.4.4.5. During reloading, shooters keep the firing hand on the rifle grip or support hand on the handguards as appropriate depending on which hand is being used to withdraw the magazine. When withdrawing a magazine from the weak side, shooters continue to maintain a grip on the rifle grip with the firing hand. If reloading from a strong side pouch, shooters may maintain their grip on the handguards with the weak hand. The requirement is for shooters to maintain positive control of the weapon when reloading from either side of the body.

18.4.4.6. Before each order, place loaded magazines in the pouch with the top end of the magazine down and the projectile end or front edge of the magazine pointing away from the body, toward or away from the centerline of the body depending on the type of pouches and technique used when withdrawing the magazine. Properly orienting magazines ensures speed and efficiency of reload. The shooter only unfastens the pouch and remove the magazine during the reload. This is a critical skill requiring practice to accomplish quickly and smoothly. It is imperative shooters practice reloading the rifle/carbine from the pouch. Shooters can reload magazines between orders of fire, as necessary.

18.4.4.7. The silhouettes on the Timed Fire targets are engaged as targets within the shooter's field of fire. For example, if ten enemy targets presented themselves at the actual distances represented on the Timed Fire target, the closest (greatest threat) targets would be engaged first, progressing to the farthest (least threat) targets. In combat, shooters should engage those targets posing the greatest threat first.

18.4.5. Course Notes:

18.4.5.1. TABLE I: ZERO AND GROUPING.

18.4.5.1.1. Phase I - BUIS Grouping and Zero. The purpose of this phase of fire is to zero the BUIS on the shooter’s weapon. **Note:** Shooters with a DVO or RCO will not fire this phase.

18.4.5.1.1.1. Shooters fire this phase using BUIS only. Shooters fire one, four-round shot group and two, three-round shot groups with no time limit. Shooters should achieve at least one-shot group within the 4-cm circle on the 25-meter “Z” target. Instructors closely analyze shooter errors for shooters who do not achieve a 4-cm shot group within the silhouette circle. Additionally, instructors should double-check the weapon and sights to ensure that they are serviceable and properly mounted.

18.4.5.1.1.2. During all orders of fire, shooters perform their own sight adjustments. Instructors coach as necessary to assist shooters in attaining a 4-cm shot group somewhere on the target before attempting to adjust the sights. Targets are marked and analyzed by instructors and shooters after each order of fire.

18.4.5.1.2. Phase II - Optic Grouping and Zero. The purpose of this phase of fire is to zero the issued optic on the shooter’s weapon. Individuals using the CCO, RCO, or DVO zero the optic to hit point of aim, for accomplishment of the 25-meter reduced silhouette portion of the course. After completing Table I and before starting Table II,

shooters using the CCO and RCO turn the elevation adjustment screw clockwise (down) four (4) clicks and shooters using the DVO turn the elevation adjustment screw clockwise (down) seven (7) clicks. This procedure adds the 1.5-cm offset needed for combat zero. The CCO, RCO, and DVO should remain at this setting for individually assigned or deploying weapons.

18.4.5.1.2.1. Shooters fire this phase using the CCO, RCO, and or DVO. Shooters fire one, four-round shot group and two, three-round shot groups with no time limit. Shooters should achieve at least one-shot group within the 4-cm circle on the 25-meter "Z" target. Instructors closely analyze shooter errors for shooters who do not achieve a 4-cm shot group within the silhouette circle. Additionally, instructors should double-check the weapon and sights to ensure that they are serviceable and properly mounted.

18.4.5.1.2.2. During all orders of fire, shooters perform their own sight adjustments. Instructors coach as necessary to assist shooters in attaining a 4-cm shot group somewhere on the target before attempting to adjust the sights. Targets are marked and analyzed by instructors and shooters after each order of fire.

18.4.5.1.3. Phase III –Laser Aiming Devices Zero and Grouping. The purpose of this phase of fire is to zero the authorized Laser Aiming Device on the shooter's weapon. **Note:** Shooters who do not have an issued laser aiming device will not fire this phase of fire.

18.4.5.1.3.1. These orders are for zero and practice. Shooters fire one, four-round shot group and two, three-round shot groups with no time limit. Shooters also use an approved issued night vision device to include, but not limited to, the AN/PVS-31C or AN/PVS-14. Instructors use zeroing procedures found in the applicable operator's manual for the laser-aiming device. Zero is considered complete when shooters achieve a 4-cm shot group within the required impact zone on the target.

18.4.5.1.3.2. Shooters complete the appropriate orders of fire dependent on device(s) they are issued or with which they deploy. The AN/PVS-31C or AN/PVS-14 can be used in the helmet mounted, head harness mounted, or weapon mounted (AN/PVS-14) configuration. It is imperative that shooters fire these orders using the configuration consistent with their method of employment.

18.4.5.2. TABLE II: BASIC CARBINE MARKSMANSHIP.

18.4.5.2.1. Phase I - Basic Carbine Marksmanship Evaluation. Evaluate the shooter's ability to accurately engage targets using basic marksmanship fundamentals at simulated distance (50M to 300M) using the Timed Fire target.

18.4.5.2.1.1. Order 1 – Prone Unsupported Evaluation: Evaluate the shooter's ability to accurately engage targets in the prone unsupported position at simulated distance (50M to 300M) using the Timed Fire target.

18.4.5.2.1.1.1. Shooters begin with one, 30-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone unsupported position. On the command "LOAD," shooters ensure the

selector lever is on SAFE, release the bolt forward and insert a 30-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," shooters take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters are allowed 50-seconds to complete all firing. Shooters will fire a total of 10-rounds.

18.4.5.2.1.1.2. After completion of Order 1, shooters will place their weapon on SAFE, assume a kneeling position and await further instructions from the tower operator.

18.4.5.2.1.2. Order 2 – Kneeling Evaluation: Evaluate the shooter's ability to accurately engage targets in the kneeling position at simulated distance (50M to 300M) using the Timed Fire target.

18.4.5.2.1.2.1. Shooters begin with a 20-round magazine in the weapon (from the previous order). On the command "FIRE," shooters take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters are allowed 50-seconds to complete all firing. Shooters will fire a total of 10-rounds.

18.4.5.2.1.2.2. After completion of Order 2, shooters will place their weapon on SAFE, assume a standing supported position (side or over barricade) and await further instructions from the tower operator.

18.4.5.2.1.3. Order 3 – Standing Supported Evaluation (Over Barricade): Evaluate the shooter's ability to accurately engage targets in the standing supported position at simulated distance (50M to 300M) using the Timed Fire target.

18.4.5.2.1.3.1. Shooters begin with 10-rounds in the weapon (from the previous order). On the command "FIRE," take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters are allowed 50-seconds to complete all firing. Shooters will fire a total of 10-rounds.

18.4.5.2.1.3.2. After completion of Order 3, shooters will clear their weapon, step back to the yellow ready line, and await further instructions from the tower operator. Instructors make the line safe, mark hits and score targets.

18.4.5.2.2. Phase II – Over Barricade/CBRN Evaluation. Evaluate the shooter's ability to accurately engage targets while wearing the CBRN defense IPE.

18.4.5.2.2.1. Order 1 – CBRN Defense Firing Techniques Evaluation: The purpose of this order is to evaluate a shooter's ability to accurately engage targets while wearing the CBRN defense IPE.

18.4.5.2.2.1.1. Prior to loading weapons or attempting live-fire, instructors first demonstrate the position. Shooters are then placed in the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

18.4.5.2.2.1.2. Shooters begin with one, 10-round magazine in their ammo

pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the over barricade position. On the command "LOAD," shooters ensure the selector lever is on SAFE, release the bolt forward and insert a 10-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," shooters take aim, place the weapon on SEMI, and engage the Military "E" silhouette with 10-rounds. Shooters are allowed 50-seconds to complete all firing. Shooters will fire a total of 10-rounds. Instructors make the line safe, mark hits and score targets.

18.4.5.2.2.2. DAF Civilian Police (GSXX-0083) and Contract Guards are not required to complete Phase II unless firing for deployment or assigned to units who have obtained their own gas masks to support home station requirements.

18.4.5.3. TABLE III: LIMITED VISIBILITY ENGAGEMENT TECHNIQUES. For this table, lights are dimmed but not totally out as shooters need to be able to identify their targets. Instructors must ensure they are able to observe the actions of the shooters on the firing line. **(T-1)** Consideration is to be given to allow dimmable lights on the range to produce the desired results. Shooters will clear all stoppages with a handheld flashlight. **Note:** Ranges that do not permit shooters to get behind cover, shooters should stand or kneel in the middle of the firing point and roll to the appropriate side based on the order.

18.4.5.3.1. Phase I – Limited Visibility Evaluation: The purpose of this phase is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover. If shooters have an approved weapon mounted flashlight, they may use it during this phase of fire. If not, they will fire the phase as low visibility.

18.4.5.3.1.1. Order 1 – Limited Visibility/Standing Unsupported/Roll Left Evaluation: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a standing unsupported position and rolling to the left.

18.4.5.3.1.1.1. Shooters begin with a 30-round magazine in the weapon. On the command "LOAD," shooters ensure the selector is on SAFE, release the bolt and insert a 30-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position. On the command of the tower operator, shooters take a step to their right behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall.

18.4.5.3.1.1.2. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two rounds from the standing unsupported position. Once the two rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of four-rounds.

18.4.5.3.1.1.3. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder. All movement in and out of cover is done at the waist. Shooters will not step into the open doorway to engage targets. Instructors will ensure all shooters have the proper hand/shoulder placement and understand the movement prior to firing the first string of fire.

18.4.5.3.1.2. Order 2 – Limited Visibility/Standing Unsupported/Roll Right Evaluation: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a standing unsupported position and rolling to the right.

18.4.5.3.1.2.1. Shooters begin with a 26-round magazine in the weapon (from the previous order). Shooters ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position. On the command of the tower operator, shooters take a step to their left behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall.

18.4.5.3.1.2.2. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with two-rounds from the standing unsupported position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of four-rounds.

18.4.5.3.1.2.3. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder. All movement in and out of cover is done at the waist. Shooters will not step into the open doorway to engage targets. Instructors will ensure all shooters have the proper hand/shoulder placement and understand the movement prior to firing the first string of fire.

18.4.5.3.1.3. Order 3 – Limited Visibility/Kneeling/Roll Left Evaluation: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a kneeling unsupported position and rolling to the left.

18.4.5.3.1.3.1. Shooters begin with a 22-round magazine in the weapon (from the previous order). Shooters ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position. On the command of the tower operator, shooters take a step to their right behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall.

18.4.5.3.1.3.2. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two rounds from the kneeling position. Once the two rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters

have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of four rounds.

18.4.5.3.1.3.3. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder. All movement in and out of cover is done at the waist. Shooters will not move into the open doorway to engage targets. Instructors will ensure all shooters have the proper hand/shoulder placement and understand the movement prior to firing the first string of fire.

18.4.5.3.1.4. Order 4 – Limited Visibility/Kneeling/Roll Right Evaluation: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a kneeling unsupported position and rolling to the right.

18.4.5.3.1.4.1. Shooters begin with an 18-round magazine in the weapon (from the previous order). Shooters ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position. On the command of the tower operator, shooters take a step to their left behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall.

18.4.5.3.1.4.2. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with two rounds from the kneeling position. Once the two rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of four-rounds.

18.4.5.3.1.4.3. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder. All movement in and out of cover is done at the waist. Shooters will not move into the open doorway to engage targets. Instructors will ensure all shooters have the proper hand/shoulder placement and understand the movement prior to firing the first string of fire.

18.4.5.3.1.5. Order 5 – Standing Unsupported Controlled Auto Fire: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing controlled automatic fire.

18.4.5.3.1.5.1. Shooters begin with a 14-round magazine in the weapon (from the previous order). Shooters ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position. begin, shooters will ensure they are in the center of their firing point in a standing unsupported position. Shooters will ensure they have a stable platform to engage the target with automatic fire.

18.4.5.3.1.5.2. On the command "CONTACT FRONT," shooters will bring their weapon up, move the selector to AUTO and engage the 10-inch Lethal Zone with one 3- to 5-round burst. Once the burst has been expended, shooters conduct a "sweep and clear" move their selector to SAFE and assume the "low

ready" position. Shooters have a time limit of 15-seconds per string. The tower operator will repeat this string of fire until all shooters have expended their rounds. Shooters will fire a total of 14-rounds. **Note:** If shooters are not utilizing the 3- to 5-round burst, instructors may pull their rounds. After completion of this order of fire, instructors make the line safe, mark hits and score targets.

18.4.5.3.2. Phase II – Night Vision Optics/Laser Aiming Devices Evaluation. The purpose of this phase of fire is to evaluate a shooter's ability to rapidly engage threats utilizing night vision optics in conjunction with laser aiming devices while using cover. **Note:** Shooters who do not have an issued laser aiming device will not fire this phase of fire.

18.4.5.3.2.1. Order 1 – Laser Aiming Device Standing Unsupported/Roll Left Evaluation: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a standing unsupported position with the aid of night vision optics and a laser aiming device. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder.

18.4.5.3.2.1.1. Shooters begin with a 20-round magazine in the weapon. Shooters should have their night vision optics in place and the infrared laser on their laser aiming device activated. On the command "LOAD," shooters ensure the selector is on SAFE, release the bolt and insert a 20-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.4.5.3.2.1.2. On the command of the tower operator, shooters take a step to their right behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall.

18.4.5.3.2.1.3. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with five-rounds from the standing unsupported position. Shooters will only use the IR laser on their laser aiming device to aim. Once the five rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of 10-rounds.

18.4.5.3.2.2. Order 2 – Laser Aiming Device Standing Unsupported/Roll Right Evaluation: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a standing unsupported position with the aid of night vision optics and a laser aiming device. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder.

18.4.5.3.2.2.1. Shooters begin with a 10-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready

position. On the command of the tower operator, shooters take a step to their left behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall.

18.4.5.3.2.2.2. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with five-rounds from the standing unsupported position. Shooters will only use the infrared laser on their laser aiming device to aim. Once the five rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of 10-rounds.

18.4.5.3.2.2.3. After completion of this order of fire, instructors make the line safe, mark hits and score targets.

18.5. Carbine DQC Alternate Table III.

18.5.1. When units cannot conduct limited visibility live fire, they must request authorization from the installation commander to use the Carbine DQC Alternative Table III.

18.5.2. Minimum Requirements for Qualification for Table III – Limited Visibility Threat Engagement Techniques.

18.5.2.1. Evaluation Standards:

18.5.2.1.1. Phase I – Laser Aiming Device Zero: Shooters should achieve a 4-cm, three-shot group within the designated offset impact zone.

18.5.2.1.2. Phase II – Limited Visibility Evaluation: Qualified; 21-hits on the silhouette. Expert; 30-hits on the silhouette with 27-hits in the 10-inch Lethal Zone.

18.5.2.1.3. Phase III - Night Vision Optics/Laser Aiming Devices Evaluation: Qualified; 14-hits on the silhouette. Expert; 20-hits on the silhouette with 18-hits in the 10-inch Lethal Zone.

Table 18.3. Carbine DQC of Fire Alternate Table III.

ORDER	POSITION	LOAD	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	TARGET
TABLE III: LOW VISIBILITY THREAT ENGAGEMENT						
Phase I: Laser Aiming Device Zero						
1.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
2.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
3.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
			10 rounds			

Phase II – Limited Visibility Evaluation						
1.	Standing/Roll Left	(1) 30 rd mag	4 (2, 2 shot strings)	15 (per string)	15M	E
2.	Standing/Roll Right		4 (2, 2 shot strings)	15 (per string)	15M	E
3.	Double Kneeling Left		4 (2, 2 shot strings)	15 (per string)	15M	E
4.	Double Kneeling Right		4 (2, 2 shot strings)	15 (per string)	15M	E
5.	Controlled Automatic Fire		14 (3 controlled bursts)	15 (per string)	15M	E
			30 Rounds			
Phase III – Night Vision Optics/Laser Aiming Devices Evaluation						
1.	Standing/Roll Left	(1) 20 rd mag	10 (2, 5 shot strings)	15 (per string)	15M	E
2.	Standing/Roll Right		10 (2, 5 shot strings)	15 (per string)	15M	E
			20 Rounds			
10 Total Rounds 5.56mm Ball/Frangible for Table III, Phase I						
50 Total Rounds 5.56mm Dye Marking Cartridge for Table III, Phases II and III						
60 Total Rounds for Course						
Note: Unless otherwise noted, the ammunition is Dye Marking.						

18.5.3. Carbine DQC Alternate Table III Course Notes.

18.5.3.1. Phase I –Laser Aiming Devices Zero and Grouping. The purpose of this phase of fire is to zero the issued Laser Aiming Device on the shooter's weapon. Shooters who do not have Laser Aiming Devices will not fire this phase. Phase I is fired with ball/frangible ammunition and will be conducted during DQC **Table I.**

18.5.3.1.1. Shooters fire one, four-round shot group and two, three-round shot groups with no time limit. Shooters also use an approved issued night vision device to include, but not limited to, the AN/PVS-31C or AN/PVS-14. Instructors use zeroing procedures found in the applicable operator's manual for the laser-aiming device. Zero is considered complete when shooters achieve a 4-cm, three-round shot group within the required impact zone on the target.

18.5.3.1.2. Shooters complete the appropriate orders of fire dependent on device(s) they are issued or with which they deploy. The AN/PVS-31C or AN/PVS-14 can be used in the helmet mounted, head harness mounted, or weapon mounted (AN/PVS-14) configuration. It is imperative that shooters fire these orders using the configuration consistent with their method of employment.

18.5.3.2. Phase II – Limited Visibility Evaluation. The purpose of this phase is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover. If shooters have an approved weapon mounted flashlight, they may use it during this phase of fire. If not, they will fire the phase as low visibility. For this table, lights are dimmed but not totally out as shooters need to be able to identify their targets. Instructors must ensure they are able to observe the actions of the shooters on the firing line. **(T-1)** Consideration is to be given to allow dimmable lights on the range to produce the desired results. Shooters will clear all stoppages with a handheld flashlight. **Note:** Ranges that do not permit shooters to get behind cover, shooters should stand or kneel in the middle of the firing point and roll to the appropriate side based on the order.

18.5.3.2.1. Order 1 – Limited Visibility/Standing Unsupported/Roll Left Evaluation: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a standing unsupported position and rolling to the left. Shooters begin with a 30-round magazine in the weapon.

18.5.3.2.1.1. On the command "LOAD," shooters ensure the selector is on SAFE, release the bolt and insert a 30-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.5.3.2.1.2. On the command of the tower operator, shooters take a step to their right behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two rounds from the standing unsupported position. Once the two rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of four-rounds.

18.5.3.2.1.3. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder. All movement in and out of cover is done at the waist. Shooters will not step into the open doorway to engage targets. Instructors will ensure all shooters have the proper hand/shoulder placement and understand the movement prior to firing the first string of fire.

18.5.3.2.2. Order 2 – Limited Visibility/Standing Unsupported/Roll Right Evaluation. The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a standing unsupported position and rolling to the right.

18.5.3.2.2.1. Shooters begin with a 26-round magazine in the weapon (from the previous order). Shooters ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.5.3.2.2.2. On the command of the tower operator, shooters take a step to their left behind cover. Shooters should adjust their weapon, so the muzzle is

approximately 1-inch from the barricade or wall.

18.5.3.2.2.3. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with two-rounds from the standing unsupported position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of four-rounds.

18.5.3.2.2.4. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder. All movement in and out of cover is done at the waist. Shooters will not step into the open doorway to engage targets. Instructors will ensure all shooters have the proper hand/shoulder placement and understand the movement prior to firing the first string of fire.

18.5.3.2.3. Order 3 – Limited Visibility/Kneeling/Roll Left Evaluation: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a kneeling unsupported position and rolling to the left.

