INDOOR SIMULATED MARKSMANSHIP TRAINER
OVERVIEW

- **Combat Marksmanship Positions & Presentation**
  - Elements of Combat Marksmanship
  - Rifle Presentation
  - Combat Shooting Positions Considerations

- **Combat Reloads & Corrective Actions**
  - Considerations for Combat Reloads
  - Proper wear of Gear
  - Tactical Reload
  - Speed Reload

- **Immediate Target Engagement**
  - Close Range Engagement
  - Controlled Pair
  - Failure to Stop
  - Standing & Kneeling Positions

- **Multiple & Moving Target Engagement**
  - Assess the Threat
  - Prioritize Targets
  - Two Threats
  - Box Drill
  - Types of Moving Targets
  - Factors Affecting Lead
  - Points of Aim
  - Moving Target Engagement Methods
LEARNING OBJECTIVES

Please Read Your

Terminal Learning Objectives

And

Enabling Learning Objectives
QUESTIONS
ELEMENTS OF COMBAT MARKSMANSHIP

- Considerations:
  - Platform
  - Grip
  - Aiming
  - Trigger Control
  - Breath Control
  - Follow through
RIFLE PRESENTATION

- **Standing Position Considerations:**
  - Modified warriors stance
  - Used for close combat
RIFLE PRESENTATION

- Kneeling Position Considerations:
  - Distance & angle of the bullet
  - Use of cover & elevated positions

BRACED

UNBRACED
QUESTIONS
CONSIDERATIONS FOR COMBAT RELOADS

○ Considerations:

- Get rifle reloaded and back into action
- Retain Magazine
- Take cover before reloading
- Do not reload on the move
- Focus on the reload
- Draw weapon in for positive control
- Tug on magazine to ensure it is seated
- Gear placement
- Maintain weapon orientated at threat
MAGAZINE POUCHES
- Placed on Weak Side of the Body
- Filled Up / Empty Down
TWO COMBAT RELOAD METHODS
- TACTICAL RELOAD & SPEED RELOAD
QUESTIONS
IMMEDIATE TARGET ENGAGEMENT

- Close Range Engagement:
IMMEDIATE TARGET ENGAGEMENT

- **Controlled Pair:**
  
  - A properly executed controlled pair will have a slight pause between shots.
  
  - However, the shots must be taken rapidly enough that the second shot will strike the target before the target has time to react to the first shot.
IMMEDIATE TARGET ENGAGEMENT

○ Failure to Stop:

- A failure to stop drill (Failure Drill) is a pair to the torso, followed by an assessment of the target. During the follow-through you assess the effectiveness of the first shots. If the pair to the torso did not adequately stop the target, another shot would then be fired to an alternate aiming point. (Head -or- Pelvis)
IMMEDIATE TARGET ENGAGEMENT

- Standing Position:

  - Advantages of Standing:
    - Quickest & Greatest degree of accuracy and efficiency
  
  - Disadvantages of Standing:
    - Removes you from cover/concealment
    - Makes a high angle shot placement difficulty
    - Provides the least amount of support
IMMEDIATE TARGET ENGAGEMENT

Kneeling Position:

- Advantages of Kneeling:
  - Presents a higher profile, which facilitates a better field of view

- Disadvantages of Kneeling:
  - Not as mobile as standing
  - Lacks the visibility of standing
  - Presents a larger target
QUESTIONS
MULTIPLE TARGET ENGAGEMENT

- Assess the Threat:
  - Aggressive stance / behavior
  - Presence of a weapon
  - Type of weapon
  - Suspicious activity (e.g., surveillance)
  - Loud aggressive language
  - Range
  - Engagement by the adversary
MULTIPLE TARGET ENGAGEMENT

Prioritize Targets:

• Threat of Target:
  The most potentially damaging target.

• Proximity of Target:
  Range to Target.

• Target of Opportunity:
  The target which is quickest, easiest, or the most direct to engage.
MULTIPLE TARGET ENGAGEMENT

- Two Threats:
  - Method for Engagement:
    - Acquire first target and engage with two shots.
    - Acquire second target and engage with two shots.
    - Assess both targets.
MULTIPLE TARGET ENGAGEMENT

- **Box Drill:**

  - Single shot to Head or Pelvis
  - Single shot to Head or Pelvis
  - Controlled pair to each chest
MULTIPLE TARGET ENGAGEMENT

○ Three or More Threats:

- Start with the greatest threat
- Controlled pair to each chest
MOVING TARGET ENGAGEMENT

- Types of Moving Targets:

  STEADY MOVING

  STOP AND GO TARGETS
MOVING TARGET ENGAGEMENT

Factors Affecting Points of Aim:

- Range
- Speed
- Angle of Movement
- Time of Flight
MOVING TARGET ENGAGEMENT

- Points of Aim:
  - 1 POINT LEAD
  - 2 POINT LEAD
  - 3 POINT LEAD

- Tip of optic centered on leading edge of target
MOVING TARGET ENGAGEMENT

Moving Target Lead Chart:

<table>
<thead>
<tr>
<th>TARGET</th>
<th>DISTANCE</th>
<th>POINTS OF AIM</th>
</tr>
</thead>
<tbody>
<tr>
<td>SLOW WALKING</td>
<td>100 YARDS/METERS</td>
<td>NO LEAD</td>
</tr>
<tr>
<td>(2 MPH)</td>
<td>200 YARDS / METERS</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>300 YARDS / METERS</td>
<td>2</td>
</tr>
<tr>
<td>FAST WALKING</td>
<td>100 YARDS / METERS</td>
<td>1</td>
</tr>
<tr>
<td>(4 MPH)</td>
<td>200 YARDS / METERS</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>300 YARDS / METERS</td>
<td>4</td>
</tr>
<tr>
<td>JOGGING</td>
<td>50 YARDS / METERS</td>
<td>1</td>
</tr>
<tr>
<td>(6 MPH)</td>
<td>100 YARDS / METERS</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>200 YARDS / METERS</td>
<td>4</td>
</tr>
<tr>
<td>RUNNING</td>
<td>50 YARDS / METERS</td>
<td>1</td>
</tr>
<tr>
<td>(9 MPH)</td>
<td>100 YARDS / METERS</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>200 YARDS / METERS</td>
<td>6</td>
</tr>
</tbody>
</table>
MOVING TARGET ENGAGEMENT

- Methods for Engaging Moving Targets:

  TRACKING

  AMBUSH
QUESTIONS
SUMMARY

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BACKUP SLIDES
!!! PAY ATTENTION !!!

OR I TAKE YOUR BOXED LUNCH!
The full field of view while maintaining the desired aiming point (reticle) and hold (placement of aiming point on the target).

Improper eye relief and/or improper sight alignment will cause scope shadow and will result in improper shot placement.

- Improper Eye Relief
- Improper Sight Alignment
- Bullet will strike right
- Bullet will strike left
- Bullet will strike low
- Bullet will strike high

**CORRECT SIGHT ALIGNMENT**

**AIMING**

**FULL FIELD OF VIEW.**

The aiming eye aligned to the ocular lens so that no scope shadow is present. Proper stock weld and eye relief are the means for achieving correct sight alignment.