

2023 Official Match Program (OMP)

NYARNG 44th Annual Adjutant General's Combat Marksmanship Skills Competition ***“TAG MATCH”***



MILITARY FORCES State of New York

September 6th – September 10th, 2023
Camp Smith Training Site
(CSTS), NY

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ANNEX A: GENERAL INFORMATION

Welcome and please read the match bulletin in its entirety. It will give you more insight on the conduct of the match and will assist in a better match for all. Here are some of the highlights of the 2023 Match.

1. PURPOSE: The 44th NYARNG Annual Combat Marksmanship Skills Competition (TAG Match) is held annually to promote marksmanship training and competition between members of the New York Military Forces. This year's event has been registered as a preliminary match for the Regional Championship, and as such is open to Soldiers and Airmen from *All Branches of the US Military*. This program offers all soldiers an opportunity to test marksmanship skills and weapon systems in a battle focused competition. This match affords opportunities for building individual skills and an exchange of ideas between our fellow armed services. The Army Excellence-In-Competition matches are conducted IAW Army regulations and The United States Army Marksmanship Training Unit at Fort Benning, GA.

2. MATCH OFFICIALS: The Match Director is COL Robert Mitchell, Chief of Staff, 53rd Troop Command. The deputy Director is LTC Andrew Couchman, 53rd Troop Command G3. The match OIC is CPT Stephanie Fernandez, 53rd Troop Command, Mobilization Officer and 138th Public Affairs Det, Commander and the NCOIC is SFC Pierre Sume, State Marksmanship Coordinator NYARNG.

3. ENTRIES: *IMPORTANT NOTICE***** Entries are by individual and 4 person teams. Competitors wishing to participate should complete the enrollment form (ANNEX R for individual and ANNEX S for teams). All enrollments should be received no later than 07 August 2023. "Walk-ons" are permitted by regulation for EIC matches.

4. LOCATION: 44th NYARNG Annual Combat Marksmanship Skills Competition "TAG MATCH" will be conducted at Camp Smith Training Site (CSTS), 11 Bear Mountain Bridge Road, Cortlandt Manor, New York, 10567 during the period of 7-10 September 2023.

5. MATCH HEADQUARTERS AND ADMINISTRATIVE CENTER: Match Headquarters is located in Building 500 on Camp Smith Training Site. All Scores and match updates will be posted on the bulletin board located outside Match Headquarters BLDG #500. Team Captains are responsible for receiving all information on the bulletin board periodically throughout the match. Live score updates will be available once the TAG match starts on a mobile app. Information to download the mobile app will be available at the time of registration.

6. REPORTING and REGISTRATION: Registration will take place in Building 500, Room TBD; all registrations must be complete NLT 1900 on 07 September 2023. Team Captains may register their entire team. Competitors must report (WITH ALL REQUIRED PERSONAL EQUIPMENT) to Building 500 for registration. This will be the standard reporting location for each day of the match. Carpooling is encouraged. Government rentals are considered GSA vehicles by regulation. Official scorecards are issued from match administration section during registration, no other scorecard is permitted. Personnel reporting to the range without an official individual/team scorecard are not allowed to participate. It is the participant's responsibility to verify, sign and turn the scorecard in to the Range OIC/PIT OIC upon completion of each event.

7. BILLETING AND DINING FACILITIES:

- a. **Billeting:** Billeting is available at no charge to the competitors. Billeting will be assigned during

sign in. We will make every attempt at maintaining team integrity when assigning billets. **YOU MUST BRING YOUR OWN LINEN AND TOILETRIES.**

b. **Dining Facilities:** Messing is not available during this event. Competitors may also bring any meal or snack item for consumption on the ranges. There will be no formal lunch break during the match.

8. HIGHLIGHTS OF RULE AND PROGRAM CHANGES FOR MATCH: Competitors are encouraged to utilize their assigned unit weapons. All competitors utilizing privately owned pistols **MUST** present a NY State pistol permit at registration. No other states permit will be authorized or allowed. Privately owned pistols are only permitted for the Non EIC events. **Privately owned rifles are not permitted.** EIC rifle match may be fired with optic sights. See Annex I for optic allowances. Teams must have at least 25% new shooters to be a legal team for the championship. Teams found to be in violation of the 25% rule will be disqualified. Coaching and optics are allowed during team matches. We will start utilizing Weapon Safety Status (WSS) terms during use of range commands.

9. TRANSPORTATION: Competitors are responsible for all transportation to reach Camp Smith Training Site (CSTS). A map of the CSTS will be furnished upon request by contacting the Match NCOIC.

10. WEAPONS SECURITY: Units are encouraged to supply competitors with their assigned unit weapons that meet match specifications. Civilian pistol equivalents must be on a valid New York State Pistol Permit. Weapons security will be furnished. Weapons security will be located at TBD. Weapons will be safeguarded IAW AR 190-11. Weapons will not be taken into quarters, stored in vehicles, taken off CSTS or left unattended. Weapons must be stored at Weapons Security overnight (this includes privately owned pistols). **Teams are not allowed to store weapons at any other location.** Individuals failing to turn in their weapon to Weapons Security by 2000 hours each day will forfeit their scores for the day and the weapons will be reported as a loss of a sensitive item. Failure to follow this policy will result in disqualification, being sent home and a letter sent to your command. Each participant must bring a **minimum of 4 pistol magazines and 4 rifle magazines.** Weapons may not be cleaned in billets. Cleaning may only be done in designated weapons cleaning areas. Individuals are responsible for their own cleaning equipment and supplies. In the occurrence that a competitor needs to depart the event early, weapons security will not issue weapons on the designated travel day without a signed early departure memo from the Match Director or delegated authority.

*** You must provide your own rifle and pistol for this event. Loaner rifles and pistols are not available.**

11. SQUADDING: Competitors will be squadded each morning. Scorecards will be handed out during the safety brief prior to firing.

12. EMERGENCY CONTACT: Family members wishing to contact a competitor during the matches may phone Range Operations at commercial phone (914) 945-7372 during normal business hours.

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

14. LOCAL WEATHER CONDITIONS: Local temperatures for September can range from 70 to 90 plus degrees Fahrenheit. Be prepared for the worst, and pack accordingly.

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

16. HEALTH AND SAFETY: The rifle phase in the program requires the competitor to perform strenuous physical activity. Competitors should be closely screened prior to arrival at CSTS to

ensure they are medically qualified (Profile Status) and physically fit.

17. VISITING DIGNITARIES: Competitors are responsible for notifying the Match OIC of visiting VIPs.

18. TEAM DECLARATION: The competition matches will begin on Friday and continue through Sunday. The individual matches will likely be conducted before the team events. The NYARNG may select the best four shooters to participate in the Marksmanship Advisory Council (MAC) 1 Regional Combat Championship. Those that wish to participate in the team matches must declare their team prior to the end of the registration period. **A cutoff time will be determined and posted by the match director. Any team that misses the suspense will not be allowed to fire the team matches.**

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

ANNEX B: SCHEDULE OF EVENTS

1. WEDNESDAY – 6 September 2023

1200-1900 Registration for Rifle and Pistol Competitors, BLDG 500, RM TBD.
(All competitors must register prior to weapons zero).