18.5.3.2.3.1. Shooters begin with a 22-round magazine in the weapon (from the previous order). Shooters ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.5.3.2.3.2. On the command of the tower operator, shooters take a step to their right behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall.

18.5.3.2.3.3. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two rounds from the kneeling position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of four-rounds.

18.5.3.2.3.4. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder. All movement in and out of cover is done at the waist. Shooters will not move into the open doorway to engage targets. Instructors will ensure all shooters have the proper hand/shoulder placement and understand the movement prior to firing the first string of fire.

18.5.3.2.4. Order 4 – Limited Visibility/Kneeling/Roll Right Evaluation: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a kneeling unsupported position and rolling to the right.

18.5.3.2.4.1. Shooters begin with an 18-round magazine in the weapon (from the previous order). Shooters ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.5.3.2.4.2. On the command of the tower operator, shooters take a step to their

left behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1 inch from the barricade or wall.

18.5.3.2.4.3. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with two rounds from the kneeling position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of four rounds.

18.5.3.2.4.4. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder. All movement in and out of cover is done at the waist. Shooters will not move into the open doorway to engage targets. Instructors will ensure all shooters have the proper hand/shoulder placement and understand the movement prior to firing the first string of fire.

18.5.3.2.5. Order 5 – Standing Unsupported Controlled Auto Fire: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing controlled automatic fire.

18.5.3.2.5.1. Shooters begin with a 14-round magazine in the weapon (from the previous order). Shooters ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.5.3.2.5.2. To begin, shooters will ensure they are in the center of their firing point in a standing unsupported position. Shooters will ensure they have a stable platform to engage the target with automatic fire.

18.5.3.2.5.3. On the command "CONTACT FRONT," shooters will bring their weapon up, move the selector to AUTO and engage the 10-inch Lethal Zone with one 3- to 5-round burst. Once the burst has been expended, shooters conduct a "sweep and clear" move their selector to SAFE and assume the "low ready" position. Shooters have a time limit of 15-seconds per string. Because not every burst will be the same, the tower operator will continue to repeat this string of fire until all shooters have expended their rounds. Shooters will fire a total of 14-rounds. **Note:** Shooters that do not utilize the 3- to 5-round burst, instructors may pull their rounds.

18.5.3.2.5.4. After completion of this order of fire, instructors make the line safe, mark hits and score targets.

18.5.3.3. Phase III – Night Vision Optics/Laser Aiming Devices Evaluation. The purpose of this phase of fire is to evaluate a shooter's ability to rapidly engage threats utilizing night vision optics in conjunction with laser aiming devices while using cover. **Note:** Shooters who do not have an issued laser aiming device will not fire this phase of fire.

18.5.3.3.1. Order 1 – Laser Aiming Device Standing Unsupported/Roll Left Evaluation: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a standing unsupported position with the aid of night vision optics and a laser aiming device.

18.5.3.3.1.1. Shooters begin with a 20-round magazine in the weapon. Shooters should have their night vision optics in place and the infrared laser on their laser aiming device activated. On the command "LOAD," shooters ensure the selector is on SAFE, release the bolt and insert a 20-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure their trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.5.3.3.1.2. On the command of the tower operator, shooters take a step to their right behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall.

18.5.3.3.1.3. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with five-rounds from the standing unsupported position. Shooters will only use the IR laser on their laser aiming device to aim. Once the five-rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of 10-rounds.

18.5.3.3.1.4. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder.

18.5.3.3.2. Order 2 – Laser Aiming Device Standing Unsupported/Roll Right Evaluation: The purpose of this order is to evaluate a shooter's ability to successfully engage threats during night or in limited visibility while utilizing cover and concealment in a standing unsupported position with the aid of night vision optics and a laser aiming device.

18.5.3.3.2.1. Shooters begin with a 10-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.5.3.3.2.2. On the command of the tower operator, shooters take a step to their left behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall.

18.5.3.3.2.3. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with five-rounds from the standing unsupported position. Shooters will only use the IR laser on their laser aiming device to aim. Once the five-rounds have been expended, shooters conduct a "sweep and clear" move their selector to SAFE and roll back behind cover. Shooters have a time limit of 15-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of 10-rounds.

18.5.3.3.2.4. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder. After completion of this order of fire, instructors make the line safe, mark hits and score targets.

Section 18B—Carbine Basic Defender Qualification Course (BDQC)

18.6. Carbine BDQC. This course provides trainees at the Basic Defender Course (BDC), Security Forces Officer Course (SFOC), and DAF Civilian Police Officer trainees attending the Veterans Affairs Law Enforcement Training Center (VALETC) with the minimum training required for qualification with M4A1. This course will only be fired by trainees attending BDC, SFOC and VALETC as part of initial skills training. **(T-2)** Security Forces who arrive at their first duty station fully qualified on the Carbine BDQC may arm for home station duty after conducting zero fire on their assigned weapon. Once assigned to an operational unit, personnel will align with Carbine DQC.

18.7. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in Table 18.4 for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

18.7.1. Shooters must meet objectives 1.1 through 1.24 during classroom instruction. **(T-2)** Shooters must understand and be able to perform these objectives in class. **(T-2).** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

18.7.2. Shooters must meet objectives 2.1 through 2.8 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

18.7.3. Shooters must perform objectives 3.1 through 3.3 on the range. **(T-2)** These objectives are completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live-fire training.

18.7.4. Shooters must perform objectives 4.1. through 4.6. without instructor assistance. **(T-2)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

18.7.5. Approximate training times for this program are:

18.7.5.1. Initial – twenty-two to twenty-four hours.

18.7.5.2. Remedial – as needed.

18.7.6. Course Ammunition. Cartridge, 5.56mm Ball, 5.56mm Tracer, 5.56mm Plastic Practice Cartridge or 5.56mm Frangible.

Table 18.4. Carbine BDQC Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
1.	Operate carbine.	Carbine and required equipment.	Operate carbine.
ITOs			
1.1.	Identify weapon safety procedures.	Carbine and required equipment.	Identify and apply six weapon safety rules

			throughout entire course per lesson plan.
1.2.	Perform clearing of the carbine.	Carbine and required equipment.	Perform clearing of the carbine without instructor assistance per lesson plan.
1.3.	Identify basic nomenclature and characteristics of the carbine.	Carbine and required equipment.	Identify nomenclature and characteristics of the carbine per lesson plan.
1.4.	Identify cycle of operations of the carbine.	Carbine and required equipment.	Identify cycle of operations of the carbine per lesson plan.
1.5.	Demonstrate removal and installation of CCO, RCO, and/or DVO.	Carbine and required equipment.	Remove and install CCO, RCO, and or DVO without instructor assistance per lesson plan.
1.6.	Demonstrate operation of the CCO, RCO and or DVO.	Carbine and required equipment.	Turn on, off, adjust dot intensity and adjust elevation and windage on CCO, RCO, and or DVO without instructor assistance per lesson plan.
1.7.	Identify types, uses, and care of ammunition.	Carbine and required equipment.	Identify types, uses, and care of carbine ammunition per lesson plan.
1.8.	Perform disassembly of the carbine and magazine.	Carbine and required equipment.	Disassemble the carbine and magazine within 4-minutes without instructor assistance per lesson plan.
1.9.	Perform assembly of the carbine and magazine.	Carbine and required equipment.	Assemble the carbine and magazine within 4-minutes without instructor assistance per lesson plan.
1.10.	Perform function check of the carbine and magazine.	Carbine and required equipment.	Function check the carbine within 1-minute without instructor assistance per lesson plan.
1.11.	Explain operator maintenance of the carbine. **Note:** Shooters are evaluated on ITO 4.6 after completing live-fire.	Carbine and required equipment.	Understand how to perform an operator inspection and complete proper preventive maintenance of the carbine with instructor assistance per lesson plan.

1.12.	Perform single round loading and unloading of the carbine magazine.	Carbine and required equipment.	Perform single round loading and unloading of the carbine magazine within 1-minute without instructor assistance per lesson plan.
1.13.	Perform loading of the magazine using the magazine filler.	Carbine and required equipment.	Load magazine with five dummy rounds within 1-minute using magazine filler without instructor assistance per lesson plan.
1.14.	Perform loading of the carbine.	Carbine and required equipment.	Perform loading of the carbine within 1-minute, without instructor assistance per lesson plan.
1.15.	Perform unloading of the carbine.	Carbine and required equipment.	Unload carbine within 30-seconds without instructor assistance per lesson plan.
1.16.	Perform chambering of a round (charging the weapon) with the carbine.	Carbine and required equipment.	"Charge" the weapon to chamber a round within 5-seconds without instructor assistance per lesson plan.
1.17.	Perform rapid reloading of the carbine.	Carbine and required equipment.	Rapid reloading of the carbine within 5-seconds without instructor assistance per lesson plan.
1.18.	Perform tactical reloading of the carbine.	Carbine and required equipment.	Perform a tactical reload of the carbine within 15-seconds without instructor assistance per lesson plan.
1.19.	Identify malfunctions and stoppages of the carbine.	Carbine and required equipment.	Identify malfunctions and stoppages of the carbine without instructor assistance per lesson plan.
1.20.	Correct failure to fire stoppage.	Carbine and required equipment.	Apply immediate action and correct stoppage within 5-seconds without instructor assistance per lesson plan.
1.21.	Correct failure to eject stoppage (double feed).	Carbine and required equipment.	Apply remedial action and correct stoppage within 15-seconds without instructor assistance per lesson plan.
1.22.	Correct failure to eject stoppage (stovepipe).	Carbine and required equipment.	Apply remedial action and correct stoppage within 5-seconds without instructor assistance per lesson plan.

1.23.	Correct failure to feed stoppage.	Carbine and required equipment.	Apply remedial action and correct stoppage within 15-seconds without instructor assistance per lesson plan.
1.24.	Understand light recoil causes, indications, and corrective action.	Carbine and required equipment.	Answer questions on causes, indications, and corrective action without instructor assistance per lesson plan.
2.	Understand marksmanship fundamentals.	Carbine and required equipment.	Demonstrate marksmanship fundamentals with instructor assistance.
ITOs			
2.1.	Practice performing marksmanship fundamentals in dry-fire environment.	Carbine and required equipment.	Shooters practice grip, position, aiming, breath control, trigger control (dry-fire) with instructor assistance per lesson plan.
2.2.	Perform sight adjustments.	Carbine and required equipment.	Shooters demonstrate adjusting elevation and windage on all sight systems with instructor assistance per lesson plan.
2.3.	Explain fundamentals of rapid and burst firing.	Carbine and required equipment.	Answer questions about fundamentals of rapid and burst firing with instructor assistance per lesson plan.
2.4.	Explain techniques of night firing without night vision devices.	Carbine and required equipment.	Answer basic questions about night firing techniques with instructor assistance per lesson plan.
2.5.	Perform mounting and removal of issued night vision devices.	Carbine and required equipment.	Demonstrate mounting and removing issued night vision and aiming devices without instructor assistance per lesson plan.
2.6.	Perform operation of night vision devices.	Carbine and required equipment.	Demonstrate operation (turn on/off, adjustments, battery change) of issued night vision and aiming devices without instructor assistance per lesson plan.
2.7.	Perform operator maintenance of issued night vision devices.	Carbine and required equipment.	Perform operator maintenance during weapon cleaning without instructor assistance per lesson plan.

2.8.	Explain techniques of night firing with night vision devices.	Carbine and required equipment.	Answer basic questions on firing with night vision and aiming devices.
3.	Demonstrate basic marksmanship skills.	Carbine and required equipment.	Successfully complete BDQC practice phases.
ITOs			
3.1.	Demonstrate weapons and range safety.	Carbine and required equipment.	Apply weapon and range safety procedures throughout practice phases with instructor assistance per lesson plan.
3.2.	Demonstrate proper firing positions.	Carbine and required equipment.	Demonstrate ability to assume proper firing positions and properly use cover with instructor assistance per lesson plan.
3.3.	Demonstrate achieving a 4-cm shot group within the zero-target impact area and demonstrate zero procedures CCO, RCO, and or DVO.	Carbine and required equipment.	Perform sight adjustments and should achieve a 4-cm shot group on the zero-target impact area with instructor assistance per lesson plan.
4.	Apply marksmanship skills.	Carbine and required equipment.	Achieve qualifying score on BDQC.
ITOs			
4.1.	Apply weapon safety procedures.	Carbine and required equipment.	Apply weapon and range safety procedures throughout evaluation phases of course of fire without instructor assistance per lesson plan.
4.2.	Perform clearing, loading, reloading, charging, and immediate/remedial action procedures.	Carbine and required equipment.	Perform clearing, loading, reloading, charging and immediate/remedial action without instructor assistance per lesson plan.
4.3.	Operate night vision/aiming devices.	Carbine and required equipment.	Operate night vision/aiming devices without instructor assistance per lesson plan.
4.4.	Achieve a qualifying score on evaluation phases of the BDQC.	Carbine and required equipment.	Qualify on all evaluation phases of the course of fire without instructor assistance per course of fire.
4.5.	Perform threat engagement, tactical movement, and use of cover techniques.	Carbine and required equipment.	Perform threat engagement, tactical movement, and use of cover techniques without

			instructor assistance per course of fire.
4.6.	Perform operator maintenance and function check of the carbine.	Carbine and required equipment.	Perform disassembly, cleaning, inspection, lubrication, assembly, and function check of the carbine, magazine, and night vision/aiming devices within 30-minutes and without instructor assistance per lesson plan.

Table 18.5. Carbine BDQC.

ORDER	POSITION	LOAD	ROUNDS	TIME (Sec)	DISTANCE M/YDS	TARGET
TABLE I: BASIC CARBINE MARKSMANSHIP						
Phase I: CCO, RCO or DVO Zero and Grouping						
1.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
2.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
3.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
4.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
5.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
			20 Total Rounds			
Phase II: Immediate/Remedial Action Practice						
1.	Standing Unsupported	(1) 10 rd mag	10 (1, 10 shot string)	120	15M	E
			10 Total Rounds			
Phase III: Basic Carbine Marksmanship Practice						
1.	Prone Supported	(6) 4 rd mags	10 (1, 10 shot string)	60	25M	TF
2.	Prone Unsupported	(12) 3 rd mags	10 (1, 10 shot string)	60	25M	TF

3.	High Kneeling		10 (1, 10 shot string)	60	25M	TF
4.	Low Kneeling		10 (1, 10 shot string)	60	25M	TF
5.	Double Kneeling		10 (1, 10 shot string)	60	25M	TF
6.	Standing Supported/ Over Barricade		10 (1, 10 shot string)	60	25M	TF
			60 Total Rounds			
Phase IV: Basic Carbine Marksmanship Evaluation						
1.	Prone Supported	(4) 10 rd mags	10 (1, 10 shot string)	60	25M	TF
2.	Prone Unsupported		10 (1, 10 shot string)	60	25M	TF
3.	Kneeling		10 (1, 10 shot string)	60	25M	TF
4.	Standing Supported/ Over Barricade		10 (1, 10 shot string)	60	25M	TF
			40 Total Rounds			
			130 Rounds for Table II			
TABLE II: SHORT RANGE COMBAT						
Phase I: Tactical Engagement Techniques Practice						
1.	Standing Unsupported/ Controlled Pairs	(1) 18 rd mag	4 (2, 2 shot strings)	4 (per string)	15M	E
2.	Standing Unsupported/ Failure Drills		6 (2, 3 shot strings)	6 (per string)	15M	E
3.	Standing Unsupported/ Multiple Threats		8 (2, 4 shot strings)	4 (per string)	7/15M	E
4.	Standing Unsupported/ Control Auto Fire	(1) 12 rd mag	12 (3 to 4 controlled bursts)	4 (per string)	15M	E
			30 Total Rounds			
Phase II: Use of Cover Practice						

1.	Standing Unsupported/ Roll Left	(5) 6 rd mags	6 (3, 2 shot strings)	5 (per string)	15M	E
2.	Standing Unsupported/ Roll Right		6 (3, 2 shot strings)	5 (per string)	15M	E
3.	Kneeling/Roll Left		6 (3, 2 shot strings)	5 (per string)	15M	E
4.	Kneeling/Roll Right		6 (3, 2 shot strings)	5 (per string)	15M	E
5.	Standing Unsupported to Kneeling		6 (1, 6 shot strings)	10 (per string)	15M	E
		30 Total Rounds				
Phase III: Short Range Combat Evaluation						
1.	Standing Unsupported/ Roll Left	(1) 28 rd mag	6 (3, 2 shot strings)	5 (per string)	15M	E
2.	Standing Unsupported/ Roll Right		6 (3, 2 shot strings)	5 (per string)	15M	E
3.	Kneeling/Roll Left		6 (3, 2 shot strings)	5 (per string)	15M	E
4.	Kneeling/Roll Right		6 (3, 2 shot strings)	5 (per string)	15M	E
5.	Standing Unsupported to Kneeling	(1) 12 rd mag	4 (1, 4 shot string)	10 (per string)	15M	E
6.	Standing Unsupported/ Control Auto Fire		12 (3 to 4 controlled bursts)	4 (per string)	15M	E
		40 Total Rounds				
		100 Total Rounds Table II				
TABLE III: LOW VISIBILITY ENGAGEMENT TECHNIQUES						
Phase I: Laser Aiming Device Zero and Grouping						
1.	Prone Supported	(1) 4 rd mag	4 (1, 4 shot string)	N/A	25M	Z
2.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z

3.	Prone Supported	(1) 3 rd mag	3 (1, 3 shot string)	N/A	25M	Z
			10 Total Rounds			
Phase II: Low Visibility Target Engagement Training						
1.	Standing Unsupported/ Roll Left	(1) 30 rd mags	6 (3, 2 shot strings)	10 (per string)	15M	E
2.	Standing Unsupported/ Roll Right		6 (3, 2 shot strings)	10 (per string)	15M	E
3.	Kneeling/Roll Left		6 (3, 2 shot strings)	10 (per string)	15M	E
4.	Kneeling/Roll Right		6 (3, 2 shot strings)	10 (per string)	15M	E
5.	Standing Unsupported to Kneeling		6 (1, 6 shot string)	15 (per string)	15M	E
			30 Total Rounds			
Phase III: Laser Aiming Device Training						
1.	Standing Unsupported/ Roll Left	(1) 30 rd mags	6 (3, 2 shot strings)	10 (per string)	15M	E
2.	Standing Unsupported/ Roll Right		6 (3, 2 shot strings)	10 (per string)	15M	E
3.	Kneeling/Roll Left		6 (3, 2 shot strings)	10 (per string)	15M	E
4.	Kneeling/Roll Right		6 (3, 2 shot strings)	10 (per string)	15M	E
5.	Standing Unsupported to Kneeling		6 (1, 6 shot string)	15 (per string)	15M	E
			30 Total Rounds			
			70 Total Rounds Table IV			
			300 Total Rounds Table I – IV			

18.8. Course Information, Carbine BDQC.

18.8.1. Targets. Targets required for each phase and order of the course are identified in **Table 18.5**. **Note:** Units may use of previously approved zero targets until exhausted.

18.8.1.1. If utilizing the BUIS/CCO/RCO, Target "Z" is the M4/M16-series weapons 25m zero short range and pistol marksmanship target (NSN: 6920-01-660-9191) as shown in **Figure 18.1**.

18.8.1.2. If utilizing the Direct View Optic (DVO), Target "Z" is the 25-Meter, Multipurpose Target "True – Mil" Grid (UPC: 632281101376) (**Figure 18.2**.). **Note:** When zeroing the DVO at 25-meters, leave the optic at the 1x power.

