

**2022 OFFICIAL MATCH PROGRAM**

**51<sup>st</sup> WINSTON P. WILSON CHAMPIONSHIP**

**&**

**31<sup>st</sup> ARMED FORCES SKILL AT ARMS  
MEETING MACHINE GUN MATCHES**



**HOSTED BY  
THE NATIONAL GUARD  
MARKSMANSHIP TRAINING CENTER**

**Box 11, Building 4904, Maryland Avenue  
Camp Joseph T. Robinson  
North Little Rock, Arkansas, USA 72199-9600**

**16-20 May 2022**





**DEPARTMENT OF THE ARMY**  
**ARKANSAS ARMY NATIONAL GUARD**  
**NATIONAL GUARD MARKSMANSHIP TRAINING CENTER**  
**BOX 11, CAMP JOSEPH T. ROBINSON**  
**NORTH LITTLE ROCK, ARKANSAS 72199-9600**

NGAR-MTC-C

17 February 2022

MEMORANDUM FOR Participants of the Winston P. Wilson Machine Gun  
Championship and Armed Forces Skill at Arms Meeting

SUBJECT: Commander's Welcome to Competitors and Guests

1. On behalf of the entire staff of the National Guard Marksmanship Training Center (NGMTC) and the Arkansas National Guard, welcome to Robinson Maneuver Training Center. I sincerely appreciate that you have taken the time and interest in joining us to participate in this prestigious marksmanship competition. This competition will test your marksmanship skills against some of the finest machine gunners in the world, while building esprit de corps amongst your peers. There are no greater formats in which to evaluate your professional ability with small arms than competitive events like the Winston P. Wilson Machine Gun Championship and Armed Forces Skill at Arms Meeting. These marksmanship sustainment training events have a remarkable history and foster a tremendous spirit of competition and camaraderie across the nation and around the globe. The NGMTC Staff have done their utmost to develop a combat-oriented, competitive marksmanship event that is exciting, challenging, and both physically and mentally demanding.

2. My goal is for each participant to leave this match having validated perishable marksmanship skills, while enforcing the lessons learned with fellow service members to ensure the success of future military operations.

3. I encourage each of you to consult with my staff on any issues that may arise. Once again, welcome to the National Guard Marksmanship Training Center. Good luck and best wishes for a successful and enjoyable championship match.

BUSSELL.MARCUS.A  
NDREW.1015970495

Digitally signed by  
BUSSELL.MARCUS.ANDREW.101  
5970495  
Date: 2022.02.22 19:44:56 -06'00'

**MARCUS A. BUSSELL**  
**COL, FA, AR ARNG**  
**Commanding**

## **KEY CHANGES FOR 2022**

1. Only one machine gun and optic, rifle with upper receiver and optic, and pistol can be used by a team during the entire championship. Teams can bring other weapons and optics as a back-up just in case their weapon becomes disabled. A weapon(s) and/or optic(s) substitution must be cleared by the armorer and range officer. Competition weapons and back-up weapons will be marked with different color stickers to distinguish them. Random serial number checks will be conducted throughout the matches.

2. The scoring criteria has changed on all team matches so that the round count to total possible score ratio is similar between matches.

## **CHANGES FROM 2020 THAT ARE STILL IN EFFECT**

1. M17/M18 Pistol. Any competitor whose unit has M17 or M18 pistols assigned can compete with them.

2. Pistol – Follow up Engagement Position. Once the stage has commenced the competitor will then return to the Ready Position after each exposure.

3. Rifle – Stage Starting Position and Follow up Engagement Position. The stage starting position is now the LOW READY for all matches. After the initial exposure, the competitor will return back to the LOW READY position WITH SAFETY APPLIED and wait on the next command to fire. The competitor will repeat this process until the stage is complete.

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# **ANNEX A**

## **General Information**

## APPENDIX 1 – SCHEDULE OF EVENTS

15-May SUN	16-May MON	17-May TUE	18-May WED	19-May THU	20-May FRI	21-May SAT
Travel to RMTC	0600: Weapon's Draw	0600: Weapon's Draw	0600: Weapon's Draw	0600: Weapon's Draw	0600: Weapon's Draw	NET 0600: Weapon's Draw for Travel
1200-1800: Registration (BLDG 4901)	0630: MVMT to RNG13	0630: MVMT to RNG3	0630: MVMT to RNG19	0630: MVMT to RNG30 and RNG11	0630: MVMT to RNG13	0600: Out-processing at BLDG 4901
1900: Safety Brief and Team Meeting	0700: 10m Zero, M11001	0700: M11003/MT1303, MT300, APQC	0700: M11004/MT1304, MT1302	0700: MT1107	0700: M11008/MT1308, MT1109	Travel to HS
	0930: MVMT to RNG30	1200: P12250, R13020, P12300	1230: MVMT to RNG11	1230: MVMT to RNG11 or RNG30	1500: MG Championship Awards Ceremony	Range Operations Recovery & Reset
	0930: MT1101, MT1110		1300: MT1105, R13010	1300: MT1106		
				1530: DEVCOM/ARL Prototype Shoot at RNG30		
	<b>Team Captain's Meeting will be conducted daily on the range following the completion of courses of fire</b>					

WPW/AFSAM MACHINE GUN

## APPENDIX 2 – ADMINISTRATIVE INFORMATION

**1. PURPOSE:** The Winston P. Wilson (WPW) Championship, conducted by the National Guard Marksmanship Training Center (NGMTC), is an annual event to promote marksmanship training. This marksmanship championship will offer service members from the National Guard an opportunity to test their marksmanship skills and weapon systems in a battle focused environment.

**2. MATCH OFFICIALS:** The Match Director is COL Marcus Bussell; the Deputy Match Director is LTC Dwayne Page, and WPW Officer-In-Charge CPT Alec Baldwin.

**3. LOCATION:** The NGMTC hosts the WPW Machine Gun Championships on 16-20 May, 2022 at Camp Joseph T. Robinson, North Little Rock, Arkansas. 15 and 21 May 2022 are designated travel days to and from the Soldiers home of record (HOR).

**4. MATCH HEADQUARTERS:** Match Headquarters is located in the NGMTC Administrative Building (4904), Maryland Avenue. Phone number (501) 212-4500 commercial or DSN 962-4500.

### 5. REPORTING & IN-PROCESSING:

**a. Arrival:** All weapons must be signed in immediately (prior to registration) upon arrival at Camp Robinson. Weapons Security will be located at Building 4900. The WPW registration is from 1200-1800, 15 May 2022 which will be followed by a team meeting at 1900. All participants must have orders, ID tags, and a military ID card upon arrival at Camp Robinson. Individuals must have a weapons receipt card from Weapons Security before starting the registration process. Teams will register and in-process at the Marksmanship Training Battalion Classroom, Building 4901.

**b. Physical Screening:** Participants must be medically screened prior to arrival at Camp Robinson to ensure that they are medically qualified and physically fit. Service members are not allowed to participate in violation of a physical profile. It is the individual's responsibility to ensure they are physically capable and authorized to compete and participate in the event. The commander of the NGMTC may not allow service members who are deemed a health risk to themselves or others to participate.

**c. Match/Course of Fire Numbering System:** All matches and courses of fire are labeled in a way to discern what type of match it is. The first digit designates the weapon system discipline and the second digit designates individual, team event or EIC event.

- (1) MI10XX – MG Individual match MT11XX – MG Team Match
- (2) MT13XX – MG Team (Paper Match; combined scores from an individual match)
- (3) PI20XX – Pistol Individual
- (4) RI30XX – Rifle Individual

**d. Scorecards:** Scorecards are issued from the NGMTC Statistics (Stats) section during in-processing. Teams must report together. MGs will have even numbered roster numbers and AGs will have odd numbered roster numbers. Team Scorecards will be issued to the team captain in a separate packet. Service members must ensure that all scorecards are accounted for during in-processing. Personnel reporting to the range without an individual scorecard are not allowed to participate. It is the participant's responsibility to verify, sign and turn the scorecard in to the Range OIC upon completion of each match.



## APPENDIX 2 – ADMINISTRATIVE INFORMATION (Cont.)

**e. Team Meetings:** Nightly team meetings are mandatory (location and time TBD). All courses of fire will be reviewed to ensure that any changes are understood and that questions are resolved prior to the match in order to ensure a safe and fair competition. It is also an important forum for administrative information and feedback for the staff.

**6. WEAPONS SECURITY:** All weapons must be signed in immediately upon arrival at Camp Robinson. Weapons Security at Building 4900 will open at 1200 on 15 May 2022 and remains open until 1200, 21 May 2022. **Teams are not allowed to store weapons at any other location.** Weapons are not to be taken from the range complex, stored in vehicles or left unattended. AR 190-11 standards must be met at all times. Failure to follow this policy may result in disqualification and/or removal from the match. Individuals failing to turn in their weapon to Weapons Security by 2000 each day may forfeit their scores for the day. Weapons may not be cleaned in billets or in the pavilions adjacent to the ranges. Individuals are responsible for their own cleaning equipment and supplies. Weapons security will not issue weapons until 0500 on the designated travel day without a signed early departure form from the Match Director or his designee.

**7. EMERGENCY CONTACT:** Family members who wish to contact a participant during the matches may phone Match Headquarters at commercial phone (501) 212-4500. Camp Robinson Security Police can be reached 24 hours a day at commercial phone (501) 212-5280.

**8. FLAGS:** Teams are encouraged to bring an appropriate state or organizational flag to display during team matches.

**9. LOCAL WEATHER CONDITIONS:** Average low temperature at Camp Robinson in May is 61° Fahrenheit and the average high is 80° Fahrenheit. Average wind speed is approximately 6.8 MPH. It is common to have wind, rain, extremely high temperatures, and thunderstorms simultaneously. Be prepared for the worst.

**10. VISITING DIGNITARIES:** Team captains with visiting dignitaries are responsible for notifying the NGMTC Public Affairs Officer at (501) 212-4565.

**11. POINTS OF CONTACT:** The following contains a listing of each POC and functional area:

### Commercial Area Code (501) / DSN (312) 962-XXXX

CPT Alec Baldwin	MG OIC	212-4520	<a href="mailto:alec.nm.baldwin.mil@army.mil">alec.nm.baldwin.mil@army.mil</a>
1SG Kevin Lindsey	MG NCOIC	212-4381	<a href="mailto:kevin.d.lindsey4.mil@army.mil">kevin.d.lindsey4.mil@army.mil</a>
MSG Justin Fisher	MG NCOIC	212-4413	<a href="mailto:Justin.d.fisher1.mil@army.mil">Justin.d.fisher1.mil@army.mil</a>
SMSgt Chalk Mitchell	Protocol/Awards	212-4534	<a href="mailto:chalk.s.mitchell.mil@army.mil">chalk.s.mitchell.mil@army.mil</a>
VACANT	PAO	212-4565	
Mr. Daniel Norwood	Armament	212-4543	<a href="mailto:daniel.m.norwood.civ@army.mil">daniel.m.norwood.civ@army.mil</a>
CW2 Justin Holmes	STATS / ADP	212-5996	<a href="mailto:justin.w.holmes8.mil@army.mil">justin.w.holmes8.mil@army.mil</a>
LTC Noyal Brasfield	Logistics	212-4540	<a href="mailto:noyal.e.brasfield.mil@army.mil">noyal.e.brasfield.mil@army.mil</a>
SSG Collin Moore	RFOs / Registration	212-4517	<a href="mailto:collin.p.moore.mil@army.mil">collin.p.moore.mil@army.mil</a>
SFC Taja Lewis	Finance/DTS	212-4508	<a href="mailto:Taja.l.lewis.mil@army.mil">Taja.l.lewis.mil@army.mil</a>

## APPENDIX 3 - UNIFORM AND EQUIPMENT

### 1. UNIFORM:

**a. VIP/Visitors/Observers.** OCP/ABU uniforms for military members.

**b. Individual Participants.**

- (1) OCP/ABU Uniform.
- (2) Headgear for all competitors while on the range is the OCP cap. (Boonie hats or team distinctive headgear is authorized for wear only while on the range).
- (3) Issued helmets are required for competitors while on the firing line.
- (4) Uniform and equipment must be as issued by parent unit (CANNOT BE MODIFIED). The Army Combat Shirt is NOT AUTHORIZED for wear on the range during this event.

### 2. EQUIPMENT:

**a. Load Carrying Equipment:** Individual load-carrying equipment must be properly worn by all participants. This equipment will be as issued by the competitor's unit of assignment and must consist of the following items: (Note: a 5 point penalty will be assessed on the individual or team scorecard when it is identified that the minimum gear is not worn)

- (1) Fighting Load Carrier Vest (FLC), Load Carrying Equipment (LCE), MOLLE Rack, Individual Body Armor (IBA), and/or plate carrier system. A battle belt may be used in conjunction with the FLC or LCE, but not as a stand-alone configuration for a load-carrying system.
- (2) Pistol holster (either hip or leg attached) with manual retention device required for pistol matches (note: no cross draw or shoulder holsters are authorized).
- (3) Ballistic Helmet – “bump” helmets made from plastic or any other material to mimic a ballistic helmet are not authorized.
- (4) Attachable water source (Issued or civilian equivalent)
- (5) Rifle magazine pouches to contain 4 or more magazines.
- (6) Pistol magazine pouches to contain 4 or more magazines.
- (7) Minimum of 4 pistol magazines and 4 rifle magazines.
- (8) Hearing protection.
- (9) Eye protection will be mandatory during all rifle and pistol matches and must be PROPERLY worn. Only safety glasses that are on the Army Protective Eyewear List (APEL) are authorized for use. Safety glasses are not available for issue. Only smoke or clear lenses are authorized.
- (10) Gloves.

MGs will carry a pistol on all matches and AGs will carry a rifle on all matches.

**b. Additional Equipment Required for Machine Gun (MG) Teams:**

- (1) Binoculars, Military Issue/M22 or M24 with mil reticle
- (2) Military Issued ~~Compass~~
- (3) Mil Measure Protractor
- (4) Calculator or other “military issue” range calculating/computing aid except electronic or laser range finding device.
- (5) T&E and M122 or the M192 tripod with pintle for use with the M240
- (6) For this competition, the machine gun (MG) team will be required to have a M240 machine gun, tripod, traversing and elevating mechanism (T&E), pintle, and spare barrel bag with all issued components. (Components of the spare barrel bag: Ammunition Adapter, Sling, Barrel Assembly, Bag, Blank Firing Adapter (BFA), Cleaning Brush, Heat Protective Mitt).

**c. Team Weapons Assignments:** Machine Gunners will carry a pistol on all matches and Assistant

Gunners (AGs) will carry a rifle on all matches. The position of Machine Gunner will be required to fire combat pistol matches and the Assistant Gunner will be required to fire combat rifle matches. The Spare Barrel bag will be carried by one of the team members in every match.

