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MARINE CORPS ORDER 3574.2M

From: Commandant of the Marine Corps
To: Distribution List

Subj: MARINE CORPS COMBAT MARKSMANSHIP PROGRAMS

Ref: (a) MCRP 8-10b.2
(b) MCRP 8-10b.3
(c) NAVMC 3500.44D
(d) NAVMC 3500.18D
(e) Combat Rifle Marksmanship Detailed Instructor Lesson Plans
(f) Combat Pistol Program (CPP) Detailed Instructor Lesson Plans
(g) Combat Marksmanship Trainer (CMT) Detailed Instructor Lesson Plans
(h) Combat Marksmanship Coach (CMC) Detailed Instructor Lesson Plans
(i) MCO 3570.1C W/DA-PAM 385-63
(j) SECNAV M-5210.1 CH-1
(k) SECNAV M-5214.1
(l) SECNAVINST 5211.5F
(m) MCO 5500.6H
(n) MCO 1610.7A
(o) MCO P1080.20M W/CH 1-2
(p) MCO 5210.11F
(q) 5 U.S.C. 552a

Encl: (1) Marine Corps Combat Rifle Program
(2) Marine Corps Combat Pistol Program

Report Required: I. End of Year Training Report (Report Control Symbol EXEMPT), encl (1), chap. 1, par. 2f

1. Situation. This Order is in accordance with references (a) through (q).

2. Cancellation. MCO 3574.2L

3. Mission. This Order establishes Marine Corps policy and prescribes requirements governing the Marine Corps Combat Marksmanship Program (MCCMP) to include initial qualification and annual qualification with the service rifle and pistol.

4. Execution

a. Commanders Intent and Concept of Operations

(1) Commanders Intent. The intent is to provide proficiency and confidence with the weapon(s) a Marine will fight with in combat.

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(2) Concept of Operations. Combat Marksmanship proficiency is a key element in the foundation of military effectiveness in ground combat operations. All Marines will be trained to effectively employ the individual service weapons with which they are assigned.

b. Subordinate Elements Mission

(1) The Commanding General, Training and Education Command (CG, TECOM) is the sponsor for the MCCMP.

(2) The Commanding General, Training Command (CG, TRNGCMD) is responsible for the staffing and distribution of products developed by the MCCMP proponent.

(a) The Commanding Officer (CO), Weapons Training Battalion (WTBn), Quantico serves as the marksmanship proponent. The CO will be guided by instructions contained herein and by special instructions issued separately by CG TECOM. The CO is responsible for oversight of the MCCMP and maintaining this order and the development, maintenance, and update of all master lesson files and other supporting material for conducting marksmanship training throughout the Marine Corps.

(b) Marksmanship Program Management Section (MPMS), WTBn, Quantico serves as the action office and is the single point of contact for all matters pertaining to institutional marksmanship. MPMS may be contacted at (703) 784-5217/1178/1179/5520 or DSN 278-5217/1178/1179/5520

(3) Installation Commanders will provide Formal Marksmanship Training Unit (FMTU) personnel and equipment that meet the supporting requirements of the MCCMP for their tenant commands.

c. Coordinating Instructions

(1) Commanders of all Marine Corps organizations shall ensure their Marines are trained in accordance with this Order.

(2) Marine Corps Combat Marksmanship Doctrine (references (a) and (b)) form the basis for Combat Marksmanship Training. The objective of marksmanship training is to develop, sustain, and improve individual combat marksmanship skills.

(3) To measure proficiency with the rifle and pistol, Marines will conduct the training and evaluations outlined in this Order and references (c) and (d).

(4) The prescribed minimum requirements of this Order should not be interpreted as limiting the commander. Commanders are encouraged to conduct additional weapons training to enhance performance (e.g., Firing Rifle Tables 3 through 6 and with the Field Protective Mask).

(5) Members of other services, when permanently assigned to Marine units, at a minimum, must complete the Annual Rifle Qualification (ARQ) course when armed with the rifle and Table 1 Combat Pistol Program (CPP) training when armed with the pistol.

(6) The marksmanship year is defined by the fiscal year (1 Oct-30 Sep).

(7) Safety is inherent in any training program. Safety to include safety rules, weapons commands, condition codes, and bore/sight relationship between line of sight and centerline of the bore are strictly adhered to as stipulated in references (a), (b) and (e) through (i).

5. Administration and Logistics

a. For the purposes of this Order, the terms "service pistol" and "service rifle" refer to current authorized items used in the MCCMP to include weapons, modular attachments such as the bipod, associated optics, and modifications. In accordance with this intent, variants of the service rifle and service pistol are allowed if assigned to the Marine by unit's Table of Organization (T/O). Authorized weapons configurations may be found using the Marine Corps Systems Command (MARCORSYSCOM) website at <https://mceits.usmc.mil/sites/iw/Pages/Home.aspx#> and selecting the appropriate Technical Manual and SL3 Extracts.

b. Any recommendations or comments pertaining to marksmanship training should be directed to: Commanding Officer, WTBn Quantico, 27211 Garand Road, Quantico, Virginia, 22134-5036.

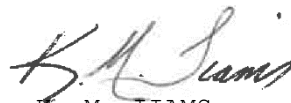
c. Records created because of this Order shall be managed according to National Archives and Records Administration approved dispositions per references (j) and (k) to ensure proper maintenance, use, accessibility, and preservation, regardless of format or medium.

d. Any misuse or unauthorized disclosure of Personally Identifiable Information (PII) may result in both civil and criminal penalties. The Department of the Navy (DON) recognizes that the privacy of an individual is a personal and fundamental right that shall be respected and protected. The DON's need to collect, use, maintain, or disseminate PII about individuals for purposes of discharging its statutory responsibilities shall be balanced against the individuals' right to be protected against unwarranted invasion of privacy. All collection, use, maintenance, or dissemination of PII shall be in accordance with the Privacy Act of 1974, as amended (5 U.S.C. 552a) and implemented per SECNAVINST 5211.5F.

6. Command and Signal

a. Command. This Order is applicable to the Marine Corps Total Force.

b. Signal. This Order is effective the date signed.



R. M. IIAMS
Commanding General
Training and Education Command
By direction

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Marine Corps Combat Rifle Program

Chapter 1

General Administration and Range Operations

1. Purpose and Intent. The Marine Corps Combat Rifle Program follows a building block/training continuum approach toward developing Marines into proficient combat marksmen.

a. During Entry Level Training (ELT), student Officers and Enlisted Recruits begin learning and demonstrating fundamental rifle marksmanship skills necessary for safe and accurate firing of the rifle through executing Preparatory training, dry practice, and the Table 1 course of fire. This training will form the basis for all other training with the service rifle. Once the student Officer or Enlisted Recruit successfully passes Table 1, they will then advance to Table 2. Table 2 is the next step in transitioning from fundamental marksmanship to combat marksmanship. Enlisted Recruits and student Officers will be evaluated on their mastery of Table 1 and 2 skills at entry level sites.

b. Tables 3 through 6 reinforce and improve basic combat shooting skills and introduce additional techniques and procedures. Student Officers and Enlisted students at The Basic School (TBS) and School of Infantry (SOI) respectively, are required to complete Tables 3 through 6 training and evaluation.

c. Student Officers, while assigned to TBS will complete Combat Pistol Program (CPP) Table 1 qualification training and evaluation per chapter 5 of this order.

d. Marines required by the provisions of this order, shall complete ARQ and Tables 3 through 6 as outlined in chapters 3 and 4.

e. Marines that are issued a service pistol, are required to conduct CPP training and evaluation per guidelines in chapter 5 of this order.

2. General Administration

a. Range Personnel Requirements for Entry Level Training (ELT), Annual Rifle Qualification (ARQ) and Combat Pistol Program(CPP)

(1) Officer in Charge (OIC). The OIC is responsible and accountable for the conduct of the range and for the adhering to governing regulations and guidance. The OIC will be assigned in accordance with requirements in reference (i).

(2) Range Safety Officer (RSO). The RSO is responsible for the safe conduct of the range and range operations. The RSO will be assigned in accordance with requirements in reference (i).

(3) Line Staff Noncommissioned Officer (LSNCO). The Line SNCO must be a sergeant or higher and have the secondary Military Occupational Specialty (MOS) 0931, Combat Marksmanship Trainer (CMT). They are responsible for the conduct and supervision of the training and evaluation on the range.

(4) Block Noncommissioned Officer (BNCO). The BNCO must have the secondary MOS 0933, Combat Marksmanship Coach. The BNCO supervises all aspects of training and evaluation within their assigned block of targets, enforce range and safety regulations, and authorizes alibis as required. One BNCO will supervise no more than 13 firing points.

(5) Combat Marksmanship Trainer (CMT). The CMT is a subject matter expert for combat marksmanship training for their unit. The CMT must have the secondary MOS of 0931. The CMT is responsible for assisting unit commanders in conducting the Marine Corps Combat Marksmanship Program. The CMT conducts all classroom instruction during preparatory training. Additionally, the CMT is responsible for preparing and supervising the Combat Marksmanship Coach (CMC).

(6) Combat Marksmanship Coach (CMC). The CMC is responsible for correcting and assisting Marines during marksmanship training. A CMC must hold the secondary MOS of 0933. The CMC ensures Marines assigned to their targets apply proper techniques of fire and use proper weapons handling procedures. One CMC will not be assigned to more than four firing points.

(7) Tower Noncommissioned Officer (NCO). The Tower NCO gives all line commands during training and evaluation firing. The Tower NCO must hold the secondary MOS of 0933.

(8) Pit Noncommissioned Officer (NCO). The Pit NCO controls pit operations, enforces pit regulations, gives pit commands, assists pit verifiers, and certifies score cards and signs them. The Pit NCO must hold the secondary MOS of 0933 (does not apply to CPP).

(9) Assistant Pit Noncommissioned Officer (NCO). The assistant Pit NCO provides the Pit NCO the flexibility to address problems that may arise during practice or evaluation firing and still maintain control of pit operations. The assistant pit NCO should be proficient in the duties identified for the Pit NCO. The assistant pit NCO must hold the secondary MOS 0933 (does not apply to CPP).

(10) Verifiers. The unit being trained is responsible for providing personnel to serve as verifiers (for ARQ, verifiers must be present for both days 2 and 3). Verifiers must be sergeants or above who are not firing on that detail. The Line SNCO will ensure the verifiers understand their assigned duties. At a minimum, there will be one verifier per 10 targets during Evaluation. The verifier's job is to inspect a target to verify non-visible misses and clarify any score value or shot placement questions from the target puller. Any non-visible misses or changed values on the score card shall be initialed by the verifier. The verifier reviews each scorecard and checks the arithmetic of the scorekeeper. The verifier then turns the scorecards to the Pit NCO for signature. Verifiers must be assigned when using the pits. When not using the pits, BNCOs may act as verifiers for all courses of fire.

b. Range Personnel Certification

(1) Marksmanship Trainer Military Occupational Specialty (MOS). Only qualified CMTs and CMCs supplied by the unit will conduct marksmanship training. CMTs and CMCs must have successfully completed the formal Program of Instruction (POI) provided by the FMTUs contained in references (g) and (h), respectively. These FMTUs are located:

- (a) WTBn Stone Bay, MCB Camp Lejeune, NC.
- (b) Marksmanship Training Detachment, MCB Camp Pendleton, CA.
- (c) MCAS Miramar, CA.
- (d) MCAGCC 29 Palms, CA.
- (e) MCAS Yuma, AZ.
- (f) RTF, Pu'uloa, MCB Hawaii.
- (g) Range Detachment, MCB Camp Smedley D. Butler, Okinawa.
- (h) WTBn, Quantico, VA.
- (i) MCSFR, Yorktown, VA.
- (j) MCAS Cherry Point, NC.
- (k) Edson Range, Camp Pendleton, CA.
- (l) MCRD Parris Island, Parris Island, SC.
- (m) USMCR, FMTU, Quantico, VA.

(2) Authorized Deviations. Marine Gunners (MOS 0306) assigned to infantry battalions are authorized to conduct the approved CMT (MOS 0931) and CMC (MOS 0933) POIs when their unit obligations conflict with local FMTU scheduled courses.

(a) Unit Gunners will coordinate with the local FMTU to obtain a copy of the approved POIs including all master lesson files and testing materials.

(b) The unit Gunner shall provide the FMTU with the proposed training schedule showing lessons, associated hours, and events. The FMTU shall confirm the schedule meets the POI requirements.

(c) Unit Gunner shall provide the FMTU a roster of students who have successfully completed the course. The FMTU shall then certify the appropriate MOS (0931 or 0933).

c. Exemptions

(1) Commanders at the O5 level or higher have the authority to grant exemptions only for the circumstances listed in this Order. Per the commander's discretion, any Marine exempt per this Order can and should be afforded the opportunity to complete annual marksmanship qualification.

