

# HK SUBMACHINE GUN OPERATOR



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2000

## **SUBMACHINE GUN OPERATOR COURSE SCHEDULE**

- DAY 1** Administration and Introduction  
Safety, Nomenclature and accessories  
Breakdown and assembly  
Function  
Sights and adjustment and aiming  
MP5 Family  
30rd magazine, Magazine loading  
Fitting the sling  
Fundamentals of Shooting and Ready Position  
Load, unload, reload (Range Class-Dry)  
Stoppages  
Introduction course of fire and zero  
Pre-Test
- DAY 2** Safety brief & Weapon Maintenance  
Double taps  
Stoppage Drills: Back - up Firearms  
Reload drills  
Drug and armor  
Multiple Targets  
Firing positions and the use of cover Lecture  
Position Shooting  
Available cover drills/Snapping in Drills  
Moving target
- DAY 3** Safety brief & Weapon Maintenance  
Introduction to automatic fire  
Trigger Control Drills  
Drug & Armor  
Multiple targets  
Static Turns (shoulder fire)  
Firing on the move (shoulder fire)  
Moving Turns (shoulder)  
Moving Target/Plate Rack Multiples  
MP5 family
- DAY 4** Safety brief & Weapon Maintenance  
Close quarter battle  
Relative Positioning Drills  
Firing on the move (CQB)  
Multiple Targets on the Move (CQB and Shoulder)  
Low light firing / Night Shoot Standards Drill  
Night Multiples on the Move (CQB and Shoulder)
- DAY 5** Written Test  
Standards drill and Qualification course  
Multiple Targets on the Move (CQB and Shoulder)  
Practical exercises  
Debrief, Critique and Graduation

# **TRAINING SAFETY RULES**

## **A. RENDERING THE WEAPON SAFE**

1. Always Point Weapon in a Safe Direction - MUZZLE AWARENESS
2. SAFETY ON (S/white) If Applicable
3. Magazine Removed
4. Bolt, Slide, or Cocking Lever Locked to the Rear
5. Visually and Physically Inspect the Chamber

## **B. FIREARMS SAFETY/MAIN SAFETY RULES**

1. Treat Every Firearm as if it Were Loaded
2. Never Point a Firearm at Anything or Anybody that You Do Not Intend to Shoot, or in a Direction Where an Unintentional Discharge May Do Harm.
3. Never Place Your Finger into the Trigger Guard until Ready to Fire
4. Be Sure of Your Target, Backstop, and Beyond

## **C. GENERAL TRAINING SAFETY RULES**

1. Wrap Around Eye Protection is MANDATORY
2. Ear Protection is MANDATORY
3. Hats (Baseball Style) is MANDATORY
4. Long Sleeve Shirt is Recommended
5. We are Responsible for Each Others Safety - Anyone Seeing a Safety Problem Must Report it Immediately to an Instructor. Additionally, Anyone May Stop an Exercise if They See a Safety Problem
6. Report Any and All Injuries Immediately to an Instructor – Don't Suffer in Silence
7. It is Each Participants Responsibility to Cover All Open Wounds and Cuts Before Class Begins. If this Type of Injury Occurs During the Training Session, the Participant Will Immediately Notify an Instructor, Attend to the Injury; and Cover with First Aid Materials Available which Consists of Band-Aids, Gauze Pads & Tape, Alcohol and/or Disinfectant Wipes. Treat All Blood and Body Fluids with the Utmost Caution. Gloves Will be Used if there is any Possibility of Coming into Contact with Blood or Body Fluids
8. AT NO TIME is any Participant Allowed to Leave the Training Area without the Permission of the Primary Instructor.
9. Remember to Work at Your Own Pace - Don't Over Exert Yourself
10. Realistic Training is Important, However Safety Comes First!
11. Do not Enter Any Unauthorized Areas

#### **D. SIMULATIONS/SIMUNITIONS**

1. Mouth guards Will be Used, as Needed, for Simulation Training
2. No Live Ammunition Will be Loaded or Carried During Simulation Training Exercises (Double Checked by Participants & Instructors)
3. When Using Blank or Marking Cartridges, or Distraction Devices, You may Only Use Those that are Issued and You Must Double Check Them to Insure they are Intact.
4. Issued Protective Gear e.g. Faceshields, Padding, etc. Must be worn properly and at all times during Simulation/Simunition training until directed otherwise by the Instructor.
5. When using Simunition rounds, **No Intentional** Groin or head shots will be allowed and shots within two feet of a roleplayer are not allowed.
6. Students will **immediately** cease activities when a sharp sustained blast of a whistle, and/or an instructor yelling “stop” is announced.
7. Students will immediately cease actions upon a roleplayer announcing “Stop” “Out of Role”!

