













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 thumb straight and off the trigger until ready to fire
- Rule 4: Ensure positive identification of the target and its surroundings





Safe Weapons Handling

Weapon Safety Status

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

- Green: On Safe, ammo belt removed, chamber and extractors empty, bolt forward.
- Amber: On Safe, belt of ammo in place, rack bolt back, press trigger once. First cartridge held by secondary feed pawl, bolt forward, chamber empty.
- Red: From Amber and with ammo in place, charge a second time. Bolt back, round on bolt.
- Black: Red plus on Fire, thumb positioned to fire, awaiting command to engage. Follow ROE and/or SOP.





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.

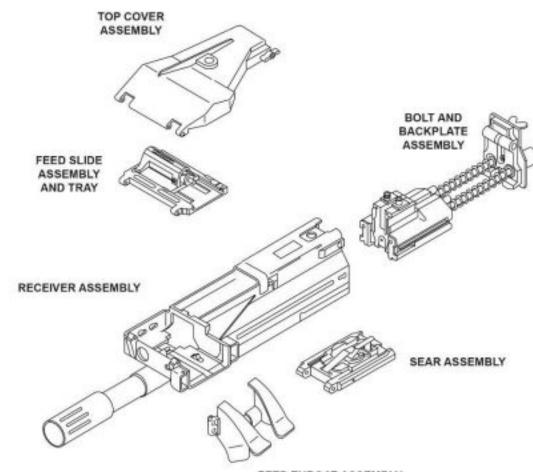




Principles of Operation

Major Components

The Mk19 is a belt-fed, air-cooled, blowback-operated grenade machine gun with six major assemblies. Disintegrating metallic link belt feeds ammunition from the left.

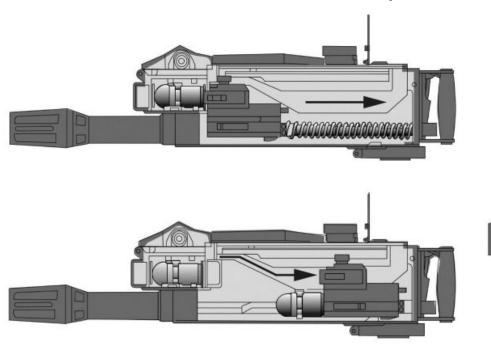


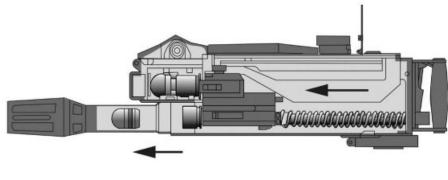
FEED THROAT ASSEMBLY

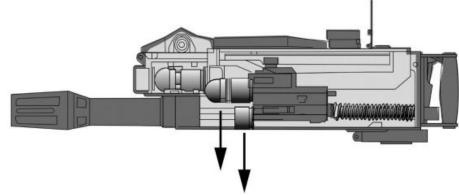




Principles of Operation











Principles of Operation

Technical Data

MK 19 (Mod 3):		
Weight without feed throat	77.6	Pounds
Weight with feed throat	78.0	Pounds
Length	43.1	Inches
Width	14.0	Inches
Height	8.8	Inches
MK 64 (MOD 7) gun cradle:		
Weight	21.0	Pounds
Length	17.5	Inches
Height	9.5	Inches
Tripod (M3) weight:	44.00	Pounds
Tripod (M205) weight:	34.00	Pounds

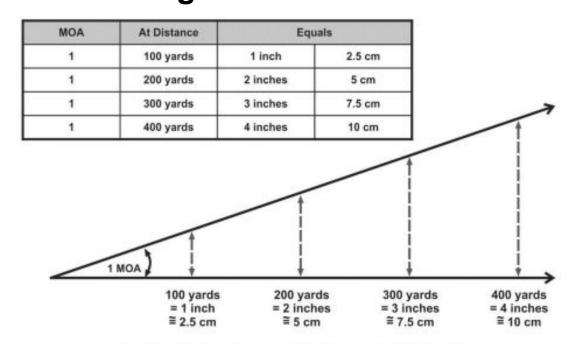
Gun and cradle:	1	
Weight without feed throat	98.6	Pounds
Weight with feed throat	99.0	Pounds
Gun, cradle, and tripod:		
Weight without feed throat	142.6	Pounds
Weight with feed throat	143.0	Pounds
Mounts:	Ammunition:	
M3 tripod	M430 (HEDP)	
M4 pedestal	M383 (HE)	
M66 ring	M918 (TP)	
HMMWV weapon platform	M922 (dummy)	
M113		
APC commander's cupola		
Remote Weapons Station		

Note. Keep the feed throat attached to the weapon.





Aiming Devices Units of Angular Measurement - MOA



Angle dimension exaggerated for clarity. Examples are not to scale. Centimeter (cm) conversions are approximate.

MINUTE OF ANGLE (MOA) Unit of Measeurement			
ere are 60 MOA in a degree.			
MOA at 100 yards ≈ 1 inch.			

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Aiming Devices Units of Angular Measurement - MOA

Rifle shooting is often measured in Minutes of Angle 60 Minutes of Angle per degree 21,600 Minutes of Angle per circle/revolution

1 MoA at 300 yards = π inches

Simplify this by rounding off:

100 yards: 1 MoA ≈ 1 inch (1.0471)

200 yards: 1 MoA ≈ 2 inches (2.0943)

300 yards: 1 MoA ≈ 3 inches (3.14159)

1000 yards: 1 MoA ≈ 10 inches(10.471)



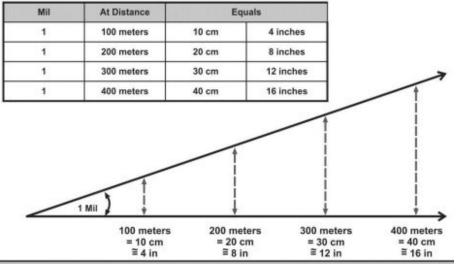


Aiming Devices

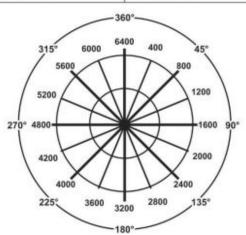
Units of Angular Measurement -Mils (milliradians)

The mil is a common unit of angular measurement that is used in direct fire and indirect fire applications.