(2) Once authorized, exemptions require an administrative function from the unit. The unit must provide a roster to the unit's administrative section listing the exempted Marines and request the code 'EEE' be entered as their annual rifle or pistol qualification score.

(3) Circumstances that warrant an exemption for ARQ and CPP.

(a) Marines assigned to units with no rifles or pistols on their table of equipment (T/E) (e.g., personnel on recruiting staff working within recruiting stations).

(b) Marines awarded the Distinguished Marksman Rifle or Distinguished Pistol shot Badges are exempt from annual qualification, unless armed for security purposes per reference (m). Distinguished Rifle Marksmen are not exempt from Tables 3 through 6.

(c) Marines who are serving in the last 6 months of their active service, unless they have indicated their intention to re-enlist or extend, are exempt from annual qualification.

(d) Officers with 13 years or more of service or holding the grade of O-4 or higher unless the Officer is issued a rifle/carbine or pistol as their T/O weapon. If the rifle/carbine is their T/O weapon, these Marines will conduct live fire training and evaluation on Tables 3 through 6. If their T/O weapon is a pistol, they will complete CPP per chapter 5.

(e) Enlisted Marines holding the grade of E-7 or higher unless their T/O weapon is a rifle/carbine or pistol. If the rifle/carbine is their T/O weapon, these Marines will conduct live fire training and evaluation on Tables 3 through 6. If their T/O weapon is a pistol, they will complete CPP per chapter 5.

(f) Consecutive Expert Exemption. Marines who qualify expert with the service rifle/pistol for two consecutive years are eligible for one fiscal year exemption from qualifying on that respective weapon. This exemption must be granted by commanding Officers at the company level or higher; based on demonstrated proficiency, training, deployment schedules, and other factors deemed applicable. Marines may continue to be exempt every other year if they score expert every other year. Marines granted this exemption will be required to fire during the next fiscal year and every other year thereafter while the Marine maintains an expert classification and is granted an exemption by their commander. Marines who qualify less than expert will be required to fire expert two consecutive years to be eligible for the exemption again.

(g) CPP specific exemptions include Marines holding the grades of O-6 and above, E-9, Chief Warrant Officers 4 and above as well as Marines with 20 or more years of service.

(h) Marine serving in the IRR, Standby Reserves, and Retired Reserves are not required to qualify. Should a Marine return to the Active Component (AC) or Reserve Component (RC), they are required to qualify within the unit's established marksmanship interval.

d. Waivers

(1) Waivers from the requirements of this Order may be solicited only for short-term situations that temporarily prevent an individual, group, or entire unit from completing annual training. The intent is for units to request a waiver when it is determined that time or the lack of sufficient resources will prevent an individual, group, or entire unit from accomplishing the required annual marksmanship training. The purpose of

granting waivers is to protect individual Marines who were legitimately unable to complete required annual training from being adversely affected.

(2) Waivers must state the circumstances preventing an individual, group, or unit from completing annual marksmanship training and what steps are being taken by the unit to resume annual marksmanship training. Waiver requests whether for individuals, groups or an entire unit must be submitted with a by name roster of all individual Marines needing the waiver. Waivers will only be good for the fiscal year requested.

(3) Select Marine Corps Reserve (SMCR) units must submit waivers to Commander, Marine Forces Reserve within 45 days prior to the conduct of training and must include: distance to nearest USMC range complex, distance to nearest DOD range complex, efforts made to find suitable training area and justification for request.

(4) The authority to waive marksmanship training and evaluation rests with the first general Officer in a Marine's chain of command. For separate organizations not commanded by a General Officer, authorization to waive training must be obtained from the CG, TECOM.

e. Awards

(1) The Rifle Qualification Badge is awarded based on the score achieved on Tables 1 and 2 for ELT, or ARQ. The classification of badge is derived from scores noted in Chapter 2 for ELT, and Chapter 3 for ARQ.

(2) The wearing of the appropriate qualification badge is authorized until the individual fails to qualify or qualifies in another classification. Marines who fail a re-evaluation attempt are not authorized to wear a badge for that weapon until they do qualify.

(3) Marines who are not required to fire for qualification will wear their last qualification badge.

(4) The Pistol Qualification Badge is awarded based on the score achieved on either CPP course, or the CPP Sustainment course. The badge classification is derived from scores noted in Chapter 5.

(5) Commanding Officers at entry level sites will issue the appropriate qualification badge to student Officers or Enlisted Recruits for their initial qualification.

(6) Marines who fail an attempt to qualify but subsequently achieve a qualifying score will be classified as Marksman and issued the appropriate badge regardless of score attained.

(7) Marines are authorized a subsequent qualification bar each time they fire expert for record. The expert qualifications do not have to be earned on back-to-back years (i.e., if a Marine fires expert during ELT, sharpshooter the first year in the operating forces, and expert the third year in the operating forces, then the Marine rates an expert badge with a "2nd Award" re-qualification bar for the current fiscal year). Only one re-qualification bar earned by the individual will be worn.

(8) Replacements of badges or re-qualification bars are the individual's responsibility.

f. Records Management

(1) Marines who successfully completed the scheduled qualification firing will have the date, name of course, score, and classification attained recorded into MCTIMS per reference (n); and if a sergeant or above, have the appropriate classification code entered in their fitness report per reference (n).

(2) If a Marine passes qualification on an additional attempt, whether it occurs on qualification day or on a subsequent detail, they will receive the minimum passing score and classification. The score and classification will be entered into MCTIMS and on their fitness report, per references (n) and (o).

(3) Tables 3 through 6 will be entered into MCTIMS with the date and score.

(4) Records and reports relating to marksmanship training and readiness with individual small arms, including copies of awards (badges/bars) made to individuals (exclusive of copies filed in the individual's OMPF), will be retained for two years by organizations conducting training. Marksmanship evaluation records (rifle line and pit scorecards) will be retained for two years by the FMTU/organization conducting the evaluation.

g. Annual Range Statistics Reporting

(1) The following organizations are responsible for submitting end-of-year training reports to WTBn Quantico (C476 (attn. MPMS)) by no later than October 1 at the completion of the fiscal year:

- (a) WTBn Stone Bay, MCB Camp Lejeune, NC.
- (b) Marksmanship Training Detachment, MCB Camp Pendleton, CA.
- (c) MCAS Miramar, CA.
- (d) MCAGCC 29 Palms, CA.
- (e) MCAS Yuma, AZ.
- (f) RTF, Pu'uloa, MCB Hawaii.
- (g) Range Detachment, MCB Camp Smedley D. Butler, Okinawa.
- (h) WTBn, Quantico, VA.
- (i) MCSFR, Yorktown, VA.
- (j) MCAS Cherry Point, NC.
- (k) Edson Range, Camp Pendleton, CA
- (l) MCRD Parris Island, Parris Island, SC

(2) This reporting requirement is exempt from reports control per reference (k), Part IV, paragraph 7j. An electronic copy of the report format is available at <https://www.trngcmd.marines.mil/Units/Northeast/Weapons-Training-Battalion/>.

h. Request for Modifications. If range facilities are not suitable for firing the ARQ or CPP courses of fire, a request for modification may be submitted to CO, WTBn, Quantico, Attn: MPMS. Requests for modification must be submitted with 06 level endorsement, at least 45 days prior to the conduct of the training and must include the capabilities of the available facilities and what attempts have been made to acquire access to a suitable range as defined in this Order. Approved modifications shall stay in effect for one year from the date of approval.

i. Ammunition in support of ELT, ARQ, and CPP shall be provided by the local FMTU.

3. General Range Operations

a. Regulations Concerning Coaching. CMCs are responsible for coaching all student Officers, Recruits, and Enlisted students. During evaluation, coaching is permitted between stages of fire and during the shooter's preparatory time for each stage of fire. Coaching during rifle evaluation firing is prohibited (any verbal or non-verbal assistance to the shooter, by the Coach or any other personnel on the range). During firing, communication between the coach and shooter will be limited to situations regarding safety or range operations.

b. Alibis. This section covers alibis for ELT, ARQ, and CPP.

(1) Circumstances constituting an alibi include any error, mishap or malfunction that is caused by range operations, ammunition, or weapon that is not the fault of the shooter. Only BNCOs and Line Staff NCO's have the authority to grant an alibi. In the case of a pit or range operation alibi, the Marine must accept or decline the alibi before their shot group is shown.

(2) Circumstances that DO NOT Constitute an Alibi

(a) A malfunction or stoppage that occurs due to the shooter's weapon not being maintained accordance with the weapons technical manuals.

(b) The rifle/magazine/optic is improperly assembled.

(c) The shooter fails to inspect their optic for proper function, mounting, and settings as appropriate before firing at each yard line.

(d) Failure to properly seat the magazine.

(e) Failure to chamber the first round of each magazine.

(f) Failure to ensure the bolt is in battery.

(g) Failure to shoot the proper number of rounds for each stage of fire.

(h) Lost ammunition.

- (i) Magazines are improperly filled.
- (j) Failure to take the weapon off safe prior to firing.
- (k) Engaging the safety while firing.
- (l) Engaging the magazine release button while firing.
- (m) Failure to perform remedial action properly when a stoppage occurs.

c. Scoring Special Circumstances

(1) If the grease ring of a shot is touching the edge of a scoring zone, the higher value is awarded.

(2) When a scorekeeper cannot find a shot hole, and there are three or more shot holes touching each other making it possible for a shot or shots to have passed through the enlarged hole without leaving a mark, and no excess hits appear on adjacent targets, the shooter will be given the value of the three touching shot holes for the missing shot.

(3) When using a turning target system during CPP, if a shot hits the target as it is turning away and skids across more than one scoring zone, the shot will be awarded the following value: If the shot enters a value, but exits at a larger value, the shot will be awarded the point of entry plus one. If the shot enters a value, but exits at a smaller value, the shot will be awarded the point of entry.

d. Inclement Weather Plan. Inclement weather is defined as weather that impedes the Marines' ability to safely engage the target. Two of the greatest contributing factors are visibility and wind.

(1) In the event inclement weather has caused a cancellation/delay in the training schedule, multiple blocks/days of fire may be conducted in a single training day, daylight permitting.

(2) For entry level sites, the Table 1 or Table 2 pre-evaluation score may be used as the shooter's official evaluation score only when inclement weather has caused the evaluation to be fully or partially cancelled. In this event, the pre-evaluation must have been conducted in the same manner as an evaluation (e.g., verifiers, new targets, no coaching).

(3) For annual marksmanship, FMTU OICs/FMTU Gunners may authorize the use of pre-evaluation scores as the shooter's official evaluation score if inclement weather has caused the evaluation to be fully or partially cancelled. In this event, the pre-evaluation must have been conducted in the same manner as an evaluation (e.g., verifiers, new targets, no coaching).

Chapter 2

Entry Level Rifle Training

1. Overview

a. Purpose. The purpose of this chapter is to outline regulations for marksmanship training and evaluation for student Officers, Recruits, and Enlisted students undergoing entry level training at The Basic School (TBS), Marine Corps Recruit Depots, and Schools of Infantry.

b. Intent. Provide student Officers, Recruits, and Enlisted students with formal instruction, in a progressive training program, to introduce and build upon individual marksmanship skills. No previous marksmanship knowledge is assumed.

2. Tables 1 and 2. Student Officers undergoing TBS and Enlisted Recruits, while undergoing recruit training at Weapons Field Training Battalion (WFTBN) Parris Island or Edson Range, must complete Table 1 and Table 2 training. This includes completion of Preparatory Training for Table 1 and Table 2 and the courses of fire for Table 1 and Table 2, in accordance with Appendices D and E, respectively.

3. Tables 3 through 6. Student Officers undergoing TBS and Enlisted Marines, while assigned as students at a SOI, must complete Tables 3 through 6 training. This includes completion of preparatory training, dry practice, and live fire. Tables 3 through 6 courses of fire are contained in appendices F-I.

4. Training Schedule

a. Table 1

(1) Preparatory training for the student Officer and Recruit, to include lecture, Indoor Simulated Marksmanship Trainer (ISMT), and dry practice, will be conducted by Marksmanship Training Company, WFTBN Quantico and WFTBN Parris Island or Edson Range. TBS students and Recruits will establish a pre-zero sight setting on their service rifle using a small arms collimator. TBS students and Recruits will then confirm their service rifle's zero at 100 meters/yards.

(2) Day 1 Firing. Student Officers and Recruits will conduct Table 1 training contained in appendix D.

(3) Day 2 Firing. Student Officers and Recruits conduct Table 1 training contained in appendix D.

(4) Day 3 Firing. Student Officers and Recruits conduct Table 1 training contained in appendix D.

