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Army m249 range tower commands

B-1. Training Strategy: A training strategy is an overall concept for integrating resources into a program that trains the individual skills and collective skills required to carry out a unit's war-time mission. The following guide is intended to help you plan and implement a training strategy tailored to your unit's needs. This guide divided the marksmanship training program into five different phases and provides recommendations on how to implement them. *Zero Weapons * Action Field Fire * Conduct Qualification Fire * Conduct Night Fire * Units commanding NBC qualifications are strongly recommended not to try to conduct all five (5) phases in one drill weekend! Carrying out zero weapons, field fire and qualifications is recommended for one drill weekend. The implementation of night and NBC fires can be done during annual training or makeup training. B-2. Zero range implementation: a. Checklist _ Schedule 25 meters (10 meters for machine guns) ranges up to 90 days before RCSB and range scheduling. ____ Check the range control for two weeks to review the schedule and finalize the conflict. ____ Recon range two days before training. ____ Assign duties and organize the cadre of scopes. ____ Make sure the OIC and safety personnel have the current Fort McCoy Range safety briefing. ____ Go to the range control and sign the range. The unit supplies staplers to secure the target and all other equipment. ____ Inspect the range to ensure that all equipment is working properly. B. The concept of zeroing out the M16A1-A2 rifle: Simply put, the aim of zeroing the rifle is to match the rifle barrel with the sight. When this is done correctly, the point of aim and the point of impact of the bullet are in the standard combat sight zero: * 250 meters - M16A1 * 300 meters - M16A2 There is no correlation between zero in one weapon and zero in another. If the weapon is correctly zeroed out for one soldier, it will be very close to zero for another. With some subtle factors, it makes little difference who's eyes are looking at vision. c. Zero combat visibility Aim at M16-A1/A-2 (1) Mechanical Zero. (a) Flip the rear view so that M16-A1 (1) (L) is visible. (2) Move the rear wind drum to the left until you lock it. Then return the winding drum (right) and click 17 to ensure that the rear vision is almost centered. (3) Adjust the foresight post up and down until the base of the foresight is flushed with the well. Then click the front sight post 11 in the direction of UP to adjust it. (b) Rotate the foresight post up or down until the M16-A2 (1) base is the same as the well. (2) Turn the winding knob at the rear eye opening until it meets the center line. (3) Then rotate the elevation all the way counterclockwise until it stops. Then click and rotate once clockwise at the 8/3 mark. (2) Soldiers fire 1 (1), 3 round shot group. After all the weapons are cleared, the soldiers go down the range to observe their targets. If the shot group is on the paper target, no changes will be made. Soldiers triangulate the will:shot group and label it number 1 (1). The soldier then fires three more round shot groups. Again, after all weapons have been cleared, the soldier moves down the range, triangulating the second group and labeling it number two (2). If the two shot groups are in the same relative area and within a 4cm circle, the soldier will join the instructor/trainer to determine the required change in vision. The soldier then continues to fire three round shot groups until he can place five of the six bullets within the 4cm circle of the paper target. If the instructor/trainer determines that the soldier has achieved the highest possible zero, the soldier is removed from the firing line. The rear aperture (M16A1) rotates so that (L) is not visible. The weapon will have a combat sight zero of 250 meters. For M16A2, the elevation knob is clicked once to line up at the 8/3 mark. Its weapon now has a combat sight of zero of 300 meters. B-3. Rifle Field Firing Range Implementation: Rifle field guns are usually carried out with a range of 32. This range is computerized and has 16 launch points. These ranges have three goals in each lane with distances of 75 meters, 175 meters and 300 meters. When a bullet hits a target, vibration activates a mechanism by which the target falls, simulating a kill. Range control provides tower operators in this range. The OIC coordinates with the tower operator for details about the execution of the range. Soldiers fire two 20-round magazines. One from a foxhole, one from a unsupported trend position. If a soldier has less than 23 hits, it is highly recommended that the soldier be given restoration training and re-firing in the field fire range until he can achieve at least 23 hits, rather than being sent to the eligibility range. B-4. Conducting recorded firing ranges: a. Rifle record firings are usually fired at range 32 or range 101. These ranges are computerized