

CHANGE SUMMARY (IN NO PARTICULAR ORDER OF PRECEDENCE):

1. Printed copies of the match program will not be available this year. Why? Because it saves us money, and most folks don't read it anyway. Print your own copy if you like from www.usamu.com.
2. We scored a lodging deal for All-Army competitors this year. The Holiday Inn at Northlake is offering multi-room suites at reduced rates for competitors. See attached flier.
3. Fort Benning now has an app for that. Check out the GuideOn app to navigate around the installation. Simply plug in a building number to get turn by turn directions.
4. Who's hungry? You complained, and we listened...Food services will be on all active ranges throughout the championships. We can't guarantee that it will be your favorite cuisine, but it beats starvation.
5. Prize Tables. That's right, they're back. The USAMU has partnered with MWR to bring the prize table back to the matches. Do not expect \$60K+ tables like you saw in the past, but we are working to get all major trophies sponsored by the firearms industry.
6. Vast changes to the schedule have been made. Rifle and pistol matches will run concurrently. We hope that this enhances everyone's match experience, and has enabled us to incorporate additional matches.
7. **DON'T BE LATE!!** Match registration hours have changed. Registration will close at 1200 hours sharp. We have better things to do than wait for stragglers.
8. No more shenanigans, really. All weapons and optics will be checked by USAMU gunsmiths prior to the beginning of the matches; **NO EXCEPTIONS**.
9. Optics are now authorized for use in select matches. Keep reading and figure it out. Specific details regarding optics do's and don'ts are outlined in section IV; or, just skip to page 13 since y'all don't read this anyway.
10. Great news for all of you non-runners out there. We have dropped the run event from the pistol matches.
11. We have added two additional Excellence in Competition matches to the line-up this year; both rifle and pistol. These matches are for everyone; however, for Distinguished personnel and those choosing not to compete in the EIC event will fire in the concurrent Match Director's event. We are trying this as a pilot this year, and will check into the feasibility of opening these events to all in future championships. Obviously, this isn't included in the overall aggregate.
12. Can we get a SSN please?? Hey, we aren't the Social Security Administration or OPM...We really need your **FULL SSN** for processing Excellence in Competition awards. Put it on your registration form and send it in; we will **PROPERLY** destroy it after we are done shopping.
13. Coaching...probably the most hotly contested topic of the 2015 All-Army matches. We have done our best to define coaching for this year. Check out page 4.
14. Competitors are permitted to bring a spare upper to the matches in order to eliminate going back and forth from optical and iron sights.

2016 US ARMY SMALL ARMS CHAMPIONSHIPS

PART I

GENERAL INFORMATION

1. GENERAL: The US Army Small Arms Championships (ALL ARMY) is a comprehensive live-fire training event that tests Soldiers ability to employ both primary and secondary weapon systems, problem solve, and think critically under the stresses created by competition. While the elements and spirit of competition are important, all Soldiers are reminded that the Army's critical intent of the competition in arms program is to develop marksmanship skills at the entry and intermediate level, recognize superior skill at the highest levels, while raising the standards of marksmanship and increasing lethality across the entire force.

2. DATES: 13-19 March 2016

3. MATCH REGISTRATION SITE: Roundhouse, Hook Range.

4. MATCH OFFICIALS: The Chief of Competitions, US Army Marksmanship Unit (USAMU) is the Match Director, and the Match OIC is the USAMU HHD Commander. The Match Registration and Statistical Officer is Mr. Clarence Fedrick, and can be reached COMM: (706) 545-5279; FAX: (706) 545-6252; EMAIL: Clarence.j.fedrick.civ@mail.mil.

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. The 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. Military Academy, College ROTC Cadets, and OCS Candidates are eligible to participate.

e. Civilians and military personnel from other services or allied countries are prohibited from participating in any event conducted during these championships, including EIC matches.

6. TEAM REQUIREMENTS:

a. All team events require at least **one** of the firing members to be New Shooters (see paragraph 7. COMPETITOR CLASSIFICATION).

b. All Rifle and Pistol Team members (including team captain/coach) from units/installations must be assigned members of the unit/command for the duration of the championship.

c. Competitors who enter on an individual basis may participate in a team event, only if assigned to the same unit entering a team.

d. A minimum team is comprised of four firing members **one of whom must be a new shooter**. On your team declaration card, you will designate only 4 shooters with one alternate to be used only in an emergency. If

the alternate is used then their score will be used in all the previous matches and the original shooters scores will be eliminated. You may also identify a separate team coach/captain. Maximum team size is 6 (4 shooters, 1 alternate shooter and 1 official). One of the team shooters may also be the team official.

7. COMPETITOR CLASSIFICATION:

a. Individual matches. The classification system described below applies to all individual competitions except EIC. Competitors are eligible to compete for match winner and awards authorized for their classification (Pro, Open, Novice, or Cadet). Classification is determined by prior participation in individual events at various levels of competition as described below.

1) PRO Class: Any competitor who has earned the Distinguished Badge or the President's Hundred Tab in either Rifle or Pistol, or been a member of one of the Service Teams (USAMU, USAR, NGMTC Rifle or Pistol) in the last 24 months.

2) OPEN Class: A competitor who has previously fired any weapon, in any individual or team competition, at the US Army Small Arms Championships; the Interservice Championships (Service Rifle at Quantico, VA, or Service Pistol at Little Rock, AR or Fort Benning, GA); or the US National Matches. Any competitor who is not in the pro class and holds a NRA classification of Master or above, in Rifle or Pistol, must fire in the OPEN category regardless of whether or not this is their first time at the Army Matches.

NOTICE: An Open Class competitor who enters the Novice Class and fires in the Novice Class will be disqualified. For example, a competitor who fired in any Rifle individual matches in a previous US Army Small Arms Championships or higher level championship (except in a junior or cadet category) is automatically classified as an Open class competitor for all events.

3) NOVICE Class: A competitor who has not previously fired any weapon, in any individual or team competition, at the US Army Small Arms Championships; Interservice Championships (Service Rifle at Quantico, VA, or Service Pistol, Little Rock, AR or Fort Benning, GA); or the US National Matches.

NOTICE: A Novice Class competitor who incorrectly enters the Open Class will not be changed to the Novice Class and will be required to continue in the class entered.

4) CADET Class: A competitor who is currently a student in a college or university US Army ROTC program or a Student at West Point Military Academy. A CADET will be in the CADET class until graduation or they have left the program.

NOTICE: Excellence in Competition (EIC) matches. EIC competition is considered open competition between all eligible competitors who fire an EIC match. Credit points and the appropriate badge (see AR 350-66 and AR 600-8-22) are awarded to the top scoring 10% of eligible non-distinguished competitors. Soldiers who enter only in EIC events in these championships are considered Open class competitors in future US Army Small Arms Championships or lower level championships. There will be an award for high rifle and pistol EIC competitors.

b. Team matches.

1) Team competition is open competition and there is no team classification. Team composition is based on a percentage of old and new shooters. At least **one** of the four shooters' on each team in all team matches must be new shooters.

2) New shooter. A Soldier who has not previously fired in the above matches (or who fired as a cadet or junior category only) at the US Army Small Arms Championships or higher level competition is considered to be a new shooter for that event.

3) Old Shooter. A Soldier who has previously fired on a team at the US Army Small Arms Championships; the Interservice Championships, (Service Rifle Quantico, VA, or Service Pistol at Little Rock, AR or Ft. Benning, GA); or the US National Matches.

4) Coach. The team coach is the administrator responsible for ensuring all paperwork is taken care of at the stat office (team declarations). During individual matches the coach may counsel with his shooter(s) until they are called to the firing line for preparation time. Coaches may again counsel with their shooter(s) after the stage of fire is complete, and in between individual stages of fire. Coaching is not permitted during live fire periods of individual matches (this rule also pertains to individual matches that result in a team aggregate, i.e. paper team events = no coaching). Coaching is allowed during team events that are not also individual events.

8. REGISTRATIONS AND ENTRY: Entries: Match programs will be available on the USAMU website www.usamu.com. Team captain or coach should forward a registration form for each team member, listing all competitors and team support members by 26 February 2016. Please fax to (706) 545-6252, or email to clarence.j.fedrick.civ@mail.mil or roscoe.j.castle.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 and teams **must** pre-register by fax, e-mail, or regular mail. With the exception of the EIC matches, walk in/on individual or team entries **will not** be accepted.

b. 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 Roundhouse, Hook Range, match registration and check-in, then proceed to Parks Range Weapons Security Bunker #154 to secure weapons. Match check in will be operational at 0700 hours, 13 March 2016. If a team will arrive before 13 March you must inform the match director so small arms storage is arranged prior to your arrival. All competitors must be officially checked in NLT 1200 hours, 13 March 2016. USAMU HQ, Bldg. #243, will have a Staff CQ available at 1600 daily, phone number (706) 545-1272, or for after duty hours, cell phone 270-304-9539.

10. WEAPONS SECURITY: Weapons Security will open at 0800 hours 13 March 2016. Teams are NOT allowed to store weapons at any other location. All weapons will be signed in immediately upon arrival. If a team plans to arrive before 13 March you must inform the match director so that small arms storage is arranged prior to your arrival. 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 within one hour after the final match each day will forfeit their scores for that day. A weapons 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: Team Captains/individual competitors are responsible for making team/individual billeting arrangements. There are a number of other establishments in the greater Columbus area; however, the Holiday Inn Express & Suites at Northlake is offering a special rate to Soldiers participating in the All-Army Championships (see attached flyer). There is also a Holiday Inn Express is located on Fort Benning, and room rates vary depending size and number of occupants. To make reservations please call (706) 689-0067.

