

Close Quarters Marksmanship Training for Conventional Infantry Units

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In an effort to standardize training on military operations in urban terrain (MOUT), U.S. infantry battalions in Korea are testing a prototype training program based upon leader training, close-quarter marksmanship (CQM), and close-quarter battle (CQB). With a high personnel turnover and with less training ammunition and fewer facilities than Special Operations units, the overall training package is simple and focuses on basic individual and squad-level skills. The draft training proposal is predicated on principles from Field Manual (FM) 90-10-1, *An Infantryman's Guide to Urban Combat*, with Change-1, and Ranger Regiment Training Circular 350-2. Modified for a conventional unit with heavy personnel turbulence, the proposal is divided into four phases:

Phase I—Leader Training and Certification (team leader through platoon leader).

Phase II—Close-Quarter Marksmanship.

Phase III—Preliminary Close-Quarter Battle.

Phase IV—Dry Fire through Live Fire for Individual through Multiple Team-Multiple Room.

This article will address Phase II—CQM training, qualification, and evaluation. As with all collective training, CQM begins with leader training and certification.

Leader Training

The MOUT training proposal initiates every phase with leader certifica-

tion. Units may elect to conduct leader training in one block immediately before each phase. For CQM training, we recommend that all battalion-level leader training be conducted within one month of unit CQM training. Leader training should start with an officer professional development (OPD) to familiarize all officers, especially junior leaders, with basic quick-fire or reflexive firing techniques, dry-fire drills and training tips, marksmanship tables, and

basic range setup. A one-day battalion-level OPD might include a two-hour classroom block of instruction, followed by two hours of dry-fire and blank-fire drills in the battalion area. In the afternoon, all officers shoot several CQM familiarization tables on a certified or modified quick-fire range.

Company-level leader training should also begin in the classroom with professionally prepared blocks of instruction for all the company's leaders (from

TABLE I—Familiarization

POSITION	ROUNDS	DISTANCE	METHOD	TIME STD
Straight ahead	4	4m	Single shot	None
Straight ahead	4	7m	Single shot	None
Straight ahead	4	10m	Single shot	None
Straight ahead	4	4m	Controlled pair	None
Straight ahead	4	7m	Controlled pair	None
Straight ahead	4	10m	Controlled pair	None

TABLE II—Familiarization

POSITION	ROUNDS	DISTANCE	METHOD	TIME STD
Left turn	6 (2 ea. X3)	10m	Controlled pair	None
Right turn	6 (2 ea. X3)	4m	Controlled pair	None
Straight ahead walking	6 (2 ea. X3)	7m	Controlled pair	None
Straight ahead walking	6 (2 ea. X3)	10m	Controlled pair	None
Walk-stop-turn	6 (2 ea. X3)	4m	Controlled pair	None
Run-stop-shoot	6 (2 ea. X3)	7m	Controlled pair	None

TABLE III—Timed Practice

POSITION	ROUNDS	DISTANCE	METHOD	TIME STD
Straight ahead	6 (2 ea. X3)	10m	Controlled pair	3 sec. from UP
Left turn	6 (2 ea. X3)	4m	Controlled pair	3 sec. from UP
Right turn	6 (2 ea. X3)	7m	Controlled pair	3 sec. from UP
Straight ahead walking	6 (2 ea. X3)	10m	Controlled pair	3 sec. from UP
Walk-stop-turn	6 (2 ea. X3)	4m	Controlled pair	3 sec. from UP
Straight ahead walking	6 (2 ea. X3)	7m	Controlled pair	3 sec. from UP
Run-stop-shoot	6 (2 ea. X3)	10m	Controlled pair	3 sec. from UP
Straight ahead	4	25m	Single shot	None (fam)

TRAINING NOTES

team level up). These leader professional development sessions should be conducted the week of, or the week before, MOUT and CQM training, and the instruction should be prepared and delivered by NCOs. Preliminary instruction must include detailed explanations of the fundamentals of reflexive firing, including the following:

- Stance.
- Carry technique (low-carry, high-carry).
- Aiming techniques (slow-aim, rapid-aim, aimed quick-fire, instinctive).