**d. Optional Participant Equipment:**

- (1) Issued cold weather undergarments and combat sweaters are permitted.
- (2) Issued wet weather clothing can be worn, including overshoes, ponchos, raincoats and trousers.
- (3) Issued full fingered gloves (without any modification) can be worn.
- (4) Issued elbow and kneepads are allowed.
- (5) Protective clothing and equipment issued in pairs must be worn in pairs.
- (6) Civilian clothing is not allowed for participants during any part of the official competition.
- (7) The issued poncho, shelter half or the equivalent, can be used as a ground cover or as a firing mat. No other ground sheets or firing mats are authorized. If the stage requires down range movement, the participant must remove the ground cover from the firing point before moving down range.
- (8) Rucksacks and butt packs can be used at the discretion of the participant.
- (9) Spotting Scopes that meet the requirements below.
- (10) Hammer and stakes for tripod stability (*match time will not stop for stake/tripod prep*)

**e. Optical Aids:**

**(1) Binoculars and Telescopes:** Binoculars (10 power magnification or less) and telescopes (not to exceed 82mm and 60 power magnification for competitors and 100mm for coaches) with stands or rests are allowed per the Advanced Marksmanship Task as prescribed in the match program.

**(2) Sighting Devices:** Altering, covering or modifying eyeglass lenses are not permitted. Eye patches covering the non-firing eye are not permitted. Sighting devices or adjustable shooting glasses are not permitted. This also includes putting blinders on helmets or glasses.

**(3) Laser or Optical Range Finders:** Range finders are not authorized during this competition.

**NOTE: Pneumatic buffer mounts are NOT allowed**

**APPENDIX 4 – MAP**



# **ANNEX B**

**Winston P. Wilson & Armed Forces  
Skill at Arms Meeting Machine Gun  
Championship**



## APPENDIX 1 - WPW ENTRY REQUIREMENTS

**1. LETTERS OF INTENT (LOI):** The maximum number of participants is limited to 72, comprised of 36 teams. State Marksmanship Coordinators (SMCs) must forward their LOI no later than (NLT) 25 March 2022 to CPT Alec Baldwin at [ng.ar.aranng.mbx.ngmtc@army.mil](mailto:ng.ar.aranng.mbx.ngmtc@army.mil). Teams are filled with "A" teams prioritized by LOI submission date/time. Remaining team vacancies will be filled with "B" teams prioritized by LOI submission. By name rosters and registration forms are not required with the LOI.

**a. Team Composition:** The NGMTC will fund one 2-man "A" team and one additional "B" team when funding and slots are available. All teams must be declared during registration. All "A" teams must consist of a minimum of 50% new shooters. Only the "A" team will compete for the team aggregate trophy. If a "B" team meets the 50% new shooter rule, then it will be eligible for team awards, but not the team aggregate trophy. Competitors must be a member of a team in order to fire in the competition (individual and team events). The Match Director has the digression to allow "B" teams to be eligible for the team aggregate trophy if participate is low and the number of "A" teams does not represent a national presence. Upon registration, teams must declare who is the designated machine gunner and the AG. The machine gunner will only fire the M240 and the M9/M11/M17/M18, as designated by match or stage. The AG will only fire the M4/M16 and the M240, as designated by match or stage.

**b. Substitutions:** Once teams are declared at registration, individual substitutions are only allowed at the discretion of the Match Director. The only authorized substitutions allowed are for the "A" team in the event of an injury or illness. This condition must be verified by the Troop Medical Center and the Match Director. Team substitutions for a personal emergency requiring a team member to return to home station may be considered on a case by case basis and will be decided by the Match Director. In the event of a substitution, the team must swap shooters of similar status ("old" for "old" and "new" for "new"). Team substitutions are not authorized without direct consent from the Match Director/OIC.

**2. REGISTRATION:** Individual Requests for Orders (RFOs) and team registration form must be received by CPT Alec Baldwin NLT 22 April 2022. See Annex B, Appendices 4 and 5 for the registration forms and instructions.

**3. ELIGIBILITY & PARTICIPATION:** Civilians, retired military and state militia personnel are prohibited from participating in the WPW Championship regardless of the type of match. All participants must be on orders in a military duty status and wear the appropriate uniform for that service.

**4. PARTICIPANT CLASSIFICATION:** Individuals are classified for team participation as either "Old" or "New." An "Old" shooter is an individual that has fired on an "A" team at the Winston P. Wilson Machine Gun Matches since 2016, and a "New" shooter has not fired on the "A" team at this event in the last five (5) years. WPW Machine Gun is intended to develop advanced individual marksmanship skills in both new and more experienced competitors. To encourage the mentorship and development of the novice service members, most of the matches are in a two (2) person team format that requires the inclusion of inexperienced competitors. To win the team matches, the MG team must have a "new" shooter to be eligible for team awards. This ensures states are continuously training Soldiers.

## APPENDIX 2 – AFSAM ENTRY REQUIREMENTS

**1. LETTERS OF INTENT (LOI):** Teams are authorized to enter AFSAM by invitation only. Teams that received an invitation through their embassy or major command must forward their LOI no later than (NLT) 25 March 2022 to CPT Alec Baldwin at [ng.ar.ararnng.mbx.ngmtc@army.mil](mailto:ng.ar.ararnng.mbx.ngmtc@army.mil).

**2. REGISTRATION:** Individual Requests for Orders (RFOs) and team registration form must be received by CPT Alec Baldwin NLT 22 April 2022. See Annex B, Appendices 4 and 5 for the registration forms and instructions.

**3. REPORTING AND IN-PROCESSING:** Teams should plan travel to arrive on or before **14 May 2022**. Team itinerary must be forwarded to the AFSAM OIC or liaison officer as soon as possible in order to coordinate transportation and lodging. Match registration is open from 1200-1800 on **15 May 2022**. Early arrival must be coordinated with the liaison officer and notified in advance. Weapons must be in-processed at Building 4900 immediately upon arrival (during duty hours). Weapons security for arrivals during non-duty hours will have to be coordinated with the liaison officer. All participants must have appropriate orders, identification tags, and a military identification card upon arrival at Camp Robinson. Each individual must have a weapons issue card from Weapons Security before starting the registration process.

**4. ELIGIBILITY:** Team members must be part of their country's part-time or full-time military force and must be officially sanctioned through their embassy. Written verification of the country's embassy or defense department approval is required. Written verification should contain a translated document in English. Retired military personnel are prohibited from participating in the AFSAM regardless of the type of match. All participants must be on orders in a military duty status and wear the appropriate uniform and equipment for that service. All participants are expected to understand the commands provided on the ranges. They may have an interpreter present on the line, but the interpreter may not interfere with operations or jeopardize the safety of the competitors.

## APPENDIX 3 – WPW FUNDING

**1. FUNDING:** To receive funding, participants must meet LOI and registration deadlines. National Guardsmen on Title 10 orders are eligible to participate. NGMTC funds all expenses for competitors. “B” team submissions may be accepted and funded by NGMTC if funding and range capacity (max. 32 teams) are available.

**a. ARNG Funding Codes:** Army National Guard (ARNG) funding codes are sent to each state's G3 as they become available. Once orders are cut, a copy must be emailed to the NGMTC Finance Section. Point of contact is SFC Taja Lewis at [ng.ar.arang.mbx.ngmtc@army.mil](mailto:ng.ar.arang.mbx.ngmtc@army.mil).

**b. ANG Funding:** ANG participants attend in an active duty status using special training workdays when funding is available. ANG specific questions should be directed to the ANG LNO prior to attending the event. Point of contact is SMSgt Chalk Mitchell at [ng.ar.arang.mbx.ngmtc@army.mil](mailto:ng.ar.arang.mbx.ngmtc@army.mil).

**c. Active Duty Funding:** Active component and international team participation cannot be funded by the NGMTC.

**d. “A” Team:** NGMTC funds all expenses for members of the “A” team. However, they cannot exceed the ranks of E8, CW4, or O4. Any ranks exceeding this will be funded by their home state or will be sent home at their state’s expense.

**e. “B” Team:** Alternates and/or “B” team members must be funded by their state or territory. These individuals must still meet registration requirements. There are no rank restrictions on state or territory funded participants

**2. BILLETING:** Lodging is provided at no cost. There are no on-post facilities for spouses, family or guests. Participants are billeted in heated, open-bay barracks at no cost to the individual. Team integrity is maintained. Linens ARE NOT furnished; wall lockers are available (one per individual in limited amounts) and can be secured with your padlock. Towels and toiletries ARE NOT provided. With the exception of the first and last night, the majority of the competition will require overnight stay in a field environment. **Statements of non-availability are not issued.**

**3. RATIONS:** Government meals are not provided. The authorized M&IE rate for Camp Robinson is \$55 per day and \$41.25 for the first and last day of orders. It is recommended that all participants bring food and beverage containers for use during the day. Generally, meal breaks are not scheduled and you will not be able to leave the event area to acquire food.

**4. TRANSPORTATION:** Authorized modes of transportation for NGMTC funded teams to and from the event will be specified by each state team’s Letter of Authorization published by the Finance Section. These authorizations will be based on the most cost effective and practical means of transportation for that teams circumstances.

**a.** Due to the significant amount of weapons and equipment required for the competition, the use of state supported GSA vehicles is the preferred mode of transportation (when available). When GSA is not available, NGMTC may authorize a commercial rental vehicle at a common point of departure and return, claimed on one of team member’s DTS authorizations. Privately Owned Vehicles (POV) may be authorized for participants (minimum of two participants per POV) within a 450 mile radius of Fort Chaffee, Arkansas. Participants traveling by POV will only be reimbursed up to the cost of common carrier. Additional days for travel will not be authorized when traveling by POV and competitors must plan their travel itinerary to ensure that they comply with safety guidelines for rest and driving distances, as well as regulatory guidance for security of weapons.

**b.** Commercial Air may be authorized for teams outside the 450 mile radius and where it is more practical and economical than ground transportation. Excess baggage fees and secondary modes of transportation must be



planned for when traveling by commercial air. Approval for commercial air and itineraries must be received from NGMTC Finance Section prior to making any flight reservations or commitments.

c. Transportation to, from, and between ranges or training areas will be provided by tactical vehicle and as otherwise required. ACH or other combat helmet is required while riding in a tactical vehicle or driving on Fort Chaffee's training areas.

**APPENDIX 4 – WPW TEAM REGISTRATION FORM**

Suspense: 22 April 2022

Submit to: [ng.ar.ararng.mbx.ngmtc@army.mil](mailto:ng.ar.ararng.mbx.ngmtc@army.mil)

<b>Team POC Telephone Number</b>	<b>Team POC Email Address</b>	<b>Service/COMPO Unit Name State</b>	<b>Team Call Sign</b>
----------------------------------	-------------------------------	--------------------------------------	-----------------------

<b>Team Composition</b>							
<b>TEAM A OR B</b>	<b>Last Name</b>	<b>First Name</b>	<b>MI</b>	<b>ANG / ARNG</b>	<b>Ran k</b>	<b>SSN (last 4)</b>	
<b>A</b>							
<b>A</b>							
<b>B</b>							
<b>B</b>							
<b>Coach</b>							

<b>Weapon Nomenclature</b>	<b>NSN</b>	<b>Caliber</b>	<b>Weapon Serial Number</b>

**PRIVACY ACT STATEMENT**

AUTHORITY: Title 10 USC 3012 and EO 9397. ROUTINE USES: Assign individual to correct component, classification, event and prepare participant roster. Social security number is used for positive identification. Home address ensures the delivery of correspondence.

**Comments:**

\_\_\_\_\_

\_\_\_\_\_

State Marksmanship Coordinator’s Printed Name & Signature

\_\_\_\_\_

\_\_\_\_\_

Date \_\_\_\_\_

SMC Email Address \_\_\_\_\_

Contact Number \_\_\_\_\_

DTS/DAMPS (orders) POC: Name and Contact Number \_\_\_\_\_

# APPENDIX 5 - WPW INDIVIDUAL REGISTRATION FORM / REQUEST FOR ORDERS

The digital (Excel format) individual registration / Request for Orders form (NGMTC-RM Form JAN 222) must be filled out for each participant and emailed to the NGMTC RFO server. Type email address exactly as follows: [ng.ar.ararng.mbx.ngmtc@army.mil](mailto:ng.ar.ararng.mbx.ngmtc@army.mil). This form uses digital signatures. Notify the Match OIC of any changes to initial team registrations and include this same RFO for the new participant. Copies of this form are attached to the OMP or available upon request.

Last Name		First Name		Middle Initial	Full SSN	DoD ID Number	Date of Birth (DOB)	Rank:	Marital Status	
Component:	Home of Record Address				City	State	ZIP Code	Paid Entry Basic Date (PEBD)	Expiration of Term of Service (ETS) Date	
							2-Feb-2002	24-Apr-2024		
Email Address (can be non-military)							Primary/Cell Phone #	Gender		
Section II: Centrally Funded (AFCOS) Orders and Travel (DTS) Information										
Current Duty Status:	Funding Source:	Event/Course/Purpose:			Report to/further TDY Location:		Date Request (Include Authorized Travel Days)			
							Start Date	End Date		
Mode of Transportation:	Rally Point Departure Location (City):	Rally Point Departure Location State:	Rally Point Departure Location ZIP Code:	Government Quarters Available:		Total # of Days Requested for this TDY:				
						1				
DTS Profile Type:	GTCC Holder:		Registration/Match Fees:		Fee Amount include Team Fees:		\$ -			
Comments/Justification for Travel:										
Section III: Emergency First Name & Last Name:										
First Name & Last Name:			Home Address Street/Dr./Ln			City	State	ZIP Code		
Relationship:					Emergency Contact Phone Number:					
Section IV: Unit Authorizing Official Section (RNCO or TNCO)										
<p>a. The Authorizing Official verifies that "Requester" has not been convicted of any act of domestic violence.</p> <p>b. Sanctuary information: The Authorizing Official verifies the "Requester" does not have 17 or more years of active service, whereby qualifying for sanctuary, will not exceed 1,095 cumulative days as a result of this duty, whereby exceeding NGB end strength cap and or qualifying for separation pay. Reference: NGB-ARH Policy Memorandum #6-023.</p> <p>c. The Authorizing Official verifies the "Requester" is not Profiled or Flagged and is physically and mentally capable of performing the requested duty.</p> <p>d. The Unit Authorizing Official email of the undersigned has verified all above information is accurate pertaining to the "Requester" above!</p> <p>e. The Unit Authorizing Official email of the undersigned will certify Pay &amp; Allowance Orders in MYUNIT Pay (ARMY Only) for "Requester" above!</p> <p>f. The Unit Authorizing Official email of the undersigned has the capabilities to view and or track DTS Authorizations and Vouchers of "Requester" above!</p>										
Total Active Federal Service (TAFS)			Personnel Action Information			Authorizing Official Name (RNCO or TNCO)				
Total # of Years	Total # of Months	Total # of Days	Administratively Flagged:		Authorizing Official Email Address					
			Medical Limiting Profile:		Authorizing Official Phone #					
Section V: Requester Registration Section										
<p>• <b>Team Classifications:</b> A shooter shall be classified for team assignment as either an "Old" or "New" shooter. Based on requirements within the WPW Official Match Program, an "Old" participant is an individual that has fired on an "A" team at the Winston P. Wilson Matches since 2007, and a "New" participant has not fired on an "A" team. "B" and "C" team members and individual participants are classified as "New" until firing as a member of a "legal competing" "A" team. A legal team is one that meets the 50% new shooter rule. Any ad hoc or mixed teams (teams composed of shooters combined from different states) may compete out of competition or for "honors only." These "mixed" teams are not eligible for any team awards.</p> <p>• <b>Individual Classifications:</b> A "Novice" participant is an individual that has never participated (fired a round in any match) at the Winston P. Wilson, the US Army Small Arms Championship (All Army), the National Matches at Camp Perry or the Interservice Championships at Fort Benning, GA or Quantico, VA. If an individual does not qualify as a Novice Shooter, he/she will be considered as an "Open" participant.</p> <p>• <b>Distinguished Classification:</b> Only if shooter has received the Distinguished Rifle and or Pistol Shooter Badges or Official Orders.</p>										
Individual Shooting Classification:		Distinguished:	Team Shooting Classification:		Team Declaration:		Guard Affiliation State or Territory:			
Unit Name		Unit Address Street/Dr./Ln			Unit City	Unit State	Unit Zip Code			
Team Captain	Phone #		Email Address (can be non-military)							
<p><b>NOTE: Form must be filled out in its entirety for acceptance and attendance of NGMTC Sponsored/Funded Competitions!</b></p> <p>Questions about completing this form? Please click the NGMTC Email Mailbox link above.</p> <p>Marksmanship First, Always First!</p>										

# **ANNEX C**

## **Range Operations**

## APPENDIX 1 - WEAPON INFORMATION

**1. AUTHORIZED U.S. SERVICE WEAPON:** The authorized weapon is the standard issued by the U.S. Government. Weapons must be serviceable IAW the appropriate service regulations and technical manuals. Commercial equivalents are not allowed. Non-issued parts are not authorized. Filing, honing, sanding or altering of issued parts is not authorized unless approved by the appropriate regulations and technical manuals.