13. RATIONS: Due to the wide range of activities and firing schedules, no practical feeding arrangements can be made. Food vendors will be available on all ranges.

14. TRANSPORTATION: Military transportation to and from the weapons storage facility and the far ranges is available during this championship. For all other transportation needs, rental vehicles are located at the Columbus Metropolitan Airport where there are a number of rental car vendors. Ft. Benning utilizes a smartphone application called “Guide On” that will enable you to navigate the installation through turn-by-turn directions simply by entering a building number. Guide On can be downloaded by searching your device’s application store. Additionally, a map of the USAMU range complex is located on page 7 of this program.

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 26 February 2016 is mandatory.

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

17. TEAM MEETINGS: Team captain/individual competitor meetings will be held daily on the range 30 minutes after following the completion of the day's matches.

18. EMERGENCY CONTACT: In the event of changes to the match schedule occurring after the daily competitors' meeting, the USAMU Public Affairs Officer will update competitors via the USAMU FaceBook (www.facebook.com/USAMU1956) and Twitter (@USAMU Soldiers) accounts. Competitors without smartphone/Internet access may call the staff duty at the toll free number 1-270-304-9539.

19. 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 the duty uniform (ACU/OCP) 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.

20. CEREMONIES: Award Ceremony. An award ceremony will be held in Derby Auditorium at McGinnis-Wickham Hall. **All competitors and support personnel are strongly encouraged to attend the awards ceremony.** The time of the awards ceremony will be announced at the team meetings and posted on the match bulletin board.

21. 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.

22. 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 are encouraged review the official bulletin board at least once daily. Once the challenge period has closed all posted scores are final.**



1. Registration/ Hook Range

3. McAndrews Range

2. Parks Range and Armsroom

4. McGinnis/Wickham Hall Derby Auditorium

5. Phillips Range

2016 US ARMY SMALL ARMS CHAMPIONSHIPS
PART II
MATCH CONDITIONS

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

a. AR 350-66, Army-wide Small Arms Competitive Marksmanship

b. Rules and regulations contained in this program, Match Director's Bulletins, 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. EXCELLENCE IN COMPETITION (EIC) MATCH: Individual competitors entering only an EIC match will be squadded subject to range capacity and may not fire other matches for practice.

4. ARMS AND EQUIPMENT: Competitors/teams are responsible for furnishing their own arms and equipment. USAMU has a limited number of M16A4 rifles and M9 pistols 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. Service Rifle competition. US Service Rifle, Caliber 5.56mm, M16A2/3, and M16A4, and M4/M4A1 Carbine as described in TM 9-1005-319-10 (w/c3) as issued. No commercial equivalent arms, Special Purpose rifles (SPR), or Designated Marksman Rifles are authorized.

b. Service Pistol competition. US Pistol, Caliber 9mm, M9 or M11 as described in TM 9-1005-317-23&P as issued. No commercial equivalent pistols/revolvers are authorized.

c. Weapons will be inspected for safety and unauthorized modification **PRIOR** to the beginning of the competition. 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: 5.56mm M855 ball or commercial equivalent. M16A1 ammunition (M193 Ball) is not available and will not be issued.

b. Pistol: 9mm M882 Ball, or commercial equivalent.

6. TEAM MATCHES:

a. Teams must be entered and listed on the official scorecard under the official designation of the unit they represent. Any other unofficial designation may be cause for disqualification.

b. All team matches are record matches and may not be fired for practice. There will not be any out of competition teams allowed.

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. 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 Match Director will brief 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 Team Captain may be present during the examination of witnesses, as long he/she does not disrupt the proceedings. The Team Captain 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 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.

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

10. TRAIN-THE-TRAINER INSTRUCTION: Train-the-Trainer classes will be presented during the championships. Training is mandatory for all competitors. Dates, times, and locations for instruction will be posted in Match Headquarters, Roundhouse, Hook Range.

**2016 US ARMY SMALL ARMS CHAMPIONSHIPS
PART III
SCHEDULE OF EVENTS**

Day One (Sunday, 13 March): Range, Match HQ Roundhouse

0700-1200 Registration/Weapons check-in/Rifle & Pistol Squadding
1300-1600 CDRs Welcome address & Rifle SAFS at Derby auditorium

Day Two (Monday, 14 March): McAndrew / Parks Range

0730-1230 Rifle Zero 100-500 yards (optics & irons) for ½ competitors
Pistol SAFS and zeroing for ½ competitors
1230- 1730 Rifle Zero 100-500 yards (optics & irons) for ½ of competitors
Pistol SAFS and zeroing for ½ competitors
@ COB Competitors/team captains meeting, time announce on range

Day Three (Tuesday, 15 March): McAndrew / Parks Range

0730-1230 Match 321 EIC Rifle (iron sights) all competitors
1300-1800 Match 3 Pistol + Match 4T
@ COB Competitors/team captains meeting, time announced on range.

Day Four (Wednesday, 16 March): McAndrew Range

0730-1230 Match 11 NMC EIC Rifle (iron sights) for non-distinguished only (not part of overall aggregate)
1300-1800 Match 7 (Rifle with optics) + match 10T
@ COB Competitors/team captains meeting, time announced on range.

Day Five (Thursday, 17 March): McAndrew / Parks Range

0730- 1230 Match 8 + 9T (Rifle w/optics) w/1.5 mile run
1300-1500 Match 6T Team Match all competitors
1500-1800 Match 221 Pistol EIC all competitors
@COB Competitors/team captains meeting, time announced on range

Day Six (Friday, 18 March): Parks Range, Phillips Range, & Easley Range

0730-1030 Match 5 Pistol Match – all competitors
1045-1230 Match 27 NMC EIC Pistol for non-distinguished only (not part of overall aggregate)

Phillips Range

1330-1700 ITT
1700-1800 Reconfirm for action ammo
@COB Competitors/team captains meeting, time announced on range

Day Seven (Saturday, 19 March): Krilling Range

0530-0600 Movement to Krilling range by bus
0600-1500 Multi-Gun Matches 1-4 (Rifle w/optics & pistol)
1530-UTC Brass Pick-up and weapons maintenance
1800 Awards Ceremony MCoE Bldg. 4 Derby Auditorium.

NOTE: This schedule is subject to change dependent on weather conditions.

**2016 US ARMY SMALL ARMS CHAMPIONSHIPS
PART IV
UNIFORMS AND EQUIPMENT REQUIREMENTS**

1. UNIFORMS AND EQUIPMENT

a. VIPs/visitors/observers: Duty Uniform (ACU/OCP) with soft cap.

1) **This will also be the uniform for the NMC EIC matches only.**

b. Individual Combat Competitors: Individual competitors will wear ACU/OCP. This will include the following equipment:

- 1) Issued PASGT/MICH/ACH helmet (plastic helmets are not authorized)
- 2) Combat boots
- 3) LCE , LBV, and/or MOLLE/Rack/IBA as issued by unit of assignment to include at a minimum two ammunition pouches; first aid pouch; canteen and carrier or Camel Back; and 4 pistol magazines and 6 rifle magazines. Body Armor plates will not be required for competition.
- 4) Hearing protection and eye protection.
- 5) Pistol holster with manual retention device.
- 6) Magnifying optic (minimum of four power for shot spotting and score keeper duties; military or civilian binoculars and scopes are acceptable).

c. Additional Competitor Equipment Allowances and Limitations:

- 1) Issue cold weather undergarments and combat sweaters are permitted.
- 2) Issue wet weather clothing may be worn, including overshoes, ponchos, raincoats and trousers.
- 3) Issue gloves (without any modification) may be worn. Shooting gloves or mitts are not allowed.
- 4) Civilian clothing is not allowed in competition.
- 5) Elbow and kneepads are allowed.
- 6) The pistol belt will be fastened during firing.
- 7) 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. If the stage requires down range movement, the competitor must remove the ground cover from the firing point before moving down range.
- 8) 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.
- 9) Shooting stools may be used but cannot be taken forward of the assembly line in combat matches. Shooting stools may be taken to the line during Match 11.
- 10) All equipment must be as issued by parent unit.
- 11) Coaches and team captains will be in the same uniform as competitors for team matches.

d. OPTICAL AIDS AND SIGHTING DEVICES:

1) Binoculars (up to 10 x 50 mm) must be used for scoring.

2) 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 helmets.

3) Optics are now allowed for use in portions of the rifle and multi-gun events. Competitors will select which type of optic that they plan to utilize throughout the championship, and are not permitted to change, i.e. if a competitor chooses to compete with a CCO (red-dot optic), they may not switch to an ACOG in a future event.

Competitors will declare the type of optic they plan to utilize on their registration form, and optics will be inspected at weapons turn-in, and prior to the beginning of the championships. The following optics may be utilized during the championship; no other optics will be considered in order to maintain a level playing field for all competitors.

i. Advanced Combat Optical Gunsight (ACOG): all versions, reticle patterns, polarizing filters, and reflexive add-ons (Sight Doctors) are authorized.

ii. M68 Close Combat Optic (CCO): all versions and related equipment, including magnifiers are authorized.