#### **E. SHOOTING HOUSE SAFETY RULES**

1. Authorized Firearms Instructors Must be Present During Use
2. **BODY ARMOR** Must be Worn by Everyone who Enters the House
3. Prior to Live Fire Exercises, **Rooms Will be Checked** to Insure that No Personnel are Present
4. Firearms Instructors Will Insure Targets are Placed so that when Engaged, Rounds will Not Exit the House
5. Pistol Caliber Ammunition Shall Only be Used (Approved List)
6. No Steel Targets Allowed
7. Instructors Must Review All Targets and Angles of Deflection Before Beginning Live Fire
8. All Damage Must be Repaired, Replaced and Reported
9. During Multiple Use, Doors Must be Double Locked
10. Rotating Light Must be On During Use
11. Fire Extinguishers Must be Present During Use
12. Building Must be Checked for Damage and Fires, then Secured After Use

**F. FIREARMS SHALL NOT BE HANDLED BY PERSONS WITH A BLOOD ALCOHOL CONTENT IN EXCESS OF .00% BY WEIGHT OR UNDER THE INFLUENCE OF DRUGS OR MEDICATION THAT WOULD IMPAIR THEIR MOTOR SKILLS, JUDGEMENT OR BALANCE.**

## **MP5 SUBMACHINE GUN**

**Description:** Through lecture demonstrations, class discussion and live fire range exercises. the student will be able to demonstrate the knowledge and ability to safely handle, load, unload and accurately fire the MP5 Submachine Gun.

**Objectives:** The student will be able to:

1. Accurately identify/know/describe the following:  
Weapon nomenclature, functioning, sight adjustment, safe handling and accessories.
2. Demonstrate proper range safety discipline.
3. Accurately fire at a single and multiple targets from semi-automatic and full automatic modes and stationary and moving position.
4. Properly demonstrate controlled automatic fire accurately.
5. Demonstrate basic fundamentals including stance, grip, cleaning, loading, unloading, sight alignment, trigger control procedures.

**References:** Heckler & Koch MP5 Submachine Gun Owner's Manual  
Heckler & Koch Armorer's Course  
Study Book for MP5 Submachine Gun Family

**Training Aids:** MP5 Owner's Manual  
MP5 Chart #1 Assembly Groups  
MP5 Chart #2 Bolt Assembly  
Diopter Sight Chart  
Accessories for MP5

**Each Student will have:** 1- MP5 Submachine Gun  
1- Sling  
2 - 30 Round Magazines.  
1 - Magazine Holder  
2000 - Rounds of 9mm Ammunition

**Total Time:** 40 hours

## DESCRIPTION

The Heckler & Koch MP5 Submachine gun is a lightweight, air-cooled, magazine-fed, delayed blowback operated, select-fire weapon that can be shoulder or hand fired. The H&K MP-5 submachine gun is chambered for various pistol cartridges to include 9 X 19mm Luger, .40 S&W, and 10mm Auto. It fires from a closed-bolt position in semi-automatic, 2 or 3-round burst, and sustained fire modes. The weapon utilizes the unique H&K roller-locked bolt system used commonly throughout the H&K family of small arms.

The unique features of the H&K MP-5 submachine gun include a free floating cold hammer-forged barrel, stamped sheet steel receiver, fluted chamber, straight-line stock and a pistol grip with ambidextrous safety/selector lever.

The modular design of the weapon consists of six (6) assembly groups, not including the carrying sling. This design provides an unmatched degree of flexibility as these groups can be exchanged with optional groups to create various styles of weapons for numerous operational requirements. This design also allows assemblies to be repaired separately from the weapon which can be fitted with a new group and immediately returned to service.

The serial number of the MP-5 submachine gun is located on top of the weapon's receiver just forward of the rear sight assembly. On pre-1989 sound suppressed MP5SD models the sound suppressor and weapon serial numbers match. Serial numbers on newly manufactured (post-1989) or on the MP5-N, MP5K-N, MP5K-PDW, MP5/10 and MP5/40 **are not** matched to the sound suppressor.

