

SHOOTER NAME:  
HOME ADDRESS:

OFFICIAL SCORE CARD  
MATCH 221 COMBAT PISTOL EIC

SHOOTER SSN:  
UNIT NAME:

Director's or EIC  
(Check One)

☐

DIRECTOR

☐

EIC

VALUE	Target 1	Target 2	Target 3	Target 4	HITS	FACTOR	TOTAL
X						* 5 =	
5						* 5 =	
4						* 4 =	
3						* 3 =	
2						* 2 =	
POSSIBLE HITS	OUT OF 10	OUT OF 10	OUT OF 10	OUT OF 10	OUT OF 40	SUB TOTAL	

SHOOTER LABEL

SCORER LABEL

# OF LATE SHOTS \_\_\_\_\_ X5 = \_\_\_\_\_ POINTS SUBTRACTED

SHOOTER  
SIGNATURE \_\_\_\_\_  
Competitor is responsible for each shot value

SCORER  
SIGNATURE \_\_\_\_\_

MATCH TOTAL  
WITH X'S

EXAMPLE: 100-10X

# MATCH 221 (COMBAT EIC)

**SCHEME:** Combat EIC consists of four stages of fire. Firing will be done from the 30, 25, 15 and 10 yard line. Competitors will utilize the standing, kneeling and prone, two-handed position. This match will consist of 40 rounds for a total of 200 points. Each stage will require 2 magazines loaded with 5 rounds each.

## **STAGE ONE:**

Two Handed Standing

Time allowed: 60 seconds

Distance: 30 yards

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

## **STAGE TWO:**

Two Handed Kneeling/Prone

Time allowed: 45 seconds

Distance: 25 yards

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

## **STAGE THREE:**

Two Handed Standing

Time allowed: 20 seconds

Distance: 20 yards

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

## **STAGE FOUR:**

Two Handed Standing

Time allowed: 15 seconds

Distance: 15 yards

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

**OFFICIAL SCORE CARD**  
**PISTOL MATCH 3**

VALUE	TARGET 1	TARGET 2	TARGET 3	TARGET 4	HITS	FACTOR	TOTAL
X						* 5 =	
5						* 5 =	
4						* 4 =	
3						* 3 =	
2						* 2 =	
POSSIBLE HITS	OUT OF 10	OUT OF 10	OUT OF 10	OUT OF 10	OUT OF 40	SUB TOTAL	

SHOOTER LABEL

SCORER LABEL

# OF LATE SHOTS \_\_\_\_\_ X5 = \_\_\_\_\_ POINTS SUBTRACTED

SHOOTER  
SIGNATURE \_\_\_\_\_  
Competitor is responsible for each shot value

SCORER  
SIGNATURE \_\_\_\_\_

**MATCH TOTAL**  
**WITH X'S**

EXAMPLE: 100-10X

# PISTOL MATCH 3

**SCHEME:** This team match consists of four stages. All firing will be done from the 25 yard line. Competitors will utilize the standing two handed position. This match will consist of 40 rounds for a total of 200 points. Each stage will require 2 magazines loaded with 5 rounds each.

## **STAGE ONE:**

Two Handed Slow Fire

Time allowed: 60 seconds

Distance: 25 yards

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

## **STAGE TWO:**

Kneeling/Prone

Time allowed: 45 seconds

Distance: 25 yards

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 2.  
All firing will be done two handed.

## **STAGE THREE:**

Standing – Timed Fire

Time allowed: 25 seconds

Distance: 25 yards

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

## **STAGE FOUR:**

Standing – Rapid Fire

Time allowed: 15 seconds

Distance: 25 yards

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

SHOOTER NAME:

HOME ADDRESS:

OFFICIAL SCORE CARD  
MATCH 321 COMBAT RIFLE EIC

SHOOTER SSN:

UNIT NAME:

Director's or EIC  
(Check One)

☐  
DIRECTOR

☐  
EIC

STAGE FACTOR	X	5	4	3	2	M	=	TOTAL
	# of HITS multiply by 5	# of HITS multiply by 5	# of HITS multiply by 4	# of HITS multiply by 3	# of HITS multiply by 2	# of MISSES multiply by 0		
400 YARDS PRONE							=	
300 YARDS PRONE							=	
200 YARDS RAPID FIRE KNEELING							=	
100 YARDS STANDING TO KNEELING							=	
75 to 25 YARDS CQE							=	
I CERTIFY THAT THIS SCORE IS TRUE AND ACCURATE								MATCH TOTAL

SHOOTER LABEL

SCORER LABEL

SHOOTER  
SIGNATURE \_\_\_\_\_  
Competitor is responsible for each shot value

SCORER  
SIGNATURE \_\_\_\_\_  
Competitor is responsible for correct entry by the scorer

# **MATCH 321-COMBAT EIC**

## **400 Yards**

Competitors will begin the stage approximately 25 yards behind the 400 yard line with one magazine of 10 rounds.

