

M17/M18 PMI&E

Rev 15 FEB 2023

Understanding the Individual Weapons Training Strategy

You are here

Crawl

Table 1
Preliminary Marksmanship Instruction & Evaluation (PMI&E)

0.5 Days

Table 2
Preliminary Live Fire Simulations (PLFS)

0.5 Days

Walk

Table 3
Drills

1 Day

Run

Table 4
Group & Zero

0.5 Days

Table 5
Practice

1 Day

Table 6
Qualification

1 Day

Table I, PMI&E

- Task: Familiarize firers with the M17 Pistol and its operational functions to include the firers role and responsibilities in range operations
- Condition: Given a block of instructions on the M17 Pistol, firers must be able to meet the standard
- Standard: Firers must be able to disassemble, reassemble, and conduct a functions check with no deficiencies, firers must also gain a working knowledge of the M17 Pistol and their responsibilities while at the firing range.



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- Safety
- *Eye Dominance**
- *Understanding Ammunition**
- Intro to the M17, field strip, cleaning
- *Aiming Devices**
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- Fundamentals of Marksmanship
- Firing & Carrying Positions
- Reloads
- Malfunctions
- Drills
- Grouping
- Qualification
- Kahoot/Test

Rules of Firearms Safety



- **Rule 1:** Treat every weapon as if it is loaded
- **Rule 2:** Never point the weapon at anything you do not intend to destroy
- **Rule 3:** Keep finger straight and off the trigger until ready to fire
- **Rule 4:** Ensure positive identification of the target and its surroundings

Weapon Safety Status

- The readiness of a Soldier's weapon is termed as its ***weapon safety status (WSS)***. It is a standard code that uses common colors (green, amber, red, and black) to represent the level of readiness for a given weapon. Each color represents a specific series of actions that are applied to a weapon. The WSS ratings are evaluated by the level of safety measures applied to the weapon itself.

Weapon Safety Status	General Description	Color Amplifier
GREEN	Fully Safe	
AMBER	Substantially Safe	
RED	Marginally Safe	
BLACK	Not Safe	

Weapon Safety Status CONT'D

- **Green** - "Fully Safe" – the weapon is clear, no ammunition is present the chamber is empty, and the fire selector switch is set to SAFE.
- **Amber -** "Substantially Safe" – a leader must clear and verify that the weapon's bolt is forward, the chamber is empty, and ammunition is introduced to the weapon. This is an administrative or preparatory WSS. Leaders use amber primarily for mounted operations and during combat operations when directed to maintain a substantially safe weapon with the ability to rapidly transition and escalate to red or black, based on the situation.
- **Red** -"Marginally Safe" – the fire selector switch is set to SAFE, the magazine is locked in the magazine well, a round is in the chamber, and the bolt is locked in the forward position.
- **Black** - "Not Safe" – Indicates when the weapon is fully prepared to fire, the firer has positively identified the target, the fire selector switch is set to FIRE, and the firer's finger is on the trigger, and the fire is in the process of engaging the target.



Weapon Control Status

A tactical method of fire control given by a leader that incorporates the tactical situation, rules of engagement for the area of operations, and expected or anticipated enemy contact. The WCS outlines the target identification conditions under which friendly elements may engage a perceived threat with direct fire.

WEAPONS CONTROL STATUS	DESCRIPTION
WEAPONS HOLD	Engage only if engaged or ordered to engage.
WEAPONS TIGHT	Engage only if target ***is positively identified*** as ***enemy***.
WEAPONS FREE	Engage targets ***not positively identified*** as ***friendly***.



Other Common Range Terminology

Load and make ready- Lock the magazine into the magazine well and cycle the slide with support hand. Allow the slide to close under its own power. Don't ride the slide back into battery. *Press check optional.

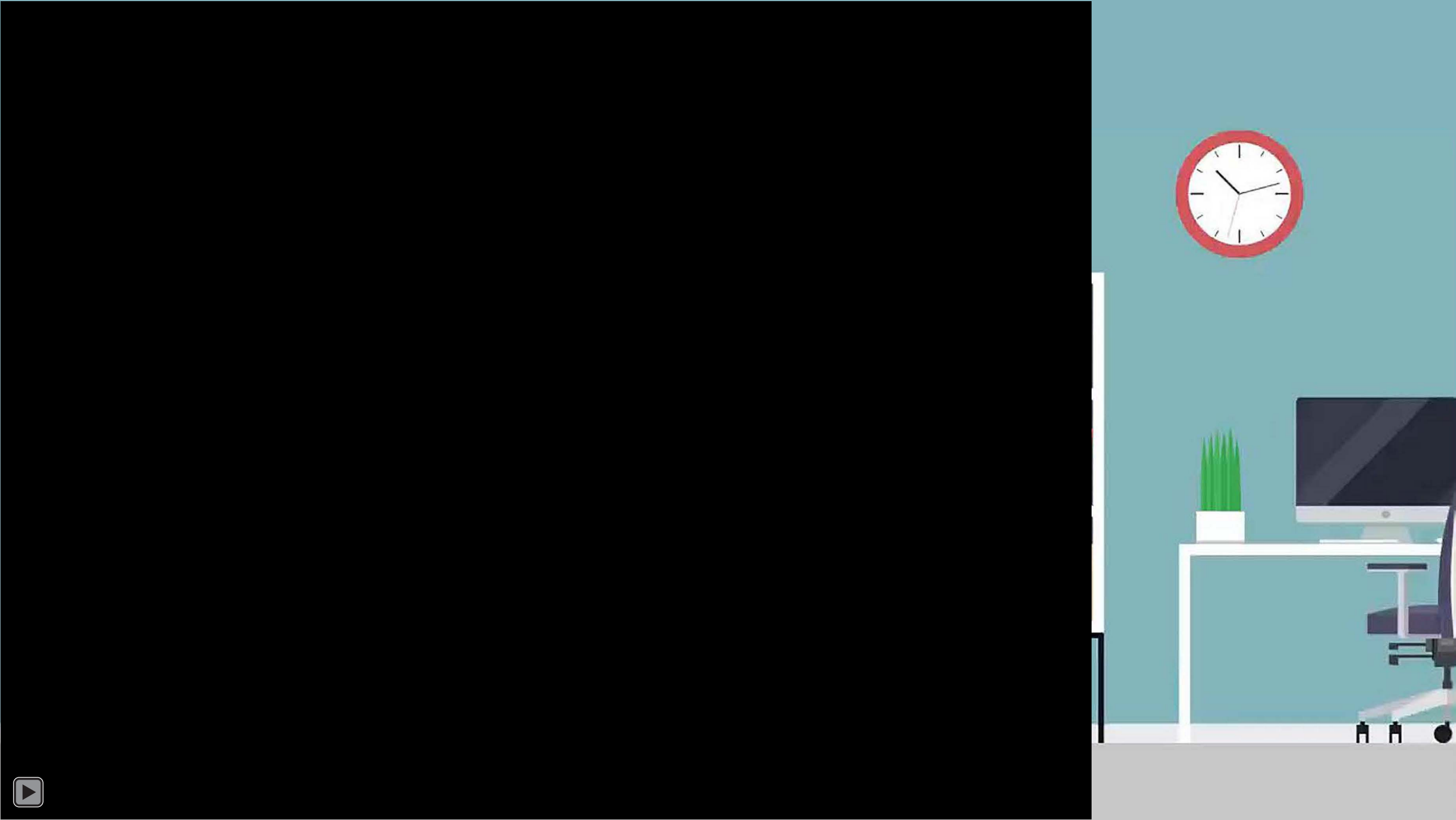
Unload and show clear- Point the weapon in a safe direction, place it on safe and remove the magazine. Lock the slide back, ensuring any chambered rounds are ejected. Visually and physically inspect the chamber to ensure it is empty.

- Controlled pair: two separate sight pictures
- Hammered pair: one sight picture, two rounds immediately ("double tap")
- Failure drill ("Mozambique"): two center mass, one head
- After action: after engagement, check for more targets and over your shoulders, status of your buddies and the rest of the world to avoid tunnel vision, build this into muscle memory!

Eye Dominance

Most Soldiers have a dominant eye, one that is stronger than the other. In order to aim precisely, the Soldiers must use their "dominant eye."

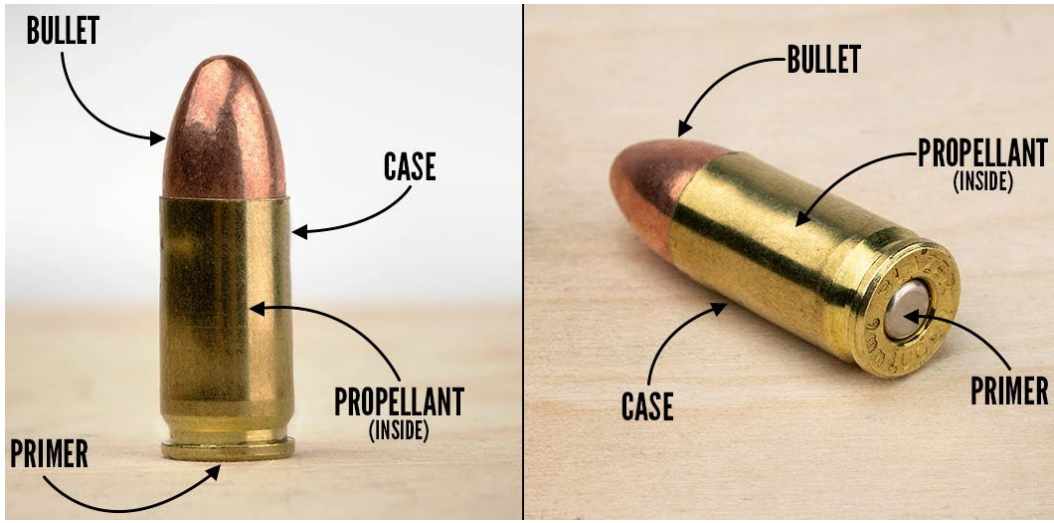




Anatomy of a round

The cartridge case is made of steel, aluminum, or a brass combination (70 percent copper and 30 percent zinc) for military use.

- **Cartridge case.** The cartridge case is a brass, rimless, center-fire case that provides a means to hold the other components of the cartridge.
- **Propellant**. The propellant (or powder) provides the energy to propel the projectile through the barrel and down range towards a target through combustion.
- **Primer**. The primer is a small explosive charge that provides an ignition source for the propellant.
- **Bullet**. The bullet or projectile is the only component that travels to the target.



M17/M18 Cartridge Specs

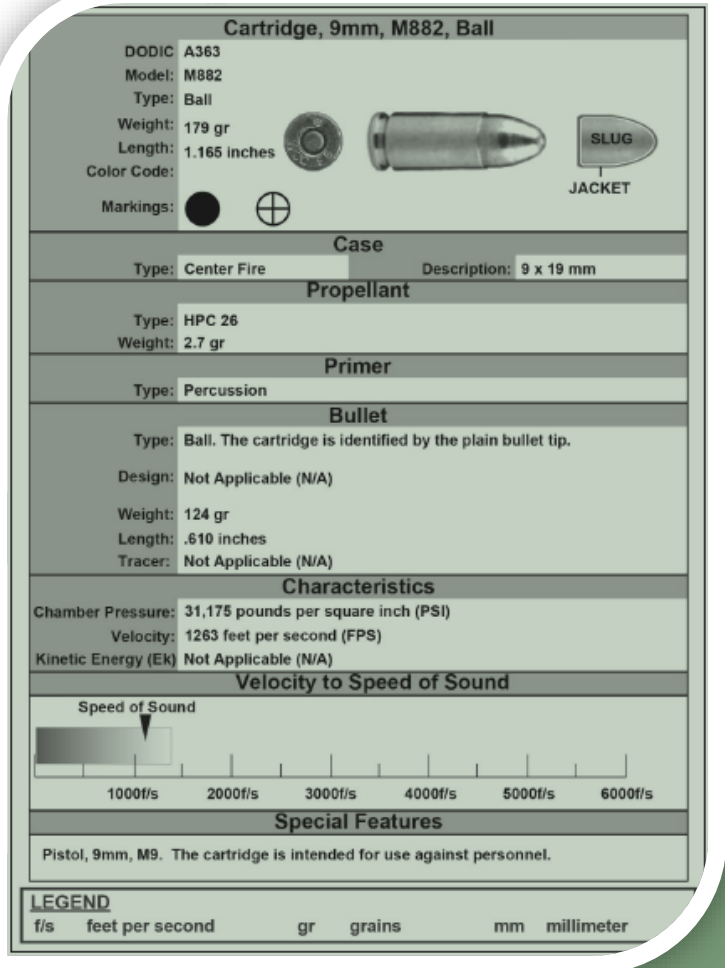
1

Ball
The ball cartridge is intended for use in rifles and carbines against personnel and unarmored targets. The bullet, as designed for general purpose combat and training requirements, normally consists of a metal jacket and a lead slug.

