

The Military Advisory Council Region I
Combat Marksmanship Competition
OFFICIAL MATCH PROGRAM
2003



Conducted by

Vermont Army National Guard
Small Arms Readiness and Training Section
(SARTS)

6-7 September 2003
Ethan Allen Firing Range
Jericho, Vermont 05465

VERMONT ARMY NATIONAL GUARD
HEADQUARTERS STARC-VT
789 Vermont National Guard Road
Colchester, VT 05446-3099

VT-PTS-TM (350-6a)

1 July 2003

MEMORANDUM FOR MAC Region I Combat Marksmanship Competition Participants

SUBJECT: Welcome to the 2003 MAC I Regional Competition

1. The State of Vermont Small Arms Readiness and Training Section is proud to host and conduct the 2003 MAC I Regional Combat Marksmanship Competition to be held at the Ethan Allen Firing Range (EAFR) from 6-7 September 2003.
2. Each State has declared an interest in sending teams to the Regional Match. The match courses of fire will be conducted and fired as outlined in the match program, due to the range constraints. Accordingly, we expect a challenging and competitive match.
3. This event will challenge the best shooters each State has to offer and provide an additional training event in preparation of the 2003 Winston P. Wilson match. Good luck to all the competitors, here and at the WPW matches.
4. If you have questions please contact MSG Neal Sargeant at 802-899-7018, email neal.sargeant@vt.ngb.army.mil or MAJ Jeff Sawyer at 802-338-3163, email jeffrey.sawyer@vt.ngb.army.mil . Our focus is to make this event a successful training event for all MAC I competitors.

JEFFREY P. SAWYER
MAJ, AV, VTARNG
VT Acting Marksmanship Coordinator

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ANNEX A

**SCHEDULE OF EVENTS FOR RIFLE, PISTOL,
AND LIGHT MACHINE GUN MATCHES**

FRIDAY

5 September 2003 - 1700-2000 Registration for Combat Rifle, Pistol and Machine Gun Competitors

SATURDAY

6 September 2003 - 0730-0800 Opening Ceremonies (On the ranges)

0800-1700 Rifle, Individual Competition

0800-1700 Pistol, Individual Matches

0900-1700 LMG Matches

SUNDAY

7 September 2003 - 0800-1200 Rifle Team Match

0800-1200 LMG Team Match

0800-1200 Pistol Team Match

Awards Ceremony After Team Matches approximately 1300

ADMINISTRATION

1. **LOCATION:** Ethan Allen Firing Range, Jericho, Vermont

2. **DATES:** 6-7 September 2003

3. **ENTRIES:**

a. Individual entry will be made by submitting Entry Application Form with payment, NLT 01 SEPTEMBER 2003. All information requested is necessary. Make checks payable to “**TAG-VT R&P MATCHES, Neal Sargeant**”. Entries submitted on a roster format will not be accepted. The Match Director reserves the right to limit the total number of participants based on availability of ammunition and range capacity. Applications will be accepted on a “first come, first serve” basis. Due to range and ammo limitation, only pre-registered shooters will be assured entry to the matches.

NOTICE: Due to changes in the Gun Control Act of 1968 (Lautenberg Amendment), persons who have been convicted of a misdemeanor crime of domestic violence are prohibited from possessing firearms and ammunition unless the conviction has been expunged or set aside. Personnel who fall under the prohibitions of this law cannot participate in the Matches.

b. The Unit Marksmanship Coordinator/Team Captain should collect all individual entry forms and fees, check them for completeness and legibility, and mail to the address below:

**Office of the State Marksmanship Coordinator
ATTN: MSG Neal Sargeant
Ethan Allen Firing Range
113 Ethan Allen Road
Jericho, Vermont 05465-9706**

c. Entry Form (Annex J) should be locally reproduced in sufficient quantity to satisfy unit needs.

ANNEX B (Cont.)

4. TEAM COMPOSITION:

a. A unit may enter as many teams in each discipline (Rifle, Pistol, and MG) as they wish. **This will be at the discretion of the Range OIC.** The teams must meet the requirement for old and new shooters. A unit may enter any number of individual competitors. The Match Director reserves the right to limit the number of individuals or teams from one unit, based on range and ammunition capacity. Competitors will be notified by 28 August 2003 if there is a cutoff on number of competitors. Individuals that pre-register and later determine that they cannot attend must notify the Match Director NLT 1 September 2003.

b. Teams can be formed from a detachment, company, battalion or battalion equivalent unit.

c. Team size guidelines:

Combat Rifle: 4 firers and 1 coach, 1 captain

Combat Pistol: 4 firers, 1 coach, 1 captain

Machine Gun: 2 firers

5. ELIGIBILITY:

a. Entry in the MAC 1 Combat Rifle, Pistol and Light Machine Gun Match is limited to units of the MAC 1 REGION Army and Air National Guard.

b. Individuals may enter only one discipline of competition (Rifle, Pistol or LMG).

