Safe Weapons Handling

Rules of Firearms Safety

Standardized for any weapon a Soldier may employ

- Rule 1: Treat every weapon as if it is loaded
- Rule 2: Never point the weapon at anything you do not intend to destroy
- Rule 3: Keep finger straight and off the trigger until ready to fire
- Rule 4: Ensure positive identification of the target and its surroundings
Safe Weapons Handling

**Weapon Safety Status**

Standard code using common colors to represent level of readiness. Represents specific series of actions applied.

- **Green**: Magazine removed, chamber empty, bolt open or forward, selector on SAFE. “Green and Clear.”
- **Amber**: Filled magazine in well, bolt forward on EMPTY chamber, selector on SAFE. “Go Amber.”
- **Red**: Filled magazine in well, chamber loaded, bolt forward, selector on SAFE. Ray, bolt open and locked rearward, fire/safe selector on SAFE. “Go Red.” Semi or Burst/Auto only when ready to engage. Follow unit ROE and/or SOP.
Safe Weapons Handling

Weapons Control Status

Tactical method of fire control given by a leader incorporating the situation, ROE, and anticipated enemy contact.

- Weapons Hold: Engage only if engaged or ordered to engage.
- Weapons Tight: Engage only if target is positively identified as enemy.
- Weapons Free: Engage targets not positively identified as friendly.
Preliminary Marksmanship Instruction and Evaluation
Rifle and Carbine - M16/M4 Series
TC 3-22.9

Principles of Operation

Army Standard Service Rifle

- 5.56-mm, magazine-fed, gas-operated, air-cooled, shoulder-fired rifle/carbine semiautomatic (single-shot) or three-round burst/automatic mode

- Components: Uniquely identifiable group of fitted parts, pieces, assemblies or subassemblies required to perform a distinctive function. Usually removable in one piece.

- Assemblies: Group of subassemblies and parts that are fitted to perform specific set of functions during operation. Cannot be used independently for any other purpose.

- Subassemblies: Group of parts fitted to perform a specific set of functions during operation. Compartmentalized to complete a single specific task. May be grouped with other assemblies, subassemblies, and parts to create a component.

- Parts: Individual items that perform a function when attached to a subassembly, assembly, or component that serves a specific purpose.
Cycle of Function
Mechanical process a weapon follows during operation

Starts with the bolt locked to the rear, chamber cleared, and magazine inserted into the well with at least one cartridge.

Executes the sequential phases of the cycle of functioning to fire a round and prepare the weapon for the next round.

- Feeding.
- Chambering.
- Locking.
- Firing.
- Unlocking.
- Extracting.
- Ejecting.
- Cocking

Figure 2-1. Upper receiver

Figure 2-2. Lower receiver

TM 9-1005-319-10
Aiming Devices

Units of Angular Measurement - MOA

<table>
<thead>
<tr>
<th>MOA</th>
<th>At Distance</th>
<th>Equals</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>100 yards</td>
<td>1 inch</td>
</tr>
<tr>
<td>1</td>
<td>200 yards</td>
<td>2 inches</td>
</tr>
<tr>
<td>1</td>
<td>300 yards</td>
<td>3 inches</td>
</tr>
<tr>
<td>1</td>
<td>400 yards</td>
<td>4 inches</td>
</tr>
</tbody>
</table>

Angle dimension exaggerated for clarity. Examples are not to scale. Centimeter (cm) conversions are approximate.

MINUTE OF ANGLE (MOA) Unit of Measurement

<table>
<thead>
<tr>
<th>Description</th>
<th>Measurement</th>
</tr>
</thead>
<tbody>
<tr>
<td>There are 360 degrees in a circle.</td>
<td>There are 60 MOA in a degree.</td>
</tr>
<tr>
<td>There are 21,600 MOA in a circle.</td>
<td>1 MOA at 100 yards ≈ 1 inch.</td>
</tr>
<tr>
<td>Smaller measurements of an MOA are described in fractions, not seconds (i.e., 1/2 MOA).</td>
<td></td>
</tr>
</tbody>
</table>
Aiming Devices

Units of Angular Measurement - Mils (milliradians)

The mil is a common unit of angular measurement that is used in direct fire and indirect fire applications.

