

FIREARMS QUALIFICATION COURSES MANUAL

U.S. Department of Energy
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ATTACHMENTS:

1. RISK ANALYSIS REPORT--U.S. DEPARTMENT OF ENERGY FIREARMS QUALIFICATION COURSES
2. LIGHTING STANDARDS AND USE OF THE LIGHT METER
3. DEFINITIONS

1.0 INTRODUCTION

The U.S. Department of Energy (DOE) requires all protective force personnel authorized to carry firearms to receive proper firearms training and qualification. The most important part of such training is the proper

use of deadly force, which is included in the DOE Basic Security police officer Program and is available as a separate program through the Safeguards and Security Central Training Academy.

The courses in this document are approved by the Office of Safeguards and Security. They are standardized courses of fire to ensure that all personnel authorized to carry firearms under 42 U.S.C. 2201 or 42 U.S.C. 7270b are consistently qualified.

To meet firearms qualification requirements, personnel must demonstrate proficient marksmanship skills. These include the ability to aim and fire accurately, manipulate complex weapons, draw, fire, and reload quickly and effectively, and assume realistic firing positions.

These firearms qualification courses may be used for training and are to be used to evaluate individuals' abilities to meet the performance requirements necessary to demonstrate proficiency. Periodic training and familiarization with other techniques must supplement the courses contained in this manual and other firearms programs. Techniques such as weapons manipulation drills, stress shooting scenarios, target discrimination, moving targets, multiple targets, and reactionary targets enhance firearms training programs. The key to successful firearms training and evaluation programs is to creatively and safely address and apply these techniques.

1.1 APPLICABLE DOCUMENTS

The requirements governing firearms qualification are contained in DOE 5632.7, PROTECTIVE FORCES. The standards and procedures for the safe use of firearms are contained in DOE 5480.16, FIREARMS SAFETY. In addition, Title 10, Code of Federal Regulations (CFR), Parts 1046 and 1047, address medical and physical fitness requirements and limited arrest authority and use of force by protective personnel.

1.2 INTENT

This Firearms Qualification Courses Manual is intended to be used by DOE and DOE contractor firearms instructors who are certified to conduct firearms qualification and requalification. It currently includes the following courses:

- o Handgun (Day and Night)
- o Rifle (Day, Night, Full Automatic and 3-Round-Burst)
- o Shotgun slug (Day and Night)
- o Submachine gun (Day and Night)
- o Full-automatic light machine gun (Day only)
- o Selective fire light machine gun (Day only)

Courses which will be added include the following:

- o 40 mm grenade launcher
- o Manipulation skills

The Manual includes three attachments: Attachment 1 provides a risk analysis of the courses, Attachment 2 describes the use of the light meter for night lighting level determination, and Attachment 3 provides applicable definitions.

Each of the following chapters in this document describes a weapon and its day and night courses, if applicable. Each chapter is organized to include the following:

- o Stages of Fire
 - Description
 - Requirements
 - Safety Notes
- o Operational Notes
- o Breakdown of the Skills and Abilities Required for each Weapon
- o Training considerations
- o Summary of the Stages of Fire

2.0 HANDGUN COURSE

The handgun is a defensive weapon. It will most likely be deployed in response to an unexpected attack or occurrence. For administrative purposes, the Stages of Fire and Strings used in this handgun course are designed for the 6-round capacity weapon. This procedure will ensure that the instructor has better control of the qualification procedure. Sites that use semiautomatic pistols with more than a 6-round capacity, may fully load the weapon for all stages. This practice will benefit the shooters because it requires them to account for their own ammunition, except for required loading Strings. However, fully loaded weapons will require more instructor awareness of the proper number of rounds fired per String.

For sites that do not require a round in the chamber of semiautomatic pistols for duty, the shooter shall be required to chamber a round in each draw sequence, unless the site has adopted a separate training and qualification program to address drawing and chambering. For stages that require that shots be fired from the low-ready position, shooters may begin in a full-load configuration.

2.1 DAY HANDGUN COURSE

The day handgun course was designed to develop the security police officer's marksmanship and manipulation skills. There are seven Stages of Fire in the day handgun course.

2.1.1 Stages of Fire

2.1.1.1 Stage I. Stage I covers the most basic technique of handgun training, which is the ability to respond to a sudden, close-range

confrontation under realistic time constraints. The recommendation, as in all distances beyond arm's length, is to use the two-hand hold and sights. The requirements for Stage I are as follows:

Yard line: 3
Total rounds: 6
Load with: 6 rounds
Firing strings: 3
Procedure: Draw and fire 2 rounds in 3 seconds (repeat twice).

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target and during all reloading procedures.
2. Have a secure firing grip on the pistol before removing it from the holster.
3. Keep the muzzle pointed downrange at all times while the handgun is unholstered.
4. For double-action semiautomatics, ensure that the handgun is decocked after the shooter returns to the low-ready position and/or before holstering.
5. The use of eye and hearing protection is mandatory.

2.1.1.2 Stage II. Stage II reinforces the basic technique of drawing and firing two rounds center mass. It also has a requirement for a head shot. Stage II teaches the shooter to plan and practice for a failure. The shooter learns that the first response in a short-range sudden, lethal confrontation should be 2 shots center mass. This is because the head shot provides a difficult marksmanship problem. It requires striking an approximately 4-inch area. A slight marksmanship error will result in a miss. Center mass shots do not require such precise accuracy, which allows 2 rounds to be fired in approximately the same time as required for 1 head shot. Also, if the head shot is necessary, the 2 center mass shots may produce an effect on the subject that will allow time for the head shot.

The shooter should be trained to transition to an alternative action immediately after failing at their first response. This is known as the "FAILURE DRILL." The failure may occur because the subject may be under the influence of drugs or alcohol, wearing body armor, or for other reasons the round itself may have not produced the desired effect. The requirements for Stage II are as follows:

Yard line: 7
Total rounds: 6
Load with: 6 rounds
Firing strings: 2
Procedure: Draw and fire 2 rounds center mass and 1 round to the head in 5 seconds (repeat once).

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside

the trigger guard until the sights are on target and during all reloading procedures.

2. Have a secure firing grip on the pistol before removing it from the holster.
3. Keep the muzzle pointed downrange at all times while the handgun is unholstered.
4. For double-action semi automatics, ensure the handgun is decocked after the shooter returns to the low-ready position and/or before holstering.
5. The use of eye and hearing protection is mandatory.

2.1.1.3 Stage III. Stage III Is designed to test basic marksmanship fundamentals, using the weak hand only. The most likely application of weak hand shooting is if the strong hand is incapacitated or occupied. A review of law enforcement shooting situations indicates that few officers fire with the weak hand in an actual confrontation. This is true in areas that stress weak hand barricade shooting during training. The requirements for Stage III are as follows:

Yard line:	7
Total rounds:	6
Load with:	6 rounds
Firing strings:	3
Procedure:	Begin with the handgun in the weak hand, one hand only in a low-ready position. On command, fire 2 rounds in 4 seconds (repeat twice).

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target and during all reloading procedures.
2. Have a secure firing grip on the pistol before removing it from the holster.
3. Keep the muzzle pointed downrange at all times while the handgun is unholstered.
4. For double-action semi automatics, use the weak thumb or index finger to decock after each String of Fire.
5. Draw with the strong hand, establish normal two-hand grip to the low-ready position, then transfer handgun to weak hand, and drop the strong hand to the side.
6. The use of eye and hearing protection is mandatory.

2.1.1.4 Stage IV. Stage IV reinforces the basic "draw and fire 2" procedure. It covers the use of the weapon from the low-ready position. The low-ready position is used during high risk searching and when challenging a dangerous subject. Law enforcement statistics show that officers seldom fire, reload, and continue the confrontation. Most

confrontations involve fewer than 5 rounds and less than 4 seconds. However, the DOE situation has the potential to go beyond the typical law enforcement engagement. Security police officers must be familiar with their weapons and equipment to maintain a continuity of fire under realistic time constraints. The requirements for Stage IV are as follows:

Yard line: 10
Total rounds: 12
Load with: 6 rounds
Firing strings: 5
Procedure:

String 1: Draw and fire 2 rounds in 4 seconds.

String 2: Begin with the handgun in the low-ready position. On command, fire 2 rounds in 3 seconds.

String 3: Draw and fire 2 rounds, reload and fire 2 additional rounds.

Time limit:

Revolver--12 seconds

Semiautomatic--10 seconds

String 4: Same as String 1.

String 5: Same as String 2.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target, and during all reloading procedures.
2. Have a secure firing grip on the pistol before removing it from the holster.
3. Keep the muzzle pointed downrange at all times while the handgun is unholstered.
4. For double-action semi automatics, ensure the handgun is decocked after the shooter returns to the low-ready position and/or before holstering.
5. The use of eye and hearing protection is mandatory.

2.1.1.5 Stage V. In Stage V, Strings 1 and 2 require the standard response of two rounds center mass and also include drawing the handgun and assuming a kneeling position. The kneeling position can be used as a supported or unsupported position, or to use available cover. The kneeling position is the most versatile braced position, because of its simplicity and the speed in which it can be assumed. By requiring the shooter to assume the position and draw and fire under time constraints, it trains and tests manipulation skills and marksmanship. In String 3, the shooter must fire from the standing position, load, assume a kneeling position, and continue to fire. Strings 4 and 5 are designed to reinforce basic skills to extended distances. The requirements for Stage V are as follows:

Yard line: 15
Total rounds: 12
Load with: 6 rounds
Firing strings: 5
Procedure:

String 1: From the standing position, on command, draw and assume a kneeling position and fire 2 rounds in 5 seconds.

String 2: Same as String 1.

String 3: From the standing position, on command draw and fire 2 rounds, reload and while assuming a kneeling position, fire 2 additional rounds.

Time limit:

Revolver--14 seconds

Semiautomatic--12 seconds

String 4: From the standing position, draw and fire 2 rounds in 5 seconds, and assume a low-ready position.

String 5: From the standing position, with weapon in the low-ready position, on command, fire 2 rounds in 3 seconds.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target, and during all reloading procedures.
2. Have a secure firing grip on the pistol before removing it from the holster.
3. Keep the muzzle pointed downrange at all times while the handgun is unholstered.
4. Start dropping into the kneeling position as the weapon is drawn from the holster. The muzzle MUST be forward of the shooter's leg before the knee touches the ground. Care should be exercised not to "crash" to the knee in order to avoid injury. The muzzle must never cross the shooter's leg.
5. For double-action semi automatics, ensure the handgun is decocked after the shooter returns to the low-ready position and before holstering.
6. Stand before reholstering.
7. The use of eye and hearing protection is mandatory.

2.1.1.6 Stage VI. Stage VI stresses the basics, including barricade positions and using cover. As the distance increases, the necessity of immediate response decreases. This allows the shooter the time to quickly assume a supported position or seek cover. The ability to quickly assume

these positions and fire from cover are assessed in Stage VI.

Strings 1, 2, 4, and 5 require left- and right-side barricade shooting. They do not require left- or right-hand shooting. The strong hand may be used on the weak side. The barricade may or may not be used for support, but it shall be used as cover. The requirements for Stage VI are as follows:

Yard line: 25
Total rounds: 12
Load with: 6 rounds
Firing strings: 5
Procedure:

String 1: Draw and assume a standing left barricade position, then fire 2 rounds in 5 seconds.

String 2: Draw and assume a standing right barricade position, then fire 2 rounds in 5 seconds.

String 3: Draw and assume a kneeling left barricade position, fire 2 rounds, reload, move to a kneeling right barricade position and fire 2 additional rounds.

Time limit:

Revolver--15 seconds

Semiautomatic--12 seconds

String 4: Draw and assume a prone position, then fire 2 rounds in 10 seconds.

String 5: Same as String 4.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Have a secure firing grip on the pistol before removing it from the holster.
3. Keep the muzzle pointed downrange at all times while the handgun is unholstered.
4. For double-action semi automatics, ensure the handgun is decocked after the shooter returns to the low-ready position and before holstering.
5. Ensure that the handgun never contacts the barricade. The shooter may use hands to brace against the barricade.
6. Ensure the muzzle clears the barricade; be aware that a clear sight picture is possible while allowing the muzzle to cover the barricade.
7. To assume the prone position from the standing position, roll to both knees, draw, and rotate the muzzle toward the target, then extend the weak hand forward (keep it behind the muzzle) for

support and lower the torso gently to the ground.

8. After firing from the prone position, move to the kneeling or standing position, as directed, and holster the handgun.
9. The use of eye and hearing protection is mandatory.

2.1.1.7 Stage VII. Stage VII provides extended distance shooting. It requires the shooter to fire from the 50-yard line. The 50-yard line is near the outer limits of a handgun's effectiveness in the hands of the average shooter. The shooters must be aware of their abilities at extended distances. The requirements for Stage VII are as follows:

Yard line: 50
Total rounds: 6
Load with: 6 rounds
Firing strings: 3
Procedure:

String 1: Draw to a standing barricade position (right or left, shooter's option) and fire 2 rounds in 8 seconds.

String 2: Draw to a kneeling barricade position (right or left, shooter's option) and fire 2 rounds in 10 seconds.

String 3: Draw to a prone position and fire 2 rounds in 12 seconds.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target, and during all reloading procedures.
2. Have a secure firing grip on the pistol before removing it from the holster.
3. Keep the muzzle pointed downrange at all times while the handgun is unholstered.
4. For double-action semi automatics, ensure the handgun is decocked after the shooter returns to the low-ready position and before holstering.
5. Ensure that the handgun does not contact the barricade. The shooter may use hands to brace against the barricade.
6. Ensure the muzzle clears the barricade; be aware that a clear sight picture is possible while allowing the muzzle to cover the barricade.
7. To assume the prone position from the standing position, roll to both knees, draw, and rotate the muzzle toward the target, then extend the weak hand forward (keep it behind the muzzle) for support and lower the torso gently to the ground.

8. After firing from the prone position, move to the kneeling or standing position, as directed, and holster the handgun.
9. The use of eye and hearing protection is mandatory.

2.1.2 Operational Notes

The operational notes for the day handgun course are as follows.

1. All required draws shall be from a snapped or secured holster. Shooters may not touch their weapon or holster before the command to fire.
2. All rounds shall be fired double action with revolvers. Double action semiautomatics shall be decocked after each String and the first round shall be fired double action. Sites that do not authorize security police officers to carry a round in the chamber shall chamber a round on each draw sequence, unless the site has adopted a separate training and qualification program to address drawing and chambering. When a round is chambered on each draw sequence the first round may be fired single action.
3. All reloading will be from duty-style ammunition pouches, speedloaders, or magazine pouches. Pouches or carriers that require snaps or other closures must be in the closed position.
4. The kneeling position may be braced or unbraced with at least one knee touching the ground.
5. All rounds should be fired center mass unless otherwise indicated.
6. Shooters are required to fire from the right or left side of the barricade using the barricade for cover. Using the strong or weak hand is optional. Use of the barricade for support is optional.
7. Shooters are required to eject spent cartridges directly from the weapon to the ground. Do not attempt to catch the spent rounds or eject them into brass collection containers upon completion of a string of fire or during progression from one string of fire to another.

2.1.3 Breakdown of Skills and Abilities

The breakdown of skills and abilities for the day handgun course is as follows.

Total rounds	60
Qualification requirement	70% (maximum 300; minimum 210)
Skills required	
Draw the handgun standing unsupported	10 times
Draw to standing barricade	3 times
Draw to kneeling	4 times
Draw to prone	3 times
Reload under time constraints	3 times

Fire from low-ready	6 times

Positions used	
Standing	36 rounds
Standing barricade	6 rounds
Kneeling	6 rounds
Kneeling barricade	6 rounds
Prone	6 rounds

Distance required	
3 yards	6 rounds center mass
7 yards	10 rounds center mass
7 yards	2 rounds head
10 yards	12 rounds center mass
15 yards	12 rounds center mass
25 yards	12 rounds center mass
50 yards	6 rounds center mass

2.1.4 Training Considerations

The day handgun course is designed to test the actual techniques required to survive lethal confrontation. The traditional concept of testing marksmanship by requiring that up to 24 rounds should be fired into a single target under a single time limit has been eliminated. The course provides a more accurate measure of the shooter's skills and abilities to respond to a lethal situation by requiring more practical performance.

The breakdown of the course into Stages and Strings allows each String to be fired as a separate segment. This will allow the firearms instructor to maintain records of each String and better compile a training needs analysis from these records.

This course was designed to test a shooter's skills with a handgun and is applicable for both revolvers and semiautomatic handguns. The time limits were developed to represent skills necessary to respond in a particular situation.

The weapon type was considered for reloading only. The requirements to draw and fire, or assume a position and fire are the same for all weapon types. The time limits presented are an appropriate test of the security police officer's ability to respond.

2.2 NIGHT HANDGUN COURSE

Statistics indicate that a security police officer is much more likely to be involved in a confrontation in dim light than in any other lighting condition. There are two considerations in dim light firing: (1) target identification and (2) marksmanship. Dim light is defined as when the target is identifiable, but the weapon sights are difficult to see, and darkness is defined as when artificial light is required to identify the target. The night handgun course is designed to test the security police officer's skills under both conditions. Stage I shall be conducted using a 0.2 foot candle standard for artificial lighting. Stages II and III shall be conducted with the minimum lighting (not to exceed 0.2 foot candle of artificial light) to ensure safe control of the firing line. The use of the flashlight is mandatory for Stages II and III.

2.2.1 Stages of Fire

There are three Stages of Fire in the night handgun course.

2.2.1.1 Stage I. Stage I applies basic fundamentals of firing in conditions when sights are difficult to see. The additional requirement of reloading tests the shooter's skills in loading during adverse lighting conditions. The requirements for Stage I are as follows:

Yard line: 7
Total rounds: 12
Load with: 6
Firing strings: 5
Procedure: Dim light conditions.

String 1: Draw and fire 2 rounds in 5 seconds and assume a low-ready position.

String 2: Begin with the weapon in the low-ready position. On command fire 2 rounds in 3 seconds.

String 3: Draw and fire 2 rounds, reload, and fire 2 additional rounds.

Time limit:

Revolver--12 seconds

Semiautomatic--10 seconds

String 4: Same as String 1.

