

# U.S. Army Reserve Marksmanship Training and Competitive Program

## Rulebook

Conduct of marksmanship events by the  
U.S. Army Reserve  
Marksmanship Training and Competitive Program

FY19 Edition



**Website:** <https://www.usar.army.mil/ARM>

<https://ArmyReserveMarksman.info>

**Facebook:** <https://www.facebook.com/USARCOMP>

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## PART I: GENERAL INFORMATION

The U.S. Army Reserve Marksmanship Training and Competitive Program publishes a Rulebook and Course of Fire Book available on our websites. These documents describe the conduct of all competitive marksmanship events hosted in the Army Reserve and are reviewed every fiscal year. Full event details, registration information and forms, Event Program (event-specific information unique to that event), calendar dates, downloads, information, public affairs, news items, and scores are listed on an **Event Website Page** on the [ArmyReserveMarksman.info](https://www.usar.army.mil/ARM) website. In addition, the same public affairs, news items, and related items are also listed on the USAR Army Reserve Marksman site (<https://www.usar.army.mil/ARM>) and Facebook page (<https://www.facebook.com/USARCMP>).

### EVENT OFFICIALS

Every event needs the following roles fulfilled. Depending on the size and nature of the event, these roles can be combined or split up as needed.

**Event Director:** Oversees the event, serving as the final arbiter in all event matters.

**Event Registration Officer:** The initial contact prior to the event for participants. Compiles registration information, keeps pre-event information updated, etc.

**Statistical Officer:** Official in charge of managing results and scores during the event.

**Public Affairs:** Official in charge of documenting and publicizing the event.

**Protest Committee:** Comprised of three voting members and overseen by the Event Director as a non-voting member. Can be formed ad hoc as needed during the event to serve as an impartial arbiter should a Range Officer ruling be protested.

**Range Officers:** Official in charge of a particular range activity. Must be well versed in the conduct of the particular range and activity in question, especially the rules and course of fire. Can include Rifle, Pit, Pistol, Machine Gun, Action/Practical, etc. based on the event particulars.

#### 1. GENERAL: Basic event information. Example:

US Army Reserve <event\_name> is a comprehensive live-fire training event that tests Soldiers ability to employ both primary and secondary weapon systems, problem solve, and think critically under the stresses created by competition. While the elements and spirit of competition are important, all Soldiers are reminded that the Army's critical intent of the competition in arms program is to develop marksmanship skills at the entry and intermediate level, recognize superior skill at the highest levels, while raising the standards of marksmanship and increasing lethality across the entire force. **Provide event/range capacity limits.**

#### 2. DATES: <event-dates>

#### 3. REGISTRATION SITE: <event\_location> (address, lat/long, grid square, etc.)

#### 4. COMPETITOR REQUIREMENTS: Specify any particular requirements for participants. Unless specified as different, USARCMP standard is:

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

b. College ROTC Cadets are eligible to participate.

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

#### 5. TEAM REQUIREMENTS: Specify any particular requirements for teams. Unless specified as different, USARCMP standard is:

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

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

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

d. A minimum team is comprised of four firing members **one of whom must be a new shooter**. On your team declaration card, you will designate only 4 shooters and an optional team captain/coach who will also serve as an alternate shooter if needed. If the alternate is used then their score will be used in all the previous events and the original shooters scores will be eliminated. Maximum team size is 5 (4 shooters and an optional team captain/coach. Minimum size is 4 shooters.

**6. COMPETITOR CLASSIFICATION:** Define skill/experience classifications, if they apply to the event. Unless specified as different, USARCMP standard is Pro, Open, Novice for individual events and Old, New for team events:

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

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

2) OPEN Class: A competitor who has previously fired any weapon, in any individual or team competition, at the US Army Small Arms Championships; Interservice Championships (Service Rifle at Quantico, VA, or Service Pistol at Little Rock, AR or Fort Benning, GA); Armed Forces Skill at Arms Meeting; Winston P. Wilson Matches; a U.S. National Match (NRA, CMP, USPSA, IDPA, 3-Gun Nation, or PRS/NRL.) Any competitor who is not in the Pro class and holds a Level 5 Classification (NRA, USPSA, or IDPA classification of Master or above) in Rifle or Pistol, must fire in the OPEN category regardless of whether or not this is their first time at an Army match. An Open Class competitor who enters the Novice Class and fires in the Novice Class will be disqualified from awards. For example, a competitor who fired in any Rifle individual events in a previous US Army Small Arms Championships or higher level championship (except in a junior or cadet category) is automatically classified as an Open class competitor for all events.

3) NOVICE Class: A competitor who has not previously fired any weapon, in any individual or team competition, at any event listed in the OPEN Class. 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.

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

b. Team Events.

