













Pistol - M9/M11/M17 Series TC 3-23.35

Safe Weapons Handling

Rules of Firearms Safety

Standardized for any weapon a Soldier may employ

- Rule 1: Treat every weapon as if it is loaded
- Rule 2: Never point the weapon at anything you do not intend to destroy
- Rule 3: Keep finger straight and off the trigger until ready to fire
- Rule 4: Ensure positive identification of the target and its surroundings





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Safe Weapons Handling

Weapon Safety Status

Standard code using common colors to represent level of readiness. Represents specific series of actions applied.

- Green: Magazine removed, chamber empty, slide back, safety/decocker on Safe. "Clear."
- Amber: Filled magazine in well, slide forward on EMPTY chamber, safety/decocker on SAFE. "Load Magazine."
- Red: Filled magazine in well, chamber loaded, slide forward, selector on Fire. "Make Ready."
- Black: Red plus safety/decocker on Fire, finger on trigger, clear path of the muzzle to the target.





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Safe Weapons Handling

Weapons Control Status

Tactical method of fire control given by a leader incorporating the situation, ROE, and anticipated enemy contact.

- Weapons Hold: Engage only if engaged or ordered to engage.
- Weapons Tight: Engage only if target is positively identified as enemy.
- Weapons Free: Engage targets not positively identified as friendly.





Principles of Operation

M9

Semiautomatic, magazine-fed, recoil-operated, double- and single-action pistol chambered in 9x19mm NATO

- Firing pin blocked by internal safety
 - Decocker also is a safety
 - Safe to carry with decocker off
- First shot double action
- All subsequent shots are single action
- Decock with lever after shooting



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Principles of Operation

M17

Semiautomatic, magazine-fed, recoil-operated, single-action (striker) pistol chambered in 9x19mm NATO

- Automatic striker safety lock
- Ambi safety
- Uses a firing module
- Frame module and slide/barrel can be exchanged
 - Firing module has serial number

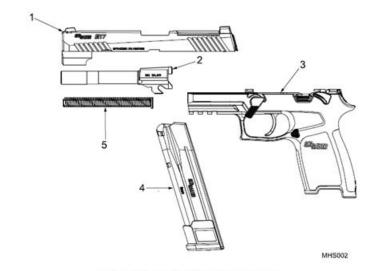


Figure 1. MHS Major Components.

- 1. Slide Assembly Slide houses striker assembly, extractor, and sights, and energizes striker during recoil cycle.
- 2. Barrel Houses cartridges for firing and directs projectile.
- Receiver/Grip Module Assembly Supports all major components. Controls action of pistol through major components. Houses magazine catch assembly.
- 4. Magazine Holds cartridges in place for feeding.
- 5. Recoil Spring Guide Assembly Absorbs recoil and returns slide and barrel assembly to forward position.





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Principles of Operation

Cycle of Function

Mechanical process a weapon follows during operation

Starts with the bolt locked to the rear, chamber cleared, and magazine inserted into the well with at least one cartridge.

Executes the sequential phases of the cycle of functioning to fire a round and prepare the weapon for the next round.

- Feeding.
- Chambering.
- Locking.
- Firing.
- Unlocking.
- Extracting.
- Ejecting.
- Cocking.



TM 9-1005-319-10

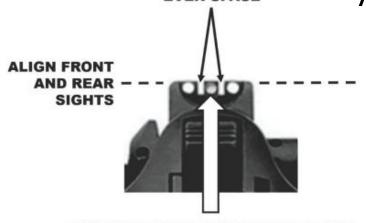
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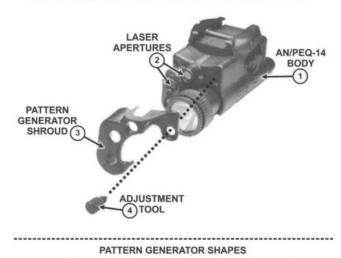


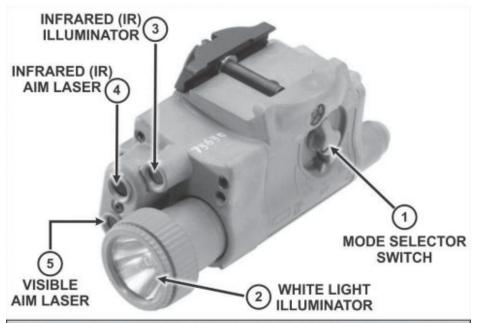
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EVEN SPACE Aiming Devices



