



EXTENDED RANGE PATROL RIFLE

Designated Patrol Marksman
Qualification

RANGE MANUAL

Developed by



**Massachusetts Law Enforcement
Firearms Instructors & Armorers Association**

EXTENDED RANGE PATROL RIFLE

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Range Criteria:

- Capability to handle rifle fire at distances out to 200 yards
- Up to 20 firing points
- Safe backstop and berm
- Targets and target stands
- Classroom facility highly desired

Day 1 Classroom (~2 hours) – see lesson plan

LIVE FIRE PROGRAM

RANGE

Day 1

Safety:

Officers will load the first magazine upon command of the range officer. From this point on the firing line will be “Hot’.

Officers moving from one shooting position to the next will move with the safety ON.

If movement is needed from one firing distance to another, officers will ensure the weapon is on safe, and the muzzle is pointed down range, or slung in the Sul position.

After all firing has completed, officers will show clear and empty weapons.

Course of Fire Administration:

Officers are responsible to clear all malfunctions. If they have cover, they are expected to use it to their best advantage to get their weapon up and running. Transitions to their service pistol are not expected when engaging targets at 50+ yards (however they should have a game plan if their rifle goes out of service).

Rounds not fired due to malfunction or operator error can be made up on the following stage.

Range alibis or re-fire of a stage will be at the discretion of the range officer.

Review any Range Safety protocols specific to this range

Check Zero – 100 yds – 15 rounds

Target: Bullseye / Paper plate

Purpose: to allow students to confirm the settings on their optic/sights which may have changed during transit.

Shooters will be offered the opportunity to check the zero on their sights/optics.

Number the targets. Spotting scopes/binoculars will be useful to keep this from dragging out.

Shooters who are not prepared may be asked to withdraw if they are holding up the class.

LUNCH BREAK – 45 minutes

Proficiency Evaluation – ERPR-001 25 rounds Target: MPTC Q (IALEFI-QP)

Purpose: to allow the staff instructors to evaluate each student's abilities and equipment

25 rounds loaded into 2 magazines. Load magazine #1 on command of range officer. Keep magazine #2 readily available. The following situations will result in the individual officer not successfully passing the course:

- Violation of Safety Rules
- Inability to hit specified areas of the target
- Inability to fire each stage within specified time limits
- Inability to perform techniques in a safe manner
- Less than 20 hits within designated scoring area of target

Stage 1 50 Yards 20 seconds Standing Position - using barricade as cover.

3 rounds Strong side barricade (*rectangle*)

3 rounds Support side barricade

6 rounds total in 20 seconds

Stage 2 50 Yards 10 seconds Standing to Kneeling Position -

3 rounds 10 Seconds (*rectangle*)

Stage 3 50 Yards 10 seconds Standing to Prone Position -

3 rounds 10 seconds (*circle*)

Stage 4 100 Yards 20 seconds Standing/Kneeling Position -

2 rounds Standing (*rectangle*)

2 rounds Kneeling (*rectangle*)

4 rounds total – 20 seconds

Stage 5 100 Yards 15 seconds Standing to Kneeling Position -

4 rounds Kneeling (*rectangle*)

Stage 6 100 yards 25 seconds Standing to Prone (supported) Position-

5 rounds 25 seconds (*circle*)

SCORING: 100% = 8 HITS IN CIRCLE & 17 HITS IN THE RECTANGLE

Course Objective: This static course of fire is designed to provide a vehicle for staff instructors to evaluate the individual officer's abilities and equipment selection for this course. Student officers will be expected to demonstrate safe weapon handling and manipulation, ammunition management, and positional shooting skills. The officer will be required to move from one firing position to another under the constraints of time. Officers will also be required to place rounds into specific areas of the target as directed by the instructor. ***Student officers presenting a safety hazard or not demonstrating a level of proficiency which would allow them to progress with the class may be cut at this time.***

Positional Shooting Drills Using Cover

Target: 9 inch bulls-eye or paper plate

Rounds: 120

Stress accuracy with the proper use of cover. Range officers shall correct any shooter who is not using cover to their best advantage.

