

# Chapter 12

## Entry Level Courses of Fire

### Section I. Rifle Presentation Exercise

This exercise helps Marines make the transition from known-distance firing to field firing. Marines must practice weapons presentation and the application of marksmanship fundamentals in a field firing environment. Marines perform immediate/remedial action as necessary.

#### 12101. Range Preparation

a. **Range Requirement.** The range should have a 25- and 50-yard firing capability. If a 25-yard line is not available, all drills may be fired from the 50-yard line.

b. **Supply List.** See table 12-1.

c. **Ammunition Requirement.** The rifle presentation exercise requires 32 rounds of ammunition per Marine.

d. **Communications Requirements.** Live fire communications requirements must comply with MCO P3570.2\_. Communications gear or hand and arm signals between instructors and assistants must be planned and used throughout the exercise.

e. **Safety Requirements.** Safety requirements must comply with MCO P3570.2\_ and local standing operating procedures (SOPs).

Table 12-1. Rifle Presentation Exercise Supply List.

Description	Quantity per Firing Point	NSN
Rifle Target "E"	1	6920-00-600-6874
Hearing Protection	1 set	not applicable
Black Pastors	1 roll	6920-00-165-6354
1 Whistle w/lanyard	N/A	8465-00-254-8803

## 12102. Course of Fire

### Drill #1 (Dry Fire/Simulation)

Distance	Target	Time	# of	Manner Fired
		Limit	Dry Fires	
25 yds	"E"	N/A	2	Alert: Standing
25 yds	"E"	N/A	2	Alert: Standing to Kneeling
25 yds	"E"	N/A	2	Alert: Standing to Sitting
25 yds	"E"	N/A	2	Tactical: Standing to Prone
25 yds	"E"	N/A	2	Alert: Standing to Prone
25 yds	"E"	N/A	2	Ready: Standing to Prone
25 yds	"E"	N/A	2	Strong Side: Standing
25 yds	"E"	N/A	2	Strong Side: Standing
25 yds	"E"	N/A	2	Weak Side: Standing
25 yds	"E"	N/A	2	Weak Side: Standing

### Drill #2 (Live Fire Evaluation)

Distance	Target	Time	# of	Manner Fired
		Limit	Dry Fires	
<b>Stage 1</b>				
25 yds	"E"	N/A	2	Alert Standing
25 yds	"E"	N/A	2	Alert: Standing to Kneeling
25 yds	"E"	N/A	2	Alert: Standing to Prone
25 yds	"E"	N/A	2	Tactical: Standing to Prone
25 yds	"E"	N/A	2	Alert: Standing to Prone
25 yds	"E"	N/A	2	Ready: Standing to Prone
25 yds	"E"	N/A	2	Strong Side: Standing
25 yds	"E"	N/A	2	Weak Side: Standing
<b>Stage 2</b>				
50 yds	"E"	N/A	2	Alert: Standing
50 yds	"E"	N/A	2	Alert: Standing to Kneeling
50 yds	"E"	N/A	2	Alert: Standing to Prone
50 yds	"E"	N/A	2	Tactical: Standing to Prone
50 yds	"E"	N/A	2	Alert: Standing to Prone
50 yds	"E"	N/A	2	Ready: Standing to Prone
50 yds	"E"	N/A	2	Strong Side: Standing

50 yds "E" N/A 2 Weak Side: Standing

## 12103. Range Commands

### Drill #1 (Dry Fire/Simulation)

**COMMAND:** *"Relay\_\_ move to the 25-yard ready line and prepare a hasty sling."*

**COMMAND:** *"Relay\_\_ move to the 25-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

**COMMAND:** *"With an empty magazine, load. (Pause) Make ready." (Remind Marines to automatically assume the alert on the command, "make ready.")*

**COMMAND:** *"At the sound of the whistle, dry fire two shots standing."*

**COMMAND:** *"Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"At the sound of the whistle, dry fire two shots kneeling."*

**COMMAND:** *"Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"At the sound of the whistle, dry fire two shots sitting."*

**COMMAND:** *"Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"Assume the tactical carry. At the sound of the whistle, dry fire two shots prone."*

**COMMAND:** *"Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"At the sound of the whistle, dry fire two shots prone."*

**COMMAND:** *"Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"Assume the ready. At the sound of the whistle, dry fire two shots prone."*

**COMMAND:** *"Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Unload. Assume the tactical carry."*

**COMMAND:** *"With an empty magazine, load. (Pause) Assume strong side sling arms."*

**COMMAND:** *"At the sound of the whistle, present the weapon to the target. Make ready. Dry fire two shots standing."*

**COMMAND:** *"Search and assess. (Pause) Unload. Assume the tactical carry."*

**COMMAND:** *"With an empty magazine, load. (Pause) Assume strong side sling arms."*

**COMMAND:** *"At the sound of the whistle, present the weapon to the target. Make ready. Dry fire two shots standing."*

**COMMAND:** *"Search and assess. (Pause) Unload. Assume the tactical carry."*

**COMMAND:** *"With an empty magazine, load. (Pause) Assume weak side sling arms."*

**COMMAND:** *"At the sound of the whistle, present the weapon to the target. Make ready. Dry fire two shots standing."*

**COMMAND:** *"Search and assess. (Pause) Unload. (Pause) Assume the tactical carry."*

**COMMAND:** *"With an empty magazine, load. (Pause) Assume weak side sling arms."*

**COMMAND:** *"At the sound of the whistle, present the weapon to the target. Make ready. Dry fire two shots standing."*

**COMMAND:** *"Search and assess. (Pause) Place the weapon in **condition 4***

**COMMAND:** *"Relay \_\_\_ move off the firing line."*

## **Drill #2 (Live Fire Evaluation)**

**COMMAND:** *"Relay \_\_\_ move to the 25-yard ready line and prepare a hasty sling. (Pause) Fill 2 magazines with 16 rounds each."*

