

MP5 MASTER INSTRUCTOR



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1999

**“NOT
THE WAY,
JUST
A WAY!”**

HK SUBMACHINE GUN MASTER INSTRUCTOR

DAY ONE

Administration and Safety Brief
Principles of Tactical Shooting
Immediate Threat Concept
Winning Mindset
ACM – Blue Bag Drills
Sight - In
MP5 Operator Standard Drills (Pass\Fail)
Timed Fatigue Course
Trigger Control
FOTM - Forward and Backing Out W/Mask

DAY TWO

Weapons Maintenance & Safety Brief
FOTM Stoppages W/Mask
FOTM Lateral Movement
FOTM – Reduced Target Area
FOTM Multiples (Reduced) ½ w/Mask
Run & Gun
FOTM Moving Threats W/Mask
Live Fire Entries 1&2 man 1 rooms ½ W/Mask
Low Light/Night vision lecture
Night Firing Drills – NVG's

DAY THREE

Weapons Maintenance & Safety Brief
Running Man
CQB Firing - W/Mask
FOTM - CQB w/Mask
Live Fire Entries 3&4 man 2 rooms ½ W/Mask
Night Firing Drills
FOTM Multiples (Reduced) ½ w/Mask
Night Live Fire Entries 3&4 man 2 rooms ½ W/Mask
Master Instructor Night Standards Drills (Pass/Fail)

DAY FOUR

Weapons Maintenance & Safety Brief
Master Instructor Standards Drills (Pass/Fail)
Timed Fatigue Course
Emergency Evacuation
Review Responsibilities of the Firearms Instructor
Review Master Instructor & MP5 Instructor Course
Student Assignments Day & Night courses of Fire

DAY FIVE

Weapons Maintenance & Safety Brief
Range Presentations – Daytime
Conducting Live Fire Entry Training
Range Presentations - Night

DAY SIX

Weapons Maintenance & Safety Brief
Written Test
Live Fire Entry Presentations
30 Round Burst
Range and Weapons Maintenance
Debrief, Critiques and Graduation

TRAINING SAFETY RULES

A. RENDERING THE WEAPON SAFE

1. Always Point Weapon in a Safe Direction - MUZZLE AWARENESS
2. SAFETY ON (S/white) If Applicable
3. Magazine Removed
4. Bolt, Slide, or Cocking Lever Locked to the Rear
5. Visually and Physically Inspect the Chamber

B. FIREARMS SAFETY/MAIN SAFETY RULES

1. Treat Every Firearm as if it Were Loaded
2. Never Point a Firearm at Anything or Anybody that You Do Not Intend to Shoot, or in a Direction Where an Unintentional Discharge May Do Harm.
3. Never Place Your Finger into the Trigger Guard until Ready to Fire
4. Be Sure of Your Target, Backstop, and Beyond

C. GENERAL TRAINING SAFETY RULES

1. Wrap Around Eye Protection is MANDATORY
2. Ear Protection is MANDATORY
3. Hats (Baseball Style) is MANDATORY
4. Long Sleeve Shirt is Recommended
5. We are Responsible for Each Others Safety - Anyone Seeing a Safety Problem Must Report it Immediately to an Instructor. Additionally, Anyone May Stop an Exercise if They See a Safety Problem
6. Report Any and All Injuries Immediately to an Instructor - Don't Suffer in Silence
7. It is Each Participants Responsibility to Cover All Open Wounds and Cuts Before Class Begins. If this Type of Injury Occurs During the Training Session, the Participant Will Immediately Notify an Instructor, Attend to the Injury; and Cover with First Aid Materials Available which Consists of Band-Aids, Gauze Pads & Tape, Alcohol and/or Disinfectant Wipes. Treat All Blood and Body Fluids with the Utmost Caution. Gloves Will be Used if there is any Possibility of Coming into Contact with Blood or Body Fluids
8. AT NO TIME is any Participant Allowed to Leave the Training Area without the Permission of the Primary Instructor.
9. Remember to Work at Your Own Pace - Don't Over Exert Yourself
10. Realistic Training is Important, However Safety Comes First!
11. Do not Enter Any Unauthorized Areas

