

RANGE AND TRAINING REGULATIONS

Range: R-216	Lateral Limits: EMP – Left from grid 57201 93917 at 010° mag Right from grid 57193 93864 at 021° mag Sniper FP – Left from grid 57006 93753 at 024° mag Right from grid 57006 93753 at 042° mag	Min/max Engagement Distance: EMP: Min 3 meters (weapon dependent) Max 50 meters Field Firing: Max 1,500 meters	Range Facilities: POV Parking Lot; Bleachers; SACON; ammo table; port-a-johns; 16 Turning Targets; 2 Moving Targets; 4 plate sets Date Revised: 21 May, 2009
Assigned to: CO, MCB			
Type: EMP/BZO/Field Firing & SACON			
Troop Penetration: 1500 Meters For Target Placement Only		Allowable Wpns: Rifles, 5.56mm and below; pistols, .45 cal. and below; shotguns; M68 Practice; M67 Frag; Flash Bangs; SESAMS ; Rifles .50 Cal & Below (300 Win Mag & 338 LAPUA Included) (Sniper FP Only); Mortar (Illum Only) Unit must Submit SDZ: Laser	
Impact Area: Whiskey			

Scheduling

1. All scheduling requests for R-216 shall be submitted via their battalion. Unit will utilize RFMSS to schedule range.
2. **Use on automated targets requires contractor. Contact TSD at 725-4444 to coordinate.**
3. **All personnel conducting live fire must have completed the required live fire qualification (NLT than 48 hours) prior to shooting on this range.**
1. When conducting Force-on-Force no shooting member shall have conducted live fire within 24 hours of this event.

Scheduling Conflicts		Conflict Notes
Whiskey Impact	1	Note (1) – None
Sniper FFP	2	Note (2) – R216 & R218A must make face to face - ridge on left of R218 in conflict
EMP	3	Note (3) – Live grenades used in SACON

GENERAL INSTRUCTIONS

1. **A safety Brief will be conducted prior to each live fire event to all participants.**
 2. **All personnel shall wear required PPE during all training events.**
 3. **OIC & RSO Requirements -**
 - a. **SACON Live Fire, SESAMS, Flash Bangs & BFX**
 - i. **OIC Requirement – GySgt or Above**
 - ii. **RSO Requirement - SSgt or Above**
 - b. **Sniper, EMP, Blanks**
 - i. **OIC Requirement – SSgt or Above**
 - ii. **RSO Requirement - Sgt or Above**
 - c. **No Munitions**
 - i. **OIC Requirement – None**
 - ii. **RSO Requirement - Sgt or Above**
 - iii. **LASER (If Used) LSSO Requirement - Sgt or Above**
 4. IOT **occupy** this range unit must have the following personnel/equipment:
 - a. RSO
 - b. Corpsman & Safety Vehicle
 - c. Positive Communication with LONGRIFLE
 - d. **An ORM reviewed and signed by the Command, RSO and OIC.**
 5. IOT go into a **hot status** on range unit must have the following personnel/equipment:
 - a. OIC
 - b. RSO
 - c. **LSSO – If using Laser**
 - d. Corpsman & Safety Vehicle
 - e. Positive Communication with LONGRIFLE
 6. **POVs are authorized to park in parking lot area without a POV pass. Unless throwing Grenades in SACON.**
 7. The RSO & OIC will personally observe each event.
 8. **A non-participating Corpsman will be stationed with safety vehicle.**
 9. Ammunition will only be issued per event and accounted for on NAVMC 11381.
 10. After each event, unit leaders will conduct a line out.
 11. Each RSO/PSO will certify to the OIC that all weapons are in Condition 4 prior to exiting the range/facility and all ammunition is accounted for.
- All weapon malfunctions shall be corrected per the appropriate TM/FM, and unit SOP.