2. THURSDAY – 7 September 2023

0800- 1200 Registration for Rifle and Pistol Competitors, BLDG 500, RM #TBD.
TBD Firing order rosters and schedules for events posted BLDG #500.
TBD Rifle/Pistol Small Arms Firing Safety brief (SAFS) for all competitors combined arms
(mandatory) BLDG 500, Lecture Hall.
1330-1730 Rifle Zero Range 3A (Must zero or confirm zero - NO LEEWAY (safety factor).
Match 201: Individual Pistol Match.
1900 Team Captain Meeting, BLDG #500, Lecture Hall.

3. FRIDAY – 8 September 2023

0730-1900 Match 201: Individual Pistol Match. (Alibis)
Match 221: Combat Pistol Excellence-In-Competition (EIC).
Match 303: The Run Down Match (Individual Rifle).
Match 305: Close Quarter Battle (Individual Rifle).
Match 355: Fire Team Assault Match (Team Rifle) if time allows.

** If all individual matches are completed early, Competitors will begin the Team Combat Rifle Match; (Range 3), and Team Combat Pistol Match, (Range 1B).

4. SATURDAY – 9 September 2023

0730-1900 Match 321: Combat Rifle Excellence in Competition. (Individual Rifle)
ADD - Mystery tie breaker event

5. SUNDAY – 10 September 2023 (Data to be consolidated from individual to team event for the following:)

Match 303T: The Run Down Match (Team Rifle). (From 303)
Match 305T: Close Quarter Battle (Team Rifle). (From 305)
Match 240: General George Patton Combat Pistol Team Match. (From 201)

1030-1130 Awards Ceremony (Primary will be the Parade Field, the alternate will be Baker Hall).

Matches and courses of fire are subject to change.

ANNEX C: RIFLE COURSES OF FIRE

1. Match 303: The Run Down Match.

2. Awards: See Annex Q

3. Uniform and Equipment: See Annex K

4. Conditions:

a. Stage 1- Sustained Fire

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

b. Stage 2 - Rapid Fire

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

c. Stage 3 - Run-down

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

ANNEX C (Continued)

1. **Match 305: Close Quarter Battle**
2. Awards: See Annex Q
3. Uniform and Equipment: See Annex K
4. Conditions:

d. Stage 1 - Cover Fire

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

e. Stage 2 - Cover Fire

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

f. Stage 3 - Snap

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

g. Stage 4 - Snap

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

ANNEX C (continued)

1. **Match 310: Reflexive Fire** (If time allows)
2. Awards: See Annex Q.
3. Uniform and Equipment: See Annex K.
4. Conditions: Participants fire a total of 36 rounds in 2 stages for this match.

a. Stage 1

- (1) Range: 25 yards
- (2) Position: Standing
- (3) Shots: 12
- (4) Targets: 4 FIG 11 pistol targets
- (5) Timing: 4 exposures of 4 seconds, minimum interval of 7 seconds
- (6) Scoring: Maximum points 60
- (7) First exposure - participant engages first target on the left, placing two shots in the torso region first and the third shot in the facial scoring area.
- (8) The second, third and fourth exposure is the same as the first firing sequence. The participant will engage targets from left to right, reload as needed.
- (9) The participant must have a hit inside the facial scoring area to receive a score on the target. The facial scoring area is defined as the line, which extends from below the chin to the helmet brim on each side of the face. The brim of the helmet is included in the scoring area and is considered part of the scoring ring. Facial hits are worth five points. Excessive facial hits are worth two points each.

b. Stage 2

- (1) Range: 25 yards
- (2) Position: Standing
- (3) Shots: 24
- (4) Targets: 4 FIG 11 pistol targets
- (5) Timing: 4 exposures, one each of 7 seconds, 6 seconds, 5 seconds, 4 seconds; minimum intervals of 7 seconds
- (6) Scoring: Maximum points 120
- (7) First exposure - participants engage targets 1, 2, 3, and 4 left to right, placing one shot on each target, return to target 1 for the last two shots, in 7 seconds.
- (8) Second exposure - repeat firing sequence of first exposure in 6 seconds.
- (9) Third exposure - participants engage targets 2, 3, 4, with two rounds each in 5 seconds.
- (10) Fourth exposure - repeat firing sequence of third exposure in 4 seconds.

ANNEX C (continued)

1. Match 321: Combat Rifle Excellence-In-Competition (MODIFIED – the 400 yard stage will NOT be conducted)

2. Awards: See Annex Q

3. Uniform and Equipment: See Annex K

4. Conditions: This match is fired continuously and there is a break between stages to score targets. Competitors will be squadded one to a target. Maximum possible score for Match 321 is 250 points. All scoring will be done in the pits. Spotting disks will be shown at the completion of each stage of fire. The targets will be the new EIC target.

a. Stage 1- Sustained Fire Prone

- (1) Range: 400 yards
- (2) Position: Prone
- (3) Shots: 10 for record
- (4) Target: 1 EIC target
- (5) Timing: 120 seconds
- (6) Scoring: Maximum points 50
- (7) Execution: Firers will be staged approximately 25 yards behind the 400 yard line. The

command will be given to lock and load a 10 round magazine. Upon appearance of the targets, firers will run to the 400 yard line, assume a prone position and engage their target with 10 rounds. The targets will be exposed for 120 seconds. Upon the expiration of time, the targets will be lowered and the firers will be told to lock and clear all weapons. The targets will be spotted and scored and the scores will be relayed to the firers on the line. During this time firers may charge magazine for the next course of fire.

b. Stage 2- Rapid Fire Prone

- (1) Range: 300 yards
- (2) Position: Prone
- (3) Shots: 10 for record
- (4) Target: 1 EIC target
- (5) Timing: 60 seconds
- (6) Scoring: Maximum points 50
- (7) Execution: While at the 400 yard line, firers will be given the command to lock and

load a 5 round magazine. Firers will then advance, on line, toward the 300 yard line. When the targets appear, firers will run to the 300 yard line, assume a prone position and engage their target with 10 total rounds, reloading another 5 round magazine as necessary. The targets will be exposed for 60 seconds. Upon the expiration of time, the targets will be lowered and the firers will be told to lock and clear all weapons. The targets will be spotted and scored and the scores will be relayed to the firers on the line. During this time firers may charge magazine for the next course of fire.

c. Stage 3- Rapid Fire Kneeling

- (1) Range: 200 yards
- (2) Position: Kneeling
- (3) Shots: 10 for record
- (4) Target: 1 EIC target
- (5) Timing: 50 seconds
- (6) Scoring: Maximum points 50
- (7) Execution: While at the 300 yard line, firers will be given the command to lock and load a

5 round magazine. Firers will then advance, on line, toward the 200 yard line. When the targets appear, firers will run to the 200 yard line, assume a kneeling position and engage their target with 10 total rounds, reloading another 5 round magazine as necessary. The targets will be exposed for 50 seconds. Upon the expiration of time, the targets will be lowered and the firers will be told to lock and clear all weapons. The targets will be spotted and scored and the scores will be relayed to the firers on the line. During this time firers may charge magazine for the next course of fire.

