

Basic Pistol Marksmanship Introduction

A. Purpose.

This enclosure describes the Basic Pistol Marksmanship Course (BPMC) used for entry level qualifications to teach Coast Guard personnel safety and marksmanship skills to effectively fire the service pistol, subsequent marksmanship awards, prerequisites for advanced training or remedial marksmanship training. Proper procedures for safe handling and operation (loading and unloading) shall be emphasized.

1. Scores on this course are the basis for awarding the Pistol Marksmanship ribbons and the Pistol Expert medal. The course may be fired at three year intervals for increasing the level of an individual's marksmanship award. If fired as a prerequisite for PPC shooters score can be used for award purposes.
2. Personnel who are to be armed with a M9 service pistol in their assigned duties are required to qualify with the M9 on this course as a prerequisite to firing the Practical Pistol Course (PPC).

B. Definitions.

1. Practice Firing. The live firing of weapons for training other than on a prescribed course.
2. Familiarization Firing. The live firing of a specific Coast Guard course in sequence to familiarize the person with the course of fire, the positions, time limits, etc., of that course.
3. Firing for Record. The firing of a course for qualification.
4. Phase of Fire. Identifies the distance (yard line) a particular stage is being fired from in the course.
Example: *Phase 2 fired from 7-yard line.*
5. Stage of Fire. Advises the shooter of the "type of fire" expected in that Phase of the course.
Examples: *"Strong Hand Supported," "Ready to Offhand Barricade position."*
6. String of Fire. A timed segment of fire within the Stage.
Examples: *3 rounds in 8 seconds, 2 rounds in 4 seconds, 2 rounds in 4 seconds.*

NOTE: Personnel SHALL NOT be issued any small arm(s) for live fire training unless under the direct supervision of an SAI (HH qualification code).

C. Prefire Instructions.

Prefire instructions (per chapter 8) are **mandatory** and shall be conducted prior to firing the Basic Pistol Marksmanship Course.

D. Instructor Notes.

1. Range personnel shall inspect all weapons and equipment before range training (including all ancillary equipment) to ensure safe condition and proper operation.
2. Safety regulations shall be read and explained by the SAI. Safety is the primary consideration in all training involving the use of weapons and ammunition. Muzzle control shall be emphasized, as shooters will be carrying loaded weapons for the duration of the course.
3. During instruction and firing, emphasis will be placed on the safe handling of the weapon. **Consider all weapons as loaded regardless of perceived or actual condition.**

NOTE: Violation of any safety regulation WILL NOT be tolerated and is cause for removal from the firing line.

4. Dry fire training shall be conducted to familiarize personnel with the operation of the weapon and optimum positions prior to live firing exercises.
5. All firings shall be conducted using a two hand grip from the isosceles position. Since no two people are of the exact same shape or physical condition, the local instructor has the authority to slightly modify positions as needed. The overriding considerations are target hits and safety. Shooters shall not be penalized for slight variations of stances or positions.
6. Hearing protection, eye protection, and ball caps shall be worn.
7. The number of rounds fired during any timed stage must be strictly adhered to. The firing of early or late rounds will result in the loss of the highest number of points for the number of rounds fired early or late.
8. Repeated flagrant disregard for time will result in the shooter being removed from the firing line.

9. If time permits, individuals removed from the line may receive remedial training in basic marksmanship and weapon fundamentals until the SAI determines that basic standards of qualification and safety have been met. If time does not permit remedial training immediately, these individuals will not be allowed to participate in the BPMC training until remedial training has been received.
10. Rounds not fired due to shooter performance, (e.g., too slow, failure to properly seat the magazine, etc.) shall not be fired, but taken away.
11. Range detail personnel, (i.e. coaches, RSO's, SAI's) NOT the shooters, shall correct malfunctions.
12. Because this course is a basic marksmanship course, all first shots will be fired in single action.
13. The required target is the BLUE Transtar II.

