



Sniper/Observer Rifle Qualification

PHASE I: Induced Fatigue and Stress Marksmanship

Stage I: 5 points [1 round, 1 minute]

200-Yard Deployment

Rationale:

Upon being given the command, the Sniper/Observer will run approximately one-half mile (880 yards), or approximately five (5) minutes, to elevate heart rate (objective: above 130 bpm), with rifle (loaded magazine inserted/empty chamber). The run will end at the 200YD line. At 200YD line S/O will have one (1) minute to load a single round, and engage the 200-yard "Hostage Taker," target in Chest scoring zone from a Kneeling position. If round breaks the scoring line it will be counted as a full-value hit (5 points).

Stage II: 10 points [2 rounds, 1 minute]

200-Yard Multiple Hit Target

Rationale:

The S/O will preload two (2) rounds into rifle, leaving the bolt in the unlocked position, and/or safety engaged (if weapon is equipped with a manual safety). Upon being given the command, the S/O will have one (1) minute to fire two (2) rounds into the designated hit area, specified as within the middle diamond located to the upper left of the target. For this stage of fire, only rounds inside the target area will be counted as full-value hits. Rounds striking the line will be counted as full-value hits. Rounds striking outside the middle diamond, but within the outer diamond, will be counted as partial-value hits (3 points).

Stage III: 10 points [2 rounds, 1 minute]

100-Yard Accuracy and Precision

Rationale:

The S/O will preload two (2) rounds into rifle, leaving the bolt in the unlocked position, and safety engaged (if weapon is equipped with a manual safety). Upon being given the command, the S/O will fire two (2) rounds, (1) round each into the bottom (2) separate circles oriented vertically along the left side of the target. For this stage of fire, rounds breaking the outer edge of the scoring circle will be awarded full-value hits (5 points).

Stage IV: 5 points [1 round, 1 minute]

100-Yard Rapid Tripod Deployment

Rationale:

The S/O will begin standing with tripod in hand, and rifle on the ground with round preloaded and safety engaged. Upon buzzer S/O will have 1 minute to deploy tripod in standing position, pick-up and mount/rest rifle upon tripod, and accurately engage the "Hostage Taker" with (1) round in the head scoring zone. For this stage of fire, a round breaking the outer edge of the scoring circle will be awarded full-value hits (5 points).

PHASE II: Hasty Shooting Positions and Tripod Accuracy - 55 points [10 rounds, varying times]

The second phase of fire deals with hasty shooting positions and accuracy when using a tripod. For the Hasty Shooting Positions, each S/O will begin in the starting position, with one (1) round preloaded into the rifle. The bolt will remain in the locked position, with the safety engaged (if weapon is equipped with a manual safety). Upon hearing the buzzer (prompt) the S/O will execute the transition, and fire one (1) round at the assigned area, ensuring that the time limit is maintained. For the Tripod Accuracy portion, S/O will set-up standing tripod and establish a stable position on target. Upon hearing buzzer S/O will engage the top red circle on the left of the target, and then fire a second round into the red circle below the previous shot, within the time limit. Rounds striking on or within the scoring lines for the target area, and within the allotted time frame will be awarded 5 points. Rounds striking outside the scoring line, but within the target, and within the time frame will be awarded 3 points. For rounds failing to strike within the target boundaries, or failing to achieve the time constraint, a miss will be scored.

The following chart lists the standards that must be achieved: Stage	Distance	Starting	Transition	# Rounds	Assigned Area	Time Limit
1.	100-Yards	Standing	Unsupported Prone	1	Body	7.00 sec
2.	100-Yards	Standing	Supported Prone	1	Head	7.00 sec
3.	75-Yards	Standing	Kneeling	1	Body	6.00 sec
4.	75-Yards	Prone	Kneeling	1	Body	7.00 sec
5.	50-Yards	Standing	Kneeling	1	Body	6.00 sec
6.	50-Yards	Prone	Kneeling	1	Body	6.00 sec
7.	25-Yards	Standing	Kneeling	1	Body	4.00 sec
8.	25-Yards	Prone	Kneeling	1	Body	5.00 sec
9.	25-Yards	Standing	Kneeling	1	Head	5.00 sec
10.	25-Yards	Standing Tripod	N/A	2	1" Circles	30.00 sec

PHASE III: 100-Yard Target ID & KIM's - 15 points [3 rounds, 1:15 minute]

Rationale:

The S/O will assume the prone position, and preload three (3) rounds into rifle, leaving the bolt in the unlocked position, and safety engaged (if weapon is equipped with a manual safety). The S/O will be provided with three (3) cards from a standard deck of playing cards. The shooter will be allowed 10 seconds to evaluate the card, at which time the cards will be turned face down.

Once given the command to fire, the S/O will evaluate a collage of playing cards, and use three (3) well aimed shots, striking each of the corresponding playing cards, within one minute and fifteen seconds (1:15 minutes).

For this stage of fire, an "EZE Scorer 52 Card" target will be utilized, and a full-value hit will be counted if the bullet breaks the exterior perimeter of the target area. Rounds striking outside the previously identified target area, will be counted as misses.

