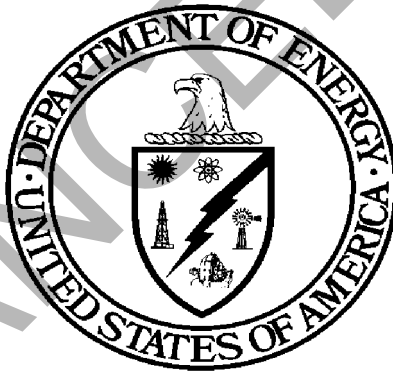


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FIREARMS QUALIFICATION COURSES MANUAL



U.S. DEPARTMENT OF ENERGY
Office of Nonproliferation and National Security
Office of Security Affairs
Office of Safeguards and Security

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OFFICE OF SAFEGUARDS
AND SECURITY

FIREARMS QUALIFICATION COURSES MANUAL

1. PURPOSE. This Manual defines the required courses of fire for authorized firearms in order to ensure the uniform qualification and requalification of DOE Federal Officers and Security Police Officers by certified Federal and contractor firearms instructors.
2. SUMMARY. This Manual is composed of ten chapters and four attachments that provide detailed requirements for qualification with various firearms.
3. CANCELLATION. DOE M 5632.7-1, FIREARMS QUALIFICATION COURSES MANUAL, of 12-1-92.
4. CONTACT. Questions concerning this Manual should be referred to the Office of Safeguards and Security, 301-903-5122.

BY ORDER OF THE SECRETARY OF ENERGY:



ARCHER L. DURHAM
Assistant Secretary for
Human Resources and Administration

FIREARMS QUALIFICATION COURSES MANUAL

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CHAPTER I

INTRODUCTION

1. **SCOPE.** The Department of Energy (DOE) requires that all Federal Officers and Security Police Officers (SPOs) receive approved firearms training and pass approved firearms qualification courses for the firearms that they are authorized to carry. Training in the use of deadly force is provided by the Safeguards and Security Central Training Academy (CTA) and the approved DOE Basic SPO Program. DOE policy for the use of deadly force is promulgated in Title 10, Code of Federal Regulations (10 CFR), Part 1047, LIMITED ARREST AUTHORITY AND USE OF FORCE BY PROTECTIVE FORCE OFFICERS; it is not addressed herein.

Firearms qualification courses described in this Manual are approved by the Office of Safeguards and Security (OSS) for firearms qualification and requalification to ensure Federal Officers and SPOs are uniformly qualified with the firearms that they are authorized to carry. The courses are designed to evaluate basic shooting skills with various authorized firearms. Additional requirements for firearms training and qualifications are set forth in 10 CFR PART 1046, PHYSICAL PROTECTION OF SECURITY INTERESTS, and DOE 5632.7A, PROTECTIVE FORCE PROGRAM. The courses promulgated herein address the 10 CFR 1046 requirement that SPOs possess the minimum level of skills and knowledge needed to competently perform all essential functions of the job and tasks associated with SPO job responsibilities. These courses evaluate whether an SPO is competent to defend against the DOE Design Basis Threat. Site-specific conditions may justify requirements for developing and implementing supplementary special firearms training and qualification courses (e.g., aerial firing platforms, executive protection). Such supplementary courses shall be submitted to the Director, OSS, for review and concurrence. All firearms courses shall be conducted in accordance with DOE O 440.1, WORKER PROTECTION MANAGEMENT FOR DOE FEDERAL AND CONTRACTOR EMPLOYEES.

Federal Officers and SPOs shall demonstrate acceptable marksmanship and proficiency in related shooting skills in order to pass the firearms qualification courses. Shooting skills include the ability to aim and fire accurately; manipulate firearms; draw, shoot, and reload quickly and effectively; and assume realistic shooting positions. Periodic training must supplement all courses promulgated in this Manual. Shooting skills can be enhanced by training and testing knowledge, skills, and abilities, as appropriate (e.g., firearm manipulation; target discrimination; the engagement of moving, multiple, and reactive targets; and shooting under stress).

The firearms qualification courses prescribed in this Manual may be used for training and shall be used to determine whether a Federal Officer or SPO is qualified to be armed with a

particular firearm. The ability of a Federal Officer or SPO to pass a firearm qualification course will, in part, depend on the quality of periodic training and the degree of proficiency achieved by the individual Federal Officer and SPO in various shooting skills. Firearms training is not the subject of this Manual. All firearms qualification courses shall be conducted by firearms instructors certified by the CTA for instruction in the various firearms used during the specific courses. (For example, a Submachine Gun [SMG] Qualification Course shall be conducted by an instructor certified at the Advanced Weapons Systems Instructor Certification level.)

2. APPLICABLE DOCUMENTS. 10 CFR Part 1046, PHYSICAL PROTECTION OF SECURITY INTERESTS, addresses medical and physical fitness requirements as well as firearms training, qualification, and requalification for Federal Officers and SPOs. Firearms training, qualification, and requalification requirements are also addressed in DOE 5632.7A, PROTECTIVE FORCE PROGRAM. 10 CFR Part 1047, LIMITED ARREST AUTHORITY AND USE OF FORCE BY PROTECTIVE FORCE OFFICERS, includes DOE policy on the use of deadly force. The promulgated courses are conducted in accordance with DOE O 440.1, WORKER PROTECTION MANAGEMENT FOR DOE FEDERAL AND CONTRACTOR EMPLOYEES.
3. CONTENT. Separate chapters are devoted to basic courses of fire for five types of firearms: handgun, rifle, shotgun, SMG, and light machine gun (LMG). Three specialized courses—(1) shooting-on-the-move for the handgun and SMG, (2) precision rifle, and (3) live-fire-house—are also addressed by separate chapters.

All courses are executed under daylight conditions. Some courses also require a shooter to qualify under reduced lighting conditions; these are so identified. **Attachment 1** to this Manual provides requirements for lighting standards and measurement techniques.

Attachment 2 sets forth the remedial qualification course. **Attachment 3** provides target specifications and scoring details and requirements. **Attachment 4** contains descriptions of scoring templates used during Precision Rifle Qualification Courses.

4. REVIEW. This Manual shall be reviewed annually by the OSS Firearms Quality Panel, which may recommend changes. Field Elements are encouraged to forward written recommendations for changes or comments, with sufficient detail for consideration by DOE Headquarters, to the Director, OSS.
5. DEFINITIONS.

Action - Functional parts of a firearm that move together to place a cartridge in the chamber or otherwise ready a cartridge for firing.

Alibi - An authorized reason for repeating a string of fire or receiving credit for a late fired round.

Automatic - A firearm using gas pressure or force of recoil and mechanical spring action for repeatedly ejecting the empty cartridge case, introducing a new cartridge, and firing it while pressure remains applied to the trigger.

Backing - Cardboard or other material measuring 24 x 48 inches to which a target is attached.

Barrel - The discharging tube of a firearm usually made from iron or steel through which the projectile(s) pass(es) when the firearm is fired.

Barricade - A structure used as support during the firing of a firearm.

Bolt - A metal cylinder that drives the cartridge into the chamber, locks the breech, and usually contains the firing pin and extractor.

Bore - The interior of the barrel, the diameter of which determines the caliber or gauge of the firearm.

Brass - The spent brasses hull or casing of a cartridge.

Breech - The part of the firearm to the rear of the bore that accepts ammunition.

Bullet - A round or elongated projectile (usually made of lead) designed to be fired from a firearm.

Burst - The number of bullets fired from an automatic weapon by one pull of the trigger.

Caliber - The diameter of the bore of a firearm or diameter of a bullet or shell.

Carbine - A short barreled, rifled bore, lightweight, semiautomatic or automatic, shoulder firearm.

Cartridge - A completed assembly for firing a firearm consisting of bullet casing, powder, primer, and projectile.

Center of mass - The designated middle point of a specific target, usually the center point of a body torso.

Chamber - The part of the bore that holds the cartridge; a compartment in the cartridge cylinder of a revolver.

Charge - To cause the action of a firearm to move, resulting in a cartridge being placed in the chamber and ready for firing.

Clear - To ensure that a firearm has no cartridge in the chamber, cylinder, or loading mechanism and, if magazine fed, that the magazine is removed.

Cock - To draw the hammer of a firearm back and set for firing; to set the trigger for firing.

Cold barrel - The condition of a barrel before any cartridge has been fired such as when a firearm is first put to use in a duty response after a period of disuse.

Course - An orderly progression of manipulating and shooting a firearm through specified stages and strings designed to exercise and evaluate manipulating and shooting skills.

Cover - Protection from incoming projectiles.

Cylinder - The rotating chamber of a revolver that holds the cartridges.

Dark - A lighting standard used in reduced lighting firearms qualification courses that equates to a measurement of less than .2 foot-candle.

Decock - To move the hammer of a firearm so it is not set for firing; to move the trigger so it is not set for firing.

Dim - A lighting standard used in reduced light firearms qualification courses that equates to a measurement of .2 foot-candle.

DOE Standard Target - Target(s) adopted by DOE for training and qualification.

Double-action - To use trigger pressure to both cock and fire a firearm.

Down-range - Direction toward the shooter's target.

Draw - To bring out a firearm, usually a handgun from a holster worn on the body, and direct it toward a target.

Dry fire - To manipulate a firearm and practice firing with no live cartridges or to use dummy ammunition.

Extended Long distance - The distance between the yard line being fired from and the target that is 201 yards and more distant.

Fire - To discharge a firearm.

Firearm - A weapon from which a projectile(s) is discharged by gun powder; usually used when referring to small arms such as rifles or handguns.

Flash-sight picture - To obtain correct sight alignment and correct sight picture for firing as rapidly as possible (fraction of a second).

Foot-candle - The illumination of a surface of 1 foot distant from the source of one candela, equal to 1 lumen per square foot.

Full-load - The condition of an automatic or semiautomatic firearm when it has a cartridge or cartridges loaded in the magazine, a cartridge loaded in the chamber, and a bolt in the firing position.

Gauge - The inside diameter of a shotgun barrel, as measured by the number of lead pellets exactly fitting into the barrel that can be made from a pound of lead.

Grip - Verb: to place one or more hands on a firearm to permit effective firing. Noun: the portion(s) of a firearm designed for holding it in order to fire.

Half-load - Condition of an automatic or semiautomatic firearm when it has cartridges loaded in the magazine, no cartridge in the chamber, and the bolt in a firing position.

Hammer - The part of a firearm that hits the primer, firing pin, or percussion cap causing the firearm to fire a projectile.

Handgun - A firearm held and fired with one hand.

Line - A formation at a firing range in which shooters are spread at prescribed intervals along an axis parallel to the facings of the targets.

Loading mechanism - The component used to feed ammunition into the chamber of a firearm.

Long distance - The distance between the yard line being fired from and the target, varying from 50 to 200 yards.

Low-ready - The position of a shooter holding a firearm with its muzzle (or a flashlight with its lens) pointed toward the ground and down-range, and below the line of a projectile's trajectory to the target.

Magazine - A component in some types of firearms, usually a small detachable metal box, in which cartridges are placed to be fed into the chamber.

Moderate distance - The distance between the yard line being fired from and the target, varying from 10 to 49 yards.

Muzzle - The discharge end of a barrel.

Pistol - A handgun whose chamber is integral with the barrel.

Precision rifle- A firearm system composed of a shoulder-fired firearm with rifled bore and telescopic sights that has been adapted for extremely accurate aiming.

Print - Perforation on a target caused by a projectile.

Prohibited strike zone - Any area other than a designated target.

Projectile - A fired, projected object, such as a bullet or pellet(s), having no capacity for self-propulsion.

Receiver - The portion of a firearm that accepts a cartridge or takes a cartridge from a loading device and readies it for firing.

Revolver - A handgun with a cylinder of several chambers brought successively into line with the barrel and discharged by the same hammer.

Rifle - A shoulder-fired firearm with a rifled barrel designed for single action, semiautomatic, or automatic firing.

Rifled bore - A firearm barrel with spiral groves (rifling) cut into it.

Round - A completed assembly for firing a firearm consisting of bullet casing, powder, primer, and projectile.

Scope - An optical instrument to aid the human eye in sighting a firearm.