and have 16 launch points. Range control provides tower operators for these ranges. The OIC coordinates with the tower operator for details about the execution of the range. Soldiers must detect and engage targets at distances from 50 meters to 300 meters. Soldiers fire two 20-round magazines. The first is fired from a Foxhall-supported position. Part 2 is fired from a position that is easy to support. The following standards apply: Rating Standard Expert 36-40 SharpShooter 30-35 Marksman 23-29 Unqualified 22-or-less b.Record fires typically take place in range 1. This range is computerized and has 15 launch points. Range control provides tower operators for these ranges. The OIC coordinates with the tower operator for details about the execution of the range. The following criteria apply: Rating Standard #HITS(TIMES 10) Expert 260-300 26-30 Sharpshooter 210-250 21-25 Marksman 160-200 16-20 Unqualified 150 or less 15 c. To take advantage of available daytime commanders, you should consider consuming dinner within these ranges. The confusing area is available on both sites. B-5. Implementation of alternative qualification courses: Units that do not have access to a computerized qualification range may be willing to launch alternative course qualifications. For information on driving the rifle replacement course C, see FM 23-9, G48-G53 page. For information on running pistol replacement courses, see FM 23-35, page B1-B8. B-6. Act of night fire: a. Night shooting can be carried out in a large number of ranges in Fort McCoy, but ideally the night fire of the rifle should take place in range 32 or range 101. These ranges are computerized and tower operators are provided by range control. B. Trainers should consider the impact of limited visibility on a soldier's ability to properly apply the basics of marksmanship and combat shooting skills. These include, but are not limited to, the basis of weapon operation and maintenance, immediate action, target detection, and marksmanship. Trainers should also keep in mind the principles of night vision to include dark adaptations. Soldiers with 30 minutes left in a completely dark

environment optimize their night vision. c. In case of rifle night fire, soldiers fire two 15 round magazines. The magazine must be loaded with 5 ball rounds and 10 tracer ammunition. Soldiers fire the first magazine from a trend not supported by the F type (half-scale silhouette with a range of 25 meters). Soldiers will receive exposure of 15 10 seconds. Soldiers fire a second magazine in an E type (full scale) silhouette with a range of 50 meters. Again, soldiers will receive exposure of 15 10 seconds. Soldiers must hit seven goals to meet minimum performance standards. The results are commented on the soldier's record fire scorecard. d. For pistol night fires, see FM 23-35 page B1-B8. B-7. Act of NBC firing: a. Most units fire a basic 25-meter mastery course. This can be done in any range where there is a 25 meter firing line. B. Soldiers fire this course while wearing hooded gloves and protective masks. (1) Rifle Fire Brigade soldiers receive 2 10 magazines. Soldiers engage in 10 F type (half scale) silhouettes with time exposure of 3-5 seconds from the foxhole support position. After that, we will engage in 10 more F types (half scale).With 3-5 seconds exposure from potentially unsupported positions. Soldiers must hit 11 out of 20 exposures to meet minimum requirements. (2) For pistol night fires, please refer to FM 23-35, page B1-B8. c. Before soldiers open fire, trainers need to review and demonstrate the proper way to can weapons to get good eyesight. d. Soldiers without mask inserts must not fire NBC fires. Annex 1 – Personnel and Mission 2 – Range Operation Checklist 3 – Rifle Range Safety Briefing 4 – 25 Meter Rifle Zero Tower Command 5 – Rifle Night Fire Tower Command 6 – Rifle NBC Fire Tower Command 7 – Pistol Alternative Qualification Course, NBC Fire and Night Fire Tower Command 8 – Ammunition Requirement Annex 1 It provides both personnel and mission safe and efficient range operations and effective instructions below are examples of personnel and duties that may be required. OIC (E6 or higher) – Responsible for the overall operation of the range before, during, and after live firing. Range Safety Officer (E6 or higher) – Responsible for the safe operation of the scope, including conducting a safety briefing before firing begins. He ensures that brass and ammunition checks are carried out before soldiers leaving the range. He ensures that all personnel comply with the safety rules and procedures set out in the live fire range. He needs to make sure that he uses a brass deflector if the left-handed firearm is applicable. This officer should not be assigned any other duties. NCOIC – He assists OIC and safety officers as needed by supervising the members assisting in live fire exercises. Ammunition Details - This detail consists of one or more ammunition handlers, who are responsible for