RFMSS – SCHEDULING SUPPORT ITEMS

The information included in this instruction pack will aid unit schedulers in scheduling SUPPORT ITEMS in RFMSS.

Numerous sections aboard MCB Quantico are involved in the scheduling, coordination, and issue process of all support items. It is imperative that your unit follow the below directions exactly in order to allow sections involved to plan, forecast, and execute training support efficiently. Failure to follow these guidelines will result in inaccurate support of your training or a complete disapproval of your training request.

These items are available to be scheduled via RFMSS Support tab by adding them as SUPPORT ITEMS.

__Please note that all items below are not available for use at all facilities__

1. AUTOMATED TARGETS
2. AUTOMATED TARGET OPERATOR
3. PITS TARGETS
4. ITESS
5. ITESS – FORCE ON FORCE
6. BADGER AK-47 SIMULATOR
7. SOUND EFFECTS SIMULATOR (SES)
8. IMEESS – 120MM
9. IMEESS – 20"
10. IMEESS – 5"
11. M12 TRIP WIRE BOOBY TRAP

12. M80 PRESSURE SENSITIVE LANDMINE
13. M155FT
14. OMEGA 36
15. X-02
16. X-04
17. X-OMG
18. 5.56 SESAMS BOLT KIT-M249
19. 5.56 SESAMS BOLT KIT-M4/M16
20. 9MM SESAMS UPPER RCVR (NO REAR SIGHTS)-M16A4
21. 9MM SESAMS UPPER RCVR (NO REAR SIGHTS)-M4A1
22. 9MM SESAMS UPPER RCVR (W SIGHTS/CARRY HANDLE)-M4A1

Step-by-step instructions are provided below. All requests for SUPPORT ITEMS __must__ follow the below format to ensure your unit receives support items.

1. Begin your request by adding the desired Facility, Event, and Date/Time (below).

2. Add this activity to your request by clicking Save (*if needed, you can add additional activities within your request at this time by clicking* new *under Action section*).

3. Your activity has now been added to your request, and you must now fill out or acknowledge the applicable tabs associated to that activity. The tabs are "Weapon/Ammo*, Communications, Vehicle, Conflict (if applicable), Restriction, Support, User Fields*, History". These tabs change with each activity in a request.

**Weapon/Ammo tab will only be present in requests with a "FIRE" event. FIRE events in RFMSS are defined as any training event that utilizes ammunition/pyro of any kind.

Weapons/Ammo = All Weapons/Ammo used on the range must be listed in this tab (*if applicable*)

Communications = Brief description of training or scheme of maneuver must be included in this tab (*If live fire, placement of targets and location of shooters in relation to targets is required*). Whomever the primary contact for this event will be (most likely the RSO/ROIC), please include a reliable phone number they can be contacted at in order further coordinate support item specifics. **Failure to coordinate or an inability to contact the POC will result in the disapproval or cancellation of any supported request.**

Vehicle = Not required to fill out, unless for AIR request, but can be if you desire for vehicles.

Conflict = Includes any safety or scheduling that apply to this activity.

Restriction = Includes any restrictions that are specific to the facility.

Support = This is the most important tab in terms of requesting SUPPORT ITEMS. All support items you are requesting must be listed in this tab, **WITH REMARKS SECTIONS FILLED IN**. Be as detailed as possible with regards to support item remarks.

Units must list: pick up time/date/location, drop off time/date/location, and anything that you feel those supporting your training need to know. Description of course of fire and intended use of targets will help contract support staff in the support of your range.

User Fields = Includes HOT/COLD TIME, OIC/RSO name, **SUPPORT NEEDED? YES/NO (if you enter "YES", you must add support items)**, and POC & NUMBER (someone who can speak about training specifics).

HOT/COLD TIME is only required for Live Fire event.   OPERATION TIMES for contractor support can be within the start and end time for the range or within the overall live fire time (i.e Hot 0800-1600, but only require contactor support 0900-1200).

History = Includes Time/Date stamped tracking of request from time of submission to time of approval.