Check Technical Manual for your sight to know adjustments



MILS Unit of Measurement				
There are 360 degrees in a circle.	There are 17.78 mils in a degree.			
There are 6400 mils in a circle	1 mil at 100 meters = 10 cm.			



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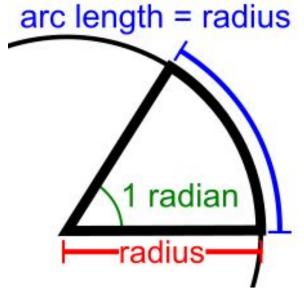


Aiming Devices Units of Angular Measurement - Mils

Gunnery is often measured in Mils, increasingly popular for precision rifle

Mil (mrad) is short for milliradian

A circle (360 degrees) is 2π radians







Aiming Devices Units of Angular Measurement - Mils

"Milli-" prefix is 1/1000 Shortened to Mil, mil, or mrad

 2000π milliradians = 2π radians

360 degrees = 6.283 radians = 6283 mils

1 Mil = 3.43 MoA (≈ 3.5 MoA ≈≈ 4 MoA)





Aiming Devices Units of Angular Measurement - Mils

6283 mils are the true unit of angular measurement 1 mil subtends 1/1000 of the distance (radius)

Telescopic sight manufacturers using rangefinding reticles (e.g., mil dots) use this

There is NO difference between Army and Marine mils

6400 mils in NATO countries ("artillery mils")
6000 mils in the former Soviet Union and Finland
6300 mils in Sweden (streck, or "line")

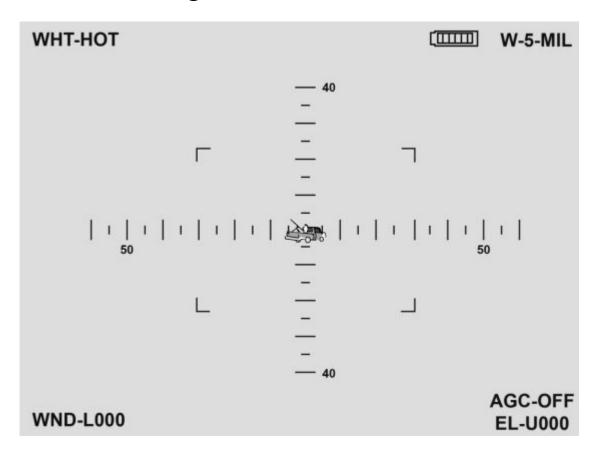




Ballistic Reticles

A series of fine lines in the eyepiece used for aiming at varying distances and measuring for range estimation. Center aiming dot, mil scale. Elevation controlled by mount.

Aiming Devices



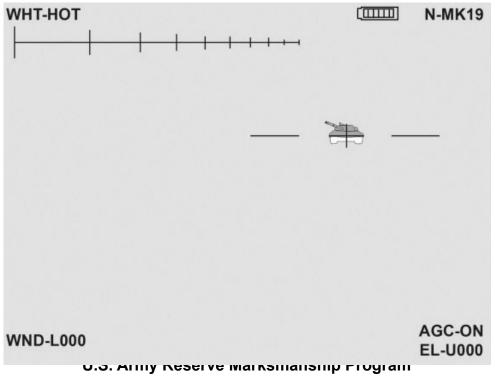




Aiming Devices

Stadia Reticles

Vertical and horizontal lines reflect size of vehicles, personnel, etc. at distance. Placed next to a aim point (cross here). Mounting bracket controls elevation.



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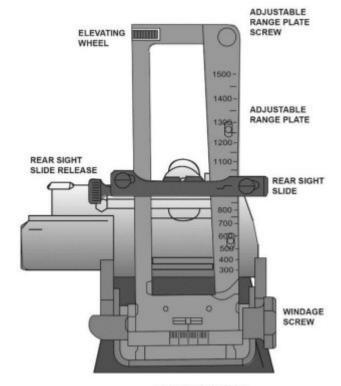


Aiming Devices

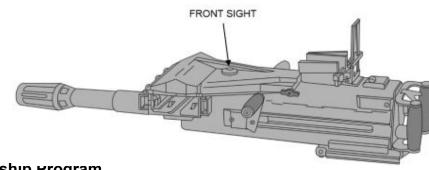
Iron Sights

Rear sight adjusts elevation and windage/azimuth

- Elevation: 300-1500 meters. Range plate slides for elevation zeroing. Wheel makes small elevation adjustments, slide release for large adjustments
- Windage: 1 click = 1 mil
- Patridge-style sight
- Front sight is rib on top cover
- POI same direction as sight



INDEX ON RECEIVER







Mountable Equipment

Tripods: M3

Critical for gunnery (not just marksmanship.) Stable, repeatable adjustments along left/right (traverse) and up/down (search) axis.