2

Hollow Point
A hollow-point bullet is a type of expanding bullet which expands on impact, causing a more lethal hit without penetrating further than necessary.





M17





M17/M18	
Standard issue M17 with 21-round magazine inserted	
Type	Semi-automatic pistol
Place of origin	United States
Service history	
In service	2017–present
Used by	United States, Denmark
Wars	War in Afghanistan
Production history	
Designer	Tim Butler[1]
Designed	2017
Manufacturer	SIG Sauer, Inc., Newington, New Hampshire, U.S.
Produced	2017–present
No. built	200,000[2][3]
Variants	M18
Specifications	
Mass	M17 834 g (29.4 oz) M18 737 g (26.0 oz)
Length	M17 203 mm (8.0 in) M18 183 mm (7.2 in)
Barrel length	M17 120 mm (4.7 in) M18 98 mm (3.9 in)
Width	35.5 mm (1.40 in)
Height	140 mm (5.5 in)
Cartridge	9mm NATO
Action	Short recoil-operated
Feed system	17 or 21-round box magazine
Sights	self-illuminating iron sights for low-light conditions



GENERAL PARTS OF A HANDGUN

1. Sights
2. Barrel
3. Slide
4. Take Down Lever
5. Slide Catch
6. Trigger
7. Trigger Guard
8. Magazine Release
9. Grip
10. Magazine Well
11. Magazine

VARIANT PARTS OF A HANDGUN

1. Optic Plate
2. External Safety

Pictured: Sig Sauer P320 M17 9MM

Field Strip

M17

Semiautomatic, magazine-fed, recoil-operated, single-action (striker) pistol chambered in 9x19mm NATO

- Automatic striker safety lock
- Ambi safety
- Uses a firing module
- Frame module and slide/barrel can be exchanged
    - Firing module has serial number

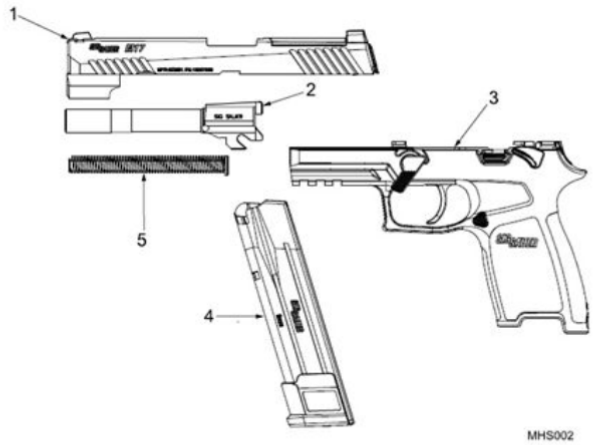


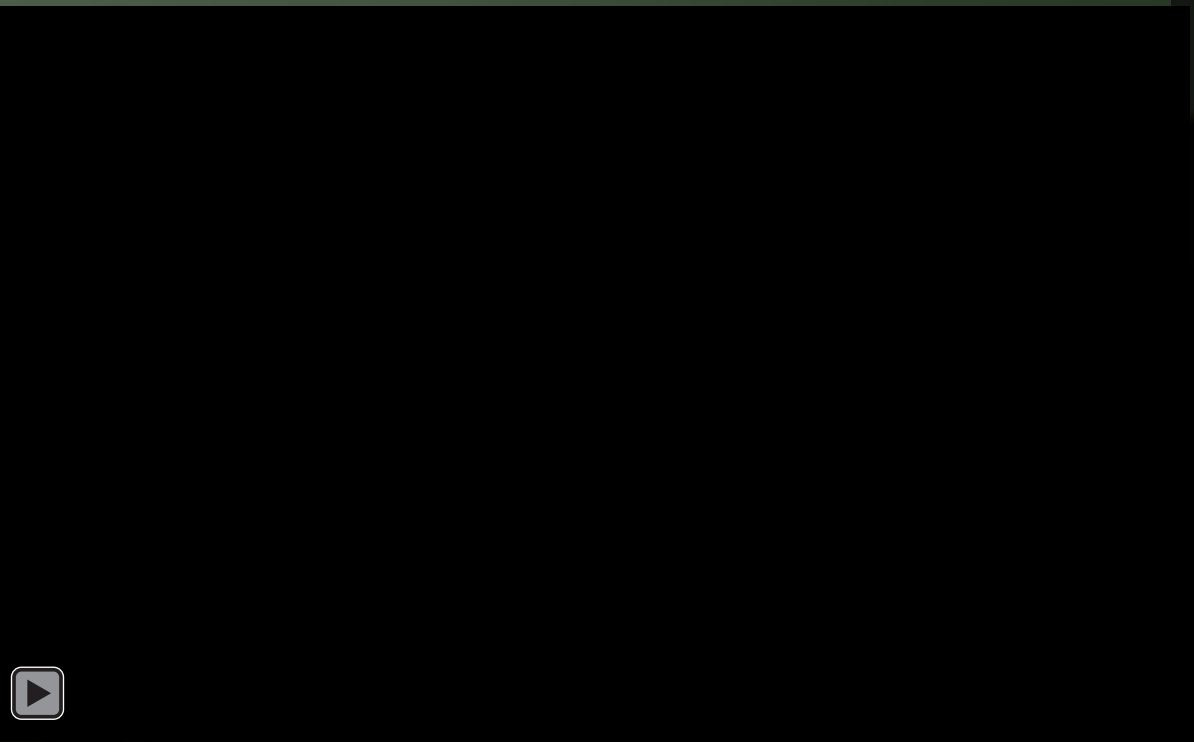
Figure 1. MHS Major Components.

1. **Slide Assembly –** Slide houses striker assembly, extractor, and sights, and energizes striker during recoil cycle.
2. **Barrel –** Houses cartridges for firing and directs projectile.
3. **Receiver/Grip Module Assembly –** Supports all major components. Controls action of pistol through major components. Houses magazine catch assembly.
4. **Magazine –** Holds cartridges in place for feeding.
5. **Recoil Spring Guide Assembly –** Absorbs recoil and returns slide and barrel assembly to forward position.

Cycle of Function

The cycle starts when the rifle is ready with the bolt locked to the rear, the chamber is clear, and the magazine inserted into the magazine well with at least one cartridge. From this state, the cycle executes the sequential phases of the cycle of functioning to fire a round and prepare the weapon for the next round. The phases of the cycle of function in order are:

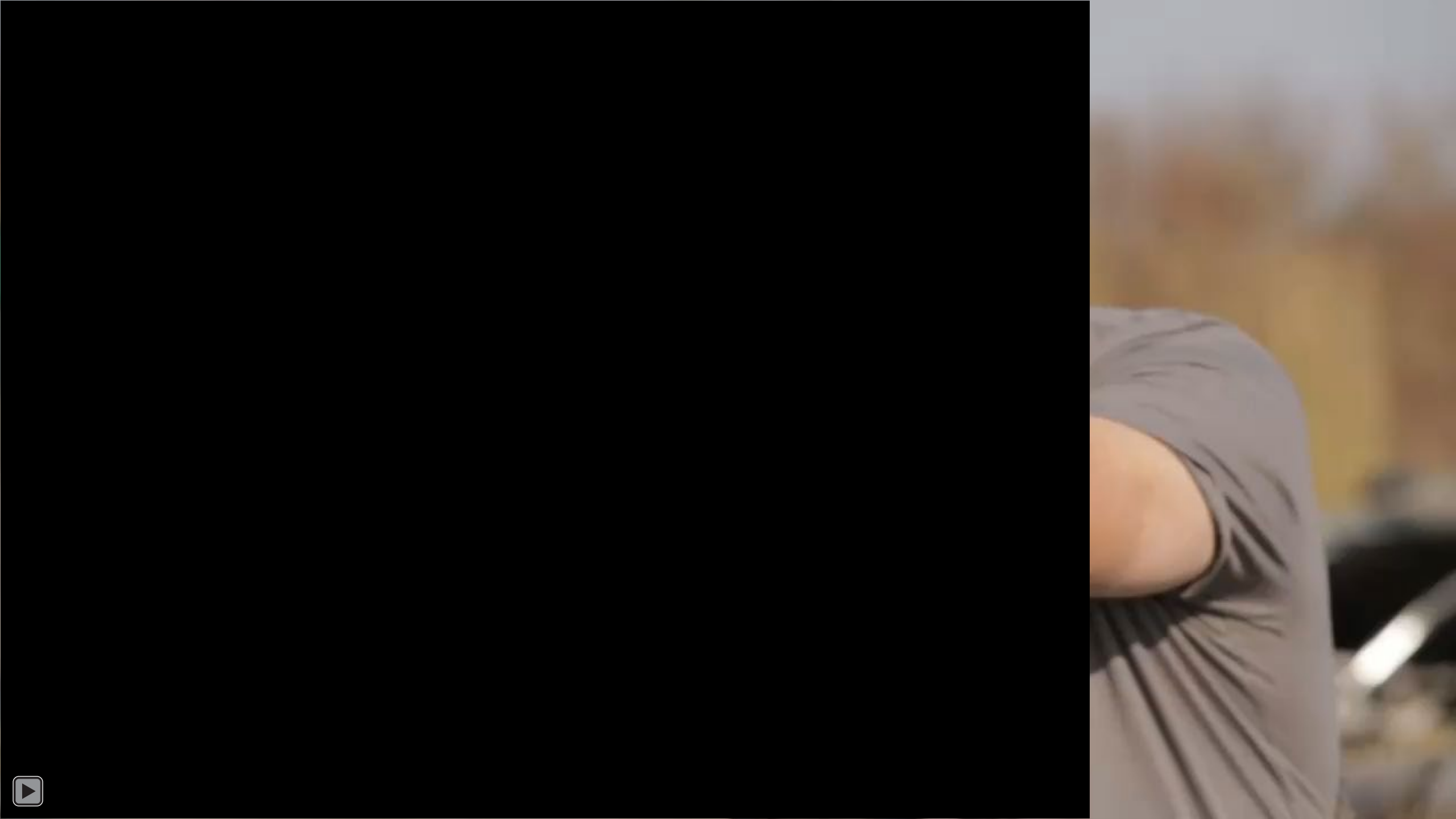
- Feeding
- Chambering
- Locking
- Firing
- Unlocking
- Extracting
- Ejecting
- Cocking