E. BPMC Prefire.

1. General Weapons Safety. Safety is the most important aspect of weapons handling and training. Safety rules and procedures must be followed **at all times!** The following general weapons safety rules apply at all times to any weapon, be it on the range, a boarding, a ship, at a station, or even at home.
 - a. Four Weapons Safety Rules. Everyone who handles weapons SHALL memorize these four weapons safety rules, and should recite them verbatim. Training in the four safety rules must be repetitive to ensure automatic adherence when the individual is handling weapons.
 - (1) **Treat every weapon as if it is loaded, regardless of perceived or actual condition.** This rule is intended to prevent unintentional injury or damage due to careless handling of weapons or perceived low risk. Treat every weapon with the respect due a loaded weapon.
 - (2) **Keep your weapon pointed in a safe direction at all times. NEVER point a weapon at anything you do not intend to shoot.** This rule is to reinforce the importance of muzzle control and muzzle awareness. When at the range, the safe direction is down range; in the line of duty, the safe direction is any direction that does not cross the path of another person or vessel. ALWAYS handle a weapon so that you control the direction of the muzzle, even if you stumble.
 - (3) **Keep your weapon on safe until aimed in on target and the decision to shoot has been made.** (M9 PDW is the only exception to this rule). This rule is to enforce the use of the weapon's own safety feature.

- (4) **Keep your finger outside the trigger guard, indexed along the receiver, until the decision to shoot has been made.** This rule is intended to minimize accidental discharge due to an individual being startled, bracing in a fall, or experiencing a rush of adrenalin.
- b. Surroundings. ALWAYS be aware of your surroundings when handling weapons. Know what and who is around you.
- c. Safeties. The M9 PDW, as used in the Basic Pistol Marksmanship Course when the weapon is loaded and on target the safety/decocking in the **up, off, fire** position. When the weapon is cleared for moving from point to point or while in the rest position the safety/decocking lever will be in the **safe, down, on,** position.
- d. Clear Weapon. A cleared M9 PDW is one with:
- (1) The safety/decocking lever in the **safe, down, on** position.
 - (2) The slide locked to the rear in the open position so the inside of the chamber is visible.
 - (3) No brass or round in the chamber and no magazine in the magazine well.

NOTE: A cleared condition is the only condition you SHALL GIVE, RECEIVE, or BENCH a weapon.

- e. Push/Pull Method. To ensure that a weapon is clear, you SHALL utilize the push/pull method.
- (1) With the weapon pointed in a safe direction and level to the deck, **push** the weapon away from your body. Inspect the chamber of the weapon to ensure it is clear and contains no brass or ammunition. You should not see any obstructions in the barrel. You should see light.
 - (2) Keeping the weapon pointed in a safe direction and level to the deck, **pull** the weapon towards your body and look through the magazine well to ensure the magazine is removed and the weapon is clear.
 - (3) Once you have determined the weapon is clear, **check it again** to be sure that you were right the first time.

NOTE: The push/pull method SHALL be utilized each time you pick up or bench a weapon to ensure that it is clear, regardless of actual or perceived condition.

- f. Carrying Weapons. Weapons carried away from the shooting area, or otherwise not in use, must always be **cleared** and have the action open, or they should be cased.
- g. Clear Bore. ALWAYS be sure that the barrel and action are clear of any obstructions and that you have only ammunition of the proper size for the weapon you are using.
- h. Target Identification. **Be sure of your target!** Before you squeeze the trigger, positively identify your target. If positive identification of the target has not been made, **DO NOT FIRE!**

WARNING: NEVER point a weapon at anything you do not intend to shoot.