D. SIMULATIONS/SIMUNITIONS

1. Mouth guards Will be Used, as Needed, for Simulation Training

2. No Live Ammunition Will be Loaded or Carried During Simulation Training Exercises (Double Checked by Participants & Instructors)
3. When Using Blank or Marking Cartridges, or Distraction Devices, You may Only Use Those that are Issued and You Must Double Check Them to Insure they are Intact.
4. Issued Protective Gear e.g. Face shields, Padding, etc. Must be worn properly and at all times during Simulation/Simunition training until directed otherwise by the Instructor.
5. When using Simunition rounds, **No Intentional** Groin or head shots will be allowed and shots within two feet of a roleplayer are not allowed.
6. Students will **immediately** cease activities when a sharp sustained blast of a whistle, and/or an instructor yelling “stop” is announced.
7. Students will immediately cease actions upon a roleplayer announcing “Stop” “Out of Role”!

E. SHOOTING HOUSE SAFETY RULES

1. Authorized Firearms Instructors Must be Present During Use
2. **BODY ARMOR** Must be Worn by Everyone who Enters the House
3. Prior to Live Fire Exercises, **Rooms Will be Checked** to Insure that No Personnel are Present
4. Firearms Instructors Will Insure Targets are Placed so that when Engaged, Rounds will Not Exit the House
5. Pistol Caliber Ammunition Shall Only be Used (Approved List)
6. No Steel Targets Allowed
7. Instructors Must Review All Targets and Angles of Deflection Before Beginning Live Fire
8. All Damage Must be Repaired, Replaced and Reported
9. During Multiple Use, Doors Must be Double Locked
10. Rotating Light Must be On During Use
11. Fire Extinguishers Must be Present During Use
12. Building Must be Checked for Damage and Fires, then Secured After Use

F. FIREARMS SHALL NOT BE HANDLED BY PERSONS WITH A BLOOD ALCOHOL CONTENT IN EXCESS OF .00% BY WEIGHT OR UNDER THE INFLUENCE OF DRUGS OR MEDICATION THAT WOULD IMPAIR THEIR MOTOR SKILLS, JUDGEMENT OR BALANCE.

**“FAST IS FINE, BUT
ACCURACY IS FINAL.
YOU MUST LEARN
TO BE SLOW IN A
HURRY....”**

Wyatt Earp

**Victory at all cost,
victory in spite of all
terror, victory however
long and hard the road
may be; for without
victory there is no
survival.....**

Sir Winston Churchill

**PRE TEST
MP5 OPERATOR
STANDARDS DRILLS**

<u>RANGE</u>	<u>DRILL</u>	<u>RDS</u>	<u>TIME</u>
Semi			
10 yds	Double tap	2	1.5 sec
10 yds	Reload	2 reload 2	7.0 sec
Auto			
10 yds	Burst	3	1.5 sec
10 yds	Multiples (2)	3 rd bursts ea.	2.5 sec

TIMED FATIGUE COURSE

Description: Shooter begins at the 25 yard loaded/ready. Shoots knockdown targets (two). Then Runs diagonally to 20 yd line to engage three multiple targets on the move. Next move parallel along 10 yd line to next station and shoot three steel targets 1rd, 5rd, 3rd bursts. Next two targets O.T.M. "Armor/Drug" 3&1,5&2. Last while moving Parallel on 3 yd line Engage 4 targets O.T.M. - 3rd, 4 rd, 5rd, and a Hostage shot.

During the Reload, the shooter must also put on Gas Mask and Finish the course with it.

