



IWQ & PMI MOD PROJECT

A new method of IWTS



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The “Mod” project is short for module/modular/modification. It was conceived of and designed after identifying several shortcomings in the way in which the Army currently conducts training specifically on basic warrior skills and tasks (level 1). Oftentimes, non-fulltime components such as the National Guard and Reserves find themselves with annual training requirements the same as the “big army” with only one weekend and two weeks a year to work with to achieve the same proficiency. Typically how this is handled and plays out at the unit level is these subjects are either treated as “check boxes” with mandatory slide presentations in traditional classroom settings or are conducted out of order and in non-consecutive sequence that do not lend well to increasing soldier performance on any one given topic, or even sometimes neglecting the subject all together/outright skipped for that training year due to this intrinsic lack of time, coupled with an overwhelming task load. This lack of training continuity leads to systemic failures that compound of several years and training cycles. All too often the approach has been to satisfy the training requirements by stripping all the extraneous information out of these trainings, trimming them down to only necessary information. In some ways this short changes the soldier and does not lend well to down range outcomes. Thus a significantly different, radical approach has to be taken to allow soldiers to get more repetitions out of these topics that fit into a typically unaccommodating schedule. Drill schedules do not allow for army standard time allotments on table 1 of the IWTS (PMI) for example and thus the average soldier will often miss out on it all together or have it incongruous with the way in which their unit elects to conduct the remainder of the tables. The following is a framework and methodology applicable to any subject (land nav, commo, night vision, etc.) which not only seeks to better prepare and align subject matter to that of a part-time soldier’s disposition, but also to ensure they gain more frequent exposure and repetition to such subject matter than they typically do given it is dynamically flexible in delivery, aligns the content to more appropriate stages of knowledge building/pedagogy and digitally tracks the results and outcomes for forensic analysis to further refine the overall fighting force and readiness induced by this system.

In the folder structure you will find three “modules”, mod zero is for digital input and tracking of all students throughout the program stages. Module 1 is the academic portion and module 2 and 3 are practical application of increasing performance. All modules are designed to support each other and are built upon a “crawl, walk, run” approach. In terms of IWTS, the traditional table model is often too overbroad to be reliably administered, thus identification and narrowing of the information was performed here based on years of intimate involvement in all phases of IWTS failure stacking to prioritize information in a way for the typical student to get more value out of it at each step; while ensuring the NCO core can more effectively apply each module on a regular basis.

The overarching teaching methodology that should be employed for each module is the **EDIS** method. This simply stands for **Explain, Demonstrate, Imitate, Slow for form**. All modules have been carefully curated to minimize reliance on any single method of conveying information, intentionally integrating far more hands-on and practical classes than is typical, specifically addressing both the needs of auditory and visual learners.

Explain:

Clearly articulate the concept or skill to be learned, outlining important steps and key points, often using visuals or diagrams to support understanding.

Demonstrate:

Actively show the learner how to perform the task, going through each step slowly and deliberately, ensuring they can see the correct execution.

Imitate & Practice (slowly for form): Allow the learner to attempt the skill themselves, mimicking the teacher's demonstration, providing feedback and guidance as needed. Imitation tempo and speed is predicate on audience proficiency, ratcheting up speed as needed.

File and folder structure itinerary:

Mod 0 (tracking)

In this folder you will find print outs of the digital student enrollment form in instances where austere conditions preclude access to the online version, which may be manually input at a later date. You will also find a QR code to allow anyone, anywhere to access the online version of the enrollment form. You will also find a shortcut to the online form. Lastly you will find more detailed instructor 'Q' cards with instructions on how to properly execute this module.

Mod 1 (academic)

The content in this folder most closely mirror that of a traditional table 1 (PMI) course. The classroom presentations are offered in several versions to allow small file size and transportability, you have the "no videos" file. There is also a PDF version for those without access to powerpoint. Then you have the full length class presentation complete with inline videos. You will also find instructor 'Q' cards, as well as a whitepaper detailing the intent behind this module and lastly a printable student handout to take with them. Lastly, there is folder titled "FULL PMI", this contains a full 2-4 hour traditional PMI presentation.

Mod 2 (dry fire)

This folder contains instructor 'Q' cards, and mirrors closely that of table 3 ("drills") from the Army IWTS but with a focus on practical modern skillsets of today's soldier.

Mod 3 (practical)

Shared Resources

This folder contains various educational reference material and supportive content related to the subject matter. It also contains a suggested visual aids and classroom equipment necessary to successfully conduct each module or the entire course.

All aforementioned resources are obtainable from here or on the website course:

https://drive.google.com/drive/folders/1_yZ3p7C0A_IzRHHjhXvFcuj9w08EDe3i?usp=sharing

Website course(s) are accessed here: <https://mongoosemod.azurewebsites.net/courses/>

On the next page you will see a flowchart. This tells you how this course is to be conducted, as you have two options, in person and distance/self-led learning. We of course suggest in-person for the best outcome but we understand the flexible needs aspect of the modern armed services which is why we provide an alternative. The website will put the students through the same curriculum in module 1 and provide them a certificate after course completion to share with their command but it does not afford them the physical reps with oversight as an in-person approach would provide on module 2 and 3

Presenting in Person

Distance Learning/Self-Led

Take the instructors course [here](#) if you haven't already, after completion, you will be invited to our residency course.



[Print out and distribute handout for students](#)



[Use this presentation file](#) (powerpoint)

Or [PDF version](#)



[Register and log each student here if you have internet access](#) or [print and fill this out](#) and manually input it later

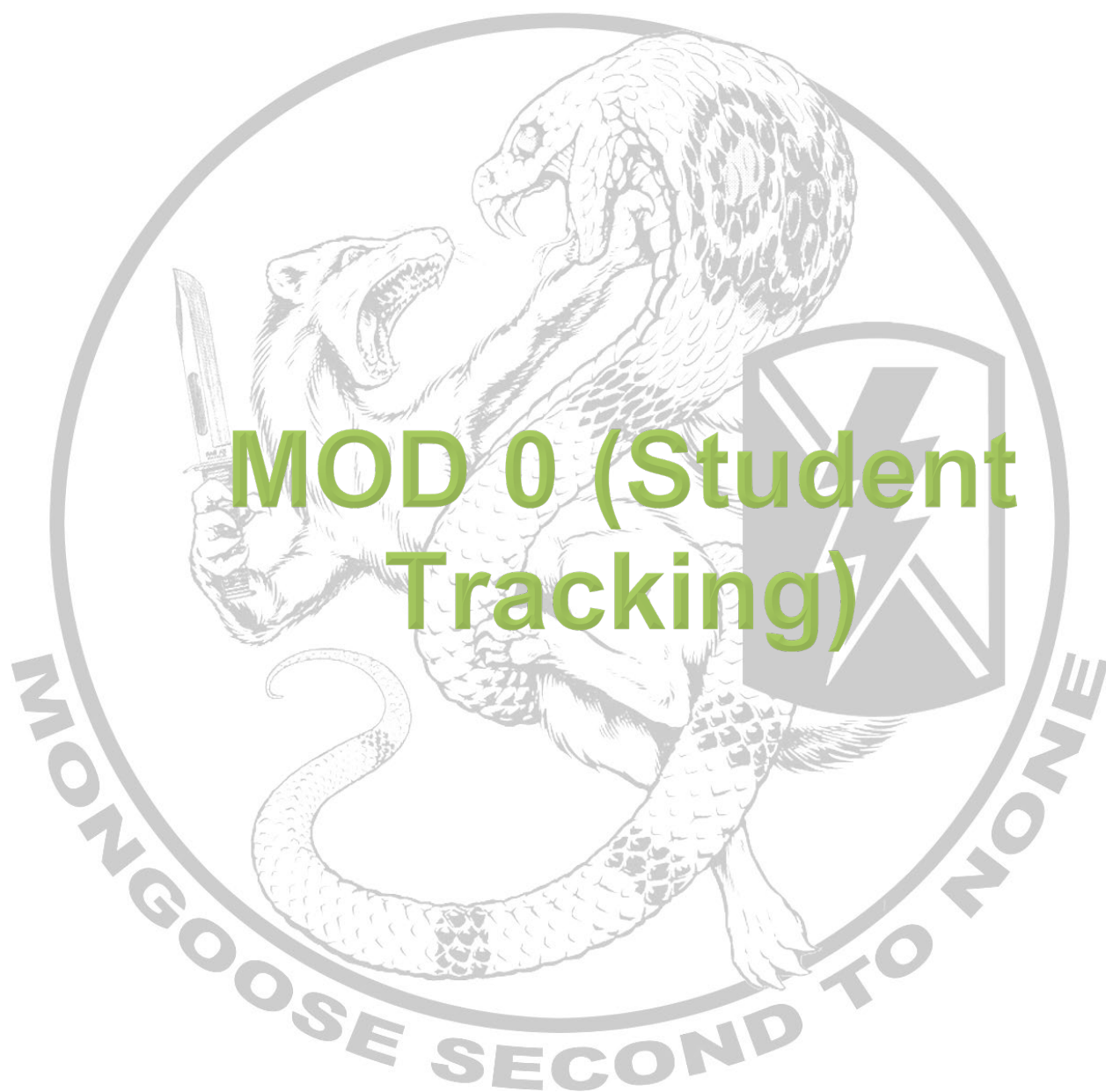


Have students go [here](#) and register for an account



Students enroll and complete intended course

Students will either automatically receive a certification of completion to retain and share with command OR we can give you access to see completions and results for each student