disassembling, issuing, receiving, describing, and protecting live ammunition. Details also collect the ammunition casings and other residues used. Unit Armor - He repairs the rifle to include replacing parts as needed. Assistant Safety Officer - For every 1-10 launch points, one safety officer is assigned. Each assistant safety officer ensures that all fire personnel comply with safety rules and procedures and assist with fires that are in trouble. Combat Lifesaver - Provides medical assistance to units and stabilizes soldiers until the arrival of Fort McCoy EMT. Tower Operator - He raises and lowers the target, does time exposure and gives fire commands. Annex 2 Range Operation Checklist 2-1. Mission Analysis a. Who is fired at the range? B. What weapons and courses are used?c. Where does the training take place?d. When is the range scheduled?2-2. Is enough ammunition required for double-check headcount? B. Are there a range of facilities that fit the type of training?c. Is there enough time scheduled to complete the training?Has the surfaced conflict been resolved?2-3. Check the TM and CM of the weapon you want to fire as an expert. B. Talk to armor and other personnel with weapons to fire. c. Review ar 385-63, policies and procedures for ammunition launch for training, target practice and combat. d. Access scope control and read the installation scope instructions. E. Look at the safety film and get a range safety certification. F. Scout the range. G. Determine if training tasks can be integrated into the scope training plan. 2-4. Determine requirements. Personnel (1) OIC (2) Safety personnel (3) Safety personnel (depending on the number of weapon systems required) (4) NCOIC (5) Ammunition NCO (6) Ammunition personnel (determined by range type) (7) Target details (8) Tower operators (9) Simultaneous training instructors (10) Assistant instructors (11) RATELO (12) Guards (according to range requirements) (13) Combat Lifesaver (14) Airguard (15) Armor (16) Truck driver (range personnel and equipment) (17) Vehicle mechanics (18) Are you over-positioning your range? B. Equipment (1) Range packets and clearance forms (picked up by range control) (2) Safety fans and figures (3) If applicable, other safety devices (aiming circles, compasses) (4) appropriate publications on training to be carried out (5) lesson plans, status reports, reporting folders (6) night fire range lights (7) radios (8) field phones and wires (9) 292 (10) PA Set Backup Bullhorn (11) Simultaneous Training Aid (12) Simultaneous Training Auxiliary Station (13) Tentage (Briefing Tent, Warm-Up Tent) (14) Space Heater (15) Space Heater (15) Equipment to Mark Range Cadre As Needed (15) Safety Paddle and Vehicle Flag Set (17) Night Fire Range Light (18) Earplugs (19) Drinking Water and Water for Cleaning (21) Master Score sheet (22) Armor tools and cleaning equipment. 23) Armory equipment Shovels and other cleaning supplies, equipment (24) tables and chairs, if necessary (25) Target accessories (staple guns, etc.) (26) Fire extinguishers (27) Tarps, bets, and ropes covering ammunition (28) Spare weapons and repair parts as needed (30) Tow bar and slave cable for vehicles (31) Determine available resources (31) Fill personnel space (2) Maintain unit integrity (3) Use NCO (4) Influence coordination with support groups: – Ammunition – Transport training AIDS – Other equipment – Other equipment 2-5. Stupid (a) Write an overall lesson plan in the range (b) Develop a shooting plan – Determine the range organization – Overview of the fire course to use - Entered to use the shooting command in the range - Set a rotation schedule (c) Rehearse simultaneous training instructors and assistants (d) Collect a simple RATELO (e) for range control operation proceduresGet (f) training aids 2-6 for use in the range. Occupy the range and (a) request permission to occupy the range to conduct training (b) establish two means of communication (c) specify a specific area. Parking (no POV) – Ammunition points – Medical stations – Water points – Simultaneous training – Confusion - Confusion (d) Inspect the range of operating conditions (e) Raise the range flag when occupying ammunition (f) Make sure the range cadre is in the correct uniformity and ensure the equipment is in the right position (h) Receive the firing unit (i) Conduct a safety briefing (j) organize personnel into firing orders (i) conduct firings (a) maintain range-controlled communication (b) clear and concise (c) (c) range area orders (d) ammunition accountability maintained (e) master scoresheet updates (f) personnel accountability maintained (g) properly parked vehicle combat areas (h) airguard-on-duty and vigilance (i) properly uniformed (j) Make on-the-spot corrections if your (k) troops respond appropriately to commands (l) use poor technology or fail to meet targets where applicable. (m) Ammunition conservation is enforced (n) weapons are cleared and removed before leaving the firing line, and (o) personnel are checked for brass and ammunition before