

REVERE'S
—RIDERS—

STANDARD OPERATING PROCEDURES
CARBINE ANNEX

VERSION 3.0

1 OVERVIEW

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1.1 FOREWORD

This volume covers essential information to execute carbine events under the NRA America's Rifle Challenge umbrella. This includes some information about knowledge, skills, and attitude to employ a carbine in a defensive context.

Basic Rifle instructors may also find some useful elements in this manual. In particular, the classic carbine challenges are usable in a basic rifle class and can be used to generate interest for full carbine clinics.

All instructors must keep their skills sharp, however, carbine instructors have a special responsibility in this regard. Teaching these classes effectively requires the ability, equipment, and attitude to demonstrate skills to standard on demand – hits count. Continuing education from diverse sources and practice is essential to maintain a well-rounded perspective and appropriate skill level in this discipline.

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1.2 EDITION INFORMATION

1.2.1 REVISION NOTES

This annex is new for Edition 3.0. Several significant updates have occurred since the 2016 version:

- Additional skill challenges options suitable for the basic rifle audience and field rifle audience added.
- Battlesight Zero lesson separated from Sight-Above-Bore lesson

1.2.2 ACKNOWLEDGMENTS

Many individuals contributed to this manual, and not all can be individually named. We are especially appreciative of the following key contributors:

- Brad Settle, who executed one of the first carbine events and provided valuable lessons learned.

Any errors are those of the editor (i.e. myself).

1.2.3 REVISIONS AND CHANGES

This manual will be revised on a periodic basis. Please identify changes to this volume to the Executive Officer for Marksmanship (Carbine).



REVERE'S
—RIDERS—

TM

1.3 SOP APPROVAL

18 December 2016

Revere's Riders
PO Box 9571
Las Vegas, NV 89191

MEMORANDUM FOR RR CLUB MEMBERS

The enclosed Standard Operating Procedures address typical activities. On 31 July, 2016 the Revere's Riders Board of Directors approved the draft SOP for execution. After initial trial events, this draft has been updated to incorporate lessons learned.

The updated SOP is ~~approved~~ / ~~rejected~~. It will go into effect immediately and be reviewed on at least an annual basis. It supersedes any previous versions.

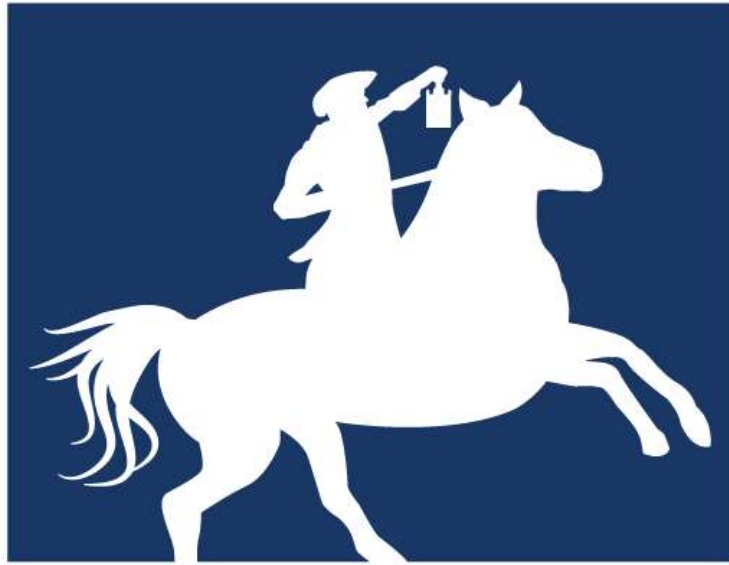
The primary points of contact for any issues with the branding usage policy will be the appropriate club officer, but I am always happy to field questions or concerns. This SOP is not perfect, but should serve through our launch.

Respectfully,

//SIGNED-CMS18DEC16//

Christopher M. Seidler

2 ADMINISTRATION



REVERE'S
MARKSMEN

2.1 GENERAL NOTES

2.1.1 PURPOSE

The focus of the Revere's Riders Carbine curriculum is on providing training in accordance with the NRA America's Rifle Challenge/Clinic (NRA ARC) intent: *"a training program designed to take the owners of America's most popular rifle, beyond typical target practice and help them develop their defensive rifle skills."*

These events, like all RR events, promote Civic Engagement and American History in addition to the shooting sports.

2.1.2 PROFESSIONALISM & ETHICS

The NRA ARC Guidebook requires the following code of conduct:

Everyone involved with hosting an NRA-ARC event must strive to present themselves and the event in a positive manner. Be considerate of the participants and respect their skill levels. Be prepared to provide assistance and answer their questions. Everyone's goal is to conduct a safe and professional event.

It can be difficult to untangle short range marksmanship from close quarters battle (CQB) techniques, tactics, and procedures, just as basic rifle and known distance marksmanship is intertwined with a legacy of service rifle shooting in both competitive and combat contexts.

The NRA has specifically identified that the purpose of NRA ARC includes a self-defense component. The NRA ARC guidebooks include images of competitors in a variety of gear, to include camouflage load bearing equipment. Additionally, the CMP's primary training material on this subject (the short range marksmanship DVD) was produced in conjunction with the Army Marksmanship Unit and specifically references these skills in their combat contexts.

As a CMP-affiliated organization using CMP training materials to execute the NRA clinic curriculum, it is permissible to reference carbine skills in a civilian self-defense context.

That said, **RR Instructors must be conscious of their audience and ensure that their presentation is professional, positive, and safe.** References and teaching methods appropriate for a crowd of National Guardsmen may not be appropriate for families with children... Remember that seemingly innocent comments or images may be taken out of context by a student or media organization, and approach the audience and shooting discipline with judgement and sensitivity. In general terms events should not exceed the "PG-13" level.

Instructors must ensure they stay within the bounds of their experience and training and this SOP to remain credible, avoid inflicting "training scars" on students, and avoid insurance problems. Specifically, unless holding an appropriate credential (such as a license to practice law, certification as a CCW instructor, LEO experience, etc.) RR instructors are not qualified to provide legal guidance regarding the use of deadly force in a self-defense context.

2.2 CARBINE SAFETY NOTES

When executing a carbine course, instructors will adhere to the RR Standard Operating Procedure or the NRA America's Rifle Challenge match guidebook, whichever is more restrictive.

The following items discuss authorized modifications to the standard SOP for a carbine course.

2.2.1 TRANSITIONS BETWEEN POSITIONS WITH LOADED RIFLES

Generally, the RR SOP discourages changing shooting positions with a loaded rifle. In a carbine course, students may transition from the standing position to a kneeling position with a loaded rifle in accordance with the NRA ARC Match guidelines copied below:

Competitors will always keep the rifle pointed in a safe direction, finger outside the trigger guard, and have the rifle's safety set to SAFE while moving into, or out of, any firing position. The preferable method is "low ready", meaning the muzzle is pointed safely downrange at approximately a 45-degree angle to the ground and finger outside the trigger guard...

*Stages in which competitors, against the clock, change firing positions, switch shoulders, or fire from both the left and right sides of a barricade **shall be conducted one competitor at a time**, with other competitors in the same relay or squad remaining behind the ready line until it is their turn to fire. Stages described above may be fired only on ranges that have side bullet impact berms, as well as a berm behind the targets, or natural terrain serving the same purpose.*

Adequate RSO supervision must be maintained at all times.

When practicing, with no time pressure, after several dry iterations, students may transition from the standing position to the kneeling position with loaded rifles under adequate RSO supervision.

2.2.2 "THE RANGE IS COLD"

Typically, rifles must be grounded as part of line clearing procedures in the SOP.

At carbine events, where students need to frequently move forward to targets a few yards away to mark and score hits, the Chief Range Safety Officer (CRSO) may issue the command "The Line is Cold" in accordance with the NRA ARC Match guidebook. This command may be issued after all students have "shown clear" (Magazines removed, chamber empty, chamber flag inserted, and clear rifle inspected by an RSO) and the line has been declared clear by the CRSO.

[The Line is Cold] means that the line is safe and people may move about the range, but rifles may not be handled while anyone is forward of the firing line. Competitors may carry the rifle with the sling over the shoulder and across the back, with the muzzle down and controlled at all times. An empty chamber flag must be inserted and bolt forward to hold the flag in place.

Students with simple USGI-style two-point slings may sling the unloaded carbine muzzle down on their support side or muzzle up on the firing side, maintaining control of the muzzle with a hand as required. Carbines equipped with short two-point slings may not be slung or presented to the ready when loaded.

The CRSO may also require students to ground rifles and step back behind a ready line as is done in a basic event. This may be appropriate at the start of the event when gauging student proficiency, at the end of the event if students are tired, or if RSOs are stretched thin.

2.2.3 ATHLETIC ACTIVITIES

Currently our insurance does not cover Athletic Activities such as sprinting or calisthenics. Event Directors are reminded to review the SOP carefully for topics such as “movement.” Movement is to be at a controlled, deliberate pace over limited distances. Athletic activities are not to be included in RR Carbine events due to liability concerns unless specifically sanctioned by a corporate officer with advice of the Board of Directors.

2.2.4 LINE COMMANDS

Line Officers may use the Standard Revere’s Riders Line Commands or a reasonable modification based on the NRA America’s Rifle Guidebook. An example line command flow based on NRA AR Guidebook is below:

- Shooters, your preparation period has started... Shooters, your preparation period had ended.
- Load and Make Ready
- Ready on the Right?
- Ready on the Left?
- All ready on the firing line.
- (Stand by...) Fire!
- Cease Fire, Cease Fire, Cease Fire.
 - Opt A: Make ready... The next string will be [x]... Stand by... FIRE!
 - Opt B: Unload. Place all rifles on SAFE and insert empty chamber indicator.”
- Is the line safe on the left? Safe on the right? The line is safe.
- The range is cold!

Commands which are unnecessary such as the preparatory commands may be omitted.

2.3 EVENT PLANS

2.3.1 CARBINE – ONE DAY

Items with an asterisk are review from the Basic Rifle curriculum.

- Introduction
 - Administration & Registration
 - Setup gear line
 - Welcome and Introduction
 - Safety Procedures
 - Review how to unload firearms
 - Range Operations & Line Commands
 - Retrieve carbines
- Fundamentals
 - Firing Stance: Carbine Standing
 - Fundamentals of Rifle Shooting (“ABCs”)*
 - Scanning
- Magazine Changes
- Speeding Things Up
 - Sight Picture and Trigger Control for Short Range Marksmanship
 - Controlled Pairs
 - Sight Above Bore
- Malfunctions/Stoppages
 - Emergency Reload
 - Failure to Fire/Eject
 - Double Feed
- Special Subjects (pick zero to two – teach as time & facility allows)
 - Carbine Trajectory
 - Barricades
 - Movement
 - Confirm Zeroes and/or Teach Basic MOA & IMC*
 - Kneeling Position*
 - Prone Position*
 - Cleaning the AR-15
- Skill Challenge (America’s Rifle Challenge or other)
- Consider using Morgan’s 13 to draw people to Basic Rifle

2.3.2 CARBINE – TWO DAY

As the one day course, but include additional special subjects, review material, and add repetitions.

