

# MIRACOSTA COLLEGE POLICE DEPARTMENT

## FIREARMS TRAINING UNIT



Lesson Plan # 2014-1014

**Date:**

### M4 Qualification Standards Drills

**Objective:**

The Standards are designed to measure the Officer's ability to manipulate his/her M4 in a controlled and timed environment under the supervision of a Firearms instructor.

**Presentation Length:** Approximately 20-30 minutes

**Instructor Equipment:** One (1) BT-5R/2 Training Silhouette Target

**Officer Equipment:**

- One (1) Department Issued Colt or Bushmaster Rifle
- Attached Optic
- Active Shooter Bag or attached rig to the Officer's Belt
- At least three (3) M4 30 round Magazines
- Department Issued Duty belt
- Department issued Glock
- Three (3) Glock Magazines
- Shooting Eye protection
- Shooting Ear Protection
- Fifty (5) rounds of .223 Duty Ammunition.

**Location:**

**Class Level:** Uniformed Patrol

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MiraCosta Police Department

# M4 Qualification Standards Drills



Target Used: One (1) BT-5R/2 Training Silhouette Target

## **Stage 1 – 5 Yards (12 Rounds Total) USE YOUR OPTIC**

You will need two (2) Six Round magazines  
Make your Rifle Patrol Ready with the Six (6) Round Magazine

### **Give the Command “Load and Be Ready”**

**1<sup>st</sup> String** – From the LOW Ready, you will fire 2 Rounds center-mass in 2 seconds  
Scan and bring it back to the Low Ready.

**2<sup>nd</sup> String** - From the LOW Ready, you will fire 2 Rounds center-mass in 2 seconds  
Scan and bring it back to the Low Ready.

**3<sup>rd</sup> String** - From the LOW Ready, you will fire 2 Rounds center-mass, Reload and fire 2 more rounds center-mass. All in 10 seconds.  
Scan and bring it back to the Low Ready.

**4<sup>th</sup> String** - From the LOW Ready, you will fire 2 Rounds center-mass in 2 seconds.  
Scan and bring it back to the Low Ready.

**5<sup>th</sup> String** - From the LOW Ready, you will fire 2 Rounds center-mass in 2 seconds  
Confirm your rifle is empty, Place it on ‘SAFE’ and let it hang on your sling.

## **Stage 2 – 10 Yards (8 Round Total) USE YOUR OPTIC**

You will need one (1) Six round Magazine and one (1) two round magazine  
Make your Rifle Patrol Ready with the Six (6) Round Magazine

### **Give the Command “Load and Be Ready”**

**1<sup>st</sup> String** - From the LOW Ready, you will fire 2 Rounds center-mass in 3 seconds.  
Scan and bring it back to the Low Ready.

**2<sup>nd</sup> String** - From the LOW Ready, you will fire 2 Rounds center-mass in 3 seconds.  
Scan and bring it back to the Low Ready.

**3<sup>rd</sup> String** - From the LOW Ready, you will fire 2 Rounds center-mass, Reload and fire 2 more rounds center-mass. All in 15 seconds.  
Confirm your rifle is empty, Place it on ‘SAFE’ and let it hang on your sling.

## **Stage 3 – 10 Yards (18 Rounds Total) USE YOUR OPTIC**

You will need three (3) six round magazines  
Make your Rifle Patrol Ready with the Six (6) Round Magazine

### **Give the Command “Load and Be Ready”**

**1<sup>st</sup> String** – From the Low Ready, you will fire 3 rounds (2 to the chest and 1 to the head) in 7 seconds.

Scan and bring it back to the Low Ready.

**2<sup>nd</sup> String** - From the Low Ready, you will fire 3 rounds (2 to the chest and 1 to the head), reload and fire 3 more rounds (2 to the chest and 1 to the head) All in 17 seconds.  
Scan and bring it back to the Low Ready.

**3<sup>rd</sup> String** - From the Low Ready, you will fire 3 rounds (2 to the chest and 1 to the head), reload and fire 3 more rounds (2 to the chest and 1 to the head) All in 17 seconds.  
Scan and bring it back to the Low Ready.

**4<sup>th</sup> String** - From the Low Ready, you will fire 3 rounds (2 to the chest and 1 to the head) in 7 seconds.

Confirm your rifle is empty, Place it on ‘SAFE’ and let it hang on your sling.

**Stage 4 – 25 Yards** You will need two (2) Six Round magazines  
**(12 Rounds Total)** Make your Rifle Patrol Ready with the Six (6) Round Magazine

**USE YOUR SIGHTS** Give the Command “Load and Be Ready”

**1<sup>st</sup> String** – From the STANDING Position in LOW Ready, you will fire 2 Rounds center-mass in 6 seconds.

Scan and bring it back to the Low Ready.

**2<sup>nd</sup> String** -- From the STANDING Position in LOW Ready, you will fire 2 Rounds center-mass in 6 seconds.

Scan and bring it back to the Low Ready.