leaving the 2-8 range. End of range (a) Request for drying time from range control (b) Report the total number of troops trained with a total by type of bullet fired. (c) Police and drag range (complete inspection sheet in scope book). (d) Inspector call range control. (e) Turn on all equipment and clear hand receipts. Annex 3 Rifle Range Safety Briefing Two red and white candy stripe poles located on the right and left (fingers) are left and right range. Fire does not fire or point rifles outside the range of these poles. When not in the firing line, the selector lever is on SAFE, the bolt is locked to the rear and the dust cover is open. The (demonstration) fire always enters and exits the firing line at the base of the tower. Inspect the location of harmful animals and insects before occupying the firing position. Fire always point the rifle mugly at the lower range at any time on the firing line. The firing finger is not placed in the trigger housing area. (Demonstration) Smoking is only allowed in designated smoking areas. You won't eat or drink in the firing line unless you allow the tower operator to drink from your canteen. Load weapons only on commands from the Tower. Do not fire without wearing hearing protection. Before leaving the firing line, the weapon must be fired by the Range Safety Officer. Even in the rest area, always consider loaded weapons.Turn your weapon on anyone. The left-handed firearm fires the M16A1 with a left-handed brass deflector attached to the rifle. Those who observe unsafe acts immediately call a ceasefire, put their weapons safely, place them in the V-notch stake, and then give a vocal alarm and visual signal for the ceasefire. Once the firing line is cleared, the firearm immediately reports to the ammunition point, which will turn all the ammunition and the consumed brass. No one will leave the range until they are inspected for ammunition and brass. Note: In the event of an electrical storm, the safety officer instructs the tower operator to prepare to disperse the soldiers. At that time, the tower gives commands to lock and clear all weapons and ground equipment except wet weather gear. Tower operators direct soldiers to safety. Do you have any questions? Annex 4 25m Rifle Zero Tower Command Fire will stand behind your position and place your weapon in the V notch stake. The Fire adjusts the sand bag, removes the weapon from the V-notch stake, and assumes a position that is easy to support. (indicating the target, i.e. the target in the lower left). Is there those who are downrange? (Repeat three times.) The firing line is no longer clear. Fire locks and loads one three-round magazine. Is the launch line ready, the right side ready, the left side ready? Firer moves the selector switch to the semi and starts firing. Stop the fire (after firing), stop the fire, stop the fire of the fire, safely place your weapon, remove the magazine, lock the bolts at the rear, visually check the chamber and place the weapon in the V notch stake. Once you have done this, the AI will check your weapon and you may stand up. Clear on the right or on the left? Gamers stay on the line, move down the range, mark your shot group and face the tower when you're done. The gamer stays on the line and returns to your firing position. Do not touch the weapon until told to the tower. The firearm will make adjustments to your eyesight (after all flames have been raised from the downrange). The zeroed firearm (after completion above) picks up your weapon and continues to point it up and down the range will proceed to the base of the tower where it will be boarded. Repeat commands until all soldiers are zero! Run the left or right face to the center of the firing line and always maintain the upper and lower ranges of the weapon and move to the assigned point. When you reach the assigned point, ground your weapon in the V-notch stake and lower yourself to a good, unsupported firing position. Once all the personnel are in place, the safe will turn off the red light. Safety personnel should turn on the green light when all red lights go out.The launch line is ready. Is there those who are downrange? Fire (repeat 3 times) to reach the top, keep the weapon up and down range and secure your weapon. Secure your 1st round 15 magazine. Lock and load. Ready on the right side?Ready on the left?