

Advanced Rifle Marksmanship Competition

Time: 0900 hrs, 2 October 2004

Location: Sullivan PD Firing Range

Uniform: BDU's, LBV, Kevlar, Earplugs

Staffing:

- OIC : 1LT Louck
- NCOIC: MSG Bensa
- 5 Safeties/range support personnel: TBD by OIC/NCOIC
- Medic/Ambulance Driver (C Co)
- 1 Armorer:
- 1 Ammo Detail:

Eligible Participants: Team of 5 from each unit

Course of Fire:

1. Zero – 18 rounds
2. Advanced Rifle Marksmanship Course
 - a. Station A – Prone, unsupported position; semi-automatic, E-silhouette targets; 5 rounds
 - b. Station B – Kneeling position behind cover, semi-automatic, E-silhouette targets; 5 rounds
 - c. Station C – Standing position behind cover, semi-automatic, E-silhouette targets; 5 rounds
 - d. Station D – Kneeling position behind cover, burst fire, E-silhouette targets; 5 rounds
 - e. Station E – Prone, supported position; semi-automatic; 25m Qual Target; 10 rounds

Concept of the Operation

Teams will report to the range ready to zero their weapons. Each team will zero on-line at the same time, without assistance from range personnel (other than safety commands by NCOIC). Each firer will receive 18 rounds and one magazine with which to zero. Once all three teams have zeroed, the competition will begin.

One team will complete the course at a time (numbers will be drawn to determine order of fire). Within each team, one soldier will fire at a time (order to be determined by the team). Soldier will complete all five stations in sequence before the next soldier on the team begins firing. A safety will accompany the firer through the entire course. Pre-loaded magazines will be placed at each station. The stations will be lined up so that there are no breaks between courses of fire. There will be a magazine change for each station.

Each soldier will have to complete the course of fire at each station. Proper marksmanship and safety procedures must be followed. If a soldier fails to place the weapon on safe when moving from station to station, or to properly clear the weapon at the conclusion of the event, points will be deducted from the individual's score. If any individual has a major safety violation, such as an accidental discharge of the weapon, firing outside of the range safety fan, or failure to keep the weapon oriented down-range when loaded, their score will be forfeited from the competition.

All firers from the team will consolidate their scores for a total team score. The tie-breaker for the event will be the team which took the least total time to complete the course.

Coordinating Instructions

1. Teams will travel from the armory to the range in GSA bus provided by C/634 FSB.
2. Weapons will be provided by HQ/A. Each team member must inspect the weapon when it is signed for. Event NCOIC will have 3 spare weapons available on the range if needed.

3. Each team will be given the rounds from which to load their own magazines (provided by HQ/A) for the ARM competition.
4. Each team is responsible for having the required equipment to compete (BDU's, Kevlar, LBV, earplugs).
5. C/634 FSB will provide a medic and ambulance driver for the event (with ambulance).
6. Target locations and Sandbags will need to be pre-positioned prior to event

Support Requirements

- M16A2's (18)
- 2 stop watches
- Ammunition
- Ambulance/Aid Bag
- Targets (E-silhouette pop-up's) - 15
- 25m Qualification targets
- Fire Extinguisher
- Clearing Rods
- CLP
- Armorer tool kit
- Magazines - 75
- Staple gun
- Staples
- Masking tape
- 100 mph tape
- Ink pens (1 box)
- Clipboard
- Scoresheets (20)
- Sandbags – 500
- Shovel - 2
- HMMWV