



Improving Rifle Zero Ranges

The US Army has utilized the current version of Trainfire since the early 1980s. Even with changes in the new Training Circulars released in FY2016 and FY2017, the basic ideas remain the same. The concept is to teach a Soldier to reliably place hits somewhere on a silhouette a few hundred meters away. The current program concept is sound but the execution is often lacking.

First, let's look at the prescribed training and qualification program. Soldiers begin with a grouping exercise at 25 meters. Shot location doesn't matter at first as we're testing marksmanship ability. The standard was two consecutive groups inside four centimeters (6 Minutes of Angle), the scaled width of a full-size silhouette 300 meters away. The current suggested standard is a single five-round group of 4 MoA in the new bullseye-type zero target. Up to 27 rounds were supposed to be available, allowing for remedial training and practice as needed.

With this accomplished, the Soldier zeroes by adjusting sights to move groups to center, firing groups to confirm and readjusting as needed. On the old zero target, a four-centimeter circle subscribed in the silhouette indicates center and at least five rounds out of six from two consecutive groups must land there to be deemed acceptably zeroed. The current zero target has a 4 MoA/2.7cm circle surrounded by a 6 MoA/4cm circle with a one-inch white diamond to indicate center. Eighteen additional rounds were supposed to be available for this.

After success here the Soldier heads to a RETS (Remote Engagement Target System) to shoot "pop up" targets from 50 to 300 meters away that appear singly or in pairs

on a time limit. A hit anywhere is supposed to knock it down and earns a point. With 40 total targets exposed the Soldier needs to hit at least 23 to qualify. The current qualification (Modified Barricade) course uses the same range but adds a barricade to shoot around and over in prone, kneeling, and supported standing positions with a timed delay in between each shooting phase.

This is a logical progression but it falls apart in practice. Too often, Soldiers view the preliminary training at 25 meters as something to get through quickly. The 25 meter range is often terribly inefficient. Problem is, the scaled range is often the only place Soldiers get any feedback on their shooting. RETS targets are reliable when properly maintained but may not always be perfectly so. Of course, most times a "bad target" is blamed for misses when a poor zero or bad shooting is the likely cause. Sometimes, a shooter with good slow fire group shooting ability and a solid zero has lackluster qual results due to an initial inability to work at speed; more so now that the entire current Modified Barricade qualification is shot as continuous phases. Even if RETS targets were guaranteed 100% every time we still can't see where a miss went, much less why, and it costs 40 rounds to realize problems.

It is rare to find units willing to allocate the full amount of ammo authorized on the 25 meter range. Most understand the notion of getting shots inside the circle but undervalue the benefit from confirming a zero, shooting groups and drills or validation exercises in general. This is often the only place a Soldier can practice during live fire but grouping and zero is deemed complete

when the designated rounds have been expended. If the first target is shredded to bits range personnel will stubbornly refuse a new one. They'll also refuse an additional few rounds to confirm zero. Even if offered a fresh target and additional ammo Soldiers often refuse it, possibly because they fear what they'll learn.

Inexperienced personnel running the tower sometimes play an annoying game of "Army Simon Says" except they overuse the phrase "at this time" instead. Even more absurd than the ridiculous amount of lock-step commands under the false guise of safety is the incredible amount of time this wastes. Shooters are rushed through their 3-5 shots, instructors (if there even are any) have no time to converse with someone struggling and the line drags in Hokey Pokey fashion down and up range. An experienced coach may want an extra minute to explain something with the target in front of a struggling shooter but this holds the line up for everyone else. No wonder troops want to stumble off to the qual range with a "nearo" and get the ordeal over.

Qualification is a validation, not training. It would be folly to administer a standardized physical fitness test every day in an attempt to improve scores instead of intelligent, progressive overload and is equally silly to repeat a qualification without validation exercises, shooting drills, or remedial training. Increases in skill are only realized when shooters are in a learning environment offering feedback.

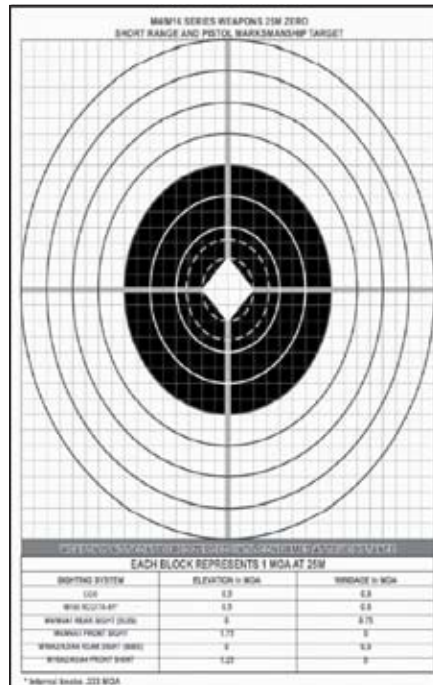
How can we improve these procedures to implement better training? The common "solution" is a call for more trigger time. Simply shooting more without having a

plan combined with feedback of the effort accomplishes little. Experienced riflemen typically call for training on Known Distance ranges with target carriers and pits as a solution. While an excellent idea, solving the feedback problem and allowing shooting at full distance, the Army has let many of their KD ranges to dilapidate and most units simply don't know how to conduct such a range.

