

2004 US ARMY SMALL ARMS CHAMPIONSHIPS
PART I
GENERAL INFORMATION

1. **DATES:** 14 – 21 March 2004 (Combat Rifle/Pistol); 21 – 25 March 2004 (Long Range).
2. **MATCH REGISTRATION SITE:** Phillips Range, Bldg 1617, Dixie Road and Collins Loop.
3. **MATCH OFFICIALS:** The Commander, U.S. Army Marksmanship Unit (USAMU) is the Match Director. The US Army Small Arms Championship (All Army) Officer-in-Charge (OIC) is CPT Kimberly Howe at commercial telephone number (706) 545 3510, or Defense Switching Network (DSN) 835-3510, fax (706) 545 6252 or DSN 835-6252.
4. **COMPETITOR REQUIREMENTS:**
 - A. Active Army.
 - 1) 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.
 - 2) Competitors should be available for selection, training, and competition as a member of the U.S. Army Rifle or Pistol squads.
 - B. Army Reserve.
 - 1) Must be a member of the US Army Reserve ordered to active duty for training or attending under official orders.
 - 2) Competitors should be available for selection, training, and competition as a member of the Army Reserve Rifle or Pistol squads.
 - C. National Guard.
 - 1) Must be an active member of the US National Guard authorized to attend on official orders from the appropriate National Guard headquarters.
 - 2) Competitors should be available for selection and training as a member of the All National Guard Rifle or Pistol squads.
 - D. U.S. Military Academy and Senior ROTC cadets 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.
 - F. Combat Rifle/Pistol Competitors. NRA membership is NOT required for Combat Rifle, Combat

Pistol, or Long Range events.

5. TEAM REQUIREMENTS.

- A. All team events, including Long Range, require at least one of the firing members to be New Shooters (see COMPETITOR CLASSIFICATION).
- B. All Combat Rifle and Combat Pistol team members (including team captain/coach) must have been bona fide members of the unit/command entering the team as of the date of the installation or equivalent match. Team members from units/installations not having an installation or equivalent match must have been bona fide members of the unit/command as of 15 FEB 2004.
- C. Long Range team members must have been bona fide members of the unit/command entering the team as of 15 FEB 2004 (Long-Range).
- D. Competitors who enter on an individual basis only may not participate as a coach, team captain, or shooter in any team event, even if assigned to the same unit entering a team.

6. COMPETITOR CLASSIFICATION:

- A. Individual matches. The classification system described below applies to all individual competition except EIC. Competitors are eligible to compete for match winner and awards authorized for their classification (Open class or Novice class). Classification is determined by prior participation in individual events at various levels of competition as described below.
 - 1) Novice Class: A competitor who has not previously fired any weapon, in any individual or team competition, at the Winston P. Wilson Championship, US Army Small Arms Championship, the Interservice Championship, or the National Matches. WARNING: 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.
 - 2) Open Class: A competitor who has previously fired any weapon, in any individual or team competition, at the Winston P. Wilson Championship, US Army Small Arms Championship, the Interservice Championship, or the National Matches. WARNING: An Open Class competitor who enters the Novice Class and fired in the Novice Class will be disqualified. For example, a competitor who fired in the Combat Rifle or National Match Rifle individual matches in a previous US Army Small Arms Championship or higher level championship (except in a Junior category) is automatically classified as an Open class competitor for both Combat and National Match Rifle individual events. He would, however, be eligible to fire in the Novice class in individual pistol events assuming he did not have identical experience with the pistol.
- B. 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 670-1) are awarded to the top scoring 10% of the eligible non-

distinguished competitors. Soldiers who fire only in EIC events in these championships are considered Open class competitors in future US Army Small Arms Championships or lower level championships.

- C. Long Range Competition. Long Range competition is open competition only and has no effect on determining Open or Novice classification in any individual event.
- D. NRA Classification. NRA classification and awards systems will not be used in this championship.
- E. 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. In all team matches (including Long-Range) at least one of the firing members must be a new shooter.
 - 2) Old Shooter. An individual who has previously fired on a team at the Winston P. Wilson Championship, US Army Championship, the Interservice Championship, or the National Matches. Anyone participating in the US Army Championship for 2004 will be automatically designated "old" for team competition at future US Army Championship Matches.
 - 3) New shooter. An individual who has not previously fired in the above matches (or who fired in a junior category only) at the US Army Small Arms Championships or higher level competition is considered to be a new shooter for that event.

7. REGISTRATION AND ENTRY:

- A. Entries: Match programs and official entry cards will be furnished each eligible command upon receipt of a letter of intent and will also be available on the USAMU website <http://www.usarec.army.mil/hq/amu/>. Team representatives should forward a letter of intent with a squad/team roster, listing all competitors, support personnel, and intended arrival date by 30 JAN 04. Please fax to (706) 545 6252, or email to michael.behnke@usarec.army.mil or US Mail to:

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

- 1) All 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, unless prior approval is obtained from the Match Director.
- 2) All competitors and teams must have orders upon arrival at Ft Benning.
- 3) Entry Fees: The entry fee is \$30.00 per person. Entry fees apply to coaches as well. Entry

fees are used to offset operating costs of the All Army not covered by appropriated funds. National Rifle Association awards points, personal checks and credit cards cannot be accepted for payment of entry fees. "Cash only" for payment of entry fees.