FOCUS ONLY ON FRONT SIGHT POST





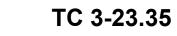
AN/PEQ-14 ILWLP (FRONTSIDE)

- The mode selector switch has five positions: OFF, VIS, VIS/ILL, IR, and IR/ILL.
- The white light illuminator is adjustable, narrow to wide, and will illuminate the target area in conditions of darkness.
- The IR illuminator is used to illuminate the target area in conditions of darkness when using NVDs.
- The IR aim laser is used to point at objects and targets during hours of darkness when using NVDs.
- The visible aim laser is used to point at objects and targets during daylight or night conditions without the need for NVDs.

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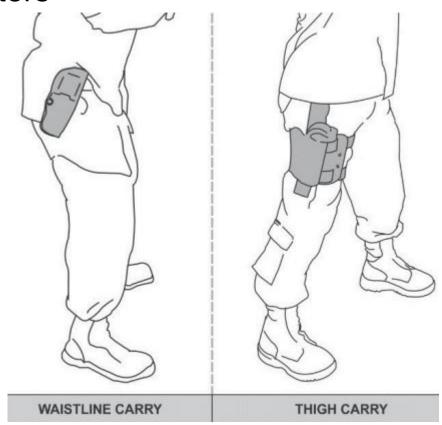




Holsters







- Place where your hand naturally falls
- Need full grip while in holster
- Do NOT place too low (especially thigh carry)





Employment

Shot Process

Basic outline of an individual engagement sequence

- Pre-shot
- Shot
- Post-shot

| Pre-shot | Position | |
|-----------|---------------------------|--|
| | Natural Point of Aim | |
| | Sight Alignment / Picture | |
| | Hold | |
| Shot | Refine Aim | |
| | Breathing Control | |
| | Trigger Control | |
| | Follow-through | |
| Post-shot | Recoil management | |
| | Call the Shot | |
| | Evaluate | |

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Employment

Functional Elements

- Stability: Provide a consistent base to fire from and maintain through the Shot Process until the recoil pulse has ceased. Includes hold/position.
- Aim: Continuous process of orienting the weapon, aligning the sights, using appropriate lead and elevation during engagement.
- **Control**: All conscious actions before, during, and after the Shot Process. Trigger control is of primary importance, along with whether, when, and how to engage. Incorporates the Soldier as a function of safety and responsibility.
- Movement: The process of moving during the engagement process. Into and out of position, moving laterally, forward, diagonally, and in a retrograde manner while maintaining stabilization, appropriate aim, and control





Employment

Stability

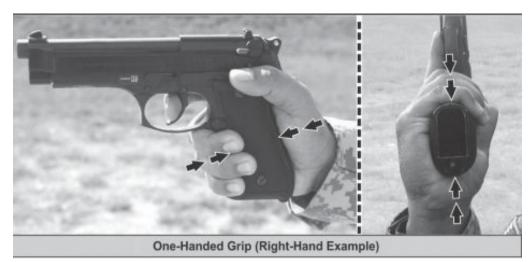
The object is to create solid, consistent platform

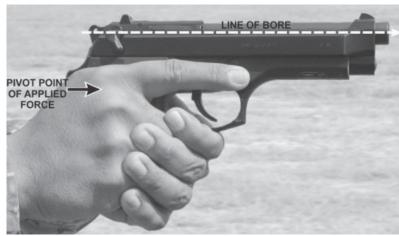
- Stance: Maintain base of support, center of gravity forward.
- Grip: Maintain maximum control. Firm, interlocking grasp with both hands line of recoil, etc.) to enhance support.
- Natural Point of Aim: Where barrel naturally orients when position is solid, muscles relaxed and support is achieved. Should be on target.
- Recoil management: Maintain stable firing position and followthrough the recoil pulse to mitigate movement during the cycle of function,

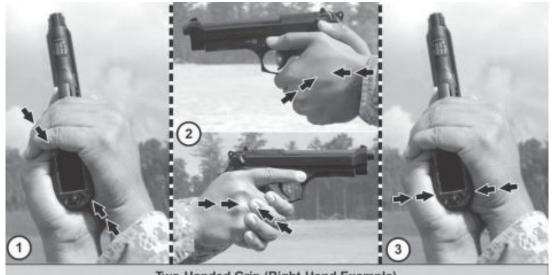
Note. The steadier the position, the smaller the wobble area. The smaller the wobble area, the more precise the shot(s).