The emphasis needs to be put back on training, teaching, testing, and re-testing fundamentals. Sadly, the Army realized this but has spent the last three decades forgetting lessons already learned. The current program was implemented by 1982 as detailed in FC 23-11, *Unit Rifle Marksmanship Training Guide*. Trainfire improvements fixed failures known in the Vietnam era. Grouping exercises are to be conducted until the Soldier is proven to shoot well with remedial training offered as needed. Then we zero, which is a separate exercise with an additional ammo allocation. Following this we're supposed to conduct validation with timed and scored exercises. Only when passed is the Soldier finally sent to the RETS/ARF range to attempt qualification. In the last thirty years, the Army has eliminated (or ignored) the KD range and all established field firing/validation phases. Soldiers typically are quickly shuffled through an abbreviated group and zero exercise and sent off to the RETS/ARF range for qual as quickly as possible. We are devolved back to a failed program from the 1970s.

New Zero Target

In the center is a 4 MOA diamond and dashed circle, surrounded by a 6 MOA (4cm) dashed circle, same size as old zero target. This is surrounded by 8, 12, MOA rings inside a 16 MOA bull (4 inch black circle, which scales the same as B-6 NRA bull at 50 yards.) Around this are



Above: New Zero target. In the center is a 4 MOA diamond and dashed circle, surrounded by a 6 MOA (4cm) dashed circle, same size as old zero target. This is surrounded by 8, 12, MOA rings inside a 16 MOA bull (4 inch black circle, which scales the same as B-6 NRA bull at 50 yards.) Around this are 20, 24, 28, 32 MOA circles (5, 6, 7, 8 inches, respectively.) The entire target has 1 MOA grid squares. Soldiers are expected to learn MOA/mils and use as appropriate.

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Notice the grid is in an even adjustment of one minute when placed 25 meters downrange, not for any particular sight's adjustment. No cartoons or pictures show which way to turn the sight for a desired adjustment. The Army's current doctrine for zeroing procedure demands Soldier understanding of their issue equipment. The Technical Manuals list appropriate offsets as needed. Of course, because the

laws of physics haven't changed, the data in the *Small Arms Integration Book* is still a valid resource. That will take research on your part.

Inefficient Zero Procedure

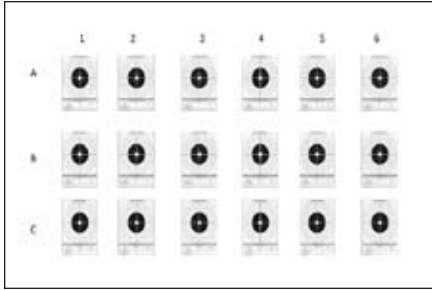
The failed Army approach is to clear the line for a cease fire after each fired group, with shooters allowed to go down range to check their target. This wastes huge amounts of time. Even the fastest attempts has the line cold for five minutes at a time and most ranges it's over ten minutes. Shutting down the range for 5-15 minutes after each 60-90 second shooting period is a waste of time. Worse, coaches only have a brief window to work with shooters as nobody can handle weapons during the long, frequent cease fire breaks.

The Fix: Efficient Zeroing

Break the unit down into buddy teams and put two shooters on each available firing point. Keep the total relays as small as the range will allow. Staple up as many zero targets as will fit on the backers. The more the better. Number them so they can be readily identified. Explain to all shooters that both they and their partner must successfully group, zero, and pass a scored validation exercise before going to the RETS for qualification. This motivates good peer coaching.

Below: Much of the time wasted during short range training on military ranges is spent clearing the line and walking down range to





Above: Along with using optics, staple or paste as many targets as you can. A simple grid denoting targets by numbers and letters, or just marking each target, allows easy identification.



Above: Observing targets with optics avoids wasting excessive amounts of time normally spent clearing the line and walking down range every 3-5 rounds.



Above: Having a coach or a shooting buddy watch is another good feedback point. The Army Training Circular illustrates this but it often isn't utilized.

The range is conducted in 10-15 minute block times. The line is cleared and personnel go down range only to replace used targets as needed, preferably no more than four times an hour.