2016 US ARMY SMALL ARMS CHAMPIONSHIPS
PART V
PISTOL GENERAL INFORMATION

1. PISTOL 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) **T**reat every weapon as if it is loaded
- 2) **H**andle every weapon with care.
- 3) **I**dentify the target before you fire.
- 4) **N**ever point the muzzle at anything you don't intend to shoot.
- 5) **K**eeep the weapon on safe, and your finger off the trigger, until you intend to fire.

b. **Weapon Conditions:** When not firing a match, all pistol competitors will have their weapon with the slide forward on empty chamber, magazine out, safety applied and weapon holstered.

c. **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.

d. **Handling of Pistols:** There are four areas where pistol 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 holster.
- 4) At the armorers van, when instructed by the armorer to present the weapon for repair.
- 5) A manual retention device must be utilized whenever the pistol is holstered.

e. **Dropped Pistol Ammunition:** During pistol matches, dropped ammunition, magazines, and equipment may only be retrieved from the ground after the completion of firing that stage.

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

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

h. **Eye Protection:** Eye protection is mandatory for all pistol competitors. Prescription eyeglasses or standard issue safety shooting glasses will suffice. Safety glasses are not available for issue.

2. US MILITARY FORCES SERVICE PISTOL REQUIREMENTS:

a. **Pistols Allowed:** Two general issued service pistols are allowed for US military forces. Commercial equivalents are not allowed.

- 1) US Pistol, Caliber 9mm, M9 or M9A1 as described in TM 9-1005-317-23&P as issued.

2) US pistol, Caliber 9mm, M11 as described in TM-9-1005-325-23&P as issued.

b. **Condition:** Pistols will be as issued without unauthorized additions or alterations. Pistols will be serviceable in accordance with services regulations and technical manuals. Non-issue parts will not be used. Issue parts will not be cut, filed, honed, sanded, or altered in any manner, except as authorized in the service's regulations and technical manuals. Sights may be blackened.

c. **Trigger Testing and Weapon Inspection:** All pistols must have their triggers weighed and safety tested to ensure they meet service weight standards and requirements. All weapons will be inspected prior to the first round of competition to ensure they meet the intent of the program and technical manuals. Any weapon failing the test must be repaired. Teams are responsible for providing repair parts to service their teams' weapons. If the weapon is not repairable, the competitor may either forfeit the right to fire the match or may obtain another weapon, which shall be tested. Weapons may be inspected at any time throughout the course of the competition at the direction of the Range OIC, CRO, All Army OIC, or Match Director. MINIMUM trigger weights are:

- 1) M9 double action 9.5 lbs.
- 2) M9 single action 4.1 lbs.
- 3) M11 double action 12 lbs.
- 4) M11 single action 4.4 lbs.

3. PISTOL RANGE COMMANDS AND POSITIONS:

a. PISTOL RANGE COMMANDS DEFINED.

1) The pistol is "**HOLSTERED**" when: There is no magazine in the pistol, the chamber is empty, the hammer is fully forward, and the breech is closed. The de-cocking lever is applied (M9).

2) The pistol is "**UNLOADED**" when: There is no magazine in the pistol, the chamber is empty, the hammer is to the rear, and the breech is open.

3) The pistol is "**LOADED**" when: A filled magazine is in the pistol, the chamber is empty, the hammer is forward, the breech is closed, and the de-cocking lever is applied (M9).

4) The pistol is at "**ACTION**" when: A filled magazine is in the pistol, a round is in the chamber, the pistol is un-cocked (M9), the de-cocking lever is on, or the de-cocking lever is manually depressed (M11) and the hammer is forward.

b. **PISTOL FIRING POSITIONS DEFINED:** In pistol matches the position will be standing, unless otherwise stated in match conditions. The pistol will be fired utilizing both hands unless specified by match conditions.

1) **Ready Position:** Standing, ready to draw and fire. Pistol is holstered in the "Action" condition. Hands may not touch holster or pistol until the command of FIRE.

2) **Standing Position:** Both feet must be on the ground and the body must not touch any other object, i.e. table or barricade. The competitor may crouch, knees may be bent, but squatting is not permitted.

3) **Standing One Hand Position:** Competitor must hold pistol with one hand unsupported with arm extended during the National Match EIC match. No portion of the body may rest or touch the bench.

4) **Standing Barricade:** There are no limitations as to how much or what parts of the body may touch the barricade; however, the hand/wrist area or weapon must touch the barricade. A barricade line will be

marked on the ground extending from the barricade to the rear of the firing line. The shooter's feet must remain inside (barricade side) of this line during firing of the barricade stage.

5) **Kneeling:** In the kneeling position, one knee must touch the ground.

6) **Kneeling Barricade:** There are no limitations as to how much or what parts of the body may touch the barricade; however the hand/wrist area or weapon must touch the barricade. A barricade line will be marked on the ground extending from the barricade to the rear of the firing line. The shooters knees and feet must remain inside (barricade side) of this line during firing of the barricade stage.

7) **Prone:** In the prone position, the competitor must lie on the ground. The body should be approximately perpendicular to the firing line. In this stage, the competitor may place a loaded magazine on the ground.

4. PISTOL TARGET PREPARATION AND SCORING:

a. **PISTOL TARGET PREPARATION:** Competitors and/or teams are responsible for the preparation and proper maintenance of their targets. Competitors will draw the required number of targets from the target repair area and ensure they are completely repaired and all bullet holes are pasted. Competitors/teams are not allowed to "mark" their targets in any manner, which would provide an enhanced aiming point. Competitors will document the following information on their targets:

- 1) First and last name of the competitor or team name as required.
- 2) Team State, Country, and/or Service.
- 3) Match number
- 4) Competitors will sequentially number their targets as directed by the range staff.

b. **PISTOL TARGET SCORING:** Scoring in pistol matches is normally accomplished off the range under controlled conditions under the supervision of the Pistol Range Referee. Scoring will be done by the competitors or teams passing score cards left or right. Team matches may be scored on the range at the discretion of the range OIC. During all matches, when a shot touches the line between two scoring divisions of the target, the competitor will be credited with the higher value.

c. EXCESSIVE HITS:

1) If it is proven that the excess hits were made by the competitor or team firing more than the number of shots allowed, the entire score will be disallowed and the penalty can be disqualification. If it is determined the excess hits are due to crossfire; the competitor with excessive hits will receive the high score.

2) In all pistol matches the competitor engages more than one target. If there are no excess in the total number of hits, but there are more hits on one particular target than are allowed by the conditions, the score on the target with excessive hits shall be the highest score up to the number of shots permitted to be fired on that target. The score on the target(s) with insufficient hits will stand.

d. **CHALLENGES IN PISTOL MATCHES:** Competitors may challenge shot value. The Pistol Range Referee's decision will be final on all challenges of shot value.

5. MISCELLANEOUS PISTOL RANGE PROCEDURES:

a. Handling and loading of magazines:

1) During all courses of fire, competitors may drop empty magazines to the ground. Empty magazines, brass, and dropped items may be retrieved at the completion of each stage. Any magazine or ammo dropped to the ground may not be retrieved until the stage is finished.

2) Competitors may load their magazines with any load they desire up to the maximum number of rounds for the stage they are firing unless otherwise directed by match conditions.

b. Double Action Firing: M9 and M-11 pistols must be fired double action for the first round with the exception of the National Match EIC Course.

c. Ready Line: Competitors must come to the ready line prepared to move forward and fire immediately after putting up their targets. Once a competitor indicates he/she is prepared to fire, there is no "NOT READY".

d. Timing: Range Officer will use a stop watch for the timing of exposures. A whistle or other suitable device will signal the FIRE and CEASE FIRE commands.

e. PISTOL TIE BREAKING PROCEDURES:

1) Individual Matches: the following steps will break Ties in individual matches in order:

- a) By the greatest number of "X"s.
- b) Pistol Match 221 score.
- c) If a tie still exists a shoot off will be directed as determined by the Match Director.

2) Combat Team Match: Team match scores will be ranked by applying the following steps in order:

- a) By the greatest number of "X"s.
- b) By the highest individual aggregate score.
- c) By the second highest individual aggregate score, etc.
- d) If a tie exists the Match Director will break the tie.

COMBAT PISTOL COURSES OF FIRE:

- Each stage will require two magazines 5 rounds each, or as specified in match conditions.
- A reload will be required for all matches and will be the responsibility of the competitor to do it safely and timely.
- The course of fire will be fired on the modified M9 alternate qualification target.
- All matches will incorporate shooting times that enable the shooter to accurately and effectively engage the target.
- The shooter is required to perform immediate action in the event of a malfunction. (this is a non-alibi match).

1. Match 3:

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: See Part IV Pistol equipment.

c. Conditions: This match consists of four stages. All Firing will be done from the 25 yard line. All firers will start from the standing position. It will consist of 40 rounds for a total of 200-40X points. Each stage will require 2 magazines loaded with 5 rounds each.

1) Stage 1

- a) Range: 25 yards
- b) Position: Standing unsupported, slow fire
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: 1, modified M9 alternate
- e) Timing: 60 seconds
- f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #1, immediately reload, and re-engage target. All firing will be done two handed from the standing position.

