

UNITED STATES MARINE CORPS
FIELD MEDICAL TRAINING BATTALION-EAST
PSC BOX 20042
CAMP LEJEUNE, NORTH CAROLINA 28542-0042

MCECST

INDOOR SIMULATED TRAINER

TERMINAL LEARNING OBJECTIVE

1. Given a scenario, a service rifle, combat sling, individual field equipment, magazines and ammunition, execute a tactical reload with a service rifle by returning the weapon to service. (2401-RFL-1008)
2. Given a scenario, a service rifle, combat sling, individual field equipment, magazines and ammunition, execute a speed reload with a service rifle by returning the weapon to service. (2401-RFL-1009)
3. Given a service rifle, combat sling, individual field equipment, magazines, ammunition and target(s), execute controlled pairs with a service rifle by striking the target in accordance with the tables in MCO 3574.2. (2401-RFL-1010)
4. Given a service rifle, combat sling, individual field equipment, magazines, ammunition, and target(s), execute failure-to-stop drills with a service rifle by striking the target in accordance with the tables in MCO 3574.2. (2401-RFL-1011)
5. Given a service rifle, combat sling, individual field equipment, magazines, ammunition, and target(s), execute multiple target engagements with a service rifle by striking in accordance with the tables in MCO 3574.2. (2401-RFL-1012)
6. Given a service rifle, combat sling, individual field equipment, magazines, ammunition, and moving targets, engage a moving target with a service rifle by striking in accordance with the tables in MCO 3574.2. (2401-RFL-1013)

ENABLING LEARNING OBJECTIVES

1. Given a tactical situation, execute a tactical reload with a service rifle, to ensure optimal weapon performance within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1008a)

2. Given a tactical situation, demonstrate appropriate weapons safety at all times, to ensure optimal safety within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1008b)

3. Given a tactical situation, execute a speed reload with a service rifle, to ensure optimal performance within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1009a)

4. Given a tactical situation, demonstrate appropriate weapons safety at all times, to ensure optimal safety within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1009b)

5. Given a tactical situation, execute controlled pairs with a service rifle, to ensure optimal performance within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1010a)

6. Given a tactical situation, demonstrate appropriate weapons safety at all times, to ensure optimal safety within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1010b)

7. Given a tactical situation, execute failure-to-stop drills with a service rifle, to ensure optimal performance within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1011a)

8. Given a tactical situation, demonstrate appropriate weapons safety at all times, to ensure optimal safety within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1011b)

9. Given a tactical situation, execute multiple target engagements with a service rifle, to ensure optimal performance within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1012a)

10. Given a tactical situation, demonstrate appropriate weapons safety at all times, to ensure optimal safety within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1012b)

11. Given a tactical situation, engage a moving target with a service rifle, to ensure optimal weapon performance within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1013a)

12. Given a tactical situation, demonstrate appropriate weapons safety at all times, to ensure optimal safety within the given mission in accordance with references TM 05538/10012-OR Operator's Manual With Components List For Rifle M16A2, Rifle M16A4, Carbine M4, Carbine M4A1 CQBW (Sep 2012), MCO 3574.2L Marine Corps Combat Marksmanship Program and TM 11064-OI w/ch1 Rifle Combat Optic. (2401-RFL-1013b)