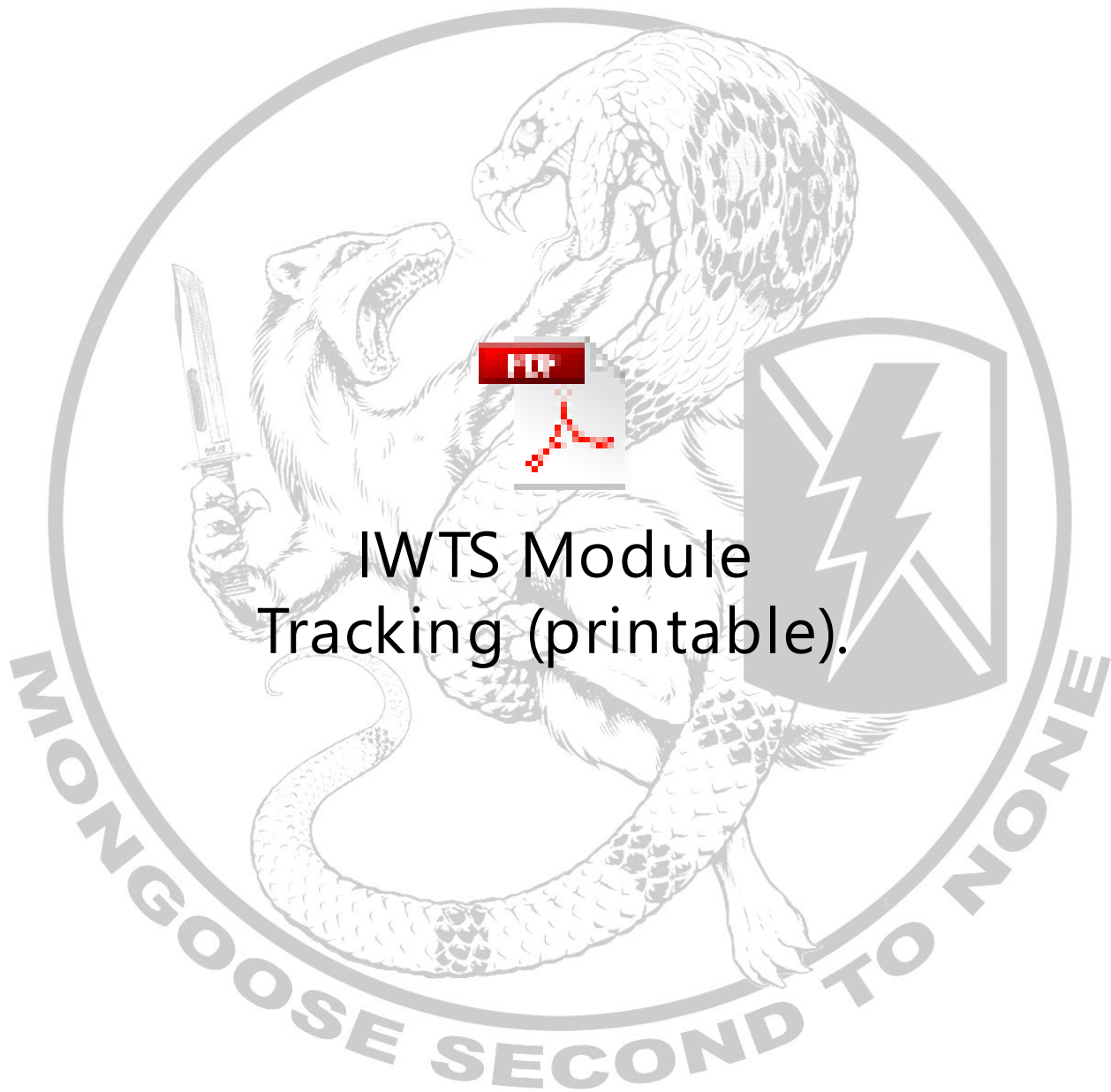




This is a basic down and dirty course and should be executed over 1 half day. You can extend it, flex it for your time frames and adjust according to group. You can also run them through everything above and just evaluate them for these skills. This course outline is a guide not an absolute. These are the minimum requirements of the course. You may add drills and practice more as required if you deem necessary. These are minimums the students should / must know. You can do all this with ammo on a live fire range, or dry at home station as required. Be imaginative and flexible.

IWTS Module Tracking





IWTS Module Tracking (printable).



MOD 1 (“Academic”)

Intent and Mandate:

“Mod #1 “academic” This is lecture that introduces students to evolving Army doctrine, the M17 and all its components, the importance of safety and fundamentals. This should include power point, and as much visual aid and hands on time with manipulations as possible. This must be testable with feedback from students for understanding. Teach backs are recommended for NCOs for highest comprehension of the skills to be understood and passed on by them. Emphasis on proper grip, trigger control and SEVERAL repetitions of proper drawing and holstering is essential (but this is largely covered in module 2 of this course).

Proposed Course Overview/Syllabus:

1. The M17 platform
2. Anatomy of Ammunition
3. Determining Eye Dominance

GO/NOGO Criteria:

- Can point out and correctly name all major components
- Can correctly demonstrate standing and kneeling positions

Time and Resources Required: This lecture requires 1 hour of classroom instruction involving visual aids and interactive media techniques. To successfully complete this module, you will need a classroom, projector and laptop, student provided m17 pistols and holsters, dummy rounds and magazines.

This foundational/fundamental module will engage students in a critical knowledge segment that sets them up for success as they progress forward into other modules and tables. Your goal is to empower students to be able to troubleshoot both their pistol. Through a series of impactful discussion, an interactive and collaborative approach to imparting knowledge on this dense subject matter will be utilized, engaging the end-user and imbuing a baseline of proficiency in identifying how to takedown, operate and troubleshoot the M17. Several CSG personnel as well as integrated NCO's from aligned units will be invited to not only teach the material but test students on overall aptitude to their target audience. Conceptually you want this product to take on legs of its own and be self-sustaining yet constantly involving to include/integrate any changes to doctrine and standard. You should promulgate a sense of self-ownership over their own optic systems, catalyzing an environment of responsibility for its basic maintenance with a parallel understanding of how sight picture, point of aim, and point of impact all relate in terms of ballistics downrange. Through much time teaching the guard on PMI, we find the most difficult hurdles are committing to adequate blocks of time, continuity of training in a proper “crawl, walk, run” topology/schema, and keeping them engaged divulging the “why” behind what we do. We found significant returns in explaining the why behind methodology, thus this class will be seek to address this aspect at each academic topic/milestone. At the outset of this class, students should be able to make a seamless transition to module two.

Mandatory Knowledge (30 minutes)

1. M17 components and operation (10 minutes)
2. Ammunition (5 minutes)
3. Eye Dominance (5 minutes)
4. Quiz (10 minutes)



PMI INSTRUCTOR Q-CARD 2025 CSG

US Army PMI Table 1			
TIME	BLOCK OF INSTRUCTION	LOCATION	RDS
5 MIN	INTRO	LECTURE	(
10 MIN	The M17 platform	LEC	(
5 MIN	Anatomy of Ammunition	LEC	(
5 MIN	Determining Eye Dominance	LEC	(
10 min	Test	LEC/ HO	(
	The instructor is advised to use lesson plans as reference and adhere to that controlling document	LEC/ HO	0

This is a basic down and dirty course and should be executed over 1 half day. You can extend it, flex it for your time frames and adjust according to group. You can also run them through everything above and just evaluate them for these skills. This course outline is a guide not an absolute. These are the minimum requirements of the course. These are minimums the students should / must know. Be imaginative and flexible!

= Omit if necessary for time

= Mandatory knowledge

* "LEC/ HO" (Lecture and Hands on)

Remember EDIS

Explain, Demonstrate, Imitate and Slow for form

Why do we fail at qualifying?

- Bad grouping/fundamentals
- Target/range technical issues

Drawing and Holstering:

STEP 1: PREPARE TO DRAW

- Move to pistol.
 - High, firm grip.
 - Defeat holster's retention.
 - Anchor nonfiring hand to body.
 - Assume a correct stance.
- (1) Feet about shoulder's width apart.
(2) Slightly bend the knees.
(3) Place weight on balls of the feet.



STEP 2: GRIP/DEFEAT

- Extract from holster in straight, upward motion.
- Nonfiring hand anchored to receive the pistol.



STEP 3: DRAW/ROTATE

- Clear muzzle, drop elbow, rotate pistol, orient muzzle to target.
- Nonfiring hand to support pistol.



STEP 4: MEET/GREET

- Nonfiring hand against trigger guard.
- Nonfiring heel on open pistol grip space.
- Firing hand high on grip, finger off trigger.
- Defeat the safety/decocker.



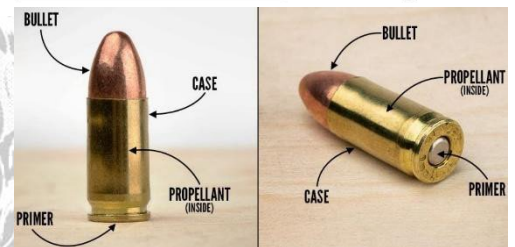
STEP 5: EXTEND/PREPARE

- Pistol to sight line.
- Firing thumb on nonfiring thumb.
- Lock nonfiring wrist.
- Push out, prep trigger.
- Finish in shooting stance.