String 5: Same as String 2.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target, and during all reloading procedures.
2. Have a secure firing grip on the pistol before removing it from the holster.
3. Keep the muzzle pointed downrange at all times while the handgun is unholstered.
4. For double-action semiautomatics, ensure the handgun is decocked after the shooter returns to the low-ready position and before holstering.
5. The use of eye and hearing protection is mandatory.

2.2.1.2 Stage II. Stage II takes place in darkness. The requirements for Stage II are as follows:

Yard line: 7
Total rounds: 6
Load with: 6

Firing strings: 3
Procedure: Dark conditions with a flashlight. Shooter begins in the low-ready position with the weapon and flashlight. On command, fire 2 rounds in 4 seconds (repeat twice).

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target, and during all reloading procedures.
2. Have a secure firing grip on the pistol before removing it from the holster.
3. Keep the muzzle pointed downrange at all times while the handgun is unholstered.
4. The use of eye and hearing protection is mandatory.
5. For double-action semi automatics, ensure the handgun is decocked after the shooter returns to the low-ready position and before holstering.
6. Ensure the muzzle does not cover the weak hand as the handgun is drawn and flashlight position acquired.

2.2.1.3 Stage III. Stage III also takes place in darkness. The requirements for Stage III are as follows:

Yard line: 15
Total rounds: 6
Load with: 6
Firing strings: 3
Procedure: Dark conditions with a flashlight. Shooter begins in the low-ready position with the weapon and flashlight. On command, fire 2 rounds in 5 seconds (repeat twice).

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target, and during all reloading procedures.
2. Have a secure firing grip on the pistol before removing it from the holster.
3. Keep the muzzle pointed downrange at all times while the handgun is unholstered.
4. For double-action semi automatics, ensure the handgun is decocked after the shooter returns to the low-ready position and before holstering.
5. Ensure the muzzle does not cover the weak hand as the handgun is drawn and flashlight position acquired.
6. The use of eye and hearing protection is mandatory.

2.2.2 Operational Notes

The operational notes for the night handgun course are as follows.

1. During night qualification, there shall be absolute silence on the line so the shooters can hear and interpret the range commands. The only response to a range command will be negative, e.g., to the question, "Is the line ready?" the response is "No." The lack of response from the line will tell the lead instructor that the line is ready. All range commands will be issued by the lead instructor to eliminate confusion and expedite the course of fire. No one on the line is to move off the line or pick up any equipment until the line is declared safe and they are told to move by the lead instructor.
2. Stages II and III shall be conducted using the shooters duty issue flashlight. There is always the possibility the security police officer could become involved in a lethal situation when using a flashlight, therefore, they should be able to use it as an aid in target identification.
3. The recommended flashlight should have a pressure-type switch. The best switch is one that lights when pushed and turns off when released.
4. Shooters are required to eject spent cartridges directly from the weapon to the ground. Do not attempt to catch the spent rounds or eject them into brass collection containers upon completion of a string of fire or during progression from one string of fire to another.

2.2.3 Breakdown of Skills and Abilities

The breakdown of skills and abilities for the night handgun course is as follows.

Total rounds	24
Qualification requirement	70% (maximum 120; minimum 84)
Skills required	
Draw and fire in dim light	3 times
Fire from low-ready position in dim light	3 times
Reload under time constraints in dim light	1 time
Fire from low-ready position holding a flashlight	6 times
Positions used	
Standing	24 rounds

Distance required	
7 yards	18 rounds center mass
15 yards	6 rounds center mass

2.3 SUMMARY OF HANDGUN COURSES

2.3.1 Day Handgun Course Summary

There are seven Stages of Fire in the day handgun course.

- Stage I Yard line: 3
Total rounds: 6
Procedure: Draw and fire 2 rounds, 3 seconds (repeat twice).
- Stage II Yard line: 7
Total rounds: 6
Procedure: Draw and fire 2 rounds, center mass, 1 round, head, 5 seconds (repeat once).
- Stage III Yard line: 7
Total rounds: 6
Procedure: With weapon in weak hand and low-ready position (1-handed), fire 2 rounds center mass, 4 seconds (repeat twice).
- Stage IV Yard line: 10
Total rounds: 12
Procedure: There are five Strings in Stage IV.
- String 1: Draw and fire 2 rounds, 4 seconds and come to the low-ready position.
- String 2: Fire 2 rounds from the low-ready position, 3 seconds.
- String 3: Draw and fire 2 rounds, (reload) fire 2 rounds.
Time limit:
Revolvers--12 seconds
Semiautomatics--10 seconds.
- String 4: Draw and fire 2 rounds, 4 seconds and come to the low-ready position.
- String 5: Fire 2 rounds, from the low-ready position 3 seconds.
- Stage V Yard line: 15
Total rounds: 12
Procedure: There are five Strings in Stage V.
- String 1: From standing to kneeling, draw and fire 2 rounds, 5 seconds.
- String 2: Same as String 1.

String 3: While standing draw and fire 2 rounds, (reload) while assuming the kneeling position, fire 2 rounds.

Time limit:

Revolvers--14 seconds

Semiautomatics--12 seconds.

String 4: Draw and fire 2 rounds standing, 5 seconds and come to the low-ready position.

String 5: Fire 2 rounds, from the low-ready 3 seconds.

Stage VI Yard line: 25

Total rounds: 12

Procedure: There are five Strings in Stage VI.

String 1: Draw and fire 2 rounds, left side of barricade (standing) 5 seconds.

String 2: Draw and fire 2 rounds right side of barricade (standing), 5 seconds.

String 3: Standing to kneeling, fire 2 rounds left side of barricade, (reload) fire 2 rounds right of barricade.

Time limit:

Revolvers--15 seconds

Semiautomatics--12 seconds.

String 4: Standing to prone, fire 2 rounds, 10 seconds.

String 5: Same as String 4.

Stage VII Yard line: 50

Total rounds: 6

Procedure: There are three Strings in Stage VII.

String 1: Fire 2 rounds standing barricade, 8 seconds.

String 2: Fire 2 rounds standing to kneeling barricade, 10 seconds.

String 3: Fire 2 rounds standing to prone, 12 seconds.

NOTE: Scoring is based on the 5-point system. For the day course, a maximum score is 300 and the required minimum score is 210 (70%).

2.3.2 Night Handgun Course Summary

There are three Stages of Fire in the night handgun course.

Stage I Yard line: 7

Total rounds: 12
Procedure: Dim light conditions. There are five Strings in Stage I.

String 1: Draw and fire 2 rounds, 5 seconds and come to the low-ready position.

String 2: Fire 2 rounds from the low-ready 3 seconds.

String 3: Draw and fire 2 rounds (reload), fire 2 rounds.

Time limit:

Revolvers--12 seconds

Semiautomatics--10 seconds.

String 4: Same as String 1.

String 5: Same as String 2.

Stage II Yard line: 7
Total rounds: 6
Procedure: From the low-ready position with a flashlight, fire 2 rounds, 4 seconds (repeat twice).

Stage III Yard line: 15
Total rounds: 6
Procedure: From the low-ready position, with a flashlight, fire 2 rounds in 5 seconds (repeat twice).

NOTE: Scoring is based on the 5-point system. For the night course, the required maximum score is 120 and the required minimum score is 84 (70%).

3.0 RIFLE COURSE

The rifle combat courses are designed to provide the shooter with the minimum techniques that are necessary to survive a lethal confrontation. The traditional concept of testing marksmanship skills by shooting 5 rounds at a time, at a single given distance, in different positions, has been eliminated. The rifle courses are for all duty rifles and carbines.

3.1 DAY RIFLE COURSE

The day rifle course was designed to develop the security police officer's marksmanship and manipulation skills. There are six Stages of Fire in the day rifle course.

3.1.1 Stages of Fire

Stages I and II provide training in responding to a sudden threat at close ranges, under realistic time constraints. They also teach the security police officer how to manipulate the rifle selector lever and keep the trigger finger out of the trigger guard until a flash-sight picture of the target is obtained before shooting under stressful conditions.

3.1.1.1 Stage I. The requirements for Stage I are as follows:

Yard line: 15
Total rounds: 6
Firing strings: 3 (2 rounds per String)
Time limit: String 1--4 seconds
String 2--3 seconds
String 3--3 seconds

Procedure:

String 1: The shooter stands with the rifle in the low-ready position, in a half-load configuration, with 6 rounds in the magazine. On command, the shooter charges the weapon, then (while keeping the trigger finger out of the trigger guard) moves the selector lever from safe to semiautomatic, acquires a flash-sight picture, and fires 2 rounds. After firing 2 rounds, the shooter repositions the selector lever from semiautomatic to safe.

Strings 2 & 3: Repeat the procedure for the next two Strings from a full-load configuration. The shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on the target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.
4. The use of eye and hearing protection is mandatory.

3.1.1.2 Stage II. The requirements for Stage II are as follows:

Yard line: 25
Total rounds: 6 (one magazine)
Firing strings: 3 (2 rounds per String)
Time limit: String 1--5 seconds
String 2--3 seconds
String 3--3 seconds

Procedure:

String 1: The shooter stands with the rifle in the low-ready position, in a half-load configuration with 6 rounds in the magazine. On command, the shooter charges the weapon, then (while keeping the trigger finger out of the trigger guard) moves the selector lever from safe to semiautomatic, acquires a flash-sight picture, and fires 2 rounds. After firing 2 rounds, the shooter repositions the selector lever from

semiautomatic to safe.

Strings 2 & 3: Repeat the procedure for the next two Strings from a full-load configuration. The shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on the target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.
4. The use of eye and hearing protection is mandatory.

3.1.1.3 Stage III. Stage III evaluates moving from the standing to the kneeling position. This tests both marksmanship and manipulation skills while increasing the shooter's ability, under time constraints, to: (1) maneuver rapidly to a more stable shooting stance, (2) manipulate the rifle, and (3) engage the target while becoming a smaller target. The requirements for Stage III are as follows:

Yard line: 25
Total rounds: 6 (one magazine)
Firing strings: 3
Time limit: String 1--7 seconds
String 2--5 seconds
String 3--5 seconds

Procedure:

String 1: The shooter stands with the rifle in the low-ready position, in a half-load configuration, with 6 rounds in the magazine. On command, the shooter drops to the kneeling position while charging the weapon, then (while keeping the trigger finger out of the trigger guard) moves the selector lever from safe to semiautomatic, acquires a flash-sight picture, and fires 2 rounds. After firing 2 rounds, the shooter repositions the selector lever from semiautomatic to safe and stands up.

Strings 2 & 3: Repeat String 1 from a full-load configuration. The shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the

sights are on the target, and during all reloading procedures.

3. Keep the muzzle pointed downrange at all times.
4. While charging the weapon, always keep the muzzle pointed downrange while transitioning from the standing to the kneeling position.
5. The use of eye and hearing protection is mandatory.

3.1.1.4 Stage IV. Stage IV is the same as Stage III, except it is at twice the distance. The requirements for Stage IV are as follows:

Yard line: 50
Total rounds: 4 (one magazine)
Firing strings: 2
Time limit: String 1--9 seconds
String 2--7 seconds

Procedure:

String 1: The shooter stands with the rifle in the low-ready position, in a half-load configuration with 4 rounds in the magazine. On command, the shooter drops to the kneeling position, while charging the weapon, then (while keeping the trigger finger out of the trigger guard), moves the selector lever from safe to semiautomatic, acquires a flash-sight picture, and fires 2 rounds. After firing 2 rounds, the shooter repositions the selector lever from semiautomatic to safe and stands up.

String 2: Repeat String 1 from a full-load configuration. The shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on the target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.
4. While charging the weapon, always keep the muzzle pointed downrange while transitioning from the standing to the kneeling position.
5. The use of eye and hearing protection is mandatory.

3.1.1.5 Stage V. Stage V evaluates the shooter's ability to move rapidly to the prone position to create a smaller target for the adversary. Weapon manipulation is exercised by having the shooter reload from the open-bolt position under time constraints. The prone position provides the most

stable platform for taking the best shot while implementing marksmanship skills. The requirements for Stage V are as follows:

Yard line: 50
Total rounds: 4 (two magazines with 2 rounds each)
Firing strings: 1
Time limit: 20 seconds
Procedure: The shooter stands with the rifle in a low-ready position, in a half-load configuration with 2 rounds in the magazine. The second magazine will be in a magazine pouch on the person, with the cover secured. On command, the shooter goes into the prone position, charges the weapon, then (while keeping the trigger finger out of the trigger guard) moves the selector lever from safe to semiautomatic, acquires the target, and fires 2 rounds. From the prone position, the shooter then removes the empty magazine and reloads with the second magazine from the magazine pouch, and fires 2 additional rounds. After firing is complete, the shooter properly clears the weapon.

SAFETY NOTES

1. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on the target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.
4. While charging the weapon, always be aware of the muzzle direction when transitioning from the standing to the prone position.
5. Prevent muzzle contact with the ground when moving from the standing low-ready position to the prone position.
6. Keep the muzzle pointed downrange while reloading.
7. The use of eye and hearing protection is mandatory.

3.1.1.6 Stage VI. Stage VI is the same as Stage V with further enhancements of marksmanship skills at the extended distance. The requirements for Stage VI are as follows:

Yard line: 100 (or 50 with reduced target)
Total rounds: 4 (two magazines with 2 rounds each)
Firing strings: 1
Time limit: 25 seconds
Procedure: The shooter stands with the rifle in the low-ready position in a half-load configuration with 2 rounds in the magazine. The second magazine will be in a magazine pouch on the person, with the cover secured. On command, the shooter goes into the prone position, charges the weapon, then (while keeping the trigger finger out of the trigger guard) moves the selector lever from safe to semiautomatic, acquires the target,

and fires 2 rounds.

From the prone position, the shooter then removes the empty magazine, reloads with the second magazine from the magazine pouch, and fires 2 additional rounds.

After firing is complete, the shooter properly clears the weapon.

SAFETY NOTES

1. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on the target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.
4. While charging the weapon, always be aware of the muzzle direction when transitioning from the standing to the prone position.
5. Prevent muzzle contact with the ground when moving from the standing low-ready position to the prone position.
6. Keep the muzzle pointed downrange while reloading.
7. The use of eye and hearing protection is mandatory.

3.1.2 Operational Notes

The operational notes for the day rifle course are as follows.

1. The only alibi allowed will be a weapon failure, e.g., a broken part. This will force the shooter to perform immediate action under the stress of time to get back on target.
2. Slings may be used by the shooter as an aid, if desired; however, the shooter shall start each Stage of Fire with the sling hanging.
3. The sights on weapons that are not individually assigned, with adjustable sights, are to be set so that all protective force personnel who may use the weapons know the point of impact and can make point-aim adjustments quickly and consistently to permit accurate initial fire. (For further information, see DOE 5632.7.)
4. Magazines may be fully loaded for all Stages/Strings except the initial magazine used in Stages V and VI.

3.1.3 Breakdown of Skills and Abilities

The breakdown of skills and abilities for the day rifle course is as follows.

Total rounds	30
Qualification requirement	70% (maximum 150; minimum 105)

Skills required		
Weapons manipulation from half-load		7 times
Maneuvering from low-ready standing positions		5 times
Firing from a full load		7 times
Maneuvering from standing to kneeling		5 times
Maneuvering from standing to prone		2 times
Weapons reloading from duty equipment under time constraints		2 times
Clearing the weapon		7 times
Implementing immediate action as required under time stress to correct weapons malfunctions, if they occur		

Positions used		
Standing		12 rounds
Kneeling		10 rounds
Prone		8 rounds

Marksmanship required		
15 yards		6 rounds center mass
25 yards		12 rounds center mass
50 yards		8 rounds center mass
100 yards		4 rounds center mass

3.2 NIGHT RIFLE COURSE

A security police officer is more likely to be involved in a lethal confrontation in dim or dark light conditions. The night rifle course shall be conducted using a 0.2 foot candle standard for artificial lighting. This standard provides adequate light for target identification, while reducing the ability for precise use of the firearm sighting system.

3.2.1 Stages of Fire

3.2.1.1 Stage I. In Stage I, the shooter will apply the basic fundamentals of firing and reloading under conditions in which the sights are difficult to see. The requirements for Stage I are as follows:

Yard line:	7
Total rounds:	8 (2 magazines of 4 rounds each)
Firing strings:	3 (String 2 involves reloading)
Time limit:	String 1--4 seconds
	String 2--15 seconds
	String 3--4 seconds
Procedure:	
	String 1: The shooter stands with the rifle in the low-ready position, in a half-load

configuration with 4 rounds in the magazine. On command, the shooter charges the weapon, then (while keeping the trigger finger out of the trigger guard) moves the selector lever from safe to semiautomatic, and fires 2 rounds. After firing 2 rounds, the shooter repositions the selector lever from semiautomatic to safe.

String 2: The shooter stands with the rifle in a low-ready position in a full-load configuration with 2 rounds in the weapon. On command (while keeping the trigger finger out of the trigger guard), the shooter moves the selector lever from safe to semiautomatic, and fires 2 rounds. The shooter removes the empty magazine, reloads with the second 4-round magazine from the magazine pouch, and fires 2 rounds. After firing 2 rounds, the shooter then repositions the selector lever from semiautomatic to safe.

String 3: The shooter stands with the rifle in the low-ready position, in a full-load configuration. On command (while keeping the trigger finger out of the trigger guard), the shooter moves the selector lever from safe to semiautomatic, and fires 2 rounds. After firing 2 rounds, the shooter repositions the selector lever from semiautomatic to safe.

SAFETY NOTES

1. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on the target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times, including reloading.
4. The use of eye and hearing protection is mandatory.

3.2.1.2 Stage II. Stage II involves the security police officer moving from the standing to the kneeling position. This enhances the security police officer's ability to maneuver, under time constraints, to a more stable shooting stance, manipulate the rifle, and engage the target while becoming a smaller target. This tests movement, manipulation skills, and marksmanship under dim lighting conditions. The requirements for Stage II are as follows:

Yard line: 15
Total rounds: 6 (1 magazine)
Firing strings: 3

Time limit: String 1--7 seconds
String 2--5 seconds
String 3--5 seconds

Procedure:

String 1: The shooter stands with the rifle in a low-ready position, in a half-load configuration, with 6 rounds in the magazine. On command, the shooter moves into the kneeling position, charges the weapon, and (while keeping the trigger finger out of the trigger guard) moves the selector lever from safe to semiautomatic, and fires 2 rounds. After firing 2 rounds, the shooter moves the selector lever from semiautomatic to safe.