1. **THE ELEMENTS OF COMBAT MARKSMANSHIP:**

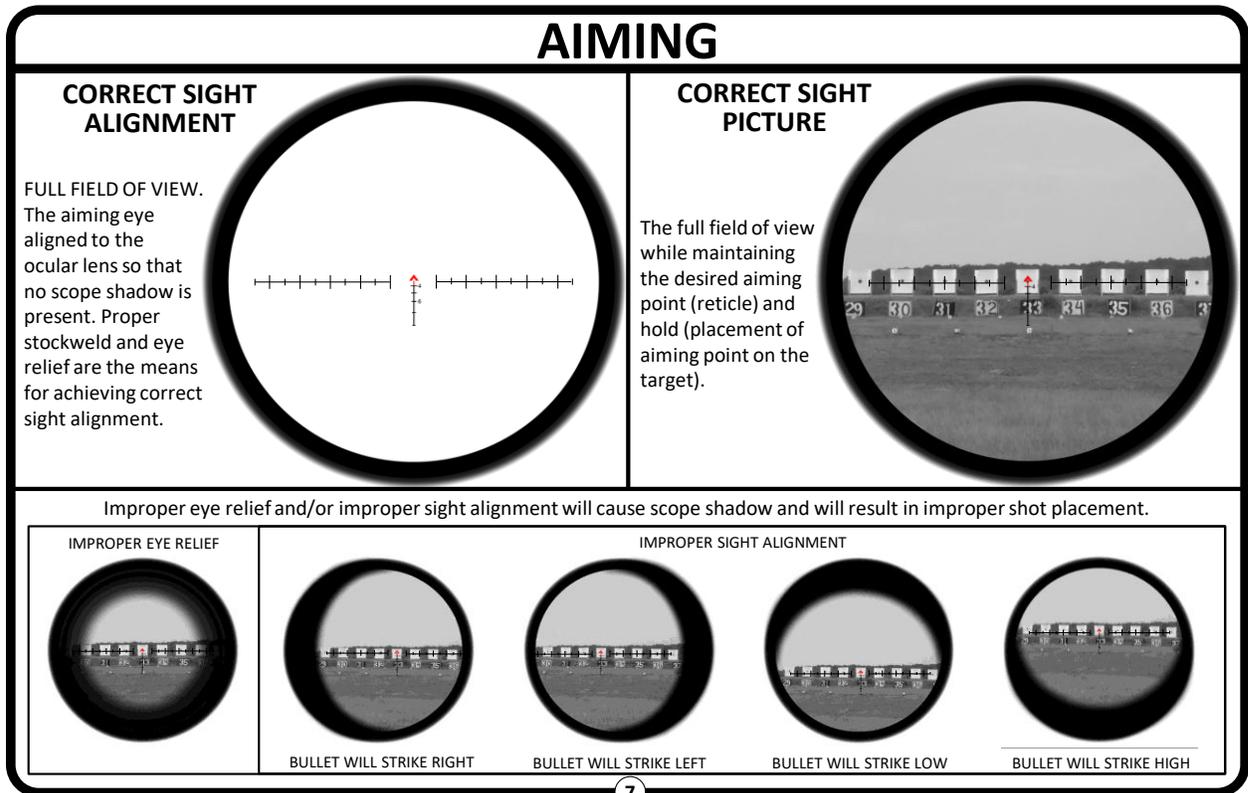
a. **Platform:** You are taught the BASIC WARRIOR STANCE. Initially it is taught in regard to hand-to-hand combat. This fighting platform is brought over to the realm of combat shooting because the feet placement and body alignment are similar. Hips, torso and head are all squared off towards the adversary assuming the aggressive, highly mobile BASIC WARRIOR STANCE. This is imperative to properly control recoil from multiple shots.

b. **Grip:** To accomplish a firm grip of the weapon with the firing hand, place the web of your firing hand high on the pistol grip and wrap all fingers, except the trigger finger, around the pistol grip of the weapon. The trigger finger lays alongside the lower receiver of the weapon unless up on target with the intention to shoot. The firing thumb is placed on top of the safety selector for positive manipulation and is an integral part of the grip (for left handed STUDENTS the index finger will be placed on the safety selector). The support hand is placed around the hand guards in a position dictated by the firing stance. The forward hand also is used to control recoil for multiple shots. The amount of isometric pressure should be more with the firing hand, and less with the support hand. Do not over-grip the pistol grip. If the weapon is visibly shaking, or if your fingers are turning white, you are probably over-gripping, which could influence your accuracy.

c. **Aiming:**

(1) **RCO Sight Alignment.** The aiming eye is aligned to the ocular lens so that no scope shadow is present. Proper stockweld and eye relief are the means for achieving correct sight alignment.

(2) **RCO Sight Picture.** Correct sight picture is when you see the full field of view while maintaining the desired aiming point (reticle) and hold (placement of the aiming point on the target).



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d. **Trigger Control:**

(1) Surprise Break: Trigger control is extremely important when shooting. Trigger control is the true secret of becoming deadly with a rifle. To have true trigger control, we want to achieve what is called a surprise break. A surprise break is described as placing equal, gradual pressure on the trigger until the hammer falls and it surprises you. This is correct trigger control and it happens because you do not know when the hammer will drop. When you fail to achieve this surprise break it is usually because your brain first tells the finger when to shoot and then anticipates the shot by subconsciously trying to counter the recoil that is about to occur. Normally this causes the round to strike somewhere other than where you wanted. Achieving a surprise break is a critical part of trigger control; the trigger finger works and performs independently of the rest of your body. Additionally, we use the term "PRESS" instead of "PULL" as it applies to trigger control because we feel that the word "PRESS" more accurately describes how to experience a surprise break.

(2) A smooth trigger recovery after the shot breaks should be practiced until muscle memory of the trigger finger is achieved. Because of the light trigger press, very little leverage is required to allow the hammer to fall. One way to train to be able to recover smoothly is to press the trigger

during dry practice, re-set the trigger without removing the finger from the trigger, and press the trigger again. This smooth trigger recovery can be repeated as many times as necessary during dry fire. When done properly, you will hear the audible clunk. This clunk is the same that is heard during the function check for the rifle.

(3) An important part of trigger control is that only the trigger finger moves. Do not "squeeze the trigger" with the support of your strong hand, to include the other fingers, while you are pressing the trigger. This could cause the strike of the round to be someplace other than center.