Cleaning







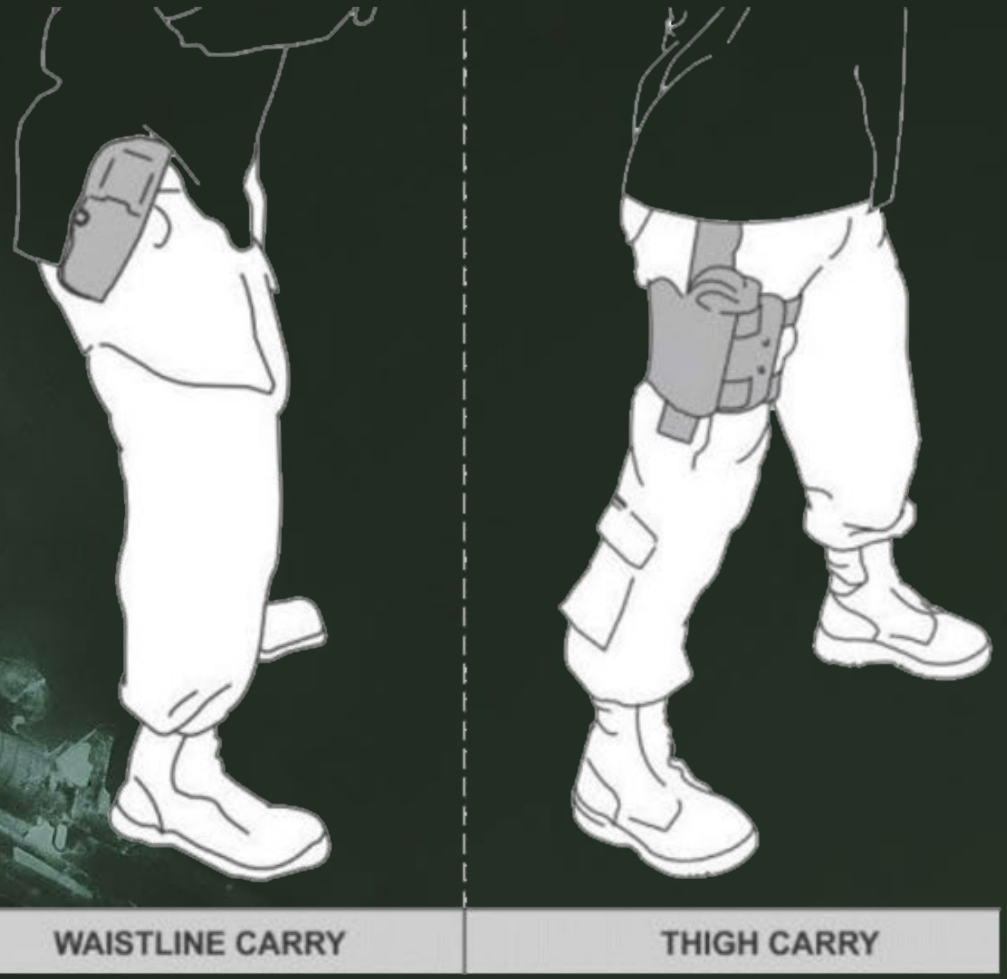
Holsters



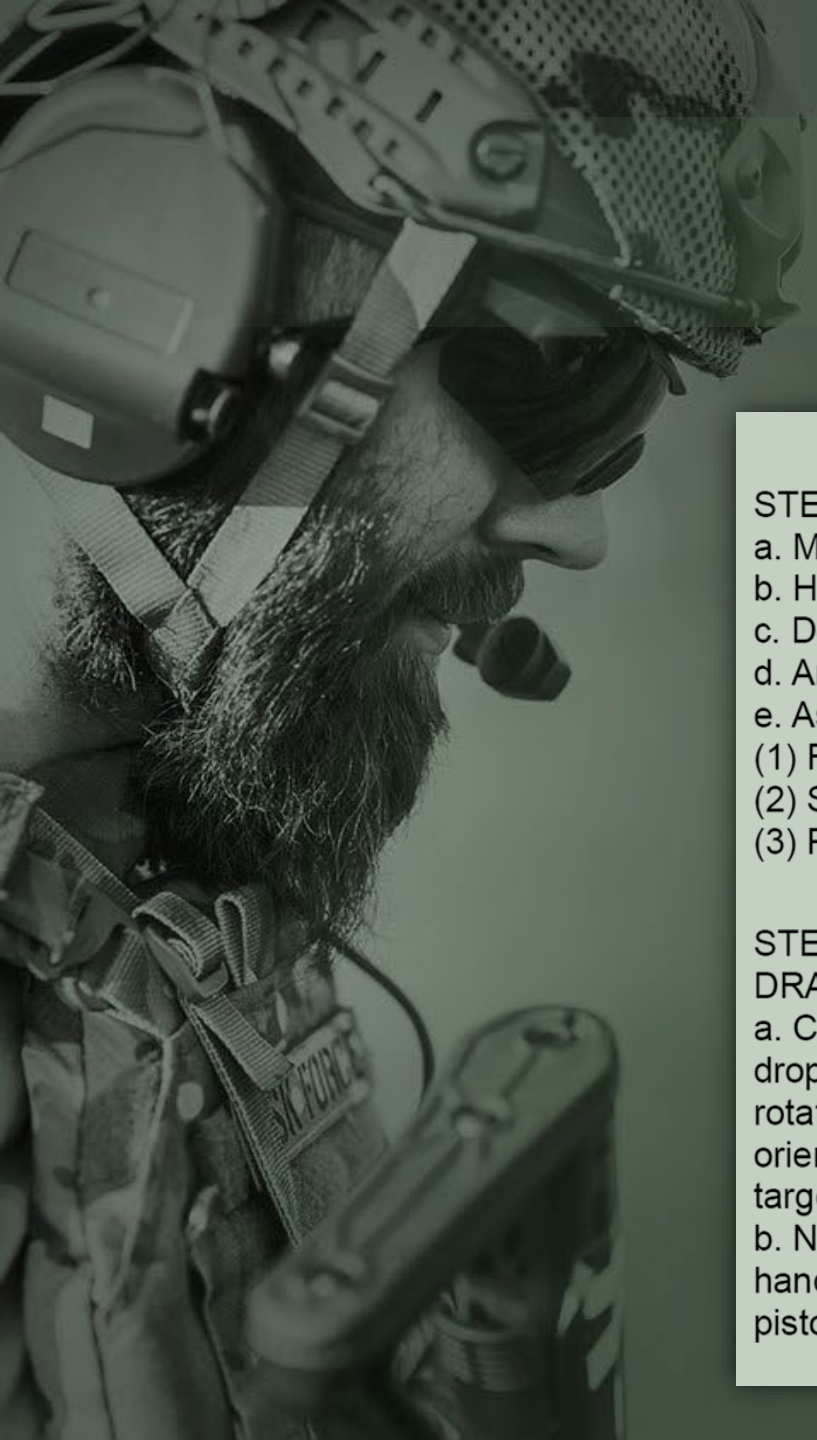
Standard Holster



Low Signature



- Place where your hand naturally falls
- Need full grip while in holster
- Do NOT place too low (especially thigh carry)



Draw

STEP 1: PREPARE TO DRAW
a. Move to pistol.
b. High, firm grip.
c. Defeat holster's retention.
d. Anchor nonfiring hand to body.
e. Assume a correct stance.
(1) Feet about shoulder's width apart.
(2) Slightly bend the knees.
(3) Place weight on balls of the feet.



STEP 2: GRIP/DEFEAT
a. Extract from holster in straight, upward motion.
b. Nonfiring hand anchored to receive the pistol.



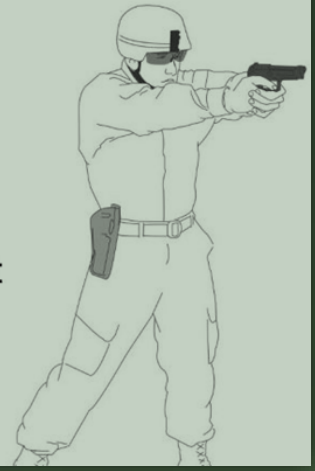
STEP 3: DRAW/ROTATE
a. Clear muzzle, drop elbow, rotate pistol, orient muzzle to target.
b. Nonfiring hand to support pistol.



STEP 4: MEET/GREET
a. Nonfiring hand against trigger guard.
b. Nonfiring heel on open pistol grip space.
c. Firing hand high on grip, finger off trigger.
d. Defeat the safety/decocker.



STEP 5: EXTEND/PREPARE
a. Pistol to sight line.
b. Firing thumb on nonfiring thumb.
c. Lock nonfiring wrist
d. Push out, prep trigger.
e. Finish in shooting stance.





Shot Process

The **shot process** is the basic outline of an individual engagement sequence all firers consider during an engagement, regardless of the weapon employed. The shot process formulates all decisions, calculations, and actions that lead to taking the shot. The shot process may be interrupted at any point before the sear disengaging and firing the weapon should the situation change. The shot process has three distinct phases:

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

Natural Point of Aim



The point where the barrel naturally orients when the shooter's muscles are relaxed and support is achieved. The natural point of aim is built upon the following principles:

- The closer the natural point of aim is to the target, the less muscle support required.
- The more stable the position, the more resistant to recoil it is.
- More of the shooter's body on the ground equals a more stable position.
- More of the shooter's body on the ground equals less mobility for the shooter.

Pre-shot	Position
	Natural Point of Aim
	Sight Alignment / Picture
	Grip & Stance
Shot	Refine Aim
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Grip & Stance

The object is to create solid, consistent platform

- **Stance**: Maintain base of support, center of gravity forward.
- **Grip**: Maintain maximum control. Firm, interlocking grasp with both hands line of recoil, etc.) to enhance support.
- **Recoil management**: Maintain stable firing position and follow through the recoil pulse to mitigate movement during the cycle of function.
- Shot anticipation (flinch, pre-ignition push) disrupts Control
- Reducing or eliminating shot anticipation with good trigger control is often most effective way to Improve shooting results
- High grip on the weapon as possible

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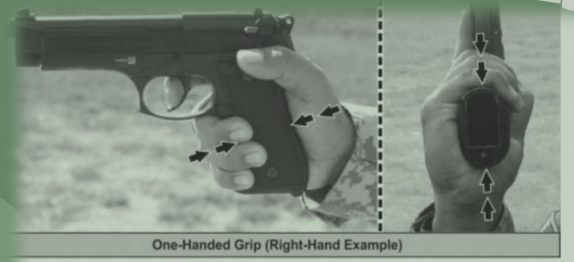
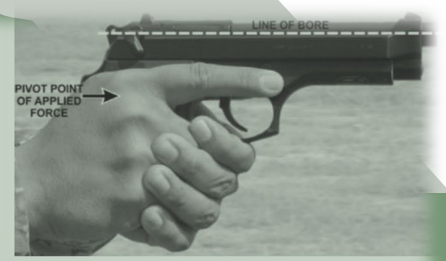
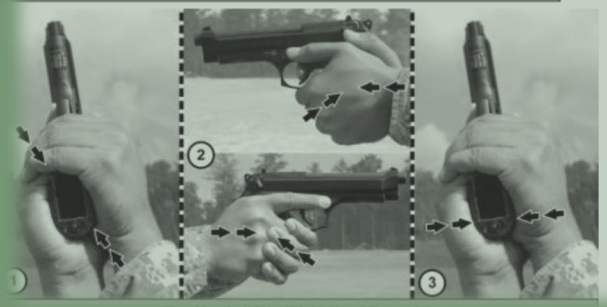
Two-Handed Grip (Right-Hand Example)

1. Thumbs. Place the nonfiring thumb alongside the firing thumb. The firing thumb should sit above the nonfiring thumb. Both thumbs sit parallel to the pistol frame to avoid interfering with the pistol's slide. The thumbs of both hands will generally appear to be stacked on top of each other.
2. Fingers of the nonfiring hand. Firmly close the fingers of nonfiring hand over the fingers of firing hand. Ensure the nonfiring index finger is between the middle finger of the firing hand and the trigger guard.
3. Nonfiring hand. Support hand provides most grip pressure. Grip with nonfiring hand high on the pistol grip, without contacting the slide. Ensure palm of nonfiring hand has full contact with the pistol grip and links perfectly with firing hand.

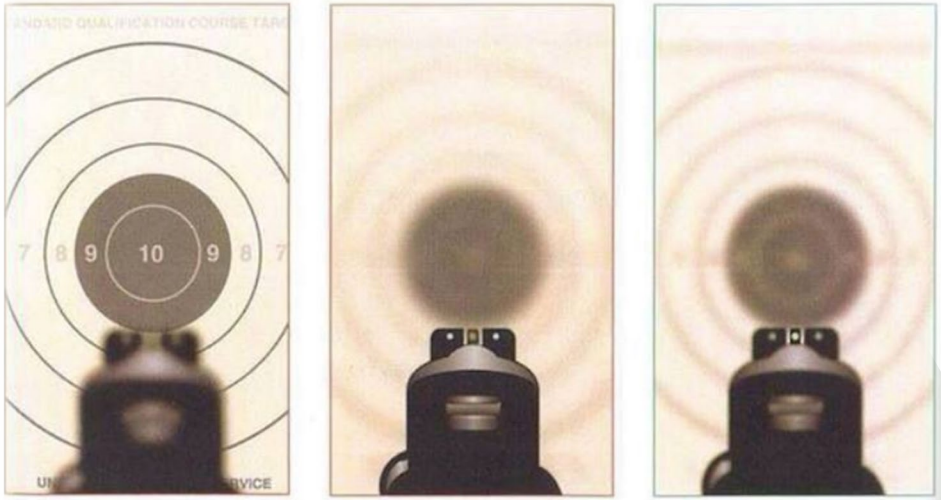


One-Handed Grip (Right-Hand Example)





Sight Alingment



Pre-shot	Position
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Shot	Refine Aim
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Relationship between the aiming device and the firer's eye.

