

2014 US ARMY LONG RANGE CHAMPIONSHIPS

8 – 11 SEPTEMBER 2014



U.S. ARMY®



OFFICIAL MATCH BULLETIN

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UNITED STATES ARMY MARKSMANSHIP UNIT

CONDUCTED BY

THE UNITED STATES ARMY MARKSMANSHIP UNIT, FORT BENNING, GEORGIA

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2014 US ARMY LONG RANGE CHAMPIONSHIPS
PART I
GENERAL INFORMATION

1. GENERAL: The US Army Long Range Championship is an advanced combat live-fire training event. Training and skill exercises are applicable to all military Long Range firing disciplines. While the elements and spirit of competition are important, all Soldiers are reminded that the Army's critical intent is to develop combat firing skills at the entry and intermediate level (as well as recognizing superior skill at the highest levels) to raise the standard of marksmanship across the entire force.

2. DATES: 8-11 September 2014

3. MATCH REGISTRATION SITE: Hook Range Roundhouse.

4. MATCH OFFICIALS: The Chief of Competitions, US Army Marksmanship Unit (USAMU) is the Match Director. The US Army Long Range Championship Officer-in-Charge (All-Army OIC) is the USAMU HHD Commander and can be contacted at commercial telephone number (706) 545-7174, or Defense Switching Network (DSN) 835-7841, FAX (706) 545-6252 or DSN 835-6252.

5. COMPETITOR REQUIREMENTS:

a. Active Army. Must be a member of the US Army, on active duty and have a minimum of 120 days remaining on their current term of service.

b. Army Reserve. Must be a member of the US Army Reserve, ordered to active duty for training, or attending under official orders.

c. National Guard (NG and ANG). Must be an active member of the US Army or Air National Guard, authorized to attend on official orders, from the appropriate National Guard headquarters.

d. Civilians, cadets and military personnel from other services or allied countries are prohibited from participating in any event conducted during these matches.

6. TEAM REQUIREMENTS:

a. There will be a two man team event on Thursday after the individual matches. The team members must be from the same unit, battalion or brigade.

7. COMPETITOR CLASSIFICATION:

a. Individual matches. This will be an Open match and there are no other classifications, i.e. the NRA classification system does not apply during these matches.

8. REGISTRATIONS AND ENTRY: Entries: Match programs will be available on the USAMU website www.usamu.com. Competitors should forward registration form by 25 August 2014. Please fax to (706) 545-6252, or email to clarence.j.fedrick.civ@mail.mil or US Mail to:

Commander, US Army Marksmanship Unit,
ATTN: Competitions/S3
7031 Bill Street
Fort Benning, GA 31905-3103

a. All individual competitors **MUST** pre-register by fax, e-mail, or regular mail by **25 August 2014**. Walk in individuals will **not** be accepted, unless prior approval is obtained from the Match Director. This championship is limited to 80 competitors, which is range capacity. Entries will be **first come first served** until 80 are received. Entries will be replied via email, so ensure you add a legible email address on your entry form.

b. All non-Fort Benning individual competitors and teams must have TDY orders, permissive TDY, or be on leave upon arrival at Ft Benning.

c. Entry Fees: There are no entry fees to compete. However the competitor will be responsible for all transfer costs and shipping of any awarded items if necessary.

9. REPORTING: ALL COMPETITORS must first report to the Hook Range Roundhouse to register then to Parks Range Weapons Security Bunker #154 to secure weapons. Match check in will become operational at 1300 hours on 8 September 2014. All competitors must be formally checked in NLT 1630 hours, 8 September 2014. USAMU HQ, Bldg. #243, will have a Staff CQ available at 1530 daily, phone number (706) 545-1272, or toll free for after duty hours, cell phone 877 837-7928.

10. WEAPONS SECURITY: Parks Weapons Security will open at 1300 hours, 8 September 2014. Teams are NOT allowed to store weapons at any other location. All weapons will be inspected by USAMU Custom Firearms Shop personnel to insure the weapons are safe to use and have not been modified. Weapons will not be taken into quarters, stored in vehicles, taken off Fort Benning, or left unattended. Failure to follow this policy will result in disqualification. Individuals failing to turn in their weapon to weapons security by 1630 hours each day, or within 1 hour after the completion of firing, forfeit their scores for that day. A weapon cleaning area will be provided near the weapons storage bunker for the collection of hazardous waste (bore solvent and oil soaked patches). Weapons cleaning will **NOT** be done in quarters, parking lots or in the areas adjacent to the ranges. Individuals are responsible for their own cleaning equipment.

