

COMMANDER'S
WARRIOR CHALLENGE
2006



HOSTED BY
MG DENNIS J. LAICH
Commander
94th Regional Readiness Command

DEVENS RESERVE FORCES TRAINING AREA
AYER, MASSACHUSETTS
14-17 September 2006

**DEPARTMENT OF THE ARMY
HEADQUARTERS, 94TH REGIONAL SUPPORT COMMAND
DEVENS RESERVE FORCES TRAINING AREA
11 SARATOGA BLVD
AYER, MASSACHUSETTS 01432-5341**

REPLY TO
ATTENTION OF:
AFRC-CMA-OPT-I (350-4)

05March2006

MEMORANDUM FOR: Commander's Challenge 2006 Participants

SUBJECT: Welcome from the Commander.

1. On behalf of the entire staff at the 94th Regional Readiness Command and the U.S. Army Reserve, welcome to the Devens Reserve Forces Training Area. We are delighted that you can be with us to participate in one of the most challenging competitive training events in the armed forces today.
2. There is no finer format to test our professional ability with small arms than military marksmanship training events like Combat Excellence In Competition Matches. You will be competing against many of the finest military marksman in this region. This competition has grown over the past ten years into a premier event with competitors from our fellow services now challenging for the distinction of being the top gun.
3. You will find that my staff has done their utmost to develop a combat-oriented training event that is exciting, challenging, and both physically and mentally demanding. In addition to providing some spirited competition, this will significantly increase your ability to survive on the modern battlefield.
4. I encourage you to consult with my staff on any issues that may arise. Once again, welcome. Good luck and best wishes for a productive and enjoyable Commander's Challenge 2006.

DENNIS J. LAICH
MG, USAR
Commanding General

**Commander's Challenge 2006
Devens Reserve Forces Training Area
14-17 September 2006**

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CONTACT NUMBERS:

**Event OIC – COL O’Brien 978-
Match Director- LTC Sperlongano 401-458-0273
Match NCOIC - MSG Jerauld 978-784-3742
Match OIC- 2LT TJ Conners 978-502-8191
Emergency Contact- 94th RRC EOC 978-784-3742
Billeting- 978-796-3951**

- **Competitors/units are responsible for setting up their own Billeting**

Annex A GENERAL INFORMATION

- 1. PURPOSE:** The Army Excellence In Competition match is conducted IAW Army regulations and United States Army Marksmanship Training Unit at Fort Benning, GA. This event is held annually to promote marksmanship training and competition between United States Army Reserve soldiers within the 94th RRC. This year’s event has been registered as a Regional Championship, and as such is open to soldiers from **All Branches of the US Military**. This program offers soldiers from the USAR and the other services an opportunity to test marksmanship skills and weapon systems in a battle focused competition. This match affords opportunities for building individual skills and as an exchange of ideas between our fellow armed services.
- 2. MATCH OFFICIALS:** The Match Director is LTC Pasquale Sperlongano, Commander 325th MI BN and former Branch Chief (Acting) for the 94th RRC ODCSOPS –G3 Individual Training Branch. The OIC is 2LT TJ Conners. The NCOIC and Chief Range Officer is MSG Jerauld.
- 3. ENTRIES: ***IMPORTANT NOTICE*****
Entries are by individual and 4 soldier team. Soldiers wishing to participate should complete the Enrollment Form (ANNEX Q for individual, and ANNEX R for teams) and fax it to MSG Jerauld at 978-784-3719 HQ’s 94th RRC DCSOPS, Bld 1410, 11 Saratoga Blvd, Ayer, MA, 01432, or email to alan.a.jerauld@us.army.mil. Confirmed enrollments should be received at the 94th RRC no later than 02 September 2006. Team entries will be declared NLT 15 September 2006. “Walk-ons” are permitted by regulation for EIC matches.
- 4. LOCATION:** The 94th Regional Readiness Command will conduct the 12th Annual Commander’s Challenge at Devens Reserve Forces Training Area, Ayer Massachusetts during the period of 14-17 September 2006.
- 5. MATCH HEADQUARTERS AND ADMINISTRATIVE CENTER:** Match Headquarters is located in Bldg 1410, 11 Saratoga Blvd, Ayer, MA, 01432. Match Headquarters may be contacted by calling 978-784-3742 during normal business hours.
- 6. REPORTING, REGISTRATION**
Reporting and Registration: Competitors are requested to report (WITH ALL REQUIRED PERSONAL EQUIPMENT) upon arrival to the parking lot next to Range control **NLT 0700 hrs - DAILY**. This will be the standard reporting location and time for each day of the match. Competitors may walk to Golf Range. All POVs will be parked in the lot next to Range Control. Competitors with military vehicles are authorized to use those for transportation to the ranges. Government rentals are considered GSA vehicles by regulation.

Billeting and meals will not be provided by the 94th RRC
Competitors must make their own arrangements.

7. BILLETING AND DINING FACILITIES:

- a. Billeting:** Billeting is available at Devens RFTA for competitors on request. Units may request rooms for soldiers on an individual basis, otherwise competitors should make billeting arrangements at **978-796-3951** on their own if they plan to stay over night to fire the following days matches. There are no on-base facilities for spouses, family or guests. Statements of non-availability will not be issued.

ANNEX A Continued

b. Dining Facilities: Messing is not available at Devens RFTA on a per meal basis. Coordination for a Canteen Truck will be made available on the ranges. Competitors may also bring any meal or snack item for consumption on the ranges. There will be no formal lunch break during the match.

8. HIGHLIGHTS OF RULE AND PROGRAM CHANGES FOR 94th RRC Commanders Challenge EIC Match: Competitors are not allowed to use civilian equivalent weapons for the M9 and the M11 pistols and M-16A2 rifles.

9. TRANSPORTATION: Competitors are responsible for all transportation to reach Devens RFTA

10. WEAPONS SECURITY: All weapons will be issued and signed-for upon arrival at the range facilities on South Post. Weapons will not be taken into quarters, stored in vehicles, taken off Devens RFTA, or left unattended. Weapons will be cleaned and turned back in after the competitor has completed firing. Failure to follow this policy will result in disqualification. **Units are permitted to supply competitors with weapons that meet match Spec. Weapons will be safeguarded IAW AR190-11. Personnel bringing their unit's weapons and arriving on 14 September must contact MSG Jerauld in advance for weapons storage. An arms room vault will be available.**

INFORMATION PACKETS: Competitor packets containing squadding, scorecards, and match information will be issued to each competitor at the daily morning briefing on the firing line.

12. EMERGENCY CONTACT: Family members wishing to contact a competitor during the matches may phone Match Headquarters at commercial phone (978) 784-3742 during normal business hours.

13. RULES: This match will be conducted in accordance with this program and Match Director's Bulletins.

14. LOCAL WEATHER CONDITIONS: Local temperatures for September can range from 40 to 90 degrees Fahrenheit. It is very common to have wind, rain, and cool temperatures simultaneously. Be prepared for the worst, and bring serviceable, warm, wet weather gear.

15. TIE BREAKING PROCEDURES: Ties will be broken in accordance with this program.

16. HEALTH AND SAFETY: The rifle phase in the program requires the competitor to perform strenuous physical activity. Competitors should be closely screened prior to arrival Devens RFTA to ensure they are medically qualified (Profile Status) and physically fit.

