

U.S. MARINE CORPS PISTOL TEAM

***MODIFIED* PROGRAM WORKBOOK**

***NOTE:** THIS WORKBOOK IS BASED ON THE ORIGINAL U.S. MARINE CORPS PISTOL TEAM WORKBOOK. THIS COPY WAS RETYPED FROM A HARD COPY. SOME MODIFICATIONS (INTENDED OR OTHERWISE) HAVE BEEN MADE TO THIS VERSION OF THE WORKBOOK. THE READER SHOULD THEREFORE BE AWARE THAT THIS VERSION OF THE WORKBOOK DOES NOT COMPLETELY MATCH THE ORIGINAL.

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INTRODUCTION:

WE HAVE OFTEN HEARD THE SAYING, "PRACTICE MAKES PERFECT". THIS IS NOT ALWAYS TRUE. IF YOU PRACTICE SOMETHING INCORRECTLY IT WILL NEVER BE PERFECT NOR WILL YOU EVER IMPROVE. THE SAYING SHOULD BE, "PERFECT PRACTICE MAKES PERFECT".

THIS GUIDE IS DESIGNED TO ASSIST AN INDIVIDUAL IN DEVELOPING HIS/HER SKILL IN THE 3 GUN SHOOTING ARENA. IN ORDER TO INSURE THAT ALL TASKS/EXERCISES ARE EASILY UNDERSTOOD, IT IS ASSUMED THAT THE READER HAS LITTLE OR NO COMPETITIVE SHOOTING EXPERIENCE. READ AND ACCOMPLISH EACH TASK/EXERCISE AS WRITTEN. MANY OF THEM CONTAIN MENTAL TRAINING WHICH MAY NOT BE IMMEDIATELY APPARENT.

FIFTY-EIGHT PERCENT OF THE TASKS IN THIS GUIDE ARE FIRED ON EITHER BLANK OR PRACTICE (NO SCORING RINGS) CENTERS. THIS PLACES EMPHASIS ON GROUPS AND CENTERED SHOTS RATHER THAN ON SCORE. IF THE GROUP IS TIGHT AND CENTERED THE SCORE WILL TAKE CARE OF ITSELF.

EXPERIENCE HAS SHOWN THAT THE MOST RAPID DEVELOPMENT WILL BE ACHIEVED WHEN A SHOOTER BOTH PRACTICES AND SHOOTS A MATCH WITH A SPECIFIC GOAL IN MIND. IT IS ALSO UNDERSTOOD THAT NO TWO INDIVIDUALS ARE EXACTLY ALIKE SO THAT SOME WILL LEARN AND PROGRESS FASTER THAN OTHERS. FOR THESE REASONS THIS GUIDE IS DESIGNED TO BE GOAL ORIENTED AND SELF-PACED. AS EACH GOAL IS ACCOMPLISHED, THE MENTAL AND PHYSICAL SKILLS THAT ARE LEARNED OR REFINED WILL BE EMPLOYED IN LATER GOALS AND THE SHOOTER'S ABILITY WILL AUTOMATICALLY IMPROVE.

TWO-THIRDS OF 3-GUN SHOOTING IS DONE AT THE 25-YARD LINE IN EITHER TIMED OR RAPID FIRE. SHOOTING EXPERIENCE OFTEN PROVES THAT, "A PISTOL MATCH IS WON AT THE 50 YARD LINE AND LOST DURING RAPID FIRE." THEREFORE, A PRINCIPLE ASSUMPTION IN THIS GUIDE IS THAT THE 25-YARD LINE MUST BE MASTERED BEFORE TIME IS SPENT SHOOTING THE 50-YARD SLOW FIRE.

IT IS OFTEN SAID THAT A WINNER IS AN EXCEPTIONALLY GIFTED OR EXTRAORDINARY INDIVIDUAL. WHILE THERE ARE SOME PEOPLE WHO FIT THIS DEFINITION, WE HAVE BASED THIS TRAINING PROGRAM ON THE BELIEF THAT A WINNER IS AN ORDINARY INDIVIDUAL WITH EXTRAORDINARY DETERMINATION TO BE THE BEST. TO PUT THIS ANOTHER WAY, HE OR SHE HAS AN ALL-CONSUMING DESIRE TO WIN!