11. TRANSPORTING GOVERNMENT WEAPONS: Many competitors have previously encountered difficulties with their chain of command allowing them to transport their assigned government weapons to the US Army Small Arms Championships. The following excerpts have been taken from AR-190-11 "Physical Security of Arms, Ammunition, and Explosives" dated 5 SEP 2013, and are intended to assist you should you be asked questions regarding transportation of government owned weapons:

4-6. Weapons and ammunition for marksmanship matches and other special purposes

a. Weapons and ammunition for marksmanship matches and other purposes will be protected at all times.

b. When not in use, marksmanship weapons used in matches or ceremonies away from a military installation will be stored in authorized active Army, ARNG, USAR, or ROTC arms rooms. Weapons and ammunition may be stored in a civilian police station under police control. If these facilities are not available, weapons and ammunition will be stored in locked containers or rooms attended at all times by at least one team member or designated person.

7-12. Transportation of marksmanship weapons and ammunition

Marksmanship weapons and ammunition may be transported to, from, and between ranges, matches, and authorized storage locations in privately owned vehicles in a secure manner as possible, consistent with the design of the vehicle. Such items must be protected from view and must not be left unattended during halts. Storage during overnight halts or matches must be per [paragraph 4-6](#) of this regulation. Authorization to transport marksmanship weapons and ammunition in a privately owned vehicle must be listed on travel orders or other official documentation.

12. HOUSING: Individual competitors are responsible for making individual billeting arrangements. The Fort Benning Lodging Office is located in Olson Hall, Building 399D, (706) 689-0067, ext 4701. Rooms, if available, cost \$28.00 to \$33.00 for single and \$5.00 for each additional guest per day and may be reserved using a VISA, Diner's Club, or MasterCard. Also located on Fort Benning is the Uchee Creek MWR camp ground and marina, (706) 685-3060, web site: www.benningmwr.com which has RV sites and cabins for rent, and a manager is on-site at all times.

13. RATIONS: Due to the wide range of activities and firing schedules, no practical feeding arrangements can be made. Soldiers TDY to Fort Benning will have a statement included in their orders to the effect that "Rations are unavailable due to mission requirements." The Fort Benning Billeting Office will not issue nonavailability of ration statements.

14. TRANSPORTATION: Military transportation to and from the storage facility is available during this championship. For all other transportation needs a rental vehicle office is located at the Columbus Metropolitan Airport where there are a number of rental car vendors. Ft. Benning utilizes a smartphone application called "NotLost" that will enable you to navigate the installation through turn-by-turn directions simply by entering a building number. NotLost can be downloaded by searching your device's application store.

15. SQUADDING PACKETS: Competitor packets containing squadding tickets, scorecards and match information will be issued to each competitor upon check in at Match Headquarters. Pre-registration by 25 August 2014 is **mandatory**.

16. ORIENTATION MEETINGS/TRAIN THE TRAINER CLINICS: Dates, times, and locations of orientation meetings will be posted in Match Headquarters during in processing and on the match bulletin board.

17. TEAM MEETINGS: Individual competitor meetings will be held daily on the range 20 minutes after the end of the days firing.

18. VEHICLE RANGE PASSES: Teams having ordnance and/or weapons storage vans will receive passes for those vehicles. Requests for additional passes will be handled on a case-by-case basis.

19. EMERGENCY CONTACT: In the event of a bona fide emergency, teams/individual competitors may be contacted through AMU Headquarters, phone: DSN 835-1272/4018; commercial (706) 545-1272/4018 or toll free 877-256-8070.

20. UNIFORM: This is a military activity and all Soldiers are expected to be in proper uniform and observe appropriate military courtesy. The uniform for all Soldiers is battle dress uniform (BDU/DCU/ACU) with cap, plus shooting equipment/apparel that is allowed/required for match participation under the rules listed in this program. All shooting equipment/nonstandard uniform items will be removed prior to leaving the range and will not be worn in parking lots, Match Headquarters, billet areas, or other facilities on or off post.

21. CEREMONIES: Award Ceremony. An awards ceremony will be conducted at Hook Range Sergeant's Memorial Court (located across the parking lot from match registration). **All competitors and support personnel are required to attend the award ceremony.**

22. LOCAL WEATHER CONDITIONS: Local temperatures can range from 30 to 80 degrees Fahrenheit. It is very common to have wind, rain, and cool temperatures simultaneously. Be prepared for the worst, and bring serviceable, warm wet weather gear.

23. OFFICIAL BULLETIN BOARD: The official bulletin board will be outside of match registration and will be the only official place that the match directors announcements, match preliminary results and final result bulletins will be posted. All competitors must review the official bulletin board at least once daily.