(5) Day 4 Firing. Student Officers and Recruits fire Table 1 pre-evaluation contained in appendix D.

(6) Day 5 Firing. Student Officers and Recruits fire Table 1 evaluation contained in appendix D.

b. Table 2

(1) Day 1. Student Officers and Recruits receive preparatory training for Table 2. Practical application and dry practice will be given prior to live fire training. Student Officers and Recruits conduct Table 2 live fire training contained in appendix E.

(2) Day 2. Student Officers and Recruits fire Table 2 pre-evaluation and evaluation contained in appendix E.

c. Tables 3 through 6

(1) Preparatory Training. Prior to beginning Tables 3 through 6 training, preparatory training will be conducted by a CMT (MOS 0931) per reference (e).

(2) Table 3 Unknown Distance Day. Student Officers and Enlisted students conduct Table 3 Unknown Distance Day found in appendix F. Scores are recorded.

(3) Table 4 Unknown Distance Night. Student Officers and Enlisted students fire Table 4 Unknown Distance Night contained in appendix G. Scores are recorded.

(4) Table 5 Short Range Day. Student Officers and Enlisted students fire Table 5 Short Range Day contained in appendix H. Scores are recorded.

(5) Table 6 Short Range Night. Student Officers and Enlisted students fire Table 6 Short Range Night contained in appendix I. Scores are recorded.

5. Formal Marksmanship Training Unit (FMTU), and School of Infantry (SOI) Responsibilities

a. Only qualified CMTs and CMCs will conduct marksmanship training for student Officers, Recruits, and Enlisted students. Marksmanship instructors must have successfully completed the CMT Course.

b. Ideally, one CMC should be assigned two firing points, but will not be assigned more than four firing points. Other range personnel requirements are contained in Chapter 1.

c. Conduct of Tables 1-6. FMTUs and SOIs are responsible for the conduct of live fire training for Tables 1-6 for student Officers (WTBN Quantico), Tables 1-2 for Recruits (WFTBN Parris Island and Edson Range) and Tables 3 through 6 for Enlisted students (SOI East and SOI West).

6. Minimum Required Equipment. As issued by TBS and the entry level site supply system; authorized equipment list is published annually via MARADMIN.

a. Table 1

(1) Service rifle as defined in Chapter 1, paragraph 1.

(2) USMC Common Weapon Sling.

(3) Load-bearing gear.

- (4) Six magazines.
- (5) Magazine pouch.
- (6) Hearing protection.
- (7) Eye protection (optional per reference (i)).
- (8) Data book.

Note: Water carrying devices and inclement weather gear are authorized.

b. Table 2

- (1) Service rifle.
- (2) USMC Common Weapon Sling.
- (3) Load-bearing gear.
- (4) Six magazines.
- (5) Magazine pouch.
- (6) Hearing protection.
- (7) Eye protection (optional per reference (i)).

(8) Body armor and helmet. Attaching Magazine pouches directly to the body armor is authorized.

Note: Water carrying devices and inclement weather gear are authorized.

c. Tables 3 through 6

- (1) Service rifle with modular attachments:
 - (a) Laser aiming device.
 - (b) Night vision device.
- (2) USMC Common Weapon Sling.
- (3) Load-bearing gear.
- (4) Six magazines.
- (5) Magazine pouches.
- (6) Hearing protection.
- (7) Eye protection (optional per reference (i)).

(8) Body armor and helmet. Attaching Magazine pouches directly to the body armor is authorized.

- (9) Helmet mounted night vision device.

Note: Water carrying devices and inclement weather gear are authorized.

7. Range and Target Requirements

a. Tables 1 and 2 Range Requirements

(1) Table 1 requires a known distance range certified for 5.56mm ball ammunition fired from 100 (zeroing), 200, 300, and 500 yards/meters is required.

(2) Table 2 requires a range certified for 5.56mm ball ammunition fired from 25 yards/meters for stationary targets and 100 yards/meters for moving targets.

b. Tables 3 through 6 Range Requirements

(1) Tables 3 and 4 require an unknown distance range with stationary man-sized targets, certified for 5.56mm ball ammunition, and use of class 3 lasers, from 40 to 500 meters during both day and night. Automated and steel targets may be used.

(2) Tables 5 and 6 require a range with stationary man-sized targets, certified for 5.56mm ball ammunition, fire and movement, and use of class 3 lasers, from 5 to 100 yards/meters during both day and night.

c. Target Requirements

(a) On all evaluation days for Tables 1-6, new target faces are required.

(b) For Table 1, one "A," one "D," and one "B-MOD" target are required for each target point as shown in appendix A.

(c) For Table 2, two USMC Threat targets and one cut down echo silhouette as shown in appendix A are required for each target point.

(d) For the unknown distance stage of fire in Tables 3 and 4 multiple targets set at varying distances (40-500 meters) that provide visual feedback and/or automated scoring is recommended for each firing lane. Automated ranges are preferred to conduct these tables. Steel targets are authorized for unknown distance shooting. For steel target considerations see reference (i).

(e) For Tables, 5-6 two USMC Threat targets are required per firing point. A complete list of Range associated NSNs can be found in appendix B.

8. Authorized firing positions

a. Entry Level Training Table 1

(1) Prone. In the prone position, the Marine's weight is evenly distributed on the elbows, providing maximum support and good stability. Majority of the support will come from the ground. Magazine supported prone is authorized for the zeroing portion only.

(2) Standing Unsupported. The body is upright, both feet in contact with the ground and the weapon is directly supported by the shooter.

(3) Sitting Unsupported. There are multiple variations of sitting, the primary support of the weapon comes from the inner thigh/knee(s). The primary support of the body comes from the buttocks in contact with the ground.

(4) Kneeling Unsupported. There are multiple variations of kneeling, the primary support of the body/weapon comes from the knee(s) in contact with the ground and/or the forward arm.

b. Entry Level Training Table 2

(1) Standing Unsupported. The body is upright, both feet are in contact with the ground and the weapon is directly supported by the shooter.

(2) Kneeling Unsupported. There are multiple variations of kneeling, the primary support of the body/weapon comes from the knee(s) in contact with the ground and/or the forward arm.

c. Entry Level Training Tables 3 through 6

(1) Prone. In the prone position, the Marine's weight is evenly distributed on his elbows, providing maximum support and good stability. Majority of the support will come from the ground. Magazine supported prone is authorized.

(2) Standing Supported and Unsupported. The body is upright, both feet are in contact with the ground and the weapon is directly supported by the shooter. While using a supported position the primary support of the weapon will come from a barricade or equivalent.

(3) Kneeling Supported and Unsupported. There are multiple variations of kneeling, the primary support of the body/weapon comes from the knee(s) in contact with the ground and/or the forward arm. While using a supported position the primary support of the weapon will come from a barricade or equivalent.

9. Qualification Scores. Qualification is based on an aggregate of Table 1 and Table 2 scores:

Unqualified	Marksman	Sharpshooter	Expert
0-249	250-279	280-304	305-350

a. Student Officers and Recruits must obtain a minimum score of 190 on Table 1 evaluation to proceed to Table 2 training and evaluation.

b. Student Officers and Recruits must obtain a minimum score of 60 on Table 2 evaluation to receive an aggregate qualification score. Upon successful completion of Table 2 training on the first attempt, the student Officer will receive an aggregate qualification score.

c. Tables 3 through 6 are scored based on percentages.

(1) Table 3. Eliminate 60% of exposed threats.

- (2) Table 4. Eliminate 50% of exposed threats.
- (3) Table 5. Achieve 80% of possible points.
- (4) Table 6. Achieve 50% of possible points.

e. Scoring for Tables 1 and 2

(1) Table 1 uses a five-point scoring system for each stage of fire. Shots are scored with the appropriate value of the scoring area in which the shot impacts. If a shot touches the scoring area of the next higher value, the shooter will receive the score of the higher value. The minimum passing score for Table 1 is 190 out of a possible 250 points.

(a) Score on the Line. The shooter on the ready line keeps the score for the shooter on the firing line (same firing point). As soon as a scorecard is completed, the scorecard is signed by the shooter and Marine keeping score then collected by the coach. The scorecard on the line will be verified against the scorecard in the pits.

(b) Score in the Pits. The official score is kept in the pits. Personnel pulling targets are responsible for recording the official score on the scorecard. The scorecard bears the date, the number of the target, and the number of the relay. All entries on scorecards are made in permanent ink. A pit verifier must initial all scorecard corrections. The pit verifier and the target puller will sign evaluation scorecards. The scorecards in the pits and the scorecards on the line are matched and range personnel make a final verification.

(2) Scoring for Table 2. Table 2 uses a two-point scoring system for stationary targets. Hits within the designated scoring area are worth two points. Hits outside the designated scoring area are worth one point. If a shot touches the scoring area of the next higher value, the shooter will receive the score of the higher value. Moving threat targets are valued at two points with the hit being anywhere on the target.

(3) Excessive Hits During a String of Fire. If a target has more hits than the prescribed number for that stage of fire, not all the same value, the shooter assigned to that target will receive an alibi. If all hits are of the same value, the shooter will receive the value of the number of shots fired up to the prescribed number of hits for that stage.

(4) Insufficient Hits During a String of Fire

(a) If there are insufficient hits and three or more shot holes are touching, and there are no excessive hits on the two targets to the left and right, the shooter is given the value of the three touching shot holes for the missing shot(s).

(b) If there are insufficient hits and there are not three or more shot holes touching, the shooter must accept the score for the number of rounds impacting the target.

(c) During the rapid-fire stages, if the target has nine hits all in the "aiming black" and there are no excessive hits on the two targets to

the left and right, the shooter will receive the maximum score for that stage of fire.

10. Failure/Remediation

a. Tables 1 and 2

(1) When a student Officer or Recruit fails to achieve the required minimum score for Tables 1 or 2, at the discretion of the FMTU OIC/FMTU Gunner and if time and circumstances permit, the student Officer or Recruit will be re-evaluated on the same day as the initial qualification attempt (R1).

(2) Upon a successful reevaluation of Table 1, the student Officer or Recruit will progress to Table 2 training. Upon successful completion of Table 2, regardless of the Table 2 score, the student Officer or Recruit will receive an aggregate qualification score of 250 (minimum score) and a classification of Marksman for record.

(3) Upon a successful reevaluation of Table 2, the student Officer/Recruit, regardless of their Table 1 score, will receive an aggregate qualification score of 250 (minimum score) and classification of Marksman for record.

(4) For student Officers, an agreement between CO, WTBn, Quantico, and CO, TBS will determine the number of evaluation attempts.

(5) For Recruits, subsequent re-evaluation attempts are at the discretion of the MCRD CG or as delegated per local policy.

b. Tables 3 through 6. When a student Officer or Enlisted student fails to achieve the required minimum score for Table 3-6, if time and circumstances permit, the student Officer will be reevaluated on those Tables. Enlisted students' re-evaluation attempts are at the discretion of the SOI Commanding Officer or as delegated per local policy.

Chapter 3

Annual Marksmanship Qualifications

1. Overview

a. Purpose. The purpose of this chapter is to outline regulations pertaining to annual marksmanship training and evaluation for Marines.

b. Intent. Evaluate individual Marines' lethality and proficiency with a service rifle to ensure Marines armed with the service rifle can employ their weapon effectively in combat.

c. Unit Responsibility. Units must adequately prepare their Marines to execute annual marksmanship qualification. Each unit is responsible for providing enough CMCs to coach their Marines executing annual marksmanship qualification. For recommended preparatory training refer to reference (e) available at <https://www.trngcmd.marines.mil/Units/Northeast/Weapons-Training-Battalion/>. Only certified CMTs and CMCs are authorized to conduct preparatory training.

2. Training Schedule

a. Preparatory Training. Recommended preparatory training is the sole responsibility of the Marine's parent unit. Marines must report to the range with signed confirmation from their unit's training Officer stating they have passed a Weapons Handling Test within 30 days of firing. See reference (e) for weapons handling test.

b. Annual Marksmanship Qualification Requirements

(1) Annual Rifle Qualification

(a) ARQ is a three-day event that consists of destroy and drill portions, fired from the 500 to the 15-yard line. It incorporates positional shooting, multiple threat, moving threat, and close combat engagements that uses a probability-based scoring method that focuses on lethality.

(b) Day 1 Firing. ARQ Day One will consist of a 100-yard line zero confirmation and determine elevation holds. The zero-confirmation portion will be done at the 100-yard line. It is recommended after the zero confirmation that the Drills portion, 25 and 15-yard lines, be conducted before moving on to the Destroys portion.

(c) Day 2 Firing. ARQ day two is prequalification day and is executed the same as qualification day. The destroy portion is fired first from far to near distances (500 yards to 25 yards), then the drill portion is executed from the 25 and 15-yard lines.