Traverse & Elevation

Search: 250 mil depression,

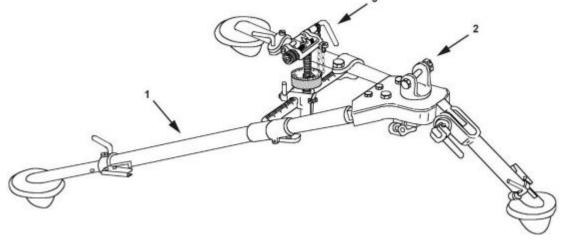
100 mil elevation

Traverse: 100 mil on T&E

Traverse Bar: 450 mils left, 425

mils right

1 mil clicks







Mountable Equipment

Tripods: M205

Critical for gunnery (not just marksmanship.) Stable, repeatable adjustments along left/right (traverse) and up/down (search) axis. Integrated T&E

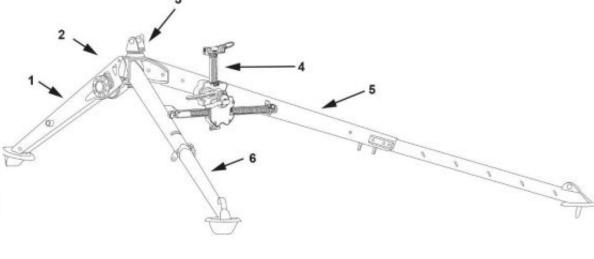
Traverse & Elevation

Search: 0-460 mils total

Traverse: 0-900 mils

4-5 mils push/release

WEIGHT:	M205 tripod 34 pounds(15 kilograms)
LENGTH:	Stowed 46 inches (117 centimeters)
	Deployed (maximum) 75 inches (191 centimeters)
WIDTH:	Stowed 12 inches (30 centimeters)
	Deployed (maximum) 69 inches (175 centimeters)
HEIGHT:	Stowed 8 inches (20 centimeters)
	Deployed (maximum) 25 inches (64 centimeters)
ELEVATION	
AND	Total range 0 to 460 milliradians
DEPRESSION	
TRAVERSE:	Total range 0 to 900 milliradians