17. VISITING DIGNITARIES: Competitors are responsible for notifying LTC Sperlongano at 401-458-0273, 2LT Conners at 978-502-8191 or MSG Jerauld at 978-784-3742 of visiting VIP's intentions to attend the match.

Annex B

2006 COMMANDER'S CHALLENGE SCHEDULE OF EVENTS

DATE	SPECIAL EVENTS	RIFLE	PISTOL
15 SEP 2006	<ul style="list-style-type: none"> • Range Set-up • All personnel report to Range Control Parking Lot NLT 0700 • Morning Briefing • Cadre draws weapons NLT 0700 • Cadre draws ammunition NLT 0800 • Competitor Packets Issued 	<ul style="list-style-type: none"> • Set up rifle targetry • Issue Weapons /Ammunition • Conduct rifle zeroing / SAFS • Match 306 precision match • Secure range • Weapons Maintenance / Turn-in • Secure Vehicles / Equipment 	<ul style="list-style-type: none"> • Range prep (Cadre only) • M9 Pistol PMI • Pistol SAFS • Match 201 - Practice
16 SEP 2006	<ul style="list-style-type: none"> • All personnel report to Range Control Parking Lot NLT 0700 • Morning Briefing • Cadre draws weapons NLT 0700 • Cadre draws ammunition NLT 0800 	<ul style="list-style-type: none"> • Issue Weapons /Ammunition • Secure / set-up Pits • Combat Rifle Match 303 • Combat Rifle Match 305 • Weapons Maintenance / Turn-in • Secure Vehicles / Equipment 	<ul style="list-style-type: none"> • Match 201 • Match 204- Homeland Defense Individual Match
17 SEP 2006	<ul style="list-style-type: none"> • All personnel report to Range Control Parking Lot NLT 0700 • Morning Briefing • Cadre draws weapons NLT 0700 • Cadre draws ammunition NLT 0800 	<ul style="list-style-type: none"> • Issue Weapons /Ammunition • Secure / set-up Pits • Match 321 Rifle EIC • Weapons Maintenance / Turn-in • Secure Vehicles / Equipment 	<ul style="list-style-type: none"> • Match 221 Pistol EIC
18 Sep 2006	<p>All personnel report to Range Control Parking Lot NLT 0700</p> <ul style="list-style-type: none"> • Morning Briefing • Cadre draws weapons NLT 0700 <p>Cadre draws ammunition NLT 0800</p>	<ul style="list-style-type: none"> • Combat Team Matches • 303T, 305T, 355 	<ul style="list-style-type: none"> * Match 204 – Homeland Defense Team Match
19 SEP 2006	<p>Ammunition turn-in Recovery Operations EIC Match Scores transmitted to USAMU for awards / orders publication</p>		

Schedule subject to change

ANNEX C

RIFLE RUN DOWN COMPETITION MATCH COURSE OF FIRE

1. Match 303: The Run Down Match.

2. Awards: See Annex P
3. Uniform and Equipment: See Annex K
4. Conditions:

a. Stage 1- Sustained Fire

- (1) Range 300 yards
- (2) Position Prone
- (3) Shots 10 for record
- (4) Target Fig 11
- (5) Timing 3 minutes for record shots
- (6) Scoring Maximum points 50
- (7) Targets will not be spotted or scored during the time limit.
- (8) The ten record shots will be fired within the time limit.

b. Stage 2 - Rapid Fire

- (1) Range 300 yards
- (2) Position Alert to Prone
- (3) Shots 10 for record
- (4) Target 2 x Fig 11, 90cm apart center to center
- (5) Timing 40 seconds
- (6) Scoring Maximum points 50
- (7) Competitors will stand and adopt the ALERT position.
- (8) When the targets are exposed, competitors will adopt the prone position and engage targets with five shots each.
- (9) No more than five hits will be scored on each target.

c. Stage 3 - Run-down

- (1) Ranges 300, 200, 100 yards
- (2) Position 300 prone; 200 kneeling, sitting or squatting; 100 standing
- (3) Shots 2 at 300, 4 at 200, 4 at 100
- (4) Target Fig 11 at 300 and 200, Fig 12 at 100
- (5) Timing One exposure of 15 seconds at 300 yard line and shoot two shots. Targets down for 15 seconds, expose targets for 40 seconds and run to 200 yard line, fire four shots. Targets down for 15 seconds. Expose targets for 40 seconds and run to 100 yard line and fire four shots.
- (6) Scoring Maximum points 50
- (7) At 300, competitors will be in the ALERT position.
- (8) When the targets appear, competitors will adopt the prone position and fire two shots.
- (9) Competitors will remain in the firing position until movement to the next firing line.
On subsequent exposures of the target, competitors will advance to the next firing line, adopt the correct firing position and engage targets with four shots.
- (11) Selector levers will be on safe (ACTION) during all movement.

ANNEX C CONTINUED

1. Match 306 (Modified): Precision Combat Rifle Match (Modified for SAFS)

2. Awards: See Annex Q.
3. Uniform and Equipment: See appropriate annex.
4. Conditions: Sighters will be pulled and marked in all stages.

a. Stage 1 - Precision Sustained Fire

- (1) Range: 100 yards
- (2) Position: Standing
- (3) Shots: 2 sighters, 10 for record (1 mag of 2 for sighters, 1 mag of 10 for record)
- (4) Target: Type B
- (5) Timing: 2 minutes
- (6) Scoring: Maximum points 50
- (7) Competitors will be squadded one per target.
- (8) Sighters will be marked.

b. Stage 2 - Precision Rapid Fire Sitting

- (1) Range: 200 yards
- (2) Position: Alert to sitting
- (3) Shots: 2 Sighters, 10 for record (1 mag of 2 for sighters, 1 mag of 10 for record)
- (4) Target: Type B
- (5) Timing: 50 Seconds
- (6) Scoring: Maximum points 50
- (7) Competitors will be squadded one per target. Sighters will be marked
- (8) Upon appearance of the targets, competitors will go from the "ALERT" position to the sitting position and engage their target.

c. Stage 3 - Precision Rapid Fire Prone

- (1) Range: 300 yards
- (2) Position: Alert to prone
- (3) Shots: 2 Sighters, 10 for record (1 mag of 2 for sighters, 1 mag of 10 for record)
- (4) Target: Type B
- (5) Timing: 60 Seconds
- (6) Scoring: Maximum points 50
- (7) Competitors will be squadded one per target. Sighters will be marked.
- (8) Upon appearance of the targets, competitors will go from the "ALERT" position to the prone position and engage their target.

