



UNITED STATES MARINE CORPS

I MARINE EXPEDITIONARY FORCE
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I MEFO 3502.1A

TEG/SOTG

OCT 19 2009

I MARINE EXPEDITIONARY FORCE ORDER 3502.1A

From: Commanding General
To: Distribution List

Subj: SPECIAL OPERATIONS TRAINING GROUP (SOTG) DROP POLICY

Ref: (a) MCO 1510.101A
(b) MCO 1510.87B
(c) MCO 3502.2A
(d) MCO 3502.3
(e) I MEFO 5100.2 CH 1

Encl: (1) MEU Pistol Qualification Course
(2) MEU Rifle Qualification Course
(3) MEU Security Element Qualification
(4) Student Counseling Sheet
(5) Urban Sniper Qualifications 1-5
(6) Assault Climbers Course Graduation Requirements
(7) Assault Climbers Specific Drop Policy

1. Situation. References (a) and (b) establish Individual Training Standards (ITS) for the Marine Corps Special Skills Program. Reference (c) provides policy and guidance for Special Skills Certification. Reference (d) provides training policy and guidance concerning the Marine Expeditionary Unit (MEU) pre-deployment training program (PTP). Reference (e) provides safety regulations for live fire/training exercises at Range 130.

2. Cancellation. I Marine Expeditionary Force Order 3502.1

3. Mission. To promulgate policy regarding circumstances that define the parameters for a student to be dropped from the Close Quarter Battle (CQB), Urban Sniper, Reconnaissance and Surveillance (R&S), and Assault Climber courses or the failure of the student to be certified by SOTG. The references contain CMC and I MEF guidance and policies concerning the aforementioned courses and live fire exercises.

4. Execution

a. Commander's Intent. I charge leaders at all levels to ensure training is conducted safely and with the appropriate level of supervision. Any instance of negligent discharge, safety violation, violation of the One Meter Rule, failure to adapt, poor marksmanship, unresolved impairment, missed training, or a third adverse counseling action will result in the following:

(1) The individual will be immediately removed from training. The training platoon commander will be immediately informed.

(2) The Chief Instructor and the Range Safety Officer (RSO) will counsel the individual.

(3) The RSO will notify the Chief Instructor and Officer-in-Charge (OIC), of the appropriate SOTG Branch of the incident and forward his recommendation.

(4) The Chief Instructor will interview the individual within six hours of the incident.

(5) The Chief Instructor and OIC of the appropriate SOTG Branch will brief the SOTG OIC by the close of business on the day of the incident.

(6) The SOTG OIC will make his final determination and inform the MEU Commander. Written notification will be submitted within 24 hours.

(7) Any individual identified for failure to adapt during any course will be counseled, but will continue in training. The counseling will be referred to the MEU Commander for his determination of the individual's suitability for continued training.

b. Coordinating Instructions. The progressive nature of this training is such that it is not possible to retain individuals for the remainder of the training if they are dropped from a course. Additionally, the following guidelines are set to ensure that high standards and continued safe training are maintained for the Maritime Raid Force (MRF) and Assault Climbers:

(1) Negligent Discharge or Safety Violation

(a) The dropped individual will not be qualified by SOTG as a CQB/Sniper/Security Element/Assault Climber member of the MEU.

(b) The dropped individual will not be allowed on SOTG ranges nor any SOTG Realistic Urban Training (RUT) targets, to include Visit, Board, Search, and Seizure (VBSS) and Gas/Oil Platform (GOPLAT) targets as a CQB/Sniper/Security Element team member in accordance with references (a) and (c).

(2) Failure to Qualify/Adapt

(a) Any individual dropped for failure to qualify or adapt in a certain special skill will not be qualified by SOTG as a CQB/Sniper/Security Element/Assault Climber team members of the MEU in that skill area.

(b) The dropped individual will not be allowed on SOTG ranges nor any SOTG RUT targets, to include VBSS and GOPLAT targets as a CQB/Sniper/Security Element team member. The individual will not be allowed to enter any SOTG live fire training site as a CQB/Sniper/Security Element team member in accordance with references (a) and (c).

(3) Personnel who do not successfully complete the SOTG CQC,

Sniper, Security Element or Assault Climber courses are not qualified for certification in accordance with reference (c). This does not infringe upon the MEU Commander's discretion to organize his unit as he sees fit for non-SOTG controlled courses, training, and exercises.

(4) Personnel who are dropped from SOTG courses of instruction and removed from training are permitted to return to training with a new platoon during the next scheduled training cycle. This will allow the individual to start and complete the entire training cycle to include Interoperability, RUT, and Certification Exercise (CERTEX) with the same platoon and subsequently deploy with that platoon.