2) Stage 2

- a) Range: 25 yards
- b) Position: Kneeling then prone
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: #2, modified M9 alternate

- e) Timing: 45 seconds
- f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #2 utilizing the kneeling position, immediately reload, transition to the prone position, and re-engage target. All firing will be done two handed.

3) Stage 3

- a) Range: 25 yards
- b) Position: Standing unsupported, timed fire
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: #3, modified M9 alternate
- e) Timing: 25 seconds
- f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #3, immediately reload, and re-engage target. All firing will be done two handed from the standing position.

4) Stage 4

- a) Range: 25 yards
- b) Position: Standing unsupported, rapid fire
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: #4, modified M9 alternate
- e) Timing: 15 seconds
- f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #4, immediately reload, and re-engage target. All firing will be done two handed from the standing position

2. Match 4T:

a. Awards: See awards matrix at Match HQ.

b. This is a team match that will utilize the results of Match 3 for all 4 team members. The combined score of the four declared team members will determine the team score. (Paper Match)

3. Match 221(EIC): Pistol Excellence-in-Competition Match

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: See Part IV Pistol equipment.

c. Conditions: Combat pistol EIC consists of four stages. All Firing will be done from various yard lines. All firers will start from the standing position. It will consist of 40 rounds for a total of 200-40X points. Each stage will require 2 magazines loaded with 5 rounds each. All firing will begin with the pistol holstered. The course of fire will start with four modified M9 targets.

1) Stage 1

a) Range: 30 yards

b) Position: Standing unsupported, slow fire

c) Shots: 2 magazines of 5 rounds each

d) Targets: 1 and 2

e) Timing: 60 seconds

f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #1, immediately reload, and engage target #2. All firing will be done two handed from the standing position

2) Stage 2

a) Range: 25 yards

b) Position: Kneeling then prone

c) Shots: 2 magazines of 5 rounds each

d) Targets: 3 and 4

e) Timing: 45 seconds

f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #3 with 5 rounds utilizing the kneeling position, immediately reload, transition to the prone position, and engage target #4. All firing will be done two handed.

3) Stage 3

a) Range: 20 yards

b) Position: Standing unsupported

- c) Shots: 2 magazines of 5 rounds each
- d) Targets: 1 and 2
- e) Timing: 20 seconds
- f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #1 with 5 rounds, immediately reload, and engage #2 target. All firing will be done two handed from the standing position

4) Stage 4

- a) Range: 15 yards
- b) Position: Standing unsupported
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: 3 and 4
- e) Timing: 15 seconds
- f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target # 3 with 5 rounds, immediately reload, and engage target #4. All firing will be done two handed from the standing position

4. Match 5:

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: See Part IV Pistol equipment.

c. Conditions: This match consists of four stages. This match will be fired at 10 yards standing unsupported, 15 yards standing unsupported, 25 yards standing unsupported, and 35 yards standing unsupported. It will consist of 40 rounds for a total of 200-40X points. Each stage will require 2 magazines loaded with 5 rounds each and with all four targets posted up.

1) Stage 1

- a) Range: 35 yards
- b) Position: Standing unsupported, slow fire
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: Target #1

- e) Timing: 25 seconds
- f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: Draw pistol, engage target #1, immediately reload and re-engage same target. All firing will be done two handed from the standing position.

2) Stage 2

- a) Range: 25 yards
- b) Position: Standing unsupported, slow fire
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: Target #2
- e) Timing: 20 seconds
- f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: Draw pistol, engage target #2, immediately reload and re-engage same target. All firing will be done two handed from the standing position.

3) Stage 3

- a) Range: 15 yards
- b) Position: Standing unsupported, rapid Fire
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: Target #3
- e) Timing: 15 seconds
- f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #3, immediately reload, and re-engage same target. All firing will be done two handed from the standing position

4) Stage 4

- a) Range: 10 yards
- b) Position: Standing unsupported, rapid fire
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: Target #4

e) Timing: 10 seconds

f) Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #4, immediately reload, and re-engage same target. All firing will be done two handed from the standing position.

5. Match 6T: (NEW Team Match)

a. Awards: See awards matrix at Match HQ

b. Uniform and Equipment: See Part IV Pistol equipment

c. Conditions: This match will consist of four stages, with three strings each stage. Competitors will start from the “Ready Position” for all stages and strings. At the conclusion of each string of fire, competitors will safely de-cock, holster, and return to the “Ready Position.” Firing will be done from the various 10-35 yard lines. All Firing at the 10-15 yard line will be done two handed from the standing unsupported. All firing at the 25-35 yard lines, the competitors have the choice between, standing, kneeling, and prone positions. It will consist of 48 rounds for a total of 240-48X points. Each stage will require 1 magazine loaded with 12 rounds each.

1) Stage 1 – Fired in 3 Strings Team Firing (4 competitors together)

b) Range: 10 yards

b) Position: Standing unsupported

c) Shots: 1 magazine of 12 rounds

d) Targets: 2 each, modified M9 alternate

e) Timing: String # 1 – 3 seconds
String # 2 – 4 seconds
String # 3 – 5 seconds

f) Scoring: Maximum points 60-12X

On the command FIRE competitors will: String #1, draw pistol, engage target #1 and target #2 with 1 round each, de-cock and holster. String # 2, draw pistol, engage target #1 and target #2 with 2 rounds each, de-cock and holster. String # 3, draw pistol, engage target #1 and target #2 with 3 rounds each, unload and show clear.

2) Stage 2 – Fired in 3 Strings Team Firing (4 competitors together)

a) Range: 15 yards

b) Position: Standing unsupported

c) Shots: 1 magazine of 12 rounds

d) Targets: 2 each, modified M9 alternate

- e) Timing: String # 1 – 4 seconds
String # 2 – 5 seconds
String # 3 – 6 seconds

f) Scoring: Maximum points 60-12X

On the command FIRE competitors will: String # 1, draw pistol, engage target # 1 and target # 2 with 1 round each, de-cock and holster. String # 2, draw pistol, engage target # 1 and target # 2 with 2 rounds each, de-cock and holster. String # 3, draw pistol, engage target # 1 and target # 2 with 3 rounds each, unload and show clear.

3) Stage 3 – Fired in 3 Strings Team Firing (4 competitors together)

- a) Range: 25 yards
- b) Position: Competitors Choice, Standing, Kneeling, Prone, support or unsupported
- c) Shots: 1 magazines of 12 rounds
- d) Targets: 2 each, modified M9 alternate
- e) Timing: String # 1 – 5 seconds
String # 2 – 6 seconds
String # 3 – 7 seconds

f) Scoring: Maximum points 60-12X

On the command FIRE competitors will: String # 1, draw pistol, engage target #3 and target #4 with 1 round each, de-cock and holster. String # 2, draw pistol, engage target #3 and target #4 with 2 rounds each, de-cock and holster. String # 3, draw pistol, engage target #3 and target #4 with 3 rounds each, unload and show clear.

4) Stage 4 – Fired in 3 Strings Team Firing (4 shooters together)

- a) Range: 35 yards
- b) Position: Competitors Choice, Standing, Kneeling, Prone, support or unsupported
- c) Shots: 1 magazines of 12 rounds
- d) Targets: 2 each, modified M9 alternate
- e) Timing: String # 1 – 7 seconds
String # 2 – 10 seconds
String # 3 – 15 seconds

f) Scoring: Maximum points 60-12X

On the command FIRE competitors will: String # 1, draw pistol, engage target #3 and target #4 with 1 round each, de-cock and holster. String # 2, draw pistol, engage target #3 and target #4 with 2 rounds each, de-cock and holster. String # 3, draw pistol, engage target #3 and target #4 with 3 rounds each, unload and show clear.

National Match Course EIC Pistol

6. Match 27: National Match Course EIC

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: See Part IV Pistol equipment. This event is fired without combat equipment. Pistol boxes may be utilized during this event.

c. Conditions: This match consists of three stages. All firing will be done from the 50 and 25 yard lines. All competitors will fire from the standing unsupported, one-handed position. Consisting of 30 rounds, for a total of 300-30X points. Each stage will require: 2 magazines loaded with 5 rounds each. Competitors are authorized to fire the first shots of each magazine in single action. National Match EIC is conducted in accordance with the NRA/CMP Conventional Pistol Rule Book and Army Regulation 350-66.

1) Stage 1

- a) Range: 50 yards
- b) Position: Standing unsupported, one-handed slow fire
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: NRA National Match B-6 Target
- e) Timing: 10 minutes
- f) Scoring: Maximum points 100-10X

The tower will give the range commands: 10 SHOTS SLOW FIRE, 10 SHOTS IN 10 MINUTES LOAD, IS THE LINE READY? THE LINE IS READY, READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE, COMMENCE FIRE! The next Command: CEASE FIRE, UNLOAD, SLIDES BACK, MAGAZINES OUT, EMPTY CHAMBER INDICATORS IN PLACE, GUNS ON THE TABLE, MAKE THE LINE SAFE.

