

**US ARMY TRAINING CENTER
INFANTRY
FORT LEWIS, WASHINGTON
PROGRESS BOOKLET
M-16**



NAME _____
PLT _____ **COMPANY** _____

BASIC RIFLE MARKSMANSHIP COURSE



250 METER BATTLESIGHT ZERO
ELEVATION _____
WINDAGE _____

RANGE SAFETY

1. Weapons pointed up and down range at all times.
2. No running on range.
3. Load weapon only on command.
4. Bolt locked to rear & safety locked when not firing.
5. No smoking on firing line or near ammunition points.
6. Issue ammunition only on command.
7. Move forward of firing line only on command.
8. No obstruction in bore of weapon.
9. All weapons cleared by Safety NCO's before moving down range or off firing line.
10. Any unsafe act command, "**Cease Fire.**"
11. All personnel will be inspected for brass and live ammunition and have weapons cleared prior to leaving range.
12. Always consider weapon loaded. Never point at another person.

FUNCTION CHECK

1. "SAFE" POSITION: Pull trigger. Hammer should **NOT** fall.
2. "SEMI" POSITION: Pull trigger. Hammer **SHOULD** fall.
Holding trigger to rear recock weapon and release trigger. Hammer should **NOT** fall.
3. "AUTO" POSITION: With the selector on "SEMI" hold trigger to rear and recock weapon. Move selector to "AUTO". Hammer **SHOULD** fall.

STOPPAGES AND IMMEDIATE ACTION

1. **STOPPAGE** is any interruption in the cycle of functioning caused by faulty action of weapon or faulty ammunition.
2. **IMMEDIATE ACTION** is the unhesitating application of a probable remedy to reduce a stoppage without investigating the cause.
3. When a stoppage occurs **STRIKE** the forward assist assembly.
TAP upward on bottom of magazine.
PULL charging handle to the rear.
OBSERVE for ejection.
RELEASE if ejection of complete cartridge is observed.
4. **REMEDIAL ACTION** is used when the application of immediate action fails to reduce the stoppage. A trouble shooting guide is shown on page 10 FM 23-9, C1.

QUICK - KILL

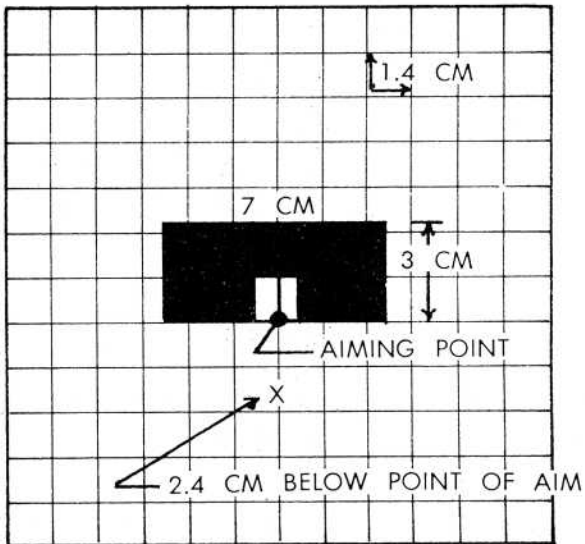
Quick-Kill is the name given to the method of rapid, accurate, unaimed fire at a surprise type target at close range. It is used for ranges up to one hundred and fifty meters and is in no way meant to replace sighting and aiming techniques used for targets at greater ranges. Hand-eye coordination and visual concentration are essential to the development of quick-kill skills.

STANDARDS

EXPERT	27-30
SHARPSHOOTER	23-26
MARKSMAN	19-22

NINE CLUES TO QUICK - KILL

1. Concentrate your visual focus on the dot on the target.
2. Head must be held high.
3. Both eyes must be kept open.
4. Line of vision is just above the front sight of the weapon.
5. A good stock weld must be obtained.
6. The butt of the weapon must be well seated in the pocket of the shoulder.
7. The leading hand must be extended beyond the balance of the weapon.
8. Lean into the weapon.
9. The feet are spread a comfortable distance apart.