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GLOSSARY OF TERMS

AIMING BLACK	THAT PORTION OF THE TARGET COLORED BLACK.
BLANK TARGET	A TARGET THAT PRESENTS A PLAIN WHITE FACE TO THE MARKSMAN. NO BULLSEYE OR OTHER DISTRACTION IS PRESENTED. USED WITHIN THE CONTEXT OF THIS PROGRAM TO EMPHASIZE SIGHT ALIGNMENT AND TRIGGER CONTROL. NOTE: MARKSMAN USING THE STANDARD 6 O'CLOCK SIGHT PICTURE WILL NORMALLY GROUP HIGH. GROUP WILL REMAIN ROUND WHEN TOTAL CONCENTRATION IS ON SIGHT ALIGNMENT.
CENTER FIRE PISTOL	A WEAPON DEFINED BY THE NRA AS .32 CALIBER OR LARGER.
DRY FIRE	MENTAL AND PHYSICAL SHOOTING PRACTICE THAT DOES NOT REQUIRE AMMUNITION OR TARGET. ACCOMPLISHED WITH A SPECIFIC GOAL (# OF PERFECT SHOTS). ALL MENTAL AND PHYSICAL STEPS OF LIVE FIRE FOLLOWED. FOCUS OF ATTENTION ON SIGHT ALIGNMENT AT THE INSTANT HAMMER FALLS.
GROUP SHOOTING	THE SECOND TYPE OF BULLSEYE TRAINING. THE FIRING OF A SERIES OF SHOTS WITHOUT OBSERVING THE LOCATION OF EACH HIT. SIGHT SETTINGS ARE NOT CHANGED WITHIN A SHOT SERIES OR SHOT STRING. USED IN THE CONTEXT OF THIS PROGRAM TO DEVELOP THE CONFIDENCE TO ACCEPT AN AIMING AREA.
L-8	A CIRCULAR AREA THE SIZE OF THE 8-RING.
L-9	A CIRCULAR AREA THE SIZE OF THE 9-RING.
MATCH SIMULATION	THE THIRD TYPE OF BULLSEYE TRAINING. FIRING A SHOT OR SERIES OF SHOTS UNDER THE SAME CONDITIONS EXPERIENCED DURING A MATCH. NORMALLY EACH SLOW FIRE SHOT OR SHOT STRING IS OBSERVED AND SIGHT CORRECTIONS MADE WHEN REQUIRED.
NEW SHOOTER	A FIRST YEAR MARKSMAN. NOT BEEN A MEMBER OF THE MARINE CORPS TEAM. NOT CLASSIFIED 2600.

OLD SHOOTER	ANY MARKSMAN NOT MEETING THE DEFINITION OF A NEW SHOOTER, OR AS DIRECTED BY THE TEAM CAPTAIN.
ONE SHOT DRILLS	A SINGLE SHOT FIRED WITHIN A SPECIFIED TIME LIMIT. SIMILAR TO THE BOBBING TARGET, OR QUICK REACTION DRILLS OF THE QUALIFICATION COURSE. THE LINE COMMANDS WILL BE GIVEN FOR EACH SHOT USED IN THE SCOPE OF THIS PROGRAM TO DEVELOP THE INDIVIDUAL MARKSMAN'S MENTAL PROGRAM AND FIRST SHOT DELIVERY FOR TIMED AND RAPID FIRE STRINGS.
RAPID FIRE	TWO 5 ROUND STRINGS FIRED WITHIN 10 SECONDS PER STRING.
RECOVERY	THE MENTAL AND PHYSICAL STEPS TAKEN DURING RECOIL TO RETURN THE WEAPON TO THE AIMING AREA AND REALIGN THE SIGHTS.
SIGHT ALIGNMENT	THE PHYSICAL RELATIONSHIP OF THE FRONT AND REAR SIGHTS IN RELATIONSHIP WITH THE EYE.
SLOW FIRE	10 ROUNDS/10 MINUTES. SHOTS MAY BE DELIVERED SINGLE OR IN STRINGS AT THE DISCRETION OF THE MARKSMAN.
TIMED FIRE	TWO 5 ROUND STRINGS FIRED WITHIN 20 SECONDS PER STRING.
TRAINING TARGET	SMALL - A PLAIN BLACK CIRCLE THE SAME SIZE AS THE STANDARD 9-RING. LARGE - A PLAIN BLACK CIRCLE THE SAME SIZE AS THE STANDARD 8-RING.
TRIGGER CONTROL	MANIPULATION OF THE TRIGGER IN SUCH A MANNER AS TO ASSIST IN OBTAINING AND REFINING SHOT ALIGNMENT.

1 CHAPTER ONE
THE .22 CALIBER PISTOL

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CHAPTER 1

.22 CALIBER GUIDE

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1-5	SLOW FIRE GROUP SHOOTING	_____
1-7	BASIC MARKSMANSHIP TEST	_____
1-9	MENTAL PROGRAM (BASIC)	_____
1-11	TIMED FIRE GROUP SHOOTING	_____
1-13	TIMED FIRE ONE SHOT DRILLS	_____
1-15	TIMED FIRE GROUP SHOOTING	_____
1-17	TIMED FIRE MATCH SIMULATION	_____
1-19	TEST: TIMED FIRE MATCH	_____
1-21	RAPID FIRE GROUP SHOOTING	_____
1-23	RAPID FIRE ONE SHOT DRILLS	_____
1-25	RAPID FIRE GROUP SHOOTING	_____
1-27	RAPID FIRE MATCH SIMULATION	_____
1-29	TEST: RAPID FIRE MATCH	_____
1-31	SLOW FIRE GROUP SHOOTING	_____
1-33	SLOW FIRE GROUP SHOOTING	_____
1-35	SLOW FIRE MATCH SIMULATION	_____
1-37	TEST: SLOW FIRE MATCH	_____
1-39	900 AGGREGATE MATCH SIMULATION	_____

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.22 CALIBER PISTOL: SLOW FIRE MATCH SIMULATION

- PURPOSE:**
1. TO DEMONSTRATE MARKSMANSHIP SKILLS DURING MATCH SIMULATION
 2. TO FURTHER DEVELOP AND REFINE THE MENTAL PROGRAM AND TRIGGER CONTROL NECESSARY TO DELIVER WELL-AIMED, 10-RING SHOTS AT 50 YARDS.
 3. TO INSTILL THE CONFIDENCE IN THE SHOOTER THAT IT IS POSSIBLE TO FIRE 10'S CONSISTENTLY AND DELIBERATELY AT 50 YARDS.