2.3.3 COMPREHENSIVE DEFENSIVE CARBINE – TWO DAY

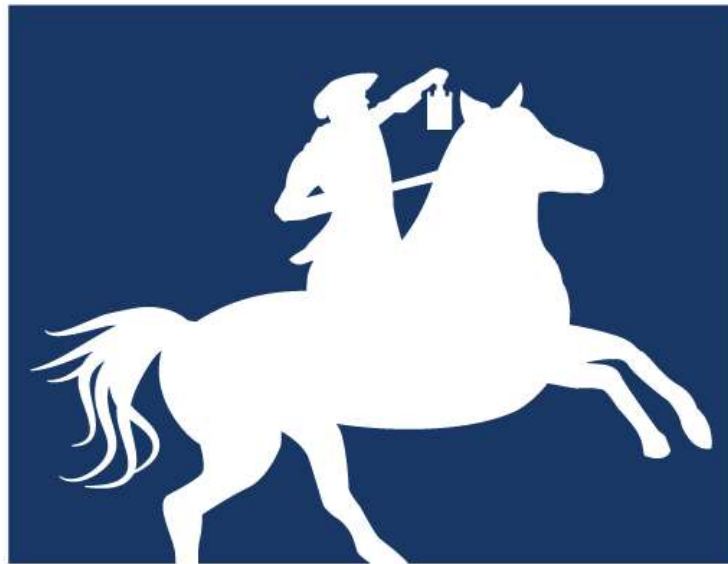
This course is intended to take students with no previous experience through basic rifle, mindset, and carbine handling in a weekend.

- Day 1 AM: Basic Rifle Review
 - Administration & Registration
 - Setup gear line
 - Welcome and Introduction
 - Safety Procedures
 - Review how to unload firearms
 - Range Operations & Line Commands
 - Retrieve carbines
 - Morgan's 13
 - Fundamentals
 - Prone
 - ABCs Fundamentals of Rifle Shooting*
 - NPOA
 - Basic IMC and Zeroes
 - Position: Kneeling
 - Morgan's 13
- Day 1 PM: NRA Refuse to be a Victim Class (taught by certified instructor)
- Day 2: One-Day Carbine flow as described above

2.3.4 OTHER AMERICA'S RIFLE CHALLENGE EVENTS

Event Directors may put together a custom flow of instruction using the modules included in this SOP. Ensure the course description clearly indicates pre-requisites and the skills to be taught.

3 MARKSMANSHIP & SHOOTING SPORTS



REVERE'S
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3.1 CARBINE INSTRUCTIONAL MODULES

3.1.1 OVERVIEW

3.1.1.1 HOW TO PUT A CARBINE PROGRAM OF INSTRUCTION TOGETHER

The carbine instructional modules are intended to be used in support of the NRA America's Rifle Challenge (ARC) clinic format, or a custom-tailored event. They focus on skills primarily used at shorter ranges within 200 yards (with a focus within 100 yards), such as the NRA ARC match and similar popular "action shooting" events.

These modules may build off of the Basic Rifle skills. It is assumed that key foundational marksmanship skills from the basic rifle curriculum are taught or have been previously learned by students, especially the "fundamentals of shooting a rifle" (aka the "Five Fundamentals"). Other foundational skills to include firing positions, NPOA, sight adjustments, etc are useful for students to have previously been exposed to. Some of these lessons will reference previous instructional modules from Basic Rifle, and it is assumed that carbine instructors are well versed in the basic rifle curriculum.

Relevant carbine skills are covered with lesson plan modules in this chapter. These modules, supplemented by a few lessons from the Basic Rifle curriculum, form the core of a RR Carbine class or RR ARC Clinic. They can also be used separately as review material or as parts of other classes.

3.1.1.2 TERMINOLOGY

These lessons refer to "carbine" and are oriented towards the AR-15 platform, as that is the focus of the NRA ARC program. "Carbine" can be understood as a general term for any appropriate rifle for this discipline and type of shooting.

3.1.1.3 SKILLS & SOURCE MATERIAL

The carbine modules will cover the following skills:

- Modified Standing Firing Stance
- Ready Positions: High & Low
- Controlled Pairs
- Carbine Trajectory: Compensating for Accurate Hits
- Rapid Magazine Changes: Tactical Reload
- Malfunction/Stoppage: Emergency Reload
- Malfunction/Stoppage: Failure to Fire (Type 1)
- Malfunction/Stoppage: Failure to Extract (Type 2)
- Malfunction/Stoppage: Double Feed (Type 3)

3.1.1.4 SOURCE MATERIAL

There are a variety of schools teaching modern carbine techniques, which are continuously evolving. The techniques in this document are based on:

- *Close Quarters Marksmanship*, DVD produced by the Civilian Marksmanship Program & the Army Marksmanship Unit
- NRA America's Rifle Match Guidebook, First Edition (March 2015)
- NRA America's Rifle Challenge Guidebook, Fourth Edition (January 2016)
- Additional NRA training materials
- US Army FM 3-22-9 incorporating the 10 February 2011 update
- US Army TC 3-22-9 dated May 2016
- US Air Force AFMAN 36-2227v1 incorporating the 18 July 2013 update.

These references were selected because they are public domain, have been updated in the last few years, and represent a baseline of safe practice to teach sound fundamentals to large numbers of students. Additionally, as a CMP and NRA affiliated organization, we prioritize the CMP and NRA materials.

Deviations from and differences between these authoritative sources will be highlighted when they occur as points of departure for the lead instructor to consider.

Revere's Riders carbine instructors may refer to any of the above referenced sources when adapting the authorized instructional modules to their event.

3.1.2 SETTING UP KIT

3.1.2.1 LESSON PLAN OVERVIEW

3.1.2.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- Explain how to set up their equipment to enhance carbine shooting.
- Set up their kit to facilitate more effective carbine shooting.

3.1.2.1.2 LENGTH

20minutes

3.1.2.1.3 FACILITY

Classroom

3.1.2.1.4 TRAINING MATERIALS

Sample magazine pouches and dummy carbine with sling

3.1.2.1.5 REFERENCES

US AMU/CMP DVD, Chapter 4

NRA ARC Match Guidebook, Equipment Chapter, Section B (pp 13-14)

3.1.2.2 PLAN OF INSTRUCTION

1. Explain why and how to set up magazine pouches
2. Explain what type of carbine sling is suggested

3.1.2.3 INSTRUCTIONAL NOTES

3.1.2.3.1 MAGAZINE POUCHES

Students should set up their equipment to allow for easy magazine reloads. To facilitate this, primary magazines (used first for fast reloads) should be placed in a pocket or a pouch on the support side. That is, a right handed shooter should place the primary magazine(s) on the left side. This allows them to be quickly accessed.

Magazines should be placed with the bullets facing the belt centerline. This allows them to be easily indexed when drawn.

Secondary magazine pouches can be placed on the strong side. Secondary magazines should be moved into the primary magazine pouches as required when time allows for faster reloads.

Finally, students may want a cargo pocket or large pouch for partially depleted magazines to be dropped into for retention. If the shirt is tucked in, then retained partially used magazines can also be dropped down the shirt front.

The NRA-ARC handbook suggests that basic match participants have a way to carry six magazines. This does not require much special equipment, and greatly speeds the class pace if students don't need to continuously head back to the ready line to reload. One suggested loadout:

- One magazine in carbine (when firing)
- Primary reload in single magazine belt pouch
- Additional reloads in cargo pockets or rear pockets of work or duty-style pants.

Some participants may choose to use a chest rig, belt, or other rig, especially one for duty use (LEO, military, etc). That is fine but not required.

3.1.2.3.2 SLINGS

There are a wide variety of slings available for carbines. We suggest a basic two-point sling such as the USGI web sling, or a version that allows the length to be adjusted rapidly. This basic two-point sling allows the carbine to be safely carried with good control and may also be used as a shooting aid as discussed in basic rifle marksmanship.

Three point slings are complicated and can limit access to crucial controls such as the bolt release.

Single point slings lack positive control of the muzzle, making it very easy to cover your own feet or other shooters with the muzzle.

The carbine should be slung for rapid presentation.

- Longer two point sling: The sling goes across the back. The sling is over the strong side shoulder and under the weak side armpit. To present the carbine it is simply brought up.
- USGI Web Sling (muzzle up):
 - To sling the carbine with a shorter web sling, the support side hand grasps the sling just under the forward sling swivel. The carbine is put onto the back by placing the firing side hand through the sling as if putting on a coat.
 - The carbine may need to be controlled using the firing side hand on the buttstock.
 - To present the carbine, the support hand grasps the handguard, the sling is shrugged off, and the carbine is rotated forward and down to the ready as the firing hand grasps the pistol grip.
- USGI Web Sling (muzzle down):
 - To sling the carbine with a shorter web sling, the muzzle is rotated down. The firing side hand grasps the sling just in front of the rear sling swivel. The carbine is put onto the back by placing the support side hand through the sling as if putting on a coat.
 - The carbine may need to be controlled using the support side hand on the handguard.
 - To present the carbine, the support hand grasps the handguard, the sling is shrugged off, and the carbine is rotated forward and down. The carbine will be upside down, so it is rotated as the firing hand grasps the pistol grip. The carbine is brought to the ready.

Loaded carbines will not be slung or presented with USGI web slings.

3.1.2.3.3 FINAL NOTES

Gear management is the student's responsibility. It is encouraged to let students learn what works for them using their own equipment to the maximum extent possible.

Equipment must be tailored to the task at hand. What works for the US Army AMU may not work for a duty law enforcement officer which may not work for a competitive speed shooter which may not work for a new AR owner interested in self defense. Students must learn through using their equipment what works well and what needs to be changed.

3.1.3 FIRING STANCE: CARBINE STANDING

3.1.3.1 LESSON PLAN OVERVIEW

3.1.3.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- State the advantages of the carbine standing firing stance
- Demonstrate the knowledge, skills and attitude to safely assume the standing firing stance with a carbine
- Safely shoot a carbine using the fundamentals of rifle shooting at a target on a range from the stance

3.1.3.1.2 LENGTH

20-30 minutes

3.1.3.1.3 FACILITY

Range

3.1.3.1.4 TRAINING MATERIALS

Student handouts

3.1.3.1.5 REFERENCE

FM 3-22-9, Para 7-163 through 7-166.

TC 3-22-9, Para 6-37 and Figure 6-9

US AMU/CMP DVD, Chapter 13

3.1.3.2 PLAN OF INSTRUCTION

1. Explain the pros & cons of the firing stance and why it would be used
2. Have another coach model the position
3. Practice the Position
 - a. Dry Practice
 - b. Drill Target

3.1.3.3 INSTRUCTIONAL NOTES

3.1.3.3.1 CHARACTERISTICS OF THE POSITION

The carbine firing stance is used to achieve stability, accuracy, and consistency. Shooters can quickly transition from any ready position into the standing stance, which is ideal for rapid engagement of targets at closer ranges. The stance also allows for targets to be engaged anywhere in front of the shooter, to either the left or the right, in a +/- 90 degree field of view.

Some students and all instructors should be familiar with the traditional highly bladed or supported-arm standing positions used in our basic rifle curriculum. If so, then the following points may be a basis for discussion or answering questions.

- Recoil: The carbine firing stance does not offer as much recoil management as the traditional position, but this is not a problem with carbines chambered in intermediate calibers like 5.56.
- Precision: Many shooters also feel that the carbine stance lacks the precision of a traditional standing position as used in competition shooting as well; the carbine stance trades some precision for faster ability to engage multiple targets at closer ranges.