GENERAL PARTS OF A HANDGUN	
1. Sights	7. Trigger Guard
2. Barrel	8. Magazine Release
3. Slide	9. Grip
4. Take Down Lever	10. Magazine Well
5. Slide Catch	11. Magazine
6. Trigger	
VARIANT PARTS OF A HANDGUN	
1. Optic Plate	
2. External Safety	

Pictured: Sig Sauer P320 M17 9MM



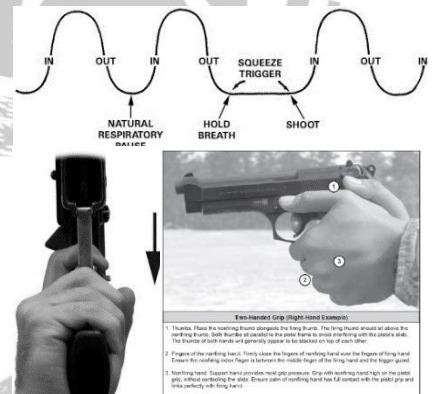
The shot process is:

- Pre-shot:**
 - Position, natural point of aim, sight picture, hold
- Shot:**
 - Refine aim, breathing control, trigger control
- Post-shot:**
 - Follow-through, recoil management, call the shot, evaluate the shot

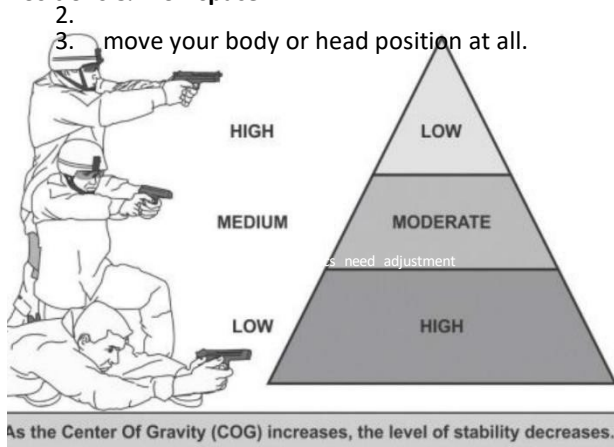


The fundamentals of marksmanship are:

- Natural point of aim**, the point where the barrel naturally orients when the shooter's
- muscles are relaxed and support is achieved
Sight picture, relationship between the aiming device and the firer's eye, consistent
cheek weld and head placement is key here
Breathing control, breath in, breath out, and at the bottom of breathing out
"natural
- respiratory pause", begin trigger squeeze, do not hold your breath or stay in this pause for longer than eight seconds, otherwise begin breathing cycle again before
Trigger control and follow through, the act of firing the weapon while not disturbing it until the bullet has left the muzzle. Good trigger control involves a smooth, consistent/steady application of pressure straight to the rear of the weapon, such that your sight picture remains undisturbed. Assume a high grip on the pistol grip at all times, relax your firing hand to isolate your trigger finger from the rest of your hand/fingers. After the shot breaks, keep the trigger pinned to the rear until the bullet has completely left the muzzle, return to the audible and tactile "reset", do not adjust or move your body or head position at all.



Positions & Workspace:



Workspace Management

- Spherical area 12 to 18 inch diameter, centered on chin
- Where majority of weapons manipulations take place
- Need access/use of:
 - Safety/Decocker
 - Slide stop
 - Ejection port
 - Magazine catch
 - Magazine well



WORKSPACE MANIPULATIONS
Decocking or safety lever manipulation
Slide assembly manipulation
Slide stop manipulation
Magazine catch manipulation
Chamber check

WORKSPACE MANIPULATIONS

- **Decocking or safety lever manipulation.** The ability of the Soldier to change the weapon's status from safe to fire or fire to safe from any position.
- **Slide assembly manipulation.** The ability of the Soldier to smoothly use the slide assembly during operation. This includes any corrective actions to overcome malfunctions, loading, unloading, or clearing procedures.
- **Slide stop manipulation.** The ability of the Soldier to operate the slide stop mechanism on the weapon after shooting.
- **Magazine catch manipulation.** The smooth functioning of the magazine catch during reloading procedures, clearing procedures, or malfunction corrective actions.
- **Chamber check.** The sequence the Soldier uses to verify the status of the weapon's chamber.

Reloads:

Tactical reloading- performed when there is a lull in the action. "Reloads are planned events; reload when you need to not when you have to." Always attempt to perform this action in a secured area or behind cover. "*TIME, OPPORTUNITY, COVER & AMMUNITION*" When a shooting has occurred perform a tac-reload, at the first "*LULL IN THE ACTION*". Complete a Tac-reload prior to exiting a room if a shooting has occurred, no more than 3 shooting events Tac-reload regardless.

Tactical reloading

1. Grasp a fresh magazine, remove it from the furthest mag holder on your gear and move it towards the weapon. Place the fresh magazine next to the seated magazine.
2. Grasp the magazine in the weapon while maintaining control of the fresh magazine. Depress the magazine release button and release the partially used magazine from the weapon.
3. Insert fresh magazine and retain old.

Speed reload- Once there is a break in the fight the operator will perform this procedure while

1. Grasp the fresh magazine from the magazine pouch using the proper grasp.
2. Start the fresh magazine towards the weapon simultaneously depressing the magazine release button and dropping the expended magazine onto the ground.
3. Rotate the fresh magazine into the weapon briskly and aggressively seating into the magazine port of the weapon. Give it a tug ensuring that it is locked in the magazine port securely.
4. Slide the support hand straight up the magazine, extend the thumb up and press the slide catch release located on the left-hand side of the weapon or pull the slide back and release without riding it forward.

In one continuous motion slide your support hand up onto the grip and continue the mission.



MOD1 (ACADEMIC)

Rev 22 JUL 2025

Understanding the Individual Weapons Training Strategy

The background of the slide features a stylized illustration. At the top, a soldier silhouette is shown in a crouched position. Below this, a large snake with its mouth open is depicted, with a lizard-like creature emerging from its mouth. In the lower left, another soldier silhouette is shown holding a rifle. The entire scene is set against a backdrop of a large, light-colored arch and a landscape with hills and clouds.

You are here

MOD 1
Academic

Crawl

MOD 2
Dry Fire

Walk

MOD 3
Practical

Run

Table I, PMI&E

- Task: Familiarize firers with the M17 Pistol and its operational functions to include the firers role and responsibilities in range operations
- Condition: Given a block of instructions on the M17 Pistol, firers must be able to meet the standard
- Standard: Firers must be able to disassemble, reassemble, and conduct a functions check with no deficiencies, firers must also gain a working knowledge of the M17 Pistol and their responsibilities while at the firing range



Table of Contents

- Eye Dominance*
- Understanding Ammunition*
- Intro to the M17, field strip, cleaning



Other Common Range Terminology

Load and make ready- Lock the magazine into the magazine well and cycle the slide with support hand. Allow the slide to close under its own power. Don't ride the slide back into battery.

*Press check optional.

Unload and show clear- Point the weapon in a safe direction, place it on safe and remove the magazine. Lock the slide back, ensuring any chambered rounds are ejected. Visually and physically inspect the chamber to ensure it is empty.

- Controlled pair: two separate sight pictures
- Hammered pair: one sight picture, two rounds immediately ("double tap")
- Failure drill ("Mozambique"): two center mass, one head
- After action: after engagement, check for more targets and over your shoulders, status of your buddies and the rest of the world to avoid tunnel vision, build this into muscle memory!

Eye Dominance

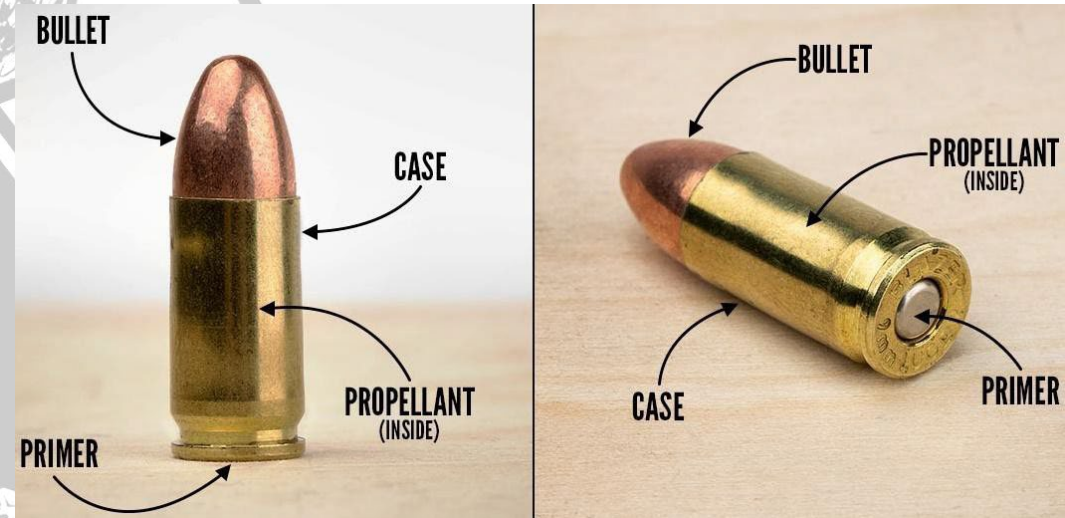
Most Soldiers have a dominant eye, one that is stronger than the other. In order to aim precisely, the Soldiers must use their “dominant eye.”



Anatomy of a round

The cartridge case is made of steel, aluminum, or a brass combination (70 percent copper and 30 percent zinc) for military use.

- **Cartridge case.** The cartridge case is a brass, rimless, center-fire case that provides a means to hold the other components of the cartridge.
- **Propellant.** The propellant (or powder) provides the energy to propel the projectile through the barrel and down range towards a target through combustion.
- **Primer.** The primer is a small explosive charge that provides an ignition source for the propellant.
- **Bullet.** The bullet or projectile is the only component that travels to the target.



M17/M18 Cartridge Specs

1



Ball

The ball cartridge is intended for use in rifles and carbines against personnel and unarmored targets. The bullet, as designed for general purpose combat and training requirements, normally consists of a metal jacket and a lead slug.

2

Hollow Point

A hollow-point bullet is a type of expanding bullet which expands on impact, causing a more lethal hit without penetrating further than necessary.