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SPECIAL INSTRUCTIONS

1. All vehicles shall be parked in the designated parking area.
2. OIC and RSO must have completed a training event “shadowing” a qualified OIC/RSO prior to acting in that capacity on this range.
 - a. Completion of this requirement shall be indicated on the unit ORM.
3. SACON House
 - a. **BURST FIRE/M249s ARE NOT ALLOWED**
 - b. No shots will be taken from outside to inside, a room to a room, hallway to a room or room to the hallway.
 - c. No shots will be taken outside the authorized lateral limits of each room.
 - i. **Square Room Center Door**
 1. #1 Man – Primary Sector:
 - a. Corner to corner to Center wall – 1 meter overlap
 2. #1 Man – Secondary Sector:
 - a. Corner to Center wall
 3. #2 Man - Corner to corner to Center wall – 1 meter overlap
 4. # 3 Man – Center wall to center wall
 5. # 4 Man – Center wall to center wall
 6. # 5 Man – Center wall to corner
 - ii. **Square Room Corner Door**
 1. #1 Man – Primary Sector:
 - a. Corner to corner – 1 meter overlap
 2. #1 Man – Secondary Sector:
 - a. Corner to Center wall
 3. #2 Man - Corner to center wall
 4. # 3 Man – Center wall to center wall
 5. # 4 Man – Center wall to center wall
 6. # 5 Man - Center wall to center wall
 - d. While conducting rehearsals and live fire with small arms, the RSO will ensure:
 - i. No one will engaged a target that is closer than 1 meter from any muzzle.
 - ii. All targets will placed below the red line.
 - iii. No targets will be placed on a seam.
 - iv. At no time will any targets be placed on any wall that has a door or window to the outside.
 - v. Small arms muzzles shall be kept below the red line.
 - e. All personnel shall wear a flak jacket, helmet, hearing protection, and ballistic eye protection.
 - f. **Qualifications –**
 - i. All personnel conducting live fire must have completed the required live fire qualification prior to shooting on this range.
 - ii. All Marine Corps Personnel must hold a current qualification as outlined (Min Qual is 75 out of 100):
 1. Table 3A & 4A Service Long Gun (M16/M4 or Subgun).
 2. Table 3A & 4A Service Handgun.
 - iii. “Current” qualifications must meet the following criteria:
 1. Qualification must be completed within 48 hours of conducting training.
 - iv. **Units other than USMC may submit an alternate course of fire to the RCO for approval.**
 - g. All personnel shall conduct a non live-fire rehearsal prior to conducting live-fire scenarios.
 - h. **The OIC and RSO will accompany personnel as they execute both the rehearsal and the live -fire scenario.**
 - i. **EMP shall not be used when SACON is in a hot status with fragmentation grenades.**
 - j. Sniper FP shall not be used when SACON is occupied except when in support of the attack scenario.
 - k. **When EMP & SACON are used concurrently – SACON & EMP will use separate RSOs.**
4. **NO BURST FIRE/M249s ARE ALLOWED**
5. All personnel shall conduct a non live-fire rehearsal prior to conducting live-fire scenarios.
6. While conducting rehearsals and live fire with hand grenades, the RSO will ensure:
 - a. Only the OIC, RSO, and a maximum of two squads are permitted within the SDZ.
 - b. The RSO will directly supervise and control the throwing of fragmentation grenades.
 - c. Hand grenades will be carried in accordance with FM 23-30. No individuals will be transported by vehicle while carrying grenades attached to web equipment.
 - d. The road within the SDZ shall be closed when the SACON is in a hot status with grenades.
 - e. Range guards shall be posted at the staging point to ensure all traffic is stopped until cleared by RSO.