In the team events, all team members must be from the same TDA/TOE detachment, company, battalion or battalion equivalent unit. All members of the team must be registered individual competitors. Competitors may only fire on one Team in one discipline. For example; you cannot shoot on both a Pistol and a MG team. Team Captains must keep in mind the old/new shooter rule when establishing teams.

Competitors may fire in any discipline regardless of rank.

6. REPORTING AND REGISTRATION:

a. All competitors must report to Match Headquarters, Ethan Allen Firing Range, Jericho, Vermont. Match headquarters is located in Bldg. No. 125. Every effort should be made to report on Friday, 5 September 2003, 1700-2000. Earlier or later times should be coordinated through the SARTS, Commercial: (802) 899-7020.

ANNEX B (Cont.)

In the event of a bona fide emergency family members should call commercial (802) 899-7000 or (802) 899-7005. The Match Director will make every effort to locate the competitor as soon as possible.

7. **BILLETING AND MESSING:** Billeting for all competitors will be available. The location will be given out during check-in. Competitors will be responsible for maintenance of billets assigned. Competitors should bring bedding, linen will NOT be available. **Messing facilities will not be available. However Saturday lunch will be served on the range.** **ALCOHOLIC BEVERAGES WILL NOT BE ALLOWED ON THE RANGES AT ANY TIME.**

GENERAL MATCH INFORMATION

1. **COMMAND EMPHASIS:** The value of competitive marksmanship is not limited to competition, but is designed to upgrade the quality of marksmanship training at all levels and to train instructors for the future through competitive shooting. The success of any marksmanship program is directly related to the acceptance, support and cooperation of commanders at all levels. Unit commanders should recognize National Guard shooters and encourage and support them in every way possible. Such personnel should be presented to the Unit Marksmanship Coordinator (UMC) for possible additional training or advancement to instructor or competitor status.
2. **RULES:** These matches will be conducted under the following rules and regulations:
 - a. AR 350-6 and FORSCOM/TRADOC Supplement 1 to AR 350-6.
 - b. NGR 350-6, NGB Pam 350-6 and NGB Directives.
 - c. 2002/3 NRA Hi-Power Rifle and Pistol rules will apply, except for the NRA protest procedures. The Range OIC/Referee will settle all protests.
3. **CLASSIFICATION FOR INDIVIDUAL MATCHES:**
 - a. Individual classification will be Open or Novice. A Novice shooter is one who has never competed at the Winston P. Wilson Matches or higher with the same type weapon in that discipline. Individual status does not affect team status or eligibility.
4. **CLASSIFICATION FOR TEAM MATCHES:**
 - a. For ALL TEAM MATCHES at least 50 percent of the firing members on each team will be "new team shooters" as defined on the Entry Application Form.
 - b. A Rifle, Pistol or Machine Gun "new team shooter" status is lost and the person becomes an "old team shooter" when he has fired that weapon at the Winston P. Wilson matches or higher prior to this match. "New Team Shooter" status is not lost for a particular match if the team member has fired a different discipline at a higher level. For instance, if a team member has fired only the rifle at the Wilson Matches, he still can compete as a new team member in pistol or machine gun.

5. ARMS:

a. RIFLE: All rifle participants must use the M16A2 rifle that is standard issue for their unit. There will be no M16A1 ammunition available. Twenty or thirty round magazines are permitted. Competitors need at least two thirty round magazines or four twenty round magazines. No internal or external modifications to the rifle are allowed. Commercial equivalent or leather slings are not authorized. Rifle teams are required to wear helmets and LBE while shooting. Weight of trigger pull must be no less than five pounds.

b. PISTOL: All pistol participants must use the standard issue service pistol, M-9 cal. 9mm, as issued. Commercial equivalents are not authorized. Internal or external modification or alteration of parts is not authorized. Competitors need at least three fifteen round magazines. Pistol teams are required to wear helmets and LBE while shooting. Trigger pull for the M9, must be no less than 4.1 pounds.

c. LMG: All LMG participants must use the standard issue M60 LMG or M240 LMG as found in unit MTOE. Modifications are not authorized. Teams must have all the equipment issued with the M60 / M240 to include spare barrel, barrel bag, traverse and elevation mechanism, pintle, hot barrel glove, combination tool, cartridge extractor, bipod, and tripod mount. LMG teams are required to wear helmets and LBE while shooting. Trigger pull for the M60 / M240 must be no less than 6.0 pounds.

d. AMMUNITION: The only authorized ammunition for match use will be issued at the match site. No other ammunition will be transported to or from Ethan Allen Firing Range.