Check Technical Manual for your sight to know adjustments
Aiming Devices

**Reticle**

A series of fine lines or dot(s) in the eyepiece used for aiming at varying distances and measuring for range estimation. Can be MOA or mils.
Aiming Devices

**Stadia Reticles**

“Stadiametric” or “choke sight” has vertical and horizontal lines to reflect size of vehicles, personnel, etc. at distance. Placed next to a series of aim points (a dot here) for aiming.
## Aiming Devices

### Iron Sights

- Front sight: elevation (zero)
- Rear sight: Windage and elevation (distance)
- Set rear sight elevation to have 4 MOA of clicks below 300 meter mark
- 200 meter: ~2MOA below 300 meter mark
- 0-2 (large) aperture (0.200” vs. 0.070”) ~2.5MOA below

### Table

<table>
<thead>
<tr>
<th>FUNCTION</th>
<th>RIFLE</th>
<th>ADJUSTMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZERO WINDAGE</td>
<td>M16A2</td>
<td>Center rear sight aperture for mechanical zero windage</td>
</tr>
<tr>
<td></td>
<td>M16A4</td>
<td></td>
</tr>
<tr>
<td></td>
<td>M4</td>
<td></td>
</tr>
<tr>
<td></td>
<td>M4A1</td>
<td></td>
</tr>
<tr>
<td>ZERO ELEVATION</td>
<td>M16A2</td>
<td>300 meter mark +1 click up for 25 m zeroing</td>
</tr>
<tr>
<td></td>
<td>M16A4</td>
<td></td>
</tr>
<tr>
<td></td>
<td>M4</td>
<td>Once zeroing is complete, rotate elevation knob -1 click down to apply 300 m zero</td>
</tr>
<tr>
<td></td>
<td>M4A1</td>
<td></td>
</tr>
<tr>
<td>WINDAGE</td>
<td>M16A2</td>
<td>1/2 MOA</td>
</tr>
<tr>
<td></td>
<td>M16A4</td>
<td>1/2 MOA</td>
</tr>
<tr>
<td></td>
<td>M4</td>
<td>1 MOA</td>
</tr>
<tr>
<td></td>
<td>M4A1</td>
<td>1 MOA</td>
</tr>
<tr>
<td>ELEVATION (RANGE) FRONT SIGHT POST</td>
<td>M16A2</td>
<td>1 1/2 MOA</td>
</tr>
<tr>
<td></td>
<td>M16A4</td>
<td>1 1/2 MOA</td>
</tr>
<tr>
<td></td>
<td>M4</td>
<td>1 7/8 MOA</td>
</tr>
<tr>
<td></td>
<td>M4A1</td>
<td>1 7/8 MOA</td>
</tr>
</tbody>
</table>
Aiming Devices

**M68 CCO**

- 2 MOA dot (older versions 4 MOA dot)
- Clicks: 0.5 MOA
- Use both eyes open
- Can be used with front cap on (occluded eye aiming)
- Aimpoint (Sweden) first made in 1975
Aiming Devices

Rifle Combat Optic

- ACOG (Advanced Combat Optical Gunsight)
- 6 MOA chevron (TA31)
- Fiber optic increases reticle illumination in bright light (cover with tape as needed)
- Tritium illuminates in dark
- Other reticles exist
- Trijicon (Michigan/Sweden) first made in 1981
Employment

**Shot Process**

Basic outline of an individual engagement sequence

- Pre-shot
- Shot
- Post-shot

<table>
<thead>
<tr>
<th></th>
<th>Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pre-shot</td>
<td>Natural Point of Aim</td>
</tr>
<tr>
<td></td>
<td>Sight Alignment / Picture</td>
</tr>
<tr>
<td></td>
<td>Hold</td>
</tr>
<tr>
<td>Shot</td>
<td>Refine Aim</td>
</tr>
<tr>
<td></td>
<td>Breathing Control</td>
</tr>
<tr>
<td></td>
<td>Trigger Control</td>
</tr>
<tr>
<td></td>
<td>Follow-through</td>
</tr>
<tr>
<td>Post-shot</td>
<td>Recoil management</td>
</tr>
<tr>
<td></td>
<td>Call the Shot</td>
</tr>
<tr>
<td></td>
<td>Evaluate</td>
</tr>
</tbody>
</table>
Employment