- 8. REPORTING:** ALL COMPETITORS must first report to Parks Range Weapons Security Bunker. #154, then to Phillips Range Match Registration, Bldg. # 1617. Match Registration will become operational 0800 hours 12 March 2004. All competitors must be registered NLT 1730 hours, 14 March 2003. USAMU HQ, Bldg. #243, will have a CQ available at 1600 daily, phone number (706) 545 1272 or toll free (877) 256-8070. All competitors will report with orders and will be in a military status.
- 9. WEAPONS SECURITY:** Parks Range Weapons Security Bunker #152 is your first stop upon arrival at Ft Benning. Weapons Security will open at 0700 hrs, 13 March 2004. Teams are NOT allowed to store weapons at any other location. All weapons must be signed in immediately upon arrival. Weapons will not be taken into quarters, stored in vehicles, taken off Fort Benning, or left unattended. Failure to follow this policy will result in disqualification. Individuals failing to turn in their weapon to weapons security by 1900 hours will forfeit their scores for that day. A weapon cleaning area will be provided near the weapons storage bunker for the collection of hazardous waste (bore solvent and oil soaked patches). Weapons cleaning will NOT be done in quarters or in the areas adjacent to the ranges. Solvent and cleaning vats will be provided. Individuals are responsible for their own cleaning equipment.
- 10. HOUSING:** Team Captains/individual entries are responsible for making their team/individual billeting arrangements. The FT Benning Lodging office is located in Olson Hall, Building 399D, (706) 689-0067. Rooms, if available, cost \$28.00 to \$33.00 for single and \$5.00 for each additional guest per day and may be reserved using a VISA, Diner's Club, or MasterCard. If quarters are not available, statements of nonavailability may be obtained by presenting a copy of orders at the Billeting Office. Also located on FT Benning is the Uchee Creek Army camp ground and marina, (706) 685-3060, web site: www.benningmwr.com which has RV sites and cabins for rent, a manager is on-site at all times.
- 11. RATIONS:** Due to the wide range of activities and firing schedules, no practical feeding arrangements can be made. Soldiers TDY to Ft Benning will have a statement included in their orders to the effect that "Rations are unavailable due to mission requirements." The Fort Benning Billeting Office will not issue nonavailability of ration statements.
- 12. TRANSPORTATION:** Military transportation is not available during this championship. A rental vehicle office (Enterprise) is located on post at the mini-mall phone number (706) 689-0896, and at the Columbus Metropolitan Airport there are a number of other rental car vendors.
- 13. SQUADDING PACKETS:** Competitor packets containing squadding tickets, scorecards and match information will be issued to each competitor upon reporting to Match Headquarters.
- 14. ORIENTATION MEETINGS/TRAIN THE TRAINER CLINICS:** Dates, times, and locations of orientation meetings and Train the Trainer clinics for the various disciplines will be posted in Match

Headquarters, during reporting/inprocessing periods.

- 15. TEAM DISTRIBUTION BOXES:** Distribution boxes for each team will be located at Match Headquarters and must be checked daily by each team captain.
- 16. VEHICLE RANGE PASSES:** Vehicle range passes will be issued to Rifle team captains at their respective orientation meetings. Passes will be issued on a basis of one vehicle per team. Teams having ordnance and/or weapons storage vans will receive passes for those vehicles. Requests for additional passes will be handled on a case-by-case basis.
- 17. EMERGENCY CONTACT:** In the event of a bonafide emergency, teams/individual competitors may be contacted through AMU Headquarters, phone: DSN 835-1272/4018; commercial (706) 545-1272/4018 or toll free 877-256-8070.
- 18. UNIFORM:** This is a military activity and all personnel are expected to be in proper uniform and observe appropriate military courtesy. The uniform for all personnel will be standard battle dress uniform (BDU) with cap plus whatever 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.
- 19. CEREMONIES:**
 - A. Opening Ceremony. The opening ceremony will be conducted at Easley Range, 0800 hours, 15 March 04. All competitors and support personnel will be seated in the bleachers NLT 0745 hours. Uniform is BDU with soft cap.
 - B. Award Ceremonies. A separate award ceremony for each match will be held on the respective range upon conclusion of firing. All competitors and support personnel are required to attend the award ceremony. In the event of inclement weather, the time and location of each ceremony will be announced.
- 20. 2005 US ARMY SMALL ARMS CHAMPIONSHIPS PLANNING MEETING:** The Commander, USAMU, will conduct a meeting at 0900 hours, 20 March 2004 in Building 243 (USAMU conference room) to gather input to be used in planning the 2005 US Army Small Arms Championships. Attendance is restricted to the following: FORSCOM Marksmanship Coordinator; OCAR Marksmanship Coordinator; Commander, National Guard MTU; CONUSA and USASOC Marksmanship coordinators; USAR (All Reserve) Rifle and Pistol Team OICs.
- 21. FLAGS:** Teams are requested to bring their unit flags to display during team matches. Flags will not be provided by the USAMU or US Army Infantry Center.
- 22. LOCAL WEATHER CONDITIONS:** Local temperatures can range from 30 to 80 degrees Fahrenheit. It is very common to have wind, rain, and cool temperatures simultaneously. Be prepared for the worst, and bring serviceable, warm, wet weather gear.

**2004 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.
 - B. AR 920-30.
 - C. FORSCOM/TRADOC Supplement 1 to AR 350-6.
 - D. FORSCOM Pamphlets 350-60 through 350-64.
 - E. Rules and regulations contained in this program, Match Director's Bulletins, and rules agreed upon in team captains meeting.
2. **MATCH OFFICIALS:** The Commander, 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:** All competitors registered will fire in both combat pistol and combat rifle EIC matches. 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 M16A2 rifles and M9 pistols available for issue to Soldiers assigned to TDA activities (coordination must be made in advance). Combat competitors will have minimum uniform and equipment outlined in Part IV and Part V of this program. Authorized arms are as follows:
 - A. Long Range competition. US Rifle, Caliber 7.62mm, M21 or M24 as described in TM 9-1005-221-10 and TM 9-1005-306-10, respectively, M14 as described in TM-9-1005-223-10. No M1C, M1D, commercial equivalent, or other long-range rifle is authorized.
 - B. Combat rifle competition. US Service Rifle, Caliber 5.56mm, M16A1, A2/3, and A4, and Carbine M4/M4A1 as described in TM 9-1005-319-10 (w/c3). No commercial equivalent arms are authorized.
 - C. Combat pistol competition.
 - 1) US Pistol, Caliber 9mm, M9 or M11 as described in TM 9-1005-317-23&P as issued.

2) No commercial equivalent pistols/revolvers are authorized.

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

5. AMMUNITION:

A. The following types of ammunition will be issued on the firing line.

1) Long range: 7.62mm M118 long-range, or commercial equivalent.

2) Rifle: Mark 262 Mod 0, 5.56mm long-range Special Ball (DODIC AA53), or commercial equivalent.

3) Pistol: 9mm M882 Ball, or commercial equivalent.

B. All competitors will use ammunition issued on the firing line.

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.

C. Rifle teams may send a team observer to the pits during team matches. The observers' duties are limited to insuring that the pit officer or his representative plugs the shot holes if the target is challenged by the team captain. He will not physically touch the target(s), challenge, demand repair centers or otherwise interfere with pit operations.

7. CHALLENGES AND PROTESTS:

A. PROTESTS

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

will:

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

B. PROTEST COMMITTEE (PC) DUTIES AND RESPONSIBILITIES.

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

- a) Non-voting Chairman Match Director
- b) Voting member TBD
- c) Voting member TBD
- d) Voting member TBD

C. 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 All Army OIC 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.