- Movement with weapons.
- Weapon control (moving from low-carry to high-carry).
- Safety considerations.

Classroom instruction concludes with reflexive-fire range setup and control, CQM familiarization firing tables, and qualification requirements.

Company leader training progresses from the classroom to hands-on training. All company NCOs and officers execute dry-fire and blank-fire drills before graduating to live-fire familiarization on a quick-fire range. Leader training must focus on training and

control rather than on perfection in individual skills. Range procedures, safety principles, and training troubleshooting techniques are paramount for company leaders.

Preliminary CQM Training

Training on basic individual skills should begin, again, in the classroom. Squad leaders and team leaders teach squad members the fundamentals of stance and weapon carry technique of all soldiers. Classes *must* be professionally prepared and validated by platoon sergeants and platoon leaders and must be performance oriented. Squad leaders may use butcher paper diagrams, computer-generated illustrations, action video footage, and live demonstrations to inculcate skills and fundamentals. Take-home packages or handouts also help soldiers understand. For planning purposes, classroom preliminary training usually requires three to four hours.

For hands-on training, all soldiers should have M16 rifles or M4 carbines. Using the *crawl-walk-run* methodology, team and squad leaders evaluate the stance and weapon carry technique of all soldiers. Soldiers slowly move straight ahead and turn left and right. In actual or simulated confined spaces, all soldiers should master general movement:

- Straight ahead.
- Left turn.
- Right turn.
- Walk-stop-walk.
- Run-stop.
- Walk-turn-walk.

Once the soldiers have a solid base of movement with weapons, the training should move on to aiming techniques. Although dependent upon the situation, the most desirable aiming technique is rapid-aim fire (a quick sight picture; used from 0-25 meters) or the aimed quick-fire kill (top of front sight flush on the rear peep sight; used from 0-11 meters). E-type targets should be set up or targets designated for soldiers to engage. Starting from the stationary position, all soldiers are drilled in obtaining a quick, modified picture—first from the high-carry position, then from the low-carry position.

TABLE IV—Transition Familiarization

POSITION	ROUNDS	DISTANCE	METHOD	TIME STD
Straight ahead	4	4m	Controlled pair	7 seconds
Straight ahead	4	7m	Controlled pair	7 seconds
Straight ahead	4	10m	Controlled pair	8 seconds
Straight ahead walking	4	7m	Controlled pair	8 seconds
Straight ahead walking	4	10m	Controlled pair	8 seconds

FIRING TABLE V—Stationary, Single Target, Shape Discrimination Familiarization

POSITION	ROUNDS	DISTANCE	METHOD	TIME STD
Straight ahead	6 (2 ea. X3)	4m	Controlled pair	None
Straight ahead	6	7m	Controlled pair	None
Straight ahead	6	10m	Controlled pair	None

FIRING TABLE VI—Single Target, Moving and Turning Discrimination

POSITION	ROUNDS	DISTANCE	METHOD	TIME STD
Left turn	6 (2 ea. X3)	4m	Controlled pair	None
Right turn	6	7m	Controlled pair	None
Walk-stop-shoot	6	10m	Controlled pair	None