**COMMAND:** *"Relay \_\_\_ move to the 25-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

**COMMAND:** *"With a magazine of 16 rounds, load. (Pause) Make ready." (Remind Marines to automatically assume the alert on the command, "make ready.")*

**COMMAND:** *"At the sound of the whistle, fire two shots standing."*

**COMMAND:** *"Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"At the sound of the whistle, fire two shots kneeling."*

**COMMAND:** *"Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"At the sound of the whistle, fire two shots prone."*

**COMMAND:** *"Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"Assume the tactical carry. At the sound of the whistle, fire two shots prone."*

**COMMAND:** *"Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"At the sound of the whistle, fire two shots prone."*

**COMMAND:** *"Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"Assume the ready. At the sound of the whistle, fire two shots prone."*

**COMMAND:** *"Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Unload. Place the weapon in **condition 4**. Assume the tactical carry."*

**COMMAND:** *"With a magazine of four rounds, load. (Pause) Assume strong side sling arms."*

**COMMAND:** *"At the sound of the whistle, present the weapon to the target. Make ready. Fire two shots standing."*

**COMMAND:** *"Search and assess. (Pause) Unload. (Pause) Recover the ejected round and reinsert it into the magazine."*

**COMMAND:** *"Load. (Pause) Assume weak side sling arms."*

**COMMAND:** *"At the sound of the whistle, present the weapon to the target. Make ready. Fire two shots standing."*

**COMMAND:** *"Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert. (Pause) Unload. Place the weapon in **condition 4**."*

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**Note**

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When all weapons are in **condition 4**, have the Marines move back to the 50-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 50-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

**COMMAND:** *"With a magazine of 16 rounds, load. (Pause) Make ready." (Remind Marines to automatically assume the alert on the command, "make ready.")*

**COMMAND:** *"At the sound of the whistle, fire two shots standing."*

**COMMAND:** *"Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"At the sound of the whistle, fire two shots kneeling."*

**COMMAND:** *"Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"At the sound of the whistle, fire two shots prone."*

**COMMAND:** *"Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."*

**COMMAND:** *"Assume the tactical carry. (Pause) At the sound of the whistle, fire two shots prone."*

**COMMAND:** "Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."

**COMMAND:** "At the sound of the whistle, fire two shots prone."

**COMMAND:** "Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert."

**COMMAND:** "Assume the ready. At the sound of the whistle, fire two shots prone."

**COMMAND:** "Search and assess. (Pause) Kneel. Search and assess. (Pause) Stand. Search and assess. (Pause) Unload. Place the weapon in **condition 4**. Assume the tactical carry."

**COMMAND:** "With a magazine of four rounds, load. (Pause) Assume strong side sling arms."

**COMMAND:** "At the sound of the whistle, present the weapon to the target. Make ready. Fire two shots standing."

**COMMAND:** "Search and assess. (Pause) Unload. (Pause) Recover the ejected round and reinsert it into the magazine."

**COMMAND:** "Load. (Pause) Assume weak side sling arms"

**COMMAND:** "At the sound of the whistle, present the weapon to the target. Make ready. Fire two shots standing."

**COMMAND:** "Search and assess. (Pause) Place the weapon on SAFE and keep the trigger finger straight. Assume the alert. (Pause) Place the weapon in **condition 4**."

**COMMAND:** "Unload, show clear."

**COMMAND:** "Relay \_\_\_ move down range. Analyze and paste your targets."

## Section II. Limited Exposure Time Exercise

This exercise teaches Marines to apply the fundamentals of marksmanship to engage targets of limited exposure time with accurate fire. Marines perform immediate/remedial action as necessary.

20 rounds for the practice drill and 20 rounds for evaluation.

### 12201. Range Preparation

- a. **Range Requirement.** The range must have a 100-, 200-, and 300-yard firing capability.
- b. **Supply List.** See table 12-2.
- c. **Ammunition Requirement.** The limited exposure time exercise requires 40 rounds of ammunition per Marine:

d. **Communications Requirements.** Live fire communications requirements must comply with MCO P3570.2. Communications gear or hand and arm signals between instructors and assistants must be planned and used throughout the exercise.

e. **Safety Requirements.** Safety requirements must comply with MCO P3570.2 and local SOPs.

f. **Evaluation Requirement.** Marines must achieve a minimum score of 12 hits out of 20 rounds.

**Table 12-2. Limited Exposure Time Exercise Supply List.**

Description	Quantity per Firing Point	NSN
Rifle Target "E"	1	6920-00-600-6874
Rifle Target "F"	1	6920-00-610-9086
Repair Center	as needed	6920-00-555-9847
Hearing Protection	1 set	not applicable
Black Pastes	1 roll	6920-00-165-6354
White Pastes	1 roll	6920-00-172-3572
5" Spotters	4	6920-00-713-8254
Spindle, Spotter	4	6920-00-713-8257

## 12202. Course of Fire

<b>Drill #1 (Live Fire)</b>				
<b>Distance</b>	<b>Target</b>	<b>Time Limit</b>	<b># of Rounds</b>	<b>Manner Fired</b>
<b>Stage 1</b>				
100 yds	"F"	10 secs	2	Standing
100 yds	"F"	10 secs	2	Standing to Kneeling
100 yds	"F"	10 secs	2	Standing to Sitting
100 yds	"F"	10 secs	2	Standing to Prone
<b>Stage 2</b>				
200 yds	"E"	10 secs	2	Standing to Kneeling
200 yds	"E"	10 secs	2	Standing to Sitting
200 yds	"E"	15 secs	4	2 Standing to Kneeling 2 Prone
<b>Stage 3</b>				
300 yds	"E"	10 secs	2	Standing to Prone
300 yds	"E"	10 secs	2	Standing to Prone