- i. Weapons Security. Weapons **will be under direct supervision at all times!** Weapons not in use **SHALL be cleared**. Cased weapons will also be supervised at all times. Weapons and ammunition will be stored separately.
 - j. Backstops. NEVER shoot at a flat, hard surface or the surface of inland water. When shooting at targets, be sure that your backstop is adequate. ALWAYS know your **target**, your **backstop**, and **beyond**.
 - k. Drugs and Medication. Personnel with medical problems or who have a chronic illness that requires medication (medications that carry warnings not to drive, for example) which may affect ability to handle weapons, or affect reaction times and/or judgment, shall be excluded from weapons training. Certain drugs and medications may temporarily impair sight and reflexes and should be avoided before and during shooting. DO NOT drink alcoholic beverages before or during any weapons handling or shooting activities. It is the shooter's responsibility to inform the SAI of medical conditions and medication concerns.
2. General Range Safety. These rules apply to any range situation and must be followed and enforced at all times on all ranges.
- a. Hearing protection, eye protection, and ball caps shall be worn on and in the vicinity of the firing line.
 - b. Everything on the range shall be done on command. DO NOT anticipate any commands.
 - c. DO NOT handle or pick up any weapon until told to do so.
 - d. NEVER handle a weapon while a person is down range.
 - e. No one goes forward of the firing line unless directed to do so by the SAI.

- f. Keep the weapon pointed down range.
- g. Keep the weapon safety in the safe, down, on position when not actually firing.
- h. Whenever a shooter brings a weapon to a rest position, the safety shall be on and the trigger finger shall be outside the trigger guard indexed along the receiver.
- i. While moving from the 25-yard line to the 15-yard line the weapons will be in a cleared condition and in the raised pistol position.
- j. There will be no smoking on or in the vicinity of the firing line or loading areas. Smoking will be in designated areas only.
- k. Keep noise to a minimum. Noise is a distraction and may interfere with the shooter's ability to hear range commands.
- l. DO NOT put brass in covers during cleanup due to lead contamination.
- m. Horseplay of any kind is unacceptable and WILL NOT be tolerated.
- n. Because BPMC is a basic course coaches will correct all malfunctions. Shooters will raise their reaction hand.

3. Weapons Description and Nomenclature M9 PDW.

- a. General Description. The M9 Personal Defense Weapon (PDW) is a semiautomatic, magazine-fed, recoil-operated, double-action pistol, chambered for the 9mm cartridge.
- b. Components and Subcomponents. The M9 PDW is broken down into five major components and subcomponents:

Components	Subcomponents
Receiver	<ul style="list-style-type: none"> • Slide stop. • Magazine release. • Trigger and trigger guard. • Disassembly lever/button. • Hammer. • Grips.
Slide assembly	<ul style="list-style-type: none"> • Safety/decocking lever. • Firing pin block. • Firing pin. • Striker. • Extractor/loaded chamber indicator). • Front sight. • Rear sight
Barrel assembly	<ul style="list-style-type: none"> • Barrel. • Chamber. • Locking block.
Recoil spring and guide	<ul style="list-style-type: none"> • Recoil spring. • Recoil spring guide.
Magazine	<ul style="list-style-type: none"> • Magazine spring. • Follower. • Base plate.

c. Component Description

- (1) Receiver. Serves as a base for all major components. The receiver controls the functioning of the pistol. The receiver consists of trigger guard/trigger, slide stop, disassembly lever/button, magazine release, hammer, and grips.

Parts	Functions
Slide stop	Holds slide to rear after the last round is fired. It can also be manually operated.
Magazine release	When pressed, the magazine release “releases” the magazine from the magazine well. It also functions as a magazine catch. When a magazine is inserted into the magazine well, the magazine release “locks” the magazine in place.

- (2) Slide Assembly. Holds the safety/decocking lever, firing pin block front sight and rear sight.

NOTE: Ensure students have a complete understanding of the operation and function of both safeties.

Parts	Functions
Ambidextrous safety/decocking lever	<p>Lowers the hammer without causing an accidental discharge. When the hammer is cocked, it may be safely lowered by moving the safety/decocking lever to the safe, down, on position.</p> <p>Performs three functions:</p> <ol style="list-style-type: none"> 1. Safely decocks the weapon. 2. Rotates the firing pin extension. 3. Disconnects trigger from hammer.

WARNING: Weapon will fire from the half-cock position if the trigger is pulled.