Strings 2 & 3: The shooter repeats the procedure for Strings 2 and 3 from a full-load configuration. After firing is complete, the shooter clears the weapon properly.

SAFETY NOTES

1. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on the target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times, including reloading.
4. Ensure that the muzzle is always pointed downrange while transitioning from the standing to the kneeling/prone position.
5. The use of eye and hearing protection is mandatory.

3.2.1.3 Stage III. Stage III involves moving from standing to a prone position. This will further enhance the security police officer's stability in engaging the target, as well as implementing marksmanship and manipulation skills. The requirements for Stage III are as follows:

Yard line: 25
Total rounds: 6 (1 magazine)
Firing strings: 3
Time limit: String 1--9 seconds
String 2--7 seconds
String 3--7 seconds

Procedure:

String 1: The shooter stands with the rifle in the low-ready position, in a half-load configuration, with 6 rounds in the magazine. On command, the shooter goes into the prone position, charges the weapon, then (while keeping the trigger finger out of the trigger guard) moves the selector lever from safe to semiautomatic,

and fires 2 rounds. After firing 2 rounds, the shooter repositions the selector lever from semiautomatic to safe and, as directed, stands.

Strings 2 & 3: Repeat the procedure from a full-load configuration. After firing is complete, the shooter clears the weapon properly.

SAFETY NOTES

1. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on the target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times, including reloading.
4. Ensure that the muzzle is always pointed downrange while transitioning from the standing to the kneeling or prone position.
5. The use of eye and hearing protection is mandatory.

3.2.2 Operational Notes

1. Night qualification will be conducted with absolute silence on the line so that the shooter can hear and interpret the range commands. The only response to a range command will be negative (e.g., "Is the line ready?" "No!"). The lack of response from the line will tell the lead instructor that the line is ready. All range commands will be issued by the lead instructor to eliminate confusion and expedite the course of fire. No one on the line is to move off the line or pick up any equipment until the line is declared safe and they are told to move by the lead instructor.
2. The instructor must ensure that the firing line is clear of all debris (e.g., magazines, spent rounds, ammunition boxes) and equipment before firing this Stage. This will prevent possible injuries to a shooter who is transitioning from the standing to the kneeling/prone position. It will eliminate a potential sudden reflex action by a shooter who kneels on debris or equipment and the consequent possibility of swinging the weapon to a position other than downrange.
3. Magazines may be fully loaded for all Stages/Strings.

3.2.3 Breakdown of Skills and Abilities

The breakdown of the skills and abilities for the night rifle course is as follows.

Total rounds	20
Qualification requirement	70% (maximum 100; minimum 70)

Skills required (under dim-light conditions)	
Weapons manipulation from half-load	3 times
Firing from a full-load	6 times
Maneuvering from standing to kneeling	3 times
Maneuvering from standing to prone	3 times
Reload weapon from issue equipment under time constraints	1 time
Clear weapon	3 times
If required, immediate action will be implemented, under time constraints, to correct weapon malfunction, if it occurs	
Positions used	
Standing	8 rounds
Kneeling	6 rounds
Prone	6 rounds
Marksmanship required	
7 yards	8 rounds center mass
15 yards	6 rounds center mass
25 yards	6 rounds center mass

3.3 SUMMARY OF RIFLE COURSES

3.3.1 Day Rifle Course Summary

There are six Stages of Fire in the day rifle course.

Stage I Yard line: 15
 Total rounds: 6
 Procedure: Standing low-ready to standing (1 magazine loaded with 6 rounds, weapon in half-load configuration, safety on), 3 Strings, 2 rounds per String, first String--4 seconds, remaining Strings--3 seconds.

Stage II Yard line: 25
 Total rounds: 6
 Procedure: Standing low-ready to standing (1 magazine loaded with 6 rounds, weapon in half-load configuration, safety on), 3 Strings, 2 rounds per String, first String--5 seconds, remaining Strings--3 seconds, 6 rounds total.

Stage III Yard line: 25
 Total rounds: 6
 Procedure: Standing low-ready to kneeling (1 magazine loaded with 6 rounds, weapon in half-load configuration, safety on), 3 Strings, 2 rounds per String, first String--7 seconds, remaining Strings--5 seconds.

Stage IV Yard line: 50
 Total rounds: 4
 Procedure: Standing low-ready to kneeling (1 magazine loaded with 4 rounds, weapon in half-load configuration, safety on) 2 Strings, 2 rounds per String, first String--9 seconds, remaining Strings--7 seconds.

Stage V Yard line: 50
 Total rounds: 4
 Procedure: Standing low-ready to prone (weapon in half-load configuration, safety on) 2 magazines loaded with 2 rounds, each shooter will fire 2 rounds, reload, and fire two rounds, 20 seconds.

Stage VI Yard line: 100
 Total rounds: 4
 Procedure: Same as Stage V, time limit--25 seconds.

3.3.2 Night Rifle Course Summary

There are three Stages of Fire in the night rifle course.

Stage I Yard line: 7
 Total rounds: 8
 Procedure: There are three Strings in Stage I.

String 1: Standing low-ready (1 magazine loaded with 4 rounds, weapon in half-load configuration, selector lever on safe) fire 2 rounds, 4 seconds.

String 2: Standing low-ready (weapon in full-load configuration, selector lever on safe), fire 2 rounds, reload, and fire 2 rounds, 15 seconds.

String 3: Repeat the procedure in String 1 (fully loaded, selector lever on safe) 4 seconds.

Stage II Yard line: 15
 Total rounds: 6
 Procedure: There are three Strings in Stage II.

String 1: Standing low-ready to kneeling (1 magazine loaded with 6 rounds, weapon in half-load configuration, selector lever on safe) fire 2 rounds, 7 seconds.

String 2: Standing to kneeling (weapon in full-load configuration, selector lever on safe), fire 2 rounds, 5 seconds.

String 3: Standing to kneeling (weapon in full-load configuration, selector lever on safe), fire 2 rounds, 5 seconds.

Stage III Yard line: 25

Total rounds: 6

Procedure: There are three Strings in Stage III.

String 1: Standing low-ready to prone (1 magazine loaded with 6 rounds, weapon in half-load configuration, selector lever on safe) fire 2 rounds, 9 seconds.

String 2: Standing to prone (weapon in full-load configuration, selector lever on safe), fire 2 rounds, 7 seconds.

String 3: Standing to prone (weapon in full-load configuration, selector lever on safe) fire 2 rounds, 7 seconds.

4.0 SHOTGUN COURSE

4.1 DAY SHOTGUN COURSE

Shotgun training requires the same basic elements as rifle and pistol training: the ability to manipulate the weapon and hit the intended target.

This course requires the shooter to reload the shotgun under time constraints. The shooter should be supplied with a method of carrying spare ammunition. The method of carrying should provide the security police officer with the efficient availability of spare ammunition in the field. Ammunition should not be carried on the weapon's sling, because it makes the weapon difficult to shoot.

4.1.1 Stages of Fire

There are three Stages of Fire in the day shotgun course.

4.1.1.1 Stage I. Stage I requires that two rounds be fired center mass. Firing 2 rounds center mass is an appropriate response to a threat because the shotgun will not necessarily stop the aggressor with 1 round.

The 2-round training conditions the shooter to continue without anticipating results. Also, firing 2 rounds consecutively, under time constraints, requires the shooter to control or recover from recoil. The loading requirement is a basic manipulation technique. In this Stage, the round should be loaded into the magazine, because there will be a round in the chamber. The requirements for Stage I are as follows:

Yard line: 7

Total rounds: 4
Weapon loaded: 3 rounds in the magazine tube, chamber empty, safety on, and action closed
Time limit: 12 seconds
Procedure: From the low-ready position, on command, charge the weapon, obtain a flash-sight picture, fire 2 rounds, load 1 round, and fire 2 additional rounds in 12 seconds.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. After the Stage is completed, ensure the weapon is cleared.
4. The use of eye and hearing protection is mandatory.

4.1.1.2 Stage II. Stage II requires the skills to control or recover from recoil. In addition, the reload is different; the reload should be accomplished by loading one round into the ejection port, then closing the action and loading one round into the magazine. The reload is accomplished while assuming a kneeling position, then continue to fire. Recoil control and action manipulation are required while in the kneeling position. The requirements for Stage II are as follows:

Yard line: 15
Total rounds: 4
Weapon loaded: 2 rounds in the magazine tube, chamber empty, safety on, and action closed
Time limit: 15 seconds
Procedure: On command, fire 2 rounds standing, reload 2 rounds while assuming a kneeling position, and fire 2 additional rounds.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. After the Stage is completed, ensure the weapon is cleared.
4. Keep the muzzle pointed downrange while reloading during the transition from the standing to the kneeling position.
5. The use of eye and hearing protection is mandatory.

4.1.1.3 Stage III. The requirements for Stage III are as follows:

Yard line: 25
Total rounds: 2
Weapon loaded: 2 rounds in the magazine tube, chamber empty, safety

on, and action closed
 Time limit: 6 seconds
 Procedure: On command charge the weapon, obtain a flash-sight picture, fire 1 round standing, assume a kneeling position, and fire 1 additional round.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. After the Stage is completed, ensure the weapon is clear.
4. Keep the muzzle pointed downrange while reloading during the transition from the standing to the kneeling position.
5. The use of eye and hearing protection is mandatory.

4.1.2 Operational Notes

The operational notes for the day shotgun course are as follows:

1. All rounds should be fired center mass.
2. The starting position is low-ready.
3. All loading must be done from a duty ammunition carrier.
4. All rounds shall be fired from the shoulder using a flash-sight picture.

4.1.3 Breakdown of Skills and Abilities

The breakdown of skills and abilities for the day shotgun course is as follows.

Total rounds	10
Qualification requirement	70% (maximum 90; minimum 63)
Skills required	
Loading weapon	3 times
Loading under time constraints	2 times
Maneuvering from standing to kneeling	2 times
From low-ready, aim and fire	3 times
Chamber a round from half-load	3 times
Clear weapon	3 times
Load from ejection port	2 times
Control recoil from kneeling	3 times
Positions used	
Standing	7 times
Kneeling	3 times

Distance required	
7 yards	4 rounds center mass
15 yards	4 rounds center mass
25 yards	2 rounds center mass

4.2 NIGHT SHOTGUN COURSE

The night shotgun course is the same as the day shotgun course. The techniques and abilities required with the shotgun, at the distances involved, are applicable and obtainable under the standard dim lighting conditions. Night shotgun courses shall be conducted using a 0.2 foot candle standard for artificial lighting.

4.2.1 Stages of Fire

The Stages of Fire shall be conducted the same as the day shotgun course.

4.2.2 Operational Notes

The operational notes for the night shotgun course are as follows:

1. All rounds should be fired center mass.
2. The starting position is low-ready.
3. All loading must be done from a duty ammunition carrier.
4. Night qualification will be conducted with absolute silence on the line so that the shooter can hear and interpret the range commands. The only response to the range commands will be negative (e.g., "Is the line ready?" "No!"). The lack of response from the line will tell the lead instructor that the line is ready. All range commands will be issued by the lead instructor to eliminate confusion and expedite the course of fire. No one on the line is to move off the line or pick up any equipment until the line is declared safe and they are told to move by the lead instructor.
5. The instructor must ensure that the firing line is clear of all debris (e.g., magazines, spent rounds, ammunition boxes) and equipment before firing this Stage. This will prevent possible injuries to a shooter who is transitioning from the standing to the kneeling or prone position. It will also eliminate a potential sudden reflex action by a shooter who kneels on debris or equipment with the consequence of swinging the weapon to a position other than downrange.

4.3 SHOTGUN SLUG COURSE

The shotgun slug is a viable mid-range, single-projectile round. Accurate fire is possible at ranges to 100 yards.

With the availability of slugs and training procedures requiring ammunition selection, a security police officer can convert a

multi-projectile, 35-yard and closer weapon to a mid-range rifle. The shotgun slug is less likely to over penetrate than most rifle rounds, yet at useful ranges, it possesses tremendous energy.

The shotgun slug course requires standing and braced positions from the 35- and 50-yard lines. It is required for qualification at installations that use slugs. The techniques necessary to fire a shotgun with slugs are the same as those required to fire a rifle. This shotgun slug qualification course applies rifle techniques to the specific recoil control and bullet-drop considerations of the shotgun.

4.3.1 Stages of Fire

There are two Stages of Fire in the shotgun slug course.

4.3.1.1 Stage I. The requirements for Stage I are as follows:

Yard line: 35
Total rounds: 3
Weapon loaded: Begin String 1 with 3 rounds in the magazine tube, chamber empty, safety on, action closed.
Firing strings: 2
Time limit: 3 seconds per String
Procedure:
String 1: Shooter begins with the weapon in the low-ready position. On command, the shooter charges the weapon, obtains a flash-sight picture, and fires 1 round center mass.
String 2: Shooter begins with the weapon in the low-ready position. On command, the shooter assumes a kneeling position and fires 2 rounds center mass.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. During transition from the standing to the kneeling position, keep the muzzle pointed downrange.
4. After the Stage is completed, ensure the weapon is cleared.
5. The use of eye and hearing protection is mandatory.

4.3.1.2 Stage II. The requirements for Stage II are as follows:

Yard line: 50
Total rounds: 2
Weapon loaded: Begin with 2 rounds in the magazine tube, the chamber empty, safety on, and action closed.
Time limit: 5 seconds

Procedure: Shooter begins with weapon in low-ready. On command, the shooter assumes a kneeling position while charging the weapon, obtains a flash-sight picture, and fires 2 rounds center mass.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame or outside the trigger guard until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. During transition from the standing to the kneeling position, keep the muzzle pointed downrange.
4. After the Stage is completed, ensure the weapon is cleared.
5. The use of eye and hearing protection is mandatory.

4.3.2 Breakdown of Skills and Abilities

The breakdown of skills and abilities for the shotgun slug course is as follows.

Total rounds	5
Qualification requirement	70% (maximum 25; minimum 18)
Skills required	
Firing from low-ready	3 times
Maneuvering from standing to kneeling	2 times
Loading shotgun tube	2 times
Chambering a round from half-load	2 times
Clearing weapon	2 times
Positions used	
Standing	1 time
Kneeling	4 times
Distance required	
35 yards	3 rounds center mass
50 yards	2 rounds center mass

4.4 SUMMARY OF SHOTGUN COURSES

4.4.1 Day Shotgun Course

There are three Stages of Fire in the day shotgun course.

Stage I 7-yard line, 4 rounds. Load with 3 rounds (tube) from low-ready, fire 2 rounds standing; load 1 shoulder, fire 2 rounds, 12 seconds.

Stage II 15-yard line, 4 rounds. Load with 2 rounds (tube); fire 2

rounds standing; load 2, fire 2 rounds kneeling, 15 seconds.

Stage III 25-yard line, 2 rounds. Load with 2 rounds (tube); fire 1 round standing; fire 1 round kneeling, 6 seconds.

4.4.2 Night Shotgun Course

The night shotgun course is the same as the day shotgun course.

4.4.3 Slug Shotgun Course

There are two Stages of Fire in the slug shotgun course.

Stage I 35-yard line, 3 rounds total; load 3 rounds (half-load).
String 1 - from half load, fire 1 round standing, 3 seconds.
String 2 - from full load, fire 2 rounds kneeling, 3 seconds.

Stage II 50-yard line, 2 rounds total; load 2 rounds; standing to kneeling (half-load) fire 2 rounds, 5 seconds.

5.0 SUBMACHINE GUN COURSE

The techniques and methodology of the submachine gun course are oriented primarily toward weapons manipulation skills and marksmanship. These techniques have proven themselves successful, are state-of-the art, and used worldwide.

Experience has demonstrated that 2-round bursts can be fired with accuracy and will have an excellent degree of reliability in terms of stopping power. Failure drills, consisting of a 2-round burst to the head, are very effective and reliable. These techniques, when applied to a qualification course, tend to be more meaningful than previous qualification courses where large targets, clearly defined range distance, and very liberal time limits were accepted.

5.1 DAY SUBMACHINE GUN COURSE

5.1.1 Stages of Fire

There are nine Stages of Fire in the day submachine gun course.

5.1.1.1 Stage I. Stage I covers the most basic technique of submachine gun training, the ability to respond to a sudden close-range confrontation. The requirements for Stage I are as follows:

Yard line: 3
Total rounds: 8
Load with: 1 magazine, 8 rounds
Time limit: 2 seconds
Procedure: 2 Strings (2 x 2 = 4 rounds per), automatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the automatic mode, in the full-load configuration. On command, the shooter will fire two 2-round bursts center mass. Repeat once.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. The use of eye and hearing protection is mandatory.

5.1.1.2 Stage II. Stage II reinforces the Failure Drill technique demonstrated in the handgun course. The initial response to a short-range, sudden confrontation should be to fire 2 bursts center mass. The shooter should be trained to transition to an alternative action upon a failure of the first response. This is known as the Failure Drill. The requirements for Stage II are as follows:

Yard line: 5
Total rounds: 12
Load with: 1 magazine, 12 rounds
Time limit: 3 seconds
Procedure: 2 Strings (2 + 2 + 2 = 6 rounds per), automatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the automatic mode in the full-load configuration. On command, the shooter will fire two 2-round bursts center mass and one 2-round burst to the head. Repeat once.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange, in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. The use of eye and hearing protection is mandatory.

5.1.1.3 Stage III. Stage III repeats the Stage II technique, except that it uses the semiautomatic mode of fire. Stage III requirements are as follows:

Yard line: 5
Total rounds: 6
Load with: 1 magazine, 6 rounds
Time limit: 3 seconds

Procedure: 2 Strings (1 + 1 + 1 = 3 rounds per), semiautomatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the semiautomatic mode in the full-load configuration. On command, the shooter will fire 2 rounds center mass and 1 round to the head. Repeat once.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. The use of eye and hearing protection is mandatory.

5.1.1.4 Stage IV. Stage IV tests proficiency of the shooter to initiate accurate fire, reload, and continue accurate fire under realistic time constraints. The requirements for Stage IV are as follows:

Yard line: 7
Total rounds: 8 (two magazines, 4 rounds each)
Load with: 1 magazine, 4 rounds
Time limit: 10 seconds
Procedures: 1 Strings (2 + 2 / 2 + 2 = 8 rounds per), automatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the automatic mode in the full-load configuration. The shooter will have another loaded magazine in a duty magazine pouch. On command, the shooter will fire two 2-round bursts center mass, reload, and fire two 2-round bursts center mass, firing a total of 8 rounds.