Semiautomatic - A firearm using gas pressure or force of recoil and mechanical spring action to eject an empty cartridge casing after the first shot and load the next cartridge from the magazine, but requiring release and another pressure of the trigger for each successive shot.

Short distance - The distance between the yard line being fired from and the target, varying between 2 and 7 yards.

Shot - A projectile, as a bullet or pellet, from a firearm.

Shotgun - A smooth bore shoulder firearm for firing single (slug) or multiple (pellets) projectiles, usually at moderate distance.

Sight alignment - Correct positioning of front sight within center space of rear sight. For firearms equipped with a scope, the scope must be aligned with the bore prior to shooting.

Sight picture - Correct alignment of target with correctly aligned sight(s) to ensure a projectile strikes the target at the point of aim.

Single-action - To use trigger pressure to fire an already cocked firearm.

Slug - A round shotgun bullet much larger than a shotgun pellet.

Smooth bore - A rifle bore without any riflings.

Stage - A segment of a firearms qualification course, which may consist of one or more strings utilizing similar techniques at a specified distance.

Standard Military Target - A target(s) used by the U.S. Armed Forces for firearms training and qualification. For the purposes of this Manual, the Standard Military 10 Meter Target.

String - A segment of a stage, usually fired within a specified time limit.

Strong hand - The dominant hand of a shooter, relied on habitually.

Weak hand - The non-dominant hand of a shooter, not relied on habitually.

Zero - To adjust a firearm's sighting mechanism(s) to cause a projectile to strike a target at the point of aim

CHAPTER II

GENERAL INSTRUCTIONS FOR FIREARMS QUALIFICATION COURSES

The following general instructions should be adhered to during the conduct of firearms qualification courses:

- Shooters shall maintain silence on the line so they can hear and interpret range commands.
- All range commands or questions to the line shall be issued by the Lead Instructor.
- Shooters shall not move off the line or pick up any equipment or brass until the line is declared safe and the line is told to act by the Lead Instructor.
- Shooters on line shall commence firing on command only. Shooters shall cease fire immediately when commanded to do so.
- A shooter on line holding a firearm shall always maintain the muzzle pointed down-range.
- All rounds shall be fired center of mass unless otherwise directed.
- Shooters shall always wear approved sight and hearing protection.
- Shooters shall touch the trigger only when the sights are aimed at the target. Until this is achieved, the trigger finger shall remain extended straight alongside the receiver or frame.
- Shooters shall not attempt to catch brass or to eject brass into collection containers.
- Shooters shall reload using ammunition pouches, speedloaders, magazines, or magazine pouches that are provided and/or worn on duty. Pouches or carriers that require snaps or other closures must be in the snapped or closed position prior to initiation of a stage.
- The Lead Instructor shall ensure the firing line is clear of debris (e.g., magazines, brass, ammunition boxes) and equipment to prevent injury to shooters moving from one position or distance to another.
- Shooters shall always apply the prescribed immediate action or malfunction clearing procedure to a firearm that fails to fire. The only exception to this requirement is during the Live-Fire-House Qualification Course, when the shooter is required to transition from the handgun to the SMG when a malfunction is experienced.

- In the event a shooter experiences a malfunction during a course, the shooter shall attempt to clear that malfunction using proper clearing methods. If the shooter properly clears the malfunction, an alibi shall be provided.
- An alibi shall be provided in the event of a condition which cannot be cleared by standard clearing procedures.
- Shooters with an alibi shall be allowed to complete a string.
- Adjustable sights on all non-individually assigned firearms shall be set in a standard manner so all shooter know the point of impact and can make aiming adjustments quickly and consistently to permit accurate initial fire.
- The Lead Instructor may authorize firearms or magazines to be fully loaded, unless otherwise specified, for all stages/strings; however, the shooter shall clear the chamber between stages when the next stage begins at a half-load.
- Shooters using a firearm equipped with a selector lever shall ensure it is returned to the safe position after every string unless otherwise directed by the Lead Instructor.
- Shooters shall place a shoulder-fired firearm to the shoulder and align the sights with the target for every string, unless the stage specifies another position (i.e., the low ready).
- The Lead Instructor shall allow the use of illumination devices affixed to firearms when prescribed in the course.
- When required, shooters shall use only flashlights which are approved for and carried on duty. These shall have a pressure switch which causes illumination when pressed and turns off illumination when released.
- SPOs, according to SPO Level, shall wear all minimum equipment required by DOE Order 5632.7A and site-specific instructions for duty and tactical responses when firing for qualification.

CHAPTER III

HANDGUN QUALIFICATION COURSES

1. INTRODUCTION. The qualification courses for the handgun are designed to evaluate shooters' marksmanship and firearm manipulation under daylight and reduced lighting conditions. The stages test various shooting techniques under specified conditions and through specified procedures. The DOE Standard Target shall be used for all stages and scored in accordance with Attachment 3. Lighting standards for the Reduced Lighting Handgun Qualification Course are specified in Attachment 1 and shall be adhered to strictly whenever a shooter is to be qualified.
2. INSTRUCTIONS FOR HANDGUN QUALIFICATION COURSES.
 - All general instructions for firearms qualification courses in Chapter I shall apply.
 - All draws shall be from a snapped or secured holster. Shooters shall start with their hands relaxed, hanging by their sides.
 - Shooters shall decock double-action semiautomatics before holstering.
 - Shooters authorized to carry a round in the chamber of a double-action, semiautomatic handgun while on duty shall decock after each string, and the first round shall be fired double-action. If firing a revolver, all rounds shall be fired double-action.
 - Shooters not authorized to carry a round in the chamber of a double-action, semiautomatic handgun on duty shall chamber a round on each draw sequence. The first round so chambered shall be fired single-action.
 - The kneeling position may incorporate support for the shooting hand, but at least one knee must touch the ground. Other positions may incorporate support for the shooting hand as directed.
 - Shooters, when required to fire from either the right or left side of the barricade, shall use it for cover. Shooters shall also use the barricade as cover when reloading.
 - An approved flashlight shall be used during Stages II and III of the Reduced Lighting Handgun Qualification Course.

3. DAYLIGHT HANDGUN QUALIFICATION COURSE.**Stage I**

Technique: Immediate response to a lethal threat at a short distance.

Yard line: 3
Total rounds: 6
Targets: 1
Load with: 6 rounds
Strings: 3
Position: Standing

Procedure: String 1: Draw and fire 2 rounds within 3 seconds.
Strings 2 & 3: Same as Stage I, String 1.

Stage II

Technique: Immediate response to a lethal threat at a short distance.

Yard line: 7
Total rounds: 6
Targets: 1
Load with: 6 rounds
Strings: 2
Position: Standing

Procedure: String 1: Draw and fire 2 rounds center of mass and 1 round at the head within 5 seconds.
String 2: Same as Stage II, String 1.

Stage III

Technique: Use of the weak hand in lieu of the strong hand to engage a lethal threat at a short distance.

Yard line: 7
Total rounds: 6
Targets: 1
Load with: 6 rounds
Strings: 3
Position: Standing

Procedure: String 1: Begin with the handgun in the unsupported weak hand at the low-ready. Fire 2 rounds in 4 seconds.
Strings 2 & 3: Same as Stage III, String 1.

Stage IV

Technique: Immediate and continuing response to a lethal threat at a moderate distance and commencement of fire from the low-ready.

Yard line: 10
Total rounds: 12
Targets: 1
Load with: 6 rounds
Strings: 5
Position: Standing

Procedure: String 1: Draw and fire 2 rounds within 4 seconds; remain at low-ready.
String 2: From the low-ready, fire 2 rounds within 3 seconds.
String 3: Draw and fire 2 rounds; reload and fire 2 rounds.
Time limit: Revolver: 12 seconds
Semiautomatic: 10 seconds
String 4: Same as Stage IV, String 1.
String 5: Same as Stage IV, String 2.

Stage V

Technique: Immediate and continuing response to a lethal threat at a moderate distance while moving to a more advantageous shooting position, reloading, and commencing fire from the low-ready.

Yard line: 15
Total rounds: 12
Targets: 1
Load with: 6 rounds
Strings: 5
Position: Standing and kneeling

Procedure: String 1: Draw; assume a kneeling position, and fire 2 rounds within 5 seconds.
String 2: Same as Stage V, String 1.

- String 3: From the standing position, draw and fire 2 rounds; reload while assuming a kneeling position, and fire 2 rounds.
Time limit: Revolver: 14 seconds
Semiautomatic: 12 seconds
- String 4: From the standing position, draw and fire 2 rounds in 5 seconds; remain at low-ready.
- String 5: From the low-ready position, fire 2 rounds within 3 seconds.

Stage VI

Technique: Immediate and continuing response to a lethal threat at a moderate distance and use of a barricade for cover while firing from the left and right sides of the barricade in standing, kneeling, and prone positions and while reloading. Use of the weak hand is optional as is use of the barricade for support.

Yard line: 25
Total rounds: 12
Targets: 1
Load with: 6 rounds
Strings: 5
Position: Standing, kneeling, and prone

- Procedure: String 1: Draw; assume a standing left barricade position, and fire 2 rounds within 5 seconds.
- String 2: Draw; assume a standing right barricade position, and fire 2 rounds within 5 seconds.
- String 3: Draw; assume a kneeling left barricade position and fire 2 rounds. Reload; move to a kneeling right barricade position, and fire 2 more rounds.
Time limit: Revolver: 15 seconds
Semiautomatic: 12 seconds
- String 4: Draw; assume a prone position and fire 2 rounds within 10 seconds.
- String 5: Same as Stage VI, String 4.

Stage VII

Technique: Immediate response to a lethal threat at a long distance while using the standing, kneeling, and prone barricade positions (right or left barricade positions at shooter's option).

Yard line: 50
Total rounds: 6
Targets: 1
Load with: 6 rounds
Strings: 3
Position: Standing, kneeling, and prone.

Procedure: String 1: Draw; assume a standing barricade position (shooter option of left or right side), and fire 2 rounds within 8 seconds.
String 2: Draw; assume kneeling barricade position (shooter option of left or right side), and fire 2 rounds within 10 seconds.
String 3: Draw; assume a prone position, and fire 2 rounds within 12 seconds.

4. REDUCED LIGHTING HANDGUN QUALIFICATION COURSE.

Stage I

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a short distance.

Lighting standard: Dim light
Yard line: 7
Total rounds: 12
Targets: 1
Load with: 6 rounds
Strings: 5
Position: Standing

Procedure: String 1: Draw; fire 2 rounds within 5 seconds, and assume a low-ready position.
String 2: From the low-ready, fire 2 rounds within 3 seconds.
String 3: Draw; fire 2 rounds. Reload, and fire 2 more rounds.
Time limit: Revolver: 12 seconds
Semiautomatic: 10 seconds
String 4: Same as Stage I, String 1.
String 5: Same as Stage I, String 2.

Stage II

Technique: Use of the flashlight to enhance target identification and marksmanship while engaging a lethal threat at a short distance.

Lighting standard: Dark
Yard line: 7
Total rounds: 6
Targets: 1
Load with: 6 rounds
Strings: 3
Position: Standing

Procedure: String 1: From the low-ready with handgun and flashlight, fire 2 rounds within 4 seconds.
Strings 2&3: Same as Stage II, String 1.

Stage III

Technique: Use of the flashlight to enhance target identification and marksmanship while engaging a lethal threat at a moderate distance.

Lighting standard: Dark
Yard line: 15
Total rounds: 6
Targets: 1
Load with: 6 rounds
Strings: 3
Position: Standing

Procedure: String 1: From the low-ready with handgun and flashlight, fire 2 rounds within 5 seconds.
Strings 2 & 3: Same as Stage III, String 1.