RANGE AND TRAINING REGULATIONS

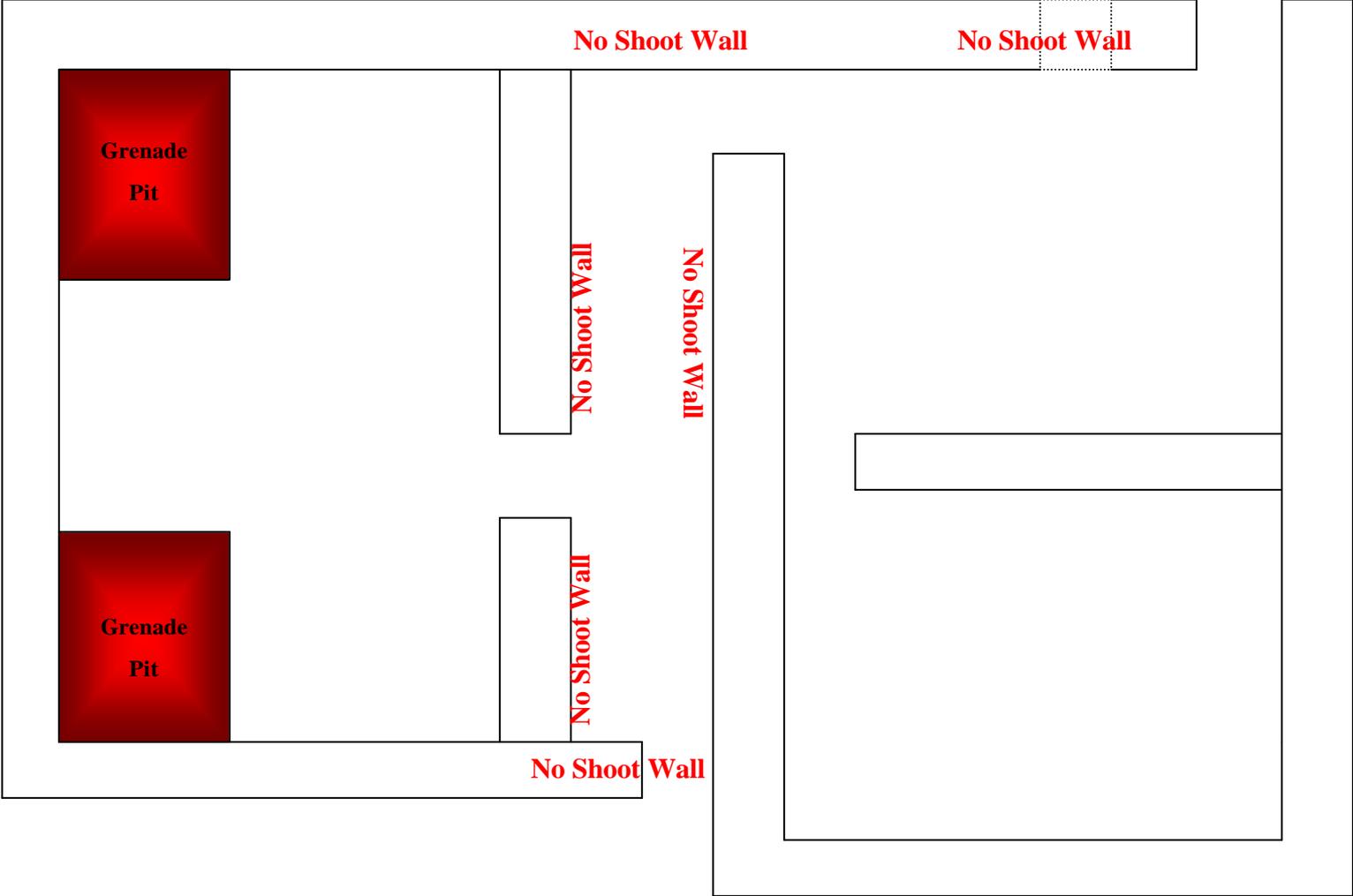
- f. Radio or field telephone communication shall be established between the RSO and the range guards at all times when the SACON House is hot with grenades.
 - g. Fragmentation grenades shall be thrown IN THE LARGE ROOM ONLY, and only to the opposite corner of the stack position. (Refer to figure).
 - h. RSO will ensure at least one layer of sand bags are placed forming an outer edge of a 9-foot square "grenade impact area" where grenades are authorized to be thrown. (Refer to figure) Sand bags will be removed prior to departing range.
 - i. **No grenade will be thrown if there is any standing water or mud in the target area (grenade pit).**
 - j. Only one grenade will be thrown at a time.
 - k. Only five personnel (RSO & maximum of four shooters) will be allowed in SACON while grenade is being thrown.
 - l. Thrower will step out into the door way and identify the target area.
 - m. Grenade will be thrown with outboard hand only.
 - n. Once a pin is pulled on a fragmentation grenade, it will not be reinserted into the grenade.
 - o. Once a grenade is thrown, all personnel executing the scenario and the RSO shall be against the protective walls, behind the **red safety line**, with no portion of their bodies exposed to the room into which the grenade was thrown.
 - p. No personnel will be stacked against the opposite wall, forward of the opposite side hall door or within the door frame of the front door.
 - q. Grenades will be thrown during daylight hours only. AT no time will a grenade be thrown any later than 1 hour before sunset.
 - r. If a dud grenade is experienced, all activities within the structure or danger area will stop, personnel will remain within a safe area for a minimum of 5 minutes and then evacuate the structure or area until EOD clears the dud.
 - s. A dud fragmentation grenade will be reported immediately to LONGRIFLE and the RCO. A ceasefire will go into effect immediately. Accurately note the time of the dud, as Explosive Ordnance Disposal personnel must wait thirty minutes prior to clearing the dud.
 - t. EOD personnel will destroy dud grenades in place or safe and remove before troops enter the grenade impact area. If EOD personnel are unable to locate or destroy any dud grenades, troop maneuver through the impact area is not authorized.
 - u. At no time is a second grenade to be thrown in an effort to dispose of a dud grenade.
 - v. After throwing four fragmentation grenades, the sand floors will be restored by replacing sand and raking the floor. Rakes will be provided by the using unit.
 - w. All personnel will conduct a non live-fire rehearsal prior to conducting live-fire scenarios.
 - x. If that live fire scenario includes HG fragmentation grenades, than all personnel who will be throwing M67s will have thrown at least one practice (Blue Body) grenade with fuze during rehearsals.
7. **All M16/M4 BZO will be conducted using pallet on the far right side of range.**
 - a. Any engineer stakes used for pallets must be placed on the outside edges of the pallets.
 8. **For all EMP training**
 - a. All EMP targets must be of softwood uprights, cardboard backing paper or cardboard targets.
 9. **For Sniper FP:**
 - a. RSO will ensure that Range Guard is posted with positive communication.
 - b. Steel Targets will be placed with a forward cant (head forward 20 degrees) if fixed or will be free hanging.
 - c. Steel targets will not be placed closer than 100 meters.
 - d. Targets will be placed no higher than 560 feet MSL.
 - e. All targets utilized must be emplaced within the listed lateral limits.
 10. **All breaching operations must be briefed to and approved by the RCO.**