6. OPTICAL AIDS:

a. BINOCULARS and TELESCOPES: Binoculars (up to 10x50) and telescopes (up to 60x77), with stands or rests, are allowed for rifle and machine gun firing. It is highly suggested that you bring them from your unit. Optical aids are not permitted for pistol firing except during the Combat Team Match.

b. EYEGLASSES and SIGHTING DEVICES: Prescription eyeglasses, clear safety glasses, sunglasses, or contact lenses are permitted. Civilian eyeglasses or sunglasses must conform to paragraph 1-15, AR 670-1. Altering, covering, or modifying eyeglass lenses is not permitted. Use of an eye patch covering the non-firing eye is not permitted. Sighting devices, such as Gehmann clip on iris, Merit adjustable aperture, or Knobloch adjustable shooting glasses, are not permitted.

7. TRANSPORTATION OF WEAPONS:

a. Transportation of weapons to and from Ethan Allen Firing Range for the matches is authorized IAW NGB Pam 350-7 and ANG Pam 50-57. Transportation of weapons must conform to current Force Protection Condition measures.

ANNEX C (Cont.)

Commanders questioning the authority to release weapons for marksmanship activity should contact the State Marksmanship Coordinator. All firearms must be secured immediately upon arriving at Ethan Allen Firing Range and immediately after firing. There are no exceptions to this rule. No personal weapons will be brought to Ethan Allen Firing Range.

8. GUIDONS:

a. Teams are encouraged to bring their unit guidons and display them on the firing line during team matches.

9. SECURITY OF WEAPONS:

a. Squad OICs/Team Captains and individuals are responsible for safeguarding weapons and equipment assigned to their team. A weapons storage area will be available and must be used. All weapons must be stored in the security area. No weapon will be permitted in billets or unattended vehicles at any time.

Violations of this policy can result in disqualification from the matches. Team Captains will be responsible for maintaining a copy of all hand receipts of each team member's weapon and will submit a copy to the security OIC upon arrival. Weapons will be cleaned in a designated cleaning area only. **No weapons will be cleaned in the billets.**

10. CLOSING AWARD CEREMONY:

a. An awards ceremony will be conducted on Sunday afternoon immediately following the team matches and the noon meal (approximately 1300 hrs). Competitors are urged to invite their Unit Commanders, First Sergeants, and Sergeants Major to the award ceremony.

11. LOGISTICS AND SUPPORT:

a. Use of military transportation to marksmanship activities is authorized for TDA/MTOE elements per NGB Pam 350-6. Units should be aware that POL (diesel fuel only) would be available at the match site. Competitors should bring a government credit card for refuel of Government vehicles (other than diesel). POV's are authorized at no cost to the Government. All vehicles will be parked in the parking area in front of the billeting area. Parking will be allowed at the ranges.

b. In accordance with message NGB-ARO-T, NGB Pam 350-7 and ANG PAM 50-36, Subject: Equivalent Training (Interim Change NGR 350-1 and 680-1), dated 17 Oct 78, split unit assemblies may be authorized by the unit commander. Unit commanders are authorized to support marksmanship activities by permitting Split Unit Training Assemblies (SUTA's) for match participants, and use of unit weapons for practice and competition.

ANNEX C (Cont.)

12. UNIFORMS and EQUIPMENT:

a. Uniforms will be BDU's and combat boots. Issue field jacket or Gore-Tex, and gloves (black leather shell with wool insert) may be worn as needed. Shooting coats will not be allowed. Issue wet weather clothing may be worn. The issue poncho may be used as a ground sheet or firing mat. No other ground sheets or firing mats may be used. The BDU cap is authorized for wear in lieu of the beret. Competitors are required to have hearing protection. Pistol competitors **must have eye protection**. It is recommended that competitors bring rain gear, spotting scope or field glasses. Competitors are authorized to wear unit distinctive headgear on the range. Machine Gun competitors will be required to wear combat gear LBE or LBV with canteen (cover & cup), pistol belt, two ammo pouches, and helmet. All equipment will be worn in the manner that it was intended.

13. SAFETY:

a. Everyone on the range is responsible for safety. Anyone may call cease-fire if they observe an unsafe act.

b. All rifle competitors will have their bolt open, magazine out and safety on when not competing in a match. M-9 competitors will have their weapon with the slide forward on an empty chamber, magazine out, decock lever down, and weapon holstered when not firing a match. LMG competitors will have the feed cover up, bolt locked to the rear and the safety on.

c. **Dry firing is allowed on the firing line only.**

d. No competitor will leave the firing line without having his/her weapon cleared by a block officer.

e. Hearing protection is mandatory.

f. Eye protection is mandatory on the pistol range. Eye protection is encouraged on the rifle and machine gun ranges.

g. No weapons will be taken from the range complex to the dining facilities, barracks, etc. Weapons must be secured in the weapons security area immediately after firing is completed.

h. 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.

ANNEX C (Cont.)

14. CHALLENGES, PROTESTS, EXCESSIVE HITS AND BULLETINS:

A. CHALLENGES.

Rifle: During rifle matches the signaled value of a hit may be challenged only before any subsequent shot has been fired at the target. The Referee's/Range OIC's decision will be final on all questions of shot value.