<b>Drill #2 (Live Fire Evaluation)</b>				
<b>Distance</b>	<b>Target</b>	<b>Time Limit</b>	<b># of Rounds</b>	<b>Manner Fired</b>
<b>Stage 1</b>				
300 yds	"E"	10 secs	2	Standing to Prone
300 yds	"E"	10 secs	2	Standing to Prone
<b>Stage 2</b>				
200 yds	"E"	10 secs	2	Standing to Kneeling
200 yds	"E"	10 secs	2	Standing to Sitting
200 yds	"E"	15 secs	4	2 Standing to Kneeling 2 Prone
<b>Stage 3</b>				
100 yds	"F"	10 secs	2	Standing
100 yds	"F"	10 secs	2	Standing to Kneeling
100 yds	"F"	10 secs	2	Standing to Sitting
100 yds	"F"	10 secs	2	Standing to Prone

## 12203. Range Commands

### Drill #1 (Live Fire)

**COMMAND:** *"Relay \_\_\_ move to the 100-yard ready line and prepare a hasty sling. (Pause) Fill two magazines with eight rounds each and one magazine with four rounds."*

**COMMAND:** *"Relay \_\_\_ move to the 100-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

#### Note

Marines should search and assess after each target engagement. They should move from the prone or sitting to the kneeling, then to the standing position, then assume the alert. Coaches must remind Marines of this procedure if they do not perform it.

**COMMAND:** *"With a magazine of eight rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your 'F' target appears, fire two shots standing in a time limit of 10 seconds."*

**COMMAND:** *"When your 'F' target appears, fire two shots kneeling in a time limit of 10 seconds."*

**COMMAND:** *"When your 'F' target appears, fire two shots sitting in a time limit of 10 seconds."*

**COMMAND:** *"When your 'F' target appears, fire two shots prone in a time limit of 10 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Sling arms."*

#### Note

When all weapons are in **condition 4**, Marines move back to the 200-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 200-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

**COMMAND:** *"With a magazine of eight rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your 'E' target appears, fire two shots kneeling in a time limit of 10 seconds."*

**COMMAND:** *"When your 'E' target appears, fire two shots sitting in a time limit of 10 seconds."*

**COMMAND:** *"When your 'E' target appears, fire two shots kneeling and then two shots prone in a time limit of 15 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Sling arms."*

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**Note**

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When all weapons are in **condition 4**, Marines move back to the 300-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 300-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

**COMMAND:** *"With a magazine of four rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your 'E' target appears, fire two shots prone in a time limit of 10 seconds."*

**COMMAND:** *"When your 'E' target appears, fire two shots prone in a time limit of 10 seconds. Then place your weapon in **incondition 4**."*

**COMMAND:** *"Unload, show clear."*

**COMMAND:** *"Relay \_\_\_ move off the firing line."*

## Drill #2 (Live Fire Evaluation)

**COMMAND:** *"Relay \_\_\_ move to the 300-yard ready line and prepare a hasty sling. (Pause) Fill two magazines with eight rounds each and one magazine with four rounds."*

**COMMAND:** *"Relay \_\_\_ move to the 300-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

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**Note**

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Marines should search and assess after each target engagement. They should move from the prone or sitting to the kneeling, then to the standing position, then assume the alert. Coaches must remind Marines of this procedure if they do not perform it.

**COMMAND:** *"With a magazine of four rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your 'E' target appears, fire two shots prone in a time limit of 10 seconds."*

**COMMAND:** *"When your 'E' target appears, fire two shots prone in a time limit of 10 seconds. Then reload with a magazine of eight rounds."*

**COMMAND:** *"Assume the tactical carry."*

————— **Note** —————

When all weapons are reloaded to **condition 1**, have Marines, while staying on line, advance to the 200-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 200-yard firing line and cover down on your assigned target."*

**COMMAND:** *"Assume the alert. (Pause) When your 'E' target appears, fire two shots kneeling in a time limit of 10 seconds."*

**COMMAND:** *"When your 'E' target appears, fire two shots sitting in a time limit of 10 seconds."*

**COMMAND:** *"When your 'E' target appears, fire two shots kneeling and then two shots prone in a time limit of 15 seconds. Then reload with a magazine of eight rounds."*

**COMMAND:** *"Assume the tactical carry."*

————— **Note** —————

When all weapons are reloaded to **condition 1**, have Marines, while staying on line, advance to the 100-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 100-yard firing line and cover down on your assigned target."*

**COMMAND:** *"Assume the alert. (Pause) When your 'F' target appears, fire two shots standing in a time limit of 10 seconds."*

**COMMAND:** *"When your 'F' target appears, fire two shots kneeling in a time limit of 10 seconds."*

**COMMAND:** *"When your 'F' target appears, fire two shots sitting in a time limit of 10 seconds."*

**COMMAND:** *"When your 'F' target appears, fire two shots prone in a time limit of 10 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Unload, show clear."*

**COMMAND:** *"Relay \_\_\_ move off the firing line."*

### Section III. Low-Light/Darkness Firing Exercise

This exercise evaluates a Marine's ability to engage targets accurately in low light (without illumination) and in darkness (with illumination). It also evaluates a Marine's ability to maintain night vision and detect targets using low-light and darkness observation skills. Marines perform immediate/remedial action as necessary.

per Marine: 30 rounds for the practice drill and 30 rounds for evaluation. For ground illumination, 10 L495 surface flares per Marine are required. For air illumination, .14 B535 40mm parachute flares per Marine are required.

#### 12301. Range Preparation

- a. **Range Requirement.** The range must have a 50- and 100-yard firing capability.
- b. **Supply List.** See table 12-3.
- c. **Ammunition Requirement.** The low-light/darkness firing exercise requires 60 rounds of ammunition

d. **Communications Requirements.** Live fire communications requirements must comply with MCO P3570.2\_. Communications gear or hand and arm signals between instructors and assistants must be planned and used throughout the exercise.

e. **Safety Requirements.** Safety requirements must comply with MCO P3570.2\_ and local SOPs.

f. **Evaluation Requirement.** Marines must achieve a minimum score of 18 hits out of 30 rounds.