- Bring the sights to your eyes, not your head/eyes to the sights.
- **Iron sight**

  Relationship of front sight, rear sight, and firer's eye
  Maintain by keeping focus on the top of the front sight.
- **Optics**

  Relationship between the reticle and the firer's eye.

  Maintain by ensuring full, centered field of view (no shadow in magnified optics)
- **Pointers/Illuminators/Lasers**

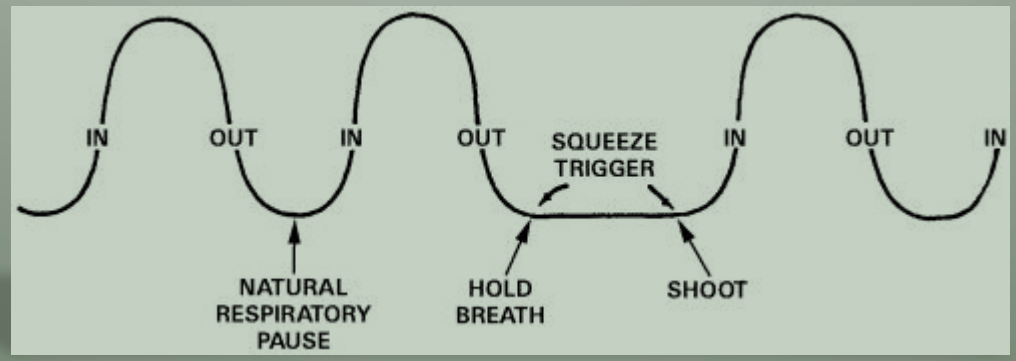
  Relationship between the firer's eye, the

  night vision device placement and focus, and the laser aiming point on the target.

Breathing Control

During the shot process, the shooter controls their breathing to reduce the amount of movement of the weapon

- Breathing induces unavoidable body movement that contribute to wobble or the arc of movement (AM) during the shot process.
- Soldiers cannot completely eliminate all motion during the shot process, but they can significantly reduce its effects through practice and technique. Firing on the natural pause is a common technique used during grouping and zeroing.
- Breath normally, momentarily hold your breath when you are through your exhale cycle to create a stable platform and squeeze the trigger.



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Trigger Control & Follow-Through

Trigger control is the act of firing the weapon while maintaining proper aim and adequate stabilization until the bullet leaves the muzzle. Trigger control and the shooter's position work together to allow the sights to stay on the target long enough for the shooter to fire the weapon and bullet to exit the barrel.

Trigger reset is the part of the trigger return process after firing during which the sear is re-engaged as the trigger is released, allowing for the gun to fire the next round. This allows for a subsequent shot or follow-up shot.

Proper trigger control without disturbing the sights is a critical aspect of Control and the most difficult to master.

Shot anticipation (flinch, pre-ignition push) disrupts Control, reducing or eliminating shot anticipation with good trigger control is often most effective way to improve shooting results.

Trigger finger placement lays naturally across the trigger after achieving a proper, high grip.

No specified point must be used.

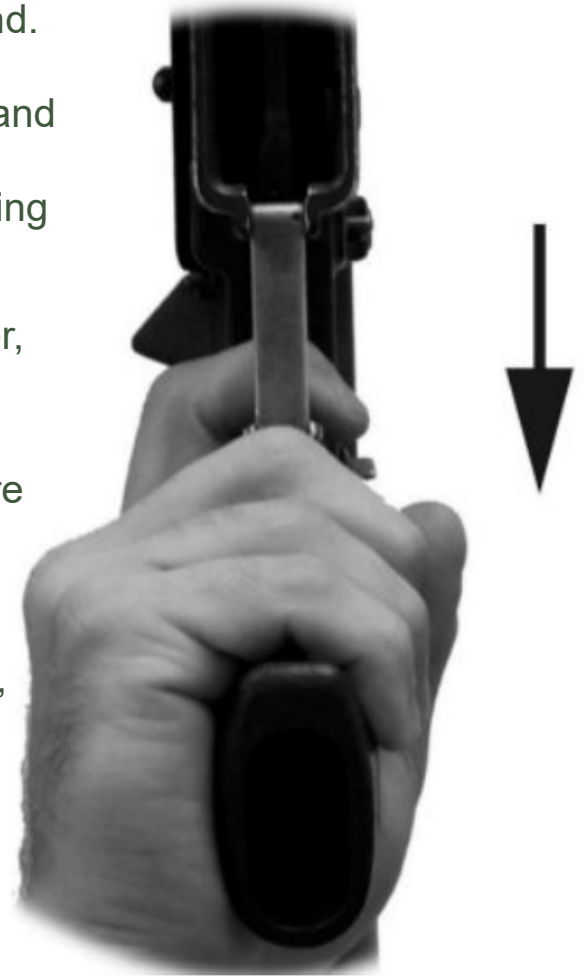
Trigger squeeze/press. Pull in a smooth, consistent manner. Add steady pressure until the weapon fires. Move straight rearward.

Trigger reset. Retain sight focus while resetting the trigger

Follow-through and Call your shot

Follow-through: Continued mental and physical application of the shot process' functional elements. Firer's head stays in contact with the stock, the firing eye remains open,

and the trigger finger holds the trigger back through recoil before resetting trigger for next shot.



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Shot	Refine Aim
	Breathing Control
	Trigger Control
Post-shot	**Follow-through**
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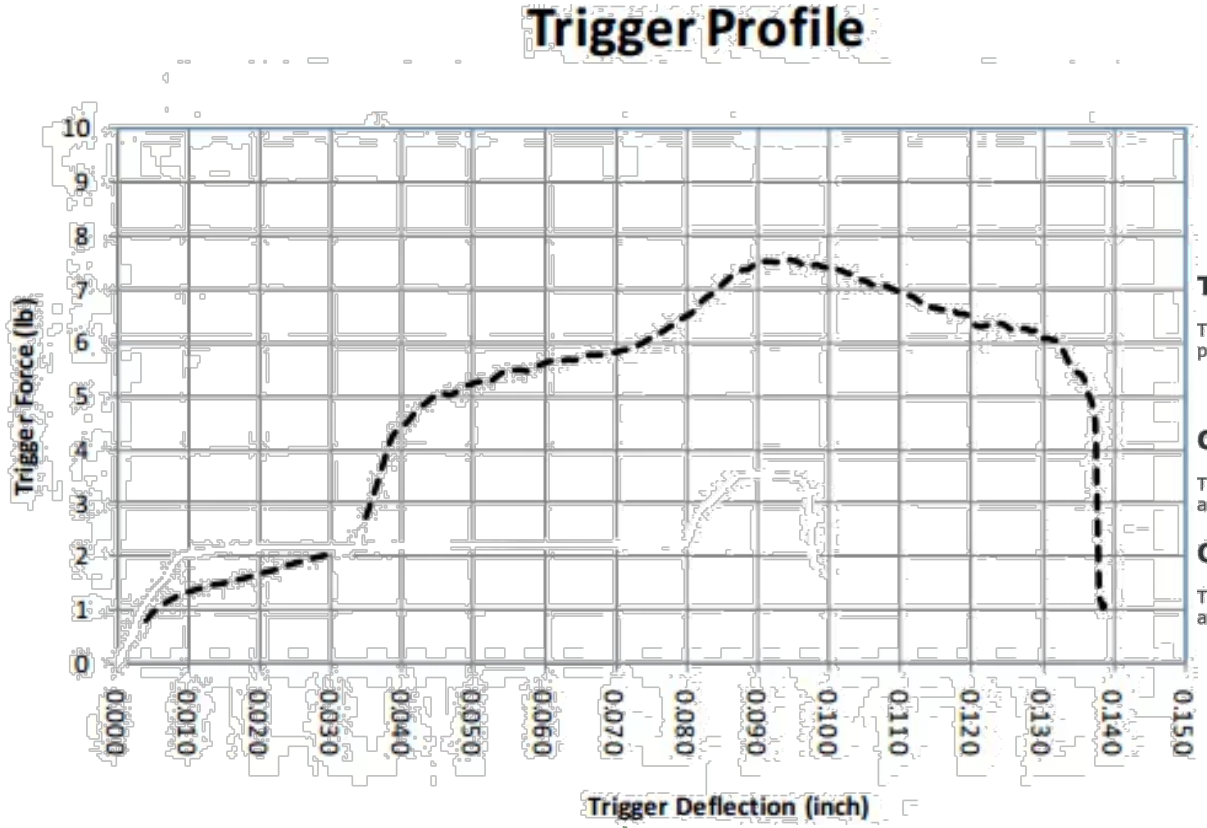
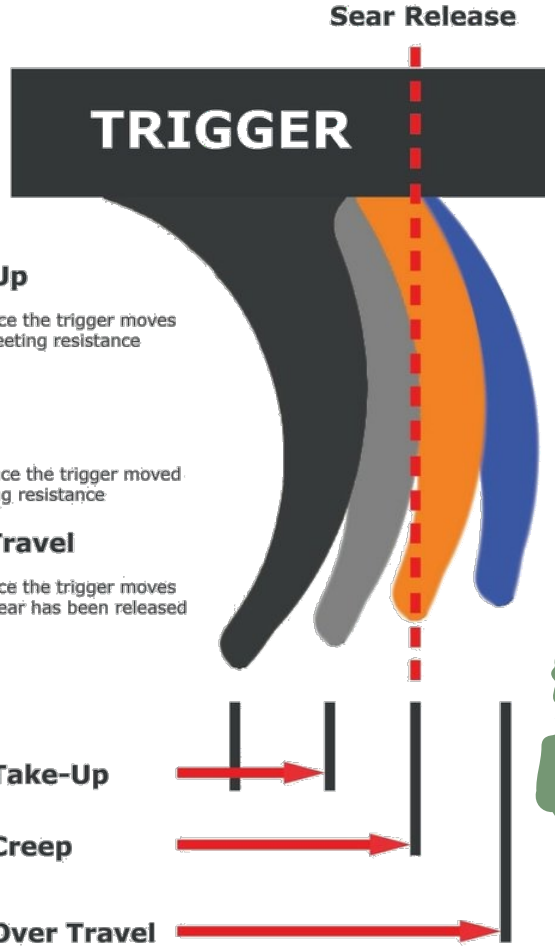
Anatomy of Trigger Pull





Take-Up

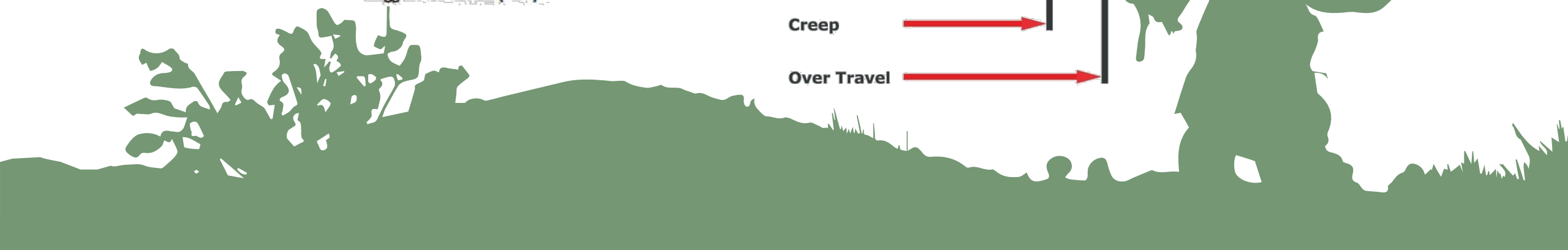
The distance the trigger moves prior to meeting resistance

Creep

This distance the trigger moved after feeling resistance

Over Travel

The distance the trigger moves after the sear has been released



Workspace Managemen

- Spherical area 12 to 18 inch diameter, centered on chin
- Where majority of weapons manipulations take place
- Need access/use of:
  - Safety/Decocker
  - Slide stop
  - Ejection port
  - Magazine catch
  - Magazine well