If shooter encounters a malfunction, they should get behind cover and fix it. These distances are probably too far to be considering transitioning to their service pistol

50 Yards

Supported Offhand – 50 yds – 5 rounds then 5 more rounds using cover properly

Supported Kneeling – 50 yds – 5 rounds then 5 more rounds using cover properly

Supported Prone – 50 yds – 5 rounds then 5 more rounds using cover properly

Unsupported Prone – 50 yds – 5 rounds then 5 more rounds using cover properly

Rotate next relay up to the line and 1st relay will reload magazines

100 Yards

Supported Offhand – 100 yds – 5 rounds then 5 more rounds using cover properly

Supported Kneeling – 100 yds – 5 rounds then 5 more rounds using cover properly

Supported Prone – 100 yds – 5 rounds then 5 more rounds using cover properly

Unsupported Prone – 100 yds – 5 rounds then 5 more rounds using cover properly

Rotate next relay up to the line and 1st relay will reload magazines

150 Yards

Supported Offhand – 150 yds – 5 rounds then 5 more rounds using cover properly

Supported Kneeling – 150 yds – 5 rounds then 5 more rounds using cover properly

Supported Prone – 150 yds – 5 rounds then 5 more rounds using cover properly

Unsupported Prone – 150 yds – 5 rounds then 5 more rounds using cover properly

Rotate next relay up to the line

Police range and secure target stands.

Survey for injuries or equipment issues

Debrief

Dismissal

End of 1st day

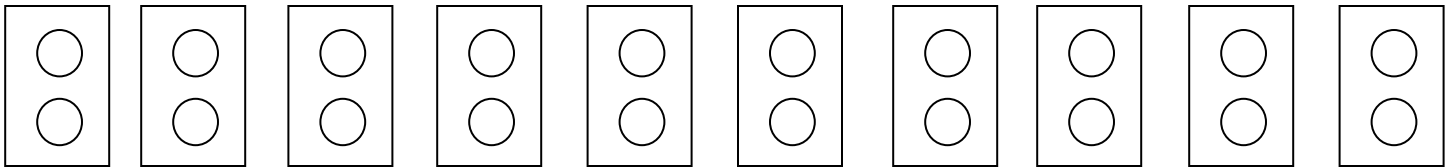
Day 2

FIRST RESPONDER DRILL 2 Rounds 100 Yards Shooter's choice of position
Target is an 8 inch paper plate.

Purpose: Test which students have their gear ready to go, correct target identification and test which students can make a critical shot at an extended range in limited time.

Students will meet in the classroom with no pre-notification of this exercise. They will leave weapons / gear in their vehicles. (Remember students were cautioned to have all gear ready to go on Day 1)

Instructors set up range as indicated. Two targets per stand, plain side towards firing line – one paper plate above the other



Numbered left to right as 4 6 9 2 7 10 1 8 5 3

While range is being set up, students will be briefed in the classroom as follows:

“You have been dispatched to an active shooter incident. The perpetrator has been identified as (show the target that they will shoot at). Each shooter will be given an index card upside down in front of them. They are instructed not to turn the card over. On the reverse side of the card will be a number (1–10) and “upper” or “lower”. This will indicate which target the shooter will shoot at. All shooters will be told they have 120 seconds after the command to begin to get their gear, get to the firing line and fire TWO (2) rounds at their designated target.

The shooters will need to get all their gear and ammo, get to the line, ID their correct target, get set up, load up and shoot in the allocated time period. Two minutes should be sufficient but still put the stress on them.

SCORING: A hit on their target is a PASS.

FAILURE results from no shot (hit) on their target or failure to get their shot(s) off in time.

Course Objective: This course takes the skill sets learned on Day 1 and applies them in a realistic scenario drill where the student must deploy to their shooting position and make a 100 yard shot in the allotted amount of time. Students will be allowed 2 rounds to complete the mission.

Unconventional Shooting Positions

100 Yards (40 rounds)

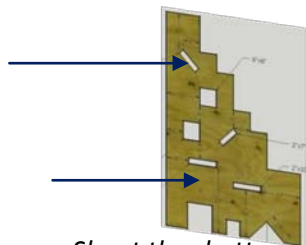
Target: Steel (need min of 4)

The “Step Wall”, Barrels and “Window” are set up on the 100 yard line with shooting positions from behind hard cover at different heights. Shooters will start on the 150 yard line. Watch for sight offset issues!

