

**2016 OFFICIAL MATCH PROGRAM**

**45<sup>th</sup> WINSTON P. WILSON CHAMPIONSHIP**

**&**

**25<sup>th</sup> ARMED FORCES SKILL AT ARMS MEETING**



**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 23 APRIL – 28 APRIL 2016  
AFSAM 20 APRIL – 29 APRIL 2016**

15 January 2016





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

15 January 2016

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

SUBJECT: Commander's Comments and Welcome to Match Participants

1. On behalf of the entire staff of the National Guard Marksmanship Training Center (NGMTC) and the Arkansas National Guard, welcome to Camp Joseph T. Robinson. I am delighted you are joining us to participate in this prestigious marksmanship competition. You will test your marksmanship skills against some of the finest military marksmen in the world. There is no finer format 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 done their utmost to develop a combat-orientated, competitive marksmanship event that is exciting, challenging, and both physically and mentally demanding.
2. My goal is for each participant to leave this match having validated perishable marksmanship skills, while enforcing the lessons learned with fellow service members to ensure the success of future military operations.
3. I encourage each of you to consult with my staff on any issues that may arise. Once again, welcome to the National Guard Marksmanship Training Center. Good luck and best wishes for a successful and enjoyable championship match.

  
DENNIS J. HUMPHREY  
COL, AV, ARARNG  
Commanding



## **KEY CHANGES FROM 2015 MATCH PROGRAM**

1. New Location for Weapon Security will be building #7984 (See map on page 16).
2. New 2016 Request for Orders Form (RFO)
3. AFSAM: The individual registration fee for AFSAM competitors has increased to \$80.00 USD. Increase to the \$25.00 fee for Awards Ceremony only.
4. AFSAM: Registration day for AFSAM competitors is one day earlier in the week than last year; now reporting and registering on the Wednesday prior to the match starting. This also increases the number of days for practice prior to the match.
5. Match PT2120 (Dueling Trees) will be included in the Overall State Champions or Team Aggregate (The All States Trophy). First thru Fourth Place winners will be assigned 1-4 place values respectively. All other teams will earn place values based on which bracket level they were eliminated in.
6. New traffic control pattern for weapons security and competitor parking adjacent to Range 7 (Strip map will be provided at initial Team Captains meeting).
7. Match RT3180 and RT3130 will be fired at longer ranges (see Appendix 14 and 12). Covering Fire Match (RT3180) will be fired from the 400 yard line and Falling Plates (RT3130) will be fired from the 300 yard line.

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## NOTES

## NOTES

# **ANNEX A**

## **General Information**

**APPENDIX 1 – SCHEDULE OF EVENTS**

	<b>18-Apr MON</b>	<b>19-Apr TUE</b>	<b>20-Apr WED</b>	<b>21-Apr THU</b>	<b>22-Apr FRI</b>	<b>23-Apr SAT</b>	<b>24-Apr SUN</b>
<b>RNG OPS</b>	0600-0800 Support Staff In- processing Bldg 4901  0900 ROC Brief Bldg 4960  Range Prep all ranges	Range Prep all ranges  COF rehearsals (range staff)	0800 -1000 AFSAM Registration and Weapon Safety Brief Bldg 4901  COF rehearsals (range staff)  1100 -1700 R11 - RI3040  1700 - UTC AFSAM Team Captain Meeting - R11	0700 - 1700  AFSAM Only: R3 - Practice R7 - Practice	0700 - 1300  AFSAM Only: R3 - Practice R7 - Practice  1300 AFSAM Team Captain Meeting - R7	1200 - 1800 WPW Registration & Weapon Safety Briefings  1900 Team Captains Meeting	WPW/AFSAM  R3 - PI2030 R7 - RI3020 R11 - RI3060 R13 - RI3060  1700 Team Captains Meeting MTC Pavilion
<b>WPW</b>	NONE	NONE	NONE	NONE	NONE	Travel  1200 - 1800 Registration and Weapon Safety Briefing - Militia Hall (PEC)  1900 Team Captains meeting at PEC	See Range OPS
<b>AFSAM</b>	NONE	TRAVEL	0800 - 1000 In-processing and Weapon Safety Brief Bldg 4901  1100-1700 R11 - RI3040  1700 - UTC Team Captain Meeting - R11  AFSAM Social- MWR 1900- UTC	0700 - 1100 R3 - Practice  1200-1700 R7 - Practice  1700 - UTC Team Captain Meeting - R7	0700 - 1300 R7 - Practice  1300 - UTC Team Captain Meeting - R7  Released until SUN 0500	OFF	See Range OPS  1700 Team Captains Meeting at MTC Pavilion
<b>WPN SEC</b>	NONE	NONE	NONE	Site Setup	0800 Open 0500 open 1900 close	0500 open 1900 close	0500 open 1900 close

	<b>25-Apr MON</b>	<b>26-Apr TUE</b>	<b>27-Apr WED</b>	<b>28-Apr THU</b>	<b>29-Apr FRI</b>	<b>30-Apr SAT</b>	<b>01-May SUN</b>
<b>RNG OPS</b>	WPW/AFSAM  R3 - PT2120 R7 - RI3010 R11 - RT3170 R13 - CT5120  1700 Team Captain Meeting at MTC Pavilion	WPW/AFSAM  R3 - PI2250 R7 - CT5110 R11 - RI3250 R13 - RI3250  1700 Team Captain Meeting at MTC Pavilion  1900 Shooter Social at MWR Rock Lounge	WPW/AFSAM  R3 - PI2210 R8 - RT3120 R11 - RI3210 R13 - RI3210  1700 Team Captain Meeting at MTC Pavilion  1930 AMNG Meeting at Bldg 4960	WPW/AFSAM  R3 - PT2100 R7 - RT3190 R13 - RT3130 R13 - RT3180  1900 WPW Awards at PEC	AFSAM Only  R13 - RT3600 R13 - CT5160  Begin Range cleanup and equipment turn-in  1900 AFSAM Awards	Clear / turn-in all ranges, barracks, and facilities  AFSAM Travel to HOR  Travel (Out of state Support Staff)  TBD Release of non- unit support staff	NONE
<b>WPW</b>	See Range OPS	See Range OPS  1900 Shooter Social at MWR Rock Lounge	See Range OPS  1930 AMNG Meeting at Bldg 4960	See Range OPS  1900 WPW Awards at Militia Hall (PEC)	Travel to HOR	NONE	NONE
<b>AFSAM</b>	See Range OPS  1700 Team Captain Meeting at MTC Pavilion	See Range OPS  1700 Team Captain Meeting at MTC Pavilion  1900 Shooter Social at MWR Rock Lounge	See Range OPS  1700 Team Captain Meeting at MTC Pavilion	See Range OPS  1600 Team Captain Meeting at MTC Pavilion	See Range OPS  1900 AFSAM Awards Ceremony	TRAVEL	NONE
<b>WPN SEC</b>	0500 open 1900 close	0500 open 1900 close	0500 open 1900 close	0500 open 1900 close	0500 open 1200 close  AFSAM Weapons move to Supply	CLEANUP	NONE

## APPENDIX 2 - ADMINISTRATIVE INFORMATION

**1. PURPOSE:** The Winston P. Wilson (WPW) Championship and the Armed Forces Skill at Arms Meeting (AFSAM), conducted by the National Guard Marksmanship Training Center (NGMTC), is an annual event to promote marksmanship training. These marksmanship 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.