Above is a screenshot example of what a typical "SUPPORT" tab should look like if Support is requested, as well as the corresponding Support Items for that activity. If you input "NO" in the "SUPPORT NEEDED? YES/NO" field in USER FIELDS tab, there is no need to utilize the Support tab in you RFMSS activity. If you input "YES", you must input the SUPPORT ITEMS your unit requires for support as well as any specific coordination remarks in the "REMARKS" section (i.e. pick up time/date/location, drop off time/date/location, and anything that you feel those supporting your training need to know).

4. Once you have added all activities to a request, and filled out or acknowledged all tabs, you can submit your RFMSS request by clicking Submit Request.
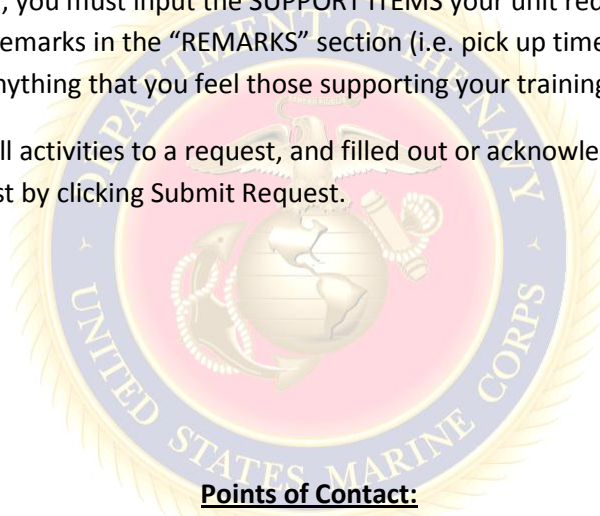
Points of Contact:
TSC Operations Officer: 703-784-4492
Site Manager: 703-630-0656
Range Control Scheduling Chief: 703-784-6412

SUPPORT ITEM DESCRIPTIONS

All below "Support Items" can be scheduled via RFMSS through the Support tab in any request. Please note that not all support items are available for use at all training facilities.

1. **AUTOMATED TARGETS** = Moving infantry Targets and Stationary Infantry Targets on the following ranges: R05, R11, R14, R14C, R14D, TF-MAC NORTH, TF-MAC SOUTH, WTBN R-3, and WTBN R-305.

2. **AUTOMATED TARGET OPERATOR** = Contracted personnel that will operate all SAAB Automated Targets during live fire training days.

3. **PITS TARGETS** = Portable Infantry Targets that can be placed on ranges that do not have permanent targets or can be added to ranges with existing targets. R03A, R07, R08, R08A, R15 are dudded impact area ranges. Placement of PITS targets on these ranges must be coordinated through Range Management Branch with EOD support/escort, and will only be done so as a last resort. **DO NOT SCHEDULE PITS TARGETS FOR THE SOLE PURPOSE OF HAVING "STANDBY TARGETS"**.

4. **ITESS** = Premiere modular and mobile integrated instrumentation system that provides laser-based force-on-force training with Position Location Information (PLI) reporting, battle tracking, data collection, and rapid After-Action Reviews (AARs) for live-training events. ITESS offers real-time situational awareness, exercise control capabilities, and adjudication of direct and indirect fire engagements to help facilitate the training exercise objectives. 3D visual feedback of large scale tactical training depicting the battle flow of the players. Supports up to 1500 players; Radio coverage area (terrain dependent) - typically 5 to 8 km communication radius; all weather capable; can incorporate hand grenades, vehicles, and other training aides/devices.

5. **ITESS – FORCE ON FORCE** = ITESS without the tracking, recording and After Action Report contractor support. This capability is strictly a force on force tool providing casualty assessment and realistic tactical engagement simulation for small arms, grenades and some crew served weapons systems.

