

Annual Rifle Qualification Guidelines

1. Recommended Preparatory Training. Preparatory training is the sole responsibility of the Marine's parent unit. Marines must report to the range with signed confirmation from their unit's training Officer stating they have passed a Weapons Handling Test within 30 days of firing. Recommended preparatory training material can be found at <https://trngcmd.marines.mil/Units/Northeast/Weapons-Training-Battalion/>.

2. Annual Rifle Qualification (ARQ)

a. ARQ is a three-day event that consists of destroy and drill portions, fired from the 500 to the 15-yard line. It incorporates positional shooting, multiple threat, moving threat, and close combat engagements that uses a probability-based scoring method that focuses on lethality.

b. Day 1 Firing. ARQ Day One will consist of a 100-yard line zero confirmation and finding holds. The zero-confirmation portion will be done at the 100-yard line. It is recommended that after the zero confirmation the Drills portion, 25 and 15-yard lines, be conducted before moving on to the Destroys portion.

c. Day 2 Firing. ARQ day two will be the prequalification day. ARQ day two will consist of the qualification course of fire. The qualification course of fire consists of the Destroys first. The 500-yard line, 300-yard line, 200-yard line, 100-yard line. Then the short bay, 25 and 15-yard lines.

d. Day 3 Firing. ARQ day three consists of the qualification course of fire.

3. Scoring and Classification

a. Scoring. ARQ is scored on a destroyed or missed basis. The ARQ target has six zones. Destroyed (D), Face Destroyed (FD) (distinction between (D) & (FD) only matters for required head shots), Neutralized (N), Suppressed (S), Face Suppressed (FS), and Suppressed White (SW) (for data collection only). For the Marine to destroy their target they must achieve at least one shot in either the (D) or (FD) zones.

(1) During ARQ Day 1 Holds, Marines will see an orange disc positioned to show their shots as either Destroy, Neutralize, Suppress, or Miss to facilitate their hold refinement. Black and white three inch shot spotters are used to identify individual shots/shot groups.

(2) On ARQ days 2 and 3 the Destroy stages are scored in the pits, with the exception of the 25 yd headshot stage. The drill stages and 25 yd headshots may be scored from the pits or up on the line by the coaches / PSO's depending on range set up.

(3) For the Destroy stages; 500, 300, 200, and 100 yard lines, scorekeepers will only write the highest shot value in each iteration. For ex: The first iteration at the 300 yard line controlled pairs: if the scorekeeper observes one shot in the Destroyed zone and one in the Neutralized zone then the scorekeeper will write a "D" in the 300 yard line box for that first iteration.

(4) Movers: At the 200 and 100 yard lines are hit or miss, the score keeper will only put "D" if one of the two rounds land anywhere on the mover or "M" if there are no rounds on the mover.

(5) 25 Yard Line Headshots: The 25 yd Face Destroy stage will be scored as either "D" or "M". If the shot is inside the Face Destroy zone it will be scored as a Destroy "D". A shot anywhere else is scored as a Miss "M".

(6) 25 yard line failure to stop: Scorekeepers will make their way downrange after each iteration. The scorekeeper will ONLY put "D" or "M" in the box on the score card for whichever iteration that shooters is on. For the failure to stop drill, IF that shooter has: one round in the FD zone, and two rounds in the D on the chest zone, it is destroyed. If the target lacks required impacts it is "M", then the scorekeeper will put an M in the box for failure to stop drill.

(7) Box-Drill: Score keepers go downrange after each box drill to score. Shooters must fire two rounds in the chest destroy zone on the left target, then two rounds chest destroy on the right target, then face destroy zone on the right target, and face destroy zone on the left target. The score keeper must observe two rounds in the D zone on the left target, two rounds in the Destroy zone on the right target, one rounds in the Face Destroyed zone on the right target and finally one round in the Face Destroyed zone on the left target. If a shooters Drill target looks like this then the scorekeeper will put a D in the corresponding box on the scorecard. If the target lacks the required impacts the scorekeeper writes an "M" in the corresponding box on the score card.