NOTE: Due to the number of rounds fired in Stage IV, it is recommended the target be scored and holes marked or targets changed.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times, including reloading.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front

sling swivel) when gripping the forearm.

5. The use of eye and hearing protection is mandatory.

5.1.1.5 Stage V. Stage V tests the shooter's proficiency to accurately place rounds center mass under realistic time constraints. The requirements for Stage V are as follows:

Yard line: 7
Total rounds: 4
Load with: 1 magazine, 4 rounds
Time limit: 2 seconds
Procedure: 2 Strings (1 + 1 = 2 rounds per), semiautomatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the semiautomatic mode in the full-load configuration. On command, the shooter will fire 2 rounds center mass. Repeat once.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. The use of eye and hearing protection is mandatory.

5.1.1.6 Stage VI. Stage VI tests the shooter's proficiency to accurately place rounds center mass under realistic time constraints. The requirements for Stage VI are as follows:

Yard line: 10
Total rounds: 8
Load with: 1 magazine, 8 rounds
Time limit: 3 seconds
Procedure: 2 Strings (2 + 2 = 4 rounds per), automatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the automatic mode in the full-load configuration. On command, the shooter will fire two 2-round bursts center mass. Repeat once.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.

4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. The use of eye and hearing protection is mandatory.

5.1.1.7 Stage VII. Stage VII tests the shooter's ability to accurately place aimed fire into the proper area of the head under realistic time constraints. The requirements for Stage VII are as follows:

Yard line: 15
Total rounds: 6
Load with: 1 magazine, 6 rounds
Time limit: 3 seconds
Procedure: 6 Strings (1 round per), semiautomatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the automatic mode in the full-load configuration. On command, the shooter will fire 1 round to the head. Repeat 5 times.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. The use of eye and hearing protection is mandatory.

5.1.1.8 Stage VIII. Stage VIII tests the shooter's ability to accurately place aimed fire center mass under realistic time constraints from the kneeling position. The requirements for Stage VIII are as follows:

Yard line: 25
Total rounds: 4
Load with: 1 magazine, 4 rounds
Time limit: 4 seconds
Procedure: 2 Strings (1 + 1 = 2 rounds per), semiautomatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the semiautomatic mode in the full-load configuration. On command, the shooter will move to a kneeling position and fire 2 rounds center mass. Repeat once.

SAFETY NOTES

1. Keep the trigger straight alongside the frame until the sights are on target, and during all reloading procedures.

2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. Keep the muzzle pointed downrange while moving from the standing to the kneeling position.
6. The use of eye and hearing protection is mandatory.

5.1.1.9 Stage IX. Stage IX tests the shooter's ability to accurately place aimed fire center mass under realistic time constraints from the prone position. The requirements for Stage IX are as follows:

Yard Line: 50
Total rounds: 4
Load with: 1 magazine, 4 rounds
Time limit: 6 seconds
Procedures: 2 Strings (1 + 1 = 2 rounds per), semiautomatic mode.

The shooter stands with the weapon in the low-ready position selector set in semiautomatic mode in the full-load configuration. On command, the shooter will move to the prone position and fire 2 rounds center mass. Repeat once.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. Prevent muzzle contact with the ground when moving from the standing low-ready to the prone position.
6. To assume the prone position from standing, the shooter rolls to both knees, rotates the muzzle towards the target, then extends the weak hand forward for support (keeping it behind the muzzle), and lowers the torso gently to the ground.
7. The use of eye and hearing protection is mandatory.

5.1.2 Operational Notes

The following procedures are the same during all Stages of Fire unless otherwise indicated.

1. On command, the shooter will ensure the trigger finger remains outside the trigger guard and the selector lever is placed in the proper position.
2. After each iteration during a Stage of Fire, the shooter will ensure the selector lever is returned to the safe position.
3. The instructor must ensure that the firing line is clear of all debris (e.g., magazines, spent rounds, ammunition boxes) and equipment before firing this Stage. This will prevent possible injuries to shooters moving from the standing to the kneeling or prone position. It will eliminate a potential sudden reflex action by a shooter who kneels on debris or equipment and the consequent possibility of swinging the weapon to a position other than downrange.
4. All Stages shall be fired with the firearm shouldered and using the sights.

5.1.3 Breakdown of Skills and Abilities

The breakdown of skills and abilities for the day submachine gun course is as follows.

Total rounds	60
Qualification requirement	70% (maximum 300; minimum 210)
Skills required	
Fire submachine gun standing	14 times
Fire submachine gun automatic	10 times
Fire submachine gun semiautomatic	8 times
Fire submachine gun kneeling	2 times
Fire submachine gun prone	2 times
Fire submachine gun center mass	48 times
Fire submachine gun head	12 times
Positions used	
Standing	52 rounds
Kneeling	4 rounds
Prone	4 rounds
Distance required	
3 yards	8 rounds center mass
5 yards	12 rounds center mass
5 yards	6 rounds head
7 yards	12 rounds center mass
10 yards	8 rounds center mass
15 yards	6 rounds head
25 yards	4 rounds center mass
50 yards	4 rounds center mass

5.2 NIGHT SUBMACHINE GUN COURSE

A protective force member is more likely to be involved in a lethal confrontation in a reduced lighting condition. The security police officer must acquire positive target identification before shooting. The night submachine gun course shall be conducted using the 0.2 foot candle standard for artificial lighting.

5.2.1 Stages of Fire

There are six Stages of Fire in the night submachine gun course.

5.2.1.1 Stage I. Stage I reinforces the Failure Drill technique demonstrated in the handgun course. The initial response to a short-range, sudden confrontation should be to fire 2 bursts center mass. The shooter should be trained to respond to a failure of this tactic by having an alternative action. The requirements for Stage I are as follows:

Yard line: 5
Total rounds: 6
Load with: 1 magazine, 6 rounds
Time limit: 3 seconds
Procedure: 1 String (2 + 2 + 2 = 6 rounds per), automatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in automatic mode in the full-load configuration. On command, the shooter will fire two 2-round bursts center mass and one 2-round burst to the head. The shooter will perform this procedure once.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside of the sling (against the front sling swivel) when gripping the forearm.
5. The use of eye and hearing protection is mandatory.

5.2.1.2 Stage II. Stage II reinforces the Failure Drill techniques demonstrated in Stage I but in the semiautomatic mode. The shooter should be trained in an alternate means of engagement. The requirements for Stage II are as follows:

Yard line: 5
Total rounds: 6
Load with: 1 magazine, 6 rounds
Time limit: 3 seconds
Procedure: 2 Strings (1 + 1 + 1 = 3 rounds per), semiautomatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the semiautomatic mode in the full-load configuration. On

command, the shooter will fire 2 rounds center mass and 1 round to the head. Repeat once.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. The use of eye and hearing protection is mandatory.

5.2.1.3 Stage III. Stage III tests the shooter's ability to initiate accurate fire, reload, and resume accurate fire under realistic time constraints in reduced light conditions. The requirements for Stage III are as follows:

Yard line: 7
Total rounds: 4 (two magazines, 2 rounds each)
Load with: 1 magazine, 2 rounds
Time limit: 8 seconds
Procedure: 1 String (1 + 1/1 + 1 = 4 rounds per), semiautomatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the semiautomatic mode in the full-load configuration. On command, the shooter will fire 2 rounds center mass, perform a magazine change, and fire 2 rounds center mass.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times, including reloading.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. The use of eye and hearing protection is mandatory.

5.2.1.4 Stage IV. Stage IV tests the shooter's ability to initiate accurate semiautomatic weapon fire under realistic time constraints in a reduced light condition. The requirements for Stage IV are as follows:

Yard line: 7
Total rounds: 4
Load with: 1 magazine, 4 rounds
Time limit: 2 seconds
Procedure: 2 Strings (1 + 1 = 2 rounds per), semiautomatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the semiautomatic mode in the full-load configuration. On command, the shooter will fire 2 rounds center mass. Repeat once.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. The use of eye and hearing protection is mandatory.

5.2.1.5 Stage V. Stage V tests the shooter's ability to initiate accurate semiautomatic weapon fire under realistic time constraints from a kneeling position. The requirements for Stage V are as follows:

Yard line: 15
Total rounds: 6
Load with: 1 magazine, 6 rounds
Time limit: 4 seconds
Procedure: 3 Strings (1 + 1 = 2 rounds per), semiautomatic mode.

The shooter stands with the weapon in the low-ready position with the selector set in the semiautomatic mode, in the full-load configuration. On command, the shooter will assume a kneeling position and fire 2 rounds center mass. Repeat twice.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedure.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. The shooter must always keep the muzzle pointed downrange while moving from the standing to the kneeling position.

6. The use of eye and hearing protection is mandatory.

5.2.1.6 Stage VI. Stage VI tests the shooter's ability to initiate accurate semiautomatic weapon fire under realistic time constraints from a prone position. The requirements for Stage VI are as follows:

Yard line: 25
Total rounds: 4
Load with: 1 magazine, 4 rounds
Time limit: 6 seconds
Procedure: 2 Strings (1 + 1 = 2 rounds per), semiautomatic mode.

The shooter stands with weapon in the low-ready position with the selector set in the semiautomatic mode in the full-load configuration. On command, the shooter will assume a prone position and fire 2 rounds center mass. Repeat once.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round, with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.
4. To prevent the weak hand from crossing the muzzle or flash suppressor, keep the weak hand inside the sling (against the front sling swivel) when gripping the forearm.
5. Prevent muzzle contact with the ground when moving from the standing low-ready to the prone position.
6. To assume the prone position from standing, the shooter rolls to both knees, rotates the muzzle towards the target, then extends the weak hand forward for support (keeping it behind the muzzle) and lowers the torso gently to the ground.
7. The use of eye and hearing protection is mandatory.

5.2.2 Operational Notes

The following procedures are the same during all Stages of Fire unless otherwise indicated.

1. A sling will be used when firing the course.
2. The shooter will ensure the trigger finger remains outside the trigger guard until the sights are on the target.
3. After each String, the shooter will ensure the selector lever is returned to the safe position.
4. Some sites may require or allow the option of some type of lighting system mounted onto the weapon. If a protective force

member uses that equipment on a regular basis, that member is authorized the use of that equipment during qualification. This will ensure the proper method of use and demonstrate the capability of that system.

5. If a lighting system is authorized, the light will be turned on during each Stage when the weapon is on target. The light will be turned off when each String has been completed. (The priority is ensuring the weapon is safe.)
6. The instructor must ensure that the firing line is clear of all debris (e.g., magazines, spent rounds, ammunition boxes) and equipment before firing this Stage. This will prevent possible injuries to shooters moving from the standing to the kneeling or prone position. It will eliminate a potential sudden reflex action by a shooter who kneels on debris or equipment and the consequent possibility of swinging the weapon to a position other than downrange.
7. All Stages shall be fired with the firearm shouldered and using the sights.

5.2.3 Breakdown of Skills and Abilities

The breakdown of skills and abilities for the night submachine gun course is as follows.

Total rounds	30

Qualification requirement:	70% (maximum 150; minimum 105)

Skills required	
Fire submachine gun standing	7 times
Fire submachine gun automatic	3 times
Fire submachine gun semiautomatic	12 times
Fire submachine gun kneeling	2 times
Fire submachine gun prone	2 times
Fire submachine gun center mass	12 times
Fire submachine gun head	3 times

Positions used	
Standing	20 rounds
Kneeling	6 rounds
Prone	4 rounds

Distance required	
5 yards	8 rounds center mass
5 yards	4 rounds head
7 yards	8 rounds center mass
15 yards	6 rounds center mass
25 yards	4 rounds center mass

5.3 SUMMARY OF SUBMACHINE GUN COURSES

5.3.1 Day Submachine Gun Course

There are nine Stages of Fire in the day submachine gun course.

Stage I 3-yard line, 8 rounds total, automatic mode. From standing low-ready, fire two 2-round bursts center mass in 2 seconds. Repeat 1 time.

Stage II 5-yard line, 12 rounds total, automatic mode. From standing low-ready, fire two 2-round bursts center mass and one 2-round burst to the head in 3 seconds. Repeat 1 time.

Stage III 5-yard line, 6 rounds total, semiautomatic mode. From standing low-ready, fire 2 rounds center mass and one 1 round to the head in 3 seconds. Repeat 1 time.

Stage IV 7-yard line, 8 rounds total, automatic mode. From standing low-ready, weapon loaded with one 4-round magazine, a second magazine of 4 rounds in a duty magazine pouch. Fire two 2-round bursts center mass, reload, and fire two additional 2-round bursts center mass. Time limit: 10 seconds.

Stage V 7-yard line, 4 rounds total, semiautomatic mode. From standing low-ready, fire 2 rounds center mass in 2 seconds. Repeat 1 time.

Stage VI 10-yard line, 8 rounds total, automatic mode. From standing low-ready, fire two 2-round bursts center mass in 3 seconds. Repeat 1 time.

Stage VII 15-yard line, 6 rounds total, semiautomatic mode. From standing low-ready, fire 1 round to the head in 3 seconds. Repeat 5 times.

Stage VIII 25-yard line, 4 rounds total, semiautomatic mode. From standing low-ready, move to kneeling position and fire 2 rounds center mass in 4 seconds. Repeat 1 time.

Stage IX 50-yard line, 4 rounds total, semiautomatic mode. From standing low-ready, move to prone position and fire 2 rounds center mass in 6 seconds. Repeat 1 time.

5.3.2 Night Submachine Gun Course

There are six Stages of Fire in the night submachine gun course.

Stage I 5-yard line, 6 rounds total, automatic mode. From standing low-ready, fire two 2-round bursts center mass and one 2-round burst to the head in 3 seconds.

Stage II 5-yard line, 6 rounds total, semiautomatic mode. From standing low-ready, fire 2 rounds center mass and 1 to the head in 3 seconds. Repeat 1 time.

Stage III 7-yard line, 4 rounds total, semiautomatic mode. From standing low-ready, loaded with one 2-round magazine, a second magazine of 2 rounds in a duty magazine pouch. Fire 2 rounds center mass, reload, and fire 2 additional rounds

center mass in 8 seconds.

Stage IV 7-yard line, 4 rounds total, semiautomatic mode. From standing low-ready, fire 2 rounds center mass in 2 seconds. Repeat 1 time.

Stage V 15-yard line, 6 rounds total, semiautomatic mode. From standing low-ready, move to kneeling position and fire 2 rounds center mass in 4 seconds. Repeat 2 times.

Stage VI 25-yard line, 4 rounds total, semiautomatic mode. From standing low-ready, on command assume a prone position, fire 2 rounds center mass in 6 seconds. Repeat 1 time.

6.0 FULL-AUTOMATIC LIGHT MACHINE GUN COURSE

6.1 INTRODUCTION

The full-automatic light machine gun (M-60 machine gun) course was developed from the philosophy that security police officers must possess more skills than just marksmanship ability; they must be able to manipulate the weapon. The ability to clear, conduct a function check, load, fire, reload, conduct immediate and/or remedial action, and unload the weapon is equally important to the ability to hit the target. This 10-meter manipulation and qualification course will provide the basic qualification to operate the M-60 machine gun as a gunner.

There is no single qualification course that can incorporate all skills necessary in a firearms program. Periodic training and familiarization with other techniques must supplement this and all courses of fire. Techniques such as multiple targets, moving targets, point target, and extended distance target engagement should be taught and practiced.

Consideration was also given to logistical requirements, e.g., the accessibility of 10-meter machine gun ranges versus the relatively few extended machine gun ranges within the DOE complex, the cost and availability of 7.62 mm-linked NATO ammunition (to be used for semiannual qualification), and the availability of a standard target.

Stages I through VII are manipulation stages, which also address marksmanship skills. It is mandatory to run the manipulation stages before the qualification stages.

The M-60 machine gun supports the protective force in both offensive and defensive roles. It provides a heavy volume of close and continuous fire.

The M-60 machine gun is a crew-served weapon. When the machine gun is mounted at a fixed station or on a vehicle, it can be operated by the gunner only. When deployed in the dismounted role, the M-60 machine gun becomes a crew-served weapon thereby requiring a minimum two-person crew.

The crew consists of a gunner and assistant gunner. The gunner is responsible for employment of the M-60 machine gun, loading, firing, and basic operation. The assistant gunner assists in the loading, carrying of additional ammunition, security for gunner, observation, and adjustments of

protective fire. If the gunner is disabled, the assistant gunner assumes control of the gun.

The 7.62 mm M-60 machine gun is air-cooled, belt-fed, gas-operated, and automatic. It fires from the open bolt position. Ammunition is fed by a metallic split-link belt. As the gun is fired, the belt links are delinked and ejected from the gun.

As long as the trigger is held to the rear, the M-60 will continue to function automatically. When the trigger is released, the sear engages the sear notch, the cycle of functioning is stopped, and the gun is cocked.

When firing the M-60, the trigger is not squeezed. It is pulled quickly, straight to the rear, held for 0.75 to 1 second and released. This aids the gunner in controlling the number of rounds in each burst and reduces the wear of the sear and sear notch.

There are three rates of fire with the M-60 machine gun: sustained fire, rapid fire, and cyclic fire.

1. Sustained Fire--100 rounds per minute in bursts of 6 to 9 rounds at 4- to 5-second intervals (a barrel change is recommended after firing the sustained rate for 10 minutes).
2. Rapid Fire--200 rounds per minute in bursts of 6 to 9 rounds at 2- to 3-second intervals (a barrel change is recommended after firing the rapid rate for 2 minutes).
3. Cyclic Fire--uses the most ammunition that can be used in 1 minute (approximately 550 rounds per minute). A barrel change is recommended after firing the cyclic rate for 1 minute.

Targets are engaged initially by using the rapid rate to gain fire superiority. After fire superiority is gained, the rate of fire is reduced to a rate that is sufficient to maintain fire superiority. This reduced rate of fire is necessary to keep the barrel from overheating and to conserve ammunition.