Functional Elements

- **Stability**: Provide a consistent base to fire from and maintain through the Shot Process until the recoil pulse has ceased. Includes hold/position.
- **Aim**: Continuous process of orienting the weapon, aligning the sights, using appropriate lead and elevation during engagement.
- **Control**: All conscious actions before, during, and after the Shot Process. Trigger control is of primary importance, along with whether, when, and how to engage. Incorporates the Soldier as a function of safety and responsibility.
- **Movement**: The process of moving during the engagement process. Into and out of position, moving laterally, forward, diagonally, and in a retrograde manner while maintaining stabilization, appropriate aim, and control.
Employment

Carry Positions

**Safe Hang**
- Weapon is slung from the firing shoulder across the chest to the non-firing hand.
- Soldier maintains positive control of the weapon's pistol grip and does not have his finger on the trigger.

**Low Ready**
- Target acquisition area is 45 degrees left and right of the axis or the bore.
- Field of View
- Muzzle is 30-45 degrees downward angle, oriented toward the sector of fire or observation.
- Soldier maintains positive control of the weapon’s pistol grip and does not have his finger on the trigger.

**Ready/Ready Up**
- Stock weld established and maintained.
- Target acquisition area is 15 degrees left and right of the axis or the bore.
- Soldier maintains positive control of the weapon's pistol grip and does not have his finger on the trigger.
Employment

Stability

The object is to create solid, consistent platform

- **Support**: Use support and bone structure primarily.
- **Muscle relaxation**: Use good positioning (cheek weld, body straight behind line of recoil, etc.) to enhance support.
- **Natural Point of Aim**: Where barrel naturally orients when position is solid, muscles relaxed and support is achieved. Should be **on target**.
- **Recoil management**: Maintain stable firing position and followthrough the recoil pulse to mitigate movement during the cycle of function,

**Note.** The steadier the position, the smaller the wobble area. The smaller the wobble area, the more precise the shot(s).
Preliminary Marksmanship Instruction and Evaluation
Rifle and Carbine - M16/M4 Series
TC 3-22.9

As the center of Gravity (CoG) increases, the level of stability decreases.

High Stability
Moderate Stability
Low Stability
Employment

Firing Positions
A position is good **ONLY** if it consistently produces accurate shots!

Prone
- Magazine can rest on ground during prone unsupported
- Will **NOT** induce a malfunction

Kneeling Supported
- Shooting arm on knee
- Support arm on barricade
- Firm cheek weld

U.S. Army Reserve Marksmanship Program
www.usar.army.mil/ARM/
Employment

Aim

Sight Alignment: Relationship between the aiming device and the firer’s eye. Maintain by using **consistent cheek weld and head placement**.

- **Iron sight.** Relationship of front sight, rear sight, and firer’s eye. Maintain by keeping focus on the top of the front sight.
- **Optics/Thermal.** Relationship between the reticle and the firer’s eye. Maintain by ensuring full, centered field of view (no shadow in magnified optics)
- **Pointers/Illuminators/Lasers.** Relationship between the firer’s eye, the night vision device placement and focus, and the laser aiming point on the target.
Windage or Lead

Hold Points:
1. \( \frac{1}{4} \) or Favor
2. \( \frac{1}{2} \) or Edge
3. \( \frac{1}{2} + \frac{1}{4} \)
4. 1 or Off Target
5. 1 + \( \frac{1}{4} \)
6. 1 + \( \frac{1}{2} \)
Range Estimation

100 meters: Target clearly observed in detail, facial features distinguished

200 meters: Target can be clearly observed, loss of facial detail. Skin and equipment color identifiable

300 meters: Target has a clear body outline, face color remains accurate, remaining details blurred

400 meters: Body outline clear, remaining detail is blurred

500 meters: Body shape begins to taper at the ends. Head becomes indistinct from the shoulders
Wind Speed

- 0 to 3 mph = Hardly felt, but smoke drifts
- 3 to 5 mph = Felt lightly on the face
- 5 to 8 mph = Leaves in constant movement
- 8 to 12 mph = Raises dust and loose paper
- 12 to 15 mph = Causes small trees to sway

Windage Estimate

- 10 mph full value = 1 MOA/100 meters
- 10mph full = 1/2/3/4MOA at 100/200/300/400
- Half value wind = half adjustment
- Half speed (5mph) = half adjustment
Employment