ANNEX C CONTINUED

RIFLE EXCELLENCE IN COMPETITION MATCH COURSE OF FIRE

1. Match 321: Combat Rifle Excellence In Competition

2. Awards: See Annex P

3. Uniform and Equipment: See Annex K

4. Conditions: This match is fired continuously and there is no break between stages except to give range orders. Competitors will be squadded one to a target. Maximum possible score for Match 321 is 300 points. All scoring will be done in the pits. Spotting disks will not be shown at the completion of each stage of fire.

a. Stage 1- Slow Fire

- | | |
|---|-------------------|
| (1) Range | 300 yards |
| (2) Position | Prone |
| (3) Shots | 6 for record |
| (4) Target | Fig 11 |
| (5) Timing | 6 minutes |
| (6) Scoring | Maximum points 30 |
| (7) Hits will be spotted, misses will not. The target will be engaged with the spotting discs in place. | |

b. Stage 2 - Rapid Fire

- | | |
|---|-------------------|
| (1) Range | 300 yards |
| (2) Position | Prone |
| (3) Shots | 8 for record |
| (4) Target | 2 x Fig 11 |
| (5) Timing | 30 seconds |
| (6) Scoring | Maximum points 40 |
| (7) Upon exposure of the targets, competitors will engage each target with 4 shots. | |

c. Stage 3 - Rapid Fire

- | | |
|--|-------------------|
| (1) Range | 200 yards |
| (2) Position | Kneeling |
| (3) Shots | 4 for record |
| (4) Target | Fig 11 |
| (5) Timing | 25 seconds |
| (6) Scoring | Maximum points 20 |
| (7) Competitors advance from 300 on order at a walk. | |
| (8) Upon exposure of the target, competitors will move to the 200 yard line, adopt the kneeling position and fire 4 shots. | |

d. Stage 4 – Snap Fire

- | | |
|---|--|
| (1) Range | 200 yards |
| (2) Position | Sitting |
| (3) Shots | 8 for record |
| (4) Target | Fig 11 or Fig 12 in three positions over a 11/2 meter frontage |
| (5) Timing | 8 exposures of 3 seconds, intervals of 5-10 seconds |
| (6) Scoring | Maximum points 40 |
| (7) Targets are exposed randomly (either Fig 11 or Fig 12) in three positions over 1-1/2 meter frontage. One shot will be fired at each exposure. | |

e. Stage 5 - Rapid Fire

- | | |
|---|---|
| (1) Range | 200 yards |
| (2) Position | Prone unsupported |
| (3) Shots | 10 for record (2 per exposure) |
| (4) Target | Fig 11 and Fig 12 |
| (5) Timing | 5 exposures of 5 seconds, intervals of 5-20 seconds |
| (6) Scoring | Maximum points 50 |
| (7) Each exposure will be engaged with 2 shots, one at each target. | |

ANNEX C Continued

f. Stage 6 - Rapid Fire

- (1) Range 100 yards
- (2) Position Kneeling
- (3) Shots 6 for record
- (4) Target 1 x Fig 11 and 2 x Fig 12, 60cm apart center to center
- (5) Timing 30 seconds
- (6) Scoring Maximum points 30
- (7) Competitors advance from 200 yard line on order.
- (8) Upon exposure of the targets, competitors will move to the 100 yard line, adopt the kneeling position and fire 6 shots, 2 at each target.

g.. Stage 7 – Snap Fire

- (1) Range 100 yards
- (2) Position Standing
- (3) Shots 4 for record
- (4) Target Fig 12
- (5) Timing 4 exposures of 3 seconds, intervals 5-10 seconds
- (6) Scoring Maximum points 20

h. Stage 8 – Dual Position Engagement

- (1) Range 100-50 yards
- (2) Position Standing then Kneeling
- (3) Shots 8 for record (2 per exposure)
- (4) Target 2 X Fig 12
- (5) Timing 4 exposures of 6 seconds at random firing points in each lane
- (6) Scoring Maximum points 40 (each hit counts 5 points)
- (7) Four exposures of the target at one of two designated points located in the competitors designated target lane. Competitors will advance on order in the standing alert position after each exposure.
- (8) Upon exposure of the first target, all competitors will stop and engage their target as it appears with 2 shots; first shot from the standing position, second shot from the kneeling position. Upon the completion of each exposure, competitors will apply safety catches and return to the alert position.

i. Stage 9 - Snap

- (1) Range 50-25 yards
 - (2) Position Standing
 - (3) Shots 6 for record
 - (4) Target Fig 12 (target remains raised perpendicular to firing line and is faced parallel for each exposure).
 - (5) Timing 3 exposures of 2 seconds, intervals of 5-10 seconds
 - (6) Scoring Maximum points 30 (Each hit counts 5 points.)
- Each exposure will be engaged with two shots. Competitors will advance, on order, after each exposure. Starting position for each engagement is ALERT position.

ANNEX C Continued

1. Match 305: Close Quarter Battle

2. Awards: See Annex Q.

3. Uniform and Equipment: See appropriate annex.

4. Conditions:

a. Stage 1- Cover Fire

- (1) Range: 100 yds
- (2) Position: Sitting
- (3) Shots: 10
- (4) Target: 2 pistol fig 11
- (5) Timing: 1 exposure of 25 seconds
- (6) Scoring: Maximum point 50
- (7) The competitors will be in the "ALERT" position with the rifle at "ACTION".
- (8) On the appearance of the target, the competitor will adopt the sitting position and fire ten rounds on target 1.

b. Stage 2 - Cover Fire

- (1) Range: 75 yds
- (2) Position: Kneeling or squatting
- (3) Shots: 10
- (4) Target: 2 pistol fig 11
- (5) Timing: 20 seconds
- (6) Scoring: Maximum points 50
- (7) The competitors will be in the "ALERT" position with the rifle at "ACTION".
- (8) On appearance of the target, the competitor will adopt the kneeling or squatting position and fire ten rounds on target 2. Competitors will advance on command.

c. Stage 3 - Snap

- (1) Range: 50 yds
- (2) Position: Standing
- (3) Shots: 10
- (4) Target: 2 fig 14 window target
- (5) Timing: 5 exposure of 3 seconds at irregular intervals of 3-10 seconds
- (6) Scoring: Maximum point 50
- (7) The competitors will be in the "ALERT" position with the rifle at "ACTION".
- (8) Competitors are to return to the "ALERT" position between exposures at "ACTION".
- (9) Competitors will return to the alert position between exposures
- (10) Only two shots may be fired with each exposure on target 3.

d. Stage 4 - Snap

- (1) Range: 25 yds
- (2) Position: Standing
- (3) Shots: 10
- (4) Target: 2 fig 14 window target
- (5) Timing: 3 exposures of 3 seconds with irregular intervals of 3-10 seconds
- (6) Scoring: Maximum points 50
- (7) The competitors will be in the "ALERT" position with the rifle at "ACTION".
- (8) Competitors will return to the "ALERT" position between exposures at "ACTION".
- (9) Any number of shots may be fired with each exposure.

ANNEX C Continued

Match 355: Fire Team Assault Match.

Awards: See Match Program.

Uniform and Equipment: See Annex C, paragraph 1.

c. Conditions:

- (1) Team: 4 Competitors
- (2) Range: TBD yards
- (3) Position: Prone
- (4) Shots: 10 rounds per competitor
- (5) Target: One bank of Eight (8) targets.
- (6) Each team will fire until eliminated. Ties will be broken with a refire.
- (7) The squadding will attempt to avoid placing teams from the same unit on the same relay.
- (8) Teams will line up on the designated yard line in the prone position with rifles LOADED. On the command "GO," teams will move to the designated yard line, adopt the prone position, carry out ACTION and INSTANT and open fire.
- (9) A team wins its round if it knocks down:
 - (a) all its targets first, or
 - the greater number of targets, orOne block officer will be assigned to each lane and will signal (flag raised up) when last plate falls.
Range OIC will declare winner based on first flag raised.
In the event of a tie, the teams will fall in on the last order and then re-shoot.
- (10) Team captains of advancing teams will collect squadding cards for the next relay from range personnel on the way back to the 300-yard line.