25 METER TARGET

TARGET ANALYSIS SHEET

FACTORS DETERMINING THE SIZE AND SHAPE OF SHOT GROUPS

1. In a perfect shot group all the shots are in the same place. Because of the element of human error, a group of this type is almost impossible to obtain. Try to obtain a group in which the shots are as close together as possible.

2. Three shots will fall into a group of some size and shape. The smaller the group the better. Shot groups made using the aiming exercise must be small enough to be covered by the unsharpened end of an ordinary lead pencil to be acceptable.

3. Unsatisfactory shot groups are usually either too high (long and vertical) or too wide (long and horizontal).

a. Long and vertical shot groups result from inaccurate vertical alignment of the sights or from placing the top of the front sight above or below the bottom of the aiming point. They are also caused by a combination of both of these errors (fig. 1).

b. Long and horizontal shot groups result from inaccurate horizontal alignment of the sights or from placing the front sight to the right or left of the center of the aiming point. They are also caused by a combination of both of these errors (fig. 2).

c. A shot group which is both high and wide is the result of a combination of the errors described in a and b above.

d. A small, tight shot group indicates steady, correct sight alignment and sight picture. It also shows consistency in aiming and correct breathing (fig. 3).

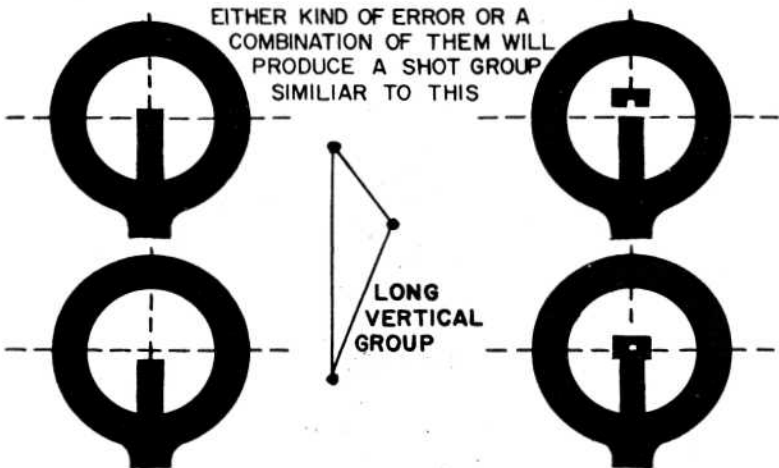
4. The following points should be observed while aiming:

a. Center the top of the front sight exactly in the rear sight aperture. This is the most important part of aiming.

b. Center the aiming point above so that it appears to barely touch the top of the front sight.

c. Hold your breath.

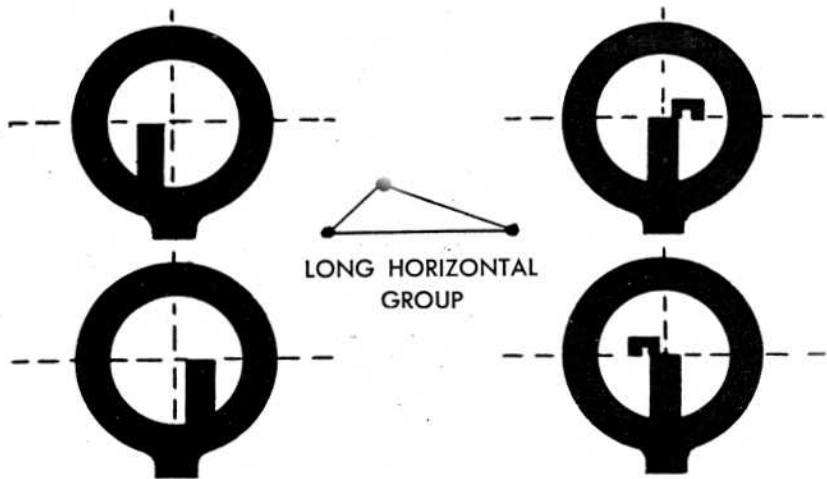
d. Focus your eye on the top of the front sight. This causes the front sight to stand out clearly and distinctly and the aiming point to appear hazy or fuzzy.