CHAPTER IV

RIFLE QUALIFICATION COURSES

1. INTRODUCTION. The courses of fire for the rifle are designed to evaluate shooters' marksmanship and firearm manipulation under daylight and reduced lighting conditions. The prescribed stages of fire test various shooting techniques under specified conditions and through specified procedures. The DOE Standard Target shall be used for all stages and scored in accordance with Attachment 3. Lighting standards for the Reduced Lighting Rifle Qualification Course are specified in Attachment 1 and shall be adhered to strictly whenever a shooter is to be qualified.
2. INSTRUCTIONS FOR RIFLE QUALIFICATION COURSES.
 - All general instructions for firearms qualification courses in Chapter I apply.
 - Rifle slings may be used, but shall remain loose until the command to commence firing for each string of fire. For example, a hasty sling may be adopted after the command to commence firing.
 - Carbines authorized for duty may include 9mm, .45 caliber, and other bore sizing designed to fire handgun cartridges.
 - SPOs armed for duty with a rifle or carbine capable of firing in the semiautomatic, full-automatic, or 3-round burst mode shall fire a qualification course for each setting.
 - All strings shall start from the standing low-ready position, half-load configuration unless specified otherwise.
 - Shooters shall place the selector lever to the safe position after every string.
3. DAYLIGHT SEMIAUTOMATIC RIFLE QUALIFICATION COURSE.

Stage I

Technique: Immediate response to a lethal threat at a moderate distance.

Yard line:	15
Total rounds:	6
Targets:	1
Load with:	1 magazine
Strings:	3

Position: Standing

Procedure: String 1: Charge and fire 2 rounds within 4 seconds.
String 2: Full-load configuration; fire 2 rounds within 3 seconds.
String 3: Same as Stage I, String 2.

Stage II

Technique: Immediate response to a lethal threat at a moderate distance.

Yard line: 25
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 3
Position: Standing

Procedure: String 1: Charge and fire 2 rounds within 5 seconds.
String 2: Full-load configuration; fire 2 rounds within 3 seconds.
String 3: Same as Stage II, String 2.

Stage III

Technique: Immediate response to a lethal threat at a moderate distance while moving to a more advantageous shooting position.

Yard line: 25
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 3
Position: Standing to kneeling

Procedure: String 1: From standing, assume a kneeling position while charging and fire 2 rounds within 7 seconds.
String 2: From standing, full-load configuration, assume a kneeling position and fire 2 rounds within 5 seconds.
String 3: Same as Stage III, String 2.

Stage IV

Technique: Immediate response to a lethal threat at a long distance while moving to a more advantageous shooting position.

Yard line: 50
Total rounds: 4
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing to kneeling

Procedure: String 1: From standing, assume a kneeling position while charging and fire 2 rounds within 9 seconds.
String 2: From standing, full-load configuration, assume a kneeling position and fire 2 rounds within 7 seconds.

Stage V

Technique: Immediate and continuing response to a lethal threat at a long distance while moving to a more advantageous shooting position and reloading.

Yard line: 50
Total rounds: 4 (2 magazines, 2 rounds each)
Targets: 1
Load with: 1 magazine, 2 rounds
Strings: 1
Position: Standing to prone

Procedure: String 1: From standing, assume the prone position while charging and fire 2 rounds. Reload and fire 2 rounds within 20 seconds.

Stage VI

Technique: Immediate and continuing response to a lethal threat at a long distance while moving to a more advantageous shooting position and reloading.

Yard line: 100
Total rounds: 4 (2 magazines, 2 rounds each)
Targets: 1
Load with: 1 magazine, 2 rounds
Strings: 1
Position: Standing to prone

Procedure: String 1: From standing, assume the prone position while charging, and fire 2 rounds. Reload and fire 2 rounds within 25 seconds.

4. REDUCED LIGHTING SEMIAUTOMATIC RIFLE QUALIFICATION COURSE.

Stage I

Technique: Immediate and continuing response to a lethal threat at a short distance.

Lighting standard: Dim light
Yard line: 7
Total rounds: 8 (2 magazines, 4 rounds each)
Targets: 1
Load with: 1 magazine
Strings: 3
Position: Standing

Procedure: String 1: Charge and fire 2 rounds within 4 seconds.
String 2: Full-load configuration; fire 2 rounds. Reload and fire 2 rounds within 15 seconds.
String 3: Full-load configuration; fire 2 rounds within 4 seconds.

Stage II

Technique: Immediate response to a lethal threat at a moderate distance while moving to a more advantageous shooting position.

Lighting standard: Dim light
Yard line: 15
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 3
Position: Standing to kneeling

Procedure: String 1: From standing, assume a kneeling position while charging, and fire 2 rounds within 7 seconds.
String 2: From standing, full-load configuration, assume a kneeling position, and fire 2 rounds within 5 seconds.
String 3: Same as Stage II, String 2.

Stage III

Technique: Immediate response to a lethal threat at a moderate distance while moving to a more advantageous shooting position.

Lighting standard: Dim light
Yard line: 25
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 3
Positions: Standing to prone

Procedure: String 1: From standing, assume a prone position while charging, and fire 2 rounds within 9 seconds.
String 2: From standing, full load configuration, assume a prone position, and fire 2 rounds within 7 seconds.
String 3: Same as Stage III, String 2.

5. AUTOMATIC RIFLE QUALIFICATION COURSES.

a. Daylight 3-Round-Burst Qualification Course.

Stage I

Technique: Immediate response to a lethal threat at a short distance using a controlled burst of fire.

Yard line: 5
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Charge and fire one 3-round burst within 4 seconds.
String 2: Full-load configuration; fire one 3-round burst within 3 seconds.

Stage II

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Yard line: 5
Total rounds: 12
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Charge and fire two 3-round bursts within 5 seconds.
String 2: Full-load configuration; fire two 3-round bursts within 4 seconds.

Stage III

Technique: Immediate response to a lethal threat at a short distance using a controlled burst of fire.

Yard line: 7
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Charge and fire one 3-round burst within 4 seconds.
String 2: Full-load configuration; fire one 3-round burst within 3 seconds.

Stage IV

Technique: Immediate response to a lethal threat at a moderate distance using a controlled burst of fire.

Yard line: 10
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Charge and fire one 3-round burst within 4 seconds.
String 2: Full-load configuration; fire one 3-round burst within 3 seconds.

b. Reduced Lighting 3-Round-Burst Qualification Course.

Stage I

Technique: Immediate response to a lethal threat at a short distance using a controlled burst of fire.

Lighting standard: Dim light
Yard line: 5
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Charge and fire one 3-round burst within 4 seconds.
String 2: Full-load configuration; fire one 3-round burst within 3 seconds.

Stage II

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Lighting standard: Dim light
Yard line: 5
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 1
Position: Standing

Procedure: String 1: Charge and fire two 3-round bursts within 5 seconds.

Stage III

Technique: Immediate response to a lethal threat at a short distance using a controlled burst of fire.

Lighting standard: Dim light
Yard line: 7
Total rounds: 6
Targets: 1

Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Charge and fire one 3-round burst within 4 seconds.
String 2: Full-load configuration; fire one 3-round burst within 4 seconds.

Stage IV

Technique: Immediate response to a lethal threat at a moderate distance using a controlled burst of fire.

Lighting standard: Dim light
Yard line: 10
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Charge and fire one 3-round burst within 4 seconds.
String 2: Full-load configuration; fire one 3-round burst within 4 seconds.

c. Daylight Full-Automatic Qualification Course.

Stage I

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Yard line: 5
Total rounds: 12
Targets: 1
Load with: 1 magazine
Strings: 3
Position: Standing

Procedure: String 1: Charge and fire two 2-round burst within 5 seconds.
String 2: Full-load configuration; fire two 2-round bursts within 4 seconds.
String 3: Full-load configuration; fire two 2-round bursts within 4 seconds.

Stage II

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Yard line: 7
Total rounds: 12
Targets: 1
Load with: 1 magazine
Strings: 3
Position: Standing

Procedure: String 1: Charge and fire two 2-round burst within 5 seconds.
String 2: Full-load configuration; fire two 2-round bursts within 4 seconds.
String 3: Full-load configuration; fire two 2-round bursts within 4 seconds.

Stage III

Technique: Immediate response to a lethal threat at a moderate distance using a controlled burst of fire.

Yard line: 10
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 3
Position: Standing

Procedure: String 1: Charge and fire one 2-round burst within 4 seconds.
String 2: Full-load configuration; fire one 2-round burst within 3 seconds.
String 3: Same as Stage III, String 2.

d. Reduced Lighting Full-Automatic Qualification Course.

Stage I

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Lighting standard: Dim light
Yard line: 5
Total rounds: 8
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Charge and fire two 2-round bursts within 5 seconds.
String 2: Full-load configuration; fire two 2-round bursts within 4 seconds.

Stage II

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Lighting standard: Dim light
Yard line: 7
Total rounds: 8
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Charge and fire two 2-round bursts within 5 seconds.
String 2: Full-load configuration; fire two 2-round bursts within 4 seconds.

Stage III

Technique: Immediate response to a lethal threat at a moderate distance using controlled bursts of fire.

Lighting standard: Dim light
Yard Line: 10
Total rounds: 8
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Charge and fire two 2-round bursts within 5 seconds.
String 2: Full-load configuration; fire two 2-round bursts within 4 seconds.

CHAPTER V

SHOTGUN QUALIFICATION COURSES

1. INTRODUCTION. The courses for the shotgun are designed to evaluate shooters' marksmanship and firearm manipulation under daylight and reduced lighting conditions and with different types of ammunition. The stages test various shooting techniques under specified conditions and through specified procedures. The DOE Standard Target shall be used for all stages and scored in accordance with Attachment 3. Lighting standards for the Reduced Lighting Shotgun Qualification Course are specified in Attachment 1 and shall be adhered to strictly whenever a shooter is to be qualified.
2. INSTRUCTIONS FOR SHOTGUN QUALIFICATION COURSES.
 - All general instructions for firearms qualification courses in Chapter I shall apply.
 - The chamber shall be empty, the action closed, and the safety on at the beginning of each stage.
 - The action shall be closed and the safety on prior to loading at the beginning of each stage.
 - Shooters shall begin each string standing with the shotgun at the low ready.
 - Shooters shall move the safety to the on position at the end of each string.
3. DAYLIGHT SHOTGUN QUALIFICATION COURSE.

Stage I

Technique: Immediate and continuing response to a lethal threat at a short distance while reloading.

Yard line: 7
Total rounds: 4
Targets: 1
Load with: 3 rounds in the magazine tube
Strings: 1
Position: Standing

Procedure: String 1: Charge and fire 2 rounds; load 1 round in the magazine tube and fire 2 rounds within 12 seconds.

Stage II

Technique: Immediate and continuing response to a lethal threat at a moderate distance while changing shooting position and reloading, using an alternate method to load.

Yard line: 15
Total rounds: 4
Targets: 1
Load with: 2 rounds in the magazine tube
Strings: 1
Position: Standing to kneeling

Procedure: String 1: Charge and fire 2 rounds from a standing position; while assuming the kneeling position, load 1 round through the ejection port and close the action; load 1 round in the magazine tube, and fire 2 rounds within 15 seconds.

Stage III

Technique: Immediate response to a lethal threat at a moderate distance while moving to a more advantageous shooting position.

Yard line: 25
Total rounds: 2
Targets: 1
Load with: 2 rounds in the magazine tube
Strings: 1
Position: Standing to kneeling

Procedure: String 1: Charge and fire 1 round from a standing position; assume a kneeling position and fire 1 round within 6 seconds.

4. REDUCED LIGHTING SHOTGUN QUALIFICATION COURSE.

The Reduced Lighting Shotgun Qualification Course is fired using the Dim Light standard. It consists of three stages that are identical to the Daylight Shotgun Qualification Course.

5. SHOTGUN SLUG QUALIFICATION COURSE.

Stage I

Technique: Immediate response to a lethal threat at a moderate distance while moving to a more advantageous shooting position.

Yard line: 35
Total rounds: 3
Targets: 1
Load with: 3 rounds in the magazine tube
Strings: 2
Position: Standing to kneeling

Procedure: String 1: From a low ready position, charge and fire 1 round within 5 seconds.
String 2: From the low-ready, assume a kneeling position while charging and fire 2 rounds within 7 seconds.

Stage II

Technique: Immediate response to a lethal threat at a long distance while moving to a more advantageous shooting position.

Yard line: 50
Total rounds: 2
Targets: 1
Load with: 2 rounds in the magazine tube
Strings: 1
Position: Standing to kneeling

Procedure: String 1: From the low ready, assume a kneeling position while charging and fire 2 rounds within 9 seconds.