ANNEX C (Continued)

d. Stage 4- Standing and Kneeling (Multiple target engagement)

- (1) Range: 100 yards
- (2) Position: Standing and Kneeling
- (3) Shots: 10 for record (5 per target)
- (4) Target: 2 EIC targets
- (5) Timing: 40 seconds
- (6) Scoring: Maximum points 50
- (7) Execution: While at the 200 yard line, firers will be given the command to lock and

load a 5 round magazine. Firers will then advance, on line, toward the 100 yard line. When the targets appear, firers will run to the 100 yard line, assume a standing position and engage one of their targets with 5 rounds, reload another 5 round magazine and then assume the kneeling position and engage the other target with 5 rounds, for a total of 10 rounds. The targets will be exposed for 40 seconds. Upon the expiration of time, the targets will be lowered and the firers will be told to lock and clear all weapons. The targets will be spotted and scored and the scores will be relayed to the firers on the line. During this time firers may charge magazine for the next course of fire.

e. Stage 5- Standing Close Quarters Engagements (Multiple target engagement)

- (1) Range: 75 to 25 yards
- (2) Position: Standing
- (3) Shots: 10 for record (5 per target)
- (4) Target: 2 EIC targets
- (5) Timing: 10 seconds total
- (6) Scoring: Maximum points 50
- (7) Execution: In this stage, firers must engage each target with 5 rounds. *The sequence of*

fire is not dictated. While at the 100 yard line, firers will be given the command to lock and load a 10 round magazine. Firers will then advance, on line, toward the 75 yard line. The targets will already be exposed. Upon reaching the 75 yard line, the command to fire will be given via audible signal. Firers will assume a standing position and will have 4 seconds to engage either of their targets with as many rounds as they wish. The command to cease fire will be given via audible signal. The targets will remain exposed as the firers are given the command to advance, on line, to the 50 yard line. When the firers have reached the 50 yard line, the command to fire will be given via audible signal. The firers will assume a standing position and will have 3 seconds to engage either of their targets with as many rounds as they wish. The command to cease fire will be given via audible signal. The targets will remain exposed as the firers are given the command to advance, on line, to the 25 yard line. When the firers have reached the 25 yard line, the command to fire will be given via audible signal. The firers will assume a standing position and will have 3 seconds to engage either of their targets with as many rounds as they wish. The command to cease fire will be given via audible signal. Upon the expiration of time, the targets will be lowered and the firers will be told to lock and clear all weapons. The targets will be spotted and scored and the scores will be relayed to the firers on the line. At the completion of this stage of fire, the firers should have 5 rounds on each target, for a total of 10 rounds. *Excessive hits on either target will be counted as a miss and will not be counted in the total score.*

ANNEX C (continued)

- 1. Match 303T: Team Run Down Match**
2. Awards: See Annex Q
3. Conditions:
 - a. Match 303T will be a fired team match on team day.

ANNEX C (continued)

- 1. Match 305T: Team Close Quarters Battle Match**
2. Awards: See Annex Q
3. Conditions:
 - a. Match 305T will be a fired team match on team day.

ANNEX C (continued)

1. Match 355: Fire Team Assault Match. (If time allows)

2. Awards: See Annex Q.

3. Uniform and Equipment: See Annex K

4. Conditions:

- (1) Team: 4 Competitors
- (2) Range: 300 to 200 yards
- (3) Position: Prone
- (4) Shots: 10 rounds per competitor
- (5) Target: One bank of Eight (8) targets.
- (6) Each team will fire until eliminated. Ties will be broken with a re-fire.
- (7) The squadding will attempt to avoid placing teams from the same unit on the same relay.
- (8) Teams will line up on the designated yard line in the prone position with rifles LOCKED. On the command "GO," teams will move to the designated yard line, adopt the prone position, carry out LOAD and open fire.
- (9) A team wins its round if it knocks down:

All its targets first, or the greater number of targets with the least number of rounds. One block officer will be assigned to each lane and will signal (flag raised up) when last plate falls. Range OIC will declare winner based on first flag raised. In the event of a tie, the teams will fall in on the last order and then re-shoot.

(10) Team captains of advancing teams will collect squadding cards for the next relay from range personnel on the way back to the 300-yard line.

ANNEX D: COMBAT PISTOL COMPETITION COURSE OF FIRE

1. Match 201: Individual Combat Pistol Match

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

Competitors will shoot a total of 72 rounds in 5 stages for this match.

a. Stage 1

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

b. Stage 2

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

c. Stage 3

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

d. Stage 4

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

e. Stage 5

- (1) Range: 15 yards
- (2) Position: Standing
- (3) Shots: 24 / 2 X 12 round magazines
- (4) Targets: 4 X FIG 11 pistol targets
- (5) Timing: 4 exposures, one each of 7 seconds, 6 seconds, 5 seconds and 4 seconds with minimum 7 second intervals
- (6) Scoring: Maximum points 120

ANNEX D (continued)

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

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

Competitors will shoot a total of 40 rounds in 4 stages for this match. All magazines will be loaded with 5 rounds. Each stage will require 2 magazines. All firing will begin with the pistol LOADED and REHOLSTERED. Reloads will be performed during every stage.

a. Stage 1

- (1) Range: 30 yards
- (2) Position: Standing, Two Handed
- (3) Shots: 10
- (4) Targets: 4 each EIC Targets
- (5) Timing: 60 Seconds
- (6) Scoring: Maximum points 50 (as per scoring rings)
- (7) Execution: On the command FIRE, shooter will draw pistol and engage Target #1 with 5 rounds, immediately reload and engage Target #2 with 5 rounds. All firing will be done two handed from the standing position.

b. Stage 2

- (1) Range: 25 yards
- (2) Position: Kneeling / Prone
- (3) Shots: 10
- (4) Targets: 4 each EIC Targets
- (5) Timing: 45 Seconds
- (6) Scoring: Maximum points 50 (as per scoring rings)
- (7) Execution: On the command FIRE, shooter will draw pistol, assume Kneeling position and engage Target #3 with 5 rounds, immediately reload, assume prone position and engage Target #4 with 5 rounds. Targets will be scored and repaired after Stage 2

c. Stage 3

- (1) Range: 20 yards
- (2) Position: Standing, Two Handed
- (3) Shots: 10
- (4) Targets: 4 each EIC Targets
- (5) Timing: 20 Seconds
- (6) Scoring: Maximum points 50 (as per scoring rings)
- (7) Execution: On the command FIRE, shooter will draw pistol and engage Target #1 with 5 rounds, immediately reload and engage Target #2 with 5 rounds. All firing will be done two handed from the standing position.

d. Stage 4

- (1) Range: 15 yards
- (2) Position: Standing, Two Handed
- (3) Shots: 10
- (4) Targets: 4 each EIC Targets
- (5) Timing: 15 Seconds
- (6) Scoring: Maximum points 50 (as per scoring rings)
- (7) Execution: On the command FIRE, shooter will draw pistol and engage Target #3 with 5 rounds, immediately reload and engage Target #4 with 5 rounds. All firing will be done two handed from the standing position.