A. 2 - 30 Round Magazines

B. Zero Misses, Count Rounds

C. Time 90 Seconds

SUPPORT SIDE SHOOTING

1. **Shift Stance (feet)**

2. **Maintain Weight Transfer**

3. **Sling Under Buttstock**

4. **Trust Your Support Side Eye**

NOTES

COURSE OF FIRE

TRIGGER CONTROL

Ammo: Four 30 Rd Mags

Range: 3, 5

Target: Paper

Demo: Live fire demo firing various successive bursts from both the shooting and support side mounts.

Fire from Shooting (strong) Side mount

1. 3 yard line – Fire bursts at symbols – Fire 5rd burst, Then on another “up” command Fire a 1rd burst. **Fire 2 times.**

2. 3 yard line - Fire bursts at symbols – Fire 6rd burst, Then on another “up” command, Fire a 1rd burst. **Fire 2 times.**

3. 5 yard line - Fire bursts at body – Fire the following round bursts in quick succession, instructor calls each burst with an “up” command - 3rds, 4rds, 5rds, 5rds, 2rds, 7rds, 1rd, 1rd, 2rds.

TOP OFF MAGAZINES

Fire from Support (weak) Side mounts

4. 3 yard line – Fire bursts at symbols – Fire 5rd burst, Then on another “up” command Fire a 1rd burst. **Fire 2 times.**

5. 3 yard line - Fire bursts at symbols – Fire 6rd burst, Then on another “up” command, Fire a 1rd burst. **Fire 2 times.**

6. 5 yard line - Fire bursts at body – Fire the following round bursts in quick succession, instructor calls each burst with an “up” command - 3rds, 4rds, 5rds, 5rds, 2rds, 7rds, 1rd, 1rd, 2rds.

MASK SHOOTING

1. Mount Slightly Higher

2. Cant Firearm into the Mask

3. Drive Buttstock into Mask

4. Accommodate Filter with the Sling

NOTES

COURSE OF FIRE

FIRING ON THE MOVE – FORWARD & BACKING OUT

Ammo: FOUR 30 Rd Mags **Range:** start @ 15 **Target:** Paper

Demo: Yes, Demo F.O.T.M. with mask and FOTM support side at WARRANT SPEED.
Ensure that you demo **Verbalization**

NOTE: After receiving the “Move” command, shooters’ must announce their presence. Then offer a challenge after the “Threat” command. The shooter must continue verbalization skills with a “surrender ritual” after engaging the threat.

Students must don their gas masks

1. COVERT SPEED - On command of "Move" shooters begin moving towards targets @ the ready position scanning, and announcing their presence. On the command of "Threat" the shooters challenge and lock-in on the target bringing the firearm up to the threat position (not a firing position). On the command "UP" the shooters fire a designated (3-5 rounds) burst, center mass of the target while moving. They should continue moving towards the target until approx. 4 feet from the target then stop, cover the down subject, initiate their surrender ritual, and look left and right.

THEN, on the command of “BACK OUT, BACK OUT”, the shooters will move rearward, firing designated (3-5 rounds) bursts following the “UP” commands. ***Continue this procedure for 1 entire magazine***

2. WARRANT SERVICE SPEED - Same as prior except add a "no shoot" situation for active countermeasures. ***Continue this procedure for 1 entire magazine.***

TOP OFF MAGAZINES (remain masked)

3. COVERT SPEED - Same as prior except from SUPPORT side. ***Continue this procedure for ½ magazine.***

4. WARRANT SERVICE SPEED - Same as prior. ***Continue this procedure for ½ magazine.***

5. HOSTAGE RESCUE SPEED – Return to **SHOOTING SIDE** and fire same course of fire. ***Continue this procedure for 1 entire magazine.***

COURSE OF FIRE

FIRING ON THE MOVE - STOPPAGES

Ammo: FOUR 30 Rd Mags

Range: start @ 15

Target: Paper

Demo: Yes, after lecture live fire demo the three different speeds firing a 3rd burst on the up command. Also, do one active countermeasures during the warrant service speed demo.