ANNEX D

COMBAT PISTOL COMPETITION MATCH COURSE OF FIRE

1. Match 201M: Individual Combat Pistol Match

2. Awards: See Annex P

3. Uniform and Equipment: See Annex K

4. Conditions:

a. Competitors will shoot a total of 48 rounds in 4 stages for this match.

c. Stage 1

- (1) Range 25 yards
- (2) Position Standing timed fire
- (3) Shots 12
- (4) Targets 4 each fig 11 pistol targets
- (5) Timing 45 seconds
- (6) Scoring Maximum points 60
- (7) On command, competitors will shoot 6 shots each on targets 1 and 2, reloading on demand.

d. Stage 2

- (1) Range 25 Yards
- (2) Position Standing to kneeling timed fire
- (3) Shots 12
- (4) Targets 4 each fig 11 pistol targets
- (5) Timing 45 seconds
- (6) Scoring Maximum points 60
- (7) On command, competitors will go from a standing to kneeling position and fire 6 shots each on targets 3 and 4, reloading on demand.

e. Stage 3

- (1) Range 15 yards
- (2) Position Standing multiple target engagement
- (3) Shots 12
- (4) Targets 4 each fig 11 pistol targets
- (5) Timing 6 exposures of 5 seconds each
- (6) Scoring Maximum points 60
- (7) On command, competitors will shoot two (2) shots, one each on targets 1 and 2, with each exposure, reloading on demand.

g. Stage 4

- (1) Range 15 yards
- (2) Position Standing Rapid Fire
- (3) Shots 12
- (4) Targets 4 each fig 11 pistol targets
- (5) Timing 6 exposures of 4 seconds each
- (6) Scoring Maximum points 60
- (7) Competitors will place 6 shots each on targets 3 and 4, reloading on demand.

ANNEX D CONTINUED

PISTOL EXCELLENCE IN COMPETITION MATCH COURSE OF FIRE

1. Match 221: Combat Pistol Excellence In Competition.

2. Awards: See Annex P

3. Uniform and Equipment: See Annex K

4. Conditions:

a. Competitors will shoot a total of 36 rounds in 2 stages for this match.

b. Stage 1

- | | |
|--------------|---|
| (1) Range | 15 yards |
| (2) Position | Standing |
| (3) Shots | 12 |
| (4) Targets | 4 each Fig 11 Targets |
| (5) Timing | 4 exposures of 4 seconds, minimum interval of 7 seconds |
| (6) Scoring | Maximum points 60 (Body hits - as per scoring rings; Head hits - as per (7), (9) below) |

(7) First exposure - shooters will engage first target on the left, placing two shots in the torso region first and the third shot in the facial scoring area.

(8) The second, third and fourth exposure is the same as the first firing sequence. The shooter will engage targets from left to right reloading at will.

(9) The shooter must have a hit inside the facial scoring area to receive a score on the target. The facial scoring area is defined as the line which extends from below the chin to the helmet brim on each side of the face. The brim of the helmet is included in the scoring area and is considered part of the scoring ring. Facial hits are worth five points. Excessive facial hits are worth two points each.

c. Stage 2

- | | |
|--------------|---|
| (1) Range | 15 yards |
| (2) Position | Standing Quick Fire Multiple Target Engagement |
| (3) Shots | 24 |
| (4) Targets | 4 each Fig 11 Targets |
| (5) Timing | 4 exposures, one each of 7 seconds, 6 seconds, 5 seconds, 4 seconds; minimum 7 second intervals |
| (6) Scoring | Maximum points 120 |

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

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

(9) Third exposure - competitors will engage targets 2, 3, 4, with two rounds each in 5 seconds.

Fourth exposure - repeat firing sequence of third exposure in 4 seconds.

ANNEX D CONTINUED

1. Match 204: Homeland Defense

2. Awards: See Annex D, Appendix 21 for WPW or Appendix 22 for AFSAM.

3. Uniform and Equipment: See Annex D, Appendix 5.

4. Conditions:

a. Competitors will shoot a total of 40 rounds in two stages for this match. Each stage will begin with the pistol "**LOADED** and **HOLSTERED**". A filled magazine is in the pistol, chamber empty, slide forward, hammer forward, and the M9 de-cocking lever is applied. The first round of each stage Must be fired double action.

b. Stage 1

(1) Range: 25 yards

(2) Position: Standing to Kneeling Timed Fire

(3) Shots: 20 (2 mags 10 rds each)

(4) Targets: 4 each fig 11 pistol targets

(5) Timing: 60 seconds

(6) Scoring: Maximum points 100

(7) On command, competitors will draw their pistol and perform **ACTION, INSTANT**. Then engage target 1 with 10 shots from the standing position. Competitor will assume a kneeling position, reload and engage target 2 with 10 shots from the kneeling position.

c. Stage 2

(1) Range: 25 yards

(2) Position: Crouch to Prone Timed Fire

(3) Shots: 20 (2 mags 10 rds each)

(4) Targets: 4 each fig 11 pistol targets

(5) Timing: 60 seconds

(6) Scoring: Maximum points 100

(7) On command, competitors will draw their pistol and perform **ACTION, INSTANT**. Then engage target 3 with 10 shots from the crouch position. Competitor will then assume a prone position, reload and engage target 4 with 10 shots from the prone position.

ANNEX E

RIFLE SCORING PROCEDURES

1. 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 may go to the STAT office and receive replacement scorecards if they can justify the loss.

a. Rifle Slow Fire Matches:

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

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

(3) Any objection to the scores entered on an individual or team score card must be made immediately on the firing point. Subsequent protests 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) If a competitor has five or more misses during a stage of fire, no additional time is allowed.

(6) Scorer must have a scope or binoculars.

b. Rifle Timed Fire Matches: In snap shooting, rapid fire, fire with movement stages, and any other stage in which each shot is separately marked, the method of scoring will be:

(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 match has been completed, if there are no protests, 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 score cards.

(4) Spotting discs will be placed in all shot holes and targets raised.

c. Rifle Marking and Scoring:

(1) During slow fire matches and for rapid/snap match sighting shots, each shot will be marked separately. The actual shot hole will be indicated by a spotting disc and the shot value will be indicated by a spotting disc.

(2) During slow fire, value and location will be marked by a fluorescent orange disk.

	M	2
		3
V	5	4

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

(b) During scoring, the scorer will tell the shooter which shot he fired and the value of the shot. i.e., "your first sighting shot is a V." The scorer can tell the competitor the location of the shot but cannot tell him how to correct his shot.

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

(3) Excessive Hits:

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

(b) If it can be proven the excessive hits were made by the individual firing more than the number of shots allowed, the score will be disallowed and the penalty may be disqualification for that Stage or Match.

In the case of crossfire, if a target has less than fifteen (15) hits, starting alternately, take the low and high hits off the total, up to the number of excessive hits, beginning with the low numbers. If a target has more than fifteen (15) hits the competitor has the option to re-fire. Targets will not be shown if a re-fire is selected. The Pit NCO will call the Line NCO with the possible score using the less than fifteen (15) hit rule.