2014 US ARMY LONG RANGE CHAMPIONSHIPS
PART II
MATCH CONDITIONS

1. RULES: Matches will be conducted in accordance with the following rules and regulations:

a. AR 350-66, Small Arms Competitive Marksmanship

b. AR 190-11. Physical Security of Arms, Ammunition and Explosives

c. Rules and regulations contained in this program, Match Director's Bulletins, and NRA High Power rules (unless otherwise stated in the program), and rules agreed upon in team captains meeting.

2. MATCH OFFICIALS: The Chief of Competitions, US Army Marksmanship Unit is the Match Director. Jury members, Protest Committee members, and other match officials will be announced in Match Director's Bulletins.

3. ARMS AND EQUIPMENT: Competitors/teams are responsible for furnishing their own arms and equipment. USAMU has a limited number of M40/24 rifles available for issue to Soldiers assigned to TDA activities (**coordination must be made in advance**). Competitors will have the minimum uniform and equipment outlined in Part IV and Part V of this program. Authorized arms are as follows:

4. ARMS AND EQUIPMENT: Competitors/teams are responsible for furnishing their own arms and equipment. USAMU has a limited number of M40/24 rifles available for issue to Soldiers assigned to TDA activities (**coordination must be made in advance**). Competitors will have the minimum uniform and equipment outlined in Part IV and Part V of this program. Authorized arms are as follows:

a. There will be two classes of rifles allowed in the Long Range Championships:

1) Service: US Rifle, Caliber 7.62mm, M21 or M24 as described in TM 9-1005-221-10 and TM 9-1005-306-10, respectively; any SR25/M-110 (7.62mm) or M14 equipped with optics (Designated Marksman configuration) issued from your unit. No M1A, M1C, AR-10, M1D, commercial equivalent, or other long-range rifle is authorized.

2) Bolt: US Rifle, Caliber .300 Winchester Magnum M2010, or M-24 as described in TM 9-1005-306-10. Bolt competitors are required to furnish their own ammunition for the matches; however, a limited amount of .300 Winchester Magnum ammunition (A191) may be available to competitors on a "first come, first serve" basis.

b. Weapons will be inspected for safety and unauthorized modification. All triggers are subject to weight checks throughout the competition. Weapons that do not meet minimum trigger weight will disqualify the competitor for that day. If the minimum trigger weight can be made prior to the next match of the day being fired then the competitor may continue. The match will not stop to allow for trigger adjustment.

5. AMMUNITION: All competitors will use the ammunition issued on the firing line:

- a. Rifle: 7.62 mm Long-Range Special Ball, Mark M118LR or commercial equivalent.
- b. Rifle: 300 win magnum, A191, or commercial equivalent.

6. TEAM MATCHES:

a. There will be a two man team event (shooter & spotter) on Thursday after the individual matches. The team members must be from the same unit, battalion or brigade.

7. CHALLENGES AND PROTESTS:

a. **CHALLENGES.** Rulings of the (rifle) Pit Officer concerning the number of hits/score of a challenged target are final. Challenges/protests will not be accepted from anyone except individual competitors (individual matches) and the team captains of firing teams (team matches).

b. **PROTESTS.** The team captain in team matches and the individual competitor may protest the operation of the matches at any time. Protests must be immediate or they will not be allowed. Any complaint or protest arising at the firing point will be brought to the attention of the Range OIC at once. If the decision (other than shot value) is disputed, or if the complaint or protest is not dealt with agreeably on the spot, the protest must be put in writing by the team captain in team matches (or the competitor in individual matches), and given to the Range OIC. Protest forms are available at each range tower. Upon receipt of the official protest the Range OIC will:

- 1) Acknowledge receipt of the official protests
- 2) Notify the competitor that the Protest Committee (PC) will be formed.
- 3) Notify the competitor as to the time, date and location the committee will meet.
- 4) Notify the Match Director and All Army OIC of the receipt of an official protest.

c. **PROTEST COMMITTEE (PC) DUTIES AND RESPONSIBILITIES.** Upon receipt of the written protest, the Match Director will form the PC to resolve the official protest. The All Army OIC will brief the Chairman and the PC on their duties. The Official Match Program is the primary reference document. The PC will consist of the Match Director and three members. The PC will convene in the Match Directors office at the predetermined time. The PC will contain the following individuals:

- | | |
|------------------------|----------------|
| 1) Non-voting Chairman | Match Director |
| 2) Voting member | TBD |
| 3) Voting member | TBD |
| 4) Voting member | TBD |

d. Failure of the protesting individual or Team Captain to be present at the appointed time will result in an automatic denial of the protest, unless the Match Director has granted a time extension. The PC will/may question all individuals involved and examine all evidence. The individual may be present during the examination of witnesses, as long he/she does not disrupt the proceedings. The individual may, with permission of the Match Director, ask questions of witnesses. The PC may examine the witnesses and range staff, weapons and equipment, and any other materials relevant to the protest.

e. Rulings of the Match Director concerning protests are final. Challenges/protests concerning decisions by the Match Director to alter or cancel matches in the interest of safety or because of interrupted fire/inclement weather will not be accepted.