NOTE: Have the students perform multiple dry drills so the instructor can observe and critique their performance of the technique.

1. COVERT SPEED - On command of "Move" shooters begin moving towards targets @ the ready position and scanning. On the command of "Threat" the shooters lock-in on the target and bring the firearm up to the threat position (not a firing position). On the command "UP" the shooters fire a 3rd burst center mass of the target while moving. They should continue moving towards the target until approx. 4 feet from the target then stop, cover the down subject, look left and right. **Fire 3 times.**

2. WARRANT SERVICE SPEED - Same as prior except add a "no shoot" situation for active countermeasures. **Fire 3 times, and 1 active countermeasures.**

3. HOSTAGE RESCUE SPEED - Same as previous without an active countermeasure. **Fire 3 times**

After receiving the "Move" command, shooters' must announce their presence. Then offer a challenge after the "Threat" command. The shooter must continue verbalization skills with a "surrender ritual" after engaging the threat.

COURSE OF FIRE

FIRING ON THE MOVE – Lateral Movement

Ammo: Three 15 Rd Mags

Range: Start @ 7

Target: Paper

Demo: Yes, after lecture and dry demo of techniques

NOTE: *Shooters will parallel the targets at the 7 yard line both right and left firing at each of six metal targets.*

1. **WARRANT SPEED** - Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the left.
2. **WARRANT SPEED** - Shooters begin at the 7 yard line facing their targets. The shooters will fire 2 rounds at each target as they move straight and shoot back to the left.
3. **WARRANT SPEED** - Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the Right.
4. **WARRANT SPEED** - Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the Right.

COURSE OF FIRE

FIRING ON THE MOVE – Reduced Target Area

Ammo: Three 15 Rd Mags

Range: Start @ 7

Target: Paper

Demo: Yes, after lecture and dry demo of techniques

NOTE: *Shooters will parallel the targets at the 7 yard line both right and left firing at each of six metal targets.*

1. **WARRANT SPEED** - Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the left.
2. **WARRANT SPEED** - Shooters begin at the 7 yard line facing their targets. The shooters will fire 2 rounds at each target as they move straight and shoot back to the left.
3. **WARRANT SPEED** - Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the Right.
4. **WARRANT SPEED** - Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the Right.

COURSE OF FIRE

FIRING ON THE MOVE – Multiples (reduced)

Ammo: Two 30 Rd Mags **Range:** **Target:** 8 Paper
Demo: No.

This is a course of fire that is shot one student at a time. Two lanes are created so two groups can be run at the same time. One group fires from the shoulder, the other CQB and then they rotate. The 4 targets are placed off set and deep to create a lane for the shooter to move through. The shooter will load and assume the appropriate ready position. On the command of "Move" the shooter will advance at a warrant service speed through the lane. As the shooter encounters a target he will fire a 3rd burst as he is moving. Once the last target is engaged the shooter will cover that target as the downed subject, look left and right.

When firing the CQB lane, the shooter can remain in the locked out position once he has punched out on the first target or he can bring the firearm back in to the ready as he moves. Regardless, the shooter should be required to "punch out" at least twice during this movement. No command to fire is given. Only the command to "Move". The shooter fires when he feels he needs to.

Note: This course of fire is a requirement for successful completion of the course. The shooters must put three rounds on each target, zero misses.

Caution : Do not allow the shooters to shoot back towards the targets if they get ahead of their firing with their pace. They should move directly at each target.

COURSE OF FIRE

RUN & GUN

Ammo: Two 30 rd Mags **Range:** Start 25

Target: Steel, Plate Rack and
Two Peppers

Demo: No

NOTE: Set plate rack up and place one pepper popper on the left and one on the right. Students should be in two columns. This course of fire is man against man. No time limit.

