

**2023 OFFICIAL MATCH PROGRAM**

**52<sup>nd</sup> WINSTON P. WILSON CHAMPIONSHIP  
&  
32<sup>nd</sup> ARMED FORCES SKILL AT ARMS MEETING  
RIFLE AND PISTOL 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**

**WPW 29 April – 05 May 2023  
AFSAM 24 April – 06 May 2023**

27 January 2023





**DEPARTMENTS OF THE ARMY AND AIR FORCE**  
NATIONAL GUARD MARKSMANSHIP TRAINING CENTER  
BLDG 4904, BOX 11, CAMP JOSEPH T. ROBINSON  
NORTH LITTLE ROCK, ARKANSAS 72199-9600

NGAR-MTC-C

20 January 2023

MEMORANDUM FOR Participants of the Winston P. Wilson Small Arms 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 your time and interest to participate in this prestigious marksmanship competition. You will test your marksmanship skills against some of the finest military marksmen in the world. There are no greater formats in which to evaluate your professional ability with small arms than competitive events like the Winston P. Wilson Small Arms Championship and the 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 and Marksmanship Advisory Council (MAC) Representatives have designed a combat-orientated, competitive marksmanship event that is not only relevant, but physically and mentally challenging.

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.

COX.DANNY.KE  
VIN.1116298518

Digitally signed by  
COX.DANNY.KE VIN.1116298518  
Date: 2023.01.20 14:20:08 -0600

DANNY K. COX  
COL, FA, ARARNG  
Commanding

## **KEY CHANGES AND NEW ITEMS FOR 2023**

1. AFSAM matches have been added and modified to increase the intensity and relevance of the competition. AFSAM competitors are also required to wear body armor and all equipment with the minimum weight of 15 kilograms or 33 lbs. ONLY during the operational phases of the competition, but NOT during the concurrent WPW matches.
2. AFSAM: As-issued slide-mounted Red Dot Sights (RDS) are authorized for use on pistols. All sights must be mounted in accordance with their respective technical manual.
3. 2023 is an official reset year. All Soldiers and Airmen are reset to “New Shooter” team status with the exception of: All Guard Team Members, Chief’s 50 recipients, President’s 100 recipients, and recipients of a Silver EIC Badge in any discipline.
4. All match numbers have been reset. Refer to the table of contents on page 5 for the new match numbers.
5. The Special Zero Match is no longer a record event. The match will be conducted in the same manner as previous years, but no official scores will be recorded. Coaching is encouraged at all phases.
6. Due to general unfamiliarity with issued M17’s and the influx of new competitors, the Pistol Zero & Practice Match PI2000 has been introduced to allow competitors time to acclimate to NGMTC’s pistol range commands and firing positions, as well as collect data on holdoffs required for their M17 Pistols.
7. Service Rifle EIC Match RI3220 has been added to better evaluate fundamental elements of marksmanship and introduce the Service Rifle discipline to the WPW National Matches.
8. Anti Body Armor Match PI2050/PT2350 has been modified to increase repetitions for drawing from the holster under time. Exposures during stage 2 have been increased to accommodate for drawing from the holster.
9. Combat Pistol Barricade Match PI2030 has been modified to align more consistently with CQB TTP’s and introduce the Kneeling Pistol Barricade firing position.
10. A night match has been added for WPW Competitors. This is a stand-alone match. All teams must bring at least one issued Night Vision Goggle (NVG) and Infrared Aiming Laser. NGMTC is unable to furnish equipment but will assist in coordination of equipment sharing and use.
11. The Hoplite Run Match RI3030 has been added to the Winston P. Wilson matches to increase the intensity and relevance of WPW as an operational training environment.
12. Offset Red Dot Sights are authorized when integrated into an optic sighting system in their as-issued configuration. Example: TA31F-RMR and ELCAN Specter DR 1-4x. These examples are not exclusive and do not reflect the only authorized models.
13. Service Pistol Match PI2220 has been added to the OMP, but due to range maintenance, the Service Pistol Range will be unavailable until WPW 2024.

## **INCOMING CHANGES:**

1. Anticipate WPW Matches will require front and rear plates (Ballistic OR Training Plates) by 2025.
2. Anticipate the introduction of AFSAM Night Combined Arms Matches and Pistol Matches by 2024.

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# **ANNEX A**

## **General Information**

## APPENDIX 1 - SCHEDULE OF EVENTS

	24-Apr MON	25-Apr TUE	26-Apr WED	27-Apr THU	28-Apr FRI	29-Apr SAT	30- Apr SUN
RNG OPS	<p><b>AFSAM Only:</b></p> <p><i>Registration Day</i></p> <p><b>0800-1000</b> In-processing Bldg 4901</p> <p><b>1100-1700</b> R11 - Zero / Walk Backs</p> <p><b>1700-1800</b> Team Captain Meeting - R11</p>	<p><b>AFSAM Only:</b></p> <p><b>1000-1500</b> R3 - Pistol Practice R7 - Rifle Practice</p> <p><b>30min after completion</b> Team Captains Meeting</p> <p><b>2100-2300</b> R7 - Zero 25-100yds</p>	<p><b>AFSAM Only:</b></p> <p><b>1000-1500</b> R11 - Rifle Practice</p> <p><b>30min after completion</b> Team Captains Meeting</p> <p><b>2100-2300</b> R11 - Zero 200-300yds</p>	<p><b>AFSAM Only:</b></p> <p><b>1000-1500</b> R7 - Xiphos R3 - Hoplon R13 - Xyston</p> <p><b>30min after completion</b> Team Captains Meeting</p> <p><b>2100-2300</b> R3 - RN1 R7 - RN2</p>	<p><b>AFSAM Only:</b></p> <p><b>1000-1500</b> R9 - AWQ R3 - Dory</p> <p>R7 - Von Wigger Trophy Match</p> <p><b>30min after completion</b> Team Captains Meeting</p> <p><b>2100-2300</b> R11 - RN3</p> <p>Released Until 0700 01 May 23</p>	<p><b>WPW Only:</b></p> <p><b>1200-1900</b> Registration Day</p>	<p><b>WPW Only:</b></p> <p><b>0800-1000</b> Mandatory Small Arms Firing School – PEC Militia Hall</p> <p><b>1100-1600</b> R11 - RI Prac R13 - RI Prac R3 - PI Prac</p>
WPW	NONE	NONE	NONE	NONE	NONE	<b>1200-1900</b> Registration at PEC Militia Hall	Range OPS  <b>1900</b> Team Captains meeting at TBD
AFSAM	<b>1900</b> AFSAM Social @ The Rock Lounge	Range OPS	Range OPS	Range OPS	Range OPS	Recovery Day	Recovery Day



	01-May MON	02-May TUE	03-May WED	04-May THU	05-May FRI	06-May SAT	07-May SUN
RNG OPS	<b>WPW/ AFSAM:</b>  <i>Service EIC Day</i>  R11 - Ser Rifle R13 - Ser Rifle R3 - AB Armor	<b>WPW/ AFSAM:</b>  R3 - Pis CQB R7 - Reflex R11 - NGIT R13 - Bianchi  <b>2045</b> Mandatory Briefing  <b>2100-2300</b> R7 - RN1 Night Reflex WPW Only	<b>WPW/ AFSAM:</b>  R3 - Pis Barr R7 - CQB R8 - Movers R11 - Hoplite	<b>WPW/ AFSAM:</b>  <i>CBT EIC Day</i>  R11 - RI EIC R13 - RI EIC R3 - PI EIC  Clash of Commands  Vendor Shoot  <b>1930</b> AMNG Meeting at Bldg 4960	<b>WPW/ AFSAM:</b>  <i>Team Day</i>  R3 - Patton R7 - KYL Barr R13 - Co Fire R13 - Fa Plate	<b>AFSAM Only:</b>  <i>Interservice Day</i>  R13 - Interservice  R13 - Conway	<b>AFSAM Only:</b>  Range cleanup and turn-in
WPW	Range OPS	Range OPS	Range OPS	Range OPS	Range OPS  <b>1900</b> WPW Awards Ceremony PEC Militia Hall	Travel to HOR	NONE
AFSAM	Range OPS	Range OPS	Range OPS	Range OPS	Range OPS	Range OPS  <b>1900</b> AFSAM Awards Ceremony PEC Militia Hall	Travel to HOR

## APPENDIX 2 - ADMINISTRATIVE INFORMATION

**1. RESPONSIBILITIES:** All competitors are responsible for reading and knowing ALL the contents and rules contained in the Official Match Program (OMP).

**2. PURPOSE:** The Winston P. Wilson (WPW) Championships and the Armed Forces Skill at Arms Meetings (AFSAM), conducted by the National Guard Marksmanship Training Center (NGMTC), are annual events to promote marksmanship training. These championships offer service members from the National Guard and international community an opportunity to test marksmanship skills and weapon systems in a battle focused environment.

**3. MATCH OFFICIALS:** The Match Director is COL Kevin Cox; the Deputy Match Director is LTC Dwayne Page, WPW-AFSAM Officer-In-Charge is CPT Garrett Miller.

**4. DATES/LOCATION:** The matches will be held at Robinson Maneuver Training Center, North Little Rock, Arkansas.

a. AFSAM: 24 April – 06 May 2023. (International teams may arrive as early as 22 April and depart not earlier than 07 May)

b. WPW: 29 April – 05 May 2023. The only two authorized travel days are 29 April and 06 May. Early arrival and departure must be authorized by the Match Director.

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

**6. 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 will not allow service members who are deemed a health risk to themselves or others to participate.

**7. 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 number designates the weapon system and the second number designates individual, team event or EIC event.

- (1) PI20XX – Pistol Individual
- (2) PT21XX – Pistol Team
- (3) PI22XX – Pistol EIC or Old version of Pistol EIC
- (4) PT23XX – Pistol Team (Paper Match; total combined scores from an individual match)
- (5) RI30XX – Rifle Individual
- (6) RT31XX – Rifle Team
- (7) RI32XX – Rifle EIC or "Old EIC" Rifle Course of Fire
- (8) RT33XX – Rifle Team (Paper Match; total combined scores from an individual match)
- (9) CI50XX – Combined Arms Individual
- (10) CT51XX – Combined Arms Team
- (11) CAX – Combined Arms AFSAM Individual (AFSAM ONLY)
- (12) RNX – Rifle Night Individual (AFSAM ONLY)
- (13) PNX – Pistol Night Individual (AFSAM ONLY)
- (14) ORX – Operational Rifle Individual (AFSAM ONLY)

**8. SCORECARDS:** Scorecards are issued from the NGMTC Stats section during in-processing. 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.

**9. TEAM CAPTAIN MEETINGS:** Nightly team captain meetings are mandatory. 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.

**10. WEAPONS SECURITY:** All weapons must be signed in immediately upon arrival at Camp Robinson. Weapons

Security at Bldg 05958 will open on Sunday, 23 April 2023, beginning at 1200 prior to AFSAM and will remain open until Saturday, 06 May 2023, ending at 1200. **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. Army Regulation (AR) 190-11 standards must be met at all times. Failure to follow this policy may result in removal from the match. Individuals failing to turn in their weapons to Weapons Security by 2000 each day may forfeit their scores for the day. 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. 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 delegated authority.

**11. 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.

**12. FLAGS:** International, state, and inter-service teams are encouraged to bring an appropriate flag to display during team matches. NGMTC will provide national flags for AFSAM teams during the awards ceremony.

**13. LOCAL WEATHER CONDITIONS:** The average high temperature for April/May is 67/85 ° F and average lows are 44/51 ° F with humidity levels averaging around 80%. Arkansas weather is largely a challenge to predict, so even though temperatures during this time may rise to above 80 ° F, plan for cold and wet weather during this event. Average wind speed is between 7 and 10 MPH. It is common to have wind, rain, cool temperatures, and thunderstorms simultaneously. Be prepared for the worst and bring serviceable wet weather gear.

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

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

**Commercial Area Code (501)**

		<u><b>DSN</b></u>	<u><b>Commercial</b></u>	<u><b>E-mail Address</b></u>
CPT Garrett Miller	WPW/AFSAM OIC	962-4549	212-4549	<a href="mailto:garrett.e.miller3.mil@army.mil">garrett.e.miller3.mil@army.mil</a>
1LT Vance Morris	WPW/AFSAM Asst. OIC	962-4513	212-4513	<a href="mailto:david.v.morris10@army.mil">david.v.morris10@army.mil</a>
MSgt Chalk Mitchell	LNO Protocol Officer	962-4534	212-4534	<a href="mailto:chalk.s.mitchell.mil@army.mil">chalk.s.mitchell.mil@army.mil</a>
1LT Janice Rintz	PAO	962-4565	212-4565	<a href="mailto:ng.ar.ararng.mbx.ngmtc-pao@army.mil">ng.ar.ararng.mbx.ngmtc-pao@army.mil</a>
Mr. Daniel Norwood	Armament	962-4543	212-4543	<a href="mailto:daniel.m.norwood.mil@army.mil">daniel.m.norwood.mil@army.mil</a>
CW2 Justin Holmes	STATS/ADP	962-5996	212-5996	<a href="mailto:justin.w.holmes8.mil@army.mil">justin.w.holmes8.mil@army.mil</a>
1LT Mackenzie Miller	Logistics	962-4540	212-4540	<a href="mailto:ngmtc-logistics@army.mil">ngmtc-logistics@army.mil</a>
SSG Collin Moore	MEFs/Registration	962-4517	212-4517	<a href="mailto:collin.p.moore.mil@army.mil">collin.p.moore.mil@army.mil</a>
SFC Taja Lewis	Finance/DTS/Orders	962-4546	212-4546	<a href="mailto:taja.l.lewis.mil@army.mil">taja.l.lewis.mil@army.mil</a>
CPT Alec Baldwin	Forward Ops OIC	962-4520	212-4520	<a href="mailto:alec.m.baldwin.mil@army.mil">alec.m.baldwin.mil@army.mil</a>

## **1. UNIFORM:**

**a. VIP/Visitors/Observers.** Duty Uniform (OCP/ABU) for military members.

### **b. Individual Participants.**

- (1) OCP/ABU uniform.
- (2) Headgear for all competitors while on the range is the OCP/ABU patrol cap. (Boonie hats and team distinctive headgear are authorized for wear while on the range).
- (3) Issued PASGT/MICH/ACH helmets are required for competitors while on the firing line.
- (4) Uniform and equipment must be as issued by parent unit.
- (5) The Army Combat Shirts are only authorized for wear by military personnel when worn under full complement of body armor and plates for the AFSAM Competition.

## **2. EQUIPMENT: (WPW Only, AFSAM competitors see Annex A for additional equipment required)**

**a. Individual load-carrying equipment (LCE)** must be properly worn by all participants. This equipment will be worn in the condition as if issued by a competitor's unit of assignment and must consist of the following items. (NOTE: A 5-point penalty per stage of fire per item 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), LCE, MOLLE Rack, 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. Pouches may be a matching civilian equivalent but must be attached and patterned appropriately.
- (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) Helmet must be ballistic rated, no "bump" helmets made from plastic or any other material.
- (4) One military, as-issued attachable water source such as an issued canteen or camelbak.
- (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) One military, as-issued first-aid kit with all contents and tourniquet.
- (10) Eye protection is mandatory and must be PROPERLY worn. Prescription eyeglasses or standard issue safety shooting glasses will suffice. Safety glasses are not available for issue. Only smoke or clear lenses are authorized.
- (11) Individual weapon systems will be holstered/carried properly during the conduct of ALL matches unless directed otherwise by the tower (both weapon systems are required on the firing line during ALL matches).
- (12) The use of a service rifle shooting glove or mitten and shooting cart are authorized ONLY for Service Rifle EIC Match RI3220.
- (13) The use of a service pistol box, scope, and brass guard are authorized ONLY for Service Pistol EIC Match PI2220.

### **b. Optional Participant Equipment:**

- (1) Issued cold/wet weather garments may be worn, including overshoes, ponchos, raincoats and trousers.
- (2) Issued elbow and kneepads are authorized; all protective items must be worn in pairs if issued in pairs.
- (3) Civilian clothing is not allowed for participants during courses of fire or at any part of official competitions.
- (4) The issued poncho, shelter half or 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.
- (5) As issued ruck/assault packs and other accessory pouches may be used at the discretion of the participant.

### **c. Optical Aids:**

- (1) **Binoculars and Telescopes:** Binoculars (10 power magnification or less) and spotting telescopes with stands or rests are allowed.
- (2) **Sighting Devices:** Altering or modifying eyeglass lenses are not permitted. Eye patches covering the non-

firing eye are not permitted. Sighting devices, such as Gehmann clip on iris, Merit adjustable aperture, or Knobloch adjustable shooting glasses are not permitted. This also includes putting blinders on helmets or glasses.

# **ANNEX B**

## **Winston P. Wilson Championship**

## APPENDIX 1 - WPW ENTRY

**1. LETTERS OF INTENT:** SMC's must forward a team participation Letter of Intent (LOI) **No later than 03 March 2023** to the NGMTC Mailbox at [ng.ar.aranng.mbx.ngmtc@army.mil](mailto:ng.ar.aranng.mbx.ngmtc@army.mil). Subject line "2023 WPW Letter of Intent to Participate + the STATE." The LOI may be in the form of a simple memorandum or an email from the State Marksmanship Coordinator that declares the intent to participate and the number of teams that are to be entered. Each state must field an "A" team in order to field subsequent teams. States may include a "B" and "C" team on their LOI. These additional teams will only be authorized to participate when open range capacity exists and must be state-funded. Additional team opportunities will be prioritized by LOI submission dates. The maximum number of WPW participants is limited to 192 comprising of 48 teams.