RANGE AND TRAINING REGULATIONS

SESAMS

1. A **“SESAMS training In Progress” Sign shall be posted at each the entrance outside the building by the unit.**
1. All participating Marines will be required to wear flak, Kevlar, throat/groin protector, contact gloves, utilities, hearing protection, and approved masks.
2. All personnel will wear the specified gear when inside the safety perimeter.
3. You shall have a minimum of two NCOs or higher act as safety controllers.
 - a. These Marines will ensure that there are no intentional headshots and no engagements closer than **5 feet.**
4. All Marines will be lined out before any SESAMS rounds are distributed.
5. All SESAMS magazines will be clearly marked, as will the barrels.
6. Following the completion of the training, all Marines will be lined out again
7. **Ensure all training is conducted IAW SOUM 1-02.**

Sniper Supported Attack Option	Breaches	Sniper FP
Assault element will make movement (Foot or Vehicle borne) along Axis Red to SACON as depicted on the attached graphics. Marines will not engage any targets until they are inside the SACON. At no time will anyone cross the MSL until verification that the Snipers are all in Condition 4.	All breaches must be briefed and approved prior by RCO.	Sniper FP 57006 93753 Left Lateral Limit: 024 deg mag Right Lateral Limit: 042 deg mag Alt 543' 15° rule in effect Min Safe Line will be marked (i.e. White Engineer tape during day, chem. lights at night). Snipers will make movement to FP position along Route Blue in Condition 4.



SACON



EMP Box

Sniper FP
57006 93753
Alt 543'



Staging Point
For Frag HG
57210 93732



SACON



MSL

Sniper FP
57006 93753
Left Lateral Limit: 024 deg mag
Right Lateral Limit: 042 deg mag
Alt 543'

