

## APPENDIX H

### M16 MARKSMANSHIP

1. **Task.** Engage targets with an M16A1/A2 rifle.
2. **Conditions.** During daylight, under existing weather conditions, on either a 25-meter range or an M16 qualification range, given an M16A1/A2 rifle and magazines with 5.56 ball ammunition and targets, cadets will fire individual weapons at the 25-meter target for record using 10 rounds of ammunition or at record range targets using 40 rounds of ammunition; prescribed uniform: C.
3. **Standards.** The best eight scores from each team will be totaled to determine the team score. The team with the highest score wins. Scores will be recorded on CC Form 204-R and CC Form 205-R.
4. **Script.** The scripts below contain the minimum instructions to be announced at the beginning of the event. They are guides and OICs may add to them, as appropriate, to accommodate unique environmental requirements at their site.

Briefings to cadets by event OIC:

- a. 25-Meter Range.

“Let me have your attention. At this station you will be required to engage targets as a team. At my direction, you will move as a team from this briefing area to the firing line. Use the ‘range walk.’ There you will move to individual firing positions and be required to fire for record using the prone-supported position. You have 10 rounds with which to engage 10 targets. If there is a weapon malfunction during firing, you will be expected to perform immediate action; failure to do so will cost your team five penalty points. When the evaluator or safety personnel must intervene in the interest of safety, 50 penalty points will be deducted from your team's score. If a second intervention in the interest of safety occurs (against same individual), the team member will be disqualified.”

"Team members will be issued two magazines containing five rounds each. The ammunition may be fired only by the individual to whom it is issued. Following the range officer's command to commence firing, your team will have 3 minutes to complete the firing. During that time, each member will engage the 10 silhouettes on his target. Only one round will be counted as a hit on each of the 10 silhouettes located on the target sheet."

"The following equipment will be worn during the record fire:

Helmet with liner or Kevlar helmet  
LBE correctly worn; harness will not be moved off the shoulder"

"The team score will be the sum of the team's target hits from the best eight targets, minus penalty points for safety violations. Each Ranger Challenge team can receive a maximum possible score of 400 points. In the event of a tie, the team having the most inner circle hits will win. Are there any questions?"

If there are no questions, the event will be started.

"Does everyone have ear plugs in?"

"Ready, MOVE TO THE FIRING LINE."

**NOTES:**

(1) Sequence of events:

(a) Upon arrival at the range area, each team will be met and briefed by the event OIC. Following the briefing, teams will be moved to the firing line on order of OIC and await the orders of the range officer/NCO. The firing time clock will start upon the command "COMMENCE FIRING." Teams will have 3 minutes to engage their targets.

(b) When the 3 minutes have expired, the range (firing point) controller will announce "Cease Fire." Weapons will be cleared, targets will be retrieved, and the team will be "rodded off" the range to prepare for the next event. (NOTE: When local range facilities and regulations allow, teams should arrive and fire concurrently in a head-to-head competition with one or more teams on the same range.)

(2) Teams will zero their weapons, receive range briefing, and be given time to familiarize themselves with the range layout prior to the competition.

(3) Teams will fire at nine M16A1 25-meter "Alternate Course Record Fire Qualification Targets" (NSN 6920-01-167-1397)--one target per person--at a range of 25 meters. Each target sheet consists of 10 individual targets, all of which are to be engaged. Only one round will be counted as a hit for each target.

(4) Ammunition for the live fire event will be prepositioned at each team member's firing position. Movement from the release point to the firing positions will be without ammunition.

(5) Nine cadets will compete in this event. The eight best scores will be counted for the team total. Should a cadet become injured, only eight cadets need compete.

(6) During the zero phase, each cadet team will fill in the required information on the enclosed score sheet (25-Meter Range Score Sheet).

(7) Ear protection will be worn on the firing line.

(8) A list of safety guidelines is included with this appendix. This list does not preclude the addition of other safety precautions or the assessment of additional penalty points for other unsafe actions, so long as these are applied in a fair and standard manner among all competitors.

(9) Only a malfunction not attributable to operator level responsibilities will be accepted as a valid alibi fire.

### **SCORING:**

(1) Team members will receive three points per hit; each hit inside the inner circle counts five points. Only one round per target counts toward the score (any round that breaks the line counts as a hit), giving a maximum of 400 points per team if all 80 targets are inner-circle hits.