ANNEX D (continued)

1. **Match 240: General George Patton Combat Pistol Team Match**

2. Awards: See Annex Q.

3. Uniform and Equipment: See Annex K.

4. Conditions:

a. A 4-person team fires this match at one time. Four firing members shoot on six targets incorporating fire distribution. The two-hand hold may be used. Magazines are loaded prior to stage one. Coaching and optics are allowed.

b. Stage 1

(1) Each team is required to successfully sprint 100 yards in 30 seconds. Failure to complete the sprint in less than 30 seconds will result in the team being disqualified from the match. All equipment is worn during the entire match. Canteens must be full at the beginning of the match. Once 30 seconds has ended shooters will begin stage 2.

c. Stage 2

- | | |
|---------------|------------------------------|
| (1) Range: | 25 yards |
| (2) Position: | Standing |
| (3) Shots: | 17 |
| (4) Targets: | 6 each FIG 11 pistol targets |
| (5) Timing: | 35 seconds |
| (6) Scoring: | Maximum points 340 |

d. Stage 3

- | | |
|---------------|------------------------------|
| (1) Range: | 20 yards |
| (2) Position: | Standing |
| (3) Shots: | 17 |
| (4) Targets: | 6 each FIG 11 pistol targets |
| (5) Timing: | 30 seconds |
| (6) Scoring: | Maximum points 340 |

e. Stage 4

- | | |
|---------------|------------------------------|
| (1) Range: | 15 yards |
| (2) Position: | Standing |
| (3) Shots: | 17 |
| (4) Targets: | 6 each FIG 11 pistol targets |
| (5) Timing: | 25 seconds |
| (6) Scoring: | Maximum points 340 |

f. Bonus: If all targets are hit with 6 or more 5's the team earns a bonus of 5 point per bonus target (Max bonus of 30 points). If all targets are hit with 12 or more 5's the team earns a bonus of 10 points per bonus target (Max bonus of 60 points). If all targets are hit with 18 or more 5's the team earns a bonus of 15 points per bonus target (Max bonus of 90 points).

ANNEX D (continued)

1. Match PT2350: Anti Body Armor

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

a. This match is fired by 2 team members at one time. The match is 2 stages of fire and a total of 36 rounds.

b. Stage 1

- (1) Range: 15 yards
- (2) Position: Standing
- (3) Shots: 12 / 1 X 12 round magazines
- (4) Targets: 4 X FIG 11 pistol targets
- (5) Timing: 4 exposures of 4 seconds each with a minimum interval of 7 seconds
- (6) Scoring: Maximum points 60

c. Stage 2

- (1) Range: 15 yards
- (2) Position: Standing
- (3) Shots: 24 / 2 X 12 round magazines
- (4) Targets: 4 X FIG 11 pistol targets
- (5) Timing: 4 exposures, one each of 7 seconds, 6 seconds, 5 seconds and 4 seconds with minimum 7 second intervals
- (6) Scoring: Maximum points 120

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.

Additional 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.

ANNEX E: 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



FIG 12:

Width: 18"
 Height: 22"
 V Ring: 6"
 5 Ring: 10"
 4 Ring: 15.5"
 3 Scoring Area



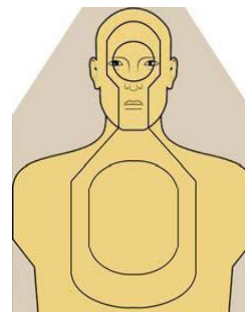
FIG 14:

Width: 18"
 Height: 22"
 5 Ring: 4"
 4 Figure Scoring Area



FIG 22:

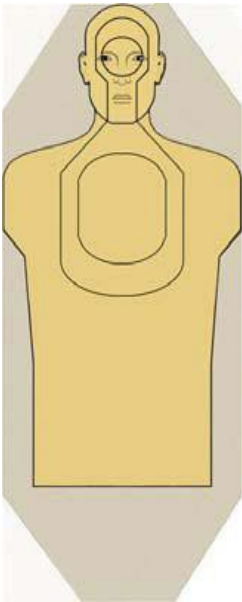
Width: 17.5"
 Height: 23"
 5 Ring (face): 3"
 4 Ring (face): 4" x 7"
 3 Ring (chest): 6.5" x 7.75"
 2 Ring (chest): 9.5" x 12.75"
 1 Body Scoring Area



ANNEX E (Continued)

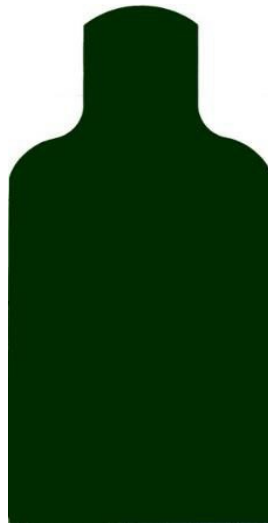
FIG 21:

Width: 17.5"
 Height: 45"
 5 Ring (chest): 6.5" x 7.75"
 4 Ring (chest): 9.5" x 12.75"
 3 Ring (face): 3"
 3 Ring Body Scoring Area



E Silhouette:

Width: 20"
 Height: 40"



TYPE B:

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



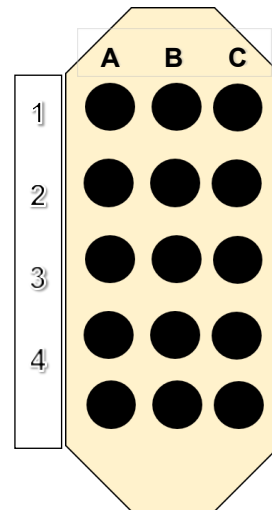
Rifle Falling Plate:

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



FIG 28 Pistol Target

Width: 20"
 Height: 40"
 Circle: 5"



ANNEX F: SCORING PROCEDURES

1. TARGET PREPARATION: Competitors and/or teams are responsible for the proper maintenance of their targets. Competitors must ensure targets are completely repaired and all bullet holes are pisted. Competitors/teams are not allowed to mark their targets in any manner to gain an advantage. Due to funding constraints, competitors will perform scoring duties for fellow shooters under supervision of range staff. When scores are not maintained in the pits, individuals are responsible for verifying the score entered on their scorecard before turning in the card.

2. SCORING: When scoring a shot that touches the line between two scoring divisions of the target, the participant is credited with the higher value. Any shot that is determined to have entered from the back of the target will not be scored. Individuals or team captains are responsible for verifying the information and score recorded and submitting scorecards prior to leaving the range. Report lost or damaged scorecards to OIC.

a. 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.

- (1) The entire stage score may be disallowed and the additional penalty may be disqualification from the match. The Range OIC will make the final decision.
- (2) 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.

b. 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....).

c. Refires: There are limited situations in which a competitor may be allowed or elect to refire 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 refire that match stage or required stages.