8. BULLETINS:

a. Preliminary bulletins will be posted on the official bulletin board at Match Headquarters and at the range where they will remain during the challenge period. The Match Director will prescribe the challenge period (which will be not less than one hour after posting of the preliminary bulletin) and it will be shown on each preliminary bulletin.

b. Preliminary bulletins, which are not challenged, will become final and constitute the basis for the official match bulletin. After all legal challenges are resolved and the challenge period has expired, the Match Statistical Officer will publish an award schedule and official match bulletin listing the standing of competitors/teams. Official results will be released through the USAMU Statistic Office.

c. Awards. Awards are issued in accordance with the appropriate awards bulletins. **Attendance at the awards ceremony is mandatory for all competitors.** Unclaimed awards **will not** be mailed to any individual or team.

9. SIGHTING/PRACTICE SHOTS: Sighting/practice shots are prohibited during any phase of these matches except during scheduled Rifle sighting in times.

**2014 US ARMY LONG RANGE CHAMPIONSHIPS
PART III
SCHEDULE OF EVENTS**

Day One (Monday, 8 September): Parks Range

1300-1630 Check-in Parks Range, bldg 1612 and weapons turn in to the arms bunker.

Day Two (Tuesday, 9 September): Maertens Range

0700-0745 Load buses @ Parks range

0900-UTC Match 401, Individual

800 yards-10 sighters-15 rounds for record, 30 minutes

900 yards-10 sighters-15 rounds for record, 30 minutes

1000 yards-10 sighters-15 rounds for record, 30 minutes

@ COB Competitors meeting on range, 20 minutes after cease fire.

Day Three (Wednesday, 10 September): Maertens Range

0700-0730 Load buses @ Parks range

0800-UTC Match 402, Individual

800 yards-2 sighters-15 rounds for record, 26 minutes

900 yards-2 sighters-15 rounds for record, 26 minutes

1000 yards-2 sighters-15 rounds for record, 26 minutes

@ COB Competitors meeting on range, 20 minutes after cease fire

Day Four (Thursday, 11 September): Maertens Range

0700-0730 Load buses @ Parks range

0800-1100 Match 403, Individual

1000 yards - 2 sighters - 15 rounds for record, 26 minutes

1100 - 1200 Break

1200 - 1430 Match 404, Team

Two man teams, 1000 yards, 2 sighters – 15 rounds for record, 26 minutes

1630 – 1700 Awards Ceremony at Hook Range Sergeant's Memorial Court.

NOTE: This schedule is subject to change. See the USAMU S3 Competitions, 706-545-5279, for most current update.

2013 US ARMY LONG RANGE CHAMPIONSHIPS
PART IV
RANGE OPERATIONS

1. RIFLE RANGE SAFETY

a. **General:** The primary responsibility of the range staff is to conduct the matches in a safe manner. Everyone on the range is responsible for safety. Anyone may call a cease-fire to prevent an unsafe act. There are five general safety rules, which are strictly enforced:

- 1) Assume all weapons are always loaded.
- 2) Never let the muzzle cover (or point at) anything you are not willing to destroy.
- 3) Keep your finger off the trigger until your sights are on target.
- 4) Keep weapon on safe until ready to fire.
- 5) Be sure of your target. Know what it is, what is in line with it, and what is behind it.

b. **Dry Firing:** Dry firing or sighting in with an unloaded weapon may only be done under the supervision of range staff on the firing point, provided no one is in front of the firing line. Competitors will not leave the firing line without having their weapon cleared by a block officer.

c. **Handling of Rifles:** There are four areas where rifle competitors are allowed to handle their weapon. These rules are STRICTLY enforced and disqualification will result for those who fail to abide by them. They are:

- 1) On the firing line.
- 2) At the weapons cleaning area.
- 3) When transferring the weapon from the security vault to the range.
- 4) At the armorer van, when instructed by the armorer to present the weapon for repair.

d. **Hearing Protection:** Hearing protection is mandatory on all ranges.

e. **Weapons Security:** Weapons will not be taken from the range complex to motels, cafes, dining facilities, or the barracks. All weapons will be secured in the weapons security area upon completion of firing.

f. **Alcohol:** Alcoholic beverages WILL NOT be consumed on the range at any time. Competitors exhibiting any evidence of having consumed alcohol prior to his/her arrival at the range will be disqualified.

g. **Eye Protection:** Eye protection is highly recommended on the rifle range and mandatory while in the pits. Prescription eyeglasses or standard issue safety shooting glasses will suffice. Safety glasses are not available for issue.

h. **Sight Adjustments:** Rifle sights may be adjusted at any time utilizing proper safety procedures, i.e. keeping the weapon down range at all times, under the supervision of a block officer.

i. **Safety blocks/Safety flags:** Safety blocks/Safety flags are mandatory and are to remain in the weapon at all times until directed otherwise by the Range Control Tower.