2) Stage 2

- a) Range: 25 yards
- b) Position: Standing un-supported, one-handed timed fire
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: NRA National Match B-8 Target
- e) Timing: String # 1 – 20 seconds per 5 round magazine
String # 2 – 20 seconds per 5 round magazine

- f) Scoring: Maximum points 100-10X

The tower will give the range commands: THIS IS YOUR TIMED FIRE MATCH, FIRED IN TWO STRINGS, 5 ROUNDS PER STRING, 20 SECONDS PER STRING. FOR YOUR FIRST STRING OF TIMED FIRE, WITH 5 ROUNDS LOAD, IS THE LINE READY? THE LINE IS READY, READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE. In approximately 3 seconds the targets will face, Competitors will engage their target with 5 rounds in the time limit of 20 seconds.

Once the 20 seconds expires the targets will edge away and the next command will be: CEASE FIRE, UNLOAD, FOR YOUR SECOND STRING OF TIMED FIRE WITH 5 ROUNDS LOAD, IS THE LINE READY? THE LINE IS READY, READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE. In approximately 3 seconds the targets will face, Competitors will: engage their target with 5 rounds in the time limit of 20 seconds. Once the 20 seconds expires, the targets will edge away. The next Command: CEASE FIRE, UNLOAD, SLIDES BACK, MAGAZINES OUT, EMPTY CHAMBER INDICATORS IN PLACE, GUNS ON THE TABLE, MAKE THE LINE SAFE.

3) Stage 3

- a) Range: 25 yards
- b) Position: Standing unsupported, one-handed rapid fire
- c) Shots: 2 magazines of 5 rounds each
- d) Targets: NRA National Match B-8 Target
- g) Timing: String # 1 – 10 seconds per 5 round magazine
String # 2 – 10 seconds per 5 round magazine
- e) Scoring: Maximum points 100-10X

The tower will give the range commands: THIS IS YOUR TIMED FIRE MATCH, FIRED IN TWO STRINGS, 5 ROUNDS PER STRING, 10 SECONDS PER STRING. FOR YOUR FIRST STRING OF TIMED FIRE, WITH 5 ROUNDS LOAD, IS THE LINE READY? THE LINE IS READY, READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE. In approximately 3 seconds the targets will face, Competitors will engage their target with 5 rounds in the time limit of 10 seconds.

Once the 10 seconds expires the targets will edge away and the next command will be: CEASE FIRE, UNLOAD, FOR YOUR SECOND STRING OF TIMED FIRE WITH 5 ROUNDS LOAD, IS THE LINE READY? THE LINE IS READY, READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE. In approximately 3 seconds the targets will face, competitors will: engage their target with 5 rounds in the time limit of 10 seconds. Once the 10 seconds expires, the targets will edge away. The next Command: CEASE FIRE, UNLOAD, SLIDES BACK, MAGAZINES OUT, EMPTY CHAMBER INDICATORS IN PLACE, GUNS ON THE TABLE, MAKE THE LINE SAFE.

7. Match 20: US Army Service Pistol Champions

- a. Awards: See awards matrix at Match HQ.
- b. Conditions: Individual aggregates of 3, 5, and 221(EIC).

8. Match 25: US Army Service Pistol Team Champions

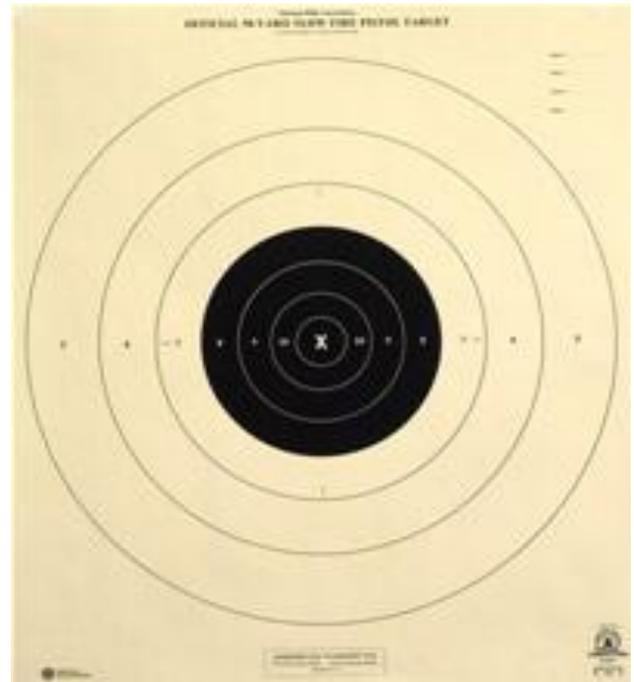
- a. Awards: See awards matrix at Match HQ.
- b. Conditions: Team aggregates of 4T and 6T.



NRA 25 Yard B-8(P) Timed & Rapid Fire Target (NM EIC)

National Target: 800-827-7060

<i>Aiming Black (inches)</i>		<i>Rings in White (inches)</i>	
X ring.....	1.69	7 ring.....	11.00
10 ring.....	3.36	6 ring.....	14.80
9 ring.....	5.54	5 ring.....	19.68
8 ring.....	8.00		



NRA 50 Yard B-6(P) Slow Fire Target (NM EIC)

National Target: 800-827-7060

<i>Aiming Black (inches)</i>		<i>Rings in White (inches)</i>	
X ring.....	1.69	8 ring.....	8.00
10 ring.....	3.36	7 ring.....	11.00
9 ring.....	5.54	6 ring.....	14.80
		5 ring.....	19.68



Combat EIC Target, E Silhouette with Modified PPC (left)

National Target: 800-827-7060

<i>Dimensions (inches)</i>	
X-Ring.....	4"x2"
5-Ring.....	6"x4"
4-Ring.....	12"x8"
3-Ring.....	18"x12"
2-Ring.....	34"x19.5"

2016 US ARMY SMALL ARMS CHAMPIONSHIPS
PART VI
RIFLE GENERAL INFORMATION

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 and two administrative rules which will be 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.
- 6) There will not be any coaching allowed during individual matches.
- 7) The use of cell phones in the pits by competitors is prohibited.

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. **Fire and Movement:** During rifle fire and movement stages, carry weapons to ensure muzzles are always pointed toward the targets. If a rifle competitor drops ammunition in a fire and movement stage during a match, it may be recovered. Dropped ammunition may not be picked up by anyone other than the competitor. Retrieve ammunition safely, keeping the weapon pointed down range.

d. **Falls on the Rifle Range:** If a competitor falls to the ground in a fire and movement stage and the muzzle of the rifle makes contact with the ground, the competitor will move forward to the firing line. He cannot continue the match until a safety officer clears his weapon.

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

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

g. **Eye Protection:** Eye protection is highly recommended on the rifle range, however eye protection is required in the rifle 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. US MILITARY FORCES SERVICE RIFLE REQUIREMENTS:

a. Service Rifle: The service rifle is the Army Standard-A 5.56mm M-16A2/3, M-16A4, and M4/M4A1 Carbine as issued and type classified by the US Army. Parts MAY NOT be interchanged between different rifle types. Commercial equivalent and heavy barrels are not allowed in any match. The rifle will be serviceable in accordance with Army Regulations and technical manuals. Sights may be blackened, but no appliances may be affixed to shade or alter the standard sight. Non-issue parts will not be used (including fore-end grips). Issue parts will not be cut, filed, honed, sanded, or altered in any way except as authorized by this program or the appropriate regulations and technical manuals. You may not replace M16A2/A4 or M4 trigger components with those from an M16A1 or M4A1. Optic sighting systems and the M-68 reflex sight are not allowed. Only issue iron sights are allowed.

NOTE: Use of the M16A1 rifle is not authorized due to non-availability of A1 ammo. The M-4 Carbine is authorized for use during the matches.

b. Rifle Sling: Any tactical sling may be used as an aid to steadiness. It may be used as a single point sling attached to the front sling swivel or as a 2-point sling attached to both sling swivels. The use of a sling is not mandatory, however if used it must be attached to at least the forward sling swivel and not wrapped around the hand guards. The sling must not be attached to the rifle in such a manner as to restrict the competitor from safely carrying out weapon handling drills.

c. Trigger Testing and Weapon Inspection: All rifles must have their triggers weighed and tested prior to the first round of competition to ensure they meet service weight standards and requirements. All weapons will be inspected prior to the first round of competition to ensure they meet the intent of the program and technical manuals. Any weapon failing the test must be repaired. Teams are responsible for providing repair parts to service their team's weapons. If the weapon is not repairable, the competitor may either forfeit the right to fire the match or may obtain another weapon, which shall also be tested. MINIMUM trigger weight for the M-16/M4 is outlined in Technical Manual 9-1005-249-23+P and TM 9-1005-319-23+P. Weapons may be inspected at any time throughout the course of the competition at the direction of the Range OIC, All Army OIC, or Match Director. Weapons will arrive in a serviceable condition.

- 1) M16A2, M16A4 & M4 5.5 to 9.5 lbs
- 2) M16A3, M4A1 5.5 to 8.5 lbs

d. Magazines: Only issued 30 and 20 round magazines may be used. Commercial equivalent magazines are not authorized. Magazines may only be loaded by hand, or with an issued speed-loader (bandolier provided).