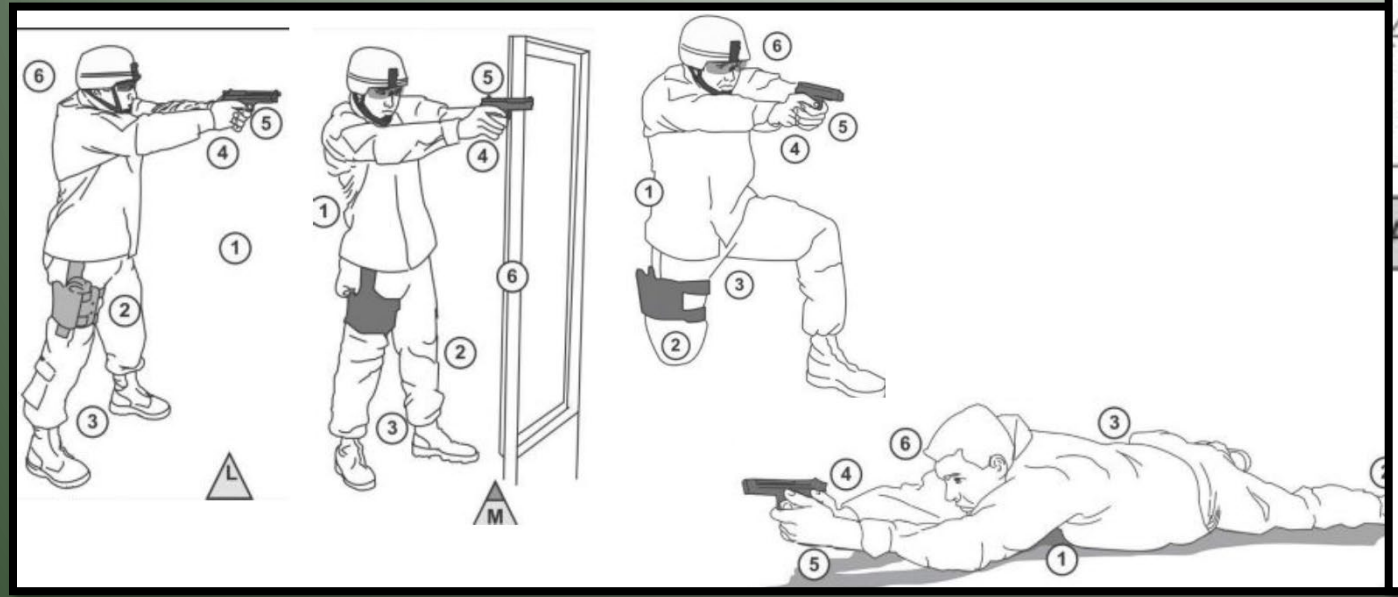
WORKSPACE MANIPULATIONS
Decocking or safety lever manipulation
Slide assembly manipulation
Slide stop manipulation
Magazine catch manipulation
Chamber check

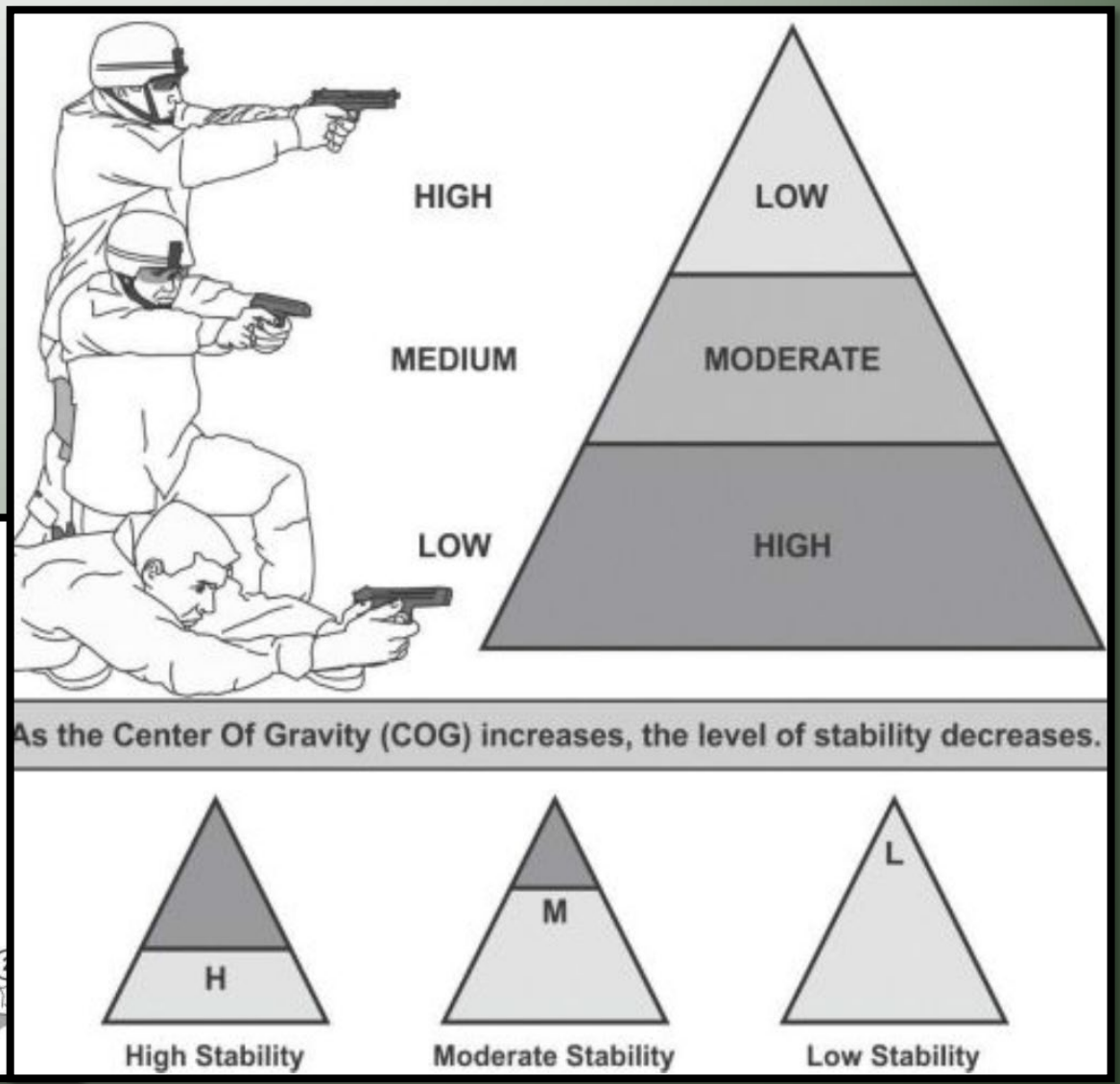
WORKSPACE MANIPULATIONS

- **Decocking or safety lever manipulation.** The ability of the Soldier to change he weapon's status from safe to fire or fire to safe from any position.
- **Slide assembly manipulation.** The ability of the Soldier to smoothly use the lide assembly during operation. This includes any corrective actions to vercome malfunctions, loading, unloading, or clearing procedures.
- **Slide stop manipulation.** The ability of the Soldier to operate the slide stop nechanism on the weapon after shooting.
- **Magazine catch manipulation.** The smooth functioning of the magazine catch luring reloading procedures, clearing procedures, or malfunction corrective ctions.
- **Chamber check.** The sequence the Soldier uses to verify the status of the

Firing & Carry Positions

The nature of combat will not always allow time for a Soldier to get into a particular position. Soldiers need to practice firing in a variety of positions, including appropriate variations.





Reloads

Tactical reloading- performed when there is a lull in the action. “Reloads are planned events; reload when you need to not when you have to." Always attempt to perform this action in a secured area or behind cover. “*TIME, OPPORTUNITY, COVER & AMMUNITION*” When a shooting has occurred perform a tac-reload, at the first “*LULL IN THE ACTION*”. Complete a Tac-reload prior to exiting a room if a shooting has occurred, no more than 3 shooting events Tac-reload regardless.

Tactical reloading process

1. Grasp a fresh magazine, remove it from the furthest mag holder on your gear and move it towards the weapon. Place the fresh magazine next to the seated magazine.

2. Grasp the magazine in the weapon while maintaining control of the fresh magazine. Depress the magazine release button and release the partially used magazine from the weapon.

3. Insert fresh magazine and retain old.

Speed reload- Once there is a break in the fight the operator will perform this procedure while another operator covers him, if possible. Obviously the circumstances will dictate.

Speed load process:

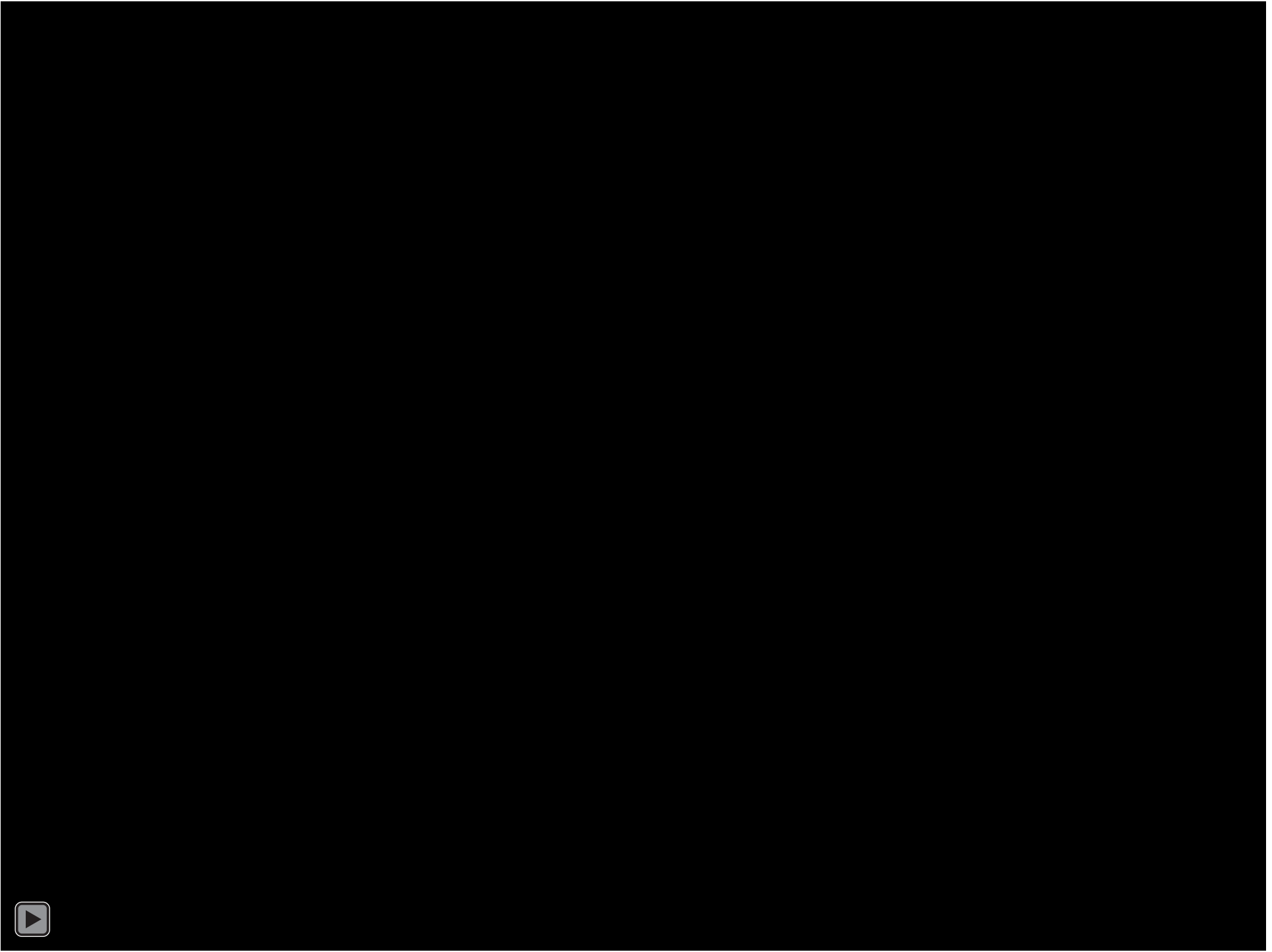
1. Grasp the fresh magazine from the magazine pouch using the proper grasp.