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

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

3) Old Shooter. A Soldier who has previously fired on a team at the US Army Small Arms Championships; the Interservice Championships, (Service Rifle Quantico, VA, or Service Pistol at Little Rock, AR or Ft. Benning, GA); the US National Matches; or major Action/Practical national competition, such as those held by USPSA, IDPA, 3-Gun Nation, NRA, and/or PRS/NRL.

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

**7. REGISTRATIONS AND ENTRY:** Programs are to be available on the **Event Website Page**. Provide the link (URI) and event name. Include the Event Program with event-specific information and registration information, such as required information, team composition and information, etc. Unless specified as different, USARCMP standard is for all individuals and teams to register in advance with walk-ons allowed only for EIC events officially offered as a ten-point leg. Unless specified due to unique conditions, USARCMP events don't require Entry Fees, though participant are responsible for any banquet/luncheon expenses and transfer costs and shipping fees for any awarded items.

**8. REPORTING:** Provided location for check-in (registration will normally done in advance), lodging, bulletin board, weapon storage, etc.

**9. WEAPONS SECURITY:** Weapons Security will be based on post procedures. Especially for Service Conditions (Combat) events, all weapons will be inspected by qualified personnel (armorers, USARCMP, etc.) to insure the weapons are safe and appropriate for the event. Weapons will not be taken into quarters, stored in vehicles, stored off post, or left unattended. Failure to follow this will result in disqualification. Individuals failing to comply will forfeit their scores and risk disqualification and UCMJ action as appropriate.

A weapons cleaning area will be provided near the weapons storage area and/or on the range for the collection of hazardous waste (bore solvent and oil soaked patches). Weapons cleaning will **NOT** be done in quarters, parking lots, or in the areas adjacent to the ranges. Individuals are responsible for their own cleaning equipment.

**10. TRANSPORTING GOVERNMENT WEAPONS:** Teams will travel with their weapons in weapons cases, with GSA approved locks, for security and for turn in to arms room to better manage weapons accountability. Many competitors have previously encountered difficulties with their chain of command allowing them to transport their assigned government weapons to the US Army Reserve Small Arms Championships. The following excerpts have been taken from AR-190-11 "Physical Security of Arms, Ammunition, and Explosives" dated 5 SEP 2013, and are intended to assist you should you be asked questions regarding transportation of government owned weapons:

**AR 190-11 Excerpt:**

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

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

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

**AR 190-11 Excerpt:**

#### **7-12. Transportation of marksmanship weapons and ammunition**

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

**11. HOUSING:** <event\_lodging\_info>

**12. RATIONS:** <event\_mess\_info>

**13. TRANSPORTATION:** <event\_trans\_info> Most post ranges restrict use of POV and usually require registering with Range Operations/Control.

**14. SQUADDING PACKETS:** Competitor packets containing squadding tickets, scorecards and event information will be issued to each competitor upon check in at Event Headquarters as needed.

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

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

**17. EMERGENCY CONTACT:** Event changes will be announced at the daily competitors' meeting and updates will be posted on the bulletin board, **Event Website Page**, and anywhere described in the Event Program.

**18. UNIFORM:** USARCMP events are normally a military activity for Soldiers. Unless specified otherwise, everyone involved (participants, coaches, spectators, etc.) are expected to be in proper uniform and observe appropriate military courtesy. Uniform will normally be the standard, current-issue duty/field uniform. Any additional shooting equipment/apparel that is allowed/required for event participation will be specified in the Event Program and relevant Course of Fire. Any shooting equipment and/or nonstandard uniform items used during the event will be removed prior to leaving the range/event area and will not be worn in parking lots, event headquarters, billet areas, or other facilities on or off post.

**19. CEREMONIES:** Specify award ceremony details, locations, and procedures, such as uniform, any ceremony/banquet fees, etc.

**20. LOCAL WEATHER CONDITIONS:** <event\_location\_weather>

**21. OFFICIAL BULLETIN BOARD:** All scores (preliminary and final) will be available on the **Event Website Page**. An official bulletin board will be announced at registration. In addition to the **Event Website Page** and other means of communication described in the Event Program, this will be the only official place that the Event Director announcements, event preliminary results and final result bulletins will be posted. **All competitors are encouraged review the official website and/or bulletin board at least once daily. Once the challenge period has closed all posted scores are final.**

## REGISTRATION, RANGES, HOUSING, ETC. LISTED IN EVENT PROGRAM

## PART II: EVENT CONDITIONS

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

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

a. AR 140-1, Chapter 7

c. Rules and regulations contained in this Rulebook, Course of Fire Book, Event Program, Event Director's bulletins, and rules agreed upon in team captain meetings.

**2. EVENT OFFICIALS:** The Event Director, Protest Committee members, and other event officials will be announced in Event Program and/or Event Director's bulletins.