ANNEX E Continued

2. CHALLENGES IN RIFLE MATCHES:

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

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

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

- (1) If the challenge is for the number of hits in a match other than slow fire matches, the competitor will be advised of the pit officer's decision before the match continues.
- (2) If the challenge is for the non-exposure or short exposure of a target during a match, and this is confirmed by a Block Officer, pit officer or scorer on the firing line, there will be an additional exposure of the target for that competitor only for the time stipulated for the match. The additional exposure must be identified before the next stage begins.
- (3) If the challenge is for a higher value, the correct value will be signaled, whether it has been signaled before or not.
- (4) The call for challenges by a Range Officer in other than slow fire matches, when the targets are displayed upon completion of the match, will be the last opportunity for a challenge.

3. TIMING OF EXPOSURES IN RIFLE MATCHES:

a. Method: A stopwatch will be used for timing exposures or the duration of firing. The official time for all timed exposures will be kept in the pit.

b. Timed exposures: In timed exposures, raising and lowering of targets is to be done as quickly as possible. In all types of matches, the exposure will be timed from the moment the last target is up and stationary. Figure targets will rise from below the pit berm for each exposure. (Targets will not be spun or otherwise manipulated to signal a hit.) No verbal indication as to how the time is passing is allowed, except in coached team matches.

4. TIE-BREAKING PROCEDURES:

a. Individual Matches: Ties in individual matches will be broken in order, in the following manner.

- (1) Single Stage:
 - (a) By the greatest number of "V"s.
 - (b) By inverse order of shots, counting singly from the last shot to the first shot.
- (2) Multiple stage at different distances.
 - (a) By the greatest number of "V"s.
 - (b) By the score obtained at the longest distance, the next longest distance, etc.
- (3) Multiple stage at different distances, but the score at each distance and/or stage cannot be determined (scored as a single target)
 - (a) By the greatest number of "V"s
 - (b) By the greatest number of hits of highest value, next highest value, etc.
- (4) Multiple stage at different distances, but the score at each distance and/or stage cannot be Determined (scored as multiple targets)
 - (a) By the greatest number of "V"s.
 - (b) By the scores of "targets sets" in reverse order.
- (5) Individual unbreakable ties will be determined by the first individual rifle match fired in competition.
- (6) If a tie still exists, a shoot off will be directed as determined by the Match Director.

Annex F

PISTOL SCORING PROCEDURES

1. PISTOL RANGE TARGET PREPARATION: Competitors 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:

- a. First and last name of the competitor as required
- b. Service
- c. Match number
- d. Competitors will sequentially number their targets as directed by the range staff

2. PISTOL - SCORING OF TARGETS: Scoring in pistol matches is normally accomplished off the range under controlled conditions under the supervision of the Pistol Range Referee. Scoring will be done by the competitors by passing score cards left or right. During all matches, when a shot touches the line between two scoring divisions of the target, the competitor will be credited with the higher value.

Excessive hits:

(1) If proven 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 a crossfire, the competitor with excessive hits will receive the high score.

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

3. CHALLENGES IN PISTOL MATCHES: Competitors may challenge shot value. The Referee's decision will be final on all challenges of shot value. The challenge fee will be returned if the challenge is upheld.

4. MISCELLANEOUS PISTOL RANGE PROCEDURES:

a. Handling and loading of magazines:

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

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

b. Double Action Firing: M-9 & M-11 service pistols having a double action capability must be fired double action for the first round after the command INSTANT.

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: A stopwatch will be used for the timing of exposures. A whistle or other suitable device will be used to signal the fire and cease fire command.

5. PISTOL - TIE BREAKING PROCEDURES:

a. Individual Matches: Ties in individual matches will be broken by the following steps in order.

(1) Highest number of 5s, 4s, 3, etc.

(2) If a tie still exists a shoot off will be directed as determined by the Match Director.

Annex G

RANGE SAFETY

RANGE SAFETY:

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

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

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

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

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

- (1) **on the firing line**
- (2) **at the weapons cleaning area**
- (3) **when transferring the weapon from the security vault to the holster**

e. Fire and Movement: During rifle fire and movement stages, weapons will be carried or handled in such a manner to ensure they are always pointed toward the targets. If a rifle competitor drops ammunition in a fire and movement stage during a match, it may be recovered. Dropped ammunition may not be picked up by anyone other than the competitor. The retrieving of ammunition will be done in a safe manner, keeping the weapon pointed down range.

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

g. Falls on the Rifle Range: If a soldier falls to the ground in a fire and movement stage and the muzzle of the rifle makes contact with the ground, the competitor will move forward to the firing line; but cannot continue firing the match until his weapon is cleared by a safety officer.

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

i. 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.

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

k. Eye Protection: Eye protection is **STRONGLY ENCOURAGED** for all pistol competitors. Eye protection is highly recommended on the rifle range. Prescription eyeglasses or standard issue safety shooting glasses will suffice. **Safety glasses are not available for issue.**

l. Sight Adjustments: Rifle sights may be adjusted at any time.

Annex H

SERVICE WEAPONS

SERVICE WEAPONS:

- a. **Authorized Service Rifles and Pistols:** The authorized weapon is the issue service rifle (M-16A1 or A2) and pistol (M-9) as issued to U.S. Armed Forces.
- b. **Availability of US Weapons:** The 94th RRC will supply rifles (M-16A2) and pistols (M-9) for temporary issue to competitors.
- c. **Weapons Inspection:** 94th RRC armorers will check **all** weapons to ensure they have been inspected for safety and confirm they have not been altered.
- d. **Illegal Modification of Weapons:** The Range OIC, Chief Range Officer, or Match Director may order a complete examination of any weapon at any time. This may include complete disassembly. Should a weapon fail to pass the armorers' test and examination or trigger weight test, all scores obtained prior to the test will be disallowed. If any unauthorized modification of a weapon is found, the score/s fired in all matches or stages up to that point may be disallowed and the competitor may be disqualified from all matches or stages completed up to that point.

ANNEX I

SERVICE RIFLE REQUIREMENTS

U.S. MILITARY FORCES SERVICE RIFLE REQUIREMENTS:

a. Service Rifle: The service rifle is the standard M-16 A1/2/4 or M-4 carbine as issued and type classified by the U.S. government. Parts MAY NOT be interchanged between different rifle types. The commercial equivalent and heavy barrels are not allowed in any match. The rifle will be serviceable in accordance with the individual services regulations and technical manuals. Sights may be blackened, but no appliances may be affixed to shade or alter the standard sight. Non-issue parts will not be used. Issue parts will not be cut, filed, honed, sanded, or altered in way except as authorized by this program or the appropriate regulations and technical manuals. You may not use an A1 lower on an A2 upper. You may not replace A2 trigger components with those from an A1.

b. Service Sling: A service web sling, no more than 3 centimeters wide may be used as an aid to steadiness. It may be used as a single point sling attached to the front sling swivel or as a 2-point sling attached to both sling swivels. The sling may be placed around one arm and/or wrist but not around any other part of the competitor's body. The use of a sling is not mandatory, however, if used it must be attached to at least one sling swivel. The sling must not be attached to the rifle in such a manner as to restrict the competitor from carrying out weapon handling drills safely.

c. Trigger Testing and Weapon Inspection: All rifles must have their triggers weighed and tested prior to the first round of competition to ensure they meet service weight standards and requirements. All weapons will be inspected prior to the first round of competition to ensure they meet the intent of the program and technical manuals. 94th RSC personnel will record the make, model and serial number of all weapons inspected. Any weapon failing the test must be removed from the match. If the weapon is not repairable, the competitor may either forfeit the right to fire the match or may obtain another weapon, which shall also be tested.