**Table 12-3. Low-Light/Darkness Firing Exercise Supply List.**

Description	Quantity per Firing Point	NSN
Rifle Target "E"	1	6920-00-600-6874
Hearing Protection	1 set	not applicable
Black Pastors	1 roll	6920-00-165-6354
3" Spotters	10	6920-00-713-8255
Spindle, Spotter	10	6920-00-713-8257

## 12302. Course of Fire

Drill #1 (Live Fire)				
Distance	Target	Time Limit	# of Rounds	Manner Fired
<b>Stage 1</b>				
50 yds	"E"	N/A	2	Standing
50 yds	"E"	N/A	2	Standing to Kneeling
50 yds	"E"	N/A	2	Standing to Prone
50 yds	"E"	N/A	4	2 Standing 2 Prone
<b>Stage 2</b>				
100 yds	"E"	N/A	10	Standing to Prone Ground Illumination
<b>Stage 3</b>				
100 yds	"E"	N/A	10	Standing to Prone (Air Illumination)

Drill #2 (Live Fire Evaluation)				
Distance	Target	Time Limit	# of Rounds	Manner Fired
<b>Stage 1</b>				
100 yds	"E"	N/A	10	Standing to Prone (Air Illumination)
<b>Stage 2</b>				
100 yds	"E"	N/A	10	Standing to Prone (Ground Illumination)
<b>Stage 3</b>				
50 yds	"E"	N/A	2	Standing
50 yds	"E"	N/A	2	Standing to Kneeling
50 yds	"E"	N/A	2	Standing to Prone
50 yds	"E"	N/A	4	2 Standing 2 Prone

## 12303. Range Commands

### Drill #1 (Live Fire)

**COMMAND:** "Relay \_\_\_ move to the 50-yard ready line and prepare a hasty sling. (Pause) Fill 3 magazines with 10 rounds each."

**COMMAND:** "Relay \_\_\_ move to the 50-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."

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**Note**

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Marines should search and assess after each target engagement. They should move from the prone to the kneeling, then to the standing position, then assume the alert. Coaches remind Marines of this procedure if they do not perform it.

**COMMAND:** *"With a magazine of 10 rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your target appears, fire two shots standing."*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"When your target appears, fire two shots kneeling."*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"When your target appears, fire two shots prone."*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"When your target appears, fire two shots standing and then two shots prone. Then place your weapon in **condition 4**"*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"Sling arms."*

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**Note**

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When all weapons are in **condition 4**, have the Marines move back to the 100-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 100-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

**COMMAND:** *"With a magazine of 10 rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your target is illuminated, fire 10 shots prone. Then reload with a magazine of 10 rounds."*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"When your target is illuminated, fire 10 shots prone. Then place your weapon in **condition 4**"*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"Unload, show clear."*

**COMMAND:** *"Relay \_\_\_ move off the firing line."*

## Drill #2 (Live Fire Evaluation)

**COMMAND:** *"Relay \_\_\_ move to the 100-yard ready line and prepare a hasty sling. (Pause) Fill 3 magazines with 10 rounds each."*

**COMMAND:** *"Relay \_\_\_ move to the 100-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

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**Note**

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Marines should search and assess after each target engagement. They should move from the prone to the kneeling, then to the standing position, then assume the alert. Coaches must remind Marines of this procedure if they do not perform it.

**COMMAND:** *"With a magazine of 10 rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your target is illuminated, fire 10 shots prone. Then reload with a magazine of 10 rounds."*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"When your target is illuminated, fire 10 shots prone. Then reload with a magazine of 10 rounds."*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"Assume the tactical carry."*

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**Note**

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When all weapons are reloaded to **condition 1**, have Marines, while staying on line, advance to the 50-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 50-yard firing line and cover down on your assigned target. (Pause) Assume the alert."*

**COMMAND:** *"When your target appears, fire two shots standing."*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"When your target appears, fire two shots kneeling."*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"When your target appears, fire two shots prone."*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"When your target appears, fire two shots standing and then two shots prone. Then place your weapon in **condition 4**."*

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**Note**

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Allow Marines to complete firing.

**COMMAND:** *"Unload, show clear."*

**COMMAND:** *"Relay \_\_\_ move off the firing line."*

## Section IV. Field Protective Mask Firing Exercise

This exercise evaluates a Marine's ability to engage stationary targets accurately using offset aiming techniques while wearing a field protective mask. Marines apply immediate/remedial action as necessary.

### 12401. Range Preparation

- a. **Range Requirement.** The range must have a 100- and 200-yard firing capability.
- b. **Supply List.** See table 12-4.
- c. **Ammunition Requirement.** The field protective mask firing exercise requires 24 rounds of ammunition

per Marine: 12 rounds for the practice drill and 12 rounds for the evaluation.

- d. **Communications Requirements.** Live fire communications requirements must comply with MCO P3570.2\_. Communications gear or hand and arm signals between instructors and assistants must be planned and used throughout the exercise.

- e. **Safety Requirements.** Safety requirements must comply with MCO P3570.2\_ and local SOPs.

- f. **Evaluation Requirement.** Marines must achieve a minimum score of 6 hits out of 12 rounds.