The bare metal surfaces of the MP5 are first phosphated and then black lacquer paint is applied over the phosphating. This dry lacquer coating is applied using a magnetic charge and then baked onto the metal in an oven. The resulting finish is highly resistant to salt water corrosion and surface wear.

**HISTORY**

The H&K MP5 submachine gun was first produced in the mid-1960's as the "HK54" for it's first 9mm submachine gun based on the following code.

1st LETTER	TYPE OF WEAPON	2nd LETTER	CALIBER
1	Box-fed light machine gun	1	7.62 X 51 mm
2	Belt-fed machine gun	2	7.62 X 39 mm
3	Select-fire assault rifle	3	5.56 X 45 mm
4	Paramilitary rifle (German)	4	9 X 19 mm
5	Submachine Gun	5	(not used)
6	Grenade launcher, complete weapon	6	4.6 X 36 mm
7	Grenade launcher, add-on weapon	7	(not used)
8	(not used)	8	(not used)
9	Semi-automatic para- military rifle (USA)	9	40 mm

The H&K HK54 received it's current acronym "MP5" when it was officially adopted by the West German government for use by it's Police and Border Guard as the "Machine Pistol 5", or MP5.

The first MP5's were imported into the U.S. in the very early 1970's. Original HK-Oberndorf produced MP5's were imported into the U.S. and thus marked with "Harrington & Richardson", "Saco", "HK-Inc., Arlington, VA", "HK-Inc., Chantilly, VA", and the present marking "HK-Inc., Sterling, VA". This stamp is located on the right side of the magazine well. All 23 or more of the officially recognized variants of the MP5 submachine gun is imported into the U.S. exclusively by Heckler & Koch, Incorporated (HK-Inc.), located in Sterling, Virginia, for law enforcement and military sale.

The MP5 submachine gun is manufactured by Heckler & Koch, GmbH. ("Inc." in German) in the town of Oberndorf in the Federal Republic of Germany. The town of Oberndorf, located approximately one hours drive south of the city of Stuttgart, is also the same town where the famous arms manufacturer Mauser is located.

Heckler & Koch was founded in 1949 by three engineers, Messrs. Heckler, Koch and Seidel as a manufacturer of machine tools, gauges and precision parts. H&K became famous in 1959 when the new West German Army adopted the H&K G3 assault rifle in caliber 7.62 X 51 mm NATO (.308 Winchester). Since then H&K has designed and manufactured more than one hundred different types of firearms and devices for the most elite and respected military and law enforcement organizations in the world.

There are at present 14 licensed manufacturing plants in the world producing H&K weapons for the host country. H&K MP5's are produced under license in Saudi Arabia, Mexico, Greece, Pakistan, the United Kingdom and elsewhere. **Only those weapons produced at HK-GmbH are sold, serviced, supported or guaranteed in the U.S. by HK-Inc.**







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**ACCESSORIES**

A. Buttstocks

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B. Scope Mounts and Sights

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C. Forearms

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D. Barrel Accessories

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E. Magazines

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F. Sight Adjustment Tool

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G. Brushes

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## Function Check

1. After assembling the UMP, point it in a safe direction and place the *selector switch* on “safe”
2. Pull back the *cocking lever* several times to assure the bolt is free
3. Allow the bolt to go forward under the tension of the recoil spring
4. Pull the *trigger*, the *hammer* should not fall
5. Place the *selector switch* on “semi-auto” and pull the *trigger*. The *hammer* should fall. Release the *trigger*.
6. Pull the *cocking lever* to the rear and allow it to snap forward into battery
7. Pull the *trigger* to the rear and hold it there. The *hammer* should fall
8. With the *trigger* to the rear, re-cock the UMP
9. Release the *trigger* and listen for a “click”. This is the resetting of the *sear*.
10. Place the *selector switch* on “full auto”
11. Re-cock the UMP
12. Pull the *trigger* to the rear and hold it there
13. The *hammer* should fall
14. With the *trigger* to the rear, re-cock the UMP and ride the *cocking lever* forward. As the bolt goes into battery, you should hear the *hammer* fall
15. Continue the “auto” cycle several times, then release the *trigger*
16. Place the *selector switch* on “safe”
17. Lock back the cocking lever