**a. Team Composition:** A WPW Team will consist of 4 competitors. An "A" teams **must** consist of a minimum of 50% new shooters. Only the "A" team will compete for team All States Trophy. If a "B" or "C" team meets the 50% new shooter rule, then it will be eligible for team awards, but not the All States Trophy. All teams must be declared during registration. Competitors must fire all matches (individual and team) as a member of a team. In order to participate in training opportunities, competitors that are not members of an "A" team and do not have a complete state team, may be squadded into a composite teams with other individuals. These composite teams are not eligible for any team awards and may compete for "honors only." Individuals on these composite or "honors only" teams are eligible for individual awards.

**b. Coaches:** As defined in TC 3-22.9, Appendix E, paragraph E-25 thru E-30. Each team is authorized an active coach for team matches, **NOT** paper team matches. A coach can be a peer who is a firing team member from an "A" or "B" team coaching the other team, when squadding allows, or an experienced coach whose only duty is to coach a state team(s). The experienced coach may coach **ALL** their state teams or just one team and must be from the same state. There will be **NO** NGMTC funding for coaches, the state must provide all funding. Coaches must follow all uniform requirements of the firing team members. Peer coaching and discussion is encouraged among competitors before matches and between stages. Once the tower initiates commands, all coaching and discussion must cease, except in official team matches.

**c. Substitutions:** Once teams are declared at registration, individual substitutions are not allowed. 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.

**2. PRE-REGISTRATION:** Individual **Match Entry Form (MEF)** will be used as the match registration form and must be received by NGMTC **NLT 31 March 2023** to participate in the event. See Annex B, Appendix 3 for the registration form and instructions.

**3. ELIGIBILITY and 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 and teams are classified based on previous participation in specific matches or national level events.

**a. Individual Classifications:** Individual classification is either "Open" or "Novice". An "Open" participant is an individual who has participated (fired a round in any match) at the events listed below.

**b.** A Novice participant is an individual that has **never** participated (fired a round in any match) at:

- Winston P. Wilson (sniper, small arms, or machine gun)
- U.S. Army Small Arms Championship (All Army)
- National Matches either NRA or CMP (with exception of CMP vintage rifle matches) in any firearm discipline: target rifle/pistol, action pistol, silhouette, etc.
- Inter-service Championships at Fort Benning, GA or Quantico, VA
- National level sanctioned rifle, pistol, and multi-gun event.
- ISSF sponsored event or any international/world shooting event in any shooting discipline excluding participation as a junior shooter in all the above listed events

**c. Team Classifications:** Individuals are classified for team participation as either “Old” or “New.” An “Old” shooter is an individual who has ever competed as a firing team member in the WPW Small Arms Matches and meets ANY of the criteria listed below. A “New” shooter is an individual who meets NONE of the criteria listed below:

- Fired on a State Team who placed in the Top 3 in the All States Trophy Aggregate (Podium Finish) since 2022
- Received orders for a silver EIC Badge or Distinguished Badge in ANY discipline
- Received orders for a Chief’s 50 Badge in ANY discipline
- Earned a President’s 100 Tab in ANY discipline

**d. Excellence in Competition:** Eligibility for leg points will be in accordance with AR 350-66 dated 23 September 2019 and Air Force Instruction (AFI) 34- 266 dated 25 September 2018. Participants may walk-on and fire the EIC matches only, as long as registration requirements are met before the individual starts the match. Non-U.S. service members participating in the AFSAM are not eligible for EIC points and are allowed to fire the match.



## APPENDIX 2 - WPW FUNDING

**1. FUNDING:** NGMTC will fund not more than four ARNG team members not to exceed the ranks of E8, CW4, or O4. Any ranks exceeding this must be on a duty status funded by their home state. To receive funding, participants must meet all LOI and registration deadlines.

**a. ARNG Funding Codes:** The NGMTC Finance Section will provide each state's SMC or J/G-3 with a Letter of Authority (LOA) containing the ARNG funding codes in order to process military pay orders for competitor attendance. The LOA will also contain the Defense Travel System (DTS) Cross Org information to correctly route Authorization and Voucher processing. In conjunction with LOA, DTS Pitfalls and Checklist will be disseminated for reference in DTS Voucher processing.

**b. ANG Funding:** Air National Guard (ANG) participants must submit the Match Entry Form (Appendix 3). ANG participants cannot use ARNG funding codes published by the NGMTC. ANG participants attend in an active duty status using special training workdays provided by NGMTC/AIR, if funding is available. ANG state participants will utilize AROWS pay and DTS for travel on their military status and as determined by NGMTC/AIR.

**2. WPW INDIVIDUAL MATCH ENTRY FORM (MEF) / REQUEST FOR ORDERS:** The digital (Excel format) Match Entry Form (NGMTC-MEF) must be filled out for each participant and emailed to the NGMTC MEF server at [ng.ar.arang.mbx.ngmtc@army.mil](mailto:ng.ar.arang.mbx.ngmtc@army.mil) Notify the Match OIC of any changes to initial team registrations and include this same MEF for the new participant.

**3. BILLETING:** Lodging IS NOT available at PEC. There are no on-post facilities for spouses, family, or guests. Participants are billeted at the Morris Moore Troop Complex 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. Pay phones are available. Towels and toiletries ARE NOT provided. Based upon availability, participants are authorized to use on-post billeting at their own expense. On-post Billeting costs range from \$7-\$21 per day based on rank. To make reservations for on-post Billeting, contact the Camp Robinson Post Billeting Section at commercial (501) 212-5274/5. Participants may stay on the economy at their own expense. Contact the NGMTC for recommendations for locations within 20 minutes of the front gate at military rates. Statements of non-availability will not be issued.

**4. RATIONS:** Government meals are not provided. The authorized M&IE rate for Camp Robinson is \$59 per day (\$44.25 for the first and last day of orders).

**5. TRANSPORTATION:** Authorized modes of transportation for NGMTC funded teams to and from the event will be specified by each state team's LOA 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.** 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 on one of the team member's DTS authorizations. Privately Owned Vehicles (POV) may be authorized for participants (minimum of two participants per POV) within a 400 mile radius of North Little Rock, 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. Requests for early departures that include driving all night after the awards ceremony will be denied.

**b.** Commercial Air may be authorized for teams outside the 400 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 moving by commercial air. Approval for commercial air and itineraries must be received from NGMTC Finance Section prior to making any flight reservations or commitments. No flights will arrive on registration day later than 1600. No flights will depart earlier than 0700 on the day of departure. Any deviations to travel arrangements must be forwarded through Forward OPS OIC for final approval.

# **ANNEX C**

## **Armed Forces Skills at Arms Meeting**

## APPENDIX 1 - AFSAM ENTRY

**1. LETTERS OF INTENT:** Teams are authorized to enter AFSAM by invitation only. Teams that received an invitation through their embassy or major command must forward their letter of intent, including the total number of personnel attending and projected arrival date to the AFSAM OIC by **15 February 2023**. Letters may be emailed to the NGMTC mailbox at [ng.ar.aranng.mbx.ngmtc@army.mil](mailto:ng.ar.aranng.mbx.ngmtc@army.mil).

**2. PRE-REGISTRATION:** Team rosters must be received at the NGMTC NLT **31 March 2023**. All participants and teams must be pre-registered by email or hardcopy. Walk-on individual or team entries are not accepted. Team members must shoot all courses of fire.

### 3. REPORTING AND IN-PROCESSING:

**a. Arrival:** Teams should plan travel to arrive on or before **23 April 2023**. Team itinerary must be forwarded to the AFSAM OIC or liaison officer as soon as possible in order to coordinate transportation and lodging. Early arrivals must be coordinated with the liaison officer and notified in advance. Weapons must be in-processed at Building 05958 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.

**b. AFSAM Entry Fee:** The AFSAM entry fee is \$80.00 (USD) for all competitors, coaches, and support personnel. Entry fees include the cost of the social and event tee-shirt. Individuals that are not required to pay the entry fee and wish to attend the AFSAM awards ceremony banquet shall pay \$30.00. The preferred method of payment is cash (USD). Checks must be drawn from a U.S. bank. National Rifle Association award points and credit cards are not accepted for payment of entry fees.

**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 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.

### 5. EQUIPMENT: AFSAM only MUST weigh a total of 15 kilograms or 33 pounds.

**a.** Individual 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) Body Armor Vest/Plate Carrier with front and rear plates (training plates are authorized). Lite weight plates that mimic the size and shape of an actual ballistic plate are not authorized, i.e. no Styrofoam or cork plates.

(2) FLC, LCE, MOLLE Rack, can be used in conjunction with the body armor vest/plate carrier but is not required if all equipment is attached to the body armor vest/plate carrier. A battle belt may be used in conjunction with body armor vest, plate carrier and FLC or LCE, but not as a stand-alone configuration for a load-carrying system.

(3) Helmet must be ballistic rated, no "bump" helmets made from plastic, cork, or carbon fiber.

(4) Pistol holster (either hip or leg attached) with manual retention device required for pistol matches

(5) One military as-issued attachable water source (or civilian equivalent).

(6) Rifle magazine pouches to contain 4 or more magazines.

(7) Pistol magazine pouches to contain 4 or more magazines.

(8) Minimum of 4 pistol magazines and 4 rifle magazines.

(9) Hearing protection.

(10) Eye protection is mandatory for all competitors and must be PROPERLY worn. Prescription eyeglasses or standard issue safety shooting glasses will suffice. Safety glasses are not available for issue. Only smoke or clear lenses are authorized.

(11) Individual weapon systems will be holstered/carried properly during the conduct of the match unless directed otherwise by the tower (both weapon systems are required on the firing line during all matches).

(12) PEQ-15 aiming laser or your branch/countries equivalent

(13) PVS-14 night vision or branch/countries equivalent

**6. COACHES:** As defined in TC 3-22.9, Appendix E, paragraph E-25 thru E-30. Each team is authorized an active coach for team matches, **NOT** paper team matches. A coach can be a peer who is a firing team member from an “A” or “B” team coaching the other team, when squadding allows, or an experienced coach whose only duty is to coach. The experienced coach may coach **ALL** their teams or just one team and must be from the same nation or component. Coaches must follow all uniform requirements of the firing team members. Peer coaching and discussion is encouraged among competitors before matches and between stages. Once the tower begins commands, all coaching and discussion must cease, except in team matches.

**7. AFSAM SOCIAL:** The AFSAM social will be held on Monday, 24 April 2023, beginning at 1900. Location will be at the Camp Robinson MWR Complex (Rock Lounge). Uniform will be civilian business casual or team attire. This will be an opportunity for informal team presentations.

**8. AFSAM AWARDS CEREMONY AND BANQUET:** The AFSAM awards presentations will be held on Saturday, 06 May 2023, beginning at 1900. Location will be confirmed and published at match registration. U.S. service members’ uniform is team business attire.

**9. CLASSIFICATIONS:** Teams and individuals are not classified for AFSAM.

a. Teams will be comprised of 4 shooting members and a coach (if available). There are no rank or time in service requirements for individuals to be assigned on a team. Composite teams are allowed (inter-service and multi-national), but are not eligible for team trophies. All team members are eligible for individual trophies.

b. Team integrity must be maintained throughout the competition with the exception of the International Interservice Rifle Team Match RT3160 and the Conway Cup Match CT5120 (this aggregate becomes Match 380, The Lexington Green Trophy). Substitutions are allowed in the event that a member is incapacitated due to injury, illness or an emergency that requires that they depart the match. Once a substitution is made, it will remain for the rest of the matches and cannot be revoked.

## APPENDIX 2 - AFSAM FUNDING

**1. FUNDING:** NGMTC does not provide funding to participants of the AFSAM, other than the All Guard International Combat Team. Funding for members of the All Guard team must be coordination through the All Guard Team OIC.

**2. LODGING:** Billeting is not available at PEC. There are no on-post facilities for spouses, family, or guests. Participants are billeted at the Morris Moore Troop Complex 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. Washers and dryers are available. Towels and toiletries are not provided. Based upon availability, participants are authorized to use on-post billeting at their own expense. On-post Billeting costs range from \$7-\$21 US Dollars per day. To make reservations for on-post billeting, contact the Camp Robinson Post Billeting Section at commercial (501) 212-5274/5. Participants may stay on the economy at their own expense.

**3. DINING FACILITIES:** Government meals are not provided. Dining is available on Camp Robinson at an expense to the participant at the Concord Café. Coordination for sack lunches can be made through liaisons by team captains.

Concord Café hours of operations:

Open Daily – Commercial: 501-212-4646

Breakfast	0600 – 0800 M-F	0900-1100 S-Su
Lunch	1100 – 1300 M-F	
Dinner	1630 – 1830 M-F	1430-1830 S-Su

**4. TRANSPORTATION:** Teams are responsible for all transportation and expenses incurred to reach Camp Robinson, Arkansas. Teams requiring rental vehicles may rent them locally. Teams must inform the AFSAM OIC of additional transportation requirements when submitting the registration form.

APPENDIX 3 - AFSAM TEAM REGISTRATION

**2023 Armed Forces Skill at Arms Meeting Team Registration Form**

---PLEASE PRINT---

<b>Official Team Name</b>	<b>Country</b>	<b>Team POC</b>	<b>POC Telephone Number</b>	<b>POC Email Address</b>	
<b>Team Composition</b>					
<b>#</b>	<b>Last Name</b>	<b>First Name</b>	<b>MI</b>	<b>Rank (No Abbreviations)</b>	<b>Team Name</b>
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
	<b>COACHES/SUPPORT</b>				
	<b>Last Name</b>	<b>First Name</b>	<b>MI</b>	<b>Rank (No Abbreviations)</b>	<b>Comments</b>
1					
2					
<p align="center"><b>PRIVACY ACT STATEMENT</b></p> <p align="center">AUTHORITY: Title 10 USC 3012 and EO 9397. ROUTINE USES: Assign individual to correct component, classification, event and prepare participant roster.</p>					

**Comments:**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Team Captain's Signature \_\_\_\_\_ Email \_\_\_\_\_ Date \_\_\_\_\_

# **ANNEX D**

## **RANGE OPERATIONS**

## APPENDIX 1 - WEAPON INFORMATION

**1. AUTHORIZED FOREIGN SERVICE WEAPON:** The authorized weapon is the standard issue service weapon as issued to each nation's military force. Each team must provide the appropriate Technical Manual (TM) for their weapon to be authorized for use. If appropriate TM's are not provided, the equipment and optics are not authorized for use.

**a. Availability of US Weapons for International Teams:** The NGMTC has a limited supply of rifles and pistols for temporary issue to visiting teams. Weapons are made available to visiting teams under extenuating circumstances only.

**b.** The AFSAM OIC or liaison officer assists allied nations bringing their own weapons through US Customs. International team captains must submit a serial number listing of all weapons being brought into the US upon arrival to registration.

**2. AUTHORIZED U.S. SERVICE WEAPONS:** The authorized weapon is the standard issued by the U.S. Government. Weapons must be serviceable and configured in accordance with the appropriate service regulations and technical manuals. Commercial equivalent weapons are not allowed. Non-issued parts are not authorized. Filing, honing, sanding, or permanent alteration of issued parts is not authorized unless approved by the appropriate regulations and technical manuals. Teams are authorized to bring one (1) spare rifle or carbine and one (1) spare pistol per team. All spare weapons must comply with physical and technical requirements specified for the service rifle.

**a. Service Rifle:** The service rifle is the standard 5.56mm M16A2/A4 or M4/M4A1. Parts **MAY NOT** be interchanged between different rifle types. Commercial equivalent barrels are not allowed. Unit issued upgraded M4A1 SOPMOD Block 2 and M4A1 URGI Rifles are authorized for AFSAM International competition ONLY. US Service Weapons for AFSAM may not exceed standards set within SW370-A8-TRS-010 REV 4. US Service Weapons for WPW may not exceed standards set within TM 9-1005-319-10. Special Purpose Rifles not available to general purpose forces are NOT authorized to submit for EIC points during EIC matches.

**b. Service Pistol:** The service pistol is the standard M9, M11, M17, or M18. Double action pistols must be fired double action for the first round of each stage. All pistols will be drawn from the holster unless otherwise directed. Additional authorized lights and aiming devices are allowed but may not be used during the match. All authorized lights and aiming devices must be as-issued and functional. Small, Medium, or Large standard grip modules, and the use of grip tape is authorized. As-issued slide-mounted Red Dot Sights (RDS) are authorized for use on pistols for AFSAM International competition ONLY. The current authorized RDS in use for the US Army is the Leupold Deltapoint Pro. US Service Weapons for AFSAM and WPW may not exceed standards set within TM 9-1005-470-10.