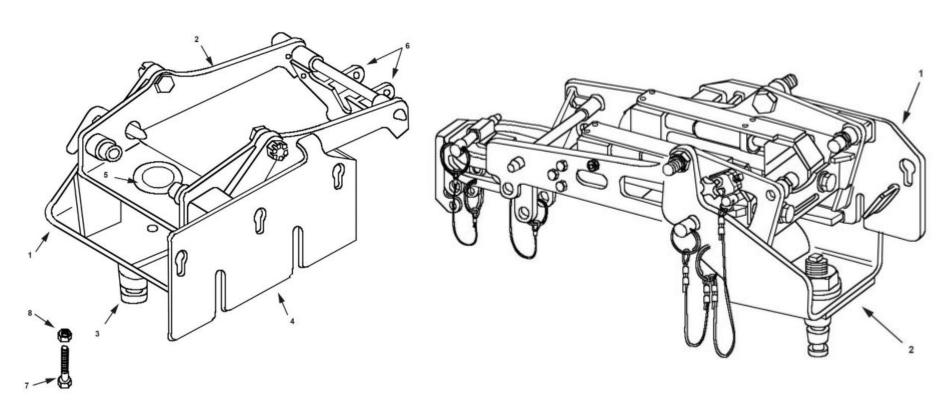






Mountable Equipment

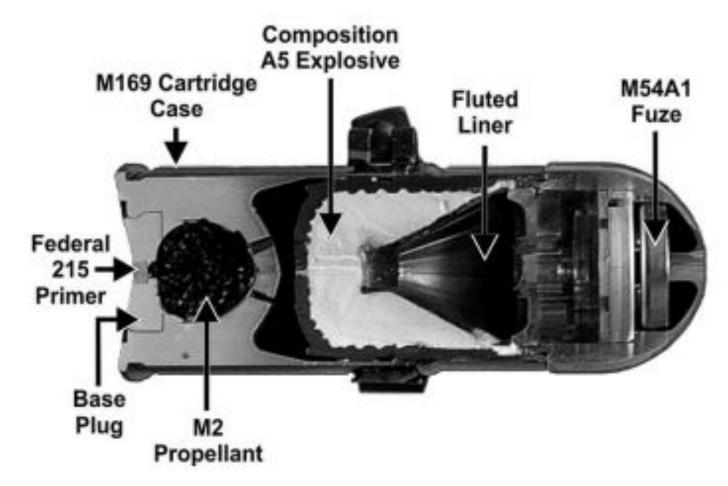
Mount: Mk64 and Mk93







Ammunition





Preliminary Marksmanship Instruction and Evaluation



Grenade Machine Gun - Mk19 Series

TC 3-22.19

Ammunition





M918 Target Practice M383 High Explosive



M385A1 Target Practice

M430A1 High Explosive Dual Purpose





M922 Dummy M922A1 Dummy

....,

EXAMPLE CUTAWAYS





Example Training Projectile

Example High Explosive Projectile

	M918	M385A1	M383	M430A1	M1001
GENERAL			1	A	
ROUND	TP	TP	HE	HEDP	CANISTER
Weight Grain	5264.5	5465.1	5310.8	5310.8	5128.7
Length Millimeters Inches	112.100 4.415	112.100 4.415	112.100 4.415	112.100 4.415	109.600 4.314
Color code	Blue with black markings; brown band, blue ogive.	Blue with black markings.	Olive drab with yellow markings; yellow ogive.	Olive drab with yellow markings; yellow ogive.	Olive drab with black markings. White diamonds in brown band.
Chamber pressure Bars PSI	1034 15,000	1034 15,000	1034 15,000	1034 15,000	1034 15,000
Velocity MPS FPS Mach	241.0 790.0 0.7	241.0 790.0 0.7	244.0 795.0 0.71	241.0 790.0 0.7	241.0 790.0 0.7
Kinetic energy Joules Feet/pounds	7028 5176	7405 5454	7293 5307	7115 5240	6772 4988
CASE Dimensions in mm	Center fire 40 x 53	Center fire 40 x 53	Center fire 40 x 53	Center fire 40 x 53	Center fire 40 x 53
PROPELLANT Base Actual	M2 double nitrocellulose, nitroglycerine	M2 double nitrocellulose, nitroglycerine	M2 double nitrocellulose, nitroglycerine	M2 double nitrocellulose, nitroglycerine	M2 double nitrocellulose, nitroglycerine
Weight Grains Ounces	61.728 0.140	61.728 0.140	71.6 0.164	61.728 0.140	61.728 0.140
PRIMER	Percussion	Percussion	Percussion	Percussion	Percussion
DODIC Design	B584 Simulates M430A1 HEDP round in appearance and ballistics.	B576 Used for target practice or for proof-testing weapons.	B571 High explosive impact type round. Produces antipersonnel effects.	B542 High explosive, dual purpose, impact type round.	BA11 Releases flechettes to produce antipersonnel effects out to 100 meters from the muzzle.
Length Millimeters Inches	76.000 2.992	80,500 3,169	70.800 2.786	79.800 3.140	76.300 3.005
Weight Grains Ounces	3734.50 8.54	3935.20 8.99	3780.80 8.64	3780.80 8.64	3598.70 8.23

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Employment

Shot Process

The object is to fire an Accurate Initial Burst, adjust fire, and develop speed.

•	Pre-shot	
•		

- Shot
- Post-shot

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





Employment

Functional Elements

The object is to fire an Accurate Initial Burst, adjust fire, and develop speed.

- **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

Functional Elements

Firing with Both Hands

- More support, center directly behind the weapon, recoil easier to manage
- Adjusting requires moving nonfiring hand for search/traverse, can't track moving targets as well free gun.

Firing with One Hand

- Nonfiring hand rapidly adjust T&E, pull/loosen traverse lever to maintain constant elevation while tracking linear area target
- Must manage recoil and provide stability with one side of the body





Employment

Stability

The object is to fire an Accurate Initial Burst, adjust fire, and develop speed

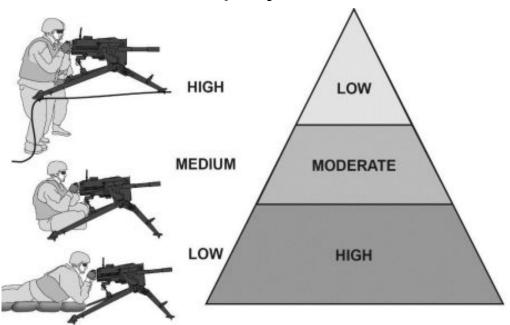
- Support: Use support (tripod/bipod) and bone structure primarily.
- Muscle relaxation: Use good positioning (cheek weld, body straight behind line of recoil, etc.) to enhance support.
- Natural Point of Aim: Where barrel naturally orients when position is solid, muscles relaxed and support is achieved. 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 burst.

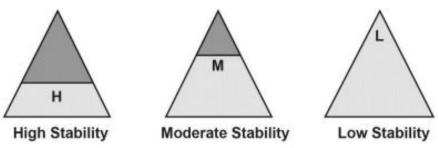




Employment



As the center of Gravity (CoG) increases, the level of stability decreases.



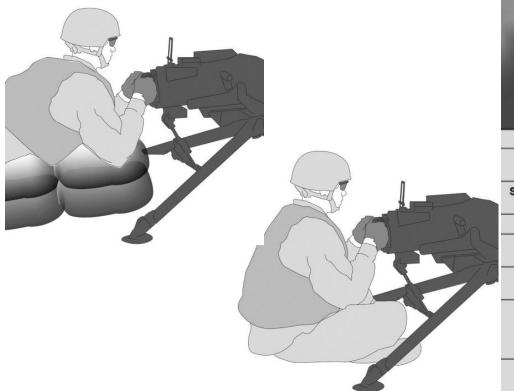




Employment

Firing Positions

A position is good *ONLY* if it consistently produces a tight Cone of Fire!





Supported

Angle: gun-target line.

Support:

Leg Position:	comfortable distance apart.			
Stance/ Center of Gravity:	The upper body should be leaned slightly forward to aid in recoil management.			
Firing Elbow:	Tucked toward the gunners side.			
Non-Firing Elbow:	Rests on the ground while manipulating the T&E or tucked to gunners side during two handed firing.			
Firing Hand:	Lightly grasps the spade grip, ensuring that the thumb is in a position to press the trigger.			
Non-Firing Hand:	Grasps the elevating handwheel of the T&E mechanism. If firing with both hands the non-firing hand replicates the firing hand by grasping the spade grip, ensuring that the thumb is in a position to press the trigger.			
Shooter-Gun	Gunner's body is approximately 90 degrees to the			

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Employment

Aim

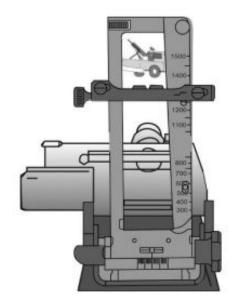
Sight Alignment: Relationship between the aiming device and the firer's eye. Maintain by using **consistent head placement**.

- Iron sight. Relationship of front sight, rear sight, and firer's eye. Maintain by keeping focus on the top of the front sight.
- Optics/Thermal. Relationship between the reticle and the firer's eye.
 Maintain by ensuring full, centered field of view (no shadow in magnified optics)
- Pointers/Illuminators/Lasers. Relationship between the firer's eye, the night vision device placement and focus, and the laser aiming point on the target.