D. Rulings of the Match Director concerning protests are final. Rulings of the Pit Officer concerning the number of hits/score of a challenged target (rifle) are final. Challenges/protests will not be accepted from anyone except individual competitors (individual matches) and the team captains of firing teams (team matches). 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 official bulletin boards on the ranges and 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 Public Affairs Office.
 - C. AWARDS. Awards are issued in accordance with the appropriate awards schedule for each discipline (see Part VII of this program). All awards, except individual trophies and medallions for Overall Winner, 1st & 2nd Novice, 1st Rifle Team, 1st Pistol Team, High Rifle individual and High Pistol individual in the Combat Match events. Awards for the Winner in the Long-Range match will be available immediately after official bulletins are posted. Unclaimed awards will not be mailed to any individual or team.
- 9. SIGHTING/PRACTICE SHOTS:** Sighting/practice shots are prohibited during any phase of these matches except during scheduled Rifle/Pistol practice and Long Range zero phases.
- 10. TRAIN THE TRAINER INSTRUCTION:** Train the Trainer classes will be presented during the championships. The training is mandatory for all competitors. Dates, times, and locations where instruction is to be held will be posted in Match Headquarters, Building 1617, at Phillips Range.

**2004 US ARMY SMALL ARMS CHAMPIONSHIPS
PART III
SCHEDULE OF EVENTS**

Sunday, 14 March 2004:

0700 – 1600 In-processing
1700 – 1900 Team Captains meeting

Monday, 15 March 2004:

0730 – 0800 Opening Ceremony Easley/McAndrews range
0830 – 1230 Classroom portion of Rifle Train the Trainer (T3) (Bldg. 4)
1300 – 1900 Range portion of Rifle T3

Tuesday, 16 March 2004:

0730 – 1100 Rifle zero Easley/McAndrews ranges
1200 – 1400 Classroom portion of Pistol T3 (Bldg. 4)
1430 – 1900 Range portion of Pistol T3

Wednesday, 17 March 2004:

0730 – 1630 Rifle match day 1, Easley/McAndrews range
0730 – 1630 Pistol match day 1, Phillips/Parks range

Thursday, 18 March 2004:

0730 – 1630 Rifle match day 2, Easley/McAndrews range
0730 – 1630 Pistol match day 2, Phillips/Parks range

Friday, 19 March 2004:

0730 – 1630 Rifle EIC day, Easley/McAndrews range
0730 – 1630 Pistol EIC day, Phillips/Parks range

Saturday, 20 March 2004:

0730 – 1630 Rifle team day, Easley/McAndrews range

Sunday, 21 March 2004:

0730 – 1630 Pistol team day, Phillips/Parks range
0730 – 1630 Long Range match registration
1730 – 1900 Awards Ceremony Easley/McAndrews range

Monday, 22 March 2004:

0730 – 1630 Long Range T3 and zero, Maertens range

Tuesday, 23 March 2004:

0730 – 1630 Long Range iron sights match, Maertens range

Wednesday, 24 March 2004:

0730 – 1630 Long Range any sights match, Maertens range

Thursday, 25 March 2004:

0730 – 1630 Long Range Palma match, Maertens range

1800 – 1900 Awards Ceremony Easley Range

NOTE: This schedule is subject to change. See the USAMU S3 Competitions, 545-7841, for most current update.

2004 US ARMY SMALL ARMS CHAMPIONSHIPS
PART IV
COMBAT PISTOL GENERAL INFORMATION

COMBAT PISTOL RANGE SAFETY

1. **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:
 - A. Assume all weapons are always loaded.
 - B. Never let the muzzle cover (or point at) anything you are not willing to destroy.
 - C. Keep your finger off the trigger until your sights are on target.
 - D. Keep weapon on safe until ready to fire.
 - E. Be sure of your target. Know what it is, what is in line with it, and what is behind it.
 - F. **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.
 - G. **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.
 - H. **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) **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.
 - 6) **Hearing Protection:** Hearing protection is mandatory on all ranges.

- 7) 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.
- 8) Alcohol: Alcoholic beverages WILL NOT be consumed on the range at any time. Competitors exhibiting any evidence of having consumed alcohol prior to his/her arrival at the range will be disqualified.
- 9) 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. U.S. MILITARY FORCES SERVICE PISTOL REQUIREMENTS:

- A. Pistols Allowed: Two general issued service pistols are allowed for U.S. military forces. Commercial equivalents are not allowed.
 - 1) The U.S. pistol, caliber 9 millimeter, M-9 as described in TM 9-1005-317-23-P as issued from the government vendor is allowed.
 - 2) The U.S. pistol, caliber 9 millimeter, M-11 is allowed.
- 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) M-9 double action 9.5 lbs.
 - 2) M-9 single action 4.1 lbs
 - 3) M-11 double action 12 lbs.
 - 4) M-11 single action 4.4 lbs.

3. PISTOL RANGE COMMANDS AND POSITIONS:

A. COMMANDS

- 1) The pistol is “HOLSTERED” when:
 - a) There is no magazine in the pistol
 - b) The chamber is empty
 - c) The hammer is fully forward, and
 - d) The breech is closed
 - e) The de-cocking lever is applied (m-9)

- 2) The pistol is “unloaded” when:
 - a) There is no magazine in the pistol,
 - b) The chamber is empty,
 - c) The hammer is to the rear, and
 - d) The breech is open.

- 3) The pistol is “loaded” when:
 - a) A filled magazine is in the pistol
 - b) The chamber is empty
 - c) The hammer is forward
 - d) The breech is closed, and the de-cocking
Lever is applied (m-9)

- 4) The pistol is at “ACTION” when:
 - a) A filled magazine is in the pistol,
 - b) A round is in the chamber
 - c) The pistol is un-cocked (m-9)
 - d) The de-cocking lever is on
 - e) The de-cocking lever is manually depressed (m-11) and the hammer is forward

- 5) The pistol is at “INSTANT” when:
 - a) A filled magazine is in the pistol,
 - b) A round is in the chamber,
 - c) The de-cocking lever is not applied (m-9)

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

- A. 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.
- B. 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.
- C. Kneeling: In the kneeling position, one knee must touch the ground.
- D. 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.
- E. Crouch Position: Both feet must be on the ground and the body must not touch any other object, i.e. table or barricade. Place the body in a forward crouch (boxer's stance) with the knees bent slightly and trunk bent forward. Squatting is not permitted.
- F. 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 (Match 202 and 203).
- G. Alert Position: In the "ALERT" position, the competitor will be standing and the pistol will be at "INSTANT," held at waist level with elbows at your side, pointed in the direction of the target, barrel parallel with the ground, and may be held in one or both hands.