5. Administration and Logistics

a. Definitions

(1) Negligent Discharge. Any unintentional discharge of weapons or explosives.

(2) Safety Violation. Any violation of the Range Safety Regulations outlined in reference (e).

(3) One Meter Rule. No shooter will engage any target within one meter of another shooter's muzzle.

(4) Failure to Adapt. Repeated failure to progress through the course of instruction at the established pace; the inability to communicate commands effectively or brief back rules of engagement and sectors of fire; or the inability to engage targets accurately within the proper sectors of fire. With regard to the R&S course, any individual that fails to steadily progress, fails to demonstrate maturity or by being constantly compromised on the objective area and lacks the ability to adequately report information.

(5) Failure to Qualify

(a) Failure to maintain an 80 point average (80%); or failure to reach 80 points on two consecutive pistol qualification courses of fire outlined in enclosure (1).

(b) Failure to maintain an 80 point average (80%); or failure to reach 80 points on two consecutive rifle qualification courses on the course of fire outlined in enclosure (2) and (3).

(c) Failure to maintain an 80 point average (80%); or within one minute of angle (MOA) at ten unknown distant targets during Urban Sniper. Six targets of which will be during the day and four targets at night on the course of fire outlined in enclosure (5).

(d) Failure to maintain an 80% average on four (4) Urban Sniper written examinations.

(e) Five cumulative failures to hit the "threat" silhouette on the "threat" targets, or three cumulative hits of a "friendly" target during CQB training in the shooting house.

(f) Individuals who fails to demonstrate sound judgment and attention to detail while handling and employing explosives during any course.

(g) Failure to maintain an 80% average on written examinations and failure to master all knots and systems outlined in reference (b) prior to assault climbing.

(h) Failing two out of three graded day climbs or failure to complete a night lead climb outlined in reference (b) during assault climbing.

(6) Impairment

(a) The inability to participate due to alcohol abuse or illegal drug use. NOTE - Only the RSO can return an individual found to have been impaired, to a training status following an evaluation, and with concurrence, from a medical officer.

(b) Any physical impairment that would create an unsafe condition during any live fire training.

(7) Missed Training. Due to the progressive nature of this training it is not possible to retain individuals in SOTG courses that have missed excessive training. Therefore, more than eight cumulative hours of missed training is cause for a drop.

(8) Assault Climber. Qualified to lead climb and conduct rappelling operations.

(9) Tactical Rope Suspension Technician. Not qualified to lead climbing and conduct rappelling operations without an assault climber. Qualified to assist and follow a lead climber.

b. Counseling. Individual counseling will be conducted as required by the team instructor. All safety violations, poor marksmanship, below average performance, and remedial training will be noted on a daily basis on a student counseling sheet (enclosure (4)) and the individual will be so informed not later than the beginning of the next training day. The training platoon commander will be advised in writing of the status of all personnel with below average performance. Three adverse counselings will result in referral for drop action.

c. Remedial Training. The I MEF SOTG goal is to safely train and certify/qualify Marines in special skills for forward deploying MEU's. Remedial training will be conducted for designated personnel when circumstances warrant.

(1) Unscheduled remedial training is any training that takes place by an SOTG instructor that is not given to the entire class. This training need not be live fire.

(2) Security Element Training. Scheduled remedial training is on T-3 for all personnel who have failed to qualify. This training will take place upon completion of the normal training day.

(3) Assault Climber remedial training will be conducted immediately following all evaluations.

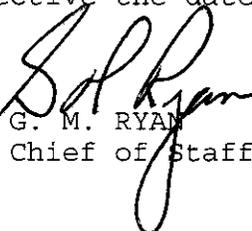
(4) All remedial training will be documented on a counseling sheet with the type of training conducted, duration of training, and the number of rounds fired.

d. Additional Training. Additional training is encouraged, however care must be given to avoid "overshooting" the individual. The daily individual ammunition allotment fired during the course is very near the optimum amount an individual can safely shoot. This is due to the average individual's ability to maintain the focused mental and physical skills required for accurate and safe shooting. Every reasonable effort will be made to train students to meet course qualification requirements.

6. Command and Signal

a. Command. The SOTG OIC is responsible for implementation of this policy. The Assistant Chief of Staff, Training and Experimentation Group (TEG), is the final arbiter for all matters pertaining to the SOTG drop policy.

b. Signal. This Order is effective the date signed.