2. RANGE COMMANDS AND POSITIONS

a. RANGE COMMANDS

1) The rifle is at “**LOAD**” when: a magazine is in the rifle, a round is in the chamber, the bolt is forward (action cocked), and the selector lever is on "safe".

b. **RIFLE FIRING POSITIONS DEFINED:** In the All Army Long Range Championships, with the exception of wearing the equipment specified in the match program, the positions used will be as defined below.

1) **The Ground:** All references to “the ground” in the following position rules are to be construed as applying to the surface on the firing point, floor, or shooting mats, and platforms that are customarily used on shooting ranges.

2) **Artificial Support:** Any supporting surface except the ground not specifically authorized for use in the rules for the position described. Digging of elbow or heel holes at the firing points which form artificial support for the elbows, arms, or legs is prohibited. Use of artificial support (such as back braces) is prohibited.

3) **Prone Unsupported Position:** Body extended on the ground, head toward the target. The rifle will be supported by both hands and one shoulder only. No portion of the arms below the elbows shall rest upon the ground or any artificial support, nor may any portion of the rifle or body rest against any artificial support. The magazine may not compress the jacket or shirt to the ground as to provide artificial support. The butt of the rifle must be held against the front of the shoulder on the outside of the shooting coat or shirt and must not touch the ground.

4) **Prone Supported Position:** The butt of the rifle must rest against the shoulder or armpit. At least one elbow must touch the ground, with the rest of the body mostly in direct contact with the ground. Magazines may be rested on the ground.

5) **Sniper Supported Position:** The butt of the rifle must rest against the shoulder or armpit. At least one elbow must touch the ground, with the rest of the body in direct contact with the ground. A front rest, or bipod legs may be used to support the rifle. A rear rest may be used to support the butt of the rifle. The front and rear rest must be of military design or issue. Non-standard equipment will be evaluated by the Match Director on a case by case basis.

3. RIFLE SCORING: Individuals are responsible for verifying the score entered on their scorecard before turning in the card and leaving the range. Scorecards will be issued on the range to replace lost scorecards. The target used for the US Army Long Range Championships will be the NRA LR Target. The target and the dimensions are described below.

a. NRA Long Range Target Dimensions:

X-Ring:	10"
10-Ring:	20"
9-Ring:	30"
8-Ring (aiming black)	44"
7-Ring	60"
6-Ring	any shot on paper outside of the 7-ring

b. Rifle Slow Fire Matches:

1) Competitors are required to score and mark targets unless otherwise directed by the Range Officer.

2) Upon completion of the match, scorecards will be verified and signed by the competitor and scorer. It is the competitor's responsibility to ensure his scorecard has been correctly completed and the correct numbers of hits and their value have been documented. The statistical officer will re-compute the total value on the scorecard. The competitor or team is responsible for turning in the score card to range personnel.

3) Any objection to the scores entered on an individual or team score card must be made immediately on the firing point. Subsequent challenges will not be accepted.