2. Start the fresh magazine towards the weapon simultaneously depressing the magazine release button and dropping the expended magazine onto the ground.

3. Rotate the fresh magazine into the weapon briskly and aggressively seating into the magazine port of the weapon. Give it a tug ensuring that it is locked in the magazine port securely.

4. Slide the support hand straight up the magazine, extend the thumb up and press the slide catch release located on the left-hand side of the weapon or pull the slide back and release without riding it forward.

In one continuous motion slide your support hand up onto the grip and continue the mission.



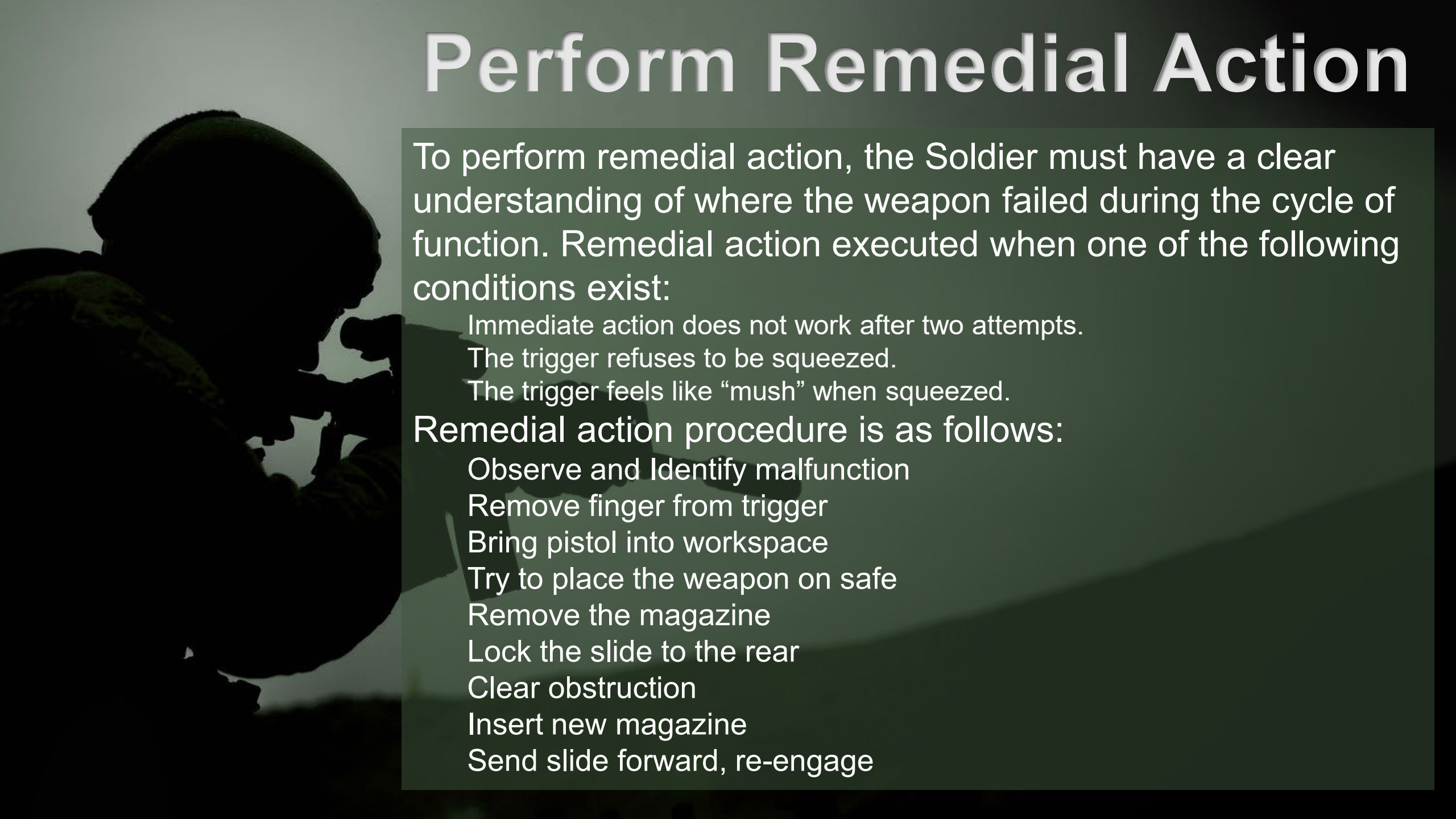
Perform Immediate Action



To perform immediate action, the Soldier instinctively: Tap - Rack - Bang

- Hears the hammer fall with an audible “click.”
- Taps the bottom of the magazine firmly.
- Rapidly pulls the slide and releases to extract / eject the previous cartridge and feed, chamber, and lock a new round.
- Reassess by continuing the shot process (pull trigger).

Note. If a malfunction continues to occur with the same symptoms, the Soldier will remove the magazine and insert a new loaded magazine, then repeat the steps above.



Perform Remedial Action

To perform remedial action, the Soldier must have a clear understanding of where the weapon failed during the cycle of function. Remedial action executed when one of the following conditions exist:

- Immediate action does not work after two attempts.
- The trigger refuses to be squeezed.
- The trigger feels like “mush” when squeezed.

Remedial action procedure is as follows:

- Observe and Identify malfunction
- Remove finger from trigger
- Bring pistol into workspace
- Try to place the weapon on safe
- Remove the magazine
- Lock the slide to the rear
- Clear obstruction
- Insert new magazine
- Send slide forward, re-engage

Correcting Malfunctions

Remedial action is required to correct the following types of malfunctions or symptoms;

- **Double feed** – occurs when a round is chambered and not fired and a subsequent round is being fed without the chamber being clear.

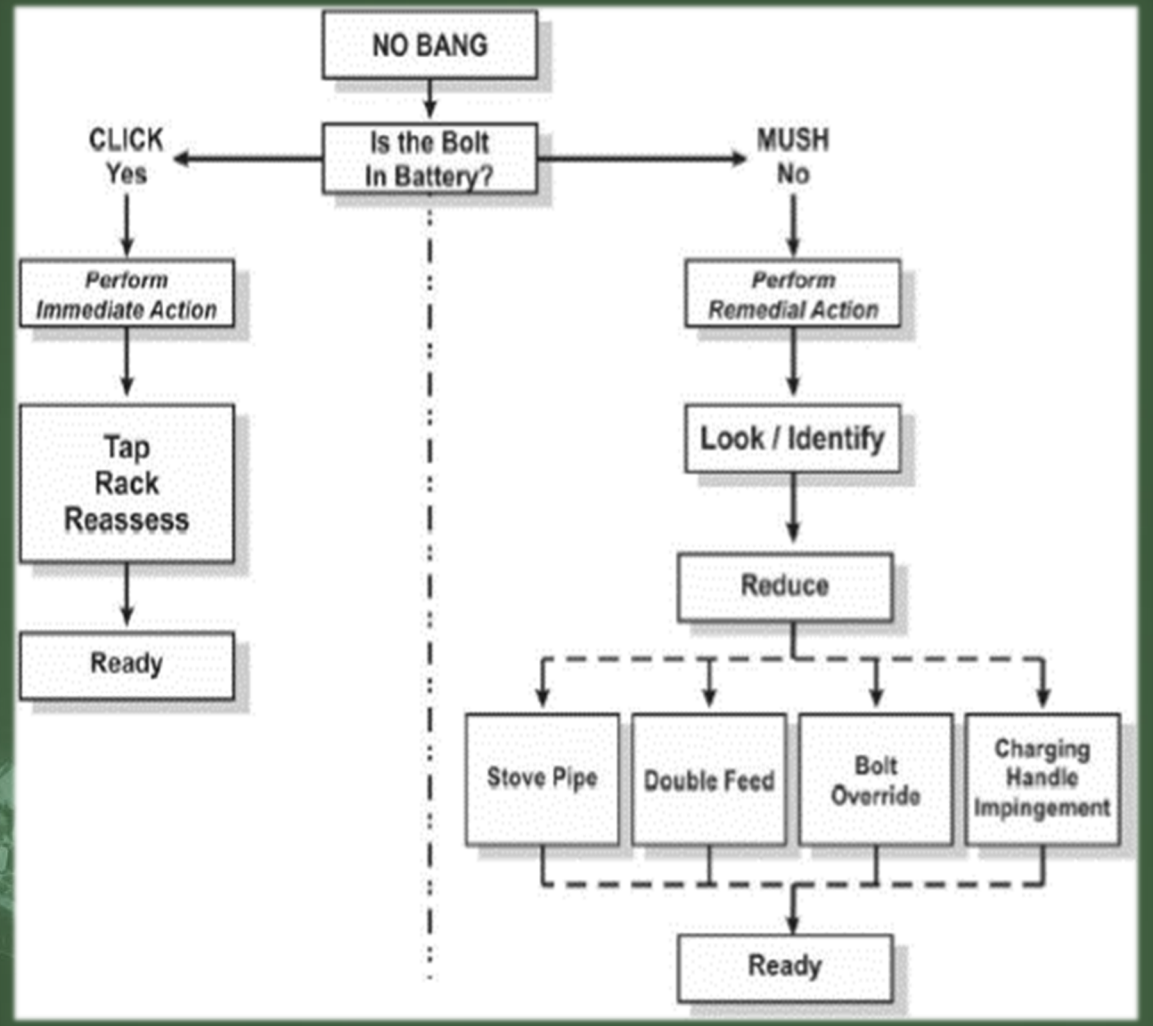
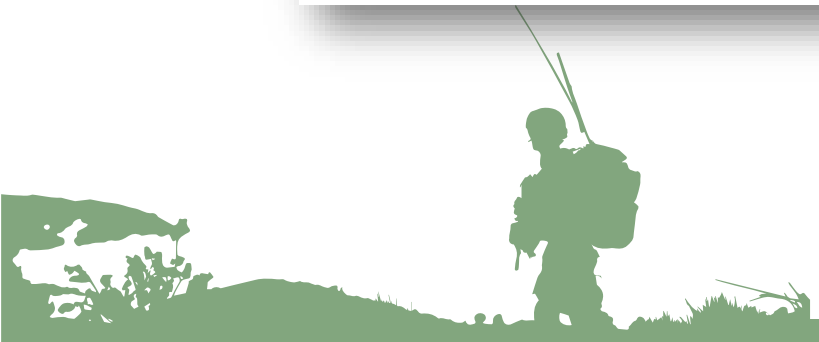


Table D-11. Pistol, Table III, Drills

Task:	Demonstrate proficiency on the functional aspects of the weapon, ammunition, and critical skills necessary to correctly use the M9-, M17-, or M18-series pistol with associated assigned equipment.
Conditions:	Given the following: • Fully mission capable, weapon and equipment as assigned on the master authorization list for the unit. • Checklist of required actions and time standards found in Training Circular (TC) 3-23.35 and associated individual task report described in this section.
Standard:	The Soldier successfully demonstrates proficiency by passing weapons handling, manipulation, and movement tasks listed in the training plan between T-6 and T-week prior to firing any live ammunition.