**Table 12-4. Field Protective Mask Firing Exercise Supply List.**

Description	Quantity Per Firing Point	NSN
Rifle Target "E"	1	6920-00-600-6874
Hearing Protection	1 set	not applicable
Black Plasters	1 roll	6920-00-165-6354
White Plasters	1 roll	6920-00-172-3572
5" Spotters	4	6920-00-713-8254
Spindle, Spotter	4	6920-00-713-8257

## 12402. Course of Fire

Drill #1 (Live Fire)				
Distance	Target	Time Limit	# of Rounds	Manner Fired
<b>Stage 1</b>				
100 yds	"E"	20 secs	2	Standing
100 yds	"E"	20 secs	2	Standing to Kneeling
100 yds	"E"	20 secs	2	Standing to Prone
<b>Stage 2</b>				
200 yds	"E"	20 secs	2	Standing to Kneeling
200 yds	"E"	30 secs	4	2 Standing to Kneeling 2 Prone

Drill #2 (Live Fire Evaluation)				
Distance	Target	Time Limit	# of Rounds	Manner Fired
<b>Stage 1</b>				
200 yds	"E"	20 secs	2	Standing to Kneeling
200 yds	"E"	30 secs	4	2 Standing to Kneeling 2 Prone
<b>Stage 2</b>				
100 yds	"E"	20 secs	2	Standing
100 yds	"E"	20 secs	2	Standing to Kneeling
100 yds	"E"	20 secs	2	Standing to Prone

## 12403. Range Commands

### Drill #1 (Live Fire)

**COMMAND:** *"Relay \_\_\_ move to the 100-yard ready line and prepare a hasty sling. (Pause) Fill two magazines with six rounds each. (Pause) Don and clear your field protective mask."*

**COMMAND:** *"Relay \_\_\_ move to the 100-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

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**Note**

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Marines should search and assess after each target engagement. They should move from the prone to the kneeling, then to the standing position, then assume the alert. Coaches must remind Marines of this procedure if they do not perform it.

**COMMAND:** *"With a magazine of six rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your target appears, fire two shots standing in a time limit of 20 seconds."*

**COMMAND:** *"When your target appears, fire two shots kneeling in a time limit of 20 seconds."*

**COMMAND:** *"When your target appears, fire two shots prone in a time limit of 20 seconds. Then place your weapon in **condition 4**."*

---

**Note**

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When all weapons are in **condition 4**, have the Marines move back to the 200-yard ready line.

**COMMAND:** *"Sling arms."*

**COMMAND:** *"Relay \_\_\_ move to the 200-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

**COMMAND:** *"With a magazine of six rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your target appears, fire two shots kneeling in a time limit of 20 seconds."*

**COMMAND:** *"When your target appears, fire two shots kneeling and then two shots prone in a time limit of 30 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Unload, show clear."*

**COMMAND:** *"Relay \_\_\_ move off the firing line."*

**Drill #2 (Live Fire Evaluation)**

**COMMAND:** *"Relay \_\_\_ move to the 200-yard ready line and prepare a hasty sling. (Pause) Fill two magazines with six rounds. (Pause) Don and clear your field protective mask."*

**COMMAND:** *"Relay \_\_\_ move to the 200-yard firing line and cover down on your assigned target. (Pause) Assume the alert."*

————— **Note** —————

Marines should search and assess after each target engagement. They should move from the prone to the kneeling, then to the standing position, then assume the alert. Coaches remind Marines of this procedure if they do not perform it.

**COMMAND:** *"When your target appears, fire two shots kneeling in a time limit of 20 seconds."*

**COMMAND:** *"When your target appears, fire two shots kneeling and then two shots prone in a time limit of 30 seconds. Then reload your weapon with a magazine of six rounds."*

**COMMAND:** *"Assume the tactical carry."*

————— **Note** —————

When all weapons are reloaded to **condition 1**, have Marines, while staying on line, advance to the 100-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 100-yard firing line and cover down on your assigned target. (Pause) Assume the alert."*

**COMMAND:** *"When your target appears, fire two shots standing in a time limit of 20 seconds."*

**COMMAND:** *"When your target appears, fire two shots kneeling in a time limit of 20 seconds."*

**COMMAND:** *"When your target appears, fire two shots prone in a time limit of 20 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Unload, show clear."*

**COMMAND:** *"Relay \_\_\_ move off the firing line."*

## Section V. Multiple Target Engagement Exercise

This exercise helps Marines practice and evaluate supported and unsupported firing positions in a multiple target engagement exercise. Marines perform immediate/remedial action as necessary.

### 12501. Range Preparation

- a. **Range Requirement.** The range must have a 50-, 100-, and 200-yard firing capability.
- b. **Supply List.** See table 12-5.
- c. **Ammunition Requirement.** The multiple target engagement exercise requires 64 rounds of ammunition

per Marine: 32 rounds for the practice drill and 32 rounds for evaluation.

- d. **Communications Requirements.** Live fire communications requirements must comply with MCO P3570.2\_. Communications gear or hand and arm signals between instructors and assistants must be planned and used throughout the exercise.

- e. **Safety Requirements.** Ensure safety requirements comply with MCO P3570.2\_ and local SOPs.

- f. **Evaluation Requirement.** Marines must achieve a minimum score of 18 hits out of 32 rounds.

**Table 12-5. Multiple Target Engagement Exercise Supply List**

Description	Quantity per Firing Point	NSN
Rifle Target "E"	1	6920-00-600-6874
Rifle Target "E"	1	6920-00-610-9086
Hearing Protection	1 set	not applicable
Black Pastors	1 roll	6920-00-165-6354
White Pastors	1 roll	6920-00-172-3572
5" Spotters	4	6920-00-713-8254
Spindle, Spotter	4	6920-00-713-8257

## 12502. Course of Fire

### Drill #1 (Live Fire)

Distance	Target	Time Limit	# of Rounds	Manner Fired
<b>Stage 1</b>				
50 yds	2 "E"	15 secs	4	2 Standing 2 Standing
50 yds	2 "F"	15 secs	4	2 Standing to Kneeling 2 Kneeling
50 yds	2 "F"	15 secs	4	2 Standing to Prone 2 Prone
<b>Stage 2</b>				
100 yds	2 "E"	15 secs	4	2 Standing 2 Standing
100 yds	2 "F"	15 secs	4	2 Standing to Kneeling 2 Kneeling
100 yds	2 "F"	15 secs	4	2 Standing to Prone 2 Prone
<b>Stage 3</b>				
200 yds	2 "E"	15 secs	4	2 Standing to Kneeling 2 Kneeling (Supported)
200 yds	2 "E"	15 secs	4	2 Standing to Prone 2 Prone (Supported)