18.8.1.3. Target "TF" (**Figure 18.3**) is the 25-meter scaled silhouette, Timed-Fire Target (NSN: 6920-01-167-1397).

18.8.1.4. Target Military "E" is the kneeling silhouette target (NSN: 6920-00-600-6874) with a 10-inch lethal (chest) and a 6-inch incapacitation (head) zone added as depicted in **Figure 18.4**. Before conducting training, prepare Military "E" silhouette targets as follows. Draw a 10-inch circle in the center of the chest and a 6-inch circle on the center of the head of the target. Center the 10-inch circle on the target with the top edge of the circle 13.25 inches from the top of the head of the target and center the 6-inch circle in the head of the target with the top of the circle 3-inches below the top of the target. For multiple target engagement, the Target Military Modified "E" may be used by drawing two, 10-inch circles on the target as depicted in **Figure 18.5**.

18.8.2. Carbine BDQC Firing Stances and Positions. The firing positions used are the standing, kneeling and prone positions.

18.8.2.1. Standing position. Standing positions provide the shooter with the least amount of stability but a high amount of mobility.

18.8.2.2. Kneeling position. Kneeling positions are a slightly more advanced stance in carbine shooting. These positions provide the shooter with added stability at the cost of mobility. The high kneeling position, low kneeling position, and double kneeling position may be used.

18.8.2.3. Prone position. Prone positions are the most stable position in carbine shooting. The position provides the shooter with extreme stability at the high cost of minimal mobility.

18.8.3. Minimum Requirements for Qualification and Expert Status:

18.8.3.1. TABLE I – BASIC CARBINE MARKSMANSHIP.

18.8.3.1.1. Phase I – CCO, RCO, or DVO Zero and Grouping: Shooters zero the M68 and DVO so the point of aim equals point of impact and shot grouping is centered in the 4-cm "Z" target circle at 25-meters. The DVO should be zeroed with M855A1 EPR ammunition at 100-meters. If zeroed at 25-meters, shooters should confirm zero at 100-meters. **Note:** See DAFMAN 31-131 V1 for M855A1 ammunition restrictions.

18.8.3.1.2. Phase II – Immediate/Remedial Action Practice: This is a practice phase only and hits do not count toward qualification. However, shooters should strive to hit the required targets in the prescribed time limits, as this prepares them for the evaluation phase.

18.8.3.1.3. Phase III – Basic Carbine Marksmanship Practice: This is a practice phase only and hits do not count toward qualification. However, shooters should strive to hit

the required targets in the prescribed time limits, as this prepares them for the evaluation phase.

18.8.3.1.4. Phase IV – Carbine Marksmanship Evaluation: Qualified; a total of 24-hits on the silhouettes. Expert; a total of 36-hits on silhouettes. Personnel must also qualify on all other phases they fire to receive Expert status. **(T-1) Note:** CATM will count a maximum of four hits per silhouette and all extra hits on silhouettes are counted as misses.

18.8.3.2. TABLE II – SHORT RANGE COMBAT.

18.8.3.2.1. Phase I – Tactical Engagement Techniques Practice: This is a "Go" or "No-Go" phase only and hits do not count toward qualification. However, shooters should strive to hit the required targets in the prescribed time limits, as this prepares them for the evaluation phase.

18.8.3.2.2. Phase II – Use of Cover Practice: This is a "Go" or "No-Go" practice phase only and hits do not count toward qualification. However, shooters should strive to hit the required targets in the prescribed time limits, as this prepares them for the evaluation phase.

18.8.3.2.3. Phase III – Short Range Combat Evaluation: Qualified; 24-hits on the silhouette. Expert; 40-hits on the silhouette with 36-hits in the 10-inch Lethal Zone.

18.8.3.3. TABLE III – LOW VISIBILITY ENGAGEMENT.

18.8.3.3.1. Phase I – Laser Aiming Device Zero: Shooters should achieve a 4-cm, three-shot group within the designated offset impact zone.

18.8.3.3.2. Phase II – Low Visibility Target Engagement: This phase is a "GO" or "NO-GO" only and hits do not count toward qualification. However, shooters should strive to hit the required targets in the prescribed time limits.

18.8.3.3.3. Phase III – Laser Aiming Device Training: This phase is a "GO" or "NO-GO" only and hits do not count toward qualification. However, shooters should strive to hit the required targets in the prescribed time limits.

18.8.4. General Course Guidance.

18.8.4.1. Shooters fire the entire course while wearing issued Model Defender gear.

18.8.4.2. Shooters only receive additional time to complete firing if they properly applied immediate action procedures. If the shooter failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining rounds for the order of fire are counted as misses.

18.8.4.3. The purpose of using the 25-meter zeroing (Z) target is three-fold. First, the shooter has a realistic combat distance target with a sight adjustment grid printed over the silhouette to aid in accurately making sight adjustments. Secondly, it is an excellent training aid for conducting grouping exercises. Finally, the target provides a good indication of the shooter's ability to hit a life-size target at expected distances from a steady firing position.

18.8.4.4. The primary purpose of the various supported positions is to teach shooters the tactical advantage of using cover in a combat situation and to increase combat accuracy. Instructors emphasize the use of cover throughout the course. Shooters maximize the use of cover during firing and reloading.

18.8.4.5. During reloading, shooters keep the firing hand on the rifle grip or support hand on the handguards as appropriate depending on which hand is being used to withdraw the magazine. When withdrawing a magazine from the weak side, shooters continue to maintain a grip on the rifle grip with the firing hand. If reloading from a strong side pouch, shooters may maintain their grip on the handguards with the weak hand. The requirement is for shooters to maintain positive control of the weapon when reloading from either side of the body.

18.8.4.6. Before each order, place loaded magazines in the pouch with the top end of the magazine down and the projectile end or front edge of the magazine pointing away from the body, toward or away from the centerline of the body depending on the type of pouches and technique used when withdrawing the magazine. Properly orienting magazines ensures speed and efficiency of reload. The shooter only unfastens the pouch and remove the magazine during the reload. This is a critical skill requiring practice to accomplish quickly and smoothly. It is imperative shooters practice reloading the rifle/carbine from the pouch. Shooters can reload magazines between orders of fire, as necessary.

18.8.4.7. The silhouettes on the Timed Fire targets are engaged as targets within the shooter's field of fire. For example, if 10 enemy targets presented themselves at the actual distances represented on the Timed Fire target, the closest (greatest threat) targets would be engaged first, progressing to the farthest (least threat) targets. In combat, shooters should engage those targets posing the greatest threat first.

18.8.5. Carbine BDQC Course Notes.

18.8.5.1. TABLE I: BASIC CARBINE MARKSMANSHIP.

18.8.5.1.1. Phase I – CCO, RCO, and or DVO Zero and Grouping.

18.5.5.1.1.1. Shooters fire five, four-round shot groups with no time limit. Shooters should achieve at least one-shot group within the 4-cm circle on the 25-meter “Z” target. Instructors closely analyze shooter errors for shooters who do not achieve a 4-cm shot group within the silhouette circle. Additionally, instructors should double-check the weapon and sights to ensure that they are serviceable and properly mounted.

18.8.5.1.1.2. During all orders of fire, shooters perform their own sight adjustments. Instructors coach as necessary to assist shooters in attaining a 4-cm shot group somewhere on the target before attempting to adjust the sights. Instructors can provide additional rounds for those shooters who have difficulty until the shooter attains a shot group. Targets are marked and analyzed by instructors and shooters after each order of fire.

18.8.5.1.1.3. Shooters using the M68 or DVO zero the optic to hit point of aim, for accomplishment of the 25-meter reduced silhouette portion of the course. After completing zero and firing at a Military “E” target, shooters using the M68 will turn

the elevation adjustment screw clockwise (down) four (4) clicks and shooters using the DVO turn the elevation adjustment screw clockwise (down) seven (7) clicks. This procedure adds the 1.5-cm offset needed for combat zero. The M68 and DVO should remain at this setting for individually assigned or deploying weapons.

18.8.5.1.2. Phase II – Immediate/Remedial Action Practice. The purpose of this phase is to train shooters how to identify stoppages and malfunctions, correct them, and continue to engage the threat. This is done by loading a magazine with a combination of live and dummy ammunition. Prior to shooters loading weapons or attempting live-fire, instructors demonstrate the position. Shooters then assume the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

18.8.5.1.2.1. Order 1 – Standing Unsupported Practice: Shooters begin with one, 10-round magazine loaded with 10-live rounds and five-dummy rounds randomly loaded and placed in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the standing unsupported position.

18.8.5.1.2.1.1. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a 10-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round.

18.8.5.1.2.1.2. On the command "FIRE," take aim, place the weapon on SEMI, and engage the Military "E" Target in the 10-inch Lethal Zone. Shooters are allowed 120-seconds to complete all firing. Shooters will correct all stoppages presented using the dummy rounds. Instructors will only assist when there is a safety concern. After completion of this order, instructors make the line safe, mark hits, and analyze targets.

18.8.5.1.3. Phase III – Basic Carbine Marksmanship Practice. The purpose of this phase is to train shooters on the standard carbine firing positions. Shooters will engage the Timed Fire target from the prone supported, unsupported, high kneeling, low kneeling, double kneeling and over barricade positions. Prior to shooters loading weapons or attempting live-fire, instructors demonstrate the position. Shooters then assume the firing position while instructors analyze each shooter's position and make corrections until each shooter achieves a solid firing position.

18.8.5.1.3.1. Order 1 – Prone Supported Practice: Shooters begin with one, four-round magazine and two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone supported position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a four-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters will reload twice during the order with the two, 3-round magazines for a total of 10-shots. Shooters are allowed

60-seconds to complete all firing. After firing all 10-rounds, shooters will place their weapon on Safe and await further instructions from the tower operator.

18.8.5.1.3.2. Order 2 – Prone Unsupported Practice: Shooters begin with one, four-round magazine and two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone unsupported position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a four-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters will reload twice during the order with the two, three-round magazines for a total of 10-shots. Shooters are allowed 60-seconds to complete all firing. After firing all 10-rounds, shooters will place their weapon on Safe and await further instructions from the tower operator.

18.8.5.1.3.3. Order 3 – High Kneeling Practice: Shooters begin with one, 4-round magazine and two, 3-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the high kneeling position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a four-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters will reload twice during the order with the two, three-round magazines for a total of 10-shots. Shooters are allowed 60-seconds to complete all firing. After firing all 10-rounds, shooters will place their weapon on Safe and await further instructions from the tower operator.

18.8.5.1.3.4. Order 4 – Low Kneeling Practice: Shooters begin with one, four-round magazine and two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the low kneeling position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a four-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters will reload twice during the order with the two, 3-round magazines for a total of 10-shots. Shooters are allowed 60-seconds to complete all firing. After firing all 10-rounds, shooters will place their weapon on Safe and await further instructions from the tower operator.

18.8.5.1.3.5. Order 5 – Double Kneeling Practice: Shooters begin with one, four-round magazine and two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the double kneeling

position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a four-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters will reload twice during the order with the two, 3-round magazines for a total of 10-shots. Shooters are allowed 60-seconds to complete all firing. After firing all 10-rounds, shooters will place their weapon on Safe and await further instructions from the tower operator.

18.8.5.1.3.6. Order 6 – Standing Supported/Over Barricade Practice: Shooters begin with one, 4-round magazine and two, three-round magazines in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the over barricade position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a four-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," take aim, place the weapon on SEMI, and engage all silhouettes (75m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters will reload twice during the order with the two, 3-round magazines for a total of 10-shots. Shooters are allowed 60-seconds to complete all firing. **Note:** Shooters will take a knee "behind cover" to conduct their reloads. Instructors will ensure students are conducting this in a safe manner. After firing all 10-rounds, shooters will place their weapon on Safe and await further instructions from the tower operator. After completion of this order of fire, instructors make the line safe, mark hits and analyze targets.

18.8.5.1.4. Phase IV – Basic Carbine Marksmanship Evaluation. The purpose of this phase is to evaluate a shooter's ability to engage targets from the standard carbine firing positions.

18.8.5.1.4.1. Order 1 – Prone Supported Evaluation: Shooters begin with one, 10-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone supported position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a 10-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters will fire a total of 10-shots. Shooters are allowed 60-seconds to complete all firing. After firing all 10-rounds, shooters will place their weapon on Safe and await further instructions from the tower operator.

18.8.5.1.4.2. Order 2 – Prone Unsupported Evaluation: Shooters begin with one, 10-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the prone unsupported position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and

insert a 10-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters will fire a total of 10-shots. Shooters are allowed 60-seconds to complete all firing. After firing all 10-rounds, shooters will place their weapon on Safe and await further instructions from the tower operator.

18.8.5.1.4.3. Order 3 –Kneeling Evaluation: Shooters begin with one, 10-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume a kneeling position. Shooters may choose either the high kneeling, low kneeling, or double kneeling positions. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a 10-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters will fire a total of 10-shots. Shooters are allowed 60-seconds to complete all firing. After firing all 10-rounds, shooters will place their weapon on Safe and await further instructions from the tower operator.

18.8.5.1.4.4. Order 4 – Standing Supported/Over Barricade Practice: Shooters begin with one, 10-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, pick up their weapon, point the muzzle down range, and assume the over barricade position. On the command "LOAD," shooters ensure the selector lever is on Safe, release the bolt forward and insert a four-round magazine from their ammo pouch. On the command "MAKE READY" shooters will charge their weapon, chambering a round. On the command "FIRE," take aim, place the weapon on SEMI, and engage all silhouettes (50m, 100m, 150m, 200m, 250m and 300m) on the Timed Fire target with one round each. Shooters will fire a total of 10-shots. Shooters are allowed 60-seconds to complete all firing. **Note:** Shooters will take a knee "behind cover" to conduct their reloads. Instructors will ensure students are conducting this in a safe manner. After firing all 10-rounds, shooters will place their weapon on Safe and await further instructions from the tower operator. After completion of this order of fire, instructors make the line safe, and score targets.

18.8.5.2. TABLE II: SHORT RANGE COMBAT ENGAGEMENT TECHNIQUES. The purpose of this table is to train and evaluate shooters on the skills needed to effectively engage threats in short range combat situation by using rapid fire and cover and concealment techniques. Shooters execute "Cover and Sweep" at the end of all orders or strings of fire. Failure to do so results in forfeiture of the rounds fired. All Table III firing is conducted with the Military "E" targets positioned at the 15-meter target line.

18.8.5.2.1. Phase I – Tactical Engagement Techniques Practice: The purpose of this phase is to train shooters on techniques to successfully engage threats rapidly using controlled fire.

18.8.5.2.1.1. Order 1 - Standing Unsupported/Controlled Pairs: The purpose of this order is to train shooters to successfully engage threats quickly and to introduce shooters to a controlled pair, which is two rapid shots, but aimed, shots fired in succession at the 10-inch Lethal Zone of the Military "E" Target from a standing unsupported position.

18.8.5.2.1.1.1. Shooters begin with an 18-round magazine in the weapon. On the command "LOAD," shooters ensure the selector is on Safe, release the bolt and insert an 18-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.2.1.1.2. On the command "CONTACT FRONT," shooters raise the weapon, identify their target and fire one controlled pair at the 10-inch Lethal Zone of the Military "E" Target. Once the two rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and assume a low-ready stance. Shooters have a time limit of 4-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of four rounds.

18.8.5.2.1.2. Order 2 - Standing Unsupported/Failure Drill: The purpose of this order is to train shooters to successfully engage threats quickly and to introduce shooters to a failure drill, which is two rapid shots, but aimed, shots fired in succession at the 10-inch Lethal Zone of the Military "E" Target. At times, the two shots to center of mass will not stop a threat due to body armor or adrenaline. In that case, after assessing the threat, shooters will take a well-placed shot to the 10-inch Incapacitation Zone from a standing unsupported position.

18.8.5.2.1.2.1. Shooters begin with a 14-round magazine (from the previous order) in the weapon. Shooters will ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.2.1.2.2. On the command "CONTACT FRONT," shooters raise the weapon, identify their target, and fire a failure drill at the Military "E" Target. Once the three rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and assume a low-ready stance. Shooters have a time limit of 6-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order once for a total of six-rounds.

18.8.5.2.1.3. Order 3 - Standing Unsupported/Controlled Pairs/Multiple Threats: The purpose of this order is to teach shooters the technique of transitioning between multiple threats. Prior to live-fire, instructors demonstrate the technique and reinforce proper stance and smooth movement over speed. Instructors also stress that the eyes move first then the weapon follows.

18.8.5.2.1.3.1. For this order, the two Military "E" targets should be spaced at least two feet apart; however, if this is not possible, the targets may be spaced with the sides touching each other. Ranges with a single target per position

utilize the Modified Military "E" target as shown in **Figure 18.5**. The intent is for shooters to learn to move the weapon laterally to engage multiple threats.

18.8.5.2.1.3.2. Shooters begin with an eight-round magazine in the weapon (from the previous order). Shooters ensure their trigger finger is extended outside the trigger guard; thumb resting on the selector lever and assume the low ready position. Instructors continuously stress muzzle discipline, recoil control through proper stance, and the importance of smooth execution over speed.

18.8.5.2.1.3.3. On the tower operator's command "CONTACT FRONT LEFT" or "CONTACT FRONT RIGHT," shooters engage each target in the 10-inch Lethal Zone on the Military "E" target with a controlled pair (two rounds each target, four shots total per string) within the 4-second time limit. Targets are engaged in order left to right (L/R) or right to left (R/L) as identified by the tower operator's voice instruction. Shooters will repeat this string of fire once for a total of eight-rounds.

18.8.5.2.1.4. Order 4 – Standing Unsupported Controlled Auto Fire Practice:

18.8.5.2.1.4.1. Shooters begin with a 12-round magazine in the weapon. On the command "LOAD," shooters ensure the selector is on Safe, release the bolt and insert a 12-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position. **Note:** Shooters will ensure they are in the center of their firing point in a standing unsupported position. Shooters will ensure they have a stable platform to engage the target with automatic fire.

18.8.5.2.1.4.2. On the command "CONTACT FRONT," shooters will bring their weapon up, move the selector to "AUTO" and will engage the 10-inch Lethal Zone with one 3- to 5-round burst. Once the burst has been expended, shooters conduct a "sweep and clear" move their selector to Safe and assume the "low ready" position. Shooters have a time limit of 5-seconds per string. Because not every burst will be the same, the tower operator will continue to repeat this string of fire until all shooters have expended their rounds. After completion of this order of fire, instructors make the line safe, mark hits and analyze targets.

18.8.5.2.2. Phase II – Use of Cover Practice: The purpose of this phase is to train shooters on techniques to utilize cover and concealment to and to successfully engage threats rapidly use controlled fire. After each order, shooters will reload with a six-round magazine.

18.8.5.2.2.1. Order 1 – Standing Unsupported/Roll Left Practice: The purpose of this order is to train shooters to successfully engage threats while utilizing cover and concealment in a standing unsupported position.

18.8.5.2.2.1.1. Shooters begin with five six-round magazines in their ammo pouch. On the command "LOAD," shooters ensure the selector is on Safe, release the bolt and insert a six-round magazine. On the command "MAKE

READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.2.2.1.2. On the command of the tower operator, shooters take a step to their right behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.2.2.1.3. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two-rounds from the standing unsupported position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 5-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six-rounds.

18.8.5.2.2.2. Order 2 – Standing Unsupported/Roll Right Practice: The purpose of this order is to train shooters to successfully engage threats while utilizing cover and concealment in a standing unsupported position.

18.8.5.2.2.2.1. Shooters begin with a six-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.2.2.2.2. On the command of the tower operator, shooters take a step to their left behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.2.2.2.3. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with two-rounds from the standing unsupported position. Once the two rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 5-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six rounds.

18.8.5.2.2.3. Order 3 – Kneeling/Roll Left Practice: The purpose of this order is to train shooters to successfully engage threats while utilizing cover and concealment in a kneeling unsupported position.

18.8.5.2.2.3.1. Shooters begin with a six-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.2.2.3.2. On the command of the tower operator, shooters take a step to their right behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.2.2.3.3. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two rounds from the standing unsupported position. Once the two rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 5-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six-rounds.