6. **BADGER AK-47 SIMULATOR** = Remote-operated simulation of an AK-47 assault rifle. It uses ignited oxygen and propane to simulate the flash, noise, and percussive effects of the AK-47. Accurate sound pressure and volume. Accurate rate of fire – 600 rounds per minute. Unit fires in bursts and single rounds. Realistic flash and concussive effects . Operates on Propane, Oxygen and 12V Battery. Range of remote is line of sight 500 yards.

7. **SES** = The Sound Effects Simulator (SES) realistically creates the acoustical impression of a battlefield. The SES is designed to play pre-recorded sound files of more than 100 different sounds for more than one hour. Sound files can be stored and/or modified utilizing a standard computer equipped with a Compact Flash Card (CFC); The SES records and plays up to 254 sounds using 16-bit 44.1KHZ CD quality audio. Sound track play time of 30 minutes can be remotely triggered via the Range Control Station (RCS) or Hand Held Controller (HHC).

8. **IMEESS – 120mm** = Looks like a 120mm shell and requires Powder, 2 Burst Discs, and 9 oz. Co2 tank per detonation. Requires use of separate detonator (hand held, pressure, trip wire, or remote control) which itself requires a 12 gram Co2 cartridge per detonation and a length of air hose to connect to the IED training device. Can be configured to represent other devices (i.e. Claymore Mine, Mortar, Bomb Fin, or a 105mm round). **IN ORDER TO UTILIZE THESE DEVICES, UNITS MUST HAVE PERSONNEL TRAINED AND CERTIFIED BY RTISS/KATMAI PERSONNEL. CERTIFICATIONS SHOULD BE CURRENT (LESS THAN 1 YEAR FROM DATE OF ISSUE). CONTACT FOR TRAINING 703-630-0656**

9. **IMEESS - 20"** = Improvised Munitions Explosive Effect Simulator System. Looks like a 105mm shell and requires Powder, 2 Burst Discs, and 9 oz. Co2 tank per detonation. Requires use of separate detonator (hand held, pressure, trip wire, or remote control) which itself requires a 12 gram Co2 cartridge per detonation and a length of air hose to connect to the IED training device. Can be configured to represent other devices (i.e. Claymore Mine, Mortar, Bomb Fin, 105mm round, and Concussive PET Bottle Adapter). **IN ORDER TO UTILIZE THESE DEVICES, UNITS MUST HAVE PERSONNEL TRAINED AND CERTIFIED BY RTISS/KATMAI PERSONNEL. CERTIFICATIONS SHOULD BE CURRENT (LESS THAN 1 YEAR FROM DATE OF ISSUE). CONTACT FOR TRAINING 703-630-0656**

10. **IMEESS - 5"** = Improvised Munitions Explosive Effect Simulator System. Looks like a small mortar round and requires Powder, one Burst Disc, and 12 gram Co2 cartridge per detonation. Requires use of separate detonator (hand held, pressure, trip wire, or remote control), which itself requires a 12 gram Co2 cartridge per detonation, and a length of air hose to connect

to the IED training device. Can be configured to represent other devices (i.e. Claymore Mine, Mortar, Bomb Fin, 105mm round). **IN ORDER TO UTILIZE THESE DEVICES, UNITS MUST HAVE PERSONNEL TRAINED AND CERTIFIED BY RTISS/KATMAI PERSONNEL. CERTIFICATIONS SHOULD BE CURRENT (LESS THAN 1 YEAR FROM DATE OF ISSUE). CONTACT FOR TRAINING 703-630-0656**

11. **M12 TRIP WIRE BOOBY TRAP** = Looks like a pipe bomb, is detonated by trip wire and requires Powder, Explosion Tube, and a 12 gram CO_2 cartridge per detonation. **IN ORDER TO UTILIZE THESE DEVICES, UNITS MUST HAVE PERSONNEL TRAINED AND CERTIFIED BY RTISS/KATMAI PERSONNEL. CERTIFICATIONS SHOULD BE CURRENT (LESS THAN 1 YEAR FROM DATE OF ISSUE). CONTACT FOR TRAINING 703-630-0656**