### Drill #2 (Live Fire Evaluation)

Distance	Target	Time Limit	# of Rounds	Manner Fired
<b>Stage 1</b>				
200 yds	2 "E"	15 secs	4	2 Standing to Kneeling 2 Kneeling (Supported)
200 yds	2 "E"	15 secs	4	2 Standing to Prone 2 Prone (Supported)
100 yds	2 "E"	15 secs	4	2 Standing 2 Standing
100 yds	2 "F"	15 secs	4	2 Standing to Kneeling 2 Kneeling
100 yds	2 "F"	15 secs	4	2 Standing to Prone 2 Prone

Distance	Target	Time Limit	# of Rounds	Manner Fired
<b>Stage 3</b>				
50 yds	2 "E"	15 secs	4	2 Standing 2 Standing
50 yds	2 "F"	15 secs	4	2 Standing to Kneeling 2 Kneeling
50 yds	2 "F"	15 secs	4	2 Standing to Prone 2 Prone

## 12503. Range Commands

### Drill #1 (Live Fire)

**COMMAND:** *"Relay \_\_\_ move to the 50-yard ready line and prepare a hasty sling. (Pause) Fill 2 magazines with 12 rounds each and 1 magazine with 8 rounds."*

**COMMAND:** *"Relay \_\_\_ move to the 50-yard firing line and cover down on your assigned targets. (Pause) Assume the tactical carry."*

#### Note

Marines should search and assess after each target engagement. They should move from the prone to the kneeling, then to the standing position, then assume the alert. Coaches must remind Marines of this procedure if they do not perform it.

**COMMAND:** *"With a magazine of 12 rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your targets appear, fire two shots standing on each 'E' target in a time limit of 15 seconds."*

**COMMAND:** *"When your targets appear, fire two shots kneeling on each 'F' target in a time limit of 15 seconds."*

**COMMAND:** *"When your targets appear, fire two shots prone on each 'F' target in a time limit of 15 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Sling arms."*

---

**Note**

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When all weapons are in **condition 4**, have the Marines move back to the 100-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 100-yard firing line and cover down on your assigned targets. (Pause) Assume the tactical carry."*

**COMMAND:** *"With a magazine of 12 rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your targets appear, fire two shots standing on each 'E' target in a time limit of 15 seconds."*

**COMMAND:** *"When your targets appear, fire two shots kneeling on each 'F' target in a time limit of 15 seconds."*

**COMMAND:** *"When your targets appear, fire two shots prone on each 'F' target in a time limit of 15 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Sling arms."*

---

**Note**

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When all weapons are in **condition 4**, have the Marines move back to the 200-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 200-yard firing line and cover down on your assigned targets. (Pause) Assume the tactical carry."*

**COMMAND:** *"With a magazine of eight rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your targets appear, fire two shots kneeling supported on each 'E' target in a time limit of 15 seconds."*

**COMMAND:** *"When your targets appear, fire two shots prone supported on each 'E' target in a time limit of 15 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Unload, show clear."*

**COMMAND:** *"Relay \_\_\_ move off the firing line."*

**Drill #2 (Live Fire Evaluation)**

**COMMAND:** *"Relay \_\_\_ move to the 200-yard ready line and prepare a hasty sling. (Pause) Fill 2 magazines with 12 rounds each and 1 magazine with 8 rounds."*

**COMMAND:** *"Relay \_\_\_ move to the 200-yard firing line and cover down on your assigned targets. (Pause) Assume the tactical carry."*

————— **Note** —————

Marines should search and assess after each target engagement. They should move from the prone to the kneeling, then to the standing position, then assume the alert. Coaches must remind Marines of this procedure if they do not perform it.

**COMMAND:** *"With a magazine of eight rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your targets appear, fire two shots kneeling supported on each 'E' target in a time limit of 15 seconds."*

**COMMAND:** *"When your targets appear, fire two shots prone supported on each 'E' target in a time limit of 15 seconds. Then reload your weapon with a magazine of 12 rounds."*

**COMMAND:** *"Assume the tactical carry."*

————— **Note** —————

When all weapons are reloaded to **condition 1**, have Marines, while staying on line, advance to the 100-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 100-yard firing line and cover down on your assigned targets. (Pause) Assume the alert."*

**COMMAND:** *"When your targets appear, fire two shots standing on each 'E' target in a time limit of 15 seconds."*

**COMMAND:** *"When your targets appear, fire two shots kneeling on each 'F' target in a time limit of 15 seconds."*

**COMMAND:** *"When your targets appear, fire two shots prone on each 'F' target in a time limit of 15 seconds. Then reload your weapon with a magazine of 12 rounds."*

**COMMAND:** *"Assume the tactical carry."*

————— **Note** —————

When all weapons are reloaded to **condition 1**, have Marines, while staying on line, advance to the 50-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 50-yard firing line and cover down on your assigned targets. (Pause) Assume the alert."*

**COMMAND:** *"When your targets appear, fire two shots standing on each 'E' target in a time limit of 15 seconds."*

**COMMAND:** *"When your targets appear, fire two shots kneeling on each 'F' target in a time limit of 15 seconds."*

**COMMAND:** *"When your targets appear, fire two shots prone on each 'F' target in a time limit of 15 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Unload, show clear."*

**COMMAND:** *"Relay \_\_\_ move off the firing line."*

## Section VI. Moving Target Engagement Exercise

This exercise evaluates a Marine's ability to engage moving targets accurately in a fixed time period. It also tests a Marine's ability to apply the fundamentals of marksmanship while engaging moving targets. Marines perform immediate/remedial action as necessary.