**a. Machine Gun:** The service machine gun is the standard M240 using the bipod. Tripods are allowed for use in certain matches. Weapons must be fired in the automatic mode only. Penalties will be assessed for single shots (unless authorized per match COF). Malfunctions and ends-of-belts are not considered single shots. **If a forearm assembly, shoulder stock, or heat shield becomes dislodged during firing it must be replaced before resuming firing.**

**b. Service Rifle:** The service rifle is the standard 5.56mm M16A2, M16A4, or M4/M4A1. Parts **MAY NOT** be interchanged between different rifle types. Commercial equivalents are not allowed. Participants cannot replace M16A2 trigger components with those from an M16A1. M16A1 rifles are not authorized. M16A4 uppers can be used with an M16A2 lower or vice-versa. Safety blocks/safety flags are mandatory and must remain in the weapon at all times until directed otherwise by the tower.

**c. Service Pistol:** The service pistol is the standard M9, M11, M17, or M18. Pistols must be fired double action for the first round of each stage and drawn from the holster unless otherwise directed.

**Note: Only one machine gun and optic, rifle with upper receiver and optic, and pistol can be used by a team during the entire championship. Teams can bring other weapons and optics as a back-up just in case their weapon becomes disabled. A weapon(s) and/or optic(s) substitution must be cleared by the armorer and range officer. Competition weapons and back-up weapons will be marked to distinguish them. Random serial number checks will be conducted throughout the matches.**

**d. Optics:** Iron sights and optics must be as issued. Iron sights can be blackened. However, no appliances can be affixed to shade or alter the standard sight. Machine gun and rifle sights can be adjusted at any time utilizing proper safety procedures, unless directed otherwise by range staff personnel. Participants must submit a written request to the WPW OIC, prior to registration for approval of additional optical sights not listed below. Commercial equivalent optics are not allowed. The team has a choice to fire iron sights or the M145 machine gun optic (MGO). If your optic malfunctions, you will not be given additional time to zero your iron sights. Optics are not authorized for use with the Service Pistol. Authorized optics allowed are:

- (1) M145 Machine Gun Optic (MGO) – **Only optic allowed for the machine gun**
- (2) M68 Reflex Close Combat Optic with or without Aimpoint magnifier (no greater than 3X magnification)
- (3) EOTech Reflexive Sight with or without EOTech magnifier (no greater than 3X magnification)
- (4) Advanced Combat Optical Gunsight (ACOG) of no greater than 4X magnification
- (5) ELCAN Specter optic of no greater than 4X magnification

**e. Rifle Sling:** The sling must not be attached to the rifle in such a manner as to restrict the participant from handling the weapon in a safe manner.

**f. Trigger Testing and Weapons Inspection:** Weapons must have their triggers weighed and safety tested to ensure they meet service weight standards and requirements. Weapons are inspected prior to the first round of the match to ensure they meet the minimum trigger weight as outlined in TM 9-1005-

313-10, TM 9-1005-249-23&P and TM 9- 1005-319- 23&P. Weapons failing the test must be repaired. If the weapon is not repairable, the participant forfeits the right to fire the match or must obtain another weapon which meets the standard. Matches will not be postponed or delayed for these reasons. Weapons can be inspected at any time throughout the course of the match at the direction of the Range OIC or Match Director.

- (1) M16A2/A4 & M4 = 5.5 to 9.5 lbs.
- (2) M16A3 & M4A1 = 5.5 to 8.5 lbs.
- (3) M9 (minimum) single action 4.1 lbs. and double action 9.5 lbs.
- (4) M11 (minimum) single action 4.4 lbs. and double action 12 lbs.
- (5) M17/M18 = 5.5 to 6.5 lbs.

## APPENDIX 2 – AMMUNITION

1. **AMMUNITION REQUIREMENTS:** Service members must use ammunition issued by the NGMTC.

**a. Ammunition:** The following DODICs will be issued for use during this event:

- (1) A86 (7.62mm EPR linked/4 ball and 1 tracer)
- (2) AB77 (M855 5.56mm or M855A1 EPR)
- (3) AC20 (M882 9mm ball or XM1152 truncated ball)
- (4) AB79 (7.62mm ball linked)

**Note: 77 grain 5.56mm ammunition is not authorized. Stripper clips must be as issued with service ammunition.**

**b. Inspection:** Ammunition is checked periodically on the range to ensure that all participants are firing military ammunition issued by the NGMTC. Anyone found utilizing, or attempting to utilize ammunition not issued from the NGMTC will be removed from the competition and all scores disqualified.

**c. Unfired Rounds:** Unfired rounds in all matches are forfeited and are not allowed for any subsequent match. Participants must turn in unfired rounds or misfires to range personnel before leaving the firing point. A participant found to have more ammunition than the match requires is in violation of the rules.

**COMMERCIAL OR HANDLOADED AMMUNITION IS NOT AUTHORIZED!**

**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.**

**NOTE: If there are any malfunctions or issues with ammunition during the competition, please make note of the case headstamp or lot number and inform the Range OIC so that these issues can be properly reported.**

## APPENDIX 3 - SAFETY

### 1. RANGE SAFETY

**a.** 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 can call a cease-fire to prevent an unsafe act. There are four general safety rules, which are **STRICTLY** enforced:

- (1) Treat every weapon as if it is loaded.
- (2) Never point the weapon at anything you do not intend to destroy.
- (3) Keep your finger straight and off the trigger until ready to fire.
- (4) Ensure positive identification of the target and its surroundings

References: TC 3-22.9 Ch. 1, par. 1-6 through 1-14 & TC 3-23.35 Ch. 1, par. 1-4 through 1-11

**b.** Machine guns must be grounded or locked into the T&E and tripod, feed tray cover open, bolt to the rear with the weapon on "S" safe when on the firing line. Machine guns must be on "F" fire with the bolt forward after it has been cleared and rodded off the firing line with the feed tray cover closed. Rifles must be grounded with bolts open, magazines out, safety blocks in, and the selector switch on safe when not on the firing line. Pistols must have their slides forward with an empty chamber, magazines out, de-cocked, weapons on safe (if able), weapon "Holstered", and latched in the holster, when not on the firing line. (Note: a pistol must have a retention device that holds the pistol in the holster to be authorized).

**c.** Dry firing or sighting-in with an unloaded weapon can only be done under the supervision of range staff in designated dry firing areas and when directed by the tower.

**d.** Participants must have their weapon cleared by a designated range staff member prior to leaving the range.

**e.** During all fire and movement stages, weapons are carried or handled in such a manner as to ensure they are always pointed toward the targets (down range).

**f.** If a service member falls to the ground in a fire and movement stage and the weapon makes contact with the ground, the participant moves forward to the firing line where a range officer must clear the weapon before the participant can continue the match. If the muzzle touches the ground, the weapon's action and barrel must be cleared with a rod prior to firing.

**g.** During fire and movement stages, participants that travel beyond the designated firing point are disqualified from the stage.

**h.** Hearing protection is mandatory during firing stages and must be properly worn.

**i.** Eye protection is mandatory during training matches and must be **PROPERLY** worn. Only safety glasses that are on the Army Protective Eyewear List (APEL) are authorized for use. Any eyewear that is tinted for the primary purpose of giving the competitor an advantage is not authorized. Eye protection mandatory in the pits during firing.

**j.** Advanced Combat Helmet (ACH) is mandatory for participants in the rifle pits when not under the overhang.

**k.** No one can be forward of the ready line other than range staff, firing participants and authorized coaches.

**l.** Competitors may not use cell phones on the firing line or in the pits, with exception of using the camera function to photograph score cards and targets. If a competitor or score verifier is found using a cell phone or any other electronic device to relay any information to the firing line, that team will be considered cheating.

**m.** Alcoholic beverages are not allowed on the range at any time. Participants exhibiting evidence of alcohol consumption prior to arrival on the range are disqualified, escorted off the range and reported to the Match Director.



n. No range movements will be made with a round in the chamber unless told to do so by the tower and proper range and safety requirements have been met. Certain courses of fire will require a competitor to move with a round in the chamber and the weapon on safe. Proper protocols and range safety requirements must be made prior to the implementation of these matches.

o. Equipment dropped during movement stages such as magazine or other equipment cannot be retrieved after the command “fire” or “go” until the movement is complete, and the equipment can be retrieved safely under the direction of the range staff.

**2. SAFETY VIOLATIONS:** A safety violation occurs when a participant creates a condition with the potential to cause injury, illness, or death of himself or another service member, damage to or loss of equipment or property, or mission degradation beyond established controls (i.e. firing a rifle in burst or full-automatic mode during a match).

a. Safety violations should be stopped immediately and reported to Range Cadre, Match OIC, or Match Director, as applicable.

b. The Range OIC can disqualify the participant for that stage or from the remainder of the match for safety violations. If at any point the range staff and OIC feel that a competitor is a risk/safety hazard or not fully capable to compete, they may recommend through the WPW OIC to be removed from the competition.

c. Upon recommendation from the WPW OIC, the Match Director can disqualify participants from the entire WPW event.

## APPENDIX 4 - RANGE CONDUCT

**1. ALIBIS, JAMS, MISFIRES, AND DISABLED WEAPONS:** No allowance is made in combat matches for malfunctions, misfires, or jams due to defects, maintenance, or breakage in either the weapon or magazine.

**a. Defective Cartridge:** No allowances, re-fires or alibis for defective rounds. Participant must safely clear all misfires, jams or malfunctions and continue shooting without interruption. Participants are responsible for inspection and identification of defective rounds prior to the start of each match. Inform Range NCOIC of all defective cartridge incidents with note of head stamp and lot number.

**b. Disabled Weapons:** Once cleared by the range officer, disabled weapons can be replaced with an authorized back-up. Firing does not stop and alibis are not granted for the weapon exchange. Back-up weapons must be declared and checked when primary weapons are inspected. Courses of fire will not stop. If you do not have the backup weapon on site, the range staff will continue to conduct the courses of fire. No extra time will be given to return to weapon security for a backup weapon. It is recommended that back up weapons are on the range for expedient retrieval.

**c. Range Alibis:** The Range OIC may grant a range alibi(s) for range equipment faults or failures that are not controlled by the firing participant, or team member, and do not impact the range operations (i.e. the competitor has not fired a round). If the participant chooses to fire at the target(s), that participant has accepted the match conditions and forfeits their right to protest and shoot an alibi. If the target fails during the string of fire, and cannot be replaced during the course of fire, the participant may receive an alibi if and only if they stop firing and identify the issue to range staff. If they continue to fire at a target that has failed, then the participant forfeits their right to an alibi.

## 2. CHALLENGES:

**a. For Shot Value:** Challenges for shot value must be made prior to the targets being pasted and resolved prior to the beginning the next stage of fire. The Pit NCOIC and the Range NCOIC determine the challenge outcome. There are no penalties for challenges. Challenge determinations for shot value are final and may not be protested. Participants determined to be using the challenge procedure to delay or disrupt the match to gain an advantage will be considered in violation of the rules. Challenges for shot value must be made verbally on the range or in the target scoring area.

**b. For Score:** Challenges to posted score values must be made to the STATS NCOIC NLT 24 hours after the score is posted. A challenge for score may be made at STATS by completing a Score Challenge Form available at STATS. Team captains have the right to challenge team and individual scores of their team. Upon receipt of the challenge, stats will review the score card and make any necessary corrections. Challenge determinations for score are final and may not be protested.

**3. BREACH OF RULES AND ADMINISTRATIVE REQUIREMENTS:** Decisions regarding conduct not specifically addressed in this document will be based on the intent of the match or administrative requirement. Penalties will be at the discretion of the Match Director.

**a. Administrative Penalties:** Penalties may be assessed to individuals or teams for non-compliance with policies of the Match Director such as failure to attend scheduled meetings, etc. Intentional disregard for the intent of the rules or administrative requirements will jeopardize the ability of teams to participate.

**b. Cheating:** The Range OIC or WPW OIC may disqualify participants from a stage of fire or recommend to the Match Director disqualification from the entire match for intentional cheating during any portion of the match to gain an unfair advantage over other participants. Disqualifications by the Match Director for cheating will result in a memorandum sent to that state's Adjutant General or first General Officer in their chain of command.

**4. PENALTIES DURING FIRING:** A penalty is administered for an unintentional breach of the rules upon completion of firing a stage by the Range Officer or designated range personnel. Range officers have the authority to deduct each shot fired during the violation. Shots equal five points each unless otherwise specified on the match

scorecard.

**5. NEGLIGENT DISCHARGE:** Late shots are not considered negligent discharges. However, a shot fired before a preparatory command "Watch and Shoot" or the command "Fire" is considered a negligent discharge. A negligent discharge is any round fired outside 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 participant is disqualified from the stage of fire. Upon recommendation from the WPW OIC, the Match Director can disqualify participants from the entire WPW event.