TASK DESCRIPTION: FIRE AT A STANDARD 50 YARD TARGET, NO TIME LIMIT. SHOOT AS MANY ROUNDS AS NECESSARY TO OBTAIN 10 SHOTS IN THE TEN RING. NOTE NUMBER OF SHOTS REQUIRED. REPAIR TARGET AND POST A NEW REPAIR CENTER. REPEAT EXERCISE, NOTING NUMBER OF SHOTS REQUIRED EACH DRILL, UNTIL 20 OR LESS SHOTS ARE REQUIRED.

STANDARD:

1. GROUP SIZE: 10 RING
2. TIME LIMIT: NONE
3. TEST CONDITIONS: ASSIGNED COACH WILL WATCH AND EVALUATE
4. DIFFICULTY LEVEL: TEN 10'S ARE ACCUMULATED WITHIN 20 SHOTS

COACH'S NOTES/COMMENTS:

SHOOTER'S NOTES: 50 YD ZERO: EL _____ WIND _____

1. # SHOT: _____ 2. # SHOT: _____ 3. # SHOT: _____ 4. # SHOT: _____
5. # SHOT: _____ 6. # SHOT: _____ 7. # SHOT: _____ 8. # SHOT: _____

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.22 CALIBER PISTOL: 900 AGGREGATE MATCH SIMULATION

- PURPOSE:**
1. MARKSMANSHIP LEVEL TEST UNDER MATCH CONDITIONS.
 2. EXPERIENCE AND OVERCOME MATCH/PERFORMANCE PRESSURE.

TASK DESCRIPTION: UNDER MATCH CONDITIONS, FIRE A 900 POINT AGGREGATE MATCH.

STANDARD:

1. GROUP SIZE: SCORED
2. TIME LIMIT: SLOW FIRE, TIMED FIRE, RAPID FIRE
3. TEST CONDITIONS: NO ASSISTANCE
4. DIFFICULTY LEVEL:

	ORIGINAL WORKBOOK	*MODIFIED* WORKBOOK
NEW SHOOTER:	SLOW FIRE - 91 AVG	SLOW FIRE - 91 AVG
	TIMED FIRE - 99 AVG	TIMED FIRE - 98 AVG
	RAPID FIRE - 99 AVG	RAPID FIRE - 98 AVG
	AGG ----- 860	AGG ----- 861

	ORIGINAL WORKBOOK	*MODIFIED* WORKBOOK
OLD SHOOTER:	SLOW FIRE - 92 AVG	SLOW FIRE - 92 AVG
	TIMED FIRE - 99 AVG	TIMED FIRE - 99 AVG
	RAPID FIRE - 98 AVG	RAPID FIRE - 99 AVG
	AGG ----- 870	AGG ----- 870

UPON COMPLETION OF THE TEST FOLLOW THE STEPS INDICATED BELOW:

1. DIFFICULTY LEVEL MASTERED
- CONTINUE PROGRAM -

2. DIFFICULTY LEVEL NOT MASTERED
- RETURN AND REPEAT MATCH SIMULATION STAGES:
 1. SLOW FIRE MATCH SIMULATION
 2. TIMED FIRE MATCH SIMULATION
 3. RAPID FIRE MATCH SIMULATION
 4. REPEAT 900 AGGREGATE AFTER ABOVE STAGES ARE MASTERED

SHOOTER'S NOTES:

2 CHAPTER TWO
THE CENTER FIRE PISTOL

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CHAPTER 2

CENTER FIRE GUIDE

PAGE		TOTAL # OF RDS TO COMPLETION
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2-5	SLOW FIRE GROUP SHOOTING	_____
2-7	BASIC MARKSMANSHIP TEST	_____
2-9	REFINE MENTAL PROGRAM (BASIC)	_____
2-11	TIMED FIRE GROUP SHOOTING	_____
2-13	TIMED FIRE ONE SHOT DRILLS	_____
2-15	TIMED FIRE GROUP SHOOTING	_____
2-17	TIMED FIRE MATCH SIMULATION	_____
2-19	TEST: TIMED FIRE MATCH	_____
2-21	RAPID FIRE GROUP SHOOTING	_____
2-23	RAPID FIRE ONE SHOT DRILLS	_____
2-25	RAPID FIRE GROUP SHOOTING	_____
2-27	RAPID FIRE MATCH SIMULATION	_____
2-29	TEST: RAPID FIRE MATCH	_____
2-31	SLOW FIRE GROUP SHOOTING	_____
2-33	SLOW FIRE GROUP SHOOTING	_____
2-35	SLOW FIRE MATCH SIMULATION	_____
2-37	TEST: SLOW FIRE MATCH	_____
2-39	900 AGGREGATE MATCH SIMULATION	_____