CHAPTER VI

SUBMACHINE GUN QUALIFICATION COURSES

1. INTRODUCTION. The courses for the SMG are designed to evaluate shooters' marksmanship and firearm manipulation under daylight and reduced lighting conditions. The prescribed stages of fire test various shooting techniques under specified conditions and through specified procedures. The DOE Standard Target shall be used for all stages and scored in accordance with Attachment 3. Lighting standards for the Reduced Lighting SMG Qualification Course are specified in Attachment 1 and shall be adhered to strictly whenever a shooter is to be qualified.

NOTE: The courses are designed to address the skills necessary for close quarters battle (CQB) situations. In the event that sites have chosen semi- and/or full-automatic rifles for CQB situations, this course should be used to assess shooters' skills. When such rifles are only capable of semi-automatic fire, appropriate modification to strings of fire (e.g., one round to replace 2-round burst) and scoring should be made. Required SMG qualification scoring percentages shall be maintained.

2. INSTRUCTIONS FOR SUBMACHINE GUN QUALIFICATION COURSES.

- All general instructions for firearms qualification courses in Chapter I shall apply.
- The SMG shall be at full-load and at low-ready at the beginning of each string.
- Shooters shall use the SMG sling for each string, with the weak hand gripping the forearm inside the sling.
- Shooters shall place the selector lever in the safe position after every stage.

3. DAYLIGHT SUBMACHINE GUN QUALIFICATION COURSE.

Stage I

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire in the automatic mode.

Yard line:	3
Total rounds:	8
Targets:	1
Load with:	1 magazine
Strings:	2
Position:	Standing

Procedure: String 1: Begin with the selector lever set to the automatic mode and fire two 2-round bursts within 2 seconds.
String 2: Same as Stage I, String 1.

Stage II

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire in the automatic mode.

Yard line: 5
Total rounds: 12
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Begin with the selector lever set to the automatic mode; fire two 2-round bursts center of mass followed by a 2-round burst to the head within 3 seconds.
String 2: Same as Stage II, String 1.

Stage III

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire in the semiautomatic mode.

Yard line: 5
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Begin with the selector lever set to the semiautomatic mode; fire 2 rounds center of mass and 1 round to the head within 3 seconds.
String 2: Same as Stage III, String I.

Stage IV

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire in the automatic mode and continuing the firing after reloading.

Yard line: 7

Total rounds: 8 (2 magazines, 4 rounds each)
Targets: 1
Load with: 1 magazine
String: 1
Position: Standing

Procedure: String 1: Begin with the selector lever set to the automatic mode; fire two 2-round bursts; reload, and fire two 2-round bursts within 10 seconds.

Stage V

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire in the semiautomatic mode.

Yard line: 7
Total rounds: 4
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Begin with the selector lever set to the semiautomatic mode and fire 2 rounds within 2 seconds.
String 2: Same as Stage V, String 1

Stage VI

Technique: Immediate response to a lethal threat at a moderate distance using controlled bursts of fire in the automatic mode.

Yard line: 10
Total rounds: 8
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Begin with the selector lever set to the automatic mode and fire two 2-round bursts within 3 seconds.
String 2: Same as Stage VI, String 1.

Stage VII

Technique: Immediate response to a lethal threat at a moderate distance using the semiautomatic mode.

Yard line: 15
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 6
Position: Standing

Procedure: String 1: Begin with the selector lever set to semiautomatic, and fire 1 round to the head within 3 seconds.
Strings 2 to 6: Same as Stage VII, String 1.

Stage VIII

Technique: Immediate response to a lethal threat at a moderate distance while moving to a more advantageous shooting position, using the semiautomatic mode.

Yard line: 25
Total rounds: 4
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing to kneeling

Procedure: String 1: Begin in a standing position with the selector lever set to the semiautomatic mode; assume a kneeling position, and fire 2 rounds within 4 seconds.
String 2: Same as Stage VIII, String 1.

Stage IX

Technique: Immediate response to a lethal threat at long distance, while moving to a more advantageous shooting position, using the semiautomatic mode.

Yard line: 50
Total rounds: 4
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing to prone

- Procedures: String 1: Begin in a standing position with the selector lever set to the semiautomatic mode; assume a prone position, and fire 2 rounds within 6 seconds
- String 2: Same as Stage IX, String 1.

4. REDUCED LIGHTING SUBMACHINE GUN QUALIFICATION COURSE.

Stage I

Technique: Immediate response to a lethal threat at a short distance using the automatic mode.

Lighting standard: Dim light
Yard line: 5
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 1
Position: Standing

- Procedure: String 1: Begin with the selector lever set to the automatic mode; fire two 2-round bursts center of mass, followed by a 2-round burst to the head within 3 seconds.

Stage II

Technique: Immediate response to a lethal threat at a short distance using the semiautomatic mode.

Lighting standard: Dim light
Yard line: 5
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

- Procedure: String 1: Begin with the selector lever set to the semiautomatic mode; fire 2 rounds center of mass and 1 round to the head within 3 seconds.
- String 2: Same as Stage II, String 1.

Stage III

Technique: Immediate response to a lethal threat at a short distance using the semiautomatic mode and continuing the firing after reloading.

Lighting standard: Dim light
Yard line: 7
Total rounds: 4 (2 magazines, 2 rounds in each)
Targets: 1
Load with: 1 magazine
Strings: 1
Position: Standing

Procedure: String 1: Begin with selector lever set to the semiautomatic mode; fire 2 rounds; reload and fire 2 rounds within 10 seconds.

Stage IV

Technique: Immediate response to a lethal threat at a short distance using the semiautomatic mode.

Lighting standard: Dim light
Yard line: 7
Total rounds: 4
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing

Procedure: String 1: Begin with the selector lever in the semiautomatic mode and fire 2 rounds within 2 seconds.

String 2: Same as Stage IV, String 1.

Stage V

Technique: Immediate response to a lethal threat at a moderate distance, while moving to a more advantageous shooting position, using the semiautomatic mode.

Lighting standard: Dim light
Yard line: 15
Total rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 3

Position: Standing to kneeling

Procedure: String 1: Begin standing with the selector lever in the semiautomatic mode; assume a kneeling position and fire 2 rounds within 4 seconds.
Strings 2 & 3: Same as Stage V, String 1.

Stage VI

Technique: Immediate response to a lethal threat at a moderate distance, while moving to a more advantageous shooting position, using the semiautomatic mode.

Lighting standard: Dim light
Yard line: 25
Total rounds: 4
Targets: 1
Load with: 1 magazine
Strings: 2
Position: Standing to prone

Procedure: String 1: Begin standing with selector lever set to the semiautomatic mode; assume a prone position and fire 2 rounds within 6 seconds.
String 2: Same as Stage VI, String 1.

CHAPTER VII

LIGHT MACHINE GUN QUALIFICATION COURSES

1. INTRODUCTION. Courses for the light machine gun (LMG) are designed to evaluate and test a gunner's marksmanship and firearm manipulation under daylight conditions for the authorized LMG, which has been assigned to that gunner. The stages test various manipulation and shooting techniques under specified conditions and through specified procedures; the stages also test the gunner's mastery of proven techniques that exploit the firepower of the LMG and ensure its effective operation. Distances shall be measured in meters. Standard Military 10 Meter Targets shall be used for all stages and scored in accordance with Attachment 3.
2. INSTRUCTIONS FOR LIGHT MACHINE GUN QUALIFICATION COURSES.
 - All general instructions for firearms qualification courses in Chapter I shall apply.
 - Firearms instructors shall ensure gunners achieve a correct half-load condition during stages requiring that condition.
 - A malfunctioning LMG shall be replaced immediately if it is apparent that general malfunction clearing procedures will not remedy the problem.
 - On M-60s, the gunner shall ease the bolt forward during assembly, disassembly, and function check to prevent damage to the feed tray assembly and operating-rod assembly. A gunner shall not close the feed tray cover with the bolt forward to avoid damage to parts of the feed tray cover and the bolt.
 - On Heckler and Koch (HK) LMGs, the gunner shall perform the function check without an ammunition box mounted.
 - On HKs in the half-load configuration, the gunner shall ensure a round is present over the cartridge feed lever before closing the belt-feed unit.
 - For both the M-60 and HK, a gunner shall qualify in the LMG Manipulation Qualification Course before being allowed to fire the LMG Qualification Course.

3. FULL-AUTOMATIC LIGHT MACHINE GUN QUALIFICATION COURSES.a. M-60 Manipulation Qualification Course.**Stage I**

Technique: Clear the M-60 following procedures.

Meter line:	10
Total rounds:	0
Targets:	0
Load with:	0
String:	0
Position:	Prone
M-60 condition:	Cleared with the selector lever in the safe position, the bolt forward, and the feed tray cover closed.

Procedure: A gunner shall do the following in order without a time limit:

- (1) Ensure the selector lever is in the safe position.
- (2) Raise the feed tray cover and feed tray simultaneously, and inspect/remove links or ammunition.
- (3) Move the selector lever to the fire position.
- (4) Pull the cocking handle to the rear with the palm facing up to lock the bolt in its rear position, return the cocking handle to the forward position, and move the selector lever to the safe position.
- (5) Check the feed tray, receiver group, and chamber to ensure they are clear.
- (6) Lower the feed tray and close the feed tray cover, move selector lever to the fire position, pull the cocking handle to the rear, and pull the trigger while manually easing the bolt forward.
- (7) Move the selector lever to the safe position.

Stage II

Technique: Conduct an M-60 function check following procedures.

Meter line:	10
Total rounds:	0
Targets:	0
Load with:	0
Strings:	0
Position:	Prone
M-60 condition:	Cleared with the selector lever in the safe position, the bolt forward, and the feed tray cover closed.

Procedure: A gunner shall do the following in order without a time limit:

- (1) Move the selector lever to the fire position.
- (2) Pull the cocking handle to the rear with the palm facing up to lock the bolt in its rear position, and return the cocking handle to the forward position.
- (3) Move the selector lever to the safe position.
- (4) While holding the cocking handle to the rear, pull the trigger (should not fire).
- (5) Move the selector lever to the fire position.
- (6) While holding the cocking handle, pull the trigger, and manually ease the bolt forward.
- (7) Move the selector lever to the safe position.

Stage III

Technique: Load and zero the M-60 following procedures.

Meter line: 10
Total rounds: 6
Targets: 2
Load with: 1 round
Strings: 1
Position: Prone
M-60 condition: Cleared with the selector lever in the safe position, the bolt forward, and the feed tray cover closed.

Procedure: String 1: The gunner shall do the following in order without a time limit:

- (1) Set the rear sight at 500 meters and zero windage.
- (2) Load 1 round.
- (3) Position the body and grip the M-60 for firing.
- (4) Obtain sight alignment and sight picture, and fire 1 round on target A1.
- (5) Repeat steps (2), (3), and (4) for each round fired.
- (6) Locate the center of the shot group.
- (7) Calculate and apply sight corrections.
- (8) Fire 1 round on target A1.
- (9) Calculate and apply sight corrections.
- (10) Fire 1 round on target A1.
- (11) Calculate and apply sight corrections.
- (12) Fire 1 confirming round on target A2.
- (13) Adjust range plate scale to read 500 meters.
- (14) Raise the feed tray cover and feed tray simultaneously.
- (15) Clear.

Stage IV

Technique: Load the M-60 and engage a specified target.

Meter line: 10
Total rounds: 6
Targets: 1
Load with: 6 rounds
Strings: 1
Position: Prone
M-60 condition: Cleared and zeroed with the selector lever in the safe position, the bolt forward, and the feed tray cover closed.

Procedure: String 1: The gunner shall do the following in order without a time limit:

- (1) Move the selector lever to the fire position.
- (2) Pull the cocking handle to the rear with the palm facing up to lock the bolt in its rear position, and return the cocking handle to the forward position.
- (3) Move the selector lever to the safe position.
- (4) Raise the feed tray cover and feed tray simultaneously; ensure that the feed tray, receiver group, and chamber are clear.
- (5) Place the first round of belt in the feed tray groove, double link leading and the open side of links down.
- (6) Ensure that the first round remains in the tray groove, lower the feed tray, and close the feed tray cover while holding the belt up, approximately 6 rounds from the loading end.
- (7) Move the selector lever to the fire position.
- (8) Engage target A3 with a 6-round burst achieving at least 2 hits.
- (9) Raise the feed tray cover and the feed tray simultaneously.
- (10) Clear.