6.2 STAGES OF FIRE--MANIPULATION

There are seven Stages of Fire in the full-automatic light machine gun manipulation course. (Refer to Attachment 1 for target information)

6.2.1 Stage I

Stage I is clear the M-60 machine gun. The requirements for Stage I are as follows:

Meter line:	10 meters
Total rounds:	None
Firing string:	None
Time limit:	None
Weapon Condition:	M-60 machine gun with selector lever on "safe," bolt forward, and feed tray cover closed.
Procedure:	The gunner must accomplish the following in the order listed:

1. Place the selector lever in "safe" position.
2. Raise the cover and feed tray simultaneously, inspect/remove links or ammunition.
3. Put the selector lever on "fire."
4. Pull cocking handle to the rear with the palm facing up, locking bolt in the rear position, and return cocking handle to the forward position. Place the selector lever on "safe."
5. Check receiver and chamber to ensure they are clear of ammunition.
6. Close the feed tray cover, place the selector lever on "fire," pull the cocking handle to the rear, and pull the trigger while manually easing the bolt forward.
7. Place the selector lever on "safe."

SAFETY NOTES

1. Use the palm of the weak hand, fingers extended, to close the feed tray cover.
2. Use the strong hand, palm up, to cock the gun and to ease the bolt forward; use the weak hand to pull the trigger.
3. Return the cocking handle to the forward position after cocking the gun.
4. Keep the muzzle pointed downrange at all times.

6.2.2 Stage II

Stage II is conduct a function check. The requirements for Stage II are as follows:

Meter line:	10 meters
Total rounds:	None
Firing string:	None
Time limit:	None
Weapon Condition:	A cleared M-60 machine gun with the selector lever on "safe," bolt forward, and the feed tray cover closed.
Procedure:	The gunner must accomplish the following in the order listed:

1. Place the selector lever on "fire."
2. Pull cocking handle to the rear with the palm facing up, locking bolt in the rear

position, and return cocking handle to the forward position.

3. Place the selector lever on "safe."
4. While holding the cocking handle to the rear, pull the trigger (weapon should not fire).
5. Place the selector lever on "fire."
6. While holding the cocking handle, pull the trigger and manually ease the bolt forward.
7. Place the selector lever on "safe."

SAFETY NOTES

1. Use the palm of the weak hand, fingers extended, to close the feed tray cover.
2. Use the strong hand, palm up, to cock the gun and to ease the bolt forward; use the weak hand to pull the trigger.
3. Return the cocking handle to the forward position after cocking the gun.
4. Keep the muzzle pointed downrange at all times.

6.2.3 Stage III

Stage III is zero the M-60 machine gun. The requirements for Stage III are as follows:

- | | |
|-------------------|---|
| Meter line: | 10 meters |
| Total rounds: | 6 |
| Firing string: | 6 |
| Time limit: | None |
| Weapon Condition: | Cleared M-60 machine gun with the selector lever on "safe," bolt forward, and the feed tray cover closed. |
| Procedure: | The gunner must do the following: |
1. Set rear sight at 500 meters and zero windage.
 2. Use the proper procedure to load a single round.
 3. Use the proper position and grip.
 4. Obtain proper sight alignment and sight picture and fire 1 round on paster target A1.
 5. Repeat steps 2, 3, and 4 for a total of three rounds.

6. Locate the center of the shot group.
7. Calculate and apply sight corrections.
8. Fire a single round on paster A1.
9. Calculate and apply sight corrections.
10. Fire a single round on paster A1.
11. Calculate and apply sight corrections.
12. Fire a confirming round on paster A2.
13. Adjust the range plate scale to read 500 meters.
14. Raise the cover and feed tray simultaneously.
15. Clear weapon.

SAFETY NOTES

1. Use the palm of the weak hand, fingers extended, to close the feed tray cover.
2. Return the cocking handle, with palm up, to the forward position after cocking the gun.
3. Keep the trigger finger out of the trigger guard and off the trigger until the sights are on target.
4. When deployed in a crew-served mode, the assistant gunner's head shall not go forward of the front sling swivel.
5. Keep the muzzle pointed downrange at all times.

6.2.4 Stage IV

Stage IV is load ammunition and engage on target A3. The requirements for Stage IV are as follows:

- | | |
|-------------------|--|
| Meter line: | 10 meters |
| Total rounds: | 6 |
| Firing string: | 1 |
| Time limit: | None |
| Weapon Condition: | Cleared, functioning, zeroed M-60 machine gun with selector lever on "safe," bolt forward, and feed tray cover closed. |
| Procedure: | The gunner must accomplish the following in the order listed: |
1. Place the selector lever on "fire."
 2. Pull cocking handle to the rear with the

palm facing up, locking bolt in the rear position, and return cocking handle to the forward position.

3. Place the selector lever on "safe."
4. Raise the cover and feed tray simultaneously, ensure that the feed tray, receiver group, and chamber are clear.
5. Place the first round of the belt in the feed tray groove, double link leading, open side of links down.
6. Ensure that the round remains in the tray groove and close the feed tray cover. Hold the belt up, approximately 6 rounds from the loading end, while closing the feed tray cover.
7. Place the selector lever on "fire."
8. Engage target A3 with a 6-round burst achieving at least 2 hits.
9. Raise the cover and feed tray simultaneously.
10. Clear the weapon.

SAFETY NOTES

1. Use the palm of the weak hand, fingers extended, to close the feed tray cover.
2. Return the cocking handle, with palm up, to the forward position after cocking the gun.
3. Keep the trigger finger out of the trigger guard and off the trigger until the sights are on target.
4. Keep the muzzle pointed downrange at all times.
5. When deployed in a crew-served mode, the assistant gunner's head shall not go forward of the front swivel.

6.2.5 Stage V

Stage " is load ammunition and engage target A4. The requirements for Stage V are as follows:

Meter line:	10 meters
Total rounds:	6
Firing string:	1
Time limit:	None
Weapon Condition:	Half-loaded, functioning, zeroed M-60 machine gun with selector lever on "safe," bolt

forward, and feed tray cover closed.

NOTE: Instructor will ensure the weapon is correctly half loaded.

Procedure: The gunner must accomplish the following:

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

SAFETY NOTES

1. Use the palm of the weak hand, fingers extended, to close the tray cover.
2. Return the cocking handle, with palm up, to the forward position after cocking the gun.
3. Keep the trigger finger out of the trigger guard and off the trigger until the sights are on target.
4. Keep the muzzle pointed downrange at all times.
5. When deployed in a crew-served mode, the assistant gunner's head shall not go forward of the front sling swivel.

6.2.6 Stage VI

Stage VI is load ammunition, engage target A5, reload, and engage target A6. The requirements for Stage VI are as follows:

Meter line: 10 meters
Total rounds: 12, 2 6-round belts
Firing string: 1
Time limit: None
Weapon Condition: Cleared, functioning, zeroed M-60 machine gun with selector lever on "safe," bolt forward, and feed tray cover open.

Procedure: The gunner must accomplish the following:

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 cover and feed tray simultaneously.
6. Clear weapon.

SAFETY NOTES

1. Use the palm of the weak hand, fingers extended, to close the feed tray cover.
2. Return the cocking handle, with the palm up, to the forward position after cocking the gun.
3. Keep the trigger finger out of the trigger guard and off the trigger until the sights are on target.
4. Keep the muzzle pointed downrange at all times.
5. When deployed in a crew-served mode, the assistant gunner's head shall not go forward of the front sling swivel.

6.2.7 Stage VII

Stage VII is half-load ammunition, engage targets A7 and A8, and conduct immediate action in the event of a misfire. The requirements for Stage VII are as follows:

- | | |
|-------------------|--|
| Meter line: | 10 meters |
| Total rounds: | 12 plus 1 dummy round |
| Firing string: | 1 |
| Time limit: | None |
| Weapon Condition: | Half-loaded, functioning, zeroed M-60 machine gun with selector lever on "safe." (Dummy round will be placed between round 4 and round 8.) |
| Procedure: | The gunner must be able to accomplish the following: <ol style="list-style-type: none">1. Bring weapon to a full load.2. Engage targets A7 with a 6-round burst and target A8 with a 6-round burst achieving two hits per target.3. Complete immediate action within 10 seconds of occurrence.4. Raise cover and feed tray simultaneously.5. Clear the weapon. |

SAFETY NOTES

1. Use the palm of the weak hand, fingers extended, to close the feed tray cover.
2. Return the cocking handle, with the palm up, to the forward position after cocking the gun.

3. Keep the trigger finger out of the trigger guard and off the trigger until the sights are on target.
4. Keep the muzzle pointed downrange at all times.
5. When deployed in a crew-served mode, the assistant gunner's head shall not go forward of the front sling swivel.

6.3 STAGES OF FIRE--QUALIFICATION

There are three Stages of Fire in the full-automatic light machine gun qualification course.

6.3.1 Stage I

Stage I is clear the M-60 machine gun. The requirements for Stage I are as follows:

- | | |
|-------------------|--|
| Meter line: | 10 meters |
| Total rounds: | None |
| Firing string: | None |
| Time limit: | 40 seconds |
| Weapon Condition: | Cleared M-60 machine gun with the selector lever on "safe," bolt forward, and the feed tray cover closed. |
| Procedure: | Within 40 seconds, the gunner must accomplish the following in the order listed: <ol style="list-style-type: none">1. Place selector lever on "safe."2. Raise the cover and feed tray simultaneously; inspect/remove links or ammunition.3. Put the selector lever on "fire."4. Pull cocking handle to the rear with the palm facing up, locking bolt in the rear position, and return cocking handle to the forward position. Place the selector lever on "safe."5. Check receiver and chamber to ensure they are clear of ammunition.6. Close the feed tray cover, place the selector lever on "fire," pull the cocking handle to the rear, and pull the trigger while manually easing the bolt forward.7. Place the selector lever on "safe." |

SAFETY NOTES

1. Use the palm of the weak hand, fingers extended, to close the feed tray cover.

2. Use the strong hand, with the palm up, to cock the gun and to ease the bolt forward; use the weak hand to pull the trigger.
3. Return the cocking handle, with the palm up, to the forward position after cocking the gun.
4. Keep the muzzle pointed downrange at all times.

6.3.2 Stage II

Stage II is conduct a function check. The requirements for Stage II are as follows:

- | | |
|-------------------|--|
| Meter line: | 10 meters |
| Total rounds: | None |
| Firing string: | None |
| Time limit: | 40 seconds |
| Weapon Condition: | Cleared M-60 machine gun with the selector lever on "safe," bolt forward, and the feed tray cover closed. |
| Procedure: | Within 40 seconds, the gunner must accomplish the following in the order listed: <ol style="list-style-type: none">1. Place the selector lever on "fire."2. Pull cocking handle to the rear with the palm facing up, locking bolt in the rear position, and return cocking handle to the forward position.3. Place the selector lever on "safe."4. While holding the cocking handle to the rear, pull the trigger (weapon should not fire).5. Place the selector lever on "fire."6. While holding the cocking handle, pull the trigger and ease the bolt forward manually.7. Place the selector lever on "safe." |

SAFETY NOTES

1. Use the palm of the weak hand, fingers extended, to close the feed tray cover.
2. Use the strong hand, with the palm up, to cock the gun and to ease the bolt forward; use the weak hand to pull the trigger.
3. Return the cocking handle, with the palm up, to the forward position after cocking the gun.
4. Keep the muzzle pointed downrange at all times.

6.3.3 Stage III

Stage III is load ammunition, engage four targets, reload, engage four additional targets, and conduct immediate action in the event of a misfire/malfunction. The requirements for Stage III are as follows:

Meter line: 10 meters
Total rounds: 48 live, 1 dummy
Firing string: 1
Time limit: 2 minutes
Weapon Condition: Half-loaded (24 round belt), functioning, zeroed M-60 machine gun with the selector lever on "safe". Targets B1 through B8, and one belt of 24 rounds (24 live, 1 dummy). The dummy round will be placed between round 6 and round 18.

NOTE: Instructor will ensure that the weapon is half-loaded correctly.

Procedure: Within 2 minutes, the gunner must do the following:

1. Bring weapon to full load.
2. Engage targets B5, B6, B7, and B8 with one burst each, in any order.
3. Reload ammunition 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 of occurrence.
6. Raise the cover and feed tray simultaneously.
7. Clear weapon.
8. Each target should sustain at least 2 hits.
9. Only 9 bursts will be fired.
10. Time stops at completion of burst 9.

SAFETY NOTES

1. Use the palm of the weak hand, fingers extended, to close the feed tray cover.
2. Return the cocking handle, with the palm up, to the forward position after cocking the gun.
3. Keep the trigger finger out of the trigger guard and off the trigger until the sights are on target.

4. Keep the muzzle pointed downrange at all times.
5. When deployed in a crew-served mode, the assistant gunner's head shall not go forward of the front sling swivel.

6.3.4 Operational Notes

The operational notes for the full-automatic light machine gun qualification course are as follows.

1. The only alibi allowed will be a weapon failure, e.g., a broken part. This will force the shooter to perform immediate action under time stress to get back on target.
2. Malfunctioning guns will be replaced after the second malfunction, except if the malfunction creates a safety hazard, then the weapon will be taken out of service immediately.
3. The bolt must be eased forward to prevent damage to the feed tray assembly and operating-rod assembly. Do not close the cover with the bolt forward. To do so would damage parts of the cover feed tray cover and the bolt.
4. Use of a specific hand to operate the cocking lever will be left to the ability of the shooter and the instructor's discretion.
5. Target series C and D should be utilized for the second String of gunners.
6. Instructors will ensure that during Stages, the weapon is half-loaded correctly.
7. Reference U.S. Army Field Manual 23-67, February 1984.

6.4 BREAKDOWN OF SKILLS AND ABILITIES

The breakdown of skills and abilities for the light machine gun manipulation and qualification course is as follows.

Total rounds	
Manipulation	42 live rounds, 1 dummy round
Qualification	42 live rounds, 1 dummy round

Target	Machine gun ABCD (10 meter)

Scoring for qualification	
Stage I (qualification)	1 point per correct step
Stage II (qualification)	1 point per correct step
Stage III (qualification)	5 points per round in target; maximum of 10 points per target,

	6 points for immediate action in 10 seconds

Qualification requirement	Total: 100 points
	Minimum: 70% or 70 points

Skills required for manipulation	

Weapon manipulation from a half load	2 times
Firing from full load	9 times
Weapons reload under time constraints	1 time
Clearing of weapon	10 times
Implementing immediate action	1 required
Implementing immediate action under time stress to correct weapons malfunctions if they occur	As required
Prone	All rounds

Marksmanship skills required for manipulation	

10 meters	6 rounds zero
10 meters	6 rounds linked
10 meters	6 rounds linked
10 meters	12 rounds--two 6-round linked belts
10 meters	12 rounds live + 1 dummy round, 13 total

Manipulation skills required for qualification	

Weapon manipulation from a half load	1 time
Firing from full load	1 time
Reload weapons under time constraints	1 time
Clearing of weapon	3 times
Function check of weapon	1 time
Implementing immediate action	1 required
Implementing immediate action under time stress to correct weapons malfunctions if they occur	As required
Prone	All rounds

Marksmanship skills required for qualification	

10 meters	24 rounds live--linked
10 meters	24 rounds live, linked + 1 dummy round

6.5 TRAINING CONSIDERATIONS

The full-automatic light machine gun practice and qualification course is designed to improve the shooter's manipulative and marksmanship skills.

6.6 SUMMARY OF FULL-AUTOMATIC LIGHT MACHINE GUN MANIPULATION AND QUALIFICATION COURSES

The full-automatic light machine gun manipulation and qualification courses consist of seven manipulation stages and three qualification stages. The seven manipulation stages prepare the shooter for the three qualification stages. Throughout all stages the shooter learns how to manipulate and keep the weapon in operation. The courses will provide a more accurate measure of the shooter's ability to respond effectively with the weapon.

6.6.1 Full-Automatic Light Machine Gun Manipulation Course

There are seven Stages of Fire in the full-automatic light machine gun manipulation course.

Stage I	CLEAR THE M-60 MACHINE GUN
	10-meter line, an M-60 machine gun with the selector lever on "safe," bolt forward, and the feed tray cover closed.
Stage II	CONDUCT A FUNCTION CHECK
	10-meter line, a cleared M-60 machine gun with the selector lever on "safe," bolt forward, and the feed tray cover closed.
Stage III	ZERO THE M-60 MACHINE GUN
	10-meter line, a cleared and functioning M-60 machine gun with the selector lever on "safe," bolt forward, and the feed tray cover closed. With 6 individual rounds, one at a time, on machine gun ABCD 10-meter target, fire 3 sighting rounds on target A1, and fire 1 confirming round on target A2. Fire 2 additional rounds at target A2, if needed.
Stage IV	LOAD AMMUNITION AND ENGAGE TARGET A3
	10-meter line, a cleared, functioning, zeroed M-60 machine gun with selector lever on "safe," bolt forward, and feed tray cover closed. Load and engage target A3 with a 6-round burst.
Stage V	LOAD AMMUNITION AND ENGAGE TARGET A4
	10-meter line, a half-loaded, functioning, zeroed M-60 machine gun with selector lever on "safe." Load and engage target A4 with a 6-round burst.
Stage VI	LOAD AMMUNITION, ENGAGE TARGET A5, RELOAD, ENGAGE TARGET A6
	10-meter line, a cleared, functioning, zeroed M-60 machine gun with selector lever on "safe," bolt forward, and feed tray cover open. Load and engage target A5 with one 6-round burst. Reload and engage target A6 with one 6-round burst.

- o Total: 100 points
- Minimum: 70% or 70 points

FULL-AUTOMATIC LIGHT MACHINE GUN QUALIFICATION COURSE

NAME	EMP#	DATE
CLASS	INSTRUCTOR	SCORE 1
		SCORE 2

STAGE I--Clear the M-60 machine gun.

Meter line: 10 meters
 Target: None
 Total rounds: None
 Firing string: None
 Time limit: 40 seconds
 Weapon Condition: Cleared M-60 machine gun with the selector lever on "safe," bolt forward, and the feed tray cover closed.

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

Score

- | | |
|-------|---|
| _____ | 1. Put the selector lever on "safe." |
| _____ | 2. Raise the cover and feed tray simultaneously; inspect and remove links or ammunition. |
| _____ | 3. Put the selector lever on "fire." |
| _____ | 4. Cock the gun. |
| _____ | 5. Put the selector lever on "safe" and return the cocking handle to its forward position. |
| _____ | 6. Inspect the chamber to ensure that no rounds are present. |
| _____ | 7. Close the feed tray cover, place the selector lever on "fire," pull the cocking handle to the rear, and pull the trigger while manually easing the bolt forward. |

CAUTION: The bolt must be eased forward to prevent damage to the feed tray assembly and operating rod assembly. Do not close the feed tray cover with the bolt forward. To do so would damage parts of the feed tray cover and the bolt.