**c. Optics:** Iron sights and optics must be as issued. Iron sights can be blackened; however, no appliances can be permanently affixed to alter the standard sighting system. Rifle sights can be adjusted at any time utilizing proper safety procedures, unless directed otherwise by range staff personnel. Commercial equivalent optics **are** allowed. Optics are not authorized for use on the Service Pistol for WPW competitors. Rifles are authorized only one optic sighting system and sighting systems may not be switched between matches or stages. Iron sights may be used at any time as a backup sighting system. Authorized optics allowed for U.S. military forces service rifles are:

- (1) M68 Reflex Close Combat Optic with or without Aimpoint magnifier (no greater than 3X magnification)
- (2) EOTech Reflexive Sight with or without EOTech magnifier (no greater than 3X magnification)
- (3) Advanced Combat Optical Gunsight (ACOG) of no greater than 4X magnification
- (4) M145 or ELCAN Specter optic of no greater than 4X magnification

**d. Rifle Sling:** Every rifle or carbine must have a sling attached at all times, but not attached to the rifle in such a manner as to restrict the participant from handling the weapon in a safe manner.

**e. Trigger Testing and Weapon Inspections:** 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 and proper configuration (i.e. no added parts or pieces) as outlined in 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. All International Teams using organic weapons are required to provide their own ammunition to the NGMTC for storage and distribution during practice and matches. International teams must plan for the return of any unexpended ammunition. No long term storage of ammunition is available.

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

- (1) A011 (12 ga. 00 buckshot)
- (2) AM38 (12 ga. slug)
- (3) AB77 (M855A1 EPR)
- (4) AA40 (5.56 Frangible)
- (5) AC20 (M1152 truncated ball)

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

**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 head stamp or lot number and inform the Range OIC so that these issues can be properly reported.

## APPENDIX 3 – HEALTH AND 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 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, Chapter 1, paragraphs 1-6 through 1-14 & TC 3-23.35, Chapter 1, paragraphs 1-4 through 1-11.

b. 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: Authorized holsters must have a retention device that holds the pistol in the holster).

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 muzzle contacts 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 movement stages, participants that travel beyond the designated firing point are disqualified from the stage.

h. Hearing and eye protection is mandatory for all competitors and must be **PROPERLY** worn. Prescription eyeglasses or standard issue safety/shooting glasses will suffice. Safety glasses are not available for issue. Only smoke or clear lenses are authorized.

i. During firing, eye protection is mandatory for personnel in the target pit area. At **NO** point during live-fire will a competitor or range staff member be located down range of the target line. A combat helmet is mandatory in the pits when not under the overhang.

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

**k. Competitors may not use electronic devices of any kind that provide ballistic data or aid in target engagement on the firing line. Cell phones are allowed forward of the ready line but may not be out or utilized during any course of fire.** 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.

l. 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.

m. 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. International teams will move with their weapons according to their military safety standard operating procedure as long as it is not a safety hazard to the other competitors.

n. Equipment dropped during movement stages such as magazines 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 to 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 reported and stopped immediately.

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 the WPW/AFSAM OIC remove them from the competition.

c. Upon recommendation from the WPW/AFSAM OIC, the Match Director can disqualify participants from the entire WPW/AFSAM 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 are allowed 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. 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 must be resolved prior to 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 designated 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/AFSAM 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/AFSAM OIC, the Match Director can disqualify participants from the entire WPW/AFSAM 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:** 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 additional experienced peer members. Unless the Match Director has previously excused the participant from attendance, the PC will automatically deny the protest if the protesting individual or team captain fails to be present at the appointed time. 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.

## Pistol Status

### GREEN

#### **HOLSTERED**

##### **Command "CLEAR"**

- Magazine Out
- Chamber Empty
- Slide Forward
- Safety On, or Decocking level Applied
- Pistol is in the Holster with retention device engaged

### AMBER

#### **Command "LOAD"**

- Magazine In
- Chamber Empty
- Slide Forward
- Decocking Lever (safety) Applied

### RED

#### **Command**

##### **"MAKE READY"**

- Magazine in Pistol (all magazines in the weapon will be treated as loaded)
- Round in chamber
- "Safe" condition

### RED cont.

#### **Command**

##### **"REHOLSTER"**

- Pistol is in the Holster with safety on and retention device engaged

### BLACK

#### **Command "FIRE"**

- Safety is **OFF**
- Finger on trigger
- Engaging target

## M16/M4 Series Rifle Status

### GREEN

#### **Command "GREEN AND CLEAR"**

- Magazine Out
- Chamber Empty
- Bolt to the Rear
- Dust Cover Open
- Selector Switch on Safe
- Safety Block in the Magazine Well

### AMBER

#### **Command "LOAD"**

- Bolt Forward
- Magazine in the Rifle
- Chamber Empty
- Selector switch on safe

### RED

#### **Command "MAKE READY"**

- Magazine in the Rifle
- Round in the Chamber
- Bolt Forward
- Selector Switch on Safe
- Waiting on command to FIRE

## Shotgun Status

### "GREEN AND CLEAR"

- Chamber Empty
- Action Open
- Selector Switch on Safe

### "LOAD"

- Rounds in the Tube
- Action Closed
- Selector Switch on Safe

### "MAKE READY"

- Round in the Chamber
- Action Closed
- Selector Switch on Safe

## APPENDIX 6 – FIRING POSITIONS

**1. 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". Firing positions may be modified under specific conditions for particular matches. Refer to the matches in Annex E for these modifications.

**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, the participant stands with 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, below the name tape of your uniform 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 a 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 is not mandatory.

**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.**

**g. Barricade / Supported Positions:** All positions stated above can be modified to use the barricade or any other object that is part of the course of fire to be fired from or around as long as that position is safe. Refer to the matches in Annex E for these modifications.



**2. 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 will 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. Firing positions may be modified under specific conditions for particular matches. Refer to the matches in Annex E for these modifications.

**a. Stage Starting Position / Low Ready Position / Standing:** As defined in TC 3-22.9, Chapter 6, paragraphs 6-18 thru 6-21, figure 6-5 and paragraph 6-37 figure 6-9, at the beginning of a rifle stage, the competitor will stand facing the target line in a Low Ready Position. Standing with both feet on the ground, body erect (this does not mean the position of attention), legs uncrossed, 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. No part of the body other than the feet may touch the ground or any other supporting object. The weapon placed in a RED / LOAD status with the safety selector on. The rifle must be held with both hands. The competitors head must be upright and 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. Firing using the "bladed" standing positions is allowed, as long as the weapon is returned to the low ready with face off the butt stock between exposures.

**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. Bipods or additional support are not authorized. 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.

**f. Barricade / Supported Positions:** All positions stated above can be modified to use the barricade or any other object that is part of the course of fire to be fired from or around as long as that position is safe. Refer to the matches in Annex E for these modifications.

## 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). Pit NCOIC will be responsible to ensure all individual and team rifle targets are fully repaired prior to the start of each match. 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 refire 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.** For turning or rotating targets, any shots that produce a graze or cross multiple scoring rings will be scored the value at the point of initial entry. Any shot that is determined to have entered from the back of the target will not be scored.

**c.** 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. 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 Range OIC 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. Visible Hits and Close Groups:** As a general rule only those hits which are visible will be scored. An exception will be made in the case where the grouping of three or more shots is so close that it is possible for a required shot or shots to have gone through the enlarged hole without leaving a mark, and there has been no evidence that a shot or shots have gone elsewhere than through the assigned target and when there are no excessive hits on one or two adjacent targets. In such case, the shooter will be given the benefit of the doubt and scored hits for the non-visible shots, on the assumption they passed through the enlarged hole. If such assumption could place a non-visible hit in either of two scoring rings, it shall be scored in the higher-valued ring.

**6. 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.

**a.** 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 score the targets.

**b.** 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).

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

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

**8. TIMING:** A stopwatch is used for the timing of exposures. An audible device (whistle, speaker, horn, etc.) or the facing of targets is used to signal the fire and cease fire command, initiated upon the completion of the timed exposure. Shots fired through the sound of the cease fire signal are acceptable. Shots fired after the signal has ended assesses a 5-point penalty. 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.

## APPENDIX 8 - TIE BREAKING PROCEDURES

### 1. 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.

### 2. RIFLE: Ties are broken in following steps in order.

#### a. Individual Matches:

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

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

(1) Single stage, scored as single target.

(a) By the greatest number of Vs. If these are equal then proceed to (b).

(b) By the greatest number of 5s, by the greatest number of 4s, etc. If these are all equal 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.

## APPENDIX 9 -TARGET DESCRIPTIONS

### 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



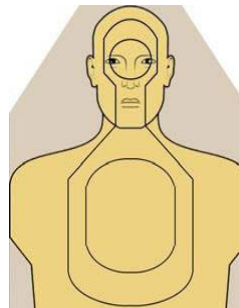
### FIG 14:

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



### FIG 22:

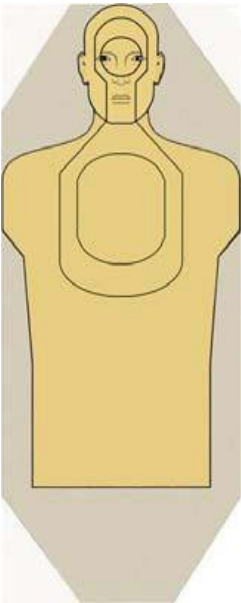
Width: 17.5"  
Height: 23"  
5 Ring (face): 3"  
4 Ring (face): 4" x 7"  
3 Ring (face): 5.5" x 8.5"  
3 Ring (chest): 6.5" x 7.75"  
2 Ring (chest): 9.5" x 12.75"  
1 Body Scoring Area



**APPENDIX 9 - TARGET DESCRIPTIONS (Cont.)**

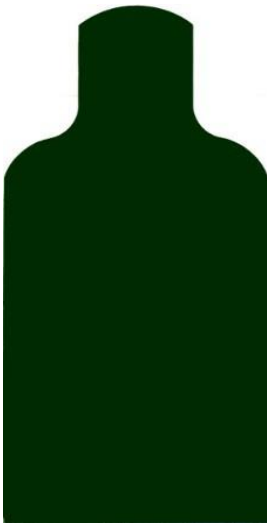
**FIG 21:**

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



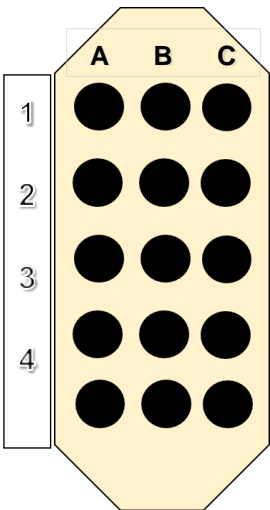
**Rifle Falling Plate:**

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



**FIG 28 Pistol Target**

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



## APPENDIX 9 - TARGET DESCRIPTIONS (Cont.)



### NRA 200 Yard Target

*Aiming Black (inches)*

X ring.....3.00

10 ring.....7.00

9 ring.....13.00

*Rings in White (inches)*

8 ring.....19.00

7 ring.....25.00

6 ring.....31.00

5 ring.....37.00

### NRA 300 Yard Target

*Aiming Black (inches)*

X ring.....3.00

10 ring.....7.00

9 ring.....13.00

8 ring.....19.00

*Rings in White (inches)*

7 ring.....25.00

6 ring.....31.00

5 ring.....37.00

### NRA 500 Yard Target

*Aiming Black (inches)*

X ring.....5.00

10 ring.....10.00

9 ring.....15.00

8 ring.....20.00

*Rings in White (inches)*

7 ring.....25.00

6 ring.....30.00

5 ring.....36.00



### NRA 25 Yard B-8 Target

*Aiming Black (inches)*

X ring.....1.69

10 ring.....3.36

9 ring.....5.54

*Rings in White (inches)*

8 ring.....8.80

7 ring.....11.00

6 ring.....14.80

5 ring.....19.68

### NRA 50 Yard B-6 Target

*Aiming Black (inches)*

X ring.....1.69

10 ring.....3.36

9 ring.....5.54

8 ring.....8.80

*Rings in White (inches)*

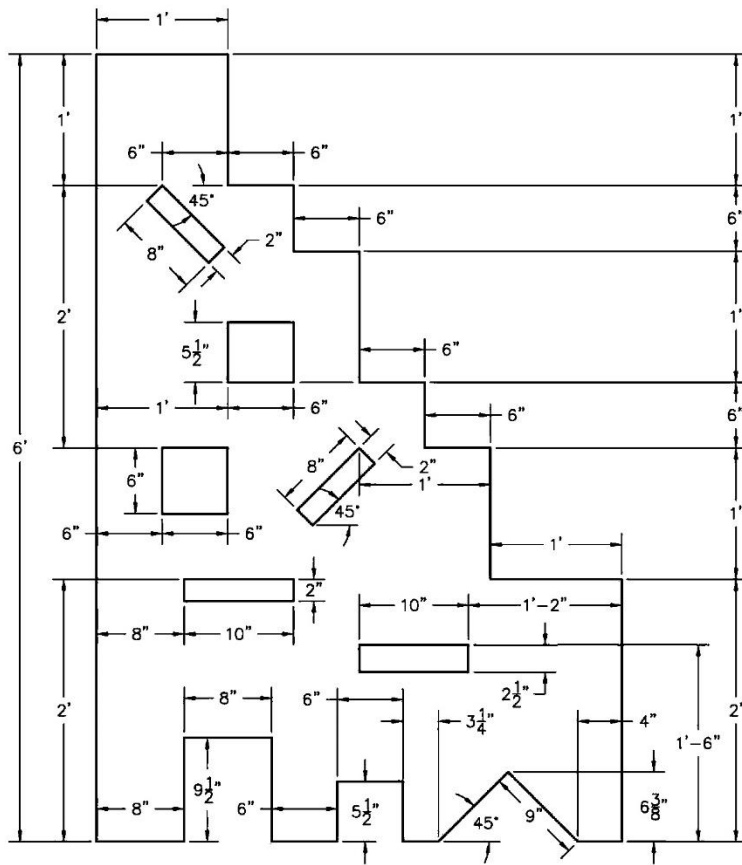
7 ring.....11.00

6 ring.....14.80

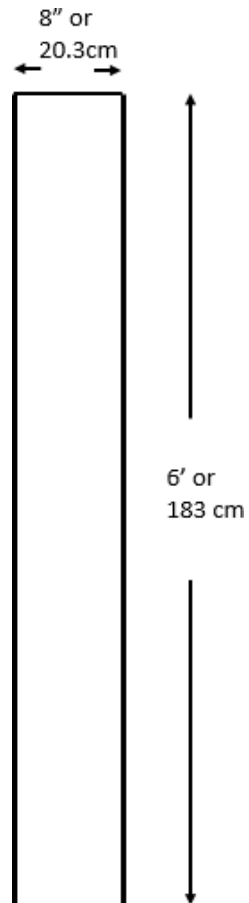
5 ring.....19.68

## APPENDIX 10 – BARRICADE DESCRIPTIONS

## Rifle Barricade



## Pistol Barricade





# **ANNEX E**

## **Advanced Marksmanship Tasks**

**TASK:** 100 – 600 AFSAM Zero “Walk-backs” – RT3000 (AFSAM ONLY) (This is not a scored event)

**INTENT:** Test competitors’ marksmanship ability with their issued 5.56 caliber weapon system while gathering zero data.

**CONDITIONS:** As a participant with a match authorized 5.56 caliber weapon system and 100 rounds per competitor; complete 5 stages on a Known Distance (KD) Range. Each stage will be given a block time. Each team will be assigned firing points and radios. Teams will be responsible for conducting their own zero time and pit operations during the block time of 30 minutes. All targets will be available to be fired on. It is up to the team captain and competitors on the amount of rounds fired at each yard line and which targets are fired on. Each competitor will be given 100 rounds total in order to complete the course of fire. There is no set fire plan for this course of fire.

**STANDARD:** This match will not be for score. This is to gather zero information for weapon systems on the targets that will be utilized throughout the AFSAM.