**2. MATCH OFFICIALS:** The Match Director is COL Dennis Humphrey; the Deputy Match Director is Lt Col Victor Marcelle, and WPW Officer-In-Charge MAJ Dwayne Page and AFSAM Officer-In-Charge Maj Gerald Robinson.

**3. LOCATION:** The NGMTC hosts the 25<sup>th</sup> Annual AFSAM on 20 April – 29 April 2016 and the 45<sup>th</sup> Annual WPW on 23 April – 28 April 2016 at Camp Joseph T. Robinson, North Little Rock, Arkansas.

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

### 5. REPORTING AND IN-PROCESSING:

**a. Arrival:** AFSAM registration is open from 0800-1000, 20 April 2016 with a team captain meeting at 1700 on Range 11. The WPW registration and Weapons Safety Briefings are from 1200-1800, 23 April 2016 which will be followed by a team captain meeting at 1900. Safety Briefings will be conducted each hour, starting on the hour, beginning at 1300. WPW participants must first report to Weapons Security, Building #7984, located behind Range Control, to in-process and secure weapons. AFSAM will in-process weapons at Building #4900 for weapons security. All participants must have orders, ID tags, and a military ID card upon arrival at Camp Robinson. Individuals must have a weapons receipt card from Weapons Security before starting the registration process. Teams will in-process at the Professional Education Center (PEC) Jones Auditorium, Militia Hall.

**b. AFSAM Entry Fee:** The AFSAM entry fee is \$80.00 (USD) for all competitors, coaches and support personnel. Entry fees are used to offset costs, and include the cost of the AFSAM awards ceremony and AFSAM commemorative T-shirts. Individuals wishing to attend the AFSAM awards ceremony that have not paid the entry fee are required to pay \$25.00. The preferred method of payment is cash (USD). Checks must be drawn from a U.S. bank. U.S. National Rifle Association award points and credit cards are not accepted for payment of entry fees.

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

**d. 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 discipline 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

**e. 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.

## APPENDIX 2 - ADMINISTRATIVE INFORMATION (Cont)

**f. 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.

**6. WEAPONS SECURITY:** All weapons must be signed in immediately upon arrival at Camp Robinson. Weapons Security at Bldg 7984 will open at 0800, 22 April 2016 and remains open until 1200, 29 April 2016. **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. AR190-11 standards must be met at all times. Failure to follow this policy may result in disqualification from the match and removal from the match. Individuals failing to turn in their weapon to Weapons Security by 2000 each day may forfeit their scores for the day. Weapons may not be cleaned in billets or in the pavilions adjacent to the ranges. Individuals are responsible for their own cleaning equipment and supplies. Weapons security will not issue weapons until 0500 on the designated travel day without a signed early departure form from the Match Director or his designee.

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

**8. FLAGS:** State, Interservice, and International 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.

**9. LOCAL WEATHER CONDITIONS:** Temperatures at Camp Robinson during late April can exceed 85 degrees Fahrenheit. The average high is 80 and low is 62 degrees Fahrenheit with humidity levels averaging around 90%. Average wind speed is between 7 and 8 MPH. It is common to have wind, rain, cool temperatures and thunderstorms simultaneously. Be prepared for the worst, and bring serviceable wet weather gear.

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

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

### Commercial Area Code (501)

		<u>DSN</u>	<u>Commercial</u>	<u>E-mail Address</u>
MAJ Dwayne Page	WPW OIC	962-4531	212-4531	dwayne.k.page.mil@mail.mil
Maj Gerald Robinson	AFSAM OIC	962-4534	212-4534	gerald.l.robinson14.mil@mail.mil
CPT Denise Douglas	PAO	962-4565	212-4565	denise.n.douglas.mil@mail.mil
MSG Nancy Wroblewski	Finance	962-4508	212-4508	nancy.f.wroblewski.mil@mail.mil
SMSGt Daniel Norwood	Armament	962-4543	212-4543	daniel.m.norwood.mil@mail.mil
SFC Ben David	STATS/ADP	962-4500	212-4500	ben.david@us.army.mil
SSG Nathaniel Taylor	Logistics	962-4547	212-4547	nathaniel.s.taylor.mil@mail.mil
SSG James Carr	Registration	962-4500	212-4517	james.s.carr12.mil@mail.mil
SGT Taja Lewis	Orders/DTS	962-4546	212-4546	taja.l.lewis.mil@mail.mil

## APPENDIX 3 - UNIFORM AND EQUIPMENT

### 1. UNIFORM:

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

**b. Range Personnel.** ACU/ABU with patrol cap or distinctive unit headgear.

#### **c. Individual Participants.**

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

### 2. EQUIPMENT:

**a. Load Carrying Equipment (LCE/LCV/MOLLIE)** must be worn by all participants. Equipment must be properly worn. The minimum equipment worn consists of the following items. (Note: a 5 point penalty will be assessed on the individual or team card when it is identified that the minimum gear is not worn.)

- (1) Pistol Belt as required by the Load Bearing Harness/Vest (must be fastened while moving or shooting).
- (2) Load bearing Harness / Vest.
- (3) Hearing Protection.
- (4) One military issue (or civilian equivalent) attachable water source (plastic bottle in cargo pocket not authorized).
- (5) Two or more ammo pouches M16 series.
- (6) **Minimum** of 4 pistol magazines and 4 rifle magazines.
- (7) Pistol holster (either hip or leg attached) with retention device required for pistol matches (note: no cross draw or shoulder holsters are authorized).
- (8) Two or more ammo pouches M9 series.
- (9) Protective Eyewear from the Authorized Protective Eyewear List (APEL). Only clear or smoke tinted lenses are authorized. Amber, yellow or any other light enhancing lenses are not authorized. Prescription eyeglasses, clear safety glasses, prescription sunglasses, or contact lenses are permitted. Civilian eyeglasses or sunglasses must conform to paragraph 1-15, AR 670-1.
- (10) 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 EIC matches).

