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

**DETAILED INSTRUCTOR GUIDE**

LESSON TITLE

KNOWN DISTANCE (KD) FIRING EXERCISES

COURSE TITLE

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



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**UNITED STATES MARINE CORPS**  
Weapons Training Battalion  
Marine Corps Combat Development Command  
Quantico, Virginia 22134-5040

**INSTRUCTOR PREPARATION CHECKLIST**

**ESSENTIAL DATA**

LESSON DESIGNATOR	SLR.18
LESSON TITLE	Known Distance (KD) Firing Exercises
DATE PREPARED	1 October 1999
TIME	4 days
METHOD	Practical application and performance evaluation
LOCATION	Outdoor firing range
INSTRUCTORS REQUIRED	Range Coaches as needed
REFERENCES	MCRP 3-01A and MCO 3574.2_
TRAINING AIDS/EQUIPMENT	Ammunition, scoring disks, spotters, value spotters, pasters, and targets



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**DETAILED OUTLINE**

**KNOWN DISTANCE (KD) FIRING EXERCISES**

**1. TRAINING OBJECTIVE**

a. Intent. KD firing provides the opportunity to apply basic marksmanship skills covered in Phase I marksmanship training on a live fire range. Marines are evaluated via the KD Qualification Course of Fire. KD firing evaluates and reinforces the application of marksmanship fundamentals and builds confidence in engaging a target with accurate fire. Proper use of the data book during KD firing provides a record for analyzing shooting performance. The Marine will be expected to perform remedial action as necessary.

b. Learning Objectives. The Terminal Learning Objective and Enabling Learning Objective pertaining to this lesson are as follows:

1) Terminal Learning Objective. Given an M16A2 service rifle, sling, cartridge belt, magazines, magazine pouches, ammunition, data book, and targets, without the aid of references, engage stationary targets IAW MCRP 3-01A and to achieve a qualifying score IAW MCO 3574.2\_. (PVTX.11.5)

2) Enabling Learning Objective. Given an M16A2 service rifle, sling, cartridge belt, magazines, magazine pouches, ammunition, data book, and a target, without the aid of references, record data before, during, and after firing IAW MCRP 3-01A. (PVTX.11.5h)

***INSTRUCTOR'S NOTE:*** A load-bearing vest may be substituted for magazine pouches. Gear will be worn in accordance with the MBST Handbook.

**2. EXERCISE PLANNING**

a. Range. Ensure a KD range with a 200-, 300-, and 500-yard firing capability is available.

b. Supply List. Ensure the following supplies are



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obtained:

- 1) One "D"-MOD and "E" target per Marine.



- 2) Spotters and pasters:
  - a) Ten 3" spotters per target point.
  - b) One 5" spotter per target point.
  - c) One-half roll black and one-half roll white pasters per target point.
- 3) One scoring disk per target point.
- 4) Value spotters per target point:
  - a) One 5" fluorescent spotter (for 200 and 300 yards).
  - b) One 10" fluorescent spotter (for 500 yards).
- c. Ammunition. A total of 226 rounds of ammunition per Marine is required to complete the full four days of KD training/evaluation.
- d. Communication. Ensure communication requirements for live fire comply with MCO P3570.1\_. Communications gear or hand and arm signals among range personnel should be planned and utilized throughout the training.
- e. Safety. Ensure safety requirements comply with MCO P3570.1\_ and local SOP.

### 3. EXERCISE SETUP

- a. Brief range personnel on setting up the courses of fire.
- b. Establish and maintain communications with range control and other range personnel as required by the range SOP.
- c. Designate a location for a safety vehicle and corpsman.
- d. Prepare pits on the firing range to support live fire activities.

### 4. CONDUCT OF TRAINING

- a. Equipment. Ensure Marines have the following equipment 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. Exercise Brief. The following items must be included in the brief given to Marines prior to the start of each training block:

- 1) Review safety rules, commands, and weapons handling procedures and emphasize these procedures throughout.
- 2) Review alibi procedures.
- 3) Coaches will provide immediate feedback to Marines on their performance on training days.

c. Procedures

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. In accordance with MCO 3574.2\_, the range may periodically conduct weapons handling tests to ensure shooters have received required unit level training.

2) Assign each unit to a block of targets. Ensure units make target and relay assignments using the attached Target and Relay Assignment Sheet.

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

a) Tri-fire. Tri-fire is conducted at the 200-yard line to provide the Marine a starting point for shooting at 200 yards. Tri-fire consists of two strings of 3 rounds fired from the sitting position, using the hasty sling, within a time limit of one minute per string.



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)

(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.

b) Day 1 - KD Live Fire Training. 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.

(1) 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.

(2) 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 his magazine, and fire 5 more rounds within a time limit of 70 seconds. On Day 1 training, Marines repeat this drill once (double strings of rapid fire).