**Stage 1:**

- 100 Yds
- Any authorized position
- number of rounds determined by the competitor
- target of your choice
- 30 minute block time

**Stage 2:**

- 300 Yds
- Any authorized position
- number of rounds determined by the competitor
- target of your choice
- 30 minute block time

**Stage 3:**

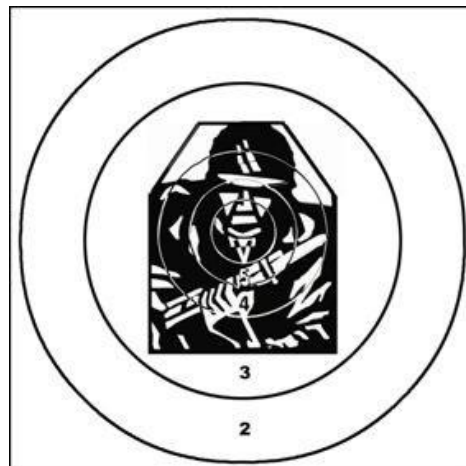
- 400 Yds
- Any authorized position
- number of rounds determined by the competitor
- Target of your choice
- 30 minute block time

**Stage 4:**

- 500 Yds
- Any authorized position
- number of rounds determined by the competitor
- target of your choice
- 30 minute block time

**Stage 5:**

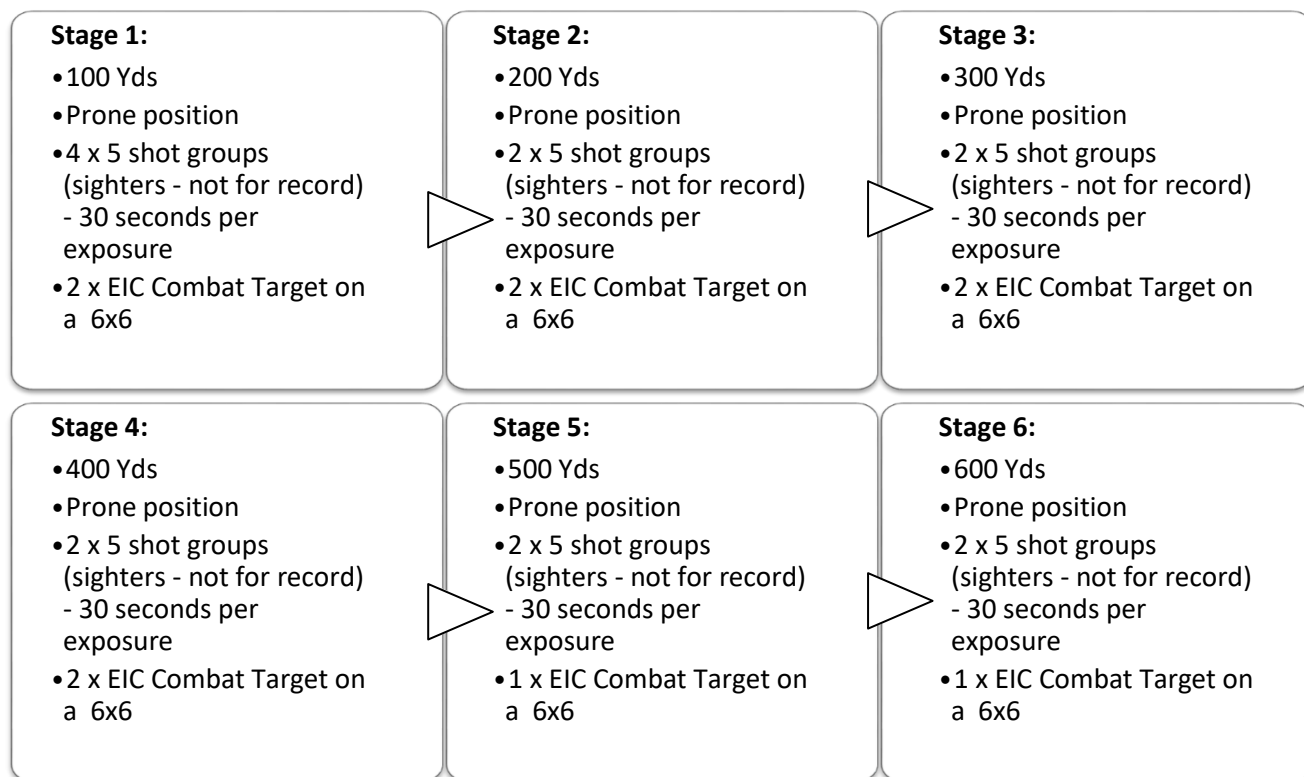
- 600 Yds
- Any authorized position
- number of rounds determined by the competitor
- target of your choice
- 30 minute block tim



**TASK:** 100 – 600 WPW Rifle Zero – RI3000 (**This is a scored but NOT for record event**) (**CHANGE**)

**INTENT:** Provide an opportunity for competitors to acclimate, function test equipment, verify ballistic data, and encourage peer coaching across the force. **CONDITIONS:** As a participant with an M16/M4 series rifle/carbine and **70 rounds**; complete 5 stages on a Known Distance (KD) Range. Each 5 round shot group will be spotted, and spotting disks will not be removed from the previous engagement at each yard line. Visible misses will be marked.

**STANDARD:** Align sights and optics and confirm execution of holds at distance. All competitors will be given the appropriate time to make required adjustments and receive coaching.



**TASK:** Annual Rifle Qualification Table VI Stage 1 – RI3100 (AFSAM ONLY)

**INTENT:** Test competitor's ability to engage and defeat single and multiple threats at varying ranges from supported and unsupported standing, kneeling, and prone firing positions, during day visibility conditions using ball ammunition.

**CONDITIONS:** As a participant with an M16/M4 series rifle/carbine, and 40 rounds; complete 4 phases on a pop-up range. Magazines are filled prior to Phase 1. Equipment must be worn during the entire exercise.

**STANDARD:** Achieve the highest number of points possible. The maximum individual competitor point value is 160.

**Phase 1- Prone unsupported**

- 50-300 Meters
- Standing to Prone unsupported position
- 10 shots
- E-type and F-type silhouettes
- 67 seconds
- 50 Points Max

**Phase 2- Prone supported**

- 100-300 Meters
- Prone supported position
- 10 shots
- E-type silhouette
- 63 seconds
- 50 Points Max

**Phase 3- Kneeling supported**

- 50-250 Meters
- Kneeling supported position
- 10 shots
- E-type and F-type silhouettes
- 59 seconds
- 50 Points Max

**Phase 4- Kneeling supported**

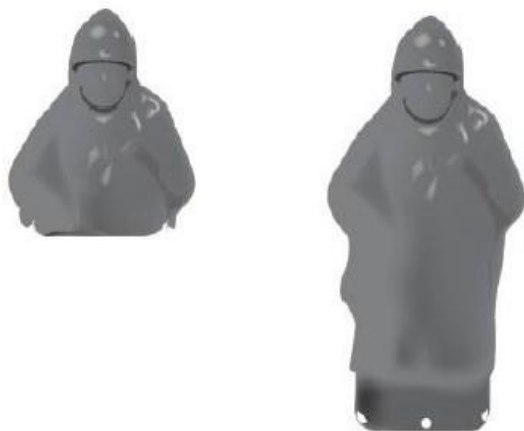
- 50-250 Meters
- Standing supported position
- 10 shots
- E-type and F-type silhouettes
- 49 seconds
- 50 Points Max

**Coordinating Instructions**

Phase 1 - Firers will start at the Low Ready and engage the first target from the standing unsupported position. There is a 5-second delay between the first and second engagement to allow the firer to go to prone. There is a 3-second delay between all other engagements in this phase. A 10-second delay time is incorporated at the end of the phase to facilitate reload and firing position change.

Phase 2 & 3 - There is a 3-second delay between all engagements. A 10-second delay time is incorporated at the end of the phase to facilitate reload and firing position change.

Phase 4 - There is a 3-second delay between all engagements.

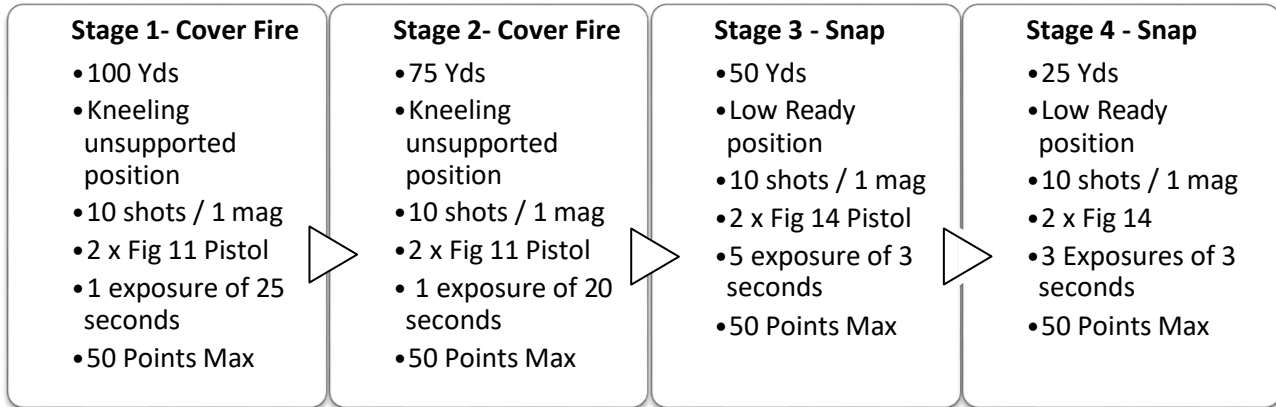


**TASK:** Close Quarter Battle – RI3010

**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. In stages 3 and 4, shooters will return to the low-ready after each exposure.



**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.

#### Stage 1:

- 25 Yds
- Low Ready 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:

- 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

#### 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.

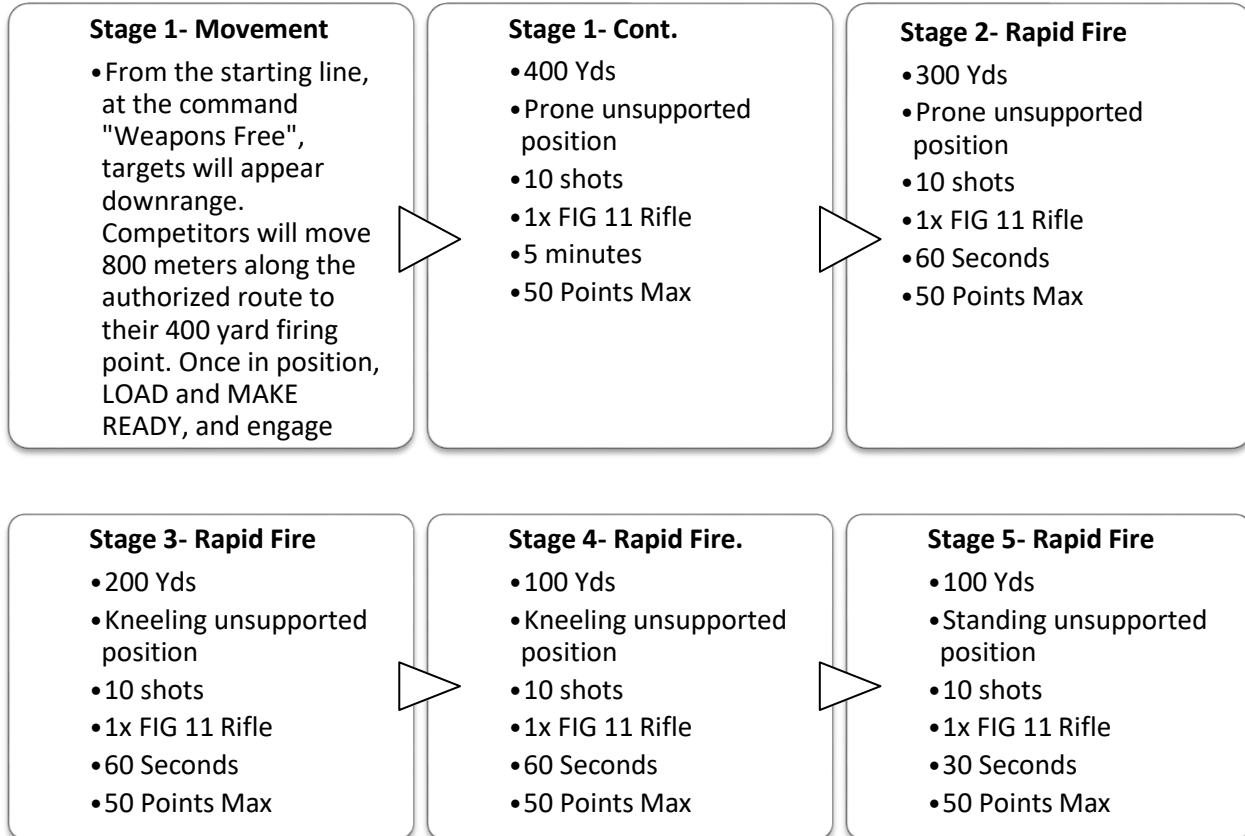


**TASK:** Hoplite Run – RI3030/RT3170 (NEW)

**INTENT:** Test competitor's physical endurance and marksmanship abilities by utilizing multiple positions at various distances.

**CONDITIONS:** As a participant with an M16/M4 series rifle/carbine, and 50 rounds; complete 5 stages on a Known Distance (KD) Range. Magazines are filled prior to Stage 1. Equipment must be worn during the entire exercise.

**STANDARD:** Achieve the highest number of points possible. The maximum individual competitor point value is 250.



**Coordinating Instructions**

Stage 1 - Firers will start with all magazines filled and must stay on the designated 800 meter route. Anyone who leaves the route will be disqualified. Targets will be exposed for 5 minutes, at the end of the time the targets will go down. If a firer fails to engage their target at 400 yds before the time has elapsed the firer forfeits those shots but may continue on.

There will be a 20-second delay between all stages to allow for safeties to ensure all weapons are "GREEN AND CLEAR". Movements will be done in the "GREEN AND CLEAR" status and will start standing from the stage starting position.



**TASK:** Movers – RT3110

**INTENT:** Engage moving targets from various positions.

**CONDITIONS:** As a team of participants with an M16/M4 series rifle/carbine and 15 rounds each; complete 3 stages on a Known Distance (KD) Range. FIG 11s are moving, mounted on a stick, and can only be engaged when exposed.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 300.

**Stage 1:**

- 300 Yds
- Standing to Prone unsupported position
- 5 shots / 1 magazine per participant
- 1 x moving Fig 11 Target
- Three 10-15 seconds exposures
- 100 Points Max

**Stage 2:**

- 300 to 200 Yds
- Kneeling unsupported position
- 5 shots / 1 magazine per participant
- 1 x moving Fig 11 Target
- 35 seconds to move 100 meters. Then three 10-15 seconds exposures
- 100 Points Max

**Stage 3:**

- 200 Yds
- Standing position
- 5 shots / 1 magazine per participant
- 1 x moving Fig 11 Target
- Three 10-15 seconds exposures
- 100 Points Max

**Coordinating Instructions: Stage 1:** Soldiers will start from the stage starting position. When the target appears on the first exposure, the team will adopt the prone unsupported position and engage 1 x moving figure 11 with 5 shots each over 3 exposures of 10 to 15 seconds each. After the last exposure, shooters will make weapon safe and show clear. Safeties will verify all weapons are clear prior to starting stage 2. **Stage 2:** on the command “GO” Soldiers will have 35 seconds to move to the 200 yard line at their own pace, assume the kneeling unsupported position, “Load Magazine”, “Make Ready” and engage the first exposure of a moving figure 11, followed by two more exposure of 10 to 15 seconds each. Each team member will have 5 rounds each for the kneeling position. **Stage 3:** At the 200 yard line, from the Stage starting position, team members will adopt a standing position and engage 1 x moving figure 11 with 5 rounds each over 3 exposures of 10 to 15 seconds each.





**TASK:** Falling Plates – RT3120

**INTENT:** Engage falling plates from the any position as fast as possible, with the fewest rounds as possible, after advancing.

**CONDITIONS:** As a team of participants with an M16/M4 series rifle/carbine and **5 rounds per team member**; 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 or all rounds have been fired.

**STANDARD:** Achieve the highest number of hits possible in the fastest time possible with the fewest rounds required.

#### **Stage 1**

- 300 Yds
- Any position
- 5 shots / 1 magazine per team member
- 8-steel targets
- 1 Exposure - As much time as required

#### **Coordinating Instructions**

- On command, the four person team will advance rapidly from the 400 yard line to the 300 yard line. Carry out “Make Ready” on their own when they are in position at the 300 yard line and attempt to shoot down all of their assigned targets (plates) as fast as possible in the fewest rounds needed.
- Plates must fall down to count. Plates that are turned and not knocked down do not count as a successfully knocked down plate target.
- Scoring: The fastest team to knock down all plates wins. Times will be recorded by shot timers to the nearest 100<sup>th</sup> of a second
- If teams have a tie the Tie breaker will be:
  - Most number of rounds remaining. (If both teams have the same number, go to the next tie breaker)
  - In the event of an unbreakable tie for 1<sup>st</sup> thru 10<sup>th</sup> place, the teams will re-shoot.
  - Otherwise, the teams with tied scores will receive the same place value.



**TASK:** The National Guard Infantry Team Match – RT3130

**INTENT:** Establish long range accurate fire distribution will maintaining fire control throughout the team.

**CONDITIONS:** As a team of 4 participants, M16/M4 series rifle/carbine, and 128 rounds, complete 2 stages on a Known Distance (KD) Range.

**STANDARD:** Complete in the fastest time possible, no more than five minutes. Maximum point value 676.

#### Stage 1- Rapid Fire

- 500 yds
- Prone position
- Ammunition based on team leader fire control plan
- 6 x each FIG 11 per team
- Timing: One exposure of 150 seconds, to include movement from the 600 yard-line to the 500 yard-line, adopt the Prone Position and engage the targets
- Scoring: 5 points per hit (regardless of location), six or more hits on a target is considered a squared target. The maximum bonus points per stage of fire is 36 (number of squared targets X 6, i.e. 6X6=36 point bonus)



#### Stage 2- Rapid Fire

- 400 yds
- Prone position
- Ammunition based on team leader fire control plan
- 6 x each FIG 11 per team
- Timing: One exposure of 60 seconds, to include movement from the 500 yard-line to the 400 yard-line, adopt the Prone Position and engage the targets
- Scoring: 4 points each hit, six or more hits is a squared target. The maximum bonus points per stage of fire is 36 (number of squared targets X 6, i.e. 6X6=36 point bonus)

#### Coordinating Instructions

Stage 1: Each team will be lined up on the 600 yard line in the Standing Alert position (spaced approximately one meter apart). Weapons and magazines will be unloaded. All ammunition (128 rounds) will be positioned on the 500 yard line. On command (when the targets appear), the teams will move rapidly to the 500 yard line, recover and distribute the ammunition, fill magazines, "Load Magazine", "Make Ready" and commence fire when ready. Magazines may only be loaded by hand, or with through the use of a speed loader (both issued speed loader and commercial models are authorized). Only one speed loader is authorized per team. There is no limit to the number of rounds any one competitor may fire in the time allowed. Targets will be exposed for 150 seconds. After time expires and firing is complete, weapons will be made safe and cleared. Once cleared, the team will stand, be given 60 seconds to prepare for the next stage while the targets are scored and spotted. A maximum of only 6 hits per target will be spotted.