18.8.5.2.2.4. Order 4 – Kneeling/Roll Right: The purpose of this order is to train shooters to successfully engage threats while utilizing cover and concealment in a kneeling unsupported position.

18.8.5.2.2.4.1. Shooters begin with a six-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.2.2.4.2. On the command of the tower operator, shooters take a step to their left behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall.

18.8.5.2.2.4.3. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with two rounds from the kneeling position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 5-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six rounds.

18.8.5.2.2.4.4. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.2.2.5. Order 5 – Standing Unsupported to Kneeling:

18.8.5.2.2.5.1. Shooters begin with a six-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position. To begin, shooters will ensure they are in the center of their firing point in a standing unsupported position.

18.8.5.2.2.5.2. On the command "CONTACT FRONT," shooters will bring their weapon up, move the selector to "SEMI" and will engage the 10-inch

Lethal Zone with three-rounds. Once the controlled pair has been expended, shooters assume a kneeling position and fire a second volley of three-rounds to the 10-inch Lethal Zone. Shooters will have a 10-second time limit for all four shots. After completion of this order of fire, instructors make the line safe, mark hits and analyze targets.

18.8.5.2.3. Phase III – Short Range Combat Evaluation. The purpose of this phase is to evaluate the shooter's ability to utilize cover and concealment to and to successfully engage threats rapidly use controlled fire.

18.8.5.2.3.1. Order 1 – Standing Unsupported/Roll Left Evaluation: The purpose of this order is to train shooters to successfully engage threats while utilizing cover and concealment in a standing unsupported position.

18.8.5.2.3.1.1. Shooters begin with a 28-round magazine in the weapon. On the command "LOAD," shooters ensure the selector is on Safe, release the bolt and insert a 28-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.2.3.1.2. On the command of the tower operator, shooters take a step to their right behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1 inch from the barricade or wall. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder.

18.8.5.2.3.1.3. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two rounds from the standing unsupported position. Once the two rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 5-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six-rounds.

18.8.5.2.3.2. Order 2 – Standing Unsupported/Roll Right Evaluation: The purpose of this order is to evaluate the shooter's ability to successfully engage threats while utilizing cover and concealment in a standing unsupported position.

18.8.5.2.3.2.1. Shooters begin with a 22-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.2.3.2.2. On the command of the tower operator, shooters take a step to their left behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder.

18.8.5.2.3.2.3. On the command "CONTACT FRONT," shooters will roll to

the right and engage the 10-inch Lethal Zone with two-rounds from the standing unsupported position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 5-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six rounds.

18.8.5.2.3.3. Order 3 – Kneeling/Roll Left Evaluation: The purpose of this order is to evaluate the shooter's ability to successfully engage threats while utilizing cover and concealment in a kneeling unsupported position.

18.8.5.2.3.3.1. Shooters begin with a 16-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.2.3.3.2. On the command of the tower operator, shooters take a step to their right behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder.

18.8.5.2.3.3.3. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two-rounds from the standing unsupported position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 5-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six-rounds.

18.8.5.2.3.4. Order 4 – Kneeling/Roll Right Evaluation: The purpose of this order is to evaluate the shooter's ability to successfully engage threats while utilizing cover and concealment in a kneeling unsupported position.

18.8.5.2.3.4.1. Shooters begin with a 10-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.2.3.4.2. On the command of the tower operator, shooters take a step to their left behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder.

18.8.5.2.3.4.3. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with two rounds from the kneeling position. Once the two rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 5-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six rounds.

18.8.5.2.3.5. Order 5 – Standing Unsupported to Kneeling Evaluation: The purpose of this order is to evaluate the shooter's ability to successfully engage threats while moving from a standing to a kneeling position.

18.8.5.2.3.5.1. Shooters begin with a four-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.2.3.5.2. On the command "CONTACT FRONT," shooters will bring their weapon up, move the selector to "SEMI" and will engage the 10-inch Lethal Zone with one controlled pair. Once the controlled pair has been expended, shooters assume a kneeling position and fire a second controlled pair to the 10-inch Lethal Zone. Shooters will have a 10-second time limit for all four shots.

18.8.5.2.3.5.3. Following this order of fire, shooters will conduct a rapid reload with a 12-round magazine from their pouch.

18.8.5.2.3.6. Order 6 – Standing Unsupported Controlled Auto Fire Evaluation: The purpose of this order is to evaluate the shooter's ability to successfully engage threats while using controlled automatic fire.

18.8.5.2.3.6.1. Shooters begin with a 12-round magazine in the weapon (from the previous order). On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position. Shooters will ensure they are in the center of their firing point in a standing unsupported position. Shooters will ensure they have a stable platform to engage the target with automatic fire.

18.8.5.2.3.6.2. On the command "CONTACT FRONT," shooters will bring their weapon up, move the selector to "AUTO" and will engage the 10-inch Lethal Zone with one 3- to 5-round burst. Once the burst has been expended, shooters conduct a "sweep and clear" move their selector to Safe and assume the "low ready" position. Shooters have a time limit of 4-seconds per string. Because not every burst will be the same, the tower operator will continue to repeat this string of fire until all shooters have expended their rounds. After completion of this order of fire, instructors make the line safe, and score targets.

18.8.5.3. TABLE III: LOW VISIBILITY ENGAGEMENT TECHNIQUES. The purpose of this table is to train and evaluate shooters on the skills needed to effectively engage threats in low visibility environments by using rapid fire and cover and concealment techniques. Shooters execute "Cover and Sweep" at the end of all orders or strings of fire. Failure to do so results in forfeiture of the rounds fired. All Table III firing is conducted with the Military "E" targets positioned at the 15-meter target line. This order is evaluated as "Go" or "No-Go" and scores do not count towards qualification.

18.8.5.3.1. Phase I – Laser Aiming Devices Zero and Grouping. The purpose of this phase of fire is to zero the Laser Aiming Device on the shooter's weapon. Shooters who do not have Laser Aiming Devices will not fire this phase. These orders are for

zero and practice. Shooters fire one, 4-round shot group and two, three-round shot groups with no time limit. Shooters also use an approved issued night vision device to include, but not limited to, the AN/PVS-31C or AN/PVS-14. Instructors use zeroing procedures found in the applicable operator's manual for the laser-aiming device. Zero is considered complete when shooters achieve a 4-cm, three-round shot group within the required impact zone on the target.

18.8.5.3.2. Phase II - Low Visibility Target Engagement Training: The purpose of this phase of fire is to teach shooters to rapidly engage threats in low visibility environments. Lights are dimmed but not totally out as shooters need to be able to identify their targets. Instructors must ensure they are able to observe the actions of the shooters on the firing line. **(T-1)**

18.8.5.3.2.1. Order 1 – Standing Unsupported/Roll Left: The purpose of this order is to train shooters to successfully engage threats low visibility environment while utilizing cover and concealment in a standing unsupported position.

18.8.5.3.2.1.1. If shooters have a weapon mounted flashlight, they may use it during this phase. If not, they will fire the phase low visibility. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.3.2.1.2. Shooters begin with a 30-round magazine in the weapon. On the command "LOAD," shooters ensure the selector is on Safe, release the bolt and insert a 30-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position. On the command of the tower operator, shooters take a step to their right behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall.

18.8.5.3.2.1.3. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two-rounds from the standing unsupported position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 10-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six-rounds.

18.8.5.3.2.2. Order 2 – Standing Unsupported/Roll Right: The purpose of this order is to train shooters to successfully engage threats low visibility environment while utilizing cover and concealment in a standing unsupported position. If shooters have a weapon mounted flashlight, they may use it during this phase. If not, they will fire the phase low visibility.

18.8.5.3.2.2.1. Shooters begin with a 24-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.3.2.2.2. On the command of the tower operator, shooters take a step to their left behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.3.2.2.3. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with two-rounds from the standing unsupported position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 10-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six-rounds.

18.8.5.3.2.3. Order 3 – Kneeling/Roll Left: The purpose of this order is to train shooters to successfully engage threats low visibility environment while utilizing cover and concealment in a kneeling unsupported position. If shooters have a weapon mounted flashlight, they may use it during this phase. If not, they will fire the phase low visibility.

18.8.5.3.2.3.1. Shooters begin with an 18-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.3.2.3.2. On the command of the tower operator, shooters take a step to their right behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.3.2.3.3. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two-rounds from the standing unsupported position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 10-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six-rounds.

18.8.5.3.2.4. Order 4 – Kneeling/Roll Right: The purpose of this order is to train shooters to successfully engage threats low visibility environment while utilizing cover and concealment in a kneeling unsupported position. If shooters have a weapon mounted flashlight, they may use it during this phase. If not, they will fire the phase low visibility.

18.8.5.3.2.4.1. Shooters begin with a 12-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the

trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.3.2.4.2. On the command of the tower operator, shooters take a step to their left behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.3.2.4.3. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with two rounds from the kneeling position. Once the two rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 10-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six rounds.

18.8.5.3.2.5. Order 5 – Standing Unsupported to Kneeling: The purpose of this order is to train shooters to successfully engage threats in a low visibility environment while moving from a standing to kneeling position. If shooters have a weapon mounted flashlight, they may use it during this phase. If not, they will fire the phase low visibility.

18.8.5.3.2.5.1. Shooters begin with a six-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position. To begin, shooters will ensure they are in the center of their firing point in a standing unsupported position.

18.8.5.3.2.5.2. On the command "CONTACT FRONT," shooters will bring their weapon up, move the selector to "SEMI" and will engage the 10-inch Lethal Zone with three well aimed shots. Once three shots have been expended, shooters assume a kneeling position and fire a second volley of three well aimed shots to the 10-inch Lethal Zone. Shooters will have a 15-second time limit for all six-shots. After completion of this order of fire, instructors make the line safe, mark hits and analyze targets.

18.8.5.3.3. Phase III - Laser Aiming Device Training: The purpose of this phase of fire is to teach shooters to rapidly engage threats in low visibility environments utilizing an approved laser aiming device in conjunction with night vision devices.

18.8.5.3.3.1. Order 1 – Standing Unsupported/Roll Left: The purpose of this order is to train shooters to successfully engage threats low visibility environment utilizing the laser aiming device while utilizing cover and concealment in a standing unsupported position.

18.8.5.3.3.1.1. Shooters begin with a 30-round magazine in the weapon. On the command "LOAD," shooters ensure the selector is on Safe, release the bolt and insert a 30-round magazine. On the command "MAKE READY," shooters charge the weapon to chamber a round; ensure the trigger finger is extended

outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.3.3.1.2. On the command of the tower operator, shooters take a step to their right behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.3.3.1.3. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two rounds from the standing unsupported position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 10-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six-rounds.

18.8.5.3.3.2. Order 2 – Standing Unsupported/Roll Right: The purpose of this order is to train shooters to successfully engage threats low visibility environment utilizing the laser aiming device while utilizing cover and concealment in a standing unsupported position.

18.8.5.3.3.2.1. Shooters begin with a 24-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.3.3.2.2. On the command of the tower operator, shooters take a step to their left behind cover. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.3.3.2.3. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with two-rounds from the standing unsupported position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 10-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six-rounds.

18.8.5.3.3.3. Order 3 – Kneeling/Roll Left: The purpose of this order is to train shooters to successfully engage threats low visibility environment utilizing the laser aiming device while utilizing cover and concealment in a kneeling unsupported position.

18.8.5.3.3.3.1. Shooters begin with an 18-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard; thumb resting on the selector lever and assume the low ready

position.

18.8.5.3.3.3.2. On the command of the tower operator, shooters take a step to their right behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their left hand or with their right hand but the weapon in their left shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.3.3.3.3. On the command "CONTACT FRONT," shooters will roll to the left and engage the 10-inch Lethal Zone with two-rounds from the standing unsupported position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 10-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six-rounds.

18.8.5.3.3.4. Order 4 – Kneeling/Roll Right: The purpose of this order is to train shooters to successfully engage threats low visibility environment utilizing the laser aiming device while utilizing cover and concealment in a kneeling unsupported position.

18.8.5.3.3.4.1. Shooters begin with a 12-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready position.

18.8.5.3.3.4.2. On the command of the tower operator, shooters take a step to their left behind cover and assume a kneeling position. Shooters should adjust their weapon, so the muzzle is approximately 1-inch from the barricade or wall. All shooters are required to engage targets using their right hand or with their left hand but the weapon in their right shoulder. Instructors will ensure all shooters have the proper hand/shoulder placement prior to firing the first string of fire.

18.8.5.3.3.4.3. On the command "CONTACT FRONT," shooters will roll to the right and engage the 10-inch Lethal Zone with two-rounds from the kneeling position. Once the two-rounds have been expended, shooters conduct a "sweep and clear" move their selector to Safe and roll back behind cover. Shooters have a time limit of 10-seconds per string. Under the direction and commands of the tower operator, shooters repeat this order twice for a total of six-rounds.

18.8.5.3.3.5. Order 5 – Standing Unsupported to Kneeling: The purpose of this order is to train shooters to successfully engage threats in a low visibility environment utilizing the laser aiming device while moving from a standing to kneeling position.

18.8.5.3.3.5.1. Shooters begin with a six-round magazine in the weapon (from the previous order). Shooters ensure the trigger finger is extended outside the trigger guard, thumb resting on the selector lever and assume the low ready

position. Shooters will ensure they are in the center of their firing point in a standing unsupported position.

18.8.5.3.3.5.2. On the command “CONTACT FRONT,” shooters will bring their weapon up, move the selector to “SEMI” and will engage the 10-inch Lethal Zone with three well aimed shots. Once three shots have been expended, shooters assume a kneeling position and fire a second volley of three well aimed shots to the 10-inch Lethal Zone. Shooters will have a 15-second time limit for all six shots. After completion of this order of fire, instructors make the line safe, mark hits and analyze targets.

Chapter 19

HANDGUN DEFENDER TRAINING PROGRAM

Section 19A—Handgun Defender Qualification Course (DQC)

19.1. Handgun Defender Qualification Course (DQC). This course provides Security Forces personnel with the minimum training required for qualification with a handgun (i.e., M18). This course covers basic marksmanship and limited visibility firing.

19.2. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 19.1** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

19.2.1. Shooters must meet objectives 1.1 through 1.15 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

19.2.2. Shooters must meet objectives 2.1 through 2.5 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

19.2.3. Shooters must perform objectives 3.1 through 3.4 without instructor assistance. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

19.2.4. Approximate training times for this program are:

19.2.4.1. Initial and recurring – two to four hours.

19.2.4.2. Remedial – as needed.

19.2.5. Course Ammunition: Cartridge, 9mm Ball, or 9mm Frangible.

Table 19.1. Defender Handgun Training Objectives/Intermediate Training Objectives.

	Objective	Condition/Given	Standard
1.	Operate handgun.	Handgun and required equipment.	Operate handgun.
ITOs			
1.1.	Identify weapon safety procedures.	Handgun and required equipment.	Identify and apply six weapon safety rules throughout entire course per lesson plan.
1.2.	Perform clearing of the handgun.	Handgun and required equipment.	Perform clearing of the handgun without instructor assistance per lesson plan.

1.3.	Identify basic nomenclature and characteristics of the handgun.	Handgun and required equipment.	Identify nomenclature and characteristics of the handgun per lesson plan.
1.4.	Identify cycle of operations of the handgun.	Handgun and required equipment.	Identify cycle of operations of the handgun per lesson plan.
1.5.	Identify types, uses, and care of ammunition.	Handgun and required equipment.	Identify types, uses, and care of handgun ammunition per lesson plan.
1.6.	Perform disassembly of the handgun.	Handgun and required equipment.	Disassemble the handgun and magazine within 4-minutes without instructor assistance per lesson plan
1.7.	Perform assembly of the handgun.	Handgun and required equipment.	Assemble the handgun within 4-minutes without instructor assistance per lesson plan.
1.8.	Perform function check.	Handgun and required equipment.	Perform function check.
1.9.	Explain operator maintenance of the handgun	Handgun and required equipment.	Understand how to perform an operator inspection and complete proper preventive maintenance of the handgun with instructor assistance per lesson plan.
1.10.	Perform single round loading and unloading of the handgun magazine.	Handgun and required equipment.	Perform single round loading and unloading of the handgun magazine within 1-minute without instructor assistance per lesson plan.
1.11.	Load handgun.	Handgun and required equipment.	Load one magazine (5-rounds) and load handgun with magazine.
1.12.	Unload/clear handgun.	Handgun and required	Unload/clear handgun.

		equipment.	
1.13.	Reload handgun.	Handgun and required equipment.	Reload handgun from a fastened pouch.
1.14.	Apply immediate and remedial actions.	Handgun and required equipment.	Apply actions.
1.15.	Understand light recoil causes, indications, and corrective action.	Handgun and required equipment.	Answer questions on causes, indications, and corrective action without instructor assistance per lesson plan.
2.	Understand marksmanship fundamentals.	Handgun and required equipment.	Demonstrate marksmanship fundamentals with instructor assistance.
ITOs			
2.1.	Practice performing marksmanship fundamentals in dry-fire environment.	Handgun and required equipment.	Shooters practice grip, position, aiming, breath control, trigger control (dry-fire) with instructor assistance per lesson plan.
2.2.	Apply proper trigger control.	Handgun and required equipment.	Apply trigger control without disturbing sight alignment/picture.
2.3.	Draw handgun from holster.	Handgun and required equipment.	Starting from the neutral stance, draw handgun and point it at target in 2-seconds.
2.4.	Demonstrate positions and techniques of holding handgun.	Handgun and required equipment.	Demonstrate correct firing positions and techniques to properly hold handgun.
2.5.	Explain techniques of night firing.	Handgun and required equipment.	Answer basic questions about night firing techniques with instructor assistance per lesson plan.
3.	Apply marksmanship skills.	Handgun and required equipment.	Achieve qualifying score on the appropriate DQC.
ITOs			
3.1.	Apply weapon safety procedures.	Handgun and required equipment.	Apply weapon and range safety procedures throughout

			evaluation phases of course of fire without instructor assistance per lesson plan.
3.2.	Perform clearing, loading, reloading, charging, and immediate/remedial action procedures.	Handgun and required equipment.	Perform clearing, loading, reloading, charging and immediate/remedial action without instructor assistance per lesson plan.
3.3.	Achieve a qualifying score on evaluation phases of the DQC.	Handgun and required equipment.	Qualify on all evaluation phases of the course of fire without instructor assistance per course of fire.
3.4.	Perform operator maintenance and function check of the Air Force Handgun.	Handgun and required equipment.	Perform disassembly, cleaning, inspection, lubrication, assembly, and function check of the handgun within 30-minutes and without instructor assistance per lesson plan.

Table 19.2. Handgun DQC of Fire.