Control

- All conscious actions before, during, and after the shot process

- Includes safety and decision to shoot (when/if based on ROE)

- Proper trigger control without disturbing the sights is a critical aspect of Control and the most difficult to master

- Shot anticipation (flinch, pre-ignition push) disrupts Control

- Reducing or eliminating shot anticipation with good trigger control is often most effective way to improve shooting results
Employment

Control

- Trigger finger placement lays naturally across the trigger after achieving a proper, high grip. **No specified point must be used.**

- Trigger squeeze/press. Pull in a smooth, consistent manner. Add steady pressure until the weapon fires. Move straight rearward.

- Trigger reset. Retain sight focus while resetting the trigger

- Follow-through and Call your shot
Employment

Control

- **Follow-through**: Continued mental and physical application of the shot process’ functional elements
  - Firer’s head stays in contact with the stock, the firing eye remains open, and the trigger finger holds the trigger back through recoil before resetting trigger for next shot.

- **Calling The Shot**: State where you think the shot/burst went based on where the sights were when the shot/burst was released
  - Call is expressed in clock direction and amount from point of aim
  - Peer coach or Experienced coach verifies actual location with optics
  - Poor/inconsistent shot call is a poor application of Control
Employment

Workspace Management

- Spherical area 12 to 18 inch diameter, centered on chin
- Where majority of weapons manipulations take place
- Need access/use of:
  - Selector
  - Charging handle
  - Bolt catch
  - Ejection port
  - Magazine catch

Weapon oriented downrange.
Buttstock seated at inner elbow.
Weapon elevated to approximately 45 degrees.
Weapon is rotated as necessary to complete required manipulations.
Employment

Control: Rate of Fire

- **Slow Semiautomatic**: Moderate pace. Training or secure defensive position. 12-15 rounds per minute.
- **Rapid Semiautomatic**: Multiple targets or combat scenarios shooting where Soldiers don’t have overmatch. ~45 rounds per minute. Effective only after skill with slow semiautomatic is obtained.
- **Automatic/Burst**: Provide highest possible rate of fire. Can be useful for suppression only if accurately directed. Learn Slow and Rapid first.
- **Suppressive Fire**: Fires that degrades the performance of an enemy force below the level needed to fulfill its mission. Must either hit directly or land close enough to convince the enemy fires *could* have hit.
  - Volume does NOT equal suppressive fire unless directly accurately enough that it *could* hit on purpose.
Drills

Drill structure is standardized for all weapons to reinforce common actions

A: Weapon Check-Condition Green, serial numbers, function check
B: Sling/Unsling. Go between Safe Hang, Low Ready, Ready, and other positions
C: Equipment Check/PCC
D: Load
E: Carry (5/3) Move between 5 methods of carry 3 times.
F: Fight Down. Start in the standing/offhand position and assume the kneeling, sitting, and prone (or variations) in order.

G: Fight Up. Start prone and assume positions up to standing in order.
H: Go-To-Prone. Rapidly drop from standing/crouching low ready into prone. Do while stationary, walking, or during a tactical rush.
I: Reload. Completely reload from load bearing equipment. Standing, Kneeling, Squatting, Prone
J: Clear Malfunction. Reduce the most common malfunctions.
K: Unload/Show Clear
Drill A: Weapon/Function Check

Go to Condition **Green**

- Bolt forward, on SAFE, pull trigger. Nothing should happen.
- On Semi, pull trigger and hold back. Hammer should fall.
- Pull charging handle and release with trigger back. Release to reset (“click”), then pull trigger. Hammer should fall.
- Burst: Hold trigger back, pull and release charging handle three times, release and pull trigger. Hammer should fall.
- Charge bolt, move selector to Semi, then move the selector between Semi and Auto/Burst, pull trigger. Hammer should drop.
- **TACOM SOU Message 18-005**: If the hammer drops, repeat by slightly repositioning selector between Semi and Auto/Burst.
  - If the hammer does not drop when the trigger is squeezed, this is a failure.
  - If hammer does not drop, move the selector in either direction. If the hammer drops without squeezing the trigger, this is a failure.
Drill D: Load