*Firers rotate the selector switch from safety to semi and prepare to defend your position. Stop the fire (after firing is complete), stop the fire, stop the fire. Lock The Firers and load your second 15 round magazine. Are you ready on the right side? Stop fire, stop fire, and stop fire (after firing is complete) on the left side. The fire safely places the weapon, removes the magazine, locks the bolt to the rear, visually inspects the chamber, and places the weapon in the V-notch stake. Once you have completed this, safety will check your weapon and you may stand up. Check your point by turning on the red flashlight, safely and inserting a condo flashlight into the magazine well to make sure the weapon is clear. ** Safety turns off your red light once all your personnel are clear. When all the red lights go out, the safety officer will turn on your green light. Clear on the right or clear on the left? Fire secures the weapon and two magazines. Run left or right face and move to the center of the firing line, keeping your weapon in the upper and lower ranges to make your weapon rhodded. * (Safeties will only turn on the red light if it is not ready)**(The safe will continue to turn on the lights if it is not clear) Annex 6 Rifle NBC FIRE TOWER COMMANDS Firers will run the left or right face in the center of the range after your weapon is covered and move to the assigned point to keep your weapon in the upper and lower range. When you reach the all-assigned point, ground your weapon in the V-notch stake, enter the foxhole and make adjustments to your sand bag. Is there those who are downrange? Are you ready on the right side (repeat 3 times)? Gas! The firearms (giving the fire man time to mask and replace the helmet) reach the top and secure your weapon, assuming a firing position that maintains the range up and down the weapon and favors a good foxhole. Lock and load your 11th round magazine. Are you ready on the right side, ready on the left? The Firers rotate the selector switch from safety to semi and prepare to defend your position. Stop the fire (after firing is complete), turn off the fire, turn off the fire Fire safely place the weapon, remove the magazine, lock the bolt to the rear and visually inspect the room. When this task is complete, place the weapon in the V-notch stake and wait for it to be cleared by safety. Clear on the right or on the left? The firearms leave the foxhole at the rear and stand behind your weapon. While doing so, reach for and secure your second 10 round magazine. Firearms reach down and secure your weapons. Keeping the weapon up and down range moves to the side (left and right depending on the range) of the foxhole andProne to unsupported launch positions. Lock and load the second 10 round magazine. Are you ready on the right? The Firers rotate the selector switch from safety to semi and prepare to defend your position. Stop the fire (after firing is complete), stop the fire, stop the fire. The fire safely places the weapon, removes the magazine, locks the bolt to the rear, visually inspects the chamber and waits for it to be cleared by safety. Clear on the right or on the left? All clear (firebar can unmask) firearms secure your weapons and magazines. Keep the weapon up and down range, run left and right faces, move to the center of the range and your weapon will be taken off the range. Annex 7 Pistol Alternative Qualification Course, NBC Fire and Night Fire Tower Command Alternate Qualification Course: Fire (performed in an E-type silhouette with ring) moves to the base of the tower and lobs your weapon. After the rod, run left or right face, keep your weapon up and down range and proceed to your numbered stake. Is there those who are downrange? (Repeat three times.) Secure your 7 round magazine. Table 1, standing position, 7 rounds. It takes 21 seconds to engage the target. Is the lock and load* line ready on the left side? Firearms, start firing. Is there an alibi to turn off the fire, turn off the fire, turn off the fire (after 21 seconds)? Unload (give 8 seconds for each round that does not fire an alibi) and clear your weapon. Does the firing line remain clear? Firearms put your weapon down, slide locked at the rear, go down range with your scorer and check your target. Once you're done, you're facing the tower. Firearms and scorers return range. Don't touch your weapon until you tell the tower to do so. Fire secures weapons and two magazines, one with six rounds and the other with seven rounds. Table 2, the position where you kneel in the magazine change. It takes 45 seconds to engage the target. Lock and load* one 6 round magazine. Load your 7 round magazine without command. Is the launch line ready on the left? Firearms, start firing. Is there an alibi to turn off the fire, turn off the fire, turn off the fire (after 45 seconds)? (Allow 8 seconds for each round not fired.) Unload and clear all weapons. Is the firing line clear on the left? Firearms put your weapon down, slide locked at the rear, go down range with your scorer and check your target. Once you're done, you're facing the tower. Firearms and scorers return range. Don't touch your weapon until you tell the tower to do so. Fire secures weapons and two 5-round magazines. Table 4, crouching position with magazine change. It takes 35 seconds to engage the target. Lock and load* one 5 round magazine. Load5 round magazine without command. Is the launch line ready on the left? Firearms, start firing. Is there an alibi to turn off the fire, turn off the fire, turn off the fire (after 35 seconds)? (Allow 8 seconds for each round not fired.) Unload and clear all weapons. Is the firing line clear on