(4) Compressed Surprise Break: This element of trigger control condenses the entire process by reducing the amount of time that it takes to achieve a surprise break. The compressed surprise break is a practiced skill that distinguishes combat shooting (time and accuracy) from bulls-eye shooting (accuracy only).

(5) Effective Use of Sights and Trigger:

(a) Probably the two most important elements of combat marksmanship are aiming and trigger control.

(b) These two elements must work in tandem.

(c) We must train ourselves to use sights effectively through conscious thought.

(d) We must train ourselves to develop effective trigger control through sub-conscious thought.

e. Breath Control:

(a) Immediate engagements does not require use of proper breath control.

(b) You must be able to mentally transition to from engaging targets at short range without the use of breath control to engaging targets at longer ranges where applying breath control is necessary for accurate shot placement.

f. Follow Through: For every shot that is pressed there are two sight pictures: the sight picture acquired before the shot and the sight picture maintained after the shot. This second sight picture is known as the "follow through" and is extremely important in regard to combat shooting when a shot is pressed and the adversary does not go down, another shot in a

timely manner is required. However, if there is no follow through sight picture and another shot is required, then the shooter would have to re-acquire the sight picture back on the target, thus losing valuable time.

2. **THE PRESENTATION:** Presenting is the act of transitioning the rifle from a carry to an engagement. You are in a good shooting platform with your head up and eyes open making sure you maintain situational awareness. The butt stock of the weapon is in your shoulder; you have a good firing grip. The support hand has positive control of the weapon and is ready to engage if necessary. The weapons barrel is oriented at an approximate 45-degree angle to the deck. The distance to the adversary, available cover, movement and other factors will determine this degree of angle.

a. **Step One:** A threat has been identified and the decision has been made to engage the target. You have locked your vision onto a point on the target you intend to engage. The weapon is moved upwards and toward the target in a rapid movement referred to as "driving the sight to the target" and during this movement you take your weapon off safe. This brings the weapon's sights in line with your line of sight to the target. You then acquire your sights. It is at this point that you place your finger on the trigger. The appropriate method of shot delivery is used to engage the threat. After the shot breaks there is a good follow through.

b. **Step Two:** Search and assess. Immediately after a target has been effectively engaged, while keeping the butt-stock in your shoulder, lower the muzzle of the rifle slightly to look over the sight. Place your trigger finger straight along the receiver and observe the bolt to ensure that you have not run dry. You then search the area for additional targets or for cover; assesses the situation to determine if you need to re-engage the target; engage a new target; take cover; assume a more stable position; cease engagement, etc. Search and assess procedures are conducted after each target engagement. Searching and assessing enables you to avoid the tunnel vision that can restrict focus so much that indications of other targets are overlooked.

(1) Search the area and assess the situation/threat by moving the head, eyes, and rifle left and right approximately 45 degree from center to cover the immediate area. Only move as fast as you can accurately acquire targets.

(2) The muzzle moves with the head and eyes in one fluid motion while searching. Keeping both eyes open will

increase the field of view. When it is determined the area is clear of all enemy threat, place the weapon on safe and close the ejection port cover.

3. **STANDING POSITION:** You are taught the Basic Warrior Stance. Initially it was taught in regard to hand-to-hand combat. This fighting stance is now brought over to the realm of combat shooting because the feet placement and body alignment are similar. Feet are approximately shoulder width apart with the weight on the balls of your feet; toes are oriented toward the adversary. Knees are slightly bent to act as shock absorbers. Hips, torso and head are all squared off toward the target assuming the aggressive, highly mobile Basic Warrior Stance.

4. **CONSIDERATIONS REGARDING THE KNEELING POSITION:** The kneeling position has several tactical applications. By learning this position, we are adding yet another tool to our marksmanship skills. The factors and considerations for the kneeling position are:

a. **Distance:** For long range shooting, as in Table 1, the kneeling position is a more stable and accurate shooting platform than that of the standing position. This is true because you are lowering your center of gravity and using less of your muscular structure to stabilize the weapon.

b. **Angle Of The Bullet:** This applies in close range shooting when you are confronted with a situation that requires placement of a round at a certain angle. For example, if there was a threat target in front of a non-combatant, then shooting a high velocity bullet at close range into the adversary might require you to take a knee and change the trajectory of the round so that you could prevent over-penetrating the threat target and striking the non-combatant. Thus, by taking a knee, the angle of the bullet strike could be raised and the risk to the non-threat target greatly reduced. To do this, you simply raise or lower your arms to achieve the desired trajectory.

c. **Use Of Cover:** The kneeling position lowers your silhouette and if necessary allows you to engage targets from behind a low barricade cover.

d. **Other Considerations:**

(1) Because smoke and heat rise, often the kneeling position will allow you a better view of your sector of fire when shooting through a smoke filled room.

