

TACTICAL RIFLE



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2000

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

TACTICAL RIFLE

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/Simuntion training until directed otherwise by the Instructor.
5. When using Simuntion rounds, **No Intentional** Groin or head shots will be allowed and shots within two feet of a role player 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 role player 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.

H. COLT SYSTEM

1. ELEVATION

There are two types of front sights: 4 position square blade front sight on most M16A2 rifles. And a 5 position round blade front sight on Carbinas and Commando weapons. The 4 position front sight is used to zero the rifle when combined with a fully adjustable rear sight. The 5 position round blade provides elevation adjustment when combined with a rear sight that is adjustable for windage only. Each notch on the 4 position front sight on m16A2 rifles moves impact 1 inch @ 100YDS. Each notch on 5 position blade on

Carbinas or Commandos moves impact 1.38 inch @100yds. If 5 position sight is on a rifle the change in impact will be 1 inch @100yds

The fully adjustable rear sight is combined with a flip-type peep sight. When flipped forward, the large aperture marked 0-2 is up. It is used with the elevation knob set to 8/3 low for ranges between 0 – 200 meters. When the small aperture is up, it is used for ranges of 300 meters to 800 meters by setting the elevation knob at the range required; 8/3 low for 300m, 4 for 400m, 5 for 500m, 6 for 600m, 7 for 700 m, and 8/3 for 800m. There are also additional clicks between the main settings to allow for fine adjustment of range. Prior to zeroing insure the sight is set 1 click above the 8/3 setting and then leave it alone throughout zeroing.

2. WINDAGE

A windage knob on the right and above

the elevation knob is adjustable. Each click moves point of impact horizontally on the target. To move the impact right, turn windage knob clockwise; to move it left, turn it counterclockwise.

A rear sight, which is adjustable for windage only, has two apertures for range. The unmarked leaf is for ranges up to 300m and the leaf marked “L” is for ranges from 300 to 500 m. each notch moves point of impact of Carbine or Commando 3.8 cm @ 100m. If the sight is on a rifle the change will be 2.8 cm @ 100m.

MAINTENANCE

Break-free,

Ballistol, Rig, etc.

CLEANING-

The RIFLE will function in

NOTES

extremely adverse conditions and will operate while quite dirty. However, this is not the recommended method of operation. This firearm is **NOT** self cleaning just as it is not self shooting. It should therefore be cleaned **after every time it is fired**. A standard guide to establish during firing is 1000 rounds, then clean. **CLEAN IS CLEAN**. This is your standard!

SOLVENTS - Mineral spirits, dry cleaning solvents such as **Var-sol**, **Safety Clean #105**. **NEVER GASOLINE!** These are for general cleaning throughout the gun. Some Biodegradable solvents can leave a gummy residue.

BORE CLEANERS - Hoppe's Nitro Solvent, Shooter's Choice, etc. Any commercial bore cleaner.

BORE BRUSHES - Bronze bristle, copper, and brass are recommended. Nylon is OK. **Never use stainless steel**.

PATCHES - Soft and absorbent. We recommend Knit patches as woven patches may leave strings. **Southern Bloomers** are excellent.

LUBRICANTS - Break-free, Eze-ox, Slick 50 1-lube, etc.

PRESERVATIVES -

Horizontal lines for notes.



TACTICAL RIFLE

CARE AND CLEANING

NOTES

BARREL - Clean from the chamber end always!!! Push the brush or the patch through in one stroke. Brush with solvent, Wash brush!!! Patch dry until clean, repeat brushing if necessary. Lube barrel inside and out to prevent rust. Fouling shots are fouling!

RECEIVER - Clean with mineral spirit solvents and brush to remove large deposits of carbon and dirt. Pay particular attention to the barrel extension area. Generally Lube throughout.

BOLT GROUP - Clean with brush and solvent. Air dry. Lube.

BUTTSTOCK- Clean with brush and solvent. Air dry. Lube.

TRIGGER GROUP - *Clean with brush*
and solvent. Flowing or pouring solvent may be a help. Air dry. Lube, paying particular attention to the axles.

HANDGUARD - Wipe off with damp cloth or wash with soap and water and air dry completely. Do not lube, but you may have to wipe the handguard with an oiled cloth lightly if a white residue appears.

MAGAZINE - Wipe off the outside and the follower then lube to prevent rust.

VISUAL CHECKS - The operator should know his gun well enough to know if there is something wrong with it. He should perform a visual inspection of the gun as he is cleaning it.

REPORTING- Encourage your people to report problems, without fear.

Horizontal lines for taking notes.