Pistol: Challenges during the pistol matches will be determined on the firing line by the referee/OIC before firing continues. The Referee's/Range OIC's decision will be final.

B. PROTESTS.

All protests will be dealt with immediately by the Referee/Range OIC. All decisions are final.

C. EXCESSIVE HITS.

(1) When, in any match or series of matches, the total number of hits on a firer'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 be as follows:

(a) If it can be proven that the excessive hits were made by the individual firing more than the number of shots allowed, the score will be disallowed and the penalty ***will be*** disqualification.

(b) In the case of a crossfire or other excessive hits, starting alternately, take the high- and low-value hits off the total, up to the number of excessive hits, beginning with the high value.

D. BULLETINS:

a. Preliminary bulletins will be posted after each day of firing. These bulletins will have a "Protest End Time" posted. Errors on the Preliminary Bulletin must be brought to the attention of the Statistics Officer prior to the close of the protest end time. Late protests will not be honored and scores become official upon expiration of the protest end time.

b. The Statistics Officer will post official Match Bulletins as soon as possible after the matches. This Bulletin will include full details of the individual and team matches.

15. CONDUCT OF RIFLE, PISTOL AND MACHINE GUN MATCHES:

a. Rifle and Machine Gun competitors will be required to keep score and pull targets for other competitors during the individual matches. Failure to report for the prescribed relay for scoring, pit operation, or brass police will be grounds for

disqualification. Pistol targets will be scored by the line safeties.

ANNEX C (Cont.)

Each shooter is responsible for refacing their target. There will be staple guns and pasters available on the line.

b. The rifle course of fire is a combination of the old precision match with an added target at the end (see annex D). There will also be an added individual “Excellence in Competition Match” match (see annex D) for competitors to start their quest for the Rifle Distinguished Badge.

c. The pistol course of fire is based on matches held at a higher level of competition. There will also be an added individual “Excellence in Competition Match” match (see annex E) for competitors to start their quest for the Pistol Distinguished Badge.

d. The machine gun course of fire is based on the official 10 meter course and courses of fire used at higher level competitions (see annex F). There will be a period of instruction and weapon safety inspection prior to the matches designed to teach some of the techniques used to improve marksmanship skills with the LMG as well as improving the operation of the weapon. There are no alibis in these matches. If a malfunction occurs, the gunner must clear the weapon and continue to fire.

e. No competitor will score a member of his own unit/squad. In the event the squadding requires a competitor to score a member of his own squad, it is the duty of both scorer and firer to report this to the Range OIC and be moved to score another target. Any violation of the above will result in disqualification of both firer and scorer. Range personnel will score pistol targets.

16. TARGETS AND SCORING PROCEDURES:

A. TARGETS:

a. Rifle targets will be the figure 12 on a full backer, a figure 12 and the Combat Rifle Long-Range Target figure 11 (see annex K).

b. Pistol targets will consist of the Combat Pistol Target figure 11 (see annex K).

c. Machine gun targets will consist of the 10-meter qualification target, single silhouette and the double silhouette target (see annex K).

B. SCORE CARD PROCEDURES:

a. Changes without the Block Officer or scorer's initials may cause disqualification of that competitor or team in that match. Erasures are not allowed. The error will be lined out, and the correct score placed above the correction and initialed.

b. The competitor and/or Team Captain are responsible to check the score card for shot value and correctness of totals.

ANNEX C (Cont.)

c. Immediately upon completion of the match, scorecards will be turned in to range personnel. It is the **firer's responsibility** to check that his scorecard has been correctly completed and turned in to range personnel.

17. MALFUNCTIONS, MISFIRES, JAMS AND BREAKAGES

a. No allowance will be made for malfunctions, misfires, or jams due to defects or breakage in either the weapon or it's magazine. No allowance will be made for improper actions by the firer.

b. A competitor or team may receive a range alibi for improper actions taken by the range staff or range breakage. The team captain, or competitor in individual matches, must lodge the protest immediately upon the occurrence. Failure to notify the Range OIC 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 Range OIC may allow additional time. The Range OIC 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 most common examples of range alibis are:

- Improper exposure times, both insufficient and excessive.
- Targets blown from the holder. Note - this does not include targets shot from the frame. If a target 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: Alibis for defective rounds will be at the discretion of the range OIC or Chief Range Officer.

d. Weapons that have been declared disabled by range personnel may be replaced by back-up weapons that meet the standard as set forth in this program. 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.

18. AMMUNITION:

a. Competitors will only use ammunition issued by match personnel. Firers will charge their own magazines.

b. 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 instructions. Unfired rounds or misfires must be turned in to range personnel before leaving the firing point.

IT IS AN OFFENSE TO REMOVE ANY AMMUNITION OR BRASS FROM THE RANGE. ALL AMMUNITION AND BRASS REMAINS THE PROPERTY OF THE U.S. GOVERNMENT AND MUST BE TURNED TO THE APPROPRIATE RANGE PERSONNEL.