5. 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.

6. 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.

A. **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 has more than one target to engage. If there is 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.

B. **CHALLENGES IN PISTOL MATCHES:** Competitors may challenge shot value. The Referee’s decision will be final on all challenges of shot value.

7. MISCELLANEOUS PISTOL RANGE PROCEDURES:

A. Handling and loading of magazines:

- B. 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.
- C. 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.
- D. Double Action Firing: M-9 and M-11 pistols must be fired double action for the first round after the command INSTANT.
- E. 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".
- F. Timing: A stopwatch will be used for the timing of exposures. A whistle or other suitable device will be used to signal the fire and cease fire command.

G. PISTOL - TIE BREAKING PROCEDURES:

- 1) Individual Matches: the following steps will break Ties in individual matches in order.
 - a) Highest number of 5s, 4s, 3s, etc.
 - b) Pistol Match 201 score.
 - c) If a tie still exists a shoot off will be directed as determined by the Match Director.
 - d) Combat Team Match: Team match scores will be ranked by applying the following steps in order.
 - e) Highest number of 5s, 4s, 3s, etc.
 - f) By the highest individual aggregate score.
 - g) By the second highest individual aggregate score, etc.
 - h) If a tie exists the Match Director will break the tie.

8. PISTOL UNIFORMS AND EQUIPMENT REQUIREMENTS:

A. UNIFORMS AND EQUIPMENT:

- 1) VIP/visitors/observers: Battle Dress Uniform (BDU) with soft cap preferred.
- 2) Individual Competitors: Individual competitors will wear their battle dress uniform. This will include at a minimum the following equipment:
 - a) Kevlar
 - b) Authorized combat boots
 - c) LCE or LBV as issued by unit of assignment to include: web belt, suspenders, two ammunition pouches, first aid pouch, canteen with cup and carrier or Camel Back, and 4 magazines or LBV with first aid pouch, canteen with cup and carrier or Camel Back, and 4

magazines.

d) Hearing protection and eye protection.

3) Additional Competitor Equipment Allowances and Limitations:

4) Issue cold weather undergarments and combat sweaters are permitted.

5) Issue wet weather clothing may be worn, including overshoes, ponchos, raincoats and trousers.

6) Issue gloves (without any modification) may be worn. Shooting gloves or mitts are not allowed.

7) Civilian clothing is not allowed for competitors. Elbow and kneepads are not allowed.

8) The pistol belt will be fastened during firing.

9) The issue poncho, shelter half or the equivalent, may be used as a ground cover or as a firing mat. No other ground sheets 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.

10) Rucksacks and butt packs may be used at the option of the competitor. These items must be Government Issue.

11) Shooting stools may be used but cannot be taken forward of the assembly line in combat matches.

12) Protective mask will only be worn or carried if they are required during a specific match.

13) All equipment must be as issued by parent unit.

14) Coaches and team captains will be in the same uniform as competitors for team matches.

B. OPTICAL AIDS ALLOWED:

1) Binoculars (up to 10 power x 50 mm) can be used for pistol matches.

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 Kevlars.

INDIVIDUAL COMBAT PISTOL COURSES OF FIRE:

1. Match 201: Secretary of the Army (SECARMY) Combat Pistol Match

A. Awards: See Part VII

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

C. Conditions: Competitors will shoot a total of 72 rounds in 3 stages for this match.

1) Stage 1

a) Range: 25 yards

b) Position: Standing to kneeling to prone

c) Shots: 24

d) Targets: 4 each fig 11 pistol targets

e) Timing: 50 seconds

f) Scoring: Maximum points 120

g) On command, competitors will assume a kneeling position and fire 12 shots on target 1, reloading on demand. Following the 12th shot (magazine out, slide back) competitors will assume a prone position, reload safely, and fire 12 shots on target 2 with the support hand, reloading on demand.

2) Stage 2

a) Range: 20 yards

b) Position: Standing barricade

c) Shots: 24

d) Targets: 4 each fig 11 pistol targets

e) Timing: 50 seconds

f) Scoring: Maximum points 120

g) On the command "FIRE," competitors will assume a standing barricade position and fire 6 shots each on targets 3 and 4, reloading on demand.

h) Following the 12th shot competitors will reload safely, place the weapon in the support hand, and fire 6 shots each on targets 3 and 4 with the support hand from the opposite side of the barricade.

3) Stage 3

a) Range: 15 yards

b) Position: Standing quick fire multiple target engagement

c) Shots: 24

d) Targets: 4 each fig 11 pistol targets

e) Timing: 4 exposures, one each of 7 seconds, 6 seconds, 5 seconds, 4 seconds; minimum intervals of 7 seconds between exposures.

f) Scoring: Maximum points 120

g) First exposure - competitors will engage targets 1, 2, 3, and 4, left to right placing one shot on each target and return to target 1 for the last two shots in 7 seconds.

h) Second exposure - repeat firing sequence of first exposure in 6 seconds.

i) Third exposure - competitors will engage targets 2, 3, and 4, with two shots each in 5 seconds.

- j) Fourth exposure - repeat firing sequence of third exposure in 4 seconds

10. Match 202: Chief of Staff of the Army (CSA) Combat Pistol Match

- A. Awards: See Part VII
- B. Uniform and Equipment: See Part IV Pistol equipment.
- C. Conditions: Same as Match 201