**3. EXCELLENCE IN COMPETITION (EIC):** Individual competitors entering only an EIC event will be squadded subject to range capacity and may not fire other events for practice.

**4. ARMS AND EQUIPMENT:** Competitors/teams are responsible for furnishing their own arms and equipment. The Event Program will describe if any arms and equipment are available provided coordination is made in advance. Event Programs will

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

**5. AMMUNITION:** Service Conditions (Combat) events normally supply current-issue ammunition. Ammunition availability and details will be specified in the Event Program.

**6. TEAM EVENTS:**

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

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

**7. CHALLENGES AND PROTESTS:**

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

b. PROTESTS. The team captain in team events and the individual competitor may protest the operation of the events 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 Officer 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 events (or the competitor in individual events), and given to the Range Officer. Upon receipt of the official protest the Range Officer will:

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

c. PROTEST COMMITTEE (PC) DUTIES AND RESPONSIBILITIES. Upon receipt of the written protest, the Event Director will form the PC to resolve the official protest. The Event Director will brief the PC on their duties. The Official Event Program, Rulebook, and Course of Fire Book are the primary reference documents. The PC will consist of the Event Director and three voting members. The PC will convene in the Event Director's office at the predetermined time. The PC will consist of the Event Director (non-voting chairman) and three PC Voting Members.

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

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

**8. BULLETINS:**

a. Preliminary bulletins will be posted on the official bulletin board at event Headquarters where they will remain during the challenge period. The Event 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 event bulletin. After all legal challenges are resolved and the challenge period has expired, the event Statistical Officer will publish an award schedule and official event bulletin listing the standing of competitors/teams. Official results will be released through the USARCMP Statistical Office.

**9. SIGHTING/PRACTICE SHOTS:** Sighting/practice shots are prohibited during any phase of the event except during scheduled practice phases.

**10. TRAIN-THE-TRAINER INSTRUCTION:** Train-the-Trainer classes will be presented during the event. All specified training is mandatory for all competitors. Dates, times, and locations for instruction will be posted in Event Headquarters and at the ranges.

### **PART III: SCHEDULE OF EVENTS**

Event schedule by day and date. List references to specific details based on Course of Fire Book.  
**Any deviations from the Course of Fire Book need to be specified in the Event Program.**

### **PART IV: UNIFORMS AND EQUIPMENT REQUIREMENTS**

#### **UNIFORMS AND EQUIPMENT**

VIPs/visitors/observers: Current-issue duty uniform with hearing and eye protection. unless specified otherwise.

Individual Competitors: Current-issue duty uniform, unless specified otherwise. Unless specified in the Event Program, basic minimum equipment includes:

- Current issue ballistic helmet
- Current-issue Fighting Load Carrier as issued by unit of assignment appropriate to the weapons used at the event (sling for rifle, holster for handgun, etc.) to include at a minimum two ammunition pouches; first aid pouch; water carrier; sufficient magazines to conduct all courses of fire
- Hearing protection and eye protection.
- Magnifying optic (minimum of four power for shot spotting and score keeper duties; military or civilian binoculars and scopes are acceptable).

Additional authorized items:

Issue cold weather undergarments and combat sweaters

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

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

Civilian clothing is not allowed in competition.

Elbow and kneepads

The equipment belt/vest will be fastened during firing.

An issue poncho, shelter half, or equivalent may be used as a ground cover or as a firing mat. No other ground sheets, sleeping mats or Thermarest pads, or firing mats may be used. If the stage requires down range movement, the competitor must remove the ground cover from the firing point before moving down range.

Rucksacks and butt packs may be used at the option of the competitor. These items must be Government Issue or equivalent in camouflage or military color.

Shooting stools may be used but cannot be taken forward of the assembly line in Service Conditions (Combat) events.

Shooting stools and shooting boxes are authorized for National Match Courses.

All equipment must be as issued by parent unit.

**OPTICAL AIDS AND SIGHTING DEVICES:**



Optics such as binoculars are needed for for scoring and verifying groups. Spotting scopes are authorized. **It is mandatory for competitors to bring binoculars and/or a spotting scope.** A cheap set of binoculars from Kmart or Walmart will be acceptable.

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 115, AR 6701. Altering, covering, or modifying eyeglass lenses is not permitted. Use of an eye patch covering the non-firing eye is not permitted. Sighting devices, such as Gehmann clip on iris, Merit adjustable aperture, or Knobloch adjustable shooting glasses, are not permitted. This also includes putting blinders on helmets.