IWQ - Pistol, Table III

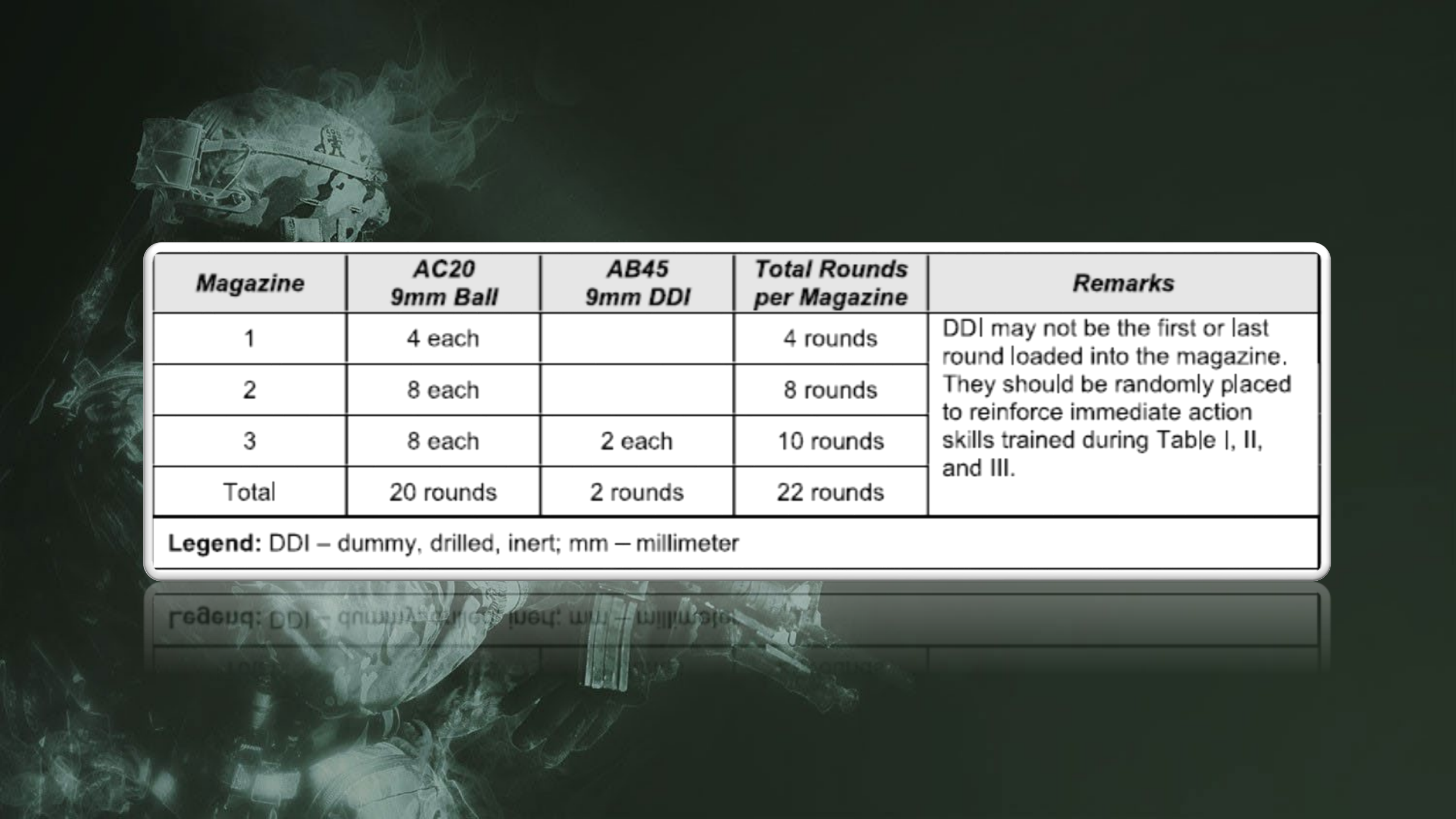
Task	Task Name
1	Precombat checks
2	Load and conduct status check
3	Draw and holster from different firing positions
4	Fight down
5	Fight up
6	Go to prone
7*	Transition from primary weapon to secondary weapon
8	Reload
9	Clear malfunction
10	Unload / show clear

Note. Where the individual task reports are not available on the Army Training Network, the individual task reports for these drills are in a shared folder on Army Knowledge Online. The hyperlink to this folder is in the reference section at the back of this publication in the reference section.

* This drill is only for Soldiers assigned multiple individual weapons or Soldiers assigned a pistol and a crew-served or special purpose weapon.

Table D-14. Pistol, Table IV, Basic (Grouping)

Task:	Demonstrate grouping proficiency with the M9-, M17-, or M18-series pistol.
Conditions:	Given the following: • Fully mission capable weapon, dummy, drilled, inert (DDI) rounds, holster, magazine pouches, and magazines. • Authorized range facility, full-caliber ammunition, and approved targetry.
Standard:	Achieve 75-percent hits (three of four) inside the eight-inch outer ring of the A8 pistol marksmanship target, on 80-percent (four of five) of the shot groups fired.



Magazine	AC20 9mm Ball	AB45 9mm DDI	Total Rounds per Magazine	Remarks
1	4 each		4 rounds	DDI may not be the first or last round loaded into the magazine. They should be randomly placed to reinforce immediate action skills trained during Table I, II, and III.
2	8 each		8 rounds	
3	8 each	2 each	10 rounds	
Total	20 rounds	2 rounds	22 rounds	

Legend: DDI – dummy, drilled, inert; mm – millimeter

Grouping/Validation

Demonstrate basic shooting

- 10 meters, 5 zero targets
- 4 rounds each target, 20 rounds total
- Practice: 4 live rounds, 1 dummy round per mag

Grouping/Validation Standard:

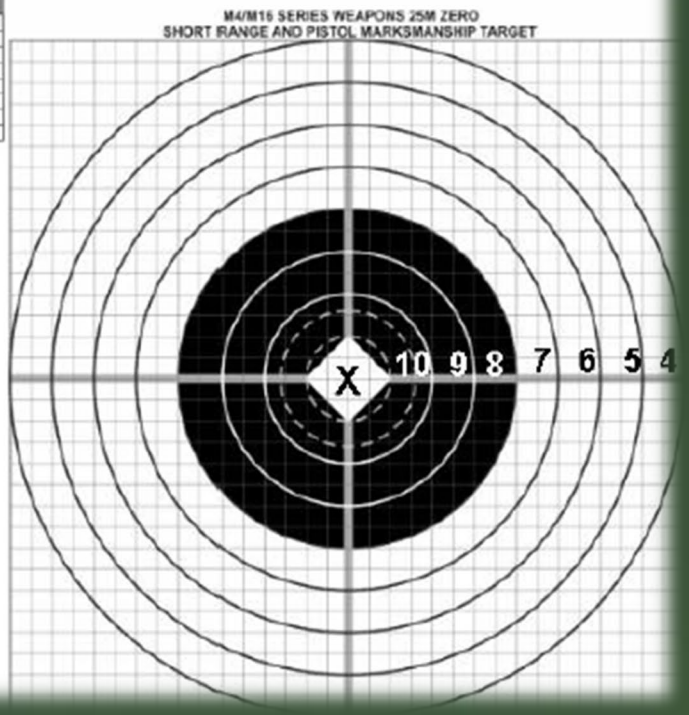
Go: Target has 3 hits (out of 4) inside outer (8-inch) scoring ring

Must receive 4 Go targets

Postal Match

Score all shots on Validation targets for points. See USAR Course of Fire Book.





Grouping/Validation

Demonstrate basic shooting

- 10 meters, 5 zero targets
- 4 rounds each target, 20 rounds total
- Practice: 4 live rounds,

  1 dummy round per mag

Grouping/Validation Standard:

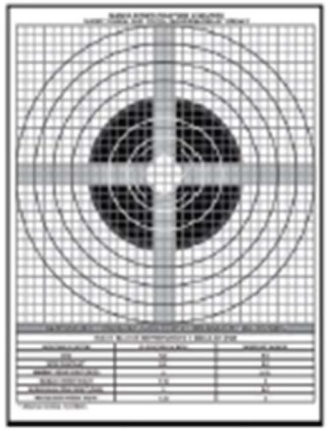
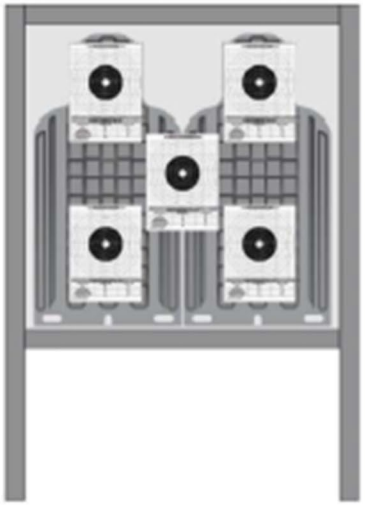
Go: Target has 3 hits (out of 4) inside outer (8-inch) scoring ring

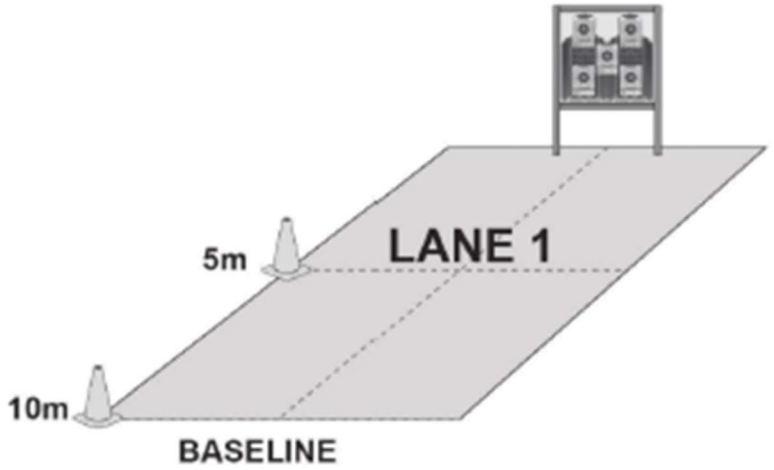
Must receive 4 Go targets

Postal Match

Score all shots on Validation targets for points. See USAR Course of Fire Book.



Pistol, Table IV Targetry	
Authorized Targetry	**Target Placement Layout**
 A8, target, zero: M4- / M16-series weapons 25m zero, short range, and pistol marksmanship target NSN 6920-01-660-9191	 5 targets each are placed on the target frame. Units should clearly identify the engagement number for each four-round grouping (shown as 1 through 5 above).



Legend: m – meter, NSN – national stock number

IWQ - Pistol, Table IV

10M grouping

- The goal of the grouping exercise is for the shooter to fire tight shot groups and consistently place those groups in the same location. Tight, consistently placed shot groups show that the firer is applying proper aiming and smooth trigger control before starting the zeroing process. The firer should not start the zeroing process until they have demonstrated their ability to group well.

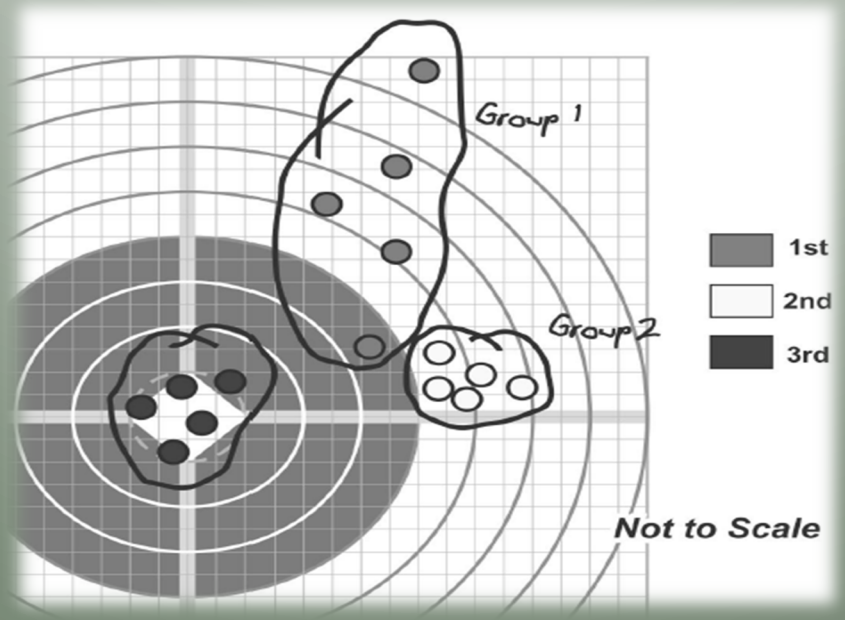


Table D-19. Pistol, Table IV, firing sequence example

Sequence / Magazines	*AC20 9mm Ball*	*AB45 9mm DDI*	*Target*	*Target Types*
1 4-round	4 each		1	A8
2	4 each		2	A8
8 round	4 each		3	A8
3	4 each	2 each	4	A8
10 round	4 each		5	A8
Note: The 10-round magazine includes eight each AC20 and two each AB45 randomly placed DDI. The two DDI may not be the first or last rounds loaded in the magazine.				
Legend: DDI – dummy, drilled, insert; mm – millimeter				