3. RIFLE RANGE COMMANDS AND POSITIONS

a. RIFLE RANGE COMMANDS

1) The rifle is at "**LOCK AND LOAD**" when: "The BOLT IS FORWARD on an EMPTY CHAMBER, magazine inserted, and selector lever on safe. The position of LOCK and LOAD will be used during ALL matches. AT NO TIME will a competitor have the bolt forward with a round in the chamber while moving. The competitor may only chamber a round once in position. Non compliance will be grounds for immediate disqualification from the match."

b. **RIFLE FIRING POSITIONS DEFINED:** In the All Army Small Arms 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 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 or magazines may be rested on the ground only.
- 4) **Standing Position:** Erect on both feet, no other portion of the body touching the ground or any supporting surface. The rifle will be supported by both hands and one shoulder and upper arm only. The elbow or upper arm of the forward arm may be placed against the body or rested on the hip. The use of a sling for support is prohibited in the standing position.
- 5) **Kneeling Position:** The elbows may rest on the shooters knees for support. The rifle will be supported by both hands and one shoulder. The rifle or magazine or magazines may be rested on the knee for support. The buttocks must be clear of the ground, but may rest on one foot.
- 6) **Squatting Position:** The butt of the rifle must rest against the shoulder or armpit, with the weight of the body supported on both feet and the knees bent. No other part of the body will touch the ground or any other supporting object.
- 7) **Standing Alert Position/Low Ready:** Standing erect on both feet, no portion of the body touching the ground or any supporting surface. The butt of the weapon placed in the shoulder, supported by both hands, and with the muzzle pointing at the ground at an angle of approximately 45 degrees.

4. RIFLE SCORING: When scores are not maintained in the pits, individuals are responsible for verifying the score entered on their scorecard before turning in the card and leaving the range. Scorecards will not be issued on the range to replace lost scorecards. Competitors who lose their scorecards must go to the STAT office and receive replacement scorecards. The target used for the US Army Small Arms Championships will be the M9 Modified Pistol Target. The targets and the dimensions are described below.



M9 Modified Pistol Target
 Dimensions:
 X-Ring.....4"x2"
 5-Ring.....6"x4"
 4-Ring.....12"x8"
 3-Ring.....18"x12"
 2-Ring.....34"x19.5"



NRA 500 Yard Target
 Military MR-Target, Rifle, Competition, Mid-Range

<i>Aiming Black (inches)</i>	<i>Rings in White (inches)</i>
X ring.....5.00	7 ring.....25.00
10 ring.....10.00	6 ring.....30.00
9 ring.....15.00	5 ring.....36.00
8 ring.....20.00	



NRA 200 Yard Target
 SR Military "Target, Rifle, Competition, Short Range."

<i>Aiming Black (inches)</i>	<i>Rings in White (inches)</i>
X ring.....3.00	8 ring.....19.00
10 ring.....7.00	7 ring.....25.00
9 ring.....13.00	6 ring.....31.00
	5 ring.....37.00



NRA 300 Yard Target
 SR-3 Military "Target, Rifle, Competition, Short Range."

<i>Aiming Black (inches)</i>	<i>Rings in White (inches)</i>
X ring.....3.00	7 ring.....25.00
10 ring.....7.00	6 ring.....31.00
9 ring.....13.00	5 ring.....37.00
8 ring.....19.00	

a. 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.

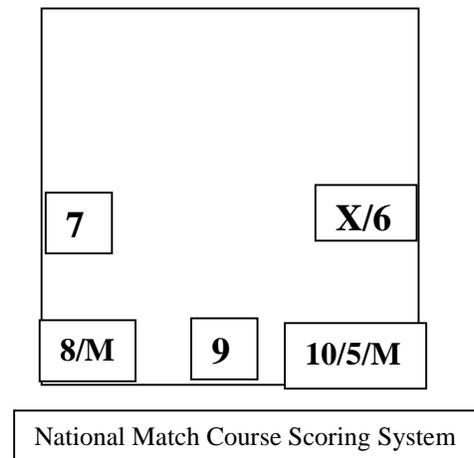
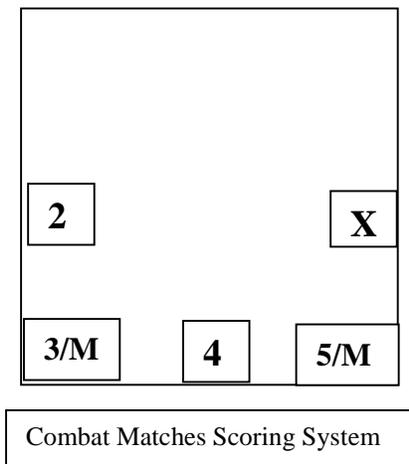
b. Rifle Timed Fire Matches:

- 1) Competitors are required to score and mark targets unless otherwise directed by the Range Officer.
- 2) In snap shooting, rapid fire, fire with movement stages, and any other stage in which each shot is separately marked, the method of scoring will be:
 - i. Each sighting shot, where allowed, will be marked by a spotting disc as for a slow fire shot.
 - ii. When a stage of the match has been completed, if there are no challenges, the range officer will signal to the pits to score the targets.
 - iii. Scores will be taken and the total number of hits and their value will be shown on the scoreboards.
 - iv. Spotting discs will be placed in all shot holes and targets raised for competitors to verify. Scores will be recorded on scorecards on the firing line by the scorekeeper.

c. Target Marking and Scoring:

- 1) During slow fire matches and for rapid/snap match sighting shots, 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 (in the case of a miss the value will be indicated using two scoring disks in the illustrated locations).

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



3) During slow fire matches, the competitor will fire his next shot immediately after the previous 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.

e. Excessive Hits:

1) When in any match or series of matches, the total number of hits on a competitor's target or targets exceeds the number of shots he fired, and when there is no means of identifying these shots, all hits will be scored and the procedure will then be as follows:

2) If it can be proven the excessive hits were made by the individual firing more than the number of shots allowed, the score will be disallowed, and will result in no score for that stage.

3) In the case of a crossfire, when it has been proven that the competitor fired no more than the allowed number of shots (10), then that competitor will receive the value of the highest (10) hits on his target. There will be no re-fires allowed due to excessive hits. The target will be scored in the pits and shown to the competitor IAW normal match procedure.

5. 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.

b. Timed Fire: During timed exposures, the following will occur:

1) If the challenge is for the number of hits in a match other than slow fire matches, the competitor will be advised of the pit officer's decision before the match continues.

2) If the challenge is for the non-exposure or short exposure of a target during a match, and this is confirmed by a block officer, pit officer or scorer on the firing line, there will be an additional exposure of the target for that competitor only for the time stipulated for the match. The additional exposure must be identified before the next stage begins.

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

c. The call for challenges by a Range Officer in other than slow fire matches, when the targets are displayed upon completion of the match, will be the last opportunity for a challenge.

6. TIMING OF EXPOSURES IN RIFLE MATCHES: Method: A stopwatch will be used for timing exposures or the duration of firing. The official time for all timed exposures will be kept in the pit.

a. Timed exposures: In timed exposures, raising, lowering and the facing of targets is to be done as quickly as possible. In all types of matches, the exposure will be timed from the moment the last target is exposed and stationary. No verbal indication as to how the time is passing is allowed.

b. During stages that require reflexive fire, timings will be controlled on the firing line by the Chief Range Officer.

7. TIE-BREAKING PROCEDURES:

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

i. 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.

ii. 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.

iii. Individual unbreakable ties will be determined by the following:

- 1. Rifle Match 321.
- 2. Pistol Match 221.
- 3. If a tie still exists a shoot off will be directed as determined by the Match Director.

b. Team Matches: Team match scores will be ranked by applying the preceding Rule 1 of this section to the total team score for each range and stage, as applicable. If rule 1 cannot be applied, precede as follows:

- 1) Single stage, scored as single target.
- 2) By the greatest number of “X”s.
- 3) By the greatest number of “5”s, by the greatest number of “4”s, etc.
- 4) Multiple stages:
 - a) By the total aggregate score of the last stage.
 - b) By the total aggregate score of the next to the last stage, etc.
 - c) By the highest individual aggregate score, second highest individual aggregate score, etc.

National Match Course EIC Rifle

1. Match 11: National Match Course EIC

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: See rifle equipment Part IV – This event is fired without combat equipment.

c. Conditions:

1) Stage 1 – Slow Fire

a) Range: 200 yards

b) Position: Standing

c) Shots: 10 shots for record

d) Target: NRA National Targets will be pulled, marked, and scored after each shot.

e) Timing: 10 minutes for record

f) Scoring: Maximum points 100-10X

g) Competitors will be Squadded one per target.

2) Stage 2 – Rapid Fire

a) Range: 200 yards

b) Position: Sitting/Kneeling from Standing

c) Shots: 10 for record that includes a magazine change; magazines will be loaded with 2 and 8 rounds. 2 Round magazine will be fired first.

d) Target: NRA National Targets will be pulled, and marked at the end of string

e) Timing: 60 seconds

f) Scoring: Maximum points 100-10X

g) Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 200 yard line.

h) Upon completion of stage 2 the shooters will make the rifle safe, remove the magazine and await further instructions.