Shoot groups as normal, with peer coaches watching their shoot-

Below: Running a training range in open blocks allows shooter-coach teams to discuss results, problems or ask for instructor assistance without disrupting other shooters. We lack pit service on short distance ranges but can substitute by posting a number of targets down range. Shooters and peer coaches can simply move on to another clean target when one has too many holes. Regularly scheduled cease fire times, about four every hour or so, give shooters time to post fresh targets as needed. Use a grid or mark each target for easy identification.



ers. Check the target as needed with optics. At 25 meters even cheap compact binoculars can see strikes. A quarter-inch bullet hole is one minute of angle at this distance and can often be seen with naked vision. Using an optic to do the walking instead of stopping the line every 3-5 rounds makes this range efficient.

Peer teams can talk as needed or ask for an experienced coach without disrupting anyone else. Prac-

Below: Shooting too many shots on one target leaves an indiscernible mess. Which shots correlate to which group? Has this shooter really zeroed? Paper is cheap, much cheaper than ammunition and time. Use a fresh target to confirm!

tice and dry fire, or letting the peer coach and shooter switch can be done without stopping the line.

When a target has too many holes to discern group location (after every three or four groups or so) the shooter switches to a clean one. Purchased in bulk, paper targets are pennies each. One round of ball ammunition is around \$0.27. Trying to conserve targets is false economy!

When the shooter is confident their zero is good, it should be confirmed on a fresh target with no bullet holes. Zero should be also be confirmed with slow and sustained fire groups from unsupported prone, kneeling, and any other useful position based on time and ammunition availability. **ARMP**



Coaching

Coaching is the process of actively observing a shooter during the firing process to look for shooting errors that the firer themselves may not consciously know they are making. Marksmanship requires the consistent and proper application of the elements of employment. It is about doing the right thing, the same way, every shot. The small arms trainer is also the validation point for any questions during employment training. In most cases, once group training is completed, it will be the firer's responsibility to realize and correct his own firing errors but this process can be made easier through the use of a coach.

There are Experienced coaches and Peer coaches. Although each should execute coaching the same way, Experienced coaches have a more thorough understanding of employment, are more personally skilled, and have more knowledge and practice in firing than the shooters they are coaching. Knowledge and skill does not necessarily come with rank, MOS, or deployment experience, therefore Experienced coaches must demonstrate a heightened level

of ability. This requires successfully shooting something more stringent than routine qualification along with a formal instructor background. While not the only path to higher skill, successful competitive shooting experience is ideal. Personnel serving as experienced coaches should be carefully selected for their demonstrated firing ability as many inexperienced personnel will proclaim ability and expertise they don't possess. Just as important is proven personal skill is the ability to convey information to firers of varying experience levels.

Experienced coaches are short supply throughout the Army as most personnel have never proven their skill beyond completing qualification. Even "expert" qualification results often fail to demonstrate genuine expertise. This lack of experienced coaches usually leads to one experienced coach watching multiple firers dependent upon the table or period of employment being fired. It often helps the experienced coach to make notes of errors they observe in shooters and discuss them after firing that group. It is often difficult for the coach to remember the errors that they observe in each and every firer.

Peer coaching, although generally not as effective as using an experienced coach, is still a very useful technique. Peer coaches are Soldiers coaching each other. Observing oth-

ers and having others observe them increases the experience level of everyone. Initial attempts at helping another shooter will likely result in bad advice, such as things repeated from Basic training and other introductory experience, but trying to talk another shooter through the process while observing the results creates a feedback loop. This also helps bring observations to an experience coach. The act of coaching and observing others may help learn from mistakes and learn what works. Many people grasp instruction more deeply when they are coaching others than when they are simply told to do something. Most Soldiers will be limited by their level of training, which is limited to elementary introduction as found in basic training.

However, except for aiming, the peer coach can observe most of the important aspects of the elements of employment. To determine the unobservable errors of shooting, the coach and the firer must have an open dialog and there must be a relaxed environment for learning. The firer cannot be hesitant to ask questions of the coach and the coach must not become a stressor during firing.

Coaching Positions

The coach must have the ability to safely move around the firer to properly observe. There is no one ideal coaching position. The following will demonstrate the elements of shooting and how best to observe them as a coach.

For Stabilize, the coach observes how stable the shooter is by moving to different sides of the shooter. To



Left: Experienced coaches man the line while peer coaches are positioned with each shooter.



Above: Coaches watch shooters as they shoot, not the target.

observe the shooter's non-firing elbow (to ensure it makes contact with the ground), the coach will need to be on the shooter's non-firing side. To observe the cant of the weapon (the sights on the weapon should be pointing towards 12 o'clock position, not 11 or 1 o'clock positions), the coach will need to watch the relationship of the front sight to the barrel from behind

the shooter. The coach should look for all the other aspects of good positions as outlined in chapter 6 of this publication. The coach should also observe the total amount of weapon movement on recoil. A good stable position will have minimal movement under recoil.