TOP OF FRONT SIGHT
ABOVE OR BELOW CEN-
TER OF REAR SIGHT
APERTURE.

BULL'S-EYE ABOVE OR
BELOW TOP OF FRONT
SIGHT.

(FIGURE 1)



FRONT SIGHT NOT CENTERED IN REAR SIGHT FROM SIDE TO SIDE.

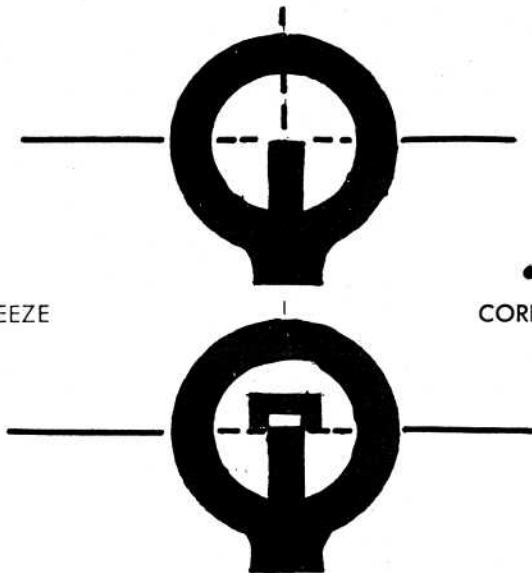
BULL'S EYE JUST TOUCHING TOP OF FRONT SIGHT BUT NOT AT THE MIDPOINT.

BREATH

RELAX

AIM

SQUEEZE



CORRECT GROUP

CORRECT SIGHT ALIGNMENT AND SIGHT PICTURE
WILL PRODUCE A SHOT GROUP SIMILAR TO THIS

8 STEADY HOLD FACTORS

1. **LEFT ARM AND HAND:** Rest rifle in "V" formed by thumb and forefinger. Relax grip, left elbow directly under the rifle.
2. **BUTT OF STOCK IN POCKET OF SHOULDER:** Place the butt of stock firmly into the pocket of the shoulder.
3. **GRIP OF THE RIGHT HAND:** Grip weapon firmly but not rigidly. Exert a firm rearward pressure to keep butt of stock in proper position.
4. **RIGHT ELBOW:** The exact position of the right elbow varies from position to position. The right elbow is important to the maintenance of a good pocket for butt of stock.
5. **STOCK WELD:** To obtain stock weld, lower head so that cheek contacts the same place on the stock each time you fire.
6. **BREATHING:** Take a normal breath, let part of it out, then hold remainder by locking throat. **DO NOT ATTEMPT TO HOLD BREATH FOR MORE THAN TEN SECONDS.**
7. **RELAXATION:** Learn to relax as much as possible in any firing position. If a firer finds that he cannot relax, the whole position should be adjusted.
8. **TRIGGER CONTROL:** Press the trigger straight to the rear with a uniform motion so that the sights are not disarranged. The trigger finger should be placed on the trigger so that there is no contact between the finger and the side of the pistol grip.

FIRING POSITIONS AND THEIR USES

1. **PRONE POSITION:** The prone position is a relatively steady position and is easy to assume. Therefore, it should be the first position the soldier learns. The position presents a low silhouette and is easily adapted to the use of cover and support. However, its effectiveness as a battlefield firing position is frequently limited since vegetation and irregularities of terrain will often limit the soldier's field of vision.
2. **SITTING POSITION:** The sitting position is especially suitable for use on a slope where the target is at approximately the same level or lower than the firer. It may be used when the firer needs better observation than he can get from the prone position. The firer should use the variation of this position which best fits the conformation of his body (i.e. Open Legged; Cross Ankle; Cross Legged).
3. **SQUATTING POSITION:** The squatting position is a relatively steady position which can be assumed rapidly since only the feet touch the ground. It is an excellent position to use in mud, shallow water, or a contaminated area. It is best suited for use on level ground or ground which slopes gently downward.