1. At the end of day two and prior to leaving the range complex, shooters may choose to use their prequalification score as their final score. Should a Marine accept the score, they may not contest their score or reshoot on ARQ Day Three.

2. FMTU personnel will determine if Marines who have qualified on day two must return on day three in support of range operations.

(d) Day 3 Firing. ARQ day three consists of the qualification course of fire. The destroy portion is fired first from far to near distances (500 yards to 25 yards), then the drill portion is executed from the 25 and 15-yard lines.

(2) Tables 3 Through 6

(a) All Marines assigned a rifle as their T/O weapon, shall complete Tables 3 through 6 training and evaluation annually. This includes completion of preparatory training, dry practice, and live fire. Tables 3 through 6 courses of fire are contained in reference (e) and appendices F-I. Scores are recorded in MCTIMS.

1. Table 3 Unknown Distance Day.
2. Table 4 Unknown Distance Night.
3. Table 5 Short Range Day.
4. Table 6 Short Range Night.

3. Minimum Required Equipment. As issued by the Marine Corps supply system; authorized equipment list is published annually via MARADMIN.

a. Annual Rifle Qualification

- (1) Service rifle with modular attachments:
- (2) USMC Common Weapon Sling.
- (3) Load-bearing gear.
- (4) Six magazines.
- (5) Magazine pouches.
- (6) Hearing protection.
- (7) Eye protection (optional per reference (i)).

(8) Body armor and helmet (PPE level 1 per reference (i)). Attaching Magazine pouches directly to the body armor is authorized.

Note: Water carrying devices and inclement weather gear are authorized.

b. Tables 3 through 6

- (1) Service rifle with modular attachments:
 - (a) Laser aiming device.
 - (b) Night vision device.
- (2) USMC Common Weapon Sling.
- (3) Load-bearing gear.

- (4) Six magazines.
- (5) Magazine pouches.
- (6) Hearing protection.
- (7) Eye protection (optional per reference (i)).

(8) Body armor and helmet. Attaching Magazine pouches directly to the body armor is authorized.

- (9) Helmet mounted night vision device.

Note: Water carrying devices and inclement weather gear are authorized.

4. Annual Marksmanship Qualification Range and Target Requirements

a. Annual Rifle Qualification Range Requirements

(1) A known distance range with stationary targets certified for 5.56mm ball ammunition, fired from 25, 100, 200, 300, and 500 yards/meters, fire and movement fired from 25 to 15 yards/meters, and Moving targets are required at 100 and 200 yards/meters.

(2) Automated systems such as Location of Miss and Hits (LOMAH) may be used.

(3) Barricades used at the 100 and 200 yard/meter lines that accommodate the following:

- (a) Right and left-handed shooters.
- (b) Tall and short shooters.
- (c) Provides support for both kneeling and standing positions.
- (d) Provides a relatively stable shooting platform.

b. Annual Rifle Qualification Target Requirements

(a) On all evaluation days for ARQ, new target faces are required.

(b) The ARQ "Destroy" target, as depicted in appendix A, will be utilized for the 100, 200, 300 and 500 yard/meter lines.

(c) The ARQ "Drill" target, as depicted in appendix A, will be utilized for the 25 and 25-15 yard/meter lines.

(d) The Moving Threat "E" Silhouette target, as depicted in appendix A, will be used for the 100 and 200-yard moving threat engagement stage.

(e) A complete list of Range associated NSNs for ARQ can be found in appendix B.

c. Tables 3 Through 6 Range Requirements

(1) Tables 3 and 4 require an unknown distance range with stationary man-sized targets, certified for 5.56mm ball ammunition, and use of class 3 lasers, from 40 to 500 meters during both day and night. Automated and steel targets may be used.

(2) Tables 5 and 6 require a range with stationary man-sized targets, certified for 5.56mm ball ammunition, fire and movement, and use of class 3 lasers, from 5 to 100 yards/meters during both day and night.

d. Table 3 Through 6 Target Requirements

(1) Tables 3 and 4 require multiple targets set at varying distances (40-500 meters) that provide visual feedback and/or automated scoring is recommended for each firing lane. Automated ranges are preferred to conduct these tables. Steel targets are authorized for unknown distance shooting. For steel target considerations see reference (i).

(2) For Tables 5 and 6, two USMC Threat targets are required per firing point. A complete list of Range associated NSNs can be found in appendix B.

5. Authorized Positions

a. Marines will begin and end each iteration of fire from the standing position at either the alert carry (low ready) or tactical carry (high ready).

b. Prone Supported or Unsupported. In the prone position, the Marine's weight is evenly distributed on his elbows, providing maximum support and good stability. Majority of the support will come from the ground. Types of support authorized in the prone will include barricade, magazine supported, bipod (T/E issued bipods/grip pods only) or issued assault pack.

c. Standing Supported or Unsupported. The body is upright, both feet in contact with the ground and the weapon is directly supported by the shooter. While using a supported position the primary support of the weapon will come from a barricade or equivalent.

d. Kneeling Supported or Unsupported. There are multiple variations of kneeling, the primary support of the body/weapon comes from the knee(s) contacting the ground and/or the forward arm. While using a supported position the primary support of the weapon will come from a barricade or equivalent.

6. Scoring and Classification

a. Scoring. ARQ is scored on a destroyed or missed basis. The ARQ target has six zones (see appendix A); Destroyed (D), Face Destroyed (FD) (distinction between (D) and (FD) only matters for required head shots), Neutralized (N), Suppressed (S), Face Suppressed (FS), Suppressed White (SW) (for data collection only). For the Marine to destroy their target they must achieve at least one shot in either the (D) or (FD) zones.

(1) During ARQ Day 1 Holds, Marines will see an orange disc positioned in accordance with appendix A to show their shots as either

Destroy, Neutralize, Suppress, or Miss to facilitate their hold refinement. Black and white three inch shot spotters are used to identify individual shots/shot groups.

(2) During ARQ Days 2 and 3, the orange disc will not be used to show shot value, but black and white shot spotters shall be used to identify individual shots/shot groups.

b. Excessive Hits During a Portion of ARQ. If a shooter mistakenly fires excessive rounds during a stage, they will receive that number of rounds back in order to complete the course of fire. If a shooter repeatedly fires excessive rounds, it is up to the FMTU OIC/FMTU Gunner to adjudicate.

(1) Destroy Portion. If the shooter fires more than the prescribed number of rounds (e.g., the Marine fires 6 rounds during a 5-round engagement at the 500-yard line), they shall receive the value of the lowest 5 shots (e.g., four rounds in the suppress, 1 round in the neutralize, 1 round in the destroy equates to a miss). If it is determined that another Marine cross fired onto the target, the shooter shall rate the value of the highest 5 shots (e.g., four rounds in the suppress, 1 round in the neutralize, 1 round in the destroy equates to a destroy).

(2) Drill Portion. If a shooter fires more than the prescribed number of rounds for a drill, then the shooter did not execute the drill properly, therefore fails the drill. If it is determined that another shooter cross fired onto the target, the shooter shall receive the highest scored value according to the drill parameters (e.g., during a failure to stop drill, one round in the suppress, two rounds in the destroy, two rounds in the face destroy, equates to a pass for that iteration). If there are not enough shots in the correct zones of the target according to the drill parameters, the shooter failed the iteration (e.g., during a failure to stop drill, two rounds in the suppress, two rounds in the destroy, equates to a failure for that iteration).

c. Insufficient Hits During a Portion of ARQ

(1) Destroy Portion. If there are not enough impacts on the target for a stage of fire, the shooter shall receive the value of shots on the target (e.g., the Marine fires 4 rounds during a 5-round engagement or only four impacts are visible, at the 500-yard line, with one impact in the destroy zone, and three in the suppress, equates to a destroy).

(2) Drill Portion. If there are not enough impacts on the target during the drill portion, the shooter fails that drill iteration.

d. Classification. A shooter must achieve a minimum of 15 Destroys out of 50 and pass at least one iteration of any drill type to qualify.

(1) Expert. Defined as a shooter that can achieve lethal effects on a threat under any circumstance, at any distance, from any position. They must achieve between 43-50 destroys, and successfully complete at least one iteration in each drill type.

(2) Sharpshooter. Defined as a shooter that can achieve lethal effects on a threat under most circumstances, at most distances from, most positions. The shooter must achieve between 31-42 destroys, and successfully complete at least one iteration of two drill types.

(3) Marksman. Defined as a shooter who can achieve lethal effects on a threat under some circumstances at some distances from some positions. They must achieve between 15-30 destroys, and successfully complete at least one iteration of any drill type.

(4) Tables 3 through 6 are scored based on percentages.

1. Table 3. Eliminate 60% of exposed threats.

2. Table 4. Eliminate 50% of exposed threats.

3. Table 5. Achieve 80% of possible points.

4. Table 6. Achieve 50% of possible points.

7. Failure, Re-evaluation, and Remediation

a. All scores must be entered into MCTIMS regardless of if they are a passing or failing score in accordance with chapter 1.

b. When a shooter fails to achieve the minimum required score for Day 3 that shooter is considered unqualified.

c. If time and circumstances permit, unqualified shooters will receive at least one re-evaluation attempt during the same day (R1).

(1) If a portion of the ARQ was passed on the Marines initial evaluation attempt, that portion will be scored as achieved. For example, if a Marine successfully passes the destroy portion, but fails the drills portion, the Marine will only fire the drill portion for score during the R1.

(2) Should the Marine remain unqualified after the R1, they must return to fire on another detail during the same fiscal year and will fire the entire ARQ course for score. Once the Marine successfully completes the course of fire, they will be awarded the minimum passing score for record. See appendix J.

d. Should a Marine fail to achieve the minimum score for Tables 3 through 6, they may be re-evaluated at their commander's discretion.

e. Remedial training is the responsibility of the Marine's command and is conducted by qualified CMT(s) and CMC(s). Remedial training should be focused to correct the Marine's specific marksmanship deficiency.

Chapter 4

Marine Forces Reserve Marksmanship Training

1. Overview

a. Purpose. The purpose of this chapter is to outline circumstances and requirements specific to the SMCR. All other aspects of annual marksmanship qualification for the SMCR are conducted in accordance with chapters 3 and 5.

b. Intent. Marksmanship proficiency is the foundation for military effectiveness in ground combat operations. Historical reliance on the Reserve Forces makes it essential that reserve component Marines have the training and skill sets necessary to prepare them to augment combatant commanders worldwide.

c. Responsibilities. Unit commanders at the Battalion/Squadron level or higher, are responsible for preparing their Marines for annual marksmanship qualifications using lecture materials, practical application, dry practice, and ISMT (if available).

2. Training Schedule. ARQ will be completed during the same drill period and conducted, at a minimum, every two years. Scores will remain current for two years. Any waivers or exceptions to this "two-year" policy must be approved by Commander, Marine Forces Reserve. Unit and site commanders retain the authority to qualify annually.

a. ARQ shall be executed per chapter 3 and appendix J.

b. Table 3-6. Marines preparing for deployment are required to complete Tables 3 through 6 training outlined in chapter 3, appendices F-I, and in accordance with pre-deployment directives.

3. Reserve Marksmanship Resources

a. The Reserve Combat Marksmanship Coach (CMC) and Combat Marksmanship Trainer (CMT) courses are sponsored by the Reserve Formal Marksmanship Training Unit (FMTU). These courses are held annually and information concerning these courses can be found by contacting the MARFORRES G-3/5. Reserve Marines may attend CMC or CMT courses hosted by FMTUs listed in chapter 1, providing space availability and funding from MARFORRES.

b. The Reserve FMTU provides Mobile Training Teams (MTT) to assist units that do not have the minimum required range personnel. MTT's can be requested through MARFORRES G-3/5.

c. Units that do not have the appropriate number of CMCs can request an exception to chapter 1 requirements to the training unit's MSC G-3. Exceptions to the CMC requirement may be granted for Corporals or above to serve as coaches only during a single range detail. Requests must be submitted, via chain of command, NLT 45 days prior to the execution of ARQ.

d. Units that do not have access to adequate facilities for ARQ or CPP, refer to chapter 1 paragraph 2.g.

4. Annual Range Statistics Reporting

a. Units will submit end of year training reports to Marine Forces Reserve (MFR) G3 and TECOM (C476, Attn: MPMS) no later than October 1 at the completion of the fiscal year.

b. This reporting requirement is exempt from reports control per reference (k), Part IV, paragraph 7j. An electronic copy of the report format is available at <https://www.trngcmd.marines.mil/Units/Northeast/Weapons-Training-Battalion/>.