FIRING TABLE VII—Multiple Target, Moving and Turning Discrimination

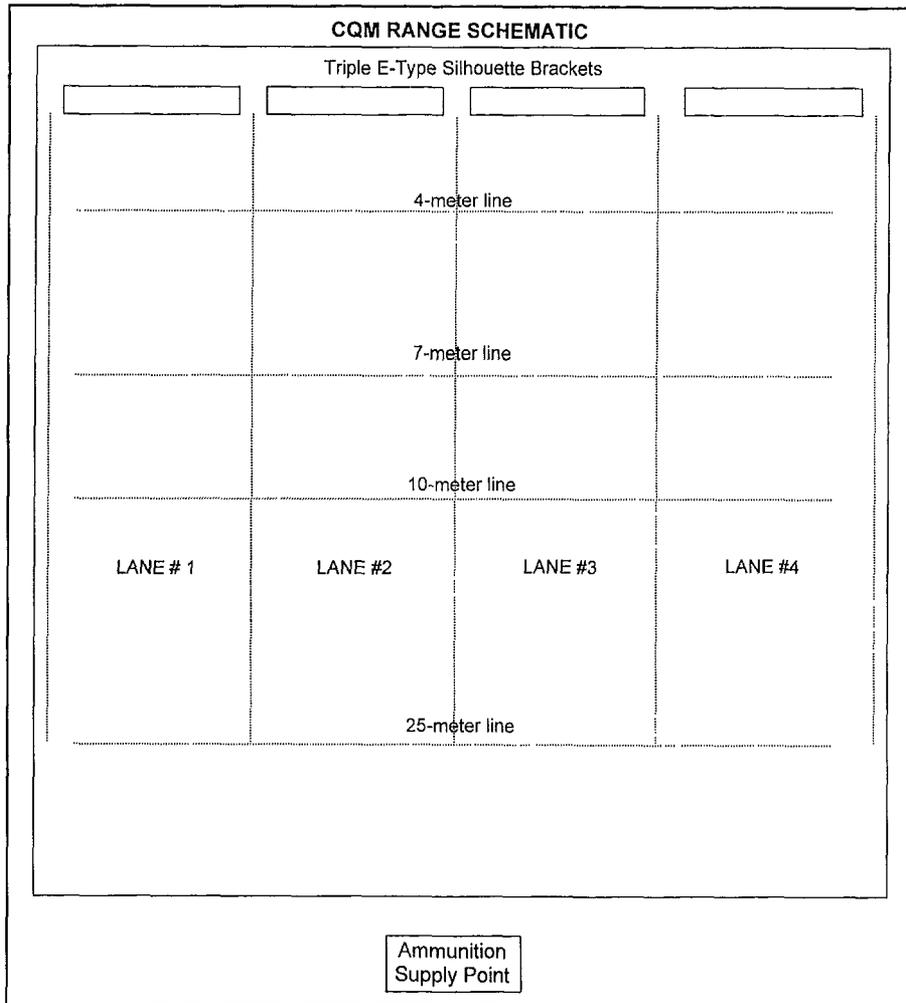
POSITION	ROUNDS	DISTANCE	METHOD	TIME STD
Straight ahead	4	4m	Controlled pair	5 seconds
Straight ahead	4	7m	Controlled pair	5 seconds
Left turn	4	10m	Controlled pair	5 seconds
Right turn	4	7m	Controlled pair	5 seconds
Walk-stop-shoot	4	10m	Controlled pair	5 seconds
Walk-stop-turn	4	7m	Controlled pair	5 seconds
Walk-stop-turn	4	10m	Controlled pair	5 seconds

NOTE: For pretest, use a bank of three realistic or shape targets. Two targets are engaged on command UP, (shapes). Scoring Standard: 24-28 hits = T; 18-23 hits = P; 1-17 hits = U.

FIRING TABLE VIII (CQM Evaluation). NOTE—This table fired twice.

POSITION	ROUNDS	DISTANCE	METHOD	TIME STD
Straight ahead	2	4m	Controlled pair	3 sec. from UP
Left turn	2	7m	Controlled pair	3 sec. from UP
Right turn	2	10m	Controlled pair	3 sec. from UP
Straight ahead, walking	2	4m	Controlled pair	3 sec. from UP
Straight ahead, walking	2	7m	Controlled pair	3 sec. from UP
Walk-stop-turn	2	7m	Controlled pair	3 sec. from UP
Run-stop-shoot	2	10m	Controlled pair	3 sec. from UP
Straight ahead	2	25m	Controlled pair	3 sec. from UP

NOTE: 3 E-type silhouettes in a target bracket. Firer engages using proper aiming technique on command UP, (shape). Only one target engaged for each engagement. Scoring Standard: 26-32 hits = T; 22-25 hits = P; 0-20 hits = U



silhouettes and engineer tape to mark four to six lanes. MILES harnesses can also be fitted on targets to provide downrange feedback for dry-fire or blank-fire preliminary tables.