4. **KNEELING POSITION:** This position is suitable on level ground or ground which slopes gently upward. This position can be adjusted in height and is readily adapted to supports such as trees, corners of buildings and vehicles.
5. **STANDING POSITION:** The standing position is used in the assault, to engage targets when no other position can be used and for surprise targets.
6. **FOXHOLE POSITION:** The foxhole position is used whenever such prepared positions are available.

USE OF CALL AND HIT TARGETS

The target on the left is the call target. The firer will call each shot immediately after he fires it, and mark the call on the call target. The target on the right is the hit target. The firer will mark all his own hits on the hit target.

25 METER PROGRESS CHECK

<u>POSITION</u>	<u>PASS</u>	<u>FAIL</u>
PRONE SUPPORTED	_____	_____
PRONE UNSUPPORTED	_____	_____
SITTING	_____	_____
SQUATTING	_____	_____
KNEELING	_____	_____
KNEELING SUPPORTED	_____	_____
STANDING	_____	_____
FOXHOLE	_____	_____
WEAK POSITIONS 1	_____	_____
2	_____	_____
3	_____	_____

TARGET DETECTION

ANSWER SHEET

INSTRUCTIONS

1. Do not change your answer to indicate anything not actually seen.
2. There will be four phases during each trial. Although the target remains in the same location, each phase will consist of a different target indication. Targets will each be presented four times. In the appropriate space for each phase of each trial, place either a \checkmark if you saw the target or an X if you failed to see it.
3. Under the "LOCATION," mark the identifying reference point. If you are in doubt as to the identity of the nearest reference point, hold up your hand and the instructor will check with you.
4. Under range enter your estimate to the target in meters. Estimation within 10% will be considered correct.

Trial No	Phase Number				Location (Nearest Ref PT)	Range (Meters)
	1	2	3	4		
1 - - - - -						
2 - - - - -						

Trial No.	Phase Number				Location (Nearest Ref PT)	Range (Meters)
	1	2	3	4		
3 — — — —						
4 — — — —						
5 — — — —						
6 — — — —						
7 — — — —						
8 — — — —						
9 — — — —						
10 — — — —						
11 — — — —						
12 — — — —						
13 — — — —						
14 — — — —						
15 — — — —						
16 — — — —						
TOTAL						

ANSWER SHEET

Trial No.	Location (Nearest Ref PT)	Range (Meters)
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

PERIOD 12B
ANSWER SHEET
SOUND DETECTION

Trial No.	Sound Position	Trial No.	Sound Position
1	— — —	15	— — —
2	— — —	16	— — —
3	— — —	17	— — —
4	— — —	18	— — —
5	— — —	19	— — —
6	— — —	20	— — —
7	— — —	21	— — —
8	— — —	22	— — —
9	— — —	23	— — —
10	— — —	24	— — —
11	— — —	25	— — —
12	— — —	26	— — —
13	— — —	27	— — —
14	— — —	28	— — —

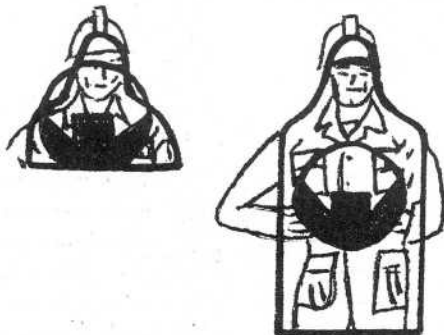
Total — — — — RIGHT _____ WRONG _____

COMBINATION OF SOUND LOCALIZATION AND MULTIPLE MOVING TARGETS

(Observers check each other's alignment and place number of targets correctly aligned in space opposite appropriate trial number).