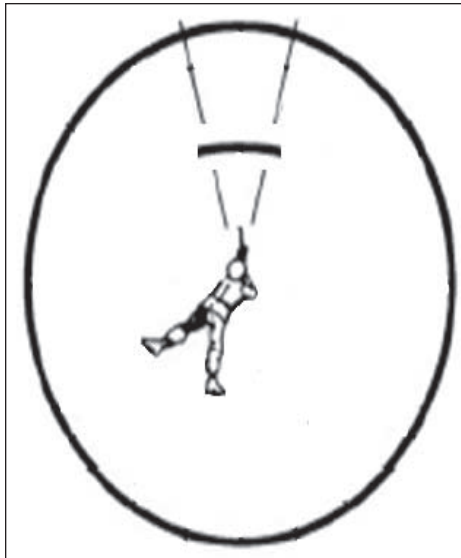
For Aiming, determine the aspects of the firer's aiming (sight picture, sight alignment, point of focus) with a dialogue between the firer and the coach. Often, a shooter will not real-

Above: Coach and shooter can talk and practice as the range remains hot without stopping anyone else.

ize his aiming errors until he discovers them on his own. The only method a coach has to observe aiming errors is to use of an M16 sighting device but this device can only be used on rifles with carrying handle sights. Without the use of a sighting device, the coach must rely on drawings, discussions, or the use of an aiming card to determine where the firer is aiming on the target, his focus point during firing (which should be the front sight), and where his front sight was at the moment of firing in relation to the rear sight aperture and the point of aim on the target. The technique of having the firer call his shots should also be used. This technique involves calling the point on the target where the sights were located at the moment of firing and matching the point called with the impact locations on the target. Calling the shot helps the firer learn to focus on the front sight during the entire firing process. When optics are being used, the shooter can tell the coach where he was holding. This is of particular importance with the RCO.



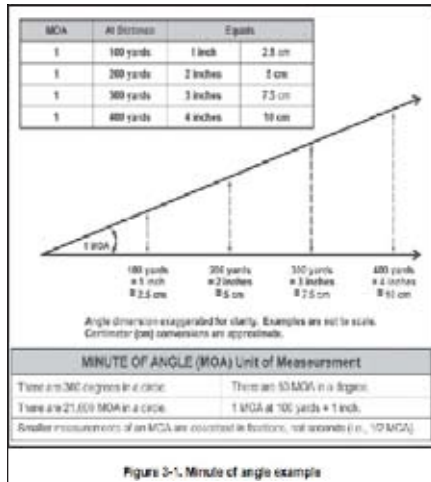
Left: The coach observes the target with optics instead of stopping the line to go down range.



Above: Imagine the shooter in the middle of a very large circle, the radius of which is the distance, with the target on the circle.

Coaches must insure the 300m aim point is used when zeroing at 25-m.

For Control, the ideal position to observe trigger control is from the non-firing side because the coach will have a better view of the speed of pull, finger position on the trigger, and release or pressure on the trigger



after firing. The coach can look from behind the shooter to observe the barrel for lateral movement caused by slapping the trigger during firing.

Coaching Factors

All firing happens at the weapon. This means that the coach should be focused solely on the shooter during firing and not on what is happening down range. Do NOT look down range.

There is no way for a coach to observe only the bullets impact on target and know what errors the firer made. The coach must watch the shooter during firing to determine errors and use the impacts to confirm their assumptions.

For a coach to properly observe all aspects of firing they must be able to observe the shooter, safely, from both sides and the back. There is no prescribed coaching position.

Coaching requires a relaxed atmosphere with open communication between the firer and the coach.

Finally, shooting errors are almost never caused by breathing, especially during zeroing and other slow fire shooting. Only an unskilled shooter and a poor coach insists this is a likely problem. Those proclaiming to “watch your breathing” should be excused from coaching as unskilled and assigned a detail away from the firing line so as to not contaminate the shooters with their faulty, unskilled assessments.

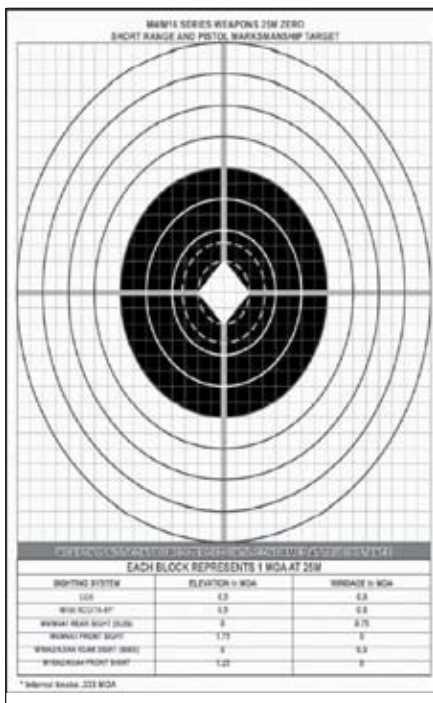
Shot Group Analysis

Shot group analysis involves the firer correlating the shots on paper with the mental image of how the shots looked when fired. An accurate analysis of the shot group cannot be made by merely looking at the holes in the paper. It is more important to observe the firer while they’re shooting than to try and analyze the target. All firing takes place at the weapon. The holes in the paper are only an indicator of where the barrel was pointed when the rifle was fired. When coaches are analyzing groups, they must question the firer about the group to make a determination of what caused the placement of the shots.