ANNEX D

COMBAT RIFLE COURSE OF FIRE

Appendix 1

A. COMBAT RIFLE MATCH:

There are four areas where a 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:

On the firing line

At the weapons cleaning area

When transferring the weapon from security vault to holster.

At the armorers van, when instructed by the armorer to present the weapon for repair.

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 weapons cleared by a block officer.

B. HANDLING AND LOADING MAGAZINES:

During all courses of fire, shooters may drop empty magazines to the ground. Empty magazines, brass, and dropped items may be retrieved at the completion of each stage. **ANY LOADED MAGAZINES OR AMMO DROPPED TO THE GROUND MAY NOT BE RETRIEVED UNTIL THE STAGE IS FINISHED.**

Competitors may load their own magazines with any load they desire up to the maximum number of rounds for the stage they are firing.

C. WEAPONS INSPECTION AND TRIGGER TESTING:

Weapons will be in serviceable condition upon arrival at the MAC 1 Region Matches.

The OIC

and or Chief Range Officer has the authority to order, at any time, a through examination or trigger testing of any weapon, including, if necessary, complete disassembly by an armorer. Should a weapon fail to pass the armorer's test, (as per the appropriate TM) all scores obtained prior to the test will be disallowed.

Trigger Testing. The weights listed in Annex C will be the standards applied to the weighing of triggers. Trigger weights will be tested on the firing line before the start the match.

ANNEX D

Appendix 2

1. **Match 300: Precision Combat Rifle Match**

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

a. Stage 1 (301) - Precision Sustained Fire

- (1) Range: 100 yards
- (2) Position: Standing
- (3) Shots: 2 sighters - 10 for record (1 magazine of 2 for sighters, 1 magazine 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 (302) - Precision Rapid Fire Sitting

- (1) Range: 200 yards
- (2) Position: Alert to sitting
- (3) Shots: 2 Sighters 10 for record (1 magazine of 2 for sighters, 1 magazine 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 (303) - Precision Rapid Fire Prone

- (1) Range: 300 yards
- (2) Position: Alert to Prone
- (3) Shots: 2 Sighters 10 for record (1 magazine of 2 for sighters, 1 magazine 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 D

Appendix 2 (Cont.)

d. Stage 4 (304) - Long Range Sustained Fire

- (1) Range: 300 yards
- (2) Position: Prone
- (3) Shots: 2 Sights 10 for record (1 magazine of 2 for sights, 1 magazine of 10 for record)
- (4) Target: Figure 11
- (5) Timing: 2 ½ minutes for record shots.

ANNEX D

Appendix 3

1. **Match 321: Combat Rifle Excellence In Competition (EIC).**
2. Awards: See Annex I.
3. Uniform and Equipment: See Annex C.
4. Conditions:
 - a. 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.
 - b. Maximum possible score 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: Figure 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 Figure 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: Figure 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: Figure 11 or Figure 12 in three positions over a 1 1/2 meter frontage
- (5) Timing: 8 exposures of 3 seconds, intervals of 5-10 seconds

ANNEX D

Appendix 3 (Cont.)

- (6) Scoring: Maximum points 40
- (7) Targets are exposed randomly (either Figure 11 or Figure 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: Figure 11 and Figure 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.

f. Stage 6 - Rapid Fire

- (1) Range: 100 yards
- (2) Position: Kneeling
- (3) Shots: 6 for record
- (4) Target: 1 x Figure 11 and 2 x Figure 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: Figure 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 Figure 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.

ANNEX D

Appendix 3 (Cont.)

- (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: Figure 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.)
- (7) Each exposure will be engaged with two shots. Competitors will advance on order, after each exposure. Starting position for each engagement is the alert position.

ANNEX D

Appendix 4

1. **Match 325: Precision Combat Rifle Team Match**
2. Awards: See Annex I.
3. Uniform and Equipment: See Annex C.
4. Conditions: This will be the same as match 300 without sighter shots.

ANNEX E

COMBAT PISTOL COURSE OF FIRE

Appendix 1

A. COMBAT PISTOL MATCH:

There are four areas where a 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:

On the firing line

At the weapons cleaning area

When transferring the weapon from security vault to holster.

At the armorers van, when instructed by the armorer to present the weapon for repair.

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 weapons cleared by a block officer.

B. HANDLING AND LOADING MAGAZINES:

During all courses of fire, shooters may drop empty magazines to the ground. Empty magazines, brass, and dropped items may be retrieved at the completion of each stage. **ANY LOADED MAGAZINES OR AMMO DROPPED TO THE GROUND MAY NOT BE RETRIEVED UNTIL THE STAGE IS FINISHED.**

Competitors may load their own magazines with any load they desire up to the maximum number of rounds for the stage they are firing.