**6. MISCONDUCT:** Any participant creating a disturbance on the firing line or in the pits is reported to the Range NCOIC. The Range NCOIC can then issue a warning or disqualification from the match to the participant based on severity.

**7. PROTEST:** A protest is a formal and solemn complaint or objection of a course of action made regarding the fair conduct of the match. Team captains or the individual participants in individual matches must file the protest with the Range OIC. **Protests must be immediate or they are not allowed.** Protests arising at the firing point must be brought to the attention of the Range OIC prior to the next stage of fire. If the protest is not dealt with agreeably on the spot by the Range OIC, the protest must be submitted on the official protest form and submitted to the range OIC before leaving the range.

**a. Official Protest Form:** Upon receipt, the Range OIC will acknowledge receipt of the official protest, notify the Match Director, and notify the participant of the time, date, and location of the Protest Committee (PC) meeting.

**b. Protest Committee (PC):** Upon receipt of the written protest, the Match Director will form the PC to resolve the official protest. The Official Match Program is the primary reference document. The PC consists of the Match Director and four NGMTC members. If the protesting individual or Team Captain fails to be present at the appointed time, it will result in an automatic denial of the protest, unless the Match Director has previously excused the participant from attendance. The Protest Committee can question all individuals involved and examine evidence as required to develop a resolution. Video equipment is not authorized as evidence to the PC, even if it is available. The resolution is determined by vote and the Match Director serves as the tie breaking vote. The Protest Committee provides a written resolution to the team captain and WPW/AFSAM OIC for appropriate action.

## APPENDIX 5 – WEAPON STATUS COMMANDS

Pistol Status				
<p><b>GREEN</b> <b>HOLSTERED</b> <b>Command</b> <b>"CLEAR"</b></p> <ul style="list-style-type: none"> <li>• Magazine removed</li> <li>• Chamber empty</li> <li>• Slide forward</li> <li>• Decocking/safety lever set to "SAFE"</li> <li>• Pistol is in the holster with retention device engaged</li> </ul>	<p><b>AMBER</b> <b>Command "PREPARE AMBER"</b></p> <ul style="list-style-type: none"> <li>• Magazine in</li> <li>• Chamber empty</li> <li>• Slide forward</li> <li>• Decocking/safety lever set to "SAFE"</li> </ul>	<p><b>RED</b> <b>Command</b> <b>"MAKE READY"</b></p> <ul style="list-style-type: none"> <li>• Magazine in</li> <li>• Round in chamber</li> <li>• Slide forward</li> <li>• Decocking/safety lever set to "SAFE"</li> </ul>	<p><b>RED cont.</b> <b>Command</b> <b>"REHOLSTER"</b></p> <ul style="list-style-type: none"> <li>• From the command of "MAKE READY"</li> <li>• Pistol is holstered with retention device engaged</li> </ul>	<p><b>BLACK</b> <b>Command</b> <b>"FIRE"</b></p> <ul style="list-style-type: none"> <li>• Magazine in</li> <li>• Round in chamber</li> <li>• Slide forward</li> <li>• Weapon on "FIRE"</li> <li>• Finger on trigger</li> </ul>

M16 / M4 Rifle/Carbine Status			
<p><b>GREEN</b> <b>Command</b> <b>"GREEN AND CLEAR"</b></p> <ul style="list-style-type: none"> <li>• Magazine out</li> <li>• Chamber empty</li> <li>• Bolt to the rear</li> <li>• Ejection port cover open</li> <li>• Selector switch on "SAFE"</li> <li>• Safety block in the magazine well</li> </ul>	<p><b>AMBER</b> <b>Command</b> <b>"PREPARE AMBER"</b></p> <ul style="list-style-type: none"> <li>• Magazine in</li> <li>• Chamber empty</li> <li>• Bolt forward</li> <li>• Selector switch on "SAFE"</li> </ul>	<p><b>RED</b> <b>Command</b> <b>"MAKE READY"</b></p> <ul style="list-style-type: none"> <li>• Magazine in</li> <li>• Round in the chamber</li> <li>• Bolt forward</li> <li>• Ejection port cover closed</li> <li>• Selector Switch on "SAFE"</li> </ul>	<p><b>BLACK</b> <b>Command "FIRE"</b></p> <ul style="list-style-type: none"> <li>• Magazine in</li> <li>• Round in chamber</li> <li>• Slide forward</li> <li>• Weapon on "FIRE"</li> <li>• Finger on trigger</li> </ul>

Machine Gun			
<p><b>GREEN</b> <b>Command</b> <b>"GREEN AND CLEAR"</b></p> <ul style="list-style-type: none"> <li>• Bolt is locked forward</li> <li>• Safety of "FIRE"</li> <li>• Feed tray cover is closed</li> </ul>	<p><b>AMBER</b> <b>N/A</b></p> <ul style="list-style-type: none"> <li>• The M240 machine gun does not have an AMBER status</li> <li>• Units are not authorized to place the weapon into any form of AMBER status</li> </ul>	<p><b>RED</b> <b>Command</b> <b>"MAKE READY"</b></p> <ul style="list-style-type: none"> <li>• Belt/ammo is in the weapon</li> <li>• Feed tray cover is closed</li> <li>• Safety of "FIRE"</li> <li>• Bolt to the rear</li> </ul>	<p><b>BLACK</b> <b>Command "FIRE"</b></p> <ul style="list-style-type: none"> <li>• Belt/ammo is in the weapon</li> <li>• Feed tray cover is closed</li> <li>• Safety of "FIRE"</li> <li>• Bolt to the rear</li> <li>• Finger on trigger</li> </ul>

## APPENDIX 6 – FIRING POSITIONS

**1. MACHINE GUN FIRING POSITIONS DEFINED:** In machine gun matches, all matches will be fired from the prone and the fighting position unless otherwise instructed differently by the Range OIC.

**a. Prone Position:** The competitor must lie in the prone position with their body perpendicular to the firing line. This will be utilized in the bipod or tripod firing configuration.

**b. Fighting position:** Standing inside the fighting position designated with the weapon in the specified position with the tripod or bipod.

**2. PISTOL FIRING POSITIONS DEFINED:** In pistol matches, the authorized fire position is the "Standing Unsupported Position" unless otherwise stated in match conditions. The pistol can be fired from either or both hands unless specified by match conditions. During matches where the participant must draw and fire, no part of the holster or weapon may be touched prior to the command "fire".

**a. Stage Starting Position/Holstered Position:** As defined in TC 3-23.35 chapter 6, paragraph 6-30, figure 6-5, the competitor will be standing and generally facing the target line. The pistol will be in a weapon status of RED and in the holster with the retention device engaged. In the interview position, the competitor's hands are above the waist and in front of their body. (Exception: during the Combat Pistol EIC match, the firing hand may "hover," but not touch the weapon or holster). **The competitor's hands do not have to be touching.** The competitor's hand is not authorized to make contact with the weapon or holster. Once the stage has commenced the competitor will then return to the Ready Position after each exposure.

**b. Ready Position:** As defined in TC 3-23.35 chapter 6, paragraph 6-31, figure 6-5, both feet on the ground and body erect, hold the weapon with a two-handed grip. Point the pistol toward the target's center with the barrel approximately parallel to the ground and not supported by any other object. Competitor's knees can be slightly bent.

**c. Standing Unsupported Position:** As defined in TC 3-23.35 chapter 6, paragraph 6-35, figure 6-7, both feet on the ground, body erect, hold the weapon with either one or two-handed grip, fully extend the arms and not supported by any other object. Competitor's knees can be slightly bent. **Squatting is not permitted.**

**d. Standing Supported Position:** As defined in TC 3-23.35 chapter 6, paragraph 6-36, figure 6-8, there are no limitations as to how much or what parts, if any, of the body that can touch the barricade. If you break the barricade with your body weight you are disqualified from the match. A barricade line is marked on the ground extending from the barricade to the rear of the firing line. Participants' feet must remain inside the line, opposite of the firing side to simulate maintaining cover.

**e. Kneeling Unsupported or Supported Positions:** As defined in TC 3-23.35 chapter 6, paragraphs 6-37 and 6-38, figures 6-9 and 6-10, participants can only make contact with the ground with their knee(s) and feet. At least one knee must touch the ground. Elbow(s) can touch upright knee but, they are not required to do so.

**f. Prone Unsupported or Supported Positions:** As defined in TC 3-23.35 chapter 6, paragraphs 6-39 and 6-40, figures 6-11 and 6-12, the participant must lie on the ground in horizontal position. The body must be generally perpendicular to the firing line not to exceed a 45 degree angle from the target. **No part of the body or the weapon system will break the vertical plane created by the forward edge of the firing line.**

**3. RIFLE FIRING POSITIONS DEFINED:** No alteration can be made to the firing point which assists a participant in holding the rifle steady. Safety, stability, and reduced visibility to enemy observation are important points to consider in firing positions. Unless specified by the match conditions, positions are unsupported. Competitors will maintain muzzle control and awareness of muzzle direction at all times, regardless of firing position. During movement between firing points or stages, the rifle should be carried with the muzzle lowered and pointed down range in a modified Collapsed Low Ready. Weapons will only be slung while in a GREEN or unloaded/cleared weapon status.

**a. Stage Starting Position / Low Ready Position:** As defined in TC 3-22.9 chapter 6, paragraphs 6-18 thru 6-21, figure 6-5, at the beginning of a rifle stage, the competitor will stand facing the target line in a Low Ready Position Standing, generally facing the target line with weapon's muzzle depressed at an angle of 45 degrees from horizontal (NOT 30 to 45 as defined in the TC). The butt stock placed in the shoulder pocket, competitors can "tuck" the butt stock of the weapon under their load bearing equipment/vest and or body armor to make contact with their shoulder. The weapon placed in a RED / LOADED status with the safety selector on. The rifle must be held with both hands. The competitors head must be generally upright and there can be no contact made between the firer's head/face and the butt stock (firer must break the cheek to stock weld). Once the stage has commenced the competitor will then return to the Low Ready Position after each exposure.

**b. Kneeling, Unsupported Position:** As defined in TC 3-22.9 chapter 6, paragraph 6-41, figure 6-12, the butt stock of the rifle must rest against the shoulder or armpit and be held with both hands. Competitors can only make contact with the ground with their knee(s) and the portion of the legs below the knee(s). At no time may the buttocks touch the ground while firing, the competitor may rest their body weight on the heel or side of the foot. No artificial support may be used.

**c. Prone, Unsupported Position:** As defined in TC 3-22.9 chapter 6, paragraph 6-47, figure 6-17, the butt stock of the rifle must rest against the shoulder or armpit. Participants must lie on the ground in horizontal position, with at least one elbow touching the ground. The body must be generally perpendicular to the firing line not to exceed a 45 degree angle from the target. Magazines may be rested on the ground. Forearm pistol/vertical grips and similar devices are not allowed to be utilized in the prone position. The competitor may not in any way attempt to gain additional support with the ground through the use of the forearm pistol/vertical grips.

**d. Sitting Position:** As defined in TC 3-22.9 chapter 6, paragraphs 6-43 through 6-46, figures 6-14 through 6-16, the buttstock 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. The rifle must be held using both hands.

**e. Squatting Position:** As defined in TC 3-22.9 chapter 6, paragraphs 6-39 through 6-40 and figure 6-11, the buttstock of the rifle must rest against the shoulder or armpit, both feet on the ground and knees bent more than 90 degrees. No part of the body other than the feet can touch the ground or any other supporting object. The rifle must be held with both hands.

## APPENDIX 7 – SCORING

**1. TARGET PREPARATION:** Participants and/or teams are responsible for the preparation and proper maintenance of their targets. Participants must ensure targets are completely repaired and all bullet holes are pasted prior to the beginning of each stage or course of fire (COF). Participants/teams are not allowed to mark their targets in any manner to gain an advantage. Participants can only document information on their targets when directed by range staff.

**2. SCORING:** Individual competitors, when scoring targets for other competitors, must ensure that the correct shot value and total score has been determined prior to spotting, pasting, or repairing any targets. Targets with excess hits, or more hits than expected for a stage, **MUST** be reported to the Pit or Scoring Area NCOIC immediately. These targets may not be spotted, pasted, or repaired until instructions are given by the NCOIC due to potential re-fire situations.

**a.** When scoring a shot that touches the line between two scoring divisions of the target, the competitor is credited with the higher value.

**b.** Individuals or team captains are responsible for verifying the shooter information, score recorded, and that the scorecards have been submitted prior to leaving the range. Scorecards will not be issued on the range. Report lost or damaged scorecards immediately to the Range NCOIC. Scorecards for matches fired must not leave the range.

**3. EXCESSIVE HITS (not due to crossfire):** When it can be proven that excessive hits were made by an individual or team firing more than the number of shots allowed, the Range OIC can disallow the score for that stage or disqualify the shooter or team from the remainder of the match for a breach of rules violation.

**a.** The entire stage score may be disallowed and the additional penalty may be disqualification from the match. The Match Director will make the final decision.

**b.** Otherwise, the score will be determined by removing the value of the excessive hits, starting with the lowest, then highest valued hits from the total, alternating up to the number of excessive hits.

**4. EXCESSIVE HITS (due to crossfire):** In the case of crossfire, when it has been proven that the competitor fired no more than the allowed number of shots, then the score will be determined by removing the value of the excessive hits, starting with the lowest, then highest valued hits from the total, alternating up to the number of excessive hits. (low, high, low.)

**5. REFIRE:** There are limited situations in which a competitor may be allowed or elect to re-fire a course of fire stage or match. Upon being reported to the Pit or Scoring Area NCOIC, a target with excessive hits due to crossfire and the total number of visible impacts (scored or visible misses) is **50% or greater** than the maximum allowed for that stage or target, then the offended competitor may be given the option to re-fire that match stage or required stages.

**a.** The tower/center line will inform the offended competitor of the crossfire and receive the option to re-fire that stage or not. When and where possible, and based on the type of match, the competitor may be shown the target or spotting disks marking all the visible impacts. No score will be given. If the entire COF has been completed prior to discovering the excess hits due to crossfire, then the targets will not be scored and the competitor may not be allowed to score the targets.

**b.** Where possible, the offended competitor will re-fire the affected stage immediately and before the entire relay resumes the course of fire, or as directed by the tower/center line. Otherwise, the competitor will be assigned to a following relay within that squadding group, based on Range OIC's determination, and allowed to re-fire the required stage(s).

**c.** The Range OIC/NCOIC may direct a re-fire for any stage or match as necessary to ensure fair conduct.

**d. Alibis:** Alibis will only be allowed as a result of range operations or target failures. Alibis will be determined by the Range OIC/NCOIC.

