

CPP.14

**Pistol Firing Table One
Training Blocks Four and Five --
Scoring, Alibi, and
Practice/Evaluation Procedures**

Alibi

- Any condition caused by the weapon, ammunition, or range operation that causes the shooter to not have an equal opportunity to complete a string of fire during qualification.
- An alibi will not be awarded for any condition caused by the shooter.

Circumstances Which Rate an Alibi

- Faulty ammunition.
- A malfunction occurs with the pistol (e.g., trigger spring or locking block breaks).
- An alibi will not be awarded unless the ammunition is faulty or the weapon is actually broken and will not shoot another round.

Procedures to Determine a Faulty or Broken Weapon

- A user serviceability inspection is conducted by every shooter every morning before live fire.
- Shooters are required to check the condition of their weapon prior to holstering it.

Range Alibi

- Fallen target.
- Crooked target.
- Targets not functioning correctly.

Circumstances Which Do Not Rate an Alibi

- The weapon has not been maintained IAW TM 1005A-10/1.
- The pistol or magazine is improperly assembled.
- Failure to replace magazines that were determined to be defective during the user serviceability inspection or during practice.
- Use of unauthorized ammunition.
- Lost ammunition.

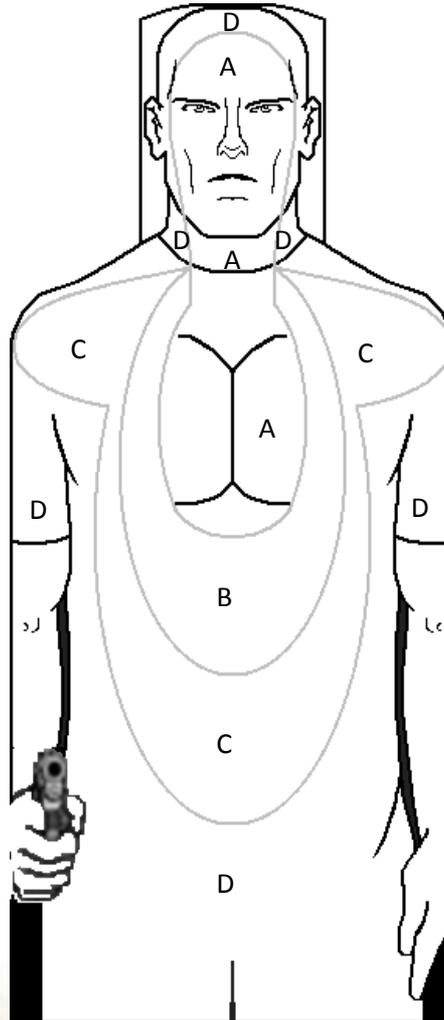
Circumstances Which Do Not Rate an Alibi (cont.)

- The shooter fills his magazines improperly or fills magazines with the incorrect number or rounds.
- The shooter loads his weapon with the wrong magazine.
- The shooter fails to load properly.
- The shooter fails to make ready and conduct a chamber check properly.
- The shooter fails to take the weapon off safe prior to firing.

Circumstances Which Do Not Rate an Alibi (cont.)

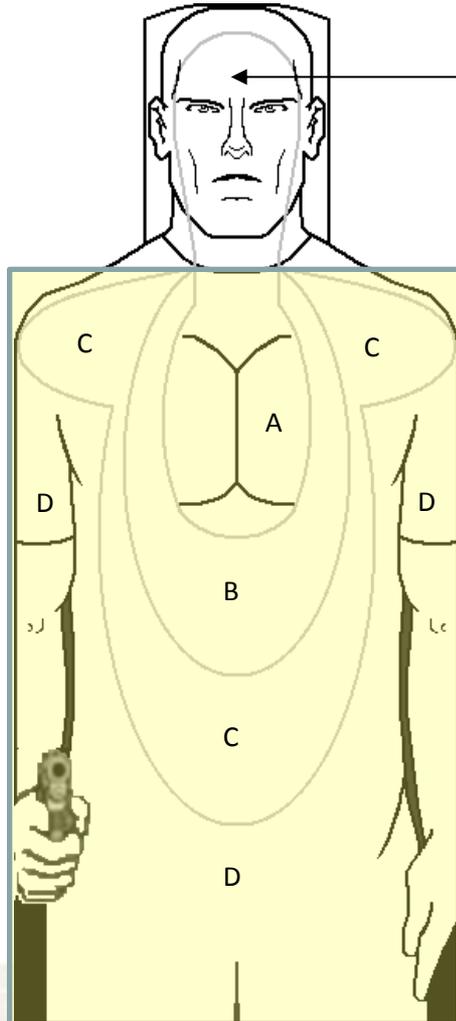
- The shooter engages the safety while firing.
- The shooter engages the magazine release button while firing.
- The shooter engages the slide stop while firing.
- The shooter fails to reset the trigger.
- The shooter fails to perform corrective action properly when a stoppage occurs.
- The shooter fails to fire the prescribed number of rounds for the drill.