- (1) Any competitor scoring a target with excessive hits must inform the pit staff or NCOIC immediately. Then tower/center line will inform the affected competitor of the crossfire and receive the option to refire that stage or not. Targets will not be displayed and no scores 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.
- (2) Where possible, the affected competitor will refire the stage immediately and before the entire relay resumes the course of fire 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 refire the required stage(s).
- (3) The Range OIC/NCOIC may direct a refire 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.

e. Score Confirmation: Upon confirmation of score (at the range), PIT NCOIC/OIC's will stamp the scorecard as "Confirmed or Official". These stamped scorecards will be the only official scorecards turned in

for scoring by the administrative section.

3. TIMING: A stopwatch is used for the timing of exposures. An audible device is used to signal the fire and cease fire command(s). Shots fired after the cease fire signal has ended do not count. A warning will be issued once only to shots fired immediately after the audible. Raising and lowering of the targets are to be done as quickly as possible. Targets are not to be manipulated to signal a hit. No verbal indication of time passing is allowed, except in coached team matches.

4. TIE BREAKING PROCEDURES:

a. Ties are broken in following steps in order.

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

- (1) Highest number of Xs, 5s, 4s, 3s, 2s etc.
- (2) Highest number of Xs, 5s, 4s, 3s, 2s etc. by first Stage then second Stage etc.
- (3) If a tie still exists the Match Director determines the tie break procedure.

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

- (1) Highest number of Xs, 5s, 4s, 3s, 2s etc.
- (2) Highest number of Xs, 5s, 4s, 3s, 2s etc. by first Stage then second Stage etc.
- (3) If a tie still exists the Match Director determines tie breaking procedures.

d. Overall Match Exercise: Highest Score to lowest. See Appendix “E” for Awards Team. Combat Match Champion is comprised of all 4 team member’s individual event scores and both their team event scores.

- (1) Highest number of Xs, 5s, 4s, 3s, 2s etc. in Rifle Team combined
- (2) Highest number of Xs, 5s, 4s, 3s, 2s etc. in Pistol Team combined
- (3) Highest number of Xs, 5s, 4s, 3s, 2s etc. in Rifle individual combined (all 4 shooters)
- (4) Highest number of Xs, 5s, 4s, 3s, 2s etc. in Pistol individual combined (all 4 shooters)
- (5) Highest number of Xs, 5s, 4s, 3s, 2s etc. by Rifle individual combined (all 4 shooters) first Stage then second Stage etc.
- (6) If a tie still exists the Match Director determines tie breaking procedures.

ANNEX G: RANGE SAFETY

RANGE SAFETY:

1. **General:** The primary responsibility of the range staff is to conduct the matches in a safe manner. Everyone on the range is responsible for safety. Anyone may call a cease fire to prevent an unsafe act. There are four general safety rules which are strictly enforced:
 - a. **Assume all weapons are always loaded.**
 - b. **Never let the muzzle cover (or point at) anything you are not willing to destroy.**
 - c. **Keep your finger off the trigger until your sights are on target.**
 - d. **Be sure of your target. Know what it is, what is in line with it, and what is behind it.**
2. **Weapon Conditions:** When not firing a match, all pistol competitors will have their weapon with the slide forward on empty chamber, magazine out, safety applied and weapon holstered. Rifles must have their bolts open, magazines out, and the selector switch on safe when not on the firing line. Competitors must have their weapon cleared by a prior to leaving the range.
3. **Dry Firing:** Dry firing or sighting in with an unloaded weapon may only be done under the supervision of range staff on the firing point, provided no one is in front of the firing line. Competitors will not leave the firing line without having their weapon cleared by a range safety officer.
4. **Handling of Pistols:** There are THREE areas where a pistol competitor is allowed to handle the weapon. These rules are STRICTLY enforced and disqualification will result for those who fail to abide by them. They are:
 - a. **On the firing line.**
 - b. **At the weapons cleaning area.**
 - c. **When transferring the weapon from the security vault.**
5. **Fire and Movement:** No one can be forward of the ready line other than range staff, firing competitors, and authorized coaches. During rifle fire and movement stages, weapons will be carried or handled in such a manner to ensure they are always pointed toward the targets. If a rifle competitor drops ammunition in a fire and movement stage during a match it may not be recovered until the completion of that stage. Dropped ammunition may not be picked up by anyone other than the competitor. 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). During fire and movement stages, competitors that travel beyond the designated firing point are disqualified from the stage.
6. **Dropped Pistol Ammunition:** During pistol matches, dropped ammunition, magazines and equipment may only be retrieved from the ground after the completion of firing that stage.
7. **Falls on the Rifle Range:** If a soldier falls to the ground in a fire and movement stage and the muzzle of the rifle makes contact with the ground, the competitor will move forward to the firing line; but cannot continue firing the match until his weapon is cleared by a safety officer.
8. **Hearing Protection:** Hearing protection is **mandatory** on all ranges.
9. **Eye Protection:** Eye protection is mandatory for all pistol matches. Eye protection is highly recommended on the rifle range. Prescription eyeglasses or standard issue safety shooting glasses will suffice. Safety glasses are not available for issue.
10. **Weapons Security:** Weapons will not be taken from the range complex to motels, cafes, dining facilities, or the barracks. Weapons must be secured in the weapons security area upon completion of firing.
11. **Alcohol:** CSTS has a no alcohol policy. Alcoholic beverages “WILL NOT” be consumed on the range or in the barracks at any time. Competitors exhibiting any evidence of having consumed alcohol prior to his/her arrival at the range will be disqualified and asked to leave. Correspondence will be sent to the offender's commander by the match director.
12. **Sight Adjustments:** Rifle sights may be adjusted at any time.

ANNEX H: SERVICE WEAPONS

SERVICE WEAPONS:

- 1. Authorized Service Rifles and Pistols:** The authorized weapons are the issued service rifle (M-16A2/A4, M4 or M4A1) and issued pistol (M-9, M-11 or M17/18) as issued to U.S. Armed Forces.
- 2. Availability of US Weapons:** Competitors should bring their assigned weapons. There will be no loaner weapons available.
- 3. Weapons Inspection:** All weapons will be checked to ensure they have been inspected for safety and confirm they have not been altered.
- 4. Illegal Modification of Weapons:** The Range OIC, Chief Range Officer or Match Director may order a complete examination of any weapon at any time. This may include complete disassembly. Should a weapon fail to pass the armorers' test and examination or trigger weight test, all scores obtained prior to the test will be disallowed. If any unauthorized modification of a weapon is found, the score/s fired in all matches or stages up to that point may be disallowed and the competitor may be disqualified from all matches or stages completed up to that point.

ANNEX I: SERVICE RIFLE REQUIREMENTS

U.S. MILITARY FORCES SERVICE RIFLE REQUIREMENTS:

1. Service Rifle: The service rifle is the standard M-16 A2/A4, M-4 or M4A1 carbine as issued, and type classified by the U.S. government. Parts **MAYNOT** be interchanged between different rifle types except that A2 and A4 uppers may be used on either A2 or A4 lowers. You may not use an A1 lower or substitute trigger components with those from an A1. The commercial equivalent and heavy barrels are not allowed in any match. The rifle will be serviceable in accordance with the individual services regulations and technical manuals. Sights may be blackened, but no appliances may be affixed to shade or alter the standard sight. Non-issue parts will not be used. Issue parts will not be cut, filed, honed, sanded, or altered in way except as authorized by this program or the appropriate regulations and technical manuals.

