

MEU (SOC) M4A1 QUALIFICATION COURSE

Phase 1

For this evolution, each shooter has one target assigned.

Distance in yards	Procedure	Shots fired	Time allotment in seconds	Cumulative round count
50	Pair Standing/Kneeling/Prone to body	6	10	6
25	Run from 50-25 yard line. Pair Standing/Kneeling to body	4	11	10
25	Brain shot	1	2	11
25-15	Shooting on the move. Pair to body	2	5	13
15	Standing. Pair to body	2	1.5	15
15-10	Shooting on the move. Failure Drill	3	4	18
10-5	Shooting on the move. Failure Drill	3	3.5	21
7-3	Shooting on the move. Failure Drill	3	3	24

At this point, the targets are scored. There should be twenty shots to the body, and four shots to the brain. There are forty-eight points possible, with shots scored accordingly: In the desired area – 2 points. Outside the desired area, 1 point. A miss is zero points. Tally the score to this point and write it on the target. Tape the target.

Phase 2

For this evolution, each shooter has two targets assigned.

Distance in yards	Procedure	Shots fired	Time allotment in seconds	Cumulative Round count
50	Pair standing to body of target one, reload, pair kneeling on target two	4	11	28
25-15	Shooting on the move. Pair to each body	4	6	32
15	Pair to bodies of each target	4	3.5	36
15-10	Shooting on the move. Pair to bodies of each target	4	4	40
10	Pair to bodies of each target	4	3	44
10-3	Shooting on the move. Hammer to body of each target, single shot to the brain of each target (Box Drill).	6	5	50

At this point, the targets are scored. There should be twelve shots to each of two bodies, and one shot to each brain (24 body shots, 2 brain shots). There are fifty-two points possible, with shots scored accordingly: In the desired area – 2 points. Outside the desired area, 1 point. A miss is zero points. Tally the score for this phase, add it to the score for the previous phase write it on the target. The maximum score possible for both phases is 100 points (an aggregate of Phases 1 and 2). To qualify, each shooter must score at least 80 points.

MEU(SOC) PISTOL QUALIFICATION COURSE

Phase 1

For this evolution, each shooter has a single target. All strings of fire begin with a Condition Four Carbine, in Indoor Ready position. On the start signal, each shooter will present the Carbine to one target and attempt to fire the Carbine. When the hammer drops on an empty chamber, the shooter will then transition to the pistol. If movement is called for, the shooter will begin to move as he transitions to the pistol.

Distance in yards	Procedure	Shots fired	Time allotment in seconds	Cumulative round count
25	Pair standing, pair kneeling to body	4	9	4
15	Pair standing, pair kneeling to body	4	8	8
10	Pair to body, speed reload, another pair to body	4	6.5	12
10-3	Shooting on the move, pair to body, speed reload, another pair to body	4	6.5	16
10-3	Shooting on the move, Failure Drill (two shots to body, one to brain)	3	4.5	19
7	Pair to body, strong hand unsupported	2	4	21
7	Pair to body, weak hand unsupported, weak hand draw	2	10	23
7	Both hands, pair to body, speed reload, single shot to brain	3	6	26

At this point, the targets are scored. There should be twenty-four shots to the body, and two shots to the brain. There are fifty-two points possible. Tally the score to this point and write it on the target. Tape the target.

Phase 2

For this evolution, each shooter has two targets. Again, all strings of fire begin with a Condition Four Carbine, in Indoor Ready position.

Distance in yards	Procedure	Shots fired	Time allotment in seconds	Cumulative round count
15	Pair to one body, speed reload, pair to the other body	4	8.5	30
10-3	Shooting on the move. Pair to one body, speed reload, pair to the other body	4	6.5	34
10-3	Shooting on the move. Box Drill: Pair to each body, speed reload single shot to each brain	6	8.5	40
7-3	Shooting on the move. Pair to both bodies, speed reload, pair to both bodies	8	8	48
7	Stationary shooting. Single shot to each brain	2	4	50

At this point, the targets are scored. There should be ten shots to each of two bodies, and two shots to each brain (20 body shots, 4 brain shots). There are forty-eight points possible. Tally the score for this phase, add it to the score for the previous phase write it on the target. The maximum score possible for both phases is 100 points (an aggregate of Phases 1 and 2). To qualify, each shooter must score at least 80 points.