G. M. RYAN
Chief of Staff

DISTRIBUTION: I, II

MEU Pistol Qualification Course

P-QUAL		STB, SOTG .45 PISTOL QUALIFICATION			
YARD LINE		DRILL	REP	.45	Time
START	TURN TGT				
25		Pair Standing/ Pair Kneeling	1	4	11
15		Pair Standing/ Pair Kneeling	1	4	10
10		Pair/SRL/Pair (*)	1	4	8
20	15 to 3	Pair/SRL/Pair (*)	1	4	8
20	15 to 3	Failure Drill	1	3	6
7		Pair Strong Hand Only	1	2	6
7		Pair Support Hand Only/Support Hand Draw	1	2	12
7		Pair/SRL/Single Brain (*)	1	3	8
SCORE		24 TORSO, 2 BRAIN (52 POINTS TOTAL) REFACE TARGETS			
15		Pair 1 st Target/SRL/Pair 2 nd Target (*)	1	4	10
20	15 to 3	Box Drill	1	6	9
20	15 to 3	Pair on Each Target/SRL/Single Brain on Each Target (**)	1	6	10
15	10 to 3	Box Drill	1	6	7
7		Single Brain on Each Target	1	2	6
SCORE		8 TORSO, 4 BRAIN (48 POINTS TOTAL)			
TOTAL					50
NOTES					
(1) All drills start from the low ready with M-4, with one round in the chamber and an empty magazine inserted. Shooter will fire one round to the torso with the M4 and transition to shoot the appropriate drill with the pistol.					
(2) Speed Reloads will be done at slide lock, set the magazine up to facilitate this. One round in the chamber, one in the magazine.					
(3) When shooting on the move have the shooter start assaulting from the appropriate yard line, wait five yards then face targets. This ensures an M4 shot and enough time to transition and still shoot the drill while moving.					
(4) Clear Type 1 and 2 malfunctions on the move.					
(5) If you have a type 3 malfunction, continue to move until you reach your point of domination. Clear the malfunction from a knee and finish the drill					
(6) If you run dry, you lose the points, tactical reload as necessary.					
(7) Highest score possible is 100 points.					
(8) The 5.56 round will not be scored unless over three rounds are fired out of the kill zone, then it is minus one point for each round over three outside the kill.					
(*) One round in the chamber, one round in the magazine.					
(**) One round in the chamber, three rounds in the magazine.					

ME Rifle Qualification Course

R-QUAL					
STB, SOTG M4 QUALIFICATION					
YARD LINE		DRILL	REP	5.56	Time
START	TURN TGT				
50		Pair Standing/ Pair Kneeling/ Pair Prone	1	6	10
25		Start from the 50 yd and run to the 25yd line, Pair Standing/ Pair Kneeling	1	4	11
25		Minimum Target Exposure Shot (Single Brain)	1	1	2
30	25 to 15	Pair to Torso	1	2	5
15		Pair to Torso	1	2	2
20	15 to 10	Failure Drill	1	3	4
15	10 to 5	Failure Drill	1	3	4
10	7 to 3	Failure Drill	1	3	3
SCORE		20 TORSO, 4 BRAIN (48 POINTS TOTAL), Re-Face Targets			
50		Pair Standing on 1 st Target / Speed Reload / Pair Kneeling on 2 nd Target (*)	1	4	11
30	25 to 15	Pair to the torso on each target	1	4	6
15		Pair to the torso on each target	1	4	4
20	15 to 10	Pair to the torso on each target	1	4	4
10		Pair to the torso on each target	1	4	3
15	10 to 3	Box Drill	1	6	5
SCORE		24 TORSO, 2 BRAIN (52 Points Total)			
TOTAL					50
NOTES					
(1) All drills start from the low ready.					
(2) If you experience a malfunction; transition but do not engage the target.					
(3) Always know the condition of your weapon.					
(4) Highest Score possible is 100 points .					
(5) Load 50 rounds, 26 rounds in your first magazine, 24 in your speed reload pouch.					
(6) Complete CQB/Assault gear will be worn at all times.					
(7) Totals are per man.					
(*) One round in the chamber, one round in the magazine.					
2 Points in the kill zone, 1 point on target, 0 points for a miss.					