Stage V

Technique: Load the M-60 to a half-load condition and manipulate to a full-load before engaging a specified target.

Meter line: 10
Total rounds: 6
Targets: 1
Load with: 6 rounds
Strings: 1
Position: Prone
M-60 condition: Half-loaded and zeroed with the selector lever in the safe position, the bolt forward, and the feed tray cover closed.

Procedure: String 1: The gunner shall do the following in the order listed without a time limit:

- (1) Bring to a full-load.
- (2) Engage target A4 with a 6-round burst, achieving at least 2 hits.
- (3) Raise the feed tray cover and feed tray simultaneously.
- (4) Clear.

Stage VI

Technique: Load the M-60 to a full-load and reload while engaging specified targets.

Meter line: 10
Total rounds: 12 (two 6-round belts)
Targets: 2
Load with: 6 rounds
Strings: 1
Position: Prone
M-60 condition: Cleared and zeroed with the selector lever in the safe position, the bolt forward, and the feed tray cover open.

Procedure: String 1: The gunner shall do the following in the listed order without a time limit:

- (1) Full-load with one 6-round belt.
- (2) Engage target A5 with a 6-round burst achieving at least 2 hits.
- (3) Reload.
- (4) Engage target A6 with a 6-round burst achieving at least 2 hits.
- (5) Raise the feed tray cover and feed tray simultaneously.
- (6) Clear.

Stage VII

Technique: Load the M-60 to a half-load condition, manipulate to a full-load, and apply immediate action while engaging specified targets.

Meter line: 10
Total rounds: 12 plus 1 dummy round
Targets: 2
Load with: 12 plus 1 dummy round placed between the 4th and 8th round.
Strings: 1
Position: Prone

M-60 condition: Half-loaded and zeroed with the selector lever in the safe position.

Procedure: String 1: A gunner shall do the following in order without a time limit:

- (1) Bring to a full-load.
- (2) Engage target A7 with a 6-round burst and target A8 with a 6-round burst achieving at least two hits per target.
- (3) Complete immediate action within 10 seconds when required.
- (4) Raise the feed tray cover and feed tray simultaneously.
- (5) Clear.

b. M-60 Qualification Course.

Stage I

Technique: Clear the M-60 following procedures.

Meter line: 10
Total rounds: 0
Targets: 0
Load with: 0
Strings: 0
Position: Prone
M-60 condition: Cleared with the selector lever in the safe position, the bolt forward, and the feed tray cover closed.

Procedure: Within 40 seconds, the gunner shall do the following in order:

- (1) Ensure the selector lever is in the safe position.
- (2) Raise the feed tray cover and feed tray simultaneously; inspect/remove links or ammunition.
- (3) Move the selector lever to the fire position.
- (4) Pull the cocking handle to the rear with the palm facing up to lock the bolt in its rear position, return the cocking handle to the forward position, and move the selector lever to the safe position.
- (5) Check the feed tray, receiver group, and chamber to ensure they are clear.
- (6) Close the feed tray cover, move the selector lever to the fire position, pull the cocking handle to the rear, and pull the trigger while manually easing the bolt forward.
- (7) Move the selector lever to the safe position.

Stage II

Technique: Conduct an M-60 function check following procedures.

Meter line: 10
Total rounds: 0
Targets: 0
Load with: 0
Strings: 0
Position: Prone
M-60 condition: Cleared with the selector lever in the safe position, the bolt forward, and the feed tray cover closed.

Procedure: Within 40 seconds, the gunner shall do the following in order:

- (1) Move the selector lever to the fire position.
- (2) Pull the cocking handle to the rear with the palm facing up to lock the bolt in its rear position, and return the cocking handle to the forward position.
- (3) Move the selector lever to the safe position.
- (4) While holding the cocking handle to the rear, pull the trigger (should not fire).
- (5) Move the selector lever to the fire position.
- (6) While holding the cocking handle, pull the trigger, and ease the bolt forward manually.
- (7) Move the selector lever to the safe position.

Stage III

Technique: Load the M-60 to a half load condition, manipulate to a full-load, reload, and apply immediate action while engaging specified targets.

Meter line: 10
Total rounds: 48 plus 1 dummy round (2 belts: (1) a 24-round and (2) a 25-round with dummy between 6th and 18th round)
Targets: 8
Load with: 24-round belt
Strings: 1
M-60 condition: Half-loaded (24-round belt) and zeroed with the selector lever in the safe position.

Procedure: String 1: Within 2 minutes, the gunner shall do the following in order.

- (1) Bring to full-load.
- (2) Engage targets B5, B6, B7, and B8 with one burst each, in any order.
- (3) Reload with the 25-round belt.
- (4) Engage targets B1, B2, B3, and B4 with one burst each, in any order.

- (5) Complete immediate action within 10 seconds when required.
- (6) Raise the feed tray cover and feed tray simultaneously.
- (7) Clear.
- (8) Each target shall sustain at least 2 hits.
- (9) Only 9 bursts shall be fired (8 bursts with live rounds and 1 burst with a dummy round).
- (10) Time shall stop at completion of burst 9.

4. SELECTIVE FIRE LIGHT MACHINE GUN QUALIFICATION COURSES.

a. HK Manipulation Qualification Course.

Stage I

Technique: Clear the HK 21/23E LMG.

Meter line:	10
Total rounds:	0
Targets:	0
Load with:	0
Strings:	0
Position:	Prone
HK condition:	Cleared with the selector lever in the safe position, the bolt forward, and the belt-feed unit closed.

Procedure: The gunner shall do the following in order without a time limit:

- (1) Ensure the selector lever is in the safe position.
- (2) Swing down the belt-feed unit, and visually ensure that no ammunition or spent links are in the belt-feed unit.
- (3) Lock the cocking handle to the rear, and visually check for ammunition in the chamber.

Stage II

Technique: Conduct an HK function check following procedures.

Meter line:	10
Total rounds:	0
Targets:	0
Load with:	0
Strings:	0
Position:	Prone

HK condition: Cleared with the selector lever in the safe position, the bolt forward, and the belt-feed unit closed.

Procedure: The gunner shall do the following in order without a time limit:

- (1) Ensure the firearm is clear per Stage I.
- (2) Check for unrestricted motion of the cocking lever.
- (3) Cock.
- (4) With the selector lever in the safe position, pull the trigger (should not fire).
- (5) Move the selector lever to the semiautomatic position; pull and hold the trigger to the rear (the hammer should fall).
- (6) Keep the trigger to the rear and cock, release the trigger (the sear should audibly engage), and pull the trigger (the hammer should fall).
- (7) Cock.
- (8) Move the selector lever to the 3-round-burst position, pull the trigger and hold to the rear (the hammer should fall), pull the cocking lever back, let it go slowly forward, and use the forward assist to seat the bolt (the hammer should fall again and the trigger should now move freely).
- (9) Move the selector lever to the full-automatic position and repeat steps (7) and (8).
- (10) Check the sprocket wheel in the belt-feed unit (should rotate easily in the clockwise direction and lock up in the counterclockwise direction).
- (11) Inspect the HK's underside and cock it several times (the sprocket should visually rotate every time the firearm is cocked).

Stage III

Technique: Load and zero the HK following procedures.

Meter line: 10
Total rounds: 4
Targets: 2
Load with: 4 rounds
Strings: 1
Position: Prone
HK condition: Cleared with the selector lever in the safe position, the bolt forward, and the belt-feed unit closed.

Procedure: String 1: The gunner shall do the following in order without a time limit:

- (1) Load.

- (2) Obtain the correct position and grip.
- (3) Set sights at 600 meters and zero windage.
- (4) Obtain sight alignment and sight picture on target A1.
- (5) Fire 3 single rounds.
- (6) Locate the center of the group.
- (7) Calculate and apply sight corrections, if necessary.
- (8) Fire a confirming round on target A2.
- (9) Adjust the range plate scale to read 600 meters.
- (10) Clear.

Stage IV

Technique: Load the HK and engage a specified target.

Meter line: 10
Total rounds: 6
Targets: 1
Load with: 6 rounds
Strings: 1
Position: Prone
HK condition: Cleared and zeroed with the selector lever in the safe position, the bolt forward, and the belt feed unit open.

Procedure: String 1: The gunner shall do the following in order without a time limit:

- (1) Insert the belt with the first round resting against the cartridge stop on the belt-feed unit.
- (2) Move the cartridge guide down until it engages the belt-feed unit.
- (3) Swivel belt-feed unit upward until the catch lever engages (the HK is now half-loaded).
- (4) Bring to full-load.
- (5) Move the selector lever to the 3-round-burst position.
- (6) Engage target A3 with two 3-round bursts.
- (7) Clear.

Stage V

Technique: Bring the HK from a half-load to a full-load condition and engage a specified target.

Meter line: 10
Total rounds: 6

Targets: 1
Load with: 6 rounds
Strings: 1
Position: Prone
HK condition: Half-loaded and zeroed with the selector lever in the safe position.

Procedure: String 1: The gunner shall do the following in order without a time limit:

- (1) Bring to a full-load.
- (2) Engage target A4 with two 3-round bursts achieving a minimum of two hits.
- (3) Clear.

Stage VI

Technique: Load the HK and engage specified targets while reloading.

Meter line: 10
Total rounds: 12 (two 6-round belts)
Targets: 2
Load with: 6 rounds
Strings: 1
Position: Prone
HK condition: Cleared and zeroed with the selector lever in the safe position, the bolt forward, and the belt-feed unit open.

Procedure: String 1: The gunner shall do the following in order without a time limit:

- (1) Full-load with one 6-round belt.
- (2) Engage target A5 with two 3-round bursts.
- (3) Reload.
- (4) Engage target A6 with two 3-round bursts.
- (5) Each target shall sustain at least 2 hits.
- (6) Clear.

Stage VII

Technique: Bring the HK from half-load to full-load condition and engage specified targets while applying immediate action.

Meter line: 10

Total rounds: 12 plus 1 dummy round
Targets: 2
Load with: 12 rounds and dummy round between 4th and 8th round.
Strings: 1
Position: Prone
HK condition: Half-loaded and zeroed with selector lever in the safe position.

Procedure: String 1: The gunner shall do the following in order without a time limit:

- (1) Bring to a full-load.
- (2) Engage target A7 with two 3-round bursts and target A8 with two 3-round bursts.
- (3) Complete immediate action within 10 seconds when required.
- (4) Each target shall sustain at least two hits.
- (5) Clear.

b. HK Qualification Course.

Stage I

Technique: Clear the HK following procedures.

Meter line: 10
Total rounds: 0
Targets: 0
Load with: 0
Strings: 0
Position: Prone
HK condition: Cleared with the selector lever in the safe position, the bolt forward, and the belt-feed unit closed.

Procedure: Within 40 seconds, the gunner shall do the following in order.

- (1) Ensure the selector lever is in the safe position.
- (2) Swing down the belt-feed unit, and visually check to ensure no ammunition or spent links are in it.
- (3) Lock the cocking handle to the rear and visually check for ammunition in the chamber.

Stage II

Technique: Conduct an HK function check following procedures.

Meter line: 10
Total rounds: 0
Targets: 0
Load with: 0
Strings: 0
Position: Prone
HK condition: Cleared with the selector lever in the safe position, the bolt forward, and the belt-feed unit closed.