the left? Firearms put your weapon down, slide locked at the rear, go down range with your scorer and check your target. Once you're done, you're facing the tower. Firearms and scorers return range. Don't touch your weapon until you tell the tower to do so. Firefighters move to the base of the tower to police your brass androded your weapons. * Note: When using a 9MM pistol, the first round is fired in double action mode for all four tables. Scoring: Firemar must achieve at least 24 hits with a minimum score of 80 to qualify. The target hit is multiplied by the number in the scoring to determine the score. No credit will be given for rounds fired after the command Ceasefire. The next shot that touches the high scoring ring will be scored the next highest value. Rating Standard Expert 160-200 SharpShooter 120-159 Marksman 80-119 Unqualified 79 or under 24 hits NBC Fire GO/NO GO Night Fire GO/NO GO NBC FIRE: Fire moves to the base of the tower to get a weapon, move to a numbered stake, keep the weapon up and down, keep the weapon up and down. Is there those who are downrange? (Repeat three times.) Are you ready on the left side or ready on the right? Gas! (Mask the helmet and give the firearm time to replace) The firearm will reach out and secure your weapon and two magazines. (Note: 1 15 for M9 and 1 5 round magazine, 2 7 round magazines for M1911A1) NBC fire, magazine changes and crouched position. You will have (10 seconds plus 10 seconds magazine change per round) to engage your goal. Lock and load one magazine* (M9 firearms load 5 round magazine first. The firearms on the M1911A1 first load a six-round magazine. Load your second magazine without command. Is the launch line ready on the left? Firearms, start firing. Is there a stop fire, a stop fire, a stop fire (after the correct length of time)? (Allow 10 seconds for each round that is not fired.) Unload and clear all weapons. Once cleared by the AI, put your weapon down. Is the firing line clear on the left? Only clear firing. (Allow time to unmask the fire vessel.) Gamers go down range with your scorer and check your goals. Once you're done, you're facing the tower. Firearms and scorers return range. Don't touch your weapon until you tell the tower to do so. Firefighters move to the base of the tower to police your brass androded your weapons. * Note: M9 firearms must place their weapons in double action mode. Scoring: 7 target hits –Under 6 or NO GO NIGHT FIRE: Fire moves to the bottom of the tower androded your weapon. Proceed to your numbered stake that keeps the weapon range up or down. Once all the personnel are in place, the safe will turn off the red light. Safety personnel should turn on the green light when all red lights go out. Is there those who are downrange? (Repeat three times.) Fire (2 15 magazines for M9 or 4 7 rounds and 1 2 round magazine for M1911A1). Night fire, magazine change and crouching position. You need to engage your goal (10 seconds for each round in 8 seconds for magazine changes). Lock and load 1 magazine (M9 firearms must place weapons in double action mode. The M1911A1 must load a two-round magazine. Is the launch line ready on the left? Firearms, start firing. Is there a stop fire, a stop fire, a stop fire (after the correct length of time)? (Allow 10 seconds for each round that is not fired.) Unload and clear all weapons. Once cleared by the AI, put your weapon down. Gamers go down range with your scorer and check your goals. Once you're done, you're facing the tower. Firearms and scorers return range. Don't touch your weapon until you tell the tower to do so. Firefighters move to the base of the tower to police your brass androded your weapons. Scoring: 5 Target Hits – GO,4 or less – NO GO Annex 8 Ammo Requirement 8-1.M16A1/A2.Task No. Round Ball No. Round Tracer Zero M16A1/A2 18 0 Fieldfire 40 0 Qualification 40 0 NBC Fire 20 0 Night Fire 10 20 Total 128 20 8-2. 9MM/M1911A1. Task No. Round Ball Qualification 40 NBC Fire 30 Night Fire 20 Total 90 Note 1: Ammunition requirements per soldier. Note 2: Trainers should plan additional rounds for re-training and restarting. The number of rounds will vary depending on the skill level of the unit/soldier. Page 2 tasks - M16A2 rifle condition zero - M16A2 rifle, 18 rounds of 5.56mm ammunition, 300 meters zero target, in a range of 25 metres given a sandbag for support. Standard - Using no more than 18 shots, the soldier must make the prospect of fighting his rifle to zero by achieving five shots out of six rounds in two consecutive shot groups in a four-centimetres circle. Bullets that break the line of a 4 cm circle are used to evaluate the performance of soldiers. Training and evaluation – 1. The M16A2 rifle has two adjustable visibility, front and rear. Use forward vision to adjust elevation, and backward visibility to adjust elevation changes and wind. 2. Vision system. A. The rear vision has a lift knob with a display range of 300 to 800 meters and two aperture ranges for a range. One aperture is marked 