Marine Corps Combat Pistol Program

Chapter 1

Combat Pistol Program (CPP)

1. Overview

a. Purpose. The purpose of this chapter is to outline regulations for training and evaluation of the CPP.

b. Intent. Evaluate individual Marines' lethality and proficiency with a service pistol to ensure Marines armed with the service pistol can employ their weapon effectively in combat.

(1) Marines assigned to Marine Corps Security Forces, to include Marine Barracks and military police organizations, are required to complete lessons CPP.1 - CPP.14 per reference (f) for annual pistol qualification.

(2) SMCR personnel have the option to complete the CPP every other year; however, if time and resources are available, every effort should be made to complete the CPP annually.

2. Unit Responsibility

a. Unit commanders are responsible for preparing their Marines for annual qualification.

b. Unit commanders may coordinate with local FMTUs to support a portion or all CPP training and evaluation. CPP training at the range may include a mix of lecture, dry practice, and live fire.

NOTE: The execution of dry practice conducted by trained CMT and CMC Marines is a critical element in the development of a Marine's fundamental marksmanship skill, speed, and accuracy in the CPP.

3. Combat Pistol Program Sustainment Course

a. The CPP sustainment course is designed for Marines who have previously achieved an Expert or Sharpshooter qualification with a service pistol while executing all five training blocks of CPP Table 1. If a Marine scores Marksman or fails to qualify during the accelerated sustainment, the Marine must execute the full qualification training the following year.

b. The CPP sustainment course consists of three blocks of training. Block 1 consists of refresher training (lecture, dry practice, and live practice). Block 2 is CPP Table 1 pre-evaluation, and Block 3 is CPP Table 1 evaluation. See appendix L.

c. Specific lesson material for the CPP sustainment course is available for download at <https://www.trngcmd.marines.mil/Units/Northeast/Weapons-Training-Battalion/>.

4. Required Equipment for the Combat Pistol Program

a. Service pistol.

- b. Belt.
- c. USMC Holster System (for applicable pistol).
- d. Magazines (2).
- e. Magazine pouch.
- f. Hearing protection.
- g. Eye protection (optional per reference (i)).

5. Combat Pistol Program Range and Target Requirements

a. Combat Pistol Program Range Requirements

(1) A known distance range with stationary targets certified for 9mm and .45 caliber ball ammunition fired from 7-25 yards/meters.

(2) Turning target systems are recommended for CPP training and evaluation.

b. Combat Pistol Program Target Requirements

(1) New target faces are required for evaluation.

(2) One MPMS-1 target per firing point is required for CPP training and evaluation. See appendix C.

6. Authorized Positions. CPP is fired only from an unsupported standing position. The body is upright, both feet are in contact with the ground and the weapon is directly supported by the shooter's hands.

7. Classifications and Reporting

a. Classification Scores. Classification is based on scores achieved from the Table One (Block 5) Evaluation course of fire:

<u>Expert</u>	<u>Sharpshooter</u>	<u>Marksman</u>	<u>Unqualified</u>
364-400	324-363	264-323	0-263

b. All scores must be entered into MCTIMS regardless of a passing or failing score in accordance with chapter 1.

c. FMTUs will submit CPP statistics per chapter 1 of this order.

8. Regulations Concerning Coaching. During pistol evaluation firing, coaching is permitted between stages of fire and up until the shooter's preparatory time for each stage of fire ends. Coaching during pistol evaluation firing is prohibited; no communication between the coach and shooter will be allowed. This includes any verbal or physical assistance that may aid the shooter's performance. During evaluation firing, coaches and range personnel serve as supervisors and enforce range regulations. Range personnel and coaches will remain on or behind the ready line while personnel are firing for evaluation, except when intervening to prevent an unsafe condition.

9. Scoring Procedures. Detailed scoring procedures are contained in references (f) and appendix K.

a. Point Values. Point value is the scoring criteria used for CPP firing and evaluation. Each shot is scored based on its location on the MPMS-1 target as shown in appendix C. Shots fired in the 'A' scoring zone are awarded ten points. Shots fired in the 'B' scoring zone are awarded eight points. Shots fired in the 'C' scoring zone are awarded six points. Shots fired in the 'D' scoring zone are awarded four points.

b. Misses. A shot outside of the 'D' (4-point) scoring zone or off the MPMS-1 target is scored as a miss. A shot not fired is scored as a miss. If the shot hits the carriage and creates splash on the target with no discernible shot hole, it is scored as a miss.

c. Point Values for "Failure to Stop Drills"

(1) Scoring for failure to stop drills is unique in that the value of shots are relative to the successful execution of the drill.

(2) During stage one of the evaluation block, shooters will fire two failure to stop drills prior to scoring. Scorekeepers should observe the target for total of six shots. A maximum of two shots in the head (above the jaw line) will be counted for full value. Any others in the head (regardless of location) will be counted as fours. If more than four shots are below the jaw line, the shooter will receive the four highest value shots. All others will be counted as misses.

APPENDIX A
RIFLE TARGETS

a. Table 1 Targets

Table 1		
"Able" Target	"Dog" Target	"B-Modified" Target

b. Tables 2-6 and Annual Rifle Qualification Targets

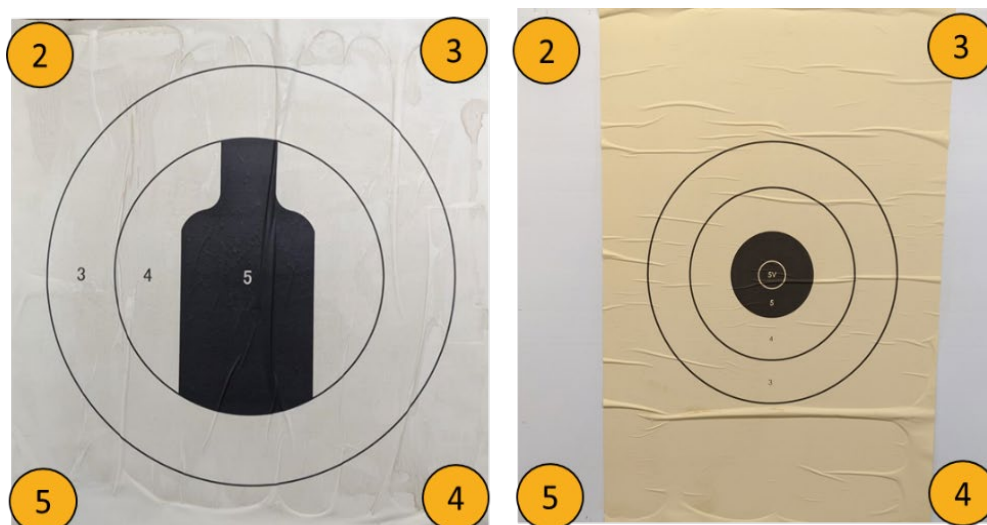
Tables 2-6 USMC Threat	Moving Threat "E" Silhouette	USMC Threat ARQ Destroy	USMC Threat ARQ Drill (Dye Cut)
5" Head 19.5" Center Mass 10" Center Chest Pelvic Girdle	40" Tall 12" Wide	7.5"x4.25" Face Destroy 11.5"x9" Chest Destroy 25.5"x13" Neutralize Zone	7.5"x4.25" Face Destroy 11.5"x9" Chest Destroy 25.5"x13" Neutralize Zone

c. Annual Rifle Qualification Scoring Disc Locations

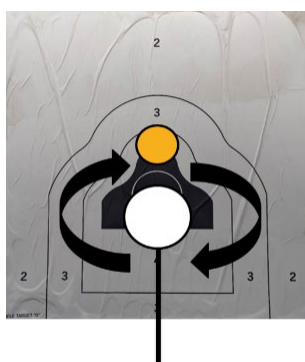


d. Entry Level Training Scoring Disc Locations

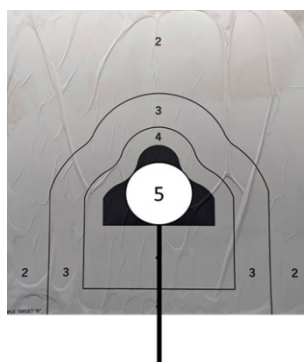
(1) Entry Level Training Slow Fire



(2) Entry Level Training Rapid Fire



Possible



Five



Four



Three



Two



Verified Miss/No Value

APPENDIX B

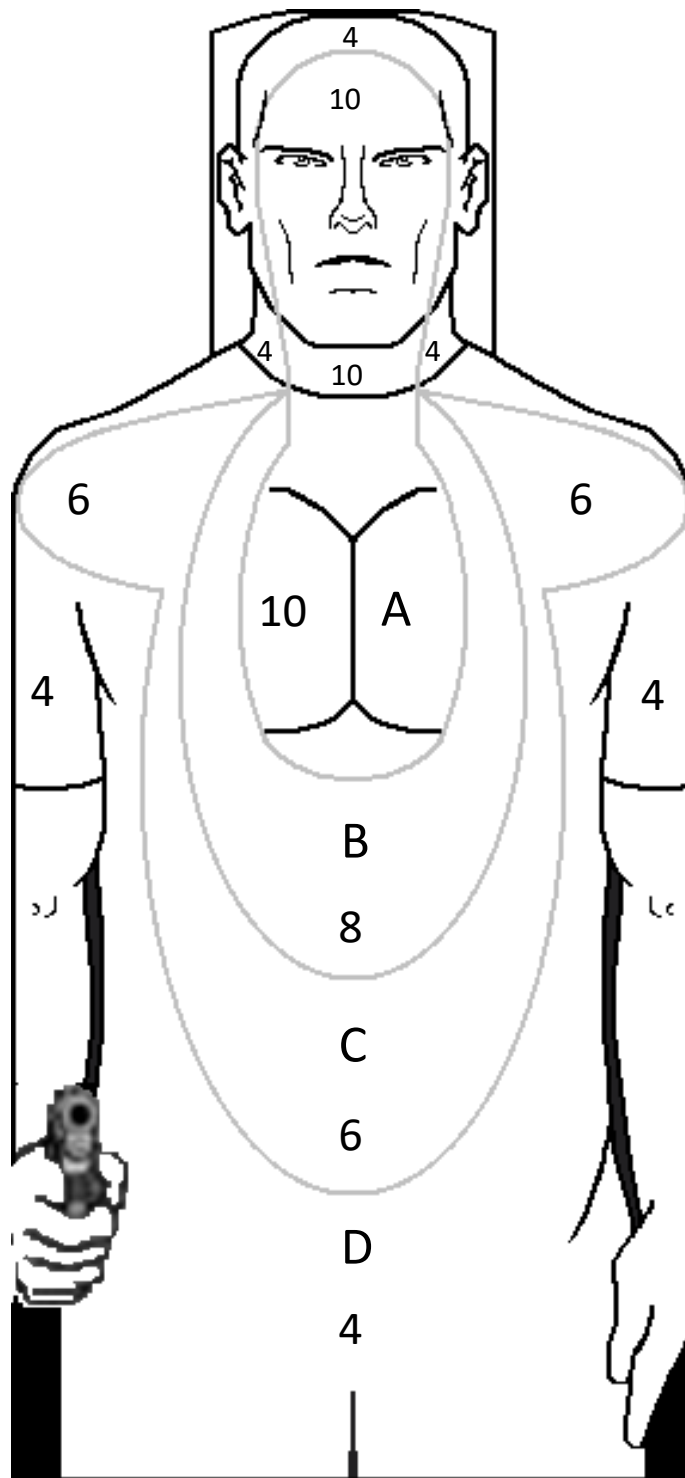
LISTING OF RANGE ASSOCIATED NATIONAL STOCK NUMBERS (NSN)