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

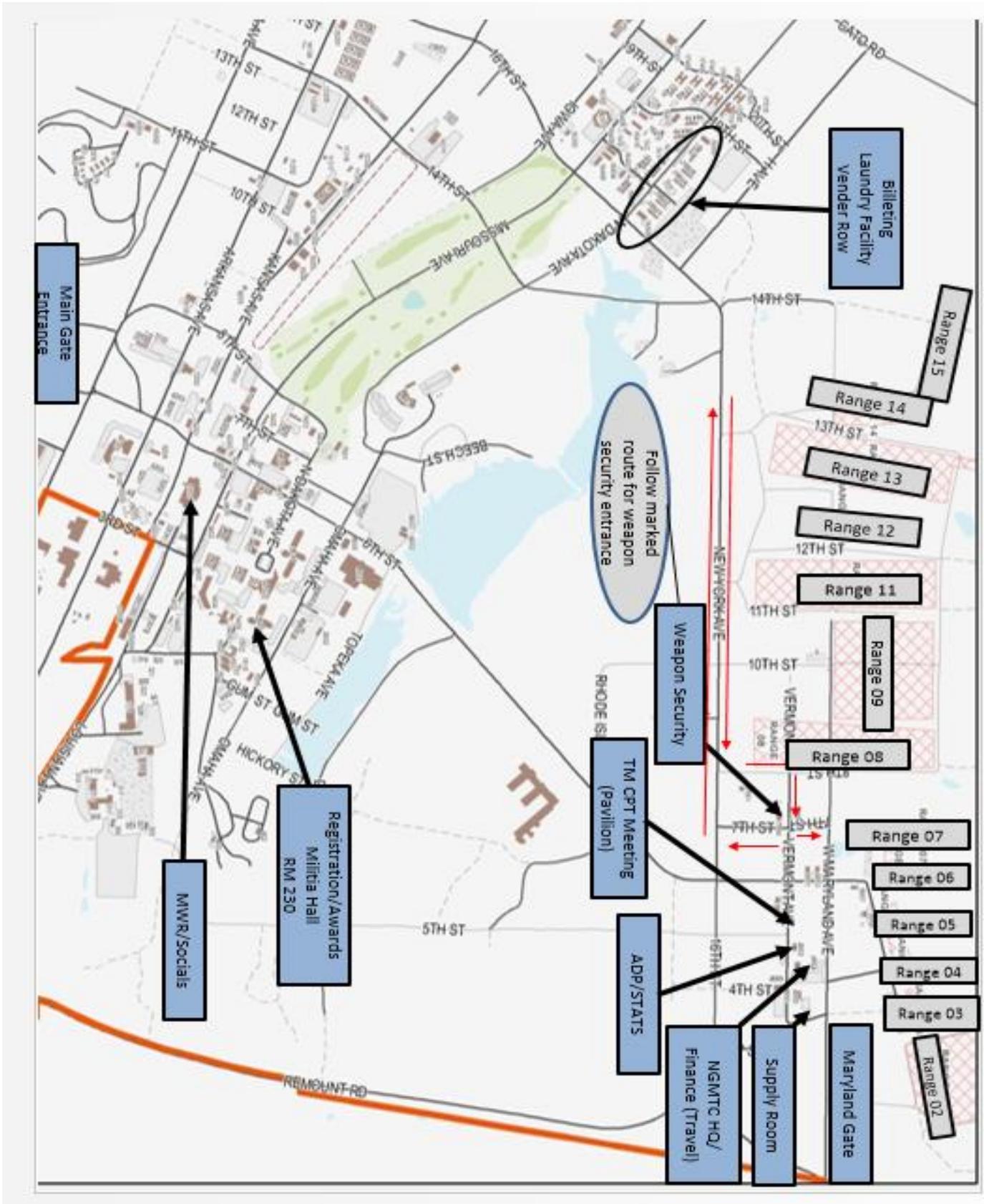
- (1) Issued cold weather undergarments and combat sweaters are permitted.
- (2) Issued wet weather clothing can be worn, including overshoes, ponchos, raincoats and trousers.
- (3) Issued full fingered gloves (without any modification) can be worn. Shooting gloves or mitts are not allowed.
- (4) Issued elbow and kneepads are allowed.
- (5) Protective clothing and equipment issued in pairs must be worn in pairs.
- (6) Civilian clothing is not allowed for participants during courses of fire or at any part of official competitions.
- (7) The issued poncho, shelter half or the equivalent, can be used as a ground cover or as a firing mat. No other ground sheets or firing mats are authorized. If the stage requires down range movement, the participant must remove the ground cover from the firing point before moving down range.
- (8) Rucksacks and butt packs can be used at the discretion of the participant. These items must be issued.
- (9) Shooting stools may be used but cannot be taken forward of the assembly line.
- (10) Competitors are authorized to bring 2 uppers for their service rifle. 1 for optics and 1 with iron sights for the EIC match. All uppers must comply with Annex D, Appendix 1 of this OMP. All uppers will be stored in weapons security. Additional uppers will only be issued the day of the EIC Match.

**c. Optical Aids:**

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

**(2) Sighting Devices:** Altering, covering or modifying eyeglass lenses are not permitted. Eye patches covering the non-firing eye are not permitted. Sighting devices, 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.

APPENDIX 4 – MAP



# ANNEX B

## **Winston P. Wilson Championship**

## APPENDIX 1 - WPW ENTRY

**1. LETTERS OF INTENT:** WPW is intended to develop advanced individual marksmanship skills in both new and more experienced competitors. To encourage the mentorship and development of the novice service members, some of the matches are in a four person team format that require the inclusion of inexperienced competitors. To win the team matches, the “new” shooters must be competitive, which is an indication of the strength of the state programs.

**a. Team Composition:** The NGMTC will fund one 4-man “A” team. An additional “B” team and “C” team may be entered at the state’s expense, but based on range capacity. All teams must be declared during registration. All “A” teams must consist of a minimum of 50% new shooters. Only the “A” team will compete for 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. 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 randomly squadded into composite teams with other individuals. These composite teams are not eligible for any team awards and may compete for “for honors only.” Individuals on these composite “honors” teams are eligible for individual awards.

**b. 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/OIC.

**c. LOI Submission:** State Marksmanship Coordinators must forward their “A” and/or “B” team’s Letter of Intent (LOI) NLT 15 February 2016 to MAJ Dwayne Page at [dwayne.k.page.mil@mail.mil](mailto:dwayne.k.page.mil@mail.mil). The LOI may be in the form of a simple memorandum or an email from the State Marksmanship Coordinator with Letter of Intent and the state identified in the subject line. States must field an “A” team in order to field subsequent teams. States may include a “C” team on their Letter of Intent. “C” teams will be only authorized to participate when open range capacity exists. “C” team opportunities will be prioritized by LOI submission dates. The maximum number of WPW participants is limited to 448 comprising of 112 teams. By-name rosters and registration forms are not required with the LOI. States may submit “C” team LOIs until 15 March 2016 cut-off date.

**2. PRE-REGISTRATION:** Individual and team event registration forms must be received by NGMTC NLT 15 March 2016 to participate in the event. See Annex B, Appendix 4 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”. A Novice participant is an individual that has **never** participated (fired a round in any match) at the Winston P. Wilson, the U.S. Army Small Arms Championship (All Army), the National Matches at Camp Perry or the Interservice Championships at Fort Benning, GA or Quantico, VA. An “Open” participant is an individual who has participated (fired a round in any match) at the events previously listed.

**b. Team Classifications:** Individuals are classified for team participation as either “Old” or “New”. An “Old” shooter is an individual that has fired on an “A” team at the Winston P. Wilson Matches since 2007, and a “New” shooter has not fired on the “A” team at this event.

**c. EIC:** Eligibility for leg points will be in accordance with AR 350-66 dated 27 August 2012 (Army) and AFI 34-143 dated 21 Feb 2012 (AIR). U.S. AFSAM participants will fire the EIC match twice; the first time with irons sights for leg points and WPW scores and the second with optics for AFSAM score. WPW and AFSAM scores may not be used interchangeably. 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 AFSAM are not eligible for EIC points and are allowed to fire match with optics.

## APPENDIX 2 - WPW FUNDING

**1. FUNDING:** To receive funding, participants must meet LOI and registration deadlines. NGMTC funds no more than four competitors (combination of ARNG and ANG) from each state or territory. However, rank restricted individuals and “B” and “C” teams are authorized to attend if space is available and funding is provided by their state. National Guardsmen on Title 10 orders are eligible to participate, but cannot be funded by NGMTC.