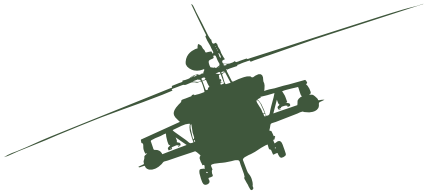
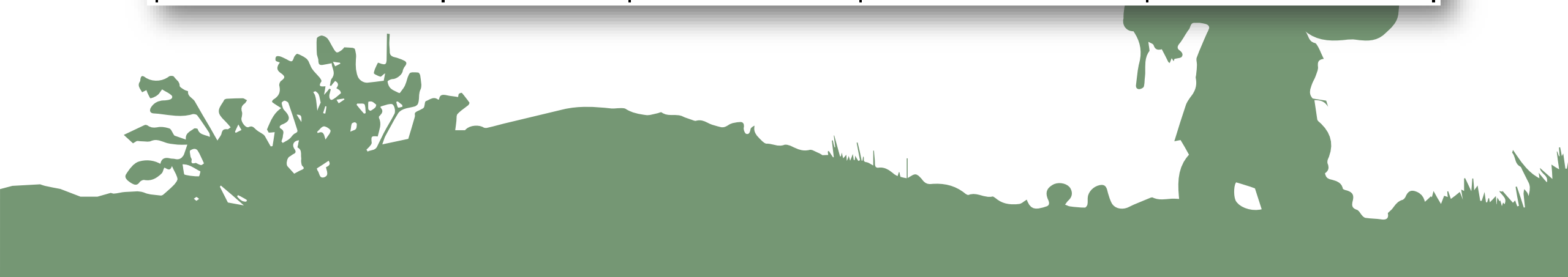


Table D-40, Pistol, Table VI, Qualification

Task:	Engage and defeat single and multiple stationary threats at varying ranges during day and limited visibility conditions while stationary or moving, using ball ammunition.
Conditions:	Given the following: • Fully mission capable weapon as assigned on the master authorization list for the unit. • Full combat uniform, issued equipment, and protective mask (if assigned). • Authorized range facility. • Full-scale, approved targetry in standard scenario sequence. • Authorized ammunition.
Standard:	Demonstrate engagement proficiency by hitting 70 percent (21 of 30) of all presented targets in the time allotted.

Table D-43. Pistol Table VI, Qualification ammunition breakdown

Phase	*Targets*	*Rounds per Target*	*Ammunition Breakdown*	
			Magazines	*Rounds per Magazine*
Standing	10	1	1	10
Kneeling	10	1	1	10
Moving	10	1	1	10

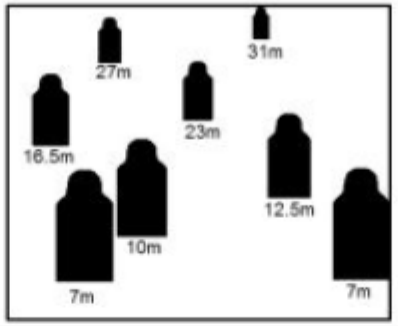


Qualification

Task / Position	Targets	Rounds per Target	Ammunition Breakdown	
			Magazines	Rounds per Magazine
1 / Standing	10	1	1	10
2 / Kneeling	10	1	1	10
3 / Moving	10	1	1	10

- Targets presented in single and double target arrays
- Single targets exposed 3 seconds
- Double targets exposed for 5 seconds
- Ten second transition at the end of each phase to reload and change position

Engagement 1 through 9 – Day, Standing, 1 Magazine (10-rounds)



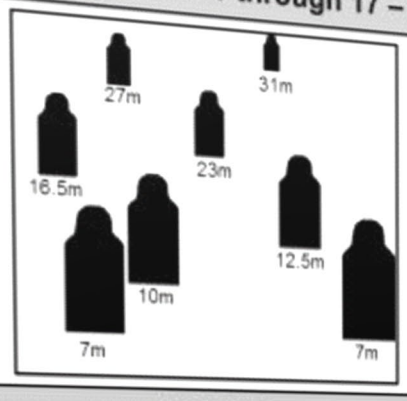
Engagement	Target	Target Type
1 through 9	E-1	Point
Rounds	**DODIC**	**Time (Seconds)**
1 magazine 10 rounds	AA49	29

TOWER		SOLDIER ACTION
RED STATUS	FIRERS, ONE TEN ROUND MAGAZINE MAKE READY!	Soldier draws pistol and loads one 10-round magazine, ensuring weapon is on safe, and remains at the ready.
Alert	FIRERS	
Target Description	MULTIPLE ENEMY TROOPS	Soldier moves the weapon from safe to fire.
Direction	FRONT	
Range	CLOSE QUARTERS	Soldier aims center of visible mass of the target when presented.
Method	NEAR TO FAR	
Control	WEAPONS FREE! WEAPONS FREE!	
Execution	ENGAGE UPON POSITIVE IDENTIFICATION	Soldier acquires, prioritizes, and engages targets with one round per target. If a malfunction occurs, firer clears the malfunction and continues until the task is complete.

TOWER AWAITS COMPLETION OF ENGAGEMENT 1 THROUGH 9 AND THEN PROCEEDS

Note: There is a 2 second delay between all target engagements throughout this task.

Engagement 10 through 17 – Day, Kneeling, 1 Magazine (10-rounds)

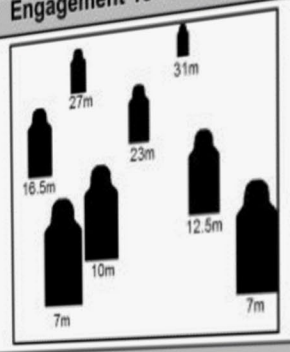


Engagement	Target	Target Type
10 through 17	E-1	Point
Rounds	**DODIC**	**Time (Seconds)**
1 magazine, 10 rounds	AA49	29

TOWER		SOLDIER ACTION
Control	RELOAD FIGHT DOWN	The Soldier conducts an emergency reload and assumes the kneeling position and prepares to engage. Soldier acquires, prioritizes, and engages targets.
TOWER AWAITS COMPLETION OF TASK 10 THROUGH 17 AND THEN PROCEEDS		

Note: There is a 2 sec delay between all target engagements throughout this table.

Engagement 18 through 23 – Day, Moving, 1 Magazine (10-rounds)



Engagement	Target	Target Type
18 through 23	E-1	Point
Rounds	**DODIC**	**Time (Seconds)**
1 magazine, 10 rounds	AA49	29

TOWER		SOLDIER ACTION
Control	RELOAD FIGHT UP	The Soldier conducts an emergency reload and assumes the standing position and prepares to move out.
TOWER AWAITS THE END OF THE 10 SECOND TRANSITION DELAY AND THEN PROCEEDS		
Control	MOVE OUT	Soldier moves out and acquires, prioritizes, and engages targets.
TOWER AWAITS COMPLETION OF TASK 18 through 23 AND THEN PROCEEDS		

Note: There is a 2 sec delay between all target engagements throughout this table.

Number of Hits	Percentage of Hits	Qualification Rating
27 to 30	90 to 100 %	EXPERT
24 to 26	80 to 89%	SHARPSHOOTER
21 to 23	70 to 79%	MARKSMAN
<21	<70%	UNQUALIFIED

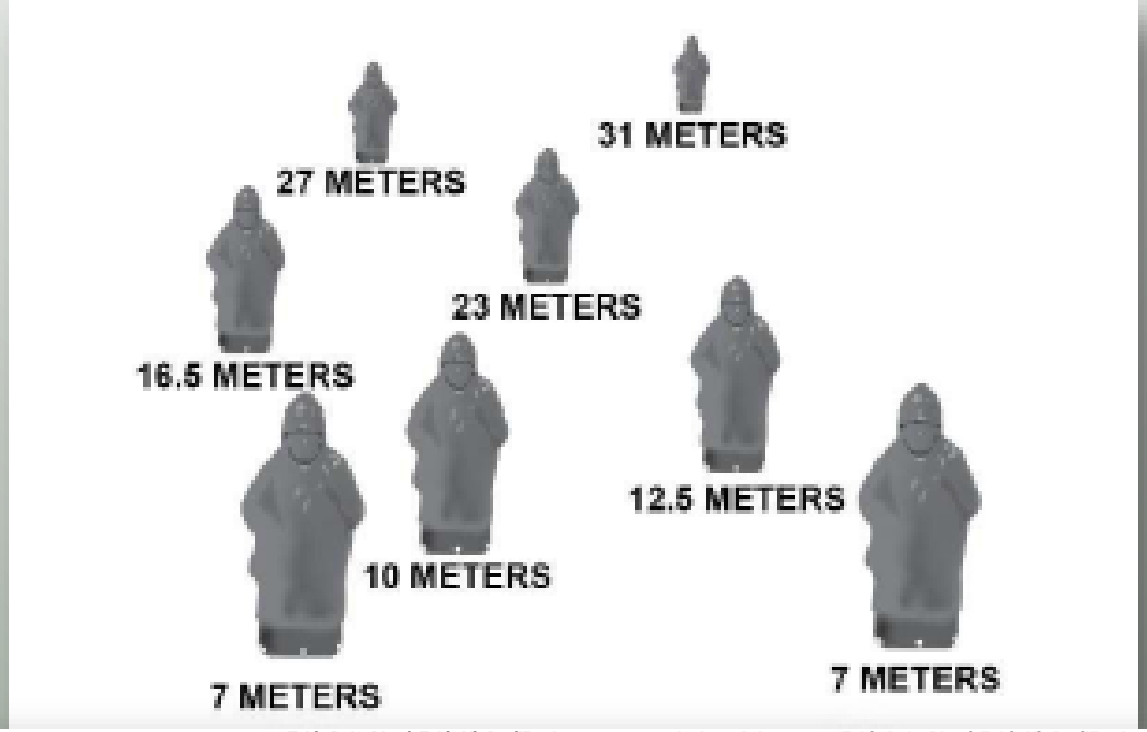


Table D-45, Pistol, Table VI, Qualification target engagement sequence

Table VI, Practice, Engagements 1 through 9, Standing, Baseline			
Engagement	*Target Type*	*Range (meters)*	*Exposure Time (seconds)*
1	E-type	7 LEFT	5
2	E-type	12.5	5
3	E-type	23	5
4	E-type	31	5
5	E-type	10	5
6	E-type	16.5	5
7	E-type	27	5
8	E-type	7 RIGHT	5
9	E-type	10	8
	E-type	12.5	

Note: There is a 2-second delay between all target engagements throughout this table.
At the end of the engagement 9, a 10-second delay is integrated for magazine change.

Table D-46, Pistol, Table VI, Qualification, engagement 10 through 17 sequence

Table VI, Practice, Engagements 10 through 17, Kneeling, Baseline			
Engagement	*Target Type*	*Range (meters)*	*Exposure Time (seconds)*
10	E-type	23	5
11	E-type	31	5
12	E-type	16.5	5
13	E-type	27	5
14	E-type	7 RIGHT	8
	E-type	10	
15	E-type	12.5	5
16	E-type	23	5
17	E-type	16.5	8
	E-type	12.5	

Note: There is a 2-second delay between all target engagements throughout this table.
At the end of the engagement 17, a 10-second delay is integrated for magazine change.

Table D-47, Pistol, Table VI, Qualification, engagement 18 through 23 sequence

Table VI, Practice, Engagements 18 through 23, Moving, Footpath			
Engagement	*Target Type*	*Range (meters)*	*Exposure Time (seconds)*
18	E-type	7 LEFT	8
	E-type	7 RIGHT	
19	E-type	10	8
	E-type	12.5	
20	E-type	16.5	8
	E-type	23	
21	E-type	23	8
	E-type	27	
22	E-type	27	5
23	E-type	31	5

Note: There is a 2-second delay between all target engagements throughout this table.

Number of Hits	Percentage of Hits	Qualification Rating
27 to 30	90 to 100 %	EXPERT
24 to 26	80 to 89%	SHARPSHOOTER
21 to 23	70 to 79%	MARKSMAN
<21	<70%	UNQUALIFIED


6

Kahoot!

- M17 PMI Test

References

- TC 3-20.40
- TC 3-23.35