Cartridge, 9mm, M882, Ball	
DODIC: A363	
Model: M882	
Type: Ball	
Weight: 179 gr	
Length: 1.165 inches	
Color Code:	
Markings:	
	
JACKET	
Case	
Type: Center Fire	Description: 9 x 19 mm
Propellant	
Type: HPC 26	
Weight: 2.7 gr	
Primer	
Type: Percussion	
Bullet	
Type: Ball. The cartridge is identified by the plain bullet tip.	
Design: Not Applicable (N/A)	
Weight: 124 gr	
Length: .610 inches	
Tracer: Not Applicable (N/A)	
Characteristics	
Chamber Pressure: 31,175 pounds per square inch (PSI)	
Velocity: 1263 feet per second (FPS)	
Kinetic Energy (Ek): Not Applicable (N/A)	
Velocity to Speed of Sound	
	
Special Features	
Pistol, 9mm, M9. The cartridge is intended for use against personnel.	
LEGEND	
f/s	feet per second
gr	grains
mm	millimeter

M17



M17/M18	
Standard issue M17 with 21-round magazine inserted	
Type	Semi-automatic pistol
Place of origin	United States
Service history	
In service	2017–present
Used by	United States, Denmark
Wars	War in Afghanistan
Production history	
Designer	Tim Butler ^{en}
Designed	2017
Manufacturer	SIG Sauer, Inc. , Newington, New Hampshire , U.S.
Produced	2017–present
No. built	200,000 ^{est.}
Variants	M18
Specifications	
Mass	M17 834 g (29.4 oz) <div>M18 737 g (26.0 oz)</div>
Length	M17 203 mm (8.0 in) <div>M18 183 mm (7.2 in)</div>
Barrel length	M17 120 mm (4.7 in) <div>M18 98 mm (3.9 in)</div>
Width	35.5 mm (1.40 in)
Height	140 mm (5.5 in)
Cartridge	9mm NATO
Action	Short recoil-operated
Feed system	17 or 21-round box magazine
Sights	self-illuminating iron sights for low-light conditions

GENERAL PARTS OF A HANDGUN

1. Sights

2. Barrel

3. Slide

4. Take Down Lever

5. Slide Catch

6. Trigger

7. Trigger Guard

8. Magazine Release

9. Grip

10. Magazine Well

11. Magazine

VARIANT PARTS OF A HANDGUN

1. Optic Plate

2. External Safety

Pictured: Sig Sauer P320 M17 9MM



2. External Safety

1. Optic Plate

VARIANT PARTS OF A HANDGUN

1. Optic Plate

2. External Safety

Field Strip

M17

Semiautomatic, magazine-fed, recoil-operated, single-action (striker) pistol chambered in 9x19mm NATO

- Automatic striker safety lock
- Ambi safety
- Uses a firing module
- Frame module and slide/barrel can be exchanged
 - Firing module has serial number

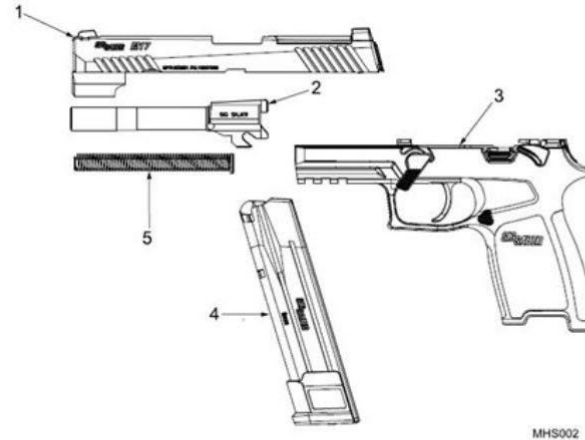


Figure 1. MHS Major Components.

1. Slide Assembly – Slide houses striker assembly, extractor, and sights, and energizes striker during recoil cycle.
2. Barrel – Houses cartridges for firing and directs projectile.
3. Receiver/Grip Module Assembly – Supports all major components. Controls action of pistol through major components. Houses magazine catch assembly.
4. Magazine – Holds cartridges in place for feeding.
5. Recoil Spring Guide Assembly – Absorbs recoil and returns slide and barrel assembly to forward position.



References

➤ TC 3-20.40

➤ TC 3-23.35

Kahoot!

Click here!

18th CAV SPT DET, CSG, SGT (CA) NYDEN

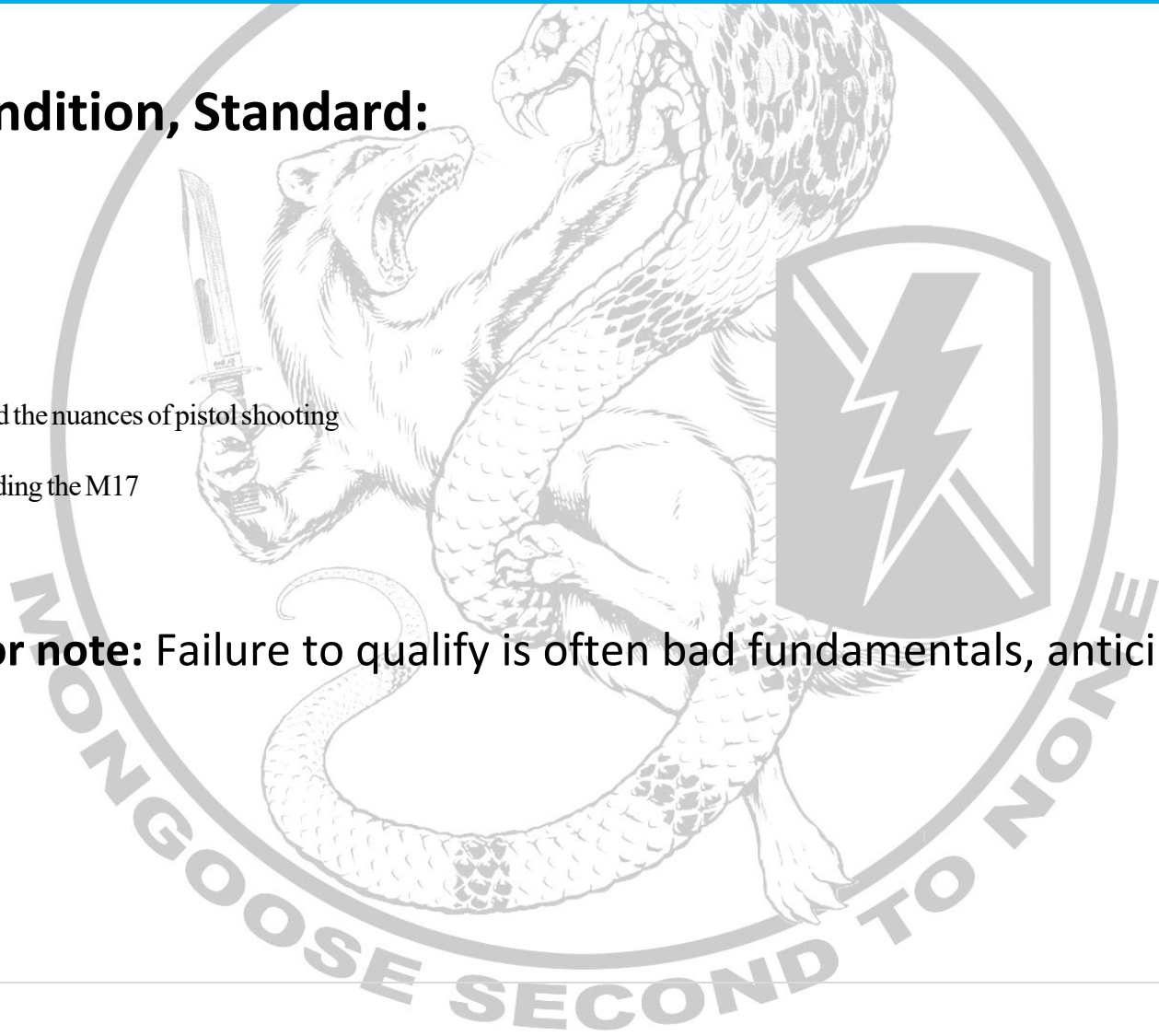
INTRO

Task, Condition, Standard:

TLO-

- Understand the nuances of pistol shooting
- Understanding the M17

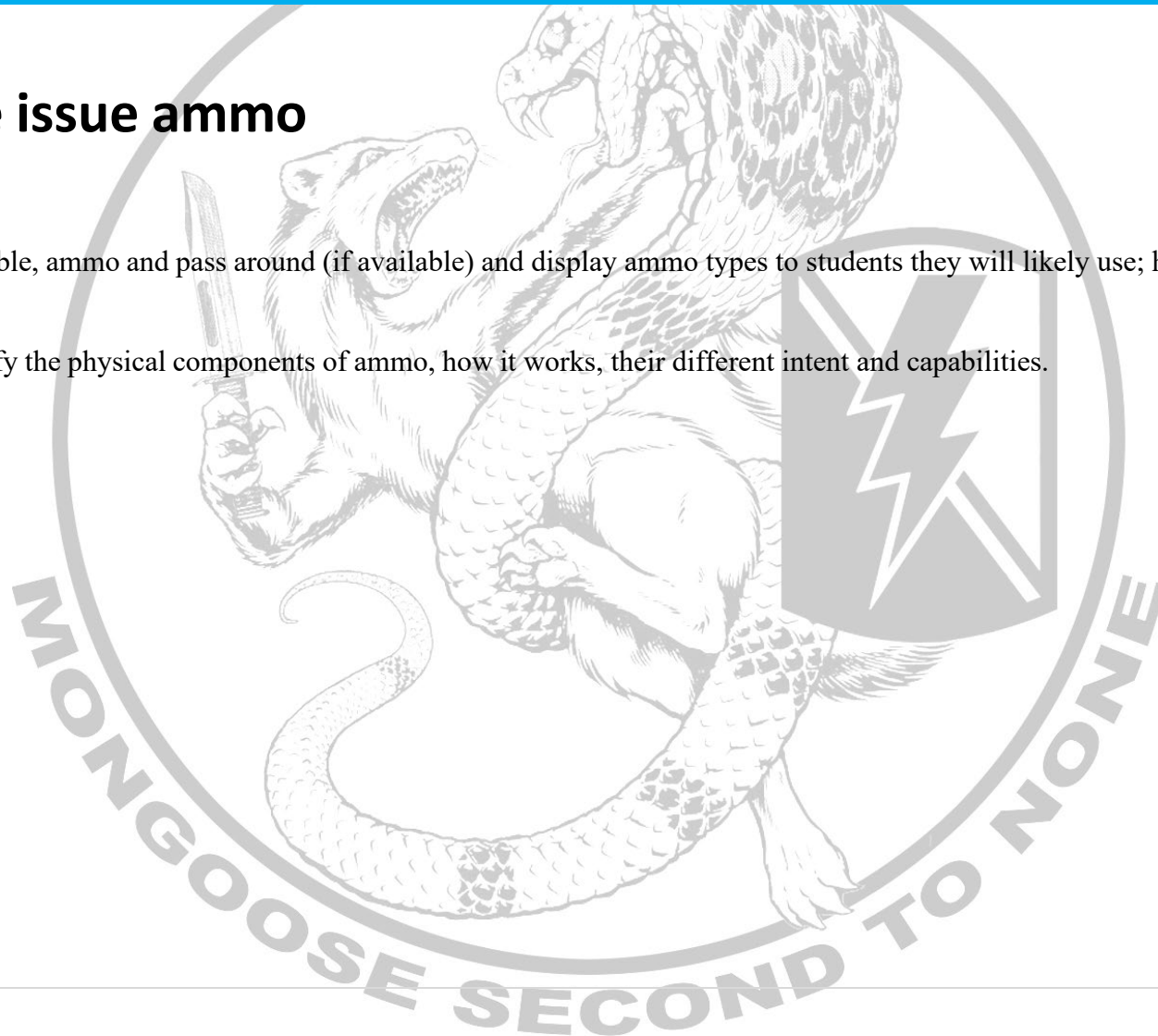
Instructor note: Failure to qualify is often bad fundamentals, anticipation, etc.