Observing the shooter must be accomplished before analyzing the target can become effective. Bullets strung vertically almost is never due to a breathing issue, nor do bullets strung horizontally absolutely indicate a trigger squeeze problem. Coaches must learn to identify shooter errors during firing and use the bullet’s impacts on target to confirm their observations.

There are often several firing errors that can be the cause of certain misplaced shots. The key to good coaching is becoming a shooting **detective**. The coach needs to observe the shooter, question the shooter, look at the evidence down range, question the shooter again, make assumptions based upon the evidence available, and then act upon the evidence. Coach and shooter must have a free and open dialog with each other in a relaxed atmosphere.

If a Soldier learns to shoot poorly they will only be capable of shooting poorly. **ARMY**



Improving Rifle Qualification: Validation and Drills

Once our zero range is more efficient (see Part 1), the shooter needs to test and validate their skills. A validation exercise is a timed and scored exercise. Only when passed should the Soldier finally attempt qualification.

Ignoring the fact that Army doctrine does in fact require this (even if most personnel are oblivious to it), a common complaint against shooting additional exercises beyond zeroing is that it “wastes” time and ammunition. Consider the foolishness of this. A validation exercise can be conducted in a minute or so and takes only a few rounds. If this check is failed it indicates problems such that the Soldier will likely fail qualification and that we need to fix things first. It’s a “waste” to spend a 4-6 rounds to check that everything is a “go”, but somehow, it’s acceptable to spend 40 rounds in a full, formal qualification attempt to then find out problems. We never seem to have enough time and ammo to train and test skills but there’s somehow always enough to give a failing Soldier another 40 rounds to try another attempt to qualify.

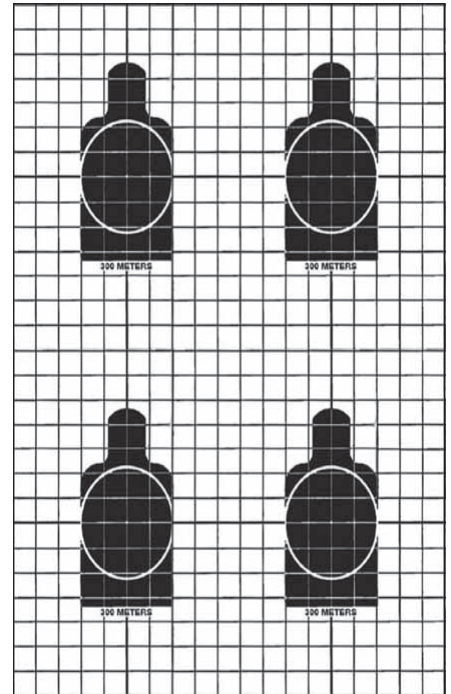
When used with on a more efficient 25-meter range discussed in Part 1, each shooter can conduct this quick test on their point regardless of what the rest of the line is doing, calling for an available range safety or instructor to time and confirm the

attempt. Rather than assume a good zero and shooting skills, we conduct a simple, timed exercise. If there is a problem, we have the means to work on it before moving on.

Old Qual 25 Meter

The old RETS (Remote Engagement Target System) qualification course with its three separate tables of fire will likely be used for the near future as the new Modified Barricade qualification is brought on. Here’s a validation test for it.

When a shooter declares himself zeroed and ready, find four closely-batched E-type zero targets (scaled 300 meter or 250 meter targets) on the backer. Starting aimed in prone supported (or shooter’s choice), click a stop watch and allow 18 seconds to engage each target once. It’s a pass if the shooter gets three out of four hits. Look at DA 3595-R (Record Fire Scorecard) and the time limits there. Double targets run 6-12 seconds per exposure, leaving 4.5 seconds per target on average. $4.5 \times 4 = 18$ seconds. Also six seconds is a typical amount allowed for a 300 meter exposure. Given that the test starts aimed in and ready to shoot, the shooter only needs to transition to shoot three more targets. By using four close targets, it doesn’t matter which order they’re shot in as the shooter will have to transition up, down, left, and right to engage them all. This validation only takes four rounds and just over a quarter minute to run on zero targets already on the



Above: Four normal old zero targets close together can be used for a quick field fire course, shooting each target once in 18 seconds.

25-meter range.