11. Match 221: Combat Pistol Excellence-in-Competition Match

- A. Awards: See Part VII
- B. Uniform and Equipment: See Part IV Pistol equipment.
- C. Conditions
- D. Competitors will shoot a total of 36 rounds in 2 stages for this match.
 - 1) Stage 1
 - a) Range: 15 yards
 - b) Position: Standing
 - c) Shots: 12
 - d) Targets: 4 each Fig 11 Targets
 - e) Timing: 4 exposures of 4 seconds, minimum interval of 7 seconds
 - f) Scoring: Maximum points 60 (Body hits - as per scoring rings; Head hits - as per (7), (9) below)
 - g) First exposure - competitor will engage first target on the left, placing two shots in the torso region first and the third shot in the facial scoring area.
 - h) The second, third and fourth exposure is the same as the first firing sequence. The competitor will engage targets from left to right reloading at will.
 - i) The competitor must have a hit inside the facial scoring area to receive a score on the target. The facial scoring area is defined as the line, which extends from below the chin to the Kevlar brim on each side of the face. The brim of the Kevlar is included in the scoring area and is considered part of the scoring ring. Facial hits are worth five points. Excessive facial hits are worth two points each.
 - 2) Stage 2
 - a) Range: 15 yards
 - b) Position: Standing Quick Fire Multiple Target Engagement
 - c) Shots: 24
 - d) Targets: 4 each Fig 11 Targets
 - e) Timing: 4 exposures, one each of 7 seconds, 6 seconds, 5 seconds, 4 seconds; minimum 7 second intervals
 - f) Scoring: Maximum points 120
 - g) First exposure - competitors will engage targets 1, 2, 3, and 4 left to right, placing one shot on each target, return to target 1 for the last two shots, in 7 seconds.
 - h) Second exposure - repeat firing sequence of first exposure in 6 seconds.
 - i) Third exposure - competitors will engage targets 2, 3, 4, with two rounds each in 5 seconds.
 - j) Fourth exposure - repeat firing sequence of third exposure in 4 seconds.

12. Match 204: U.S. Army Service Pistol Championship

- A. Awards: See Part VII
- B. Conditions: Individual aggregates of 201, 202 and 221.

13. Match 210: Sergeant Major of the Army (SMA) Combat Pistol Team Match

- A. Awards: See Part VII
- B. Uniform and Equipment: See Part IV Pistol equipment.
- C. Conditions: Four team members will fire at total of 36 rounds each. Coaching is not allowed on the firing line.

1) Stage 1

- a) Range: 15 yards
- b) Position: Standing
- c) Shots: 12
- d) Targets: 4 each Fig 11 Targets
- e) Timing: 4 exposures of 4 seconds, minimum interval of 7 seconds
- f) Scoring: Maximum points 60 (Body hits - as per scoring rings; Head hits - as per (e), (f) below)
- g) First exposure - competitor will engage first target on the left, placing two shots in the torso region first and the third shot in the facial scoring area.
- h) The second, third and fourth exposure is the same as the first firing sequence. The competitor will engage targets from left to right reloading at will. The competitor must have a hit inside the facial scoring area to receive a score on the target. The facial scoring area is defined as the line, which extends from below the chin to the Kevlar brim on each side of the face. The brim of the Kevlar is included in the scoring area and is considered part of the scoring ring. Facial hits are worth five points. Excessive facial hits are worth two points each.

2) Stage 2

- a) Range: 15 yards
- b) Position: Standing Quick Fire Multiple Target Engagement
- c) Shots: 24
- d) Targets: 4 each Fig 11 Targets
- e) Timing: 4 exposures, one each of 7 seconds, 6 seconds, 5 seconds, 4 seconds; minimum 7 second intervals.
- f) Scoring: Maximum points 120
- g) First exposure - competitors will engage targets 1, 2, 3, and 4 left to right, placing one shot on each target, return to target 1 for the last two shots, in 7 seconds.
- h) Second exposure - repeat firing sequence of first exposure in 6 seconds.
- i) Third exposure - competitors will engage targets 2, 3, 4, with two rounds each in 5 seconds.
- j) Fourth exposure - repeat firing sequence of third exposure in 4 seconds.

k) This match must be declared no later than 1600 19 March 2004.

14. Match 601: Combined Small Arms Day 1

- A. Awards: See Part VII
- B. Uniform and Equipment: N/A
- C. Conditions: Aggregate of matches 201 and 301.

15. Match 602: Combined Small Arms Day 2

- A. Awards: See Part VII
- B. Uniform and Equipment: N/A
- C. Conditions: Aggregate of matches 202 and 302

16. Match 604: Combined Small Arms Overall Champion

- A. Awards: See Part VII
- B. Uniform and Equipment: N/A
- C. Conditions: Aggregate of matches 204 and 304

PART V
COMBAT RIFLE GENERAL INFORMATION

1. **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:
 - A. Assume all weapons are always loaded.
 - B. Never let the muzzle cover (or point at) anything you are not willing to destroy.
 - C. Keep your finger off the trigger until your sights are on target.
 - D. Keep weapon on safe until ready to fire.
 - E. Be sure of your target. Know what it is, what is in line with it, and what is behind it.
 - F. 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.
 - G. Handling of Rifles: There are four areas where rifle competitors are allowed to handle their weapon. These rules are STRICTLY enforced and disqualification will result for those who fail to abide by them. They are:
 - 1) On the firing line.
 - 2) At the weapons cleaning area.
 - 3) When transferring the weapon from the security vault to the range.
 - 4) At the armorers van, when instructed by the armorer to present the weapon for repair.
 - H. Fire and Movement: During rifle fire and movement stages, weapons will be carried or handled in such a manner to ensure they 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 (except in team matches, when another member of the team or coach may do so). The retrieving of ammunition will be done in a safe manner, keeping the weapon pointed down range.
 - I. 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; but cannot continue the match until his weapon is cleared by a safety officer.

- J. Hearing Protection: Hearing protection is mandatory on all ranges.
- K. 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.
- L. Alcohol: Alcoholic beverages WILL NOT be consumed on the range at any time. Competitors exhibiting any evidence of having consumed alcohol prior to his/her arrival at the range will be disqualified.
- M. Eye Protection: Eye protection is highly recommended on the rifle range. Prescription eyeglasses or standard issue safety shooting glasses will suffice. Safety glasses are not available for issue.
- N. 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.
- O. 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. U.S. MILITARY FORCES SERVICE RIFLE REQUIREMENTS:

- A. Service Rifle: The service rifle is the standard 5.56 M16A1, M-16A2/3, M-16A4, and M4/M4A1 as issued and type classified by the U.S. government. Parts MAY NOT be interchanged between different rifle types. The commercial equivalent and heavy barrels are not allowed in any match. The rifle will be serviceable in accordance with the individual service's 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. 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 A2 trigger components with those from an A1. Optic sighting systems and the M-68 reflex sight are not allowed. Only issue iron sights are allowed. NOTE: Use of the M16 A1 rifle is not authorized due to non-availability of A1 ammo. The M-4 carbine is authorized for use during the matches.
- B. Service Sling: Only the black or green Government Issue web sling is allowed. A service web sling no more than 3 centimeters wide 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 sling may be placed around one arm and/or wrist but not around any other part of the competitor's body. The use of a sling is not mandatory, however, if used it must be attached to at least one sling swivel. The sling must not be attached to the rifle in such a manner as to restrict the competitor from carrying out weapon handling drills safely.
- 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 is outlined in Technical Manual 9-1005-249-23+P-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.