### 2rd burst group

1. Cock the UMP and allow the bolt to go forward into battery
2. Place the *selector switch* on 2rd burst
3. Pull the trigger and hold it to the rear
4. Re-cock the UMP and ride the cocking handle forward into battery, you should hear the hammer fall
5. Re-cock the UMP and ride the cocking handle forward, the hammer should not fall
6. Release the trigger
7. Place the *selector switch* on “safe”
8. Lock back the cocking lever

**FUNCTION**

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**A. Roller Delayed BlowBack**

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**B. Locked Position**

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**C. Unlocked Position**

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**D. Theory**

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## OPERATING PRINCIPLE

One method of utilizing the recoil energy to operate a self-loading firearm is called **Blowback** and broken into two types, simple and delayed. Delayed blowback incorporates a mechanical disadvantage, which must be overcome to unlock the bolt and open the action. This style of bolt system enables the bolt to be light. If the G3 used the simple blowback, the bolt would weight 36 lbs.

The simple blowback system uses the mass of the bolt to cause the delay necessary for the bullet to leave the muzzle. Uzi, Sterling, Sten, M3 Grease gun, Mac 10, and most small .22 semi pistols are simple blowback. **The UMP is a simple blowback operated weapon.**



**B.** Elevation

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**C.** Windage

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**D.** 1-Turn = 2" at 25 yds

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**E.** Bullet Impact  
Low or Left-Clockwise

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**MP5 FAMILY**

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**MP5 SD**

1. Barrel
2. Suppressor
3. Locking Piece
4. Cycle Rate
5. Ammo
6. Cleaning

**MP5 K**

1. Suppressor
2. Cycle Rate
3. Locking Piece







**READY POSITION**

**A.** Weapon in shoulder

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**B.** Dropped below sight (*no tunnel vision*) scanning

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**C.** Finger off the trigger and indexed

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**D.** Manipulation of the Safety Select Lever

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**UNLOAD**

1. Firearm pointed in a safe direction

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2. Safety On

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3. Magazine off

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4. Lock Cocking Lever to the Rear

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5. *Visually and Physically* inspect chamber

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**RELOAD**

A. Lock Cocking Lever to the Rear

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Remove Magazine

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C. Insert Fresh Magazine

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D. **Give a tug** down on fresh magazine

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E. **Slap Cocking Lever** -  
Allowing Bolt Assembly to go Forward

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F. Single stack - **get new magazine before locking back**

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**STOPPAGES**

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A. Empty Magazine

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B. Magazine not seated

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C. Stove Pipe

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D. Double Feed

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E. Rounds stuck behind ejector

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F. Rounds behind bolt

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G. Bad Ammo

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**OPERATOR MAINTENANCE**

**CLEANING**

The MP5 will function in extremely adverse conditions and will operate while quite dirty. However, this is not the recommended method of operation. This firearm is **NOT**



Clean with mineral spirit solvents and brush to remove large deposits of carbon and dirt. Pay particular attention to the barrel extension area. Generally Lube throughout.

### **BOLT GROUP**

Clean with brush and solvent. Air dry. Lube.

### **BUTTSTOCK**

Clean with brush and solvent. Air dry. Lube.

### **TRIGGER GROUP**

Clean with brush and solvent. Flowing or pouring solvent may

help. Air dry. Lube, paying particular attention to the axles.

### **HANDGUARD**

Wipe off with damp cloth or wash with soap and water and air dry completely. Do not lube, but you may have to wipe the handguard with an oiled cloth lightly if a white residue appears.

### **MAGAZINE**

Wipe off the outside and the follower then lube to prevent rust.

### **VISUAL CHECKS**

The operator should know his gun well enough to know if there is something wrong with it. He should perform a visual inspection of the gun as he is cleaning it.

### **REPORTING**

Encourage your people to report problems, not fearing retribution.









