**1&2. SIGHTING & CONFIRM - prone**

100m

fig 11 on screen w/aiming mark

🡪load 20 rd mag

4 x exp, 5 rds each exp

1 click = 2.5cm @ 100m

left = down | right = up

clockwise = right | counterclock = left

**3. RAPID - prone**

200m

fig 11 on screen w/.75m & 1.3m circle

🡪load 25 rd mag

5 rds

20 sec exp

in circle on tgt = 4 pts

in circle off tgt = 2 pts

**4. SNAP - prone**

200m

fig 11 on screen w/.75m & 1.3m circle

5 rds

5 exp, 1 rd per exp, tgt falls when hit

in circle on tgt = 4 pts

in circle off tgt = 2 pts

**5. APPLICATION - prone**

200m

fig 11

5 rds

5 exp, no time limit, tgt falls when hit

1 pt per hit

**6. SNAP – prone & kneeling**

200m

fig 11 on stick

10 rds

1 trial exp

2 x 5 sec exp prone, 10+ sec delay

then 3 x 8 sec exp kneeling

1 pt per hit

**7. RAPID – prone**

200m

fig 11 on screen w/.75m & 1.3m circle

15 rds

🡪 load 10 rd mag

🡪 load 5 rd mag during exp

40 sec exp

1 pt per hit

BEGIN PWT 3 – Run ser 1&2 if needed

**3. DELIBERATE - prone**

CBT ARMS ONLY

300m

fig 11 on screen w/aiming mark

🡪load 15 rd mag

5 rds

1 pt per hit, tgt falls when hit

**4. SNAP SHOOT – prone**

CBT ARMS ONLY

300m

2 fig 11‘s in frame

10 rds

10 sec between exp

5 x 5 sec exp, 2 rds each exp

1 pt per hit

**5. FIRE & MOVEMENT (run down)**

CBT ARMS ONLY

Start at 400m

14 rd mag + 20 rd mag

1 pt per hit

🡪load 14 rd mag

tgt appears, 45 sec exp

run to the 300m, adopt prone

2 fig 11‘s

3 rds into each tgt

tgt goes down

tgt appears, 45 sec exp

run to the 200m, adopt kneeling

PWT 2

2 fig 11‘s

4 rds into each tgt

tgt goes down

tgt appears, 45 sec exp

🡪load 20 rd mag

run to the 100m, adopt prone

2 fig 12‘s

4 rds into each tgt

tgt goes down

stand up

alert posn

tgt appears (fig 11 on stick)

8 sec exp

kneeling posn

2 rds tgt goes down

advance to 75m, standing

tgt appears (fig 11 on stick)

5 sec exp

2 rds tgt goes down

advance to 50m, standing

tgt appears (fig 12 on stick)

5 sec exp

2 rds tgt goes down

advance to 25m, standing

tgt appears (fig 11 on stick)

2 exp, 5 sec each

3 rd burst each exp

1 pt per exposure, if hit

**NIGHT SUPPLIMENT - prone**

CBT ARMS ONLY

Must shoot regardless of day score

range is limit of night vis

🡪load 10 rd mag

fig 11

10 rds double tap for MPI

no score

🡪load 20 rd mag

fig 11

10 rds

5 exp, 5 sec each

2 rds at each exp

1 pt per hit

switch to kneeling

fig 11

10 rds

10 sec exp

1 pt per hit

**Scoring**

Marksman = 80%

Pass = 60%

|  |  |  |  |
| --- | --- | --- | --- |
|  | **PWT 2** | **PWT 3** | **Tot** |
| HPS | 70 | 49 | 119 |
| Marksman | 56 | 39 | 95 |
| Pass | 47 | 29 | 76 |
| Night HPS | 20 | - | - |
| Night Pass | 12 | - | - |

**Loadout**

Grouping: **20** rd mag

PWT 2: **25**, **10**, **5** rd mags

PWT 3: **15**, **14**, **20** rd mags

Night Shoot: **10**, **20** rd mags

**Ammo Allocation**

PWT 2: 60 rds per shooter

 [20 grp/cfm + 40 scored]

Night: 30 rds per shooter

 [10 grp/cfm + 20 scored]

PWT 3: 69 rds per shooter

 [20 grp/cfm + 49 scored]

PWT 2 & 3: 109 rds per shooter

PWT 2 & 3 & ni: 139 rds per shooter

(assumes single grp/cfm ser 1&2)

V210820

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