ITEM	NSN/ITEM NUMBER	ORDERING METHOD
*DOG	6290005507900	Global Combat Support System (GCSS)
*ABLE	6920006274071	GCSS
*BMOD	6920012415043	GCSS
ARQ DESTROY/LONG RANGE	6920-01-699-2231	GCSS
ARQ DRILL/SHORT RANGE	6920-01-699-2690	GCSS
2"X2"X12' FRAME LUMBER	TL2A2041201	MSC/ Servmart
72"X72"X4MIL CORAPLAST	OPEN PURCHASE	MSC/ Servmart
55 GAL DRUM GLUE	TL2A908362	MSC/ Servmart
FRAMING NAILS	76684745 - 2-3/8"x.120smth2000/bx 28deg stick framing nail	MSC/ Servmart
DECK SCREWS	TL2A560155	MSC/ Servmart
*T2 THREAT	6920016421406	
2"X2"X8' LUMBER	TL2A2020809	MSC/ Servmart
2"X4"X16' LUMBER	OPEN PURCHASE	MSC/ Servmart
48"X96"X3/8" PLYWOOD	TL2A33800	MSC/ Servmart
9-HOLE BARRICADE	OPEN PURCHASE	COMMERCIAL OF THE SHELF
TARGET STAND	109150000	
FRAMING NAILS	76684745 - 2-3/8"x.120smth2000/bx 28deg stick framing nail	MSC/ Servmart
BACKING HARD CARD	6920-00-795-1806	GCSS
*PISTOL MPMS-1	6920-01-625-6748	GCSS
BACKING HARD CARD	6920-00-795-1806	GCSS
SPRAY GLUE	TL2A00051111979563	GCSS
SPINDLE	6920007138257	GCSS
SHOT SPOTTER 1.5"	6920007890864	GCSS
SHOT SPOTTER 3"	6920007138255	GCSS
SHOT SPOTTER 5"	6920007138254	GCSS
SHOT SPOTTER 10"	6920007138256	GCSS
BLACK PASTIES	6920001656354	Servmart
WHITE PASTIES	6920001723572	Servmart
CHEM LIGHTS GREEN	6260010744229	Servmart
CHEM LIGHTS RED	6260011785559	Servmart
CHEM LIGHTS BLUE	6260011785560	Servmart
PAINT ROLLERS	TL2A49015	MSC/ Servmart
TRASH BAGS	TL2APSRST3956155-50	MSC/ Servmart
METAL CLIP BOARDS (#BRDS)	MC027520-01-439-3387	MSC/ Servmart
PNEUMATIC STAPLER		OPEN PURCHASE

PNEUMATIC STAPLER STAPLES		OPEN PURCHASE
HAND STAPLES (RANGE)	T50-TL2A509	MSC/ Servmart
BLACK SPRAY PAINT	TL2A249844	MSC/ Servmart
ORANGE SPRAY PAINT	TL2AK07903000	MSC/ Servmart
WHITE SPRAY PAINT	TL2AV2190838	MSC/ Servmart
STENCILS #	TL2A10160 00198440	MSC/ Servmart
STENCILS ABC	TL2AST-5	MSC/ Servmart
EAR PROTECTION PLUGS	TL2A310-1101	MSC/ Servmart
EYE PROTECTION	TL2A424000NSH0019	MSC/ Servmart
PIT FLAGS 18'	8345000253355	GCSS
LINE FLAGS 3'	8345009269216	GCSS

APPENDIX C

PISTOL MPMS-1 TARGET SCORING



APPENDIX D

COURSE OF FIRE FOR RIFLE TABLE 1, FUNDAMENTAL RIFLE MARKSMANSHIP
ENTRY LEVEL TRAINING

1. Entry Level Preparatory Training

	Distance	Target	Time (min)	Rounds	Position	Sling
Pre-zero Sight Setting	N/A for SAC*; 10m for LBS*	NA				
Zeroing Exercise	100m	"A"	1	5	Prone*	CWS*
	100m	"A"	1	5	Prone*	CWS*
	100m	"A"	1	5	Prone*	CWS*

SAC - Small Arms Collimator

LBS - Laser Boresight

Prone - The magazine may rest on ground as support during zeroing

CWS - Common Weapon Sling

2. Entry Level Table 1 Training. Hold Confirmation (Day 1).

	Distance	Target	Time (min)	Rounds	Position	Sling
Hold Confirmation	200y	"A"	1	3	Sitting	CWS
	200y	"A"	1	3	Sitting	CWS
	200y	"A"	1	4	Sitting	CWS

a. Table 1 Training (Days 1-3)

	Stage	Time (min)	Distance	Target	Rounds	Position	Sling
Stage One	Slow Fire	25	200y	"A"	5	Sitting	CWS
			200y	"A"	5	Kneeling	CWS
			200y	"A"	5	Standing	CWS
Stage Two	Rapid Fire	1	200y	"D"	10	Standing to Sitting	CWS
		1	200y	"D"	10	Standing to Sitting	CWS
Stage Three	Slow Fire	5	300y	"A"	5	Sitting	CWS
Stage Four	Rapid Fire	1	300y	"D"	10	Standing to Prone	CWS
		1	300y	"D"	10	Standing to Prone	CWS
Stage Five	Slow Fire	15	500y	"B-MOD"	10	Prone	CWS

	Total	70	

b. Table 1 Pre-Evaluation/Evaluation (Days 4-5)

	Distance	Target	Time (min)	Rounds	Position	Sling
Hold Confirmation	200y	"A"	1	5	Sitting	CWS
	200y	"A"	1	5	Sitting	CWS

	Stage	Time (min)	Distance	Target	Rounds	Position	Sling
Stage One	Slow Fire	20	200y	"A"	5	Sitting	CWS
			200y	"A"	5	Kneeling	CWS
			200y	"A"	5	Standing	CWS
Stage Two	Rapid Fire	1	200y	"D"	10	Standing to Sitting	CWS
Stage Three	Slow Fire	5	300y	"A"	5	Sitting	CWS
Stage Four	Rapid Fire	1	300y	"D"	10	Standing to Prone	CWS
Stage Five	Slow Fire	10	500y	"B-MOD"	10	Prone	CWS
				Total	50		

c. Table 1 Score Card

Table 1 Course of Fire Score Card

Circle One: Pre-Evaluation Evaluation

(Ref) NAVMC XXXXXXXXXXXX (MM/YY)

**For Range
Personnel
Only**

Name (Last, First, MI)						Rank					
Organization						EDIPI					
Date	Range	Relay	Firing Point	Weapon Type							
Special Instructions: a. Name, Rank, Organization, and EDIPI filled out ONLY on the line scorecard b. When entering rapid fire scores, the values are entered in the following order. 5, 4, 3, 2, Miss. c. All zeros and verified misses shall be certified by range personnel or official verifiers.											
200 YARDS										TOTALS	
Slow Fire Sitting 5 Rounds 5 Minutes											
Slow Fire Kneeling 5 Rounds 5 Minutes											
Slow Fire Standing 5 Rounds 5 Minutes											
Rapid Fire Sitting 10 Rounds 60 Seconds											
300 YARDS										TOTALS	
Slow Fire Sitting 5 Rounds 5 Minutes											
Rapid Fire Prone 10 Rounds 60 Seconds											
500 YARDS										TOTALS	
Slow Fire Prone 10 Rounds 10 Minutes											
Enter Total Score and Circle Appropriate Block Minimum Passing Score: 190						Pass		Fail			
Scorekeeper					Organization						
Certifying Official					Organization						
ALIBI RELAY RESULTS Only Range Personnel or Official Verifier shall enter alibi information and scores where indicated below											
Stage of Fire										TOTALS	
Stage of Fire										TOTALS	

APPENDIX E

COURSE OF FIRE FOR RIFLE TABLE 2 (BASIC COMBAT RIFLE MARKSMANSHIP)

1. Table 2 Training (Day 1)

Stage	Distance	Drill	Rounds per Iteration	Time (sec)	Position(s)	Iterations	Rounds
Zeroing	100	Zero	15	N/A	Prone	1	15
Stage 1 Position refinement	25	Controlled Pair	2	5	Standing	5	10
		Controlled Pair	2	5	Kneeling	5	10
Stage 2	25	Pelvic Shot	1	5	Standing	4	4
		Controlled Pair	2	5	Standing	4	8
		Failure to Stop	3	5	Standing	4	12
Stage 3	25	Pelvic Shot	1	5	Kneeling	4	4
		Controlled Pair	2	5	Kneeling	4	8
		Failure to Stop	3	5	Kneeling	3	9
Stage 4 Speed Reload	25	Controlled Pair	4	7	Standing	2	8
		Controlled Pair	4	7	Kneeling	2	8
Stage 5 Moveing Threats *	100	Moveing Right	2	10	Standing	5	10
		Moveing Left	2	10	Standing	5	10
Stage 6 Moveing Threats *	100	Moveing Right	2	10	Kneeling	5	10
		Moveing Left	2	10	Kneeling	5	10
Total							136

* Targets for moving threat engagements shall move approximately 9 feet. For example, target point 7's target exposes at the little end of the target carriage and moves to the big end of the target carriage.

2. Table 2 Pre-Evaluation & Evaluation (Day 2)

Stage	Distance	Drill	Rounds per Iteration	Time (sec)	Position(s)	Iterations	Rounds
Stage 1 Moveing Threats *	100	Moveing Right	2	10	Kneeling	2	4
		Moveing Left	2	10	Kneeling	2	4
Stage 2 Moveing Threats *	100	Moveing Right	2	10	Standing	2	4
		Moveing Left	2	10	Standing	2	4
Stage 3 speed reload	25	Controlled pair	4	7	Standing	2	8
		Controlled Pair	4	7	Kneeling	2	8
Stage 4	25	Pelvic Shot	1	5	Standing	1	1
		Controlled Pair	2	5	Standing	1	2
		Failure to Stop	3	5	Standing	2	6
Stage 5	25	Pelvic Shot	1	5	Kneeling	1	1
		Controlled Pair	2	5	Kneeling	1	2
		Failure to Stop	3	5	Kneeling	2	6
Total							50

* Targets for moving threat engagements shall move approximately 9 feet. For example, target point 7's target exposes at the little end of the target carriage and moves to the big end of the target carriage.

3. Table 2 Score Card

Table 2 Course of Fire Score Card

Circle One: Pre-Evaluation Evaluation

(Ref) NAVMC XXXXXXXXXX (MM/YY)

For Range
Personnel
Only

Name (Last, First, MI)										Rank	
Organization										EDIPI	
Date	Range	Relay			Firing Point			Weapon Type			
Special Instructions: a. Name, Rank, Organization And EDIPI of the shooter to be filled out only on the line scorecard, not the pit scorecard b. When entering scores, the value of the hits will be marked as a 2 in the scoring block c. All misses and will be verified by Range Personnel or Official Verifiers only											
Stage 1, 100 Yard Moving Threats										TOTALS	
Kneeling, moving right to left 2 Rounds 10 Seconds											
Kneeling, moving left to right 2 Rounds 10 Seconds											
Stage 2, 100 Yard Moving Threats										TOTALS	
Kneeling, moving right to left 2 Rounds 10 Seconds											
Kneeling, moving left to right 2 Rounds 10 Seconds											
Stage 3, 25 Yards Speed Reload											
Standing Controlled Pair (x2)											
Standing Controlled Pair (x2)											
Stage 4, 25 Yards Standing										TOTALS	
Pelvic Shot											
Controlled Pair											
Failure to Stop (x2)											
Enter Total Score and Circle Appropriate Block Minimum Passing Score: 60							Pass		Fail		
Scorekeeper					Organization						
Certifying Official					Organization						
ALIBI RELAY RESULTS Only Range Personnel or Official Verifier shall enter alibi information and scores where indicated below											
Stage of Fire										TOTALS	

APPENDIX F

COURSES OF FIRE FOR RIFLE TABLE 3 UNKNOWN DISTANCE DAY

1. Table 3 Training and Evaluation. A total of seven targets are required for each firing lane. Marines will fire across the course once for training, once for pre-evaluation and once for evaluation.

Table 3 Unknown Distance Day Training						
Stage	Distan ce	Drill	Rounds per iteration	Time (sec)	Position(s)	Iteratio ns
Zeroing	100	Zeroing exercise	5	N/A	Prone	3
Ukd	40-60	Engage Until Down	4	5	Supported Standing	1
	90-110	Engage Until Down	4	5	Supported Kneeling	
	140- 160	Engage Until Down	4	5	Supported Kneeling	
	180- 200	Engage Until Down	4	5	Supported Kneeling	
	201- 300	Engage Until Down	4	5	Supported Prone	
	301- 400	Engage Until Down	4	5	Supported Prone	
	401- 500	Engage Until Down	6	5	Supported Prone	
Total			35			
Table 3 Unknown Distance Day Pre Evaluation and Evaluation						
Stage	Meter line	Drill	Rounds per iteration	Time (sec)	Position(s)	Iteratio ns
Ukd	40-60	Engage Until Down	4	5	Supported Standing	1
	90-110	Engage Until Down	4	5	Supported Kneeling	
	140- 160	Engage Until Down	4	5	Supported Kneeling	
	180- 200	Engage Until Down	4	5	Supported Kneeling	
	201- 300	Engage Until Down	4	5	Supported Prone	
	301- 400	Engage Until Down	4	5	Supported Prone	
	401- 500	Engage Until Down	6	5	Supported Prone	
Total			30			

2. Table 3 Score Card

Table 3 Course of Fire Score Card

Circle One: Pre-Evaluation Evaluation

(Ref) NAVMC XXXXXXXXXX (MM/YY)

For Range
Personnel
Only

Name (Last, First, MI)				Rank	
Organization				EDIPI	
Date	Range	Relay	Firing Point	Weapon Type	
<p>Special Instructions:</p> <p>a. Name, Rank, Organization and EDIPI of the shooter to be filled out only on the line scorecard, not the pit scorecard</p> <p>b. When entering scores, circle hit or miss, the value of a hit will be marked as a 1 in the scoring block</p> <p>c. All misses and 0's will be verified by Range Personnel or Official Verifiers only</p>					
Unknown Distance Day					TOTALS
Supported Standing, 4 Rounds in 5 Seconds: 40-60 Meters			Hit	Miss	
Supported Kneeling, 4 Rounds in 5 Seconds: 90-110 Meters			Hit	Miss	
Supported Kneeling, 4 Rounds in 5 Seconds: 140-160 Meters			Hit	Miss	
Supported Kneeling: 4 Rounds in 5 Seconds: 180-200 Meters			Hit	Miss	
Supported Prone, 4 Rounds in 5 Seconds: 200-300 Meters			Hit	Miss	
Supported Prone, 4 Rounds in 5 Seconds: 300-400 Meters			Hit	Miss	
Supported Prone, 6 Rounds in 5 Seconds: 400-500 Meters			Hit	Miss	
Enter Total Score and Circle Appropriate Block Minimum Passing Score: 4			Pass	Fail	
Scorekeeper		Organization			
Certifying Official		Organization			
<p align="center">ALIBI RELAY RESULTS</p> <p>Only Range Personnel or Official Verifier shall enter alibi information and scores where indicated below</p>					
Stage of Fire					TOTALS
			Hit	Miss	

APPENDIX G

COURSES OF FIRE FOR RIFLE TABLE 4 UNKNOWN DISTANCE NIGHT

1. Table 4. A total of five targets are required for each firing lane. Marines will fire across the course once for training, once for evaluation.