SE R-QUAL		STB, SOTG SECURITY ELEMENT RIFLE QUALIFICATION			
YARD LINE		DRILL	REPS	5.56MM	TIME (Sec)
START	TURN TGT				
50		Pair Standing / Pair Kneeling / Pair Prone	1	6	13
25		Start from the 50 yd and run to the 25 yd line, Pair Standing / Pair Kneeling	1	4	14
25		Minimum Target Exposure Shot	1	1	3
30	25 to 15	Pair to Torso	1	2	6
15		Pair to Torso	1	2	3
20	15 to 10	Failure Drill	1	3	5
15	10 to 5	Failure Drill	1	3	5
10	7 to 3	Failure Drill	1	3	4
SCORE		20 TORSO, 4 BRAIN (48 Points Total), Re-Face Targets.			
50		Pair Standing on 1 st target / Speed Reload / Pair Kneeling on the 2 nd target	1	4	14
30	25 to 15	Pair to the torso on each target	1	4	7
15		Pair to the torso on each target	1	4	5
20	15 to 10	Pair to the torso on each target	1	4	5
10		Pair to the torso on each target	1	4	4
15	10 to 3	Box Drill	1	6	6
SCORE		24 TORSO, 2 BRAIN (52 Points Total).			
TOTAL		50			
NOTES					
(1) All drills start from the low ready.					
(2) If you experience a malfunction; transition but do not engage target.					
(3) Always know the condition of your weapon.					
(4) Highest score possible is 100 points.					
(5) Complete CQB / Assault gear will be worn at all times.					
(6) Totals are per man.					
2 points in the kill zone, 1 point on target, 0 points for a miss.					

Student Counseling Sheet

Rank: _____ Name: _____ SSN: _____

Billet: _____ MOS: _____

DOB: _____ Blood Type: _____ EAS: _____ Strong Hand/Eye: _____

Next of Kin: _____ Relation: _____ Phone#: _____

Address: _____

1. Date: _____
2. Instructor: _____
3. WPN Type (M16, M-4, MEU(SOC)45, M-9, Other _____)
4. Violation: (Safety Rule, Unq, Remediation, No Shoot, Flyers)
5. (SR#, Hotel/Flyer#, Score, #of Rnds fired (remediation only
6. Drill(s) _____
7. Comments: _____

8. SNM is reminded (that failure to meet qualification standards w/any weapon, consistent safety violations, or shooting 5 flyers or 3 hotels) may result in drop from the course.

Instructor signature: _____

Student signature: _____

Urban Sniper Qualifications 1-5

Qualification 1 (Prone/Slick)

- Students have 30 min. to Mil-out 10 targets and make a range card
- Targets range from 100m-600m
- Students have 5 minutes to engage all 10 targets
- If the 1st shot is a miss, the student has 5 seconds to re-engage
- 1st round hit-10 points / 2nd round hit-8 points

Qualification 2 (Off a Tripod/Slick)

- Students have 30 min. to Mil-out 10 targets and make a range card using a laser range finder
- Targets range from 100m-600m
- Students have 7 minutes to engage all 10 targets
- Targets 1 & 2 in the standing, 3-6 in the kneeling, & 7-10 in the sitting all off tripod
- If the 1st shot is a miss, the student has 5 seconds to re-engage
- 1st round hit-10 points / 2nd round hit-8 points

Qualification 3 (Off a Barricade/Full Combat Kit)

- Students are standing by behind the firing line and have not seen the targets until they are called up to the firing line
- Students are called up as teams and the shooter is given a 3 min. prep time to locate 10 targets, determine their distance and proper elevation to engage them
- After the 3 min is over they have 7 min to engage all 10 targets
- Targets range from 100m-600m
- Students will engage all 10 targets from 10 different positions from a barricade
- If the 1st shot is a miss, the student has 5 seconds to re-engage
- 1st round hit-10 points/ 2nd round hit-8 points

Qualification 4 (Hasty FFP/Full Combat Kit)

- Students will use the memorization of the Mil Come-ups / No reference data
- No Range Card
- Students can use a **Laser Range Finder** to determine range to targets
- Targets range from 100m-600m
- 5 different supported firing positions where they will have 2 minutes to find 2 targets, determine their distance, and proper elevation and engage
- 10 targets / 5 shooting positions
- 1st round hit-10 points/ 2nd round hit-8 points

Qualification 5

- Qualification 5 consists of 5 written tests and 5 One Shot One Kill Shoots (OSOK)
- The written tests will be given periodically throughout the course in conjunction with the academics being taught
- An OSOK qualification will be conducted prior to each of the 4 shooting qualifications. The last OSOK will be conducted in the last week from an urban environment.

Enclosure (5)

Written Tests 1-5

Purpose: To test the student's ability to retain academic information provided in the I MEF SOTG Urban Sniper curriculum.

Test 1 (20 questions)

This test will be conducted on *Training Day 1* after the initial inspection is finished and have completed the consolidated roster of the students attending the course. The student is being tested on his basic sniper knowledge to include the *M40 A3, SSDS, zeroing procedures, range estimation and wind formulas.*

Test 2, 3, 4 (10 questions)

These tests will be conducted at the end of the week after all training has been completed. They consist of questions from classes that were taught that week. An instructor will give a formal review no less than 1 day prior to each test.