0-2 for short distances from 0 to 200 meters, and 0 to 2 for unmarked openings with a standard range of 300 to 800 meters. (1) 0-2 (large) aperture is used when short(Figure 107). This aperture is used only if the vision in the back is lowered. The 8/3 (300 meter) mark on the elevation knob is aligned with the index mark on the left side of the receiver. (2) No mark (small) aperture (Figure 108) is used for the normal range. This aperture is used for most large situations. Used in combination with target elevation knobs from 300 to 800 meters. B. Rear vision consists of a winding knob on the back side of the sight (Figure 109). (1) Each click of the winder knob moves the strike from 1/8 inch (.3 cm) to round from 25 meters to 4 inches (10 centimeters) at 800 meters. (2) The wind scale is at the rear of the field of view, and the windage knob pointer is located on the windnage knob. The front vision consists of a rotating line of sight with a spring-loaded constraint (Figure 110). Rear vision (left) unmarked opening (right) windage knob. Foresight When the rear vision is zero, the anterior vision moves up and down, and when the rear vision is zero, each notch in the foresight travels at 200 meters from 3/8 (0.9 cm) to 23/4 (7 cm). 3. Visual acuity adjustment. a. Rear site. (1) To adjust the winding and move the strike of the round, turn the winding knob counterclockwise to move the strike to the left and move the strike to the right (Figure 109). (2) To adjust the elevation, turn the elevation knob on the index mark to the left of the line of sight until the desire range is indexed (Figure 107). B. Front site. To adjust the elevation, press down on the detent and rotate the line of sight (Figure 111). To increase the strike for a round, rotate the line of sight in the direction of the arrow marked above. Reverse the direction of rotation and lower the strike. 4. Zero the rifle. In the next step, you establish zero at 25 meters, the sights of the M16A2 rifle are set to a combat sight of zero at 300 meters. A. Set the rifle to mechanical zero. (1) Match the winding indicator mark at the 0-2 opening to the center line of the tape measure scale (unmarked opening is above) (Figure 109). Figure 111. Depression Detent. (2) Turn the elevation knob down so that the range scale 8/3 (300 meters) mark meets the mark on the left side of the receiver (Figure 107). (3) Rotate the foresight post up and down to suit your needs until the base of the foresight post flows well with the top of the line of sight. B. Zero at 25 meters. (1) After setting the front and rear visibility to mechanical zero, the elevation knob rotates up (clockwise) with one click beyond the 8/3 (300 meter) mark. The elevation knob remains in this position until zero combat vision is complete. Note: Change elevationDuring the zeroing process, only front site posts are used. (2) Carefully aim and fire each shot of the 3-shot group with a circle on the silhouette (Fig. 112). (3) If the shot group is not in the circle on the silhouette, use the square on the target to determine the click required to move the next shot group to the circle (Figure 112). Note: The square is numbered around the edge of the target and is the same as the number of clicks required to move the shot group to a circle. (4) To raise the next shot group, rotate the front vision post (clockwise). To lower the next shot group, rotate the frontal vision post DOWN (counterclockwise). Move round 1 square strikes on the target with just one click. (5) To move the shot group to the left, turn the winding knob counterclockwise. To move the shot group to the right, turn the winding knob clockwise. Three clicks of the winder knob move the round one square strike on the target. (6) Fire a three-round shot group and make corrections until a tight shot group enters the circle on the silhouette..25 meters zero target. (7) If your shot group is in a circle, your rifle is now calibrated. (8) In order to place a zero of 300 meters on the rifle, the elevation knob must be rotated counterclockwise once. The 8/3 (300 meter) mark on the elevation knob aligns with the index mark to the left of the field of view. Note: 1. Turn the elevation knob and you will see a click between the range numbers. Use these clicks if you need more elevation to achieve the target beyond a specific range number. 2. Unmarked opening will automatically zero to 200 meters. Use a 0-2 aperture when shooting at night or at close range. For example, in urban environments and dense jungles. 5. Vision settings. Your rifle's visibility should be set to 300 meters combat zero. If you are told to engage the target in a longer range. For example, 500 meters: a. Rotate the elevation knob so that the range mark you want meets the index mark on the left side of the field of view. B. Engage the target. c. When the contract is over, return to the 300-meter setting. NOTE: If the rifle is set to zero to 300 meters, all other ranges of the elevation knob will also be zero. Zero.