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

3. Service Optics: Match participants are authorized issue optics in all matches. The following are the authorized optics (any current or previous model issued by the US Army is authorized):

- a. M68 Close Combat Optic with or without magnifier (no greater than 3X magnification)
- b. Advanced Combat Optical Gunsight (ACOG) no greater than 4X magnification, TA01 or TA31 only
- c. EoTech Reflexive Sight with or without magnifier (no greater than 3X magnification)
- d. M145 or ELCAN Specter optic of no greater than 4X magnification
- e. COMMERCIAL EQUIVALENTS ARE **NOT** AUTHORIZED

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

MINIMUM trigger weights are:

(1) M-16A2/A4, M4, M4A1: 5.5 lbs.

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

ANNEX J: SERVICE PISTOL REQUIREMENTS

U.S. MILITARY FORCES SERVICE PISTOL REQUIREMENTS:

1. **Pistols Allowed:** The only service pistol allowed for U.S. military forces is the following:
 - a. The U.S. pistol, caliber 9 millimeter, M-9, M-11 and M17/18 service pistol, as issued from the government vendor.

2. **Condition:** Pistols will be as issued without unauthorized additions or alterations. Pistols will be serviceable in accordance with the individual services' regulations and technical manuals. Non-issue parts will not be used. Issue parts will not be cut, filed, honed, sanded or altered in any manner, except as authorized in the service's regulations and technical manuals. Sights may be blackened, however aids to enhance firing at night such as fluorescent paint and white paint are not allowed.

3. **Trigger Testing and Weapon Inspection:** All pistols must have their triggers weighed and safety tested to ensure they meet service weight standards and requirements. All weapons will be inspected prior to the first round of competition to ensure they meet the intent of the program and technical manuals. Any weapon failing the test must be repaired. If the weapon is not repairable, the competitor may either forfeit the right to fire the match or may obtain another weapon, which shall be tested. Weapons may be inspected at any time throughout the course of the competition at the direction of the Range OIC, CRO, or Match Director.

4. **MINIMUM** trigger weights are:
 - a. M-9 single action 4.1 lbs. and double action 9.6 lbs.
 - b. M-11 single action 4.4 lbs. and double action 12 lbs.
 - c. M17/18 5.5 lbs.

ANNEX K: UNIFORMS AND EQUIPMENT

1. UNIFORMS AND EQUIPMENT REQUIREMENTS:

a. VIP/visitors/observers: OCP with soft cap or equivalent.

b. Range personnel: OCP with soft cap or equivalent.

c. Individual Competitors: Individual competitors will wear their service utility or battle dress uniform issued by unit (cannot be modified). This will include, at a minimum, the following equipment: helmet, authorized combat boots, Fighting Load Carrier Vest (FLC), LCE, MOLLE Rack, 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. Each competitor must have hearing and eye protection, a holster with an active manual retention device, two ammunition pouches, first aid pouch, water source and magazines (minimum requirements for rifle are 4-30 round magazines and pistol requires 4 magazines).

NOTE: It is understood that there are various generations of Load Carriage in use in the different services. The functional equivalents of the above listed gear will be accepted. Questions of acceptability will be determined by the Match Director.

d. Additional Competitor Equipment Allowances and Limitations:

(1) Issue cold weather undergarments and combat sweaters are permitted.

(2) Issue wet weather clothing may be worn, including overshoes, ponchos, rain coats and trousers.

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

(4) Civilian clothing is not allowed.

(5) The pistol belt will be fastened during firing.

(6) The issue poncho, shelter half or the equivalent, may be used as a ground cover or as a firingmat. No other ground sheets or firing mats may be used. If the stage requires down range movement, the competitor must remove the ground cover from the firing point before moving down range.

(7) Rucksacks and butt packs may be used at the option of the competitor. They must be Government Issue.

(8) Shooting stools may be used but cannot be taken forward of the assembly line in combat matches.

(9) There is a lot of "gear" now available to soldiers (i.e. knee pads, elbow pads) RFI and NSN equipment is authorized.

2. OPTICAL AIDS ALLOWED:

a. Binoculars and Telescopes: Binoculars (up to 10 power x 50 mm) and telescopes (up to 60 power x 82 mm), with stands or rests, are allowed for rifle. Optical aids are permitted for all team matches.

b. Eyeglasses and Sighting Devices: Prescription eyeglasses clear safety glasses, sunglasses, or contact lenses are permitted. Civilian eyeglasses or sunglasses must conform to what is acceptable in a competitor's particular military service. Altering, covering, or modifying eyeglass lenses is not permitted. Use of an eye patch covering the non-firing eye is not permitted. Sighting devices, such as Gehmann clip on iris, Merit adjustable aperture, or Knoblock adjustable shooting glasses, are not permitted. Light enhancing glasses are not permitted.

ANNEX L: COMPETITOR CLASSIFICATION

1. Individual Matches. The classification system described below applies to all individual competitions except EIC. Classification is determined by prior participation in individual events at various levels of competition as described below.

a. Novice Class: A competitor who has not previously fired any weapon, in any individual or team competition, at the Commander's Warrior Challenge, any MAC Regional, the US Army Small Arms Championships, Interservice Championships (Service Rifle at Quantico, VA or Service Pistol, Fort Benning, GA), Interservice Small Arms Competition (ISSAC), Armed Forces Skill at Arms Meeting (AFSAM), NYARNG TAG Match or the US National Matches, or is not a current member of the All National Guard Marksmanship Team.

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

b. Open Class: A competitor who has previously fired any weapon, in any individual or team competition, at the Commander's Warrior Challenge, any MAC Regional, the US Army Small Arms Championships, the Interservice Championships (Service Rifle at Quantico, VA, or Service Pistol at Little Rock, AR or Fort Benning, GA), Interservice Small Arms Competition (ISSAC), Armed Forces Skill at Arms Meeting (AFSAM), NYARNG TAG Match or the US National Matches, or is a current member of the All National Guard Marksmanship Team.

NOTE: An Open Class competitor who enters the Novice Class and fires in the Novice Class will be disqualified. For example, a competitor who fired in any rifle individual match in a previous US Army Small Arms Championships or higher level championship (except in a junior category) is automatically classified as an Open Class competitor for all rifle events.

2. TEAM COMPOSITION:

a. Teams consist of four participants, the composition must have, at a minimum, 25% new shooters. Team Captains will ensure proper team composition at team declaration time. Any team found in violation will be subject to disqualification of all matches fired with the improper team or removal from the match.

b. Teams are authorized coaches. Suggested 1 Couch (non-firing) and two alternates for each team. Non firing coaches are not required to register for the event.

NOTE: "DETERMINED BY A MAJORITY OF TEAM CAPTAINS IN 2014 ALL SHOOTERS WILL BE NEW FOR TEAM MATCHES AS OF 2016. TEAM COMPOSITION HAS CHANGED FROM 50% OLD AND 50% NEW TO 75% OLD AND 25% NEW."