3.1.3.3.1.1 BUILDING THE POSITION – HIGH READY

To assume the correct carbine firing stance:

- Keep the feet approximately shoulder-width apart.
- Point the toes straight to the front (direction of movement).
- Stagger the firing-side foot slightly to the rear of the non firing-side foot.
- Butt slightly lowered to lower center of gravity.
- Bend the knees slightly
- Lean the upper body slightly forward; Weight on the balls of the feet.
- Square the shoulders and pull them back; don't roll them over or slouch.
- Keep the head up and both eyes open.

When engaging targets:

- Hold the carbine with the buttstock firmly against the shoulder.
- Hold the firing-side elbow close against the body.

3.1.3.3.1.2 ADJUSTING THE POINT OF AIM

At very close ranges, muscle input can be used to drive the muzzle to cover the target.

If more precision is required, then the body can rotate at the waist like a turret.

If maximum precision is required, then the feet can be staggered to the left or the right to rotate the entire body and properly align the natural point of aim on axis.

3.1.3.3.2 LIVE FIRE PLAN

3.1.3.3.2.1 DRY FIRE

Have the students assume a standing firing stance. Coaches provide feedback and ensure positions are correct. Once positions are correct, have students press a single dry shot on command, and repeat.

Coaches should pay particular attention to several details:

- Heads erect: Many students try to bring their head down to the carbine, instead of bringing the carbine up to them. The cheek should be firmly welded to the stock in a consistent manner. Some shooters like to index their nose just on or behind the charging handle to ensure consistency.
- Both eyes open: Shooters should strive to fire with both eyes open. This may require them to shoot from the shoulder on the side of their body that has a dominant eye so the dominant eye is in line with the sights, or close the dominant eye if it is on their non-firing side.

- Not too low: Some students highly exaggerate the crouch and get really low. That is not necessary. A slight crouch with a bend in the knees is sufficient.

3.1.3.3.2.2 LIVE FIRE

Utilize a standard target at closer ranges to initially practice firing from the standing carbine stance. No time pressure is needed initially. Use early drills with single shots as a chance to evaluate position stability.

Later, students can fire five-string groups. A five-string group allows coaches to evaluate the stability and recoil management of the shooter's position. If the position is not solid, then the shooter will be rocked back on their heels and the muzzle will flip high up on later shots in the string.

3.1.4 READY POSITIONS (HIGH & LOW)

3.1.4.1 LESSON PLAN OVERVIEW

3.1.4.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- State the advantages of the high ready position
- Demonstrate the knowledge, skills and attitude to safely assume the high ready position with a carbine

3.1.4.1.2 LENGTH

20-30 minutes

3.1.4.1.3 FACILITY

Range

3.1.4.1.4 TRAINING MATERIALS

Student handouts

3.1.4.1.5 REFERENCE

FM 3-22-9, Para 7-167 through 7-173 and Figure 7-22 & 7-23.

TC 3-22-9, Chapter 6

3.1.4.2 PLAN OF INSTRUCTION

4. Explain the pros & cons of each ready position and why it would be used
5. Have another coach model the position and demonstrate how to transition to a firing stance
6. Practice the Position
 - a. Dry Practice
 - b. Drill Target

3.1.4.3 INSTRUCTIONAL NOTES

3.1.4.3.1 CHARACTERISTICS OF THE POSITION

The high ready is useful when in a close group with other people and the shooter needs to avoid muzzling others with their carbine. It is also helpful if the support hand is needed for other tasks, such as opening a door. Because part of the carbine's weight is supported against the body under the firing side arm, some individuals – especially those that are smaller or have less upper body strength – may find this a useful position for executing reloads or malfunction clearances from, or if the ready position must be maintained for some time.

The low ready is useful for moving in close quarters or when very rapid target engagement is required. It can be somewhat fatiguing both physically and mentally to maintain for a long period of time. Some instructors may just call the low ready the "ready."

3.1.4.3.1.1 BUILDING THE POSITION – HIGH READY

To hold the weapon in the high ready position, hold the carbine's buttstock under the armpit, with the barrel pointed slightly up so that the top of the front sight post is just below the line of sight, but still within peripheral vision. A useful reminder is "eyes – muzzle – target area:" all should be in a line and within the shooter's field of view.

Grasp the handguards toward the front sling swivel with the nonfiring hand. Keep the trigger finger outside of the trigger well and the thumb of the firing hand on the selector lever. The safety should be "on."

3.1.4.3.1.2 ENGAGING TARGETS – HIGH READY

To engage a target from the high ready position, push the weapon forward to ensure that you clear any clothing or gear. Bring the buttstock firmly against the shoulder.

3.1.4.3.1.3 BUILDING THE POSITION – LOW READY

To hold the weapon in the low ready position, place the carbine's buttstock firmly in the pocket of the shoulder, with the barrel pointed down at a 45-degree angle. Grasp the handguards toward the front sling swivel. Keep the trigger finger outside of the trigger well and the thumb of the firing hand on the selector lever.

3.1.4.3.1.4 ENGAGING TARGETS – LOW READY

To engage a target from the low ready position, bring the weapon up until the proper sight picture is achieved.

3.1.4.3.2 VARIATIONS

Instructors may want to refer to TC 3-22-9 chapter 6 and include discussion or instruction on the hang, safe hang, and collapsed low ready positions.

3.1.4.3.3 LIVE FIRE PLAN

3.1.4.3.3.1 DRY FIRE

Have the students assume each ready position. Coaches provide feedback and ensure positions are correct. Once positions are correct, have students bring the carbines up to a firing stance, press a single dry shot on command, then reset their actions.

Coaches should pay particular attention to several details:

- In the ready position: fingers outside trigger guards, thumb riding on top of safety selector
- When transitioning into a firing stance: The student's feet and head should not move. The only movement is in the arms as the carbine is brought to the shooter's line of sight. Safety selector is disengaged as rifle comes up to eye level.
- Low Ready: Be careful that shooter's do not muzzle their toes – muzzles should be out at approximately a 45 degree angle.

3.1.4.3.3.2 LIVE FIRE

Utilize a standard target at closer ranges to initially practice the transition from each ready to a firing stance. No time pressure is needed initially.

Ensure that students build good habits with their safety: it is swept off every time the rifle comes up to a firing stance, and consciously re-engaged when returning to the Ready.

3.1.5 SIGHT PICTURE AND TRIGGER CONTROL

3.1.5.1 LESSON PLAN OVERVIEW

3.1.5.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- Describe the three types of sight pictures and when they would be used
- Describe the three types of trigger squeezes and when they would be used
- Demonstrate the knowledge, skills and attitude to fire using different sight pictures and squeezes at a target on a range with a carbine

3.1.5.1.2 LENGTH

20-30 minutes

3.1.5.1.3 FACILITY

Classroom or range

3.1.5.1.4 TRAINING MATERIALS

Targets placed at various distances

3.1.5.1.5 REFERENCE

US AMU/CMP DVD, Chapter 7-8

3.1.5.2 PLAN OF INSTRUCTION

1. Explain the types of targets
2. Explain the types of sight pictures
3. Explain the types of trigger squeezes

3.1.5.3 INSTRUCTIONAL NOTES

3.1.5.3.1 PREVIOUS LESSON

It is assumed that students have previously been taught the “five fundamentals” of rifle marksmanship from Basic Rifle. This lesson provides variations of those fundamentals for short range targets.

3.1.5.3.2 TYPES OF TARGETS

There are different types of targets at short ranges:

- Danger/Immediate: Fully exposed targets within 7-12 yards
- Hostile/Short: Fully exposed targets at 12+ yards, or partially exposed targets

AMU refers to them as Danger/Hostile. You may prefer to use “immediate” and “short” range.

3.1.5.3.2.1 TYPES OF SIGHT PICTURE

In basic rifle marksmanship, we taught and used the “perfect” sight picture: one where sight alignment and sight picture are carefully and deliberately lined up. It is still used anytime a perfect shot must be taken, for example, targets outside close quarter range, or small partially exposed targets.

In short range marksmanship, we use two variant sight pictures, summarized in the following table.

Flash		Floating
Danger/Immediate Targets	Used for...	Hostile/Short Targets
Very Fast	Speed	Fast
Fair, but adequate for close quarters	Accuracy	Good
Front sight flashes across target for a moment before breaking shot	How To Do	Hard focus on front sight; do not <i>consciously</i> align sights with rear aperture/center up scope

The major difference between “floating” and “perfect” sight picture is the lack of deliberate sight alignment. Allow your mind to automatically align the sights for the sake of speed. The front sight may “wander” slightly but accuracy will still be good.

In general, we will use the floating sight picture for the vast majority of our shooting due to its significantly greater accuracy but only slightly slower speed.

3.1.5.3.2.2 TYPES OF TRIGGER SQUEEZE

In basic rifle marksmanship, we taught and used a “perfect” trigger press: one where the slack in the trigger was taken up with finesse, the break was clean, and the reset very deliberate. It is still used anytime a perfect shot must be taken, for example, targets outside close quarter range, or small partially exposed targets.

In short range marksmanship, we use two variant trigger presses, summarized in the following table.

Slap		Press & Squeeze
Danger/Immediate Targets with Flash Sight Picture Only	Used for...	Hostile/Short Targets
Very fast	Speed	Fast
Fair, but adequate for close quarters	Accuracy	Good
Fast pull, straight back	How To Do	Take out slack, then squeeze to break the shot

The main difference between the “press & squeeze” and a perfect trigger press is the lack of finesse in taking out the slack in the trigger.

In general, we will use the floating sight picture for the vast majority of our shooting due to its significantly greater accuracy but only slightly slower speed.

3.1.5.3.2.3 INSTRUCTOR DEMONSTRATION

Instructors should highlight that the speed of firing is driven by the size of the target. Firing this rapidly is a balance between speed and accuracy. If the target is large and close, then the pair can be fired fast. If the target is small and further away, then the shooter needs to slow down.

To illustrate this principle, the instructor should demonstrate several “ready-up” drills on targets posted at Danger/Immediate targets, Hostile/Short Targets or partially obscured targets, and a difficult target requiring a perfect sight picture (small exposed area, distant target).

- Perfect: Distant or small target
- Press & Squeeze with Floating: Short/Hostile target
- Slap & Flash: Immediate danger target

3.1.5.4 LIVE FIRE PLAN

Utilize various types of targets at the different ranges to initially practice these skills. No time pressure is needed initially. Students may practice the same drill the instructors did: perfect, floating, and flash/slap speeds. It is also useful to shoot at targets of varied sizes on this drill to force students to slow down on a smaller target.

In general, we want students to make fist-sized groups when firing pairs. The AMU refers to the “A” scoring element on a USPSA/IPSC target as a reasonable group goal area.

Under stress (such as during competition), these groups will expand; if shooters can maintain a fist-sized group in training then they’ll have no issue hitting targets under pressure. If groups start getting too large, even if still on paper, then the shooter must slow down. Hits count!

Do not practice “slap/flash” targets excessively. The primary muscle memory developed should be a floating sight picture with press & squeeze trigger to ensure students do not get sloppy habits that work only at very close range.

3.1.6 CONTROLLED PAIRS

3.1.6.1 LESSON PLAN OVERVIEW

3.1.6.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- State the purpose of controlled pairs
- Describe how to fire a controlled pair
- Demonstrate the knowledge, skills and attitude to fire controlled pairs at a target on a range with a carbine

3.1.6.1.2 LENGTH

20-30 minutes

3.1.6.1.3 FACILITY

Range

3.1.6.1.4 TRAINING MATERIALS

Student handouts

3.1.6.1.5 REFERENCE

FM 3-22-9, Para 7-188 through 7-190.