3) Stage 3 –Rapid Fire

- a) Range: 300 yards
- b) Position: Prone from Standing; magazines may be rested on the ground for support during this stage.
- c) Shots: 10 for record that includes a magazine change; magazines will be loaded with 2 and 8 rounds. 2 Round magazine will be fired first.
- d) Target: NRA National Targets will be pulled, and marked at the end of string
- e) Timing: 70 seconds
- f) Scoring: Maximum points 100-10X
- g) Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 300 yard line.
- h) Upon completion of stage 3 the shooters will make the rifle safe, remove the magazine and await further instructions

4) Stage 4 –Slow Fire

- a) Range: 500 yards
- b) Position: Prone; magazines may be rested on the ground during this stage
- c) Shots: 20 for record
- d) Target: NRA National Targets will be pulled, and marked at the end of string
- e) Timing: 20 minutes
- f) Scoring: Maximum points 200-20X
- g) Competitors will begin the stage by performing **LOCK AND LOAD** in the prone position at the 500 yard line.
- h) Upon completion of stage 4 the shooters will make the rifle safe, remove the magazine and await further instructions.

NOTE: The match director may authorize the fourth stage to be fired at 500 yards for EIC matches other than the National Trophy Matches.

COMBAT RIFLE COURSES OF FIRE

1. Match 7:

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: See rifle equipment Part IV.
- c. Conditions:

1) Stage 1 - Precision Slow Fire

- a) Range: 500 yards
- b) Position: Prone
- c) Shots: 2 sighters and 10 for record, single load only.
- d) Target: M9 Modified, Targets will be pulled, marked, and scored after each shot.
- e) Timing: 3 minute prep and 12 minutes for record
- f) Scoring: Maximum points 50-10X
- g) Competitors will be squadded one per target.

2) Stage 2 – 400 yard Assault

- a) Range: 400 yards
- b) Position: Standing Alert to Prone
- c) Shots: 10 for record in one magazine
- d) Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- e) Timing: 90 Seconds
- f) Scoring: Maximum points 50-10X per shooter
- g) Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 500 yard line. When the targets are raised, competitors will advance to the 400 yard firing line, assume the Prone Supported firing position, chamber a round, and engage their target with 10 rounds.
- h) Upon completion of stage 2 the shooters will make the rifle safe, remove the magazine and await further instructions.

3) Stage 3 –300 Yard Assault

- a) Range: 300 yards
- b) Position: Standing Alert to Prone
- c) Shots: 10 for record in one magazine
- d) Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage
- e) Timing: 90 Seconds
- f) Scoring: Maximum points 50-10X per shooter
- g) Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 400 yard line. When the targets are raised, competitors will advance to the 300 yard firing line, assume the Prone Supported firing position, chamber a round, and engage their target with 10 rounds.
- h) Upon completion of stage 3 the shooters will make the rifle safe, remove the magazine and await further instructions.

4) Stage 4 – 200 Yard Assault

- a) Range: 200 yards
- b) Position: Standing Alert to Kneeling or Squatting.
- c) Shots: 10 for record in one magazine
- d) Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- e) Timing: 90 Seconds
- f) Scoring: Maximum points 50-10X per shooter
- g) Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 300 yard line. When the targets are raised, competitors will advance to the 200 yard firing line, assume the kneeling or squatting position, chamber a round, and engage their target with 10 rounds.
- h) Upon completion of stage 4 the shooters will make the rifle safe, remove the magazine and await further instructions.

5) Stage 5 – 100 Yard Assault

- a) Range: 100 yards

- b) Position: Standing Alert to Kneeling
- c) Shots: 10 for record in one magazine
- d) Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored in the pits at the completion of each stage.
- e) Timing: 90 Seconds
- f) Scoring: Maximum points 50-10X per shooter
- g) Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 200 yard line. When the targets are raised, competitors will advance to the 100 yard firing line, assume the kneeling firing position, chamber a round, and engage their target with 10 rounds.
- h) Upon completion of stage 5 the shooters will make the rifle safe, remove the magazine, insert the ECI and await further instructions.

2. Match 10T:

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: See rifle equipment Part IV.
- c. Conditions: This will be a team match comprised of individual competitors scores fired in Match 7.

3. Match 8:

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: See rifle equipment Part IV.
- c. Conditions:

1) Stage 1 – Approach march:

a) Each competitor will be required to successfully complete a 1.5 mile approach march. All equipment will be worn in the manner intended. All equipment required on the firing line must be carried on the approach march, **to include rifle and ammunition**. Canteens or Camelback-type containers must be full prior to departure. If equipment is lost by the competitor during the conduct of the course, the competitor will not be allowed to fire until the equipment is replaced in its proper position without delaying the match or creating a safety hazard. If the competitor leaves the course area or receives assistance from another competitor or onlooker, that competitor will be disqualified. A competitor must successfully complete stage 1 to advance to stage 2.

b) Stage 2 of this Combat Match will begin exactly 25 minutes after the beginning of Stage 1. Those competitors who are unable to begin Stage 2 by the required time will be disqualified.

RUN TIME	POINT VALUE (+)	RUN TIME	POINT VALUE (-)
11:00-Under	100	17:41-18:00	-5
11:01-11:20	95	18:01-18:20	-10
11:21-11:40	90	18:21-18:40	-15
11:41-12:00	85	18:41-19:00	-20
12:01-12:20	80	19:01-19:20	-25
12:21-12:40	75	19:21-19:40	-30
12:41-13:00	70	19:41-20:00	-35
13:01-13:20	65	20:01-20:20	-40
13:21-13:40	60	20:21-20:40	-45
13:41-14:00	55	20:41-21:00	-50
14:01-14:20	50	21:01-21:20	-55
14:21-14:40	45	21:21-21:40	-60
14:41-15:00	40	21:41-22:00	-65
15:01-15:20	35	22:01-22:20	-70
15:21-15:40	30	22:21-22:40	-75
15:41-16:00	25	22:41-23:00	-80
16:01-16:20	20	23:01-23:20	-85
16:21-16:40	15	23:21-23:40	-90
16:41-17:00	10	24:41-24:00	-95
17:01-17:20	5	24:01-24:59	-100
17:21-17:40	0	25:00	Match Start

2) Stage 2 – 400 yard Assault

a) Range: 400 yards

b) Position: Standing Alert to Prone

c) Shots: 10 for record in one magazine

d) Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.

e) Timing: 90 Seconds

f) Scoring: Maximum points 50-10X per shooter

g) Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 500 yard line. When the targets are raised, competitors will advance to the 400 yard firing line, assume the Prone Supported firing position, chamber a round, and engage their target with 10 rounds.

h) Upon completion of stage 2 the shooters will make the rifle safe, remove the magazine and await further instructions.

3) Stage 3 – 300 Yard Assault

a) Range: 300 yards

b) Position: Standing Alert to Prone

c) Shots: 10 for record in one magazine

d) Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage

e) Timing: 90 Seconds

f) Scoring: Maximum points 50-10X per shooter

g) Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 400 yard line. When the targets are raised, competitors will advance to the 300 yard firing line, assume the Prone Supported firing position, chamber a round, and engage their target with 10 rounds.

h) Upon completion of stage 3 the shooters will make the rifle safe, remove the magazine and await further instructions.

4) Stage 4 – 200 Yard Assault

a) Range: 200 yards

- b) Position: Standing Alert to Kneeling or Squatting.
- c) Shots: 10 for record in one magazine
- d) Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- e) Timing: 90 Seconds
- f) Scoring: Maximum points 50-10X per shooter
- g) Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 300 yard line. When the targets are raised, competitors will advance to the 200 yard firing line, assume the kneeling or squatting position, chamber a round, and engage their target with 10 rounds.
- h) Upon completion of stage 4 the shooters will make the rifle safe, remove the magazine and await further instructions.

5) Stage 5 – 100 Yard Assault

- a) Range: 100 yards
- b) Position: Standing Alert to Kneeling
- c) Shots: 10 for record in one magazine
- d) Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored in the pits at the completion of each stage.
- e) Timing: 90 Seconds
- f) Scoring: Maximum points 50-10X per shooter
- g) Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 200 yard line. When the targets are raised, competitors will advance to the 100 yard firing line, assume the kneeling firing position, chamber a round, and engage their target with 10 rounds.
- h) Upon completion of stage 5 the shooters will make the rifle safe, remove the magazine and await further instructions.

4. Match 9T:

- a. Awards: See awards matrix at Match HQ.
- b. Conditions: This will be a team match comprised of individual competitors scores fired in Match 8.

5. Match 321: Rifle Excellence in Competition Match

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: See rifle equipment Part V.
- c. Conditions: Competitors will fire 50 rounds in four stages.

1) Stage 1 - 400 Yard Sustained Fire Prone

- a) Range: 400 yards
- b) Position: Prone
- c) Shots: 10 for record (1 magazine of 10).
- d) Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage
- e) Timing: 2 minutes
- f) Scoring: Maximum points 50-10X
- g) Competitors will be squadded one per target.
- h) Competitors will begin the stage by performing **LOCK AND LOAD** approximately 25 yards behind the 400 yard line. Upon appearance of the targets, they will move to the 400 yard line, chamber a round and engage their target.

2) Stage 3 – 300 Yard Rapid Fire Prone

- a) Range: 300 yards
- b) Position: Prone
- c) Shots: 10 for record (1 magazine of 5, 1 magazine of 5)
- d) Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage
- e) Timing: 60 Seconds
- f) Scoring: Maximum points 50-10X
- g) Competitors will be squadded one per target.
- h) Competitors will begin the stage by performing **LOCK AND LOAD** approximately 25 yards behind the 300 yard line. Upon appearance of the targets, they will move to the 300 yard line, chamber a round and engage their target.