Trial No.	No. Correct	Trial No.	No. Correct
1 — — —	_____	12 — — —	_____
2 — — —	_____	13 — — —	_____
3 — — —	_____	14 — — —	_____
4 — — —	_____	15 — — —	_____
5 — — —	_____	16 — — —	_____
6 — — —	_____	17 — — —	_____
7 — — —	_____	18 — — —	_____
8 — — —	_____	19 — — —	_____
9 — — —	_____	20 — — —	_____
10 — — —	_____	Total	
11 — — —	_____	Correct	

AIMING POINTS



CENTER OF MASS IS THE AIMING POINT FOR ALL DISTANCES.
(Use long range sight for over 300 meters)

PERIOD 10 25 METER

POSITION FIREDPASSFAIL

1	_____	_____	_____
2	_____	_____	_____
3	_____	_____	_____
4	_____	_____	_____
5	_____	_____	_____
6	_____	_____	_____

PERIOD 10

PHASE 1 FOXHOLE POSITION

Range (M)	Round	Hit	Miss
75	1		
75	2		
75	3		
175	4		
175	5		
175	6		
175	7		
300	8		
300	9		
300	10		
300	11		
300	12		
300	13		
300	14		
300	15		
300	16		
16 RD TOTAL			

PHASE 2 PRONE SPTD POS

Range (M)	Round	Hit	Miss
75	1		
175	2		
175	3		
175	4		
300	5		
300	6		
300	7		
300	8		
8 RD TOTAL			

PHASE 3 KNEELING POSITION

Range (M)	Round	Hit	Miss
75	1		
175	2		
175	3		
175	4		
300	5		
300	6		
300	7		
300	8		
8 RD TOTAL			

PHASE 4 SQUATTING POSITION

Range (M)	Round	Hit	Miss
75	1		
175	2		
175	3		
175	4		
300	5		
300	6		
300	7		
300	8		
8 RD TOTAL			

PHASE 5 SITTING POSITION

Range (M)	Round	Hit	Miss
75	1		
175	2		
175	3		
175	4		
300	5		
300	6		
300	7		
300	8		
8 RD TOTAL			

TOTAL FOR PERIOD 10

	Hit	Miss
Phase 1		
Phase 2		
Phase 3		
Phase 4		
Phase 5		
48 RD		
TOTAL		

PERIOD 11

PHASE 1 FOXHOLE POSITION

RANGE (M)	TIME (SEC)	RD	HIT	MISS
300	10	1		
175	10	2		
75	5	3		
300	10	4		
175	10	5		
75	5	6		
175	10	7		
75	5	8		
8 RD TOTAL				

PHASE 2 SITTING POSITION

RANGE (M)	TIME (SEC)	RD	HIT	MISS
300	10	1		
175	10	2		
75	5	3		
300	10	4		
175	10	5		
75	5	6		
175	10	7		
75	5	8		
8 RD TOTAL				

PERIOD 11 CONT'D

PHASE 3 KNEELING POSITION

RANGE (M)	TIME (SEC)	RD	HIT	MISS
300	10	1		
175	10	2		
75	5	3		
300	10	4		
175	10	5		
75	5	6		
6 RD TOTAL				

PHASE 4 KNEELING SPTD POS

RANGE (M)	TIME (SEC)	RD	HIT	MISS
300	10	1		
175	10	2		
75	5	3		
300	10	4		
175	10	5		
75	5	6		
175	10	7		
75	5	8		
8 RD TOTAL				

PHASE 5 STANDING POSITION

RANGE (M)	TIME (SEC)	RD	HIT	MISS
300	10	1		
175	10	2		
75	5	3		
300	10	4		
175	10	5		
75	5	6		
6 RD TOTAL				

TOTAL FOR PERIOD 11

	HIT	MISS
PHASE 1		
2		
3		
4		
5		
36 RD TOTAL		

PERIOD 12

PHASE 1 FOXHOLE POSITION

RANGE (M)	TIME (Sec)	Rd	Hit	Miss
75	5	1		
300	10	2		
300	10	3		
175	7	4		
175	7	5		
300	10	6		
6 RD TOTAL				

PHASE 3 KNEELING SUPPORT POS

RANGE (M)	TIME (Sec)	Rd	Hit	Miss
175	7	1		
75	5	2		
300	10	3		
175	7	4		
300	10	5		
300	10	6		
6 RD TOTAL				