- 3. 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 if they can justify the loss.

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, score cards 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 number 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.
- 6) Rifle Timed Fire Matches: 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:
- 7) Each sighting shot, where allowed, will be marked by a spotting disc as for a slow fire shot.
- 8) 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.
- 9) Scores will be taken and the total number of hits and their value will be shown on the scorecards.
- 10) Spotting discs will be placed in all shot holes and targets raised.

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

M	2	
		3
V	5	4

- 3) During slow fire matches, the competitor will commence his record shots immediately after the sighting shots have been marked. There will be no delay to paste an old shot; the old sighting shot will be pasted when the new shot is marked.
- 4) During scoring, the scorer will tell the shooter which shot he fired and the value of the shot. i.e., “your first sighting shot is a V.” The scorer can tell the competitor the location of the shot but cannot tell him how to correct his shot.
- 5) 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) 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 the penalty may be disqualification for that Stage or Match.
- 3) In the case of crossfire, if a target has less than fifteen (15) hits, starting alternately, take the low and high hits off the total, up to the number of excessive hits, beginning with the low numbers. If a target has more than fifteen (15) hits the competitor has the option to re-fire. Targets will not be shown if a re-fire is selected. The Pit NCO will call the Line NCO with the possible score using the less than fifteen (15)-hit rule.

4. CHALLENGES IN RIFLE MATCHES:

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

- 1) If the challenge is for a hit, the hit or a miss will be signaled.
- 2) If the challenge is for a higher value, the correct value will be signaled.
- 3) During slow fire matches, a ricochet will be signaled as a miss. No spotting disc will be shown. A shot will not be declared a ricochet unless it gives evidence (by the throwing of sand or dirt against the target in the pits) that it has previously struck the ground. An elongated hole is not, by itself, evidence of a ricochet.

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.

5. TIMING OF EXPOSURES IN RIFLE MATCHES:

A. 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.

- 1) 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, except in coached team matches.

6. TIE-BREAKING PROCEDURES:

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

- 1) Single Stage.
- 2) By the greatest number of "V"s.
- 3) By inverse order of shots, counting singly from the last shot to the first shot.
- 4) Multiple Stage at different distances.
- 5) By the greatest number of "V"s.
- 6) By the score obtained at the longest distance, the next longest distance, etc.
- 7) Multiple Stage at different distances, but the score at each distance and/or stage cannot be determined. (Scored as single target)
- 8) By the greatest number of "V"s.
- 9) By the greatest number of hits of highest value, next highest value, etc.
- 10) Multiple Stage at different distances, but the score at each distance and/or stage cannot be determined. (Scored as multiple sets of targets)
- 11) By the greatest number of "V"s.
- 12) By the scores of "targets sets" in reverse order.
- 13) Individual unbreakable ties will be determined by the following:
 - a) Rifle Match 321.
 - b) Pistol Match 221.

- c) 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 “V”s.
 - 3) By the greatest number of “5”s, by the greatest number of “4”s, etc.
 - 4) Multiple stages:
 - 5) By the total aggregate score of the last stage.
 - 6) By the total aggregate score of the next to the last stage, etc.
 - 7) By the highest individual aggregate score, second highest individual aggregate score, etc.

7. UNIFORMS AND EQUIPMENT REQUIREMENTS:

- A. VIP/visitors/observers: Battle Dress Uniform (BDU) with soft cap.
- B. Range personnel: BDU with distinctive cap. Rifle range pit crew will wear Kevlar.
- C. Individual Competitors: Individual competitors will wear their battle dress uniform. This will include at a minimum the following equipment:
 - 1) Kevlar,
 - 2) Authorized combat boots,
 - 3) LCE or LBV as issued by unit of assignment to include: web belt, suspenders, two ammunition pouches, first aid pouch, canteen with cup and carrier or Camel Back, and 4 magazines or LBV with first aid pouch, canteen with cup and carrier or Camel Back, and 2 each 30-round or 4 each issue magazines.
 - 4) Hearing protection.
 - 5) Additional Competitor Equipment Allowances and Limitations:
 - 6) Issue cold weather undergarments and combat sweaters are permitted.
 - 7) Issue wet weather clothing may be worn, including overshoes, ponchos, raincoats and trousers.
 - 8) Issue gloves (without any modification) may be worn. Shooting gloves or mitts are not allowed.
- D. Civilian clothing is not allowed for competitors. Elbow and kneepads are not allowed.
- E. The pistol belt will be fastened during firing.
- F. The issue poncho, shelter half or the equivalent, may be used as a ground cover or as a firing mat. No other ground sheets 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.
- G. Rucksacks and butt packs may be used at the option of the competitor. These items must be

Government Issue.

H. Shooting stools may be used but cannot be taken forward of the assembly line in combat matches.

I. Issue camouflage compact or stick.

J. Protective mask will only be worn or carried if they are required during a specific match.

K. Coaches and team captains will be in the same uniform as competitors for team matches.

8. OPTICAL AIDS ALLOWED:

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

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

COMBAT RIFLE COURSES OF FIRE

1. Match 301: Secretary of the Army (SECARMY) Combat Rifle Match

- A. Awards: See Part VII.
- B. Uniform and Equipment: See equipment Part V.
- C. Conditions:

1) Stage 1 - Precision Sustained Fire

- a) Range: 200 yards
- b) Position: Standing
- c) Shots: 20 for record loaded one at a time.
- d) Target: Type D, Targets will be pulled, marked, and scored after each shot.
- e) Timing: 20 minutes
- f) Scoring: Maximum points 100
- g) Competitors will be squadded one per target.

2) Stage 2 - Rapid Fire Sitting

- a) Range: 200 yards
- b) Position: Standing to sitting
- c) Shots: 10 for record (1 mag of 2, 1 mag of 8)
- d) Target: Type D, Targets will be scored at the completion of a ten-round string.
- e) Timing: 50 Seconds
- f) Scoring: Maximum points 50
- g) Competitors will be squadded one per target.
- h) Upon appearance of the targets, competitors will go from the "Standing" position to the sitting position and engage their target.