US AMU/CMP DVD, Chapter 18

3.1.6.2 PLAN OF INSTRUCTION

4. Explain the pros & cons of a controlled pair and why it would be used
5. Demonstrate pairs of shots at various speeds for the students
6. Practice the Skill

3.1.6.3 INSTRUCTIONAL NOTES

3.1.6.3.1 PURPOSE OF CONTROLLED PAIRS

Whether in competition or a self-defense scenario, short range engagements are quick. Due to the reduced reaction time, imperfect sight picture, and requirement to effectively place rounds into targets, shooters must fire multiple rounds during each engagement in order to succeed. Multiple shots may be fired through the use of a controlled pair.

3.1.6.3.1.1 FIRING A CONTROLLED PAIR

In basic rifle marksmanship, we taught and used the concept of a cadence: one shot per breath cycle. This results in fire every few seconds. With carbines at short ranges, we will practice firing two shots per breath cycle.

A controlled pair is two rounds fired in rapid succession. To fire a controlled pair:

- Fire the first round, and allow the weapon to move in its natural arc without fighting the recoil.
- Rapidly bring the weapon back on target, and fire a second round.

3.1.6.3.1.2 INSTRUCTOR DEMONSTRATION

Instructors should highlight that the speed of the pair is driven by the size of the target. Firing this rapidly is a balance between speed and accuracy. If the target is large and close, then the pair can be fired fast. If the target is small and further away, then the shooter needs to slow down.

To illustrate this principle, the instructor should demonstrate several controlled pairs on a target posted just a few yards away:

- Rifleman's Cadence: One shot per breath cycle, approximately every few seconds. Shots should be nearly touching.
- Extremely fast: As fast as the instructor can safely fire. Shots may be widely separated but still on paper.
- Moderate speed: At a speed that allows the instructor to fire a fist-sized group.

3.1.6.4 LIVE FIRE PLAN

Utilize a standard target at closer ranges to initially practice controlled pairs. No time pressure is needed initially. Students may practice the same drill the instructors did: slow, fast, and "just right" speeds." It is also useful to shoot at targets of varied sizes on this drill to force students to slow down on a smaller target.

As an example, the US AMU suggests a drill where targets are placed at varying distances: 15, 30 and 50 meters. Students must learn how to slow down for the distant targets and speed up for the closer ones.

In general, we want students to make fist-sized groups when firing pairs. The AMU refers to the "A" scoring element on a USPSA/IPSC target as a reasonable group goal area.

Under stress (such as during competition), these groups will expand; if shooters can maintain a fist-sized group in training then they'll have no issue hitting targets under pressure. If groups start getting too large, even if still on paper, then the shooter must slow down. Hits count!

3.1.7 SIGHT ABOVE BORE

3.1.7.1 LESSON PLAN OVERVIEW

3.1.7.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- Describe their compensated hold overs for precise shooting at ranges inside their near zero

3.1.7.1.2 LENGTH

20 minutes

3.1.7.1.3 FACILITY

Classroom and/or Range

3.1.7.1.4 TRAINING MATERIALS

Student handouts

3.1.7.1.5 REFERENCE

FM 3-22-9, para 5-39 and others.

3.1.7.2 PLAN OF INSTRUCTION

1. Describe the problem faced with precision shooting inside the battlesight zero
2. Conduct live fire to gather data on personnel equipment (DOPE) inside the near zero

3.1.7.3 INSTRUCTIONAL NOTES

3.1.7.3.1 THE PROBLEM INSIDE THE NEAR ZERO

As the bullet approaches the near zero – at very close ranges – the rounds will land low. That is because they are rising from the muzzle to the line of the sights. This can cause an issue with precision shooting, for example, avoiding “no-shoot” targets or with very small targets.

3.1.7.3.2 SOLVING THE PROBLEM INSIDE THE NEAR ZERO

To avoid this problem, inside the near zero we must aim a little high. This is called “holding high” or “compensating” the shot.

Each student will need to fire at various ranges to get data on their personal equipment so they can get a feel for how far to hold over at close ranges.

3.1.7.4 LIVE FIRE PLAN

Post targets with small aiming areas approximately 1” in size such as Drill Squares. The standard carbine targets also have 1” squares for this purpose. Starting at very close range (3 yards), fire a group with maximum precision, aiming for the center of the square. Record how low the shots are. Work out to 5, 7, 10, 15, and 25 yards (this can be simplified to 7/15/25 yards if short on time). Ensure students keep the point of aim the same – do not attempt to compensate.

After gathering data at each distance, have students “compensate” by holding high to get hits in a T-zone sized area.

3.1.8 CARBINE BATTLE SIGHT ZERO

3.1.8.1 LESSON PLAN OVERVIEW

3.1.8.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- Describe the basic concept of “battlesight zero”
- Describe a basic rule of thumb for hits between the near and far zero

3.1.8.1.2 LENGTH

40 minutes

3.1.8.1.3 FACILITY

Classroom and/or Range

3.1.8.1.4 TRAINING MATERIALS

Student handouts

3.1.8.1.5 REFERENCE

FM 3-22-9, para 5-39 and others.

3.1.8.2 PLAN OF INSTRUCTION

3. Explain the basics of trajectory
4. Explain how a standard battlesight zero works
5. Describe the problem faced in between the near and far zeroes
6. Describe the problem faced with precision shooting inside the battlesight zero
7. Conduct live fire to gather data on personnel equipment (DOPE) inside the near zero

3.1.8.3 INSTRUCTIONAL NOTES

3.1.8.3.1 BASICS OF TRAJECTORY & ZEROING THE CARBINE

Instructors should reference basic rifle modules as needed. For the purposes of a carbine course, it is enough to sketch a trajectory showing the bullet leaving a barrel, rising to the near zero, rising to the apogee, and falling through the far zero.

With the AR carbine, there are several common zeroes. In general, we suggest a 50 yard zero as simplest and most appropriate for carbines, as well as the easiest to get the entire class on the same gameplan. This ensures that all shots will be within an inch or two of the point of aim out to most distances fired in our course (~200 yards/meters). With this zero, the apogee will be 1-2” high at about 150 yards.

This type of zero is known as “battlesight zero.” The purpose of battlesight zeroing is to align the sights with the carbine’s barrel given standard ammunition. When this is accomplished correctly, the point of aim and point of impact are the same at a given range. This sight setting provides the highest hit probability for most combat targets with minimum adjustment to the point of aim. That is – shooters do not need to make any sight adjustments. They simply aim for the center of the target and fire.

If the modules from Basic Rifle regarding IMC and zeroing are not included in the lesson plan, instructors should be directive with students to help them zero as required.

3.1.8.3.2 ADDITIONAL CARBINE ZEROING INFORMATION

In a longer class, some instructors may want to program time for an advanced discussion of this concept, or tailor their instruction to various sighting system combinations.

The table below summarizes approximations of the near zero, apogee, and far zero for each option. The exact figures will vary based on the carbine’s length, sighting device, and ammunition selected, but these figures should be close for most AR-15 style carbines with sights high above the bore.

Called...	Near Zero	Apogee	Far Zero
25M/300M (US Army)	25 meters	200 yards (9’)	350 meters*
Imperial 25/300*	25 yards	225 yards (11’)	410 yards
36/300 Yards (USMC)	36 yards	180 yards (5’)	300 yards
50/200 Yards	50 yards	150 yards (1.2’)	200 yards
50/200 Meters	50 meters	150 yards (2’)	220 meters
100M (ACOG)	100 meters	100 meters	100 meters

**Often, a 25 yard zero is confused for a 25 meter zero, swapping the metric meters for shorter imperial yards. As you can see, this results in a very high – nearly unusable – apogee.*

Some zero options for various equipment types are suggested in the table below.

Equipment	Suggested Zero & Procedure
Red Dots and Single-Plane Back Up Iron Sights	50/200: Zero at 50 meters.
M16A4 Style: 20" Bbl, 6/3 iron sights	USMC -- 36/300: Ensure small rear aperture is used. Turn wheel to one click short of "Z." Zero at 36 yards. Turn wheel back to 6/3. Confirm at 300 yards. Army -- 25M/300M: Ensure small rear aperture is used. Turn wheel to "Z." Zero at 25 meters. Turn wheel back to 6/3. Confirm at 300 meters. 50/200: Flip aperture to the large sight marked 0-2 and confirm zero.*
M4 Style: 14.5" Bbl, 6/3 iron sights	USMC -- 36/300: Ensure small rear aperture is used. Turn wheel to one click short of "Z." Zero at 36 yards. Turn wheel back to 6/3. Confirm at 300 yards. Army -- 25M/300M: Ensure small rear aperture is used. Turn wheel to "6/3." Zero at 25 meters. 50/200: Flip aperture to the large sight marked 0-2 and fire.*
BDC (such as ACOG)	100: Typically zeroed at 100 meters to enable the ballistic drop compensation reticle to work properly. Refer to optic manual for details.

** Test with student's carbine, sights and ammunition combination. Per the Technical Manuals, a carbine zeroed at 25M/300M (or 36/300) should have a 50/200 zero when switching to the large aperture. Sometimes unexpected windage shifts occur, and elevation may not be correct.*

3.1.8.3.3 THE PROBLEM BETWEEN ZEROES

As the bullet approaches the apogee – beyond the near zero, but short of the far zero – the rounds will land high. This is not a huge issue with a 50/200 yard zero, as the group should only be about 1-2" high. With other zeroes this can be a significant issue, however.

For example, take a standard Army 25 meter/300 meter zero. Bullets will be 9" high at the apogee around 200 meters. Additionally, with ball ammunition, the group may spread out to 4 MOA (8" at 200 yards), meaning that shots can be expected to fall 17" high (9" Trajectory + 8" Dispersion)! This is probably enough for misses to occur.

The simplest way to avoid this problem is to use a 50/200 zero, where the rounds will be only an inch or two high. A 36/300 yard USMC-style zero may also be effective with the group about 5" high at the apogee.

The other solution is to aim a little low at intermediate ranges. This is called “Kentucky windage” or “holding under.”

3.1.8.4 LIVE FIRE PLAN

If the range allows for firing at 100 yards, it may be a useful exercise to also fire a group at this distance so students can see their rounds rising. Shooters using a 25 meter or 36-yard zero should see significant rise even at this distance. Those who are using the “Imperial 25” (25 yard) zero will see a dramatic rise.

If sufficient range space and time is available, DOPE can be gathered out to the full BSZ, to include confirming zero at an actual 200 or 300 yards. Refer to Field Rifle instructional modules for more detail.

3.1.9 RAPID MAGAZINE CHANGES: TACTICAL RELOADS

3.1.9.1 LESSON PLAN OVERVIEW

3.1.9.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- State the purpose of a tactical reload
- Demonstrate the knowledge, skills and attitude to execute a tactical reload with a carbine within five seconds

3.1.9.1.2 LENGTH

20-30 minutes

3.1.9.1.3 FACILITY

Range

3.1.9.1.4 TRAINING MATERIALS

Carbine and magazines.

3.1.9.1.5 REFERENCE

US AMU/CMP DVD, Chapter 9

AFMAN 36-2227v1 (2013), Table 1.1

AFMAN 36-2227v1 (2004), Para 1.13.3.16 & 17.