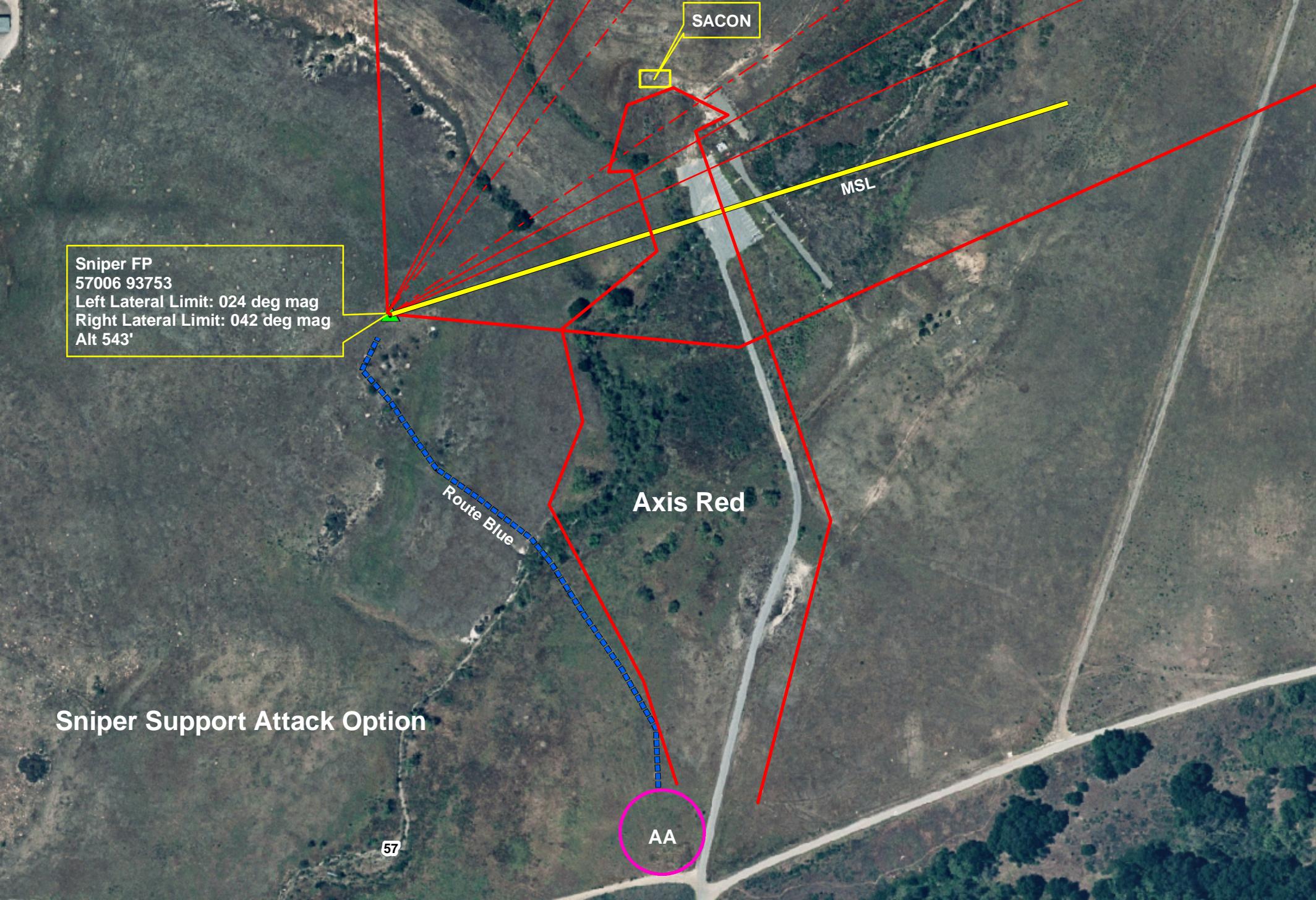
Axis Red

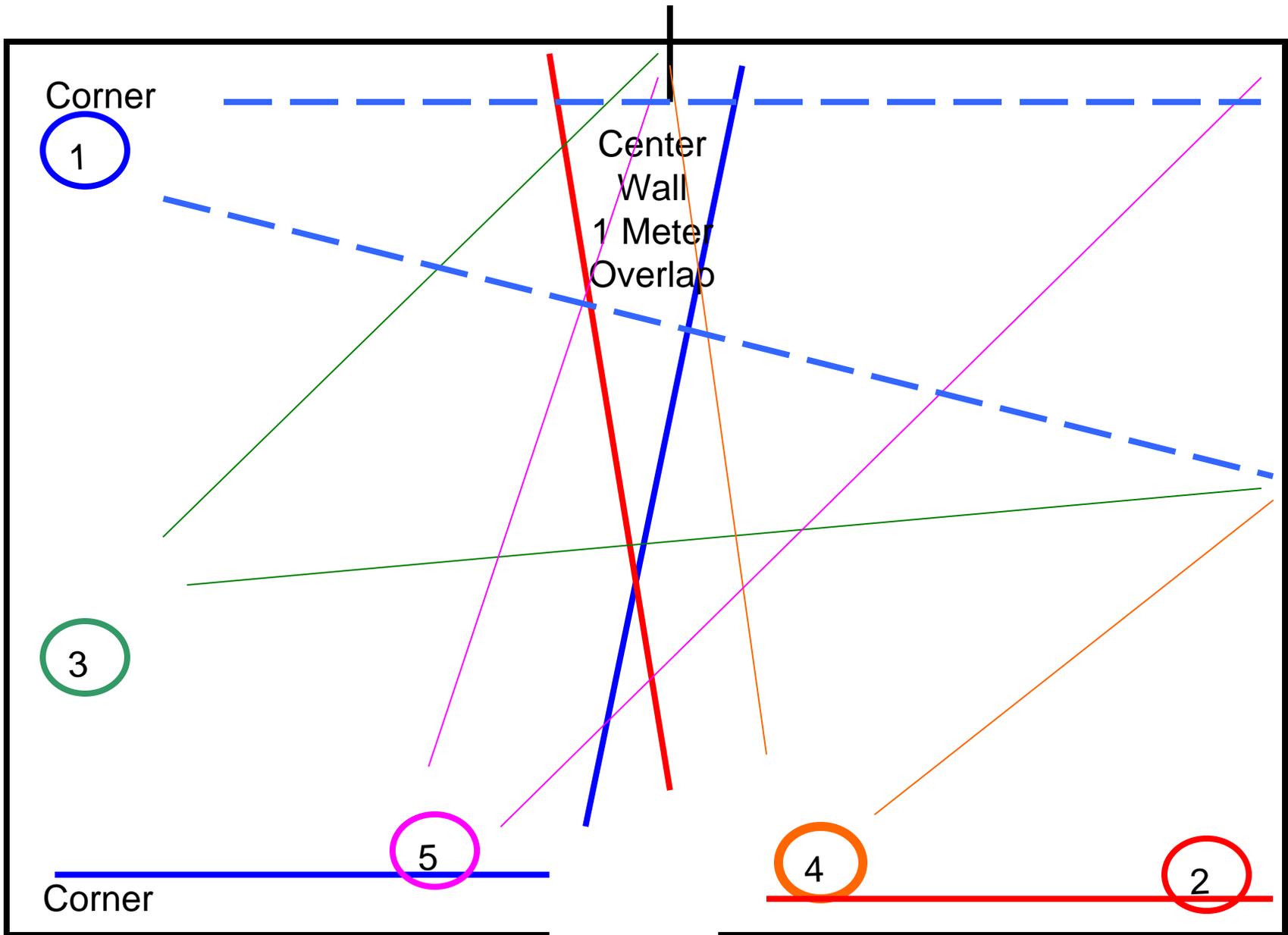
Route Blue

AA

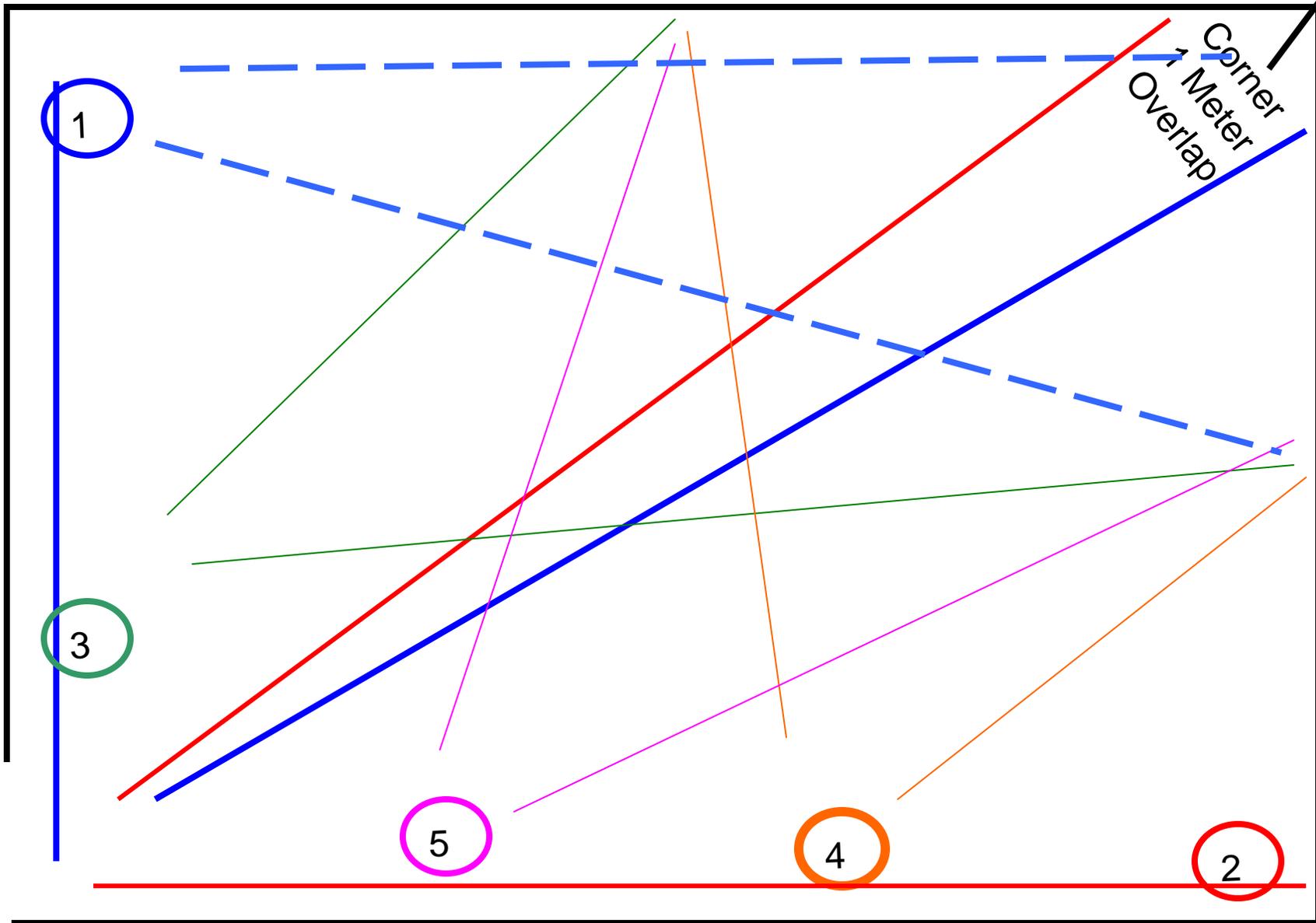