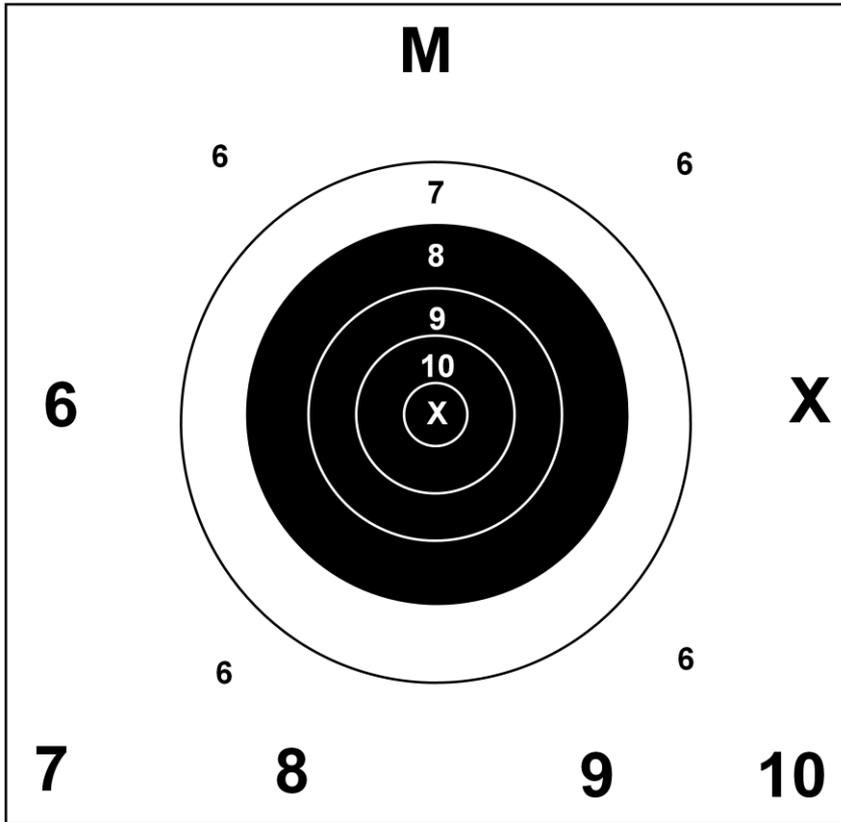
4) If no shot is marked or scored after a shot has been fired, the competitor or the scorer may request range personnel to have the target pulled and marked.

5) Scorer must have a scope or binoculars.

c. Target Marking and Scoring:

1) During slow fire matches, each shot will be marked separately. The actual shot hole will be indicated by a spotting disc and the shot value will be indicated by a scoring disc.

2) During slow fire, a fluorescent orange disk will mark value and location.



3) During slow fire matches, the competitor will commence his record shots immediately after the sighting shots have been marked. There will be no delay to paste an old shot; the old sighting shot will be pasted when the new shot is marked.

4) During scoring, the scorer will tell the shooter which shot he fired and the value of the shot. i.e., "Your first sighting shot is an X." The scorer can tell the competitor the location of the shot but cannot tell him how to correct his shot, i.e., "Your sixth shot is a X at 6."

5) When a shot touches the line between two scoring divisions of the target, the competitor will be credited with the higher value.

4. CHALLENGES IN RIFLE MATCHES:

a. Slow Fire Matches: During slow fire matches, the signaled value of a hit may be challenged only before any subsequent shot has been fired at the same target. The following procedures will be used to determine the results of the challenge.

1) If the challenge is for a hit, the hit or a miss will be signaled.

2) If the challenge is for a higher value, the correct value will be signaled.

3) During slow fire matches, a ricochet will be signaled as a miss. No spotting disc will be shown. A shot will not be declared a ricochet unless it gives evidence (by the

throwing of sand or dirt against the target in the pits) that it has previously struck the ground. An elongated hole is not, by itself, evidence of a ricochet.

5. TIE-BREAKING PROCEDURES:

a. Individual Matches: The following steps will break ties in individual matches in order.

1) Single Stage.

a) By the greatest number of "X"s.

b) By inverse order of shots, counting singly from the last shot to the first shot.

2) Multiple Stages at different distances.

a) By the greatest number of "X"s.

b) By the score obtained at the longest distance, the next longest distance, etc.

c) Multiple Stages at different distances, but the score at each distance and/or stage cannot be determined. (Scored as single target)

d) By the greatest number of "X"s.

e) By the greatest number of hits of highest value, next highest value, etc.

f) Multiple Stages at different distances, but the score at each distance and/or stage cannot be determined. (Scored as multiple sets of targets)

g) By the greatest number of "X"s.

h) By the scores of "targets sets" in reverse order.

3) Individual unbreakable ties will be determined by the following:

a) A "sudden death" shoot off, one shot per minute, low score per engagement to be eliminated.

b. Team Matches: Same rules apply to team matches.

6. UNIFORMS AND EQUIPMENT REQUIREMENTS:

- a. VIP/visitors/observers: Battle Dress Uniform (BDU/DCU/ACU) with soft cap.
- b. Range personnel: BDU/DCU/ACU with distinctive cap.
- c. Individual Competitors: BDU/DCU/ACU. This will include at a minimum the following equipment:
 - 1) Authorized combat boots
 - 2) Hearing protection.
 - 3) Additional competitor equipment allowances and limitations:
 - a) Issue cold weather undergarments and combat sweaters are permitted.
 - b) Issue wet weather clothing may be worn, including overshoes, ponchos, raincoats and trousers.
 - c) Issue gloves (without any modification) may be worn. Shooting gloves or mitts are not allowed.
- d. Civilian clothing is not allowed for competitors.
- e. Elbow and kneepads are allowed.
- f. The issue poncho, shelter half, or equivalent may be used as a ground cover or as a firing mat. No other ground sheets, sleeping mats or Thermarest pads, or firing mats may be used.
- g. Rucksacks and butt packs may be used at the option of the competitor. These items must be Government Issue or equivalent (MOLLE patrol pack, 3-day pack, or Camelback/utility pack) in camouflage or military color.
- h. Shooting stools may be used but cannot be taken forward of the assembly line.