Stage 2: On command (when targets appear), from the Standing Alert position, the team will have 60 seconds to advance from the 500-yard line to the 400-yard line, adopt the Prone position, make ready and engage the targets with the remaining rounds. After time expires and firing is complete, weapons will be cleared and the team will move to the pits to receive and verify their score.

**TASK:** Know Your Limits Barricade Team Match - RT3140

**INTENT:** Successfully distribute fires within the target array by assigning the most capable team member to a selected target, from a designated firing position and issued a determined number of rounds in order to achieve the highest score possible.

**CONDITIONS:** As a team of participants, with individual service rifles, a determined number of rounds to a maximum of 10 rounds, each member firing from a designated position, on a selected target at an unknown distance and within the specified time limit. Team members will advance an unknown distance from a starting position to the firing line/barricade, engage an assigned target from an unknown distance, with a given number of rounds. The team leader will be responsible for selecting and assigning each member to a specified barricade, with a selected target (from among the target figures allowed) and with an assigned number of rounds from the total number of rounds provided to the team. Spotting scopes or binoculars may be used. Only members of the team are allowed forward of the ready/starting line. Each member must be assigned to a firing point and achieve at least one scoring hit on that assigned target.

**STANDARD:** Achieve the highest team aggregate number of points possible from hits scored on the assigned target array. The team will have 120 seconds to advance, adopt the required firing position and engage the assigned target with the assigned number of rounds. Maximum point value is 150.

**Firing Point 1A**

Pos: Standing supported  
Rng: UKD 100-200 yds  
Rnds: #Assigned by TL  
Tgt: Assigned by TL

**Firing Point 1B**

Pos: Modified Kneeling supported (keyhole portal)  
Rng: UKD 100-200 yds  
Rnds: #Assigned by TL  
Tgt: Assigned by TL

**Firing Point 1C**

Pos: Modified Prone (base portal)  
Rng: UKD 100-200 yds  
Rnds: #Assigned by TL  
Tgt: Assigned by TL

**Firing Point 1D**

Pos: Kneeling Supported  
Rng: UKD 100-200 yds  
Rnds: #Assigned by TL  
Tgt: Assigned by TL

**Coordinating Instructions**

- Time Limit: 120 seconds
- 30 rounds per team (Tm Ldr will assign number of rounds to each member-10 round maximum per team member)
- Minimum of 1 scoring hit must be achieved on each target. Failure to achieve will result in a 25 point penalty for each target.
- Maximum of 10 scoring hits allowed per target. Excess hit rules will apply.
- Each Firing Point will have a designated firing position; TL will assign each member to a firing point.
- Target to be engaged from each firing point will be selected by the TL and assigned to each firing point.
- The number of rounds fired at each target will be determined and assigned by the TL.
- Targets that may be assigned to a team member; 1 each from these 4 target figures.
  - Figure 11 (pistol)
  - Figure 12
  - Figure 14
  - Combat EIC target



**Tie Break Rules:**

- The greatest number of 5s, 4s, 3s
- The greatest number of 5s, 4s, 3s on the Combat EIC target
- The greatest number of 5s, 4s on the Figure 14 target

**TASK:** Team Covering Fire – RT3150

**INTENT:** Test competitors' speed and ability to engage targets with an increased heart rate under a time constraint.

**CONDITIONS:** As a team with an M16/M4 series rifle/carbine and 30 rounds per team member; complete 3 stages on a Known Distance (KD) Range.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 600.

**Stage 1:**

- 600 Yds
- Prone position
- 10 shots per team member
- FIG B
- 60 seconds
- 50 Points max per team member

**Stage 2:**

- 500 Yds
- Prone position
- 10 shots per team member
- FIG B
- 120 seconds
- 50 Points max per team member

**Stage 3:**

- 400 Yds
- Prone position
- 10 shots per team member
- FIG B
- 120 seconds
- 50 Points max per team member

**Coordinating Instructions:**

- At the 600 yard line, teams will start from the Low Ready position, when their target appears assume the Prone firing position, "Make Ready" and engage the FIG B with 10 rounds each. Remaining in the Prone position, once your target appears again you will move to the 500 yard line, "Make Ready" and engage the FIG B with 10 rounds each. Remaining in the Prone position, once your final target appears you will move to the 400 yard line, "Make Ready" and engage the FIG B with 10 rounds each. The coach may carry a rifle, but is not allowed to carry ammunition. All weapons will have their safeties checked prior to movement. Team members will occupy the center of the numbered firing point (spaced approximately one meter apart). Team members may open fire as soon as they are in the appropriate firing position.

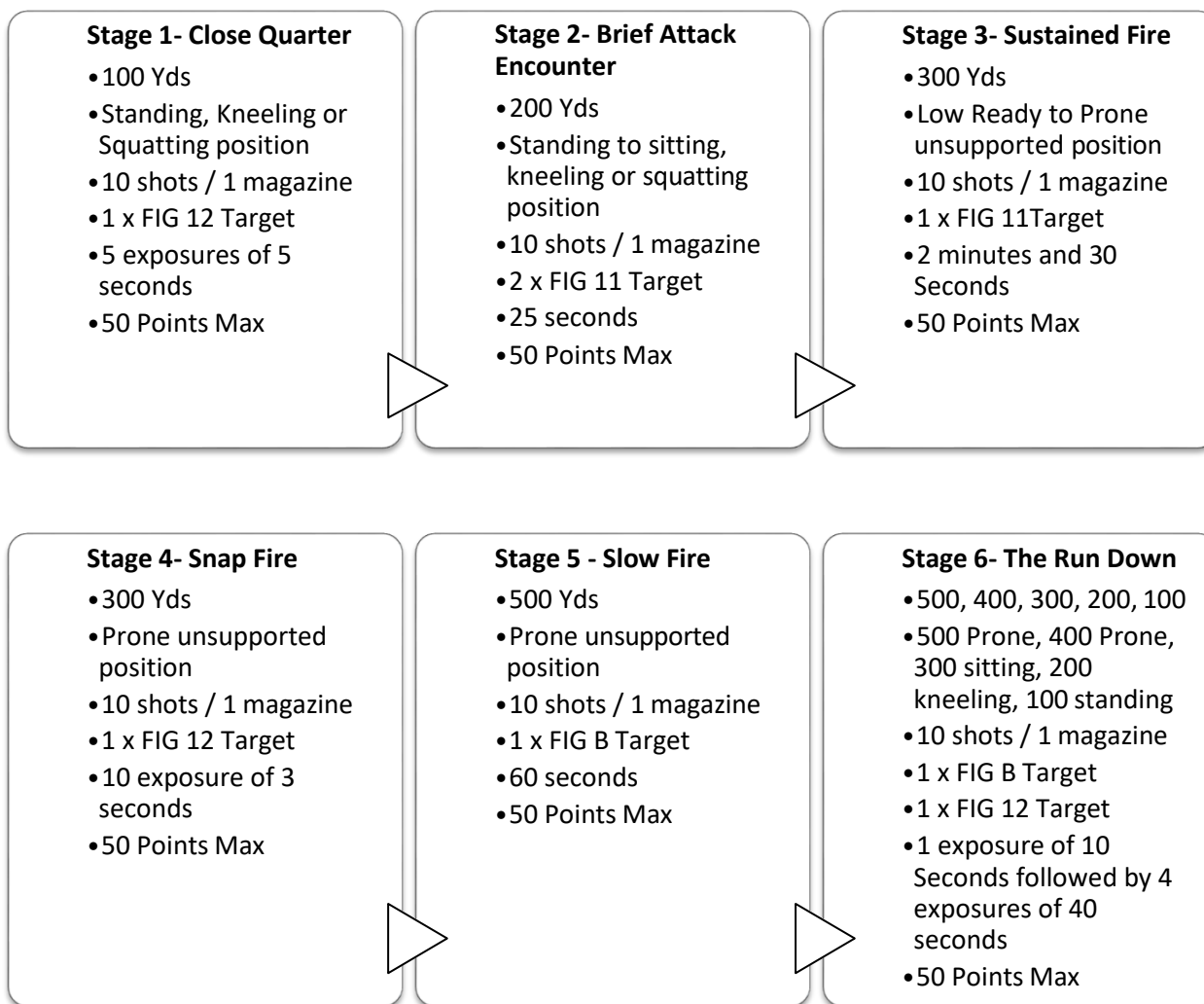


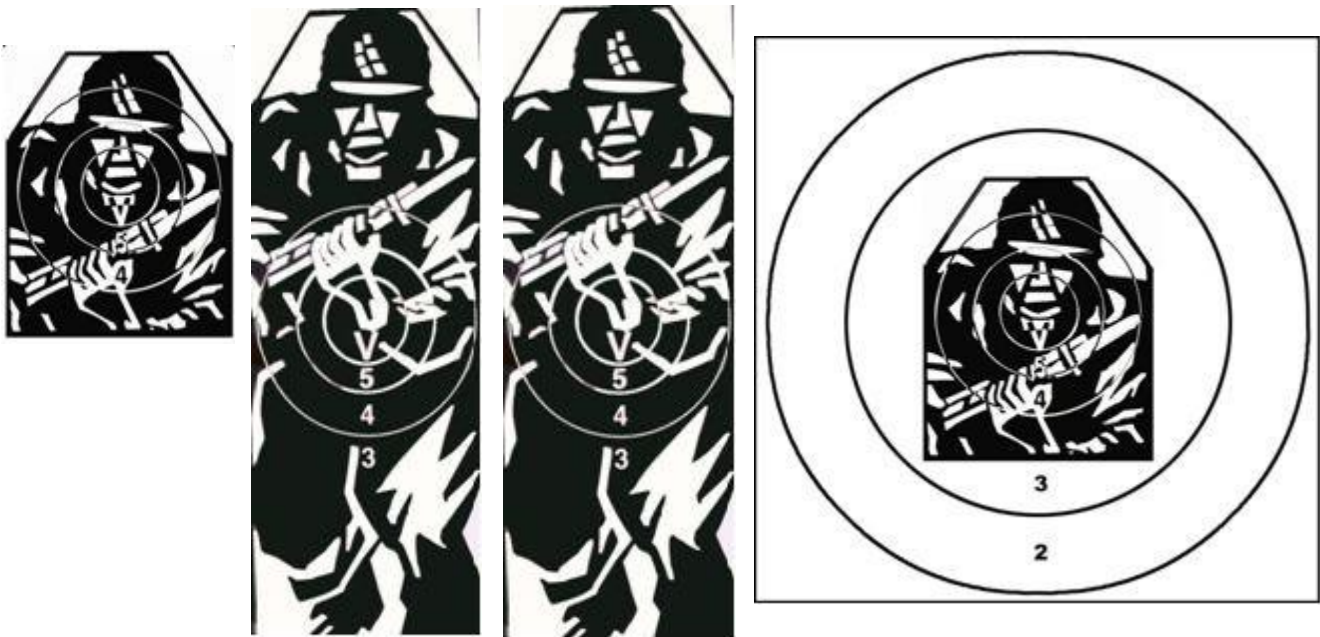
**TASK:** International Interservice Rifle Team Match – RT3160 (AFSAM ONLY)

**INTENT:** Assess your team's shooting abilities by utilizing all positions and all distances fired throughout the match.

**CONDITIONS:** As a team of 4 participants with a M16/M4 series rifle/carbine and 60 rounds each; complete 6 stages on a Known Distance Range. Coaching is permitted. Each team is responsible for their target/score verifier in the pits. The range staff will not be responsible for your own team verification.

**STANDARD:** Achieve the highest number of points possible. The maximum team point value is 1200.





# RT3160

## Coordinating Instructions

**Stage 1:** First exposure starts from the Stage Starting, after the first exposure the competitor returns to the Low Ready between each exposure with the safety catch applied.

**Stage 2:** Participants adopt a Stage Starting position in the Load state with safety catch applied, feet flat on the ground, legs uncrossed. Upon exposure of the targets, assume the firing position.

**Stage 3:** Participants adopt a Stage Starting position in the Load state with safety catch applied. Upon exposure of the targets, assume the Prone position.

**Stage 4:** Competitors start from the prone unsupported position. 10 exposures of 3 seconds, over 5 minutes with 2 exposures in the last minute of firing time, over a frontage of 1 1/2 meters.

**Stage 5:** Participants start from the Prone unsupported position and engage the target when it appears with 10 shots.

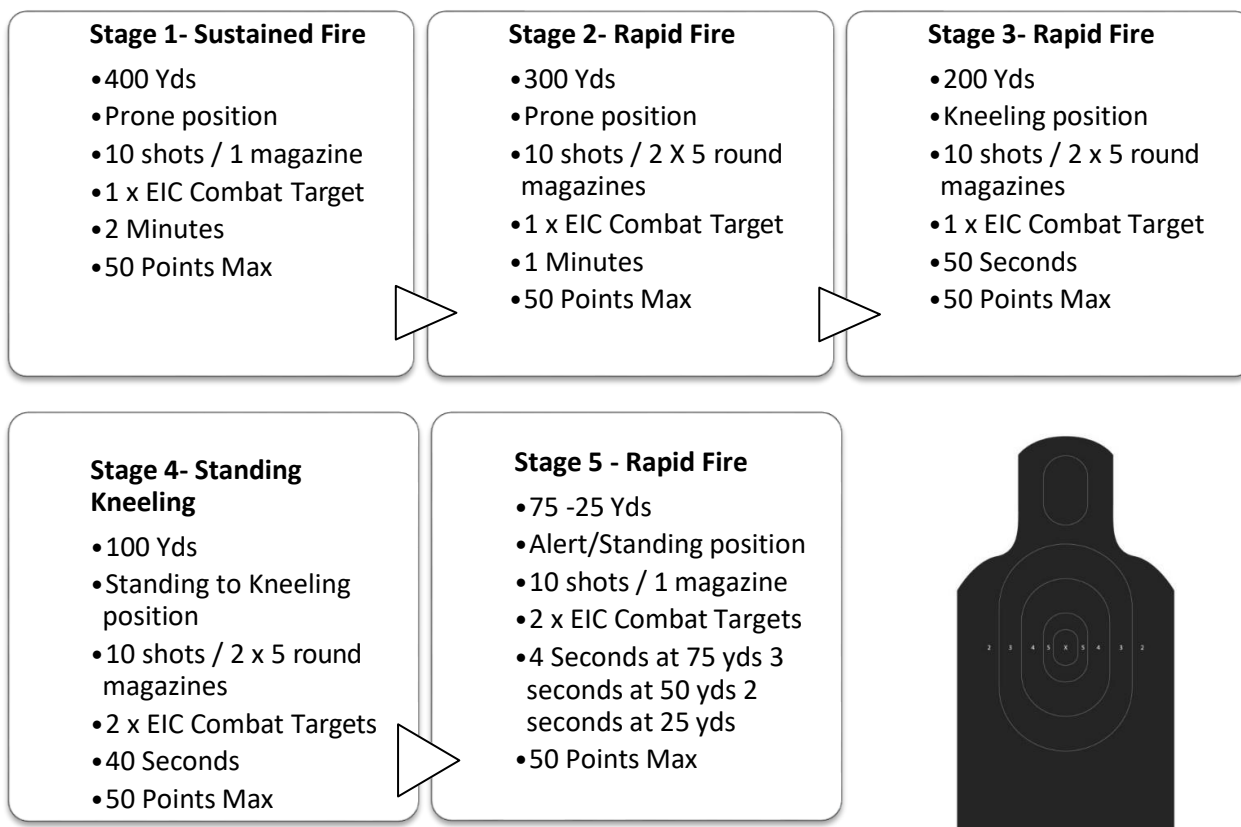
**Stage 6:** At 500 yards, participants are in the Stage Starting position in the Load status with safeties applied. When the target appears, participants adopt the prone unsupported position and fire two shots. On each subsequent exposure, participants advance to the next firing line, adopt the appropriate firing position and fire two shots. Participants must remain in the appropriate firing position until the target reappears. Selector levers will be on SAFE during all movement.

**TASK:** Combat Rifle Excellence-In-Competition (EIC) Match – RI3210

**INTENT:** Conduct a validated EIC match in order to award LEG points.

**CONDITIONS:** As a participant with an M16/M4 series rifle/carbine and 50 rounds, complete 5 stages on a Known Distance (KD) Range. Visible misses will be marked.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 250.



#### **Coordinating Instructions**

This course of fire requires that the shooter start each exposure from the Low Ready or "Alert" Position (rifle at a 45 degree downward angle, butt stock on the shoulder) during stage 5. Failure to do so will result in a 5 point penalty. May not use the Squatting position during this match.

Stages 1-4 will begin 25 yards behind the firing line, then move to the firing line and engage targets when they appear. In stage 4 shooters engage target one with five rounds from the Standing position, reload, then engage target two with 5 rounds from the Kneeling position. In stage 5 participants have four seconds to fire as many rounds as desired at either target from 75 yards.