Parts	Functions
Firing pin block	When the trigger is forward, not being pulled, the firing pin block secures the firing pin and prevents the firing pin from moving forward, even if the pistol is dropped. The firing pin block will remain in the down position, blocking the firing pin, until the trigger is pulled to the rear. The trigger alone operates the firing pin block. It is a separate safety from the safety/decocking lever.

WARNING: A potential hazard exists if the firing pin block is missing or does not return flush with the slide surface after firing.

4. Features.

- a. Double Action. Double action allows the pistol to fire after placing the safety/decocking lever in the **up, off, fire** position and squeezing the trigger. In double action, a single pull of the trigger causes both cocking and firing.
- b. Single Action. Single Action. After the pistol has fired in double action, the slide’s movement to the rear will re-cock the hammer, leaving the weapon in the cocked position for **single action**. In single action, one pull of the trigger causes the weapon to fire. For the BPMC all shots will be fired from single action.

5. Loading. All loading and unloading of small arms should be accomplished on ranges or at designated clearing stations.

The techniques of loading and unloading service weapons must be learned by all personnel who will carry them as part of their regular duties. Those personnel shall be well drilled and understand the purpose of the training. Each unit shall have dummy cartridges on hand. Training with dummy cartridges shall be performed at least **quarterly** and, if required, more frequently to keep the unit personnel at the highest level of proficiency.

WARNING: Ensure the weapon is pointed in a safe direction at all times, and that your finger stays outside the trigger guard, indexed along the receiver.

- a. ALWAYS keep the weapon pointed in a safe direction.
- b. Ensure the safety/decocking lever is in the **safe, down, on** position.
- c. If needed, lock the slide to the rear by pushing up the slide stop while moving the slide to the rear.
 - (1) With your reaction hand, pull the slide fully to the rear.
 - (2) With the thumb of your strong hand (index finger if left-handed), press up on the **slide stop**.
 - (3) Allow the slide to ease forward until you feel it engage the **slide stop**.
- d. Utilizing the push/pull method ensure the weapon is clear.
 - (1) With the weapon pointed in a safe direction and level to the deck, **push** the weapon away from your body. Inspect the chamber of the weapon to ensure the chamber is clear and contains no brass or ammunition. You should not see any obstructions in the barrel. You should see light.
 - (2) Keeping the weapon pointed in a safe direction and level to the deck, **pull** the weapon towards your body and look through the magazine well to ensure the magazine is removed and the weapon is clear.
 - (3) Once you have determined it is clear, **check it again** to be sure that you were right the first time.
- e. Insert a loaded magazine into the magazine well of the weapon. Listen for the click of the magazine locking in place. Ensure the magazine is seated.
- f. With the safety/decocking lever in the **safe, down, on** position and your finger **outside the trigger guard, indexed along the receiver**, depress the slide stop, letting the slide go forward into battery, chambering a round.
- g. Verifying the hammer is in the **down** position.

6. Unloading.

WARNING: Ensure the weapon is pointed in a safe direction at all times, and that your finger stays outside the trigger guard, indexed along the receiver.

- a. Place the Safety/decocking lever in the **safe, down, on** position.
- b. Depress magazine release and remove magazine from the weapon.

WARNING: The magazine MUST be removed before the chamber is cleared to prevent the chambering of another round.

- c. Move the slide smartly to the rear, ejecting the live round.

NOTE: DO NOT catch the round. Let it fall. Your priority is to clear the weapon.

- d. Lock the slide to the rear by pushing up on the slide stop while moving the slide to the rear.
 - (1) With your reaction hand pull the slide fully to the rear.
 - (2) With the thumb of your strong hand (index finger if left-handed) press up on the **slide stop**.
 - (3) Allow the slide to ease forward until you feel it engage the **slide stop**.
- e. Utilizing the push/pull method ensure the weapon is clear.
 - (1) With the weapon pointed in a safe direction and level to the deck, **push** the weapon away from your body. Inspect the chamber of the weapon, to ensure the chamber is clear and contains no brass or ammunition. You should not see any obstructions in the barrel you should see light.
 - (2) With the weapon pointed in a safe direction and level to the deck, **pull** the weapon towards your body and look through the magazine well to ensure the magazine is removed and the weapon is clear.
 - (3) Once you have determined it is clear **“check it again”** to be sure that you were right the first time.

f. Bench a clear weapon.