**6. TIMING:** A stopwatch is used for the timing of exposures. An audible device or the facing of targets is used to signal the fire and cease fire command. Shots fired through the sound of the horn are acceptable. Shots fired after the cease fire signal has ended do not count. Raising, lowering and the facing of the targets are to be done as quickly as possible. The exposure time begins the moment the last target is exposed and stationary. Targets are not to be manipulated to signal a hit. No verbal indication of time passing is allowed, except in coached team matches.

#### **7. MACHINE GUN PENALTIES:**

**a.** Machine guns will be fired in the automatic mode only (unless specified by the match conditions). Firers will be given an initial warning for engaging targets with a single shot (failing to use burst fire when engaging a target that is not the result of it being the last round on the belt). A subsequent single shot violation will result in the deduction of 50 points per occurrence. More than three occurrences (warning + 2 violations) in one course of fire will result in being disqualified from this match.

**b.** Any firing member failing to clear his weapon at the proper time may be disqualified.

**c.** If a forearm assembly, shoulder stock, or heat shield becomes dislodged during firing it must be replaced before resuming firing. Any series fired without these items will not be scored once the situation is identified.

**d.** During tripod stages MG teams are not required to use T&E mechanism, but they must use the tripod and pintle. MG teams may use the M122 or the M192 tripod with pintle adapter and mount. No pneumatic buffer mounts are allowed. MG teams are also not required to use the T& E mechanism in any match except the limited visibility (Range Card) firing match.



## APPENDIX 8 - TIE BREAKING PROCEDURES

**1. MACHINE GUN:** Ties are broken in following steps in order.

**a. Individual Matches:** Ties are broken by the following steps in order:

(1) Highest number of Vs or Xs, 5s, 4s, 3s, etc. For example, if all tied competitors have the same amount of Vs or Xs then resolve the tie by the highest number of 5s. If a tie still exists then continue on to the next lower value until there is a difference in the amount of hits. The tie goes to the competitor with the highest amount of hits in the corresponding value.

(2) Highest number of Vs or Xs at the greatest range (if it can be determined by the scorecard).

(3) If a tie still exists the Match Director determines the tie breaking procedure.

**b.** If there are no scoring rings, targets at the farthest distance that are successfully engaged:

(1) By the total aggregate score of the target(s) at the farthest distance.

(2) By the total aggregate score of the target(s) at the next greatest distance, etc.

(3) Number of rounds saved

(4) If a tie still exists the Match Director determines the tie breaking procedure.

**c. Team Matches:** Ties are broken by the following steps in order:

(1) Single stage, scored as single target.

(a) By the greatest number of Vs.

(b) By the greatest number of 5s, by the greatest number of 4s, etc. If these are all equal or not applicable, then proceed to (c).

(c) By the highest individual aggregate score, second highest individual aggregate score, etc. If these are equal then the Match Director will determine the tie breaking procedure.

(2) Multiple stages:

(a) By the total aggregate score of the stage at the farthest distance.

(b) By the total aggregate score of the next greatest distance, etc.

(c) By the highest individual aggregate score, second highest individual aggregate score, etc. *(if there is individual scoring for the match)*

(d) Number of rounds saved

(e) If a tie still exists, the Match Director determines the tie breaking procedure.

**2. PISTOL:** Ties are broken in following steps in order.

**a. Individual Matches:** Ties in individual matches are broken by the following steps in order.

(1) Highest number of Vs or Xs, 5s, 4s, 3s, etc. For example, if all tied competitors have the same amount of Vs or Xs then resolve the tie by the highest number of 5s. If a tie still exists then continue on to the next lower value until there is a difference in the amount of hits. The tie goes to the competitor with the highest amount of hits in the corresponding value.

(2) Highest number of Vs or Xs at the greatest range (if it can be determined by the scorecard).

(3) If a tie still exists the Match Director determines the tie breaking procedure.

**b. Team Matches:** Team match scores are broken by the following steps in order.

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

(2) Highest number of Vs or Xs at the greatest range (if it can be determined by the scorecard).

(3) If a tie still exists, the Match Director determines tie breaking procedures.

**3. RIFLE:** Ties are broken in following steps in order.

**a. Individual Matches:** Individual match scores are broken by the following steps in order.

(1) Highest number of Vs or Xs, 5s, 4s, 3s, etc. For example, if all tied competitors have the same amount of Vs or Xs then resolve the tie by the highest number of 5s.

(2) If a tie still exists then continue on to the next lower value until there is a difference in the amount of hits. The tie goes to the competitor with the highest amount of hits in the corresponding value.

(3) If a tie still exists, the Match Director determines the tie breaking procedure.

**b. Team Matches:** Team match scores are broken by the following steps in order.

(1) Single stage, scored as single target.

(a) By the greatest number of Vs.

(b) By the greatest number of 5s, by the greatest number of 4s, etc.

(c) By the highest individual aggregate score, second highest individual aggregate score, etc. If these are equal then the Match Director will determine the tie breaking procedure.

(2) Multiple stages:

(a) By the total aggregate score of the stage at the farthest distance.

(b) By the total aggregate score of the next greatest distance, etc.

(c) By the highest individual aggregate score, second highest individual aggregate score, etc.

**APPENDIX 9 - TARGETS**

**Combat EIC Target:**

Width: 20"  
 Height: 34"  
 X Ring: 2.25" x 3"  
 5 Ring: 4" x 6"  
 4 Ring: 8" x 11.25"  
 3 Ring: 12" x 18"  
 2 Scoring Area



**FIG 11 Rifle:**

Width: 18"  
 Height: 46"  
 V Ring: 6"  
 5 Ring: 10"  
 4 Ring: 15.5"  
 3 Scoring Area



**FIG 11 Pistol:**

Width: 17"  
 Height: 44"  
 5 Ring: 4"  
 4 Ring: 6"  
 3 Ring: 8"  
 2 Scoring Area  
 2 or 5 Face Ring



**Type B Target**

Width: 48"  
 Height: 48"  
 V Ring: 6"  
 5 Ring: 10"  
 4 Ring: 15.5"  
 3 Ring: 32"  
 2 Ring: 48"



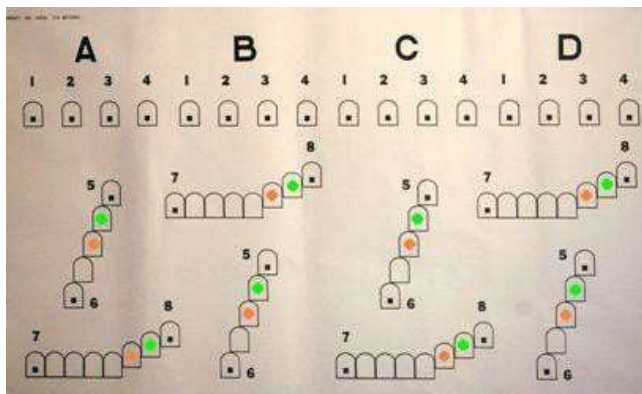
**Falling Plate:**

Base Width: 12"  
 Top Width: 8"  
 Height: 12"



**Modified 10m Machine Gun Target:**

Width: 54"  
 Height: 32"  
 Tombstones:  
 Width: 1.5"  
 Height: 2"



**Type E Silhouette:**

Width: 20"  
 Height: 40"



# **ANNEX D**

## **Advanced Marksmanship Tasks**

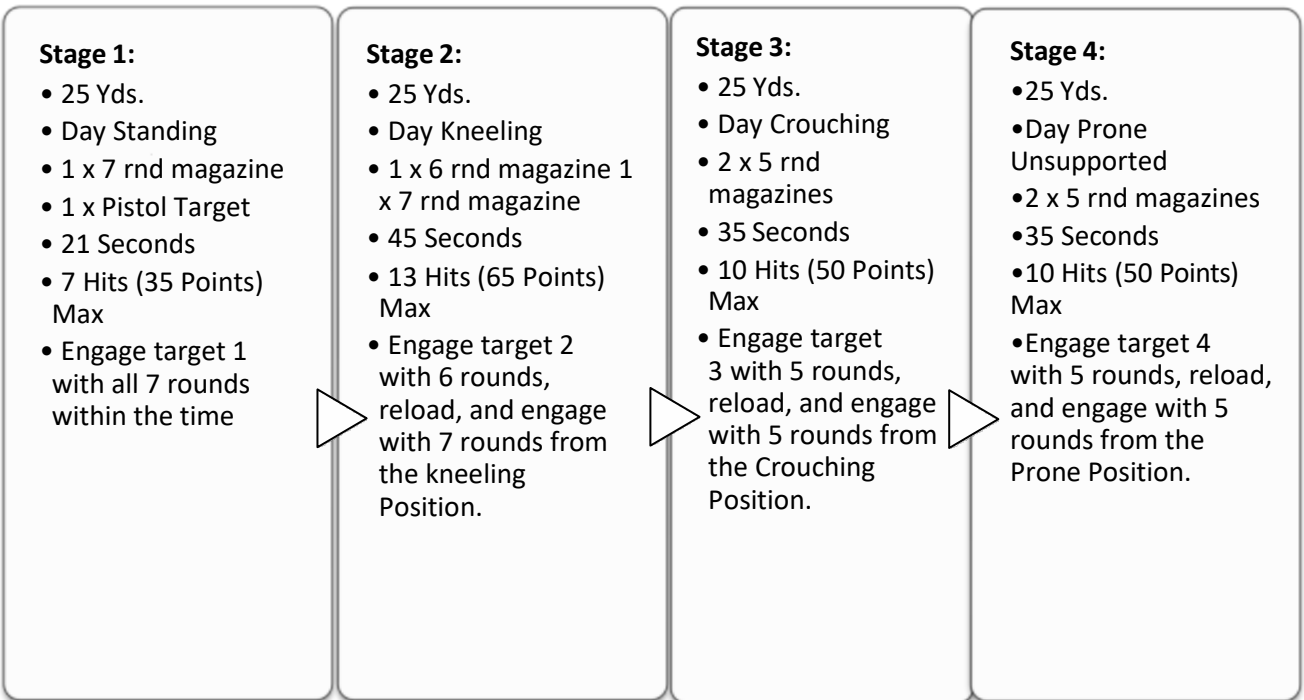
## APPENDIX 1

**TASK:** Combat Pistol Match Alternate Pistol Qualification Course – APQC

**INTENT:** Conduct an Alternate Pistol Qualification Course as a competitive marksmanship event that is scored for total number of hits as well as for point value. The total hits information from the match will be transferred to a DA Form 5704-R, and provided to the competitor for an official record of fire qualification. The point values will be included in the match aggregate points.

**CONDITIONS:** As a participant with an M9/M17 service pistol and 40 rounds, complete 4 stages on a 25 yard Pistol Range firing on a standard pistol qualification target. These shot groups will be pulled and marked.

**STANDARD:** Achieve the highest number of hits and point values possible. The maximum point value is 200.



## APPENDIX 2

**TASK:** Known Distance Zero Machine Gun Zero (200 – 300 and 500 – 600) – MI1001

**INTENT:** Test competitors' marksmanship ability with the machine gun while gathering zero data.

**CONDITIONS:** As a participant with an M240 machine gun and 88 rounds per team member; complete 4 stages on a Known Distance (KD) Range. Each 3 round shot group will be spotted. The first 2 x 3 round shot groups at stage 1 and 2 and the 2 x 3 round belts at stage 3 and 4 will be sighters and not for score. These rounds are to assist Shooters who are not zeroed and assist with data for the weapon system. Visible misses will be marked.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 320 per competitor.

### Stage 1:

- 200 Yds. (180 meters)
- Prone position
- 2 x 3 single shot groups (sighters - not for score)
- 4 x 3 round belts (12 shots for record)
- 1 x Figure B Target on a 6x6 backing
- 15 Seconds per 3 round belt
- 60 Points Max

### Stage 2:

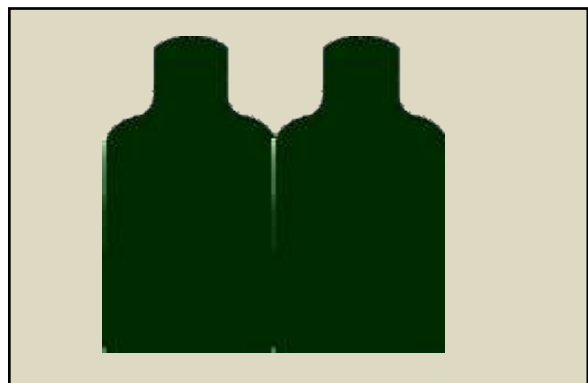
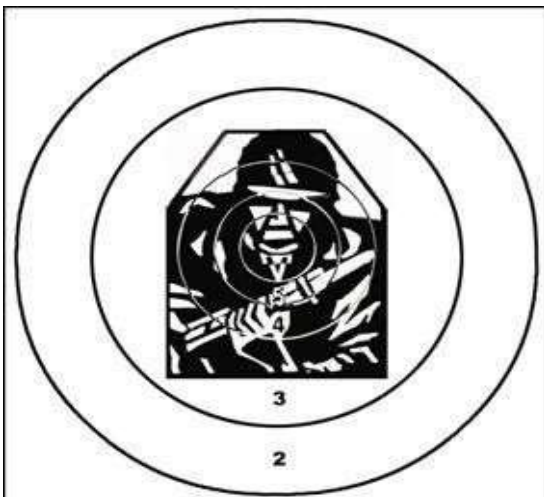
- 300 Yds. (270 meters)
- Prone position
- 2 x 3 single shot groups (sighters - not for score)
- 4 x 3 round belts (12 shots for record)
- 1 x Figure B Target on a 6x6 backing
- 15 Seconds per 3 round belt
- 60 Points Max

### Stage 3:

- 500 Yds. (460 meters)
- Prone position
- 2 x 3 round belts (sighters - not for score)
- 4 x 5 round belts (20 shots for record)
- Double E Target on a 6x6 backing
- 15 Seconds per belt
- 100 Points Max

### Stage 4:

- 600 Yds. (550 meters)
- Prone position
- 2 x 3 round belts (sighters - not for score)
- 4 x 5 round belts (20 shots for record)
- Double E Target on a 6x6 backing
- 15 Seconds per belt
- 100 Points Max



### APPENDIX 3

**TASK:** Field Fire I – MT1302

**CONDITIONS:** As a machine gun team, given a M240, tripod, T&E, appropriate optics and 100 rounds (4 x 25 round belts) per participant, competitors will conduct a field fire from the bipod and the tripod on an automated machine gun range from a fighting position

**STANDARD:** Achieve the highest score possible. Both subtasks will be fired by both MG and AG sequentially, then the targets will be scored together for a team score. The maximum point value is 1040 per team.

**SUBTASK:** MI1002A: Field Fire (Bipod)

**CONDITIONS:** Field Fire with bipod

**Ranges:** 300, 400, 500, 600 and 700 meters

**Position:** Fighting position with bipod

**Shots:** 200 (100 for record per each shooter broken into 25-round belts)

**Target:** Single "E" silhouettes at 400 and 500 meters; double "E" silhouettes at 600 and 700 meters

**Timing: (Stage 1)** 5 minutes each team (MG and AG combined) to engage the target set

Teams will fire the entire this sub-task in the bipod position. The field fire match will be on stationary targets. The sub-task ends when either all rounds are fired or time expires. Both team members will fire this match (100 round each) using their respective barrels (must change barrels when shooters swap positions) and must be completed during the time limit allotted. Ammo will be broken into 25-round belts.

