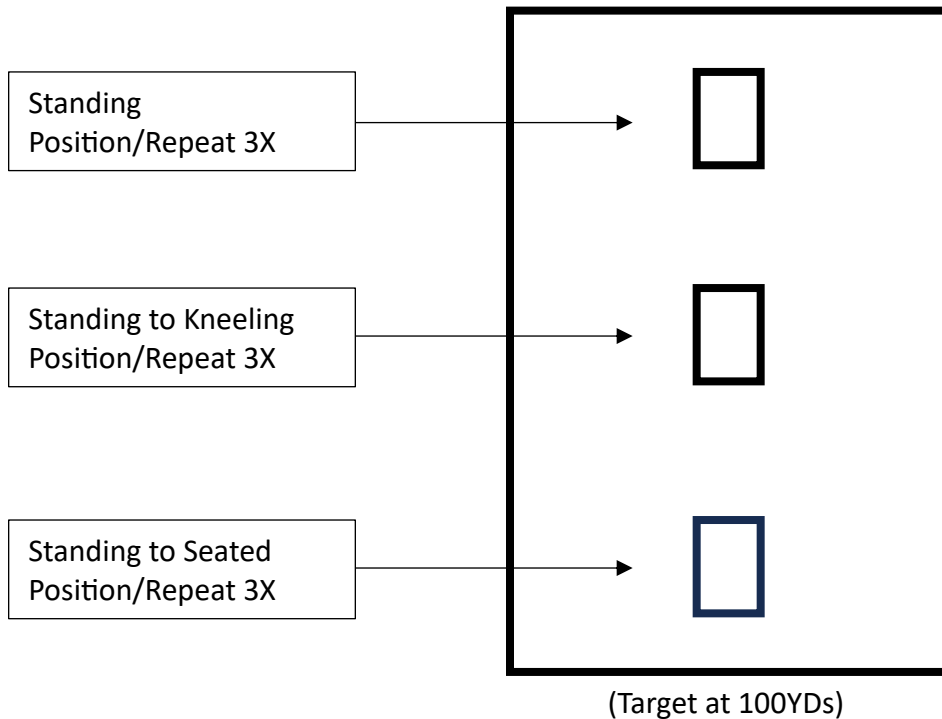


“The LE Sniper Standard”

(Beta Test Version 1.0)



Objective: To hit WITHIN each 3x5 target rectangle each shot per position within the least amount of time.

Rationale: This is a goal specific task for the LE Sniper to work towards achieving and maintaining that encompasses three unsupported (other than the use of a sling if so chosen) shooting positions. These positions are unsupported and force the LE Sniper to focus on the fundamentals of marksmanship. The positions are shot beyond the average statistical distance of LE Sniper engagements and demonstrate that the LE Sniper possesses a high level of competency in their ability to deliver repeatable precision relative to a challenging target area. Possessing such skill is transmutable at various distances encountered by LE, which almost always will be supported (and precision enhanced) by stability aids like tripods, bags, or in the prone.

Equipment Needed: 100YD Range, Scoped Rifle (bolt or semi-auto), Shot Timer or Timekeeper, 9 Rounds, 3 (3"x5" Index Cards) Stapled to Cardboard Backer (or drawn on target with contrasting colors)

How To Conduct: 15 MINUTES to shoot ALL 9 SHOTS. Starting with the “Standing Position,” shoot all 3 shots before moving onto the next position. Use score sheet to plot shot/record time after each shot (preferably someone else will do this task to save time/recover).

Standing Position: Begin standing facing target Safety On or Bolt Up. Muzzle must be below waistline. On Buzzer come up into position and engage target.

Standing to Kneeling Position: Begin standing facing target Safety On or Bolt Up. Muzzle must be below waistline. On Buzzer, drop down into position and engage target.

Standing to Seated Position: Begin standing facing target Safety On or Bolt Up. Muzzle must be below waistline. On Buzzer, drop down into position and engage target.

IF (1): Round is forgot to be chambered or safety forgotten to be disengaged/bolt closed, the LE Sniper will correct such immediately and continue with the engagement process, with no handicap given for time, as this falls squarely on the LE Sniper’s control.

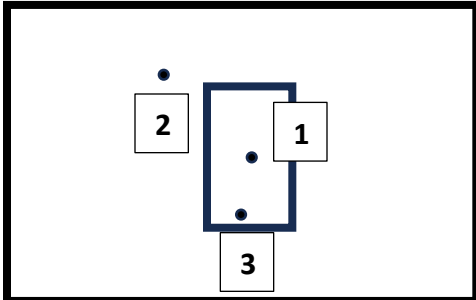
IF (2): A malfunction ensues or if there is a dead round, the LE Sniper will repeat this shot, with 1 minute added to the overall time limit. Not that one should not work through such, but due to the vast reasons why such could occur, and time it could take to fix, the time skews data too much, and is generally outside of the LE Sniper’s control.

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SCORE SHEET

EXAMPLE



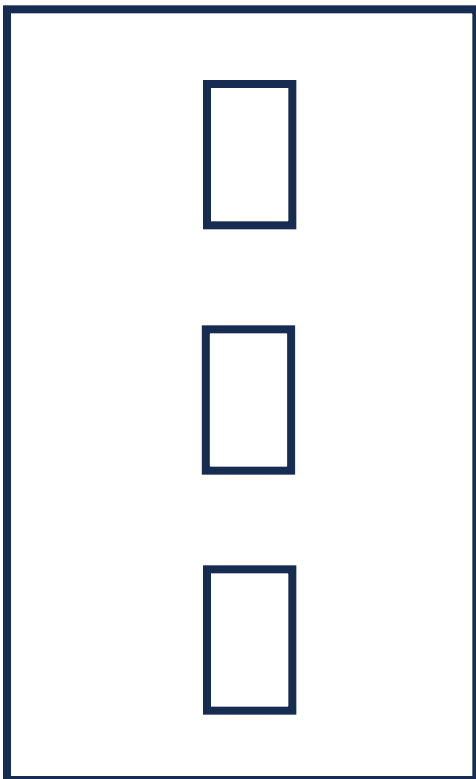
STANDING POSITION

1. 28.4
2. 19.1
3. 22.5



TARGET AT 100YDS/15 MIN TIME LIMIT FOR ALL 9 SHOTS

START WITH "STANDING POSITION," SHOOT ALL 3 SHOTS BEFORE MOVING ONTO THE NEXT POSITION



STANDING POSITION

- 1.
- 2.
- 3.

STANDING TO KNEELING POSITION

- 1.
- 2.
- 3.

STANDING TO SEATED POSITION

- 1.
- 2.
- 3.

HIT TOTAL:

MEAN SHOT TIME:

TOTAL TIME USED:

ANY IF (1)s: YES or NO

ANY IF (2)s: YES or NO

"Mean Shot Time" Add All Shots Together Divide By 9

DATE: ___/___/___

NAME: _____ AGENCY: _____

RIFLE: _____ AMMO: _____

VERIFIED BY: _____