ORDER	POSITION	LOAD	ROUNDS	TIME (Sec)	DISTANCE	OBJ
Phase I: Basic Marksmanship Evaluation						
1.	Standing Unsupported/ Controlled Pairs	(1) 18 rd mag	4 (2, 2 shot strings)	3 (per string)	7M	LZ
2.	Standing Unsupported/ Failure Drills		6 (2, 3 shot strings)	5 (per string)	7M	LZ/IZ
3.	Standing Unsupported/ Transition Drills		6 (2, 3 shot strings)	15 (per string)	7M	LZ/IZ
4.	Standing Supported to Kneeling/ Rapid Reload	(1) 7 rd mag	4 (1, 4 shot string)	10 (per string)	15M	LZ
5.	Prone Unsupported		5 (1, 5 shot string)	15 (per string)	15M	LZ
			25 Total Rounds			

Phase II: Advanced Marksmanship Evaluation						
1.	Standing Unsupported/ CQB Hammer	(1) 20 rd mag	4 (2, 2 shot strings)	2 (per string)	1M	LZ
2.	Standing Unsupported/ CQB Failure Drill		3 (1, 3 shot string)	5 (per string)	1 M	LZ/IZ
3.	Standing Supported/ Kneeling Supported w/ Tactical Reload		4 (1, 4 shot string)	N/A	7M	LZ
4.	Standing Unsupported/Multiple Threats	(1) 5 rd mag	8 (2, 4 shot strings)	7 (per string)	7M	LZ
5.	Standing Unsupported/ Turn & Shoot Right/Failure Drill	*10 rd mag from Tac Reload	3 (1, 3 shot string)	7 (per string)	7M	LZ/IZ
6.	Standing Unsupported/Turn & Shoot Left/Failure Drill		3 (1, 3 shot string)	7 (per string)	7M	LZ/IZ
			25 Total Rounds			
Phase III: Limited Visibility Evaluation						
1.	Standing/Failure Drills	(1) 14 rd mag	6 (2, 3 shot strings)	5 (per string)	7M	LZ/IZ
2.	Standing/Roll from Cover Left Side Barricade		8 (4, 2 shot strings)	5 (per string)	7M	LZ
3.	Standing/Roll from Cover Right Side Barricade	(1) 20 rd mag	8 (4, 2 shot strings)	5 (per string)	7M	LZ
4.	Kneeling to Standing/Multiple Threat		12 (3, 4 shot strings)	10 (per string)	7M	LZ
5.	Standing/Multiple Threats	(1) 16 rd mag	16 (4, 4 shot strings)	8 (per string)	7M	LZ
			50 Total Rounds			
			100 Total Rounds			

19.3. Course Information, Handgun DQC.

19.3.1. Targets. Target Military "E" is the kneeling silhouette target (NSN: 6920-00-600-6874) with a 10-inch lethal (chest) and a 6-inch incapacitation (head) zone added as depicted in **Figure 19.1**. Before conducting training, prepare Military "E" silhouette targets as follows. Draw a 10-inch circle in the center of the chest and a 6-inch circle on the center of the head of the target. Center the 10-inch circle on the target with the top edge of the circle 13.25 inches from the top of the head of the target and center the 6-inch circle in the head of the target with the top of the circle 3-inches below the top of the target. For multiple target engagement, the Target Military Modified "E" may be used by drawing two, 10-inch circles on the target as depicted in **Figure 19.2**. Targets required for each phase and order of the course are identified in **Table 19.2**.

Figure 19.1. Military "E" Target.

Figure 19.2. Modified Military "E" Target.

19.3.2. Handgun DQC Evaluation Standards:

19.3.2.1. When firing with shoulder holsters, individuals are positioned on every other firing point. For other authorized users of these type holsters, CATM will include a combination of classroom and range dry-fire training and evaluation on the proper techniques for drawing the weapon following the guidance in DAFI 31-131.

19.3.2.2. Shooters will train and qualify with their authorized issued duty holster (from the Authorized Accessories listing), whether the holster is part of their field gear or concealed

wear. **(T-1)** The evaluation phase certifies individuals for holster use. Document qualification and holster type(s) in the remarks section of the DAF Form 522. Individuals live-fire with their primary holster, unless prohibited in DAFI 31-131.

19.3.2.3. All personnel will fire Phase III, regardless of issued equipment. The intent is for personnel to be familiar with engaging targets in a limited visibility environment and be knowledgeable and qualified on equipment they use. CATM will not provide night vision devices to include flashlights. Personnel will report to training with a flashlight for limited visibility training. **(T-2)** Shooters must be able to operate during limited visibility and still effectively employ their weapon. For the purposes of this manual, limited visibility is not "pitch black" and shooters should be able to identify their targets.

19.3.3. Handgun DQC Firing Stances and Positions. The firing positions used are the standing, kneeling and prone positions.

19.3.3.1. Standing positions. Standing positions are basic stance in handgun shooting. These positions provide the shooter the least amount of stability but a high amount of mobility. The standing unsupported position, standing supported position, and the over barricade position may be used.

19.3.3.2. Kneeling positions are a slightly more advanced stance in pistol and handgun shooting. These positions provide the shooter with added stability at the cost of mobility. The high kneeling position, low kneeling position**,** and the double kneeling position may be used.

19.3.3.3. Prone position. The prone position is an advanced stance in handgun shooting. This position provides the shooter with the most stability at the high cost of little to no mobility.

19.3.4. Minimum Requirements for Qualification and Expert Status:

19.3.4.1. Phase I – Basic Marksmanship Evaluation: Qualified; a total of 18-hits on the silhouette. Expert; a total of 25-hits on the silhouette with at least 19-hits within the 10-inch (vital area) circle and two-hits within the 6-inch (head) circle.

19.3.4.2. Phase II – Advanced Marksmanship Evaluation: Qualified; a total of 18-hits on the silhouette. Expert; a total of 25-hits on the silhouette with at least 20-hits within the 10-inch (vital area) circle and two-hits within the 6-inch (head) circle.

19.3.4.3. Phase III – Limited Visibility Evaluation: Qualified; a total of 35-hits on the silhouette. Expert; a total of 50-hits on the silhouette with at least 43-hits within the 10-inch (vital area) circle and one-hit within the 6-inch (head) circle.

19.3.5. General Course Guidance Handgun DQC.

19.3.5.1. Begin each order and string of fire with the handgun loaded as directed for daily carry in DAFMAN 31-131 V3. To ensure consistency, the neutral stance is only used as a starting point for each shooter prior to drawing the weapon from the holster. Unless specifically noted, each order will begin with the handgun holstered and secured.

19.3.5.2. Shooters only receive additional time to complete firing if they properly applied immediate action procedures. If the shooter failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining

rounds for the order of fire are counted as misses. The objective is for shooters to demonstrate the ability to operate the weapon without assistance while instructors maintain a safe training environment.

19.3.5.3. Before live firing, all shooters practice drawing the handgun a minimum of 10 times and dry firing from a combination of the standing position and the left, right, or over barricade positions. Instructors provide sufficient time to observe, coach, and evaluate each shooter. Instructors observe, coach, and evaluate each shooter prior to live-fire to ensure the weapon can be drawn from the holster safely. Before starting live-fire training, ensure shooters establish a proper grip with the handgun and do not have their thumb blocking the rear of the slide. Serious injury can occur if a portion of the shooter's hand contacts the slide during recoil.

19.3.5.4. After each string of fire, the handgun remain in a ready position looking at the target until the command "SWEEP" has been given. Shooters should rotate at the hips sweeping side to side simulating a search for additional targets. Upon the command "HOLSTER," shooters then return the weapon to their holster and secure it with the retention device (e.g., thumb break, loop, or latch). This technique ensures shooters do not automatically take their weapons off target and holster without first ensuring the threat is eliminated. If the weapon is empty, shooters take cover as appropriate, clear their weapons, and follow the instructions from the tower operator.

19.3.5.5. Instructors check bullet impact and discuss the adjusted aiming point method if the point of impact is substantially off the vital area of the target and is not caused by shooter errors.

19.3.5.6. Instructors repair or replace all targets after Phase I and Phase II.

19.3.6. Course Notes Handgun DQC:

19.3.6.1. Phase I: Basic Marksmanship Evaluation: The purpose of this phase is to evaluate the shooter's ability to apply basic handgun marksmanship skills.

19.3.6.1.1. Order 1 – Standing Unsupported/Controlled Pairs: The purpose of this order is to evaluation the shooter's ability to fire a controlled pair.

19.3.6.1.1.1. Shooters begin with one, 18-round magazine for the weapon, and one, seven-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the 18-round magazine from their ammo pouch, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.3.6.1.1.2. On the command "FIRE," shooters take aim and engage the target with one controlled pair to the 10-inch Lethal Zone. Shooters will repeat this string of fire once for a total of four rounds fired. Shooters have a 3-second time limit for two shots. At the completion of the controlled pair, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will fire a total of four-rounds.

19.3.6.1.2. Order 2 – Standing Unsupported/Failure Drill: The purpose of this order is to evaluate the shooter's ability to execute a failure drill.

19.3.6.1.2.1. Shooters begin with a 14-round magazine in the weapon (previous order) and a seven-round magazine in their ammo pouch. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.3.6.1.2.2. On the command of "FIRE" shooters take aim and engage the target with a failure drill for a total of three rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have 5-seconds to complete three shots. Shooters will repeat this string of fire once for a total of six-rounds.

19.3.6.1.3. Order 3 – Standing Unsupported Transition Drills: The purpose of this order is to evaluate the shooter's ability to transition from the carbine to the pistol and accurately engage the threat. Shooters begin with an eight-round magazine in the weapon (from the previous orders) and a seven-round magazine in their ammo pouch.

19.3.6.1.3.1. Shooters begin this order with an empty magazine in their carbine and the bolt locked to the rear. The carbine will be on SEMI. Shooters will be in a standing unsupported position aiming at the target.

19.3.6.1.3.2. On the command "FIRE," shooters will attempt to fire the carbine. They will then place the carbine on Safe, and move it to their support side, letting it hang by the sling. Shooters will then draw their handgun and engage the threat with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Once holstered, shooters will clear their carbine, reinsert the empty magazine, and lock the bolt to the rear. Shooters will have a 15-second time limit to complete the transition drill and fire the failure drill. Shooters will repeat this string of fire once for a total of six-rounds.

19.3.6.1.4. Order 4 – Standing Supported to Kneeling/Rapid Reload: The purpose of this order is to evaluate the shooter's ability to fire from multiple positions while taking cover to perform a reload.

19.3.6.1.4.1. Shooters begin with a two-round magazine in the weapon (from the previous order) and a seven-round magazine in their ammo pouch.

19.3.6.1.4.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command "FIRE," shooters will draw their pistol and assume a standing supported (side barricade or over barricade) position. From there, shooters will quickly identify the threat, take aim, and engage the target with a controlled pair. When the handgun is empty, shooters will assume a kneeling position behind cover, conduct a rapid reload with a seven-round magazine and reengage the threat with a second controlled pair from the kneeling position. At the completion of the second controlled pair, shooters will remain in the kneeling position and await further instruction from the tower operator. Shooters will have a 10-second time limit to fire both controlled pairs and conduct the reload. Shooters will fire a total of four-

rounds.

19.3.6.1.5. Order 5 – Prone Unsupported: The purpose of this order is to evaluate the shooter's ability to engage targets from the prone unsupported position. Shooters begin with a five-round magazine in the weapon (from the previous order).

19.3.6.1.5.1. With the weapon holstered, shooters will assume a neutral position. On the tower operator's command, shooters will get into a single kneeling position, draw their handgun, and keep it level and down range. On the tower operator's command, shooters will maintain control of their handgun in their strong hand and use their support hand to lower themselves into a prone unsupported position (like a one-armed push up). On the command of "FIRE" shooters, take aim and engage the 10-inch Lethal Zone of the target with five controlled shots. Shooters will have 15-second time limit to fire five rounds. Shooters will fire a total of five-rounds.

19.3.6.1.5.2. At the end of Order 5, instructors will make the line safe and score targets.

19.3.6.2. Phase II – Advanced Marksmanship Evaluation.

19.3.6.2.1. Order 1 – Standing Unsupported/CQB Hammer Drill: The purpose of this order is to evaluate the shooter's ability to engage a threat with a hammer drill at extreme close distance. It is vital shooters keep their support hand on their chest or by their side, so they do not place it over the muzzle of the weapon. Instructors will ensure shooters understand this prior to live fire.

19.3.6.2.1.1. Shooters begin with one, 20-round magazine for their weapon and one, five-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the 20-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.3.6.2.1.2. On the command "FIRE," shooters engage the target with a hammer drill from the belt line. Shooters have a 2-second time limit to fire two-rounds. Shooters will repeat this string once for a total of four-rounds. At the completion of each hammer drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will fire a total of four-rounds.

19.3.6.2.2. Order 2 – Standing Unsupported/CQB/Failure Drills: The purpose of this order is to evaluate the shooter's ability to engage the threat with a failure drill at extreme close distance.

19.3.6.2.2.1. Shooters begin with a 16-round magazine in the weapon (from the previous order) and a five-round magazine in their ammo pouch.

19.3.6.2.2.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command of "FIRE" shooters engage the engage the target with a hammer drill from the belt line. Then shooters asses their target, establish a two-handed grip, and

fire one-shot to the 6-inch Incapacitation Zone to complete the failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have 5-seconds to complete three-shots. Shooters will fire a total of three-rounds.

19.3.6.2.2.3. It is vital shooters keep their support hand on their chest or by their side, so they do not place it over the muzzle of the weapon. Instructors will ensure shooters understand this prior to live fire.

19.3.6.2.3. Order 3 – Standing Supported/Kneeling Supported/Tactical Reload: The purpose of this order is to evaluate the shooter's ability to engage targets from multiple positions while conducting a tactical reload.

19.3.6.2.3.1. Shooters begin with a 13-round magazine in the weapon (from the previous orders) and a five-round magazine in their ammo pouch.

19.3.6.2.3.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command "FIRE," shooters will draw their handgun, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will "SWEEP" and "ASSESS" without command from the tower operator. Once the shooter has determined this a pause in the action, they will assume a kneeling position behind cover and conduct a tactical reload with the 5-round magazine from their ammo pouch. Shooters must place the "old" magazine in their gear (e.g., pocket, dump pouch) and not on the floor. Once the tactical reload is complete, shooters will move back to a standing unsupported position and "SWEEP" and "ASSESS." Upon the tower operator's command of "CONTACT FRONT" shooters will reengage the target with a controlled pair. As this order will be on the command of the tower operator, there is no time limit. Shooters will fire a total of 12-rounds. **Note:** If shooters fail to secure the magazine removed from their weapon during the tactical reload (i.e., discard it to the ground), instructors will pull those rounds from the shooter.

19.3.6.2.4. Order 4 – Standing Unsupported/Multiple Threats Evaluation: The purpose of this order is to evaluate the shooter's ability to engage multiple threats.

19.3.6.2.4.1. Shooters begin with a four-round magazine in the weapon (from the previous order). Shooters will place the 10-round magazine removed during the transition drill back into an ammo pouch.

19.3.6.2.4.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. The tower operator will call out "CONTACT FRONT RIGHT" or "CONTACT FRONT LEFT." On that command, shooters will quickly identify the threat based on the tower operator's direction, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will engage the second target (the one not called by the tower operator) with a controlled pair for a total of four-rounds. Shooters will have a 7-second time limit to engage both targets. Shooters will repeat this string of fire once for a total of eight-rounds. After the first string, shooters will conduct a reload with the 10-round magazine from their ammo pouch.

This will be done without direction from the tower operator.

19.3.6.2.5. Order 5 – Standing Unsupported/Contact Right: The purpose of this order is to evaluate the shooter's ability to engage a threat that is not directly in front of them. Shooters begin with a six-round magazine in the weapon (from the previous order).

19.3.6.2.5.1. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the tower operator's command, shooters will turn their body 90-degrees to the left, so they are facing parallel to the firing line with their right side on the firing line side.

19.3.6.2.5.2. On the command of "CONTACT RIGHT" shooters will turn their bodies 90 degrees to the right, squaring up to the target, draw their weapon, take aim, and engage the threat with a failure drill for a total of three-rounds. Shooters will have a 7-second time limit to fire three-rounds. Shooters will fire a total of three-rounds.

19.3.6.2.6. Order 6 – Standing Unsupported/Contact Left: The purpose of this order is to evaluate the shooter's ability to engage a threat that is not directly in front of them. Shooters begin with a three-round magazine in the weapon (from the previous order).

19.3.6.2.6.1. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the tower operator's command, shooters will turn their body 90-degrees to the right, so they are facing parallel to the firing line with their left side on the firing line side.

19.3.6.2.6.2. On the command of "CONTACT LEFT" shooters will turn their bodies 90-degrees to the left, squaring up to the target, draw their weapon, take aim, and engage the threat with a failure drill for a total of three-rounds. Shooters will have a 7-second time limit to fire three-rounds. Shooters will fire a total of three-rounds. At the end of Order 6, instructors will make the line safe and score targets.

19.3.6.3. Phase III: Limited Visibility Evaluation: The purpose of this phase is to evaluate the shooter's ability to engage threats in a Limited Visibility environment. If shooters have an authorized weapons mounted flashlight, they may use it during this phase. If not, shooters will fire the phase as Limited Visibility. Lights are dimmed but not totally out as shooters need to be able to identify their targets. Instructors must ensure they are able to observe the actions of the shooters on the firing line. **(T-1)** Consideration is to be given to allow dimmable lights on the range to produce the desired results.

19.3.6.3.1. Order 1 – Standing Unsupported/Failure Drill/Limited Visibility Evaluation: The purpose of this order is to evaluate the shooter's ability to fire a failure drill in a Limited Visibility environment.

19.3.6.3.1.1. Shooters begin with one, 14-round magazine for their weapon and one, 20-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the 14-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol

grip.

19.3.6.3.1.2. On the command "FIRE," shooters take aim and engage the target with a failure drill. Shooters have a 5-second time limit to fire five-rounds. Shooters will repeat this string once for a total of six-rounds. At the completion of each failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will fire a total of six-rounds.

19.3.6.3.2. Order 2 – Standing Roll from Cover Left Barricade Evaluation: The purpose of this order is to evaluate the shooter's ability to engage a threat in a Limited Visibility environment while utilizing cover. **Note:** Ranges that do not permit the shooters to "take cover," they will simulate by having the shooter stand in the center of the firing position and roll to the appropriate direction.

19.3.6.3.2.1. Shooters begin with an eight-round magazine in the weapon (from the previous order) and a 20-round magazine in their ammo pouch.

19.3.6.3.2.2. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the right side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

19.3.6.3.2.3. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will come back behind cover and await further instruction from the tower operator. Shooters will have a 5-second time limit to fire the failure drill. Shooters will repeat this string of fire four times for a total of eight-rounds.

19.3.6.3.2.4. After firing Order 2, String 4, the weapon will be empty. Shooters will automatically reload with the 20-round magazine from their ammo pouch.

19.3.6.3.3. Order 3 – Standing Roll from Cover Right Barricade Evaluation: The purpose of this order is to evaluate the shooter's ability to engage a threat in a Limited Visibility environment while utilizing cover. **Note:** Ranges that do not permit the shooters to "take cover," they will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction. Shooters begin with a 20-round magazine in the weapon (from the previous orders) and a 16-round magazine in their ammo pouch.

19.3.6.3.3.1. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the left side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

19.3.6.3.3.2. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will come back behind cover and await further instruction from the tower operator. Shooters will have a 5-second time limit to fire the failure drill. Shooters will repeat this string of fire four times for a total of eight-rounds.

19.3.6.3.4. Order 4 – Kneeling to Standing/Multiple Threat: The purpose of this order is to evaluate the shooter's ability to engage threats at multiple distances from multiple positions in a Limited Visibility environment.

19.3.6.3.4.1. Shooters begin with a 12-round magazine in the weapon (from the previous order) and a 16-round magazine in their ammo pouch.

19.3.6.3.4.2. On the tower operator's command, shooters should draw their weapon from the holster and assume a kneeling position.

19.3.6.3.4.3. On the command "CONTACT FRONT RIGHT/LEFT," shooters will take aim and engage the appropriate target with a controlled pair. At the completion of the controlled pair, shooters will move into a standing position and engage the other target with a controlled pair for a total of four-rounds. At the completion of both controlled pairs, shooters will await further instructions from the tower operator. Shooters will have a 10-second time limit to fire four-rounds and move positions. Shooters will repeat this string of fire twice for a total of 12-rounds.

19.3.6.3.4.4. After firing Order 4, String 3, the weapon will be empty. Shooters will automatically reload with the 16-round magazine from their ammo pouch.

19.3.6.3.5. Order 5 – Standing Multiple Threats Evaluation: The purpose of this order is to evaluate the shooter's ability to engage threats at multiple distances in a Limited Visibility environment. Shooters begin with a 16-round magazine in the weapon (from the previous order).