1. At the "GO" announcement, the Two shooters will run from the 25 yard line to the 10 yard line WITH WEAPONS ON **SAFE**. **Once at the 10 yard line the shooters will activate their safety select levers and fire 2 round burst on the designated plate rack targets. Once their plate rack targets are down they will fire at the Pepper Popper. First shooter completed will advance in the elimination tournament.**

F.O.T. M. MOVING THREATS

LATERALLY MOVING THREATS

A. Cut Off

B. Direct to Threat

C. Pacing

Threats Directly Approaching

A. Immediate Threat

B. Get Off The Tracks

- 1. Maintain weapon tight in shoulder
- 2. Utilize legs as shock absorbers
- 3. Smooth consistent upper body platform

NOTES

COURSE OF FIRE

RUNNING MAN

Ammo: Two 30 rd Mags Range: Start 20 Target: Paper

Demo: No

NOTE: This course of fire is done by relay.

1. At the “Move” announcement, the shooters will sprint from the 20 yard line towards the targets with safeties on. When given the “Threat” command they will rapidly slow down but continue to move and engage the threats on the “UP” command with 5 round bursts. Once the shooters stop 3’ to 4’ from the targets they will place their firearms ON SAFE and IMMEDIATELY run back to the 20 yard line and be prepared to resume the drill again. FIRE xxx TIMES

COURSE OF FIRE

CQB FIRING

Ammo: Two 30 Rd Mags **Range:** 3,5,7,10 yds **Target:** Paper

Demo: Yes. Live fire demo **1.** a good locked out position, **2.** Sweeping firearm up rather than straight out, **3.** Not giving a pause, and **4.** Loosening up as soon as the trigger is pulled.

1. 3 yard line - From the CQB Ready, on the fire command of "Up", punch out, pause, and fire a 3rd burst at the symbol. **Fire 4 times.**

Note: The first round or two the students fire, have them lock out and focus on the symbol prior to the up command. No Punch out

2. 5 yard line - Same. **Fire 4 times.**

3. 7 yard line - Same except shoot at Chest or Belly. **Fire 4 times.**

4. 10 yard line - Same except shoot at Chest or Belly. **Fire 4 times**

COURSE OF FIRE

NIGHT FIRING

Ammo: Two 30 Rd Mags **Range:** 3,5,7,10 yds **Target:** Paper

Demo: Yes. Live fire demo **1.** a good locked out position, **2.** Sweeping firearm up rather than straight out, **3.** Not giving a pause, and **4.** Loosening up as soon as the trigger is pulled.

1. 3 yard line - From the CQB Ready, on the fire command of "Up", punch out, pause, and fire a 3rd burst at the symbol. **Fire 4 times.**

Note: The first round or two the students fire, have them lock out and focus on the symbol prior to the up command. No Punch out

2. 5 yard line - Same. **Fire 4 times.**

3. 7 yard line - Same except shoot at Chest or Belly. **Fire 4 times.**

4. 10 yard line - Same except shoot at Chest or Belly. **Fire 4 times**

COURSE OF FIRE

CQB FIRING

Ammo: Two 30 Rd Mags **Range:** 3,5,7,10 yds **Target:** Paper

Demo: Yes. Live fire demo **1.** a good locked out position, **2.** Sweeping firearm up rather than straight out, **3.** Not giving a pause, and **4.** Loosening up as soon as the trigger is pulled.

1. 3 yard line - From the CQB Ready, on the fire command of "Up", punch out, pause, and fire a 3rd burst at the symbol. **Fire 4 times.**

Note: The first round or two the students fire, have them lock out and focus on the symbol prior to the up command. No Punch out

2. 5 yard line - Same. **Fire 4 times.**

3. 7 yard line - Same except shoot at Chest or Belly. **Fire 4 times.**

4. 10 yard line - Same except shoot at Chest or Belly. **Fire 4 times**

EMERGENCY EVACUATION

A. Communication

B. Immediate Action Drill

C. Man Down

- 1. Cover Fire (2-3 Round Bursts)**
- 2. Rescue**
- 3. Back Out**

D. Overwhelming Firepower

- 1. Cutback/Peel**
- 2. Sustained Fire (3-5 Round Bursts)**
- 3. Use of Distraction Devices, Smoke, Gas**