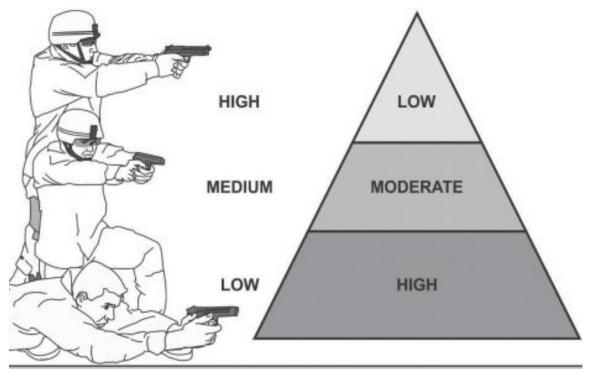
Two-Handed Grip (Right-Hand Example)
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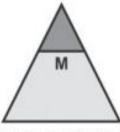




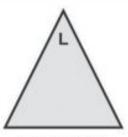
As the Center Of Gravity (COG) increases, the level of stability decreases.



High Stability



Moderate Stability



Low Stability

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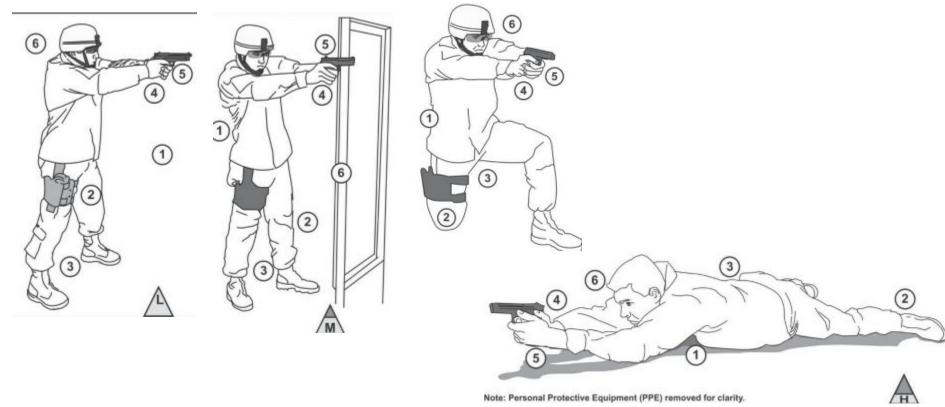


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Employment

Firing Positions

A position is good ONLY if it consistently produces accurate shots!







Employment

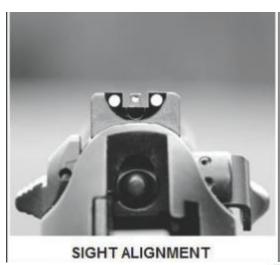
Aim

Sight Alignment: Relationship between the aiming device and the firer's eye. Maintain by using **consistent head placement**

- Iron sight. Relationship of front sight, rear sight, and firer's eye. Maintain by keeping focus on the top of the front sight.
- Optics (RMR). Relationship between the reticle and the firer's eye. Maintain by ensuring full, centered field of view
- Pointers/Illuminators/Lasers. Relationship between the firer's eye, the night vision device placement and focus, and the laser aiming point on the target.









Focus is limited to the sight (sights in focus, target blurred).

Precise control over sight alignment possible.

Continuous control over relationship between the sights possible.

Note: The front sight will be the Soldier's primary focus and it should be seen in clear detail. The target and rear notched sight will be out of focus.

The graphic is depicted to show sight alignment.