(8) Failure-to-stop while moving: From the 25 to the 15, scorekeepers will go down range and score, after each iteration of the drill. Scorekeepers must see two shots in the Destroy zone and one round in the Face Destroyed zone to have the target Destroyed. If the target lacks the required impacts the scorekeeper writes an "M" in the corresponding box on the score card.

(9) For the Destroy stages on the scorecard: Scorekeepers total up all of the D's and write the total number of destroys in the "total" box (add all destroys) at the bottom of the scorecard.

(10) For the drills stage, scorekeepers total the D's for each drill type.

(11) Then circle YES if there is at least one D for that drill type; NO if there is not.

(12) Once the YESs and NOs are circled add all the "YES" up and put that number in the box labeled add all "YES"

(13) For the final step scorekeepers look at the table to get the shooters final qualification

(14) First scorekeepers find how many total YES from the drill stages, and then find what range of Destroys the shooters obtained from the Destroy stages of ARQ. The total YES runs across the top and the total destroys along the side of the "look-up" table.

(15) Finally, the scorekeeper intersects the two values (Total YES/Total Destroys) on the table and writes that shooter's final Qualification into the box at the bottom right of the scorecard.

b. Special Circumstances

(1) If the grease ring of a shot is touching the edge of a scoring zone, the higher value is awarded.

(2) When a scorekeeper cannot find a shot hole, and there are three or more shot holes touching each other making it possible for a shot or shots to have passed through the enlarged hole without leaving a mark, and no excess hits appear on adjacent targets, the shooter will be given the value of the three touching shot holes for the missing shot.

(3) Excessive Hits During a Portion of ARQ. If a shooter mistakenly fires excessive rounds during a stage, they will receive that number of rounds back in order to complete the course of fire. If a shooter repeatedly fires excessive rounds, it is up to the FMTU OIC/FMTU Gunner to adjudicate.

(a) Destroy Portion. If the shooter fires more than the prescribed number of rounds (e.g., the Marine fires 6 rounds during a 5-round engagement at the 500-yard line), they shall receive the value of the lowest 5 shots (e.g., four rounds in the suppress, 1 round in the neutralize, 1 round in the destroy equates to a miss). If it is determined that another Marine cross fired onto the target, the shooter shall rate the value of the highest 5 shots (e.g., four rounds in the suppress, 1 round in the neutralize, 1 round in the destroy equates to a destroy).

(b) Drill Portion. If a shooter fires more than the prescribed number of rounds for a drill, then the shooter did not execute the drill properly, therefore fails the drill. If it is determined that another shooter cross fired onto the target, the shooter shall receive the highest scored value according to the drill parameters (e.g., during a failure to stop drill, one round in the suppress, two rounds in the destroy, two rounds in the face destroy, equates to a pass for that iteration). If there are not enough shots in the correct zones of the target according to the drill parameters, the shooter failed the iteration (e.g., during a failure to stop drill, two rounds in the suppress, two rounds in the destroy, equates to a failure for that iteration).

(4) Insufficient Hits During a Portion of ARQ

(a) Destroy Portion. If there are not enough impacts on the target for a stage of fire, the shooter shall receive the value of shots on the target (e.g., the Marine fires 4 rounds during a 5-round engagement or only four impacts are visible, at the 500-yard line, with one impact in the destroy zone, and three in the suppress, equates to a destroy).

(b) Drill Portion. If there are not enough impacts on the target during the drill portion, the shooter fails that drill iteration.

c. Classification. A shooter must achieve a minimum of 15 Destroys out of 50 and pass at least one iteration of any drill type to qualify. Using Figure 1, find the intersection of the total "Destroys" and total "Yes" in

the table. Example: If the "Destroys" = 35 and "Yes" = 1, the final qualification is MM.

(1) Expert. Defined as a shooter that can achieve lethal effects on a threat under any circumstance, at any distance, from any position. They must achieve between 43-50 destroys, and successfully complete at least one iteration in each drill type.

(2) Sharpshooter. Defined as a shooter that can achieve lethal effects on a threat under most circumstances, at most distances from, most positions. The shooter must achieve between 31-42 destroys, and successfully complete at least one iteration of two drill types.