Procedure: Within 40 seconds, the gunner shall accomplish the following in order listed:

- (1) Ensure the HK is clear.
- (2) Check for unrestricted motion of the cocking lever.
- (3) Cock.
- (4) With the selector lever in the safe position, pull the trigger (should not fire).
- (5) Move the selector lever to the semiautomatic position; pull and hold the trigger to the rear (the hammer should fall).
- (6) Holding the trigger to the rear, cock, release the trigger (engagement of the sear should be heard), and pull the trigger (the hammer should fall).
- (7) Cock.
- (8) Move the selector lever to the three-round-burst position, pull and hold the trigger to the rear (the hammer should fall), pull the cocking lever back and let it go slowly forward, use the forward assist to seat the bolt (the hammer should fall again and the trigger should now move freely).
- (9) Move the selector lever to the full-automatic position and repeat steps (7) and (8).
- (10) Check the sprocket wheel in the belt-feed unit (should rotate easily in the clockwise direction and lock up in counterclockwise direction).
- (11) Inspect the HK's underside and cock several times (the sprocket should visually rotate every time the HK is cocked).

Stage III

Technique: Bring the HK from half-load to full-load and engage specified targets while reloading and applying immediate action.

Meter line: 10
Total rounds: 48 plus 1 dummy round (2 belts: (1) a 24-round and (2) a 25-round with dummy between 6th and 18th round)
Targets: 8
Load with: 24-round belt
Strings: 1

Position: Prone
HK condition: Half-loaded (with 24-round belt) and zeroed with the selector lever in the safe position.

Procedure: String 1: Within 2 minutes, the gunner shall do the following in order.

- (1) Bring to a full-load.
- (2) Engage targets B5, B6, B7, and B8 with two 3-round bursts each, in any order.
- (3) Reload with 25-round belt.
- (4) Engage targets B1, B2, B3, and B4 with two 3-round bursts each, in any order.
- (5) Complete immediate action within 10 seconds when required.
- (6) Clear.

NOTE: Only 17 bursts will be fired and each target should sustain at least 2 hits. Time stops after completing burst #17.

CHAPTER VIII

SHOOTING-ON-THE-MOVE QUALIFICATION COURSES

1. **INTRODUCTION.** The Shooting-on-the-Move Qualification Courses are designed to evaluate a shooter's marksmanship and manipulation skills while moving in a tactical environment under daylight conditions. The stages and time limits are designed to simulate realistic requirements during dynamic engagements with lethal adversaries delineated in the DOE Design Basis Threat. Targets and scoring for these courses shall be in accordance with Attachment 3.

NOTE: The courses are designed to address the skills necessary for CQB situations. In the event that sites have chosen semi- and/or full-automatic rifles (instead of SMGs) for CQB situations, the Shooting-on-the-move SMG Qualification Course should be used to assess shooters' skills. When such rifles are only capable of semi-automatic fire, appropriate modification to strings of fire (e.g., one round to replace 2-round burst) and scoring should be made. Required SMG qualification scoring percentages shall be maintained

2. **INSTRUCTIONS FOR SHOOTING-ON-THE-MOVE QUALIFICATION COURSES.**
 - All general instructions for firearms qualification courses in Chapter I shall apply, except when immediate action fails to remove the cause of a malfunctioning firearm. In that event shooters, on-the-move or stationary, shall not attempt to fire, but shall perform any required movements and wait until the end of a string for an alibi determination by a firearms instructor.
 - Shooters shall be qualified in the Daylight Handgun and Daylight SMG Qualification Courses before they may participate in the corresponding Shooting-on-the-Move Qualification Course.
 - Shooters shall ensure that their firearms are in a full-load condition at the beginning of each stage of fire, except for the following.
 - Shooters armed with a revolver shall load 2 rounds in the cylinder in a position to ensure the initial rotation will fire the first round when a stage requires speed loading.
 - Shooters armed with a semiautomatic handgun shall load 2 rounds with one chambered and one in the magazine (full-load condition) when a stage requires speed loading.

- Shooters shall begin the stage that requires a transition to the handgun as a back-up with the handgun holstered in a full-load condition.
- SPO IIIs shall fire these courses for qualification wearing the equipment required for duty during tactical response situations.
- Shooters shall use an approved protective mask during Stages I and II of the Shooting-on-the-Move Handgun and SMG Qualification Courses.
- Shooters shall fire all rounds on-the-move as required. Rounds fired from a stationary position when they should be fired on-the-move will be deducted, at full value, from the total score.
- Shooters, when applicable, shall maintain the SMG on their person while firing the Shooting-on-the-Move Handgun Qualification Course.

3. SHOOTING-ON-THE-MOVE HANDGUN QUALIFICATION COURSE.

Stage I

Technique: Immediate response to a lethal threat at a moderate distance while wearing a protective mask.

Yard line: 10
Total rounds: 6
Targets: 1
Load with: Full-load
Strings: 3
Position: Standing and wearing a protective mask

Procedure: String 1: Draw and fire 2 rounds within 3 seconds.
Strings 2 & 3: Same as Stage I, String 1.

Stage II

Technique: Response to a lethal threat at a short distance while moving, wearing a protective mask.

Yard line: Start at 7; move to 3.
Total rounds: 6
Targets: 1
Load with: Full-load

Strings: 2
Position: Moving and wearing a protective mask

Procedure: String 1: From the low-ready; move while firing 2 rounds center of mass and 1 round to the head within 4 seconds.
String 2: Same as Stage II, String 1.

Stage III

Technique: Response to a lethal threat at a moderate distance while moving.

Yard line: Start at 15; move to 10
Total rounds: 6
Targets: 1
Load with: Full-load
Strings: 3
Position: Moving

Procedure: String 1: From the low-ready, move while firing 2 rounds within 3 seconds.
Strings 2 & 3: Same as Stage III, String 1.

Stage IV

Technique: Response to a lethal threat at a moderate to short distance while moving and speed loading.

Yard line: Start at 10; move to 2
Total rounds: 8 (2 magazines or speed loaders)
Targets: 1
Load with: Semiautomatic: a round chambered and a magazine inserted with one round; carry one fully loaded magazine (mandatory lock-back).
Revolver: cylinder loaded with 2 rounds; carry one fully loaded speed loader.
Strings: 2
Position: Moving

Procedure: String 1: From the low ready, move while firing 2 rounds; reload and fire 2 rounds while moving within 7 seconds for semiautomatic and 10 seconds for revolver.
String 2: Same as Stage IV, String 1.

Stage V

Technique: Response to a lethal threat at a short distance while moving.

Yard line: Start at 7; move to 3
Total rounds: 4
Targets: 1
Load with: Full-load
Strings: 4
Position: Moving

Procedure: String 1: From the low-ready, move while firing 1 round within 3 seconds to target's head.
Strings 2,3&4: Same as Stage V, String 1.

Stage VI

Technique: Response to a lethal threat at a short distance using only the strong hand while moving.

Yard line: Start at 7; move to 3
Total rounds: 6
Targets: 1
Load with: Full-load
Strings: 3
Position: Moving using only the strong hand

Procedure: String 1: From the low-ready, strong hand only, move while firing 2 rounds within 3 seconds.
Strings 2&3: Same as Stage VI, String 1.

Stage VII

Technique: Response to a lethal threat at a short distance using only the weak hand while moving.

Yard line: Start at 7; move to 3
Total rounds: 4
Targets: 1
Load with: Full-load
Strings: 2
Position: Moving using only weak hand

Procedure: String 1: From the low-ready, weak hand only, move while firing 2 rounds within 3 seconds.
 String 2: Same as Stage VII, String 1.

4. SHOOTING-ON-THE-MOVE SUBMACHINE GUN QUALIFICATION COURSE.

Stage I

Technique: Response to a lethal threat at a moderate distance using the standing off-hand and wearing a protective mask.

Yard line: 25
Total rounds: 4
Targets: 1
Load with: Full-load
Strings: 2
Position: Standing off-hand and wearing a protective mask

Procedure: String 1: Begin with the selector lever set to the semiautomatic position and fire 2 rounds within 5 seconds.
 String 2: Same as Stage I, String 1.

Stage II

Technique: Response to a lethal threat at a moderate to short distance while moving and wearing a protective mask.

Yard line: Start at 10; move to 5
Total rounds: 8
Targets: 1
Load with: Full-load
Strings: 2
Position: Moving and wearing a protective mask

Procedure: String 1: Begin with the selector lever set to the full-automatic position and move while firing two 2-round bursts within 3 seconds.
 String 2: Same as Stage II, String 1.

Stage III

Technique: Response to a lethal threat at a moderate to short distance while moving with semiautomatic fire.

Yard line: Start at 10; move to 5
Total rounds: 6
Targets: 1
Load with: Full-load
Strings: 2
Position: Moving

Procedure: String 1: Begin with the selector lever set to semiautomatic position and move while firing 2 rounds to the center of mass and 1 round to the head within 4 seconds.
String 2: Same as Stage III, String 1.

Stage IV

Technique: Response to a lethal threat at a short distance while moving with automatic fire.

Yard line: Start at 7; move to 3
Total rounds: 12
Load with: Full-load
Strings: 2
Position: Moving

Procedure: String 1: Begin with the selector lever set to automatic position and move while firing two 2-round bursts to the center of mass and one 2-round burst to the head within 4 seconds.
String 2: Same as Stage IV, String 1.

Stage V

Technique: Response to a lethal threat at a moderate to short distance while moving, transitioning from the SMG to the handgun.

Yard line: Start at 10; move to 2
Total rounds: 10
Targets: 1
Load with: SMG - 1 magazine with 2 rounds; Handgun - full-load

Strings: 2
Position: Moving

Procedure: String 1: Begin with the SMG selector lever set to full-automatic position, and the handgun holstered; move while firing one 2-round burst to center of mass; attempt to fire second 2-round burst to center of mass; transition to the handgun, fire 2 rounds to center of mass and 1 round to the head within 8 seconds.
String 2: Same as Stage V, String 1.

CANCELED

CHAPTER IX

PRECISION RIFLE QUALIFICATION COURSE

1. **INTRODUCTION.** The Precision Rifle Qualification Course is designed to evaluate a shooter's marksmanship with and manipulation of a bolt action or semiautomatic rifle equipped with a scope, at various distances, while engaging stationary and moving targets. The course is fired under daylight conditions and requires the shooter to demonstrate marksmanship skills exceeding those required in the Rifle Qualification Courses while operating in accordance with sound tactical principles. An observer/spotter accompanies the shooter during the stages to assist the shooter in target identification and evaluation. Course targets and scoring shall be in accordance with Attachments 3 and 4.
2. **INSTRUCTIONS FOR PRECISION RIFLE QUALIFICATION COURSE.**
 - All general instructions for firearms qualification courses in Chapter I shall apply.
 - Shooters shall begin all stages, except Stage I, with the rifle in a full-load condition.
 - Shooters shall use rifles authorized for duty and equipped with slings and scopes. The rifles may be equipped with an attached support such as a bi-pod.
 - Shooters shall ensure rifles are in a safe condition at the conclusion of each string.
 - Shooters shall engage moving targets, which shall traverse the range at a speed of 4 to 6 feet per second and shall be exposed for firing for a minimum of 4 and a maximum of 6 seconds while moving, or available for firing for 3 seconds when they are stopped.
 - Shooters shall fail the course if a hit is confirmed in a prohibited strike zone.
 - The cold, clean barrel requirement in Stage I shall be met by a rifle taken to the range in its duty ready condition. Sight adjustments may be made at any time; however, no sighting rounds may be fired. If after the first stage has been fired there is a need to make sight adjustments, sighting shots may be fired; however, the score for the first shot in Stage I shall be for the record.
 - Shooters shall wear the uniform and equipment authorized for duty and required for an actual tactical response.
 - Shooters may employ slings in the full support position ("slung-up") when required to be sighted on the target prior to the command to fire.

- Shooters shall use the provided barricades for cover and may use them for support when firing. Sitting position barricades shall be approximately 24 inches high and kneeling position barricades shall be approximately 32 inches high.

3. PRECISION RIFLE QUALIFICATION COURSE.

Stage I

Technique: Tactical response to a long distant threat after moving into position and using a rifle with a cold, clean barrel to obtain a precision first shot.

Yard line: Start at 150, run to 100
Total rounds: 1
Targets: 1
Load with: 1 round
Strings: 1
Position: Shooter's choice

Procedure: String 1: Begin with a clean rifle, cold barrel, in the half-load configuration, 1 round loaded into the magazine; run to the 100-yard line with the rifle in a tactical carry position; assume a position of choice; chamber, and fire 1 round to target's head within 26 seconds.