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Employment

Control

- All conscious actions before, during, and after the shot process
- Includes safety and decision to shoot (when/if based on ROE)
- Proper trigger control without disturbing the sights is a critical aspect of Control and the most difficult to master
- Shot anticipation (flinch, pre-ignition push) disrupts Control
- Reducing or eliminating shot anticipation with good trigger control is often most effective way to improve shooting results





Employment

Control

- Trigger finger placement lays naturally across the trigger after achieving a proper, high grip. No specified point must be used.
- Trigger squeeze/press. Pull in a smooth, consistent manner. Add steady pressure until the weapon fires. Move straight rearward.
- Trigger reset. Retain sight focus while resetting the trigger
- Follow-through and Call your shot







Employment

Control

- Follow-through: Continued mental and physical application of the shot process' functional elements
 - Firer's head stays still, the firing eye remains open (no blink or flinch),
 trigger finger resets trigger and pre-stage for next shot
 - Use dummy rounds to test for anticipation (flinch, pre-ignition push)
- Calling The Shot: State where you think the shot/burst went based on where the sights were when the shot/burst was released
 - Call is expressed in clock direction and amount from point of aim
 - Peer coach or Experienced coach verifies actual location with optics
 - Poor/inconsistent shot call is a poor application of Control





Employment

Workspace Management

- Spherical area 12 to 18 inch diameter, centered on chin
- Where majority of weapons manipulations take place
- Need access/use of:
 - Safety/Decocker
 - Slide stop
 - Ejection port
 - Magazine catch
 - Magazine well



| WORKSPACE MANIPULATIONS |
|-------------------------------------|
| Decocking or safety lever manipulat |

Slide assembly manipulation

Slide stop manipulation

Magazine catch manipulation

Chamber check

WORKSPACE MANIPULATIONS

- Decocking or safety lever manipulation. The ability of the Soldier to change the weapon's status from safe to fire or fire to safe from any position.
- Slide assembly manipulation. The ability of the Soldier to smoothly use the slide assembly during operation. This includes any corrective actions to overcome malfunctions, loading, unloading, or clearing procedures.
- Slide stop manipulation. The ability of the Soldier to operate the slide stop mechanism on the weapon after shooting.
- Magazine catch manipulation. The smooth functioning of the magazine catch during reloading procedures, clearing procedures, or malfunction corrective actions.
- Chamber check. The sequence the Soldier uses to verify the status of the weapon's chamber.

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Drills

Drill structure is standardized for all weapons to reinforce common actions

- A: Weapon Check-Condition Green, serial numbers, function check
- B: Equipment Check/PCC
- C: Load/Status Check
- D: Draw/Holster from Carry Positions
- E: Fight Down. Start in the standing/offhand position and assume the kneeling, and prone (or variations) in order.
- F: Fight Up. Start prone and assume positions up to standing in order.

- G: Transition Secondary. Transition from long gun to hand gun.
- H: Reload. Completely reload from load bearing equipment. Standing, Kneeling, Squatting, Prone
- I: Clear Malfunction. Reduce the most common malfunctions.
- J: Unload/Show Clear





Drill A: Weapon/Function Check

Go to Condition Green

- Slide forward, on Safe/Decock, pull trigger. Nothing should happen.
- On Fire, pull trigger and hold back. Hammer/striker should fall.
- Pull slide and release with trigger back. Release to reset ("click"), then pull trigger. Hammer/striker should fall.





Drill C: Load/Status Check

Condition Amber

- Slide forward, on Safe/Decock
- Insert filled magazine

Condition Red

- Insert filled magazine
- Load chamber
 - Slide back: Press slide stop
 - Slide forward: Pull slide and release
- On Safe

Conduct Status Check

- Pistol to your workspace
- Grasp rear sight with support hand index finger
- Grasp back strap with support hand thumb
- Pull slide back slightly to reveal round or empty chamber
- Release slide. Tap back of slide to ensure slide is fully forward



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Drill D: Draw and Present

STEP 1: PREPARE TO DRAW

- a. Move to pistol.
- b. High, firm grip.
- c. Defeat holster's retention.
- d. Anchor nonfiring hand to body.
- e. Assume a correct stance.
- (1) Feet about shoulder's width apart.
- (2) Slightly bend the knees.
- (3) Place weight on balls of the feet.