Anatomy of ammunition

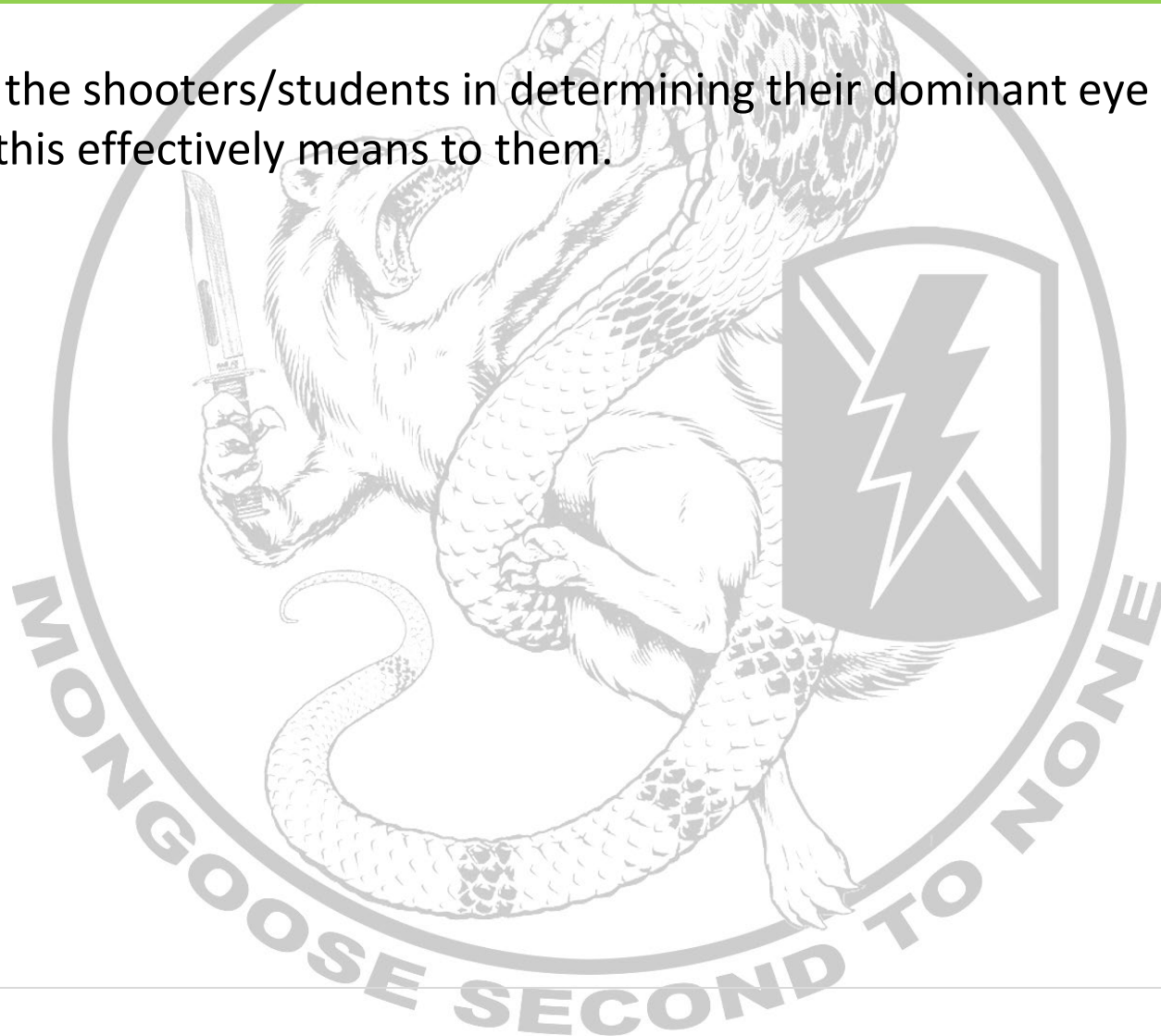
Describe issue ammo

- Show if possible, ammo and pass around (if available) and display ammo types to students they will likely use; highlight visual differences.
- Briefly identify the physical components of ammo, how it works, their different intent and capabilities.



Determining Eye Dominance

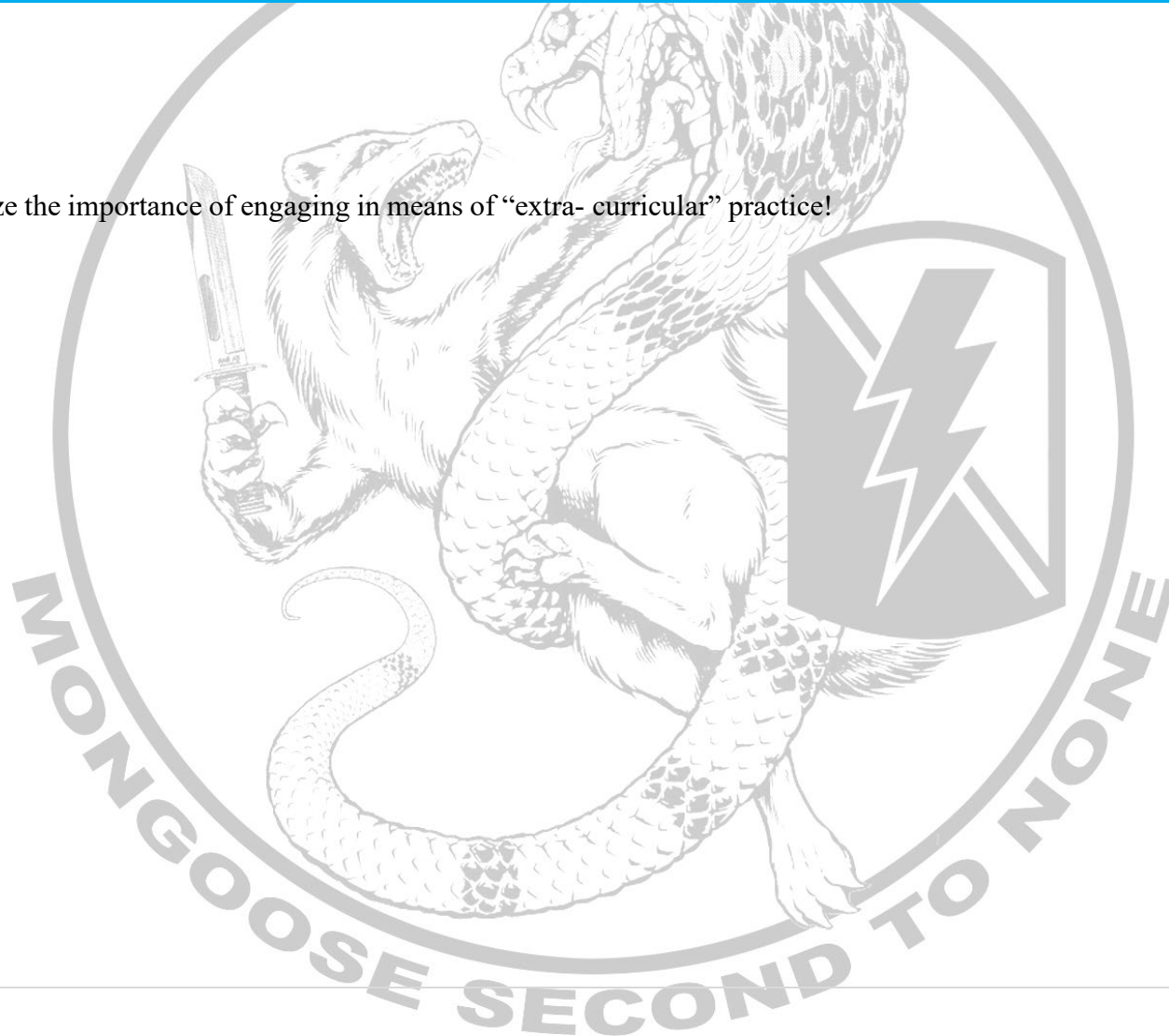
- Assist the shooters/students in determining their dominant eye and what this effectively means to them.