Stage II

Technique: Tactical response to a lethal threat at a long distance while using cover.

Yard line: 50
Total rounds: 2
Targets: 1
Load with: 2 rounds
Strings: 1
Position: Kneeling/barricade

Procedure: String 1: Begin sighted on the target, in full-load configuration, and fire 2 rounds to the center of mass within 4 seconds.

Stage III

Technique: Tactical response to a lethal threat at a long distance while using cover and initiating fire according to a countdown while maintaining a correct sight picture.

Yard line: 50
Total rounds: 2
Targets: 1
Load with: 2 rounds
Strings: 2
Position: Kneeling/barricade

Procedure: String 1: Begin sighted on the target in a full-load configuration and listen to range countdown ("Standby-5, 4, 3, 2, 1"). Fire 1 round to the target's head on the count of "2" within 1 second. On the count of "1" the target will face away if turning is possible.
String 2: Same as Stage III, String 1.

Stage IV

Technique: Tactical response to a lethal threat at a long distance and initiating fire according to a countdown while maintaining a correct sight picture.

Yard line: 100
Total rounds: 2
Targets: 1
Load with: 2 round
Strings: 1
Position: Shooter's choice

Procedure: String 1: Begin sighted on the target in a full-load configuration and listen to the range countdown ("Standby - 5, 4, 3, 2, 1"). Fire 1 round to the target's head on the count of "2" within 1 second. On the count of "1," the target will face away if turning is possible.
String 2: Same as Stage IV, String 1.

Stage V

Technique: Tactical response to a moving lethal threat at a long distance.

Yard line: 200
Total rounds: 2
Targets: 1
Load with: 2 rounds
Strings: 1
Position: Shooter's choice

Procedure: String 1: Begin sighted in towards a concealed target in a full-load configuration. When the target is exposed fire 2 rounds to the center of mass within 6 seconds.

Stage VI

Technique: Tactical response to a threat at a long distance under severe time constraint.

Yard line: 200
Total rounds: 2
Target: 1
Load with: 1 round
Strings: 1
Position: Shooter's choice

Procedure: String 1: Begin sighted in on an exposed target in a full-load configuration and listen for range instruction, "Standby-ready- fire." Fire 1 round to the center mass on the command of "Fire." The target will turn 1 second after the command to fire is given if turning is possible.

Stage VII

Technique: Tactical response to a lethal threat at an extended long distance.

Yard line: 300
Total rounds: 2
Targets: 1
Load with: 2 rounds
Strings: 1
Position: Shooter's choice

Procedure: String 1: Begin sighted in toward a concealed target in a full load configuration. When the target is exposed fire 2 rounds to the center of mass in 8 seconds.

Stage VIII

Technique: Tactical response to a moving lethal threat at a long distance, while using cover. The target will be the reduced target as outlined in Attachment 3.)

Yard line: 50
Total rounds: 2
Targets: 1
Load with: 2 rounds
Strings: 1
Position: Kneeling/barricade

Procedure: String 1: Begin looking for a moving target while sighted in toward the concealed target, in a full-load configuration. When the target moves and is exposed, fire 1 round to the center mass while the target continues to move, from left to right or right to left.
String 2: Same as Stage VIII, String 1; however, the target must be engaged while moving in the opposite direction as String 1.

Stage IX

Technique: Tactical response to a moving lethal threat at a long distance, that is not constantly moving. The target used will be the reduced target as outlined in Attachment 3.

Yard line: 100
Total rounds: 2
Targets: 1
Load with: 2 rounds
Strings: 1
Position: Shooter's choice

Procedure: String 1: Begin looking for a moving target while sighted in toward the concealed target, in a full-load configuration. When the target moves and is exposed, fire 2 rounds to the center mass. The target will stop a total of 4 times while moving from left to right or right to left.

CHAPTER X

LIVE-FIRE-HOUSE QUALIFICATION COURSE

1. **INTRODUCTION.** The Live-Fire-House Qualification Course is designed to evaluate a shooter's marksmanship, firearms manipulation, decision-making ability, and tactical entry skills. The course element is designed to simulate realistic requirements during dynamic engagements with lethal adversaries delineated in the DOE Design Basis Threat.

The shooter is accompanied, throughout the course, by a certified SPO III, whose skills have been verified by the Live-Fire-House Instructor. The SPO III acts as the shooter's team member to enhance realism. Additionally, a Control Instructor follows the shooter to control the shooter's execution of the course and movements. The Instructor in Charge is stationed in an elevated observation/control platform to oversee and control the entire course. Together, the two instructors and the SPO III provide complete observation, positive control, and detailed evaluation of the shooter. Target descriptions and scoring instructions are set forth in Attachment 3. The Live-Fire-House Qualification Course differs from other firearms qualification courses in that it consists of only one stage.

With safety being a paramount concern while shooting in confined spaces, both the live-fire-house and the firing procedure are designed to ensure safety for all participants. In the interest of safety, among other measures, certain walls of the house are constructed to prevent ricochets and penetrations, as outlined in the DOE Firearms Range Design Guide. To further ensure safety, only one shooter is evaluated (participates) at a time.

2. **INSTRUCTIONS FOR LIVE-FIRE-HOUSE QUALIFICATION COURSE.**

- All general instructions for firearms qualification courses in Chapter I shall apply, except in the area of clearing malfunctions, which require a transition from the SMG to the handgun.
- The course shall be administered by instructors who have successfully completed the SPO III Instructor Certification Course conducted by the CTA and shall be implemented in accordance with the requirements and procedures established within the SPO III Certification Program.
- The course shall be fired only when the Instructor in Charge, the Control Instructor, and the SPO III accompanying the shooter are all present and in their respective assigned positions.

- All shooters shall receive, in addition to the general firearms/range safety briefing, a specific Live-Fire-House Qualification Course Safety Briefing focusing on particular course requirements.
- Shooters shall be SPO IIIs or SPO IIs undergoing SPO III training.
- The shooter shall begin the course on the first command to “execute.”
- The shooter shall be evaluated and scored on (1) correct performance of required course procedures and (2) completion of the course within the site-specific time limit. Shooters may accumulate up to 5 procedural errors and shall complete the course within the specified time or less, in order to qualify.
- The time limit will be determined and validated by the physical characteristics of the live fire house (e.g., the CTA’s live-fire-house time limit is 45 seconds).
- The shooter shall fail the course for any one of the following reasons:
 - Failing to clear a room in the prescribed order.
 - Rounds on a target with a prohibited strike anywhere other than the head, when head shots only are required.
 - Missing the picture or target backing with any fired rounds.
 - Failing to engage a “shoot” target.
 - Exceeding the course time limit.
 - Dropping a loaded firearm.
 - Failing to complete the course within the specified time limit.
 - Accumulating 6 or more procedural errors.
 - Shooting at a “no-shoot” target.
 - Causing a round to print within or cut the prohibited strike zone on a “shoot” target.
 - Demonstrating a blatant disregard for safety.

- Failing to either squeeze the trigger or move the selector lever to the safe position, following a malfunction of the SMG.
 - A shooter experiencing a malfunction of the SMG shall transition to the handgun immediately and complete the course, even though the malfunction occurs before the mandatory transition point.
 - The shooter shall fire at all “shoot” targets while moving.
 - The shooter shall transition from the SMG to the handgun.
3. LIVE-FIRE-HOUSE COURSE LAYOUT REQUIREMENTS. The live-fire-house layout must allow for variations for entry points, target placement, and room configuration to preclude repetitiveness and memorization of the course. The following layout requirements must be in place for the Live-Fire Qualification Course to be conducted.
- There shall be three separate rooms for entry, one of which shall be on the opposite side of the hall from the other two.
 - There shall be at least two targets that do not present a lethal threat (“no-shoot” target).
 - There shall be five targets presenting lethal threats (“shoot” targets), two of which shall require firing rounds to the head of the target (one for the SMG and one for the handgun).
 - Each room shall have at least three ballistic walls allowing a 180-degree area for firing.
4. LIVE-FIRE-HOUSE QUALIFICATION COURSE.

Technique: Tactical response to lethal threats requiring constant movement, precision marksmanship, correct firearm manipulation, demonstration of correct room clearing procedures, and target identification.

Yard line:	Distances to targets may vary
Total rounds:	18
Targets:	5 “shoot” targets and at least 2 “no-shoot” targets
Load with:	S.G. with 1 magazine of 17 rounds; handgun in full-load configuration
Time limit:	Calculated by distance traveled in feet, divided by 4, which equals the maximum time in seconds allowed
Strings:	4

- Position: Standing, using equipment authorized for duty during a tactical response
- Procedure: String 1: Begin in a standing position with the handgun holstered. The SMG is carried in a full-load condition at the low-ready, and the selector lever set to the automatic position. Shooters will move to and enter room #1; clear the room correctly while engaging targets appropriately; announce status and intention; and exit room #1.
- String 2: Continue movement to room #2; enter and repeat procedures as in String 1.
- String 3: Upon exiting room #2 en route to room #3, engage hallway target until shooter experiences a malfunction. The shooter will render the SMG safe and let it hang, then transition to the handgun and proceed to room #3.
- String 4: Continue movement to room #3; enter; clear the room while engaging targets appropriately with the handgun. Announce status, as directed; clear and holster a safe handgun; clear the S.G., set the selector lever in the safe position, and await instruction. Timing will stop upon firing last round in room #3.

ATTACHMENT 1

REDUCED LIGHTING STANDARDS AND MEASUREMENTS FOR FIREARMS QUALIFICATION COURSES

1. **INTRODUCTION.** Two reduced lighting standards are used in certain DOE firearms qualification courses. The following requirements establish the need for reduced lighting standards:
 - to ensure that all reduced light qualification courses are conducted in a consistent manner;
 - to provide as realistic as possible reduced lighting conditions that SPOs may experience at exterior security posts and other less illuminated areas on a facility;
 - to allow for a consistent condition in which Federal Officers and SPOs are required to use a flashlight to satisfactorily identify and engage a perceived threat; and
 - to meet the above requirements while providing sufficient illumination for safe skills evaluation and instructor control.
2. **LIGHTING STANDARDS.** The two lighting standards are as follows.
 - a. **Dim Light.** The Dim Light Standard equates to a measurement of .2 foot-candle.
 - b. **Dark.** The Dark Standard equates to a measurement of less than .2 foot-candle. The use of a flashlight is mandatory during qualification course stages fired at the Dark Standard.
3. **LIGHTING STANDARDS MEASUREMENT AND APPLICATION.** Both lighting standards shall be determined by using a calibrated light meter and taking light measurements at both 7 yards from the target face and at the firing line, while directing the receptor portion of the meter toward the target. Care should be taken to ensure that the body does not shield any light source from the receptor during this measurement to ensure an accurate measurement.

Normal Dim Light and Dark Standards measurements may be exceeded provided the cause of the excess is due solely to a natural condition such as moonlight or starlight. However, no reduced lighting qualification course shall be fired if a measurement exceeds .2 foot candle due to dawn, dusk, or artificial illumination.

ATTACHMENT 2

REMEDIAL FIREARMS QUALIFICATION COURSE

1. INTRODUCTION. The purpose of the Remedial Firearms Qualification Course is to provide assistance to SPOs who fail to qualify in a particular firearms qualification course in order that these SPOs may have a reasonable chance to qualify. The course is scheduled as needed, includes daylight and reduced lighting range conditions, and is administered by DOE-certified firearms instructors. Firearms instructors endeavor to review available firearms qualification documentation and focus instruction on previously identified problem areas for individual shooters while reinforcing the principles of marksmanship, firearms manipulation, and safety in accordance with approved instruction plans for Federal Officers and SPOs.
2. INSTRUCTIONS FOR REMEDIAL FIREARMS QUALIFICATION COURSE.
 - The course shall consist of two phases, each of which shall be no more than 4 hours long. Phase I shall address the basic fundamentals of marksmanship, beginning with dry-firing exercises, advancing to live fire practice, and culminating in a qualification attempt. Should the shooter fail the Phase I qualification attempt, Phase II shall address the shooting defect(s) identified during Phase I and culminate in a second qualification attempt. Phase II shall not be required if Phase I culminates in a successful qualification attempt.
 - Firearms instructors shall provide one-on-one instruction, require correct demonstration of shooting techniques through dry fire exercises before permitting live fire practice, and carefully analyze all results with the shooter in order to remedy the identified problem(s).
 - Firearms instructors shall document course progress, to include identification of the shooter's problem(s) remedial action(s), and the number of rounds expended to correct the problem(s).
 - Firearms instructors shall assist shooters to ensure the correct sighting of a firearm, should it be questioned; verify sighting, if required; and resolve any question prior to live fire qualification practice.
 - Shooters shall be permitted to slowly fire a specified number of rounds for live fire qualification practice from the position(s) or employing the technique(s) determined to have occasioned the problem(s).