12. **M80 PRESSURE SENSITIVE LANDMINE** = Looks like a small landmine, is detonated by pressure (stepping on it) and requires Powder, Explosion Tube, and a 12 gram CO_2 cartridge per detonation. **IN ORDER TO UTILIZE THESE DEVICES, UNITS MUST HAVE PERSONNEL TRAINED AND CERTIFIED BY RTISS/KATMAI PERSONNEL. CERTIFICATIONS SHOULD BE CURRENT (LESS THAN 1 YEAR FROM DATE OF ISSUE). CONTACT FOR TRAINING 703-630-0656**

13. **M155FT** = Item is a 10 lb. CO_2 tank with fill apparatus casing on top of it. Requires Powder and 3 Explosion Tubes per detonation. It also requires use of a Common Interface Device operated by remote control and a length of comm wire. **IN ORDER TO UTILIZE THESE DEVICES, UNITS MUST HAVE PERSONNEL TRAINED AND CERTIFIED BY RTISS/KATMAI PERSONNEL. CERTIFICATIONS SHOULD BE CURRENT (LESS THAN 1 YEAR FROM DATE OF ISSUE). CONTACT FOR TRAINING 703-630-0656**

14. **OMEGA 36** = Training device which ignites pyrotechnic cartridges on command. When used in conjunction with the GF 1.5 Hostile Fire cartridge, it produces a flash/bang and smoke signature which simulates large caliber weapon fire. When used in conjunction with the GF 1.5 Target Hit, White Star cartridge, it produces the flash/bang/stars simulating impact of a round on an armor target.

15. **X-02** = The X-O2 Explosive Blast Simulator is a safe, easy to use device designed to realistically duplicate the effects of explosives; Sensors and Triggers can Replicate Real World Threats as they Emerge ; Smoke Producing Attachments plus custom Sensors and Trigger Control Units for effectively simulating Real World Threats; Can fire 50 shots or more up to several times a minute without refilling gas cylinders; An operator can be fully trained in just minutes.

16. **X-04** = The X-O4 can fire in multiple configurations and the sound chamber is remotely deployable. The sound chamber can easily be concealed and triggered remotely. The remotely deployable sound chamber is concealable and can be partially buried or submerged and allows multiple firing configurations. Unit can fire 50 shots or more up to several times a minute without refilling gas cylinders. Also eliminates security issues required for pyrotechnics.

17. **X-OMG** = The largest, loudest, and most powerful explosive simulator. The X-OMG is designed for use in training scenarios involving mounted troop transports, vehicle convoys, and armor. The X-OMG leaves a lingering percussion echo after firing. Eliminates Storage and Control costs of Pyrotechnics. Can fire 50 shots or more up to several times a minute without refilling gas cylinders. Extreme sound levels ideally suited for training mounted troops.

18. **SESAMS CONVERSION KITS** = SESAMS is a user-installed weapons modification kit that allows the individual Marine to fire, at short range, a low velocity marking ammunition. <u>SESAMS AMMUNITION NOT INCLUDED</u>.

A. **M249 – Bolt Kit – 5.56mm SESAMS**
B. **M4/M16 – Bolt Kit – 5.56mm SESAMS**
C. **M16A4 – Upper Receiver w/o rear sights or carry handle – 9mm SESAMS**

D. **M4A1 – Upper Receiver w/o rear sights – 9mm SESAMS**
E. **M4A1 – Upper Receiver with sights and carry handle – 9mm SESAMS**

Points of Contact:
TSC Operations Officer: 703-784-4492
Site Manager: 703-630-0656
Range Control Scheduling Chief: 703-784-6412