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

**b. “B” and “C” Team and EIC Walk-ons:** “B” and “C” team members and EIC walk-ons must be funded by their state or territory. These individuals must still meet registration requirements. There are no rank restrictions on state or territory funded participants

**c. ARNG Funding Codes:** The NGMTC Finance Section will provide each state’s J/G-3 or DCSOPS with a Letter of Authority (LOA) containing the ARNG funding codes (lines of accounting) in order to process military pay orders for competitor attendance. Once orders are cut, a copy must be emailed back to the NGMTC Finance Section. The LOA will also contain the Defense Travel System (DTS) Cross Org information to correctly route Authorization and Voucher processing.

**d. ANG Funding:** Air National Guard (ANG) participants must submit the Individual Registration / Request for Orders form (appendix 4). 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. ANG specific questions should be directed to Maj Gerald Robinson, [gerald.robinson2@us.army.mil](mailto:gerald.robinson2@us.army.mil) prior to attending the event.

**2. 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. Washers and dryers are installed in each barracks. 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-\$15 US Dollars 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 or 1-800-355-3205. 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.**

**3. RATIONS:** Government meals are not provided. The authorized M&IE rate for Camp Robinson is \$54 per day (\$40.50 for the first and last day of orders).

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

**a.** 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 team member’s DTS authorization. Privately Owned Vehicles (POV) may be authorized for participants (minimum of two participants per POV) within a 450 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 450 mile radius and where it is more practical and economical than ground transportation. Excess baggage fees and secondary modes of transportation must be planned for when 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.

**c.** Parking is only authorized in designated areas while on Camp Joseph T. Robinson.

**APPENDIX 3 - WPW TEAM REGISTRATION FORM**

**Suspense: 15 March 2016**

Participants may not exceed E8, CW4, or O4 and are at the state's expense.

<b>Official Team Name</b> (State/Territory)		<b>Team POC</b>	<b>POC Telephone Number</b>	<b>POC Email Address</b>				
<b>Team Composition</b>								
Team A, B, C	New/Old Shooter	Last Name	First Name	MI	ANG / ARNG	Rank	Last 4 SSN	Funding Source
A								NGMTC
A								NGMTC
A								NGMTC
A								NGMTC
B								STATE
B								STATE
B								STATE
B								STATE
								STATE
								STATE
								STATE
								STATE

<b>PRIVACY ACT STATEMENT</b>
AUTHORITY: Title 10 USC 3012 and EO 9397. ROUTINE USES: Assign individual to correct component, classification, event and prepare participant roster. Social security number is used for positive identification.

**Comments:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

SMC Printed Name & Signature \_\_\_\_\_

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

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

**APPENDIX 4 - WPW INDIVIDUAL REGISTRATION FORM / REQUEST FOR ORDERS**

The digital (Excel format) individual registration / Request for Orders form (NGMTC-RM Form 5a JAN 16) must be filled out for each participant and emailed to the NGMTC RFO server. Type email address exactly as follows: [ng.ar.aranng.mbx.ngmtc@mail.mil](mailto:ng.ar.aranng.mbx.ngmtc@mail.mil). Notify the Match OIC of any changes to initial team registrations and include this same RFO for the new participant. Copies of this form are attached to this OMP or available upon request.

National Guard Marksmanship Training Center (NGMTC) Request for Orders (RFO) and Event Registration Form							
NGMTC Email Address <a href="mailto:ng.ar.aranng.mbx.ngmtc@mail.mil">ng.ar.aranng.mbx.ngmtc@mail.mil</a>							
PRIVACY ACT STATEMENT: AUTHORITY: Title 10 USC 3012 and EO 9397. ROUTINE USES: Assign individual to correct component, classification, event and prepare participant roster. Social security number is used for positive identification. Home address ensures the delivery of correspondence.							
Requester Information							
Last Name	First Name	Middle Initial	Full SSN	Component:	Rank:	Marital Status	Gender
Home Address			City	State	ZIP Code	Paid Entry Basic Date (PEBD)	Primary/Cell Phone #
Email Address (can be non-military)							
Centrally Funded (AFCOS) Orders and Travel (DTS) Information							
Duty Status:	Funding Source:	Event/Course/Purpose:		Report to/further TDY Location:	Date Request (Include Authorized Travel Days)		
					Start Date	01/06/16	End Date
					01/11/16		
Mode of Transportation:	Rally point City Location:	Rally Point State:	Rally Point ZIP Code:	Government Quarters Available:	Total # of Days Requested for this TDY:		
					6		
DTS Profile Type:		GTCC Holder:		Registration/Match Fees:		Fee Amount Include Team Fees:	\$ -
Comments/Justification for Travel:							
SF 181 Ethnicity and Race Identification (Optional Information)							
<b>Why we are requesting this information:</b> The Arkansas Army National Guard Command Staff has directed The National Guard Marksmanship Training Center (NGMTC) to use this data to capture diversity levels for our program and events. • American Indian or Alaska Native - AI • Asian - AS • Black or African American - AA • Native Hawaiian or Other Pacific Islander - PI • White - CA • Unknown - U							
Decline?	Are you Hispanic or Latino?	Racial Category (Select as many as apply) -->					
Requester Registration Section							
• <b>Team Classifications:</b> A shooter shall be classified for team assignment as either an "Old" or "New" shooter. Based on requirements within the WPW Official Match Program, an "Old" participant is an individual that has fired on an "A" team at the Winston P. Wilson Matches since 2007, and a "New" participant has not fired on an "A" team. "B" and "C" team members and individual participants are classified as "New" until firing as a member of a "legal competing" "A" team. A legal team is one that meets the 50% new shooter rule. Any ad hoc or mixed teams (teams composed of shooters combined from different states) may compete out of competition or for "honors only." These "mixed" teams are not eligible for any team awards.							
• <b>Individual Classifications:</b> A "Novice" participant is an individual that has never participated (fired a round in any match) at the Winston P. Wilson, the US Army Small Arms Championship (All Army), the National Matches at Camp Perry or the Interservice Championships at Fort Benning, GA or Quantico, VA. If an individual does not qualify as a Novice Shooter, he/she will be considered as an "Open" participant.							
Individual Shooting Classification:	Distinguished:	Team Shooting Classification:	Team Declaration:	Guard Affiliation State or Territory:			
Unit Name	Unit Address Street/Dr./Ln			Unit City	Unit State	Unit Zip Code	
Team Captain	Phone #	Email Address (can be non-military)					
Emergency Contact Information Section							
First Name & Last Name:		Home Address Street/Dr./Ln		City	State	ZIP Code	
Relationship:				Emergency Contact Phone Number			
Unit Authorizing Official Section							
a. The Authorizing Official verifies that "Requester" has not been convicted of any act of domestic violence. b. Sanctuary information: The Authorizing Official verifies the "Requester" does not have 17 or more years of active service, whereby qualifying for sanctuary, will not exceed 1,095 cumulative days as a result of this duty, whereby exceeding NGB end strength cap and or qualifying for separation pay. Reference: NGB-ARH Policy Memorandum #S-023. c. The Authorizing Official verifies the "Requester" is not Profiled or Flagged and is physically and mentally capable of performing the requested duty. d. The Unit Authorizing Official email of the undersigned has verified all above information is accurate.							
Total Active Federal Service (TAFS)			Personnel Action Information		Authorizing Official Name		
Total # of Years	Total # of Months	Total # of Days	Administratively Flagged:	Authorizing Official Email Address			
			Medical Limiting Profile:	Authorizing Official Phone #			

