



SLR.12
1 Oct 99

**UNITED STATES MARINE CORPS
WEAPONS TRAINING BATTALION
MARINE CORPS COMBAT DEVELOPMENT COMMAND
QUANTICO, VIRGINIA 22134-5040**

DETAILED INSTRUCTOR GUIDE

LESSON TITLE

KNOWN DISTANCE (KD) COURSE OF FIRE

COURSE TITLE

SUSTAINMENT LEVEL RIFLE MARKSMANSHIP (PHASE I, II, III)



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Weapons Training Battalion
Marine Corps Combat Development Command
Quantico, Virginia 22134-5040

INSTRUCTOR PREPARATION CHECKLIST

ESSENTIAL DATA

LESSON DESIGNATOR	SLR.12
LESSON TITLE	Known Distance (KD) Course of Fire
DATE PREPARED	1 October 1999
TIME	40 min
METHOD	Lecture and demonstration
LOCATION	Indoor/outdoor classroom
INSTRUCTORS REQUIRED	One Primary Marksmanship Instructor (PMI)
REFERENCES	MCRP 3-01A and MCO 3574.2_
TRAINING AIDS/EQUIPMENT	Slides (sSLR.12-1 - sSLR.12-4)



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DETAILED OUTLINE

KNOWN DISTANCE (KD) COURSE OF FIRE

INTRODUCTION
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1. **GAIN ATTENTION.** The KD Course of Fire provides the opportunity to apply basic marksmanship skills covered in Phase I marksmanship training on a live fire range. Phase II marksmanship training consists of training and evaluation via the KD Course of Fire. KD firing evaluates and reinforces the application of marksmanship fundamentals and builds confidence in engaging a stationary target with accurate fire.
2. **OVERVIEW.** This lesson will cover the KD Course of Fire to include stages of fire, conduct of training, scoring procedures, alibi procedures, and KD rapid fire.
3. **INTRODUCE LEARNING OBJECTIVES.** This lesson introduces the KD Course of Fire prior to the live fire exercises. There are no Terminal or Enabling Learning Objectives for this lesson.
4. **METHOD.** This lesson will be taught in a classroom setting using lecture and demonstration.
5. **EVALUATION.** The Marine will not be evaluated on the material in this lesson.

TRANSITION: The KD Course of Fire provides training in the fundamentals of marksmanship through slow fire exercises at distances of 200, 300, and 500 yards and rapid fire exercises at distances of 200 and 300 yards. The stages of fire in the KD Course of Fire include firing from the prone, sitting, kneeling, and standing positions and adjustment of the sling and rifle sights accordingly.

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1. (3 MIN) THE KD COURSE OF FIRE

The objective of the KD Course of Fire is to determine a Marine's proficiency in the fundamentals of marksmanship and engagement of stationary targets. The KD Course of Fire consists of five stages of fire.



Refer to slide sSLR.12-1.

KD Course of Fire

<u>Distance</u>	<u>Target</u>	<u>Time</u>	<u># of Rounds</u>	<u>Manner Fired</u>
<u>Stage One</u>				
200 yds	"D"-MOD	20 min	5	Sitting (Hasty Sling)
200 yds	"D"-MOD		5	Kneeling (Hasty Sling)
200 yds	"D"-MOD		5	Standing (Hasty Sling)
<u>Stage Two</u>				
200 yds	"D"-MOD	70 sec	5/5	Standing to Kneeling (Hasty Sling)
<u>Stage Three</u>				
300 yds	"D"-MOD	5 min	5	Kneeling (Hasty Sling)
<u>Stage Four</u>				
300 yds	"D"-MOD	70 sec	5/5	Standing to Prone (Hasty Sling)
<u>Stage Five</u>				
500 yds	"E"	10 min	10	Prone (Loop Sling)

a. Stage One. Stage One consists of three strings of 200-yard slow fire on the "D"-MOD target, using a hasty sling, in a time limit of 20 minutes. The first string consists of 5 rounds fired from the sitting position. The second string consists of 5 rounds fired from the kneeling position. The third string consists of 5 rounds fired from the standing position. Three magazines are filled with 5 rounds each.

b. Stage Two. Stage Two consists of 10 rounds of 200-yard rapid fire, standing to kneeling, on the "D"-MOD target, using a hasty sling. Two magazines are filled with 5 rounds each, requiring the Marine to fire 5 rounds, change magazines, retain the first magazine on his person, and fire 5 more rounds within the time limit of 70 seconds.