- Shooters shall be allowed to attempt the applicable firearms qualification course following the live-fire qualification practices, with less than 4 hours of remedial training, subject to the concurrence of the shooter.
 - Shooters shall be required to attempt the applicable firearms qualification course in order to complete Phase I of this course.
 - Shooters shall be required to attempt the applicable firearms qualification course, following completion of each phase of Remedial Firearms Qualification Course.
 - A shooter shall complete Phase II within 30 days of initial entry into the Remedial Firearms Qualification Course, should the shooter fail the applicable firearms qualification course during Phase I.
 - A shooter successfully completing the applicable firearms qualification course shall be returned to a full duty status.
 - A shooter who fails to qualify after Phase II training shall lose his/her SPO status and be disarmed, per the requirements of 10 Code of Federal Regulations, Part 1046, Appendix B, Paragraph (9)j.
3. REMEDIAL FIREARMS QUALIFICATION COURSE. The applicable firearms qualification course shall be conducted in accordance with this Manual. It shall be preceded by the announcement: "This is a qualification run for score."

ATTACHMENT 3

TARGETS AND SCORING FOR DOE FIREARMS QUALIFICATION COURSES

1. INTRODUCTION. Target descriptions and scoring methods for different firearms and qualification courses are set forth below.
2. TARGETS.
 - a. The DOE Standard Target shall be used for all firearms qualification courses except the LMG and Live-Fire House Qualification Courses. This target closely replicates an average-sized human form and provides scoring rings for center of mass and head shots, contrast to assist sighting, a line 8 inches below the top of the head (neckline), and a choice of green, blue, and grey colors. The target design accommodates adaptation to varying courses.
 - b. A reduced-size DOE Standard Target is available to simulate firing from 50 and 100 yards when actually firing from the 25 and 50 yard line, respectively. This reduced target is scored the same way as the full size target.
 - c. The Standard Military 10 Meter Target is used for LMG Qualification Courses.
 - d. The Live-Fire House Qualification Course requires picture targets that replicate or accommodate the center of mass and head scoring areas/scoring rings of a DOE Standard Target. Should the picture targets not display the required center of mass and head scoring rings, the scoring templates in Attachment 4 shall be used to replicate the standard scoring area.
3. INSTRUCTIONS FOR SCORING DOE STANDARD TARGET. Regardless of size, targets shall be scored as follows.
 - a. Handgun, Rifle, SMG.
 - (1) Center of mass scoring ring, when specified by the course:
 - (a) A projectile print within or cutting the inner ring is 5 points.
 - (b) A projectile print between the inner and outer ring is 4 points.
 - (c) A projectile print outside the outer ring but within or cutting the silhouette is 3 points.

(2) Head scoring ring, when specified by the course:

- (a) A projectile print within or cutting the scoring ring is 5 points.
- (b) A projectile print outside the scoring ring, but within or cutting the silhouette, provided it is at the neck line, is 3 points.
- (c) A projectile failing to print within or cut the head silhouette at the neckline is 0 points.

(3) Other Considerations:

- (a) A projectile cutting the line of a higher ring value receives the higher value.
- (b) When course procedures permit and head shots are required, attempted head shots should be marked before progressing to the next stage.
- (c) The initial edge of impact shall determine the value of a projectile that strikes a target, making a slashing cut, as the target is turning.

b. Shotgun. When the DOE Standard Target is scored for the Shotgun Qualification Courses, any projectile printing on or cutting the silhouette of the human form shall be one point.

c. Precision Rifle. When the DOE Standard Target is scored for the Precision Rifle Qualification Course, the following rules apply.

(1) Head:

- Use the head scoring template in Attachment 4 to score the head shot holes.
- A projectile print within or cutting the inner ring is scored 5 points.
- A projectile print within or cutting the middle ring is scored 4 points.
- A projectile print within or cutting the outer ring is scored 2 points.
- A projectile print outside the outer ring is scored 0 points.

(2) Center of Mass:

- Use the center of mass scoring template in Attachment 4 to score the center of mass shot holes.
- A projectile print within or cutting the inner ring is scored 5 points.
- A projectile print within or cutting the middle ring is scored 4 points.
- A projectile print within or cutting the outer ring is scored 2 points.
- A projectile print outside the outer ring is scored 0 points.

(3) Disqualification:

- A projectile failing to print on the silhouette constitutes an automatic failure.
- On stages VIII and IX, a projectile failing to print on the reduced strike zone constitutes an automatic failure.

4. INSTRUCTIONS FOR SCORING STANDARD MILITARY TARGET. Targets used for LMG Qualification Courses use only the tombstone scoring area, which shall be scored as follows.

- a. A projectile print within or cutting the tombstone scoring area is 1 point.
- b. A projectile print outside the tombstone scoring area is 0 points.

5. QUALIFYING SCORES AND REQUIREMENTS.

a. Handgun. (All Handgun Qualification Courses except Shooting-on-the-Move).

(1) Daylight.

Total rounds: 60

Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III

Points: Maximum 300
Minimum (210 = 70%), (240 = 80%)

(2) Reduced lighting.

Total rounds: 24

Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III

Points: Maximum 120
Minimum (84 = 70%), (96 = 80%)

b. Rifle. (All Rifle Qualification Courses except the Precision Rifle Qualification Course.)

(1) Semiautomatic.

(a) Daylight.

Total rounds: 30

Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III

Points: Maximum 150
Minimum (105 = 70%), (120 = 80%)

(b) Reduced lighting.

Total rounds: 20

Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III

Points: Maximum 100
Minimum (70 = 70%), (80 = 80%)

(2) Automatic.

(a) Daylight.

Total rounds: 30

Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III

Points: Maximum 150
Minimum (105 = 70%), (120 = 80%)

(b) Reduced lighting.

Total rounds: 24

Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III

Points: Maximum 120
Minimum (84 = 70%), (96 = 80%)

c. Shotgun. (Daylight and Reduced Lighting).

- (1) 9 projectiles (pellets) per round

Total rounds: 10

Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III

Points: Maximum 90
Minimum (63 = 70%), (72 = 80%)

- (2) 12 projectiles (pellets) per round

Total rounds: 10

Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III

Points: Maximum 120
Minimum (84 = 70%), (96 = 80%)

- (3) Slug

Total rounds: 5

Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III

Points: Maximum 5
Minimum (3 = 70%), (4 = 80%)

d. SMG.

- (1) Daylight.

Total rounds: 60

Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III

Points: Maximum 300
Minimum (210 = 70%), (240 = 80%)

- (2) Reduced lighting.
Total rounds: 30
Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III
- Points: Maximum 150
Minimum (105 = 70%), (120 = 80%)

e. LMG.

- Total rounds: 49 (including 1 dummy round)
- Qualification requirements: 70 percent: Federal Officer, SPO I and SPO II
80 percent: SPO III
- Points: Maximum 100
Minimum (70 = 70%), (80 = 80%)

f. Shooting-on-the-Move.

- (1) Handgun.
Total rounds: 40
- Qualification requirements: 90 percent: Federal Officers, SPO III
- Points: Maximum 200
Minimum (180 = 90%)
- (2) SMG.
Total rounds: 40
- Qualification requirements: 90 percent: Federal Officers, SPO III
- Points: Maximum 200
Minimum (180 = 90%)

g. Precision Rifle.

Total rounds:	16
Qualification requirements:	80 percent, Federal Officer, SPO III
Points:	Maximum 80 Minimum (64 = 80%)

h. Live-Fire-House.

(1) Scoring Hits, Misses, and Disqualifiers.

(a) *Picture target presenting a lethal threat, or a "shoot" target:*

- A projectile that prints within or cuts the scoring rings of the center of mass or head shall be a hit, if it does not print within or cut a prohibited strike zone.
- A projectile printing within or cutting a prohibited strike zone shall be a disqualifier.
- A projectile printing within the outline of the human form pictured, but not within or cutting a scoring ring and not within or cutting a prohibited strike zone, shall be a miss. For a target that should be engaged with rounds to the head only, any projectile printing within or cutting the standard center of mass scoring area shall be a miss.
- A projectile failing to print anywhere on the target or its backing shall be a disqualifier.

(b) *Picture target presenting no lethal threat, or a "no-shoot" target:*

- Any projectile directed at the target, whether the projectile fails to print or prints anywhere on the picture or target backing, is a disqualifier.

(c) *Hallway picture target presenting a lethal threat:*

- A projectile printing anywhere within the outline of the human form pictured shall be a hit.

- A projectile printing anywhere outside the outline of the human form, including on the target backing, shall be a miss.
- A projectile failing to print anywhere on the target or its backing shall be a disqualifier.

(2) Scoring Procedural Errors. *One procedural error will be assessed for each occurrence of the following:*

- Failure to maintain a constant speed (pace) throughout the course, which permits the accurate engagement of “shoot” targets.
- Engaging a “shoot” target from a stationary position.
- Failure to perform the correct crossover maneuver in a room.
- Failure to maintain the correct low-ready position when required.
- Failure to transition to the handgun without hesitation whenever a transition is required.
- Failure to correctly engage “shoot” targets (SMG requires 4 rounds and 4 hits to the center of mass and 2 rounds and 2 hits to the head; handgun requires 2 rounds and 2 hits to the center of mass and 1 round and 1 hit to the head).
- Failure to correctly engage “shoot” targets masked by a prohibited strike zone. (SMG requires 2 rounds and 2 rounds to head; handgun requires 1 round and 1 hit to the head.)
- Expending more than 2 rounds in a single burst of fire with the SMG.
- Failure to correctly move through a door without hesitation.
- Failure to immediately clear and move to the near corner.
- Failure to run the second wall.
- Failure to correctly clear the room to the center.
- Failure to correctly announce status and intention.

- A projectile failing to print within or cut the pictured human form on the hallway shoot target.
- A projectile printing somewhere on a “shoot” target backing, but not within or cutting the pictured human form.

NOTE: SHOOTERS ACCUMULATING MORE THAN 6 PROCEDURAL ERRORS SHALL FAIL TO QUALIFY.

CANCELED

ATTACHMENT 4

PRECISION RIFLE QUALIFICATION COURSE SCORING TEMPLATES

1. Head Scoring Template. The Head Scoring Template for the Precision Rifle Qualification Course consists of three concentric rings that are placed within the existing circle scoring area in the head of the DOE Standard Target. The first (outermost) ring of the scoring template measures approximately $\frac{3}{4}$ of an inch in width and has a point value of 2. The second (inner) ring of the scoring template measures approximately $\frac{3}{4}$ of an inch and has a point value of 4. The innermost circle of the scoring template measures approximately 1 and $\frac{3}{4}$ inches in diameter and has a point value of 5.
2. Center of Mass Scoring Template. The Center of Mass Scoring Template for the Precision Rifle Qualification Course consists of an inner scoring ring/area (of the same shape as the center mass section of the DOE Standard Target) that is placed inside the existing center mass section of the DOE Standard Target. The inner scoring ring measures approximately 6 inches horizontally and 7 and $\frac{3}{4}$ inches vertically. The scoring template is positioned in the center of the center mass area approximately 1 and $\frac{3}{4}$ inches from the left and right sides of the center mass area, and approximately 1 and $\frac{1}{2}$ inches from the top and bottom of the center mass area. The area outside the center mass area has a point value of 2. The second (inner) area on the scoring template has a point value of 4. The innermost area of the scoring template has a point value of 5.

NOTE: THE ABOVE SCORING TEMPLATES WILL BE PROVIDED BY THE CTA UPON REQUEST.