Upon appearance of the targets, they will move to the 400 yard line assume the prone position and engage their target.

TIME LIMIT: 2 MINUTES

## **300 Yards**

Competitors will begin the stage approximately 25 yards behind the 300 yard line with two magazines of 5 rounds.

Upon appearance of the targets, they will move to the 300 yard line assume the prone position and engage their target.

TIME LIMIT: 60 SECONDS

## **200 Yards**

Competitors will begin the stage approximately 25 yards behind the 200 yard line with two magazines of 5 rounds.

Upon appearance of the targets, they will move to the 200 yard line assume the kneeling position and engage their target.

TIME LIMIT: 50 SECONDS

## **100 Yards**

Competitors will begin the stage approximately 25 yards behind the 100 yard line with two magazines of 5 rounds.

Upon appearance of the targets, they will move to the 100 yard line assume the standing position with 1 magazine of 5

and engage their target, then reload with a magazine of 5 rounds and assume the kneeling position and engage their target.

TIME LIMIT: 40 SECONDS

## **75 to 25 Yards**

Competitors will begin the stage at the 75 yard line with one magazine of 10. 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 yards line, and at the sound of the horn competitors will have 3 seconds to fire as many rounds as desired at either target. Competitors will 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.

OFFICIAL SCORE CARD  
PISTOL MATCH 5

VALUE	TARGET 1	TARGET 2	TARGET 3	TARGET 4	HITS	FACTOR	TOTAL
X						* 5 =	
5						* 5 =	
4						* 4 =	
3						* 3 =	
2						* 2 =	
POSSIBLE HITS	OUT OF 10	OUT OF 10	OUT OF 10	OUT OF 10	OUT OF 40	SUB TOTAL	

SHOOTER LABEL

SCORER LABEL

# OF LATE SHOTS \_\_\_\_\_ X5 = \_\_\_\_\_ POINTS SUBTRACTED

SHOOTER  
SIGNATURE \_\_\_\_\_  
Competitor is responsible for each shot value

SCORER  
SIGNATURE \_\_\_\_\_

MATCH TOTAL  
WITH X'S

EXAMPLE: 100-10X

# PISTOL MATCH 5

**SCHEME:** Match Five consist of four stages of fire. 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 points. Each stage will require 2 magazines loaded with 5 rounds each.

## **STAGE ONE:**

Two Handed Rapid Fire

Time allowed: 25 seconds

Distance: 35 yards

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

## **STAGE TWO:**

Two Handed Rapid Fire

Time allowed: 20 seconds

Distance: 25 yards

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

## **STAGE THREE:**

Two Handed Rapid Fire

Time allowed: 15 seconds

Distance: 15 yards

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

## **STAGE FOUR:**

Two Handed Rapid Fire

Time allowed: 10 seconds

Distance: 10 yards

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



# OFFICIAL SCORECARD – PISTOL MATCH 6 (TEAM MATCH)

SHOOTER ONE LABEL

VALUE	TARGET 1	TARGET 2	TARGET 3	TARGET 4	HITS	FACTOR	TOTAL
X						* 5 =	
5						* 5 =	
4						* 4 =	
3						* 3 =	
2						* 2 =	
POSSIBLE HITS	OUT OF 12	OUT OF 12	OUT OF 12	OUT OF 12	OUT OF 48	SUB TOTAL	

# OF LATE SHOTS \_\_\_\_\_ X 5 = \_\_\_\_\_ POINTS SUBTRACTED

SHOOTER TWO LABEL

VALUE	TARGET 1	TARGET 2	TARGET 3	TARGET 4	HITS	FACTOR	TOTAL
X						* 5 =	
5						* 5 =	
4						* 4 =	
3						* 3 =	
2						* 2 =	
POSSIBLE HITS	OUT OF 12	OUT OF 12	OUT OF 12	OUT OF 12	OUT OF 48	SUB TOTAL	

# OF LATE SHOTS \_\_\_\_\_ X 5 = \_\_\_\_\_ POINTS SUBTRACTED

SHOOTER THREE LABEL

VALUE	TARGET 1	TARGET 2	TARGET 3	TARGET 4	HITS	FACTOR	TOTAL
X						* 5 =	
5						* 5 =	
4						* 4 =	
3						* 3 =	
2						* 2 =	
POSSIBLE HITS	OUT OF 12	OUT OF 12	OUT OF 12	OUT OF 12	OUT OF 48	SUB TOTAL	