(2) The kneeling position is a more stable shooting platform for shooting up at targets on elevated positions such as rooftops or second/third story windows.

e. **Considerations To Break The Kneeling Position:**

(1) You may need to break your supported position if you are behind a piece of cover that may be too tall to reach while in the supported position. You can then straighten your back and remove your elbow from your knee, raising your line of sight.

(2) You may need to quickly assume a kneeling position due to problems encountered on the battlefield that we discussed previously. When that happens, you will simply drop to both knees and engage. This position also allows better recoil management.

5. **KNEELING POSITIONS:**

a. **Kneeling:**

(1) Step 1: Assume the basic warrior stance with your rifle at the alert.

(2) Step 2: Step forward with your non-dominant leg while dropping your dominant knee down to the deck, in-line with the body. While your weapon is coming up on target, remove the safety.

(3) Step 3: Lower the torso and place supporting elbow on the raised knee.

(4) Step 4: Sight in and fire the appropriate engagement.

(5) Step 5: With your dominant leg come up and take two steps forward.

(6) Step 6: Search and assess. Then place weapon on safe, and assume the alert carry.

6. **CONSIDERATIONS FOR COMBAT RELOADING:** There are considerations for reloading in a field environment. Filled magazines are stored with rounds down and projectiles pointing away from the body. Empty or partially filled magazines are stored with the follower up. You must consider the battlefield situation and how it affects the opportunities to reload.

a. The first priority when performing a reload is to get the rifle reloaded and back into action.

b. The second priority when performing a reload is to retain the magazine so when you move, the magazine moves with you. When time permits, retain magazines securely on your person (e.g., in magazine pouch, flak jacket, cargo pocket, load-bearing vest). It requires discipline to retain all equipment. The combat situation may dictate dropping the magazine to the deck when performing a reload. This is acceptable as long as it is picked up before moving to another location. Note that a dirty or damaged magazine can cause a stoppage.

c. Take cover before reloading. Always reload before leaving cover to take advantage of the protection provided by cover.

d. Every effort should be made not to reload on the move. When moving, your focus should be on moving.

e. When reloading, your focus should be on reloading only. Do not focus on the enemy; focus instead on the magazine change.

f. When reloading, draw the weapon in close to you so you can see what you are doing and retain positive control of the magazine.

g. When the new magazine is inserted, tug on it to ensure it is seated. Do not slam the magazine into the weapon hard enough to cause a round to partially pop out of the magazine. This action will cause a double feed and require corrective action.

h. Retain your empty magazines. When there is a lull in the action, refill those magazines so they will be available for future use.

i. During a lull in the action, replace your magazine when you know you are low on ammunition. This ensures a full magazine of ammunition in the rifle should action resume. Do not wait until the magazine is completely empty to replace it.

j. Always reload using the weak hand. This ensures positive control of the weapon is maintained by the strong hand on the pistol grip.

7. **PROPER WEAR OF GEAR:** You must understand that there are two distinctly different ways to manipulate a weapon which will

affect the way that your gear is worn. The two methods are Weak Side manipulation and the Strong Side manipulation. In Table I you used the strong side manipulation, but in Table II you will utilize the weak side manipulation method of the service rifle. This ensures you maintain positive control of the weapon with the strong hand on the pistol grip, and eliminates wasted time through excessive movement.

a. **Magazine Pouch:** In a magazine pouch, filled magazines are stowed with rounds down and projectiles pointing away from the body. The magazine pouch is worn on a cartridge belt attached to an H-Harness. The belt should be tight around the waist. This will ensure that the magazine pouch does not drift out of position unexpectedly. The magazine pouches may be placed on either the support side or the firing side of the body, or both, depending on shooter preference and manipulation method.

(1) Ensure that the placement of the magazine pouch allows for quick and proper weak handed manipulations

(2) **Empty or Partially Filled Magazines:** When empty or partially filled magazines are stored in a magazine pouch, they are stowed with the rounds or follower up to allow the selection of filled magazines by touch (i.e., at night). You can easily discern whether or not the magazine has rounds under the feed lips by touch alone. It is preferable to store empty and partially filled magazines separately from filled magazines.

8. **RELOADS:**

a. **Tactical Reload:** A Tactical Reload is performed when there is a round in the chamber by replacing the magazine before the weapon runs dry. It is intended as a method to maintain maximum rounds available when there is a lull in an engagement. To perform a Tactical Reload:

(1) Withdraw a magazine from the initial load pouch or the next furthest away magazine pouch. Grasp the filled magazine. Grasp the magazine to be replaced high on the magazine with the thumb and fingers, controlling both magazines with the same hand.

(2) Depress the magazine release button to remove the magazine.