7. Alibis and Malfunctions.

a. Alibis. The only possible alibis in this course are malfunctions of the weapon, ammunition, or target (target falling). Conduct all alibi firings before any further stages of fire. Alibi firing will be conducted under the same conditions and time limits as non-alibi firing, with time per round allotted on a prorated basis.

NOTE: Rounds not fired due to shooter performance, (e.g., too slow, failure to properly seat the magazine, etc.) shall not be fired, but taken away.

b. Stoppages. A stoppage is a failure of an automatic/semiautomatic weapon to extract or eject a spent case, or load or fire a new round. There are three basic types of stoppages:

- (1) A failure or malfunction of weapon.
- (2) A failure or malfunction of ammunition.
- (3) A failure or malfunction of the operator (operator error).

c. Weapon Failures or Malfunctions. Weapons failures or malfunctions are mechanical problems beyond the shooter's control.

d. Ammunition. Problems with small arms ammunition can be categorized into three categories: **hangfires, misfires, and squib rounds.**

- (1) Hangfire. A hangfire is a delay in the ignition of a propelling charge. The amount of delay is unpredictable, but in most cases will be a fraction of a second. In some cases, you may not notice the delay. The weapon will function normally.
- (2) Misfire. A misfire is a complete failure of a propelling charge or primer to function. If a failure to fire (misfire) has occurred, immediate action must be taken.

WARNING: During hangfires and misfires, ALWAYS keep the weapon pointed in a safe direction.

- (3) Squib Round. A squib round is a round of ammunition with little or no powder charge. This type of round is distinguished by an audible pop or reduced recoil. A shooter **WILL NOT** take immediate action. In case of a squib round, the weapon **SHALL NOT be fired** and range personnel shall be notified. The bore of the weapon must be cleared before shooting continues.
- e. Operator Error. Improperly loaded magazines (bullets loaded backwards in a magazine), magazines not properly seated, the safety/decocking lever in the **safe, down, on** position, and improper handling are caused by:
- (1) Improper training.
 - (2) Lack of training.
 - (3) Procedural shortcuts.
 - (4) Attention to detail.
 - (5) Adrenaline.
8. Emergency Procedures.
- a. Immediate Action. This is a basic course if there are any malfunctions or stoppages with the weapon raise your **reaction** hand.
9. Rules of Marksmanship. There are six basic rules of marksmanship for firing any weapon: stance/position, grip, sight alignment, sight picture, breath control, and trigger control.

NOTE: Pictures of marksmanship positions can be found on the SAI web site at <http://www.uscg.mil/tcyorktown/TEW/SAI/index.htm>

- a. Stance. When shooting the Basic Pistol Marksmanship course the isosceles stance (strong hand supported) is the only authorized stance.
- (1) Isosceles stance (strong hand supported) is the basic marksmanship stance for longer ranges (15-yards or more) and is the steadiest position. Shooter stands facing the target, feet shoulder width apart, two hands forming a triangle directly in front of the shooter, with the wrist and elbows locked. The reaction hand supports the strong hand. Head should be erect, not tucked in against the chest. Weapon should be at eye level. Legs are straight, but knees should not be locked. Upper body should be erect, not tense.
- b. Grip. To obtain a proper grip on the weapon with the strong or reaction hand,

the shooter must first form a “U” with the thumb and fingers. Place the web of the firing hand (the “U”) on the grip and roll it fully up into the tang of the grip. Wrap the lower three fingers of the firing hand around the front of the grip. Pressure is then applied from the front of the grip straight to the rear. The trigger finger is outside the trigger guard indexed along side the receiver. The fingertips and side of the hand do not apply any pressure to the weapon.