Condition **Amber**
- Bolt forward, on Safe
- Insert filled magazine

Condition **Red**
- Insert filled magazine
- Load chamber
  - Bolt back: Press bolt release
  - Bolt forward: Pull charging handle and release
- On Safe
Drill I: Reload

- Reload from load bearing equipment
- From Standing, Kneeling, Prone, etc.
- While changing positions. Drill F, G, H (Fight down/Up, Go-To-Prone)

- Speed/Emergency: Drop empty magazine with release button, insert new magazine, go to Condition Red
- Tactical/Retention: Swap old mag (partial or empty) with a new magazine, go to Condition Red
Drill J: Clear Malfunctions

Any failure of the weapon to complete normal cycle of function. Correct by:

- Use secondary weapon (if available and appropriate)
- Apply Corrective Action
  - **Immediate action.** Simple, rapid action to correct basic disruptions
  - Commonly fix simple failures to fire, especially ammunition related
    - Failure to fire: Hammer falls (audible click)
    - Failure to feed: Bolt carrier prevented from moving all the way forward
    - Failure to chamber: Round is being fed into the chamber doesn’t go into battery
    - Failure to extract: Extractor loses grip on cartridge case or bolt seizes movement
    - Failure to eject: Cartridge case extracted but fails to leave ejection port
  - Overly simple, single methods (“SPORTS”) fail to address a number of issues while adding useless steps (“Observe”) to simple fixes
  - Treat the symptom while maintaining focus downrange/on threat
  - **No single corrective resolve all malfunctions.**
Drill J: Clear Malfunctions

- Tap, Rack, Reassess for ammo related ("click") failures

- Remedial action
  Skilled/thorough response to specific problem or issue that simple Immediate action cannot correct
  - Typically requires unload/show clear to correct

No single corrective resolve all malfunctions.
Drill K: Unload/Show Clear

- Place selector on Safe
- Remove magazine
- Lock bolt to the rear
- Check chamber and magazine well is empty
- Weapon is now Green
Zeroing

A specific process should be followed when zeroing. The process is designed to be time-efficient.

- **Use peer coaches**
- Experienced coach when available
- Use optics to observe targets
- Conduct range in open block times
  - 10-15 minute blocks
- **Grouping:** Consistently place shots in the same place. 3-5 rounds
  - Call each shot!
  - 4MOA best (6MOA is acceptable)
- **Zeroing:** After Grouping
  - Can start with singles, then triples
  - Confirm with a five round group on a fresh target.
Zeroing

At 25 meters:

- 4 MOA diamond and dashed circle
- 6 MOA (4cm) dashed circle
- 8, 12, MOA rings
- 16 MOA bull (4-inch black circle)
  - B-6 NRA at 50 yards
- 20, 24, 28, 32 MOA circles
  - 5, 6, 7, 8 inch, respectively
- 1 MOA grid
- Can be done “slick” (no field gear)

Many weapons/sights need offset

- Use Canebrake 25 Meter Zeroing Tool
- Reference TM or SAIB

Always use Peer or Experienced coaches!
Preliminary Marksmanship Instruction and Evaluation
Rifle and Carbine - M16/M4 Series
TC 3-22.9

Zeroing: Validate

Conduct 25 meter range in block times of 10-15 minutes. Use optics to observe.

Arrange targets in grid to identify

1. Confirm zero with 5 rounds
   ○ 4-6 MOA on fresh target

2. Use USAR Postal Match (25 meters)
   ○ Event uses same timing as qualification
   ○ Use practice run(s) (dry and live) to learn course
   ○ Match is three strings for record

3. Validate zero at actual distance
   ○ LOMAH or KD range is preferred
   ○ Set RETS targets to “bob” mode
   ○ Don’t allow qualification until hits are made
   ○ Should hit 100, 200, and 300 with less than five rounds
Support Barricade

- Basic frame for kneeling supported and standing supported. Design can vary.
- Used for Primary and Alternate Qualification and Postal Match.
- RETS/ARF “pop up” ranges and 25 meter ranges
Primary Qualification

- Run as four continuous phases (no stopping)
- 4 10rnd mags in LBE/pouches
- 5 second delay (1->2 and 3->4)
- 8 second delay 2->3
- Reload between phases without command