C. WEAPONS INSPECTION AND TRIGGER TESTING

Weapons will be in serviceable condition upon arrival at the MAC 1 Region Matches. The OIC

and or Chief Range Officer has the authority to order, at any time, a through examination or trigger testing of any weapon, including, if necessary, complete disassembly by an armorer. Should a weapon fail to pass the armorer's test, (as per the appropriate TM) all scores obtained prior to the test will be disallowed.

Trigger Testing. The weights listed in Annex C will be the standards applied to the weighing of triggers. Trigger weights will be tested on the firing line before the start the match.

ANNEX E

Appendix 2

1. Match 200: Combat Pistol Match

2. Awards: See Annex I

3. Uniform and Equipment: See Annex C

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 - competitor will engage first target on the left, placing two shots in the torso region first and the third shot in the facial scoring area.

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

(9) The competitor must have a hit inside the facial scoring area to receive a score on the target. The facial scoring area is defined as the line, which extends from below the chin to the 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.

(10) Fourth exposure - repeat firing sequence of third exposure in 4 seconds. * **This match must be declared during registration on the day of arrival.**

ANNEX E

Appendix 3

1. Match 221: Combat Pistol Excellence-In-Competition

2. Awards: See Annex I

3. Uniform and Equipment: See Annex C

4. Conditions: Four team members will shoot a total of 36 rounds each. Coaching is not allowed on the firing line.

a. 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 - competitor will engage first target on the left, placing two shots in the torso region first and the third shot in the facial scoring area.

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

(9) The competitor must have a hit inside the facial scoring area to receive a score on the target. The facial scoring area is defined as the line, which extends from below the chin to the 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.

b. 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.

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

ANNEX E

Appendix 4

Match 240: General George Patton Combat Pistol Team Match

2. Awards: See Annex 1,

3. Uniform and Equipment: See Annex C

4. Conditions:

a. A 4-person team fires this match with two alternates identified. All four members fire at one time. Four firing members shoot on six targets incorporating fire distribution. The two-hand hold may be used. Coaching is allowed. The two alternates will not fire unless original team members are physically or medically unable to continue the match.

c. Stage 1 All equipment will be worn in accordance with Annex C.

Canteens must be full at the beginning of the match. If equipment is lost by the competitor during the conduct of the course, the competitor will not be allowed to fire until the equipment is replaced in its proper position without delaying the match or creating a safety hazard. A team has a minimum of a coach or team captain and four pistol shooters. At the firing line, each team must have at least 50 percent new shooters.

c. Stage 2

- (1) Range: 50 yards
- (2) Position: Standing
- (3) Shots: 14
- (4) Targets: 6 each fig 11 pistol targets
- (5) Timing: 50 seconds
- (6) Scoring: Maximum points 310

d. Stage 3

- (1) Range: 25 yards
- (2) Position: Standing
- (3) Shots: 14
- (4) Targets: 6 each fig 11 pistol targets
- (5) Timing: 40 seconds
- (6) Scoring: Maximum points 310

e. Stage 4

- (1) Range: 25 yards
- (2) Position: Standing
- (3) Shots: 14
- (4) Targets: 6 each fig 11 pistol targets
- (5) Timing: 30 seconds
- (6) Scoring: Maximum points 310

*** The team must be declared NLT 1800 hrs the day prior to firing.**

This re-write incorporates the old FORSCOM 350-62 regulation and is complete as furnished above.

ANNEX F

MACHINE GUN COURSE OF FIRE

Appendix 1

A. MACHINE GUN MATCH:

Competitors will not leave the firing line without having their weapons cleared by a block officer.

B. WEAPONS INSPECTION AND TRIGGER TESTING

Weapons will be in serviceable condition upon arrival at the MAC 1 Region Matches. The OIC and/or Chief Range Officer will insure the serviceability of the weapons.

Trigger Testing. The weights listed in Annex C will be the standards applied to the weighing of triggers. Trigger weights will be tested on the firing line before the start the match.