### 12601. Range Preparation

- a. **Range Requirement.** The range must have a 50-, 100-, and 200-yard firing capability.
- b. **Supply List.** See table 12-6.
- c. **Ammunition Requirement.** The moving target engagement exercise requires 26 rounds of ammunition

for each Marine: 14 rounds for the moving target practice drill and 12 rounds for evaluation.

- d. **Communications Requirements.** Live fire communications requirements must comply with MCO P3570.2\_. Communications gear or hand and arm signals between instructors and assistants must be planned and used throughout the exercise.
- e. **Safety Requirements.** Safety requirements comply with MCO P3570.2\_ and local SOPs.
- f. **Evaluation Requirement.** Marines must achieve a minimum score of 8 hits out of 12 rounds.

**Table 12-6. Moving Target Engagement Exercise Supply List.**

Description	Quantity per Firing Point	NSN
Rifle Target "E" on Stick	1	6920-00-600-6874
Hearing Protection	1 set	not applicable
Black Pastes	1 roll	6920-00-165-6354
5" Spotters	4	6920-00-713-8254
Spindle, Spotter	4	6920-00-713-8257

## 12602. Course of Fire

<b>Drill #1 (Live Fire)</b>				
<b>Distance</b>	<b>Target</b>	<b>Time Limit</b>	<b># of Rounds</b>	<b>Manner Fired</b>
<b>Stage 1</b>				
50 yds	"E"	20 secs	2	Standing: 1 L-R, 1 R-L
50 yds	"E"	20 secs	4	Standing: 2 L-R, 2 R-L
<b>Stage 2</b>				
100 yds	"E"	20 secs	4	Kneeling: 2 L-R, 2 R-L
<b>Stage 3</b>				
200 yds	"E"	30 secs	4	Prone: 2 L-R, 2 R-L (Supported)

<b>Drill #2 (Live Fire Evaluation)</b>				
<b>Distance</b>	<b>Target</b>	<b>Time Limit</b>	<b># of Rounds</b>	<b>Manner Fired</b>
<b>Stage 1</b>				
200 yds	"E"	30 secs	4	Prone: 2 L-R, 2 R-L (Supported)
<b>Stage 2</b>				
100 yds	"E"	20 secs	4	Kneeling: 2 L-R, 2 R-L
<b>Stage 3</b>				
50 yds	"E"	20 secs	4	Standing: 2 L-R, 2 R-L

## 12603. Range Commands

### Drill #1 (Live Fire)

**COMMAND:** *"Relay \_\_\_ move to the 50-yard ready line and prepare a hasty sling. (Pause) Fill two magazines with four rounds each and one magazine with six rounds."*

**COMMAND:** *"Relay \_\_\_ move to the 50-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

---

**Note**

---

Marines should search and assess after each target engagement. They should move from the prone to the kneeling, then to the standing position, then assume the alert. Coaches must remind Marines of this procedure if they do not perform it.

**COMMAND:** *"With a magazine of six rounds, load. (Pause) Make ready."*

**COMMAND:** *"When your target appears, fire one shot standing on the 'E' target in a time limit of 10 seconds."*

**COMMAND:** *"When your target appears, fire one shot standing on the 'E' target in a time limit of 10 seconds."*

**COMMAND:** *"When your target appears, fire two shots standing on the 'E' target in a time limit of 10 seconds."*

**COMMAND:** *"When your target appears, fire two shots standing on the 'E' target in a time limit of 10 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Sling arms."*

---

**Note**

---

When all weapons are in **condition 4**, have the Marines move back to the 100-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 100-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

**COMMAND:** *"With a magazine of four rounds, load. (Pause) Make ready. (Pause) Assume the kneeling."*

**COMMAND:** *"When your target appears, fire two shots kneeling on the 'E' target in a time limit of 10 seconds. Then remain in the kneeling position."*

**COMMAND:** *"When your target appears, fire two shots kneeling on the 'E' target in a time limit of 10 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Sling arms."*

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**Note**

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When all weapons are in **condition 4**, have the Marines move back to the 200-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 200-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

**COMMAND:** *"With a magazine of four rounds, load. (Pause) Make ready. (Pause) Assume the prone."*

**COMMAND:** *"When your target appears, fire two shots prone supported on the 'E' target in a time limit of 15 seconds. Then remain in the prone position."*

**COMMAND:** *"When your target appears, fire two shots prone supported on the 'E' target in a time limit of 15 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Unload, show clear."*

**COMMAND:** *"Relay \_\_\_ move off the firing line."*

**Drill #2 (Live Fire Evaluation)**

**COMMAND:** *"Relay \_\_\_ move to the 200-yard ready line and prepare a hasty sling. (Pause) Fill three magazines with four rounds each."*

**COMMAND:** *"Relay \_\_\_ move to the 200-yard firing line and cover down on your assigned target. (Pause) Assume the tactical carry."*

---

**Note**

---

Marines should search and assess after each target engagement. They should move from the prone to the kneeling, then to the standing position, then assume the alert. Coaches must remind Marines of this procedure if they do not perform it.

**COMMAND:** *"With a magazine of four rounds, load. (Pause) Make ready. (Pause) Assume the prone."*

**COMMAND:** *"When your target appears, fire two shots prone supported on the 'E' target in a time limit of 15 seconds. Then remain in the prone position."*

**COMMAND:** *"When your target appears, fire two shots prone supported on the 'E' target in a time limit of 15 seconds. Then reload your weapon with a magazine of four rounds."*

**COMMAND:** *"Assume the tactical carry."*

————— **Note** —————

When all weapons are reloaded to **condition 1**, have Marines, while staying on line, advance to the 100-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 100-yard firing line and cover down on your assigned target. (Pause) Assume the alert. (Pause) Assume the kneeling."*

**COMMAND:** *"When your target appears, fire two shots kneeling on the 'E' target in a time limit of 10 seconds. Then remain in the kneeling position."*

**COMMAND:** *"When your target appears, fire two shots kneeling on the 'E' target in a time limit of 10 seconds. Then reload with a magazine of four rounds."*

**COMMAND:** *"Assume the tactical carry."*

————— **Note** —————

When all weapons are reloaded to **condition 1**, have Marines, while staying on line, advance to the 50-yard ready line.