MEET/GREET

- a. Nonfiring hand against trigger guard.
- b. Nonfiring heel on open pistol grip space.
- c. Firing hand high on grip, finger off trigger.
- d. Defeat the safety/decocker.

STEP 5:

EXTEND/PREPARE

- a. Pistol to sight line.
- b. Firing thumb on nonfiring thumb.
- c. Lock nonfiring wrist
- d. Push out, prep trigger.
- e. Finish in shooting stance.



- a. Extract from holster in straight, upward motion.
- b. Nonfiring hand anchored to receive the pistol.



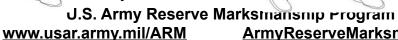




DRAW/ROTATE

a. Clear muzzle. drop elbow, rotate pistol. orient muzzle to target.

b. Nonfiring hand to support pistol.



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Drill H: Reload

- Reload from load bearing equipment
- From Standing,
 Kneeling, Prone, etc.
- While changing positions. Drill E, F (Fight down/Up)





- Speed/Emergency: Drop empty magazine with release button, insert new magazine, go to Condition Red
- Tactical/Retention: Swap old mag (partial or empty) with a new magazine, go to Condition Red





Drill I: Clear Malfunctions

Any failure of the weapon to complete normal cycle of function. Correct by:

Immediate action. Quick correction without determining cause.

- 1. Decocking lever/safety is in the FIRE position
- Place trigger finger straight along the frame
- 3. Bring pistol back into workspace
- 4. Rotate pistol
- 5. Tap upward onto the baseplate of the magazine
- 6. Rotate the pistol to observe the chamber and rack the slide
- 7. Allow the chambered round to extract and fall to the floor
- 8. Observe the chambered round
- 9. Rotate pistol back to target and squeeze trigger

Conduct Tap, Rack, Bang

- 1. Finger straight, pistol to workspace
- 2. **Tap** base of magazine
- Rack slide
- 4. **Bang**: Reassess/re-engage

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Drill I: Clear Malfunctions

Remedial action. Conscious, observed attempt to determine cause of malfunctions and correct it using a specific set of actions.

- 1. Observe the pistol to identify the cause of the malfunction.
- 2. Keep the pistol pointed at the intended target.
- 3. Cant the pistol upward to observe the position of the slide.
- 4. If is back, observe if ammunition is present in the magazine
- 5. If no ammunition, insert a new loaded magazine
- 6. Chamber or slide obstruction, lock the slide to the rear
- 7. Remove magazine, clear obstruction, insert new magazine, send the slide forward, acquire sights on a target, squeeze the trigger, and try to fire again





Drill J: Unload/Show Clear

- Place Safety/Decocker on Safe
- Remove magazine
- Lock slide to the rear
- Check chamber and magazine well is empty
- Weapon is now Green







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Grouping/Validation

Demonstrate basic shooting

- 10 meters, 5 zero targets
- 4 rounds each target, 20 rounds total
- Practice: 4 live rounds, 1 dummy round per mag

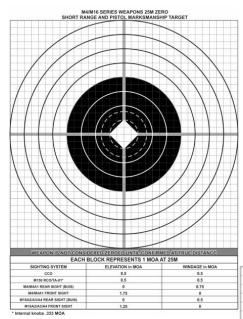
Grouping/Validation Standard:

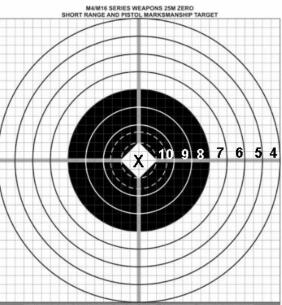
Go: Target has 3 hits (out of 4) inside outer (8-inch) scoring ring

Must receive 4 Go targets

Postal Match

Score all shots on Validation targets for points. See USAR Course of Fire Book.