7. OPTICAL AIDS ALLOWED:

a. Binoculars and Telescopes: Binoculars (up to 10 power x 50 mm) and spotting telescopes (up to 60 power x 82 mm), with stands or rests, are allowed for rifle.

b. Eyeglasses and Sighting Devices: Prescription eyeglasses clear safety glasses, prescription sunglasses, or contact lenses are permitted. Civilian eyeglasses or sunglasses must conform to paragraph 1-15, AR 670-1. Altering, covering, or modifying eyeglass lenses is not permitted. Use of an eye patch covering the non-firing eye is not permitted. Sighting devices, such as Gehmann clip on iris, Merit adjustable aperture, or Knobloch adjustable shooting glasses, are not permitted. This also includes putting blinders on Kevlar's, and patrol hats.

2013 US ARMY LONG RANGE CHAMPIONSHIPS

Match 401:

1. Stage 1-Long Range Rifle, 800 Yard Match

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: See equipment Part IV.
- c. Conditions: Slow Fire, long-range, limited to 80 competitors
 - 1) Range: 800 yards
 - 2) Position: Sniper Supported
 - 3) Shots: 15 shots for record. 10 rounds allowed for practice firing with coaching may be fired within the match time authorized (30 minutes) provided all practice firing is completed BEFORE any record shots are fired. COMPETITOR must advise their scorer BEFORE firing the first record shot by stating "FIRST RECORD SHOT". The scorer will ensure that no coaching or practice firing takes place after record firing begins. If after firing 7 rounds, any competitor not hitting the paper can be withdrawn from the match if deemed a safety hazard.
 - 4) Rifles: Sniper.
 - 5) Target: NRA MR-1 target, Targets will be pulled, marked, and scored after each shot.
 - 6) Timing: 30 minutes
 - 7) Scoring: Maximum points 150-15X
 - 8) Competitors will be squadded one per target.

2. Stage 2-Long Range Rifle, 900 Yard Match

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: See equipment Part IV.
- c. Conditions: Slow Fire long-range, limited to 80 competitors.
 - 1) Range: 900 yard
 - 2) Position: Sniper Supported

3) Shots: 15 shots for record. 10 rounds allowed for practice firing with coaching may be fired within the match time authorized (30minutes) provided all practice firing is completed BEFORE any record shots are fired. COMPETITOR must advise their scorer BEFORE firing the first record shot by stating "FIRST RECORD SHOT". The scorer will ensure that no coaching or practice firing takes place after record firing begins. If after firing 7 rounds, any competitor not hitting the paper can be withdrawn from the match if deemed a safety hazard.

4) Rifles: Sniper.

5) Target: NRA LR target, Targets will be pulled, marked, and scored after each shot.

6) Timing: 30 minutes

7) Scoring: Maximum points 150-15X

8) Competitors will be squadded one per target.

3. Stage 3- Long Range Rifle, 1000 Yard Match

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: See equipment Part IV.

c. Conditions: Slow Fire long-range, limited to 80 competitors.

1) Stage 1:

a) Range: 1000 yards

b) Position: Sniper Supported

2) Shots: 15 shots for record. 10 rounds allowed for practice firing with coaching may be fired within the match time authorized (30) minutes) provided all practice firing is completed BEFORE any record shots are fired. COMPETITOR must advise their scorer BEFORE firing the first record shot by stating "FIRST RECORD SHOT". The scorer will ensure that no coaching or practice firing takes place after record firing begins. If after firing 7 rounds, any competitor not hitting the paper can be withdrawn from the match if deemed a safety hazard.

a) Rifles: Sniper.

b) Target: NRA LR target, Targets will be pulled, marked, and scored after each shot.

c) Timing: 30 minutes

d) Scoring: Maximum points 150-15X

Match 402

1. Stage 1- Long Range Rifle, 800 Yard Match

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: See equipment Part IV.
- c. Conditions: Slow Fire, long-range, limited to 80 competitors
 - 1) Range: 800 yards
 - 2) Position: Sniper Supported
 - 3) Shots: 2 sighting shots followed by 15 shots for record in a time limit of 26 min. Coaching will ONLY be allowed for the 2 sighting shots. The scorer will ensure no coaching or practice firing takes place after record firing begins. If after firing 7 rounds, any competitor not hitting paper can be withdrawn from the match if deemed a safety hazard
 - 4) Rifles: Sniper.
 - 5) Target: NRA MR-1 target, Targets will be pulled, marked, and scored after each shot.
 - 6) Timing: 22 minutes
 - 7) Scoring: Maximum points 150-15X
 - 8) Competitors will be squadded one per target.