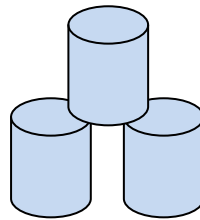
Shooters will form a “round robin” with 40 rounds divided into 2 magazines. On the command “advance”, one shooter at a time will move forward to the 1st station (Step Wall). Shooter will engage one (1) round through one of the angled openings then go prone and fire one (1) round underneath the step wall. Engage the safety and move to the barrels. Fire one (1) round from either side and the center gap. Engage the safety and move to the Window and engage as indicated. Engage the safety and return to the START line. Shooter should not move to the next position until they get a hit on the steel. Repeat until empty reloading as necessary.



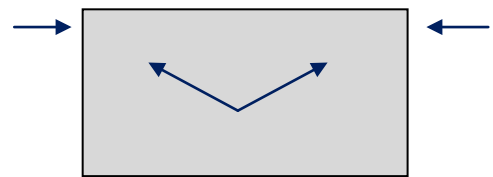
100 yards



Shoot thru bottom hole
and the high angled hole



Shoot from either side
and center gap



Shoot high left, left side of opening
right side of opening and high right side.



Go back to START

START

150 Yard Line

Range officers can change up the shooting positions after the 1st cycle to keep it interesting

Move the barricade set up to the 150 Yard Line

Ramp It Up 40 rounds in 2 magazines 150 yds Target: Steel
(Leave steel targets set up from previous stage. Move the barricades to the 150 yard line and set up as done on the previous stage - Unconventional Shooting Position drill)

Purpose: this is a follow on to the Unconventional Shooting Positions Drill. With the heart rate up, shooters will be put through this drill and evaluated on their ability to move safely and shoot straight but this time at a greater distance.

At the 150 yard line, set up the round robin cover positions used for the Unconventional Shooting Position drill. Shooters start on the 175 yard line with rifle on SAFE. On the command to advance, they move, one at a time, quickly to the first point of cover at the 150 yd line. Shooters will be evaluated on their ability to move safely (muzzle discipline, safety on when moving, finger off trigger). When behind cover, shooter engages with one round from each point of cover. After shooting from the last position, the shooter trots back to the starting point and gets in line to go again. Reload when necessary.

Range officers can change up the shooting positions after the 1st cycle to keep it interesting

Overwatch 30 rounds 150 yds Target: Steel
(This course of fire is unique to the Barre Sportsman's Club)

Using the steel set up for the previous course of fire, have one shooter at a time shoot all the steel targets in order from on top of the 50 yd berm on the left. To expedite things, two shooters at a time can be run. This exercise gives the shooter a feel for shooting from an elevated position such as the 2nd or 3rd floor of a building.

Extended Range Shooting 40 rounds in 3 magazines 200 yds Target: Steel

Purpose: this drill pushes the shooters skills to the limit by running them through all shooting positions while engaging a target at maximum range. Shooters will begin to realize limitations in their choice of optic/sights and their ability.

At the 200 yd line, cycle shooters through the basic shooting positions. 4 rounds center mass then try one to the head. Repeat until they get a head hit. Then change to the next position. Prone, Low Kneel, High Kneel and Offhand. Repeat for 40 rounds total.
(If we don't have enough steel for 10 shooting positions, divide the group up as best as possible.)

Note: The student's failure to achieve a hit from an unsupported position is NOT viewed as a failure. A key purpose of this course of fire is to give the student a good idea where their limits are. As with the Positional Shooting and Shooting From Cover Drills on Day 1, the shooter will be able to see at what range their accuracy begins to drop off.

Timed Shooting 10 rounds various distance Target: Man w/Gun

Purpose: using a realistic target, shooters will engage from various distances with time limits to test marksmanship under stress.

Mark firing lines on ground with paint or other clear means so shooters can easily see where they need to stop.

Start from standing position at the 200 yd line. On “engage”, move at speed to the first shooting position at the 75 yd line and assume the KNEELING position. Fire two rounds in 5 seconds. On second command to fire, shoot 2 more rounds in 5 seconds.