(a) Right handed students use the left (weak) hand to remove the magazine while pressing the magazine release button with the index finger of the right hand and retain the magazine in the fingers of the left (weak) hand.

(b) Left handed students use the right (weak) hand to remove the magazine while manipulating your left hand on the slip ring and around the magazine well, press the magazine release button with the thumb of the left hand and retain the magazine in the fingers of the right (weak) hand.

(c) Left handed students use the right (weak) hand to remove the magazine while manipulating your left hand on the slip ring and around the magazine well, press the magazine release button with the thumb of the right hand and retain the magazine in the fingers of the right (weak) hand.

(3) Observe the magazine to ensure it is filled

(4) Fully insert the second magazine that is in the fingers of the weak hand into the magazine well until the magazine catch engages the magazine. The magazine catch will "click" as it engages and it can be felt and heard by you. Without releasing the magazine, tug downward on the magazine to ensure it is seated.

(5) Retain the partially filled magazine that is in your weak hand

(6) Secure the magazine pouch

b. **Speed Reload:** A Speed Reload is required when the magazine in the weapon has been emptied and the bolt has locked to the rear. To perform a Speed Reload:

(1) With the trigger finger straight, press the magazine release button and remove the empty magazine.

(a) Right handed students will use their right (strong) hand to press the magazine release with the index finger of the right hand.

(b) Left handed students will use their right (weak) hand to press the magazine release with the thumb of the right hand.

(2) Insert a filled magazine into the magazine well and tug downward on the magazine to ensure it is properly seated.

(a) Right handed students will use their left (weak) hand to load the filled magazine into the magazine well this ensure positive control of the weapon with the right (strong) hand.

(b) Left handed students will use their right (weak) hand to load the filled magazine into the magazine well this ensures positive control of the weapon with the left (strong) hand.

(3) Depress the bolt catch to allow the bolt to move forward and chamber a round.

(a) Right handed students will use the left (weak) hand to strike the upper portion of the bolt catch with the palm of the hand to depress the bolt.

(b) Left handed students using right (weak) hand strike the upper portion of the bolt catch with the palm of the hand to depress the bolt.

9. CLOSE-RANGE ENGAGEMENTS:

Close-range engagements are those with little or no warning that require an immediate response to engage the enemy. This type of engagement is probable in close terrain (e.g., urban, jungle) and is typically considered to be 50 meters or closer. However, the range is directly dependent upon a Marine's ability: One Marine may characterize close range as being 25 meters because of his abilities; while a more skilled marksman may consider close range as being 50 meters.

At close ranges, when employing the RCO, the Marine should shoot with both eyes open. At close ranges (e.g., 0 to 100 yards)

- The natural tendency is to look at the target and shoot with both eyes open. Situational awareness is increased by keeping both eyes open.
- The target will appear very large in the magnification of the scope.

10. PAIR TO THE TORSO:

a. When a threat is engaged, you will generally fire two shots to the target's upper torso. This is the **Standard Response**. There are certain circumstances that will call for different methods of engagement, but the standard response is two shots ***as rapidly as possible*** to the upper thoracic cavity. The range to the target will determine the rate of fire: closer targets require a faster rate of fire (shot delivery) while farther targets require slower. Firing two shots to the upper chest area of the target increases our chances of not only hitting the target, but also causes twice the amount of trauma. This greatly increases the chance of incapacitation. Time is

the critical factor for all engagement techniques; the shots must be taken as quickly as you can accurately fire them.

b. Once the technique is employed, you will immediately regain sight picture to reengage the target if necessary.

11. **CONTROLLED PAIR:** Two shots are fired at the upper torso using a slight pause to regain flash sight picture between the shots. A single target is engaged with a controlled pair. Controlled pairs will be employed from 50 to 15 yards from the threat. To execute a controlled pair, present the weapon to the target and acquire sight picture high in the center of the upper torso and fire a single shot. Follow through your first shot by reacquiring sight picture on same point of aim as the first shot, then fire the second shot. Follow-through once again and assess the target.

a. A properly executed controlled pair will have a slight pause between shots. With practice, this technique can be executed with less than one-half second between shots.

b. 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. The shots must destroy a vital organ such as the heart or major vascular structures to be effective.

12. **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. The alternate aim point will depend on several factors. If immediate incapacitation is desired, the failure shot will be to the head. If it is desired to stop the threat from moving, the alternate aim point will be to the pelvis. The Failure to Stop Drill is used when the torso shots have failed to have the desired effect. There are numerous reasons why torso shots may not have worked: psychological and physiological reactions to a traumatic wound; use of drugs; poor ballistic performance; use of body armor or any combination of these. The reason they failed to work is not really important, reaction is. If there is a failure to stop/drop the target after firing the second torso shot, a transition to either the head or pelvis is necessary. Do not attempt to fire at the original aim point, since shots to that point were ineffective.

a. A bullet through the brain has a similar effect as turning off a light. The opponent will immediately cease all action and will have no involuntary muscle contraction, provided

that the shot was properly placed. This is known as the "Immediate Incapacitation Shot" and is highly successful. You must place the shot directly through the "T-Box". At 25 yards you will need to acquire sight picture directly between the eyebrows to compensate for optical offset.

b. A shot to the pelvis or hip will destroy the support structure of the target and cause a human to fall. This will not prevent the target from operating a weapon or communicating with others. It will however, provide a stationary target that may be destroyed with fundamental marksmanship.