MINIMUM trigger weights are:

- (1) **M16A1** 5 lbs.
- (2) **M-16A2** 5.5 lbs.

Weapons may be inspected at any time throughout the course of the competition at the direction of the Range OIC, CRO, Assistant OIC, or Match Director. Weapons will arrive in a serviceable condition.

ANNEX J

SERVICE PISTOL REQUIREMENTS

U.S. MILITARY FORCES SERVICE PISTOL REQUIREMENTS:

a. Pistols Allowed: The only service pistol allowed for U.S. military forces is the following:

(1) The U.S. pistol, caliber 9 millimeter, M-9 service pistol, as issued from the government vendor.

b. Condition: Pistols will be as issued without unauthorized additions or alterations. Pistols will be serviceable in accordance with the individual 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, however aides to enhance firing at night such as fluorescent paint and white paint are not allowed.

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. If the weapon is not repairable, the competitor may either forfeit the right to fire the match or may obtain another weapon, which shall be tested. Weapons may be inspected at any time throughout the course of the competition at the direction of the Range OIC, CRO, or Match Director.

MINIMUM trigger weights are:

- | | | |
|---------|---------------|---------|
| (1) M-9 | double action | 9.6 lbs |
| (2) M-9 | single action | 4.1 lbs |

ANNEX K

UNIFORMS AND EQUIPMENT

1. UNIFORMS AND EQUIPMENT REQUIREMENTS:

- a. **VIP/visitors/observers:** Battle Dress Uniform (BDU) with soft cap or equivalent.
- b. **Range personnel:** BDU with distinctive cap. Rifle range pit crew will wear Kevlar.
- c. **Individual Competitors:** Individual competitors will wear their service utility or battle dress uniform. This will include at a minimum the following equipment: helmet, authorized combat boots, LCE to include: web belt, suspenders, two ammunition pouches, first aid pouch, canteen with cup and carrier, magazines (minimum requirements for rifle are 2 each 30 rd or 4 each 20 rd mags, and pistol requires 4 each 12 round mags). During the Patton Match, competitors without a holster will carry their pistol in the side trousers cargo pocket.
- d. **Additional Competitor Equipment Allowances and Limitations:**
 - (1) Issue cold weather undergarments and combat sweaters are permitted.
 - (2) Issue wet weather clothing may be worn, including overshoes, ponchos, rain coats and trousers.
 - (3) Issue gloves (without any modification) may be worn. Shooting gloves or mitts are not allowed.
 - (4) Civilian clothing is not allowed.
 - (5) The pistol belt will be fastened during firing.
 - (6) The issue poncho, shelter half or the equivalent, may be used as a ground cover or as a firing mat. No other ground sheets or firing mats may be used. If the stage requires down range movement, the competitor must remove the ground cover from the firing point before moving down range.
 - (7) Rucksacks and butt packs may be used at the option of the competitor. They must be government issue.
 - (8) Shooting stools may be used but cannot be taken forward of the assembly line in combat matches.
 - (9) There is a lot of "gear" now available to soldiers (ie knee pads, elbow pads) NSN number equipment is authorized.

2. OPTICAL AIDS ALLOWED:

- a. **Binoculars and Telescopes:** Binoculars (up to 10 power x 50 mm) and telescopes (up to 60 power x 82 mm), with stands or rests, are allowed for rifle. Optical aids are not permitted for pistol firing in any match.
- b. **Eyeglasses and Sighting Devices:** Prescription eyeglasses, clear safety glasses, sunglasses, or contact lenses are permitted. Civilian eyeglasses or sunglasses must conform to what is acceptable in a competitors particular military service. 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 Knoblock adjustable shooting glasses, are not permitted. Light enhancing glasses are not permitted.

Annex L

7. COMPETITOR CLASSIFICATION:

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

Novice Class : A competitor who has not previously fired any weapon, in any individual or team competition, at the Commander's Warrior Challenge, the US Army Small Arms Championships; Interservice Championships (Service Rifle at Quantico, VA, or Service Pistol, Little Rock, AR or Fort Benning, GA); Interservice Small Arms Competition (ISSAC); Armed Forces Skill at Arms Meeting (AFSAM); or the US National Matches.

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

Open Class : A competitor who has previously fired any weapon, in any individual or team competition, at the Commander's Warrior Challenge, the US Army Small Arms Championships; the Interservice Championships (Service Rifle at Quantico, VA, or Service Pistol at Little Rock, AR or Fort Benning, GA); Interservice Small Arms Competition (ISSAC); Armed Forces Skill at Arms Meeting (AFSAM); or the US National Matches.

NOTICE: An Open Class competitor who enters the Novice Class and fires in the Novice Class will be disqualified. For example, a competitor who fired in any Rifle individual matches in a previous US Army Small Arms Championships or higher level championship (except in a Junior category) is automatically classified as an Open class competitor for all Rifle events. Competitors would, however, be eligible to fire in the Novice class in individual pistol events assuming they did not have identical experience with the pistol.

Pro Class : Any Soldier authorized the Distinguished Rifleman or Distinguished Pistol Shot Badge; Soldiers who have served on the Army, Army Reserve, or All-Guard Rifle or Pistol Teams; Soldiers who have won an individual aggregate at an All-Army Championships.

Annex M
RIFLE RANGE COMMANDS

1. RIFLE RANGE COMMANDS

a. The rifle is “UNLOADED” when:

the magazine is empty,
there is no magazine in the rifle,
the chamber is empty,
the bolt is to the rear,
the dust cover is open, and
the selector is on safe,

b. The rifle is “LOADED” when:

a magazine is in the rifle,
the chamber is empty,
the bolt is forward (action cocked), and
the selector lever is on "safe".

c. The rifle is at “ACTION” when:

a magazine is in the rifle,
a round is in the chamber,
the bolt is forward (action cocked), and
the selector lever is on "safe".

d. The rifle is at “INSTANT” when:

a magazine is in the weapon,
a round is in the chamber,
the bolt is forward (action cocked), and
the selector lever is on “semi”.

2. RIFLE FIRING POSITIONS DEFINED: The technical "correctness" of positions will not be monitored, evaluated or otherwise graded. No hole or alteration may be made in, on, or to the firing point which would assist a competitor in holding the rifle steady. Safety, stability, and reduced visibility to enemy observation are important points to consider. Unless otherwise noted, all positions are unsupported.

a. Prone Position: The butt of the rifle must rest against the shoulder or armpit. At least one elbow must touch the ground with the rest of the body mostly in direct contact with the ground.

b. Fighting Position: The butt of the rifle must rest against the shoulder or armpit. This position is fired from a gun pit. Sandbags may be used for support.

c. Standing Position: The butt of the rifle must rest against the shoulder or armpit, with the body erect on both feet and legs uncrossed. No part of the body other than the feet will touch the ground or any other supporting object. The rifle will be held using both hands.

d. Sitting Position: The butt of the rifle must rest against the shoulder or armpit with the weight of the body supported on the buttocks. Legs may be parted or crossed.

e. Kneeling Position: The butt of the rifle must rest against the shoulder or armpit with no part of the body except one foot and the other leg from the knee downwards touching the ground or any other supporting object.

f. 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.

g. Alert Position: The butt must be in the shoulder with the muzzle pointing at the ground at an angle of approximately 45 degrees and the rifle at "ACTION". Otherwise, the position is the same as the standing position.