c. Stage Three. Stage Three consists of 5 rounds of 300-yard slow fire kneeling on the "D"-MOD target, using a hasty sling, within a time limit of five minutes. One magazine is filled with 5 rounds.



d. Stage Four. Stage Four consists of 10 rounds of 300-yard rapid fire, standing to prone, on the "D"-MOD target, using a hasty sling. Two magazines are filled with 5 rounds each, requiring the Marine to fire 5 rounds, change magazines, retain the first magazine on his person, and fire 5 more rounds within the time limit of 70 seconds.

e. Stage Five. Stage Five consists of 10 rounds of 500-yard slow fire prone on the "E" target, using a loop sling, within a time limit of ten minutes. One magazine is filled with 10 rounds.

Confirm by questions.

TRANSITION: The KD Course of Fire provides a standard to determine a Marine's proficiency in the fundamentals of marksmanship. Prior to requalifying on the KD Course of Fire, Marines receive coaching and training to reinforce proper positions and to hone the fundamentals of marksmanship.

2. (12 MIN) CONDUCT OF TRAINING

a. Equipment. All gear and equipment must be worn in accordance with the MBST Handbook. Marines report to the range with the following equipment (at a minimum) in accordance with MCO 3574.2_:

- 1) Standard issue M16A2 service rifle. The M203 will not be attached to the service rifle during SLR firing.
- 2) Standard issue web sling.
- 3) Cartridge belt.
- 4) Magazines.
- 5) Magazine pouches. A load-bearing vest may be substituted for magazine pouches.
- 6) Hearing protection.
- 7) Data book.
- 8) Any item(s) cold or foul-weather gear authorized to be worn by Marines may be worn on the rifle range.



b. Training Day 1. All Marines report to the range with a written confirmation from their units that they completed Preparatory Training, they passed the Weapons Handling Test, and a Limited Technical Inspection (LTI) was conducted on each of their weapons. (The range may periodically conduct weapons handling tests to ensure shooters have received required unit level training.)

1) All Marines train on Day 1; there is no evaluation.

2) The objective of training on Day 1 is to provide Marines with live fire practice in firing from all four shooting positions, adjusting the hasty and loop slings, compensating for the effects of weather, and honing fundamental marksmanship skills through slow fire and rapid fire drills out to 500 yards.

Refer to slide sSLR.12-2.

Tri-fire

<u>Distance</u>	<u>Target</u>	<u>Time</u>	<u># of Rounds</u>	<u>Manner Fired</u>
200 yds	"D"-MOD	1 min	3	Sitting (Hasty Sling)
200 yds	"D"-MOD	1 min	3	Sitting (Hasty Sling)

a) Tri-fire. Tri-fire consists of two strings of 200-yard slow fire. Both strings consist of 3 rounds fired from the sitting position using the hasty sling within a time limit of one minute.

(1) Two magazines are filled with 3 rounds each.

(2) The rear sight elevation knob is set on 8/3-2; all elevation adjustments are made on the front sight post only.

(3) The target will be marked after each completed string of fire.



Refer to slide sSLR.12-3.

Training Day 1 - KD Live Fire Training

<u>Distance</u>	<u>Target</u>	<u>Time</u>	<u># of Rounds</u>	<u>Manner Fired</u>
<u>Stage One</u>				
200 yds	"D"-MOD	20 min	5	Sitting (Hasty Sling)
200 yds	"D"-MOD		5	Kneeling (Hasty Sling)
200 yds	"D"-MOD		5	Standing (Hasty Sling)
<u>Stage Two</u>				
200 yds	"D"-MOD	70 sec	5/5	Standing to Kneeling (Hasty Sling)
200 yds	"D"-MOD	70 sec	5/5	Standing to Kneeling (Hasty Sling)
<u>Stage Three</u>				
300 yds	"D"-MOD	5 min	5	Kneeling (Hasty Sling)
<u>Stage Four</u>				
300 yds	"D"-MOD	70 sec	5/5	Standing to Prone (Hasty Sling)
300 yds	"D"-MOD	70 sec	5/5	Standing to Prone (Hasty Sling)
<u>Stage Five</u>				
500 yds	"E"	10 min	10	Prone (Loop Sling)

b) KD Live Fire Training. KD live fire training provides practice in shooting the KD Course of Fire and includes two additional strings of rapid fire. Marines will receive coaching on the application of the fundamentals, compensating for the effects of weather, and proper positions.

c. Training Days 2 and 3. On Training Days 2 and 3, all Marines have an option of being evaluated on the KD Course of Fire or receiving training/coaching.