13. **STANDING AND KNEELING POSITIONS:** Because they lend themselves to easy and quick maneuverability, the standing and the kneeling positions are the ideal positions from which to execute both controlled pairs and failure to stop drills.

a. **Standing Position:** The standing position is the quickest position to assume and the easiest position from which to maneuver from.

(1) The advantages of the position are that:

- (a) It lends itself to immediate combat engagement
- (b) It allows the greatest degree of mobility from the other positions
- (c) It gives you the ability to acquire, assess and engage multiple targets with deadly accuracy and efficiency

(2) Drawbacks of the standing position include:

- (a) It removes you from cover and/or concealment
- (b) It makes high-angle shot placement difficult
- (c) It provides the least amount of support

b. **Kneeling Position:** The kneeling position is quick to assume and is usually used after initial engagement has been made with the target from the standing position. A STUDENT in the kneeling position positions the body to form a tripod with the left foot, right foot and right knee which allows for a more stable foundation from which to apply the fundamentals of marksmanship.

(1) An advantage of this position is: It presents a

higher profile which facilitates a better field of view as compared to the prone and sitting positions

(2) Some disadvantages of the kneeling position include:

- (a) It is not as mobile as the standing position
- (a) It lacks the visibility of the standing position
- (b) It presents a larger target than the prone position

14. **MULTIPLE TARGET ENGAGEMENT:**

When engaging multiple targets, you must prioritize each target and carefully plan your shots to ensure successful target engagement. Mental preparedness and the ability to make split-second decisions is the key to successful engagement of multiple targets. The proper mindset allows you to react instinctively and to control the pace of the battle rather than just reacting to the threat. After the first target is engaged, you must immediately engage the next target and continue to engage targets until they are eliminated. While engaging multiple targets, you must be aware of your surroundings and not fixate on just one target. You must rapidly prioritize the targets, establish an engagement sequence, and engage the targets. You must also maintain constant awareness.

a. **Assess the Threat:** When we refer to the threat, we are talking about what determines a potential adversary, and the possibility of its engagement. An adversary is determined to present a threat (or non-threat) by observing what is in the hands of the potential adversary and/or by hostile actions of the adversary. Possible indicators of a threat include the following:

- (1) An aggressive stance/or behavior
- (2) Presence of a weapon
- (3) Type of weapon
- (4) Suspicious activity, i.e. surveillance.
- (5) Loud aggressive language.
- (6) Range
- (7) Engagement by the adversary

b. **Prioritize Targets:** When confronted with multiple adversaries however, one of them may be more of a threat than the others. We determine which target is to be engaged first or second by three basic factors listed below:

(1) **Threat Of Target:** This refers to which target is most potentially damaging. For example an enemy with a RPG is more of a threat than an enemy with an AKM when both are at a range of 50 yards.

(2) **Proximity Of Threat:** The range of shooter to the target. Generally, the closer a threat is to the shooter, the greater the threat. This is especially critical at 7 meters and closer.

(3) **Target Of Opportunity:** This is the target that is the quickest, easiest or the most direct target to engage.

c. **Prioritizing Process:** Prioritizing targets is an ongoing process. As the engagement proceeds, new targets may appear that are more threatening than those previously identified. Targets that were already prioritized as the most threatening may take cover, temporarily precluding their engagement, or may be incapacitated during the fight. You must remain constantly alert to changes in target threat, proximity, and your opportunity for engagement. Be aware that all targets at 7-50 meters become equal opportunity and must be engaged fluidly and efficiently. We will achieve this by the following:

(1) Engage all threats sequentially and laterally, from flank to flank

(2) Engage the highest threat first and then use the natural recoil of the weapon to begin working laterally. Here are some examples:

(a) **Example One:** Two adversaries are at 50 meters and one has an automatic rifle, the other has a pistol. The automatic rifle obviously represents the greater threat and therefore you should engage this threat first.

(b) **Example Two:** The same two adversaries are now closer and one has a pistol at fifteen yards, the other has a knife at seven yards. Now it is the knife that represents the greater threat and therefore you should engage this threat first.

15. **METHODS FOR ENGAGING MULTIPLE TARGETS:**

a. **Two Threats:** Recognizing multiple adversaries and then determining the greater threat forces you to consider what is the appropriate method of engagement. Because you are now confronted with more than one life-threatening opponent, the speed that you engage them with becomes critical. Since we are conditioned to always use a pair to the torso on a single adversary, we will utilize this same technique for multiple targets.