3) Stage 3 - Rapid Fire Prone

- a) Range: 300 yards
- b) Position: Standing to Prone
- c) Shots: 10 for record (1 mag of 2, 1 mag of 10)
- d) Target: Type D, Targets will be scored at the completion of a ten-round string.
- e) Timing: 60 Seconds
- f) Scoring: Maximum points 50
- g) Competitors will be squadded one per target.
- h) Upon appearance of the targets, competitors will go from the "Standing" position to the prone position and engage their target.

4) Stage 4 - Slow Fire long-range

- a) Range: 500 yards
- b) Position: Prone
- c) Shots: 20 for record loaded one at a time.
- d) Target: Type B, Targets will be pulled, marked, and scored after each shot.
- e) Timing: 20 Minutes
- f) Scoring: Maximum points 100
- g) Competitors will be squadded one per target.

2. Match 302: Chief of Staff of the Army (CSA) Combat Rifle Match

- A. Awards: See Part VII.
- B. Uniform and Equipment: See equipment Part V.
- C. Conditions: Same as match 301

3. Match 321: All Army Excellence-in-Competition Match

- A. Awards: See Part VII.
- B. Uniform and Equipment: See equipment Part V.
- C. Conditions:

1) Stage 1 - Precision Sustained Fire

- a) Range: 200 yards
- b) Position: Standing
- c) Shots: 10 for record loaded one at a time.
- d) Target: Type D, Targets will be pulled, marked, and scored after each shot.
- e) Timing: 10 minutes
- f) Scoring: Maximum points 50
- g) Competitors will be squadded one per target.

2) Stage 2 - Rapid Fire Sitting

- a) Range: 200 yards
- b) Position: Standing to sitting
- c) Shots: 10 for record (1 mag of 2, 1 mag of 8)
- d) Target: Type D, targets will be scored at the completion of a ten-round string.
- e) Timing: 50 Seconds
- f) Scoring: Maximum points 50
- g) Competitors will be squadded one per target.
- h) Upon appearance of the targets, competitors will go from the "Standing" position to the sitting position and engage their target.

3) Stage 3 - Rapid Fire Prone

- a) Range: 300 yards
- b) Position: Standing to Prone

- c) Shots: 10 for record (1 mag of 2, 1 mag of 10)
- d) Target: Type D, targets will be scored at the completion of a ten-round string.
- e) Timing: 60 Seconds
- f) Scoring: Maximum points 50
- g) Competitors will be squadded one per target.
- h) Upon appearance of the targets, competitors will go from the “Standing” position to the prone position and engage their target.

4) Stage 4 – Slow Fire long-range

- a) Range: 500 yards
- b) Position: Prone
- c) Shots: 20 for record loaded one at a time.
- d) Target: Type B, Targets will be pulled, marked, and scored after each shot.
- e) Timing: 20 Minutes
- f) Scoring: Maximum points 100
- g) Competitors will be squadded one per target.

4. Match 304: U.S. Army Service Rifle Individual Championship

- A. Awards: See Part VII
- B. Conditions: Individual aggregates of 301, 302 and 321.

5. Match 310: Sergeant Major of the Army (SMA) Combat Rifle Team Match

- A. Awards: See Part VII.
- B. Uniform and Equipment: See equipment Part V.
- C. Conditions:

1) Stage 1 - Slow Fire

- a) Range: 200 yards
- b) Position: Standing
- c) Shots: 10 for record per shooter loaded one at a time.
- d) Target: Type D, Targets will be pulled, marked, and scored after each shot.
- e) Timing: Total team time of 20 minutes
- f) Scoring: Maximum points 50 per shooter
- g) Team members must fire as pairs. That is, the shooters alternate shooting on the same target. The shooter on the right of the pair fires first. Shots fired out of sequence will be scored as a miss.

2) Stage 2 - Rapid Fire Sitting

- a) Range: 200 yards
- b) Position: Standing to sitting

- c) Shots: 10 for record (1 mag of 2, 1 mag of 8) per shooter
- d) Target: Type D, Targets will be scored at the completion of a ten-round string.
- e) Timing: 50 Seconds
- f) Scoring: Maximum points 50 per shooter
- g) Competitors will be squadded two per target.
- h) Upon appearance of the targets, competitors will go from the “Standing” position to the sitting position and engage their target.

3) Stage 3 - Rapid Fire Prone

- a) Range: 300 yards
- b) Position: Standing to Prone
- c) Shots: 10 for record (1 mag of 2, 1 mag of 10)
- d) Target: Type D, targets will be scored at the completion of a ten-round string.
- e) Timing: 60 Seconds
- f) Scoring: Maximum points 50 per shooter
- g) Competitors will be squadded two per target.
- h) Upon appearance of the targets, competitors will go from the “Standing” position to the prone position and engage their target.

4) Stage 4 – Slow Fire long-range

- a) Range: 500 yards
- b) Position: Prone
- c) Shots: 20 for record per shooter loaded one at a time.
- d) Target: Type B, Targets will be pulled, marked, and scored after each shot.
- e) Timing: Total team time of 40 Minutes
- f) Scoring: Maximum points 100 per shooter
- g) Team members must fire as pairs. That is, the shooters alternate shooting on the same target. The shooter on the right of the pair fires first. Shots fired out of sequence will be scored as a miss.

6. Match 601: Combined Small Arms Day 1

- A. Awards: See Part VII
- B. Uniform and Equipment: N/A
- C. Conditions: Aggregate of matches 201 and 301.

7. Match 602: Combined Small Arms Day 2

- A. Awards: See Part VII

- B. Uniform and Equipment: N/A
- C. Conditions: Aggregate of matches 202 and 302

8. Match 604: Combined Small Arms Overall Champion

- A. Awards: See Part VII
- B. Uniform and Equipment: N/A
- C. Conditions: Aggregate of matches 204 and 304

2004 US ARMY SMALL ARMS CHAMPIONSHIPS
PART VI
LONG RANGE MATCHES

12. Match 501: Long Range Rifle, Metallic Sights Match

- A. Awards: See Part VII.
- B. Uniform and Equipment: See equipment Part V.
- C. Conditions: Slow Fire long-range
 - 1) Range: 1000 yards
 - 2) Position: Prone
 - 3) Shots: 20 shots for record. Unlimited practice firing with coaching, may be fired within the match time authorized (30 minutes) provided all practice firing is completed BEFORE any record shots are fired. COMPETITOR must advise their scorer BEFORE firing the first record shot by stating "FIRST RECORD SHOT". The scorer will ensure that no coaching or practice firing takes place after record firing begins. If after firing 7 rounds, any competitor not hitting the paper can be withdrawn from the match if deemed a safety hazard.
 - 4) Sights: Metallic sights
 - 5) Target: NRA LR target, Targets will be pulled, marked, and scored after each shot.
 - 6) Timing: 30 Minutes
 - 7) Scoring: Maximum points 200
 - 8) Competitors will be squadded one per target.