Shooting Illustrated: <https://www.shootingillustrated.com/articles/2016/2/2/tactical-reload-vs-reload-with-retention/>

3.1.9.2 PLAN OF INSTRUCTION

1. Explain why a tactical reload would be used
2. Explain how to do and demonstrate a tactical reload
3. Practice the skill

3.1.9.3 INSTRUCTIONAL NOTES

3.1.9.3.1 PURPOSE OF TACTICAL RELOADS

During competition or a self-defense scenario it may be necessary to rapidly reload the carbine. A tactical reload is used to recharge the carbine with a fresh magazine. If possible the old, partially spent magazine is retained in case the ammunition is needed later. The tactical reload should only be used if there are no targets that need to be engaged immediately, i.e. there is time and cover.

3.1.9.3.1.1 HOW TO DO A TACTICAL RELOAD

9.3.1.1.1 THE POCKET

All reloads are performed “in the workspace,” i.e., in a space about 2’ in front of the upper chest. The intent of bringing the carbine into the workspace for the reload is to allow the shooter to simultaneously scan their environment as well as see what they’re doing with the reload.

Note: The CMP/AMU refers to the “workspace” as “the pocket.” Workspace is an industry standard term and is less confusing than “pocket” which is also terminology for pouches and the shoulder area.

The firing hand remains on the carbine’s pistol grip at all times. The carbine may be held one handed, or if needed brought back to the high-ready. The high-ready position is a convenient way to bring the carbine into the pocket and enhance retention of the carbine.

The carbine should be placed on safe.

9.3.1.1.2 SIMPLE SLOW TECHNIQUE

Army FM 3-22-9 and TC 3-22-9 does not specify how to execute this task; it only notes that rapid magazine changes are a critical skill and provides live-fire drills to practice (paragraph 7-25 in the FM, Annex D-39 in the TC). There are a number of ways to do this skill. The following is suggested as a simple, preferred technique:

- Move to a position of cover or concealment if available. *This is required by NRA ARC competition rules.*
- Check to ensure that you have a loaded magazine in a pocket or a pouch with the support hand. *This is an extra step and takes some time, but you do not want to drop the current magazine in the carbine if you don’t have a fresh one to replace it with!*
- Engage the Safety. *The tactical reload is done from a position of cover/concealment when there is no imminent threat. Engage the safety as the rifle is leaving the firing position to a ready position, and there will be a round in the chamber. Muscle memory should be established to sweep the safety back off if returning to a firing stance.*
- “Out with the Old”
 - Right handed shooters: Grab the magazine in the carbine with your support hand. Press the magazine release button with a finger on the firing hand. Remove the partially expended magazine and stow it in a pocket or pouch.
 - Left handed shooters: Grab the magazine with the right (support hand) and press the magazine release button with the thumb on the right hand. Remove the partially expended magazine and stow it in a pocket or pouch.
- “In with the New:” Using the support hand, retrieve the fresh magazine and load it. Use the “tap-tug” method: tap the magazine, then tug to ensure it is firmly seated.
- Re-stage: If you grabbed a fresh magazine from a speed-reload pouch, then consider staging another fresh magazine to that location so it is ready if needed.

As a variant, the partially expended magazine can be discarded to the ground instead of retained. This is not suggested as the ammunition may be needed later, but it is slightly faster.

9.3.1.1.3 US AMU/CMP TECHNIQUE

The US AMU/CMP DVD demonstrates a different variant technique which may also be used:

- Retrieve a fresh magazine.

- Press the magazine release and using a few fingers of the support hand, retain the old magazine.
- Using the other fingers on the support hand, insert the fresh magazine. Tap the bottom of the magazine with the support hand after inserting it.
- Secure the partially depleted magazine in a pocket or pouch.

This method is slightly faster as there is less wasted motion: the shooter makes one trip to their magazine pouch, one trip up to the carbine, then one trip to stow the magazine. However, it requires extensive fine motor skills under stress to juggle multiple magazines in the support hand. There is increased risk of dropping one or both magazines.

Because a tactical reload is by definition performed only when there are no imminent threats/targets to be immediately engaged, ideally behind cover, we suggest using the first slightly slower method. However, the instructor may demo both methods if desired.

The instructor should demonstrate this skill, slow motion and then at speed.

3.1.9.4 LIVE FIRE PLAN

Students should practice doing a tactical reload under close supervision from coaches. Start slowly to ensure there is no wasted motion and that the movement is smooth and efficient. Par time is five seconds.

There is a round in the chamber when conducting this reload. Coaches should be careful to watch for muzzle discipline.

3.1.9.5 A NOTE ON SELF RELIANCE AND GEAR MANAGEMENT

After the skill is taught, magazine and ammunition management is the student's responsibility. This is an important mindset shift for some students – they are responsible for keeping up with their ammunition requirements. The instructor should allow time for breaks so students with fewer magazines can retrieve extra ammunition from the ready line as required.

Students should ensure they are reloading as appropriate to keep their ammunition topped off. This is also a great way for students to get muscle memory repetitions in as well as practice learning about how their gear works for them.

3.1.10 MALFUNCTION/STOPPAGE: SPEED RELOAD

3.1.10.1 LESSON PLAN OVERVIEW

3.1.10.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- State the symptoms indicated an emergency or speed reload is required
- Demonstrate the knowledge, skills and attitude to execute a speed reload with a carbine within five seconds

3.1.10.1.2 LENGTH

20-30 minutes

3.1.10.1.3 FACILITY

Range

3.1.10.1.4 TRAINING MATERIALS

Carbine, Empty Magazine, Full Magazine

3.1.10.1.5 REFERENCE

US AMU/CMP DVD, Chapter 9

AFMAN 36-2227v1 (2013), Table 1.1

AFMAN 36-2227v1 (2004), Para 1.13.3.16.

3.1.10.2 PLAN OF INSTRUCTION

1. Explain why an emergency or speed reload would be used
2. Explain how to do and demonstrate a speed reload
3. Practice the skill

3.1.10.3 INSTRUCTIONAL NOTES

3.1.10.3.1 PURPOSE OF SPEED RELOADS

During competition or a self-defense scenario the carbine may run out of ammunition and need to be reloaded. Because the old magazine has no ammunition remaining, there is no need to retain it. In other situations, the shooter may be willing to discard their current magazine even though it has ammunition remaining (causing excessive malfunctions, known to be mostly depleted, etc). Finally, in competition, a shooter may know they do not need any extra ammunition to finish the stage and is willing to drop a partially loaded magazine. In any case, the primary focus is speed.

The US AMU refers to this drill as a “combat” reload. It is commonly referred to as an emergency reload or speed reload in civilian contexts.

3.1.10.3.1.1 HOW TO DO A SPEED RELOAD

There are a number of ways to do this skill. The following is suggested as a simple, preferred technique:

- Recognize the Carbine is Empty:
 - With practice, the shooter may notice that the last round fired feels/sounds distinctive.
 - The trigger will be dead.
 - The bolt will be locked to the rear with no brass visible in the ejection port.
- The firing hand remains on the carbine's pistol grip at all times. The carbine may be held one handed, or if needed brought back to the high-ready.
- "Out with the Old"
 - Right handed shooters: Press the magazine release button with a finger on the firing hand. Remove the partially expended magazine and drop it.
 - Left handed shooters: Press the magazine release button with the thumb on the right hand. Remove the partially expended magazine and drop it.
- "In with the New:" Using the support hand, retrieve a fresh magazine and insert it into the carbine. Use the "tap-tug" method: tap the magazine, then tug to ensure it is firmly seated.
- Bolt Forward:
 - Right handed shooters: Using the palm of the left (support) hand, slap the bolt release.
 - Left handed shooters: Using the right hand reach over the carbine and hit the bolt release. Alternatively, left handed shooters may be able to use their trigger finger to activate the bolt release.
- Assess: Determine if the target still needs to be shot. Make the decision to engage the target or return to the ready.

Some instructors may prefer to immediately grab the fresh magazine, bring it up to the carbine, then drop the old magazine. This sequence is also valid, especially if the shooter knows their magazines drop free with no effort when the magazine release is hit.

The instructor should demonstrate this skill, slow motion and then at speed.

3.1.10.4 LIVE FIRE PLAN

Students should practice doing a speed reload under close supervision from coaches. Start slowly to ensure there is no wasted motion and that the movement is smooth and efficient.

Set up the drill by loading an empty magazine into a carbine with the bolt locked to the rear. When the fire command is given, students will drop the old magazine and replace it with a fresh magazine. Shooters should end up pointed in on target with the bolt closed. The first few iterations should be performed without firing to ensure the motion is smooth and controlled; clear the rifle and repeat. After several iterations, shooters may be given the option to fire after the drill. Firing after the drill should be a conscious decision, not an automatic reflex.

Once initially learned, this drill can also be set up by placing just a few live rounds in the top of a magazine. It is ideal for a coach or the next shooter over on the line to place between one and four rounds in the magazine so that the student will not know how many rounds can be fired before an emergency reload is required.

The eventual par time for this skill is five seconds.

3.1.11 MALFUNCTION/STOPPAGE: FAILURE TO FIRE & FAILURE TO EJECT

3.1.11.1 LESSON PLAN OVERVIEW

3.1.11.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- State the symptoms indicating that immediate action is required
- Demonstrate the knowledge, skills and attitude to apply immediate action and correct a failure to fire or failure to eject stoppage with a carbine within five seconds

3.1.11.1.2 LENGTH

20-30 minutes

3.1.11.1.3 FACILITY

Range

3.1.11.1.4 TRAINING MATERIALS

Carbine, magazines, dummy rounds or empty casings

3.1.11.1.5 REFERENCE

US AMU/CMP DVD Chapter 21

AFMAN 36-2227v1 (2013), Table 1.1

FM 3-22.9, Paragraph 3-2

TC 3-22.9, Para 8-35

<https://www.nrablog.com/articles/2016/5/nra-firearm-training-tip-malfunction-failure-to-fire/>

<https://www.nrablog.com/articles/2016/5/nra-firearm-training-tip-malfunction-failure-to-eject/>

3.1.11.2 PLAN OF INSTRUCTION

1. Explain the symptoms of a failure to fire and failure to eject.
2. Explain how to do and demonstrate immediate action
3. Practice the skill

3.1.11.3 INSTRUCTIONAL NOTES

3.1.11.3.1 RECOGNIZING A FAILURE TO FIRE

During competition or a self-defense scenario the carbine may fail to fire. This typically occurs when a round is not properly chambered (often because the magazine is not seated firmly) or due to a misfire.

To recognize a failure to fire, the first symptom is that the trigger goes “click” with no “bang.” Glancing at the ejection port, the bolt will be forward on a closed chamber.

The military refers to this as a “stoppage.” The civilian training world refers to this as a “type one malfunction.”

3.1.11.3.2 RECOGNIZING A FAILURE TO EJECT

During competition or a self-defense scenario the carbine may fail to eject. This typically occurs when a piece of brass gets stuck in the ejection port, causing what is known as a “stovepipe.”

To recognize a failure to fire, the first symptom is that the trigger is dead or mushy. Glancing at the ejection port, the bolt will be partially closed with a piece of brass protruding from the ejection port area.

The military refers to this as a “stoppage.” The civilian training world refers to this as a “type two malfunction.”

3.1.11.3.2.1 HOW TO APPLY IMMEDIATE ACTION

Fixing either stoppage requires “immediate action.” NRA’s training division provides the following guidance:

1. Visually indicate by looking at the ejection port for any visible malfunction. This type may give a visual indication of the fired brass sticking out of the ejection port or a “stove pipe”.
2. With the gun still aimed towards the target, tap the base of the magazine to insure it is properly seated in the carbine. This should be a FORCEFUL smack using the palm/heel of the support hand, to insure the proper amount of force is used to lock the magazine in place.
3. Pull the charging handle back to the rear. For a failure to eject, rotate the ejection port towards the ground letting gravity assist you in removing the brass. A slight shake of the carbine may be necessary to help with dislodging the casing.
4. Release the charging handle to use the force of the bolt going forward to chamber a new round.
5. Regain your sight picture and assess if the need for additional shots are still required.