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CENTER FIRE PISTOL: SLOW FIRE MATCH SIMULATION

- PURPOSE:**
1. TO DEMONSTRATE MARKSMANSHIP SKILLS DURING MATCH SIMULATION
 2. TO FURTHER DEVELOP AND REFINE THE MENTAL PROGRAM AND TRIGGER CONTROL NECESSARY TO DELIVER WELL-AIMED, 10-RING SHOTS AT 50 YARDS.
 3. TO INSTILL THE CONFIDENCE IN THE SHOOTER THAT IT IS POSSIBLE TO FIRE 10'S CONSISTENTLY AND DELIBERATELY AT 50 YARDS.

TASK DESCRIPTION: FIRE AT A STANDARD 50 YARD TARGET, NO TIME LIMIT. SHOOT AS MANY ROUNDS AS NECESSARY TO OBTAIN 10 SHOTS IN THE TEN RING. NOTE NUMBER OF SHOTS REQUIRED. REPAIR TARGET AND POST A NEW REPAIR CENTER. REPEAT EXERCISE, NOTING NUMBER OF SHOTS REQUIRED EACH DRILL, UNTIL 20 OR LESS SHOTS ARE REQUIRED.

STANDARD:

1. GROUP SIZE: 10 RING
2. TIME LIMIT: NONE
3. TEST CONDITIONS: ASSIGNED COACH WILL WATCH AND EVALUATE
4. DIFFICULTY LEVEL: TEN 10'S ARE ACCUMULATED WITHIN 20 SHOTS

COACH'S NOTES/COMMENTS:

SHOOTER'S NOTES: 50 YD ZERO: EL _____ WIND _____

1. # SHOT: _____ 2. # SHOT: _____ 3. # SHOT: _____ 4. # SHOT: _____
5. # SHOT: _____ 6. # SHOT: _____ 7. # SHOT: _____ 8. # SHOT: _____

U.S. MARINE CORPS PISTOL TEAM
***MODIFIED* PROGRAM WORKBOOK**

CENTER FIRE PISTOL: 900 AGGREGATE MATCH SIMULATION

- PURPOSE:**
1. MARKSMANSHIP LEVEL TEST UNDER MATCH CONDITIONS.
 2. EXPERIENCE AND OVERCOME MATCH/PERFORMANCE PRESSURE.

TASK DESCRIPTION: UNDER MATCH CONDITIONS, FIRE A 900 POINT AGGREGATE MATCH.

STANDARD:

1. GROUP SIZE: SCORED
2. TIME LIMIT: SLOW FIRE, TIMED FIRE, RAPID FIRE
3. TEST CONDITIONS: NO ASSISTANCE
4. DIFFICULTY LEVEL:

	ORIGINAL WORKBOOK	*MODIFIED* WORKBOOK
NEW SHOOTER:	SLOW FIRE - 90 AVG	SLOW FIRE - 90 AVG
	TIMED FIRE - 98 AVG	TIMED FIRE - 98 AVG
	RAPID FIRE - 97 AVG	RAPID FIRE - 98 AVG
	AGG ----- 855	AGG ----- 858

	ORIGINAL WORKBOOK	*MODIFIED* WORKBOOK
OLD SHOOTER:	SLOW FIRE - 91 AVG	SLOW FIRE - 92 AVG
	TIMED FIRE - 99 AVG	TIMED FIRE - 99 AVG
	RAPID FIRE - 98 AVG	RAPID FIRE - 99 AVG
	AGG ----- 860	AGG ----- 870

UPON COMPLETION OF THE TEST FOLLOW THE STEPS INDICATED BELOW:

1. DIFFICULTY LEVEL MASTERED
- CONTINUE PROGRAM -

2. DIFFICULTY LEVEL NOT MASTERED
- RETURN AND REPEAT MATCH SIMULATION STAGES:
 1. SLOW FIRE MATCH SIMULATION
 2. TIMED FIRE MATCH SIMULATION
 3. RAPID FIRE MATCH SIMULATION
 4. REPEAT 900 AGGREGATE AFTER ABOVE STAGES ARE MASTERED

SHOOTER'S NOTES:

3 CHAPTER THREE

THE SERVICE PISTOL

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CHAPTER 3

SERVICE PISTOL GUIDE

PAGE		TOTAL # OF RDS TO COMPLETION
3-3	BASIC ZERO & GROUP SHOOTING	_____
3-5	SLOW FIRE GROUP SHOOTING	_____
3-7	BASIC MARKSMANSHIP TEST	_____
3-9	REFINE MENTAL PROGRAM	_____
3-11	TIMED FIRE GROUP SHOOTING	_____
3-13	TIMED FIRE ONE SHOT DRILLS	_____
3-15	TIMED FIRE GROUP SHOOTING	_____
3-17	TIMED FIRE MATCH SIMULATION	_____
3-19	TEST: TIMED FIRE MATCH	_____
3-21	RAPID FIRE GROUP SHOOTING	_____
3-23	RAPID FIRE ONE SHOT DRILLS	_____
3-25	RAPID FIRE GROUP SHOOTING	_____
3-27	RAPID FIRE MATCH SIMULATION	_____
3-29	TEST: RAPID FIRE MATCH	_____
3-31	SLOW FIRE GROUP SHOOTING	_____
3-33	SLOW FIRE GROUP SHOOTING	_____
3-35	SLOW FIRE MATCH SIMULATION	_____
3-37	TEST: SLOW FIRE MATCH	_____
3-39	900 AGGREGATE MATCH SIMULATION	_____

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SERVICE PISTOL: TIMED FIRE GROUP SHOOTING

- PURPOSE:**
1. TO CONTINUE TO REENFORCE BASIC MARKSMANSHIP SKILLS WHILE EMPHASIZING TRIGGER CONTROL, SIGHT ALIGNMENT, AND RECOVERY.
 2. TO REENFORCE THE SHOOTER'S CONFIDENCE IN HIS/HER ABILITY TO FIRE A TIMED FIRE GROUP THE SIZE OF THE 9-RING OR SMALLER.

TASK DESCRIPTION: FIRE AT A BLANK TARGET POSITIONED AT 25 YARDS. TIMED FIRE CADENCE. MEASURE GROUP AFTER 10-RDS. REPAIR TARGET. REPEAT UNTIL DIFFICULTY LEVEL IS MASTERED.

STANDARD:

1. GROUP SIZE: 5 1/2 INCHES MAXIMUM DIAMETER, L-9
2. TIME LIMIT: 5 RDS/20 SEC
3. TEST CONDITIONS: ASSIGNED COACH WILL WATCH AND EVALUATE
4. DIFFICULTY LEVEL: TWO CONSECUTIVE 10-RD L-9 GROUPS

COACH'S NOTES/COMMENTS:

SHOOTER'S NOTES:

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SERVICE PISTOL: SLOW FIRE MATCH SIMULATION

- PURPOSE:**
1. TO DEMONSTRATE MARKSMANSHIP SKILLS DURING MATCH SIMULATION
 2. TO FURTHER DEVELOP AND REFINE THE MENTAL PROGRAM AND TRIGGER CONTROL NECESSARY TO DELIVER WELL-AIMED, 10-RING SHOTS AT 50 YARDS.
 3. TO INSTILL THE CONFIDENCE IN THE SHOOTER THAT IT IS POSSIBLE TO FIRE 10'S CONSISTENTLY AND DELIBERATELY AT 50 YARDS.

TASK DESCRIPTION: FIRE AT A STANDARD 50 YARD TARGET, NO TIME LIMIT. SHOOT AS MANY ROUNDS AS NECESSARY TO OBTAIN 10 SHOTS IN THE TEN RING. NOTE NUMBER OF SHOTS REQUIRED. REPAIR TARGET AND POST A NEW REPAIR CENTER. REPEAT EXERCISE, NOTING NUMBER OF SHOTS REQUIRED EACH DRILL, UNTIL 20 OR LESS SHOTS ARE REQUIRED.

STANDARD:

1. GROUP SIZE: 10 RING
2. TIME LIMIT: NONE
3. TEST CONDITIONS: ASSIGNED COACH WILL WATCH AND EVALUATE
4. DIFFICULTY LEVEL: TEN 10'S ARE ACCUMULATED WITHIN 20 SHOTS

COACH'S NOTES/COMMENTS:

SHOOTER'S NOTES: 50 YD ZERO: EL _____ WIND _____

1. # SHOT: _____ 2. # SHOT: _____ 3. # SHOT: _____ 4. # SHOT: _____
5. # SHOT: _____ 6. # SHOT: _____ 7. # SHOT: _____ 8. # SHOT: _____

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SERVICE PISTOL: 900 AGGREGATE MATCH SIMULATION

PURPOSE: 1. MARKSMANSHIP LEVEL TEST UNDER MATCH CONDITIONS.
2. EXPERIENCE AND OVERCOME MATCH/PERFORMANCE PRESSURE.

TASK DESCRIPTION: UNDER MATCH CONDITIONS, FIRE A 900 POINT AGGREGATE MATCH.