#### COORDINATING INSTRUCTIONS:

Stage 1: The task will begin with both the gunner and AG with tripod and barrel bag at the base of the berm. At the command "fire" the team will have 5 minutes to move to their firing position and the gunner will engage each target with a single 25 round belt of ammo. Once the gunner has engaged all 4 targets, the team will change barrels and the AG will assume the gunner's position and engage each target with a single 25 round belt of ammo. This is all done in a 5 minute time period.

**SUBTASK:** MI1002B: Field Fire (Tripod)

**CONDITIONS:** Field Fire with tripod

**Ranges:** 300, 400, 500, 600 and 700 meters

**Position:** Fighting position with tripod

**Shots:** 200 (100 for record per each shooter broken into 25-round belts)

**Timing: (Stage 2)** 4 minutes each team (Gunner and Assistant Gunner combined) to engage the target set

Teams will fire the entire this sub-task in the tripod position. The field fire match will be on stationary targets. The sub-task ends when either all rounds are fired or time expires. Both team members will fire this match (200 round each) using their respective barrels (must change barrels when shooters swap positions) and must be completed during the time limit allotted. Ammo will be broken into 25-round belts.

#### COORDINATING INSTRUCTIONS:

Stage 2: Team will stay in position, at the command "fire" the team will have 4 minutes to mount their weapon on the tripod, change barrels and the gunner will engage each target with a single 25 round belt of ammo. Once the gunner has engaged all 4 target, the team will change barrels and the AG will assume the gunner's position and engage each target with a single 25 round belt of ammo. This is all done in a 4 minute time period.

Tie-breaker: Ties will be broken by the greatest number of total hits, then by the greatest number of hits at the farthest range (from nearest to far).

**APPENDIX 3 (cont.)**

**SCORING:**

1 point per hit at 400- meter target

2 points per hit at 500- meter target

3 points per hit at 600- meter target

4 points per hit at 700- meter target

(Note: Maximum number of hits per target = 100 hits)

**Bonus:** A bonus will be added to the score for the total number of firing distances with hits on a target.

*Example: Twenty bonus points will be awarded for a hit in the target banks at 400 and 500 meters, or forty bonus points for a hit on all target banks. See table.*

**Number of targets hit with hits bonus**

0	0
1	10
2	20
3	30
4	40

**Penalties:**

**Excessive hits:** If any target and backer receives more than 100 rounds, the excessive hits will be scored as described in the scoring section of this match and then the score of the excessive hits will be deducted. Example: the 400 yard silhouette has 44 hits:  $44 \times 1 = 44$  points. The entire target including the backer has 118 hits therefore it is excessive by 18 hits:  $18 \times 1 = 18$ . So the new score will be  $44 - 18 = 26$  points.

**Cross firing:** The lane safeties will be viewing by either watching tracers and or beaten zone of the target that each shooter is engaging. As prescribed in the coordinating instructions for each stage, the firer is only allowed to engage one target with a single 25 round belt. When the lane safety sees a team re-engaging a target that has previously been fired at by that competitor in that stage the lane safety will give you a verbal warning. Each team is allowed one verbal warning for the entire match. If the team does not heed to the warning and continues to re-engage a target that had been previously engaged that target will be scored as a zero.





## APPENDIX 4

**TASK:** 10 Meter Match (Tripod/Bipod) – MI1003/MT1303

**CONDITIONS:** As an individual, given a M240, tripod, T&E and appropriate optics, 320 rounds (8 x 40 round belts for record) per team, competitors will conduct a 10 meter course of fire from the bipod and the tripod, complete a 1.0 mile equipment run and complete the 10 meter course of fire in 23 minutes or less (including run time).

**STANDARD:** Achieve the highest score possible. Maximum score of per team member is 330 points, 660 points per team.

**Position:** Prone (both team members must be in the prone position prior to firing) tripod and bipod

**Shots:** 320 (eight x 40 round belts) for the match

**Target:** 10m target

**Timing:** 23 minutes (includes run and firingtime)

**Scoring:**

**Part 1:** 1 point for each round that impacts within the scoring space (A thru D, 1 thru 4 are NOT scoring areas). The maximum points per paster is 5 points (5 hits). Rounds that touch the line of the paster are considered hits.

**Part 2:**

50 points for a bank of pasters if all pasters in that bank have 5 or more hits (An example of a bank of pasters are pasters 5A thru 6A or 7C thru 8C).

40 points for that bank of pasters if all pasters in a bank get 4 or more hits.

30 points for a bank of pasters if all pasters in a bank get 3 or more hits.

20 points for a bank of pasters if all pasters in a bank get 2 or more hits.

10 points for a bank of pasters if all pasters in a bank get 1 or more hits. 0 points if any paster in a bank has no hits on it.

A hit on the line that separates two pasters may only be counted as a hit in one of the two pasters it touches. Benefit goes to the shooter. Award that hit to the target that offers the better scoring possibility, if one exists.

### COORDINATING INSTRUCTIONS:

The match and timer will start with the 1.0 mile run with team members carrying all equipment and ammunition, ending at the 10 meter range firing line (timing does not stop at the end of the run). Both team members must be on the firing point in the prone fighting position prior to sending the first round down-range. Using the tripod, the MG will fire a belt of 40 rounds at pasters 5A thru 6A, then load and fire a second belt of 40 rounds at pasters 7A thru 8A. The MG will then remove the gun from the mount and place the gun in the bipod mode (while UNLOADED). Using the bipod, the MG will load and fire a belt of 40 rounds at pasters 5B thru 6B, load a second belt of 40 rounds and fire at pasters 7B thru 8B. After the MG completes firing on the A and B bank of targets, the MG and AG swap positions, change barrels, and return the gun to the tripod mode. The AG will then fire the same amount of ammunition; a belt of 40 rounds on pasters 5C thru 6C, a second belt of 40 rounds on pasters 7C thru 8C, transition to the bipod mode, and engage the D series pasters with the remaining two 40 round belts. The MG and AG may assist one another during this match. Teams are required to carry and utilize a machine gun tripod mount with T&E and adapter. 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, ammunition, pintle, and tripod.

A team will receive a 10-point penalty for each individual piece of equipment missing listed on the required equipment list as well as the required contents for the spare barrel bag.

**NOTE:** 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 (warning + 2 violations) in one course of fire will result in being disqualified from this match.

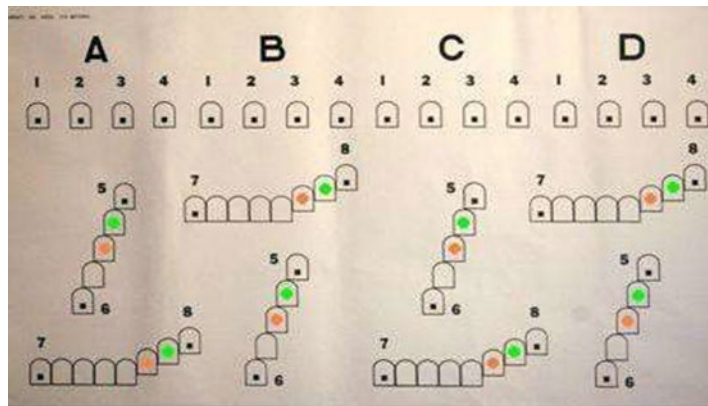
## APPENDIX 5

**TASK:** Machine Gun Qualification – MI1004/MT1304

**CONDITIONS:** As an individual, given a M240, tripod, T&E and appropriate optics, 273 rounds (1 x 56 round belt, 1 x 35 round belt, 1 x 28 round belt and 1 x 154 round belt) per participant, competitors will conduct qualification fire from the tripod on an automated machine gun range from a fighting position. Highest possible score for each competitor is 292, 584 as a team.

### COORDINATING INSTRUCTIONS:

**Task 1:** Table I (Task 5 Qual and Task 6), Each team will be given a 5 minute prep period. At the end of the prep period the team will be instructed to load a 56 round belt. The gunner will have 45 seconds to engage pasters B7 thru B8. The team will then be instructed to load a 35 round belt. The gunner will have 30 seconds to engage pasters B5 thru B6. There will be a 2 minute prep period for the team to change barrels and the AG assumes the gunner's position. The team will be instructed to load a 56 round belt. The AG will have 45 seconds to engage pasters D7 thru D8. The team will then be instructed to load a 35 round belt. The AG will have 30 seconds to engage pasters D5 thru D6. For competition scoring purposes each hit on a paster will be worth 2-points.



**Task 2:** Table II, each firing point has a gunner and an assistant gunner. The assistant gunner helps the gunner during prefire checks and zeroing. He also relays signals to the tower operator, checks the gunner's position, and helps with target detection and adjustments during qualification. The gunner uses the tripod in a designated fighting position. Once all positions are ready, the team will be instructed to load a 28 round belt for zeroing (not for score) at 500 meters, then a 154 round belt to begin the course of fire (Ref. TC 3-22.240).

FIRING TABLE II -- ALL WEAPONS						
Tripod Transition Fire, Prone or Fighting Position, Practice and Qualification, Machine Gun Role						
TASK	TIME	ROUNDS		TARGET	RANGE	TYPE FIRE
		QTY	TYPE			
1	No limit	28	4:1 <sup>b</sup>		500	Fixed, 5- to 7-round burst (field zero)
2 <sup>a</sup>	10 sec	14	4:1 <sup>b</sup>	Single E	400	Fixed, 5- to 7-round burst
3 <sup>a</sup>	15 sec	14		Double E	500	Fixed, 5- to 7-round burst
4 <sup>a</sup>	20 sec	14	4:1 <sup>b</sup>	Double E	600	Fixed, 5- to 7-round burst
5 <sup>a</sup>	30 sec	14	4:1 <sup>b</sup>	Double E	800	Fixed and area, 5- to 7-round burst
6 <sup>a</sup>	30 sec	28	4:1 <sup>b</sup>	Single E Double E	400 600	Fixed, 5- to 7-round burst
7 <sup>a</sup>	45 sec	28	4:1 <sup>b</sup>	Double E Double E	700 800	Fixed and area, 5- to 7-round burst
8 <sup>a</sup>	45 sec	42	4:1 <sup>b</sup>	Single E Double E Double E	400 500 600	Fixed, 5- to 7-round burst

**NOTES:** The unit commander determines the firing position.

<sup>a</sup> Qualification task.

<sup>b</sup> Ball to tracer ratio (mix), that is, 4 ball rds are loaded for every 1 tracer round loaded.

## APPENDIX 6

**TASK:** Run Down – MI1008/MT1308

**CONDITIONS:** As an individual, given a M240 and appropriate optics, 80 rounds ( 4 x 20 round belts ) per participant, competitors will engage targets from the 600, 500 400 and 300 yard line on a KD range. The 600 and 500 yard line will be Double “E” Silhouettes and the 400 and 300 yard line will be a single “E” silhouette.

**STANDARD:** Achieve the highest score possible. Maximum score per competitor is 200, 400 as a team.

### SCORING:

600 yard hit = 4 points per hit (regardless of location)

500 yard hit = 3 points per hit (regardless of location)

400 yard hit = 2 points per hit (regardless of location)

300 yard hit = 1 points per hit (regardless of location)

### COORDINATING INSTRUCTIONS:

**Stage 1:** Participants will begin in the prone bipod position at the 600 yard line. The gunner will engage a double “E” silhouette with a 20 round belt in 25 seconds. At the completion of the 20 round belt or when the target is lowered, the AG will assume the gunner’s position. The target will appear again and the AG will engage the target with a 20 round belt in 25 seconds. At the completion of the 20 round belt or when the target is lowered, weapons will be cleared. Once the line is clear the competitor will prepare to run to the next yard line on command.

**Stage 2:** Competitors will begin in the prone bipod position at the 600 yard line. Once the target in your lane appears all competitors will have one (1) minute to advance to the 500 yard line, load a 20 round belt and the gunner will engage a double “E” silhouette from the prone bipod position. At the completion of the 20 round belt or when the target is lowered, the AG will assume the gunner’s position. The target will appear again and the AG will engage the target with a 20 round belt in 25 seconds. At the completion of the 20 round belt or when the target is lowered, weapons will be cleared. Once the line is clear the competitor will prepare to run to the next yard line on command.

**Stage 3:** Competitors will begin in the prone bipod position at the 500 yard line. Once the target in your lane appears all competitors will have one (1) minute to advance to the 400 yard line, load a 20 round belt and engage a single “E” silhouette from the prone bipod position. At the completion of the 20 round belt or when the target is lowered, the AG will assume the gunner’s position. The target will appear again and the AG will engage the target with a 20 round belt in 25 seconds. At the completion of the 20 round belt or when the target is lowered, weapons will be cleared. Once the line is clear the competitor will prepare to run to the next yard line on command.

**Stage 4:** Competitors will begin in the prone bipod position at the 400 yard line. Once the target in your lane appears all competitors will have one (1) minute to advance to the 300 yard line, load a 20 round belt and engage a single “E” silhouette from the prone bipod position. At the completion of the 20 round belt or when the target is lowered, the AG will assume the gunner’s position. The target will appear again and the AG will engage the target with a 20 round belt in 25 seconds. At the completion of the 20 round belt or when the target is lowered, weapons will be cleared. Once the line is clear the competitor will move to the pits.

## APPENDIX 7

**TASK:** Ten Meter POW – MT300

**CONDITIONS:** As a team of a Machine Gunner (MG) and Assistant Machine Gunner (AG) with 160 (4 x 40 round belts) rounds; complete four (4) stages on a 10 meter Known Distance Range in no more than four (4) minutes. The MG and AG may assist one another during this Match. The AG is authorized the use of binoculars.

**STANDARD:** Achieve the highest number of points possible. The maximum point value per team is 348 (Includes 25 bonus points per target bank).

### SCORING:

Leader paster (Red dot) hits receive 5 points.

Jr. Leader paster (Black Square) hits receive 2 points.

Soldier paster (Blank) hits receive 1 point.

POW paster (Green dot) hits deduct 5 points for each hit in the paster.

Maximum of 2 hits allowed for each paster. Excessive hits per paster are not counted.

25 point bonus if all Leader, Jr. Leader, and Soldier pasters have 2 hits each and no POW pasters are hit.

Ties are broken by least number of hits on POW pasters, then by greatest number of Leader pasters, then by greatest number of Jr. Leader pasters.

If a round breaks the line, it is counted for the paster that has 1 or no hits, not to exceed two (2) hits per paster. IF any line is broken on the POW, it will be a deduction.

#### Stage 1 AG Move to Ammo:

- Teams begin in the prone position on the firing line. When signaled, time starts and the AG moves approximately 50 meters to the ammunition pick up point and each receives two (2) x 40 round belts of ammunition and returns to the MG.