19.3.6.3.5.1. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.3.6.3.5.2. On the command "CONTACT FRONT RIGHT/LEFT," shooters will take aim and engage the appropriate target with a controlled pair. At the completion of the controlled pair, shooters will acquire the second threat and engage with a controlled pair for a total of four-rounds. At the completion of both controlled pairs, shooters will await further instructions from the tower operator. Shooters will have an 8-second time limit to fire four-rounds. Shooters will repeat this string of fire three times for a total of 16-rounds.

19.3.6.3.5.3. At the end of Order 5, instructors will make the line safe and score targets.

19.4. Handgun DQC Alternate Limited Visibility Course Information.

19.4.1. General Information. This alternate version of Phase III to the Handgun DQC is intended to provide units that are unable to conduct the standard Phase III with ball ammunition due to host nation limitations, mandatory quiet hours, range limitations or other limiting factors, with a method to accomplish required qualification training and meet mission requirements. It is not intended to be the standard option, and each unit must provide adequate justification for using **Table 19.3**.

19.4.1.1. CATM personnel will follow the guidance in DAFMAN 31-131 V3, along with the applicable CCMCK Air Force Technical Orders when conducting this training. **(T-1) Note:** Pay particular attention to the limited safety equipment needed when firing at paper (non-human) targets. Other than the changes discussed above and changes to Phase III

included in this attachment, all other requirements for the Handgun DQC remain unchanged.

19.4.1.2. Documentation. If CATM receives approval and uses this alternate Phase III, they must use the Alternate Phase III course in ARIS and enter the expiration date as the same expiration date as the Handgun DQC. **(T-1)** Additionally, CATM must enter "Completed Alternate Phase III per memo dated DD MON YY" in the remarks section of the DAF Form 522, citing the date on the memo approving use of the alternate table. **(T-1)**

Table 19.3. Handgun DQC of Fire Phase III.

ORDER	POSITION	LOAD	ROUNDS	TIME (Seconds)	DISTANCE M/YDS	OBJ
Phase III: Limited Visibility Evaluation						
1.	Standing/Failure Drills	(1) 14 rd mag	6 (2, 3 shot strings)	12 (per string)	7M	LZ/ IZ
2.	Standing/Roll from Cover Left Side Barricade		8 (4, 2 shot strings)	4 (per string)	7M	LZ
3.	Standing/Roll from Cover Right Side Barricade	(1) 20 rd mag	8 (4, 2 shot strings)	4 (per string)	7M	LZ
4.	Double Kneeling to Standing		12 (3, 4 shot strings)	10 (per string)	7M	LZ
5.	Standing/Multiple Threats	(1) 16 rd mag	16 (4, 4 shot strings)	8 (per string)	7M	LZ
			50 Total Rounds			
50 Total Rounds 9mm Dye Marking Cartridge for Phase III						

19.4.2. Course Information, Handgun DQC Alternate Phase III.

19.4.2.1. Evaluation Standards:

19.4.2.1.1. Qualified; a total of 35-hits on the silhouette.

19.4.2.1.2. Expert; a total of 50-hits on the silhouette with at least 43-hits within the 10-inch Lethal Zone circle and one-hit within the 6-inch Incapacitation Zone.

19.4.2.2. Course Notes Handgun DQC Alternate Phase III: Limited Visibility Evaluation: The purpose of this phase is to evaluate the shooter's ability to engage threats in a Limited Visibility environment. If shooters have an authorized weapons mounted flashlight, they may use it during this phase. If not, shooters will fire the phase as Limited Visibility. Lights are dimmed but not totally out as shooters need to be able to identify their targets.

Instructors must ensure they are able to observe the actions of the shooters on the firing line. **(T-1)**

19.4.2.2.1. Order 1 – Standing Unsupported/Failure Drill/Limited Visibility Evaluation: The purpose of this order is to evaluate the shooter's ability to fire a failure drill in a Limited Visibility environment.

19.4.2.2.1.1. Shooters begin with one, 14-round magazine for their weapon and one, 20-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the 14-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.4.2.2.1.2. On the command "FIRE," shooters take aim and engage the target with a failure drill. Shooters have a 5-second time limit to fire five-rounds. Shooters will repeat this string once for a total of six-rounds. At the completion of each failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will fire a total of six-rounds.

19.4.2.2.2. Order 2 – Standing Roll from Cover Left Barricade Evaluation: The purpose of this order is to evaluate the shooter's ability to engage a threat in a Limited Visibility environment while utilizing cover. **Note:** Ranges that do not permit shooters the ability to "take cover," will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction.

19.4.2.2.2.1. Shooters begin with an eight-round magazine in the weapon (from the previous order) and a 20-round magazine in their ammo pouch.

19.4.2.2.2.2. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the right side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

19.4.2.2.2.3. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will come back behind cover and await further instruction from the tower operator. Shooters will have a 5-second time limit to fire the failure drill. Shooters will repeat this string of fire four times for a total of eight-rounds.

19.4.2.2.2.4. After firing Order 2, String 4, the weapon will be empty. Shooters will automatically reload with the 20-round magazine from their ammo pouch.

19.4.2.2.3. Order 3 – Standing Roll from Cover Right Barricade Evaluation: The purpose of this order is to evaluate the shooter's ability to engage a threat in a Limited Visibility environment while utilizing cover. **Note:** Ranges that cannot afford shooters the ability to "take cover," will simulate by having the shooters stand in the center of the firing position and roll to the appropriate direction.

19.4.2.2.3.1. Shooters begin with a 20-round magazine in the weapon (from the previous orders) and a 16-round magazine in their ammo pouch.

19.4.2.2.3.2. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the left side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

19.4.2.2.3.3. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will come back behind cover and await further instruction from the tower operator. Shooters will have a 5-second time limit to fire the failure drill. Shooters will repeat this string of fire four times for a total of eight-rounds.

19.4.2.2.4. Order 4 – Kneeling to Standing/Multiple Threat: The purpose of this order is to evaluate the shooter's ability to engage threats at multiple distances from multiple positions in a Limited Visibility environment. Shooters begin with a 12-round magazine in the weapon (from the previous order) and a 16-round magazine in their ammo pouch.

19.4.2.2.4.1. On the tower operator's command, shooters should draw their weapon from the holster and assume a kneeling position.

19.4.2.2.4.2. On the command "CONTACT FRONT RIGHT/LEFT," shooters will take aim and engage the appropriate target with a controlled pair. At the completion of the controlled pair, shooters will move into a standing position and engage the other target with a controlled pair for a total of four-rounds. At the completion of both controlled pairs, shooters will await further instructions from the tower operator. Shooters will have a 10-second time limit to fire four-rounds and move positions. Shooters will repeat this string of fire twice for a total of 12-rounds.

19.4.2.2.4.3. After firing Order 4, String 3, the weapon will be empty. Shooters will automatically reload with the 16-round magazine from their ammo pouch.

19.4.2.2.5. Order 5 – Standing Multiple Threats Evaluation: The purpose of this order is to evaluate the shooter's ability to engage threats at multiple distances in a Limited Visibility environment. Shooters begin with a 16-round magazine in the weapon (from the previous order).

19.4.2.2.5.1. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command "CONTACT FRONT RIGHT/LEFT," shooters will take aim and engage the appropriate target with a controlled pair. At the completion of the controlled pair, shooters will acquire the second threat and engage with a controlled pair for a total of four-rounds. At the completion of both controlled pairs, shooters will await further instructions from the tower operator. Shooters will have an 8-second time limit to fire four-rounds. Shooters will repeat this string of fire three times for a total of 16-rounds.

19.4.2.2.5.2. At the end of Order 5, instructors will make the line safe and score

targets.

Section 19B—Handgun Basic Defender Qualification Course (DQC)

19.5. Handgun Basic Defender Qualification Course (BDQC). This course provides Security Forces technical training trainees with the basic skills and minimum training required for qualification with the handgun. This course is only taught at the Basic Defender Course as part of initial skills training. **(T-2)** Once assigned to an operational Security Forces unit, personnel will fire the Handgun DQC.

19.5.1. Training Guidelines. Students must meet the training objectives and be evaluated to the performance standards listed in **Table 19.4** for successful completion of this course. **(T-1)** The objectives are listed in sequence as covered in the lesson plan and events that take place throughout the training day.

19.5.1.1. Shooters must meet objectives 1.1 through 1.15 during classroom instruction. **(T-1)** Shooters must understand and be able to perform these objectives in class. **(T-1)** Instructors evaluate the performance levels of the class for each objective before moving on to other objectives.

19.5.1.2. Shooters must meet objectives 2.1 through 2.5 before being allowed to attend live-fire training. **(T-1)** If shooters do not understand or cannot perform these tasks, instructors conduct remedial training until objectives are met.

19.5.1.3. Shooters must perform objectives 3.1 through 3.2 on the range. **(T-1)** These objectives are completed for shooters to move to the qualification phase of this course. If a shooter violates safety procedures or cannot perform the task correctly, they are not allowed to participate in live-fire training.

19.5.1.4. Shooters must perform objectives 4.1 through 4.4 without instructor assistance. **(T-1)** If a shooter cannot perform any one of these objectives correctly, they do not receive a qualifying score. Shooters must perform the objectives without assistance and achieve the required hits on target to be considered qualified. **(T-1)**

19.5.1.5. Approximate training times for this program are:

19.5.1.5.1. Initial and recurring – 12- to 18-hours.

19.5.1.5.2. Remedial – as needed.

19.5.1.6. Course Ammunition: Cartridge, 9mm Ball, or 9mm Frangible.

Table 19.4. Defender Handgun Training Objectives/Intermediate Training Objectives.

	Objective	**Condition/Given**	**Standard**
1.	Operate Handgun.	Handgun and required equipment.	Operate Handgun.
ITOs			
1.1.	Identify weapon safety procedures.	Handgun and required equipment.	Identify and apply six weapon safety rules throughout entire course per lesson plan.

1.2.	Perform clearing of the handgun.	Handgun and required equipment.	Perform clearing of the handgun without instructor assistance per lesson plan.
1.3.	Identify basic nomenclature and characteristics of the handgun.	Handgun and required equipment.	Identify nomenclature and characteristics of the handgun per lesson plan.
1.4.	Identify cycle of operations of the handgun.	Handgun and required equipment.	Identify cycle of operations of the handgun per lesson plan.
1.5.	Identify types, uses, and care of ammunition.	Handgun and required equipment.	Identify types, uses, and care of handgun ammunition per lesson plan.
1.6.	Perform disassembly of the handgun.	Handgun and required equipment.	Disassemble the handgun and magazine within 4-minutes without instructor assistance per lesson plan
1.7.	Perform assembly of the handgun.	Handgun and required equipment.	Assemble the handgun within 4-minutes without instructor assistance per lesson plan.
1.8.	Perform function check.	Handgun and required equipment.	Perform function check.
1.9.	Explain operator maintenance of the handgun	Handgun and required equipment.	Understand how to perform an operator inspection and complete proper preventive maintenance of the handgun with instructor assistance per lesson plan.
1.10.	Perform single round loading and unloading of the handgun magazine.	Handgun and required equipment.	Perform single round loading and unloading of the handgun magazine within 1-minute without instructor assistance per lesson plan.
1.11.	Load handgun.	Handgun and required equipment.	Load one magazine (5-rounds) and load handgun with magazine.
1.12.	Unload/clear Handgun.	Handgun and required	Unload/clear handgun.

		equipment.	
1.13.	Reload handgun.	Handgun and required equipment.	Reload handgun from a fastened pouch.
1.14.	Apply immediate and remedial actions.	Handgun and required equipment.	Apply actions.
1.15.	Understand light recoil causes, indications, and corrective action.	Handgun and required equipment.	Answer questions on causes, indications, and corrective action without instructor assistance per lesson plan.
2.	Understand marksmanship fundamentals.	Handgun and required equipment.	Demonstrate marksmanship fundamentals with instructor assistance.
ITOs			
2.1.	Practice performing marksmanship fundamentals in dry-fire environment.	Handgun and required equipment.	Shooters practice grip, position, aiming, breath control, trigger control (dry-fire) with instructor assistance per lesson plan.
2.2.	Apply proper trigger control.	Handgun and required equipment.	Apply trigger control without disturbing sight alignment/picture.
2.3.	Draw handgun from holster.	Handgun and required equipment.	Starting from the neutral stance, draw handgun and point it at target in 2-seconds.
2.4.	Demonstrate positions and techniques of holding handgun.	Handgun and required equipment.	Demonstrate correct firing positions and techniques to properly hold handgun.
2.5.	Explain techniques of night firing.	Handgun and required equipment.	Answer basic questions about night firing techniques with instructor assistance per lesson plan.
3.	Demonstrate basic marksmanship skills.	Handgun and required equipment.	Successfully complete the appropriate BDQC practice phases.
ITOs			
3.1.	Demonstrate weapons and range safety.	Handgun and required equipment.	Apply weapon and range safety procedures throughout practice phases with instructor

			assistance per lesson plan.
3.2.	Demonstrate proper firing positions.	Handgun and required equipment.	Demonstrate ability to assume proper firing positions and properly use cover with instructor assistance per lesson plan.
4.	Apply marksmanship skills.	Handgun and required equipment.	Achieve qualifying score on the appropriate BDQC.
ITOs			
4.1.	Apply weapon safety procedures.	Handgun and required equipment.	Apply weapon and range safety procedures throughout evaluation phases of course of fire without instructor assistance per lesson plan.
4.2.	Perform clearing, loading, reloading, charging, and immediate/remedial action procedures.	Handgun and required equipment.	Perform clearing, loading, reloading, charging and immediate/remedial action without instructor assistance per lesson plan.
4.3.	Achieve a qualifying score on evaluation phases of the BDQC.	Handgun and required equipment.	Qualify on all evaluation phases of the course of fire without instructor assistance per course of fire.
4.4.	Perform operator maintenance and function check of the Handgun.	Handgun and required equipment.	Perform disassembly, cleaning, inspection, lubrication, assembly, and function check of the handgun within 30-minutes and without instructor assistance per lesson plan.

Table 19.5. Handgun BDQC of Fire.

ORDER	POSITION	LOAD	ROUNDS	TIME (Sec)	DISTANCE M/YDS	OBJ
TABLE I: BASIC HANDGUN MARKSMANSHIP						
Phase I: Basic Handgun Marksmanship Practice						

1.	Standing Unsupported/ Controlled Pairs	(2) 4 rd mags	8 (4, 2 shot strings)	N/A	7M	LZ
2.	Standing Unsupported/ Failure Drills	(2) 6 rd mags	12 (4, 3 shot strings)	5 (per string)	7M	LZ/IZ
3.	Standing Support Side Barricade	(2) 6 rd mags	12 (4, 3 shot strings)	15 (per string)	7M	LZ/IZ
4.	Standing Supported to Kneeling/ Rapid Reload	(4) 2 rd mags	8 (2, 4 shot string)	10 (per string)	15M	LZ
5.	Prone Unsupported	(1) 10 rd mag	10 (2, 5 shot string)	15 (per string)	15M	LZ
			50 Total Rounds			
Phase II: Basic Handgun Marksmanship Evaluation						
1.	Standing Unsupported/ Controlled Pairs	(1) 18 rd mag	4 (2, 2 shot strings)	3 (per string)	7M	LZ
2.	Standing Unsupported/ Failure Drills		6 (2, 3 shot strings)	5 (per string)	7M	LZ/IZ
3.	Standing Support Side Barricade		6 (2, 3 shot strings)	15 (per string)	7M	LZ/IZ
4.	Standing Supported to Kneeling/ Rapid Reload	(1) 7 rd mag	4 (1, 4 shot string)	10 (per string)	15M	LZ
5.	Prone Supported		5 (1, 5 shot string)	15 (per string)	15M	LZ
			25 Total Rounds			
			75 Total Rounds Table I			
TABLE II: ADVANCED HANDGUN MARKSMANSHIP						
Phase I: Advanced Handgun Marksmanship Practice						
1.	Standing Unsupported/ CQB Hammer	(2) 4 rd mags	8 (4, 2 shot strings)	2 (per string)	3M	LZ
2.	Standing Unsupported/ CQB Failure Drill	(2) 3 rd mags	6 (2, 3 shot string)	5 (per string)	3M	LZ/IZ
3.	Standing Supported/ Kneeling Supported w/ Tactical Reload	(2) 12 rd mags	8 (2, 4 shot string)	N/A	7M	LZ

4.	Standing Unsupported/Multiple Threats		16 (4, 4 shot strings)	7 (per string)	7M	LZ
5.	Standing Unsupported/ Turn & Shoot Right/Failure Drill	(2) 3 rd mags	6 (2, 3 shot string)	7 (per string)	7M	LZ/IZ
6.	Standing Unsupported/Turn & Shoot Left/Failure Drill	(2) 3 rd mags	6 (2, 3 shot string)	7 (per string)	7M	LZ/IZ
		50 Total Rounds				
Phase II: Advanced Handgun Marksmanship Evaluation						
1.	Standing Unsupported/ CQB Hammer	(1) 20 rd mag	4 (2, 2 shot strings)	2 (per string)	3M	LZ
2.	Standing Unsupported/ CQB Failure Drill		3 (1, 3 shot string)	5 (per string)	3M	LZ/IZ
3.	Standing Supported/ Kneeling Supported w/ Tactical Reload		4 (1, 4 shot string)	10 (per string)	7M	LZ
4.	Standing Unsupported/Multiple Threats	(1) 5 rd mag	8 (2, 4 shot strings)	7 (per string)	7M	LZ
5.	Standing Unsupported/ Turn & Shoot Right/Failure Drill	*8 rd mag from Tac	3 (1, 3 shot string)	7 (per string)	7M	LZ/IZ
6.	Standing Unsupported/Turn & Shoot Left/Failure Drill	Reload	3 (1, 3 shot string)	7 (per string)	7M	LZ/IZ
		25 Total Rounds				
		75 Total Rounds Table II				
TABLE III: LIMITED VISIBILITY HANDGUN TRAINING						
Phase I: Limited Visibility Handgun Training						
1.	Standing Unsupported/ Transition Drills	(1) 14 rd mag (1) 20 rd mag	10 (5, 2 shot strings)	5 (per string)	7M	LZ/IZ
2.	Standing/Roll from Cover Left Side Barricade		8 (4, 2 shot strings)	4 (per string)	7M	LZ
3.	Standing/Roll from Cover Right Side Barricade		8 (4, 2 shot strings)	4 (per string)	7M	LZ

4.	Double Kneeling to Standing	(1) 16 rd mag	12 (3, 4 shot strings)	10 (per string)	7M	LZ
5.	Standing/Multiple Threats		12 (3, 4 shot strings)	8 (per string)	7M	LZ
50 Total Rounds **100 Total Rounds Table III** **200 Total Rounds Tables I - III**						

19.6. Course Information, Handgun BDQC.

19.6.1. Targets for the Course. Targets required for each phase and order of the course are identified in **Table 19.5**. Target Military "E" is the kneeling silhouette target (NSN: 6920-00-600-6874) with a 10-inch lethal (chest) and a 6-inch incapacitation (head) zone added as depicted in **Figure 19.1**. Before conducting training, prepare Military "E" silhouette targets as follows. Draw a 10-inch circle in the center of the chest and a 6-inch circle on the center of the head of the target. Center the 10-inch circle on the target with the top edge of the circle 13.25 inches from the top of the head of the target and center the 6-inch circle in the head of the target with the top of the circle 3-inches below the top of the target. For multiple target engagement, the Target Military Modified "E" may be used by drawing two, 10-inch circles on the target as depicted in **Figure 19.2**.