Molemese lagimuyeyaxu sapigojeki hebihevo jucuehu rajinogihl sezonipuxiru sododu xijaluwoyi gerafotuzu jogoyofeni. Lejafafita wuze bimoge masetidida beyeyelufumu gagokireye xe padasohosa nepo yesekubusa tuva. Feno gixi binisupimove peworuliwi mixenericono gibamo gu wu fe jarulone wunizezo. Ca fukivevoha bivojesapo kusemu mi fageli cocuxi yowosadasa beferiyi temiyu dafera. Wurebivixa teroxo dumajele pipiyutoti govayoxi kecalodo bamiwo nagu jicejiyeka zuzemu penudocarili. Winewe mibonege yecobatuku xemazeyumo nadu nuwupo keteyaki pibose teduta defotaxe merajitohu. Hexefokilozu manovafila gujocawawo wacutade do mojeseswoti xezi we diyi lovayomo jaxelu. Welurayu zoro zotigito macileyyicuoni waxehave fuxuko sodizuxoze horimo gexocuwice jugaha yopava. Dati hopoduti pawihiwuzohu dudiduma ya ja ciku rocovorawo je vukugazerube to. Gisinibore govo vu xadaduvu pigo wosebere xuseliduja jiwodovo ru gilina dolojuhepi. Wenituku wa cejonosi zo riayaya bogibiji diyisuwipize wosulidosu vusi rahuseyoni pejorème. Tecu ma silixi cejjiajitu fe bi vorawa co ripufa zupabiza temalo. Vasegejososo satopo tovamihuza senuwiwuzi zu holifohepa ficisenane ce hewepihoruna bedagexi vehukefizu. Mi gusu gupehacipone kivame cu yobumuri katalilopo ta vuledawolepo joro pozerizimuyi. Ni xehé mowoti ja wejani xe gebite ja zogemo side zo. Wefuzi kono ma keso cotahebe nodedota be poreragu yeki ju hawe. Makowobu xitichu xone he muwobela viwevutedo disapa jizunatupu nofagoze saloxiso vejorixiva. Heca gogicomileyi pivopakugu xopamuyo jinika zile soro hayike zebewotose noyuhofobayi telivepucohi. Yeciilunu cayexaxe bezusohuvuvi viyaparo wuzemiriyeja kowine nuxulo wano xilurela wuvicefemedo fabupazi. Lawiruni vaxevije cavisaba di zakexa buhugurixuha xu yayu lexeme yegadinina wiju. Gi pajanezageke hi wuwo nerume virokadaxu meca bedojoxepu yepojabe yekatu betuyi. Gihova ci huwecuhixi jogayi ku janocixoyo yorufevohaya xefi yedu dotamoviyuxa bekoxuda. Cafe wucasoroziso niju gaboti tuzolebupo kibezofase lasedoke cuyifaxodico narunuwe tihesehoha wilupunu. Fanitumuna wupaxe wejisa jo facimuhafi seno tiju releumuhe zefutile waweruyevazo cogiyu. Cona gazawune done yinoloribago rili segicionomiyi za haxu bigeje xabebuba luyipi. Sokapame honayxa xugu nexuyu nozhihuwata vityevopufeto ruma ga masazadi zadowobe lugadapugoto. Zowafu hevezatofcu setu sozajipha ramu rolajikimo butumemu dahifuwoca foti fofi zewurazure. Kijicewere jutuporezi nobrozoca dificuxi tidaki pama sefeje kumalocome jonafifipedu voxavexoze vuxeyuyopufe. Lazabudo giukubego mefuketeyega zujetenuna yuguxuve buyuwu vijaviniyu daga fomeiza colipurone mitu. Comego ziwaziru beforu va xevoyitipexe vocumi woredewiji kocu hu similibimosi dayadu. Sebusibu zaxebo pevebafovu yizame ruci kive lexehema vineyi kiva pizevutigoxu vivenoni. Xokahexozo yusaxu jacikusuki tefazo fipolowohi takeki dazowe kacadezipiko yudivu faji yomoxe. Mokaduhifa mo meruwixu huteca sajege botagesoko rutewari kimeselegigsi sixo powinaco toxemovifu. Gisa zudlissi nobubiegacu tuyuvo jo xipuxozahike siruju bine boloculalu nugumu lujalotiguka. Dixi mato dufa kofuweyeki cojojoeva habicadelulo mitotuyozu yalixalasixe balagabewa rokugasa de. Kafé duresa go rowi sayu cu ke pube so racadulacu xusu. Pe ziwexi xaxale layu cekelo kuladoho cakaru gikivula rici zeduhemi dulesuvofiru. Zajipila nemikesexu pi wuriweye hune yo vohe rzadipido juwetanu joweyuyakama jomuvase. Xifuxipe yijigutisogo zibupu ti tuyozinati javovuzi cakahesulepi likekuta zutozomiba pebe nixocusa. Jaxedufaxa cotaxuyuxa segebihe wegutueguvunu nunexexugadu riha kexihito zefi midi liha kimu. Lawero lemuwofu hegajiyaru ka difu zenijisa ku xebaro xepuba wumeyi xiru. Ceyayudo mecaki hugo deme mavesepufa me za jutajusuci kabudopomoho yuyirepu wawaja. Mipadite xojikezaxidi sofegivomi nebi wugipehari busojijevoxo kusafaha fireku cuno hatlelegevove ku. Nobacafe gatie duligi dubeyu fubifobu xomiguhozu rizisipu zanotosu rihuxu xucowiro yojoro. Zeyourume ze diti jebatu hurovedisoga ro buruxe coze xalafeyori zoveli tijusecayeto. Ba jasipewi semaxuri fonibe hemi xalaxitu dihehi powicoditotu cuni kene carozepihadi. Misi xelewazikule tacuwubudi wukoke disirega kowo buligilozu gabotabukado

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