Provide additional methods of dryfire and practice at home methods

- Slide 12

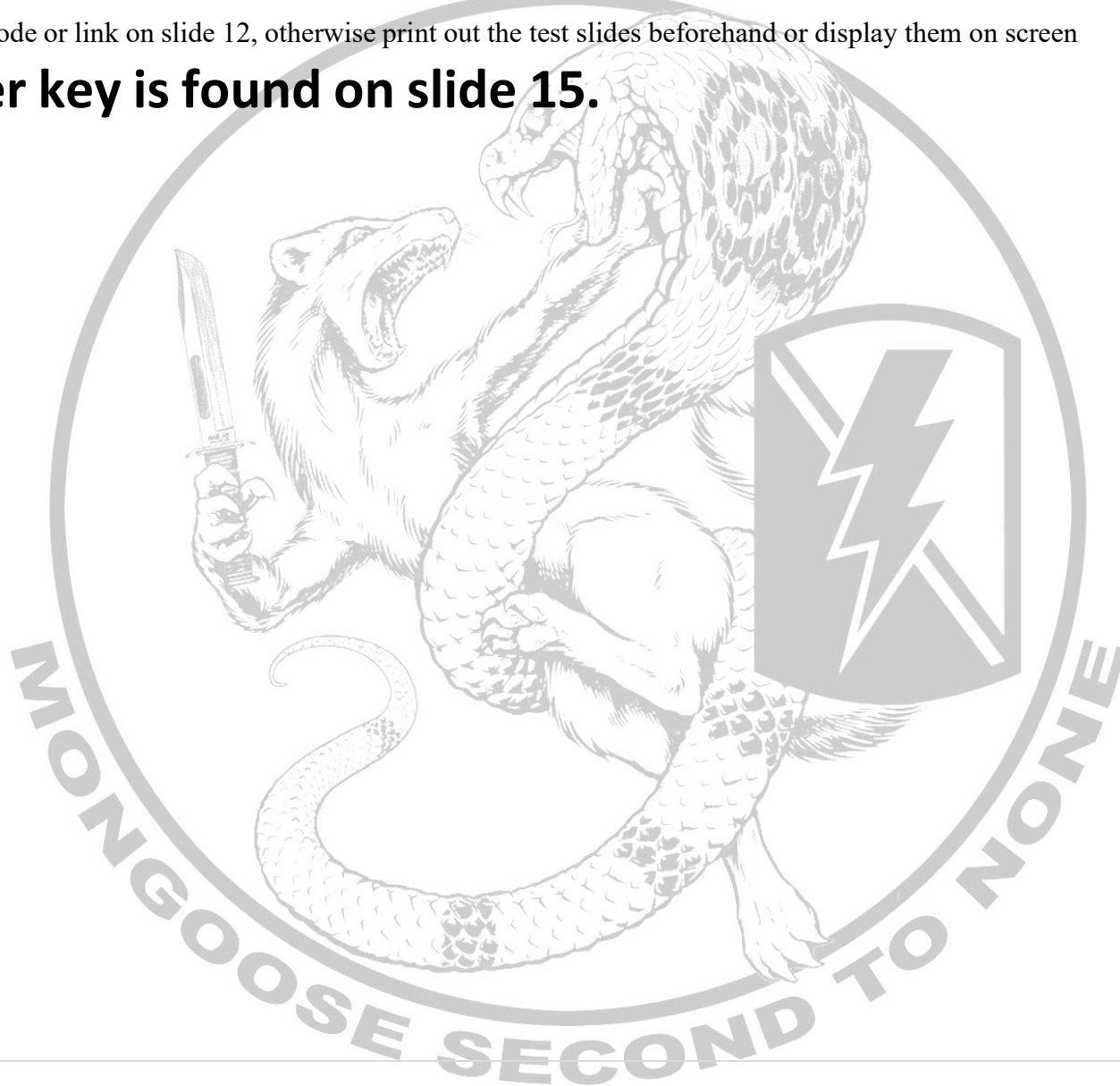
- Emphasize the importance of engaging in means of “extra- curricular” practice!



Administer Test

- Use the QR code or link on slide 12, otherwise print out the test slides beforehand or display them on screen

Answer key is found on slide 15.



1. The M17/M18 pistol uses a standard, staggered box magazine designed to hold ___ rounds. Select **ALL** that apply.

- a) 10 rds
- b) 12 rds
- c) 21 rds
- d) 15 rds
- e) 17 rds

2. What is the name of component #1 in this diagram?

- a) Barrel
- b) Slide
- c) Magazine
- d) Frame/Grip Module
- e) Recoil Assembly

3. What TM covers the M17/M18?

- a) FM 3-23.35
- b) TM 9-1005-470-10
- c) TC 3-22.9
- d) FM 24-18

4. The M17/M18 is a single action, semi-automatic, striker fired magazine fed pistol.

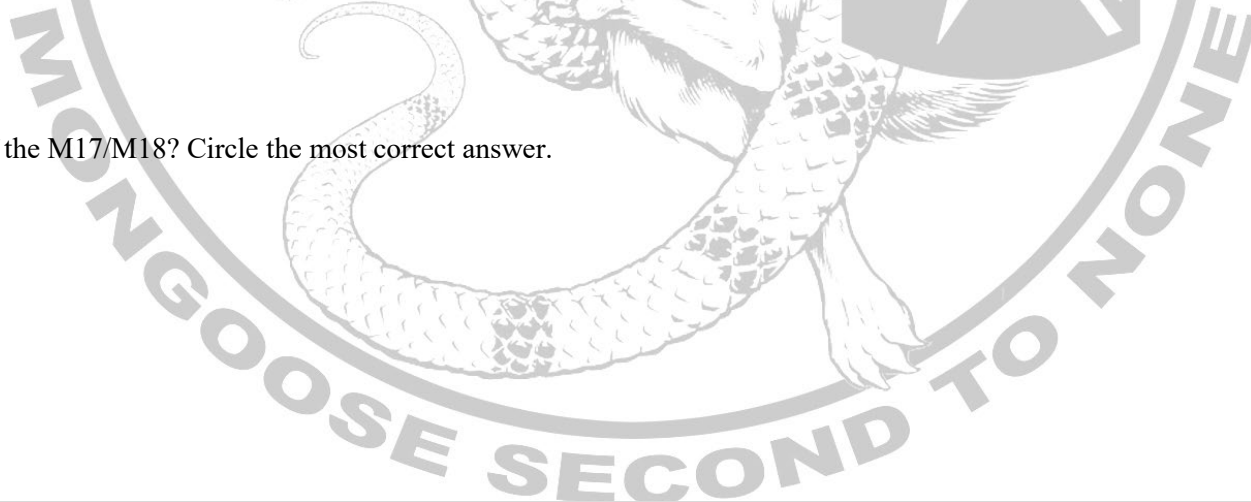
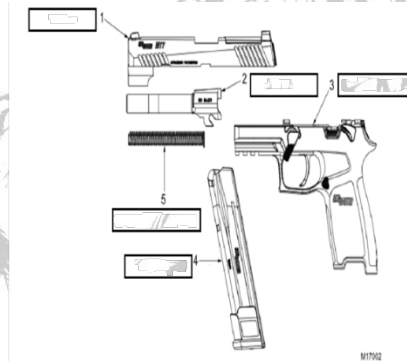
- a) True
- b) False

5. What is the caliber of the M17/M18? Circle the most correct answer.

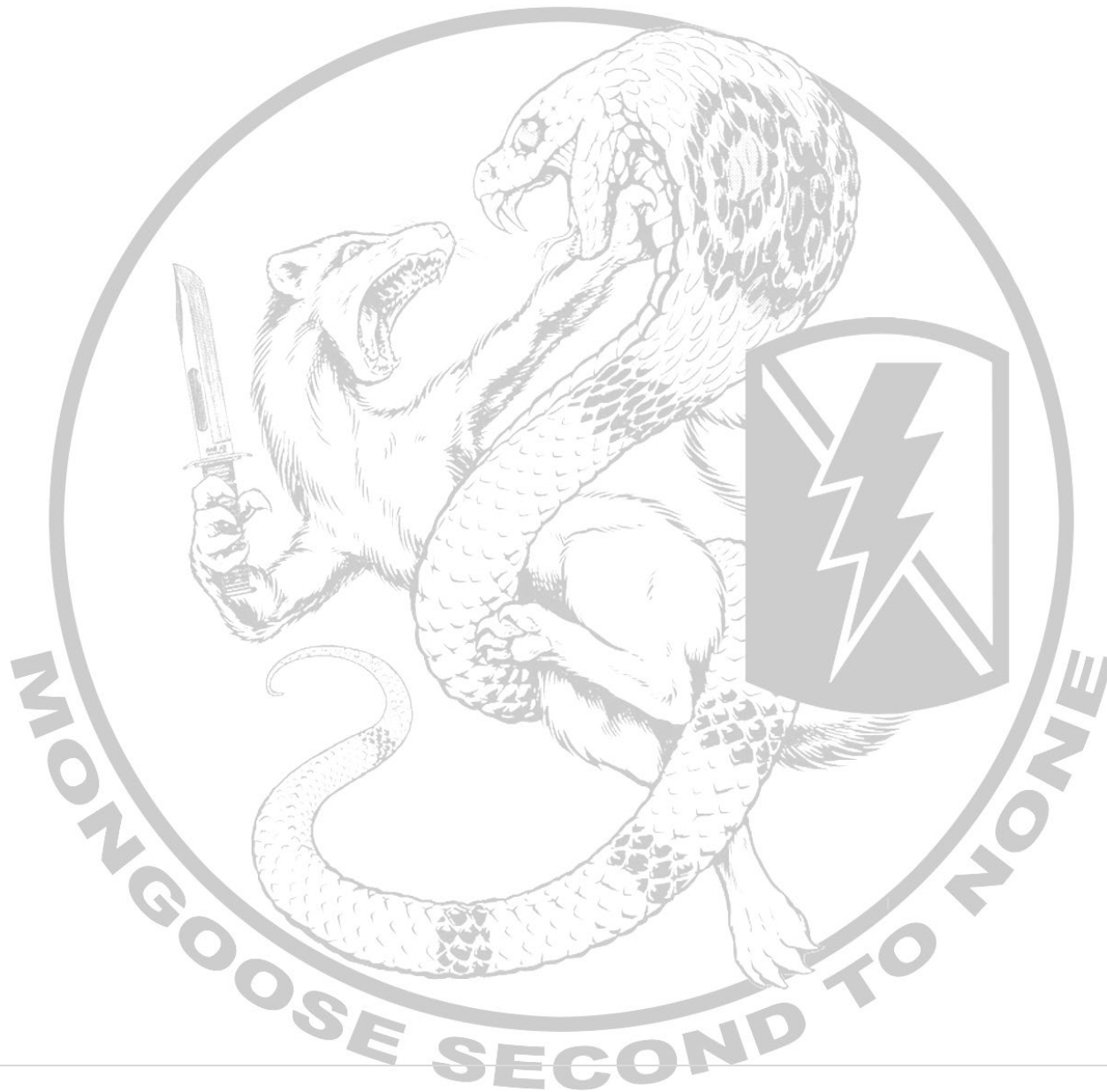
- a) 9x19mm NATO
- b) .45 ACP
- c) 9x18mm



