

# ADVANCED CARBINE TACTICAL COURSE

This course is designed to develop advanced skills for the candidates who wish to use a carbine as a primary weapon in a tactical environment.

## Course description

Advanced Carbine takes the skills covered in Basic Carbine and forces shooters to perform them at a higher level in more complex situations, while building new skills from that foundation. This course requires a practiced shooter that understands the basics of how his weapon system functions, as well as how to manipulate it above a beginner level. This is not a course for new or unconfident shooters. It will test shooter's abilities, and force them to adapt/improve through 100% shot accountability.

## Skill Prerequisites and Requirements

- Completed Basic Carbine Tactical Course and demonstrated proficiency in all skills taught
- Arrive at course with BZO'd carbine and knowledge of holdovers at ranges out to 300m
- GRIT. There will be physical activity involved outside of "stand and deliver" style shooting. Don't quit on yourself, and show up hydrated. This course requires the student to perform strenuous cardio and is not for the faint of heart

## Gear

- Fighting Carbine (AR pattern preferred)
- Three (3) magazines
- LBE, webbing, or gun bag capable of holding at least two (2) magazines
- Sling
- Eye Protection
- Hearing Protection (electronic preferred)
- At least one (1) Rifle Magazine pouch able to be mounted on belt
- Durable pants with good range of motion
- Outdoor or athletic closed toed footwear (hiking or tactical boots/shoes are best)
- Five Hundred (500) rounds of ammunition
- Lubricant (i.e. CLP)
- Water and snacks
- Note taking gear

## Tactical Range

- Shooting on the Move
- Barricade Drills
- Malfunction

## Rifle Range

- Unsupported Engagement
- Barricade Supported Engagement
- SAM-K
- Break Contact Drill

A more detailed overview can be provided upon request

## Methods

The course will be taught fully on the shooting ranges

## Optional Gear (Not required, but will improve experience)

- Quality red dot, holographic, or prism optic
- Rigger's / shooters type two piece belt or padded "battle belt" set up for your use case
- Plate carrier, body armor, or other LBE set up for your use case
- Knee pads
- Gloves (Mechanix work well and are inexpensive, no leather "work gloves")