ANNEX M: RIFLE RANGE COMMANDS

1. RIFLE RANGE COMMANDS

a. The rifle is “UNLOADED” Weapon Safety Status (WSS) Green when:

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

b. The rifle is “LOCKED” WSS Yellow when:

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

c. The rifle is at “LOADED” WSS Red when:

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

d. The rifle is at “OFF SAFE” WSS Black when:

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

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

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

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

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

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

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

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

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

ANNEX N: PISTOL RANGE COMMANDS

1. PISTOL RANGE COMMANDS:

a. The pistol is “HOLSTERED” when:

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

b. The pistol is “UNLOADED” Weapon Safety Status (WSS) Green when:

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

c. The pistol is “LOCKED” WSS Yellow when:

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

d. The pistol is at “LOADED” WSS Red when:

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

e. The pistol is "REHOLSTERED" when:

The pistol is "LOADED," the pistol is secured in the holster.

f. The pistol is at “OFF SAFE” WSS Black when:

A filled magazine is in the pistol, a round is in the chamber, the de-cocking or safety lever is not applied.

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

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

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

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

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

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

ANNEX O: RANGE DISCIPLINE

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

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

- a. Warning:** Range officers will warn a competitor who appears about to break a rule (other than safety) unless he is actually firing or has begun a match. In this case, the warning will be given at the end of the stage or string of fire.
- b. Penalty:** Upon completion of firing, the appropriate penalty will be given. Range safety personnel have the authority to deduct one or more shots from the competitor's score for each violation. Penalty shots equal five points each unless otherwise specified on the match scorecard.
- c. Dangerous Acts/Safety Violations:** For dangerous acts, the competitor will be stopped immediately and ordered to unload by removing the magazine from the weapon and the round from the chamber. The penalty is disqualification for that stage or, in severe cases, from the entire match.
- d. Dangerous Acts/Fire with Movement:** When a dangerous act is committed during a fire and movement match the offender will be ordered to:
 - (1) Apply the safety catch,
 - (2) Put the weapon on the ground, and
 - (3) Stand clear of the weapon.

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

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

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

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

h. RANGE REQUIREMENTS: Unless approved by the Match Director, all competitors are required to assist with pit duty or work the firing line. Any competitor that violates this requirement will be disqualified.

2. Protests: Protest Committee (PC) Duties and Responsibilities: Upon receipt of the written protest

the Match Director will form the PC to resolve the official protest. The Match OIC will brief the Chairman and the PC on their duties. The Official Match Program is the primary reference document. The PC will consist of the Match Director and three members. If time allows, the PC will convene in a suitable location at the predetermined time. The PC will contain the following individuals:

- a. Non-voting Chairman - Match Director
- b. Voting Member – TBD
- c. Voting Member – TBD
- d. Voting Member – TBD

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

ANNEX P: AMMUNITION

1. AMMUNITION REQUIREMENTS:

a. Ammunition: Competitors **WILL** use military ball ammunition issued at the Match. Ammunition available is standard military 5.56MM M855A1, and 9MM M882 / 1152. This is the only ammunition available for issue.

b. Other Service Ammunition: Match grade, hollow point, and tracer ammunition is not allowed. Ammunition will be checked periodically on the range to ensure military ball is being fired by all competitors.

c. Unfired Rounds: Unfired rounds in any match will be forfeited and will not be used for any subsequent match or exposure unless otherwise stated in the match conditions. Unfired rounds or misfires must be turned in to range personnel before leaving the firing point. If at any time a competitor is found to have more ammunition than the match requires they may be disqualified.

IT IS AN OFFENSE TO REMOVE AMMUNITION OR BRASS FROM THE RANGE. ALL LIVE

AMMUNITION AND BRASS IS THE PROPERTY OF THE UNITED STATES GOVERNMENT.

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

a. Alibis: No allowance will be made in any combat match for malfunctions, misfires or jams due to defects or breakage in either the weapon or its magazine. No allowance will be made for improper actions by the competitor.

b. Range Alibis: A competitor may receive a range alibi for improper actions taken by the range staff or range breakage. The competitor must lodge the protest immediately at the end of the stage of fire. Failure to notify the CRO immediately will nullify any protest for a range alibi. Range alibis usually require re-firing a complete stage, except in slow fire matches, when the CRO may allow additional time. Once a team or competitor receives their score protests for range alibis will not be allowed. The CRO may require all competitors on the firing line to re-fire the match or stage. Failure on the part of the competitor to properly prepare for the match and to take prudent action to ensure his/her success does not constitute a range alibi. The two most common examples of range alibis are:

- (1) Improper exposure times - both insufficient and excessive.
- (2) Targets blown from the holder. Note - If a target/s is blown or falls from the target holder and the competitor or team continues to fire at the target a range alibi will not be allowed.

c. Defective Cartridge: There is no allowance, re-fires or alibis for defective rounds. The competitor will safely clear all misfires, jams or malfunctions and continue shooting without interruption. The competitor is responsible for inspection and identification of defective rounds prior to the start of the match. In slow fire matches a cartridge which misfires may be replaced and a new cartridge fired from the competitor's allocation. The defective cartridge may be replaced by the range staff.

d. Disabled Weapons: Weapons that have been declared disabled by range personnel may be replaced by back-up weapons that meet the standards as set forth in this program and have been inspected. Such replacement will occur without penalty to the soldier other than the time lost in the actual swap. Firing will not stop, nor will alibis be granted for this change. Back-up weapons will be declared and checked when primary weapons are inspected.

ANNEX Q: AWARDS

1. Rifle Awards - Excellence in Competition (EIC)

EIC RIFLE	RESTRICTIONS	NOTES
10 point EIC Credit	LIMITED TO USA, USAR & ARNG/ANG Competitors Per Army Reg.	Awarded to top 1/6 of top 10% of firing competitors Per USAMU/DA Permanent Orders
8 point EIC Credit	LIMITED TO USA, USAR & ARNG/ANG Competitors Per Army Reg.	Awarded to next 2/6 of top 10% of firing competitors Per USAMU/DA Permanent Orders
6 point EIC Credit	LIMITED TO USA, USAR & ARNG/ANG Competitors Per Army Reg.	Awarded to last 3/6 of top 10% of firing competitors Per USAMU/DA Permanent Orders

2. Rifle Match Awards

COMBAT RIFLE AWARDS	1st Ind	2nd Ind	3rd Ind	1st Tm	2nd Tm	3rd Tm	Notes There will be awards for each category listed
Match 303 Run Down Match	Yes	Yes	Yes	N/A	N/A	N/A	NOVICE – OPEN
Match 305 Close Quarter Match	Yes	Yes	Yes	N/A	N/A	N/A	NOVICE – OPEN
Match 321 Combat Excellence- In – Competition Match	Yes	Yes	Yes	N/A	N/A	N/A	
Match 310 Reflexive Fire Match	Yes	Yes	Yes	N/A	N/A	N/A	NOVICE – OPEN
Match 355 Fire Team Assault	N/A	N/A	N/A	Yes	N/A	N/A	
Match 303T Team Run Down Match	N/A	N/A	N/A	Yes	Yes	Yes	
Match 305T TeamCQB	N/A	N/A	N/A	Yes	Yes	Yes	

NOTE: Some matches may not be conducted resulting in a modification of awards.