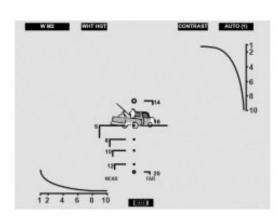




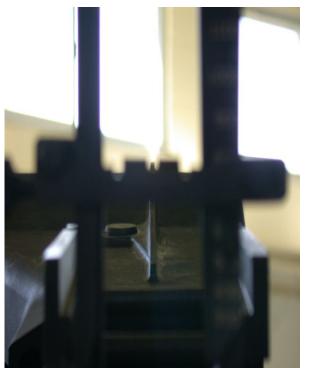
FOCUS ON THE FRONT SIGHT POST, NOT THE TARGET ITSELF.



Note: Front sight/rib aligns alike pistol sights. Illustration at left shows rear sight at base of target with front sight below for clarity



THERE IS NO DIFFERENCE IN FOCAL VIEWING WHEN USING THERMAL OPTICS. ALIGN THE RETICLE AT THE DESIRED POINT OF AIM.



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Employment

Range Estimation

Due to the extreme trajectory of the Mk19, range estimation is critical

- Use optic. Many optics have range estimation and/or mil scale stadia to determine distance.
- **Separate range finder**. Laser range finders and/or binoculars and spotting scopes with mil scales.

Range Determination	Recognition Method		
Target	Unaided Eye	Magnification 8 power	
Tank crew, troops, machine gun, mortar, antitank gun, antitank missile launchers	500 m	2000 m	
Tank, personnel carrier, truck (by model)	1000 m	4000 m	
Tank, howitzer, personnel carrier, truck	1500 m	5000 m	
Armor vehicle, wheel vehicle	2000 m	6000 m	





Employment

Wind Effect

Due to the slow projectile speed, grenades are greatly affected by wind

		Truck Targets		
	5 mph	10 mph	15 mph	20 mph
500 meters	0.69 meters	1.38 meters	2.08 meters	2.77 meters
1000 meters	3.10 meters	6.20 meters	9.30 meters	12.41 meters
1500 meters	7.83 meters	15.65 meters	23.47 meters	31.28 meters
	Di	smounted Targets	3	**
	2 mph	3 mph	4 mph	5 mph
100 meters	0.01 meters	0.01 meters	0.02 meters	0.02 meters
200 meters	0.04 meters	0.06 meters	0.08 meters	0.10 meters
300 meters	0.10 meters	0.14 meters	0.19 meters	0.24 meters
400 meters	0.17 meters	0.26 meters	0.34 meters	0.43 meters
500 meters	0.27 meters	0.41 meters	0.55 meters	0.69 meters

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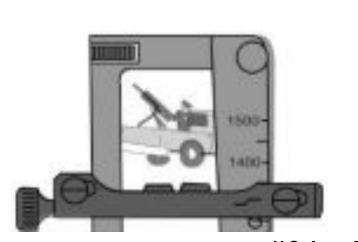


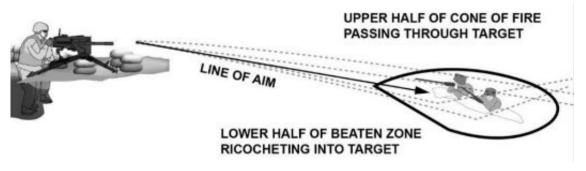


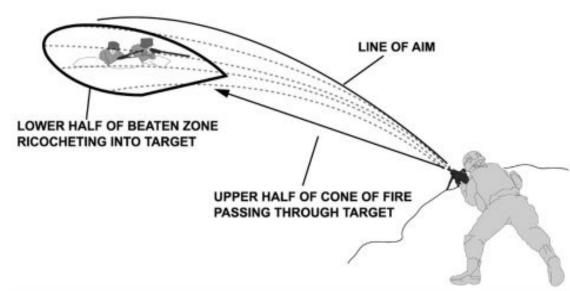
Employment

Center Base Aimpoint

- Used to place Beaten Zone correctly on targets with depth
- **NOT** because "the gun climbs in recoil"
- Gun climbing in recoil = poor position and bad shooting



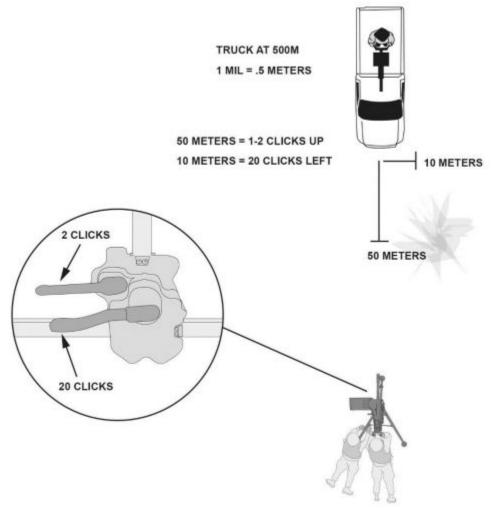








Employment



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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

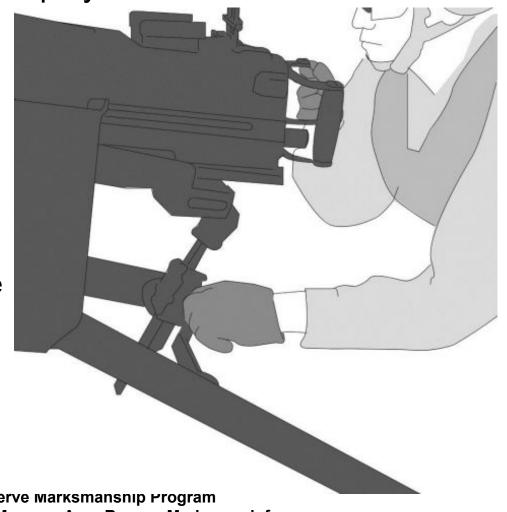




Employment

Control

- Thumb placement lays naturally across the trigger after achieving proper grip.
 No specified point must be used
- Trigger squeeze/press. Push in a smooth, consistent manner. Add steady pressure until the weapon fires.
- Trigger reset. Retain sight focus while resetting the trigger
- Left hand controls T&E