**3<sup>rd</sup> String** – From the STANDING Position in LOW Ready, you will take a KNEELING Position and fire 2 rounds center-mass, reload and fire 2 more rounds center-mass in 20 seconds.

Scan and bring your Rifle back to Low Ready.

**4<sup>th</sup> String** – From the STANDING Position in LOW Ready, you will take a PRONE Position and fire 2 rounds center-mass in 10 seconds.

Scan and bring your Rifle back to Low Ready.

**5<sup>th</sup> String** – From the STANDING Position in LOW Ready, you will take a PRONE Position and fire 2 rounds center-mass in 10 seconds.

**Confirm your Rifle is Empty, Place it on ‘SAFE’ and leave it on the Deck!**

1. There are six (6) head shots required. If a head shot is missed and the round strikes the target in the body portion, it is counted as a Zero or a total miss.
2. You must deduct five (10) points for any shots fired after the target has turned away or after the time.
3. Rounds fired at the body portion of the target, BUT striking the head do not count as ten (10) points; they are five (5) points. Only head shots fired at the head count as ten.
4. Alibi shots are allowed only in the case of bad ammunition, target malfunction, instructor error, or weapon malfunction as long as the Officer attempts to clear his weapon or transition to his handgun. If the shooter fails to get off a required round for any other reason, they may not make up the round by firing extra shots on a later string. Ten (10) points shall be deducted from the score for each round missed.
5. The head portion of the target says ‘5’, you will disregard and count it as 10 points.

## QUALIFICATION RANKINGS

Expert (EX)	450 to 500
Sharpshooter (SS)	400 to 449
Marksman (MM)	350 to 399
Did Not Qualify	349 or Below

# RANGE SHEET

## M4 Qualification Standards Drills

Target Used: One (1) BT-5R/2 Training Silhouette Target



**OPTICS** will be used at all Strings Except the 25 Yard line

At the end of each String of Fire, Officer will bring the M4 back to the Low Ready

**Stage 1 – 5 Yards** Need 2 Six Round magazines  
Rifle Patrol Ready with a 6 Round Magazine  
**Give the Command “Load and Be Ready”**

- Fire 2 Rounds center-mass, 3 seconds X2
- Fire 2 Rounds center-mass, **reload** and fire 2 rounds, 20 seconds.
- Fire 2 Rounds center-mass, 3 seconds X2

Confirm your rifle is empty, Place it on ‘SAFE’ and let it hang on your sling.

**Stage 2 – 10 Yards** Need 1 Six round Magazine and 1 two round magazine  
Rifle Patrol Ready with a 6 Round Magazine  
**Give the Command “Load and Be Ready”**

- Fire 2 Rounds center-mass, 5 seconds X2
- Fire 2 Rounds center-mass, reload & fire 2 rounds, 20 seconds.

Confirm your rifle is empty, Place it on ‘SAFE’ and let it hang on your sling.

**Stage 3 – 10 Yards**    Need 3 six round magazines -- FAILURE DRILLS  
Rifle Patrol Ready with a 6 Round Magazine  
**Give the Command “Load and Be Ready”**

- Fire 3 rounds (2 center mass and 1 to the head), 9 seconds.
- Fire 3 rounds (2 center mass and 1 to the head), reload & fire 3 rounds (2 center mass and 1 to the head), 20 seconds X2
- Fire 3 rounds (2 center mass and 1 to the head), 9 seconds.

Confirm your rifle is empty, Place it on ‘SAFE’ and let it hang on your sling.

**Stage 4 – 25 Yards**    Need 2 Six Round magazines    **USE YOUR SIGHTS**  
Rifle Patrol Ready with a 6 Round Magazine  
**Give the Command “Load and Be Ready”**

- STANDING Position, fire 2 Rounds center-mass, 8 seconds X2
- STANDING Position, go to a KNEELING Position & fire 2 rounds center-mass, reload & fire 2 rounds, 25 seconds
- Start STANDING Position, go to a PRONE Position, fire 2 rounds center-mass, 15 seconds.

**Confirm your Rifle is Empty, Place it on ‘SAFE’ and leave it on the Deck!**

6. There are six (6) head shots required. If a head shot is missed and the round strikes the target in the body portion, it is counted as a Zero or a total miss.
7. You must deduct five (10) points for any shots fired after the target has turned away or after the time.
8. Rounds fired at the body portion of the target, BUT striking the head do not count as ten (10) points; they are five (5) points. Only head shots fired at the head count as ten.
9. Alibi shots are allowed only in the case of bad ammunition, target malfunction, instructor error, or weapon malfunction as long as the Officer attempts to clear his weapon or transition to his handgun. If the shooter fails to get off a required round for any other reason, they may not make up the round by firing extra shots on a later string. Ten (10) points shall be deducted from the score for each round missed.
10. The head portion of the target says ‘5’, you will disregard and count it as 10 points.

**QUALIFICATION RANKINGS**

Expert (EX)	450 to 500
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