Table 4 Unknown Distance Night (Training)							
Stage	Distance	Drill	Rounds Per Iteration	Time (sec)	Position(s)	Iterations	Total Rounds
Zeroing	100	Zeroing Exercise	5	N/A	Prone	3	15
Ukd	40-60	Engage Until Down	5	5	Supported Standing	1	20
	90-110	Engage Until Down	5	5	Supported Kneeling		
	140-160	Engage Until Down	5	5	Supported Prone		
	180-200	Engage Until Down	5	5	Supported Prone		
Total							20
Table 4 Unknown Distance Night (Evaluation)							
Stage	Distance	Drill	Rounds Per Iteration	Time (sec)	Position(s)	Iterations	Total Rounds
Ukd	40-60	Engage Until Down	5	5	Supported Standing	1	20
	90-110	Engage Until Down	5	5	Supported Kneeling		
	140-160	Engage Until Down	5	5	Supported Prone		
	180-200	Engage Until Down	5	5	Supported Prone		
Total							20

2. Table 4 Score Card

Table 4 Course of Fire Score Card

Circle One: Pre-Evaluation Evaluation

(Ref) NAVMC XXXXXXXXXXXX (MM/YY)

For Range
Personnel
Only

Name (Last, First, MI)				Rank	
Organization				EDIPI	
Date	Range	Relay	Firing Point	Weapon Type	
<p>Special Instructions:</p> <p>a. Name, Rank, Organization and EDIPI of the shooter to be filled out only on the line scorecard, not the pit scorecard</p> <p>b. When entering scores, circle hit or miss, the value of a hit will be marked as a 1 in the scoring block</p> <p>c. All misses and 0's will be verified by Range Personnel or Official Verifiers only</p>					
Unknown Distance Night					TOTALS
Supported Standing, 4 Rounds in 5 Seconds: 40-60 Meters			Hit	Miss	
Supported Kneeling, 4 Rounds in 5 Seconds: 90-110 Meters			Hit	Miss	
Supported Kneeling, 4 Rounds in 5 Seconds: 140-160 Meters			Hit	Miss	
Supported Kneeling: 4 Rounds in 5 Seconds: 180-200 Meters			Hit	Miss	
Enter Total Score and Circle Appropriate Block Minimum Passing Score: 2			Pass	Fail	
Scorekeeper		Organization			
Certifying Official		Organization			
<p>ALIBI RELAY RESULTS</p> <p>Only Range Personnel or Official Verifier shall enter alibi information and scores where indicated below</p>					
Stage of Fire					TOTALS
			Hit	Miss	

APPENDIX H

COURSE OF FIRE FOR RIFLE TABLE 5 SHORT RANGE DAY

1. Table 5. A total of two targets are required for each firing lane. Marines will fire across the course once for training, once for evaluation.

Table 5 Short Range Day (Training)							
Stage	Distance	Drill	Rounds Per Iteration	Time (sec)	Position(s)	Iterations	Total Rounds
Zeroing	100	Zeroing Exercise	5	N/A	Prone	3	15
Stage 1	5	Head Shot	1	5	Standing	3	3
		Controlled Pair	2	5	Standing	2	4
		Failure To Stop	3	5	Standing	1	3
Stage 2	10	Head Shot	1	5	Standing	3	3
		Controlled Pair	2	5	Standing	2	4
		Box Drill	6	5	Standing	1	6
		Failure to Stop Head	3	5	Standing	1	3
Stage 3	15	Pelvic	1	5	Standing	3	3
		Controlled Pair	2	5	Standing	2	4
		Box Drill	6	5	Standing	1	6
		Failure to Stop Pelvic	3	5	Standing	1	3
Stage 4	25	Pelvic	1	5	Standing	3	3
		Controlled Pair	2	5	Standing	2	4
		Box Drill	6	5	Standing	1	6
		Failure to Stop Pelvic	3	5	Standing	1	3
Stage 5 Fwd Mvmnt	25-15	Box Drill	6	5	Moving	1	6
	15-10	Failure to Stop Pelvic	3	5	Moving	1	3
	10-5	Failure to Stop Head	3	5	Moving	1	3
Total							85

Table 5 Short Range Day (Evaluation)							
Stage	Mete r Line	Drill	Rounds Per Iteratio n	Time (sec)	Position(s)	Iterations	Tota 1 Roun ds
Stage 1	25	Controlled Pair	2	5	Standing	2	4
		Box Drill	6	5	Standing	1	6
		Failure to Stop Pelvic	3	5	Standing	1	3
	25-15	Box Drill	6	N/A	Moving	1	6
Stage 2	15	Controlled Pair	2	5	Standing	2	4
		Box Drill	6	5	Standing	1	6
		Failure to Stop Pelvic	3	N/A	Standing	1	3
	15-10	Failure to Stop	3	5	Moving	1	3
Stage 3	10	Controlled Pair	2	5	Standing	2	4
		Head Shot	1	5	Standing	1	1
		Box Drill	6	5	Standing	1	6
		Failure to Stop Head	3	5	Standing	1	3
	10-5	Failure to Stop Head	3	N/A	Moving	1	3
Stage 4	5	Controlled Pair	2	5	Standing	2	4
		Head Shot	1	5	Standing	1	1
		Failure to Stop Head	3	5	Standing	1	3
Total							60

2. Table 5/6 Score Card

Tables 5 & 6 Course of Fire Score Card
Circle One: Pre-Evaluation Evaluation
Circle One: Day Night

**For Range
Personnel
Only**

(Ref) NAVMC XXXXXXXXXX (MM/YY)

Name (Last, First, MI)					Rank			
Organization					EDIPI			
Date	Range	Relay	Firing Point		Weapon Type			
Special Instructions: a. Name, Rank, Organization and EDIPI of the shooter to be filled out only on the line scorecard, not the pit scorecard b. When entering scores, the value of the hits will be marked as a 2 in the scoring block c. All misses and 0's will be verified by Range Personnel or Official Verifiers only								
Stage 1, 25 Meters								TOTALS
Standing Controlled Pair In 5 Seconds (X2)								
Standing Box Drill In 5 Seconds								
Standing Failure To Stop Pelvic In 5 Seconds								
Forward Movement Box Drill From 25 To 15 Meters								
Stage 2, 15 Meters								TOTALS
Standing Controlled Pair In 5 Seconds (X2)								
Standing Box Drill In 5 Seconds								
Standing Failure To Stop Pelvic In 5 Seconds								
Forward Movement Failure To Stop Pelvic From 15 To 10 Meters								
Stage 3, 10 Meters								TOTALS
Standing Controlled Pair In 5 Seconds (X2)								
Standing Box Drill In 5 Seconds								
Standing Failure To Stop Pelvic In 5 Seconds								
Forward Movement Failure To Stop Pelvic From 10 To 5 Meters								
Stage 4, 5 Meters								TOTALS
Standing Controlled Pair In 5 Seconds (X2)								
Standing Head Shot In 5 Seconds								
Standing Failure To Stop Head In 5 Seconds								
Enter Total Score and Circle Appropriate Block Minimum Passing Score: 96					Pass		Fail	
Scorekeeper			Organization					
Certifying Official			Organization					
ALIBI RELAY RESULTS Only Range Personnel or Official Verifier shall enter alibi information and scores where indicated below								
Stage of Fire								TOTALS

APPENDIX I

COURSES OF FIRE FOR RIFLE TABLE 6 SHORT RANGE NIGHT

1. Table 6. A total of two targets are required for each firing lane. Marines will fire across the course once for training, once for evaluation.

Table 6 Short Range Night (Training)							
Stage	Distance	Drill	Rounds Per Iteration	Time (sec)	Position(s)	Iterations	Total Rounds
Zeroing	100	Zeroing Exercise	5	N/A	Prone	3	15
Stage 1	5	Head Shot	1	5	Standing	3	3
		Controlled Pair	2	5	Standing	2	4
		Failure to Stop	3	5	Standing	1	3
Stage 2	10	Head Shot	1	5	Standing	3	3
		Controlled Pair	2	5	Standing	2	4
		Box Drill	6	5	Standing	1	6
		Failure to Stop Head	3	5	Standing	1	3
Stage 3	15	Pelvic	1	5	Standing	3	3
		Controlled Pair	2	5	Standing	2	4
		Box Drill	6	5	Standing	1	6
		Failure to Stop Pelvic	3	5	Standing	1	3
Stage 4	25	Pelvic	1	5	Standing	3	3
		Controlled Pair	2	5	Standing	2	4
		Box Drill	6	5	Standing	1	6
		Failure to Stop Pelvic	3	5	Standing	1	3
Stage 5 Fwd Mvmnt	25-15	Box Drill	6	5	Moving	1	6
	15-10	Failure to Stop Pelvic	3	5	Moving	1	3
	10-5	Failure to Stop Head	3	5	Moving	1	3
Total							85

Table 6 Short Range Night (Evaluation)							
Stage	Distance	Drill	Rounds Per Iteration	Time (sec)	Position	Iterations	Total Rounds
Stage 1	25	Controlled Pair	2	5	Standing	2	4
		Box Drill	6	5	Standing	1	6
		Failure to Stop Pelvic	3	5	Standing	1	3
	25-15	Box Drill	6	N/A	Moving	1	6
Stage 2	15	Controlled Pair	2	5	Standing	2	4
		Box Drill	6	5	Standing	1	6
		Failure to Stop Pelvic	3	N/A	Standing	1	3
	15-10	Failure to Stop	3	5	Moving	1	3
Stage 3	10	Controlled Pair	2	5	Standing	2	4
		Head Shot	1	5	Standing	1	1
		Box Drill	6	5	Standing	1	6
		Failure to Stop Head	3	5	Standing	1	3
	10-5	Failure to Stop Head	3	N/A	Moving	1	3
Stage 4	5	Controlled Pair	2	5	Standing	2	4
		Head Shot	1	5	Standing	1	1
		Failure to Stop Head	3	5	Standing	1	3
Total							60

APPENDIX J

ANNUAL RIFLE QUALIFICATION

1. Annual Rifle Qualification Course of Fire

a. Annual Rifle Qualification Day One Holds

ARQ Day 1 Holds						
Distance in Yards	Stage	Rnds Per Iteration	Time (sec)	Position(s)	Iterations	Total Rounds
Confirmation Fire						
100	Zero Confirmation	5	60	Prone	3	15
Drills						
25	Failure to Stop	3	5	Standing	4	12
25	Box	6	10	Standing	2	12
25-15	Failure to Stop, Moving	3	15	Standing	3	9
Destroys						
25	Head Shot	1	3	Standing	3	3
100	Holds (Barricades)	5	60	Standing	3	15
100	Moving Threat Engagement * (Barricades)	2	8	Standing X2, Kneeling X2, Any X2	6	12
200	Holds (Barricades)	5	60	Supported	3	15
200	Moving Threat Engagement * (Barricades)	2	8	Standing X2, Kneeling X2, Any X2	6	12
300	Holds	5	60	Supported	3	15
500	Holds	5	60	Supported	4	20
Total Rounds						140

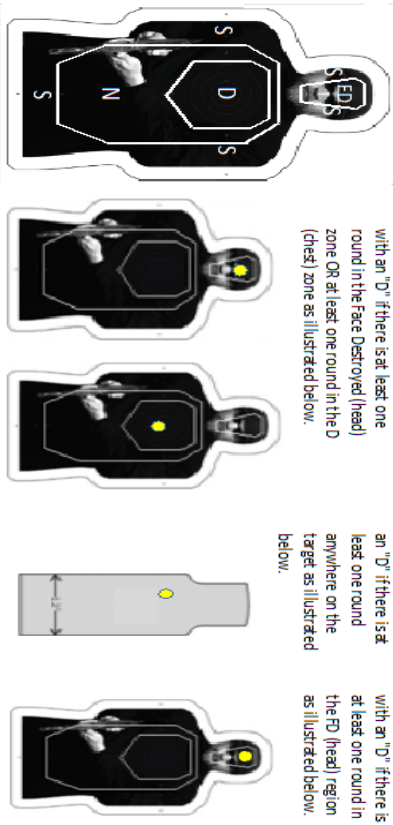
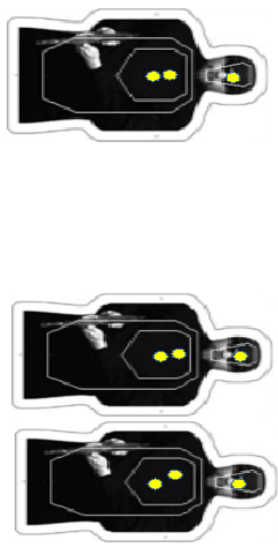
* Targets for moving threat engagements shall move approximately 18 feet. For example, target point 25's target exposes at the little end of the target carriage and moves to the big end of the target carriage on target point 26.

b. Annual Rifle Qualification Days 2 and 3. Day two serves as a pre-evaluation day (score is only used in the event the Marine is unable to fire on day three). Day three is the evaluation day.