(2) Five points will be deducted from a squad's score for each incident of improper application of immediate action.

(3) Fifty points will be deducted from a team's score for each unsafe act. A second safety violation by the same individual will result in disqualification of that individual for the event.

(4) Maximum possible points per team - 400 points.

(5) The tie breaker will be the number of inner circle hits (5 points).

(6) The team with the highest point score is declared the 1st place team. Other team rankings will be determined on points awarded.

(7) Observers cannot communicate with firers during this event.

#### **b. M16 Qualification Range.**

"Let me have your attention. At this station you will be required to engage targets individually. You will conduct the event following this briefing. At my direction, you will move as a team from this briefing area to the firing line. Use the 'Range Walk.' There you will move to individual firing positions and be required to fire for record using the prone unsupported position and foxhole supported position. You have 40 rounds with which to engage 40 targets. If there is a weapon malfunction during firing, you will be expected to perform immediate action; failure to do so will cost your team five penalty points. If the

evaluator or safety personnel must intervene in the interest of safety, 50 penalty points will be deducted from your team score. Any individual who causes two safety interventions will be removed from the firing line and disqualified."

"Team members will be issued four magazines containing 10 rounds each. The ammunition may be fired only by the individual to whom it is issued."

"Following the range officer's command to commence firing, each team member will engage the silhouettes on his/her lane. Only one round will be counted as a hit on each of the silhouettes located on the lane."

"The following equipment will be worn during the record fire:

Helmet with liner or Kevlar helmet  
LBE correctly worn; harness will not be moved off the shoulder"

"The team score will be the average of the best eight scores from the team's nine firers multiplied by ten, minus any penalty points assessed. The maximum team score is 400 points. In event of a tie, the team with the most 300 meter hits will win. Are there any questions?"

If there are no questions, the event will be started.

"Does everyone have ear plugs in?"

"Ready, MOVE TO THE FIRING LINE."

**NOTES:**

(1) Sequence of events:

(a) Upon arrival at the range area, each team will be met and briefed by the event OIC. Following the briefing, teams will be moved to the firing line upon order of the OIC and await orders from the tower.

(b) When the firing is complete, the range (tower) controller will announce "Cease Fire." Weapons will be cleared and the team will be "rodded off" the range to prepare for the next event.

(2) Teams will zero their weapons, receive range briefings, and be given time to familiarize themselves with the range layout prior to competition.

(3) Teams will fire a certified M16A1/A2 qualification course for this version of the marksmanship event.

- (4) The range will conform to local range regulations and safety policies.
- (5) Nine cadets will compete in this event, with the best eight scores counted for the team score. Should a cadet become injured, only eight cadets need compete.
- (6) During the zero phase, the team captain will fill in the required information on the score sheet (M16 Qualification Range Score Sheet).
- (7) Hearing protection will be worn on the firing line.
- (8) A list of safety guidelines is enclosed with this appendix. This list does not preclude the addition of other safety precautions or the assessment of additional penalty points for other unsafe acts, so long as these are applied in a fair and standard manner among all competitors.
- (9) Only a malfunction not attributable to operator level responsibilities will be accepted as a valid alibi.

**SCORING:**

- (1) The M16 qualification range event will consist of nine team members each being issued 40 rounds of ammunition to engage 40 silhouette targets.
- (2) The team score will be the average of the best eight scores multiplied by 10, minus any penalty points. (Deduct five points for each failure to apply immediate action; and 50 points for each unsafe act.)
- (3) Tie breaker: Total number of 300-meter hits by the eight best firer scores used for the team total.

**SAFETY GUIDELINES**

**MARKSMANSHIP COMPETITION**

The following unsafe actions incur a 50 point penalty. The assessment of safety penalty points is not limited to these items.

1. Bolt is not locked to the rear at the conclusion of the safety briefing.
2. Weapon is not maintained in the "Up and Down" position during movement on the range.

3. Loading weapon prior to being instructed to do so by the OIC/safety/guide/controller.
4. Firing the weapon before being given the order to "commence fire" by the OIC/safety/guide/controller.
5. Firing outside the range limits.
6. Failure to cease fire on the "cease fire" command.
7. Failure to lock and clear the weapon when ordered.
8. Failure to wear ear protection.
9. Failure to keep weapon on "safe" when not firing.