Do not apply thumb pressure to the weapon. When establishing a two-handed grip, the reaction hand is placed around the front of the grip over the strong hand, with the index finger directly below the trigger guard. The thumb of the reaction hand must be on the same side as the strong hand thumb. **DO NOT CROSS THE THUMB BEHIND THE SLIDE!** The reaction hand does not grip the weapon, but acts as a support for the strong hand.

- c. Sight Alignment. To properly align sights, the shooter must first use the proper eye. A right-handed shooter should use the right eye, while a left-handed shooter should use the left eye. When aligning the sights, the shooter first finds the front sight and brings it into alignment with the rear sight. The top surface of the front sight must be level with the top of the rear sight and the front sight centered in the rear sight (see figure 1).

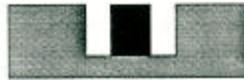


Figure 1

- d. Sight Picture. Once you have acquired your sight alignment, you must develop the sight picture. Sight picture is placing the proper sight alignment in the proper place on the target. The human eye cannot focus on two things at once. Therefore, the shooter cannot focus on the sights and the target at the same time. The shooter's eye focus must remain on the front sight at all times.

The rear sight will appear slightly blurry, but can still be seen. The target will appear blurry. However, with the front sight clear, this sight picture will allow the shooter to maintain proper sight alignment. Now the properly aligned sight will be aimed at center mass (see figure 2).



Figure 2

NOTE: Arc of Movement. When acquiring the sight picture, the shooter will notice that the weapon appears to move. This effect is known as the “Arc of Movement.” It is a natural movement in the form of a horizontal figure “8.” All shooters, no matter how experienced, have this movement. Shooters should not try to control this movement by tensing up. Tensing up will cause the weapon to vibrate and increase the movement.

- e. Breath Control. Proper breath control allows the shooter to remain steady once a good sight picture is attained. The shooter should inhale while bringing the pistol to eye level. When the weapon is at eye level, the shooter should exhale approximately half of a breath. By allowing some air to remain in the lungs, the shooter will not fight to exhale or inhale. The optimum time to fire the round during slow fire is four to seven seconds. During slow fire, if the round has not been fired after ten seconds, the shooter should relax and begin again. This allows the weapon to remain steady until the weapon is fired. The acronym for proper breath control is “**B.R.A.S.S.**”
- (1) **B**reathe.
 - (2) **R**elease halfway and hold.
 - (3) **A**im.
 - (4) **S**queeze.
 - (5) **S**hoot.
- f. Timed fire and rapid fire. Proper breathing patterns are different for slow fire, timed fire, and rapid fire. Due to time changes for timed fire and rapid fire, the breathing pattern must change. Just prior to the commence fire whistle, the shooter should take a deep breath and exhale halfway. During rapid fire, the shooter should be able to fire the complete string with one breath. Shooter should not be breathing while firing. During magazine changes, the shooters may breathe normally until back on target.
- g. Trigger Control. There are three stages of trigger control: finger placement, trigger squeeze, and follow through.

- (1) Finger Placement. To begin proper trigger control, the shooter must first properly place the index finger on the trigger. The index finger is placed in the middle of the trigger at the most rearward curved portion, to apply pressure to the trigger. The trigger should cross the finger approximately halfway between the tip of the finger and the first joint, over the swirl of the fingerprint. (See figure 3.)