**APPENDIX 5 WPW TEAM MEMBER CHANGE DOCUMENT**

The Team Member Change Document is to only be used if a participating state removes, replaces or adds a participant or participants. If you are adding a participant to a discipline and not replacing another participant, simply add his or her information to the ADD row of the respective discipline. If replacing someone, list their information in the REMOVE row and enter the replacement's information in the ADD row. **DO NOT FORGET TO FILL OUT AN INDIVIDUAL REGISTRATION FORM FOR NEW PARTICIPANTS IF CHANGES ARE MADE AFTER INITIAL ENTRY PACKETS HAVE BEEN SUBMITTED.**

<b>Official Team Name (State/Territory)</b>		<b>Team POC</b>		<b>POC Telephone Number</b>		<b>POC Email Address</b>	
<b>Team Composition</b>							
<b>Fill in proper row</b>	<b>Last Name</b>	<b>First Name</b>	<b>MI</b>	<b>ANG / ARNG</b>	<b>Rank</b>	<b>SSN</b>	<b>Funding</b>
<b>Remove</b>							
<b>Remove</b>							
<b>Remove</b>							
<b>Remove</b>							
<b>Add</b>							
<b>Add</b>							
<b>Add</b>							
<b>Add</b>							

<b>PRIVACY ACT STATEMENT</b>
AUTHORITY: Title 10 USC 3012 and EO 9397. ROUTINE USES: Assign individual to correct component, classification, event and prepare participant roster. Social security number is used for positive identification.

# **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 must forward their letter of intent, including the total number of personnel attending and projected arrival date to Maj Gerald Robinson at [gerald.l.robinson14.mil@mail.mil](mailto:gerald.l.robinson14.mil@mail.mil) by 15 February 2016.

**2. REGISTRATION:** Team rosters must be received at the NGMTC no later than 15 March 2016. All participants and teams must be pre-registered by email to the AFSAM OIC Maj Gerald Robinson. Walk-on individual or team entries are not accepted. Team members must shoot all courses of fire. See Annex C, Appendix 3 for official registration forms.

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

**4. AFSAM SOCIAL:** The AFSAM social will be held on Wednesday, 20 April 2016 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 teams to exchange memorabilia.

**5. AFSAM AWARDS CEREMONY:** The AFSAM awards presentation will be held on Friday, 29 April 2016 beginning at 1900. Location is to be determined and will be confirmed at match registration. U.S. service members uniform is ACU/ABU's. AFSAM participants are requested to wear their service's battle dress uniform or comparable civilian attire.

**6. CLASSIFICATIONS:** The NGMTC authorizes all AFSAM services to enter up to two 4-member teams and a support person. Additional teams may be taken if range capacity allows for it. All teams are eligible to compete for trophies.

**a. Individual Classifications:** There are no individual classifications for AFSAM.

**b. Team Classification:** A team consists of 4 firing members and a coach, if desired, for a total of 5 members per team. Teams are classified as the "A", "B", or "C" team. Team integrity must be maintained throughout the matches with the exception of the AFSAM Team Matches of RT3600 and CT5160, which comprise the Overall Match 380. 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 National Guard All Guard Combat Team. Funding coordination for members of the All Guard team must be made through the All Guard 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 installed in each barracks. 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-\$17 US Dollars per day. To make reservations for on-post billeting, contact the Camp Robinson Post Billeting Section at commercial (501) 212-5274/5 or 1-800-355-3205. Participants may stay on the economy at their own expense. **Statements of non-availability are not issued.**

**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 every day – Commercial: 501-212-4646

Breakfast	0600 – 0800
Lunch	1100 – 1300
Dinner	1630 – 1830

**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**

---PLEASE PRINT--- Turn-in by 15 March 2016

**25<sup>th</sup> Annual Armed Forces Skill at Arms Meeting Entry Form**

<b>Official Team Name</b>	<b>Country</b>	<b>Team POC</b>	<b>POC Telephone Number</b>	<b>POC Email Address</b>
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**Team Composition**

#	Last Name	First Name	MI	Rank (No Abbreviations)	Team (A, or 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					

**PRIVACY ACT STATEMENT**

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

**Comments:**

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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 assists allied nations bringing their own weapons through US Customs. The NGMTC must have a serial number listing from teams bringing weapons into the US no later than 01 April 2016. Point of contact is Maj Gerald Robinson at [gerald.l.robinson14.mil@mail.mil](mailto:gerald.l.robinson14.mil@mail.mil).

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

**a. Service Rifle:** The service rifle is the standard 5.56mm M16A2, M16A4/M4. Parts **MAY NOT** be interchanged between different rifle types. Commercial equivalent and heavy barrels are not allowed. Participants cannot replace M16A2 trigger components with those from an M16A1. M16A1 rifles are not authorized. M16A4 uppers can be used with an M16A2 lower or vice-versa. Safety blocks/safety flags are mandatory and must remain in the weapon at all times until directed otherwise by the tower. Competitors are authorized to bring 2 uppers for their service rifle. 1 for optics and 1 with iron sights for the EIC match. All uppers must comply with Annex D, Appendix 1 of this OMP. All uppers will be stored in weapons security. Additional uppers will only be issued the day of the EIC Match.

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

**c. Optics:** Iron sights and optics must be as issued. Iron sights can be blackened. However, no appliances can be affixed to shade or alter the standard sight. Rifle sights can be adjusted at any time utilizing proper safety procedures, unless directed otherwise by range staff personnel. Participants must submit a written request to the WPW/AFSAM OIC, prior to registration for approval of additional optical sights. Commercial equivalent optics are not allowed. Optics are not authorized for WPW competitors during match RI3210 (EIC). Competitors have the option of bringing a second upper with iron sights for use in the EIC match. Optics are not authorized for use with the Service Pistol. Authorized optics allowed for U.S. military forces service rifle are:

- (1) Trijicon Reflexive Sight
- (2) M68 Reflex Close Combat Optic
- (3) EOTech Reflexive Sight with or without magnifier (no greater than 3X magnification)
- (4) Advanced Combat Optical Gunsight (ACOG) no greater than 4X magnification
- (5) ELCAN SpecterDR (no greater than 4X magnification and 32mm)

**d. Rifle Sling:** Only issued slings are allowed. Slings can be no more than 3 centimeters wide. It may be used as a single-point sling attached to the front sling swivel or as a 2-point sling attached to both sling swivels. The sling must not be 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 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, M16A4 & 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.

## 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.

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

- (1) A011 (12 ga. 00 buckshot)
- (2) A059 or AB77 (5.56mm ball, M855 or M855A1 EPR)
- (3) AA49 (9mm 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 headstamp or lot number and inform the Range OIC so that these issues can be properly reported.**

## **APPENDIX 3 - SAFETY**

### **1. RANGE SAFETY**

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

- (1)** Assume all weapons are loaded.
- (2)** Never point the weapon at anything you do not intend to shoot.
- (3)** Keep your finger off the trigger until you intend to fire.
- (4)** Be sure of your target, know what is in line with it and what is behind it.