ANNEX R (Continued)

3. Pistol Awards - Excellence in Competition (EIC)

EIC PISTOL	RESTRICTIONS	NOTES
10 point EIC Credit	LIMITED TO USA, USAR & ARNG/ANG CompetitorsPer Army Reg.	Awarded to top 1/6 of top 10% of firing competitorsPer USAMU/DA Permanent Orders
8 point EIC Credit	LIMITED TO USA, USAR & ARNG/ANG CompetitorsPer Army Reg.	Awarded to next 2/6 of top 10% of firing competitorsPer USAMU/DA Permanent Orders
6 point EIC Credit	IMITED TO USA, USAR & ARNG/ANG CompetitorsPer Army Reg.	Awarded to last 3/6 of top 10% of firing competitorsPer USAMU/DA Permanent Orders

4. Pistol Match Awards

COMBAT PISTOL AWARDS	1st Ind	2nd Ind	3rd Ind	1st Tm	2nd Tm	3rd Tm	Notes There will be awards for each category
Match 201 Individual Combat Pistol Match	Yes	Yes	Yes	N/A	N/A	N/A	NOVICE – OPEN
Match 221 Combat Pistol Excellence-In-Competition	Yes	Yes	Yes	N/A	N/A	N/A	
Match 240 General Patton Match	N/A	N/A	N/A	Yes	Yes	Yes	
Match PT2350 Anti-Body Armor	N/A	N/A	N/A	Yes	Yes	Yes	

5. Aggregate Awards

	1st Ind	2nd Ind	3rd Ind	1st Tm	2nd Tm	3rd Tm	Notes There will be awards for each category
Team Overall Aggregate	N/A	N/A	N/A	Yes	Yes	Yes	Total of 4 man team scores for match 303T, 305T, 240 and PT2350.
Individual Overall Aggregate	Yes	Yes	Yes	N/A	N/A	N/A	Combined Scores of Match 201, 221, 303, 305, 310, 321 NOVICE – OPEN
Warrior Challenge Champion	Yes	Yes	Yes	N/A	N/A	N/A	Top Individual Competitor Aggregate of Match 321 and 221

NOTE: Some matches may not be conducted resulting in a modification of awards.

ANNEX R: REGISTRATION

1. REGISTRATION: Pre-registration allow us to better forecast resources for the event. We request individual and team registrations be completed prior to 01 August 2023. Walk-in registration (only on the day of registration) will be accommodated. Competitors that do not arrive in time to complete check-in/registration **and** rifle zero/zero confirmation during the designated time will not be allowed to participate. All weapons must be signed in immediately upon arrival at Camp Smith at BLDG # 500. Weapons Security opens at 1200, 07 September 2023 and remains open until 1000hrs, 10 September 2023.

a. All participants will fill out an Individual Registration Form and the Lautenberg Briefing Acknowledgment Form as well as the Team Registration Form (if applicable). Email registration forms to: <mailto:ng.ny.nyarng.list.nys-tag-match@army.mil>. If you are a walk-in, registration forms will be available; however, this could delay in-processing and/or “Rifle Zero” (if applicable).

b. Event messaging app will be enabled on Group Me or a similar app during the event. It is highly recommended that participants or team captains utilize the messaging service during the event. This will provide live updates, scheduling, and information during the TAG Match Competition.



ANNEX R: INDIVIDUAL REGISTRATION FORM

NYARNG Annual Combat Marksmanship Skills Competition “TAG MATCH”

This individual registration form must be filled out for each participant and attached to the Team Registration Form. Any changes made to initial entry packets; whether it is the removal or addition of a team member, must be made on the Team Registration Form. Include the Individual Registration Form for the new participant.

Name: (Last, First, MI)		Rank/Grade:	SSN or DODID:
Home Address: (Street, City, State, Zip)			
Telephone: (Cell preferred)		Email:	
Unit Name & Address:		Unit POC (RNCO):	Unit Telephone:
Classification: <input type="checkbox"/> Novice <input type="checkbox"/> Open	Status: <input type="checkbox"/> AGR <input type="checkbox"/> MDAY <input type="checkbox"/> ADOS	<input type="checkbox"/> No Pay <input type="checkbox"/> Other	Component: <input type="checkbox"/> ARNG <input type="checkbox"/> ANG <input type="checkbox"/> NY Guard <input type="checkbox"/> USAR <input type="checkbox"/> Other
Matches: (***) Utilize the Team Registration Form for team matches. (***)			
Individual Rifle Matches: <input type="checkbox"/> Match 303 - The Run-Down Match <input type="checkbox"/> Match 305 - Close Quarter Battle <input type="checkbox"/> Match 310 - Reflexive Fire <input type="checkbox"/> Match 321 – Excellence in Competition (EIC)		Individual Pistol Matches: <input type="checkbox"/> Match 201 - Individual Combat Pistol Match <input type="checkbox"/> Match 221 – Excellence In Competition	
The undersigned certifies that he/she has not been convicted of any act of domestic violence.			
Signature:			Date:

Submit all forms together to: ng.ny.nyarng.list.nys-tag-match@army.mil

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 or DODID is used for positive identification. Home address ensures the delivery of correspondence.



ANNEX S: TEAM REGISTRATION FORM

NYARNG Annual Combat Marksmanship Skills Competition “TAG MATCH”

Team Captain: (Last, First, MI)		POC Telephone Number (cell preferred):		POC Email Address:		
Rifle: <input type="checkbox"/> Match 303T - Team Run Down Match <input type="checkbox"/> Match 305T - Team Close Quarters Battle Drill <input type="checkbox"/> Match 355 - Fire Team Assault Match Pistol: <input type="checkbox"/> Match 240 George Patton Combat Shoot <input type="checkbox"/> PT2350 Anti Body Armor (2 Man Team)				Team Name:		
Last Name	First Name	MI	Component	RANK	SSN or DODID	Novice or Open

Submit all forms together to: ng.ny.nyarng.list.nys-tag-match@army.mil

TEAM CLASSIFICATION:

Team composition must have, at a minimum, 25% (1) new shooters (Novice Category). Team Captains will ensure proper team composition at team declaration time. Any team found in violation will be subject to disqualification of all matches fired with the improper team or removal from the match.

Signature _____ Date _____ .

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 or DODID is used for positive identification. Home address ensures the delivery of correspondence.



ANNEX T: LAUTENBERG BRIEFING ACKNOWLEDGMENT

LAUTENBERG BRIEFING ACKNOWLEDGMENT

On the _____ day of _____, 20____, I received this memorandum informing me that persons who have been convicted of a misdemeanor crime of domestic violence are prohibited from possessing firearms and ammunition unless the conviction has been expunged or set aside.

I have / have not been convicted of a misdemeanor crime of domestic violence. (Circle one)

I understand that if I have such a conviction or if I am ever convicted of such an offense in the future, I am required to report it to Director of Army Operations, Headquarters, New York Army National Guard.

Printed Name

Signature

Social Security Number