STANDARD:

- 1. GROUP SIZE: SCORED
- 2. TIME LIMIT: SLOW FIRE, TIMED FIRE, RAPID FIRE
- 3. TEST CONDITIONS: NO ASSISTANCE
- 4. DIFFICULTY LEVEL:

	ORIGINAL WORKBOOK	*MODIFIED* WORKBOOK
NEW SHOOTER:	SLOW FIRE - 90 AVG	SLOW FIRE - 90 AVG
	TIMED FIRE - 95 AVG	TIMED FIRE - 95 AVG
	RAPID FIRE - 95 AVG	RAPID FIRE - 95 AVG
	AGG ----- 845	AGG ----- 840

	ORIGINAL WORKBOOK	*MODIFIED* WORKBOOK
OLD SHOOTER:	SLOW FIRE - 92 AVG	SLOW FIRE - 92 AVG
	TIMED FIRE - 96 AVG	TIMED FIRE - 96 AVG
	RAPID FIRE - 96 AVG	RAPID FIRE - 96 AVG
	AGG ----- 850	AGG ----- 852

UPON COMPLETION OF THE TEST FOLLOW THE STEPS INDICATED BELOW:

- 1. DIFFICULTY LEVEL MASTERED
- CONTINUE PROGRAM -

- 2. DIFFICULTY LEVEL NOT MASTERED
- RETURN AND REPEAT MATCH SIMULATION STAGES:
 - 1. SLOW FIRE MATCH SIMULATION
 - 2. TIMED FIRE MATCH SIMULATION
 - 3. RAPID FIRE MATCH SIMULATION
 - 4. REPEAT 900 AGGREGATE AFTER ABOVE STAGES ARE MASTERED

SHOOTER'S NOTES:

4 CHAPTER FOUR

THE 2700 AGGREGATE

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NRA 2700 AGGREGATE: 3-GUN MATCH SIMULATION

	ORIGINAL			*MODIFIED*		
	WORKBOOK			WORKBOOK		
NEW NON-DISTINGUISHED -						
MINIMUM AGGREGATE	2550	_____	AGG	2559	_____	AGG
22 (900 AGGREGATE)	860	_____	AGG	861	_____	AGG
CF (900 AGGREGATE)	850	_____	AGG	858	_____	AGG
SERVICE (900 AGG)	845	_____	AGG	840	_____	AGG
OLD NON-DISTINGUISHED -						
MINIMUM AGGREGATE	2580	_____	AGG	2592	_____	AGG
22 (900 AGGREGATE)	870	_____	AGG	870	_____	AGG
CF (900 AGGREGATE)	860	_____	AGG	870	_____	AGG
SERVICE (900 AGG)	850	_____	AGG	852	_____	AGG
OLD DISTINGUISHED -						
MINIMUM AGGREGATE	2590	_____	AGG	2600	_____	AGG
22 (900 AGGREGATE)	870	_____	AGG	870	_____	AGG
CF (900 AGGREGATE)	860	_____	AGG	870	_____	AGG
SERVICE (900 AGG)	860	_____	AGG	860	_____	AGG

UPON COMPLETION OF THE TEST FOLLOW THE STEPS INDICATED BELOW:

1. DIFFICULTY LEVEL MASTERED
 - NEW SHOOTER - ADVANCE TO OLD SHOOTER CATEGORY AND PROCEED THROUGH COMPLETE GUIDE
 -
 - OLD SHOOTER - ESTABLISH NEW PERSONAL GOALS FOR EACH STAGE AND GUN. PROCEED THROUGH COMPLETE GUIDE AND ATTAIN NEW GOAL
2. DIFFICULTY LEVEL NOT MASTERED
 - RETURN AND REPEAT APPROPRIATE INTERMEDIATE STAGE OR STAGES
 - REPEAT MATCH SIMULATION AND GUN AGGREGATE STAGE

SHOOTER'S NOTES:

5 CHAPTER FIVE

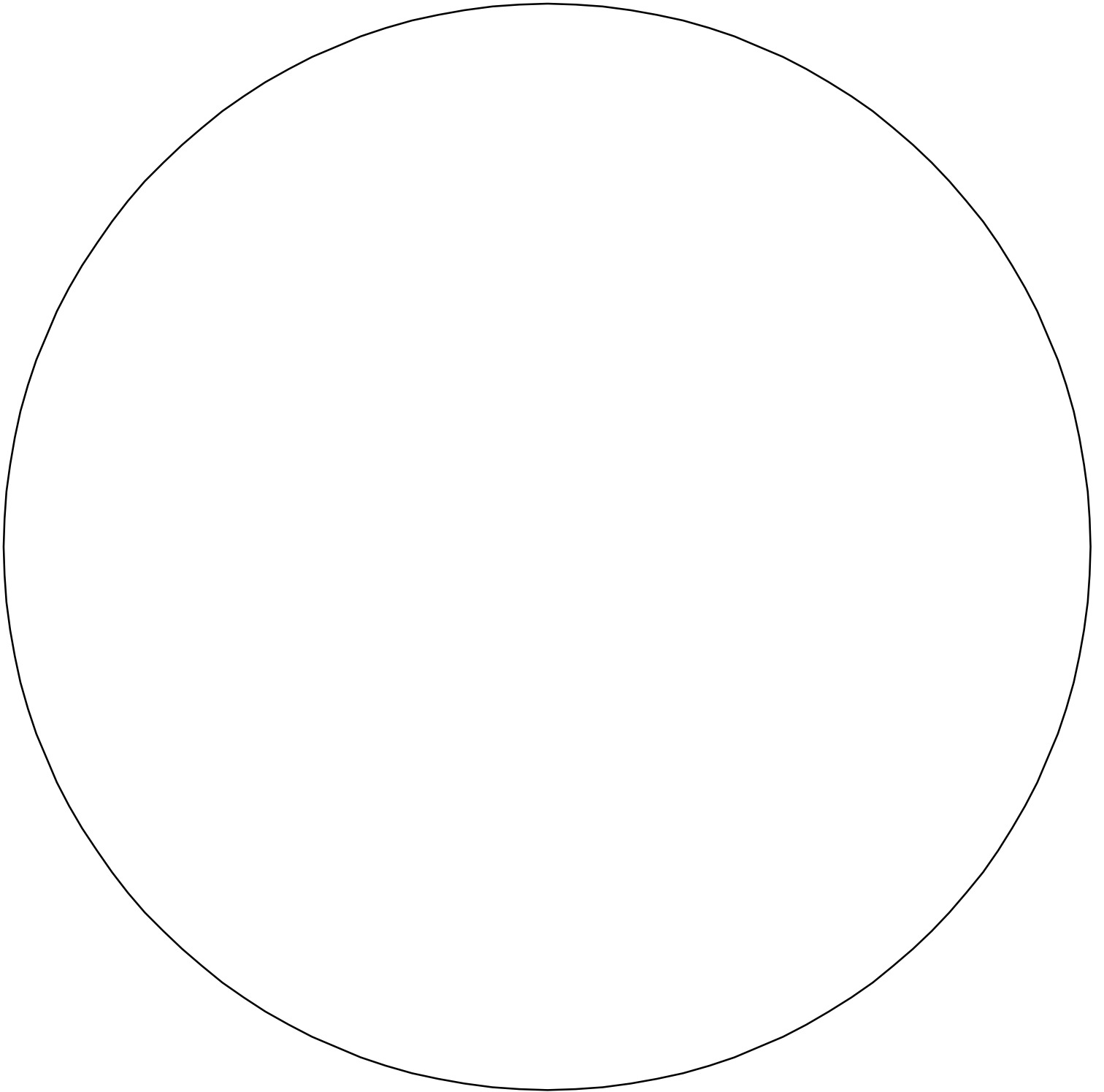
TARGETS

**U.S. MARINE CORPS
PISTOL TEAM
MODIFIED PROGRAM WORKBOOK**

MAKE COPIES OF THE FOLLOWING PAGES AS NEEDED FOR THE L-8, L-9, LARGE TRAINING TARGET, AND SMALL TRAINING TARGET. THESE COPIES CAN BE USED DURING THE TRAINING EXERCISES PRESENTED IN THIS WORKBOOK.

L-8

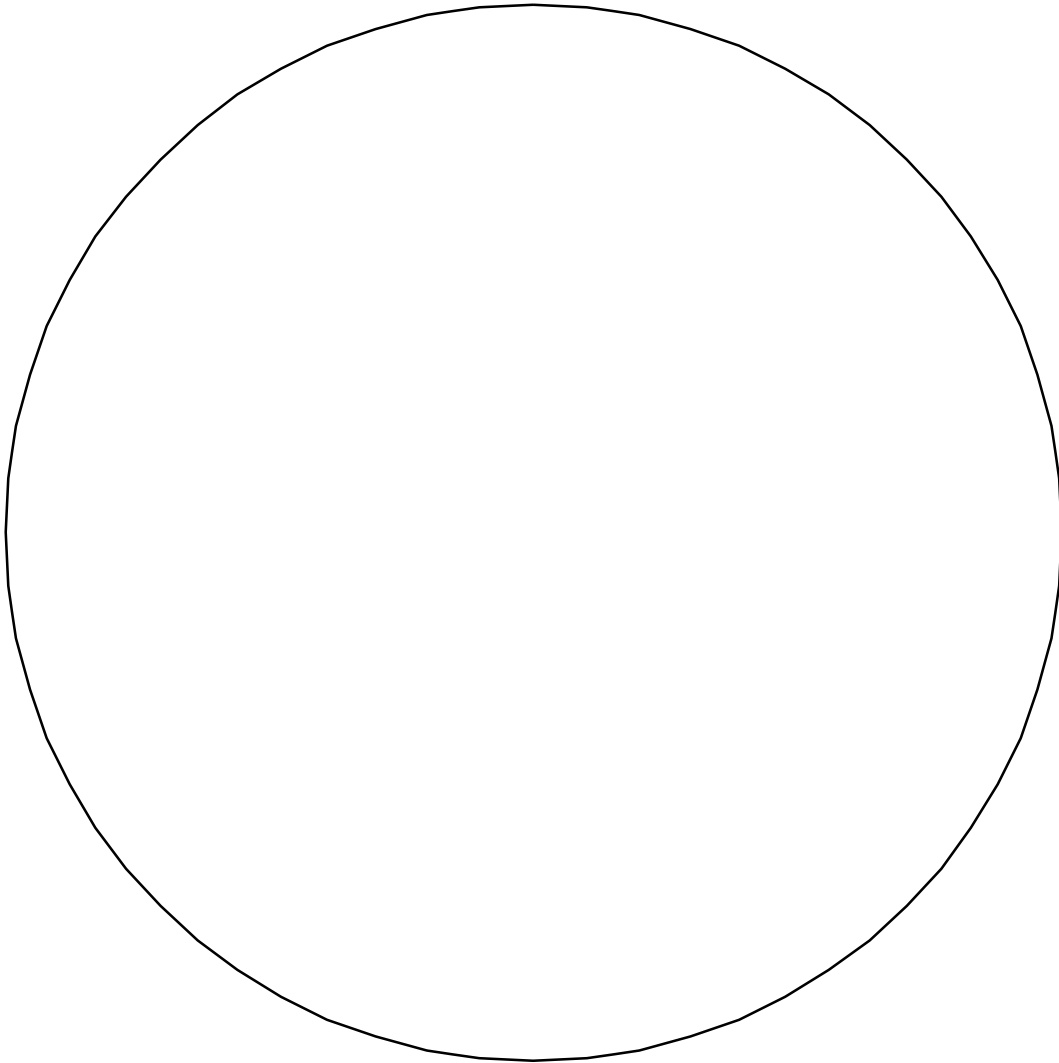
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5-2