(1) Acquire and engage the first target with the appropriate method of shot delivery. Do not attempt to follow through or assess the first target yet. Instead, transition to the next greatest threat and engage it if necessary.

(2) Immediately transition to the second target utilizing the recoil of the second torso shot from the first target.

(3) Engage with an appropriate pair to the torso only after acquiring a flash sight picture on the second target.

(4) Follow through back to the torso of the second target. Then and only then, assess both targets.

b. **Box Drill, Utilizing Failure to Stop:** As with any pair to the torso, there is the possibility that our rounds will not have the desired effect on the targets. You will not have enough time to execute a Failure to Stop Drill sequentially on each target. Instead we will break the drill apart to allow a quick and efficient elimination of the targets. This is referred to as a box drill due to its square method of shot placement. The following is the method of engagement for two adversaries if the pair to the torso fails to stop one or both of the threats:

(1) Start with the greatest threat and fire a pair to the torso. Utilize the recoil of the last shot and present your weapon to the next target and fire another pair.

(2) Assess the same target. Then, if required, engage an alternate aim point.

(3) Utilize the recoil of the last shot and present your weapon to an alternate aim point on the first target. Aim and fire a single shot. Follow through back to the same alternate aim point and then assess both targets.

c. **Three or More Threats:** Starting with the greatest threat, fire pairs to the torso of each target, using the recoil

of each second shot to index to the next target. Then fire headshots in each target, using the recoil from the last shot for each headshot.

16. **TYPES OF MOVING TARGETS:**

There are two types of moving targets:

a. **Steady Moving Target:** This type of target moves in a consistent manner and is in continuous sight as it moves across your field of vision. A walking or running man is an example of this type of target. However, unless the enemy is completely unaware of your presence, this type of target is not likely to present itself.

b. **Stop and Go Target:** This type of target will appear and disappear during its movement due to intermittent cover. It will present itself for only a short period of time before reestablishing cover. An enemy moving from one position of cover to another is an example. This enemy target is most vulnerable to your fire at the beginning and end of the rush, as it must first gain momentum; then slow to avoid overrunning the cover.

17. **POINTS OF AIM FOR MOVING TARGETS:**

a. **Definition:** When a shot is fired at a moving target, the target continues to move during the time of the bullet's flight. For this reason, the point of aim must be in front of the target; otherwise, the shot will fall behind it. Point of Aim is the distance in advance of the target that is required to engage the target when it is moving.

b. **Factors Affecting Points of Aim:** The Factors that affect points of aim are the target's range, speed, and angle of movement as well as the time of flight of the ammunition.

(1) **Range:** There is a time lag from the time a round is fired until the round impacts on the target. This time of flight could allow a target to move out of the bullet's path if the round were fired directly at the moving target. The time of flight increases as the range to the target increases. Therefore, the point of aim must be increased as the distance to the target increases.

(2) **Speed:** A greater point of aim will be required to engage a running man than a walking man because the running man will move a greater distance during the flight of the bullet.

(3) **Angle of Movement:** The angle of target movement

also affects the point of aim required for target engagement. The angle of movement across your line of sight relative to the flight of the bullet determines the type (amount) of points of aim. This system is the exact same system that you use to determine the value of a wind call. A diagonal wind (from 2 o'clock to 7 o'clock) would mean that you have a half value wind call, while a target moving diagonally across your front (45 degree angle) would mean that you cut your point of aim value in half.

(4) Time of flight: Depending on the weapon that is used to engage a moving target, the time of flight of the round to the target may be affected do to the different barrel lengths of the M16A4 and the M4A1 Carbine. Therefore, the amount of POA the shooter uses to hit the target will vary slightly between the two weapons. The reason for this is simple; the M4A1 Carbine has a 14½ in. barrel which produces a lower muzzle velocity of the round when it is fired. This causes the projectile to have a slower time of flight than the M16A4, which has a 20 in. barrel. A slower time of flight may cause the round to fall behind the target as it moves across the shooter's line of sight. A round with a faster time of flight may have the opposite effect on the target; the round may pass in front of the target missing it completely.

c. Establishing Points of Aim: To engage a moving target, a point of aim is established by using offset aiming in front of the moving target. The following are different points of aim for a moving target.

(1) The tip of the RCO chevron centered on the target is considered zero point of aim.

(2) The tip of the RCO chevron on the leading edge of the target is considered 1/2 point of aim. This would be about 4 and ½ inches from the center of the target.

(3) 4 and ½ inches in front of the leading edge of the target is considered one point of aim. The width of the target (9 inches) is the size of one point of aim. To determine where your aim point is the shooter can reference the size of the target in relation to their sight system and measure out the distance from the desired strike point of the round on the target. This method becomes increasingly important as the distance to the target increases and the points of aim increases.