#### Stage 2 MG Firing:

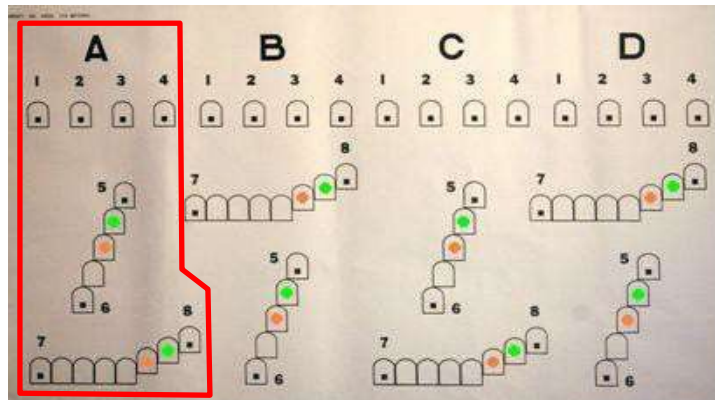
- 10 meters
- Prone position
- 80 Rounds per MG
- 1 x 10 Meter Modified
- MG engages tombstone pasters A1-A4, A5-A6, A7-A8 B1-B4, B7-B8 & B5-B6

#### Stage 3 MG Move to Ammo:

- Stage three begins once the MG has expended all rounds. MG moves approximately 50 meters to the ammo point and receives two (2) x 40 round belts of ammunition and returns to the AG. The AG Loads and begins stage 4.

#### Stage 4 AG Firing:

- 10 meters
- Prone position
- 80 Rounds per AG
- 1 x 10 Meter Modified
- MG engages tombstone pasters C1-C4, C5-C6, C7-C8, D1-D4, D7-D8 & D5-D6



## APPENDIX 8

**TASK:** Range Card I – Match MT1101

**CONDITIONS:** Each competitor will be required to prepare a machine gun range card from a defensive fighting position, during daylight hours. The team will be given a general situation statement, lensatic compass, standard military 1:50,000 map and protractor prior to the event and their 8-digit grid coordinate location. Each team will be provided a pre-positioned tripod. Competitors will use their own weapons and pintle and mount their machine gun on the tripod in their assigned lane. They will be given a designated final protective line (FPL), primary direction of fire (PDF) and a secondary sector of fire. Max possible points is 100.

### **Coordinating Instructions:**

Each sector will have recognizable targets. Using a lensatic compass, military map, blank range card, binoculars and a pencil, the competitor will prepare the range card that includes the data section and sketch section containing both sectors of fire, with appropriate sketches and military symbols.

**Time:** Each competitor will have 15 minutes to prepare the range card with the following data: Gun data section

Gun number (or squad)

Unit designation (platoon and company) Date

Magnetic north arrow (using the compass)

- a. Competitors must determine position location in relation to a prominent terrain feature or with an eight-digit grid (using the map and compass). If there is a prominent terrain feature within 1,000 meters of the position, that terrain feature will be used. It must be sketched on the range card, with the direction, the direction line symbol and distance indicated, as per applicable FM.
- b. Sketch the primary sector of fire with a PDF or a FPL: (1) Primary sector of fire with a PDF. Sketch the limits of the assigned sector of fire (not to exceed 875 mils) and sketch the symbol for a machine gun pointed toward the most dangerous target in the sector, or (2) Primary sector of fire with a FPL. Sketch the limits of the assigned sector of fire (not to exceed 875 mils) and sketch the symbol for the FPL along the limit closest to friendly troops. Indirect grazing fire (not to exceed 600 meters), dead space (if any) along the FPL and the beginning and ending distances of the dead space
- c. Sketch and label the targets in the primary sector in order of priority. The FPL or PDF will be labeled as the number one target.
- d. Sketch the secondary sector of fire with the appropriate symbol. Identify targets and their distance in the sector. Dead space must be indicated in between the two sectors of fire.
- e. Center the traversing hand wheel and determine the direction and elevation (aim center mass) within +/- 5 mils to each target in the primary sector using the traversing and elevation mechanism.
- f. Determine the target distance (within +/- 10% of the actual distance) to the target and description.

### **SCORING:**

Range cards will be scored by the following procedure:

The number of correct entries on the range card the fastest time (tie breaker)

The score cards will be graded based upon 20 scored elements. Each element is worth 5 points. Teams that turn in their card with all correct entries will receive 100 points. 5-points will be deducted for each missing element. In case of a tie, the competitor with the fastest time will receive the highest point value.

### **EXAMPLE SITUATION**

You are machine gun Number 2, 3rd Platoon, Bravo Company, 1-156th Infantry. The block officer will assign a primary sector of fire with a final protective line (FPL) or a primary direction of fire (PDF) and a secondary sector of fire when you arrive at the defensive position. The block officer will identify the targets in both sectors and determine a four-digit grid coordinate to the defensive position.

**APPENDIX 8(Cont.)**

**Block Officer Briefing:**

Position Location: (four digit grid) \_\_\_\_\_ Primary sector of fire limits: Right \_\_\_\_\_ Left \_\_\_\_\_  
FPL or PDF \_\_\_\_\_

Secondary sector of fire limits: Right \_\_\_\_\_ Left \_\_\_\_\_ Target locations: Target description:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Each competitor's scorecard will be graded after it is turned in. This will allow competitors to understand scoring and what they did right/wrong in the situation.

## APPENDIX 9

**TASK:** Movers - Troops in the open – MT1105

**INTENT:** Engage moving targets from various distances on a KD range.

**CONDITIONS:** As a team with a M240 machine gun and 300 rounds (6 x 50 Rnd belts); complete 3 stages on a Known Distance (KD) Range. 5 x FIG 11s moving, mounted in a frame and can only be engaged when exposed.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 660.

### SCORING:

600 yard hit = 3 points per hit (regardless of location)

500 yard hit = 2 points per hit (regardless of location)

400 yard hit = 1 points per hit (regardless of location)

**BONUS:** Teams will receive a bonus if all 5 targets receive at least one hit per stage.

**600 yds. = 30 points**

**500 yds. = 20 points**

**400 yds. = 10 points**

#### Stage 1:

- 600 yards
- Bipod position
- 2 x 50 round belts per team
- 5 x moving Fig 11 Targets
- 3 x 10-15 second exposures
- 30 Points bonus if applicable

#### Stage 2:

- 500 yards
- Bipod position
- 2 x 50 round belts per team
- 5 x moving Fig 11 Targets
- 3 x 10-15 second exposures
- 20 Points bonus if applicable

#### Stage 3:

- 400 yards
- Bipod position
- 2 x 50 round belts per team
- 5 x moving Fig 11 Targets
- 3 x 10-15 second exposures
- 10 Points bonus if applicable



## APPENDIX 10

**TASK:** Range Card II – “Blind Shoot” – MT1106

**INTENT:** Engage targets referencing a range card.

**CONDITIONS:** As a team with an M240 machine gun and 150 rounds (3 x 50 round belts) per team; engage 3 banks of targets successfully. Double "E" silhouette targets at 200 meters and triple "E" silhouette targets at 300 and 400 meters. One double “E” equals one bank; one triple “E” equals one bank.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 320.

**Ranges:** 200, 300, 400 meters

**Position:** Prone with tripod

**Shots:** 150 (three 50 round belts.)

**Targets:** Double "E" silhouette targets at 200 meters and triple "E" silhouette targets at 300 and 400 meters. One double “E” equals one bank; one triple “E” equals one bank.

**Timing:** 5 minutes

### SCORING:

1 X each hit at 200 meters.

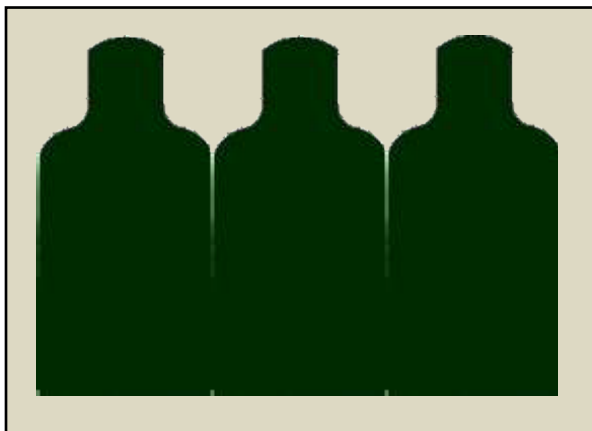
2 X each hit at 300 meters.

3 X each hit at 400 meters.

10 points bonus for hitting a target in each bank of target.

20 points bonus for hitting every target in every bank of targets. (Note: only a maximum of 20 points bonus will be given)

Each team will be given 150 rounds, and 8 minutes to sight in on their targets and make the appropriate range card. Targets will be in place at 200, 300, and 400 meters. Only the MG will fire. The match will be on the same targets while making range cards. **Only the MG will be behind the “blind”.** Upon command to LOAD each team will load a 50 round belt; MG set traverse and elevation (T&E) to the appropriate setting and fire 50 rounds. Teams will repeat this procedure two more times. Teams will load subsequent rounds without command. Notched stakes or tree crotches can be used by M240 teams. Teams will fire 50 rounds at each target. A bank that is fired on more than once will not be scored. Teams will be required to move the T&E to max/min elevation and traverse max left/right prior to firing.





## APPENDIX 11

**TASK:** Range Estimation and Unknown Distance Engagement – MT1107

**INTENT:** Engage multiple targets at unknown distances utilizing range estimation techniques.

**CONDITIONS:** On an unknown distance range, utilize range estimation techniques to accurately engage targets with a M240 machine gun. Steel targets will be either a single “E” silhouette or a bank of double “E” silhouettes. **STANDARD:** MT1107 will be a combined score of both subtasks listed below.

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**SUBTASK:** Range Estimation – MT1107A

**INTENT:** Range targets within (+ or -) 15% or 10% accuracy.

**CONDITIONS:** Given 6 targets at unknown distances between 300 and 1000 meters, teams will determine the range to each standard “E” silhouette target (dimensions of the target will be given). Teams will have 10 minutes to range all targets. Once a team is complete they must notify the range staff to post their time on the scorecard.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 60.

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**SUBTASK:** Unknown Distance Range Firing– MT1107B

**INTENT:** Engage targets at unknown distance ranges.

**CONDITIONS:** Given 6 targets at unknown distances between 300 and 1000 meters, as a team with a M240 machine gun and 120 rounds (3 x 40 round belts) per team; the gunner will attempt to engage all targets successfully in 6 minutes. Each target engaged is worth 30 points. Targets may only be engaged successfully one time for score. Teams must announce to the range staff which target they intended to engage so the scorer can verify hits on the correct target. If the target reference is not communicated to the staff and no hit is observed, it will be counted as a miss and the team will need to attempt to engage the target again after informing the range staff of the proper target. The maximum point value is 180.

**SCORING:** Maximum match score is 240 points per team. Scores for each Subtask are added together for the match score.

### Range Estimation:

+/- 15% of the actual range = 5 points

+/- 10% of the actual range = 10 points

### Target Engagement:

Target Hit = 30 points (each target)

**Match Tie Break:** Number of saved rounds, then by the fastest time each score card is completed for range estimation. If a tie still exists, it will be broken by the most accurate range at the farthest distance.



## APPENDIX 12

### **TASK:** Falling Plates – MT1109 (Standalone match)

**INTENT:** Engage falling plates from the bipod position as fast as possible after advancing.

**CONDITIONS:** As a participant with a M240 machine gun and 100 rounds (2 x 25 rd belts and 1 x 50 rd belts) per team; complete 1 stage on a Known Distance (KD) Range. Falling plates will be engaged after the team advances to the designated firing point. Time stops when the last plate falls.

**STANDARD:** Achieve the highest number of hits possible in the fastest time possible.

### **Coordinating Instructions:**

On command, the team will advance rapidly from the 400 yard line to the 300 yard line. Carry out “MAKE READY” and “FIRE” on your own when you are in position at the 300 yard line and attempt to shoot down all of your assigned targets (plates) before the other team while achieving the best time possible.

Plates must fall down to count. Plates that are turned and not knocked down do not count as a successfully knocked down plate target.

If teams have a tie on number of targets knocked down the Tie breaker will be:

- (1) Fastest time.
- (2) Most number of rounds remaining. (If both teams have the same time, see below)
- (3) In the event of an unbreakable tie for 1<sup>st</sup> thru 10<sup>th</sup> place, the teams will re-shoot.

#### **Stage 1**

- 300 Yds.
- Bipod position
- 50 shots / 2 x 25 round belts per team
- 8-steel targets
- 1 Exposure - As much time as required



## APPENDIX 13

### TASK: Anti Body Armor - Match PI2250

**INTENT:** To simulate engaging an enemy combatant wearing body armor followed by rapid fire engagements on multiple targets representing enemy combatants.

**CONDITIONS:** As a participant with an M9/M17 pistol and 36 rounds, complete 2 stages on a Known Distance (KD) Range.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 180.

### SCORING:

Participants must have a hit inside the facial scoring area to receive a score on the target. Only 1 facial hit is worth five points. Excessive facial hits are worth two points each. The facial scoring area is designated by the line around the face and the bottom edge of the helmet.

### Coordinating Instructions:

In stage 1 shooters engage each target from left to right, placing two shots in the torso region first and the third shot in the facial scoring area. During stage 2 First exposure - 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; Second exposure - repeat firing sequence of first exposure in 6 seconds. For the Third exposure - participants engage targets 2, 3, 4, with two rounds each in 5 seconds; Fourth exposure - repeat firing sequence of third exposure in 4 seconds.

Match PT2350 is a paper match only. The 4 team member's scores for match PI2250 will be combined for the final score for Match PT2350.