1) Evaluation. Marines who wish to be evaluated must declare prior to firing. For Marines electing to be evaluated, coaching is not allowed. Every Marine who elects to be evaluated on Training Day 2 or Training Day 3 and qualifies Expert, Sharpshooter, or Marksman is released until Training Day 5 for Field Firing. Scores for all Marines who elected to be evaluated are recorded. Marines who elected to be evaluated and did not qualify return on the next day.



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2) Training/Coaching. Marines who do not wish to be evaluated will receive additional training and coaching on the KD Course of Fire.

d. Training Day 4. On Training Day 4, all remaining Marines are evaluated on the KD Course of Fire. Coaching is not allowed and scores for all Marines are recorded. Marines who elected to be evaluated and fired Unqualified on Day 2 or Day 3 and qualified on Day 4 will receive the minimum passing score. Marines who fail to fire a qualifying score at the end of Day 4 are sent back to their units without firing Phase III Field Firing.

Confirm by questions.

TRANSITION: To determine a Marine's proficiency in the fundamentals of marksmanship, scoring procedures must be accurate to ensure Marines are evaluated fairly.

3. (5 MIN) SCORING PROCEDURES

Refer to slide sSLR.12-4.

a. Scoring (Slow Fire)

1) "D"-MOD Target. The "D"-MOD target represents an enemy soldier in the prone position with a 12" scoring ring at center mass. The target is 19" tall and 26" wide.

a) 200-Yard Slow Fire. Two points are awarded for a hit within the scoring ring, one point is awarded for a hit in the black but outside the scoring ring, and no points are awarded for a hit outside the black. The value spotter is placed:

(1) In the lower left-hand corner of the target if the hit is within the 12" scoring ring (two points).

(2) In the lower right-hand corner of the target if the hit is in the black, but outside the 12" scoring ring (one point).

(3) At 3 o'clock on the target if the hit is outside the black (no points - miss).



b) 300-Yard Slow Fire. Scoring is hit or miss. One point is awarded for a hit in the black. The value spotter is placed:

(1) In the lower right-hand corner of the target for a hit in the black (one point).

(2) At 3 o'clock for a hit outside the black (no points - miss).

2) "E" Target. The "E" target represents an enemy soldier in the kneeling position. The target is 40" tall and 20" wide. Scoring on the "E" target will be hit or miss. One point is awarded for a hit within the black, no points are awarded for a hit outside the black. The value spotter is placed:

a) In the lower right-hand corner of the target for a hit within the black (one point).

b) At 3 o'clock if the hit is outside the black (no points - miss).

b. Scoring (Rapid Fire)

1) Hit or Miss Scoring. Scoring on the "D"-MOD target will be hit or miss. One point is awarded for a hit within the black, no points are awarded for a hit outside the black (miss). All the shot holes will be spotted.

a) The scoring disk will be raised to the center of the target, white side facing the shooter, for each hit in the black.

b) Following the disking of all hits, misses will be disked. To disk a miss, the scoring disk will be raised to the center of the target with the red side facing the shooter.

2) Excessive Shot Holes During a String of Fire. If there are more shot holes in the target than the prescribed number for the stage of fire, the shooter will receive the highest value of the number of shots fired up to the prescribed number of rounds for that stage.

3) Insufficient Shot Holes During a String of Fire

a) If three or more shot holes are touching, and there are no excessive hits on the two targets to the left and right, the shooter is given the value of the three touching shot holes for the missing shot(s).



b) If there are insufficient shot holes on the target and there are not three or more shot holes touching, the shooter must accept the score for the number of rounds impacting the target.

c. Special Circumstances. If a shot hole is touching the edge of the aiming black, the higher value is given to the shooter. For 200-yard slow fire, if a shot hole is touching the scoring ring, the higher value is given to the shooter.

d. Qualification Scores. The qualification scores for the KD Course of Fire are as follows:

- 1) Expert - 40-65.
- 2) Sharpshooter - 35-39.
- 3) Marksman - 25-34.

Confirm by questions.

TRANSITION: To ensure scores are determined accurately and fairly for all shooters, alibi procedures have been established for the KD Course of Fire. All shooters should understand the conditions that rate an alibi.

4. (13 MIN) ALIBIS

a. Alibis. If the shooter experiences a stoppage or failure to fire, the shooter is responsible for performing remedial action to get the weapon back into action.