## PART V: PISTOL GENERAL INFORMATION

### 1. PISTOL RANGE SAFETY

a. **General:** The primary responsibility of the range staff is to conduct the events 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:

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

b. **Weapon Conditions:** When not firing an event, all pistol competitors will have their weapon at GREEN with the slide forward on empty chamber, magazine out, safety applied and weapon holstered. AMBER is the slide forward on empty chamber, magazine in, safety applied. RED is the slide forward on loaded chamber, magazine in, safety applied

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

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

- On the firing line.
- At the weapons cleaning area
- When transferring the weapon from the security vault to the holster.
- At the armorers van, when instructed by the armorer to present the weapon for repair.
- A manual retention device must be utilized whenever the pistol is holstered.

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

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

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

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

### 2. US MILITARY FORCES SERVICE PISTOL REQUIREMENTS:

a. **Pistols Allowed:** M17 or M9 service pistols are allowed for US military forces. Commercial equivalents are not allowed.

A.1) US Pistol, Caliber 9mm, M9, M9A1, M17 or M18 as described in TM 9-1005-317-23&P as issued.

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

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 event 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 Event Director. MINIMUM trigger weights are:

1) M9, M17, M18 double action 9.5 lbs.

2) M9, M17, M18 single action 4.1 lbs.

3) M11 double action 12 lbs.

4) M11 single action 4.4 lbs.

### 3. PISTOL RANGE COMMANDS AND POSITIONS:

a. PISTOL RANGE COMMANDS DEFINED.

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

2) The pistol is "**UNLOADED**" when at GREEN with no magazine in the pistol, the chamber is empty, the hammer is to the rear, and the breech is open for inspection by a Range Officer.

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

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

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

1) **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.

2) **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.

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

4) **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.

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

#### 4. PISTOL TARGET PREPARATION AND SCORING:

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

First and last name of the competitor or team name as required.

Team State, Country, and/or Service.

Match number

Competitors will sequentially number their targets as directed by the range staff.

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

#### c. EXCESSIVE HITS:

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

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

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

#### 5. MISCELLANEOUS PISTOL RANGE PROCEDURES:

##### a. Handling and loading of magazines:

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

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

b. Double Action Firing: M9 and M11 pistols must be fired double action for the first round.

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

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

e. **PISTOL TIE BREAKING PROCEDURES:**

- 1) Individual events: the following steps will break Ties in individual events in order.
  - a) Highest number of 5s, 4s, 3s, etc.
  - b) Pistol event 221 score.
  - c) If a tie still exists a shoot off will be directed as determined by the Event Director.
  
- 2) Team events: Team event scores will be ranked by applying the following steps in order.
  - a) Highest number of 5s, 4s, 3s, etc.
  - b) By the highest individual aggregate score.
  - c) By the second highest individual aggregate score, etc.
  - d) If a tie exists the Event Director will break the tie.

## **PART VI: RIFLE GENERAL INFORMATION**

### **1. RIFLE RANGE SAFETY**

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

- 1) Assume all weapons are always loaded.
- 2) Never let the muzzle cover (or point at) anything you are not willing to destroy.
- 3) Keep your finger off the trigger until your sights are on target.
- 4) Keep weapon on safe until ready to fire.
  - a.i. Be sure of your target. Know what it is, what is in line with it, and what is behind it.
  - a.ii. There will not be any coaching allowed during individual events.
  - a.iii. The use of cell phones in the pits by competitors is prohibited.

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

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

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

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

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

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

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

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

## 2. US MILITARY FORCES SERVICE RIFLE REQUIREMENTS:

a. **Service Rifle:** The service rifle is the Army Standard-A 5.56mm M16A2/3, M16A4, and M4/M4A1 Carbine as issued and type classified by the US Army. Parts MAY NOT be interchanged between different rifle types. Commercial equivalent and heavy barrels are not allowed in any event. The rifle will be serviceable in accordance with Army Regulations and technical manuals. Sights may be blackened, but no appliances may be affixed to shade or alter the standard sight. Non-issue parts will not be used (including fore-end grips). Issue parts will not be cut, filed, honed, sanded, or altered in any way except as authorized by this program or the appropriate regulations and technical manuals. You may not replace M16A2/A4 or M4 trigger components with those from an M16A1 or M4A1. Sights other than issue irons (optics and reflex sights) are allowed only if specified in the Event Program.

**NOTE:** Use of the M16A1 rifle is not authorized due to non-availability of A1 ammo. The M4 Carbine is authorized for use during the events.

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

c. **Trigger Testing and Weapon Inspection:** All rifles must have their triggers weighed and tested prior to the first round of competition to ensure they meet service weight standards and requirements. All weapons will be inspected prior to the first round of competition to ensure they meet the intent of the program and technical manuals. Any weapon failing the test must be repaired. Teams are responsible for providing repair parts to service their team's weapons. If the weapon is not repairable, the competitor may either forfeit the right to fire the event or may obtain another weapon, which shall also be tested. MINIMUM trigger weight for the M16/M4 is outlined in Technical Manual 9100524923+P and TM 9-100531923+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 Event Director. Weapons will arrive in a serviceable condition.