STAGE II--Conduct a function check.

Meter line: 10 meters
 Target: None
 Total rounds: None
 Firing string: None

Time limit: 40 seconds
Weapon Condition: Cleared M-60 machine gun with the selector lever on "safe," bolt forward, and the feed tray cover closed.
Procedure: Within 40 seconds, the gunner must accomplish the following in the order listed.

Score

- _____ 1. Put the selector lever on "fire."
- _____ 2. Pull the cocking handle to the rear, cocking the M-60.
- _____ 3. Place the selector lever on "safe."
- _____ 4. Pull the trigger (weapon should not fire).
- _____ 5. Place the selector lever on "fire."
- _____ 6. While holding the cocking handle to allow the bolt to ease forward, pull the trigger.
- _____ 7. Place the selector lever on "safe."

STAGE III--Engage four targets, reload, engage four targets, and conduct immediate action in the event of a misfire.

Meter line: 10 meters
Target: Machine gun ABCD
Total rounds: 48 live, 1 dummy
Firing string: 1
Time limit: 2 minutes
Weapon Condition: Half-loaded (24-round belt), functioning, zeroed M-60 machine gun with the selector lever on "safe." Load and engage targets B5 through B8, one belt of 24 rounds (all live), one burst per target in any order. Reload with one belt of 25 rounds (24 live, 1 dummy) and engage targets B1 through B4 with one burst each, in any order. The dummy round will be placed between round 6 and round 18.

NOTE: Instructor will ensure that the weapon is half-loaded correctly.

Procedure: Within two minutes, the gunner must accomplish the following:

Score

- _____ 1. Bring weapon to a full load with a 24-round belt.
- _____ 2. Engage targets B5, B6, B7, and B8 with one burst each, in any order.
- _____ 3. Reload ammunition 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 of occurrence.
- _____ 6. Raise cover and feed tray simultaneously.
- _____ 7. Clear weapon.

SCORING

Stage I 1 point per correct step.

Stage II 1 point per correct step.
Stage III 5 points per round in target; maximum of 10 points per target;
 6 points for immediate action in 10 seconds.

Total: 100 points
Minimum: 70% or 70 points

NOTES:

1. Target Series C and D should be used for second string of gunners.
2. Reference US Army Field Manual FM 23-67, February 1984.

7.0 SELECTIVE FIRE LIGHT MACHINE GUN COURSE

7.1 INTRODUCTION

The selective fire light machine gun (Heckler & Koch 21/23E machine gun) course was developed from the philosophy that security police officers must possess more than marksmanship ability; they must also be able to skillfully manipulate the weapon. The ability to clear, conduct a function check, load, fire, reload, conduct immediate and/or remedial action, and unload the weapon is as important as the ability to hit the target. This 10-meter manipulation and qualification course will provide the basic qualification to operate the HK-21/23E machine gun as a gunner.

No single qualification course can incorporate all skills necessary in a firearms program. Periodic training and familiarization with other techniques must supplement this and all courses of fire. Techniques such as multiple targets, moving targets, point targets, and extended distance target engagement should be taught and practiced. The following logistical requirements should also be considered:

- o Accessibility of 10-meter machine gun ranges versus the relatively few extended machine gun ranges within the DOE complex
- o Cost and availability of 7.62 mm linked-belt NATO ammunition (to be used for semiannual qualification)
- o Availability of a standard target

Stages I through VII are manipulation stages, which also address marksmanship skills. It is mandatory to run the manipulation stages before the qualification stages.

The selective fire light machine gun supports the protective force in both the offensive and defensive roles. It provides a heavy volume of close and continuous fire needed to protect special nuclear material or nuclear devices, which is the protective force mission.

The HK-21/23E selective fire machine gun is a crew-served weapon. When the machine gun is mounted at a fixed station or on a vehicle, it can be operated by the gunner only. When deployed in the dismounted role, the HK-21/23E selective fire machine gun becomes a crew-served weapon, which requires a minimum of a two-person crew.

The crew consists of a gunner and an assistant gunner. The gunner is responsible for the selective fire light machine gun employment, loading, firing, and basic operation. The assistant gunner assists in loading, carrying additional ammunition, providing security for the gunner, observing and adjusting protective fire. If the gunner is disabled, the assistant gunner assumes control of the gun.

The 7.62/5.56 mm NATO locking-roller bolt system, selective fire machine gun is air cooled, belt fed, and gas operated. It fires from the closed-bolt position. Ammunition is fed by a metallic split-link belt. As the gun is fired, the belt links are delinked and ejected from the gun. There are three rates of fire with the HK-21/23E selective fire machine gun:

1. Single fire (shot)--each time the trigger is pulled, the weapon fires.
2. Three-round burst--when using three-round burst with 1 second between bursts, 200 rounds can be fired in 1 minute. A barrel change is recommended after firing at this rate for 1 minute.
3. Sustained fire--uses the most ammunition that can be used in 1 minute (approximately 800 rounds per minute). A barrel change is recommended after firing the sustained rate for 1 minute.

7.2 STAGES OF FIRE--MANIPULATION

There are seven Stages of Fire in the selective fire light machine gun manipulation course.

7.2.1 Stage I

Stage I is clear the HK-21/23E machine gun. The requirements for Stage I are as follows:

- | | |
|-------------------|---|
| Meter line: | 10 meters |
| Total rounds: | None |
| Firing strings: | None |
| Time limit: | None |
| Weapon Condition: | HK-21/23E machine gun with the selector lever on "safe," bolt forward, and the belt-feed unit closed. |
| Procedure: | The gunner must accomplish the following in the order listed. |
1. Ensure the selector lever is on "safe."
 2. Swing down the belt-feed unit. Visually check to make sure that there is no ammunition or spent links in the belt-feed unit.
 3. Lock cocking handle to the rear, and visually check for ammunition in chamber.

SAFETY NOTES

1. Close belt-feed unit with palm of hand, fingers extended.
2. Keep trigger finger clear of locking pawl on bottom of belt-feed unit when closing the HK-21/23E machine gun.
3. Keep the muzzle pointed downrange at all times.

7.2.2 Stage II

Stage II involves conducting a function check. The requirements for Stage II are as follows:

Meter line: 10 meters
Total rounds: None
Firing strings: None
Time limit: None
Weapon Condition: HK-21/23E machine gun with the selector lever on "safe," bolt forward, and the belt-feed unit closed.

Procedure: The gunner must accomplish the following in the order listed.

1. Ensure weapon is clear.
2. Check for unrestricted motion of cocking lever.
3. Cock the weapon.
4. With weapon selector lever on "safe," pull the trigger. (Weapon should not fire.)
5. Put weapon selector lever on semiautomatic, pull and hold the trigger to the rear. The hammer should fall.
6. Keep the trigger to the rear and cock the weapon. Release the trigger. The sear should audibly engage. Pull the trigger and the hammer should fall.
7. Cock the weapon.
8. Put the weapon selector lever on a 3-round burst, pull the trigger, and hold 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. The trigger should now move freely.
9. Put the weapon selector lever on full automatic and repeat steps 7 and 8.
10. Check the sprocket wheel in the belt-feed unit. It should rotate easily in the clockwise direction and lock up in the

counterclockwise direction.

11. Look at the underside of the weapon, cock it several times. The sprocket should visually rotate every time the weapon is cocked.

SAFETY NOTES

1. Close belt-feed unit with palm of hand, fingers extended.
2. Keep trigger finger clear of locking pawl on bottom of belt-feed unit when closing the HK-21/23E machine gun.
3. Keep the muzzle pointed downrange at all times.

7.2.3 Stage III

Stage III is zero the HK-21/23E machine gun. The requirements for Stage III are as follows:

Meter line: 10 meters
Total rounds: 6
Firing strings: 6
Time limit: None
Weapon Condition: Cleared HK-21/23E machine gun with the selector lever on "safe," bolt forward, and the belt-feed unit closed.
Procedure: The gunner must accomplish the following in the order listed.

1. Load the gun.
2. Use the proper position and grip.
3. The sights adjust from 100 to 1,200 meters; set sights at 600 meters and zero windage.
4. Obtain proper sight alignment and sight picture on paster A1.
5. Fire 3 single rounds.
6. Locate the center of the shot group.
7. Calculate and apply sight corrections, if necessary.
8. Fire a confirming round on paster A2.
9. Adjust the range plate scale to read 600 meters.
10. Clear weapon.

SAFETY NOTES

1. Close belt-feed unit with palm of hand, fingers extended.
2. Keep trigger finger clear of locking pawl on bottom of belt-feed unit when closing the HK-21/23E machine gun.
3. Keep the trigger finger straight and out of the trigger guard until the sights are on target.
4. Keep the muzzle downrange at all times.
5. The assistant gunner's head shall not go forward of the charging handle.

7.2.4 Stage IV

Stage IV is load the ammunition and engage one target. The requirements for Stage IV are as follows:

Meter line: 10 meters
Total rounds: 6
Firing strings: 1
Time limit: None
Weapon Condition: Cleared, functioning, zeroed HK-21/23E machine gun, selector lever on "safe," bolt forward, and the belt unit open.
Procedure: The gunner must accomplish the following in the order listed.

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

SAFETY NOTES

1. Close belt-feed unit with palm of hand, fingers extended.
2. Keep trigger finger clear of locking pawl on bottom of belt-feed unit when closing the HK-21/23E machine gun.
3. Keep the trigger finger straight and out of the trigger guard until the sights are on target.

4. Keep the muzzle downrange at all times.
5. The assistant gunner's head shall not go forward of the charging handle.

7.2.5 Stage V

Stage V involves loading ammunition and engaging one target. The requirements for Stage V are as follows:

Meter line: 10 meters
Total rounds: 6
Firing strings: 1
Time limit: None
Weapon Condition: Half-loaded, functioning, zeroed HK-21/23E machine gun with selector lever on "safe."
Procedure: The gunner must accomplish the following in the order listed.

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

SAFETY NOTES

1. Close belt-feed unit with palm of hand, fingers extended.
2. Keep trigger finger clear of locking pawl on bottom of belt-feed unit when closing the HK-21/23E machine gun.
3. Keep the trigger finger straight and out of the trigger guard until the sights are on target.
4. Keep the muzzle pointed downrange at all times.
5. The assistant gunner's head shall not go forward of the charging handle.

7.2.6 Stage VI

Stage VI involves loading ammunition, engaging target A5, reloading, and engaging target A6. The requirements for Stage VI are as follows:

Meter line: 10 meters
Total rounds: 12, two 6-round belts
Firing strings: 1
Time limit: None
Weapon Condition: Cleared, functioning, zeroed HK-21/23E machine gun with selector lever on "safe," bolt forward, and the belt-feed unit open.
Procedure: The gunner must accomplish the following:

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 should sustain at least 2 hits.
6. Clear weapon.

SAFETY NOTES

1. Close belt-feed unit with palm of hand, fingers extended.
2. Keep trigger finger clear of locking pawl on right side of belt-feed unit when closing the HK-21/23E machine gun.
3. Keep trigger finger straight and out of the trigger guard until the sights are on target.
4. Keep the muzzle pointed downrange at all times.
5. The assistant gunner's head shall not go forward of the charging handle.

7.2.7 Stage VII

Stage VII involves engaging targets A7 and A8 and conducting immediate action in the event of a misfire. The requirements for Stage VII are as follows:

Meter line:	10 meters
Total rounds:	12 plus 1 dummy round
Firing strings:	1
Time limit:	None
Weapon Condition:	Half-loaded, functioning, zeroed HK-21/23E machine gun with the selector lever on "safe." (Dummy round will be placed between round 4 and round 8.)

NOTE: Instructor will ensure that the weapon is half loaded correctly.

Procedure: The gunner must accomplish the following in the order listed.

1. Bring weapon 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 of occurrence.
4. Each target should sustain at least two hits.

5. Clear weapon.

SAFETY NOTES

1. Close belt-feed unit with palm of hand, fingers extended.
2. Keep trigger finger clear of locking pawl on right side of belt-feed unit when closing the HK-21/23E machine gun.
3. Keep the trigger finger straight and out of the trigger guard until the sights are on target.
4. Keep the muzzle downrange at all times.
5. The assistant gunner's head shall not go forward of the charging handle.

7.3 STAGES OF FIRE--QUALIFICATION

There are three Stages of Fire in the selective fire light machine gun qualification course.

7.3.1 Stage I

Stage I is clear the HK-21/23E machine gun. The requirements for Stage I are as follows:

- | | |
|-------------------|---|
| Meter line: | 10 meters |
| Total rounds: | None |
| Firing string: | None |
| Time limit: | 40 seconds |
| Weapon Condition: | Clear HK-21/23E machine gun with the selector lever on "safe," bolt forward, and the belt-feed unit closed. |
| Procedure: | Within 40 seconds, the gunner must accomplish the following in the order listed. |
1. Ensure that the weapon selector lever is on "safe."
 2. Swing down the belt-feed unit. Visually check to make sure that there is no ammunition or spent links in the belt-feed unit.
 3. Lock cocking handle to the rear and visually check for ammunition in chamber.

SAFETY NOTES

1. Close belt-feed unit with palm of hand, fingers extended.
2. Keep trigger finger clear of locking pawl on right side of belt-feed unit when closing the HK-21/23E machine gun.

7.3.2 Stage II

Stage II is conduct a function check. The requirements for Stage II are as follows:

Meter line: 10 meters
Total rounds: None
Firing string: None
Time limit: 40 seconds
Weapon Condition: Cleared HK-21/23E machine gun with the selector lever on "safe," bolt forward, and the belt-feed unit closed.
Procedure: Within 40 seconds, the gunner must accomplish the following in order listed.

1. Ensure weapon is clear.
2. Check for unrestricted motion of cocking lever.
3. Cock the weapon.
4. With weapon selector lever on "safe," pull the trigger. (Weapon should not fire.)
5. Put weapon selector lever on semiautomatic, pull and hold the trigger to the rear. The hammer should fall.
6. Keep the trigger to the rear, cock the weapon. Release the trigger. Engagement of the sear should be heard by the shooter. Pull the trigger and the hammer should fall.
7. Cock the weapon.
8. Put the weapon selector lever on three-round burst, pull and hold 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. The trigger should now move freely.
9. Put the weapon on full automatic and repeat steps 7 and 8.
10. Check the sprocket wheel in the belt-feed unit. It should rotate easily in the clockwise direction and lock up in counterclockwise direction.
11. Look at the underside of the weapon, cock it several times. The sprocket should visually rotate every time the weapon is cocked.

SAFETY NOTES

1. Close belt-feed unit with palm of hand, fingers extended.
2. Keep trigger finger clear of locking pawl on right side of belt-feed unit when closing the HK-21/23E machine gun.

7.3.3 Stage III

Stage III involves loading ammunition, engaging four targets, reloading, engaging four additional targets, and conducting immediate action in the event of a misfire/malfunction. The requirements for Stage III are as follows:

Meter line: 10 meters
Total rounds: 48 live, 1 dummy, one belt of 24 live and 1 belt of 24 live plus 1 dummy
Firing string: 1
Time limit: 2 minutes
Weapon Condition: Half-loaded (24-round belt), functioning, zeroed HK-21/23E machine gun with the selector lever on "safe," targets B1 through B8, and one belt of 25 rounds (24 live, 1 dummy). The dummy round will be placed between round 6 and round 18.
Procedure: Within 2 minutes, the gunner must do the following:

1. Bring weapon to a full load.
2. Engage targets B5, B6, B7 and B8 with two 3-round bursts each, in any order.
3. Reload ammunition with the 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 of occurrence.
6. Clear weapon.

NOTES:

1. Each target should sustain at least 2 hits.
2. Only 17 bursts will be fired.
3. Time stops after completing burst 17.

SAFETY NOTES

1. Close belt-feed unit with palm of hand, fingers extended.
2. Keep trigger finger clear of locking pawl on right side of belt-feed unit when closing the HK-21/23E machine gun.

3. Keep the trigger finger straight and out of the trigger guard until the sights are on target.
4. Keep the muzzle downrange at all times.
5. The assistant gunner's head shall not go forward of the charging handle.

7.3.4 Operational Notes

The operational notes for the selective fire light machine gun qualification course are as follows:

1. The only alibi allowed will be a weapon failure, e.g., a broken part. This will force the shooter to perform immediate action, under time stress, to get back on target.
2. Malfunctioning guns will be replaced after the second malfunction unless the malfunction creates a safety hazard, at which time the weapon will be taken out of service immediately.
3. Target series C and D should be utilized for second string of gunners.
4. HK-Instruction Manual should be available for reference.
5. Never ease the bolt forward unless conducting a function check.
6. The function check should be performed without ammunition box mounted.
7. For half-load configuration, a round must be present over the cartridge feed lever before closing the belt-feed unit.

7.4 BREAKDOWN OF SKILLS AND ABILITIES

The breakdown of skills and abilities for the selective fire light machine gun manipulation and qualification courses is as follows.

Total rounds		
Manipulation	42 live rounds, 1 dummy round	
Qualification	48 live rounds, 1 dummy round	

Target	Machine gun ABCD (10 meters)	

Scoring for qualification		
Stage I (qualification)	1 point per correct step	
Stage II (qualification)	1 point per correct step	
Stage III (qualification)	5 points per round in target; maximum of 10 points per target, 6 points for immediate action in 10 seconds	

Qualification requirement	Total:	100 points

Minimum: 70% or 70 points

Skills required for manipulation

Weapons manipulation from half load	2 times
Firing from full load	9 times
Weapons reload under time constraints	1 time
Clearing of weapon	10 times
Function check of weapon	1 time
Implementing immediate action	1 required
Implementing immediate action under time stress to correct weapons malfunctions if they occur	As required
Prone	All rounds

Marksmanship required for manipulation

10 meters	6 rounds zero
10 meters	6 rounds linked
10 meters	6 rounds linked
10 meters	12 rounds--two 6-round linked belts
10 meters	12 rounds live + 1 dummy round 13 total

Manipulation skills required for qualification

Weapons manipulation from half load	1 time
Firing from full load	1 time
Weapons reload under time constraints	1 time
Clearing of weapon	2 times
Function check of weapon	1 time
Implementing immediate action	1 required
Implementing immediate action under time stress to correct weapons malfunctions if they occur	As required
Prone	All rounds

Marksmanship required for qualification

10 meters	24 rounds live linked	
10 meters	24 rounds live linked + 1 dummy	
	round	

7.5 TRAINING CONSIDERATIONS

The selective fire light machine gun manipulation and qualification courses are designed to test and improve the manipulative and marksmanship skills of the shooter. They are divided into seven manipulation stages and three qualification stages. The seven manipulation stages prepare the shooter for the three qualification stages. Throughout all stages, the shooter learns how to manipulate and keep the weapon in operation. This course will provide an accurate measure of the shooter's ability to respond effectively with the weapon.