(3) Marksmanship. Defined as a shooter who can achieve lethal effects on a threat under some circumstances at some distances from some positions. They must achieve between 15-30 destroys, and successfully complete at least one iteration of any drill type.

	Drill Type Completed "Yes"			
	0	1	2	3
Destroys				
0 - 14	UNQ	UNQ	UNQ	UNQ
15 - 30	UNQ	MM	MM	MM
31 - 42	UNQ	MM	SS	SS
43 - 50	UNQ	MM	SS	EX

Figure 1: Final Qualification Diagram

d. Failure/Re-evaluation

(1) All scores must be entered into MCTIMS regardless if they are a passing or failing score in accordance with MCO 3547.2L.

(2) When a shooter fails to achieve the minimum required score for Day 3 that shooter is considered Unqualified.

(3) If time and circumstances permit, unqualified shooters will receive at least one re-evaluation attempt during the same day (R1).

(a) If a portion of the ARQ was passed on the Marines initial evaluation attempt, that portion will be scored as achieved. For example; if a Marine successfully passes the destroy portion, but fails the drills portion, the Marine will only fire the drill portion for score during the R1.

(b) Should the Marine remain unqualified after the R1, they must return to fire on a future detail and will fire the entire ARQ course for score.

(c) Remedial training is the responsibility of the Marine's command and is conducted by qualified CMT(s) and CMC(s). Remedial training should be focused to correct the Marine's specific marksmanship deficiency.

4. Minimum Required Equipment. Every Marine shooting an Annual Rifle Qualification must have the following issued equipment:

- a. Issued weapon with any T/O accessories
- b. A Common Weapons Sling
- c. Body Armor (SAPI plates are NOT required)
- d. Helmet
- e. Six rifle magazines
- f. Magazine pouches capable of carrying x6 magazines
- g. Eye protection
- h. Hearing protection

Note: Water carrying device and inclement weather gear is authorized.

5. Staffing Requirements. In order to conduct an Annual Rifle Qualification the MTU must have the same complement of personnel as outlined in the current marksmanship order.

6. Required Range Equipment. For 200 Marine detail and a 50 target front.

- a. Destroy targets, 300 per 200 man detail.
- b. Drill targets, 600 per 200 man detail.
- c. 300 hard card silhouettes per 200 man detail.
- d. 3 inch shot spotters with spindle 550 minimum (6 per target point).
- e. White and black target pasties.
- f. 12 inch orange scoring disks.(Holds day only).
- g. Glue as needed.
- h. Enough barricades to accommodate one complete relay.
- i. The ARQ "Destroy" target will be utilized for the 100 yd zero, 100, 200, 300 and 500 yard lines. The ARQ "Drill" target will be utilized for the 15 and 25 yard lines.
- j. The 100 and 200 yard line barricades are required to do the following.
 - (1) Accommodate right and left handed shooters.
 - (2) Accommodate both tall and short shooters.
 - (3) Provide support for both kneeling and standing positions.
 - (4) Provide a stable shooting platform.

7. Ammunition Requirements

- a. Day 1, 140 rounds per shooter.
- b. Day 2, 160 rounds per shooter.
- c. Day 3, 160 rounds per shooter.

8. Alibis. See MCO 3574.2L

9. Target Acquisition. At the time of release of this document targetry required has not been assigned a National Stock Number (NSN) for unit purchase. Therefore FMTUs must use the Open Purchase Request (OPR) process to obtain needed targets. Use the following information for target purchase:

- a. Qualification Targets Inc.
1145 Clyde Hanson Dr.
Hammond, WI 54015

Toll free: 866-498-8228

BJ Gulick

bjgulick@targets.net
<https://targets.net/>

GSA Contract # GS-07F-071GA
DUNS # 01-145-7723

10. ARQ waivers. The authority to waive Annual Rifle Qualification rests with the first General Officer in a Marine's chain of command.

11. Request for modifications. If range facilities are not suitable for firing the ARQ course of fire, a request for modification to the course of fire may be submitted to the CG, MCCDC (C476) (attn. MPMS) prior to the conduct of training.