- i. M16A2, M16A4 & M4 5.5 to 9.5 lbs
- ii. M16A3, M4A1 5.5 to 8.5 lbs

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

## 3. RIFLE RANGE COMMANDS AND POSITIONS

### a. RIFLE RANGE COMMANDS

1) The rifle is at **GREEN** when the BOLT IS FORWARD on an EMPTY CHAMBER, no magazine inserted, and selector lever on safe. The rifle is at **AMBER** when the BOLT IS FORWARD on an EMPTY CHAMBER, magazine inserted, and selector lever on safe. The rifle is at **RED** when the BOLT IS FORWARD on an LOADED CHAMBER, magazine inserted, and selector lever on safe. The position of GREEN or AMBER will be used during movement. AT NO TIME will a competitor be in RED (bolt forward with a round in the chamber) while moving on a square range in a group.. The competitor may only chamber a round (go to RED) once in position. Non compliance will be grounds for immediate disqualification from the event. Note, movement at RED may be allowed during Action/Practical events for individuals (not groups) on appropriate ranges.

b. **RIFLE FIRING POSITIONS DEFINED:** In the All Army Small Arms Championships, with the exception of wearing the equipment specified in the Event Program, the positions used will be as defined below.

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

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

**3) Prone Position:** Body extended on the ground, head toward the target. The rifle will be supported by both hands and one shoulder only. No portion of the arms below the elbows shall rest upon the ground or any artificial support, nor may any portion of the rifle or body rest against any artificial support. The magazine or magazines may be rested on the ground only.

**4) Standing Position:** Erect on both feet, no other portion of the body touching the ground or any supporting surface. The rifle will be supported by both hands and one shoulder and upper arm only. The elbow or upper arm of the forward arm may be placed against the body or rested on the hip. The use of a sling for support is prohibited in the standing position.

**5) Kneeling Position:** The elbows may rest on the shooters knees for support. The rifle will be supported by both hands and one shoulder. The rifle or magazine or magazines may be rested on the knee for support. The buttocks must be clear of the ground, but may rest on one foot.

**6) Squatting Position:** The butt of the rifle must rest against the shoulder or armpit, with the weight of the body supported on both feet and the knees bent. No other part of the body will touch the ground or any other supporting object.

**7) Standing Alert Position/Low Ready:** Standing erect on both feet, no portion of the body touching the ground or any supporting surface. The butt of the weapon placed in the shoulder, supported by both hands, and with the muzzle pointing at the ground at an angle of approximately 45 degrees.

**4. RIFLE SCORING:** When scores are not maintained in the pits, individuals are responsible for verifying the score entered on their scorecard before turning in the card and leaving the range. Scorecards will not be issued on the range to replace lost scorecards. Competitors who lose their scorecards must go to the STAT office and receive replacement scorecards. The target normally used for the USARCMP events will be the current EIC Target. Other targets will be specified in the Event Program.

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

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

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

5) Scorer must have a scope or binoculars.

b. Rifle Timed Fire Matches:

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

2) In snap shooting, rapid fire, fire with movement stages, and any other stage in which each shot is separately marked, the method of scoring will be:

1. Each sighting shot, where allowed, will be marked by a spotting disc as for a slow fire shot.

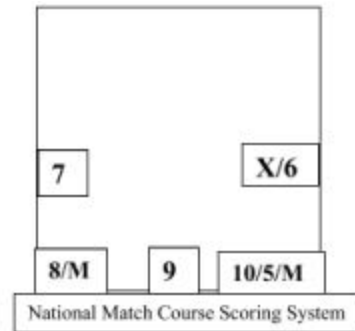
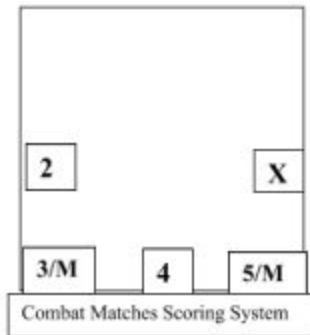
2. When a stage of the event has been completed, if there are no challenges, the range officer will signal to the pits to score the targets.