**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: a pistol must have a retention device that holds the pistol in the holster to be authorized).

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

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

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

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

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

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

**i.** Eye protection is mandatory during training matches and must be properly worn. Prescription eyeglasses or safety glasses on the Army Protective Eyewear List (APEL) are authorized for use. Safety glasses are not available for issue from NGMTC. Eyewear that is tinted for the primary purpose of giving the competitor an advantage is not authorized.

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

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

**l.** Competitors may not use cell phones on the firing line or in the pits.

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

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

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

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

a. Safety violations should be 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 through the WPW OIC to be removed 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 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 headstamp and lot number.

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

**c. Range Alibis:** The Range OIC may grant a range alibi(s) for range equipment faults or failures that are not controlled by the firing participant, or team member, and do not impact the range operations (i.e. the competitor has not fired a round).

## 2. CHALLENGES:

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

**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 (PC):** Upon receipt of the written protest, the Match Director will form the PC to resolve the official protest. The Official Match Program is the primary reference document. The PC consists of the Match Director and four NGMTC members. 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

### HOLSTERED

- Magazine Out
- Chamber Empty
- Hammer Forward
- Slide Forward
- Decocking Lever (safety) Applied
- Pistol in Holster
- Pistol is in the Holster with retention device engaged

### LOCK

- Magazine In
- Chamber Empty
- Slide Forward
- Decocker (safety) is Applied
- Hammer Is Forward
- Weapon on Safe

### LOAD

- Magazine in Pistol (magazines in the weapon will be treated as loaded)
- Round in Chamber
- Decocker (safety) is Applied
- Hammer is Forward

### REHOLSTERED

- Pistol is at "LOAD"
- Pistol is in the Holster with the Flap Secured or retention device engaged

### WEAPON OFF SAFE

- Pistol is in "LOAD"
- Decocker (safety) is **Not** Applied

## M16 Series Rifle Status

### UNLOADED

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

### WITH BOLT FORWARD LOCK

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

### LOAD

- Magazine in the Rifle
- Round in the Chamber
- Bolt Forward
- Selector Switch on Safe

### WEAPON OFF SAFE

- Magazine in the Rifle
- Round in the Chamber
- Bolt Forward
- Selector Switch on Semi

## Shotgun Status

### UNLOADED/CLEAR

- Chamber Empty
- Action Open
- Selector button on Safe

### LOCK/LOAD

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

### WEAPON OFF SAFE

- Round in the Chamber
- Action Closed
- Selector button Off Safe

## APPENDIX 6 – FIRING POSITIONS

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

**a. Stage Starting Position "INTERVIEW POSITION":**

Standing position with the pistol in the "load" status, in the holster and the retention device engaged. Competitors will be in the interview position or hands in front of their body with their arms bent at 90 degrees or greater. The competitor's hand is not authorized to make contact with the weapon or holster. The pistol will be on safe and secured in the holster. Once the stage has commenced the competitor may stay on target or return to the "alert" position until the start of the next stage unless instructed to do so by the tower. As long as the weapon is pointed in a safe direction the competitor may choose to stay on target or lower their point of aim during the stage. The competitor's hands do not have to be touching. The hands must be in front of the body and the elbows bent 90 degrees. This position replaces the standing alert position.



**b. Standing Position:** Both feet on the ground, body erect, arms extended, and not supported by any other object. Participants' knees can be slightly bent. **Squatting is not permitted.**

**c. Standing Barricade Position:** 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.

**d. Kneeling Position:** Participants can only make contact with the ground with their knee(s) and feet. At least one knee must touch the ground.

**e. Prone Position:** 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 be forward of the line. Nothing will be past the firing line.**

**f. Alert Position:** "Standing" position with the pistol at waist level, muzzle pointed down range, barrel parallel to the ground in the "Weapon off Safe" status.

**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. At the beginning of every stage competitors will start from the alert position with the butt of the weapon out of the shoulder. There will be no contact between the weapon and the shoulder of the competitor.

**a. Stage Starting Position:** “Standing” position with the butt of the rifle out of the shoulder, weapon pointed down range while the weapon is in the “load” status. There can be no contact between the weapon and the competitors’ shoulder. Once the stage has commenced the competitor may stay on target or return to the “alert” position until the start of the next stage unless instructed to do so by the tower. As long as the weapon is pointed in a safe direction the competitor may choose to stay on target or lower their point of aim with the weapon pointed in a safe direction. *This position replaces the standing alert position. Weapons will no longer start at a 45 degree angle at the beginning of a course of fire (Except for EIC).*



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

**c. Kneeling Position:** The buttstock of the rifle must rest against the shoulder or armpit, Participants can only make contact with the ground with their knee(s) and feet. At least one knee must touch the ground with no part of the body except one foot and the other leg from the knee downwards touching the ground or any other supporting object.

**d. Prone Position:** The buttstock 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.

**e. Sitting Position:** 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.

**f. Squatting Position:** 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.

**g. Alert Position:** “Standing” position with the muzzle depressed at an angle of 45 degrees from horizontal in the “Load” status.

**h. Supported Position:** While in the prone position or fighting position (foxhole), the competitor may utilize the sandbags provided to support the weapon. Sandbags may be utilized at the competitor’s discretion. This position is only allowed in courses of fire that dictate this or when directed by the tower to do so. However, supported position is not mandatory. You may shoot unsupported if you chose to do so in substitute of the “Supported Position”.

## APPENDIX 7 - SCORING

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

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

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

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

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

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

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

**b. Excessive hits (due to crossfire):** In the case of crossfire, when it has been proven that the competitor fired no more than the allowed number of shots, then the score will be determined by removing the value of the excessive hits, starting with the lowest, then highest valued hits from the total, alternating up to the number of excessive hits. For example, a target with 13 hits when it should have 10 hits would have the two lowest score hits removed and one of the highest score hits removed (low, high, low....).

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

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

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

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

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

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

## 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 - TARGETS**

**EIC Combat (Modified M9 Pistol) Target:**

1. Width: 20"
2. Height: 34"
3. X Ring: 2" x 3"
4. 5 Ring: 4" x 6"
5. 4 Ring: 8" x 11.75"
6. 3 Ring: 12" x 17.75"
7. 2 Scoring Area



**FIG 12:**

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



**FIG 11 RIFLE:**

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



**FIG 14:**

1. Width: 18"
2. Height: 22"
3. 5 Ring: 4"
4. 4 Scoring Area



**APPENDIX 9 - TARGETS (Cont)**

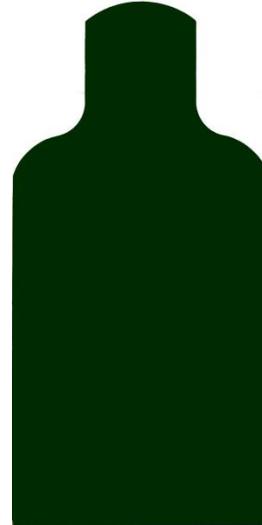
**TYPE B:**

- 1. Width: 48"
- 2. Height: 48"
- 3. V Ring: 6"
- 4. 5 Ring: 10"
- 5. 4 Ring: 15.5"
- 6. 3 Ring: 32"
- 7. 2 Ring: 48"