PHASE 2 KNEELING POSITION

RANGE (M)	TIME (Sec)	Rd	Hit	Miss
300	10	1		
175	7	2		
175	7	3		
300	10	4		
300	10	5		
75	5	6		
6 RD TOTAL				

PHASE 4 PRONE POSITION

RANGE (M)	TIME (Sec)	Rd	Hit	Miss
75	5	1		
175	7	2		
300	10	3		
300	10	4		
175	7	5		
300	10	6		
6 RD TOTAL				

PERIOD 12 CONT'D

PHASE 5 SITTING POSITION

RANGE (M)	TIME (Sec)	Rd	Hit	Miss
300	10	1		
300	10	2		
175	7	3		
300	10	4		
75	5	5		
175	7	6		
6 RD TOTAL				

PHASE 6 SQUATTING POS

RANGE (M)	TIME (Sec)	Rd	Hit	Miss
75	5	1		
300	10	2		
300	10	3		
175	7	4		
175	7	5		
300	10	6		
6 RD TOTAL				

TOTAL FOR PERIOD 12

	Hit	Miss
Phase 1		
2		
3		
4		
5		
6		
36 RD TOTAL		

PERIOD 13

PHASE 1

Place	Position	Range (M)	Time (Sec)	Rd	Hit	Miss
Rear stake	Standing	75	5	1		
By stump	Standing	75	5	2		
By foxhole	Standing	75	5	3		
By front stake	Prone	75	5	4		
Rear stake	Squatting	175	7	5		
By stump	Kneeling supported	175	7	6		
By foxhole	Kneeling	175	7	7		
By front stake	Sitting	175	7	8		
Rear stake	Sitting	300	10	9		
By stump	Kneeling supported	300	10	10		
By foxhole	Kneeling	300	10	11		
By front stake	Squatting	300	10	12		
Rear stake	Kneeling	175	7	13		
By stump	Kneeling supported	300	10	14		
By foxhole	Squatting	175	7	15		
By front stake	Sitting	300	10	16		

PERIOD 13 CONT'D

PHASE 2

Place	Position	Range (M)	Time (Sec)	Rd	Hit	Miss
Rear stake	Sitting	300	10	1		
By stump	Kneeling supported	175	7	2		
By foxhole	Squatting	300	10	3		
By front stake	Standing	75	5	4		
Rear stake	Kneeling	175	7	5		
By stump	Kneeling supported	300	10	6		
By foxhole	Standing	75	5	7		
By front stake	Squatting	175	7	8		

TOTAL FOR PERIOD 13

	Hit	Miss
Phase 1		
2		
TOTAL		

PERIOD 14

PHASE 1

Place	Position	Range (M)	Time (Sec)	Rd	Hit	Miss
Rear stake	Kneeling	175	7	1		
By stump	Kneeling supported	75	5	2		
By foxhole	Prone	300	10	3		
By front stake	Standing	75	5	4		
Rear stake	Squatting	175	7	5		
By stump	Kneeling supported	300	10	6		
By foxhole	Standing	175	7	7		
By front stake	Sitting	300	10	8		

PHASE 2 (POSITIONS OPTIONAL WITH FIRER)

Place	Range (M)	Time (Sec)	Rd	Hit	Miss
Rear stake	300	10	1		
Rear stake	175	7	2		
By stump	300	10	3		
By foxhole	300	10	4		
By front stake	175	7	5		
Forward of stake	75	5	6		
Rear stake	175	7	7		
Rear stake	75	5	8		
By stump	175	7	9		
By stump	300	10	10		
By foxhole	300	10	11		
By foxhole	175	7	12		
By front stake	300	10	13		
Forward of stake	300	10	14		
Forward of stake	300	10	15		
Forward of stake	300	10	16		

PHASE 3 (POSITIONS OPTIONAL WITH FIRER) PERIOD 14 CONT'D.