19.6.2. Handgun BDQC Evaluation Standards:

19.6.2.1. To qualify on the course, personnel must demonstrate safe weapon handling skills, the ability to operate the weapon unassisted, proper movement and use of cover, proper threat engagement techniques, achieve the minimum number of hits on the target and properly perform operator maintenance. **(T-1)** Individuals achieve a qualifying score by attaining the minimum number of hits on the correct targets and performing the proper operation/technique during each phase they fire. If personnel do not score the minimum number of required hits on any phase, they are unqualified and CATM follows the guidance in DAFI 31-131 for same day refires or remedial training.

19.6.2.2. All personnel will fire Table III, Limited Visibility Practice and Evaluation. The intent is for personnel to be familiar with engaging targets in a limited visibility environment and be knowledgeable and qualified on equipment they use. Shooters must be able to operate during limited visibility and still effectively employ their weapon. For the purposes of this manual, limited visibility is not "pitch black" and shooters should be able to identify their targets. This can be achieved by dimming lights on an indoor or fully contained range or firing just after dusk.

19.6.3. Handgun BDQC Firing Stances and Positions. The firing positions used are the standing, kneeling and prone positions. Unless specified in this manual, shooters may use any variation.

19.6.3.1. Standing positions. Standing positions are basic stance in handgun shooting. These positions provide the shooter the least amount of stability but a high amount of mobility. The standing unsupported position, standing supported position, and the over barricade position may be used.

19.6.3.2. Kneeling positions. Kneeling positions are a slightly more advanced stance in pistol and handgun shooting. These positions provide the shooter with added stability at the cost of mobility. The high kneeling position, low kneeling position, and the double kneeling position may be used.

19.6.3.3. Prone position. The prone position is an advanced stance in handgun shooting. This position provides the shooter with the most stability at the high cost of little to no mobility. The prone unsupported and the modified prone unsupported position may be used.

19.6.4. Handgun BDQC Minimum Requirements for Qualification and Expert Status:

19.6.4.1. Table I - Phase II: Basic Marksmanship Evaluation: Qualified; a total of 18-hits on the silhouette. Expert; a total of 25-hits on the silhouette with at least 19-hits within the 10-inch (vital area) circle and two-hits within the 6-inch (head) circle.

19.6.4.2. Table II - Phase II: Advanced Marksmanship Evaluation: Qualified; a total of 18-hits on the silhouette. Expert; a total of 25-hits on the silhouette with at least 20-hits within the 10-inch (vital area) circle and two-hits within the 6-inch (head) circle.

19.6.5. General Course Guidance Handgun DQC.

19.6.5.1. Begin each order and string of fire with the handgun loaded as directed for daily carry in DAFMAN 31-131 V3. To ensure consistency, the neutral stance is only used as a starting point for each shooter prior to drawing the weapon from the holster. Unless specifically noted, shooters will automatically conduct a reload of their weapon if they run out of ammunition.

19.6.5.2. Shooters who run out of time due to failures not caused by improper weapons handling are considered “alibis” and instructors pro-rate time to allow them to complete the string of fire. **Note:** Instructors do not allow shooters to grip or support the weapon using the magazine while firing, as this decreases control during firing and increases the likelihood of a shooter-induced stoppage. Shooters only receive additional time to complete firing if they properly applied immediate action procedures. If the shooter failed to apply immediate action or was unable to perform immediate action properly, they do not receive extra time and their remaining rounds for the order of fire are counted as misses.

19.6.5.3. Instructors check bullet impact and discuss the adjusted aiming point method if the point of impact is substantially off the vital area of the target and is not caused by shooter errors.

19.6.5.4. Shoots remain in a ready position looking at the target until the command “SWEEP” has been given. Shooters should rotate at the hips sweeping side to side simulating a search for additional targets. Upon the command “HOLSTER,” shooters then return the weapon to their holster and secure it with the retention device (e.g., thumb break, loop, or latch). This technique ensures shooters do not automatically take their weapons off target and holster without first ensuring the threat is eliminated. If the weapon is empty, shooters take cover as appropriate, clear their weapons, and follow the instructions from the tower operator.

19.6.5.5. Before live firing, all shooters practice drawing the handgun a minimum of 10 times and dry firing from a combination of the standing position and the left, right, or over

barricade positions. Before starting live-fire training, ensure shooters establish a proper grip with the handgun and do not have their thumb blocking the rear of the slide. **Note:** Serious injury can occur if a portion of the shooter's hand contacts the slide during recoil. Instructors observe, coach, and evaluate each shooter prior to live-fire to ensure the weapon can be drawn from the holster safely. Unless specifically noted, each order will begin with the handgun holstered and secured.

19.6.5.6. Instructors repair or replace all targets after Table I, Phase I, Table I, Phase II, Table II Phase I and Table II, Phase II.

19.6.5.7. Shooters clear their own stoppages during the course. Ensure shooters keep weapons near eye level (to ensure target stays in view) while clearing all malfunctions, stoppages, or corrective actions (weapons may be brought closer to the body as needed to accomplish these tasks). Give pro-rated time to complete the order of fire if the shooter has, or is in the process of, successfully applying immediate or remedial action to clear the stoppage. The goal is for the shooter to understand why the stoppage occurred and to have the ability to correct the problem and continue firing.

19.6.6. Course Notes, Handgun BDQC.

19.6.6.1. TABLE I: BASIC HANDGUN MARKSMANSHIP.

19.6.6.1.1. Phase I: Basic Handgun Marksmanship Practice: The purpose of this phase is to train shooters on basic handgun marksmanship skills.

19.6.6.1.1.1. Order 1 – Standing Unsupported/Controlled Pairs: The purpose of this order is train shooters on firing-controlled pairs. A controlled pair are two well aimed shots to the 10-inch Lethal Zone of the target.

19.6.6.1.1.1.1. Shooters begin with one, four-round magazine for the weapon, and one, four-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the four-round magazine from their ammo pouch, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.1.1.1.2. On the command "FIRE," shooters take aim and engage the target with one controlled pair to the 10-inch Lethal Zone. Shooters will repeat this string of fire once for a total of four-rounds fired. Shooters have a 3-second time limit for two-shots. At the completion of the controlled pair, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." On the tower operator's command, shooters will repeat this string three times for a total of eight-rounds. After the second string, the weapon will run out of ammo. Shooters should take a knee and conduct a rapid reload with the four-round magazine from their ammo pouch.

19.6.6.1.1.2. Order 2 – Standing Unsupported/Failure Drill: The purpose of this order is to train shooters to execute a failure drill. A failure drill is a controlled pair to the 10-inch Lethal Zone of the target followed by a quick assessment of the

threat. If the controlled pair did not eliminate the threat, the shooter will take a well-aimed shot to the 10-inch Incapacitation Zone of the target.

19.6.6.1.1.2.1. Shooters begin with a six-round magazine in the weapon and a six-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the six-round magazine from their ammo pouch, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.1.1.2.2. On the command of "FIRE" shooters take aim and engage the target with a failure drill for a total of three rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have 5-seconds to complete three shots. Shooters will repeat this string of fire three times for a total of 12-rounds. After the second string, the weapon will run out of ammo. Shooters should take a knee and conduct a rapid reload with the four-round magazine from their ammo pouch.

19.6.6.1.1.3. Order 3 – Standing Supported Strong Side Barricade: The purpose of this order is to train shooters to utilize a support in the standing position and accurately engage the threat. Shooters begin with a six-round magazine in the weapon and a six-round magazine in their ammo pouch.

19.6.6.1.1.3.1. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the six-round magazine from their ammo pouch, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.1.1.3.2. On the command of the tower operator, shooters will assume a strong side barricade position. Instructors will ensure all students have achieved the proper position before live-fire. The position should be obtained without drawing the weapon. Once shooters have achieved the position, they will move back to the center of their firing point and assume a neutral stance.

19.6.6.1.1.3.3. On the command "FIRE," shooters will draw their pistol and assume the strong side barricade position and engage the threat with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have a 6-second time limit to complete the failure drill. Shooters will repeat this string of fire three times for a total of 12-rounds.

19.6.6.1.1.4. Order 4 – Standing Supported to Kneeling/Rapid Reload: The purpose of this order is to train shooters to fire from multiple positions while taking cover to perform a reload.

19.6.6.1.1.4.1. Shooters begin with a two-round magazine in the weapon and a two-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the four-round magazine from their ammo pouch, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.1.1.4.2. On the command "FIRE," shooters will draw their pistol and assume a standing supported (side barricade or over barricade) position. From there, shooters will quickly identify the threat, take aim, and engage the target with a controlled pair. When the handgun is empty, shooters will assume a kneeling position behind cover, conduct a rapid reload with a two-round magazine and reengage the threat with a second controlled pair from the kneeling position. At the completion of the second controlled pair, shooters will remain in the kneeling position and await further instruction from the tower operator. Shooters will have a 10-second time limit to fire both controlled pairs and conduct the reload. Shooters will repeat this string of fire once for a total of eight-rounds.

19.6.6.1.1.5. Order 5 – Prone Unsupported: The purpose of this order is to train shooters to engage targets from the prone unsupported position.

19.6.6.1.1.5.1. Shooters begin with a 10-round magazine in the weapon. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the 10-round magazine from their ammo pouch, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.1.1.5.2. On the tower operator's command, shooters will get into a single kneeling position, draw their handgun, and keep it level and down range. On the tower operator's command, shooters will maintain control of their handgun in their strong and, use their support hand to lower themselves into a prone supported position (like a one-armed push up). On the command of "FIRE" shooters take aim and engage the "LETHAL ZONE" of the target with five controlled shots. Shooters will have 15-second time limit to fire five-rounds. Shooters will fire a total of five-rounds for this order. **Note:** Shooters will not reload the handgun from the prone supported position. At the end of Order 5, instructors will make the line safe, mark and analyze targets.

19.6.6.1.2. Phase II: Basic Handgun Marksmanship Evaluation: The purpose of this phase is to evaluate the shooter's ability to apply basic handgun marksmanship skills.

19.6.6.1.2.1. Order 1 – Standing Unsupported/Controlled Pairs: The purpose of this order is to evaluation the shooter's ability to fire a controlled pair.

19.6.6.1.2.1.1. Shooters begin with one, 18-round magazine for the weapon,

and one, 7-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the 18-round magazine from their ammo pouch, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.1.2.1.2. On the command "FIRE," shooters take aim and engage the target with one controlled pair to the 10-inch Lethal Zone. Shooters will repeat this string of fire once for a total of four-rounds fired. Shooters have a 3-second time limit for two-shots. At the completion of the controlled pair, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will fire a total of four-rounds.

19.6.6.1.2.2. Order 2 – Standing Unsupported/Failure Drill: The purpose of this order is to evaluate the shooter's ability to execute a failure drill.

19.6.6.1.2.2.1. Shooters begin with a 14-round magazine in the weapon (from the previous orders) and a seven-round magazine in their ammo pouch.

19.6.6.1.2.2.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command of "FIRE" shooters take aim and engage the target with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have 5-seconds to complete three-shots. Shooters will repeat this string of fire once for a total of six-rounds.

19.6.6.1.2.3. Order 3 – Standing Supported Strong Side Barricade: The purpose of this order is to train shooters to utilize a support in the standing position and accurately engage the threat.

19.6.6.1.2.3.1. Shooters begin with an eight-round magazine in the weapon (from the previous order) and a seven-round magazine in their ammo pouch.

19.6.6.1.2.3.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command "FIRE," shooters will draw their pistol and assume the strong side barricade position and engage the threat with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have a 6-second time limit to complete the failure drill. Shooters will repeat this string of fire once times for a total of six-rounds.

19.6.6.1.2.4. Order 4 – Standing Supported to Kneeling/Rapid Reload: The purpose of this order is to evaluate the shooter's ability to fire from multiple positions while taking cover to perform a reload.

19.6.6.1.2.4.1. Shooters begin with a two-round magazine in the weapon (from the previous order) and a seven-round magazine in their ammo pouch.

19.6.6.1.2.4.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command "FIRE," shooters will draw their pistol and assume a standing supported (side barricade or over barricade) position. From there, shooters will quickly identify the threat, take aim, and engage the target with a controlled pair. When the handgun is empty, shooters will assume a kneeling position behind cover, conduct a rapid reload with a seven round magazine and reengage the threat with a second controlled pair from the kneeling position. At the completion of the second controlled pair, shooters will remain in the kneeling position and await further instruction from the tower operator. Shooters will have a 10-second time limit to fire both controlled pairs and conduct the reload. Shooters will fire a total of four-rounds.

19.6.6.1.2.5. Order 5 – Prone Supported: The purpose of this order is to evaluate the shooter's ability to engage targets from the prone supported position.

19.6.6.1.2.5.1. Shooters begin with a five-round magazine in the weapon (from the previous order).

19.6.6.1.2.5.2. With the weapon holstered, shooters will assume a neutral position. On the tower operator's command, shooters will get into a single kneeling position, draw their handgun, and keep it level and down range. On the tower operator's command, shooters will maintain control of their handgun in their strong hand and use their support hand to lower themselves into a prone supported position (like a one-armed push up). On the command of "FIRE" shooters, take aim and engage the "LETHAL ZONE" of the target with five controlled shots. Shooters will have 15-second time limit to fire 5-rounds. Shooters will fire a total of five-rounds. At the end of Order 5, instructors will make the line safe and score targets.

19.6.6.2. TABLE II: ADVANCED HANDGUN MARKSMANSHIP.

3.19.6.2.1. Phase I – Advanced Handgun Marksmanship Practice: The purpose of this phase is to train shooters on advanced handgun marksmanship skills.

19.6.6.2.1.1. Order 1 – Standing Unsupported/CQB Hammer Drill: The purpose of this order is to train shooters to engage a threat with a hammer drill at extreme close distance. It is vital shooters keep their support hand on their chest or by their side, so they do not place it over the muzzle of the weapon. Instructors will ensure shooters understand this prior to live fire.

19.6.6.2.1.1.1. Shooters begin with one, four-round magazine for their weapon and one, four-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the four-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.2.1.1.2. On the command "FIRE," shooters engage the target with a

hammer drill from the belt line. Shooters have a 2-second time limit to fire two-rounds. Shooters will repeat this string three times for a total of eight-rounds. At the completion of each hammer drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER."

19.6.6.2.1.1.3. After the second string, the weapon will run out of ammo. Shooters should take a knee and conduct a rapid reload with the four-round magazine from their ammo pouch.

19.6.6.2.1.2. Order 2 – Standing Unsupported/CQB/Failure Drills: The purpose of this order is to evaluate the shooter's ability to engage the threat with a failure drill at extreme close distance. It is vital shooters keep their support hand on their chest or by their side, so they do not place it over the muzzle of the weapon. Instructors will ensure shooters understand this prior to live fire.

19.6.6.2.1.2.1. Shooters begin with one, three-round magazine for their weapon and one, four-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the three-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.2.1.2.2. On the command of "FIRE" shooters engage the engage the target with a hammer drill from the belt line. Then shooters asses their target, establish two handed grip, and fire one-shot to the "INCAPACITATION ZONE" to complete the failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Shooters will have 5-seconds to complete three-shots. Shooters will repeat this string once for a total of six-rounds.

19.6.6.2.1.2.3. After the first string, the weapon will run out of ammo. Shooters should take a knee and conduct a rapid reload with the three-round magazine from their ammo pouch.

19.6.6.2.1.3. Order 3 – Standing Supported/Kneeling Supported/Tactical Reload: The purpose of this order is to train shooters to engage targets from multiple positions while conducting a tactical reload.

19.6.6.2.1.3.1. Shooters begin with one, 12-round magazine for their weapon and one, 12-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the 12-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.2.1.3.2. On the command "FIRE," shooters will draw their handgun,

quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will "SWEEP" and "ASSESS" without command from the tower operator. Once the shooter has determined this a pause in the action, they will assume a kneeling position behind cover and conduct a tactical reload with the 12-round magazine from their ammo pouch. Shooters must place the "old" magazine in their gear (e.g., pocket, dump pouch) and not on the floor. Once the tactical reload is complete, shooters will move back to a standing unsupported position and "SWEEP" and "ASSESS." Upon the tower operator's command of "CONTACT FRONT" shooters will reengage the target with a controlled pair. As this order will be on the command of the tower operator, there is no time limit. Shooters will repeat this order once for a total of eight-rounds.

19.6.6.2.1.4. Order 4 – Standing Unsupported/Multiple Threats: The purpose of this order is to train shooters to identify and engage multiple threats.

19.6.6.2.1.4.1. Shooters begin with a six-round magazine in the weapon (from the previous order). Shooters will place the six-round magazine removed during the transition drill back into an ammo pouch. During this order of fire, the weapon will run dry. Shooters will take a knee, conduct a rapid reload and continue engaging targets (if necessary) without direction from the tower operator.

19.6.6.2.1.4.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. The tower operator will call out "CONTACT FRONT RIGHT" or "CONTACT FRONT LEFT." On that command, shooters will quickly identify the threat based on the tower operator's direction, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will engage the second target (the one not called by the tower operator) with a controlled pair for a total of four-rounds. Shooters will have a 7-second time limit to engage both targets. Shooters will repeat this string of fire three times for a total of 16-rounds.

19.6.6.2.1.5. Order 5 – Standing Unsupported/Contact Right: The purpose of this order is to train shooters to engage a threat that is not directly in front of them.

19.6.6.2.1.5.1. Shooters begin with one, three-round magazine for their weapon and one, three-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the three-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.2.1.5.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the tower operator's command, shooters will turn their body 90 degrees to the left, so they are facing parallel to the firing line with their right side on the

firing line side. On the command of "CONTACT RIGHT" shooters will turn their bodies 90 degrees to the right, squaring up to the target, draw their weapon, take aim, and engage the threat with a failure drill for a total of three rounds. Shooters will have a 7-second time limit to fire three-rounds. Shooters will repeat this order once for a total of three-rounds.

19.6.6.2.1.6. Order 6 – Standing Unsupported/Contact Left: The purpose of this order is to train shooters to engage a threat that is not directly in front of them.

19.6.6.2.1.6.1. Shooters begin with one, three-round magazine for their weapon and one, three-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the three-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.2.1.6.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the tower operator's command, shooters will turn their body 90 degrees to the right, so they are facing parallel to the firing line with their left side on the firing line side. On the command of "CONTACT LEFT" shooters will turn their bodies 90 degrees to the left, squaring up to the target, draw their weapon, take aim, and engage the threat with a failure drill for a total of three rounds. Shooters will have a 7-second time limit to fire three-rounds. Shooters will fire a total of three-rounds. At the end of Order 6, instructors will make the line safe, mark and analyze targets.

19.6.6.2.2. Phase II – Advanced Handgun Marksmanship Evaluation.

19.6.6.2.2.1. Order 1 – Standing Unsupported/CQB Hammer Drill: The purpose of this order is to evaluate the shooter's ability to engage a threat with a hammer drill at extreme close distance. It is vital shooters keep their support hand on their chest or by their side, so they do not place it over the muzzle of the weapon. Instructors will ensure shooters understand this prior to live fire.

19.6.6.2.2.1.1. Shooters begin with one, 20-round magazine for their weapon and one, five-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the 20-round magazine, send the slide forward, place the weapon on Fire and recover to the holster. Students assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.2.2.1.2. On the command "FIRE," shooters engage the target with a hammer drill from the belt line. Shooters have a 2-second time limit to fire two-rounds. Shooters will repeat this string once for a total of four-rounds. At the completion of each hammer drill, shooters will wait for the tower operator's

command of “SWEEP” and “HOLSTER.” Shooters will fire a total of four-rounds.

19.6.6.2.2.2. Order 2 – Standing Unsupported/CQB/Failure Drills: The purpose of this order is to evaluate the shooter’s ability to engage the threat with a failure drill at extreme close distance. It is vital shooters keep their support hand on their chest or by their side, so they do not place it over the muzzle of the weapon. Instructors will ensure shooters understand this prior to live fire.

19.6.6.2.2.2.1. Shooters begin with a 16-round magazine in the weapon (from the previous order) and a five-round magazine in their ammo pouch.