E. 4 - 30 Round Magazines

F. Zero Misses

NOTES

STANDARDS DRILLS

MP5 MASTER INSTRUCTOR

<u>RANGE</u>	<u>DRILL</u>		<u>RDS</u>	<u>TIME</u>
10yds	Auto	N	3rd Burst	1.0 sec
10yds	Reload		3rd Burst, Reload, 3rd Burst	5.0 sec
10yds	Stoppage		Dry fire, Backup Fire 1rd	2.5 sec
10yds	Body armor	N	3rd Burst Body, 1 rd Head	2.0 sec
10yds	Multiple (3)		3rds Burst each	2.5 sec
10yds	CQB		3rd Burst	2.0 sec
10yds	Auto W/Mask	N	3rd Burst	1.5 sec
10yds	Reload W/Mask	N	3rd Burst, Reload, 3rd Burst	6.0 sec
10yds	CQB W/Mask	N	3rd Burst	2.0 sec
20yds	Auto		1 rd	1.75 sec
7yds	Auto FOTM		5rd Body, 2 head	2.5 sec

**“YEA, THOUGH I
WALK IN THE
VALLEY OF THE
SHADOW OF DEATH,
I SHALL FEAR NO
MAN..... FOR I’M
THE MEANEST
SONOFABITCH IN
THE VALLEY!!!!!!”**

TRAINING PROGRAMS

NOTES

A. Training vs. Equipment

B. Range vs. Operations

C. Dynamic vs. Slow Deliberate

D. Static to Moving

E. Active Countermeasurers Gym vs. Street

F. Verbalizations vs. Grunt Speak

SHOOTING HOUSES

Finger off Trigger

Safety Position

Weapons Loaded

Hand Position

Laser Rule

Areas of Responsibility

Ready Position

Eye Contact or Touch Up

Move on Command

Verbalization to Threat

Verbalization to Partner & Eye Contact

Proper Weapon Position During—
Movement, Threat, Firing, Transitioning,
or Covering

Laser Rule

Immediate Threat Concept

Accuracy

Questions - Why?

What was the Threat?
Where Did you Shoot?
Sight Picture?
How Many Rds?

NOTES

TITLE _____

DESCRIPTION:

OBJECTIVES:

REFERENCES:

TRAINING AIDS:

TOTAL TIME:

DEVELOPING A COURSE OF FIRE

It is important to control and develop live fire courses or drills. The course of fire should have a **specific objective**. For example, the three-inch dot drill will allow the instructors to evaluate students performance of sighted firing principles - Maintaining sight alignment throughout the trigger pull.

Range commands are very important and should be loud enough that the whole world can hear. Use a preparatory command to alert other instructors and the students to an upcoming action.

Safety on the range is paramount, where we as instructors make our money is by observing the students actions, body, and hands. This is where we can see the mistakes they are making as they occur. We can always look at the target later. The other thing that watching the firers does for us is to see potential safety problems e.g. Fingers on triggers, not decocking etc. The key to a safe course of fire is: **Plan it correctly, Construct it correctly, and Control it correctly.**

When establishing tactical courses of fire, the support requirements increase. For example, Patrol cars for the officers to emerge from, barricades to simulate cover, and moving target systems. However, the lack of equipment or target systems does not prevent you from developing viable courses of fire. Your only limitation is your imagination and ingenuity.

COURSE OF FIRE/DRILL DEVELOPMENT SHEET

Name of developer _____

Date _____

Objectives

Drill Summary

of Rounds

of Targets and Configuration

Stress/Time requirements

Support requirements

Range Commands

Additional Instructions
