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## CARBINE SHOOTING STANDARDS

**Preamble:** The following shooting standards have been designed to prepare students for advanced combat training with Redback One. These standards will serve as Go/No Go for enrollment to RB1 advanced combat training. Students should strive for 100% speed and accuracy, however the entry standard will be 80%. These standards will be conducted 'Cold and on Demand' on day 1 of all RB1 Advanced Combat Training. Failure to meet these standards may result in removal from the course.

**THESE SHOOTING STANDARDS ARE PROPRIETARY PROPERTY USED FOR RB1 TRAINING PURPOSES.**

**(If you wish to share these standards, please ensure that RB1 is given appropriate recognition for its design.)**

### **Instructions for shooting the RB1 Carbine Standards.**

1. All strings are shot from the ready positions detailed in each serial.
2. Distance: as per requirements detailed in each serial.
3. Target: RB1 silhouette (preferred, see picture below for options).
4. Scoring zones: head box & A zone as detailed, 8" chest circle.
5. Total score possible: 80 points
6. Passing score: 64 points

### **Scoring the target:**

1. Each round in scoring zone = 1 point
2. Each round outside scoring zone = 0 points
3. Rounds fired after time limit = 0 points

### **Ready Positions:**

*Alert Ready.* The weapon will be held so that the muzzle is oriented 3' in front of the shooters feet. The butt stock is in the shoulder pocket, and the weapon will be on safe.

*High Ready.* The weapon will angled diagonally across the body, **the optic or rear sight assembly will be touching the shooters chest**, the butt-stock will be under the arm, the barrel will be underneath head height and the weapon will be on safe.



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**Serial 1 – 7 meters (Low Ready)**

1 round to the body – 0.80 sec  
2 rounds body, 1 round head (A zone) – 2.00 sec  
6 rounds to the body – 2.00 sec

**Serial 2 – 7 meters (High Ready)**

1 round to the body – 1.20 sec  
4 rounds body, 2 rounds head (A zone) – 3.00 sec  
1 round body, 1 round head (A Zone), 1 round body – 2.00 sec

**Serial 3 – 7 meters (Low Ready)**

1 round body, transition, 1 round body – 4.00 sec  
1 round body, reload, 1 round body – 6.00 sec  
1 round body, transition, 1 round body, reload, 1 round body - 11.00 sec

**Serial 4 – 7 meters (High Ready)**

10 rounds body, reload, 10 rounds body – 12.00 sec

**Serial 5 – 10 meters (Low Ready)**

3 rounds body, transition, 3 rounds body – 6 sec

**Serial 6 – 10 meters (Weapon unloaded on ground)**

Load weapon and fire 1 round to the body – 5.00 sec

**Serial 7 – 20 meters (High Ready)**

2 rounds body (standing) – 2.50 sec  
4 rounds body (standing to kneeling) – 4.50 sec  
6 rounds body (standing to prone) – 8.00 sec

**Serial 8 – 25 meters vertical cover (High Ready)**

2 rounds body strong side cover, strong shoulder, 2 rounds body weak side cover, support shoulder – 8 sec  
5 rounds body strong side cover, transition 5 rounds strong side cover – 16 sec