Sniper Support Attack Option

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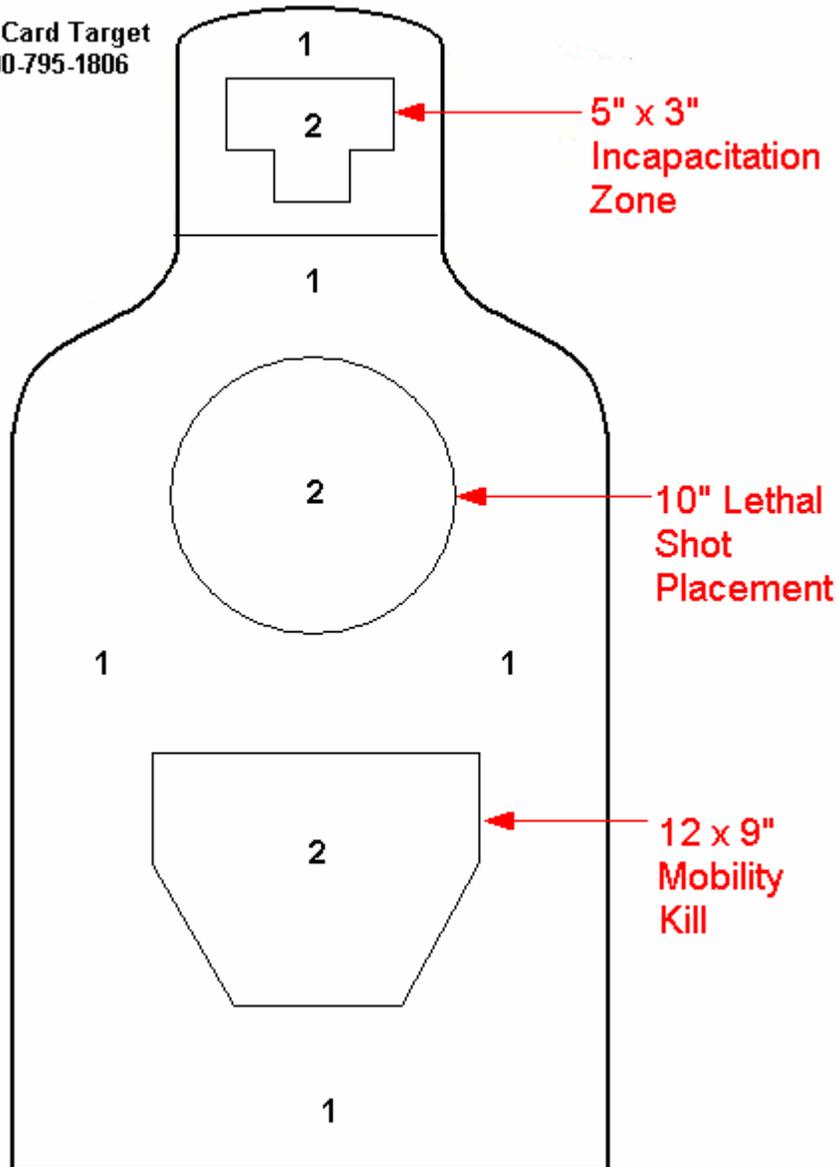


Corner



Corner

Echo Hard Card Target