(3) 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.



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)

(4) 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 his magazine, and fire 5 more rounds within a time limit of 70 seconds. On Day 1 training, Marines repeat this drill once (double strings of rapid fire).

(5) 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.

2) Day Two. All Marines have an option of being evaluated on ITS 5 via the KD Course of Fire or receiving training/coaching.



- a) Marines who wish to be evaluated must declare prior to firing. Provide units with the Target and Relay Assignment Sheets and reassign target blocks according to Marines who declared and Marines who did not. Assign Marines who declare to a block of targets that physically separates them on the firing line from those Marines who do not declare.
- b) For Marines electing to be evaluated, coaching is not allowed and there are verifiers in the pits and new target faces on these targets.
- c) Every Marine who elects to be evaluated on Day Two and qualifies Expert, Sharpshooter, or Marksman is released until Day Five when he will return for Field Firing. Marines who elected to be evaluated and do not qualify must return on Day Three.
- d) Record scores for all Marines who elected to be evaluated. KD scores will be held until the Marine fires Phase III Field Firing.

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			Kneeling (Hasty Sling)
200 yds	"D"-MOD			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)

3) Day Three. Marines who elected to be evaluated and fired Unqualified on Day Two must receive training/coaching. Marines who did not elect to be evaluated on Day Two have an option of being evaluated on ITS 5 (KD Course of Fire) or receiving training/coaching.



a) Marines who wish to be evaluated must declare prior to firing. Provide units with the Target and Relay Assignment Sheets and reassign target blocks according to Marines who declared and Marines who did not. Assign Marines who declare to a block of targets that physically separates them on the firing line from those Marines who do not declare.

b) For Marines electing to be evaluated, coaching is not allowed and there are verifiers in the pits and new target faces on these targets.

c) Every Marine who elects to be evaluated on Day Three and qualifies Expert, Sharpshooter, or Marksman is released until Training Day 5 when he will return for Field Firing. Marines who elected to be evaluated and did not qualify must return on Day Four.

d) Record scores for all Marines who elected to be evaluated. KD scores will be held until the Marine fires Phase III Field Firing.

4) Day Four. Remaining Marines are evaluated on ITS 5 (KD Course of Fire).

a) Provide units with the Target and Relay Assignment Sheets and reassign target blocks according to remaining Marines.

b) Coaching is not allowed and there are verifiers in the pits and new target faces on every target. Scores for all Marines are recorded.

c) Marines who elected to be evaluated and fired Unqualified on Day Two or Day Three and qualified on Day Four will receive the minimum passing score.

d) If time or other circumstances permit, the range may refire Marines who fail to qualify one additional time across the course on Day Four.

e) Send Marines who fail to fire a qualifying score back to their units without firing Phase III Field Firing on Day Five. Refire attempts (i.e., returning to the range on another detail) are determined by the Marine's Commanding Officer. KD scores will be held until the Marine fires Phase III Field Firing.

d. Alibi Procedures. If the shooter experiences a stoppage or failure to fire, the shooter is responsible



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for performing remedial action to get the weapon back into  
action.



- 1) An alibi will be awarded during 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.
- 3) Alibi relays will be run on every day of firing, including Day 1, to standardize range procedures and get range personnel and shooters familiar with the procedures.

e. 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) Excessive or insufficient shot holes on the target.

2) Prior to Firing

- a) The shooter fills his magazines improperly or fills magazines with the incorrect number of rounds. The shooter must refire the string(s).
- 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 his magazine during rapid fire. Range personnel will stop the shooter and require that he retain the magazine. The shooter will then continue firing, but he gets no additional time and does not rate an alibi. The only exception is if an unsafe condition exists (e.g., the magazine falls forward of the firing line or it falls outside of reach). In these cases, range personnel will stop the shooter and he must refire the string.

f. 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.

g. Scoring Procedures (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.

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 will be 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. 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).



h. Scoring Procedures (Rapid Fire). Scoring on the "D"-MOD target will be hit or miss. Rapid fire disking will be conducted on every day, including Day 1, to provide shooters with feedback on shot placement.

1) One point is awarded for a hit within the black, no points are awarded for a hit outside the black (miss).

2) All the shot holes will be spotted.

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

4) Once all hits are disked, misses are disked. To disk a miss, the disk will be raised to the center of the target with the red side facing the shooter.

5) 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.

6) 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.

i. 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.

## 5. AFTER EXERCISE PROCEDURES

Marines should be critiqued on their performance. The following areas can be addressed when critiquing Marines:

a. Application of the fundamentals of marksmanship (aiming, breath control, and trigger control).



- b. Compensating for the effects of weather.
- c. Assuming the four basic firing positions.
- d. Employing the hasty and loop slings.
- e. Employing the windage and elevation rules.
- f. Recording data in the data book.
- g. Engaging stationary targets.
- h. Performing remedial action.