3. Scores will be taken and the total number of hits and their value will be shown on the scoreboards.

4. Spotting discs will be placed in all shot holes and targets raised for competitors to verify. Scores will be recorded on scorecards on the firing line by the scorekeeper.

c. Target Marking and Scoring:

- 1) During slow fire events and for rapid/snap sighting shots, each shot will be marked separately. The actual shot hole will be indicated by a spotting disc and the shot value will be indicated by a scoring disc (in the case of a miss the value will be indicated using two scoring disks in the illustrated locations).
- 2) During slow fire, a fluorescent orange disk will mark value and location.
- 3) During slow fire events, the competitor will fire his next shot immediately after the previous shots have been marked. There will be no delay to paste an old shot; the old sighting shot will be pasted when the new shot is marked.
- 4) During scoring, the scorer will tell the shooter which shot he fired and the value of the shot. i.e., "Your first sighting shot is an X." The scorer can tell the competitor the location of the shot but cannot tell him how to correct his shot, i.e., "Your sixth shot is a X at 6."
- 5) When a shot touches the line between two scoring divisions of the target, the competitor will be credited with the higher value.



d. Excessive Hits:

- 1) When in any event or series of events, the total number of hits on a competitor's target or targets exceeds the number of shots he fired, and when there is no means of identifying these shots, all hits will be scored and the procedure will then be as follows:
- 2) If it can be proven the excessive hits were made by the individual firing more than the number of shots allowed, the score will be disallowed, and will result in no score for that stage.
- 3) In the case of a crossfire, when it has been proven that the competitor fired no more than the allowed number of shots (10), then that competitor will receive the value of the highest (10) hits on his target. There will be no re-fires allowed due to excessive hits. The target will be scored in the pits and shown to the competitor IAW normal event procedure.

**5. CHALLENGES IN RIFLE MATCHES:**

a. Slow Fire Matches: During slow fire events, 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 events, 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 an event other than slow fire events, the competitor will be advised of the pit officer's decision before the event continues.
- 2) If the challenge is for the nonexposure or short exposure of a target during an event, 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 event. 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 events, when the targets are displayed upon completion of the event, will be the last opportunity for a challenge.

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

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

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

## **7. TIE-BREAKING PROCEDURES:**

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

**a.i.** Single Stage.

- a) By the greatest number of "X"s.
- b) By inverse order of shots, counting singly from the last shot to the first shot.

**a.ii.** Multiple Stages at different distances.

- a) By the greatest number of "X"s.
- b) By the score obtained at the longest distance, the next longest distance, etc.
- c) Multiple Stages at different distances, but the score at each distance and/or stage cannot be determined. (Scored as single target)
- d) By the greatest number of "X"s.
- e) By the greatest number of hits of highest value, next highest value, etc.
- f) Multiple Stages at different distances, but the score at each distance and/or stage cannot be determined. (Scored as multiple sets of targets)
- g) By the greatest number of "X"s.
- h) By the scores of "targets sets" in reverse order.

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

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



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

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

## **PART VII: MACHINE GUN GENERAL INFORMATION**

### **1. MACHINE GUN/AUTOMATIC RIFLE RANGE SAFETY**

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

- 1) Assume all weapons are always loaded.
- 2) Never let the muzzle cover (or point at) anything you are not willing to destroy.
- 3) Keep your finger off the trigger until your sights are on target.
- 4) Keep weapon on safe until ready to fire.
  - a.iv. Be sure of your target. Know what it is, what is in line with it, and what is behind it.
  - a.v. There will not be any coaching allowed during individual events.
  - a.vi. The use of cell phones in the pits by competitors is prohibited.

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

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

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

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

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

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

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

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

## 2. US MILITARY FORCES MACHINE GUN/AUTOMATIC RIFLE REQUIREMENTS:

a. **Service Machine Gun:** Service machine guns are Army Standard M240 and M249 series along with M122 or M192 tripod and T&E as issued and type classified by the US Army. Commercial equivalent and foreign issue versions are not allowed in any event. The emphasis of Machine Gun events and courses of fire is use as a crew-served, sustained fire capable, support weapon. The machine gun will be serviceable in accordance with Army Regulations and technical manuals. Sights may be blackened, but no appliances may be affixed to shade or alter the standard sight. Non-issue parts will not be used (including fore-end grips). Issue parts will not be cut, filed, honed, sanded, or altered in any way except as authorized by this program or the appropriate regulations and technical manuals. Sights other than issue irons (optics and reflex sights) are allowed only if specified in the Event Program.

b. **Service Automatic Rifle:** Service automatic rifles are Army Standard M249 series, M27 Infantry Automatic Rifle, or Colt Automatic Rifle as issued and type classified by the US Army. Commercial equivalent and foreign issue versions are not allowed in any event. The emphasis of Automatic Rifle events and courses of fire is use as an individually-issued weapon that maneuvers with a squad or fire team. The automatic rifle be serviceable in accordance with Army Regulations and technical manuals. Sights may be blackened, but no appliances may be affixed to shade or alter the standard sight. Non-issue parts will not be used (including fore-end grips). Issue parts will not be cut, filed, honed, sanded, or altered in any way except as authorized by this program or the appropriate regulations and technical manuals. Sights other than issue irons (optics and reflex sights) are allowed only if specified in the Event Program. Any tactical sling may be used as an aid to steadiness. It may be used as a single point sling attached to the front sling swivel or as a 2-point sling attached to both sling swivels. The use of a sling is not mandatory, however if used it must be attached to at least the forward sling swivel and not wrapped around the hand guards. The sling must not be attached to the automatic rifle in such a manner as to restrict the competitor from safely carrying out weapon handling drills.