NSN:6920-00-795-1806



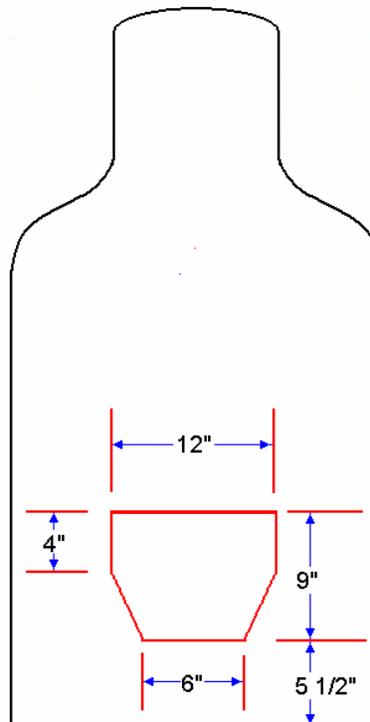
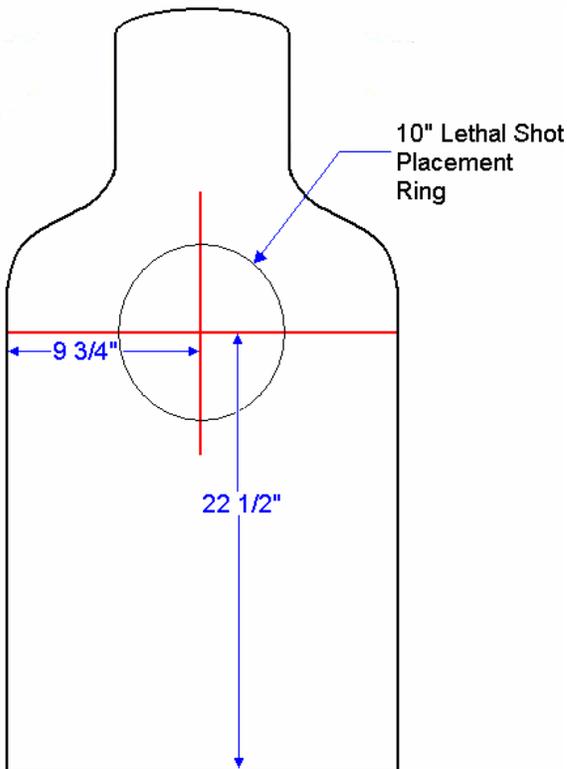
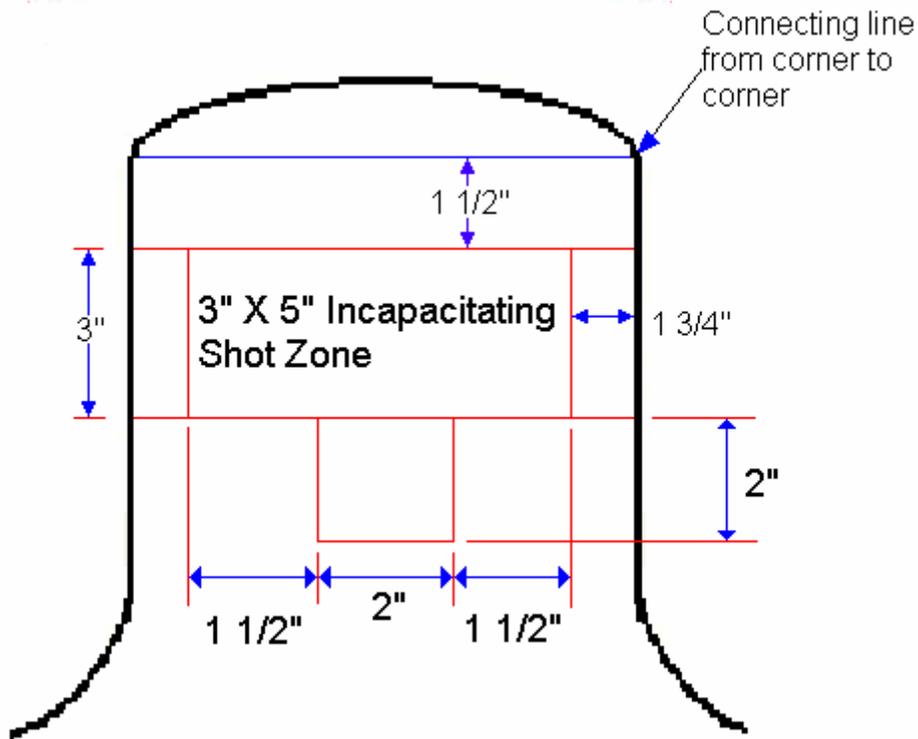