## **6. EXERCISE EVALUATION**

Marines must achieve a qualifying score on the KD Course of Fire in accordance with MCO 3574.2\_:

Expert - 40 - 65  
Sharpshooter - 35 - 39  
Marksman - 25 - 34



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**RANGE COMMANDS**

LESSON TITLE

KNOWN DISTANCE (KD) FIRING EXERCISES

COURSE TITLE

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

RANGE COMMANDS

## KNOWN DISTANCE (KD) FIRING EXERCISES

## TRAINING DAY ONE

1. 200-Yard Triangulation Fire, Sitting

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill two magazines with 3 rounds each."

"Relay \_\_\_\_ move to the firing line."

"Assume the sitting position. **(Pause)** This is your first stage of Triangulation fire, firing 3 rounds sitting, in a time limit of one minute. Your one minute preparation period begins when the targets appear."

"Relay \_\_\_\_ your preparation period has ended. With a magazine of 3 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

"Cease fire. **(Pause)** Unload."

"Relay \_\_\_\_ stand by for groups."

**TOWER NOTE:** The targets must be in the air for one minute so shooters may see their groups and make sight adjustments.

"Relay \_\_\_\_ this is your second string of Triangulation fire, firing 3 rounds sitting, in a time limit of one minute. With a magazine of 3 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

"Cease fire. **(Pause)** Unload."

"Relay \_\_\_\_ stand by for groups."

**TOWER NOTE:** The targets must be in the air for one minute so shooters may see their groups and make sight adjustments. Magazines will be filled following this one minute.

"Relay \_\_\_\_ fill three magazines with 5 rounds each."



2. Stage One (200-Yard Slow Fire)

"Relay \_\_\_\_ this is your 200-yard slow fire stage, firing 5 rounds sitting, 5 rounds kneeling, and 5 rounds standing in a time limit of 20 minutes. Your one minute preparation period begins when the targets appear."

"Relay \_\_\_\_ your preparation period has ended. With a magazine of 5 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

**TOWER NOTE:** With 5 minutes remaining, bring the next relay up to the ready line and repeat the commands for filling magazines for the Tri-fire stage.

"Cease fire. **(Pause)** Unload."

"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ move off the firing line."

3. Stage Two (200-Yard Rapid Fire Kneeling)

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill two magazines with 5 rounds each."

"Relay \_\_\_\_ move to the firing line."

"Assume a kneeling position. **(Pause)** This is your first string of 200-yard rapid fire, firing two magazines of 5 rounds each, standing to kneeling, in a time limit of 70 seconds. Your one minute preparation period begins when the targets appear."

"Relay \_\_\_\_ your preparation period has ended. Stand. **(Pause)** With a magazine of 5 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

"Cease fire. **(Pause)** Unload."

"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ fill two magazines with 5 rounds each and stand by for groups."



"Firing line, stand, **(Pause)** this is your second string of 200-yard rapid fire, firing two magazines of 5 rounds each, standing to kneeling, in a time limit of 70 seconds."

"With a magazine of 5 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

"Cease fire. **(Pause)** Unload."

"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ move off the firing line and stand by for groups."

4. Stage Three (300-Yard Slow Fire Kneeling)

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill one magazine with 5 rounds."

"Relay \_\_\_\_ move to the firing line."

"Assume a kneeling position. **(Pause)** This is your 300-yard slow fire stage, firing 5 rounds kneeling, in a time limit of five minutes. Your one minute preparation time begins when the targets appear."

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill one magazine with 5 rounds."

"Relay \_\_\_\_ your preparation period has ended. **(Pause)** With a magazine of 5 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

"Cease fire. **(Pause)** Unload."

"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ move off the firing line."

5. Stage Four (300-Yard Rapid Fire Prone)

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill two magazines with 5 rounds each."

"Relay \_\_\_\_ move to the firing line."



"Assume a prone position. **(Pause)** This is your first string of 300-yard rapid fire, firing two magazines of 5 rounds each, standing to prone, in a time limit of 70 seconds. Your one minute preparation period begins when the targets appear."

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill two magazines with 5 rounds each."

"Relay \_\_\_\_ your preparation period has ended. Stand. **(Pause)** With a magazine of 5 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

"Cease fire. **(Pause)** Unload."

"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ fill two magazines with 5 rounds each stand by for groups."

"Firing line, stand, **(Pause)** this is your second string of 300-yard rapid fire, firing two magazines of 5 rounds each, standing to prone, in a time limit of 70 seconds."

"With a magazine of 5 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

"Cease fire. **(Pause)** Unload."

"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ move off the firing line and stand by for groups."

6. Stage Five (500-Yard Slow Fire Prone)

"Relay \_\_\_\_ move to the ready line, prepare a loop sling, and fill one magazine with 10 rounds."