**B.** Margin of error

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**C.** DT Zero misses

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**D.** Objective is to stop suspect

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**E.** Pelvic Area

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**FORWARD**

**A.** Firearm pulled tight into shoulder

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**B.** Consistent Upper body Platform

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**C.** Legs become shock absorbers

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**D.** Roll your feet

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**E.** Walking

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**F.** Speeds

- 1. Covert
- 2. Warrant
- 3. Rescue

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**G. Commands**

- 1. Move
- 2. Threat
- 3. Up

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**BACKING OUT**

**A.** Firearm pulled tight into shoulder

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**B.** Maintain Weight Transfer

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**C.** Legs become shock absorbers

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**D.** Roll your feet

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**E.** Reverse Step

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**F.** Step and Drag/Drag and Step

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**G.** Speeds

- 1. Covert
- 2. Warrant
- 3. Rescue

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**H.** Commands

- 1. **Back out**
- 2. Threat
- 3. Up

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**MOVING TURNS SHOULDER**

A. Stress safety - *Don't break the laser rule*

B. Stress stance

C. Counting rounds

D. Zero misses

E. Fire only at your target

F. Moving left, right, and about when given the command to fire turn towards the target and fire. **Finger off the trigger until on target! Do not sweep firearm!**

G. Ready Position

H. Speeds

1. Covert
2. Warrant
3. Tactical "jog"

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**CLOSE QUARTER BATTLE**

A. Technique using the Sling to Stabilize the Firearm

- B. Uses
1. Fallen Down
  2. Off Balance

**3. Gas Mask**

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**C. Used From 10 yds or Less**

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**D. Ready Position - *Finger Indexed off Trigger***

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**E. Support Arm Locked Out**

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**F. Sling Tight**

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**G. Firearm Chin Level, Centered on Body**

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**H. Both Eyes open - *Referencing across Top of Front Sight***

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**I. Thumb on Safety**

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**J. Remove Safety While Presenting Firearm**

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**RELATIVE POSITIONING**

A. Reasons why

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B. Side & Back

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C. **Safety** - rounds and muzzle elevation

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D. Emergency close in

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**LOW LIGHT FIRING**

A. EYES

1. The Retina

2. The Pupil

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3. **Photoreceptor Cells - Rods and Cones**

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4. Optic Nerve

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**B. CONSIDERATIONS**

1. Dark Adaptation

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a. **Visual Purple**  
(*Rhodopsin*).

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2. **Depth perception**

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3. **Contrast of color**

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4. The dead spot

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5. Someone who is in the dark and looking towards or into a lit area can see very well. Conversely, however, a person who is in a lit area looking towards the dark cannot see as well into the dark

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6. Pupils are sympathetic

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7. High or Low Firing  
a. ***"Don't fight or out think your body"***

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8. Eye Glasses

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9. Dark objects

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10. Available light

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**C. ACCESSORIES**

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1. Flashlight

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2. Lasers

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3. Nights Sights

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4. Car lights

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5. Flares

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6. Chemical lights

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7. Strobes

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8. Night vision goggles

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**D. GENERAL RULES**

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**B.** Dummy rounds go to back up

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**C.** Multiple hostage

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**D.** Head shots only

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**E.** Team events

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# QUALIFICATION COURSE

RANGE	RDS	POSITION	FIRE	REPS	TTL RDS	TIME
5yds	3	Standing	Auto	2	6	1.5
7yds	4	Standing	Auto(3rds body 1rd head)	2	8	2.0
10yds	3	Standing	Auto	2	6	1.5
15yds	2	Standing	Semi	3	6	1.5
25yds	4	Standing	Reload-Drill Semi 2rds, reload, 2rds	1	4	8.0
25yds	2	Kneeling	Semi	2	4	2.0
25yds	2	Standing	Semi	3	6	2.0
50yds	2	Prone	Semi	2	4	3.0
50yds	2	Kneeling	Semi	3	6	3.0
Total Rds					50	

2-30 rd mags

Start "Ready Position

Passing Score = 80

2 Points each hit

# STANDARDS DRILLS

	<b>RANGE</b>		<b>DRILL</b>	<b>RDS</b>	<b>TIME</b>
<b>Semi</b>	10yds	N	Dbltap	2rds	1.5
	10yds	N	Reload	2rds,reload,2rds	7.0
	10yds		Stoppage	Dry fire, Backup Fire 2rds	4.0
	10yds		Body armor	2rds Body, 1rd Head	2.5
	10yds		Multiple (2)	2rds Body each Trgt	2.5
<b>Auto</b>	10yds	N	Auto	3rd burst Body	1.5
	10yds		Body Armor	3rds Body, 1 rd Head	2.5
	10yds	N	Multiple (2)	3rds Body each Trgt	2.5
<b>Semi</b>	15yds		Dbltap	2 rds	2.0
	25yds		Dbltap kneeling	2 rds	2.5
	50yds		Dbltap prone	2 rds	3.0