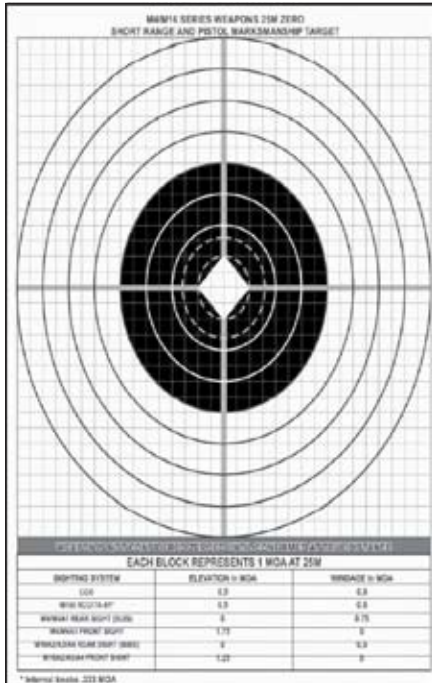
New Qual 25 Meter

The new Barricade Modified uses the same targets and roughly the same exposure times as the previous qualification, however, the four phases are shot in one continuous table with only pre-planned and timed pauses in between. The shooting isn’t actually any harder but Soldiers that find this qualification more difficult is because they failed to prepare to move between phases efficiently. This validation tests for this.

When a shooter declares himself zeroed and ready, find a fresh zero target, five rounds, three magazines, and complete issue web gear/FLC. Fill a magazine with two rounds, another with one round, and stow them



Left: Ideally, field firing would include shooting at full distance on a KD range but this is not always available. Validate at 25-meter and again on the RETS can be done on the ranges we’ll normally use.



Above: A quick validation for the Modified Barricade course can be done on the new zero target.

in magazine pouches. Go to condition Red, making ready with two more rounds in the third magazine. Have a peer coach give a “Go” command, start a timer/stopwatch, and observe the target with optics, such as binoculars.

Starting from standing at low ready, go to prone and engage the zero target with two rounds, reload without command while moving into the kneeling position and engage with two more rounds from the second magazine, reload without command while moving into the standing position and engage with the last magazine of one round.

The peer coach observes the target as this is being done. The prone shots should be in the 8 MoA ring (about the same width as a silhouette at 250 meters) or better. The kneeling shots should be in the 12 MoA ring (about the same width as a silhouette at 150 meters) and the standing shot should be in at least the 20 MoA (five inch) circle surrounding the black bullseye. All of this needs to be accomplished in 35 seconds or less.

Here’s the time breakdown. Go-To-Prone should take about two seconds. Moving from prone-to-kneeling is allowed eight seconds and five for kneeling-to-standing for qualification. Eight seconds for two prone shots (same time as the 200-300 meter exposure), eight seconds for two kneeling shots (same time as the 150-250 exposure), and four seconds for one shot standing.

Each shooter can conduct this quick test on their point regardless of what the rest of the line is doing, calling for an available range safety or instructor to time and confirm the attempt. Rather than assume a good zero and shooting skills, we conduct a simple, timed exercise based on the shooting and timing requirements of the qualification course. The shooter is conducting a Go-To-Prone (Drill H) and Fight-Up (Drill G) based on the Training Circular and in the same manner used during qualification. Time limits and accuracy standards are also very similar to the qualification. This validation only takes five rounds and a half minute to run on a single zero target on the 25-meter range.

Old Qual RETS

The 25-meter validation exercises test the shooter’s ability to hit targets and move through a course of fire requiring similar accuracy and time limits as the qualification. The only downside is they can’t test the ability to hit targets at full distance. It would be best to use KD range or a LOMAH (Location Of Mis-es And Hits) system but these likely won’t be available. Instead, we’ll validate on the RETS targets prior to shooting the qualification.

With the old qualification, simply leave the 300, 200, and 100-meter targets up on “bob” mode. That is, put these targets up and set to drop when hit without any time limit. For a quick validation, have each shooter engage these targets with a maximum of five rounds. If all three targets aren’t hit at least once with five rounds, the vali-



Above: A quick check on full distance RETS targets validates the Soldier’s zero and shooting is good enough to likely pass qualification.

ation is failed. If the shooter passed the 25-meter validation, a failure here is likely due to an improper zero that didn’t take a needed offset into account.

New Qual RETS

As the name implies, the new Barricade Modified qualification demands that Soldiers engage using a barricade for support. It also requires moving through the four phases in one, continuous table of fire. Exposure times are about the same as the previous qualification, so the only real change is moving through positions efficiently and using a kneeling supported and standing supported position. This validation tests for this.

The range is set by leaving the 300, 200, and 100-meter targets up on “bob” mode. Fill three magazines with two rounds each. Starting from standing at low ready, go to prone (supported or unsupported, your choice) and engage the 300-meter target with two rounds, reload without command while moving into the kneeling supported position and engage the 200-meter target with two rounds from the second magazine, reload without command while moving into the standing supported position and engage the 100 two rounds. Total time limit is 40 seconds, using the same time break down as given above. Each target must be hit at least once within this time limit to be considered a go. Also note, that a Soldier’s basic load

includes seven magazines, the same number as three mags of two for the validation plus four more magazines of ten for the qualification.