(4) The same units of measure can be applied off the target for holds of additional points of aim.

(5) To use the point of aim technique to establish a lead on a moving target the following guidelines apply: range, speed, and angle of movement. These guidelines do not take into consideration for wind or other effects of weather.

d. **Points of Aim and Values:** The determination of values in dealing with a moving target is directly transferable from the skills that you learned during the effects of weather class. A full value when determining points of aim means that your target is moving directly across your front, while a half value would be applied to a target that is moving diagonally to you. When that is the case, you determine the point of aim if he was a full value target, and simply cut the distance to your aim point in half. If you happen to have a target moving directly towards you or away from you, then you treat him as a no value, and engage the target as if it was stationary.

e. **Slow Walking Target (Approximately 2 - 2.5 Mph):** A slow walking target moving directly across your line of sight, No point of aim is required.

(1) At a range of 25-100 meters, no point of aim is required.

f. **Jogging or Slow Running Target (Approximately 5 Mph):**

(1) At 25 meters, no point of aim is required.

(2) At 50 meters, half a point of aim (4 and ½ inches from center or leading edge) in front of the target is required.

(3) At a range of 100 meters, one point of aim (9 inches from center of the target, or 4 and ½ inches in front of the leading edge) in front of the target is required.

(4) During night engagements, this is the furthest you can engage a target utilizing an aiming laser.

g. **Running Target (Approximately 10 Mph):** A target running directly across your line of sight will require at least one-half point of aim and will increase with distance.

(1) At a range of 25 meters hold one-half point of aim ahead of the target in the direction in which the target is moving.

(2) At a range of 50 meters, hold one point of aim ahead of the target in the direction in which the target is moving. At this distance, the points of aim may need to be increased to effectively engage the target.

(3) At a range of 100 meters, hold 2 and ½ points of aim ahead of the target in the direction in which the target is moving. 2 and ½ points of aim is 21 inches from the center of the target. The shooter is forced to either try to scale it out in a manner previously stated, or by trial and error.

*Note: The below chart is a quick reference of the above mentioned points of aim (P.O.A.) for a full value target.

	2.5 MPH	5 MPH	10 MPH
25M	0 P.O.A.	0 P.O.A.	1/2 P.O.A.
50M	0 P.O.A.	1/2 P.O.A.	1 P.O.A.
100M	0 P.O.A.	1 P.O.A.	2 1/2 P.O.A.

h. **Oblique Target:** A target moving at about a 45 degree angle across your line of sight requires the points of aim to be divided by half of what they would be if the target was moving directly across your line of sight at the same speed and distance.

18. **METHODS FOR ENGAGING MOVING TARGETS:**

a. **The Tracking Method:** In this method, when employing the RCO, the Marine tracks the target with the optic's reticle pattern and the required point of aim ahead of the target until the shot is fired. When establishing a lead on a moving target, the RCO will not be centered on the target. Instead, the RCO will be held on a lead in front of the target. The Marine will perform the following steps to execute the tracking methods:

(1) Present the rifle to the target.

(2) Swing the muzzle of the weapon through the target (from the rear of the target to the front) to the desired lead (point of aim). The point of aim may be on the target or some point in front of the target depending upon the target's range, speed, and angle of movement.

(3) Track the target while maintaining focus on the optic reticle pattern and acquiring the desired sight picture.

(4) When sight picture is acquired, engage the target while maintaining the proper lead.

(5) Follow through so the desired lead is maintained as the bullet exits the muzzle. Continuing to track also enables a second shot to be fired on target, if necessary.

b. **The Ambush Method:** The ambush method is used when it is difficult to track the target with the rifle, as in the prone, sitting, or any supported position. With this method, the rifle is aimed ahead of the target along its path, allowed to remain stationary, and fired when the target reaches a predetermined engagement point. The engagement point is determined based on the lead required to effectively engage the target. With the sights settled, the target moves into the predetermined engagement point creating the desired sight picture. The trigger is moved to the rear simultaneously with the establishment of sight picture.

(1) To execute the ambush method:

(a) Select an aiming point ahead of the target.

(b) Obtain sight alignment on the aiming point.

(c) Hold your sight alignment/sight picture until the target moves into vision and the desired sight picture is established.

(d) When sight picture is acquired, engage the target.

(e) Follow through so the rifle sights are not disturbed as the bullet exits the muzzle.

(2) A variation of the ambush method can be used when engaging a stop and go target:

(a) Look for a pattern of exposure, such as every fifteen seconds, etc.

(b) Once the pattern is determined, establish a lead by aiming at a point in front of the area you expect the target to appear. Fire the shot at the moment the target appears.

REFERENCES

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MCO P5060.20
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