One way to remember these steps is “Tap, Rack, Look.”

The most recent US Army TC 3-22-9 provides the following procedure for Immediate Action:

1. Hear the hammer fall with an audible “click.”
2. Tap the bottom of the magazine firmly.
3. Rapidly pull the charging handle and releases to extract / eject the previous cartridge and feed, chamber, and lock a new round.
4. Reassess by continuing the shot process.

The instructor should demonstrate this skill, slow motion and then at speed.

3.1.11.3.2.2 WARNINGS

NRA Basic Rifle suggests waiting a period of time for failure to fire in the event that the round is a hangfire. Hangfires will eventually detonate after some delay. If immediate action is applied to get the carbine running, then the brass casing could pose a safety hazard. **It is critical that shooters wear eye protection at all times due to the concern posed by hangfires.**

The older US Army field manual refers to “SPORTS,” which may be familiar to some students.

1. Slap gently upward on the magazine to ensure it is fully seated, and the magazine follower is not jammed.
2. Pull the charging handle fully to the rear.
3. Observe for the ejection of a live round or expended cartridge.
4. Release the charging handle (do not ride it forward).
5. Tap the forward assist assembly to ensure bolt closure.
6. Squeeze the trigger and try to fire the carbine.

Modern training – both civilian and military – differs significantly with step six of SPORTS, “squeeze.” Additionally, some instructors may have heard “Tap, Rack, Bang!” as a memory tool for these steps.

Shooters should not train themselves to automatically fire a round after clearing the stoppage. Shooters must assess if the situation still requires shooting and consciously decide that it is safe to shoot.

If training dummy rounds are used then they must be 100% accounted for at the conclusion of training. Competitive shooters or defensive shooters should not run the risk of dummy ammunition being left in one of their magazines.

3.1.11.4 LIVE FIRE PLAN

3.1.11.4.1 FAILURE TO FIRE

Students should practice immediate action under close supervision from coaches. Start slowly to ensure there is no wasted motion and that the movement is smooth and efficient.

Set up a failure to fire by unloading the carbine, sending the bolt forward, and inserting a loaded magazine. When shooters are given the “fire” command, they will get a “click.” Shooters should apply immediate action, end up pointed in on target with the bolt closed on a loaded chamber. The first few iterations should be performed without firing to ensure the motion is smooth and controlled; clear the rifle and repeat. After several iterations, shooters may be given the option to fire after the drill. Firing after the drill should be a conscious decision, not an automatic reflex.

Once initially learned, this drill can also be set up by placing dummy rounds in a magazine. It is ideal for a coach or the next shooter over on the line to place dummy rounds in the magazine so that the student will not know how many rounds can be fired before stoppage will occur.

The eventual par time for this skill is five seconds.

3.1.11.4.2 FAILURE TO EJECT

Set up a failure to eject by unloading the carbine, carefully putting a dummy round or piece of brass in the edge of the chamber perpendicular to the bore of the carbine, easing the bolt forward on this brass, and inserting a loaded magazine. When shooters are given the “fire” command, they will get a “click.” Shooters should apply immediate action and end up pointed in on target with the bolt closed on a loaded chamber. The first few iterations should be performed without firing to ensure the motion is smooth and controlled; clear the rifle and repeat. After several iterations, shooters may be given the option to fire after the drill. Firing after the drill should be a conscious decision, not an automatic reflex.

The eventual par time for this skill is five seconds.

3.1.11.4.3 STUDENT RESPONSIBILITY

Once taught and drilled, students should clear stoppages as they occur.

3.1.12 MALFUNCTION/STOPPAGE: DOUBLE FEED

3.1.12.1 LESSON PLAN OVERVIEW

3.1.12.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- State the symptoms indicating that remedial action is required
- Demonstrate the knowledge, skills and attitude to apply remedial action and correct a double feed stoppage with a carbine within 15 seconds

3.1.12.1.2 LENGTH

20-30 minutes

3.1.12.1.3 FACILITY

Range

3.1.12.1.4 TRAINING MATERIALS

Carbine, two magazines

3.1.12.1.5 REFERENCE

US AMU/CMP DVD, Chapter 21

AFMAN 36-2227v1 (2013), Table 1.1

FM 3-22.9, Para 3.3

<https://www.nrablog.com/articles/2016/3/the-3-most-common-firearm-stoppages/>

3.1.12.2 PLAN OF INSTRUCTION

1. Explain the symptoms of a double feed.
2. Explain how to do and demonstrate remedial action
3. Practice the skill

3.1.12.3 INSTRUCTIONAL NOTES

3.1.12.3.1 RECOGNIZING A DOUBLE FEED

During competition or a self-defense scenario the carbine may have a double feed, also known as a failure to go into battery. A double feed happens when the slide picks up a fresh round before the previous cartridge can be ejected and attempts to seat them simultaneously.

To recognize a double feed, the first symptom is that the trigger is dead or mushy. Glancing at the ejection port, the bolt will be partially closed with brass visible inside the chamber. Close inspection will show two casings in the chamber.

The military refers to this as a “stoppage.” The civilian training world often refers to this as a “type three malfunction.”

3.1.12.3.1.1 HOW TO APPLY REMEDIAL ACTION

Fixing a double feed requires a specific set of steps to occur. The following steps are recommended:

1. Check to see if you have a spare magazine.
2. Lock the bolt to the rear to take the pressure off the rounds in the chamber.
3. Remove the magazine. It may need to be stripped with some force. The magazine may be retained or discarded; do not discard the magazine if step one revealed no spares remain!
4. Finger sweep the magazine well and chamber to remove any brass or rounds.
5. Optionally: Rack the bolt two or times to ensure the chamber is clear.
6. Insert a magazine and rack the bolt.
7. Regain your sight picture and assess if the need for additional shots are still required.

The US Army FM refers to the following steps for “remedial action.” This sequence is no longer taught by the US AMU.

1. Try to place the weapon on safe.
2. Remove the magazine.
3. Lock the bolt to the rear.
4. Place the weapon on SAFE (if not already done).

The instructor should demonstrate this skill, slow motion at first and then at speed.

3.1.12.3.1.2 BOLT OVERRIDES

Sometimes, a bolt override occurs which is a related malfunction. You may not want to teach students how to clear these, but instructors should be familiar with the procedure.

A bolt override occurs when a brass casing is trapped above the bolt against the top of the upper receiver against the gas tube. Typically the charging handle will be frozen in place.

TO resolve the bolt override:

- Place carbine on safe if possible
- Remove the magazine
- Force and lock the bolt back to the rear. This will usually require a tool. The corner of a magazine may work, but often it will require a multitool, rod, or other tool to get sufficient leverage.
- Clear the chamber of brass as with the double feed; fingersweep the mag well and chamber.
- Consider discarding the magazine as suspect.
- Insert a fresh magazine and send the bolt forward.

3.1.12.4 LIVE FIRE PLAN

Students should practice clearing the double feed under close supervision from coaches. Start slowly to ensure there is no wasted motion and that the movement is smooth and efficient.

Set up a double feed by carefully placing a round in the chamber, loading a magazine, and sending the bolt forward. When shooters are given the “fire” command, they will get a dead or mushy trigger. Shooters should clear the double feed, end up pointed in on target with the bolt closed on a loaded chamber. The first few iterations should be performed without firing to ensure the motion is smooth and controlled; clear the rifle and repeat. After several iterations, shooters may be given the option to fire after the drill. Firing after the drill should be a conscious decision, not an automatic reflex.

The eventual par time to clear this malfunction is 15 seconds.

3.1.13 BARRICADES

3.1.13.1 LESSON PLAN OVERVIEW

3.1.13.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- Describe why they would use a barricade when shooting a carbine.
- Demonstrate the knowledge, skills and attitude to use barricades when shooting.

3.1.13.1.2 LENGTH

30 minutes

3.1.13.1.3 FACILITY

Range

3.1.13.1.4 TRAINING MATERIALS

Barricade materials

3.1.13.1.5 REFERENCE

US AMU/CMP DVD, Chapter 19

NRA ARC Match Guidebook

3.1.13.2 PLAN OF INSTRUCTION

1. Explain why a barricade would be used.
2. Explain and demonstrate barricade usage
3. Practice the skill

3.1.13.3 INSTRUCTIONAL NOTES

3.1.13.3.1 EXPLAIN WHY A BARRICADE WOULD BE USED

Many NRA ARC requires participants to use barricades. A barricade is an obstacle that provides cover and concealment. Barricade usage give shooters the training needed to properly use an obstacle in a defensive manner.

In addition to blocking line of sight (concealment) or stopping incoming fire (cover), barricades may also provide a convenient support to enhance stability of shooting. While additional support aids accuracy, it also may expose the shooter to a greater degree.

3.1.13.3.1.1 HOW TO USE BARRICADES (UNSUPPORTED)

The shooter should position their body behind the concealment. The feet stay stationary. The principle is to minimize exposure to possible threats. The shooter should “pie” the corner, leaning out a few inches at a time to gradually expose more of the target area.

Ideally, shooting should occur with the muzzle about 6-8" from the barricade. This reduces muzzle blast and dust, and also ensures that the muzzle is clear of the barricade material.

The carbine may be canted as the shooter leans out. So long as the muzzle clears the barricade, this is acceptable.

When using the barricade for support, ensure the barrel is not in contact with the barricade. Lean slightly into the barricade. If the surface is vertical, the support hand thumb is extended for the handguard to rest on.

3.1.13.4 LIVE FIRE PLAN

This module is optional based on range configuration. A simple way to use barricades may be to set up target stands for students to practice leaning around, or spray paint a line on the ground.

It is useful to set up multiple targets spaced horizontally so that students can practice splitting the target area into "pie slices" and engage targets one at a time.

3.1.14 MOVEMENT

3.1.14.1 LESSON PLAN OVERVIEW

3.1.14.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- Describe why they would use movement when shooting a carbine.
- Demonstrate the knowledge, skills and attitude to move when shooting a carbine.

3.1.14.1.2 LENGTH

30 minutes

3.1.14.1.3 FACILITY

Range

3.1.14.1.4 TRAINING MATERIALS

Barricade materials

3.1.14.1.5 REFERENCE

US AMU/CMP DVD, Chapter X

NRA ARC Match Guidebook

3.1.14.2 PLAN OF INSTRUCTION

1. Explain why movement may be required.
2. Explain and demonstrate movement.
3. Practice the skill.

3.1.14.3 INSTRUCTIONAL NOTES

3.1.14.3.1 EXPLAIN WHY MOVEMENT WOULD BE REQUIRED

Many NRA ARC stages require shooters to move. Movement allows a shooter to move to cover or more effectively engage a target.

Shooting on the move is not a mandatory skill for NRA ARC, and this instructional module is optional.

3.1.14.3.1.1 HOW TO MOVE AND SHOOT

Key principles include the following:

- **Knees Bent:** Keep the knees bent so they act as shock absorbers for uneven terrain, keeping the muzzle flat and sights on target.
- **Shorter Steps:** Take short steps to reduce the risk of tripping.
- **Heel to Toe:** Roll each step. This keeps the muzzle flatter with each step.