ANNEX F

Appendix 2

1. **Match 140: 10 Meter Firing(Tripod/Bipod).**

2. Awards: See Annex I.
3. Uniform and Equipment: See Annex C.
4. Conditions:

a. Stage 1 – 10 Meter Firing

- (1) Range: 10 meters
- (2) Position: Prone
- (3) Shots: 100 per team for zeroing, 320 (eight 40 round belts) for the match.
- (4) Target: 10 meter target
- (5) Timing: 15 minutes
- (6) Scoring:
 - (a) 50 points if all pasters in a series get 5 or more hits (An example series is pasters 5A thru 6A or 7C thru 8C).
 - (b) 40 points if all pasters in a series get 4 or more hits.
 - (c) 30 points if all pasters in a series get 3 or more hits.
 - (d) 20 points if all pasters in a series get 2 or more hits.
 - (e) 10 points if all pasters in a series get 1 or more hits.
 - (f) Maximum total points 400.
- (7) Prior to the match starting teams will be given 10 minutes to zero machine guns and spare barrels. Using the tripod, the MG will fire a belt of 40 rounds at pasters 5A thru 6A insert and fire a new belt of 40 rounds at pasters 7A thru 8A change barrels and place in the bipod-UNLOADED mode. Using the bipod the MG will fire a belt of 40 rounds at paster 5B thru 6B insert a new belt of 40 rounds and fire at pasters 7B thru 8B then change barrels and return to the tripod mode. AMG begins firing on the 5C thru 6C pasters and repeats barrel changes and position change to bipod mode for D series pasters. The MG and AMG may assist one another during this match. The match ends when both team members have fired all rounds or time has expired. A team will be disqualified for the match if it fails to have the following items: machine gun, spare barrel, pintle, ammunition, and tripod. Each team will receive a 10-point penalty for each individual piece of equipment missing. Each team will receive a 10-point penalty for each piece of the following equipment that is missing:

ANNEX F

Appendix 1 (Cont.)

- (1) Case, carrying, barrel assembly
 - (2) Extractor, ruptured cartridge case (1)
 - (3) Mitten, heat protective (1)
 - (4) Wrench, screwdriver and reamer (1)
 - (5) Handle assembly: cleaning rod (1)
 - (6) Rod sections, cleaning, small arms (5)
 - (7) Swab holder section, small arms cleaning rod (1)
 - (8) Sling, small arm (1)
 - (9) TM 9 (1)
 - (10) Traversing and elevating mechanism assembly (1)
- (8) Machine guns will be fired using 3 to 6-round bursts. One single-shot warning will be given and each additional single-shot violation will carry a penalty of 50-point deduction.

ANNEX F

Appendix 3

1. **Match 150: Field Fire (Bipod).**
2. Awards: See Annex C.
3. Uniform and Equipment: See Annex C.
4. Conditions:

a. Stage 1 - Field Fire

- (1) Ranges: 300, 400, 500, 600 and 700 meters
- (2) Position: Prone
- (3) Shots: 300 (100 practice per team, 100 for record per each shooter).
- (4) Target: Single "E" silhouettes at 200, 300 and 400 meters; double "E" silhouettes at 500, 600 and 700 meters.
- (5) Timing: 2 minute for each competitor
- (6) Scoring: See below.
- (7) Bonus: A bonus of one hundred points will be added if every yard line has at least one hit.

Scoring:

300m = 3 points per hit
400m = 4 points per hit
500m = 5 points per hit
600m = 6 points per hit
700m = 7 points per hit

- a. Prior to the match, each team will fire 50 rounds in field fire practice on pop up targets at 500 meters, teams will fire the entire match in the bipod position. Teams will be given 10 minutes to zero. The field fire match will be on stationary targets. Each stage ends when either all rounds are fired or time expires. Both team members will fire this match as individual shooters. The non-firing competitor may assist the shooting competitor by spotting shots ONLY.
- b. Sequence of Events:
 - (1) Stage 1: The MG engages targets at ranges 200 thru 700 meters with 150 rounds from the bipod position. AMGs may assist their teammate by spotting rounds only.
 - (2) Stage 2: The AMG engages targets at ranges 200 thru 700 meters with 150 rounds from bipod mode. MGs may assist their teammate by spotting rounds only.

An individual wins if he/she has the highest tabulated score. In the event of a tie, hits will be counted from the farthest yard mark and move in. If a tie remains, shooters will re-shoot in shoulder-to-shoulder shoot-off. An individual will be given one warning for a single shot. A subsequent single shot will result in the deduction of 50 points per occurrence. More than three occurrences in one course of fire will result in being disqualified from the match.

ANNEX F

Appendix 4

1. **Match 160: Machine Gun Limited Visibility Team Match**

2. Awards: See Annex I.
3. Uniform and Equipment: See Annex C.
4. Conditions:

a. **Stage 1 - Field Fire**

- (1) Ranges: 200, 300 and 400 meters
- (2) Position: Prone
- (3) Shots: 250 (50 practice per team, 150 for record per yard line).
- (4) Target: Single "E" silhouettes at 200, 300 and 400 meters;
- (5) Timing: 5 minutes
- (6) Scoring: See below.
- (7) Bonus: A bonus of one hundred points will be added if every yard line has at least one hit.

Scoring:

200m = 4 points per hit

300m = 6 points per hit

400m = 8 points per hit

- (8) Prior to the match, the gunner (only the gunner) will fire 100 rounds in limited visibility practice on pop up targets out to 400 meters. The assistant gunner will be allowed to spot rounds and assist in range preparation during the practice session only. Teams will be given minutes to zero. Once the zero phase is complete, the gunner will have five minutes to engage all yard lines with three belts of fifty rounds each (fifty rounds per target). Each stage ends when rounds are fired or time expires.

card
10

either all

ANNEX I

AWARDS SCHEDULE

Individual awards will be presented to the 1st, 2nd and 3rd place in each fired match and individual aggregate matches. Awards will be presented in Combat Rifle and Combat Pistol and LMG.