c. **Weapon Inspection:** All weapons must be tested prior to the first round of competition to ensure they meet service 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 event or may obtain another weapon, which shall also be tested. Weapons may be inspected at any time throughout the course of the competition at the direction of the Range OIC, All Army OIC, or Event Director. Weapons will arrive in a serviceable condition.

d. **Magazines and Belt Packs:** Only issued 30 and 20 round magazines and standard issue belt packs may be used. Commercial equivalent magazines are not authorized. Magazines may only be loaded by hand or with an issued speed-loader (bandoleer provided).

## 3. MACHINE GUN/AUTOMATIC RIFLE RANGE COMMANDS AND POSITIONS

### a. RANGE COMMANDS

1) The MG/AR is at "GREEN" when: "The BOLT IS FORWARD on an EMPTY CHAMBER, no magazine or belt inserted., and selector lever on safe. This will be used during any movement during a match. AT NO TIME will a competitor have the bolt back in Condition Red with ammunition ready to fire while moving. The competitor may only go to Condition Red once in position. Non compliance will be grounds for immediate disqualification from the event.

b. **FIRING POSITIONS DEFINED:** In the All Army Small Arms Championships, with the exception of wearing the equipment specified in the Event Program, the positions used will be as defined below.

1) **The Ground:** All references to "the ground" in the following position rules are to be construed as applying to the surface on the firing point, floor, or shooting mats, and platforms that are customarily used on shooting ranges. Any supporting surface except the ground not specifically authorized for use in the rules for the position described. Digging of elbow or heel holes at the firing points which form artificial support for the elbows, arms, or legs is prohibited. Use of artificial support (such as back braces) is prohibited.

2) **Tripod:** Machine Gun courses will usually dictate use of a Tripod with Traverse and Elevation mechanism.

**3) Prone Position:** Body extended on the ground, head toward the target. The MG/AR will be supported by the bipod, both hands and one shoulder only. No portion of the arms below the elbows shall rest upon the ground or any artificial support, nor may any portion of the rifle or body rest against any artificial support. The magazine or magazines may be rested on the ground only.

**4) Standing Position:** Erect on both feet, no other portion of the body touching the ground or any supporting surface. The rifle will be supported by both hands and one shoulder and upper arm only. The elbow or upper arm of the forward arm may be placed against the body or rested on the hip. The use of a sling for support is prohibited in the standing position.

**5) Kneeling Position:** The elbows may rest on the shooters knees for support. The rifle will be supported by both hands and one shoulder. The rifle or magazine or magazines may be rested on the knee for support. The buttocks must be clear of the ground, but may rest on one foot.

**6) Squatting Position:** The butt must rest against the shoulder or armpit, with the weight of the body supported on both feet and the knees bent. No other part of the body will touch the ground or any other supporting object.

**Standing Alert Position/Low Ready:** Standing erect on both feet, no portion of the body touching the ground or any supporting surface. The butt of the weapon placed in the shoulder, supported by both hands, and with the muzzle pointing at the ground at an angle of approximately 45 degrees.

**4. 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. Individual matches as described in the Course of Fire Book or Event Program will provide scoring particulars. 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.

## **PART VIII: ACTION/PRACTICAL GENERAL INFORMATION**

### **1. ACTION/PRACTICAL RANGE SAFETY**

a. **General:** Action/Practical shooting adds additional skills challenges to events. Unlike the events described previously, total elapsed time is assessed and taken into account to compute the score. Scenarios usually vary between events. A given stage can use a single timed phase or mandate several timed phases (strings of fire) to find a total elapsed time. Courses requiring movement to varying shooting positions, engagement of multiple targets, surprise courses, and target identification exercises are encouraged. Reactive, steel, as well as paper/cardboard targets are authorized and can vary. Describe the types of targets to be used in the Event Program and on the Event Website Page.

b. **Safety:** Continue to use safety procedures described above. Action/Practical ranges are conducted “cold” with all weapons carried in Condition Green. Use of chamber flags is highly encouraged. Competitors will not leave the firing line without having their weapon cleared by a block officer.

c. **Dry Firing:** Dry firing or sighting in with an unloaded weapon may only be done under the supervision of range staff on the firing stage. A designated Dry Fire area can be set up, however, no ammunition is allowed there. Competitors will not leave the firing line without having their weapon cleared by a range officer.

d. **Fire and Movement:** During movement stages, carry weapons to ensure muzzles are always pointed toward the targets and within 180 degrees (90 degrees of each direction). If a competitor drops ammunition in a fire and movement stage during an event, it may be recovered provided the muzzle is pointed in a safe direction. Dropped ammunition may not be picked up by anyone other than the competitor. Retrieve ammunition safely, keeping the weapon pointed down range.