# OF LATE SHOTS \_\_\_\_\_ X 5 = \_\_\_\_\_ POINTS SUBTRACTED

SHOOTER FOUR LABEL

VALUE	TARGET 1	TARGET 2	TARGET 3	TARGET 4	HITS	FACTOR	TOTAL
X						* 5 =	
5						* 5 =	
4						* 4 =	
3						* 3 =	
2						* 2 =	
POSSIBLE HITS	OUT OF 12	OUT OF 12	OUT OF 12	OUT OF 12	OUT OF 48	SUB TOTAL	

# OF LATE SHOTS \_\_\_\_\_ X 5 = \_\_\_\_\_ POINTS SUBTRACTED

COMPLETION TIME		<div>MATCH AGGREGATE WITH X's</div> <div>EXAMPLE: 100-10X</div>	
TIME SCORE			
SHOOTING SCORE			
TOTAL			

TEAM CAPTAIN SIGNATURE \_\_\_\_\_

SCORER SIGNATURE \_\_\_\_\_

## **Pistol Match 6T: (Team Match)**

**Conditions:** The Team Match will consist of four stages with three strings each stage. All 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 shooter has the choice between, standing, kneeling, and prone positions. All firers will start from the standing position with pistol holstered. It will consist of 48 rounds for a total of 240 points. Each stage will require 1 magazine loaded with 12 rounds each.

### **Stage 1 – Fired in 3 Strings Team Firing (4 shooters together)**

- a) Range: 10 yards
- b) Position: Standing unsupported
- c) Shots: 1 magazines of 12
- d) Targets: 2 each, modified M9 alternate
- e) Timing: String # 1 – 3 seconds  
String # 2 – 4 seconds  
String # 3 – 5 seconds

On the command FIRE shooter will: String # 1, draw pistol, engage target #1 and target #2 with 1 round each. String # 2, draw pistol, engage target #1 and target #2 with 2 rounds each. String # 3, draw pistol, engage target #1 and target #2 with 3 rounds each.

### **Stage 2 – Fired in 3 Strings Team Firing (4 shooters together)**

- a) Range: 15 yards
- b) Position: Standing unsupported
- c) Shots: 1 magazines of 12
- d) Targets: 2 each, modified M9 alternate
- e) Timing: String # 1 – 4 seconds  
String # 2 – 5 seconds  
String # 3 – 6 seconds

On the command FIRE shooter will: String # 1, draw pistol, engage target #1 and target #2 with 1 round each. String # 2, draw pistol, engage target #1 and target #2 with 2 rounds each. String # 3, draw pistol, engage target #1 and target #2 with 3 rounds each.

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

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

On the command FIRE shooter will: String # 1, draw pistol, engage target #3 and target #4 with 1 round each. String # 2, draw pistol, engage target #3 and target #4 with 2 rounds each. String # 3, draw pistol, engage target #3 and target #4 with 3 rounds each.

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

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

On the command FIRE shooter will: String # 1, draw pistol, engage target #3 and target #4 with 1 round each. String # 2, draw pistol, engage target #3 and target #4 with 2 rounds each. String # 3, draw pistol, engage target #3 and target #4 with 3 rounds each.

OFFICIAL SCORE CARD  
RIFLE MATCH 7

STAGE	1	2	3	4	5	6	7	8	9	10	TOTAL
500 YARDS PRONE											
400 YARDS STANDING TO PRONE											
300 YARDS STANDING TO PRONE											
200 YARDS STANDING TO KNEELING											
100 YARDS STANDING TO KNEELING											

I CERTIFY THAT THIS SCORE IS TRUE AND ACCURATE	MATCH TOTAL	
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SHOOTER LABEL

SCORER LABEL

SHOOTER  
SIGNATURE \_\_\_\_\_  
Competitor is responsible for each shot value

SCORER  
SIGNATURE \_\_\_\_\_  
Competitor is responsible for correct entry by the scorer

# RIFLE MATCH 7

## **STAGE ONE: Precision Slow Fire**

- Range: 500 Yards
- Position: Prone
- Shots: 10
- Time: 10 Minutes

## **STAGE TWO: 400 Yard Assault**

- Range: 400 Yards
- Position: Standing to Prone Supported
- Shots: 10
- Time: 90 Seconds

## **STAGE THREE: 300 Yard Assault**

- Range: 300 Yards
- Position: Standing to Prone Supported
- Shots: 10
- Time: 90 Seconds

## **STAGE FOUR: 200 Yard Assault**

- Range: 200 Yards
- Position: Standing to Kneeling or Squatting
- Shots: 10
- Time: 90 Seconds

## **STAGE FIVE: 100 Yard Assault**

- Range: 100 Yards
- Position: Standing to Kneeling
- Shots: 10
- Time: 90 Seconds

# INFANTRY TROPHY TEAM MATCH

HITS	TGT 1	TGT 2	TGT 3	TGT 4	TGT 5	POINTS			BONUS	TOTALS
						HITS	MULTIPLY	POINTS		
400 YDS							x 5 =			
300 YDS							x 4 =			
BONUS INFO: Additional information on back						TEAM TOTAL				

SHOOTER LABEL

SHOOTER LABEL

SHOOTER LABEL

SHOOTER LABEL

I CERTIFY THAT THIS SCORE  
IS TRUE AND ACCURATE

TEAM CAPTAIN SIGNATURE

\*Competitor is responsible for each shot value

SCORER SIGNATURE

\*Competitor is responsible for correct entry by the scorer

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: 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: 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.