Annex N

PISTOL RANGE COMMANDS

PISTOL RANGE COMMANDS:

a. The pistol is “HOLSTERED” when:

there is no magazine in the pistol
the chamber is empty
the hammer is fully forward, and
the breech is closed
the de-cocking lever is applied (M-9)

b. The pistol is “UNLOADED” when:

there is no magazine in the pistol,
the chamber is empty,
the hammer is to the rear, and
the breech is open.

c. The pistol is “LOADED” when:

a filled magazine is in the pistol,
the chamber is empty,
the hammer is forward
the breech is closed, and the de-cocking lever is applied (M-9)

d. The pistol is at “ACTION” when:

a filled magazine is in the pistol,
a round is in the chamber
the pistol is un-cocked (M-9)
the de-cocking lever is on
the de-cocking lever is manually
depressed (M-11) and the hammer is forward

e. The pistol is at “INSTANT” when:

a filled magazine is in the pistol,
a round is in the chamber,
the de-cocking lever is not applied (M-9)

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

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

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

c. Kneeling: In the kneeling position, one knee must touch the ground.

d. 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.

e. Alert Position: In the "ALERT" position, the pistol will be at "INSTANT," held at waist level, pointed in the direction of the target, barrel parallel with the ground, and may be held in one or both hands.

Annex O

RANGE DISCIPLINE

RANGE DISCIPLINE: This annex, in conjunction with Annex F, addresses safety issues and range discipline. It is the only document used in solving protests and safety violations. Proper range discipline is essential to the safe operation of the ranges. Enforcement of good range discipline and safety is the primary responsibility of the range crew, team captains, and the individual competitor. All personnel will be aggressive and diligent in identifying past, present, and potential safety violations to the competitors.

1. Range Discipline: A competitor may receive the following instructions:

a. Warning: Range officers will warn a competitor who appears about to break a rule (other than safety) unless he is actually firing or has begun a match. In this case, the warning will be given at the end of the stage or string of fire.

b. Penalty: Upon completion of firing, the appropriate penalty will be given. Range safety personnel have the authority to deduct one or more shots from the competitors score for each violation. Penalty shots equal five points each unless otherwise specified on the match scorecard.

c. Dangerous Acts/Safety Violations: For dangerous acts, the competitor will be stopped immediately and ordered to unload by removing the magazine from the weapon and the round from the chamber. The penalty is disqualification for that stage or, in severe cases, from the entire Match.

d. Dangerous Acts/Fire with Movement: When a dangerous act is committed during a fire and movement match the offender will be ordered to:

- (1) Apply the safety catch,
- (2) Put the weapon on the ground, and
- (3) Stand clear of the weapon.

The match will not be stopped to clear the weapon. It will be cleared immediately after the stage or match. Unloading will take place after all personnel are in a safe position. The competitor's weapon will be pointed down range during all fire and movement stages. The rifle will **not** be carried at port arms during run downs.

e. Breach of Rules and Requirements: Disqualification will occur for willful and deliberate cheating, or for committing an unintentional breach of the rules whereby the offending competitor gains an unfair advantage over other competitors. Disqualification will normally apply only to the stage in which the infraction occurs, however, it may include all scores fired.

f. Negligent Discharge: A negligent discharge is any round fired well outside of the allotted live fire time limits or any round fired within those limits that is discharged in a direction other than one which would ensure a safe bullet impact. In the event of a negligent discharge, the competitor will be disqualified from the match. Late shots are normally not considered negligent discharges. A shot fired before the preparatory command "Watch and Shoot," is considered a negligent discharge.

g. Misconduct: Any competitor creating a disturbance on the firing line or in the pits will be referred to the Chief Range Officer (CRO). If in the opinion of the CRO, the acts were serious enough to warrant a disqualification, the competitor will be disqualified from the competition. All scores fired to that point will be changed to "DISQ" (disqualified).

2. Protests: Protest Committee Duties and Responsibilities: Upon receipt of the written protest, the Match Director will form the PC to resolve the official protest. The Match OIC will brief the Chairman and the PC on their duties. The Official Match Program is the primary reference document. The PC will consist of the Match Director and three members. If time allows it, the PC will convene in the conference room of the 94th RRC HQ's Building (11 Saratoga Blvd) at the predetermined time. The PC will contain the following individuals:

- | | |
|------------------------|-----------------|
| a. Non-voting Chairman | LTC Sperlongano |
| b. Voting Member | TBD |
| c. Voting Member | TBD |
| d. Voting Member | TBD |

Failure of the protesting individual to be present at the appointed time will result in an automatic denial of the protest, unless the Match OIC has granted a time extension. The PC will/may question all individuals involved and examine all evidence. The competitor may be present during the examination of witnesses, as long he/she does not disrupt the proceedings. The competitor may, with permission of the Match Director, ask questions of witnesses. The PC may examine the witnesses and range staff, weapons and equipment, and any other materials relevant to the protest. Following examination of all materials involved in the protest the PC will meet in Executive Session (absent the competitor) to discuss the protest. Following a motion from a member of the PC for a vote, with majority approval, the PC will vote on the protest and the decision will be final. The Match Director will break all ties. The PC will provide a written response to the competitor.

Annex P

AMMUNITION

1. AMMUNITION REQUIREMENTS:

- a. USAR Ammunition:** Competitors WILL use military ball ammunition issued by the 94th RRC. Ammunition available is standard military 5.56 mm, and 9 mm. This is the only ammunition available for issue.
- b. Other Service Ammunition:** Individuals may request permission to fire military ball ammunition provided by their parent service. (ie USMC or ARNG) **Match grade, hollow point, and tracer ammunition is not allowed.** Brass residue may be returned to the team at the end of the match if prior coordination is made. All ammunition will be issued on the range at the ammunition issue point, unless prior arrangements are made. Ammunition will be checked periodically on the range to ensure military ball is being fired by all competitors.
- c. Unfired Rounds:** Unfired rounds in any match will be forfeited and will not be used for any subsequent match or exposure, unless otherwise stated in the match conditions. Unfired rounds or misfires must be turned in to range personnel before leaving the firing point. If at any time a competitor is found to have more ammunition than the match requires, he/she may be disqualified.