USE OF COVER

A. COVER vs. CONCEALMENT

B. COVER DICTATES FIRING POSITION

C. FROM AROUND SIDE, OVER TOP, STEP OUT, ROLL OUT, LEFT AND RIGHT

D. ANGLE PROVIDES DEPTH

E. USE COVER AS SOON AS POSSIBLE

F. PROTECT YOUR COMPUTER, MOTOR, AND WHEELS

G. MAINTAIN VISUAL OF THREAT AND THREAT AREAS

H. VEHICLE AS COVER

NOTES

FIRING ON THE MOVE FORWARD

NOTES

A. Firearm pulled tight into shoulder

B. Legs become shock absorbers

C. Roll your feet

D. Walking

E. Speeds

- 1. Covert
- 2. Warrant
- 3. Rescue

F. Commands

- 1. Move
- 2. Threat
- 3. Up



TACTICAL RIFLE

BACKING OUT

A. Firearm pulled tight into shoulder

B. Legs become shock absorbers

C. Roll your feet

D. Step and Drag

E. Full step

F. Speeds

- 1. Covert
- 2. Warrant
- 3. Rescue

G. Commands

- 1. Move
- 2. Threat
- 3. Up

NOTES



MOVING TARGET

STATIONARY HOLD

- 1. Firearm stationary, target moves into sights

TRACKING

- 1. Firearm moves at same speed as target

OVERTAKING

- 1. Firearm moves faster than target

A. HOLD

B. LEADS

- 1. Full Lead
- 2. Half lead
- 3. No lead

NOTES



- 5. **Someone who is in the dark and looking towards or into a lit area can see very well. Conversely, however, a person who is in a lit area looking towards the dark cannot see as well into the dark**

- 6. **Pupils are sympathetic**

- 7. **High or Low Firing**
 - a. **"Don't fight or out think your body"**

- 8. **Eye Glasses**

- 9. **Dark objects**

- 10. **Available light**

C. ACCESSORIES

- 1. **Flashlight**

- 2. **Lasers**

- 3. **Nights Sights**

- 4. **Car lights**

- 5. **Flares**

- 6. **Chemical lights**

- 7. **Strobes**

- 8. **Night vision goggles**

D. GENERAL RULES

NOTES



URBAN DEPLOYMENT TECHNIQUES

2. Duration and relief options

4. Communications

4. Equipment

a. Weapons

5. Building Diagramming

a. Letters

b. Colors

c. Numbers

d. Front "5" and Back
"5"

Rules of Engagement

1. Departmental Shooting
Policy

2. Specific Rules of
Engagement (additions or
restrictions)

3. Decision making in
compound problems

NOTES

**TARGET ENGAGEMENT
THROUGH GLASS**

Many tests have been conducted on the topic of glass shooting. It is not a definitive science, although many trends have been found, the only thing guaranteed is that there are no guarantees.

TYPES OF GLASS

1. Window Pane
2. Safety Glass
3. Wire Reinforced
4. Tempered Glass
5. Structural Glass
6. Auto Glass
7. Airplane Glass
8. Bullet Proof Glass
9. Thermal Glass

NOTES

BULLET WEIGHT AND VELOCITY

BULLET COMPOSITION

1. Full Metal Jacket
2. Lead Tip Bullet

SECONDARY FRAGMENTATION

1. Perpendicular
2. Angle
3. Bullet Fragmentation

MISCELLANEOUS INFORMATION

1. Screen
2. Simultaneous Shots
 - a. Plate Glass
 - b. Laminated
 - c. Weakening Glass
3. Angles
4. Weight
5. Temperature

ANGLE SHOOTING

NOTES

A. WILL ALWAYS SHOOT HIGH IF
RANGING

STANDARDS DRILLS

RANGE	DRILL	RDS	TIME
Semi	25M N	Dbltap	2rds 2.0 sec
25m	N	Reload	2rds, reload, 2rds 10.0 sec
25m	Stoppage Fire 2rds	Dry fire, Backup	5.0 sec
25m		Body armor 2rds Body, 1rd Head	3.5 sec
25m		N Multiple (2) 2rds Body each Trgt	3.5 sec
Semi	50m	Dbl tap Standing	2 rds 2.5 sec
50m		Dbl tap Standing to	2 rds 4.0 sec
	Kneeling		

50m

Dbl tap
Standing to 2 rds

5.0

sec

Prone

Start "Ready Position

TAC RIFLE QUALIFICATION

NAME _____

DATE _____

POSITION #	COVER TIME GO / NO GO	EXPOSURE TIME GO / NO GO	HITS
1. STANDING DOUBLE TAP	5 sec G/NG	3 sec G/NG	
2. KNEELING DOUBLE TAP	5 sec G/NG	4 sec G/NG	
3. SQUATTING MULTIPLES 2 TGTS, DBL TAP ea. (RELOAD)	5 sec G/NG	6 sec G/NG	
4. PRONE DRUG & ARMOR DBL TAP BODY, 1 RD HEAD	5 sec G/NG	5 sec G/NG	
5. CHOICE, 1 ROUND TRANSITION, DBL TAP	5 sec G/NG	5 sec G/NG	
TOTAL			
TOTAL RUNNING TIME			

HIT PERCENTAGE ____%

PASS/FAIL

ADDITIONAL COMMENTS

INSTRUCTOR SIGNATURE _____

Students will begin at the start point and total running time will begin on the command of start. The student will move to position one (1) and fire the above described requirements not to surpass the number of rounds and cover and exposure times. The shooter will move to each subsequent position and perform the appropriate action as described in the block.

The shooter must perform a reload prior to moving from position three.

At position **5** the shooter will fire 1 round and then transition to the back up firearm and fire 2 rounds with the back up. **Hits with the back up firearm will not be used in determining the shooters hit total.** Once the shooter fires the last round from the back up firearm total running time will stop.

Each shooter will load their first magazine with **only 9 rounds**. The second magazine will be loaded with **only 4 rounds**.