Employment

Control: Rate of Fire

- Single Shot: Press/release 12-15 rounds/minute.
- **Sustained**: Less than 40 rounds/minute, 6-9 round bursts, 10-15 second intervals, 4.5 bursts/minute. **Normal use**.
- Rapid Fire: Less than 60 rounds/minute, 6-9 round bursts, 8-10 second intervals, 6.5 bursts/minute.
- Cyclic Fire: 325-375 rounds/minute, continuous bursts. Emergency use only. Useful for suppression only if accurately directed. Learn and use Sustained and Rapid first.
- Suppressive Fire: Fires that degrades the performance of an enemy force below the level needed to fulfill its mission. Must either hit directly or land close enough to convince the enemy fires could have hit.
 - Volume does NOT equal suppressive fire unless directly accurately enough that it *could* hit on purpose





Employment

Control

- Follow-through: Continued mental and physical application of the shot process' functional elements
 - Firer's head stays in put behind sights, the firing eye remains open, and the trigger thumb holds the trigger down through recoil (semi-auto and fixed ammunition drill)
- 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/Assistant Gunner verifies actual location
 - Poor/inconsistent shot call is a poor application of Control





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: Place Weapon Into Action
- D: Load
- E: Fight Down. Start in the standing/offhand position and assume the kneeling, sitting, and prone (or variations) in order.

- F: Fight Up. Start prone and assume positions up to standing in order.
- G: Reload. Completely reload from ammunition stored in load bearing equipment.
- H: Clear Malfunction. Reduce the most common malfunctions.
- I: Unload/Show Clear
- J: Weapon and T&E Manipulation
- K: Range Card





Drill A: Weapon/Function Check

Go to Condition Green

- Bolt forward, index lever, close top cover
- Pull charging handles, lock bolt back, push handles forward and lock up
- On Safe, press trigger, nothing happens
- On Fire, hold charging handle back, press trigger, ride bolt forward
- Use linked dummy ammo to check stripping, locking, loading, unlocking, extracting and ejecting





Drill C: Place Weapon Into Action



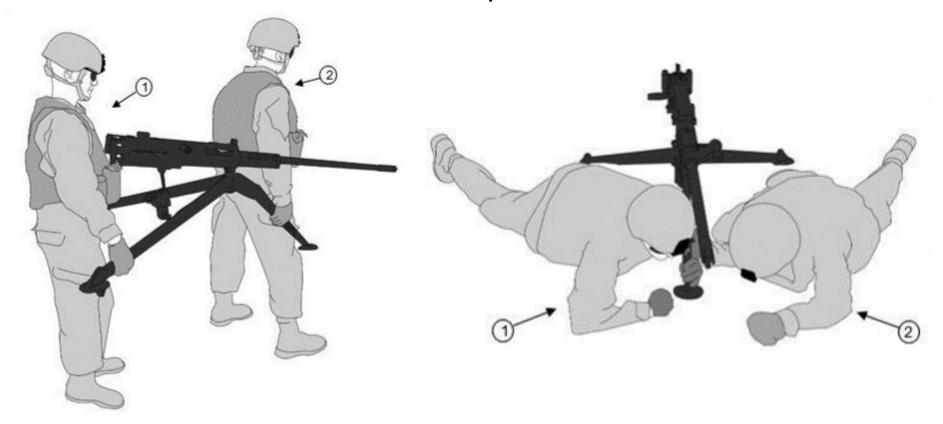


- Deploy tripod
- Set traverse bar and pintle
- Mount gun to pintle and T&E





Drill C: Place Weapon Into Action







Drill E: Load

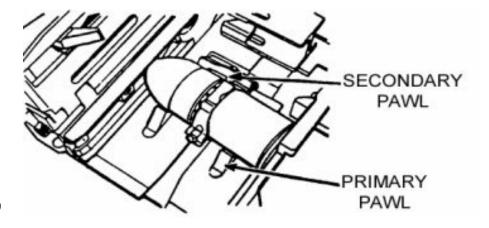
- Cover open
- Insert cartridge past pawl
- Close cover

Amber

 Pull cocking handles once, lock both up, press trigger, on Safe

Red

 Amber, pull cocking handle again, lock up, on Safe







Drill J: Clear Malfunctions

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

- Use secondary weapon (if available and appropriate)
- Apply Corrective Action
 - Immediate action. Simple, rapid action to correct basic disruptions
 - Commonly fix simple failures to fire, especially ammunition related
 - Pull bolt rearward, catch ejected round
 - Push and lock both handles
 - Put gun on Safe, check for bore obstruction
 - Resume firing if bore is clear
 - Remedial action. Skilled/thorough response to specific problem or issue that simple Immediate action cannot correct
 - Typically requires unload/show clear to correct
 - Ensure lever in top cover is properly indexed before closing

No single corrective resolve all malfunctions.