Move at a deliberate pace – do not move too fast. If possible, move at an angle to the target.

3.1.14.4 LIVE FIRE PLAN

Per the safety notes in the NRA ARC handbook, these drills may only be executed by one shooter at a time in each shooting bay with close RSO supervision. Thus, practicing this skill will dramatically slow class progression unless multiple bays and qualified RSOs are available. If this exercise is included, plan adequate time.

Ensure the drill is run dry first. Then, if shooters perform safely dry, move to firing a single round.

Finally, allow shooters to fire at least five rounds as they move forward over several yards. Ensure the range surface is relatively even and free of tripping hazards.

3.1.15 SCANNING

3.1.15.1 LESSON PLAN OVERVIEW

3.1.15.1.1 LEARNING OBJECTIVES

By the end of this lesson, students should be able to...

- Explain why shooters scan after each course of fire.
- Demonstrate the knowledge, skills and attitude to perform scans after each course of fire.

3.1.15.1.2 LENGTH

15 minutes

3.1.15.1.3 FACILITY

Range

3.1.15.1.4 TRAINING MATERIALS

None

3.1.15.1.5 REFERENCE

NRA ARC Match Handbook, Safety, Para A5 (pp 2).

3.1.15.2 PLAN OF INSTRUCTION

1. Explain why scanning is done after each course of fire
2. Demonstrate scanning
3. Practice

3.1.15.3 INSTRUCTIONAL NOTES

3.1.15.3.1 WHY SCANNING IS PERFORMED

The NRA America's Rifle Challenge match requires all competitors to be aware of their surroundings and to scan left, right, and to the rear before rising from a lower firing position to a higher one.

The USA AMU/CMP encourages shooters to scan their entire sector – left and right – after each string of fire. The USAF also requires shooters to scan their environment after each string of fire.

This skill is important to ingrain to ensure shooters do not get “tunnel vision” on their sights. After engaging targets, shooters need to evaluate their environment for safety concerns or additional targets/threats.

3.1.15.3.2 HOW TO SCAN

There are a number of techniques used depending on the source. RR instructors may teach the following or use one of the authoritative sources:

- Carbine down to ready: Shooters get the optic out of their line of sight so they can see

- Quick Check: Shooters glance left and right with a focus inside about ten yards
- Final Check: Shooters check their original target
- Scan: Shooter scans their environment for additional targets, keeping muzzle safely downrange
- Safety & Reload: Shooter engages the safety and reloads if required

At the instructor's option, based on range setup and students, it may be appropriate to add a step to "seek cover."

3.1.15.3.3 PRACTICE PLAN

Have the students practice dry initially, then work the scanning drill into every course of fire.

3.1.16

OTHER SKILLS

3.1.16.1 NRA AMERICA'S RIFLE CHALLENGE

The America's Rifle Challenge guidebook includes a number of other skills such as variant shooting positions. Any technique in the NRA-ARC guidebook may be taught as part of a RR Carbine Clinic.

3.1.16.2 BASIC RIFLE MODULES

Any Basic Rifle instructional module may be incorporated into the program of instruction. For example, the kneeling or prone positions may be taught based on the facility layout, time available, and planned course of fire.

3.1.16.1 TC 3-22-9

Content from TC 3-22-9 may be used to supplement these instructional modules. TC 3-22-9 has a number of useful visual aids for shooting positions, for example.

3.2 CARBINE SKILL CHALLENGES

3.2.1 NRA AMERICA'S RIFLE CHALLENGE STAGES

Any of the stages in the NRA ARC guidebook may be used at a RR Carbine event as a skill challenge.

When NRA establishes score cutoffs for recognition levels, event directors should provide recognition to competitors meeting those score cutoffs.

Of note, the NRA ARC handbook allows event directors wide latitude to design their own stages. RR instructors should feel free to do so. Several examples are below, to include the Revere's Riders Carbine Challenge, the M1 Vintage Challenge, and the Airman's Carbine Challenge. Other sources of inspiration that instructors could draw from include law enforcement qualification tests, other competitive experience (i.e. IDPA, USPSA, three-gun, Cowboy Action Shooting, etc). recreation of scenarios from historical or pop culture scenes, etc.

Unless otherwise stated, all below qualifiers use the NRA America's Rifle Challenge Basic format.

Award a "CARBINE" strip for qualification on the RR Carbine Challenge, Airman's Carbine Challenge, or Bedford Carbine Challenge.

Award a "CLASSIC CARBINE" strip for qualification on the Classic M1 Carbine Challenges.

3.2.2 REVERE'S RIDERS CARBINE CHALLENGE

This is the standard qualifier skills test to be used at most Carbine events. It can be fired on a "square range."

HISTORY: This COF is inspired on the COF from FM 23-7 dated May 20, 1942 for the M1 Carbine. It was originally fired at 100, 200, and 300 yards at partial "A" and "B" silhouettes.

TARGETS: Use the scoring areas on a RR ½ Scale Carbine Target. The large scoring area is 86.5 sq in. The "T" zone scoring area is 12 sq in. If on a 50-yard bay, use a RR ¼ Scale Mini-KD Target (21.6 sq in) for Stage 5.

SCORING: Each hit in the correct zone is worth one point.

AWARD: Award a "CARBINE" strip for a sharpshooter's score.

STAGES: The table below outlines the stages of the course of fire.

Stage	Range (Yards)	Time (Sec)	Target	Rounds	Remarks
1A	7	5	Both	3	From the high ready. Designated Failure to Stop (Mozambique). Two rounds to large, one to small.
1B	7	5	T	1	
2A	15	5	Large	2	From the high ready. Optional Failure to Stop.
2B	15	5	T	1	From the high ready.
2C	15	5	T	1	
3A	25	5	Large	2	From the high ready. Optional Failure to Stop.
3B	25	5	T	1	From the high ready.
3C	25	5	T	1	
4	50	20	Large	2+2	Fire 2 rounds standing. Transition to kneeling, reload, fire 2 more rounds.
5	100	20	Large	2+2	Start with type one malfunction. Clear type 1, fire 2 rounds prone. Reload, fire 2 more rounds.
6	Varies	5-20	Varies	0-5	Go/No-Go Scoring. Optional.

QUALIFICATION SCORES:

Marksman	Sharpshooter	Expert	Master
15	17	19	20 with "go" on stage 7

SPECIAL INSTRUCTIONS:

- **After Actions:** Shooters should scan the environment after each stage and are responsible for tactical reloads as required (untimed other than the normal cadence of line commands). Failure to scan before rising from a lower position can result in a penalty point being assessed. The instructor can cap the maximum rounds per magazine (for example, to ten) to require a tactical reload. There is no penalty for failure to perform a tactical reload other than the potential to run dry during a stage, which then drives an emergency reload on the clock.
- **Ready:** Unless noted, shooters may use a ready of their choice.
- **Sling Usage:** Shooters may not begin “slung up.” A hasty sling may be used for support but only after time begins.
- **Variable Optics/Irons:** Shooters with variable power optics or iron sights with multiple apertures should pick one setting to begin every stage of the qualifier with (usually the lowest power or large aperture). The sights/optic may be adjusted after time begins.
- **Stage 2A/3A Failure to Stop Option:** Instructor may shout “THREAT!” or “TARGET!” after time has expired. Shooters then engage the card with a single round within 5-10 seconds (instructor can be generous with timing), simulating a failure to stop. If this option is exercised, omit stage 2B or 3B so that the total rounds on target remains the same.
- **Stage 4:** Transitions are to be conducted from a bolt locked open on an empty chamber with safety on. Shooters will load only two rounds in the first magazine for the standing portion of the stage.
- **Stage 5:** Begin this stage by setting up a Type One malfunction – send the bolt forward with an empty chamber and a loaded magazine. Students begin “pointed in,” press a dry shot (failure to fire), then fix the malfunction before firing their first two rounds.
- **Stage 6:** If used, this stage is used for tie-breaking among students and for “Master” qualifications, similar to “X” bullseye scores on a traditional target. Do not assess penalty points for a “no-go” on Stage 7. The event director may devise any safe activity based on the program of instruction presented at the clinic with substages as desired. The default option is a single shot to Morgan’s Shingle posted at 100 yards, Type 3 Malfunction clearance (par time 20 seconds), and Tactical Reload (par time 20 seconds). Any other safe activity such as shooting moving targets, steel, multiple targets, etc may be substituted or this stage may be omitted.

NOTES ABOUT THE TARGETS AND COURSE OF FIRE:

- The large scoring area when posted at 50 and 100 yards mirrors the size of the WW2 qualification targets. The current stages honor the WW2 positions and timing.
- The small scoring area when posted at 25 yards mirrors the size of the WW2 qualification targets. This stage consisted of rapid fire transitions from standing to kneeling.
- The large scoring area is about the size of the thoracic cavity. The small scoring area is about the size of the “T-Zone” or cranial-ocular cavity.

VARIANT – 40 TO 50 ROUNDS:

For a 40 round variant, apply several simple modifications to the above COF. This variant is intended to be slightly easier than the shorter 20 round count version.

- Stage 1: Shoot twice. On second go, use ready of the student's choice.
- Stage 2: Shoot twice. On second go, use ready of the student's choice.
- Stage 3: Shoot twice. On second go, use ready of the student's choice.
- Stage 4: Shoot twice. On second go, students may transition to seated instead of kneeling.
- Stage 5: Shoot twice. On first repetition, fire from 75 yards. On second, fire from 100 yards.
- Stage 6: If used, plan up to 10 rounds. May split into several sub-stages if desired.

VARIANT – 40 TO 50 ROUND QUALIFICATION SCORES:

Marksman	Sharpshooter	Expert	Master
29	34	37	40 with "go" on stage 7

3.2.3 CLASSIC M1 CARBINE CHALLENGE

HISTORY: This COF is based on FM 23-7 dated May 20, 1942 for the M1 Carbine, supplemented by the qualification scores from AR 775-10. It was originally fired at 100, 200, and 300 yards at partial “A” and “B” silhouettes. This is a faithful adaptation translated to the 100 yard bay.

TARGETS: Use the main scoring area on a RR ½ Scale Carbine Target. As a variant, ¼ Scale Carbine Targets may be used; reduce ranges to 25/32/50.

SCORING: Each hit is one point.

AWARD: Award a “CLASSIC CARBINE” strip for a sharpshooter’s score.

Stage	Range (Yards)	Time (Sec)	Target	Remarks
1	50	35	Large	Fire 4 rounds standing. Transition to kneeling, reload, fire 4 more rounds.
2	65	35	Large	Fire 4 rounds standing. Transition to kneeling, reload, fire 4 more rounds.
3	100	20	Large	Fire 2 rounds prone, reload, fire 2 more rounds.

All transitions are to be conducted from a bolt locked open on an empty chamber with safety on. Students will load only four rounds in the magazine for the standing portion of the stage.

Marksman	Sharpshooter	Expert	Master
15	17	19	20

For a 40-round variant, repeat stages 1 & 2 but transition to sitting; increase round count on stage 4 to 4+4 and time to 35 seconds. Score cutoffs become 29/34/37/39.

For a 10-round variant, cut stage 1 & 2 round counts to 2+2 with 20 seconds per stage; reduce stage 3 round count to 1+1 in 12 seconds; score cutoffs become 8/9/10/NA (if patch is awarded at all – still useful as a diagnostic tool).

Scaled 25-yard targets similar to Morgan’s 13 may also be available (coming in 2017).