13. Match 502: Long Range Rifle, Any Sights Match

- A. Awards: See Part VII.
- B. Uniform and Equipment: See equipment Part V.
- C. Conditions: Slow Fire long-range
 - 1) Range: 1000 yards
 - 2) Position: Prone
 - 3) Shots: 20 shots for record. Unlimited practice firing with coaching, may be fired within the match time authorized (30 minutes) provided all practice firing is completed BEFORE any record shots are fired. COMPETITOR must advise their scorer BEFORE firing the first record shot by stating "1ST RECORD SHOT". The scorer will ensure that no coaching or practice firing takes place after record firing begins. If after firing 7 rounds, any competitor not hitting the paper can be withdrawn from the match if deemed a safety hazard.
 - 4) Sights: Metallic or optical sights
 - 5) Target: NRA LR target, Targets will be pulled, marked, and scored after each shot.
 - 6) Timing: 30 Minutes
 - a) Scoring: Maximum points 200
 - b) Competitors will be squadded one per target.

14. Match 503: Long Range Rifle, Palma Match

- A. Awards: See Part VII.
- B. Uniform and Equipment: See equipment Part V.
- C. Conditions: Slow Fire long-range

1) Stage 1:

- a) Range: 800 yards
- b) Position: Prone
- c) Shots: Unlimited practice firing and 15 shots for record. Coaching allowed during practice firing only. All practice firing and the specified 15 record shots must be completed within the 22 minute time limit per stage. If after firing 7 rounds, any competitor not hitting the paper can be withdrawn from the match if deemed a safety hazard.
- d) Sights: Metallic sights
- e) Target: NRA LR target, Targets will be pulled, marked, and scored after each shot.
- f) Timing: 22 Minutes
- g) Scoring: Maximum points 150
- h) Competitors will be squadded one per target.

2) Stage 2:

- a) Range: 900 yards
- b) Position: Prone
- c) Shots: Two sighting shots and 15 shots for record. All practice firing and the specified 15 record shots must be completed within the 22 minute time limit per stage. If after firing 7 rounds, any competitor not hitting the paper can be withdrawn from the match if deemed a safety hazard.
- d) Sights: Metallic sights
- e) Target: NRA LR target, Targets will be pulled, marked, and scored after each shot.
- f) Timing: 22 Minutes
- g) Scoring: Maximum points 150
- h) Competitors will be squadded one per target.

3) Stage 3:

- a) Range: 1000 yards
- b) Position: Prone
- c) Shots: Two sighting shots and 15 shots for record. All practice firing and the specified 15 record shots must be completed within the 22 minute time limit per stage. If after firing 7 rounds, any competitor not hitting the paper can be withdrawn from the match if deemed a safety hazard.
- d) Sights: Metallic sights
- e) Target: NRA LR target, Targets will be pulled, marked, and scored after each shot.
- f) Timing: 22 Minutes

- g) Scoring: Maximum points 150
- h) Competitors will be squadded one per target.

15. Match 504: Long Range Rifle, Overall Champion

- A. Awards: See Part VII.
- B. Uniform and Equipment: See equipment Part V.
- C. Conditions: Aggregate of matches 501, 502 and 503.

**2004 US ARMY SMALL ARMS CHAMPIONSHIPS
PART VII
AWARDS SCHEDULE**

(Note: This award matrix is subject to change)

AWARDS	1 st	2 nd	3 rd
Open Individual Champion Match 604	Trophy Plaque (AUSA), SECARMY Trophy Rifle (CMP), Gold Medal, CSA Coin, and Donated Items	Silver Medal, SMA Coin, and Donated Items	Bronze Medal, and Donated Items
Pistol Individual Champion Match 204	Trophy Plaque (AUSA), Gold Medal, CSA Coin, and Donated Items	Silver Medal, SMA Coin, and Donated Items	Bronze Medal
Rifle Individual Champion Match 304	Trophy Plaque (AUSA), Gold Medal, CSA Coin, and Donated Items	Silver Medal, SMA Coin, and Donated Items	Bronze Medal
High Novice Champion Match 604	Trophy Plaque (AUSA), SECARMY Trophy Rifle (CMP), Gold Medal, CSA Coin, SMA Coin, and Donated Items	Plaque, Silver Medal, CSA Coin, SMA Coin, and Donated Items	Bronze Medal, and Donated Items Plaque for 4 th , 5 th , and 6 th Novice, and Donated Items
Pistol Team Champions Match 210	Trophy Plaque (7), Gold Medal (7), CSA Coin (4), SMA Coin (4), and Donated Items	Silver Medal (7), Plaque for Unit	Bronze Medal (7), Plaque for Unit

Rifle Team Champions Match 310	Trophy Plaque (7), Gold Medal (7), CSA Coin (4), SMA Coin (4), and Donated Items	Silver Medal (7), Plaque for Unit	Bronze Medal(7), Plaque for Unit
Day 1 Overall Winner Match 601	Plaque, Gold Medal and Donated items	Silver Medal	Bronze Medal
Day 2 Overall Winner Match 602	Plaque, Gold Medal and Donated items	Silver Medal	Bronze Medal
Long Range Day1 Winner Match 501	Plaque, Gold Medal and Donated items	Silver Medal	Bronze Medal
Long Range Day 2 Winner Match 502	Plaque, Gold Medal and Donated items	Silver Medal	Bronze Medal
Long Range Day 3 Winner Match 503	Plaque, Gold Medal and Donated items	Silver Medal	Bronze Medal
Long Range Champion Match 504	Plaque, SECARMY Trophy Rifle, Gold Medal, CSA Coin, SMA Coin, and Donated Items, Plaque for Unit	Silver Medal, Plaque for Unit and Donated Items	Bronze Medal, Plaque for Unit
EIC Pistol Champion Match 221	Plaque, SECARMY Trophy Rifle, Gold Medal and Donated items	Silver Medal, and Donated Items	Bronze Medal
EIC Rifle Champion Match 321	Plaque, SECARMY Trophy Rifle, Gold Medal and Donated items	Silver Medal, and Donated Items	Bronze Medal