



Common Module
Close Quarter Battle CQB



Country LATVIA	Institution National Defence Academy of Latvia	Module Close Quarter battle	ECTS 3.0
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Service All	<p style="text-align: center;">Requirements for instructors</p> <ul style="list-style-type: none"> • English Common European Framework of reference for Languages (CEFR) level B2 or NATO STANAG 6001 Level 2. • Risk management course; • Static and tactical shooting course; • Experience in conducting collective training as section/squad (minimum requirement) leader and above up to Coy level ;
Language English	

Requirements for international participants	Goal of the Module
<ul style="list-style-type: none"> • English Common European Framework of reference for Languages (CEFR) level B1 or NATO STANAG 6001 Level 1+; • Successfully completed military basic training; • Successfully accomplished Level 1 training or equivalent IAW 	<ul style="list-style-type: none"> • To enhance cadets' ability to operate using personal weapon system (rifle) engaging targets in close distances within environments like dense forest, built up area etc. under conditions that limit operators' maneuverability and visibility; • To improve cadets' marksmanship skills engaging targets up to maximum effective range; • To improve cadets physical condition.

Learning outcomes	Knowledge	<ul style="list-style-type: none"> • Cadet knows how to apply safety regulations conducting the live firing exercise; • Cadet knows how to apply the correct fundamentals of marksmanship and appropriate aiming and engagement techniques.
	Skills	<p>Individually and in combat pairs:</p> <ul style="list-style-type: none"> • Cadet is able to select a position that allows for adequate observation of assigned sector of fire; • Cadet scans sector of fire using adequate method; • Cadets is able to identify targets in designated sector of fire;



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		<ul style="list-style-type: none"> • Cadet is able to determine range to targets; • Cadet is able to fire on targets using correct fundamentals of marksmanship and appropriate aiming and engagements techniques; • Cadet is able to conduct Close Quarter Battle in different environments (dense forest, built up area etc.); • Cadet is able to apply fundamentals of selective and pointing methods; • Cadet is able to engage targets in short ranges using Heckler & Koch G 36 M1 system with mounted AIMPOINT sight; • Cadet is able to engage targets in mid ranges using Heckler & Koch G 36 M1 system with mounted AIMPOINT sight;
	Competences	<p><u>Cadet is fast</u> (making decision fast), <u>lethal</u> (applies correct marksmanship, appropriate aiming and engagement techniques) <u>and</u> <u>precise</u> (applies fundamentals of safety regulations).</p>

Verification of learning outcomes

- **Observation:**
 Throughout the module cadets are to fulfil given tasks according to Close Quarter Battle tactics (Israel SOF/ British Army small unit tactics). During the training each cadet will be evaluated IOT verify their competences and accuracy to engage targets.
- **Test:**
 During the different training stages live firing tests will be conducted IOT validate cadets in their progression.
 At the end of the practical part of the module a final examination will be conducted to validate each cadet's skills. All tests will be conducted using the elements that were previously trained.

Tactical exercise:
 Every cadet is going to be evaluated based on their performance during the live firing exercises. The evaluation is going to be conducted by instructors on the evaluation sheet after each training stage.



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Module details		
General description: Practical exercises (one normal training day) will be conducted using 2/3 for rehearsals (drills) and 1/3 part for live firing exercises.		
Main Topics	Recommended Working Hours	Details
Safety regulations	1	Safety regulations in live firing exercise
Rifle G-36 M1	2	Description of rifle G-36 M1 and weapon handling test (WHT)
Basic elements of CQB	23	Zeroing of weapons. Live firing in close ranges including close battle elements.
Live firing in mid ranges	8	<ul style="list-style-type: none"> • Target 100m/ shooting from standing; kneeling; prone position. • Target 200m/ shooting from kneeling; prone position. • Target 300m/ shooting from kneeling; prone position.
Live firing in mid distances	15	Target 100-300m/shooting on the move with limited available time.
Close Quarter battle	31	<ul style="list-style-type: none"> • Close quarter battle in different environments (individual basic level). • Close quarter battle in the different environments (individual advanced level). • Close quarter battle in different environments (live firing in pairs). • Close quarter battle in different environments (advanced level in pairs).
TOTAL	80	