ARQ Day 2/3 Pre-Evaluation and Evaluation						
Distance in Yards	Stage	Rnds Per Iteration	Time (sec)	Position(s)	Iterations	Total Rounds
Destroys						
500	Sustained Fire	5	45	Prone	8	40
300	Controlled Pair	2	15	Standing, or Kneeling, or Prone	8	16
200	Controlled Pairs (Barricades)	2	10	Standing, or Kneeling	7	14
200	Moving Threat Engagement * (Barricades)	2	8	Standing, or Kneeling	7	14
100	Controlled Pair (Barricades)	2	8	Standing, or Kneeling	7	14
100	Moving Threat Engagement * (Barricades)	2	8	Standing, or Kneeling	7	14
25	Head Shot	1	3	Standing	6	6
Drills						
25	Failure to Stop	3	5	Standing	4	12
25	Box Drill	6	10	Standing	4	24
25-15	Failure to Stop While Moving	3	15	Standing	2	6
Total Rounds						160

*Targets for moving threat engagements shall move approximately 18 feet. For example, target point 25's target exposes at the little end of the target carriage and moves to the big end of the target carriage on target point 26.

c. Annual Rifle Qualification Scorecard.

Rank Name (Last, First MI)		EDPI		Date (yy/mm/dd)		Unit		Relay		Target		Weapon													
<p>Destroy Instructions: For each stage, place a "D", "N", "S", or "M" in the box to indicate the greatest effect on the target. (moving targets will only be scored only as "D" or "M").</p>																									
																									
<p>Slow Fire and Controlled Pairs: mark with an "D" if there is at least one round in the Face Destroyed (head) zone OR at least one round in the D (chest) zone as illustrated below.</p> <p>Movers: mark with an "D" if there is at least one round anywhere on the target as illustrated below.</p> <p>Head Shot: mark with an "D" if there is at least one round in the FD (head) region as illustrated below.</p>																									
<p>Drill Instructions: For each stage, place an "D" in the box if shooter passed the drill, or "M" for miss; if the drill was not successful.</p>																									
																									
<p>Failure to Stop & Failure to Stop/Moving: marked with an "D" if there is one round in the FD (head) zone AND two rounds in the D (chest) zone as illustrated below.</p> <p>Box: mark with an "D" if BOTH targets have one round in the FD (head) zone AND two rounds in the D (chest) zone of the target as illustrated below.</p>																									
Destroys Distance (yds)	Type	Rds/Stage	Stage								Total # of Ds	Drills Distance (yds)	Drill Type	Rds/Stage	Stage				Total # of Ds	At least one D?					
			1	2	3	4	5	6	7	8					1	2	3	4							
500	Slow Fire	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	25	Failure To Stop	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes	No		
300	Controlled Pair	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	25	Box	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes	No		
200	Controlled Pair	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	25-15	Failure to Stop/Moving	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes	No		
100	Controlled Pair	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
200	Mover (1-7)	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
100	Mover (8-14)	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
25	Head Shot	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
0-14	UNQ	UNQ	UNQ	UNQ																					
15-30	UNQ	MM	MM	MM																					
31-42	UNQ	MM	SS	SS																					
43-50	UNQ	MM	SS	EX																					

APPENDIX K

COURSE OF FIRE FOR COMBAT PISTOL PROGRAM TRAINING/EVALUATION

1. Training Block One. Training Block One is fired under the direction of a coach. Coaches will work with shooters during this block on the application of the fundamentals of marksmanship. Training Block One is fired upon the MPMS-1 target.

CPP Table One, Training Block One				
Iterations	Total Rounds	Time	Mode	Fill Plan
Stage One - 7 yards				
1 (5 times)	5	NA	Single shot from Tactical Carry	NA
1 (10 times)	10	NA	Single shot from Tactical Carry	NA
Stage Two - 15 yards				
1 (5 times)	5	NA	Single shot from Tactical Carry	NA
1 (10 times)	10	NA	Single shot from Tactical Carry	NA
Stage Three - 25 yards				
1 (10 times)	10	NA	Slow Fire from Tactical Carry	NA
Total rds = 40				

2. Training Block Two. Training Block Two is fired on the MPMS-1 target. Stage Three is fired under the direction of a coach.

CPP Table One, Training Block Two				
Iterations	Total Rounds	Time	Mode	Fill Plan
Stage One - 7 yards				
2 (4 times)	8	7 sec	Controlled Pair from Holster	Load 10 in weapon. 4 in pouch
2 } 2 } (2 times)	8	11 sec	Speed Reload from Holster	2 in weapon; 4 in pouch After 1 st drill, fill mag w/7 After 2 nd drill, fill mag w/5 Analyze & repair
Stage Two - 15 yards				
2 (4 times)	8	8 sec	Controlled Pair from Holster	5 in weapon; 5 in pouch After 2nd drill, Tactical reload w/mag 5 After 4 th drill, fill mag w/4
2 } 2 } (2 times)	8	14 sec	Speed Reload from Holster	2 in weapon; 4 in pouch After 1 st drill, fill mag w/10 Analyze & repair
Stage Three - 25 yards				
1 (8 times)	8	NA	Coaches Time Slow Fire from Tactical Carry	8 in weapon Analyze & repair
Total rds = 40				

3. Training Block Three. Training Block Three is fired on the MPMS-1 target.

CPP Table One, Training Block Three				
Iterations	Total Rounds	Time	Mode	Fill Plan
Stage One - 7 yards				
2	2	5 sec	Controlled Pair from Holster	Load 10 in weapon; 4 in pouch
2 } 1 } (2 times)	6	7 sec	Failure to Stop from Holster	8 in weapon; 4 in pouch
2 } 2 } (2 times)	8	9 sec	Speed Reload from Holster	2 in weapon; 4 in pouch After 1 st drill, fill mag w/7 After 2 nd drill, fill mag w/5 Analyze & repair
Stage Two - 15 yards				
2 (4 times)	8	6 sec	Controlled Pair from Holster	5 in weapon; 5 in pouch After 2 nd drill, Tactical reload w/mag 5 After 4 th drill, fill mag w/4
2 } 2 } (2 times)	8	12 sec	Speed Reload from Holster	2 in weapon; 4 in pouch After 1 st drill, fill mag w/10 Analyze & repair
Stage Three - 25 yards				
1 (8 times)	8	7 sec	Slow Fire (Threat Assessment) from Tactical Carry	8 in weapon Analyze & repair
Total rds = 40				

4. Training Block Four (Pre-evaluation) and Training Block Five (Evaluation). This course of fire is fired once for pre-evaluation and once for evaluation. Training Blocks Four and Five are fired upon the MPMS-1 target.

CPP Table One, Training Block Four (Pre-evaluation) and Training Block Five (Evaluation)				
Iterations	Total Rounds	Time	Mode	Fill Plan
Stage One - 7 yards				
2 (3 times)	6	5 sec	Controlled Pair from Holster	Load 14 in weapon; 9 in pouch Analyze & repair
2 } 1 } (2 times)	6	7 sec	Failure to Stop from Holster	8 in weapon; 9 in pouch Analyze & repair
2 } 2 }	4	9 sec	Speed Reload from Holster	2 in weapon; 9 in pouch Fill mag w/7 Analyze & repair
Stage Two - 15 yards				
2 (6 times)	12	6 sec	Controlled Pair from Holster	7 in weapon; 7 in pouch After 3 rd drill, Tactical Reload w/ mag 7 Fill mag w/10 Analyze & repair
2 } 2 }	4	12 sec	Speed Reload from Holster	2 in weapon; 10 in pouch Analyze & repair
Stage Three - 25 yards				
1 (8 times)	8	7 sec	Slow Fire (Threat Assessment) from Tactical Carry	8 in weapon Analyze & repair
Total rds =			40	

5. Combat Pistol Program Score Card

Combat Pistol Program Score Card
Circle One: Pre-Evaluation Evaluation
CPP Sustainment

(Ref) NAVMC XXXXXXXXXX (MM/YY)

**For Range
Personnel
Only**

Name (Last, First, MI)						Rank			
Organization						EDIPI			
Date	Range	Relay	Firing Point			Weapon Type			
Special Instructions: a. All entries will be made with black ink. When corrections are necessary, each correction will be initialed by range personnel. b. Shot value will be entered from highest to lowest. c. All misses and zero value shots must be verified and marked with VM or a 0 as appropriate, and initialed by range personnel.									
7 Yards									TOTALS
Controlled Pair (x3)									
Failure to Stop (x2)	Chest								
	Head								
Controlled Pair with Speed Reload									
15 Yards									TOTALS
Controlled Pair (x3)									
Controlled Pair with Speed Reload									
25 Yards									TOTALS
Threat Assessment									
Enter Total Score and Mark Appropriate Block	0-263= UNQ	264-323= MM		324-363= SS		364-400= EX			
Scorekeeper				Organization					
Certifying Official				Organization					
ALIBI RELAY RESULTS Only Range Personnel or Official Verifier shall enter alibi information and scores where indicated below									
Stage of Fire									TOTALS

APPENDIX L

COURSE OF FIRE FOR COMBAT PISTOL PROGRAM SUSTAINMENT

1. Combat Pistol Program Sustainment.

CPP Table 1 Sustainment Course Block 1 Training					
Iterations	Rounds Per Iterations	Total Rounds	Time (sec)	Mode	Fill Plan
Stage One 7 Yards					
3	1	3	4	Single shot From Ready Carry	2 Magazines of 10
2	2	4	5	Controlled Pair From Ready	
1	3	3	6	Failure to Stop From Holster	(Note) Speed Reload Post Firing
Stage Two 15 Yards					
2	2	4	6	Controlled Pair From Holster	
Stage Three 25 Yards					
6	1	6	8	Precision Engagement	(Note) All Remaining Rounds

CPP Table 1 Sustainment Course Blocks 2 and 3 Pre-Evaluation and Evaluation				
Iterations	Total Rounds	Time (sec)	Mode	Fill Plan
Stage One - 7 yards				
2 (3 Times)	6	5	Controlled Pair from Holster	Load 14 in Weapon; 9 in Pouch Analyze & Repair
2 } 1 } (2 Times)	6	7	Failure To Stop from Holster	8 in Weapon; 9 in Pouch Analyze & Repair
2 } 2 }	4	9	Speed Reload from Holster	2 in Weapon; 9 in Pouch Fill Mag W/7 Analyze & Repair
Stage Two - 15 yards				
2 (6 Times)	12	6	Controlled Pair from Holster	7 in Weapon; 7 in Pouch After 3 rd Drill, Tactical Reload W/ Mag 7 Fill Mag W/10 Analyze & Repair
2 } 2 }	4	12	Speed Reload from Holster	2 in Weapon; 10 in Pouch Analyze & Repair
Stage Three - 25 yards				
1 (8 Times)	8	7	Single Action Slow Fire (Threat Assessment) from Tactical Carry	8 in Weapon Analyze & Repair
Total Rds =			40	