3.2.4 CLASSIC M1 CARBINE BATTLESIGHT ZERO CHALLENGE

HISTORY: This COF is based on FM 23-7 dated May 20, 1942 for the M1 Carbine, supplemented by the qualification scores from AR 775-10. It was originally fired at 100, 200, and 300 yards at partial “A” and “B” silhouettes.

NOTES: This is a faithful adaptation using traditional targets on the full distance range, requiring students to understand and use their full battlesight zero effective range.

TARGETS: Use a full size “FOX” army Silhouette and “E” Silhouette.

SCORING: Each hit is one point.

AWARD: Award a “CLASSIC CARBINE” strip for a sharpshooter’s score.

Stage	Range (Yards)	Time (Sec)	Target	Remarks
1	100	35	F	Fire 4 rounds standing. Transition to kneeling, reload, fire 4 more rounds.
2	200	35	E	Fire 4 rounds standing. Transition to kneeling, reload, fire 4 more rounds.
3	300	20	E	Fire 2 rounds prone, reload, fire 2 more rounds.

All transitions are to be conducted from a bolt locked open on an empty chamber with safety on. Students will load only four rounds in the magazine for the standing portion of the stage.

COF	Marksman	Sharpshooter	Expert	Master
20 Rounds	15	17	19	20
40 Rounds	29	33	37	39

For a 40-round variant, repeat stages 1 & 2 but transition to sitting instead of kneeling; increase round count on stage four to 4+4 and time to 35 seconds.

For a 10-round variant, cut stage 1 & 2 round counts to 2+2 with 20 seconds per stage; reduce stage 3 round count to 1+1 in 12 seconds; score cutoffs become 8/9/10/NA (if patch is awarded at all – still useful as a diagnostic tool).

Scaled 25-yard targets similar to Morgan’s 13 are also available.

The below information is extracted from the M1 Carbine Field manual and WW2-era firing tables for general interest.

b. Record practice. (1) Table III of instruction practice is fired once for record.

(2) The use of the squatting position in place of either the sitting or kneeling position (but not both) is optional with the firer.

c. Classification and minimum aggregate scores. Individual and minimum aggregate scores required for qualification in marksmanship for each individual authorized or required to complete record practice with the carbine, caliber .30, M1 or M1A1 are—

	Carbine equipped with—	
	L-type sight	Adjustable sight
Expert	175	180
Sharpshooter	160	165
Marksmanship	135	140

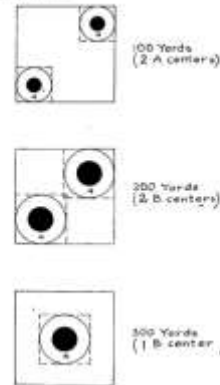
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TABLE III—Rapid fire¹

Range	Time (sec.)	Shots	Targets	Position	Remarks
25	30	8 (2 mag., 4 med.)	2 A centers on a 4 x 8 frame (see Fig. 21)	Standing (1 mag., 4 med.), sitting (1 mag., 4 med.)	Fire 4 rounds standing at top A center; reload, take sitting position, and fire 4 rounds at bottom A center.
50	30	8 (2 mag., 4 med.)	2 A centers on a 4 x 8 frame (see Fig. 21)	Standing (1 mag., 4 med.), kneeling (1 mag., 4 med.)	Fire 4 rounds standing at top A center; reload, take kneeling position, and fire 4 rounds at bottom A center.
100	30	8 (2 mag., 4 med.)	2 B centers on a 4 x 8 frame (see Fig. 21)	Standing (1 mag., 4 med.), sitting (1 mag., 4 med.)	Fire 4 rounds standing at top B center; reload, take sitting position, and fire 4 rounds at bottom B center.
200	30	8 (2 mag., 4 med.)	2 B centers on a 4 x 8 frame (see Fig. 21)	Standing (1 mag., 4 med.), kneeling (1 mag., 4 med.)	Fire 4 rounds standing at top B center; reload, take kneeling position, and fire 4 rounds at bottom B center.
300	30	8 (2 mag., 4 med.)	1 B center on a 4 x 8 frame (see Fig. 21)	Standing to prone	Take prone position, fire 4 rounds at B center; reload, fire 4 more rounds.

¹ Men who have previously qualified in a course of rifle or carbine marksmanship will fire table III only once for practice. Men who have never previously qualified in a course of rifle or carbine marksmanship will fire table III twice for practice.

■ 56. Record Practice—Table III of instruction practice is fired once for record.



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3.2.5 BEDFORD CONTINGENT CARBINE CHALLENGE

NOTES: Due to the unique nature of the Bedford Contingent Range (a small range that sits atop gently rolling hills carved out of "the back 40" of a farmer's field in South Central Indiana) the Revere's Riders Carbine Qualifier is challenging to utilize. Ranges without wide target lines (or berms) at each distance required for the course will need to implement a local qualifier that meets or exceeds the standards of the Revere's Riders Carbine Qualifier. Additionally, the range allows several unique options.

At the Bedford Contingent, the local qualifier consists of several man-sized silhouette targets at various distances. Shooters are required to make hits on each target in the time allotted. Shooters will also have a reload and movement component to accomplish. (Local range conditions and configurations will dictate the exact specifications of each local qualifier.)

TARGETS: Seven man-sized silhouettes at distances from immediate to 200 yards. Cardboard silhouettes with paper plates and post-it notes are used for the near targets. AR-500 steel IDPA-type silhouettes are used for the 100 and 200 targets. Shooters must make at least one hit on each paper plate (or post-it) of the near targets and ring steel at 100 and 200. Shooters may shoot/reload as many times as necessary during the timed stage.

TIME LIMIT: One minute time limit.

SCORING: Shooters who do so in under one minute will receive a "GO" rating. Shooters who do not meet the marksmanship requirement, the time standard or do not accomplish both magazine changes will receive a "NO GO" rating.

AWARDS: Award a "WELL REGULATED" patch for a "GO." Shooters may run the course multiple times.

COURSE OF FIRE: Shooter begins at the top of the hill with a six round magazine loaded, safety on, walking toward the moving target. Time starts when the mover begins moving. Shooter engages target moving toward him with a controlled pair, another controlled pair, then a fail to stop. Shooter accomplishes an emergency reload and reassesses moving target, then moves to cover (two barriers placed appx. three yards apart). Shooter pies the corner of the right side barrier and engages three targets (3, 7, 12 yards) with controlled pairs. Shooter accomplishes a tactical reload with a full magazine then scans the area and detects two additional targets at 100 and 200 yards. Shooter uses field positions or rests on barrier to engage targets at 100 and 200.

SAFETY NOTE: Shooters are to keep all movement at a controlled, deliberate pace. Adequate RSO supervision must be maintained. Only one shooter fires at a time in each bay.

3.2.6 AIRMAN'S CARBINE CHALLENGE

The following challenge is based on the USAF SRC (short range) evaluation course of fire from 2013. It has been adapted slightly by replacing a transition to handgun with immediate actions and replacing burst fire with rapid fire.

The US Army course is not appropriate for our usage as it requires extensive movement which can pose safety concerns on most ranges that lack numerous training bays. As of this writing, the USMC recently revamped their standards. The CMP lacks a competitive short range carbine course of fire. Thus, the USAF evaluation is the most comprehensive and current viable standard course of fire available to test student skills against.

3.2.6.1 TARGETS

All firing is performed on an "E" Silhouette that has been modified by drawing a ten-inch circle in the upper chest area and a six-inch circle in the head area.

3.2.6.2 STAGES

Stage	Position	Rounds	Time (seconds)	Target
1	Standing	10 total	6 or 16 per string	7 yards
	Immediate Action	5 strings / 2 rds each		
2	Standing	6 total	6 per string	7 yards
	Shoot/No-Shoot	3 strings / 2 rds each		2 x E Silhouette
3	Standing	5 total	10	7 yards
	Multiple Threats			2 x E Silhouette
4	Standing to Kneeling	8 total	20 per string	25 yards
	Emergency Reloads	2 strings / 4 rds (2+2)		
5	Standing	9 total	12	25
	Rapid Fire			

3.2.6.2.1 STAGE 1: IMMEDIATE ACTIONS

This stage is repeated five times. Each time it is executed, students will need to clear a malfunction then place a controlled pair into the target within the allotted time.

1. Failure to fire (6 seconds)
2. Failure to fire (6 seconds)
3. Failure to eject (6 seconds)

4. Emergency reload (6 seconds)
5. Double Feed (16 seconds)

3.2.6.2.2 STAGE 2: SHOOT & NO-SHOOT TARGETS

This stage is repeated three times. Each student needs two targets, which can be distinguished with numbers (1 & 2), colors, shapes, etc. After the fire command is given, the range officer will indicate which target is to be shot (Left, #2, etc.). Time should start as the target designation is given. Shooters fire a controlled pair into the designated target.

The designated target is the “shoot” target. The other target becomes a “no shoot” target until the line is reset and a new target is called.

3.2.6.2.3 STAGE 3: MULTIPLE TARGETS

This stage is fired once. Each student needs two targets. After the fire command is given, shooters will fire a controlled pair at each target. The first target will be a “failure to stop” and requires a single shot to the small 6” circle.

3.2.6.2.4 STAGE 4: STANDING TO KNEELING

For this stage, shooters should begin with two magazines, each with two rounds.

At the fire command, shooters will fire a controlled pair into their target. They will then drop to the kneeling position, perform an emergency reload, and fire a second controlled pair.

If barricades are available, then left and right barricades may be added for additional challenge.

This stage is repeated for a total of eight rounds fired.

3.2.6.2.5 STAGE 5: RAPID FIRE

Shooters fire all nine rounds within 12 seconds.

3.2.6.3 SCORING

Each stage is independently scored. To qualify as “expert” shooters must meet the criteria in each stage. Late shots are not scored and a warning will be issued. Multiple, egregious late shots result in disqualification.

Stage	Marksman	Expert
1	8/10 on target	8/10 on target
2*	6/6 on target	6/6 in circle
3 & 4 Combined Score	9/13 in circle	13/13 in circle
5	4/9 on target	6/9 on target

*Firing on a “no shoot” target in stage two is an auto-failure.

4 INSTRUCTOR QUALIFICATIONS

4.1 REVERE’S RIDERS CARBINE ENDORSEMENT

4.1.1 PRE-REQUISITES

All Carbine course lead instructors will be experienced basic rifle instructors.

Carbine instructors will be able to qualify as “sharpshooters” on the standard Revere’s Riders Carbine Challenge. Due to the need to demonstrate skills with live fire to the students, carbine instructors should be able to score “marksman” on demand and ideally “sharpshooter” or maintain some other sort of practice via formal competition or other means.

Per the NRA requirements, a formal NRA ARC event requires an NRA-certified RSO or Rifle Instructor to be present.

4.1.2 BOARD APPROVAL

Carbine course lead instructor candidates will submit qualifications such as competition, military, law enforcement, or civilian training experience to the Revere’s Riders board of directors for approval on a case-by-case basis.

If these courses become popular, a standardized upgrade format based on the “see one/do one under supervision” model will be implemented and the program of instruction will be refined. In the meantime, aspiring assistant instructors should keep track of their carbine course events.

Additionally, it is highly likely that the Board will require evidence of carbine experience from an outside entity to include civilian schools, military experience, etc. Competitive experience may qualify. The intent of this requirement is to ensure that instructors are exposed to diverse techniques and keep a fresh perspective. Candidates interested in instructing at carbine events should pursue a philosophy of continuing learning.