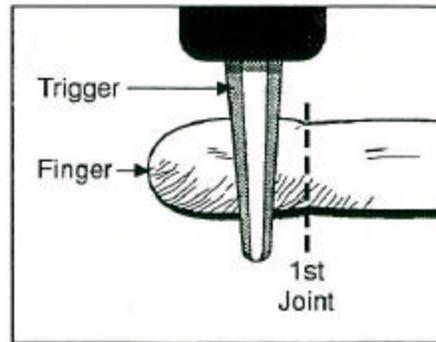


Figure 3

- (2) Trigger Squeeze. After attaining proper placement of the finger on the trigger, proper trigger pressure can be applied to the trigger. There are three parts of trigger pressure each time the weapon is fired. They are **slack, squeeze, and follow through**. All three parts are important to proper trigger control.
 - (a) Slack. The shooter must first take up the slack at the beginning of the trigger movement by applying slight pressure to the trigger. The trigger will move slightly to the rear until the internal parts of the trigger mechanism come into full contact with each other, and the “softness” in the tip of the finger is eliminated.
 - (b) Squeeze. The trigger is then in the squeeze portion of its movement, which is when the internal parts of the weapon are being disengaged from each other to allow the hammer to fall. The pressure should be a smooth, constant, and even pressure, applied straight to the rear so that the sights are not misaligned at the instant the hammer falls. Once the hammer begins to fall, the follow through portion of trigger control begins.
 - (c) Follow Through. Follow through is the continued steady pressure applied to the trigger until the trigger reaches its most rearward point of travel. If the shooter does not continue to apply the constant, even pressure during follow through, it is possible that the impact of the round could move on the target, thus spoiling an otherwise good shot.

10. Course of Fire.

Phase	Stage	String
<p style="text-align: center;">Phase 1 25-Yard Line</p>	<p style="text-align: center;">1. Slow Fire Isosceles (2 mags 6 rds)</p>	<p style="text-align: center;">12 rds in 12 min.</p>
	<p style="text-align: center;">2. Timed Fire Isosceles (2 mags 6 rds)</p>	<p style="text-align: center;">6 rds in 24 secs 6 rds in 24 secs</p>
<p style="text-align: center;">Phase 2 15-Yard Line</p>	<p style="text-align: center;">1. Rapid Fire Isosceles (1 mag 6 rds)</p>	<p style="text-align: center;">6 rds in 12 secs</p>

Table 1

11. Warnings and Notes.

NOTE: Violation of any safety regulation WILL NOT be tolerated and is cause for removal from the firing line.

NOTE: Loss of muzzle control at anytime in this course will result in immediate removal from the firing line.

WARNING: If personnel are required to go down range during the course of fire, all weapons SHALL be cleared and grounded, benched, or holstered. Shooters will step well behind the firing line away from the weapons. In no case will ANYONE touch a weapon with personnel down range.

WARNING: Throughout all stages of fire, shooters shall keep their finger outside the trigger guard, indexed along the receiver, until aimed in on target and the “commence fire” signal has been given.

WARNING: Decocking the hammer on the M9 must be done using ONLY the safety/decocking lever, NOT the trigger.

NOTE: All first shots in the BPMC will be single action.

12. Descriptions and Commands. The phase and stage descriptions are for instructor use during the pre fire instruction. Commands are for use on the firing line.

- a. Phase 1 Description. Phase 1 will be fired from the 25-yard line in 2 stages, for a total of 24 rounds using the isosceles stance, strong hand supported. In all strings of fire, on the command “Is the line ready?” the shooter shall bring the weapon up to eye level, pointing down range. With the trigger finger outside the trigger guard indexed along the receiver, the shooter should use the nonfiring hand to place the safety/decocking lever in the up, off, fire position and thumb-cock the weapon.

Stage 1 will be 12 rounds (2 magazines of 6 rounds) in 12 minutes with a magazine change at the shooters own pace. On the commence fire signal shooters will fire all 6 rounds from the first 6 round magazine. Shooters will then place the safety/decocking lever in the safe down on position, release the empty magazine, and conduct a magazine change at their own pace. A shooter may take a break between magazines with the coach’s assistance.

Stage 2 will be 1 magazine of 6 rounds in 24 seconds, followed by another magazine of 6 rounds in 24 seconds. On the commence fire signal shooters will fire 6 rounds in 24 seconds. On command shooters will then place the safety/decocking lever in the safe down on position, release the empty magazine, and conduct a magazine change.