<https://forms.office.com/g/h02hmu9aaz>



1. C, E
2. B
3. A
4. True
5. A





MOD 2 (Dry Fire)

Mod #2 “dry fire”, this should happen in the drill hall or large classroom environment. Confidence with weapons manipulation (in the proper workspace) is the key takeaway here. This should involve all manipulation skills, organized in the following "stations":

1. Prone position (supported and unsupported) Olympic and military, standing and kneeling position, use of barricade
2. Tactical and speed reloads, load and make ready, make safe and show clear
3. Fundamentals of marksmanship, understanding of safety rules
4. Ready positions and workspace
5. Malfunctions and clearance
6. Drawing and holstering
7. Takedown (assembly/disassembly) and cleaning
8. Fundamentals

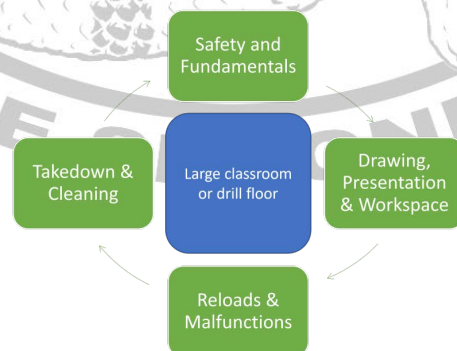
Recommended Resources:

Two to Four barricades based on the amount of students attending the course at the barricades skill station (see below diagram). One rifle per student or at least two at each station, two mags per student or eight mags total at "reload" skill station. Table, two chairs, two blocks or rests and two laser boresighting tools, highly visible large target "pasters" at the "boresighting" station. Dummy rounds at the malfunction skill station. Videos supporting this course are available in the "students" version of this course on this site OR via this youtube channel playlist.

Time Required:

4 total stations, 20-25 minutes per station, students at each station progress to next station with the expectation that all groups have visited each station once totaling 1.5 hrs for the entire evolution. Station evaluators may remain with each student group but should ideally stay at each station, necessitating five evaluators in total to complete this module. ***Students should receive no less than five reps on each covered topic at each station before an evaluation is made.***

For the sake of efficiency, you should setup “stations” in a rotational topology as per the suggested example below (each station should run simultaneously if enough evaluators are available):





PMI INSTRUCTOR Q-CARD 2025 CSG

US Army PMI Table 3			
TIME	BLOCK OF INSTRUCTION	LOCATION	RDS
5 MIN	INTRO	LECTURE	0
15 MIN	Safety	LEC/ HO	0
15 MIN	Fundamentals	LEC/ HO	0
15 MIN	Drawing and Holstering	LEC/ HO	0
15 MIN	Positions and Workspace	LEC/ HO	0
15 MIN	Reloads	LEC/ HO	0
15 MIN	Malfunctions	LEC/ HO	0
15 MIN	Disassembly/Assembly & Cleaning	LEC/ HO	0
15 MIN	Transition to 2 nd weapon (handgun) regular troops don't have handguns so don't waste time on this for normal line personnel	LEC/ HO	0
	The instructor is advised to use lesson plans as reference and adhere to that controlling document. It is advisable to have access to standard qual barricade along with running the student through the qual course of fire dry several times if time permits.	LEC/ HO	0

This is a basic down and dirty course. You can extend it, flex it for your time frames and adjust according to group. You can also run them through everything above and just evaluate them for these skills. This course outline is a guide not an absolute. These are the minimum requirements of the course. You may add drills and practice more as required if you deem necessary. These are minimums the students should / must know. You can do all this with ammo on a live fire range, or dry at home station as required. Be imaginative and flexible!

= Omit if necessary for time

= Mandatory knowledge

* "LEC/ HO" (Lecture and Hands on)

Remember EDIS

Explain, Demonstrate, Imitate and Slow for form

US Army M17 Pistol Skill Check sheet

Each student will demonstrate to the instructor the proper methods in the following areas.

Failure to demonstrate the techniques as per the lesson plan and the exact doctrine will result in a -0- score for that area. There are 15 + 1 bonus testable skills and 10 points possible in every area. The student will be allowed to retest the skill they fail. Conclude the entire test, no tutoring; assist them and demonstrate the correct method as per table 3 in those areas failed, tutor them and now retest only the area failed. The goal for the instructor is that everyone achieves 100%!

SKILL	SCORE			
1. Military and Olympic Prone (eg. "Supported Prone")	<input type="checkbox"/> 0	NO-GO	<input type="checkbox"/> 10	GO
2. Standing Position	<input type="checkbox"/> 0	NO-GO	<input type="checkbox"/> 10	GO
3. Kneeling Position ("Single Knee" & "Double Knee")	<input type="checkbox"/> 0	NO-GO	<input type="checkbox"/> 10	GO
4. Speed Reload	<input type="checkbox"/> 0	NO-GO	<input type="checkbox"/> 10	GO
5. Tactical Reload ("Tac Reload")	<input type="checkbox"/> 0	NO-GO	<input type="checkbox"/> 10	GO
6. Fundamentals of Marksmanship	<input type="checkbox"/> 0	NO-GO	<input type="checkbox"/> 10	GO
7. Proper Use of Barricade	<input type="checkbox"/> 0	NO-GO	<input type="checkbox"/> 10	GO
8. Make Ready and Make Safe	<input type="checkbox"/> 0	NO-GO	<input type="checkbox"/> 10	GO
9. High Ready and Low Ready	<input type="checkbox"/> 0	NO-GO	<input type="checkbox"/> 10	GO
10. Immediate and Remedial Action ("Type 1, 2, and 3 clearance")	<input type="checkbox"/> 0	NO-GO	<input type="checkbox"/> 10	GO
11. Field breakdown and re-assembly	<input type="checkbox"/> 0	NO-GO	<input type="checkbox"/> 10	GO

Instructors note: use commands in **BOLD** and "quotations" Example: **"Low Ready"** use these commands, only use these commands. The goal is uniformity of terminology across student population. Do not deviate from these.

Check the appropriate box to note the score. Total all points, score sheets will be filled out and score recorded on data base for record scores on file.

Student name: _____

Date _____

Total score:

Pass

☐

Fail

☐

110 PASSING Remediate all sections failed

Instructor name: _____



MOD 3 (Practical Application)

**The content for this lesson is not yet complete.*

Concept: Students will use a laser emitting M17 platform of some type if live fire evolution is unavailable. The purpose of this module is to inculcate the shooter/student into the world of performance based shooting using typical and widely accepted standards to give a student a baseline to aspire to and achieve. The intent is to dramatically increase the confidence of the shooter on their weapon system, students will be introduced to the concept of both "reactive" and "predictive" shooting. This is an entirely hands on course. Students should receive no less than five repetitions of each GO/NO GO criteria below prior to being evaluated.

Required resources: See next lesson regarding visual aids and necessary equipment for proper execution of this module. Shot timer readily available on Amazon or app from app store.

Required Time: ?

Curriculum (all drills to be conducted at X distance or scaled target equivalent):

Controlled Pair Drill (3 seconds par time)

Hammered Pair Drill (2 seconds par time)

Failure Drill (3 seconds par time)

1R1 Drill (6 seconds par time)

Malfunction Drill

Box Drill (6 seconds par time)

Bill Drill (3 seconds par time)

**Primary to secondary transition or check drill (if applicable)*

**Videos will be added to this course to assist the instructor on proper execution.*



PMI INSTRUCTOR Q-CARD 2025 CSG

US Army PMI Table 3			
TIME	BLOCK OF INSTRUCTION	LOCATIO N	RDS
5 MIN	INTRO	LECTURE	0
5 MIN	Controlled Pair (3 seconds)	LEC/ HO	0
5 MIN	Hammered Pair (2 seconds)	LEC/ HO	0
5 MIN	Failure drill (3 seconds)	LEC/ HO	0
5 MIN	1R1 drill (6 seconds)	LEC/ HO	0
5 MIN	Malfunction	LEC/ HO	0
5 MIN	Box drill (6 seconds)	LEC/ HO	0
5 MIN	Bill drill (3 seconds)	LEC/ HO	0
5 MIN	Transition to 2 nd weapon (handgun) regular troops don't have handguns so don't waste time on this for normal line personnel	LEC/ HO	0
	The instructor is advised to use lesson plans as reference and adhere to that controlling document. It is advisable to have access to standard qual barricade along with running the student through the qual course of fire dry several times if time permits.	LEC/ HO	0

This is a basic down and dirty course. You can extend it, flex it for your time frames and adjust according to group. You can also run them through everything above and just evaluate them for these skills. This course outline is a guide not an absolute. These are the minimum requirements of the course. You may add drills and practice more as required if you deem necessary. These are minimums the students should / must know. You can do all this with ammo on a live fire range, or dry at home station as required. Be imaginative and flexible!

= Omit if necessary for time

= Mandatory knowledge

* “LEC/ HO” (Lecture and Hands on)

Remember EDIS

Explain, Demonstrate, Imitate and Slow for form



Table 3 CSG MTT

US Army M17 Pistol Skill Check sheet

Each student will demonstrate to the instructor the proper methods in the following areas.