<table>
<thead>
<tr>
<th>Phase 1</th>
<th>Phase 2</th>
<th>Phase 3</th>
<th>Phase 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prone Unsupported (1x10)</td>
<td>Prone Supported (1x10)</td>
<td>Kneeling Supported (1x10)</td>
<td>Standing supported (1x10)</td>
</tr>
<tr>
<td>TGT</td>
<td>Range (m)</td>
<td>Time (sec)</td>
<td>TGT</td>
</tr>
<tr>
<td>1</td>
<td>50 (L)</td>
<td>3</td>
<td>11</td>
</tr>
<tr>
<td>2</td>
<td>150</td>
<td>5</td>
<td>12</td>
</tr>
<tr>
<td>3</td>
<td>200</td>
<td>5</td>
<td>13</td>
</tr>
<tr>
<td>4</td>
<td>100</td>
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<td>8</td>
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<td>9</td>
<td>200</td>
<td></td>
<td>19</td>
</tr>
<tr>
<td>10</td>
<td>250</td>
<td></td>
<td>20</td>
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</tbody>
</table>

TARGET TOTALS BY RANGE

<table>
<thead>
<tr>
<th>Range</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>300 M</td>
<td>5</td>
</tr>
<tr>
<td>250 M</td>
<td>6</td>
</tr>
<tr>
<td>200 M</td>
<td>8</td>
</tr>
</tbody>
</table>

Targets have 0.5 second delay between exposures
Rough time is 4 mins run time.

U.S. Army Reserve Marksmanship Program
www.usar.army.mil/ARM/
Alternate Qualification

- Units must attempt to properly resource Primary Qualification through RFMSS first or they’re not authorized to conduct the ALT-C for qualification
- **KD Qualification is no longer authorized**
- Score after each of four engagements. Mark hits. Misses for targets out of order
- 30 (75%) to pass (Marksman only)
- C-4 paper silhouette target (NSN 6920-01-167-1398)

<table>
<thead>
<tr>
<th>Engagement</th>
<th>Firing Position</th>
<th>Time (seconds)</th>
<th>DODIC</th>
<th>Ammunition Breakdown</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Prone Unsupported</td>
<td>60 sec</td>
<td></td>
<td></td>
</tr>
<tr>
<td>When Commanded: Reload, Fight Up</td>
<td>Move from Prone Unsupported to Supported</td>
<td>Scorer checks target and records score on DA Form 5790</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Prone Supported</td>
<td>60 sec</td>
<td></td>
<td></td>
</tr>
<tr>
<td>When Commanded: Reload, Fight Up</td>
<td>Move from Prone Supported to Kneeling Supported</td>
<td>Scorer checks target and records score on DA Form 5790</td>
<td>AAA49</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>Kneeling Supported</td>
<td>60 sec</td>
<td></td>
<td></td>
</tr>
<tr>
<td>When Commanded: Reload, Fight Up</td>
<td>Move from Kneeling Supported to Standing Supported</td>
<td>Scorer checks target and records score on DA Form 5790</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Standing Supported</td>
<td>60 sec</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Note:** At the completion of the table, scorers move down range, record the final engagement score and replace targets with a new target for the next firing order.
Alternate Qualification

<table>
<thead>
<tr>
<th>TOWER</th>
<th>SOLDIER ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>RED STATUS</td>
<td>GO TO PRONE, MAKE READY</td>
</tr>
<tr>
<td>Alert</td>
<td>FIRERS</td>
</tr>
<tr>
<td>Target Description</td>
<td>100, 150, AND 200 METER SILHOUETTES</td>
</tr>
<tr>
<td>Direction</td>
<td>FRONT</td>
</tr>
<tr>
<td>Range</td>
<td>25</td>
</tr>
<tr>
<td>Method</td>
<td>NEAR TO FAR</td>
</tr>
<tr>
<td>Control</td>
<td>WEAPONS FREE! WEAPONS FREE!</td>
</tr>
</tbody>
</table>

TOWER BEGINS THE ONE MINUTE TIMER. WHEN TIME EXPIRES THE FOLLOWING HAPPENS:

<table>
<thead>
<tr>
<th>Control</th>
<th>CEASE FIRE! CEASE FIRE!</th>
</tr>
</thead>
<tbody>
<tr>
<td>GREEN STATUS</td>
<td>GO GREEN! GO GREEN!</td>
</tr>
</tbody>
</table>

Once all scorers have finished scoring the first task, they return back behind the firing line and this process is repeated three more times until the table is completed.