"Relay \_\_\_\_ move to the firing line."

"Assume a prone position. **(Pause)** This is your 500-yard slow fire stage, firing 10 rounds prone, in a time limit of ten minutes. Your one minute preparation period begins when the targets appear."

"Relay \_\_\_\_ move to the ready line, prepare a loop sling, and fill one magazine with 10 rounds."



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"Relay \_\_\_\_ your preparation period has ended. With a magazine of 10 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

"Cease fire. **(Pause)** Unload, show clear."

"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ move off the firing line."



**TRAINING DAYS TWO - FOUR**

1. Stage One (200-Yard Slow Fire)

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill three magazines with 5 rounds each."

"Relay \_\_\_\_ move to the firing line."

"Assume a sitting position. **(Pause)** This is your 200-yard slow fire stage, firing 5 rounds sitting, 5 rounds kneeling, and 5 rounds standing in a time limit of 20 minutes. Your one minute preparation period begins when the targets appear."

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill three magazines with 5 rounds each."

"Relay \_\_\_\_ your preparation period has ended. With a magazine of 5 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

"Cease fire. **(Pause)** Unload."

"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ move off the firing line."

2. Stage Two (200-Yard Rapid Fire)

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill two magazines with 5 rounds each."

"Relay \_\_\_\_ move to the firing line."

"Assume a kneeling position. **(Pause)** This is your 200-yard rapid fire stage, firing two magazines of 5 rounds each, standing to kneeling, in a time limit of 70 seconds. Your one minute preparation period begins when the targets appear."

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill two magazines with 5 rounds each."

"Relay \_\_\_\_ your preparation period has ended. Stand. **(Pause)** With a magazine of 5 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

"Cease fire. **(Pause)** Unload."



"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ move to the firing line."

"Assume a kneeling position. **(Pause)** This is your 200-yard rapid fire stage, firing two magazines of 5 rounds each, standing to kneeling, in a time limit of 70 seconds. Your one minute preparation period begins when the targets appear."

"Relay \_\_\_\_ stand by for your groups and scores."

### 3. Stage Three (300-Yard Slow Fire)

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill one magazine with 5 rounds."

"Relay \_\_\_\_ move to the firing line."

"Assume a kneeling position. **(Pause)** This is your 300-yard slow fire stage, firing 5 rounds kneeling, in a time limit of five minutes. Your one minute preparation time begins when the targets appear."

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill one magazine with 5 rounds."

"Relay \_\_\_\_ your preparation period has ended. With a magazine of 5 rounds, load, **(Pause)** make ready. **(Pause)** Is the line ready? **(Pause)** The line is ready. You may commence firing when your target appears."

"Cease fire. **(Pause)** Unload."

"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ move off the firing line."

### 4. Stage Four (300-Yard Rapid Fire)

"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill two magazines with 5 rounds each."

"Relay \_\_\_\_ move to the firing line."

"Assume a prone position. **(Pause)** This is your 300-yard rapid fire stage, firing two magazines of 5 rounds each, standing to prone, in a time limit of 70 seconds. Your one minute preparation period begins when the targets appear."



"Relay \_\_\_\_ move to the ready line, prepare a hasty sling, and fill two magazines with 5 rounds each."

"Relay \_\_\_\_ your preparation period has ended. Stand. (Pause) With a magazine of 5 rounds, load, (Pause) make ready. (Pause) Is the line ready? (Pause) The line is ready. You may commence firing when your target appears."

"Cease fire. (Pause) Unload."

"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ move to the firing line."

"Assume a prone position. (Pause) This is your 300-yard rapid fire stage, firing two magazines of 5 rounds each, standing to prone, in a time limit of 70 seconds. Your one minute preparation period begins when the targets appear."

"Relay \_\_\_\_ stand by for groups and scores."

5. Stage Five (500-Yard Slow Fire)

"Relay \_\_\_\_ move to the ready line, prepare a loop sling, and fill one magazine with 10 rounds."

"Relay \_\_\_\_ move to the firing line."

"Assume a prone position. (Pause) This is your 500-yard slow fire stage, firing 10 rounds prone, in a time limit of ten minutes. Your one minute preparation period begins when the targets appear."

"Relay \_\_\_\_ move to the ready line, prepare a loop sling, and fill one magazine with 10 rounds."

"Relay \_\_\_\_ your preparation period has ended. With a magazine of 10 rounds, load, (Pause) make ready. (Pause) Is the line ready? (Pause) The line is ready. You may commence firing when your target appears."

"Cease fire. (Pause) Unload, show clear."

"Saved rounds or alibis? Is the line clear? The line is (is not) clear."

"Relay \_\_\_\_ move off the firing line."



Unit	Unit Rep.
Date of Detail	Range Fired On