Given we lack full distance confirmation, these RETS validation tests provide a quick check that the Solider is zeroed and shooting well enough to likely pass a full test. It's faster and cheaper than wasting 40 rounds on a full qualification attempt to find that out.

Army Reserve Postal Matches

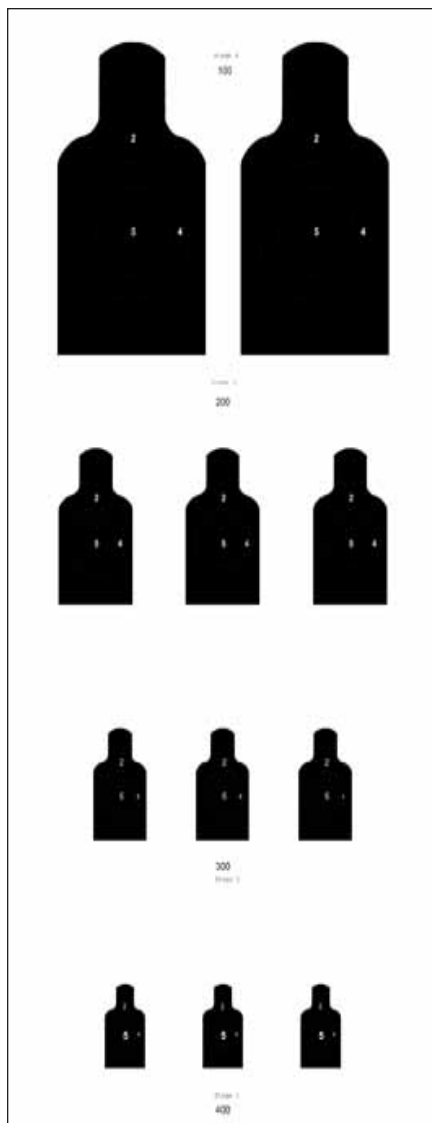
A Postal Match is an organized, distributed marksmanship event. The Army Reserve Postal Match can be conducted during routine unit qualification with results submitted and tabulated for the entire Army Reserve. Per Army Regulation 140-1, Chapter 7 (Marksmanship Training and Competitive Program), section 7-2 a. (11), the Chief, Army Reserve will conduct the World-wide Chief, Army Reserve Postal Matches. *Army Reserve Marksman* is the official US Army Reserve resource supporting marksmanship force wide. All Army Reserve units are encouraged to participate.

The Army Reserve Postal Match is conducted every fiscal year. All Reserve units and Soldiers are eligible. To be counted in the current fiscal year event, scores are due by September 15. When submitting results be certain to include Public Affairs information so we can promote your unit and this event to USARC.

Postal Matches are also a great validation exercise. The USARMarksmanship Program has two.

USAR EIC Postal Match

The first Postal Match is based on the current Excellence In Competition Match 321 used in Service Conditions matches. Based off courses of fire used at All Army and AFSAM (Armed Forces Skill at Arms Meeting), the entire match is shot at 25 meters on scaled targets and can be held during grouping and zeroing exercises during routine unit qualification. This is a good choice for Soldiers interested



Above: The USAR EIC Postal Match is based on Match 321 and similar Service Conditions events.

in attending these competitions.

Place all targets 25 meters from the shooter. A PDF of these targets with instructions is available for download. Any standard 8.5x11 size paper will work, however, heavier, matte paper about 67 pounds in an off white or light, dull yellow color is more like commercial target stock and superior to standard 20 or 24-pound copier or printer paper.

After posting targets shooters will be granted a three-minute preparation period. Allow enough time between each stage of fire to refill magazines

as needed.

Stage 1 – 400 is shot from the prone supported position at condition Red (charged magazine in place, chamber loaded, safety on “SAFE”) with nine rounds loaded. At the command to fire engage each target with three rounds each. Targets may be engaged in any order. A sandbag may be used and/or the magazine may touch the ground and/or sandbag for support. A loop or tactical sling may be used and it can be adjusted and fit during the preparation period before the command to fire is given. Time limit: 60 seconds. All shots fired after the “Cease Fire” command is given are penalized five points each. Maximum score possible: 45 points

Stage 2 – 300. Start position is standing position at low ready (muzzle pointed down at a 45-degree angle) in condition Red (charged magazine in place, chamber loaded, safety on “SAFE”) with three rounds loaded. An additional six-round magazine will be secured in a magazine pouch on the shooter’s equipment (not on the ground.)