**COMMAND:** *"Relay \_\_\_ move to the 50-yard firing line and cover down on your assigned target. (Pause) Assume the alert."*

**COMMAND:** *"When your target appears, fire two shots standing on the 'E' target in a time limit of 10 seconds."*

**COMMAND:** *"When your target appears, fire two shots standing on the 'E' target in a time limit of 10 seconds. Then place your weapon in **condition 4**."*

**COMMAND:** *"Unload, show clear."*

**COMMAND:** *"Relay \_\_\_ move off the firing line."*

## Section VII. Unknown Distance Firing Exercise

This exercise evaluates a Marine's ability to estimate the distance to a target by visual methods. It also evaluates a Marine's ability to take cover, reload the rifle, and apply a hasty sight setting to engage targets at various distances. Marines perform immediate/remedial action as necessary.

### 12701. Range Preparation

**a. Range Requirement.** The range must have a 500-yard firing capability. Terrain determines exact placement of the targets.

**b. Supply List.** See table 12-7.

**c. Ammunition Requirement.** The unknown distance firing exercise requires 32 rounds of ammunition per Marine: 16 rounds for the practice drill and 16 rounds for the evaluation.

**d. Communications Requirements.** Live fire communications requirements must comply with MCO P3570.2. Communications gear or hand and arm signals between instructors and assistants must be planned and used throughout the exercise.

**e. Safety Requirements.** Safety requirements comply with MCO P3570.2 and local SOPs.

**f. Evaluation Requirement.** Marines must achieve a minimum score of 8 hits out of 16 rounds.

**Table 12-7. Unknown Distance Firing Exercise Supply List.**

Description	Quantity per Firing Point	NSN
Rifle Target "E"	12	6920-00-600-6874
Hearing Protection	1 set	not applicable

## 12702. Course of Fire

### Drill # 1 (Live Fire: 16 Rounds, 12 Targets, 8 Minutes)

Time Limit	Target Location (yds)	Manner Fired
<b>Stage 1</b>		
2 min	300, 400, 200	Rooftop
<b>Stage 2</b>		
2 min	300, 350, 200	Window
<b>Stage 3</b>		
2 min	500, 300, 150	Rubble Pile
<b>Stage 4</b>		
2 min	350, 250, 300	Bunker Aperture

### Drill #2 (Live Fire Evaluation: 16 Rounds, 12 Targets, 8 Minutes)

Time Limit	Target Location (yds)	Manner Fired
<b>Stage 1</b>		
2 min	300, 400, 200	Rooftop
<b>Stage 2</b>		
2 min	300, 350, 200	Window
<b>Stage 3</b>		
2 min	500, 300, 150	Rubble Pile
<b>Stage 4</b>		
2 min	350, 250, 300	Bunker Aperture

## 12703. Range Commands

### Drill #1 (Live Fire)

**COMMAND:** *"Relay \_\_\_ move to the ready line and prepare a hasty sling. (Pause) Fill two magazines with eight rounds each."*

**COMMAND:** *"Shooter # \_\_\_ move to the starting point and prepare to move to the first field firing position. Assume the tactical carry."*

**COMMAND:** *"This unknown distance firing drill consists of four stages, each allowing 1 minute and 50 seconds for firing and 10 seconds movement time between stages. The drill has a total time limit of 8 minutes. You will fire each stage from a different field firing position: rooftop, window, rubble pile, and bunker aperture. There will be three targets per stage at unknown distances between 50 and 500 yards. You have a total of 16 rounds to engage 12 targets and will reload once at your own discretion."*

**COMMAND:** *"On the firing line in lane one, insert a magazine of eight rounds. (Pause) Make ready. (Pause) Assume the tactical carry."*

**COMMAND:** *"When the first target appears, move to the first field firing position and commence firing."*

**COMMAND:** *"When all targets are down, move quickly to the next lane and assume the field firing position. Commence firing when the first target appears."*

**COMMAND:** *"When all targets are down in the final lane, place your weapon in **condition 4**."*

**COMMAND:** *"Unload, show clear, and move off the firing line."*

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**Note**

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When Marines have completed the four stages, the tower NCO/scorekeeper announces scores for each Marine by number.

## Drill #2 (Live Fire Evaluation)

**COMMAND:** *"Relay\_\_\_ move to the ready line and prepare a hasty sling. (Pause) Fill two magazines with eight rounds each."*

**COMMAND:** *"Shooter # \_\_\_ move to the starting point and prepare to move to the first field firing position. Assume the tactical carry."*

**COMMAND:** *"This unknown distance firing drill consists of four stages, each allowing 1 minute and 50 seconds for firing and 10 seconds movement time between stages. The drill has a total time limit of 8 minutes. You will fire each stage from a different field firing position: rooftop, window, rubble pile, and bunker aperture. There will be three targets per stage at unknown distances between 50 and 500 yards. You have a total of 16 rounds to engage 12 targets and will reload once at your own discretion."*

**COMMAND:** *"On the firing line in lane one, insert a magazine of eight rounds. (Pause) Make ready. (Pause) Assume the tactical carry."*

**COMMAND:** *"When the first target appears, move to the first field firing position and commence firing."*

**COMMAND:** *"When all targets are down, move quickly to the next lane and assume the field firing position. Commence firing when the first target appears."*

**COMMAND:** *"When all targets are down in the final lane, place your weapon in **condition 4**."*

**COMMAND:** *"Unload, show clear, and move off the firing line."*

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**Note**

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When Marines have completed the four stages, the tower NCO/scorekeeper announces scores for each Marine by number.