(1) Phase 1 Stage 1 Commands:

- (a) “In this stage of fire, you will fire 12 rounds in 12 minutes with a magazine change at your own pace.”
- (b) “Shooters, pickup (or draw) your weapons. Ensure that the safety/decocking lever is in the safe, down, on position. With a magazine of 6 rounds, lock and load.”
- (c) “12 rounds, 12 minutes, is the line ready?”
- (d) “The line is/is not ready.”
- (e) Commence fire signal.
- (f) Cease fire signal. “Are there any alibis?”
- (g) “There are/are no alibis.”

(h) “Shooters, place your safety/decocking lever in the safe, down, on position. Release your empty magazine. Utilizing the push/pull method, ensure your weapon is are clear.”

(i) “Is the line clear?”

(j) “The line is/is not clear.”

(2) Phase 1 Stage 2 Commands:

(a) “In this stage of fire, you will fire 6 rounds in 24 seconds, followed by 6 rounds in 24 seconds.”

(b) “Shooters, pick up (or draw) your weapons. Ensure that the safety/decocking lever is in the safe, down, on position. With a magazine of 6 rounds lock and load.”

(c) “6 rounds, 24 seconds, is the line ready?”

(d) “The line is/is not ready.”

(e) Commence fire signal.

(f) Cease fire signal. “Are there any alibis?”

(g) “There are/are no alibis.”

(h) “Shooters, place your safety/decocking lever in the safe, down, on position. Release your empty magazine. Utilizing the push/pull method, ensure your weapon is clear.”

(i) “Shooters, with a magazine of 6 rounds, lock and load.”

(j) “6 rounds, 24 seconds, is the line ready?”

(k) “The line is/is not ready.”

(l) Commence fire signal.

(m) Cease fire signal. “Are there any alibis?”

(n) “There are/are no alibis.”

(o) “Shooters, place your safety/decocking lever in the safe, down, on position. Release your empty magazine. Utilizing the push/pull method, ensure your weapon is clear.”

(p) “Is the line clear?”

(q) “The line is/is not clear.”

b. Phase 2 Description. Phase 2 will be fired from the 15-yard line. You will fire 1 magazine of 6 rounds in 12 seconds, using the isosceles stance, strong hand supported. In this stage of fire, on the command “Is the line ready?”, the shooter shall bring the weapon up to eye level, pointing down range. With the finger outside the trigger guard, indexed along the receiver, the shooter should use the non firing hand to place the safety/decocking lever in the up, off, fire position and thumb-cock the weapon.

(1) Phase 2 Commands:

(a) “In this stage of fire, you will fire 6 rounds in 12 seconds.”

(b) “Shooters, pick up (or draw) your weapons. Ensure that the safety/decocking lever is in the safe, down, on position. With a magazine of 6 rounds lock and load.”

(c) “6 rounds, 12 seconds, is the line ready?”

(d) “The line is/is not ready.”

(e) Commence fire signal.

(f) Cease fire signal. “Are there any alibis?”

(g) “There are/are no alibis.”

(h) “Shooters, place your safety/decocking lever in the safe, down, on position. Release your empty magazine. Utilizing the push pull method, ensure your weapon is clear.”

(i) “Is the line clear?”

(j) “The line is/is not clear.”

13. Marksmanship Award Criteria.

- a. Marksmanship Award Criteria. Each firing for record purposes will be entered on the appropriate form, Individual's Record of Small Arms Training (CG-3029A), service record, per COMDTINST 1080.10 (series), Military Personnel Data Records (PDR) System. Personnel who fail to Qualify during their initial record firing should receive appropriate retraining and be allowed to fire the record fire course one additional time, provided time and assets are available. Regardless of the second score (if qualified) only a score of Marksman shall be used.
- b. Scoring for the course will be based on a maximum of 150 points from 30 rounds of 9mm ball ammunition. The minimum qualifying score is 114.
- c. Score for awards.

(1) Expert (E)	144 – 150
(2) Sharpshooter (S)	129 – 143
(3) Marksman (M)	114 – 128
(4) Below 114 Unqualified (U)	