7.6 SUMMARY OF SELECTIVE FIRE LIGHT MACHINE GUN MANIPULATION AND QUALIFICATION COURSES

7.6.1 Selective Fire Light Machine Gun Manipulation Course

There are seven Stages of Fire in the selective fire light machine gun manipulation course.

Stage I	CLEAR THE HK-21/23E MACHINE GUN.
	HK-21/23E machine gun with the selector lever on "safe," bolt forward, and the belt-feed unit closed.
Stage II	CONDUCT A FUNCTION CHECK.
	A cleared HK-21/23E machine gun with selector lever on "safe," bolt forward, and the belt-feed unit closed.
Stage III	ZERO THE HK-21/23E MACHINE GUN.
	A cleared and functioning HK-21/23E machine gun with the selector lever on "safe," bolt forward, and the belt-feed unit closed. With 6 individual rounds, one at a time, on machine gun ABCD 10-meter target, fire 3 sighting rounds on target A1 and confirming rounds on target A2.
Stage IV	LOAD AMMUNITION AND ENGAGE ONE TARGET.
	A cleared, functioning, zeroed HK-21/23E machine gun with selector lever on "safe," bolt forward, and belt-feed unit open. Load and engage target A3 with two 3-round bursts.
Stage V	LOAD AMMUNITION AND ENGAGE ONE TARGET.
	A half-loaded, functioning, zeroed HK-21/23E machine gun with selector lever on "safe." Load and engage target A4 with two 3-round bursts.
Stage VI	LOAD AMMUNITION, ENGAGE TARGET AS, RELOAD, ENGAGE TARGET

A6.

A cleared, functioning, zeroed HK-21/23E machine gun with selector lever on "safe," bolt forward, belt-feed unit open. Load and engage target A5 with two 3-round bursts, reload, engage target A6 with two 3-round bursts.

Stage VII LOAD AMMUNITION, ENGAGE TARGETS A7 AND A8 AND CONDUCT IMMEDIATE ACTION IN THE EVENT OF A MISFIRE.

A half-loaded, functioning, zeroed HK-21/23E machine gun with selector lever on "safe," bolt forward. Load and engage targets A7 and A8 with two 3-round bursts each. One belt of 12 live rounds and one dummy round (dummy round will be placed between round 4 and round 8).

NOTE: Instructor will ensure that weapon is half loaded correctly.

7.6.2 Selective Fire Light Machine Gun Qualification Course

There are three Stages of Fire in the selective fire light machine gun qualification course.

Stage I WITHIN 40 SECONDS, THE GUNNER MUST CLEAR THE HK-21/23E MACHINE GUN.

A cleared HK-21/23E machine gun with the selector lever on "safe," bolt forward, and the belt-feed unit closed.

Stage II WITHIN 40 SECONDS, THE GUNNER MUST CONDUCT A FUNCTION CHECK.

A cleared HK-21/23E machine gun with the selector lever on "safe," bolt forward, and the belt-feed unit closed.

Stage III WITHIN 2 MINUTES, THE GUNNER MUST LOAD AMMUNITION, ENGAGE FOUR TARGETS, RELOAD, ENGAGE FOUR TARGETS AND CONDUCT IMMEDIATE ACTION IN THE EVENT OF A MISFIRE.

A half-loaded, functioning, zeroed HK-21/23E machine gun with the selector lever on "safe." Load and engage targets B5 through B8, one belt of 24 rounds (all live) two 3-round bursts per target in any order. Reload with one belt of 25 rounds (24 live, 1 dummy) and engage targets B1 through B4 with two 3-round bursts each in any order. (Dummy round will be placed between round 6 and round 18.)

SCORING:

Stage I--1 point per correct step

Stage II--1 point per correct step

Stage III--5 points per round in target: maximum of 10 points per target, 6 points for immediate action in 10 seconds

Total: 100 points
Minimum: 70% or 70 points

SELECTIVE FIRE LIGHT MACHINE GUN QUALIFICATION COURSE

NAME	EMP#	DATE
CLASS	INSTRUCTOR	SCORE 1
		SCORE 2

STAGE I--Clear an HK-21/23E machine gun.

Meter line: 10 meters
Target: None
Total rounds: None
Firing string: None
Time limit: 40 seconds
Weapon Condition: Cleared HK-21/23E machine gun with the selector lever on "safe," bolt forward, and the belt-feed unit closed.
Procedure: Within 40 seconds, the gunner must accomplish the following in the order listed.

Score

- _____ 1. Ensure selector lever is on "safe."
- _____ 2. Swing down the belt-feed unit. Visually check to ensure that there is no ammunition or spent links in the belt-feed unit.
- _____ 3. Lock cocking handle to the rear and visually check for ammunition in chamber.

STAGE II--Conduct a function check.

Meter line: 10 meters
Target: None
Total rounds: None
Firing string: None
Time limit: 40 seconds
Weapon Condition: Cleared HK-21/23E machine gun with the selector lever on "safe," bolt forward, and the belt-feed unit closed.
Procedure: Within 40 seconds, the gunner must accomplish the following in the order listed.

Score

- _____ 1. Ensure weapon is clear.
- _____ 2. Check for unrestricted motion of cocking lever.
- _____ 3. Cock the weapon.
- _____ 4. With weapon selector lever on "safe," pull the

- _____ trigger. (The hammer should not fall.)
- _____ 5. Put weapon on semiautomatic, pull, and hold the trigger to the rear. The hammer should fall.
- _____ 6. Keep trigger to the rear, cock the weapon. Release the trigger. Engagement of the sear should be heard by the shooter. Pull the trigger and the hammer should fall.
- _____ 7. Cock the weapon.
- _____ 8. Put the weapon on 3-round burst, pull trigger, and hold 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. The trigger should now move freely.
- _____ 9. Put the weapon on full automatic and repeat steps 7 and 8.
- _____ 10. Check the sprocket wheel in the belt-feed unit. It should rotate easily in the clockwise direction and lock up in counterclockwise direction.
- _____ 11. Look at the underside of the weapon, cock it several times. The sprocket should visually rotate every time the weapon is cocked.

STAGE III--Engage 4 targets, reload, engage 4 targets, and conduct immediate action in the event of a misfire.

Meter line: 10 meters
 Target: Machine gun ABCD
 Total rounds: 48 live, 1 dummy
 Fire String: 1
 Time limit: 2 minutes
 Weapon Condition: Half-loaded (24-round belt), functioning, zeroed HK-21/23E machine gun with the selector lever on "safe." Targets B1 through B8, and one belt of 25 rounds (24 live, 1 dummy). The dummy round will be placed between round 6 and round 18.

Procedure: Within 2 minutes, the gunner must accomplish the following:

- Score
- _____ 1. Bring weapon to full load.
- _____ 2. Engage targets B5, B6, B7, and B8 with two 3-round bursts each.
- _____ 3. Reload ammunition with the 25-round belt.
- _____ 4. Engage targets B1, B2, B3, and B4 with two 3-round bursts each.
- _____ 5. Complete immediate action within 10 seconds of occurrence.
- _____ 6. Clear weapon.
- _____ 7. Lower the belt-feed unit.
- _____ 8. Hit each target at least twice.
- _____ 9. Fire 17 bursts.
- _____ 10. Time stops at completion of last round.

SCORING:

Stage I--1 point per correct step.

Stage II--1 point per correct step.

Stage III--5 points per round in target; maximum of 10 points per target; 6 points for immediate action in 10 seconds.

Total: 100 points
Minimum: 70% or 70 points

8.0 3-ROUND-BURST AUTOMATIC DUTY RIFLE COURSE

The security police officer must possess the skills to manipulate the rifle and magazines, as well as marksmanship skills. The shooter must also learn how to control the weapon when firing in the 3-round-burst mode to be able to effectively engage a target or adversary.

The 3-Round-Burst Course is to be used for qualification for all personnel who, by duty assignment, have access to a rifle capable of firing in the 3-round-burst mode.

8.1 DAY 3-ROUND-BURST AUTOMATIC DUTY RIFLE COURSE

There are four Stages of Fire in the day 3-round-burst duty rifle course.

8.1.1 Stages of Fire

8.1.1.1 Stage I. The requirements for Stage I are as follows:

Yard line: 5
Total rounds: 6
Firing string: 2 (3 rounds per string)
Time limit: String 1--4 seconds
String 2--3 seconds

Procedure:

String 1: Shooter begins standing with the rifle in a low-ready position, in a half-load configuration, with one magazine of 6 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the 3-round-burst position, acquire a flash-sight picture, and fire one 3-round burst center mass. After firing 3 rounds, the shooter will reposition the selector lever to the safe position.

String 2: Repeat String 1 from a full load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. When chambering a round, with either the left or right hand, keep the muzzle pointed downrange, in the low-ready position.

2. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.

8.1.1.2 Stage II. The requirements for Stage II are as follows:

Yard line: 5
Total rounds: 12
Firing string: 2 (6 rounds per string)
Time limit: String 1--5 seconds
String 2--4 seconds

Procedure:

- String 1: Shooter begins standing with the rifle in a low-ready position, in a half-load configuration, with one magazine of 12 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the 3-round-burst position, acquire a flash-sight picture, and fire two 3-round bursts center mass. After firing 6 rounds, the shooter will reposition the selector lever to the safe position.
- String 2: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. When chambering a round, with either the left or right hand, keep the muzzle pointed downrange, in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.

8.1.1.3 Stage III. The requirements for Stage III are as follows:

Yard line: 7
Total rounds: 6
Firing string: 2 (3 rounds per string)
Time limit: String 1--4 seconds
String 2--3 seconds

Procedure:

- String 1: Shooter begins standing with the rifle in a low-ready position, in a half-load configuration with one magazine of 6 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of

the trigger guard, move the selector lever from the safe to the 3-round-burst position, acquire a flash-sight picture, and fire one 3-round burst center mass. After firing 3 rounds, the shooter will reposition the selector lever to the safe position.

String 2: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. When chambering a round, with either the left or right hand, keep the muzzle pointed downrange, in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.

8.1.1.4 Stage IV. The requirements for Stage IV are as follows:

Yard line: 10
Total rounds: 6
Firing string: 2 (3 rounds per string)
Time limit: String 1--4 seconds
String 2--3 seconds

Procedure:

String 1: Shooter begins standing with the rifle in a low-ready position, in a half-load configuration, with one magazine of 6 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the 3-round-burst position, acquire a flash-sight picture, and fire one 3-round burst center mass. After firing 3 rounds, the shooter will reposition the selector lever to the safe position.

String 2: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. When chambering a round, with either the left or right hand, keep the muzzle pointed downrange, in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.

8.1.2 Operational Notes

1. The only alibi allowed will be a weapon failure, e.g., a broken part.
2. Slings may be used by the shooter as an aid if desired, but the shooter shall start each Stage of Fire with the sling hanging. Each site may load a 30-round magazine during qualification but must clear the weapon between stages, when the stage begins at a half-load configuration.
3. The sights on all nonindividually assigned weapons with adjustable sights are to be set in a manner so that all protective force personnel who may use their weapons know the point of impact and can make point-aim adjustments quickly and consistently to permit accurate initial fire (for further information see DOE 5632.7, PROTECTIVE FORCES, of 2-9-88).

8.1.3 Breakdown of Skills and Abilities

The breakdown of skills and abilities for the day 3-round-burst automatic duty rifle course are as follows.

Total rounds	30
Qualification requirement	70% (maximum 150; minimum 105)
Skills required	
Weapons manipulation from half-load	4 times
Firing from low-ready standing position	8 times
Firing from a full load	4 times
Clearing of the weapon	4 times
Positions used	
Standing	30 rounds
Marksmanship required	
5 yards	18 rounds center mass
7 yards	6 rounds center mass
10 yards	6 rounds center mass

8.2 NIGHT 3-ROUND-BURST AUTOMATIC DUTY RIFLE COURSE

A security police officer is much more likely to be involved in a lethal confrontation in dim or dark light conditions. It is important for security police officers to acquire positive target identification before shooting, thus, they will only be tested on their ability to qualify under dim light conditions.

8.2.1 Stages of Fire

There are four Stages of Fire in the night 3-round-burst automatic duty rifle course.

8.2.1.1 Stage I. The requirements for Stage I are as follows:

Yard line: 5
Total rounds: 6
Firing string: 2, (3 rounds per string)
Time limit: String 1--4 seconds
String 2--3 seconds

Procedure:

String 1: Shooter begins standing with the rifle in a low-ready position, in a half-load configuration, with one magazine of 6 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector from the safe to the 3-round-burst position, acquire a flash-sight picture, and fire one 3-round burst center mass. After firing 3 rounds, the shooter will reposition the selector lever to the safe position.

String 2: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. When chambering a round, with either the left or right hand, keep the muzzle pointed downrange, in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.

8.2.1.2 Stage II. The requirements for Stage II are as follows:

Yard line: 5
Total rounds: 6
Firing string: 1
Time limit: 5 seconds

Procedure:

Shooter begins standing with the rifle in a low-ready position, in a half-load configuration, with one magazine of 6 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the 3-round-burst position, acquire a flash-sight picture, and fire two 3-round bursts center mass. After firing the shooter will reposition the selector to the "safe" position and properly clear the weapon.

SAFETY NOTES

1. When chambering a round, with either the left or right hand, keep the muzzle pointed downrange, in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.

8.2.1.3 Stage III. The requirements for Stage III are as follows:

Yard line: 7
Total rounds: 6
Firing string: 2, (3 rounds per string)
Time limit: String 1--4 seconds
String 2--3 seconds

Procedure:

String 1: Shooter begins standing with the rifle in a low-ready position, in a half-load configuration, with one magazine of 6 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the 3-round-burst position, acquire a flash-sight picture, and fire one 3-round burst center mass. After firing 3 rounds, the shooter will reposition the selector lever to the "safe" position.

String 2: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. When chambering a round, with either the left or right hand, keep the muzzle pointed downrange, in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.

8.2.1.4 Stage IV. The requirements for Stage IV are as follows:

Yard line: 10
Total rounds: 6
Firing string: 2, (3 rounds per string)
Time limit: String 1--4 seconds
String 2--3 seconds

Procedure:

String 1: Shooter begins standing with the rifle in a low-ready position, in a half-load configuration, with one magazine of 6 rounds.

On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the 3-round-burst position, acquire a flash-sight picture, and fire one 3-round burst center mass. After firing 3 rounds, the shooter will reposition the selector lever to the "safe" position.

String 2: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. When chambering a round, with either the left or right hand, keep the muzzle pointed downrange, in the low-ready position.
2. Keep the trigger finger straight alongside the frame until the sights are on target, and during all reloading procedures.
3. Keep the muzzle pointed downrange at all times.

8.2.2 Operational Notes

1. The only alibi allowed will be a weapon failure, e.g., a broken part.
2. Slings may be used by the shooter as an aid if desired, but the shooter shall start each Stage of Fire with the sling hanging. Each site may load a 30-round magazine during qualification but must clear the weapon between stages, when the stage begins at a half-load configuration.
3. The sights on all nonindividually assigned weapons with adjustable sights are to be set in a manner so that all protective force personnel who may use their weapons know the point of impact and can make point-aim adjustments quickly and consistently to permit accurate initial fire (for further information see DOE 5632.7).
4. Night qualification will be conducted with absolute silence on the line so that the shooter can hear and interpret the range commands. The only response to the range commands will be negative (e.g., "Is the line ready?" "No!"). The lack of response from the line will tell the lead instructor that the line is ready. All range commands will be issued by the lead instructor to eliminate confusion and expedite the course of fire. No one on the line is to move off the line or pick up any equipment until the line is declared safe and they are told to move by the lead instructor.

8.2.3 Breakdown of Skills and Abilities

The breakdown of skills and abilities for the night 3-round-burst automatic duty rifle course are as follows.

Total rounds	24
Qualification requirement	70% (maximum, 120; minimum, 84)
Skills required (in dim-light conditions)	
Weapons manipulation from half-load	4 times
Firing from a full load	4 times
Clearing weapons	4 times
Positions used	
Standing	24 rounds
Marksmanship required	
5 yard line	12 rounds center mass
7 yard line	6 rounds center mass
10 yard line	6 rounds center mass

8.3 SUMMARY OF 3-ROUND-BURST AUTOMATIC DUTY RIFLE DAY AND NIGHT COURSES

8.3.1 Day 3-Round-Burst Automatic Duty Rifle Course

There are four Stages of Fire in the day 3-round-burst automatic duty rifle course. The total rounds fired are 30.

Stage I	Yard line:	5
	Position:	Low-ready
	Total rounds:	6
	Strings:	2
	Time limit:	String 1--4 seconds String 2--3 seconds
	Procedure:	3-round-burst; 1 press to center mass, repeat once from full load
Stage II	Yard line:	5
	Position:	Low-ready
	Total rounds:	12
	Strings:	2
	Time limit:	String 1--5 seconds String 2--4 seconds
	Procedure:	3-round-burst; 2 presses to center mass, repeat once from full load
Stage III	Yard line:	7
	Position:	Low-ready
	Total rounds:	6
	Strings:	2
	Time limit:	String 1--4 seconds String 2--3 seconds
	Procedure:	3-round-burst; 1 press to center mass, repeat once from full load
Stage IV	Yard line:	10

Position: Low-ready
Total rounds: 6
Strings: 2
Time limit: String 1--4 seconds
String 2--3 seconds
Procedure: 3-round-burst; 1 press to center mass,
repeat once from full load

8.3.2 Night 3-Round-Burst Automatic Duty Rifle Course

There are four Stages of Fire in the night 3-round-burst automatic duty rifle course. There are only 24 rounds fired.