#### Stage 1:

- 15 Yds.
- Standing position
- 12 shots / 1 X 12 round magazine
- 4 x Fig 11 Pistol
- 4 exposures of 4 seconds, minimum interval of 7 seconds
- 60 Points Max

#### Stage 2:

- 15 Yds.
- Standing position
- 24 shots / 2 x 12 round magazines
- 4 x Fig 11 Pistol
- 4 exposures, one each of 7 seconds, 6 seconds, 5 seconds, 4 seconds; minimum 7 second intervals
- 120 Points Max



## APPENDIX 14

**TASK:** Close Quarter Battle – RI3010

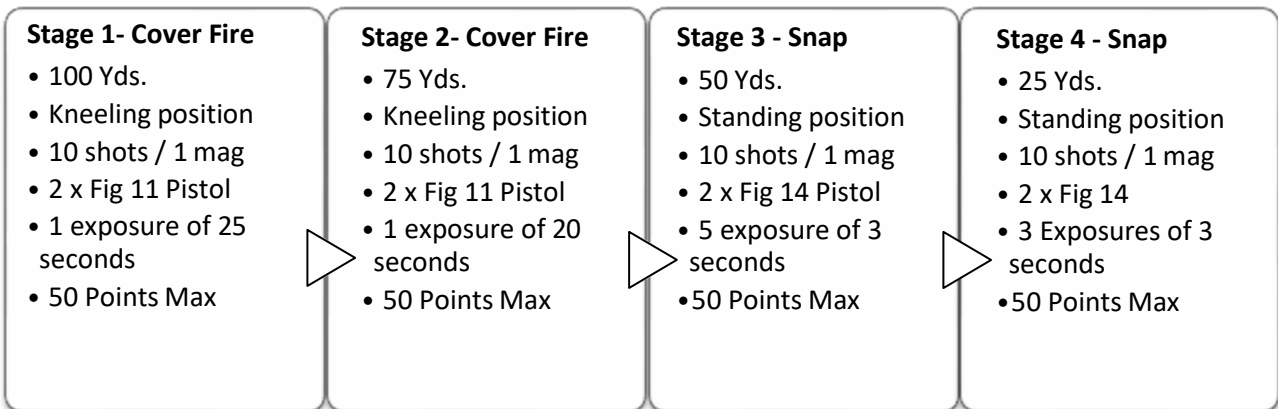
**INTENT:** Test competitor's capabilities in a close quarters environment.

**CONDITIONS:** As a participant with an M16/M4 series rifle/carbine, and 40 rounds; complete 4 stages on a Known Distance (KD) Range.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 200.

### Coordinating Instructions:

Stages 1-4 begin in the Stage Starting Position. In stage 1 shooters adopt the Kneeling or Squatting position, and fire ten rounds on the left target. In stage 2 shooters adopt the Kneeling or Squatting position, and fire ten rounds on the right target. In stage 3 only two shots can be fired with each exposure on the left target. In stage 4 competitors may fire any number of shots within each exposure, all shots must be on the right target during stage 4.



## APPENDIX 15

**TASK:** Reflexive Fire – RI3020

**INTENT:** Assess the competitor's skill on multiple target engagements in a close quarters environment.

**CONDITIONS:** As a participant with an M16/M4 series rifle/carbine and 36 rounds, complete 2 stages on a Known Distance (KD) Range.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 180.

### SCORING:

Participants must have a hit inside the facial scoring area to receive a score on the target. Only 1 facial hit is worth five points. Excessive facial hits are worth two points each. The facial scoring area is designated by the line around the face and the bottom edge of the helmet.

### Coordinating Instructions:

In stage 1 shooters engage each target from left to right, placing two shots in the torso region first and the third shot in the facial scoring area. From the Low Ready position, on the command "fire" shooters will rotate their safety selector switch to fire, and engage their target. Upon the command of "cease fire" shooters will place their selector lever on safe, assume the Low Ready position, and await commands from the tower.

During stage 2 First exposure -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, then return to the Low Ready position; Second exposure -repeat firing sequence of first exposure in 6 seconds, then return to the Low Ready position. For the Third exposure -participants engage targets 2, 3, 4, with two rounds each in 5 seconds; Fourth exposure -repeat firing sequence of third exposure in 4 seconds, then return to the Low Ready position.

#### Stage 1:

- 25 Yds.
- Low Ready position
- 12 shots / 1 X 12 round magazine
- 4x Fig 11 Pistol
- 4 exposures of 4 seconds, minimum interval of 7 seconds
- 60 Points Max

#### Stage 2:

- 25 Yds.
- Low Ready position
- 24 shots / 2 x 12 round magazines
- 4 x Fig 11 Pistol
- 4 exposures, one each of 7 seconds, 6 seconds, 5 seconds, 4 seconds; minimum 7 second intervals
- 120 Points Max



## APPENDIX 16

**TASK:** Combat Pistol 4 Stage Match – PI2300

**INTENT:** Demonstrate individual proficiency with the combat service pistol.

**CONDITIONS:** As a participant with an M9/M17 pistol and 40 rounds, complete 4 stages on a Known Distance (KD) Range.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 200.

<p><b>Stage 1:</b></p> <ul style="list-style-type: none"> <li>• 30 Yds.</li> <li>• Standing position</li> <li>• 10 shots / 2 five round magazines</li> <li>• 1 x EIC Combat Target</li> <li>• 60 Seconds</li> <li>• 50 Points Max</li> <li>• Engage target #1 with 5 rounds, reload, then re-engage target #1 with 5 rounds.</li> </ul>	<p><b>Stage 2:</b></p> <ul style="list-style-type: none"> <li>• 25 Yds.</li> <li>• Standing to Kneeling to Prone position</li> <li>• 10 shots / 2 five round magazines</li> <li>• 1 x EIC Combat Target</li> <li>• 45 Seconds</li> <li>• 50 Points Max</li> <li>• Engage target #2 with 5 rounds from the Kneeling Position, reload, assume the Prone position and re-engage target #2 with 5 rounds.</li> </ul>	<p><b>Stage 3:</b></p> <ul style="list-style-type: none"> <li>• 20 Yds.</li> <li>• Standing position</li> <li>• 10 shots / 2 five round magazines</li> <li>• 1 x EIC Combat Target</li> <li>• 20 Seconds</li> <li>• 50 Points Max</li> <li>• Engage target #3 with 5 rounds, reload, re-engage target #3 with 5 rounds</li> </ul>	<p><b>Stage 4:</b></p> <ul style="list-style-type: none"> <li>• 15 Yds.</li> <li>• Standing position</li> <li>• 10 shots / 2 five round magazines</li> <li>• 1 x EIC Combat Target</li> <li>• 15 Seconds</li> <li>• 50 Points Max</li> <li>• Engage target #4 with 5 rounds, reload, re-engage target #4 with 5 rounds</li> </ul>
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#1

#2

#3

#4



## APPENDIX 17

**TASK:** Weapon Assembly/Disassembly with KIM's Match – MT1110

**INTENT:** Test the machine gun team's knowledge and skill with the assigned primary and secondary weapons in terms of maintenance and the mechanical relationship between major components and sub-assemblies, while under stress and maintaining mental acuity.

**CONDITIONS:** As a participant with an M16/M4 rifle/carbine, M9 pistol and M240B machine gun, complete multiple directed tasks, under a time limit, while maintain stages on a Known Distance (KD) Range.

**STANDARD:** Complete the required tasks, without errors or omissions, in as fast a time as possible, without failing the Keep In Memory (KIM's) event, and achieve the highest number of points possible of 95.

### SCORING:

Correct Assembly and Dis-assembly of weapon system: 5 points each operation

Correct Function Check of each weapon system: 5 points each

Correct KIM's element: 5 points each

Correct mathematical calculation: 5 points each

Time: Tie breaker

### Required Tasks:

- a. Dis-assemble / assemble (down to the major sub-assemblies IAW the TC or TM) the M240B MG
- b. Dis-assemble / assemble (down to the major sub-assemblies IAW the TC or TM) the M16A4 Rifle
- c. Dis-assemble / assemble (down to the major sub-assemblies IAW the TC or TM) the M9 Pistol
- d. Complete function check (IAW the TC or TM) on the M240B, M16A4 and M9.
- e. Conduct KIM's exercise.
- f. Perform basic mathematical computation.

### Coordinating Instructions:

Detailed task instructions will be briefed prior to the match. Each team will be issued a specific set of instructions upon reaching the ready line. Once the time starts, the MG will be presented with a series of images that will contain, at a minimum, a shape and a numeral. The team may take as long as required to memorize the series, but the total event time will be elapsing as this occurs. Teams MAY NOT WRITE THESE DOWN (this is not in the spirit of the competition). Teams will then move to a designated location, negotiate any obstacles along the route, and perform a specified number of tasks regarding the assembly and disassembly of the weapon systems. The MG and AG will each have a required number of specific tasks to perform. Once tasks are complete, the AG will be presented with additional images as part of the Kim's event. The team will then return to the start point where it will be required to correctly perform a basic mathematical calculation (1 calculation each per MG and AG) and correctly record the Kim's images, in order presented. Total match time will then s

# **ANNEX E**

## **Awards**



**APPENDIX 1 – WPW MACHINE GUN AWARDS MATRIX**

<b>INDIVIDUAL/TEAM AWARD</b>	<b>Trophy</b>	<b>1<sup>st</sup> Place</b>	<b>2<sup>nd</sup> Place</b>	<b>3<sup>rd</sup> Place</b>
<b>PI2250</b> Anti Body Armor	N/A	Award	N/A	N/A
<b>PI2300</b> Combat Pistol 4 Stage	N/A	Award	N/A	N/A
<b>RI3010</b> Rifle CQB	N/A	Award	N/A	N/A
<b>RI3020</b> Reflexive Fire	N/A	Award	N/A	N/A
<b>MI1008</b> Run Down	N/A	Award	N/A	N/A
<b>MI1001</b> MG Qualification	N/A	Award	N/A	N/A
<b>MT1302</b> Field Fire I	N/A	1 Team Award 2 Individual Awards	2 Individual Awards	2 Individual Awards
<b>MT1105</b> Infantry Movers	N/A	1 Team Award 2 Individual Awards	2 Individual Awards	2 Individual Awards
<b>MT1106</b> Range Card II – “Limited Visibility”	N/A	1 Team Award 2 Individual Awards	2 Individual Awards	2 Individual Awards
<b>MT1107</b> Range Estimation and Field Fire II on UKD	N/A	1 Team Award 2 Individual Awards	2 Individual Awards	2 Individual Awards
<b>MT1109</b> Falling Plates	N/A	1 Team Award 2 Individual Awards	2 Individual Awards	2 Individual Awards
<b>MT1303</b> 10 Meter Match	N/A	1 Team Award 2 Individual Awards	2 Individual Awards	2 Individual Awards
<b>MT300</b> POW Match	POW Trophy	1 Team Award 2 Individual Awards	2 Individual Awards	2 Individual Awards
<b>Top Assistant Gunners</b> Overall Aggregate MI1001, MI1003, MI1004, MI1008, RI3010, RI3020	N/A	Award	Award	Award
<b>Top Machine Gunners</b> Overall Aggregate MI1001, MI1003, MI1004, MI1008, APQC, PI2250, PI2300	N/A	Award	Award	Award
<b>MG Team Champions-</b> Best Combined Place Value of MT1101, MT1105, MT1106, MT1107, MT1302, MT1303, MT1304, MT1308, MT300, MT1110	WPW Machine Gun Championship Trophy	1 Team Award 2 Individual Awards 2 Chief’s 50	1 Team Award 2 Individual Awards 2 Chief’s 50	1 Team Award 2 Individual Awards

**Chief’s 50 Badges\***

\* The Chief’s 50 Badge will be awarded to the top 2 Winston P. Wilson Machine Gun Teams (4 badges). This will be determined by the combined aggregate of all team matches listed above for the overall match winner. According to the regulation there should be 6 badges awarded for the machine gun competition. Since this is the first time in 11 years we have hosted the competition, we have opted to have a lower team participation and will only award the top 2 teams instead of the top 3. The following years, if participation is greater, we will adjust the Chief’s 50 award accordingly. Participants are only issued the Chief’s 50 Badge if it is their first time to be recognized with the honor. The remainder of the Chief’s 50 Badges will be awarded to the top 21 individual rifle competitors and top 21 individual pistol competitors regardless of classification and the top 2 Winston P. Wilson Sniper Team competitors (4 badges).

**APPENDIX 2 – AFSAM MACHINE GUN AWARDS MATRIX**

<b>INDIVIDUAL/TEAM AWARD</b>	<b>Trophy</b>	<b>1<sup>st</sup> Place</b>	<b>2<sup>nd</sup> Place</b>	<b>3<sup>rd</sup> Place</b>
<b>PI2250</b> Anti Body Armor	N/A	Award	N/A	N/A
<b>PI2300</b> Combat Pistol 4 Stage	N/A	Award	N/A	N/A
<b>RI3010</b> Rifle CQB	N/A	Award	N/A	N/A
<b>RI3020</b> Reflexive Fire	N/A	Award	N/A	N/A
<b>MI1008</b> Run Down	N/A	Award	N/A	N/A
<b>MI1001</b> MG Qualification	N/A	Award	N/A	N/A
<b>MT1302</b> Field Fire I	N/A	1 Team Award 2 Individual Awards	N/A	N/A
<b>MT1105</b> Infantry Movers	N/A	1 Team Award 2 Individual Awards	N/A	N/A
<b>MT1106</b> Range Card II – “Limited Visibility”	N/A	1 Team Award 2 Individual Awards	N/A	N/A
<b>MT1107</b> Range Estimation and Field Fire II on UKD	N/A	1 Team Award 2 Individual Awards	N/A	N/A
<b>MT1109</b> Falling Plates	N/A	1 Team Award 2 Individual Awards	N/A	N/A
<b>MT1303</b> 10 Meter Match	N/A	1 Team Award 2 Individual Awards	N/A	N/A
<b>MT300</b> POW Match	POW Trophy	1 Team Award 2 Individual Awards	N/A	N/A
<b>Top Assistant Gunners</b> Overall Aggregate MI1001, MI1003, MI1004, MI1008, RI3010, RI3020	N/A	Award	Award	Award
<b>Top Machine Gunners</b> Overall Aggregate MI1001, MI1003, MI1004, MI1008, APQC, PI2250, PI2300	N/A	Award	Award	Award
<b>MG Team Champions-</b> Best Combined Place Value of MT1101, MT1105, MT1106, MT1107, MT1302, MT1303, MT1304, MT1308, MT300, MT1110	WPW Machine Gun Championship Trophy	1 Team Award 2 Individual Awards	1 Team Award 2 Individual Awards	1 Team Award 2 Individual Awards

## Chief's 50 Marksmanship Badge



Established in 1978 and retroactive for 1971 through 1977, by order of NGR 672- 3/ANG Reg 900-1, the Chief's 50 Marksmanship Badge is intended to provide evidence and public recognition of outstanding marksmanship abilities as demonstrated at the Winston P. Wilson Small Arms Championships.

Currently, the award is made annually to the first 20 rifle, first 20 pistol, first 4 sniper rifle, and first 6 machine gun competitors in the Grand Aggregate Individual Matches for these disciplines. The badge is a gold-plated circular medal, 1 1/8 inches in diameter suspended from a gold-plated top bar. The medal is inscribed "Winston P. Wilson Rifle and Pistol Championships" and has both the NGB emblem and the Minuteman stamped on the front. Additionally, the badge is serial numbered and engraved with the recipient's name and the year it was won. A reproduction of the Chief's 50 Marksmanship Badge on an embroidered patch will be issued with each badge.

The badge will be presented by a general grade officer at the award's ceremony at the conclusion of the Wilson Matches. Award of the badge will be announced by the Chief, National Guard Bureau and will be documented on orders issued by the National Guard Bureau. A roster of recipients will be included in the Official Match Bulletin for each calendar year and each award will be noted in the military records of the recipient.



**THE NATIONAL GUARD MARKSMANSHIP  
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