- 1) An alibi will be awarded during qualification/requalification if any condition caused by the weapon (mechanical malfunction), ammunition, or range (line or pit) operation causes the shooter to not have an equal opportunity to complete a string of fire.
- 2) An alibi will not be awarded for any condition caused by the shooter.

b. Circumstances Which Do Not Constitute an Alibi. The following are events, conditions, and failures to fire which do not constitute an alibi:

- 1) General

- a) The weapon has not been maintained, cleaned, or lubricated in accordance with TM 05538C-10/1A.



- b) The rifle or magazine is improperly assembled.
- c) Failure to properly seat the magazine.
- d) Failure to chamber the first round of each magazine.
- e) Failure to ensure the bolt is fully forward and locked.
- f) Failure to replace magazines that were determined to be defective during practice.
- g) Failure to shoot the prescribed number of shots for each stage of fire.
- h) Use of unauthorized ammunition.
- i) Lost ammunition.
- j) Insufficient or excessive shot holes.

2) Prior to Firing

- a) The shooter fills his magazines improperly or fills magazines with the incorrect number of rounds.
- b) The shooter fails to adjust the sights properly for a string of fire.
- c) The shooter fails to take the weapon off safe prior to firing.

3) During Firing

- a) The shooter engages the safety while firing.
- b) The shooter engages the magazine release button while firing.
- c) The shooter fails to reload the weapon properly or reloads with the wrong magazine.
- d) The shooter fails to perform remedial action properly when a stoppage occurs.
- e) The shooter fails to retain the magazine on his person (e.g., inside magazine pouch, blouse, cargo pocket, load-bearing vest) during rapid fire.
- f) The shooter strips a round from the magazine when drawing the magazine from the magazine pouch.



c. Circumstances Which Constitute an Alibi

1) General. The following are examples of events and conditions which constitute an alibi:

- a) Faulty ammunition.
- b) A malfunction occurs with the rifle which causes a stoppage.

2) Range Alibis. There are several events for which the shooter will rate a range alibi.

a) Fallen Target. If a target falls out of the frame after a stage of fire has begun, the shooter rates an alibi, regardless of whether or not the shooter fires on the target.

b) Crooked Target

(1) If the shooter, when covering down on his target prior to the first shot at the beginning of a stage of fire, notices his target is crooked, he should inform range personnel.

(2) If a target becomes crooked after a stage of fire has begun, the shooter rates an alibi, regardless of whether or not the shooter fires on the target.

Confirm by questions.

TRANSITION: Alibis ensure that a Marine is not penalized during qualification firing because a condition caused by the weapon (mechanical malfunction), ammunition, or range (line or pit) operation causes the shooter to not have an equal opportunity to complete a string of fire. The KD Course of Fire includes two stages of rapid fire. We will cover the specific steps for firing rapid fire.

5. (2 MIN) KD RAPID FIRE

a. Assume a firing position (standing to kneeling at 200 yards; standing to prone at 300 yards).

b. Fire 5 rounds.

c. Conduct a dry reload.

(1) Press the magazine release button and remove the empty magazine and retain it on your person.



(2) Retrieve a filled magazine from a closed magazine pouch (or load-bearing vest), and insert it into the magazine well. Tug downward on the magazine to ensure it is properly seated.

(3) Depress the bolt catch to allow the bolt to move forward and observe a round being chambered.

d. Fire 5 rounds.

Confirm by questions.

TRANSITION: The KD Course of Fire allows the Marine to demonstrate his shooting skills, refine his application of the fundamentals of marksmanship, and improve his shooting performance.

OPPORTUNITY FOR QUESTIONS: (1
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1. Respond to questions from the class.
2. Prompt Marines with questions to the class.
 - a. QUESTION: At the 200-yard line, firing slow fire, how many points are scored for a hit inside the scoring ring on a "D"-MOD target?
ANSWER: Two points.
 - b. QUESTION: Whose responsibility is it to chamber the first round of every magazine?
ANSWER: The individual Marine.
 - c. QUESTION: What is the shooter's responsibility when he experiences a stoppage?
ANSWER: To perform remedial action.

INSTRUCTOR'S NOTE: Ask Marines as many questions as necessary to ensure they fully understand the material presented in this lesson.



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SUMMARY:
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The KD Course of Fire trains the Marine in the application of the fundamentals of marksmanship in a live fire environment. Everything learned in Phase I marksmanship training is employed in the KD Course of Fire. The KD Course of Fire is a comprehensive training scenario that allows the Marine to apply and refine his shooting skills and build his confidence in preparation for the challenges of field firing.



SLIDES

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