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

e. **Stage Surprise and Variability:** Clear guidance as to how to identify targets to be engaged must be given prior to the stage. This can be done by, but is not limited to, using target markings, colors or symbols, or threat indicators (for example, use of photo-realistic hands holding weapons to indicate threats.) Targets can require differing amounts of shots provided the means to identify this is explained in advance. Stages can require magazines to be purposely and randomly downloaded by Range Officers so participants will shoot empty at an un-predetermined time.

f. **Stage Surprise and Variability Control:** All stages using random variability MUST be controlled so that the challenge remains equal and fair to all participants. For a given string of fire, competitors may shoot differing numbers of rounds with magazines filled with differing capacities, however, each stage must be controlled so all participants end up firing the same total number of rounds at the same total number of targets in the same overall conditions at the conclusion of all directed strings of fire with everyone experiencing the same amount of purposely randomized variability.

## 2. STAGE SCORING: TIME ASSESSED ACTION/PRACTICAL MATCHES

a. **Measuring Elapsed Time:** Each shooter's performance on the stage must include measuring their elapsed time from a designated start signal until the last shot is fired. Commercial shot timers (PACT, Competition Electronics, etc.) are ideal and preferred. Whistle and stopwatch is a less preferred secondary option and requires stages to have the means to rapidly indicate that the shooter is complete. Limited or mandatory shot counts and/or a pre-designated reactive target ("stop plate") are ways to accomplish this.

b. **Factored:** Factored scoring, sometimes referred to as Time Factor or Hit Factor computes the points earned per second, with the high factor winning. Points are determined by shot placement on target or the target reacting/falling. Penalties may be applied for shooter error, misses, or other reasons described in the Event Program. The Adjusted Points are then divided by the total elapsed time. Stages can allow for an unlimited number of fired shots ("Comstock" scoring) with pre-determined maximum hits per target, such as best two on paper, steel to fall. Limited ("Virginia Count" scoring) has a pre-determined maximum number of shots set with an additional penalty added for each excessive shot.

The highest Factor (earned points per second) is the stage winner and awarded 100% of the available points for that stage. Typically, this is the same number of points possible on the stage but can be set to any number in the Event Program. Each participant with a lower Factor earns a percentage of those stage points based on their percentage of finish compared to the overall stage winner. For example, a stage worth 60 points and won with a Factor of 10 awards 60 points to that shooter. Another shooter posting a Factor of 5 is 50% of the stage winner and is awarded 30 points (50% of the winning Factor).

c. **Plus:** Plus scoring, sometimes referred to as Time Plus or "Vickers Count", scores by adjusting the elapsed time based on hits to create an Adjusted Time. Shots that hit the center-most score ring and knockdown steel are -0 and no time is added. Shots outside the center or those missing completely each add a time penalty. Additional time penalties may be added for shooter error, misses, or other reasons described in the Event Program. The lowest Adjusted Time wins. Stages can allow for an unlimited number of fired shots ("Regular Vickers" scoring) with pre-determined maximum hits per target, such as best two on paper, steel to fall. Limited ("Limited Vickers" scoring) has a pre-determined maximum number of shots set with an additional time penalty added for each excessive shot.

The fastest (lowest) Adjusted Time is the stage winner and is awarded 100% of the available points for that stage. This can be based on some number of points possible on the stage or set to any number in the Event Program. Each participant with a higher Adjusted Time earns a percentage of those stage points based on their percentage of finish compared to the overall stage winner. For example, a stage worth 100 points and won with an Adjusted Time of 10 seconds awards 100 points to that shooter. Another shooter posting an Adjusted Time of 20 seconds is 50% of the stage winner and awarded 50 points.

d. **Minus:** Minus scoring computes the points determined by shot placement on target or the target reacting/falling. Penalties may be applied for shooter error, misses, or other reasons described in the Event Program. The total elapsed time is then subtracted from the adjusted point total to create a final stage score. The raw elapsed time may be multiplied by a pre-determined amount to increase or decrease how many points each elapsed second penalizes the adjust point total as described in the Event Program. Stages can allow for an unlimited number of fired shots with a pre-determined maximum hits per target, such as best two on paper, steel to fall. Limited has a pre-determined maximum number of shots set with an additional penalty added for each excessive shot.

Minus finds the stage winner the same way as any regular points-based score and does not require additional computation to determine stage points.

## **PART IX: OVERALL AGGREGATES and SPECIAL AWARDS**

Describe all Individual and Team aggregates and any special categories and awards. Include how paper matches and aggregates are computed.