<u>AUTOMATED TARGET RANGE MAPS</u>
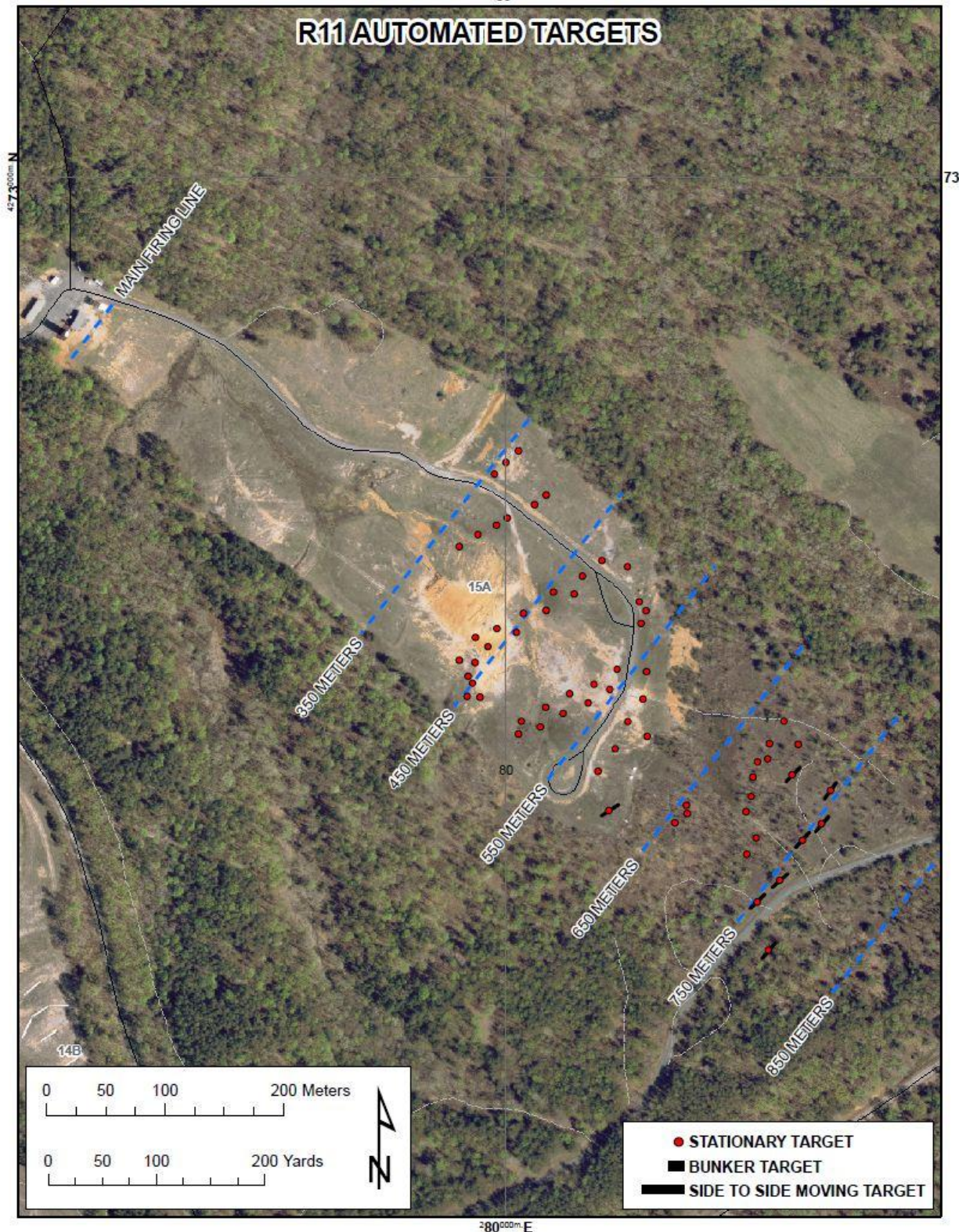
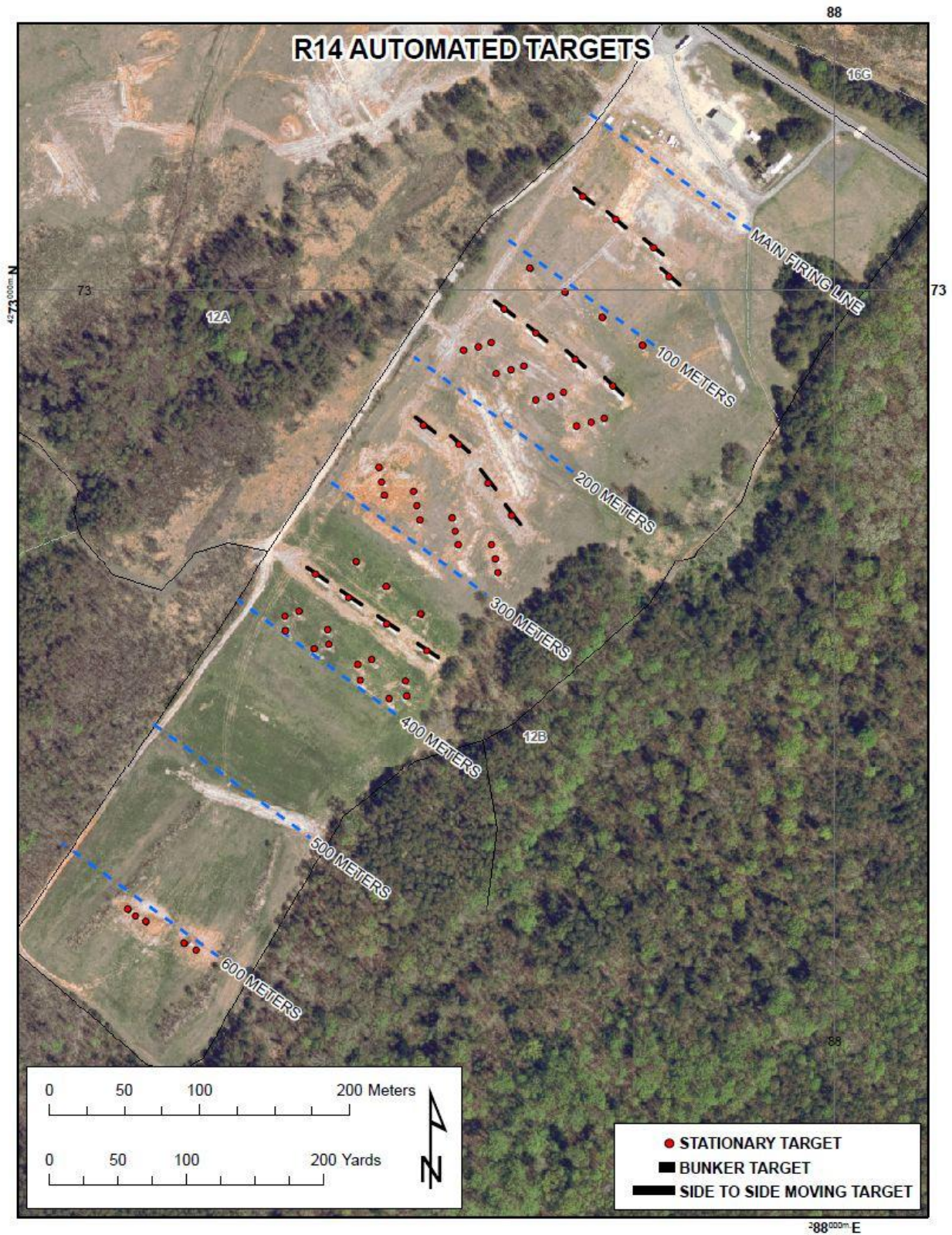# R05 AUTO TARGETS

R11 AUTO TARGETS

R14 AUTO TARGETS

R14C AUTO TARGETS

R14C AUTO TARGETS

R14D AUTOMATED TARGETS

MAIN FIRING LINE

12A

50 METERS

100 METERS

120 METERS

| 0 | 20 | 40 | | 80 Meters |

| 0 | 20 | 40 | | 80 Yards |

N

- ● STATIONARY TARGET
- ■ BUNKER TARGET
- ▬ SIDE TO SIDE MOVING TARGET