**IT IS AN OFFENSE TO REMOVE
AMMUNITION OR BRASS FROM THE RANGE.
ALL LIVE AMMUNITION AND BRASS IS THE PROPERTY OF THE
UNITED STATES GOVERNMENT.**

2. ALIBIS, JAMS, MISFIRES, AND DISABLED WEAPONS:

- a. Alibis:** No allowance will be made in any combat match for malfunctions, misfires, or jams due to defects or breakage in either the weapon or its magazine. No allowance will be made for improper actions by the competitor.
- b. Range Alibis:** A competitor may receive a range alibi for improper actions taken by the range staff or range breakage. The competitor must lodge the protest immediately at the end of the stage of fire. Failure to notify the CRO immediately will nullify any protest for a range alibi. Range alibis usually require re-firing a complete stage, except in slow fire matches, when the CRO may allow additional time. Once a team or competitor receives their score, protests for range alibis will not be allowed. The CRO may require all competitors on the firing line to re-fire the match or stage. Failure on the part of the competitor to properly prepare for the match and to take prudent action to ensure his/her success, does not constitute a range alibi. The two most common examples of range alibis are:
- (1) Improper exposure times - both insufficient and excessive.
 - (2) Targets blown from the holder. Note - If a target/s is blown or falls from the target holder, and the competitor or team continues to fire at the target, a range alibi will not be allowed.
- c. Defective Cartridge:** There is no allowance, re-fires, or alibis for defective rounds. The competitor will safely clear all misfires, jams, or malfunctions and continue shooting without interruption. The competitor is responsible for inspection and identification of defective rounds prior to the start of the match. In slow fire matches a cartridge which misfires may be replaced and a new cartridge fired from the competitor's allocation. The defective cartridge may be replaced by the range staff.
- d. Disabled Weapons:** Weapons that have been declared disabled by range personnel may be replaced by back-up weapons that meet the standards as set forth in this program and have been inspected. Such replacement will occur without penalty to the soldier, other than the time lost in the actual swap. Firing will not stop, nor will alibis be granted for this change. Back-up weapons will be declared and checked when primary weapons are inspected.

ANNEX Q

RIFLE AWARDS

EIC RIFLE		RESTRICTIONS					NOTES
GOLD 10 point EIC Credit		LIMITED TO USA, USAR & ARNG/ANG Competitors Per Army Reg.					Awarded to top 1/6 of top 10% of firing competitors Per USAMU/DA Permanent Orders
SILVER 8 point EIC Credit		LIMITED TO USA, USAR & ARNG/ANG Competitors Per Army Reg.					Awarded to next 2/6 of top 10% of firing competitors Per USAMU/DA Permanent Orders
BRONZE 6 point EIC Credit		LIMITED TO USA, USAR & ARNG/ANG Competitors Per Army Reg.					Awarded to last 3/6 of top 10% of firing competitors Per USAMU/DA Permanent Orders
COMBAT RIFLE AWARDS	1st Ind	2nd Ind	3rd Ind	1 st Tm	2nd Tm	3rd Tm	Notes There will be awards for each category
Match 303 Run Down Match	Yes	Yes	Yes	N/A	N/A	N/A	NOVICE – OPEN - PRO
Match 305 Close Quarter Match	Yes	Yes	Yes	N/A	N/A	N/A	NOVICE – OPEN - PRO
Match 321 Combat Excellence- In – Competition Match	Yes	Yes	Yes	N/A	N/A	N/A	NOVICE – OPEN - PRO
Match 355 Fire Team Assault (falling plates)	N/A	N/A	N/A	Yes	no	No	NOVICE – OPEN - PRO
Match 306 Precision rifleman	Yes	Yes	Yes	N/A	N/A	N/A	NOVICE – OPEN - PRO
Match 303T – Team Run Down Match	_____	_____	_____	Yes	Yes	Yes	
Match 305T – Team CQB	_____	_____	_____	Yes	Yes	Yes	

PISTOL AWARDS

EIC PISTOL	RESTRICTIONS	NOTES					
GOLD 10 point EIC Credit	LIMITED TO USA, USAR & ARNG/ANG Competitors Per Army Reg.	Awarded to top 1/6 of top 10% of firing competitors Per USAMU/DA Permanent Orders					
SILVER 8 point EIC Credit	LIMITED TO USA, USAR & ARNG/ANG Competitors Per Army Reg.	Awarded to next 2/6 of top 10% of firing competitors Per USAMU/DA Permanent Orders					
BRONZE 6 point EIC Credit	IMITED TO USA, USAR & ARNG/ANG Competitors Per Army Reg.	Awarded to last 3/6 of top 10% of firing competitors Per USAMU/DA Permanent Orders					
COMBAT PISTOL AWARDS							
	1st Ind	2nd Ind	3rd Ind	1st Tm	2nd Tm	3rd Tm	Notes There will be awards for each category
Match 201 Individual Combat Pistol Match	Yes	Yes	Yes	N/A	N/A	N/A	NOVICE – OPEN - PRO
Match 221 Combat Pistol Excellence-In- Competition	Yes	Yes	Yes	N/A	N/A	N/A	NOVICE – OPEN - PRO
Match 204 Homeland Defense Match	N/A	N/A	N/A	Yes	N/A	N/A	NOVICE – OPEN - PRO

AGGREGATE AWARDS

COMBAT PISTOL AWARDS	1st Ind	2nd Ind	3rd Ind	1st Tm	2nd Tm	3rd Tm	Notes There will be awards for each category
Team Overall Aggregate	N/A	N/A	N/A	Yes	No	No	Total of 4 man team scores for match 303, 305,306, 321, 201, 221.
94 th RSC Commanders Challenge Champion	Yes	N/A	N/A	N/A	N/A	N/A	Individual 94 th RRC Competitor Aggregate of Match 321 and 221
Open Commanders Challenge Champion	Yes	N/A	N/A	N/A	N/A	N/A	Top Individual (non 94 th RRC) Competitor Aggregate of Match 321 and 221

Grand Aggregate – Commander’s Cup Champion

A. Commander’s Challenge Champion: The 94th RRC competitor with the highest combined total from the Combat Rifle EIC Match (321) and the Combat Pistol EIC Match (221) will be designated as the Commanders Cup Champion and will receive the Commander’s Trophy.

B. Grand Aggregate Open Champion- The competitor with the highest combined total from the Combat Rifle EIC Match (321) and the Combat Pistol EIC Match (221) will be designated as the Open Champion.

ANNEX R

94th RSC Commander's Challenge Registration

INDIVIDUAL

DATE _____

NAME _____ RANK _____

SOCIAL SEC # _____

E-mail Address _____

CLASS _____

(Novice – Open – Pro)

94th RRC SOLDIER? YES _____ NO _____

UNIT _____

UNIT ADDRESS _____

UNIT PHONE NUMBER _____

HAVE YOU FIRED A COMBAT EIC MATCH BEFORE? _____

FAX this completed registration to: 978-784-3719

Attn: MSG Jerauld

POC VOICE: MSG Jerauld, Match NCOIC, 978-784-3742

LTC Sperlongano, Match Director, 401-458-0273

2LT Conners Match OIC, 978-502-8191

ANNEX S

94th RSC Commander's Challenge Registration

TEAM

DATE _____

TEAM NAME _____

CLASS _____
(Novice – Open – Pro)

TEAM MEMBERS

NAME/SS# _____ RANK _____

NAME/SS# _____ RANK _____

NAME/SS# _____ RANK _____

NAME/SS# _____ RANK _____

UNIT _____

UNIT ADDRESS _____

UNIT PHONE NUMBER _____

FAX this completed registration to: 978-784-3719

Attn: MSG Jerauld

POC VOICE: MSG Jerauld, Match NCOIC, 978-784-3742

LTC Sperlongano, Match Director, 401-458-0273

2LT Connors, Match OIC, 978-502-8191