3) Stage 3 – **Rapid Fire Kneeling**

- a) Range: 200 yards
- b) Position: Kneeling
- c) Shots: 10 for record (1 magazine of 5, 1 magazine of 5)
- d) Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- e) Timing: 50 Seconds
- f) Scoring: Maximum points 50-10X
- g) Competitors will be squadded one per target.
- h) Competitors will begin the stage by performing **LOCK AND LOAD** approximately 25 yards behind the 200 yard line. Upon appearance of the targets, they will move to the 200 yard line, chamber a round and engage their target.

4) Stage 4 – **100 Yard Standing to Kneeling**

- a) Range: 100 yards
- b) Position: Standing and Keeling.
- c) Shots: 10 for record, (1 magazine of 5, 1 magazine of 5).
- d) Target: 2, M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- e) Timing: 40 Seconds.
- f) Scoring: Maximum points 50-10X.
- g) Competitors will be squadded one per target.
- h) Competitors will begin the stage by performing **LOCK AND LOAD** approximately 25 yards behind the 100 yard line. Upon appearance of the target, they will move to the 100 yard line, chamber a round, and engage one target with 5 rounds. They will then assume a kneeling position, perform a magazine change, and engage the other target with 5 rounds.

5) Stage 5 – **75 Yards to 25 Yards Close Quarter Engagement**

- a) Range: 75 yards to 25 yards.
- b) Position: Alert position/Low ready.
- c) Shots: 10 for record, (1 magazine of 10).

d) Target: 2, M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage. Each target must have 5 hits at the completion of the stage.

e) Timing: 4 Seconds at 75 Yards, 3 Seconds at 50 Yards, 2 Seconds at 25 Yards.

f) Scoring: Maximum points 50-10X.

g) Competitors will be squadded one per target.

h) Competitors will begin the stage by performing **LOCK AND LOAD** at the 75 yard line. At the sound of the horn, competitors will have 4 seconds to fire as many rounds as desired at either target. Competitors will then move to the 50 yard line. At the sound of the horn, competitors will have 3 seconds to fire as many rounds as desired at either target. Competitors will then move to the 25 yard line. At the sound of the horn, competitors will have 2 seconds to fire as many rounds as desired at either target. Competitors must fire 5 rounds at each target. Excessive hits will be treated as misses.

6. INFANTRY TEAM MATCH:

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: See rifle equipment Part V.

c. Conditions:

1) Stage 1 – 400 yard Assault

a) Range: 400 yards

b) Position: Standing Alert to Prone

c) Shots: One bandolier of 120 rounds

d) Target: Five, M9 Modified targets per team. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.

e) Timing: 150 Seconds

f) Scoring: Hits on the silhouette will be scored as 5 points per target at 400 yards. Bonus points will be awarded according to the following criteria:

1. 500 point bonus: 5 targets receive 15 or more hits.
2. 400 point bonus: 4 targets receive 15 or more hits.
3. 300 point bonus: 3 targets receive 15 or more hits.
4. 200 point bonus: 2 targets receive 15 or more hits.
5. 100 point bonus: 1 target receives 15 or more hits.

g) Competitors will begin in the Standing Alert position at the 500 yard line. When the targets are raised, competitors will advance to the 400 yard firing line, recover and distribute the ammunition on their

firing point, assume the Prone Supported firing position, chamber a round, and engage their targets. Magazines may only be loaded by hand, or with the issued speed loader provided in the bandolier. There is no limit to the number of rounds any one competitor may fire in the time allowed.

h) Upon completion of stage 1 the shooters will make the rifle safe, remove the magazine and await further instructions. Teams may redistribute ammunition and load magazines before the next stage.

2) Stage 2 – 300 yard Assault

a) Range: 300 yards

b) Position: Standing Alert to Prone

c) Shots: Remainder of the 120 rounds from stage 1 bandolier

d) Target: Five, M9 Modified targets per team. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.

e) Timing: 60 Seconds

f) Scoring: Hits on the silhouette will be scored as 4 points per target at 300 yards. Bonus points will be awarded according to the following criteria:

1. 250 point bonus: 5 targets receive 15 or more hits.
2. 200 point bonus: 4 targets receive 15 or more hits.
3. 150 point bonus: 3 targets receive 15 or more hits.
4. 100 point bonus: 2 targets receive 15 or more hits.
5. 50 point bonus: 1 target receives 15 or more hits.

g) Competitors will begin in the Standing Alert position at the 400 yard line. When the targets are raised, competitors will advance to the 300 yard firing line, recover and distribute the ammunition on their firing point, assume the Prone Supported firing position, chamber a round, and engage their targets. Magazines may only be loaded by hand, or with the issued speed loader provided in the bandolier. There is no limit to the number of rounds any one competitor may fire in the time allowed.

h) Upon completion of stage 2 the shooters will make the rifle safe, remove the magazine and await further instructions.

7. Match 30: US Army Rifle Champion

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: N/A

c. Conditions: Aggregate of matches 7, 8 and 321.

8. Match 35: US Army Rifle Team Champions

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: N/A

c. Conditions: Aggregate of matches 9T, 10T, and Infantry Team match.

2016 US ARMY SMALL ARMS CHAMPIONSHIPS
PART VII
MULTI GUN MATCHES

1. Match 15: Multi-Gun Match

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: See equipment Part IV and V.

c. Conditions: The combined Arms Match will be four stages, a pistol only, a rifle only and 2 multi-gun stages. These four stages will be done over the course of three days. The stages will be scenario driven and will be discussed in detail at the Combined Arms firing school. Scoring will be based on time + misses. Best score will be fastest (shortest) time.

- 1) Stage 1 - Pistol scenario.
- 2) Stage 2 – Multi-gun scenario.
- 3) Stage 3 - Rifle scenario.
- 4) Stage 4 – Multi-gun scenario.

2. Match 50: Multi-Gun Champion

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: N/A

c. Conditions: Aggregate of all 4 Match 15 stages.

3. Match 55: Multi-Gun Team Match Championship

a. Awards: See awards matrix at Match HQ.

b. Uniform and Equipment: N/A

c. Conditions: Paper match of the Aggregate of all match 15 stages

**2016 US ARMY SMALL ARMS CHAMPIONSHIPS
PART VIII
OVERALL AGGREGATES and SPECIAL AWARDS**

1. Match 60: US Army Small Arms Overall Individual Champion

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: N/A
- c. Conditions: Aggregate of matches 20, 30 and 50.

2. Match 65: US Army Small Arms Multi-Gun Team Championship

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: N/A
- c. Conditions: Aggregate of matches 25, 35, and 55.

3. Match 621: Colonel (RET) Ralph Puckett Trophy for Excellence in Marksmanship

- a. Awards: See awards matrix at Match HQ.
- b. Uniform and Equipment: N/A
- c. Conditions: Aggregate of matches 221 and 321 high novice.

4. Special Award Categories:

a. High Drill Sergeant: Will be awarded from match 60 if 10 or more NCOs on Drill Sergeant Status participate. Drill Sergeant defined: AA and USAR DSS graduates assigned in DS positions only and receiving SDAP (to include USAR performing DS duties on active duty for training missions and inactive duty training). DS qualified first sergeants (1SGs) and MSGs filling a chief instructor (CI) or course manager position (USAR only) and also receiving SDAP. These individuals who are current in all required certifications may compete for the prestigious High Drill Sergeant category.

- b. High Active Soldier (RA): Will be awarded to the high E1 – E4 from match 60.
- c. High Guard Soldier (ARNG/ANG): Will be awarded to the high E1 – E4 from match 60.
- d. High Reserve Soldier (RS): Will be awarded to the high E1 – E4 from Match 60.
- e. High Cadet: Will be awarded from Match 60.

US ARMY SMALL ARMS CHAMPIONSHIPS
INDIVIDUAL REGISTRATION AND ENTRY CARD
(All blanks must be filled out; legibly is also very helpful)

LAST NAME:		FIRST NAME:		MI:
FULL SSN (no kidding, we need the whole thing for EIC purposes):		COMPONENT (check one) Army Active <input type="checkbox"/> Army Reserve <input type="checkbox"/> Army Guard <input type="checkbox"/> Air Guard <input type="checkbox"/> Cadet <input type="checkbox"/>		
RANK:	DISTINGUISHED? RIFLE <input type="checkbox"/> PISTOL <input type="checkbox"/>	EIC MATCH ONLY? <input type="checkbox"/>	Rifle & Optic type:	
HOME ADDRESS:		UNIT & ADDRESS:		
EMAIL:		WORK PHONE:		
IND CLASSIFICATION: PRO <input type="checkbox"/> OPEN <input type="checkbox"/> NOVICE <input type="checkbox"/> CADET <input type="checkbox"/>		TEAM CLASSIFICATION: NEW <input type="checkbox"/> OLD <input type="checkbox"/>		
CURRENTLY A DRILL SGT YES <input type="checkbox"/> NO <input type="checkbox"/> (currently receiving drill SGT pay)		UNIT, TEAM, OR STATE NAME: TEAM POC NAME AND PHONE:		

DO YOU REQUIRE AN AMU WEAPON? IF SO, INDICATE RIFLE, PISTOL, or BOTH:

RIFLE PISTOL BOTH

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.

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UNKNOWN TO ANYONE.**