TC 3-23.35

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- 4 rounds each target, 20 rounds total
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TC 3-23.35

Qualification

| Task / Position | Targets | Rounds per Target | Ammunition Breakdown | | |
|-----------------|---------|-------------------------|----------------------|------------------------|--|
| | | | Magazines | Rounds per Magazine | |
| 1 / Standing | 10 | 1 | 1 | 10 | |
| 2 / Kneeling | 10 | 1 | 1 | 10 | |
| 3 / Moving | 10 | 1 | 1 | 10 | |

- Targets presented in single and double target arrays
- Single targets exposed 3 seconds
- Double targets exposed for 5 seconds
- Ten second transition at the end of each phase to reload and change position

| | | Engagement | Target | Target Type |
|------------------------|--|--|--------------|-------------------|
| 27m 23m 16.5m 12.5m 7m | | 1 through 9 | E-1 | Point |
| | | Rounds | DODIC | Time (Seconds) |
| | | 1 magazine 10 rounds | AA49 | 29 |
| | TOWER | 8 | OLDIER ACTIO | v . |
| RED STATUS | FIRERS, ONE TEN ROUND MAGAZINE MAKE READY! | Soldier draws pistol and loads one 10-round maga ensuring weapon is on safe, and remains at the re | | |
| Alert | FIRERS | | | |
| Target Description | MULTIPLE ENEMY TROOPS | Soldier moves the weapon from safe to fire. | | e to fire. |
| Direction | FRONT | | | |
| Range | CLOSE QUARTERS | Soldier aims center of visible mass of the target w presented. | | |
| Method | NEAR TO FAR | | | |
| Control | WEAPONS FREE! WEAPONS FREE! | | | |
| Execution | ENGAGE UPON POSITIVE IDENTIFICATION | Soldier acquires, prioritizes, and engages targets wo one round per target. If a malfunction occurs, firer clears the malfunction and continues until the task is complete. | | n occurs, firer |

Note: There is a 2 second delay between all target engagements throughout this task.





Qualification

Engagement 10 through 17 - Day, Kneeling, 1 Magazine (10-rounds) Target Engagement Target Type 27m 10 through 17 E-1 Point Time 16.5m DODIC Rounds (Seconds) 1 magazine, AA49 29 10 rounds **TOWER** SOLDIER ACTION The Soldier conducts an emergency reload and assumes the kneeling RELOAD position and prepares to engage. Control Soldier acquires, prioritizes, and FIGHT DOWN engages targets. TOWER AWAITS COMPLETION OF TASK 10 THROUGH 17 AND THEN PROCEEDS

Note: There is a 2 sec delay between all target engagements throughout this table.

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Qualification

| 27m | 31m | Engagement | Target | Target Type |
|--------------------|------------------------|---|----------|-------------------|
| | | 18 through 23 | E-1 | Point |
| 16.5m | 23m | Rounds | DODIC | Time (Seconds) |
| 7m | 7m | 1 magazine, 10 rounds | AA49 | 29 |
| | TOWER | SOLDI | ER ACTIO | N |
| Control | RELOAD FIGHT UP | The Soldier conducts an emergence reload and assumes the standing position and prepares to move out | | anding |
| TOWER AWAITS THE E | ND OF THE 10 SECOND TI | | | |
| Control | MOVE OUT | MOVE OUT Soldier moves out and acquires, prioritizes, and engages targets. | | |

Note: There is a 2 sec delay between all target engagements throughout this table.

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Qualification

| Number of Hits | Percentage of Hits | Qualification Rating |
|----------------|--------------------|----------------------|
| 27 to 30 | 90 to 100 % | EXPERT |
| 24 to 26 | 80 to 89% | SHARPSHOOTER |
| 21 to 23 | 70 to 79% | MARKSMAN |
| <21 | <70% | UNQUALIFIED |





Qualification: Alt-C

- Static timed event that consists of three engagements and a total of 30 rounds
- Three stationary phases (Standing, Kneeling, Prone) 25 meters using B1 target
- Units must attempt to properly resource primary qualification through RFMSS first or they're not authorized to conduct the ALT-C for qualification.

| and 10 70 1000 F | | Time | | Ammunition Breakdown | | |
|----------------------|-------------------------|-------------------|-------|----------------------|------------------------|--|
| Engagement | Position | Time (seconds) | DODIC | Magazines | Rounds per Magazine | |
| 1 | Standing | 35 | AA49 | | | |
| Reload Fight Down | Standing to Kneeling | 10 | | 1 | 10 | |
| 2 | Knelling | 35 | | 7 1975 | | |
| Reload Fight Down | Kneeling to Prone | 10 | | 1 | 10 | |
| 3 | Prone | 35 | | 1 | 10 | |

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