MPMS-1 Target



A = 10 points
B = 8 points
C = 6 points
D = 4 points

Failure to Stop – Chest Shot



0 points

A hit anywhere
on head

A = 10
B = 8
C = 6
D = 4

Designated
aiming area
is **Center Mass**

Failure to Stop – Head Shot

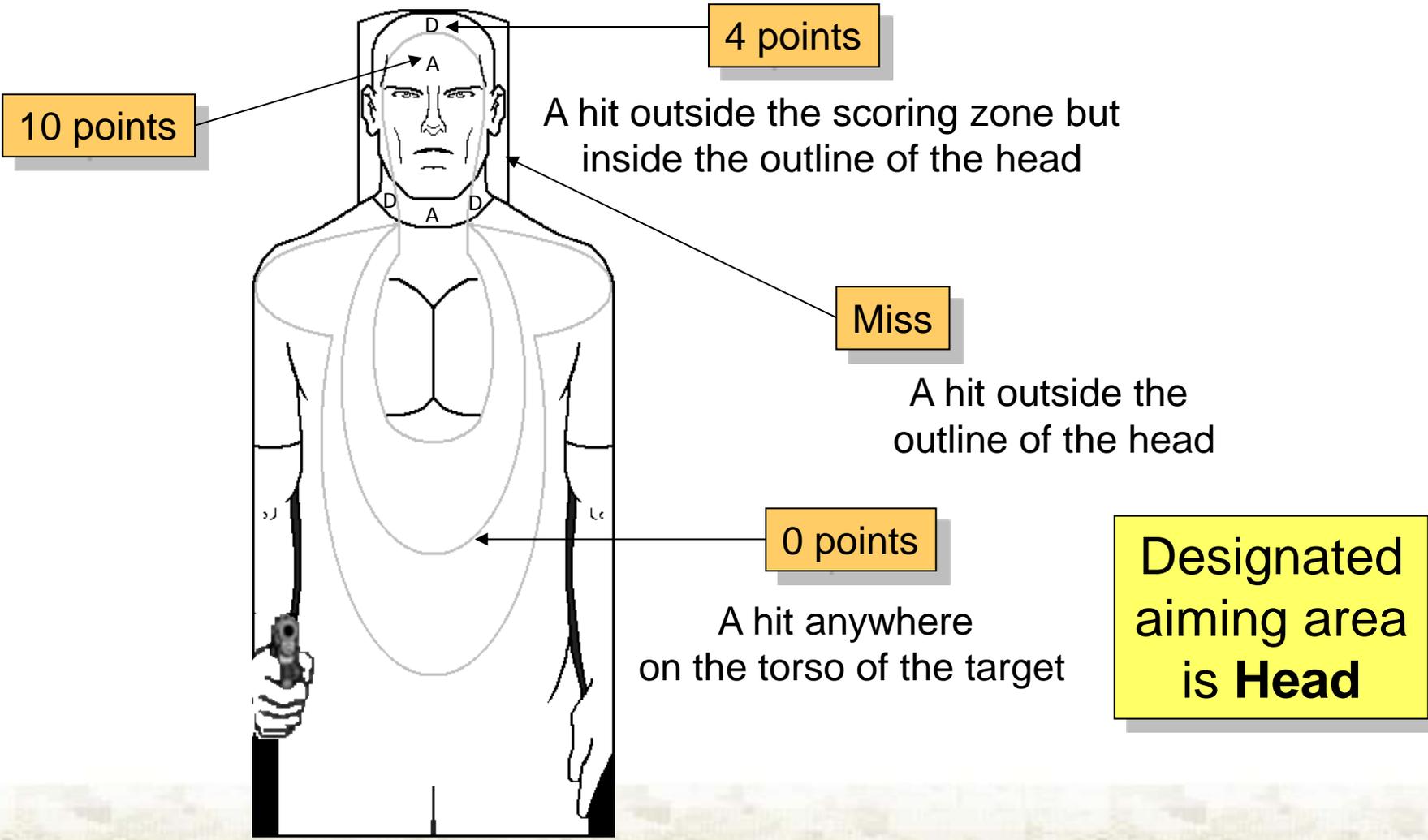


Table One, Training Block Four Qualification Standards

Classification	Score
Expert	364 – 400
Sharpshooter	324 – 363
Marksman	264 – 323
Unqualified	0 – 263

Table One Training Objective

Apply basic marksmanship skills in a live fire setting:

- Weapons handling
- Presentation from the holster
- Fundamentals of marksmanship
- Standing position and grip
- Techniques of fire
 - Double and single action
 - Controlled pairs
 - Failure to Stop
- Tactical and speed reloads
- Corrective action as necessary

CPP Table One – Training Blocks Four and Five

<u>Iterations</u>	<u>Total Rounds</u>	<u>Time</u>	<u>Mode</u>	<u>Fill Plan</u>
Stage One – 7 yards				
2 (3 times)	6	5 sec	Controlled Pair from Holster	Load 14 in weapon; 9 in pouch Analyze & repair
2 } 1 } (2 times)	6	7 sec	Failure to Stop from Holster	8 in weapon; 9 in pouch Analyze & repair
2 } 2 }	4	9 sec	Speed Reload from Holster	2 in weapon; 9 in pouch Fill mag w/7 Analyze & repair

CPP Table One – Training Blocks Four and Five (cont.)

<u>Iterations</u>	<u>Total Rounds</u>	<u>Time</u>	<u>Mode</u>	<u>Fill Plan</u>
Stage Two – 15 yards				
2 (6 times)	12	6 sec	Controlled Pair from Holster	7 in weapon; 7 in pouch After 3 rd drill, Tactical Reload w/ mag 7 Fill mag w/10 Analyze & repair
2 } 2 }	4	12 sec	Speed Reload from Holster	2 in weapon; 10 in pouch Analyze & repair
Stage Three – 25 yards				
1 (8 times)	8	7 sec	Single Action Slow Fire (Threat Assessment) from Tactical Carry	8 in weapon Analyze & repair
Total rounds = 40				