Final Test (20 questions)

This test will be conducted at the end of the course after all training has been completed. It consists of questions from classes that were taught throughout the entire course. An instructor will give a formal review no less than 1 day prior to the test.

One Shot One Kill (OSOK) Qualifications

OSOK 1 (Prone/Slick)

- Students Mil-out tgt.
- Scope must be set at "0"
- Weapon is Condition 1 on Safe
- 15 seconds to engage
- Instructor will designate when time starts
- 1st round hit-100 points/ 2nd round hit-50 points

OSOK 2 (Tripod/Slick)

- Tripod will be setup for the kneeling position
- Weapon is Condition 1, and on Safe next to tripod
- Scope set at "0"
- Student will use a **Laser Range Finder**
- 45 seconds to engage
- Instructor will designate when time starts
- 1st round hit-100 points/ 2nd round hit-50 points

OSOK 3 (Barricade/Full Kit)

- Students will use **Range Card only** -NO LRF
- Weapon is Condition 1 on Safe behind barrier
- Scope set at "0"
- 45 seconds to engage
- Instructor will designate when time starts
- 1st round hit-100 points/ 2nd round hit-50 points

OSOK 4 (Hasty FFP/Full Kit)

- Students will use the memorization of the Mil Come-ups
- Students will use a **Laser Range Finder**
- No Range Card
- Instructor will designate when to make Condition 1

Enclosure (5)

- 45 seconds to engage
- Time will start when the student is on the approach
- 1st round hit-100 points/ 2nd round hit-50 points

OSOK 5 (Loop-Hole/Supported of tripod/Full Combat Kit)

- Students will be standing by in a separate location
- Called up 1 at a time/briefed/and make Condition 1
- Can use a Laser Range Finder
- Students will use the memorization of the Mil Come-ups
- 1 minute to engage
- Instructor will designate when time starts
- 1st round hit-100 points/ 2nd round hit-50 points

Grading

The 5 written test scores and the 5 OSOK scores are the 10 scores for Qualification 5. This grade will be compared to the grades from Qualifications 1-4.

The lowest qualification out of the 5 qualifications will be dropped. The remaining 4 qualifications will be added together for a final grade.

Note: The number of questions and content of the questions per test is based upon the curriculum and the instructors' judgment of the students' ability.

Assault Climbers Course Graduation Requirement

In order to graduate from this course, Marines must demonstrate mastery of all skills as outlined in reference (b).

1. Students must maintain an 80% average on written examinations throughout the course.
2. The final knot test must be passed with a score of 100%. Any Marine failing to tie a specific knot will be afforded the opportunity to retest the specific knot or knots he failed. Failure to pass the knot retest is grounds for removal from the course pending outcome of a performance review board. See enclosure (4) for performance review board guidelines.
3. The systems evaluation must be passed with a score of 100%. Any Marine failing a system will be afforded the opportunity to retest the system or systems he failed. Failure to pass the systems retest is grounds for removal from the course pending outcome of the performance review board.
4. Each Marine's climbing skills will be evaluated over a two-day period, encompassing three graded climbs on routes rated from 5.4 to 5.6 on the Yosemite decimal system. Climbers must pass a minimum of 2 of the 3 evaluated climbs of which one must be a 5.6. Additionally, Marines must complete the night lead-climbing portion of training. Failure to successfully complete the minimum required climbs constitutes grounds for removal from the course pending outcome of the performance review board.
5. Marines involved in after-hours incidents may be dropped pending review of case specifics.
6. Due to the inherent risk involved with assault climbing operations, Marines exhibiting poor attitude or a lack of professionalism are subject to review and dismissal.
7. Students will not be permitted to climb on their off time during this course. Any student caught climbing or who attains any injuries resulting from off-duty climbing will be dropped from the course.

Assault Climbers Specific Drop Policy

1. Students failing to meet course requirements, as outlined in reference (b), will have their case reviewed by a performance review board. The board will consist of the chief instructor, assault climber section, all available SOTG assault climbing instructors and, if available, a current M7A qualified mountain leader or the chief assault climber from the Marine's parent battalion.
2. The board will review the student's total performance to date to determine if the student can continue on a probationary status or be removed from the course. Students will be counseled on the board results as well as the final decision. Students will continue to train pending the final outcome of their case.
3. Students dropped from the course will be removed from training immediately and their parent command notified. Commands wishing to review their Marines' performance are encouraged to do so by contacting the chief instructor, assault climber section.
4. The SOTG OIC retains the final decision on student retention.