**"E" Silhouette:**

- 1. Width: 20"
- 2. Height: 40"



**Rifle Falling Plate:**

- 1. Base Width: 12"
- 2. Top Width: 8"
- 2. Height: 12"



# **ANNEX E**

## **Advanced Marksmanship Tasks**

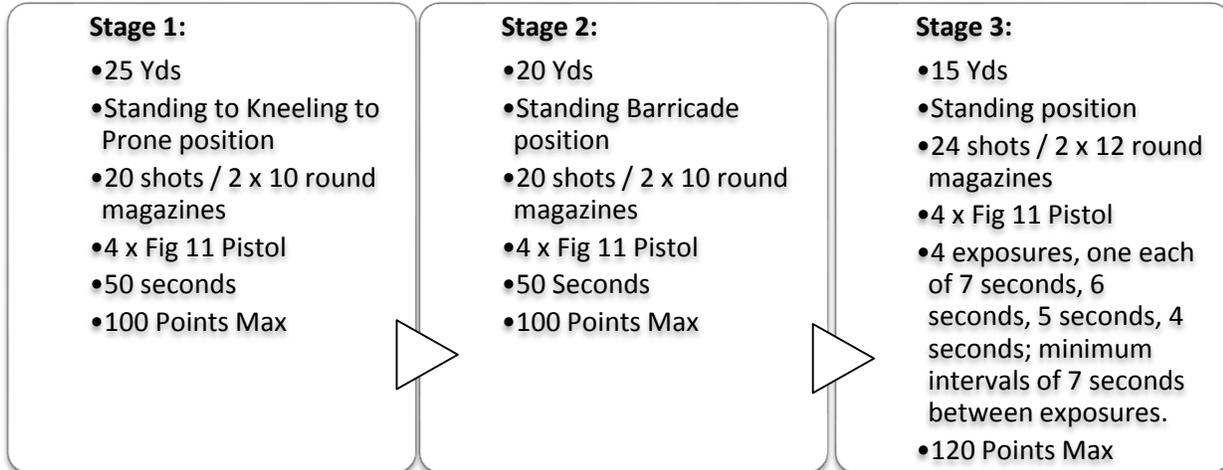
## APPENDIX 1

**TASK:** Combat Pistol Barricade – PI2030

**INTENT:** To simulate engaging the enemy while maintaining cover with your entire body. Once the enemy has been suppressed or killed move forward and follow up with a rapid fire engagement to secure the enemy position.

**CONDITIONS:** As a participant with an M-9 pistol and 64 rounds, complete 3 stages on a Known Distance (KD) Range.

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



PI2030

### Instructions

Stage 1: Start from a "Standing" position and assume a "Kneeling" position. Draw your weapon and fire 10 shots with the **"Right Hand"** on target 1. Following the 10th shot, **assume a "Prone" position**, reload, and fire 10 shots on target 2 with the **"Left Hand"**. Stage 2: On the command, FIRE, assume a **"Right Handed"** Standing Barricade position and fire 10 shots on target 3 using your **"Right hand"**, reloading on demand. Following the 10th shot, reload, assume a **"Left Handed"** Standing barricade position, and fire 10 shots on target 4 with the **"Left Hand"** from the opposite side of the barricade. Stage 3: First exposure - Engage targets 1, 2, 3, and 4, left to right placing one shot on each target and return to target 1 for the last two shots in 7 seconds. Second exposure - Repeat firing sequence of first exposure in 6 seconds. Third exposure - Engage targets 2, 3, and 4, with two shots each in 5 seconds. Fourth exposure - Repeat firing sequence of third exposure in 4 seconds.



## APPENDIX 2

**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 M-9 pistols 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 17 rounds per stage of firing.

**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
- Standing position
- 17 shots each
- 6 x Fig 11 Pistol
- 35 Seconds
- 340 Points Max

### Stage 3:

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

### Stage 4:

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

PT2100

### Coordinating Instructions for Bonus:

If all targets are hit with 6 or more 5's, the team earns a bonus of 30 points.

If all targets are hit with 12 or more 5's, the team earns a bonus of 60 points.

If all targets are hit with 18 or more 5's, the team earns a bonus of 90 points.

The bonus is 30, 60 **OR** 90 points. **Only 1 bonus is allowed.**



**APPENDIX 3**

**TASK:** Steel Challenge ‘The Dueling Trees’ – PT2120

**INTENT:** Be faster and more accurate than your opponents while simultaneously engaging a bank of four dueling tree targets, shoulder to shoulder, against another team.

**CONDITIONS:** As a team of shooters with M-9 pistols and 15 rounds each, each team member will have a magazine of 10 rounds and a magazine of 5 rounds. Magazines are filled prior to the start of the event. Equipment must be worn during the entire exercise. This is a two phase match. Phase I will be a single elimination event with 1 overall winner from each squadding matrix group moving into Phase II (the finals) at the end of the day.