Team awards will be presented to the, 1st, 2nd and 3rd place teams in each team match. Keeper plaques will be awarded, to Team Winners.

Appendix 1: MAC 1 Region Match

ANNEX I

COMBAT RIFLE AWARDS	1st Ind.	2nd Ind.	3rd Ind.	1st Tm	2nd Tm	3rd Tm	
Match 300 Precision Combat Rifle Match	X	X	X	N/A	N/A	N/A	
Match 321 Combat Rifle EIC	X	N/A	N/A	N/A	N/A	N/A	
Match 310 Combat Rifle Match Champ	X	X	X	N/A	N/A	N/A	Aggregate of Matches 300 and 321
Match 325 Combat Rifle Team Match	N/A	N/A	N/A	X	X	X	

COMBAT PISTOL AWARDS	1st Ind.	2nd Ind.	3rd Ind.	1st Tm	2nd Tm	3rd Tm	
Match 200 Combat Pistol Match	X	X	X	N/A	N/A	N/A	
Match 221 Combat Pistol EIC	X	N/A	N/A	N/A	N/A	N/A	
Match 225 Combat Pistol Match Champ	X	X	X	N/A	N/A	N/A	Aggregate of matches 200 and 221
Match 240 General George Patton Team Match	N/A	N/A	N/A	X	X	X	

ANNEX I

Appendix 1 (Cont.)

MACHINE GUN AWARDS	1st Ind.	2nd Ind.	3rd Ind.	1st Tm	2nd Tm	3rd Tm	
Match 140 10 Meter	X	X	X	N/A	N/A	N/A	
Match 150 Field Fire	X	X	X	N/A	N/A	N/A	
Match 155 Machine Gun Match Champ	X	X	X	N/A	N/A	N/A	Aggregate of matches 140 and 150
Match 160 Limited Vis Team Match	N/A	N/A	N/A	X	X	X	

ANNEX J

(LOCAL REPRODUCTION OF THIS FORM IS AUTHORIZED)

**REGISTRATION AND ENTRY APPLICATION
MAC 1 Region 2003 RIFLE, PISTOL, AND MACHINE GUN CHAMPIONSHIP MATCHES**

The individual listed for participation in MAC 1 REGIONAL 2003 Service Rifle, Pistol, and Machine Gun Matches hereby makes application. This application, together with the required fees, must arrive at **MATCH DIRECTOR, DCSOPS, ATTN: CW3 Larry Grace, Ethan Allen Firing Range, 113 Ethan Allen Road, Jericho, Vermont 05465-9706, not later than 1600, 01 SEPTEMBER 2003.** The required information on this form must be **TYPED** or **PRINTED** in a **LEGIBLE MANNER**, and **ALL INFORMATION MUST BE COMPLETE.**

(NAME) (Last, First, MI) (RANK) (SOCIAL SECURITY NUMBER)

(UNIT) _____ (E-mail Address) _____

(HOME ADDRESS) _____

(TELEPHONE) _____

SECTION 1. SQUADDING: Complete the following information by placing an "X" on the appropriate line.

a. Application is made for: **Rifle Competition** _____
Pistol Competition _____
Machine Gun Competition _____

b. My Individual Classification is: **OPEN Individual** _____
NEW Individual _____

NOTE: You are an OPEN competitor if you have competed at the Wilson Matches (or higher)

c. My TEAM Classification is: **OLD Team** _____
NEW Team _____

NOTE: You are an OLD team shooter if you have competed at the Wilson Matches (or higher).

SECTION 2. ENTRY: The required Match Entry Fee is **\$4.00.** Make check payable to **TAG-VT R&P MATCHES, c/o Larry Grace. Entry Fee MUST accompany this form.**

SECTION 3. MEALS: Meals not available except for Saturday lunch on range.

SECTION 4. BILLETING: (If necessary, indicate the number of competitors.)

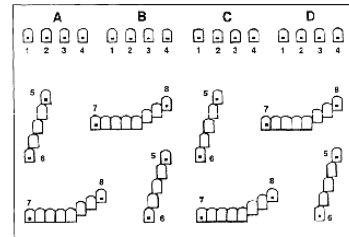
Barracks _____

(SIGNATURE OF APPLICANT)

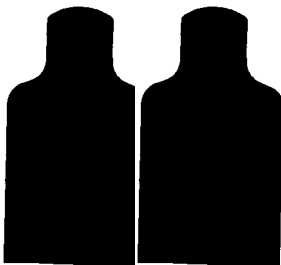
ANNEX K



Combat Pistol Target Fig 11



10 Meter Machine Gun Target



Machine Gun Double "E" Silhouette



Machine Gun Single "E" Silhouette



Combat Rifle: Figure 11



Combat Rifle: Figure 12