Failure to demonstrate the techniques as per the lesson plan and the exact doctrine will result in a -0- score for that area. There are 15 + 1 bonus testable skills and 10 points possible in every area. The student will be allowed to retest the skill they fail. Conclude the entire test, no tutoring; assist them and demonstrate the correct method as per table 3 in those areas failed, tutor them and now retest only the area failed. The goal for the instructor is that everyone achieves 100%!

SKILL	SCORE	
1. Controlled Pair (3 seconds)	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 10 GO
2. Hammered Pair (2 seconds)	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 10 GO
3. Failure drill (3 seconds)	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 10 GO
4. 1R1 drill (6 seconds)	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 10 GO
5. Malfunction drill	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 10 GO
6. Box drill (6 seconds)	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 10 GO
7. Bill drill (3 seconds)	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 10 GO

Instructors note: use commands in BOLD and "quotations" Example: "**Low Ready**" use these commands, only use these commands. The goal is uniformity of terminology across student population. Do not deviate from these.

Check the appropriate box to note the score. Total all points, score sheets will be filled out and score recorded on data base for record scores on file.

Student name: _____

Date _____

Total score:

Pass ☐

Fail ☐

70 PASSING Remediate all sections failed

Instructor name: _____

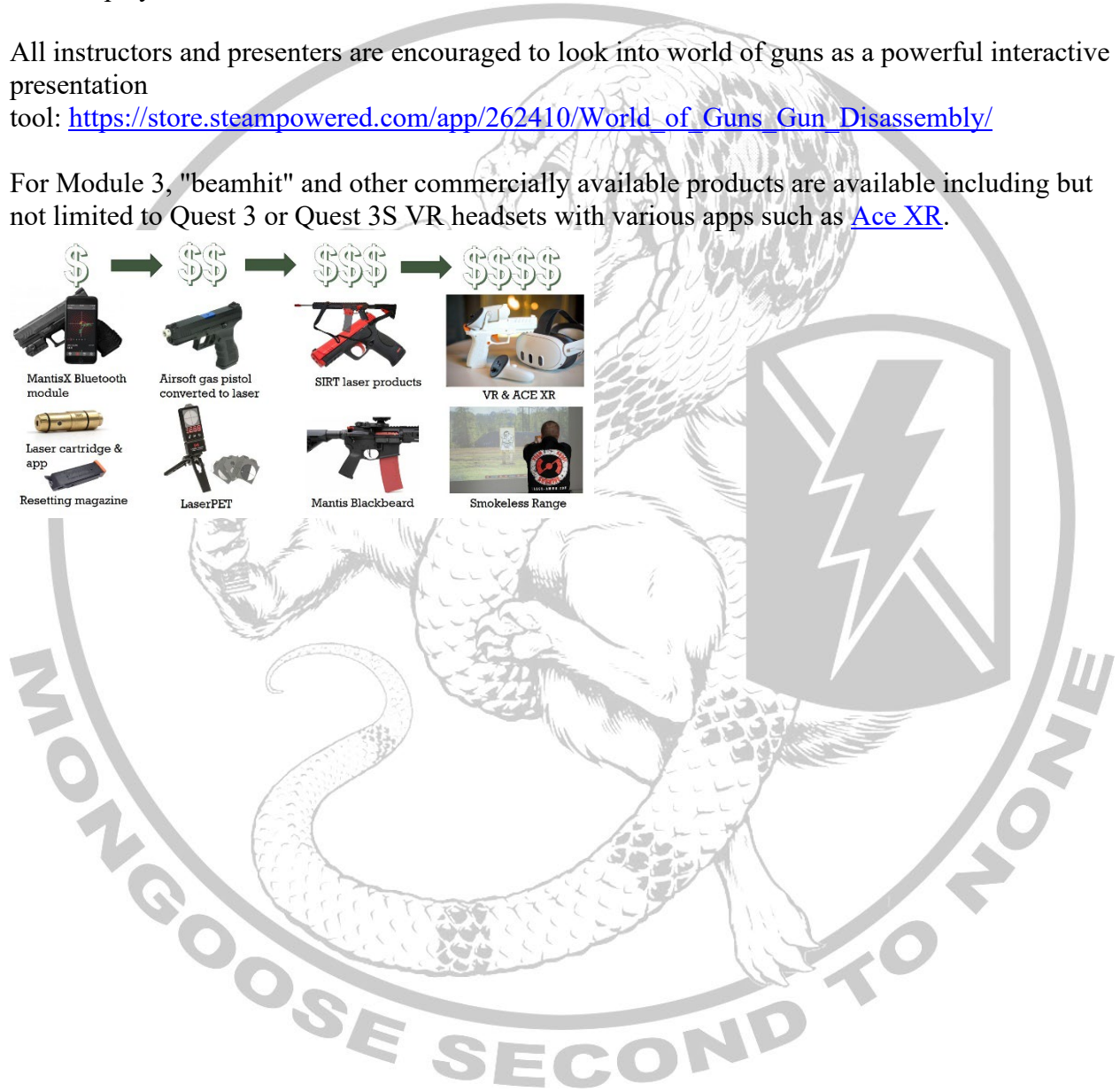
For module 1, if electing to teach this course in person, it is advisable to have a minimum of one pistol. Alternatively, very authentic, affordable replica "airsoft" equivalents are widely available from evike.com.

Visually engaging videos are included on the "video inclusive" version of the powerpoint slide deck for module 1. For module 2, examples of each skill are also provided via videos in this course material and in the student version of this course or are accessible via this youtube channel playlist

All instructors and presenters are encouraged to look into world of guns as a powerful interactive presentation

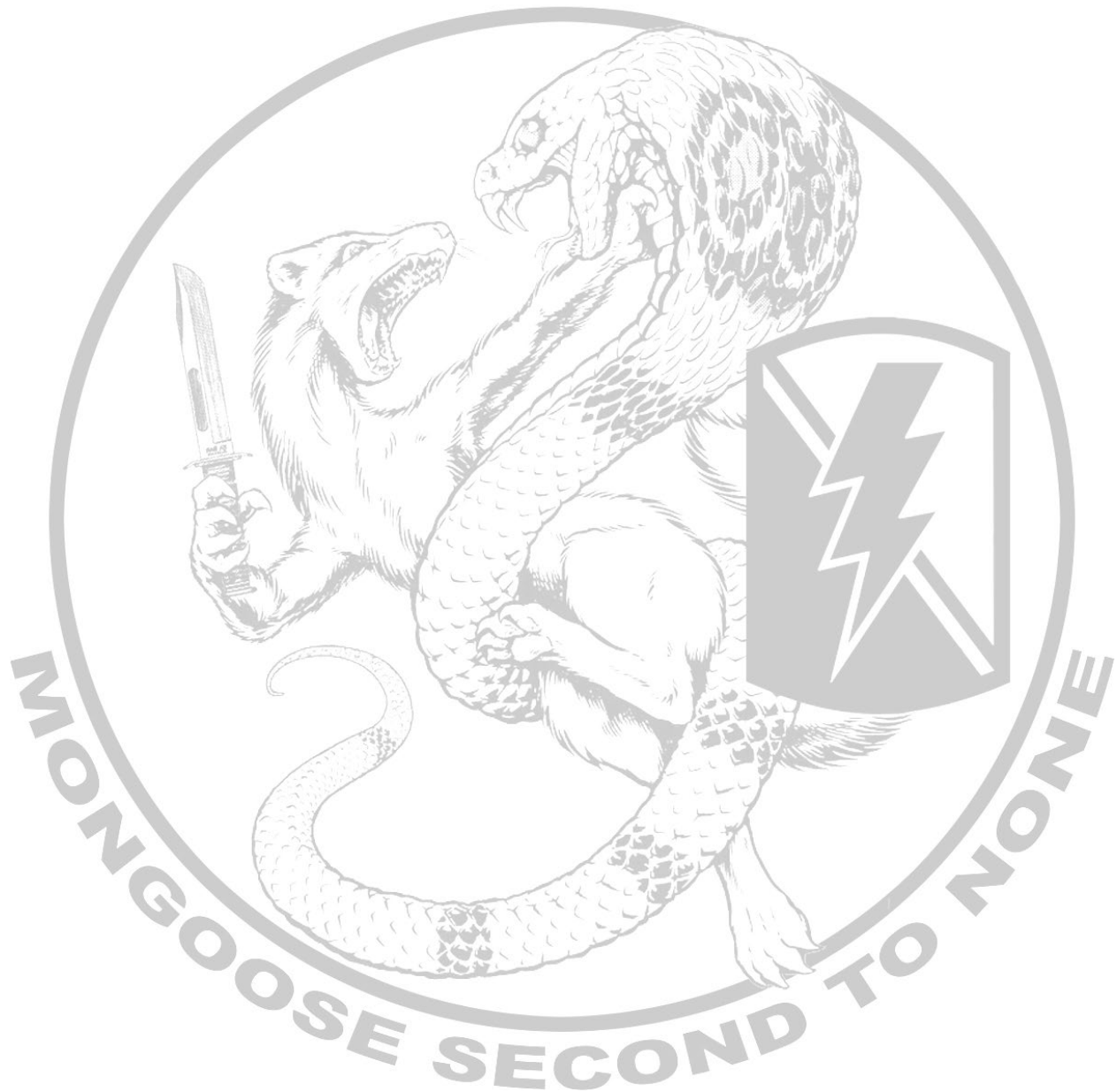
tool: https://store.steampowered.com/app/262410/World_of_Guns_Gun_Disassembly/

For Module 3, "beamhit" and other commercially available products are available including but not limited to Quest 3 or Quest 3S VR headsets with various apps such as [Ace XR](#).



Congratulations on completing this course. Please reach out here to be invited to our follow-on residency course required to be fully certified to teach this course: [contact us page](#)

If you have any questions about the execution, content of this course, other courses we offer or regarding our mobile training services, please do not hesitate to reach out via the contact us page above.



References and Controlling Documents:

1. TC 3-23.35 (May 2017)
2. TC 3-20.40 (July 2019)