Table 3A

Stages	Yard line	Drill	Rounds per Iteration	Time(sec)	Position	Iteration	Rounds	Possible Score
Stage 1	25	Controlled Pair	2	4	Standing	2	4	8
Stage 2	25-15	Fwd Mvt (Controlled Pair)	2	NA	Standing	1	2	4
	15	Pivot right (Hammer Pair)	2	4	Standing	1	2	4
	15	Pivot Left (Hammer Pair)	2	4	Standing	1	2	4
Stage 3	15-10	Fwd Mvt (Hammer Pair)	2	NA	Standing	1	2	4
	10	Pivot right (Hammer Pair)	2	3.5	Standing	1	2	4
	10	Pivot left (Hammer Pair)	2	3.5	Standing	1	2	4
Stage 4	10-5	Fwd Mvt (Failure to Stop)	3	NA	Standing	1	3	6
	5	Pivot right (Failure to Stop)	3	3	Standing	1	3	6
	5	Pivot left (Failure to Stop)	3	3	Standing	1	3	6
Stage 5	25	Controlled Pair	2	4	Standing	2	4	8
Stage 6	25-15	Fwd Mvt (Controlled Pair)	2	NA	Standing	1	2	4
	15	Pivot right (Hammer Pair)	2	4	Standing	1	2	4
	15	Pivot Left (Hammer Pair)	2	4	Standing	1	2	4
Stage 7	15-10	Fwd Mvt (Hammer Pair)	2	NA	Standing	1	2	4
	10	Pivot right (Hammer Pair)	2	3.5	Standing	1	2	4
	10	Pivot left (Hammer Pair)	2	3.5	Standing	1	2	4
Stage 8	10-5	Fwd Mvt (Failure to Stop)	3	NA	Standing	1	3	6
	5	Pivot right (Failure to Stop)	3	3	Standing	1	3	6
	5	Pivot left (Failure to Stop)	3	3	Standing	1	3	6
						Total	50	100

Table 4A

Stages	Yard Line	Drill	Rounds per Iteration	Time (sec)	Position	Iterations	Rounds	Possible Score
	50	Controlled Pairs	4	8	Standing to Kneeling	1	4	8
	25	Box Drill	6	12	Standing/Kneeling	1	6	12
	25-15	Controlled Pairs	4	NA	Forward Mvmt	1	4	8
	15	90° Pivot Right, Box Drill	6	5	Standing	1	6	12
	15	90° Pivot Left, Box Drill	3	4	Standing	1	6	12
	15-10	180° Pivot Left, Box Drill	6	NA	Forward Mvmt	1	6	12
	10	90° Pivot Right, Box Drill	6	4	Standing	1	6	12
	10	90° Pivot Left, Box Drill	6	4	Standing	1	6	12
	10-5	180° Pivot Right, Box Drill	6	NA	Forward Mvmt	1	6	12
						Total	50	100