SAFETY ON & GROUND THE RIFLE. Shooters may walk down and check their targets. When done, shooters return to their rifles.

On command “MOVE”, shooters will run with their weapons to the 100 yard line and go prone with their rifle. **When all shooters are behind their rifles, give command to “ENGAGE”.** Shooters will engage with 2 rounds in 4 seconds. On second command to ‘engage’, shooter will fire 2 more rounds in 4 seconds.

SAFETY ON & GROUND THE RIFLE. Shooters may walk down and check their targets. When done, shooters return to their rifles.

On command “MOVE”, shooters will run with their weapons to the 150 yard line and go prone with their rifle. **When all shooters are behind their rifles, give command to “ENGAGE”.** Shooters will engage with 1 round in 4 seconds. On second command to ‘engage’, shooter will fire 1 more round in 4 seconds.

SAFETY ON & GROUND THE RIFLE. Shooters may walk down and check their targets. When done, shooters return to their rifles.

Run 2nd relay through.

75 yds. 2 rounds in 5 seconds - - repeat

100 yds 2 rounds in 4 seconds - - repeat

150 yds 1 round in 4 seconds - - repeat

Slicing the Pie @ 50+ yds (35 rounds)

Target: Photo or Steel

Set up a target stand to replicate a wall or other cover on the 25 yard line. Move back to the 70 yard line. On the command to engage, slice the pie and engage with 5 rounds.

Move to the 65 and repeat.

Move to the 60 and repeat.

Move to the 55 and repeat.

Move to the 50 and repeat.

QCB Reminder 5 rounds 7 yards Target: IALEFI Q

This short course of fire is run to remind shooters about the sight offset when shooting close in. From 7 yards, shooters will shoot the circle printed in the upper right corner of the Qual target. With the AR platform, they will need to aim high (12 o'clock on the circle) to hit dead center.

NOTE: Mark all hits and leave targets up to use for qualification.

Qualification 20 rounds 50, 75, & 100 yds Target: Circles & Rectangles on IALEFI Q

Purpose: the qualification course will be the final test of the student officer's ability to engage a threat at distances up to 100 yards with their DPM rifle under realistic time limits.

Scoring: 100% round accountability required (all rounds will strike within the "body silhouette")

5 pts for each round in designated target area 2 pts for each round in "body"

Max. score: 100 pts. Min. passing score 80% DPM Qual: 92% or better

Course of fire: Start at 200 yd line with "Go Bag" and 2 magazines loaded w/15 rounds each.

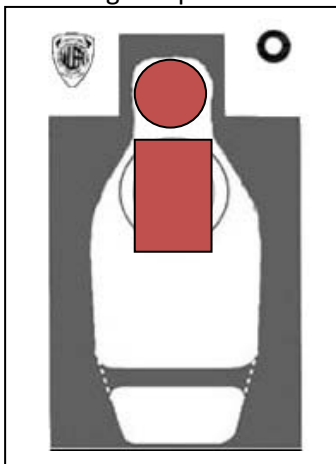
On command "make ready", shooters will load and chamber a round. Rifle will be on SAFE.

On command "advance" – shooters safely move to 1st firing point at 100 yd line

Rifles will always be on SAFE for movement and muzzle discipline will be observed. A shooter will be DISQUALIFIED for any safety violation.

<u>Distance</u>	<u>Target</u>	<u># of Rds</u>	<u>Postion</u>	<u>Time</u>
100 yds	Rectangle	5 rounds	Prone	15 seconds
75 yds	Circle	5 rounds	Prone	10 seconds
75 yds	Rectangle	5 rounds	Kneeling	15 seconds
50 yds	Rectangle	3 rounds	Off hand	10 seconds
50 yds	Circle	2 rounds	Kneeling	15 seconds

Set targets up like this -



SCORING

Hits to the Circle or Rectangle ----- 5 pts.

Hits to the Q scoring area ----- 2 pts.

Hits to the gray body area ----- No points scored

Hits outside the body area ----- DQ Shoot again

80% minimum passing score to pass the course.

90% minimum score for Designated Patrol Marksman pin*

*No stray hits. No extra hits in circle or rectangle. No hits outside the Q.