Annual Rifle Qualification

Introduction

FY21
Overview

• ARQ Introduction
• ARQ Course of Fire Overview
• Targets
• ELO/TLO
• METHOD / MEDIA
• EVALUATION
• SAFETY / CEASE TRAINING
ARQ Introduction

• **Situation:** CG TECOM directs implementation of Annual Rifle Qualification (ARQ) NLT October 1, 2021. ARQ will replace Annual Rifle Training as the annual marksmanship requirement for all Marines IAW MCO 3574.2L. Entry Level Rifle training will remain unchanged.

• **Purpose:** To replace tables 1 and 2 of the current Annual Rifle Training.

• **Intent:** To provide a more combat centric evaluation that utilizes a lethality based scoring system with realistic standards.
Questions?
ARQ Course of Fire Overview

• Three day COF. Day 1 is holds day, days 2 & 3 are pre-qual and then qual.

• Day 1 is conducted near to far, whereas days 2 and 3 are conducted far to near.

• The COF is split between a destroy portion; 500, 300, 200, 100 and 25 yards and the drills portion; 25 and 15 yards.

• Shooting stationary as well as moving targets during the destroy portion, and shooting while on the move in the drill portion.
• Three day course of fire.

• Day 1 is “holds day”.
  - The Marines will establish their zero and determine where to place the reticle on the target with respect to target distance.
  - Drill portion is conducted first.

• Days 2 & 3 are pre-qualification and qualification.
  - Destroy portion is conducted first with engagements starting far to near in order to foster an offensive combat mindset.
ARQ Course of Fire Overview

• Conducted in helmet and body armor.

• Comprised of two evaluations; Destroys and Drills.

• Each evaluation has several different engagements referred to as stages.

• Multiple iterations of target presentations per stage.

• Multiple rounds fired at a single presentation during specific stages.

• Firing can be conducted using multiple body-positions. Shooters are afforded with options of allowable positions.
ARQ Course of Fire Overview

• A Total of 140 rounds are shot on day 1 and a total of 160 rounds are shot on day 2 as well as day 3.

• Scoring is only done on Days 2 & 3.

• Scoring is conducted in the pits for the destroy portion, and up on the line for the drills portion.

• Barricades are utilized at the 100/200 yd lines.
Day 1 – Holds

• The main focus is to confirm zero and gather holds data for each yard line.

• The COF has been modified to give the shooter time and opportunity to accurately group and adjust their hold at each yard line.

• The shooter will also have the ability to try different positions at certain yard lines to discover what is optimal for the shooter.

• Shooters will build a position, identify the threat, and cycle through the shot delivery process.
Day 2/3 – Pre-Qualification/Qualification

- Shooters will execute the qualification course of fire with the intent to achieve the most amount of destroys out of 50 and the most possible drills out of 10.

- Line Staff will still have the ability to coach shooters in between yard lines, however this will not impede the conduct of the course of fire.

- Line Staff will supervise the shooters and ensure adherence to the conduct, execution and safety will be made.

- Scores will be kept for both days.
• Destroy evaluation:
  - Include’s static engagement of stationary and moving targets.
  - Distances: 500, 300, 200, 100, and 25 yard lines.
  - Time constraints from 45 – 3 secs depending upon stage.
  - Barricades may be used for weapon stabilization at 100 and 200 yard lines.
  - Backpack, bipods, or magazine placed on the ground may be used for weapon stabilization at 300 and 500 yard lines.
  - Successful engagement requires one lethal impact.
  - Moving target: 100 and 200 yard lines, moves left to right for an 8 second exposure then right to left, covering ~18 feet per exposure.
Drill evaluation:

- Includes static and moving engagements of stationary targets.
- Distances: 25-15 yard lines.
- Time constraints from 5 – 15 secs depending upon stage.
- Successful engagement requires proper execution of prescribed drill as well as lethal impacts.
- Standing is the only authorized position.
- Successful engagement requires one lethal impact.
## ARQ Course of Fire Overview

### ARQ Day 1 Holds

<table>
<thead>
<tr>
<th>RANGE</th>
<th>DRILL</th>
<th>RND PER ITERATION</th>
<th>TIME (SEC)</th>
<th>POSITION(S)</th>
<th>ITERATIONS</th>
<th>TOTAL ROUNDS</th>
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<tbody>
<tr>
<td>100</td>
<td>ZERO CONFIRMATION</td>
<td>5</td>
<td>60</td>
<td>PRONE</td>
<td>3</td>
<td>15</td>
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<tr>
<td>25</td>
<td>Failure to Stop</td>
<td>3</td>
<td>5</td>
<td>STANDING</td>
<td>4</td>
<td>12</td>
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<td>25</td>
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<td>10</td>
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<td>12</td>
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<td>25-15</td>
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<td>15</td>
<td>STANDING</td>
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<td><strong>DESTROYS</strong></td>
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<td></td>
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<tr>
<td>25</td>
<td>Head Shot</td>
<td>1</td>
<td>3</td>
<td>STANDING</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>100</td>
<td>Holds (BARRICADES)</td>
<td>5</td>
<td>60</td>
<td>STANDING</td>
<td>3</td>
<td>15</td>
</tr>
<tr>
<td>100</td>
<td>Movers (BARRICADES)</td>
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<td>8</td>
<td>STAND X2, KNEE X2, ANY X2</td>
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<tr>
<td>200</td>
<td>Holds (BARRICADES)</td>
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<td>60</td>
<td>SUPPORTED</td>
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<tr>
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<td>STAND X2, KNEE X2, ANY X2</td>
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<tr>
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<td>60</td>
<td>SUPPORTED</td>
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<td>15</td>
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<tr>
<td>500</td>
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<td>SUPPORTED</td>
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**TOTAL ROUNDS:** 140

### ARQ Day 2/3 Pre Qual and Qual

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<th>RND PER ITERATION</th>
<th>TIME (SEC)</th>
<th>POSITION(S)</th>
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<td>STAND, KNEE</td>
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<td>CONTROLLED PAIR (BARRICADES)</td>
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<td>STAND, KNEE</td>
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<tr>
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<td>8</td>
<td>STAND, KNEE</td>
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<tr>
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<td>HEAD SHOT</td>
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<td>STANDING</td>
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<td></td>
<td><strong>DESTROYS</strong></td>
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</tr>
<tr>
<td>25</td>
<td>FAILURE TO STOP</td>
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<td>STANDING</td>
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<td>25-15</td>
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<td>STANDING</td>
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</table>

**TOTAL ROUNDS:** 160
Questions?
There are two Threat Targets used during ARQ with identical scoring zones.

1. The “Destroys” version features a halo ring around the silhouette.

2. The “Drills” version is die cut to fit a hard card and does not have a halo.

3. The two destroy zones are in the face “coffin box” and the chest “home plate”.

4. The additional zones on the targets are for data collection only.
ARQ Targets

**Mover Target**

- The Mover Target has 1 scoring zone.
  - Table 2 style Echo Silhouette cut to 12” across
  - At least one hit anywhere on target is a Destroy
  - No hits on target equal a Miss
  - Only D or M will be marked on the score card to represent a destroy or a miss. This is because there is not Neutralize or suppress zone on the mover
ARQ Targets vs. Lethality Zones*

*Lethality Zones referenced from the Marine Corps Rifle Marksmanship Lethality Capabilities-Based Assessment 2018
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