1. Prone unsupported. 2-rounds each target in order: 100 meter center, 150 meter left, 150 meter right, 200 meter left, 200 meter right. 60 seconds

2. Prone supported. 5-rounds each: 250 meter, 300 meter. 60 seconds
### Alternate Qualification

**RED STATUS**
- FIGHT UP,
- KNEELING,
- MAKE READY

**SOLDIER ACTION**
- Soldier moves to a kneeling supported firing position against the barricade and loads one 10-round magazine.

**Alert**
- FIRING LINE IS READY

**Target Description**
- 50, 100, 150, 200, 250 AND 300 METER SILHOUETTES

**Direction**
- FRONT

**Range**
- 25

**Method**
- NEAR TO FAR

**Control**
- WEAPONS FREE!

**TOWER**

<table>
<thead>
<tr>
<th>RED STATUS</th>
<th>FIGHT UP, STANDING, MAKE READY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alert</td>
<td>FIRERS</td>
</tr>
<tr>
<td>Target Description</td>
<td>50, 100, and 150 METER SILHOUETTES</td>
</tr>
<tr>
<td>Direction</td>
<td>FRONT</td>
</tr>
<tr>
<td>Range</td>
<td>25</td>
</tr>
<tr>
<td>Method</td>
<td>NEAR TO FAR</td>
</tr>
<tr>
<td>Control</td>
<td>WEAPONS FREE! WEAPONS FREE!</td>
</tr>
</tbody>
</table>

**TOWER BEGINS THE ONE MINUTE TIMER. WHEN TIME EXPIRES THE FOLLOWING HAPPENS:**

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3. Kneeling supported. 1-round each: 50-m, 100-m left, 100-m center, 100-m right, 150-m left, 150-m right, 200-m left, 200-m right, 250-m, 300-m. 60 seconds

4. Standing supported. 2-rounds each target in order: 50-m, 100-m left, 100-m center, 100-m right. 1-round 150-m left, 150-m right. 60 seconds
# Preliminary Marksmanship Instruction and Evaluation

**Rifle and Carbine - M16/M4 Series**

**TC 3-22.9**

## Qualification

<table>
<thead>
<tr>
<th>Rating</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Expert</strong></td>
<td>Soldier successfully completes the prerequisite tables and hits 90% of presented targets on Table VI, <strong>Primary Qualification course on the first attempt.</strong></td>
</tr>
<tr>
<td><strong>Sharpshooter</strong></td>
<td>Soldier successfully completes the prerequisite tables and hits 80% to 89% of presented targets on Table VI, <strong>Primary Qualification course on the first attempt.</strong></td>
</tr>
</tbody>
</table>
| **Marksman** | Soldier successfully completes the prerequisite tables and hits 70% to 79% of presented targets on Table VI, **Primary Qualification course on the first attempt.**

**Soldiers successfully completing the authorized Alternate Qualification course at 75% (30) or higher on the first attempt the highest Soldier rating and badge is Marksman. Expert and Sharpshooter not authorized.**

| Qualified | ● Scoring less than 70% (23-27) but passing the first Primary Qualification attempt.  
● Requiring to re-fire after failing the first attempt to achieve standards of qualification (23+ Primary Qualification, 30+ Alternate Qualification) and passing on a later attempt, regardless of the subsequent score.  
● No weapons qualification badge is authorized for Qualified firers. |

| Unqualified | Soldier fails to successfully complete any qualification. |
Primary Qualification

Record Fire Standards for *First Time Go* on new Primary Course qualification

- Expert 36-40 (90%)
- Sharpshooter 32-35 (80%)
- Marksman 28-31 (70%)
- Qualified 23-27 (no badge authorized)
- Recorded on DA 3595, **verified in DTMS**

Alternate Course

- Highest qualification authorized is Marksman if scoring 75%+ on **first attempt**
- Can not earn Expert or Sharpshooter unless done on the **first attempt** at qualification for record on the Primary Qualification course only

Make up Qualification (second or subsequent attempt on any qualification course)

- May only be Qualified. No badge authorized for wear.