Participants then move on order from the tower to the 50 yard line where they have three seconds to fire as many rounds as desired at either target. Then move again on order, to the 25 yard line, with two seconds to fire as many rounds as desired at either target.

Participants must fire five rounds at each target. Excessive hits will be treated as misses.



**TASK:** Service Rifle Excellence-In-Competition (EIC) Match – RI3220 (NEW)

**INTENT:** Test competitor's application of precision marksmanship fundamentals through the discipline of Service Rifle.

**CONDITIONS:** As a participant with an M16/M4 series rifle/carbine, minimum 4x magnification optic for scorekeeping, optional shooting glove, and 50 rounds; complete 4 stages on a Known Distance (KD) Range.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 500.

**Stage 1- 200yd  
Standing Slow Fire**

- 200 Yds
- Standing unsupported
- 10 shots / single load
- 1 x NRA 200yd Target
- 10 minutes
- 100 Points Max

**Stage 2- 200yd  
Sitting Rapid Fire**

- 200 Yds
- Sitting/Kneeling unsupported
- 10 shots / 2 mags
- 2rnd mag, 8rnd mag
- 1 x NRA 200yd Target
- 60 seconds
- 100 Points Max

**Stage 3 - 300yd Prone  
Rapid Fire**

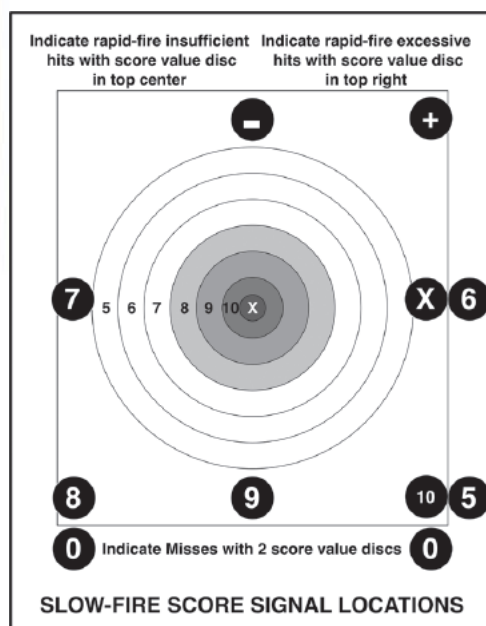
- 300 Yds
- Prone unsupported
- 10 shots / 2 mags
- 2rnd mag, 8rnd mag
- 1 x NRA 300yd Target
- 70 seconds
- 100 Points Max

**Stage 4 - 500yd Prone  
Slow Fire**

- 500 Yds
- Prone unsupported
- 20 shots /single load
- 1 x NRA 500yd Target
- 20 minutes
- 200 Points Max

**Coordinating Instructions**

All stages begin in the standing position. Competitors will be given a 3 minute prep time before each stage. All Rapid Fire Stages will be fired with a magazine of 2 and a magazine of 8. All Slow Fire Stages will be fired single-load with an empty magazine inserted. During Slow Fire stages, all individual shots will be pulled and marked.





**TASK:** WPW Pistol Zero & Practice – PI2000 (**This is a scored but NOT for record event**) (NEW)

**INTENT:** Provide an opportunity for competitors to acclimate, function test equipment, and encourage peer coaching across the force.

**CONDITIONS:** As a participant with an M17/M18 series pistol and **40 rounds**; complete 4 stages on a Multipurpose Range. Competitors may hang their 4 targets in any configuration desired and will have 30 seconds to move downrange and view all groups between stages.

**STANDARD:** Align sights and optics and confirm execution of holds at distance.

**Stage 1:**

- 15 Yds
- Any Position
- 10 shots / 2 five round magazines
- Either Target
- 60 second exposure

**Stage 2:**

- 20 Yds
- Any Position
- 10 shots / 2 five round magazines
- Either Target
- 60 second exposure

**Stage 3:**

- 25 Yds
- Any Position
- 10 shots / 2 five round magazines
- Either Target
- 60 second exposure

**Stage 4:**

- 30 Yds
- Any Position
- 10 shots / 2 five round magazines
- Either Target
- 60 second exposure

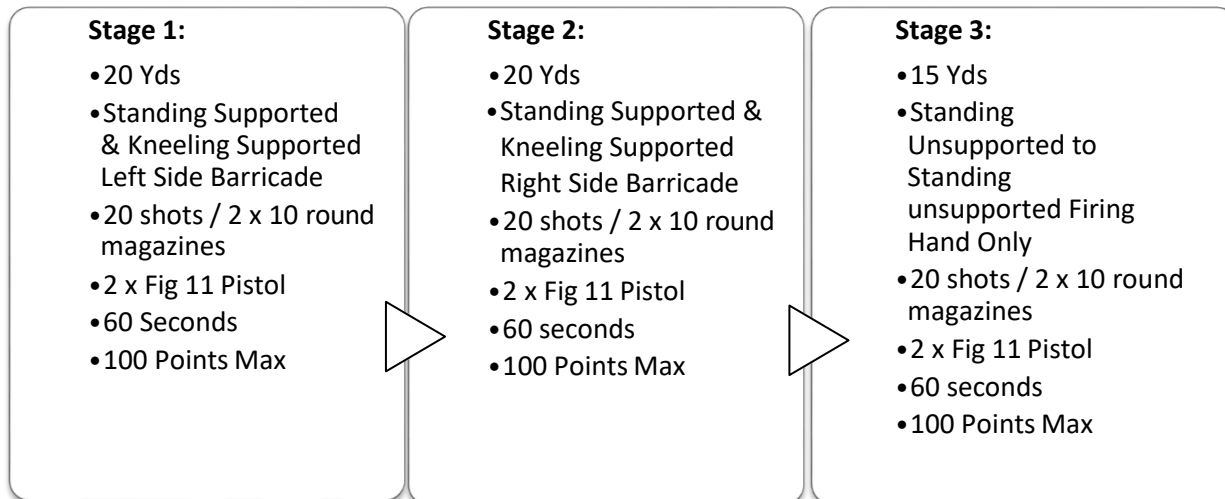


**TASK:** Combat Pistol Barricade – PI2030/PT2330 (**CHANGE**)

**INTENT:** To simulate engaging the enemy while maintaining cover with your entire body. Once the enemy has been suppressed, move forward, and follow up with rapid fire engagement and one-handed engagement.

**CONDITIONS:** As a participant with an M9/M17 pistol and 60 rounds, complete 3 stages on multipurpose range.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 300.



**Coordinating Instructions**

Stage 1: On the command, FIRE, assume a Left side Standing Supported Position and fire 10 shots on target 1. Following the 10th shot, reload behind cover, assume a Left Side Kneeling Supported position, and fire 10 shots on target 2.

Stage 2: On the command, FIRE, assume a Right side Standing Supported Position and fire 10 shots on target 3. Following the 10th shot, reload behind cover, assume a Right Side Kneeling Supported position, and fire 10 shots on target 4.

\*In-between Stages 2 and 3, all competitors will swap targets to configuration 2.

Stage 3: On the command of FIRE, the competitor will fire 10 shots on target 1 from the Standing Unsupported Position, reload, assume a standing position and fire 10 more shots on target 2 using your **Firing Hand Only (dominant one-handed grip)**.



Configuration 1



Configuration 2

**TASK:** Rapid Pistol Close Quarter Battle – PI2040/PT2340

**INTENT:** To engage personnel targets with secondary weapon at close range with rapid exposures.

**CONDITIONS:** A competitor armed with secondary weapon/sidearm, with four 10-round magazines of ammunition, and 4 targets at ranges from 25 to 10 yards. Scoring rings will not be numbered on the targets. Stage starting position will be the Ready Position; competitors will return back to the Ready Position after each exposure in that stage.

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

**Stage 1:**

- 25 Yds
- Ready Position
- 10 shots / 1 magazine
- 1 x Fig 21 Target
- 2 x 6 second exposures with a min 4 sec interval
- 50 Points Max
- Engage target #1 with 5 rounds 1st exposure, then 5 rounds 2nd exposure.

▶

**Stage 2:**

- 20 Yds
- Ready Position
- 10 shots / 1 magazine
- 1 x Fig 21 Target
- 5 x 3 second exposures
- 50 Points Max
- Engage target #2 with 2 rounds at each exposure.

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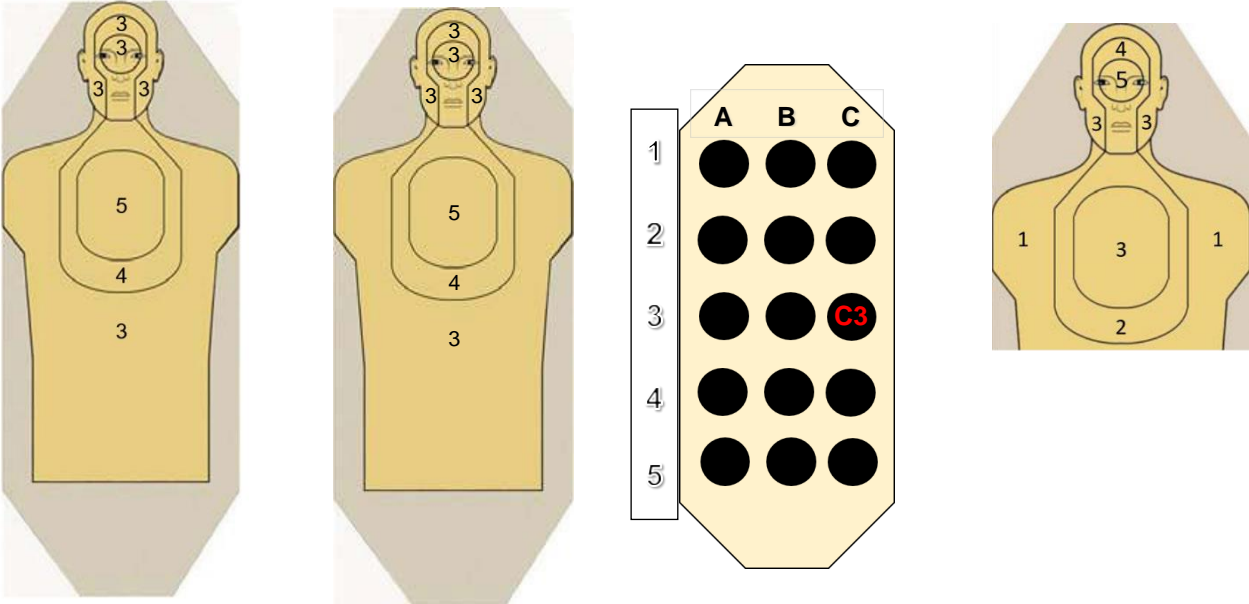
**Stage 3:**

- 15 Yds
- Ready Position
- 10 shots / 1 magazine
- 1 x Fig 28 Dot Matrix Target
- 5 x 2 second exposures
- 50 Points Max
- Engage target #3 with 2 rounds each exposure on the circle indicated by the Range Officer in the correct sequence. Example "C3"

▶

**Stage 4:**

- 10 Yds
- Ready Position
- 10 shots / 1 magazine
- 1 x Fig 22 Target
- 5 x 2 second exposures
- 50 Points Max
- Engage target #4 with 2 rounds each exposure.



**TASK:** Anti body Armor - Match PI2050/PT2350 (**CHANGE**)

**INTENT:** To simulate engaging an enemy combatant wearing body armor followed by rapid fire engagements on multiple targets representing enemy combatants and evaluate the critical skill of engaging from the draw.

**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.

**Stage 1:**

- 15 Yds
- Holstered Position, returning to holster after each position
- 12 shots / 1 X 12 round magazine
- 4 exposures of 4 seconds, minimum intervals of 7 seconds
- 60 Points Max

**Stage 2:**

- 15 Yds
- Holstered Position, returning to holster after each position
- 24 shots / 2 X 12 round magazine
- 4 exposures, one each of 7 seconds, 7 seconds, 6 seconds, 6 seconds, minimum intervals of 10 seconds
- 120 Points Max

**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**

- 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. Shooters will safely return to the holster upon command after each exposure
- 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 7 seconds. Third exposure - participants engage targets 2, 3, 4, with two rounds each in 6 seconds; Fourth exposure - repeat firing sequence of third exposure in 6 seconds.
- Match PT2350 is a paper match only. The 4 team members scores for match PI2250 will be combined for the final score for Match PT2350.



**TASK:** General George Patton Combat Pistol –PT2100

**INTENT:** Effectively coordinate a fire plan between team members with increased heart rate and breathing.

**CONDITIONS:** As a team of participants with M9/M17 pistol and 51 rounds each; complete 4 stages on a Known Distance Range. Four firing members shoot on six targets incorporating fire distribution. Magazines are filled prior to Stage 1. Equipment must be worn during the entire exercise. Magazines will be filled with the amount of ammunition at the competitors' discretion as long as the total amount filled does not exceed 15 rounds per magazine and 17 rounds per stage of firing, and all competitors conduct a reload under time.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 1110.

**Stage 1:**

- Each team is required to successfully move 300 yards in 2 minutes with all required equipment. Failure to complete the movement in time results in disqualification from the rest of the stages. Once time has ended shooters begin Stage 2.

**Stage 2:**

- 30 Yds
- Holstered to Standing unsupported position
- 17 shots each
- 6 x Fig 11 Pistol
- 35 Seconds
- 340 Points Max

**Stage 3:**

- 25 Yds
- Holstered to Standing unsupported position
- 17 shots each
- 6 x Fig 11 Pistol
- 30 seconds
- 340 Points Max

**Stage 4:**

- 20 Yds
- Holstered to Standing unsupported position
- 17 shots each
- 6 x Fig 11 Pistol
- 25 seconds
- 340 Points Max

**Coordinating Instructions for Bonus:**

If all targets are hit with 6 or more 5s, the team earns a bonus of 30 points. If all targets are hit with 12 or more 5s, the team earns a bonus of 60 points. If all targets are hit with 18 or more 5s, the team earns a bonus of 90 points. The bonus is 30, 60 OR 90 points. **Only 1 bonus is allowed.**

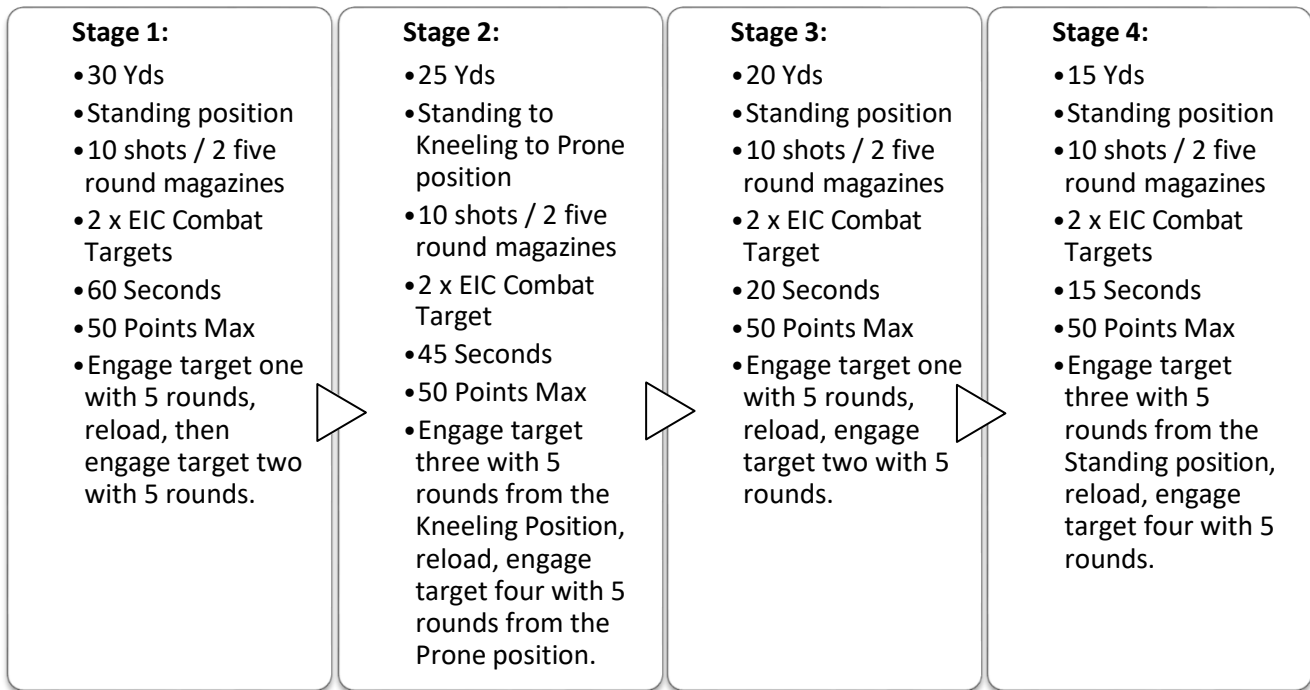


**TASK:** Combat Pistol EIC – PI2210

**INTENT:** Conduct a validated EIC match in order to award LEG points.

**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.





**TASK:** National Match Course of Fire Pistol EIC – PI2220 (NEW for WPW 2024)

**INTENT:** Conduct a sanctioned NMC EIC match using the M9, M11 or M17/M18 service pistol in order to award points.

**CONDITIONS:** As a participant with an M9 pistol and 30 rounds of service ball ammunition, complete 3 stages on a Known Distance (KD) Range following the NMC for pistol EIC.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 300.