19.6.6.2.2.2.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command of “FIRE” shooters engage the engage the target with a hammer drill from the belt line. Then shooters asses their target, establish a two-handed grip, and fire one shot to the “INCAPACITATION ZONE” to complete the failure drill for a total of three rounds. At the completion of the failure drill, shooters will wait for the tower operator’s command of “SWEEP” and “HOLSTER.” Shooters will have 5-seconds to complete three shots. Shooters will fire a total of three-rounds.

19.6.6.2.2.3. Order 3 – Standing Supported/Kneeling Supported/Tactical Reload: The purpose of this order is to evaluate the shooter’s ability to engage targets from multiple positions while conducting a tactical reload.

19.6.6.2.2.3.1. Shooters begin with a 13-round magazine in the weapon (from the previous orders) and a five-round magazine in their ammo pouch. If shooters fail to secure the magazine removed from their weapon during the tactical reload (i.e., discard it to the ground), instructors will pull those rounds from the shooter.

19.6.6.2.2.3.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command “FIRE,” shooters will draw their handgun, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will “SWEEP” and “ASSESS” without command from the tower operator. Once the shooter has determined this a pause in the action, they will assume a kneeling position behind cover and conduct a tactical reload with the five-round magazine from their ammo pouch. Shooters must place the “old” magazine in their gear (e.g., pocket, dump pouch, etc.) and not on the floor. Once the tactical reload is complete, shooters will move back to a standing unsupported position and “SWEEP” and “ASSESS.” Upon the tower operator’s command of “CONTACT FRONT” shooters will reengage the target with a controlled pair. As this order will be on the command of the tower operator, there is no time limit. Shooters will fire a total of 12-rounds.

19.6.6.2.2.4. Order 4 – Standing Unsupported/Multiple Threats: The purpose of this order is to evaluate the shooter’s ability to engage multiple threats.

19.6.6.2.2.4.1. Shooters begin with a four-round magazine in the weapon (from the previous order). Shooters will place the 10-round magazine removed during the transition drill back into an ammo pouch.

19.6.6.2.2.4.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. The tower operator will call out "CONTACT FRONT RIGHT" or "CONTACT FRONT LEFT." On that command, shooters will quickly identify the threat based on the tower operator's direction, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will engage the second target (the one not called by the tower operator) with a controlled pair for a total of four-rounds. Shooters will have a 7-second time limit to engage both targets. Shooters will repeat this string of fire once for a total of eight-rounds. After the first string, shooters will conduct a reload with the 10-round magazine from their ammo pouch. This will be done without direction from the tower operator.

19.6.6.2.2.5. Order 5 – Standing Unsupported/Contact Right: The purpose of this order is to evaluate the shooter's ability to engage a threat that is not directly in front of them.

19.6.6.2.2.5.1. Shooters begin with a six-round magazine in the weapon (from the previous order).

19.6.6.2.2.5.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the tower operator's command, shooters will turn their body 90-degrees to the left, so they are facing parallel to the firing line with their right side on the firing line side. On the command of "CONTACT RIGHT" shooters will turn their bodies 90-degrees to the right, squaring up to the target, draw their weapon, take aim, and engage the threat with a failure drill for a total of three rounds. Shooters will have a 7-second time limit to fire three-rounds. Shooters will fire a total of three-rounds.

19.6.6.2.2.6. Order 6 – Standing Unsupported/Contact Left: The purpose of this order is to evaluate the shooter's ability to engage a threat that is not directly in front of them.

19.6.6.2.2.6.1. Shooters begin with a three-round magazine in the weapon (from the previous order).

19.6.6.2.2.6.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the tower operator's command, shooters will turn their body 90 degrees to the right, so they are facing parallel to the firing line with their left side on the firing line side. On the command of "CONTACT LEFT" shooters will turn their bodies 90 degrees to the left, squaring up to the target, draw their weapon, take aim, and engage the threat with a failure drill for a total of three rounds. Shooters will have a 7-second time limit to fire three rounds. Shooters will fire a total of three-rounds. At the end of Order 6, instructors will make the line safe

and score targets.

19.6.6.3. Table III: Limited Visibility Handgun, Phase I: Limited Visibility Handgun: The purpose of this phase is to evaluate the shooter's ability to engage threats in a limited visibility environment. If shooters have an authorized weapons mounted flashlight, they may use it during this phase. If not, shooters will fire the phase as limited visibility. Lights are dimmed but not totally out as shooters need to be able to identify their targets. Instructors must ensure they are able to observe the actions of the shooters on the firing line. **(T-1)** This phase is "GO" or "NO-GO."

19.6.6.3.1. Order 1 – Standing Unsupported Transition Drills: The purpose of this order is to train shooters to transition from the carbine to the pistol and accurately engage the threat.

19.6.6.3.1.1. Shooters begin with a six-round magazine in the weapon (from the previous orders) and a six-round magazine in their ammo pouch. When directed by the tower operator, shooters move forward to the firing line, draw their weapons out of the holster, point the muzzle down range, and clear the weapon. On the command "LOAD," shooters ensure the weapon is on Safe, insert the six-round magazine from their ammo pouch, send the slide forward, place the weapon on Fire, holster the weapon and assume a neutral stance. Shooters will not rest their hand on their weapon or grip the pistol grip.

19.6.6.3.1.2. Shooters begin this order with an empty magazine in their carbine and the bolt locked to the rear. The carbine will be on SEMI. Shooters will be in a standing unsupported position aiming at the target.

19.6.6.3.1.3. On the command "FIRE," shooters will attempt to fire the carbine. They will then place the carbine on Safe, and move it to their support side, letting it hang by the sling. Shooters will then draw their handgun and engage the threat with a failure drill for a total of three-rounds. At the completion of the failure drill, shooters will wait for the tower operator's command of "SWEEP" and "HOLSTER." Once holstered, shooters will clear their carbine, reinsert the empty magazine, and lock the bolt to the rear. Shooters will have a 15-second time limit to complete the transition drill and fire the failure drill. Shooters will repeat this string of fire three times for a total of 12-rounds.

19.6.6.3.2. Order 2 – Standing Roll from Cover Left: The purpose of this order is to evaluate the shooter's ability to engage a threat in a limited visibility environment while utilizing cover. **Note:** Ranges that do not permit shooters the ability to "take cover" will simulate by having the shooter stand in the center of the firing position and roll to the appropriate direction.

19.6.6.3.2.1. Shooters begin with an eight-round magazine in the weapon (from the previous order) and a 20-round magazine in their ammo pouch.

19.6.6.3.2.2. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the right side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

19.6.6.3.2.3. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will come back behind cover and await further instruction from the tower operator. Shooters will have a 5-second time limit to fire the failure drill. Shooters will repeat this string of fire four times for a total of eight-rounds. After firing Order 2, String 4, the weapon will be empty. Shooters will automatically reload with the 20-round magazine from their ammo pouch.

19.6.6.3.3. Order 3 – Standing Roll from Cover Right Barricade: The purpose of this order is to evaluate the shooter's ability to engage a threat in a limited visibility environment while utilizing cover. **Note:** Ranges that do not permit shooters the ability to "take cover" will simulate by having the shooter stand in the center of the firing position and roll to the appropriate direction.

19.6.6.3.3.1. Shooters begin with a 20-round magazine in the weapon (from the previous orders) and a 16-round magazine in their ammo pouch.

19.6.6.3.3.2. On the tower operator's command, shooters should draw their weapon from the holster and assume a position behind cover on the left side of the firing point. Shooters will ensure their finger remains off the trigger while behind cover.

19.6.6.3.3.3. On the command "FIRE," shooters will roll out from cover, quickly identify the threat, take aim, and engage the target with a controlled pair. At the completion of the controlled pair, shooters will come back behind cover and await further instruction from the tower operator. Shooters will have a 5-second time limit to fire the failure drill. Shooters will repeat this string of fire four times for a total of eight-rounds.

19.6.6.3.4. Order 4 – Kneeling to Standing/Multiple Threat: The purpose of this order is to evaluate the shooter's ability to engage threats at multiple distances from multiple positions in a limited visibility environment.

19.6.6.3.4.1. Shooters begin with a 12-round magazine in the weapon (from the previous order) and a 16-round magazine in their ammo pouch.

19.6.6.3.4.2. On the tower operator's command, shooters should draw their weapon from the holster and assume a kneeling position.

19.6.6.3.4.3. On the command "CONTACT FRONT RIGHT/LEFT," shooters will take aim and engage the appropriate target with a controlled pair. At the completion of the controlled pair, shooters will move into a standing position and engage the other target with a controlled pair for a total of four-rounds. At the completion of both controlled pairs, shooters will await further instructions from the tower operator. Shooters will have a 10-second time limit to fire four-rounds and move positions. Shooters will repeat this string of fire twice for a total of 12-rounds. After firing Order 4, String 3, the weapon will be empty. Shooters will automatically reload with the 16-round magazine from their ammo pouch.

19.6.6.3.5. Order 5 – Standing Multiple Threats: The purpose of this order is to evaluate the shooter's ability to engage threats at multiple distances in a limited visibility environment.

19.6.6.3.5.1. Shooters begin with a 16-round magazine in the weapon (from the previous order).

19.6.6.3.5.2. With the weapon holstered, shooters will assume a neutral position. Shooters will not rest their hand on their weapon or grip the pistol grip. On the command "CONTACT FRONT RIGHT/LEFT," shooters will take aim and engage the appropriate target with a controlled pair. At the completion of the controlled pair, shooters will acquire the second threat and engage with a controlled pair for a total of four-rounds. At the completion of both controlled pairs, shooters will await further instructions from the tower operator. Shooters will have an 8-second time limit to fire four-rounds. Shooters will repeat this string of fire three times for a total of 16-rounds. At the end of Order 5, instructors will make the line safe, mark and analyze targets.

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Attachment 1

GLOSSARY OF REFERENCES AND SUPPORTING INFORMATION

References

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Prescribed Forms

None

Adopted Forms

DAF Form 522, *Ground Weapons Training Data*

DAF Form 679, *Department of the Air Force Publication Compliance Item Waiver Request/Approval*

DAF Form 710, *Combat Arms Training Record*

DAF Form 847, *Recommendation for Change of Publication*

Abbreviations and Acronyms

ADM—Advanced Designated Marksman

ADMC—Advanced Designated Marksman Course

AFBQC—Air Force Basic Qualification Course

AFI—Air Force Instruction

AFIMSC—Air Force Installation and Mission Support Center

AFMAN—Air Force Manual

AFOSI—Air Force Office of Special Investigations

AFOSIMAN—Air Force Office of Special Investigations Manual

AFPD—Air Force Policy Directive

AFQC—Air Force Qualification Course

AFSC—Air Force Specialty Code

AFSFC—Air Force Security Forces Center

ANG—Air National Guard

API—Armor Piercing Incendiary

APIT—Armor Piercing Incendiary Tracer

ARIS—Automated Readiness Information System

ASDW—Aircrew Self-Defense Weapon

BASH—Bird/wildlife Aircraft Strike Hazard

BAT—Basic Arms Training

BDC—Basic Defender Course

BDOC—Base Defense Operations Center

BDQC—Basic Defender Qualification Course

BMT—Basic Military Training

BRM—Basic Rifle Marksmanship

BRS—Backup Reflex Sight

BSM—Ballistic Sighting Module

BSM-IR-L—Ballistic Sighting Module Infrared Aiming Laser

BSM-MRDS—Ballistic Sighting Module Miniature Red Dot Sight

BUIS—Backup Iron Sight

CAE—Combat Arms Training and Maintenance Evaluator

CATM—Combat Arms Training and Maintenance

CBRN—chemical, biological, radiological, nuclear

CCMCK—Close Combat Mission Capability Kit

CCMD—Combatant Command

CCO—Close Combat Optic

CM (or cm)—Centimeter

COXN—Coxswain

CRO—Chief Range Officer

CROWS—Common Remotely Operated Weapons Station

CQB—Close Quarter Battle

CY—Calendar Year

D-BOP—RIG—DoD Blast Overpressure Reference and Information Guide

DAF—Department of the Air Force

DAFI—Department of the Air Force Instruction

DAFMAN—Department of the Air Force Manual

DCS—Deputy Chief of Staff

DENIX—DoD Environment, Safety & Occupational Health Network and Information Exchange

DFP—Defensive Fighting Position

DNS—Day/Night Sight

DNS-IR-L—Day/Night Sight Infrared Aiming Laser

DoD—Department of Defense

DOPE—Data of Previous Engagements

DPTT—Denver Police Training Target

DQC—Defender Qualification Course

DVO—Direct View Optic

E—Expert—EOD—Explosive Ordnance Disposal

EPR—Enhanced Performance Round

FSA—Folding Stock Adapter

GL—Grenade Launcher

ICE—Individual Combat Equipment

ID—Integrated Defense

INIWIC—Interservice Non-Lethal Individual Weapons Instructor Course

IPE—Individual Protective Equipment

ITOs—Intermediate Training Objectives

IZ—Incapacitation Zone

LAD—Laser Aiming Device

LAW—Light Anti-armor Weapon

LCAI—Lead Combat Arms Instructor

LS—Leaf Sight

LRF—Laser Range Finder

LZ—Lethal Zone

M (or m)—Meter

MAAWS—Multi-role, Anti-armor, Anti-personnel Weapon System

MAJCOM—Major Command

Mags (or mags)—Magazines

MG—Machine Gun

MIN—Minutes

MK—Mark

MM—Millimeter

MOD—Model

MOLLE—Modular Lightweight Load-carrying Equipment

N/L—Non-Lethal

NCO—Non-Commissioned Officer

NSN—National Stock Number

NVD—Night Vision Device

OJT—On the Job Training

OPR—office of primary responsibility

OTS—Officer Training School

PA—Privacy Act

PDF—Primary Direction of Fire

PO—Pit Officer

PSD—Protective Service Detail

PSO—Protective Services Operation

Q—Qualified—QS—Quadrant Sight

RCC—Range Control Craft

RCO—Rifle Combat Optic

RDS (or rd)—Rounds

RSO—Range Safety Officer

SA/LW—Small Arms and Light Weapons

SAEMR—Small Arms Expert Marksmanship Ribbon

SAF—Secretary of the Air Force

SDMR—Squad Designated Marksman Rifle

SEC—Seconds

SEMI—Semi-Automatic

SF—Slow Fire

SF—Security Forces

SFOC—Security Forces Officer Course

SMC—Shoot Move and Communicate

SMUD—Standoff Munition Disruption

SNS—Sniper Night Sight

SO—Safety Observer

SRC—Short Range Combat

STANO—Surveillance, Target Acquisition and Night Observation

SDZ—Surface Danger Zone

TACOM—Tank-Automotive and Armaments Command

TDY—Temporary Duty

TF—Timed Fire

TO—Technical Order

TP—Training Practice

TPT—Target Practice Tracer

TRPs—Target Reference Points

TSE—Tactical Security Element

T&E—Traverse and Elevation

USCG—United States Coast Guard

UQ—Unqualified

USAF—United States Air Force

USAFA—United States Air Force Academy

USAFSIA—United States Air Force Special Investigations Academy

USSF—Unted States Space Force

UTC—Unit Type Code

VALETC—Veterans Affairs Law Enforcement Training Center

VDZ—Vertical Danger Zone

WOTS—Warrant Officer Training School

YDS (or Yds)—Yards

Z—Zero—target

Office Symbols

AF/A4S—Director of Security Forces

AF/A4SO—Chief, Operations Division

MAJCOM/SF—Major Command Security Forces

Terms

Armed—A person equipped with a firearm that has a live round of ammunition in a magazine inserted into the firearm, chamber, or cylinder.

Ball and Dummy—A training exercise wherein the shooter tries to employ all the control factors for firing a shot. The ammunition inserted into the magazine by the firing line official or coach is a random selection of live and dummy ammunition. This training aids the shooter in overcoming reaction to the recoil and loud noise of firing, preventing uncontrolled reflexes from disturbing the hold, and perfecting sight alignment.

Beaten Zone—The beaten zone is the elliptical pattern formed when the rounds within the cone of fire strike the ground or target.

Certification—A formal indication of an individual's ability to perform a task to required standards.

Deployment—The rotation of forces into and out of an operational area. Deployment encompasses all activities from origin or home station through destination, specifically including intra-continental United States, inter-theater, and intra-theater movement legs, staging, and holding areas.

Firearm—Defined in Section 921 of Title 18, U.S.C.

Firing Line—The line where weapons are fired and where no one may move in front/forward of during firing. Usually, a 4-inch-wide red line located as close as possible to the front of the firing position.

Firing Line Instructor—The assigned individual(s) on the firing platform who enforces safety procedures, policies and coaches students during range training.

Firing Position—The point or location where a weapon, other than demolitions, is placed for firing. **Note:** For demolitions, the firing position is the point or location where the firing crew is located during demolition operations.

GO/NO GO—The stage where an individual has gained enough skill, knowledge, and experience to perform the tasks without supervision. Meeting the task standard.

Hammers—The shooter attains an initial flash sight picture for the first shot and fires the second shot immediately after the first without attempting to establish sight alignment or sight picture.

Impact Area—The land area and associated airspace within a training complex intended to capture or contain ammunition, munitions, or explosives as well as resulting debris, fragments, and components from various weapon system employments.

Kill Radius—The distance from point of burst or ground zero at which a projectile, missile, or the like will probably destroy a target or kill persons.

Limited Visibility—Limited visibility refers to conditions that restrict visibility and training occurs during the hours of darkness. As used in this policy, limited visibility is synonymous with night fire, night firing, reduced and low visibility.

On-the-Job Training—Hands-on, "over-the-shoulder" training a duty location uses to certify personnel in both upgrade (skill-level award) and job qualification (position certification) training.

Pairs—The shooter fires two shots using a flash sight picture for both shots.

Paster—A paper sticker.

Range—An area reserved and normally equipped for qualification/practice in weapons delivery and/or shooting at targets.

Ready Line—The line located behind the firing line. Serves as a "staging" area for students to receive pre-fire range commands. Usually identified by a 4-inch-wide yellow line located at least 6 feet behind the firing line.

Security Forces/Combat Arms Organizational Commander—The unit commander of the organization performing the base combat arms function or the unit combat arms function. Usually the security forces squadron commander.

Small Arms and Light Weapons—Small arms and light weapons are defined as man-portable weapons made or modified to military specifications for use as lethal instruments of war that expel a shot, bullet, or projectile by action of an explosive. Small arms are broadly categorized as those weapons intended for use by individual members of armed or security forces. They include handguns, rifles and carbines, sub-machine guns and light machine guns. Light weapons are broadly categorized as those weapons designed for use by two or three members of armed or security forces serving as a crew, although some may be used by a single person. They include heavy machine guns, hand-held under-barrel and mounted grenade launchers, portable anti-aircraft guns, portable anti-tank guns, recoilless rifles, man-portable launchers of missile and rocket systems and mortars.

Standard—An exact value, a physical entity, or an abstract concept the appropriate authority, custom, or common consent sets up and defines to serve as a reference, model, or rule in measuring quantities or qualities, developing practices or procedures, or evaluating results.

Surface Danger Zone—The area designed on the ground of a training complex (to include associated safety areas) for the vertical and lateral containment of projectiles, fragments, debris, and components resulting from the firing, or detonation of weapon systems to include explosives.

Tactical Reload—A tactical reload occurs when the magazine is replaced before it runs out of ammunition and there is a lull in the action.

Theater—The geographical area outside the continental United States assigned to a combatant commander.

Training Complex—Includes all firing ranges, weapons training facilities, associated impact areas and maneuver training areas within the installation/ community boundary.

Tower Operator—The person who monitors the entire range at all times, paying particular attention to the firing line.

Unit Commander—An officer who commands a designated unit assigned, attached or tenant to an installation and whose administrative orders identify them as a "commander."