At the command to fire, assume a prone position and engage each target with three rounds each, reloading as necessary without command. The magazine may touch and/or rest on the ground. A sandbag or other support may not be used. A sling may be used, however it can NOT be looped on or around the arm before the command to fire is given. Time limit: 50 seconds. All shots fired after the “Cease Fire” command is given are penalized five points each. Maximum score possible: 45 points.

Stage 3 – 200. Start position is standing position at low ready (muzzle pointed down at a 45-degree angle) in condition Red (charged magazine in place, chamber loaded, safety on “SAFE”) with three rounds loaded. An additional six-round magazine will be secured in a magazine pouch on the shooter’s equipment (not on the ground.)

At the command to fire assume a kneeling unsupported position and

Right: A The Modified Barricade Postal Match is based on the Primary and Secondary hit areas.

engage each target with three rounds each, reloading as necessary without command. External support may not be used. A sling may be used, however it can NOT be looped on or around the arm before the command to fire is given. Time limit: 50 seconds. All shots fired after the “Cease Fire” command is given are penalized five points each. Maximum score possible: 45 points.

Stage 4 – 100. Start position is standing position at low ready (muzzle pointed down at a 45-degree angle) in condition Red (charged magazine in place, chamber loaded, safety on “SAFE”) with three rounds loaded. An additional three-round magazine will be secured in a magazine pouch on the shooter’s equipment (not on the ground.)

At the command to fire assume a kneeling unsupported position and engage each target with three rounds each, reloading as necessary without command. External support may not be used. A sling may be used, however it can NOT be looped on or around the arm before the command to fire is given. Time limit: 30 seconds. All shots fired after the “Cease Fire” command is given are penalized five points each. Maximum score possible: 30 points.

Modified Barricade Postal Match

The second postal match is based off the Modified Barricade qualification. The entire match is shot at 25 meters on scaled targets and can be held during grouping and zeroing exercises during routine unit qualification.

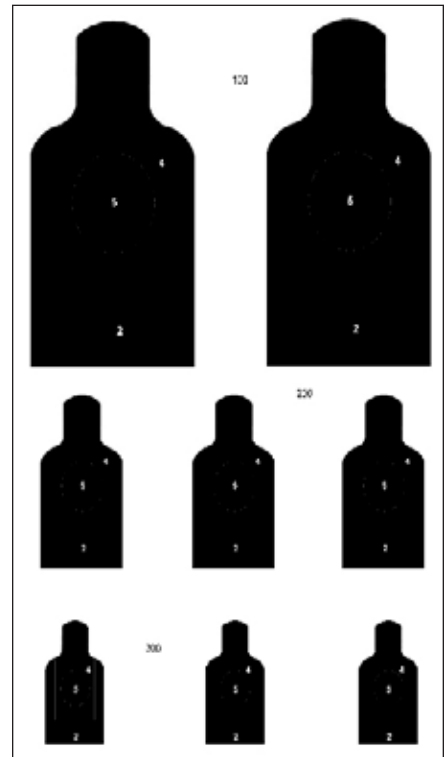
Place all targets 25 meters from the shooter. After posting targets shooters will be granted a three-minute preparation period. Allow enough time between each stage of fire to refill magazines as needed.

Stage 1. Start position: Standing position at low ready (muzzle pointed down at a 45-degree angle) in condition Red (charged magazine in place, chamber loaded, safety on “SAFE”) with three rounds loaded. A three-round magazine and a two-round magazine will be secured in magazine pouches on the shooter’s equipment (not on the ground.)

At the command to fire, assume a prone unsupported position and engage each 300-meter target with one round each, reload without command with the three-round magazine while moving into the barricade supported kneeling position and engage each 200-meter target with one round each, reload without command with the two-round magazine while moving into the barricade supported standing position and engage each 100-meter target with one round each.

Time limit: 50 seconds.

All shots fired after the “Cease Fire” command is given are penalized five points each.



Stage 2 and 3: Repeat Stage 1. Allow enough time in between each stage to fill magazines and prepare accordingly. Maximum

score possible: 120 points (24 total rounds fired)

The time limit breakdown is 2+8+5 seconds to go-to-prone, then to kneeling, then to standing respectively. Five seconds are allowed for each 300-meter target and four seconds for each 200 and 100-meter target. This is a comparable, if faster, time standard to the qualification. The scoring rings award five points for hitting the Primary (switch) area, four points for hitting the Secondary (timer) area, and two points for the rest of the silhouette. This is the same suggested hit areas presented in the Training Circular and makes this course more challenging.

More information and videos along with course books and targets can be downloaded at the *Army Reserve Marksman* website: <http://www.usar.army.mil/ARM/>

The primary win with conducting validation is insuring Soldiers have practiced and proven their ability to shoot well enough to at least qualify. A validation test will catch those still struggling and allow for remedial training and help as needed. This will ultimately save time, ammunition, and make for a better trained force. **ARMP**