0 0

Drill K: Unload/Show Clear

Go to Condition Green

- On Safe
- Clear face of bolt
- Open top cover, remove ammunition belt
- Inspect all ammunition is removed
- Ride bolt forward
- Index lever in top cover assembly
- Close top cover



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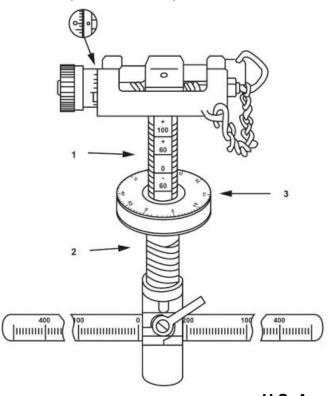
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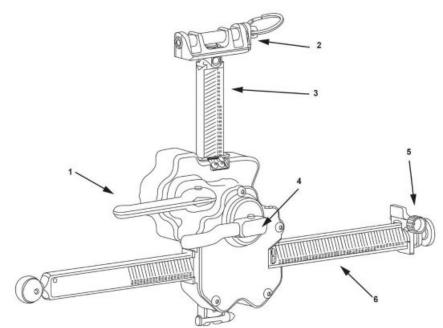




Drill L: Weapon and T&E Manipulation

- Practice traversing and searching between target and along target areas.
- Need large swings (move to different objective) and controlled increments (~4-5 mils) search and traverse for even, overlapping coverage





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Drill M: Range Card

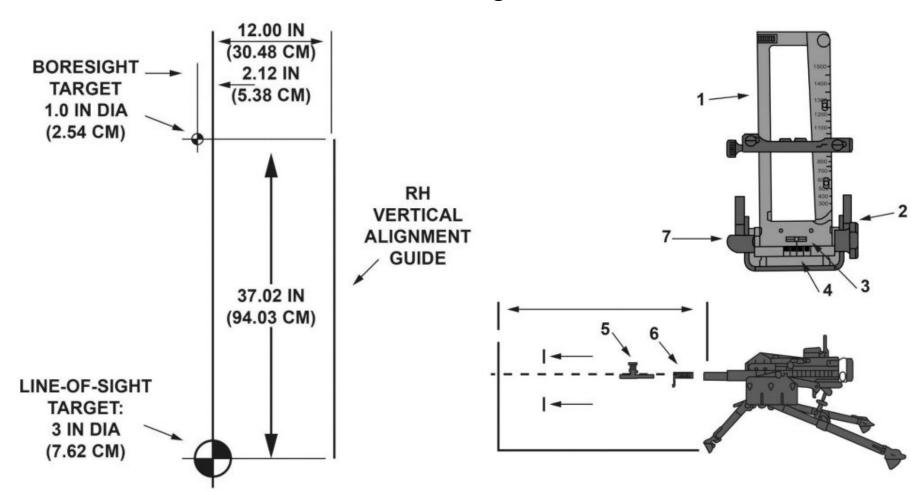
- Weapon symbol, azimuth (degrees), distances (meters) to terrain features
- Area covered, likely engagement areas (range, azimuth, elevation)
- Dead space, magnetic north, unit (company), time/date, primary, alternate, supplementary positions
- 1. Machine gun symbol, sector of fire (left,right), azimuth, far limits ranges
- 2. Terrain features in Data Section, left and right limits labeled 1 and 2
- 3. Target reference points designated by platoon leader or unit SOP. Track likely avenues of approach
- 4. Draw maximum engagement line (range) and any dead space
- 5. Indicate position type (primary, alternate, or supplementary)
- 6. Enter the information for the weapon reference point in the remarks block on the range card.





Grenade Machine Gun - Mk19 Serie
TC 3-22.19

Boresight



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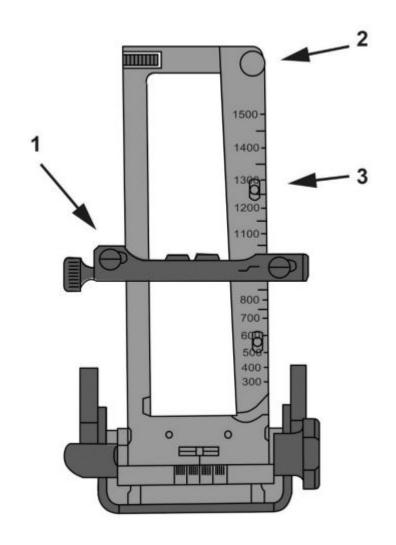


Field Zero

Iron sight:

- Slide rear sight to target distance
- T&E to center base aim on target
- Press/release single shot
- Adjust sights to where the impact was
 - Windage/Elevation = 1 mil per click
- Relay gun with T&E
- Repeat until impact on aim point
- Confirm with bursts
- Loosen scale lock and adjust range plate back to rear sight slide

Always use Peer Coaches!







Objectives: Qualification

Accurate Initial Burst, Adjust Fire, Develop Speed

Qualification:

- Fire a burst, adjust fire (if missed) and re-engage
- Remaining ammo is NOT used or alibi granted.
- Go for hitting target in engagement with two rounds using allocated ammo or less
- 7 Go pass, 10 max
- DA Form 7520