Stage I	Yard line: 5 Position: Low-ready Total rounds: 6 Strings: 2 Time limit: String 1--4 seconds String 2--3 seconds Procedure: 3-round-burst; 1 press to center mass, repeat once from full load
Stage II	Yard line: 5 Position: Low-ready Total rounds: 6 Strings: 1 Time limit: 5 seconds Procedure: 3-round-burst; 2 presses to center mass, repeat once from full load
Stage III	Yard line: 7 Position: Low-ready Total rounds: 6 Strings: 2 Time limit: String 1--4 seconds String 2--3 seconds Procedure: 3-round-burst; 1 press to center mass, repeat once from full load
Stage IV	Yard line: 10 Position: Low-ready Total rounds: 6 Strings: 2 Time limit: String 1--4 seconds String 2--3 seconds Procedure: 3-round-burst; 1 press to center mass, repeat once from full load

9.0 FULL-AUTOMATIC DUTY RIFLE COURSE

The techniques and methodology of the full-automatic duty rifle course are oriented primarily toward weapons manipulation skills and marksmanship. Experience has demonstrated that 2-round bursts can be fired with accuracy and will have an excellent degree of reliability in terms of stopping power.

The Full-Automatic Duty Rifle Course shall be used for qualification

for all personnel who, by duty assignment, have access to a rifle capable of fully-automatic fire.

9.1 DAY RIFLE FULL-AUTOMATIC QUALIFICATION COURSE

9.1.1 Stages of Fire

There are three Stages of Fire in the day full-automatic duty rifle course.

9.1.1.1 Stage I. The requirements for Stage I are as follows:

Yard line: 5
Total rounds: 12
Strings: 3 (4 rounds per string)
Time limit: String 1--5 seconds
 Strings 2 & 3--4 seconds
Procedure:

String 1: Shooter begins standing with the weapon in the low-ready position in a half-load configuration, with one magazine of 12 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the full automatic position, acquire a flash sight picture, and fire two 2-round bursts center mass. After firing 4 rounds the shooter will reposition the selector to the safe position.

Strings 2 & 3: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.

9.1.1.2 Stage II. The requirements for Stage II are as follows:

Yard line: 7
Total rounds: 12
Strings: 3
Time limit: String 1--5 seconds
 Strings 2 & 3--4 seconds
Procedure:

String 1: Shooter begins standing with the weapon in the low-ready position in a half-load configuration, with one magazine of 12 rounds.

On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the full automatic position, acquire a flash sight picture, and fire two 2-round bursts center mass.

Strings 2 & 3: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.

9.1.1.3 Stage III. The requirements for Stage III are as follows:

Yard line: 10
Total rounds: 6
Strings: 3
Time limit: String 1--4 seconds
Strings 2 & 3--3 seconds

Procedure:

String 1: Shooter begins standing with the weapon in the low-ready position in a half-load configuration, with one magazine of 6 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the full automatic position, acquire a flash sight picture, and fire one 2-round burst center mass.

Strings 2 & 3: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.

9.1.2 Operational Notes

The following procedures are the same during all stages, unless

otherwise indicated:

1. On command, the shooter will ensure the trigger finger remains outside the trigger guard while the selector lever is placed in the proper position.
2. After each Stage of Fire, the shooter will ensure the selector lever is returned to the safe position.
3. After each Stage of Fire, the shooter will ensure the weapon is properly cleared and safe.

9.1.3 Breakdown of Skills and Abilities

The breakdown of skills and abilities for the day full-automatic duty rifle course are as follows.

Total rounds	30
Qualification requirement	70% (maximum 150; minimum 105)
Skills required	
Fire rifle standing	15 times
Positions used	
Standing	30 rounds
Distances required	
5 yards	12 rounds center mass
7 yards	12 rounds center mass
10 yards	6 rounds center mass

9.2 NIGHT FULL-AUTOMATIC DUTY RIFLE COURSE

A security police officer is more likely to be involved in a lethal confrontation in dim or dark light conditions. It is important for the security police officer to acquire positive target identification before shooting. Night full-automatic duty rifle courses shall be conducted in dim light conditions.

9.2.1 Stages of Fire

There are three Stages of Fire in the night full-automatic duty rifle course.

9.2.1.1 Stage I. The requirements for Stage I are as follows:

Yard line: 5
Total rounds: 8
Strings: 2
Time limit: String 1--5 seconds
 String 2--4 seconds
Procedure:

String 1: Shooter begins standing with the weapon in the

low-ready position in a half-load configuration, with one magazine of 8 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the full automatic position, acquire a flash sight picture, and fire two 2-round bursts center mass.

String 2: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.

9.2.1.2 Stage II. The requirements for Stage II are as follows:

Yard line: 7
Total rounds: 8
Strings: 2
Time limit: String 1--5 seconds
String 2--4 seconds

Procedure:

String 1: Shooter begins standing with the weapon in the low-ready position in a half-load configuration, with one magazine of 8 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the full automatic position, acquire a flash sight picture, and fire two 2-round bursts center mass.

String 2: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.

9.2.1.3 Stage III. The requirements for Stage III are as follows:

Yard line: 10
Total rounds: 8
Strings: 2
Time limit: String 1--5 seconds
String 2--4 seconds

Procedure:

String 1: Shooter begins standing with the weapon in the low-ready position in a half-load configuration, with one magazine of 8 rounds. On command, the shooter will charge the weapon and, while keeping the trigger finger out of the trigger guard, move the selector lever from the safe to the full automatic position, acquire a flash sight picture, and fire two 2-round bursts center mass.

String 2: Repeat String 1 from a full-load configuration. Shooter will properly clear the weapon after the last String of Fire.

SAFETY NOTES

1. Keep the trigger finger straight alongside the frame until the sights are on target.
2. Keep the muzzle pointed downrange at all times.
3. When chambering a round with either the right or left hand, keep the muzzle pointed downrange in the low-ready position.

9.2.2 Operational Notes

The following procedures are the same during all stages of fire, unless otherwise indicated:

1. On command, the shooter will ensure the trigger finger remains outside the trigger guard and the selector lever is placed in the proper position.
2. After each stage of fire, the shooter will ensure the selector lever is returned to the safe position.
3. After each stage of fire, the shooter will ensure the weapon is properly cleared and safe.

9.2.3 Breakdown of Skills and Abilities

The breakdown of skills and abilities for the night full-automatic duty rifle course are as follows.

Total rounds	24
Qualifications requirement	70% (maximum 120; minimum 84)

Skills required	
Fire rifle standing	12 times

Positions used	
Standing	24 rounds

Distance required	
5 yards	8 rounds center mass
7 yards	8 rounds center mass
10 yards	8 rounds center mass

9.3 SUMMARY OF DAY AND NIGHT FULL-AUTOMATIC DUTY RIFLE COURSES

9.3.1 Day Full-Automatic Duty Rifle Course

There are three Stages of Fire in the day full-automatic duty rifle course.

Stage I	Yard line:	5
	Total rounds:	12
	Strings:	3
	Time limit:	String 1--5 seconds Strings 2 & 3--4 seconds
	Procedure:	Standing, weapon in low-ready position, half-load configuration, selector on safe. On command, shooter fires two 2-round bursts center mass. Repeat twice from full load.
Stage II	Yard line:	7
	Total rounds:	12
	Strings:	3
	Time limit:	String 1--5 seconds Strings 2 & 3--4 seconds
	Procedure:	Standing, weapon in low-ready position, half-load configuration, selector on safe. On command, shooter fires two 2-round bursts center mass. Repeat twice from full load.
Stage III	Yard line:	10
	Total rounds:	6
	Strings:	3
	Time limit:	String 1--4 seconds Strings 2 & 3--3 seconds
	Procedure:	Standing, weapon in low-ready position, half-load configuration, selector on safe. On command, shooter fires one 2-round burst center mass. Repeat twice from full load.

9.3.2 Night Full-Automatic Duty Rifle Course

There are three Stages of Fire in the night full-automatic duty rifle course.

Stage I	Yard line: 5 Total rounds: 8 Strings: 2 Time limit: String 1--5 seconds String 2--4 seconds Procedure: Standing, weapon in low-ready position, half-load configuration, selector on safe. On command, shooter fires two 2-round bursts center mass. Repeat once from full load.
Stage II	Yard line: 7 Total rounds: 8 Strings: 2 Time limit: String 1--5 seconds String 2--4 seconds Procedure: Standing, weapon in low-ready position, half-load configuration, selector on safe. On command, shooter fires two 2-round bursts center mass. Repeat once from full load.
Stage III	Yard line: 10 Total rounds: 8 Strings: 2 Time limit: String 1--5 seconds String 2--4 seconds Procedure: Standing, weapon in low-ready position, half-load configuration, selector on safe. Selector lever is preset to full automatic, finger off the trigger. On command, shooter fires two 2-round bursts center mass. Repeat once from full load.

RISK ANALYSIS REPORT--U.S. DEPARTMENT OF ENERGY
FIREARMS QUALIFICATION COURSES

The U.S. Department of Energy Firearms Qualification Course Risk Analysis Report has been divided into two tables:

- o Table A-1 presents the general range operations risk analysis.
- o Table A-2 presents the firearms qualification course risk analysis.

References used are as follows:

- o U.S. Department of Energy Orders
 - DOE 5480.16, FIREARMS SAFETY
 - DOE 5632.7, PROTECTIVE FORCES.
- o Standard Operating Procedures
 - Live Fire Range Standard Operating Procedure
 - Applicable emergency response procedures.

- o Lesson plans on firearms techniques.

Table A-1. Risk Analysis Report--General Range Operations.

Hazard description	Recommended control
Inability of instructor to control students	All instructors are certified by Central Training Academy and trained on Live Fire Range Standard Operating Procedure and applicable lesson plans. Instructor to student ratio maintained in accordance with DOE 5480.16.
Inability of students to manipulate weapon safely or to shoot safely	Before attempting to qualify, all students have received basic firearms safety training and demonstrated their ability to manipulate the weapon safely. Briefings on the 4 "cardinal" rules of firearms safety and the other 19 rules in DOE 5480.16 are given to students before any live fire activities.
Weather conditions	
General	Personnel are provided with clothing appropriate to the weather. Continuation of training is based on instructor's judgment of the severity of the weather and the condition of participants. Students are briefed on dangers of exposure and requirement to report deterioration in their physical condition.
Heat (may result in hyperthermia)	Drinking water provided. Participants encouraged to drink frequently. Rest breaks taken frequently to allow participants to cool down. When possible, shaded areas are provided for rest breaks.
Cold (may result in hypothermia)	Students briefed on symptoms of frostbite and hypothermia. Rest breaks taken frequently in heated area to allow participants to warm up.
Precipitation (may result in unsafe walking surfaces)	Snow and ice removed from range where possible. Slip-resistant foot wear is standard issue. Termination of training based on instructor's assessment of conditions.
Lightning (may result in electrocution)	Where lightning detection systems are not installed, termination of training based on instructor's assessment of

	conditions.
Dangerous winds (may interfere with safe conduct of range operations)	Termination of training based on instructor's assessment of conditions. Certain high-risk activities, such as rappelling and helicopter operations, have established maximum allowable wind speeds.
Physical hazards--night operations	
Inability of instructors to control students	Instructor to shooter ratios are reduced as required by DOE 5480.16 to provide closer individual shooter supervision.
Slipping/tripping hazards	Walking surfaces are maintained in the safest condition possible. Walkways and firing lines are paved where appropriate. Brass and hardware (e.g., speed loaders and magazines) are policed after each course of fire.
Eye and/or hearing damage	All participants are required to wear eye protection that meets the requirements of ANSI Z87.1 and hearing protection with a minimum noise reduction rating of 27. Side-shields are required for operations that pose a potential of injury from the side (e.g., helicopter operations, use of pyrotechnics or explosives in close quarters).
Exposure to airborne lead	All instructors are required to take semiannual blood lead tests. If the blood lead level exceeds 40 micrograms/deciliter of blood, the instructor is taken off firing line duty until the level is reduced to allowable limits.
Minor first aid injuries	First aid kits are located at each range. When live fire training is conducted, first aid/cardiopulmonary resuscitation (CPR)-certified personnel are readily available.
Discharge of firearms resulting in injury	
Intentional shooting	Pre-employment selection of personnel is intended to preclude the hiring of unstable people. Certified instructors, in accordance with DOE 5480.16, are taught to recognize aberrant behavior. All personnel on the range are reminded that they have the right to declare "cease fire" if they observe any unsafe

	act.
Ricochet	The impact areas on the range are angled to minimize the possibility of ricochets traveling uprange. Hard surfaces downrange are minimized or guarded wherever possible. Ricochet hazards downrange are controlled. The range safety officer controls the movement of personnel downrange.
Weapon or ammunition malfunction	DOE 5480.16 requires that all weapons be maintained and inspected by certified armorers. Only ammunition from reputable manufacturers is used. Personnel are trained to perform routine cleaning of their weapons and to recognize and clear routine malfunctions.
Medical emergency	When live fire training is conducted, certified medical personnel are readily available. As an alternative, firearms instructors trained in cardiopulmonary resuscitation and the treatment of gunshot wounds may be used. Emergency drills are conducted annually to ensure proficiency of instructors, medical personnel, and emergency medical transport personnel.

Table A-2. Risk Analysis Report--Firearms Qualification Courses.

Function	Hazard description	Recommended control
Presentation of pistol (draw)		Performed in 5-count sequence.
1. Strong hand moves to firing grip on	Finger on trigger while pistol in holster	Only holsters that cover trigger guard are authorized.
Weak hand moves to abdomen	Covering the weak hand with the muzzle	Purpose of moving weak hand to abdomen is to prevent covering it with muzzle.
2. Pistol is pulled from holster	Pistol fails to clear holster and is dropped	Student performs 5-count draw with unloaded pistol until ability to perform presentation safely is demonstrated.
3. Strong hand pushes pistol toward	Covering the weak hand with the muzzle	Timing of movement of weak hand is stressed

target as weak hand comes up underneath to two-hand grip.		during practice with unloaded pistol.
4. Sights on target, finger moves to trigger	Unauthorized discharge resulting in injury	See Table B-1, Risk Analysis Report--General Range Operations.
5. Sight picture achieved, pressure applied to trigger, rounds are fired	Unauthorized discharge resulting in injury	See Table B-1, Risk Analysis Report--General Range Operations.
Holstering pistol	Covering the weak hand with muzzle when using it to aid in holstering	Students are trained to move weak hand back to abdomen and holster with strong hand only.
	Holstering without decocking a semi-automatic pistol	Students are trained to come to low-ready position, pause to decock and/or engage safety.
Weapon manipulation during firing and preparation to fire (pistols, rifles, shotguns, and submachine guns)	Unauthorized discharge resulting in injury	Four Cardinal Rules of Weapon Safety: 1. All weapons are always loaded. They are not treated as if this were true, it is considered a fact at all times. 2. Never let the muzzle cover anything you are not prepared to destroy. 3. Keep the trigger finger straight along the frame of the weapon if the sights are not on the target. 4. Be sure of your target.
1. Carrying/handling weapon 2. Loading/unloading		
Malfunction (pistols, rifles, shotguns, and submachine guns)	Shooter may react in a manner that violates safety rules	Close supervision by instructor. Student to instructor ratio in accordance with DOE 5480.16. Students practice with unloaded weapon until ability to clear malfunctions safely has been demonstrated.

Lighting Measurement Technique:

A light meter shall be used to evaluate and/or adjust lighting conditions. Light meter readings shall be taken from the 7 yard line with the meter pointed toward the target.

Qualification may be conducted in lighting conditions in excess of the indicated standards providing the light level is due to natural conditions, e.g., moonlight or starlight, without the aid of artificial lighting. Night qualification shall not be conducted in conditions above .2 foot candles due to dawn or dusk conditions or artificial lighting.

DEFINITIONS

A Safeguards and Security Definition Guide was issued by the Office of Safeguards and Security on September 26, 1991. In general it should be consulted for specific terms of reference. However, the following terms are defined which are considered specific and integral to this manual.

1. ACTION The functional part or a firearm that places a cartridge into the chamber or readies the cartridge for firing.
2. ALIBI An excuse for not properly completing a string of fire.
3. CARBINE A reduced size/caliber firearm intended to be fired from the shoulder with a rifled barrel. For the purpose of this manual, shall include semiautomatic 9mm, 45 ACP, or other shoulder weapon firing a handgun cartridge, issued or available by duty assignment.
4. CENTER MASS The center of the body torso.
5. CHAMBER The portion of a firearm which contains the round of ammunition at the time it is fired.
6. CHARGE THE WEAPON The act of placing a round into the firing chamber using the firearm action.
7. COVER A position of protection from incoming fire. For the purpose of this manual, it is a position behind the barricade in which the feet and majority of the body are out of view from the assigned target.
8. DOUBLE ACTION The operating action of a firearm that uses trigger pressure to both cock and fire.
9. FULL LOAD The condition of a semiautomatic or slide action firearm in which there is a loaded magazine, loaded chamber, and bolt in the firing position.
10. FLASH SIGHT PICTURE The split second acquirement and verification of sight alignment and sight picture.
11. GRIP The placement of one or both hands on the firearm in a position to allow firing.
12. HALF LOAD The condition of a semiautomatic or slide action firearm in which there is a loaded magazine, empty chamber, and closed bolt.

13. LEAD INSTRUCTOR The instructor on the firing range who has overall authority over the course of fire and/or other instructors.
14. LOW READY A position of the shooter with the firearm in a firing position with the muzzle depressed below the line of sight to the target.
15. RIFLE A firearm with a rifled barrel intended to be fired from the shoulder. For the purpose of this manual, shall include .223 and .308 caliber semiautomatic firearms issued or available by duty assignment.
16. SINGLE ACTION The operating action of a firearm that uses trigger pressure to fire an already cocked firearm.
17. SLUG A round of shotgun ammunition containing a single projectile.
18. STAGE A segment of a qualification course involving similar techniques at a specific distance and containing one or more strings.
19. STRINGS A segment of a qualification course conducted under a single time period.
20. STRONG HAND The dominant hand of the shooter.
21. WEAK HAND The nondominant hand of the shooter.
22. ZERO The adjustment of the firearm sighting system to produce the desired bullet point of impact.

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