2. Stage 2- Long Range Rifle, 900 Yard Match

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: See equipment Part IV.
- c. Conditions: Slow Fire long-range, limited to 80 competitors.
 - 1) Range: 900 yard
 - 2) Position: Sniper Supported
 - 3) Shots: 2 sighting shots followed by 15 shots for record in a time limit of 26 min. Coaching will ONLY be allowed for the 2 sighting shots. The scorer will ensure no coaching or practice firing takes place after record firing begins. If after firing 7 rounds, any competitor not hitting paper can be withdrawn from the match if deemed a safety hazard

- 4) Rifles: Sniper.
- 5) Target: NRA LR target, Targets will be pulled, marked, and scored after each shot.
- 6) Timing: 22 minutes
- 7) Scoring: Maximum points 150-15X
- 8) Competitors will be squadded one per target.

3. Stage 3- Long Range Rifle, 1000 Yard Match

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: See equipment Part IV.
- c. Conditions: Slow Fire long-range, limited to 80 competitors.
 - 1) Range: 1000 yards
 - 2) Position: Sniper Supported
 - 3) Shots: 2 sighting shots followed by 15 shots for record in a time limit of 26 min. Coaching will ONLY be allowed for the 2 sighting shots. The scorer will ensure no coaching or practice firing takes place after record firing begins. If after firing 7 rounds, any competitor not hitting paper can be withdrawn from the match if deemed a safety hazard
 - 4) Rifles: Sniper.
 - 5) Target: NRA LR target, Targets will be pulled, marked, and scored after each shot.
 - 6) Timing: 22 minutes
 - 7) Scoring: Maximum points 150-15X
 - 8) Competitors will be squadded one per target.

Match 403: Individual 1000 yards

Long Range Rifle, 1000 Yard Match

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: See equipment Part IV.
- c. Conditions: Slow Fire long-range, limited to 80 competitors.
 - 1) Range: 1000 yards
 - 2) Position: Sniper Supported
 - 3) Shots: 2 sighting shots followed by 15 shots for record in a time limit of 26 min. Coaching will ONLY be allowed for the 2 sighting shots. The scorer will ensure no coaching or practice firing takes place after record firing begins. If after firing 7 rounds, any competitor not hitting paper can be withdrawn from the match if deemed a safety hazard
 - 4) Rifles: Sniper.
 - 5) Target: NRA LR target, Targets will be pulled, marked, and scored after each shot.
 - 6) Timing: 22 minutes
 - 7) Scoring: Maximum points 150-15X
 - 8) Competitors will be squadded one per target.

Match 400: US Army Long Range Champion

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: N/A
- c. Conditions: Aggregate of matches 401, 402 and 403.

Match 404: US Army Long Range Team

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: N/A

c. Conditions: Slow Fire long-range, limited to 40 teams.

- 1) Range: 1000 yards
- 2) Team Composition: Two firing team members. Non-firing coaches are not authorized.
- 3) Position: Sniper Supported
- 4) Shots: 2 sighting shots followed by 15 shots for record per team member. Coaching is authorized. Once the first team member has completed their shots, the second team member will fire.
- 5) Rifles: Sniper.
- 6) Target: NRA LR target, Targets will be pulled, marked, and scored after each shot.
- 7) Timing: 47 minutes
- 8) Scoring: Maximum points 150-15X

INDIVIDUAL REGISTRATION AND ENTRY CARD
(All blanks must be filled out)

NAME OF MATCH ENTERED

Long Range 2014

LAST NAME

FIRST NAME

MI

Last 4 of SSN

COMPONENT (check one)

Army Active Army Reserve Army Guard Air Guard

RANK

Date Received

Wait List #

(Range capacity of 80)

HOME ADDRESS

UNIT & ADDRESS

EMAIL

WORK PHONE

Weapons request:

Team Name & other members name

PRIVACY ACT STATEMENT

AUTHORITY: Title 10 USC 3012 and EO 9397. ROUTINE USES: Assign individual to correct component, classification, event and prepare competitor roster. Social security number is used for positive identification. Home address ensures the delivery of correspondence, official match results, and awards. Information is used only by the Match Director and Statistics office.