**Stage 1 - Slow Fire**

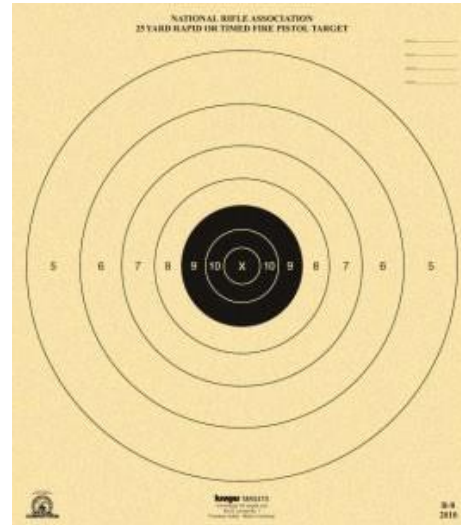
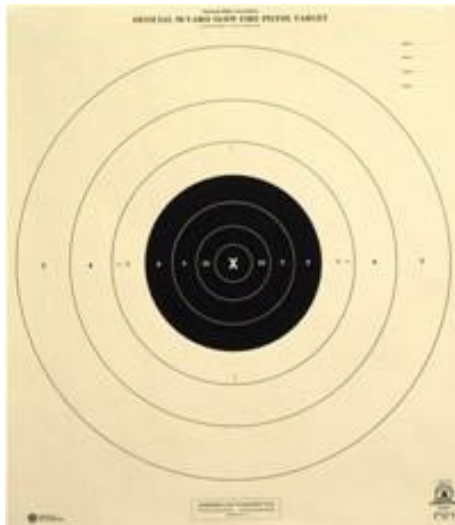
- 50 Yds
- Standing position, **ONE HAND ONLY**
- 1 series of 10 shots in 10 minutes.
- Target B-6
- 10 minutes per series
- 100 Points Max scored after 10 shots

**Stage 2 - Timed Fire**

- 25 Yds
- Standing position, **ONE HAND ONLY**
- 2 series of 5 shots in 20 seconds each.
- Target B-8
- 20 Seconds per series
- 100 Points Max scored after 10 shots

**Stage 3 - Rapid Fire**

- 25 Yds
- Standing position, **ONE HAND ONLY**
- 2 series of 5 shots in 10 seconds each.
- Target B-8
- 10 seconds per series
- 100 Point Max scored after 10 shots



**TASK:** Bianchi Battle – CT5110

**INTENT:** Test team coordination, endurance, and marksmanship. The intent is to continuously change this match format, conditions, and standards to provide the maximum challenge without preparation and gaming of the match.

**CONDITIONS:** As a team of participants with M16/M4 series rifle/carbine with the number of rounds TBD, and a M9/M17 pistol with the number of rounds TBD, M500/590 shotgun with the number of rounds TBD; complete an unknown number of stages on an Unknown Distance Range in no more than a specified amount of time (TBD).

**STANDARD:** Achieve the highest number of points possible. Overall time is the tie breaker.

**Coordinating Instructions:**

Coordinating Instructions will be issued to the team captains at the first official team captain's meeting.

It will be the responsibility of each team captain to prepare their team(s) for this course of fire.

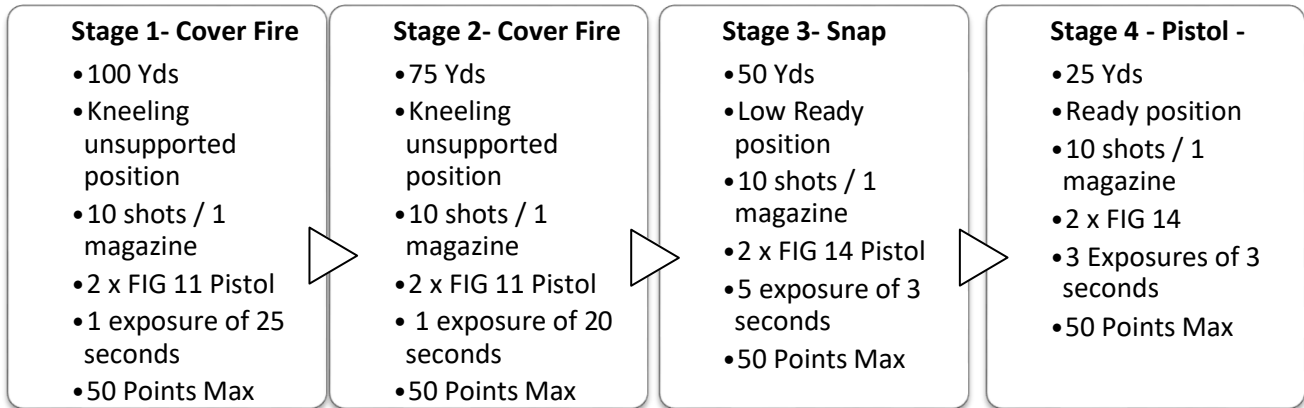


**TASK:** Conaway Challenge Cup – CT5120 (AFSAM ONLY)

**INTENT:** Test competitor's capabilities in a close quarters with multiple weapon systems.

**CONDITIONS:** As a participant with an M16/M4 series rifle/carbine, M9/M17 pistol, and 30 rifle rounds and 10 pistol 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 unsupported position, and fire ten rounds on the left target. In stage 2 shooters adopt the Kneeling unsupported 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, and must return to the Low Ready position between exposures. In stage 4 competitor's ground or sling their rifles and assume the pistol Ready position, and fire any number of shots within each exposure all shots must be on the right target, and must return to the Ready position between exposures.



**TASK:** General van Wigen Trophy – CT5130 (AFSAM ONLY)

**INTENT:** To simulate engaging an enemy combatant during a forward assault.

**CONDITIONS:** As a member of a 4-person relay team, with individual Pistols and individual Rifles, 96 rounds of 9mm, 96 rounds of 5.56, complete 5 exercises on a Known Distance (KD) Range.

**STANDARD:** Achieve the lowest time possible by achieving the required number of hits and completing the run.

**Exercise 1: Rifle**

- 1 x 5 round magazine; 3 loose rounds (per Team Member)
- Prone unsupported
- 4-Person relay
- Combat equipment with pistol
- Range: 100 meters
- Bobbing target (target type)

**Exercise 2: Rifle**

- 1 x 5 round magazine; 3 loose rounds (per Team Member)
- Kneeling
- 4-Person relay
- Combat equipment with pistol
- Range: 100 meters
- Bobbing target (target type)

**Exercise 4: Pistol**

- 1 x 5 round magazine; 3 loose rounds (per Team Member)
- Kneeling
- 4-Person relay
- Combat equipment with rifle
- Range 25 meters
- Bobbing target (target type)

**Exercise 3: Pistol**

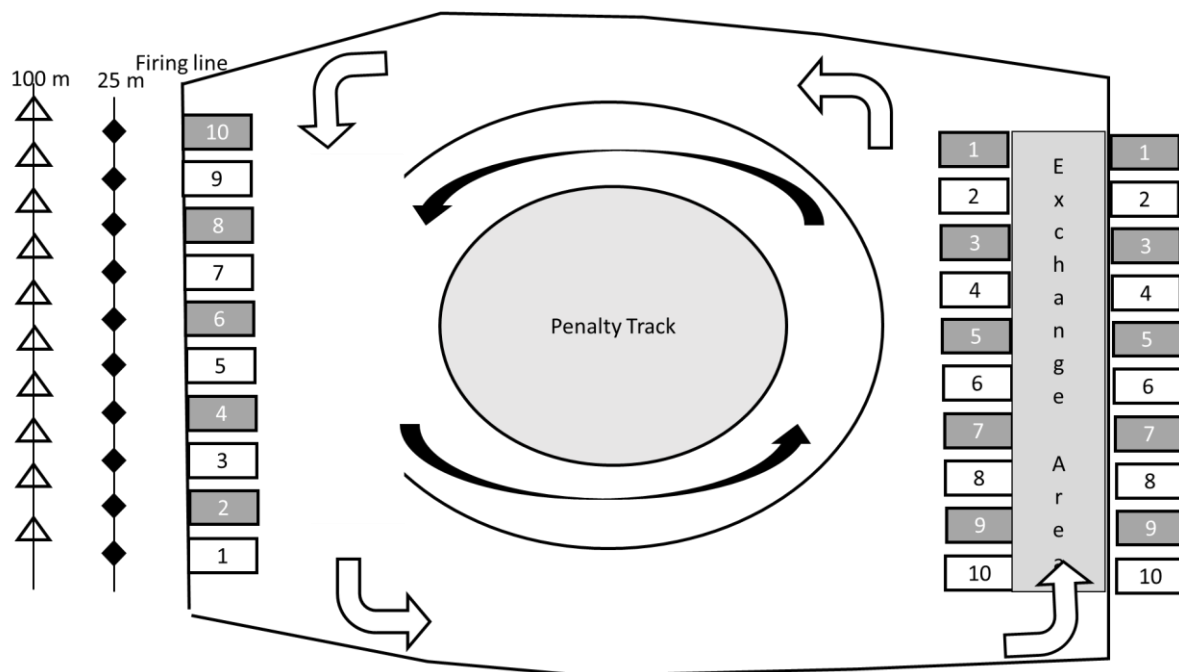
- 1 x 5 round magazine; 3 loose rounds (per Team Member)
- Standing
- 4-Person relay
- Combat equipment with rifle
- Range 25 meters
- Bobbing target (target type)

**Exercise 5 (Final) : Top 10 Teams**

- Rifle
  - 1 x 5 round magazine 5.56; 3 loose rounds
  - Standing
  - 4-Person relay
  - Combat equipment with both weapons
  - 100 meters
  - Bobbing target (target type)
- Pistol
  - 1 x 5 round magazine 9mm; 3 loose rounds
  - Sitting
  - 4-Person relay
  - Combat equipment with both weapons
  - 25 meters
  - Bobbing target (target type)

### Coordinating Instructions

- 4-Person relay teams will complete each of the 4 exercises. Top 10 Teams with the lowest time will compete in the final.
- Competitors will start in their designated lane and run to their designated lane on the firing line. They will have 5 rounds in a loaded magazine and three loose rounds. They will load and engage the target successfully 5 times. Once the Competitor has fired 5 rounds in the preloaded magazine and they do not have the required number of hits, they must eject the magazine and insert 1 round into the magazine, reload the weapon and engage the target. This continues until the target has been engaged 5 times or the 3 loose rounds have been fired. If the competitor does not engage the target successfully 5 times they must run a penalty lap equal to the amount of targets missed. They then run back to the exchange point to tag their team member. Physical contact must be made. The team that completes the exercise in the lowest amount of time wins.
- The Final Exercise will be conducted by the 10 teams with the lowest cumulative time of the 4 exercises. The Final will be fired utilizing both rifle and pistol. Competitors will run to their designated lane and fire the rifle portion and score the required hits on the rifle target or incur a penalty, they will clear the rifle, ground it, transition to the pistol and engage the pistol target and score the required hits or incur a penalty. The Competitors will then run the required penalty laps and conduct the relay exchange. Team with the fastest final time wins.



**TASK:** The Xiphos (Sword) – CA1, The Hoplon (Shield) – CA2, The Xyston (Javelin) – CA3, and The Dory (Heavy Spear) - CA4 (AFSAM ONLY)

**INTENT:** Test individual concentration, endurance, and marksmanship skill under duress in an unfamiliar environment. The intent is to continuously change this match's format, conditions, and standards to provide the maximum challenge without preparation and gaming of the match.

**CONDITIONS:** As a participant with an M16/M4 series rifle/carbine with the number of rounds TBD, M17 pistols with the number of rounds TBD, M500/590 shotgun with the number of rounds TBD; complete two unknown stages in no more than the specified amount of time (TBD).

**STANDARD:** Achieve the highest number of points possible. Greatest number of 5's is the tie breaker.

## CA1 CA2 CA3 & CA4

### Coordinating Instructions:

Competitors must be prepared to traverse a gauntlet of paper and steel targets varying from 10-600yds in distance with their issued rifle, pistol, and a staged M500 Shotgun. Each stage consists of three phases using an unknown combination of the three weapons.

All traditional targets require two scored hits to neutralize, and designated "armored" targets require one additional hit in the facial scoring area. Every hit on white "hostage" targets constitutes a +10sec. penalty.

All weapons must be made safe with finger off the trigger when moving between shooting areas. Competitors will receive a verbal warning on the first infraction, and immediate stage disqualification for subsequent infractions.

All stage objects are considered "hard cover." Any rounds passing through hard cover will not be scored. Shooters will receive one verbal warning when striking hard cover and will be disqualified if they continue to shoot hard cover.

**TASK:** Night Reflexive Fire – RN1

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

**CONDITIONS:** As a participant with an M16/M4 series rifle/carbine, Night Optic Device, an Aiming Laser, 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.

**Stage 1:**

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

**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. A 5 point penalty will be assessed for each exposure for poor laser discipline.

**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, with lasers deactivated, on the command "fire" shooters will rotate their safety selector switch to fire, activate their Aiming laser, and engage their target. Upon the command of "cease fire" shooters will place their selector lever on safe, deactivate their aiming laser, 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, with the aiming laser turned off; 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. The aiming laser may only be activated after the command of fire and will be deactivated in the low ready position.

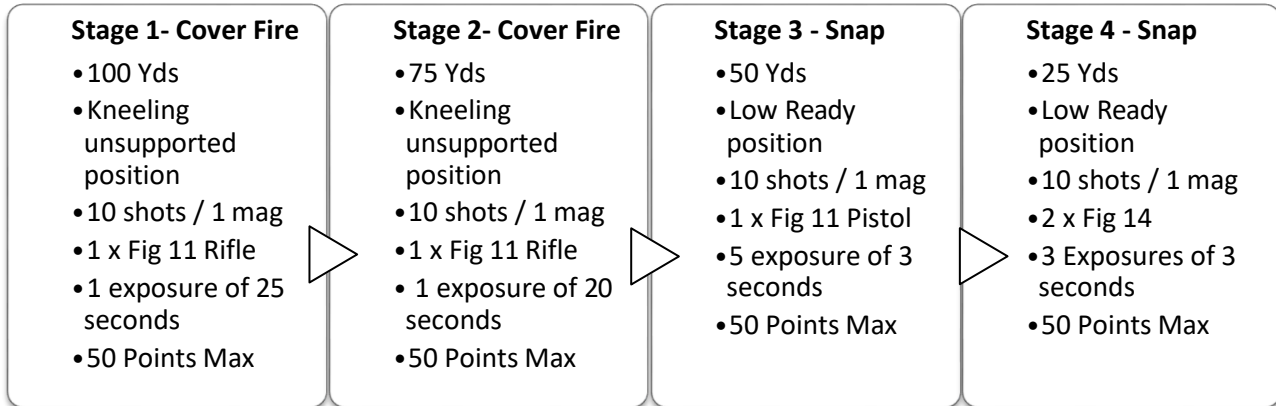


**TASK:** Night Close Quarter Battle – RN2 (AFSAM ONLY)

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

**CONDITIONS:** As a participant with an M16/M4 series rifle/carbine, Night optic Devices, an Aiming Laser, 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 Standing Low Ready position with lasers off. In stage 1 shooters adopt the Kneeling or Squatting position, activates their aiming laser, and fire ten rounds on the left target. In stage 2 shooters adopt the Kneeling or Squatting position, activates their aiming laser, and fire ten rounds on the right target. In stage 3 only two shots may be fired with each exposure on the figure 11 pistol target after each engagement the shooter will deactivate their laser and return to the low ready. In stage 4 competitors may fire any number of shots within each exposure. All shots must be on the Figure 14 target during stage 4. After each engagement shooters must deactivate their aiming laser and return to the low ready. A five point penalty will be assessed for each exposure for poor laser discipline.