# NATIONAL PISTOL MATCH (EIC LEG) MATCH 27

## PRIVACY ACT STATEMENT (5 U.S.C. 552a)

Authority: Title 10 usc 3012. Principle purpose(s): To record and verify score of individual participant in the National Match Pistol matches. Routine uses: SSN provides additional identification of individual. Home address insures the delivery of correspondence, awards and other materials that may be of interest to the participant. Information is utilized by the US Army Marksmanship Unit. Mandatory or Voluntary Disclosure and Effect On Individual Not Providing Information: Disclosure of information is voluntary: however failure to provide Identification data or sign the card, will result in disqualification, of score in match results.

Last: \_\_\_\_\_ Comp No.: \_\_\_\_\_

First: \_\_\_\_\_ Relay: \_\_\_\_\_

MI: \_\_\_\_\_ Rank: \_\_\_\_\_ Target: \_\_\_\_\_

Director's or EIC (Check One)

☐

DIRECTOR

☐

EIC

Home Address

Street: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Unit Name: \_\_\_\_\_

Street: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

SSN: \_\_\_\_\_

Weapon SN: \_\_\_\_\_

ARMY		NAVY		AIR FORCE		USMC		COAST GUARD			
USAR		USNR		USAFR		USMCR		USCGR			
ARMY NG		AIR NG		CIV/POLICE		ROTC/CADET		MIDSHIPMAN			
STAGE	1	2	3	4	5	6	7	8	9	10	TOTAL
SLOW FIRE											
TIMED FIRE											
RAPID FIRE											
MATCH TOTAL											

I certify that this score is true and accurate to the best of my ability

SCORER SIGNATURE

COMPETITOR SIGNATURE  
(I concur with the score)

# NATIONAL RIFLE MATCH (EIC LEG) MATCH 11

## PRIVACY ACT STATEMENT (5 U.S.C. 552a)

Authority: Title 10 usc 3012. Principle purpose(s): To record and verify score of individual participant in the National Match Pistol matches. Routine uses: SSN provides additional identification of individual. Home address insures the delivery of correspondence, awards and other materials that may be of interest to the participant. Information is utilized by the US Army Marksmanship Unit. Mandatory or Voluntary Disclosure and Effect On Individual Not Providing Information: Disclosure of information is voluntary: however failure to provide Identification data or sign the card, will result in disqualification, of score in match results.

Last: \_\_\_\_\_ Comp No.: \_\_\_\_\_

First: \_\_\_\_\_ Relay: \_\_\_\_\_

MI: \_\_\_\_\_ Rank: \_\_\_\_\_ Target: \_\_\_\_\_

Director's or EIC (Check One)

☐

DIRECTOR

☐

EIC

Home Address

Street: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Unit Name: \_\_\_\_\_

Street: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

SSN:

Weapon SN:

STAGE	1	2	3	4	5	6	7	8	9	10	TOTAL
200 YD SLOW FIRE											
200 YD RAPID FIRE											
300 YD RAPID FIRE											
500 YD SLOW FIRE											

MATCH TOTAL

I certify that this score is true and  
accurate to the best of my ability

SCORER SIGNATURE

COMPETITOR SIGNATURE

(I concur with the score)



# OFFICIAL SCORE CARD

## RIFLE MATCH 8

STAGE	X	5	4	3	2	TOTAL
400 YARDS						
300 YARDS						
200 YARDS						
100 YARDS						



I CERTIFY THAT THIS SCORE IS TRUE AND ACCURATE

MATCH  
TOTAL

SHOOTER LABEL

SCORER LABEL

SHOOTER  
SIGNATURE \_\_\_\_\_

Competitor is responsible for each shot value

SCORER  
SIGNATURE \_\_\_\_\_

Competitor is responsible for correct entry by the scorer

## Rifle Match 8

### Stage 1 – 400 Yard Assault

- a) Range: 400 yards
- b) Position: Standing Alert to Prone
- c) Shots: 10 for record in one magazine
- d) Targets: 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.

### Stage 2 – 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.

### Stage 3 – 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.

### Stage 4 – 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.