

## Course Curriculum LEVEL 2

### RULES:

1. Respect and follow Instructor's and Team Leader's instructions.
  2. Everyone will have a chance to be Team Leader.
  3. Communicate; ask questions, give suggestions, etc.
  4. If you have a question while someone is speaking, just say "QUESTION" to alert speaker that there is a question. Speaker will say "ACKNOWLEDGED" followed by "WHAT IS QUESTION?" and will take question or "HOLD ON" continue speech and take question at end of speech.
  5. If there are enough students, we will have two teams; an Alpha Team and a Bravo Team.
    - a. Alpha Team
      - i. Alpha 1
      - ii. Alpha 2
    - b. Bravo Team
      - i. Bravo 1
      - ii. Bravo 2
    - c. Or any team names you what to use.
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### Level 2 / Session 1

1. The student course spotter: purpose / how to / rotate responsibility
  - (a) Purpose.
    - i To help Sniper #1 to range distances and bullet impact on targets
    - ii This allows a Sniper to get proficient in hitting targets.
    - iii It's like a shooting range to practice on. Like paper targets.
  - (b) How to.
    - i Sniper #2 is on opposite team and follows Sniper #1's directions.
  - (c) Rotate responsibility as necessary.
    - i This allows both snipers to practice.
2. Scope: Range Marking (every 100 meters out to 1500 meters)
  - (a) See handouts
    - i Design your scope to fit your needs
    - ii Helps you to very quickly shoot at a target.
  - (b) See videos
    - i 25 kills noshahr canals
    - ii Ranging scope 100m to 1500m
3. Scope: Range Marking (leading) / Leading (three techniques)
  - (a) Ambush target leading
    - i Keep scope still and let target run into leading range mark, and pull trigger.
    - ii It is all about timing, and eye responds faster than finger trigger pull.
    - iii So pull trigger when target is almost on leading range mark.
    - iv If you wait till target is on leading range mark, by the time you pull trigger, bullet will impact behind target (miss).
  - (b) Swing through target leading
    - i Swing scope leading range mark through target and pull trigger.
    - ii Trigger pull timing is easier.
    - iii Pull trigger as leading range mark touches back on target, so by the time you pull the trigger, leading range mark will be on middle of target.

- (c) Track on target leading
  - i Track scope leading range mark on target at same speed and pull trigger.
  - ii Pull trigger any time when ready.
  - iii Trigger pull timing is very easy.
- (d) Head shots are very difficult when leading targets, but it can be done.
- (e) See video leading targets

## **Level 2 / Session 2**

### **4. Range cards: Judging Distance / Card ranges and elevation**

- (a) See handouts – judging distance
- (b) Judging distance
  - i From your sniping position, get familiar with landmark ranges, ie. Trees, building, road section, etc. as quick references for distance.
  - ii Use range cards.
- (c) See video – height and distance

### **5. Spotting: The compass or map grid / Team Communications / Communications Terminology / Calling out targets**

- (a) Compass and grid system
  - i See handouts – calling target location
- (b) Grid system
  - i It is optional and can be deleted from Range Card Maps
  - ii It is a very quick target location call out to all teammates, on your comm link. (squad comm, game comm.)
    - (1) Say “Air support. Air support, over?”
    - (2) “This is air support over.”
    - (3) “Air support, grid kilo 12 enemy tank, over.”
    - (4) “Enemy tank grid kilo 12, roger.”
    - (5) “Enemy tank destroyed.”
- (c) Team Communications
  - i Use short precise words to communicate enemy targets and situations.
  - ii Long words/sentences create slower reaction time from teammates.
  - iii Keep tactics as short and brief as possible, for better response time by teammates.
- (d) Communications terminology
  - i Target – means enemy
    - (1) Target North 850m
    - (2) Target Grid Fox 8 (F8) 850m
  - ii Over – means end of comm sentence
  - iii Roger – means I heard
  - iv Team – two man team, everyone should be in pairs.
    - (1) Team Alpha (1 / 2)
    - (2) Team Bravo (1 / 2)
    - (3) Team Charlie (1 / 2)
      - (a) Say “Team Alpha 1 this is Team Charlie 2, over.”
        - (i) “This is Alpha 1, go Charlie 2.”
        - (ii) “Target Grid Fox 8, over.”
        - (iii) “Fox 8, roger.”
  - v FFP – means Final Firing position, where you are sniping from.
    - (1) Say “Team Bravo 2 FFP Grid Romeo 4”
  - vi Threat – means danger from somewhere on map, enemy sniper location unknown.
    - (1) Say “Threat Charlie 1, repeat threat Charlie 1.”
  - vii Breach – means enemy in your area trying to locate you and kill you.
    - (1) Say “Breach Bravo 2, repeat breach Bravo 2.”

(2) Your teammates know where you are at and can come help you.

viii Danger – means enemy is in your face. Hand to hand combat.

(1) Say “Danger Alpha 1, repeat danger Alpha 1.”

(2) Your teammates know where you are at and can come help you.

(e) Calling out targets

i See handouts – calling out targets

## 6. Long Range Shooting: Cover & concealment / Target priority / Counter Sniping

i Cover and concealment - An example of "cover vs. concealment" would be sandbags vs. tall grass.

ii Cover – means you are behind an object that offers protection from enemy fire, even if you have been spotted by the enemy.

(1) Rocks

(2) Wall

(3) Hill

iii Concealment – means you are hidden from the enemy, but enemy fire can still kill you.

(1) Fence

(2) Bush (does not always work, vegetation disappears at long distances on map)

(3) Tall grass

(b) Target priority

i I must know when to shoot and when not to shoot.

(1) Target spotted, but target is no threat to anyone at the moment. Killing target may give your position away.

(2) Target spotted and is a threat to teammate or objective.

(3) Two targets spotted, both a threat to you, one is a sniper, other a soldier.

(a) Take out sniper who can kill you with one shot. Then take out soldier with limited firing range.

(c) Counter Sniping

i If a sniper is detected and you can get a one shot kill without being detected, then take the shot.

ii If your position can be given away by taking the shot, then call for air support instead.

iii If teammates taking objective are in danger, eliminate the sniper, even if it means giving away your position.

## **Level 2**

### **RECON SNIPER COURSE Student material handouts**

Note: Instructor will give out the URL link to students during course training levels. So students can save or print the material handouts.

1. 8x scope range (100m to 1500m) tic marks for all sniper rifles
2. 12x scope range (100m to 1500m) tic marks for all sniper rifles
3. scope range mark styles
4. Judging distance very accurately
5. Calling target locations
6. Video 100m-1500m scope ranging
7. Video 25 kills one match on Noshahr Canals map
8. Video on height and distance (Range Cards)
9. Video Leading Targets