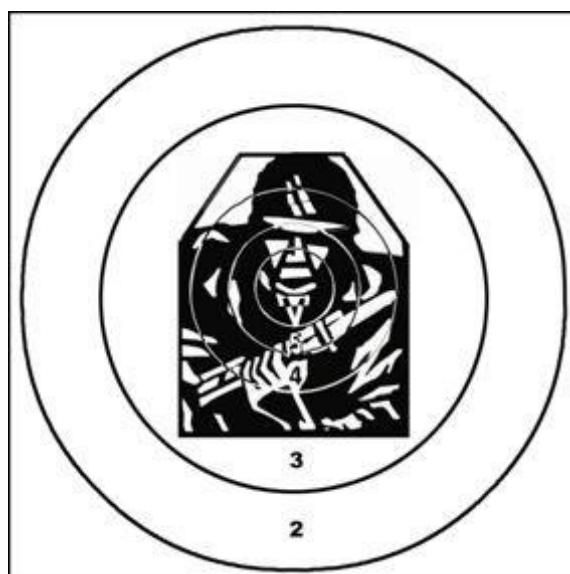
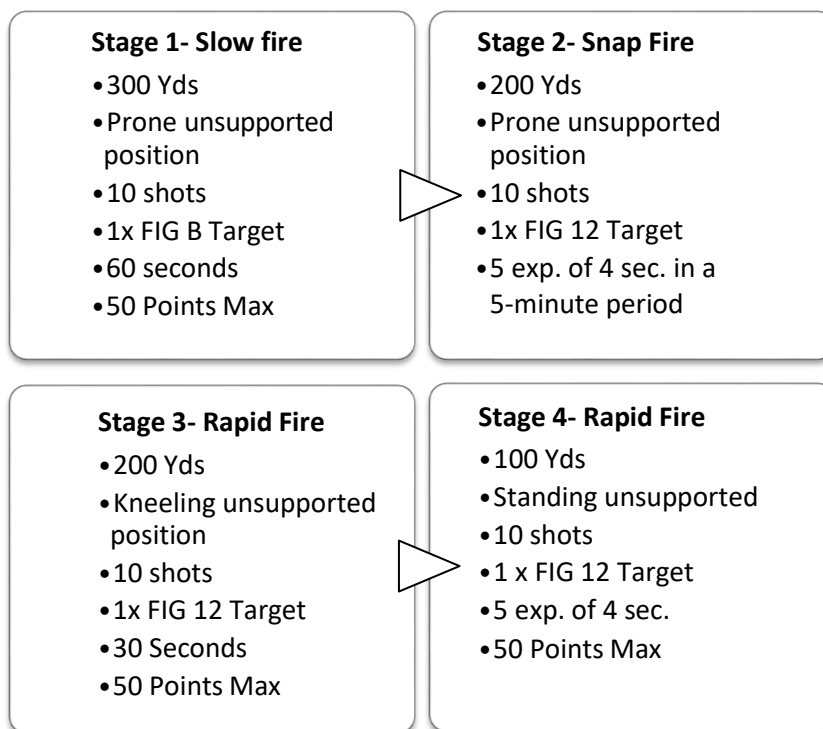


**TASK:** Night Combat Rifleman (Forward Assault) – RN3 (CHANGE) (AFSAM ONLY)

**INTENT:** Assess your shooting abilities by utilizing multiple positions under the cover of darkness

**CONDITIONS:** As a participant with an M16/M4 series rifle/carbine, Night Optic Devices an Aiming Laser, and 40 rounds; complete 4 stages on a Known Distance (KD) Range. Magazines will be filled with the amount of ammunition at the competitors' discretion as long as the total amount filled does not exceed 40 rounds.

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



# RN3

## **Coordinating Instructions**

**Stage 1:** Will begin in the standing alert position. Upon exposure of the target, adopt the prone unsupported position and engage the target with 10 shots.

**Stage 2:** Will begin in the prone unsupported position. Upon exposure of the targets, competitors will engage the target with 2 shots. There will be 5 exposures randomly within a 5 minute time period. Laser activation is only allowed during target exposures. Failure to turn off lasers between exposures will result in a 5 point penalty per offense.

**Stage 3:** Will begin in the standing alert position. Upon exposure of the target, adopt the kneeling unsupported position and engage the target with 10 shots.

**Stage 4:** Will begin in the standing alert position. Upon exposure of the targets, engage the target with 2 shots from the standing unsupported position. Return to the standing alert position between exposures.

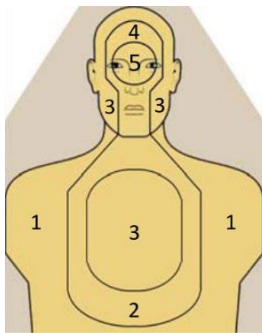
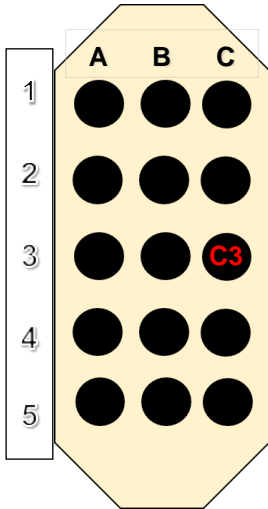
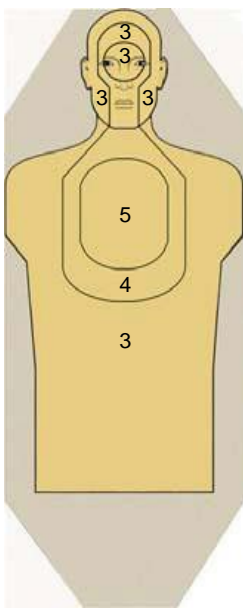
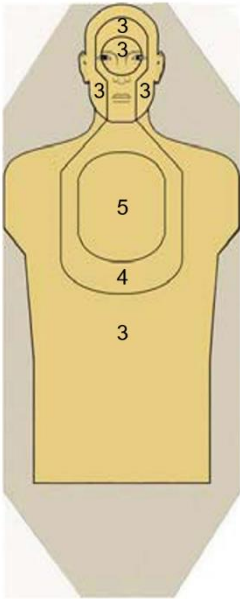
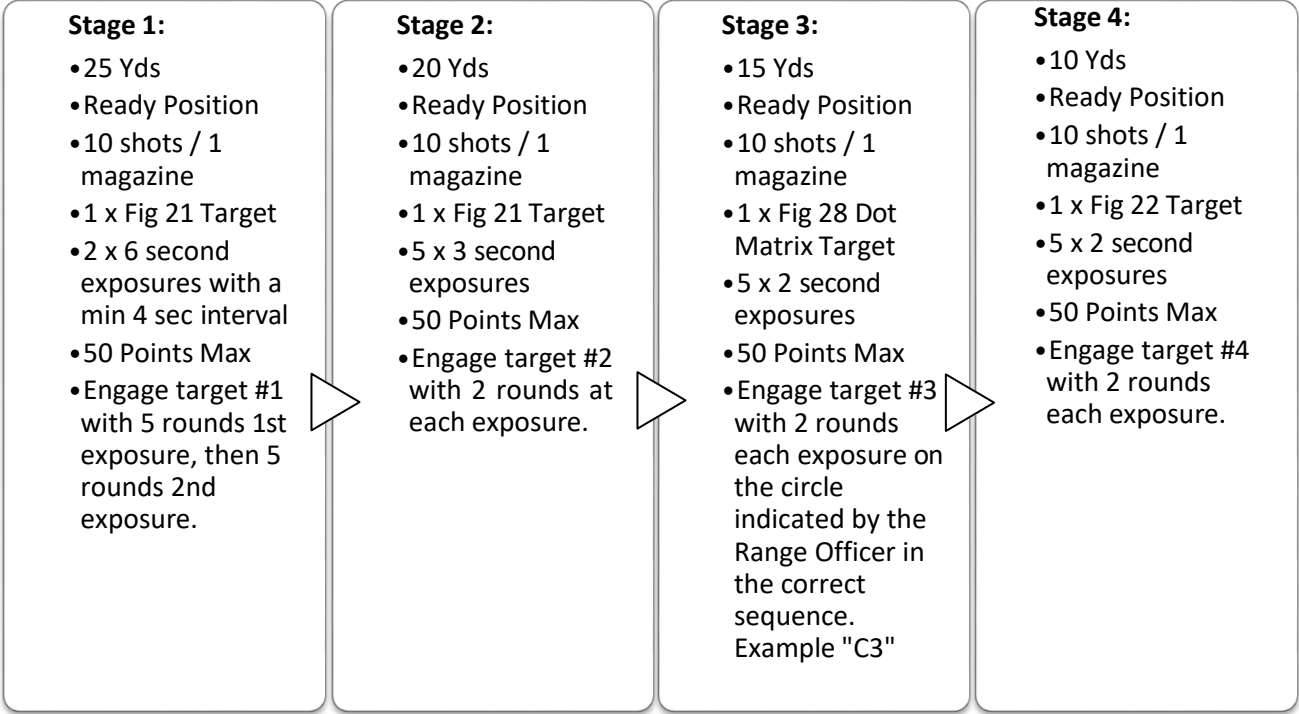


**TASK:** Night Rapid Pistol Close Quarter Battle – PN1 (NEW for AFSAM 2024)

**INTENT:** To engage personnel targets with secondary weapon at close range with rapid exposures.

**CONDITIONS:** A competitor armed with secondary weapon/sidearm with an appropriate RDS or Night Sights, with four 10-round magazines of ammunition, and 4 targets at ranges from 25 to 10 yards. Scoring rings will not be numbered on the targets. Stage starting position will be the Ready Position; competitors will return back to the Ready Position after each exposure in that stage. Visual lights and lasers are NOT authorized for use during this match.

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



# **ANNEX F**

## **AWARDS**

**APPENDIX 1  
WPW AWARDS MATRIX**

<b>INDIVIDUAL AWARD</b>	<b>Trophy</b>	<b>1<sup>st</sup> OPEN</b>	<b>2<sup>nd</sup> OPEN</b>	<b>3<sup>rd</sup> OPEN</b>	<b>1<sup>st</sup> NOVICE</b>	<b>2<sup>nd</sup> NOVICE</b>	<b>3<sup>rd</sup> NOVICE</b>
<b>PI2030</b> Pistol Barricade	N/A	<b>Award</b>	N/A	N/A	<b>Award</b>	N/A	N/A
<b>PI2040</b> Rapid Pistol CQB	N/A	<b>Award</b>	N/A	N/A	<b>Award</b>	N/A	N/A
<b>PI2210</b> Combat Pistol EIC	N/A	<b>Award</b>	N/A	N/A	<b>Award</b>	N/A	N/A
<b>PI2050</b> Anti Body Armor	N/A	<b>Award</b>	N/A	N/A	<b>Award</b>	N/A	N/A
<b>RI3010</b> Close Quarter Battle	N/A	<b>Award</b>	N/A	N/A	<b>Award</b>	N/A	N/A
<b>RI3020</b> Reflexive Fire	N/A	<b>Award</b>	N/A	N/A	<b>Award</b>	N/A	N/A
<b>RI3210</b> Combat Rifle EIC	<b>Col John Abair Trophy</b>	<b>Award</b>	N/A	N/A	<b>Award</b>	N/A	N/A
<b>RI3220</b> NM Rifle EIC	Rick Tanner Trophy	<b>Award</b>	N/A	N/A	<b>Award</b>	N/A	N/A
<b>PI2210</b> Combat Pistol EIC & <b>RI3210</b> Combat Rifle EIC	Fallen Comrades SMSgt Jeffrey O. Clegg Trophy	<b>Award</b> (1 <sup>st</sup> Overall)	N/A	N/A	N/A	N/A	N/A
<b>Pistol Individual Aggregate Champion</b> (PI2030, PI2040, PI2050, PI2210)	Pistol Individual Aggregate Trophy	<b>Award</b>	<b>Award</b>	<b>Award</b>	<b>Stuart R. Clingman Trophy</b>	<b>Award</b>	<b>Award</b>
<b>Rifle Individual Aggregate Champion</b> (RI3010, RI3020, RI3030, RI3210, RI3220)	Rifle Individual Aggregate Trophy	<b>Award</b>	<b>Award</b>	<b>Award</b>	<b>Award</b>	<b>Award</b>	<b>Award</b>
<b>Individual Grand Aggregate Champion</b> (PI2030, PI2040, PI2050, PI2210, RI3010, RI3020, RI3030, RI3210, RI3220)	The Lloyd Nelson Trophy	<b>Award</b>	<b>Award</b>	<b>Award</b>	<b>Award</b>	<b>Award</b>	<b>Award</b>
<b>Chief's 50 Badges*</b>							

\* The Chief's 50 Badge will be awarded to the top 21 individual rifle competitors and top 21 individual pistol competitors regardless of classification. This will be determined by the combined aggregate of all individual matches within the respective discipline to receive the Chief's 50 Badge. 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 2 Winston P. Wilson Sniper Team competitors (4 badges) and the top 2 Winston P. Wilson Machine Gun Team competitors (4 badges) when fired.

**APPENDIX 1 (Continued)**  
**WPW AWARDS MATRIX**

<b>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>CT5110</b> Bianchi Battle <i>(standalone not in All States)</i>	The Bianchi Cup	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>PT2100</b> Patton Team Match	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>PT2330</b> Pistol Barricade Team	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>PT2340</b> Rapid Pistol CQB Team	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>PT2350</b> Anti Body Armor Team	Grant R. Bacon Memorial Trophy	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3110</b> Movers	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3120</b> Falling Plates	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3130</b> National Guard Infantry Team Match	General Frank J. Grass Trophy	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3140</b> Know Your Limits Barricade Match	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3150</b> Covering Fire Match	Rapid Fire Engagement Team Match (Eagle) Trophy	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3160</b> Hoplite Run Team Match	The Hoplite Trophy	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>Combat Rifle Team Aggregate Champions</b> - Aggregate of RT3110, RT3120, RT3130, RT3140, RT3150, RT3160	Combat Rifle Team Aggregate Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>Combat Pistol Team Aggregate Champions</b> -Aggregate of PT2100, PT2330, PT2340, PT2350	Combat Pistol Team Aggregate Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
* High Individual "New Shooter" on 1 <sup>st</sup> Place Team for Combat Pistol Team Aggregate Trophy	SSG Millard Butler Team Leader Award	1 Individual Award	N/A	N/A
<b>Overall State Champions</b> -Combined Place Value of RT3110, RT3120, RT3130, RT3140, RT3150, RT3170, PT2100, PT2330, PT2340, PT2350	Overall State Champions Trophy "All States Trophy"	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards

**APPENDIX 2**  
**AFSAM AWARDS MATRIX**

INDIVIDUAL AWARD	Trophy	1 <sup>st</sup> Place
<b>CA1</b> The Xiphos	TBD	Award
<b>CA2</b> The Hoplon	TBD	Award
<b>CA3</b> The Xyston	TBD	Award
<b>CA4</b> The Dory	TBD	Award
<b>RN1</b> Night Reflexive Fire	AFSAM Night Fighter Trophy	Award
<b>RN2</b> Night CQB		
<b>RN3</b> Night Combat Rifleman		
<b>RI3030</b> Hoplite Run	N/A	Award
<b>RI3100</b> Annual Rifle Qual	N/A	N/A
<b>Overall Individual Match Champion</b> (CA1, CA2, CA3, CA4, RN1, RN2, RN3, RI3030, RI3100)	Operational Combined Arms Champion	Award

\*One AFSAM Night Fighter Picture Plaque and One WPW Night Fighter Picture Plaque

INDIVIDUAL AWARD	Trophy	1 <sup>st</sup> Place	2 <sup>nd</sup> Place	3 <sup>rd</sup> Place
<b>PI2030</b> Pistol Barricade	N/A	Award	N/A	N/A
<b>PI2040</b> Rapid Pistol CQB	N/A	Award	N/A	N/A
<b>PI2210</b> Pistol EIC	N/A	Award	N/A	N/A
<b>PI2250</b> Anti Body Armor	N/A	Award	N/A	N/A
<b>RI3010</b> Close Quarter Battle	N/A	Award	N/A	N/A
<b>RI3020</b> Reflexive Fire	N/A	Award	N/A	N/A
<b>RI3210</b> Rifle EIC	The Hager Hollon Trophy	Award	N/A	N/A
<b>RI3250</b> Combat Rifleman	The Royal Air Force Service Rifle Trophy	Award	N/A	N/A
<b>RT3600</b> High Individual Shooter	The Razorback Trophy	Award	N/A	N/A
<b>AFSAM Individual Pistol Champion</b> (PI2030, PI2040, PI2210 and PI2250)	LTC John A. Berheim Trophy	Award	Award	Award
<b>AFSAM Individual Rifle Champion</b> (RI3010, RI3020, RI3210 and RI3250)	German Defense Forces Service Rifle Trophy	Award	Award	Award
<b>Overall Individual Match Champion</b> (PI2030, PI2040, PI2210, PI2250, RI3010, RI3020, RI3210 and RI3250)	SFC Brent Joseph Lantagne Trophy	Award	Award	Award

**APPENDIX 2 (Continued)**  
**AFSAM AWARDS MATRIX**

<b>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>CT5110</b> Combined Arms Barricade Team	Combined Arms Team Match (Minuteman) Trophy	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>CT5120</b> Bianchi Battle <i>(Standalone not in overall team aggregate)</i>	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>PT2100</b> Patton Team Match	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>PT2340</b> Rapid Pistol CQB Team Match	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>PT2350</b> Anti Body Armor Team	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>PT2330</b> Pistol Barricade Team	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3120</b> Movers	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3130</b> Falling Plates	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3170</b> National Guard Infantry Team Match	Sword of the Emperor's Guards of Honor Trophy	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3180</b> Covering Fire	Rapid Fire Engagement Team Match (Cup) Trophy	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3195</b> Know Your Limits Barricade Match	N/A	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3350</b> Combat Rifleman Team Match	The Canadian Forces Trophy	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>Gen van Wigger Trophy</b>	Gen van Wigger Trophy	1 Team Award 4 Individual Awards	4 Individual Awards	4 Individual Awards
<b>RT3600</b> International Rifle Team Match	Commander in Chief's Service Rifle Team Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>CT5160</b> Conaway Cup Challenge	Lt. Gen. John B. Conaway Cup	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>Match 250</b> Aggregate of PT2100, PT2340, PT2350 and PT2330	Commander in Chief's Service Pistol Team Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>Match 350</b> Aggregate of RT3120, RT3170, RT3180, RT3195 and RT3350	The Australian Marksman Rifle Team Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>Match 380</b> Aggregate of RT3600 and CT5160	The Lexington Green Trophy	1 Team Award 4 Individual Awards	N/A	N/A

## 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 21 rifle, first 21 pistol, first 4 sniper rifle, and first 4 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  
TRAINING CENTER**

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