

Course Outline

DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
LFX- MK Grouping Assessment	STX- Target Detection/PEs STX-Range Estimation/PEs	STX-Range Estimation 1 & 2 STX-Target Detection PE 2 & 3	STX- Target Detection PE 4 & 5 STX- Range Estimation PE 3-5	STX-Target Detection G1/Retrain/G2 STX-Range Estimation G1/Retrain/G2
In processing The Shot Process STX-Target Detection STX-Range Estimation Construct Ghillie Suit	Observation & Reporting Selection & Occupation of Hides	Ballistics	Operate MK22 PSR	
DAY 6	DAY 7	DAY 8	DAY 9	DAY 10
STX-Range Estimation G3 Ghillie Weathering Exercise	STX-Target Detection G3	LFX-MK22 Known Distance Data Collection PE 3 & 4	LFX-MK22 Known Distance Data Collection PE 5 LFX-MK22 Practice Record Fire	LFX-MK22 Known Distance Record Fire (Shoot) G1/Retrain/G2/G3
LFX-PSR (300 NORMA) Group/Zero/True Angle Fire	LFX-MK22 Known Distance Data Collection PE 1 & 2			
DAY 11	DAY 12	DAY 13	DAY 14	DAY 15
Intro/Maintain M110 SASS	Intro to PVS-30 Intro to STORM Rapid Target Engagement Alternate Shooting Position	LFX-M110 RTE PE 1 LFX-M110 RTE (Night) PE 1	LFX-M110 RTE PE 2 LFX-M110 RTE (Night) PE 2	LFX-M110 RTE PE 3 LFX-M110 RTE (Night) PE 3
LFX-MK22 Known Distance Record Fire (Shoot) G1/Retrain/G2/G3	LFX-M110 Group/Zero/True			
DAY 16	DAY 17	DAY 18	DAY 19	DAY 20
LFX-M110 RTE Practice Record Fire LFX-M110 RTE G1 LFX-M110 RTE (Night) Practice Record Fire LFX-M110 RTE (Night) G1	LFX-M110 RTE Retrain/G2/G3 LFX-M110 RTE (Night) Retrain/G2/G3	LFX-Mk22 (7.62mm) Group/Zero/True LFX-MK22 Loophole	Moving Targets Class LFX-MK22 Moving Targets Data Collection PE 1 & 2	LFX-MK22 Moving Targets Data Collection PE 3 & 4 Sniper Exam G1/Retrain/G2/G3
		Urban Hides Class		
DAY 21	DAY 22	DAY 23	DAY 24	DAY 25
LFX-MK22 Moving Targets Data Collection PE 5 & 6	LFX-MK22 Moving Targets Practice Record Fire LFX-MK22 Moving Targets G1/Retrain/G2/G3	STX-Stalking Cadre Led 1 & 2 STX-Stalking PE 1	STX-Stalking PE 2 STX-Stalking G1	Course AAR Out-Processing Graduation
		Stalking Class		

LEGEND

Classroom Event	Field Event	Range Event	Critical/Graded Event
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