L-9

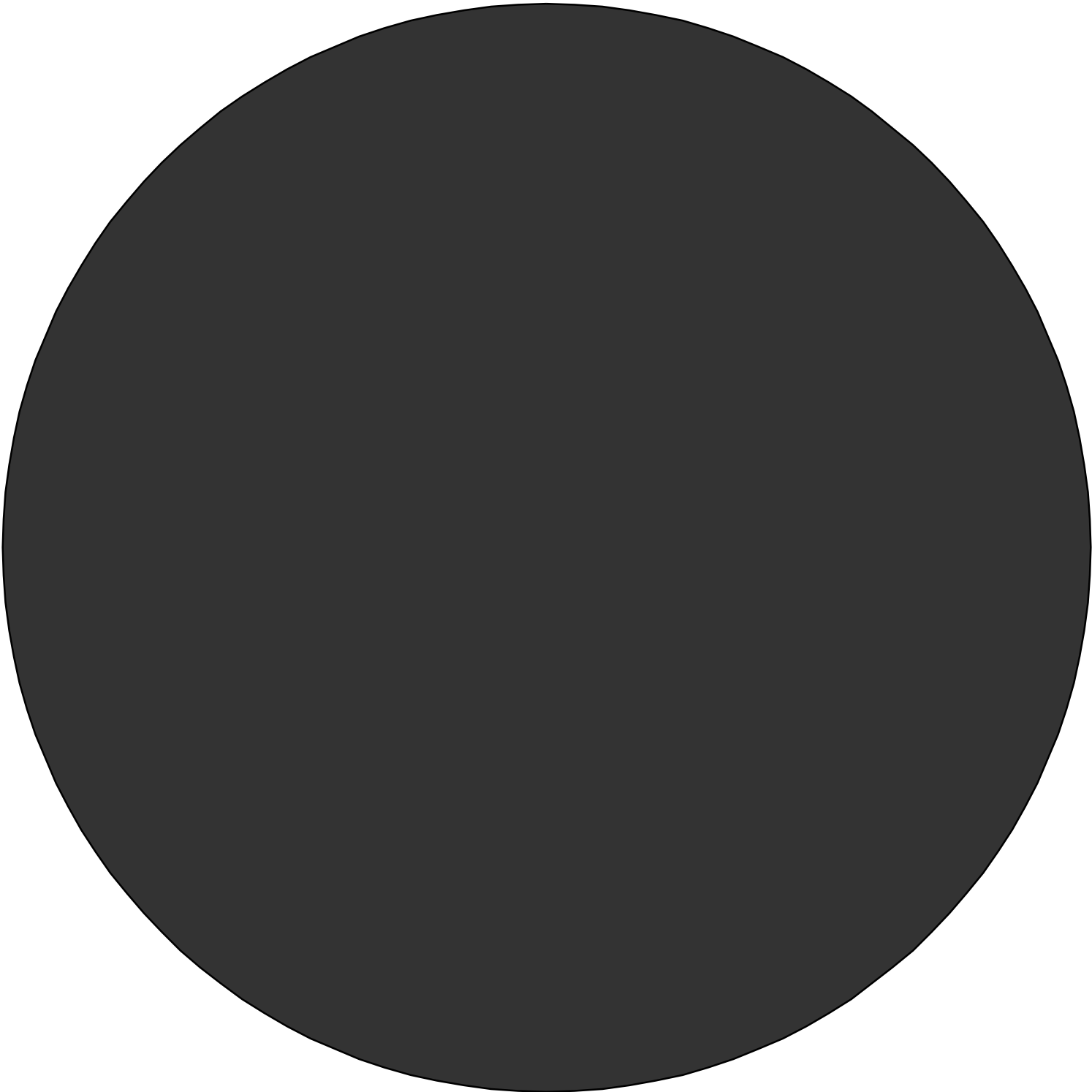
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5-3

Large Training Target

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Small Training Target

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