CQM Qualification

A reflexive fire range is ideal for CQM qualification. If no such range is available, many squad or platoon maneuver ranges or known-distance ranges can be modified to support CQM firing. CQM qualification ranges should include at least four lanes, adequately spaced for safety and effective training. The range should extend out to 25 meters and be marked at four, seven, and ten meters. Markings should be unobtrusive, as they serve only as administrative control measures for instructors and controllers. Target stands should hold at least three E-type silhouettes for firing that requires the shooter to discriminate between targets (see diagram).

During the execution of CQM, soldiers draw pre-loaded magazines and begin from designated firing lines (four-meter, seven-meter) in accordance with the marksmanship firing tables. Taking commands from range instructors, all soldiers begin from the low-carry position and engage targets in their respective lanes.

In Table I, firers administratively move to each firing position on the command of the instructor. From the low-carry position, firers aim and fire on the command *UP*.

While facing targets within 25 meters, the soldiers rapidly obtain modified sight pictures on the command *UP*. When this basic skill has been instilled, turns and movement can be added.

The graduation phase of preliminary CQM should include all types of

movement and the components of stance, weapon carry, and aim. Exercises can take many forms. Dry-fire tables corresponding to live-fire CQM tables are recommended (addressed in detail below). These exercises can be conducted in unit areas using E-type

SAMPLE TRAINING CALENDAR—Platoon

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
OFF				Leader Tng— CQM	Leader Tng— CQB; Prep	OFF
OFF	Range Setup PLT CQM	Platoon CQM Makeup/Flow Drills	Tirehouse LFX, MOD 1-3	Tirehouse LFX, MOD 4-5	Refit	OFF

SAMPLE TRAINING CALENDAR—Company

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
OFF				Leader Tng— CQM	Leader Tng— CQB; Prep	OFF
OFF	Range Setup 1st PLT CQM	2d PLT CQM 1st PLT Flow Drills	3d PLT CQM 2d PLT Flow 1st PLT LFX MOD 1-3	3d Plt Flow 2d Plt LFX MOD 1-3 1st Plt Refit	3d Plt LFX MOD 1-3 2d Plt Refit	Refit/OFF
OFF	3d PLT Spt 2d PLT Prep 1st PLT LFX MOD 4-5	1st PLT Spt 3d PLT Prep 2d PLT LFX MOD 4-5	2d PLT Spt 3d PLT LFX MOD 4-5 1st PLT Refit	RETRAIN MAKEUP	REFIT	OFF

TRAINING NOTES

In Table II, for right turn and left turn, soldiers face 90 degrees from target, pivot turn on the command *UP*, and fire.

In Table IV, two E-type silhouettes are placed in the target bracket. Soldiers must engage both targets with two rounds each on the command *UP*.

In Firing Table V, use three E-type silhouettes in a target bracket. Each E-type will have a 6"x6" shape (circle, triangle, square), black on a white heavy-duty paper or poster background. The firer engages the correct target using the proper aiming technique after command *UP* and shape (*UP*, *Circle*, for example).

CQM-CQB Linkage

CQM is only the second phase of an overall MOUT training package. Subsequent phases incorporate CQB individual skills through the collective task of clearing multiple rooms with multi-

ple teams. During the live-fire CQB phase (Phase IV), this training proposal has squads train the following modules in a tirehouse or shoothouse:

- Module 1: Individual dry fire, blank fire, live fire.
- Module 2: Buddy team dry fire, blank fire, live fire.
- Module 3: Single team, single room dry fire, blank fire, live fire.
- Module 4: Single team, multiple room dry fire, blank fire, live fire.
- Module 5: Multiple team, multiple room dry fire, blank fire, live fire.

With limited assets and time, the training calendars such as the example shown here allow squads to train to the P+ or T- level.

Close-quarter marksmanship is an integral part of fighting in any built-up area. Even without large quantities of training ammunition and the weeks of dedicated training time in a shoothouse, units can still train and sustain individ-

ual proficiency in CQM and squad-level proficiency in CQB collective tasks with multiple teams.

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