	For use		DDIVACU	ACT STATEMENT			
PRIN	HORITY: CIPAL PURPOSE TINE USES:	To aid	C 3012(g)/Exe individual trai aluate individu	ecutive order 9397 ning on targets at vario al proficiency.			
	LOSURE:			r, mass rating and reco	rding require some tra	_	d.
1a. LAST NAME	16	1b. FIRST NAME		1c. MI 2. RANK	3. UN	1	
	TABLE I (A)). DISN	NOUNTED	AND MOUNTE	D DAY PRACT	ICE	
4. RANGE	5.	5. LANE		6. GRADER	7. DA	7. DATE	
TASK	RANGE (Meters		АММО	TIME (Minutes)	ENGAGEMENT STANDARDS	go	NO GO
ZERO	400		4	NA	2 ROUNDS HIT		
2	1,100 (+/-	200)	8	2.5	2 ROUNDS HIT		
3	1,500 (+/-		10	3.5	2 ROUNDS HIT		
4	600 (+/- 1	Control National Assessment	6	2	2 ROUNDS HIT		
5	800 (+/- 1	100)	6	2	2 ROUNDS HIT	_	
6	400		4	1.5	2 ROUNDS HIT		
	T	T	MULT	TIPLE TARGETS			_
7	1,100 (+/-		10	4	1 ROUND HIT 1 ROUND HIT	-	-
8	600 (+/- 1	and the second					_
9	800 (+/- 1	100)	14	4.5	1 ROUND HIT		-
		100)	9. NU	4.5 WBER OF ENGAGEMEN 10 - EXPERT 9 - SHARPSHOOTER	1 ROUND HIT 1 ROUND HIT TOTAL	IAN	FIED
9 10	800 (+/-1	100)	9. NU	MBER OF ENGAGEMEN	1 ROUND HIT 1 ROUND HIT TOTAL T MET (Choose One) 8-7 - MARKSN 6 AND BELOW	IAN	FIED
9 10 B. COMMENTS 10. GUNNER'S	800 (+/- 1,500 (+/- SIGNATURE	100) 200)	9. NUM	MBER OF ENGAGEMEN 10 - EXPERT) - SHARPSHOOTER	1 ROUND HIT 1 ROUND HIT TOTAL T MET (Choose One) 8-7 - MARKSN 6 AND BELOW	IAN - UNQUAL	FIED
9 10 B. COMMENTS 10. GUNNER'S	800 (+ /- 1,500 (+ /-	100) 200)	9. NUM	MBER OF ENGAGEMEN 10 - EXPERT 9 - SHARPSHOOTER 11. GRADER'S S	1 ROUND HIT 1 ROUND HIT TOTAL T MET (Choose One) 8-7 - MARKSN 6 AND BELOW	ATION	FIED
9 10 B. COMMENTS 10. GUNNER'S	800 (+ /- 1,500 (+ /-	DISMOU	9. NUM	MBER OF ENGAGEMEN 10 - EXPERT 2 - SHARPSHOOTER 11. GRADER'S S ND MOUNTED 14. GRADER TIME (Minutes)	1 ROUND HIT 1 ROUND HIT TOTAL T MET (Choose One) 8-7 - MARKSN 6 AND BELOW IGNATURE DAY QUALIFIC 15. DO ENGAGEMENT STANDARDS	ATION	
9 10 B. COMMENTS 10. GUNNER'S S TAI 12. RANGE TASK ZERO	800 (+ /- 1,500 (+	DISMOU	JNTED AI	MBER OF ENGAGEMEN 10 - EXPERT 9 - SHARPSHOOTER 11. GRADER'S S ND MOUNTED I 14. GRADER TIME (Minutes) NA	1 ROUND HIT 1 ROUND HIT 1 ROUND HIT TOTAL T MET (Choose One) 8-7 - MARKSN 6 AND BELOW IGNATURE DAY QUALIFIC 15. DO ENGAGEMENT STANDARDS 2 ROUNDS HIT	ATION	
9 10 8. COMMENTS 10. GUNNER'S: TAI 12. RANGE TASK ZERO 2	800 (+ /- 1,500 (+	01SMOU 3. LANE	JNTED AI	MBER OF ENGAGEMEN 10 - EXPERT 9 - SHARPSHOOTER 11. GRADER'S S ND MOUNTED 14. GRADER TIME (Minutes) NA 2	1 ROUND HIT 1 ROUND HIT 1 ROUND HIT TOTAL THET (Choose One) 8-7 - MARKSN 6 AND BELOW IGNATURE DAY QUALIFIC 15. DO ENGAGEMENT STANDARDS 2 ROUNDS HIT 2 ROUNDS HIT	ATION	
9 10 8. COMMENTS 10. GUNNER'S : TAI 12. RANGE TASK ZERO 2 3	800 (+/- 1,500 (+/- 1,500 (+/- SIGNATURE BLE I (B). D 13 RANGE (Meters 400 1,100 (+/- 1,500 (+/-	DISMOU 3. LANE E (s)	JNTED AI	MBER OF ENGAGEMEN 10 - EXPERT 2 - SHARPSHOOTER 11. GRADER'S S ND MOUNTED 14. GRADER TIME (Minutes) NA 2 3	1 ROUND HIT 1 ROUND HIT 1 ROUND HIT TOTAL T MET (Choose One) 8-7 - MARKSN 6 AND BELOW IGNATURE DAY QUALIFIC 15. D ENGAGEMENT STANDARDS 2 ROUNDS HIT 2 ROUNDS HIT 2 ROUNDS HIT 2 ROUNDS HIT	ATION	
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9 10 8. COMMENTS 10. GUNNER'S: TAI 12. RANGE TASK ZERO 2 3 4 5	800 (+/- 1,500 (+/- 1,500 (+/- SIGNATURE BLE I (B). D RANGE (Meters 400 1,100 (+/- 1,500 (+/- 800 (+/- 800 (+/-	DISMOU 3. LANE E (1) 200) 200) 100) 100) 200)	9. NUM 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	MBER OF ENGAGEMEN 10 - EXPERT 2 - SHARPSHOOTER 11. GRADER'S S ND MOUNTED 14. GRADER TIME (Minutes) NA 2 3 1.5 1.5 1	1 ROUND HIT 1 ROUND HIT 1 ROUND HIT 1 TOTAL 1 MET (Choose One) 8-7 - MARKSN 6 AND BELOW IGNATURE DAY QUALIFIC 15. DO ENGAGEMENT STANDARDS 2 ROUNDS HIT	ATION	
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