Place	Range (M)	Time (Sec)	Rd	Hit	Miss
Behind Stump	175	7	1		
Behind Stump	300	10	2		
By Stump	300	10	3		
By Stump	300	10	4		
By Foxhole	75	5	5		
By Front Stake	175	7	6		
By Front Stake	300	10	7		
Forward of Stake	175	7	8		
Behind Stump	300	10	9		
Behind Stump	300	10	10		
By Stump	75	5	11		
By Foxhole	175	7	12		
By Foxhole	300	10	13		
By Front Stake	300	10	14		
Forward of Stake	75	5	15		
Forward of Stake	300	10	16		

TOTAL FOR PERIOD 14

	Hit	Miss
Phase 1		
2		
3		
40 RD TOTAL		

PERIOD 15

PHASES 1 AND 2 FIRED FROM FOXHOLE POSITION

PHASE 1

Range (M)	Time (Sec)	Hit		Miss
		1st Rd	2nd Rd	
75				
175	20			
175				
300 L	30			
300 R				
175				
300 L	30			
300 R				
TOTAL				

12 RD TOTAL

PHASE 2

Range (M)	Time (Sec)	Hit		Miss
		1st Rd	2nd Rd	
75				
175	20			
175				
300 L	30			
300 R				
175				
300 L	30			
300 R				
TOTAL				

12 RD TOTAL

PERIOD 15 CONT'D

PHASE 3 (ADVANCING EXERCISES)

Place	Position	Range (M)	Time (Sec)	Hit		Miss
				1st Rd	2nd Rd	
Rear stake	Kneeling	75	20			
		175				
By stump	Kneeling Suptd	175	30			
		300 L				
		300 R				
By foxhole	Sitting	175	30			
		300 L				
		300 R				
Front stake	Squatting	75	20			
		175				
TOTAL						

16 RD TOTAL

TOTAL FOR PERIOD 15

First round hits	Second round hits	Miss

40 RD TOTAL

TOTAL HITS

--

PERIOD 16

PHASES 1 AND 2 FIRED FROM FOXHOLE POSITION

PHASE 1

Range (M)	Time (Sec)	Hit		Miss
		1st Rd	2nd Rd	
75 300 L 300 R	30			
75 175				
175 300 L 300 R		30		
TOTAL				

AMMUNITION 12 ROUNDS

PHASE 2

Range (M)	Time (Sec)	Hit		Miss	
		1st Rd	2nd Rd		
75 175	20				
75 175 300 L 300 R		40			
300 L 300 R	25				
TOTAL					

AMMUNITION 12 ROUNDS

PERIOD 16 CONT'D

PHASE 3 (ADVANCING EXERCISES, OPTIONAL POS)


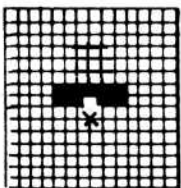

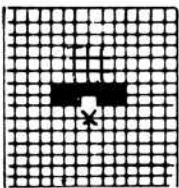

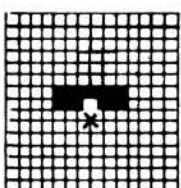

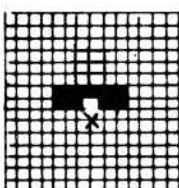
Place	Range (M)	Time (Sec)	Hit		Miss
			1st Rd	2nd Rd	
By Stump	75	30			
	300 L				
	300 R				
By Foxhole	75	20			
	175				
Front Stake	175	30			
	300 L				
	300 R				
Total					

Ammunition 12 Rounds

TOTAL HITS FOR PERIOD 16

First Round Hits	Second Round Hits	Miss
36 RD TOTAL	TOTAL HITS	

FIRING DATA CARD

CALL TARGET 	HIT TARGET 	CALL TARGET 	HIT TARGET 
POSITION	EL ____ W ____	POSITION	EL ____ W ____
CALL TARGET 	HIT TARGET 	CALL TARGET 	HIT TARGET 
POSITION	EL ____ W ____	POSITION	EL ____ W ____

NIGHT FIRING TABLE

	HIT	MISS
NIGHT PRACTICE FIRING		
NIGHT RECORD FIRING		
TOTAL		

EXPERT —	10 AND UP
SHARPSHOOTER —	7 TO 9
MARKSMAN —	5 TO 6
UNQUALIFIED —	BELOW 5



BRM COMM FT LEWIS/USATC