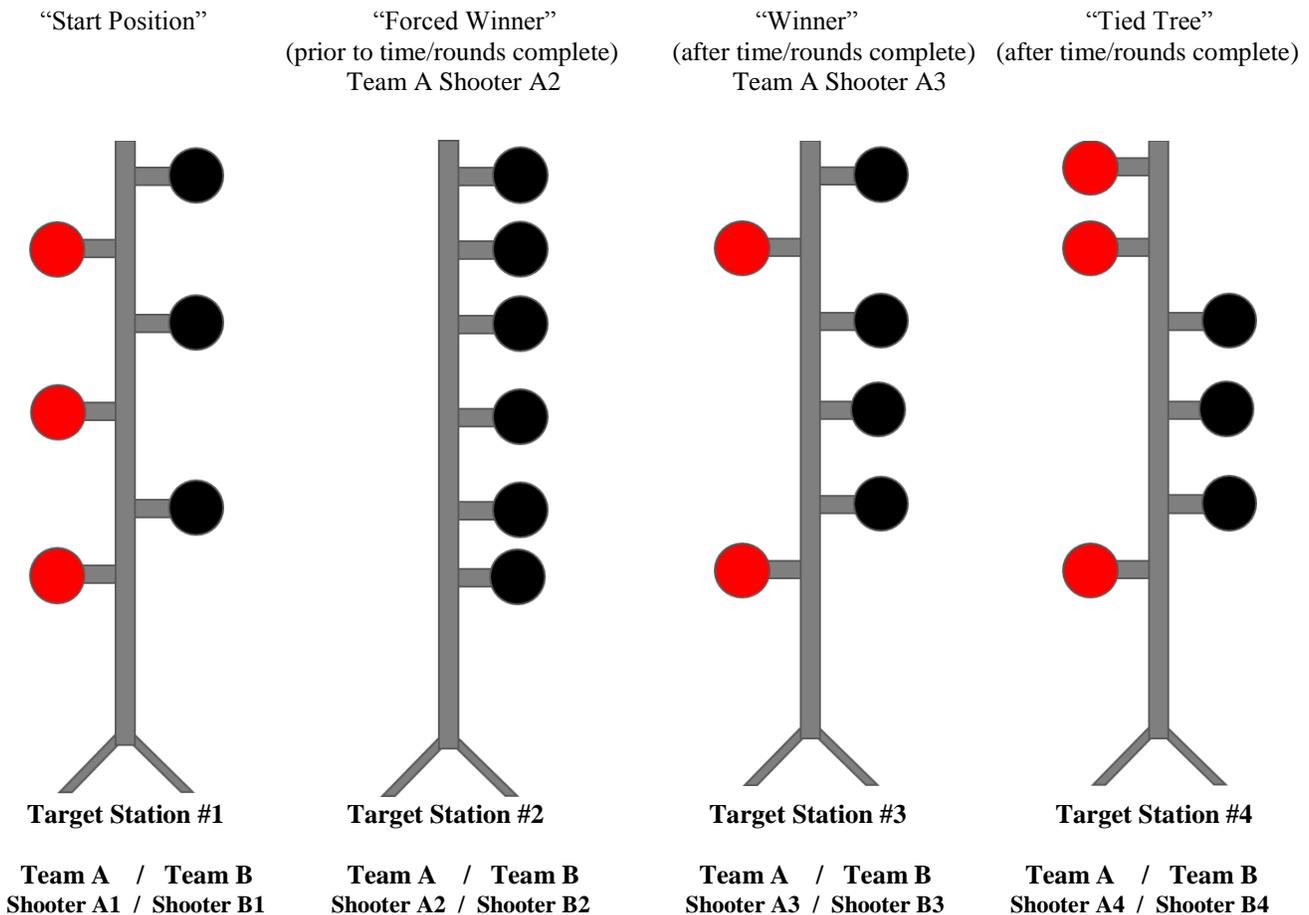
**STANDARD:**

1. Individual team member: Clear all plates on your side of the target station, or ‘Tree,’ faster than your opponent or within a time limit of 60 seconds. Have no plates remaining on your side of the ‘Tree’ or fewer plates remaining on your side of the ‘Tree’ once time expires or all rounds have been expended by both shooters on that station.
2. Team: Have more individuals on your team meet the above requirements.

**TEAM TIE BREAKERS:** Since this is a dueling tree match, there is a high probability of ties (example: both teams have two winners). If there is not a team with 3 or more winners during the iteration of firing, the following tie break rules will be applied:

1. Team with fewer plates remaining.
2. IF both teams have an equal number of plates remaining and there is not a numerical winner, then an immediate shoot off will be fired between the two team members who won their stations. The shoot off will be the same course of fire, but with only 10 rounds instead of 15 rounds and time reduced to 45 seconds.
3. IF all four stations are tied, then the captain from each team will select 1 shooter to fire an immediate head to head shoot off using the same course of fire, but with only 10 rounds instead of 15 rounds and time reduced to 45 seconds.

Example Target Results:



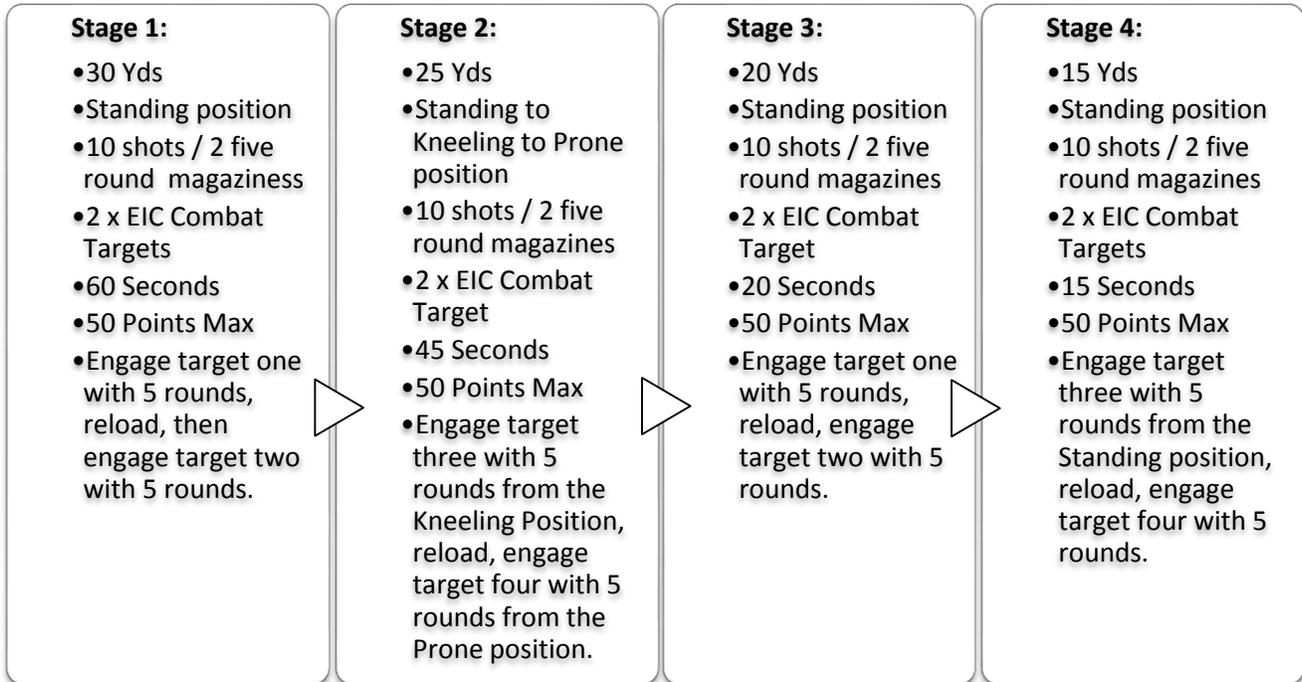
## APPENDIX 4

**TASK:** Combat Pistol EIC – PI2210

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

**CONDITIONS:** As a participant with an M-9 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.



## APPENDIX 5

**TASK:** Anti body Armor - Match PI2250/PT2350

**INTENT:** To simulate engaging an enemy combatant wearing body armor followed by rapid fire engagements on multiple targets representing enemy combatants. Match PT2350 is a paper match of combined scores from match PI2250.

**CONDITIONS:** As a participant with an M-9 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
- Standing position
- 12 shots / 1 X 12 round magazine
- 4 x Fig 11 Pistol
- 4 exposures of 4 seconds, minimum interval of 7 seconds
- 60 Points Max

### Stage 2:

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

### 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.

PI2250/PT2350

### Coordinating Instructions

- In stage 1 shooters engage each target from left to right, placing two shots in the torso region first and the third shot in the facial scoring area. During stage 2 First exposure - Engage targets 1, 2, 3, and 4 left to right, placing one shot on each target, return to target 1 for the last two shots, in 7 seconds; Second exposure - repeat firing sequence of first exposure in 6 seconds. For the Third exposure - participants engage targets 2, 3, 4, with two rounds each in 5 seconds; Fourth exposure - repeat firing sequence of third exposure in 4 seconds.

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



**APPENDIX 6**

**TASK:** Close Quarter Battle – RI3010

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

**CONDITIONS:** As a participant with an M-16 Series rifle, 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.



**RI3010**

**Coordinating Instructions**

Stages 1-4 begin in the Stage Starting Position. In stage 1 shooters adopt the Kneeling position, and fire ten rounds on the left target. In stage 2 shooters adopt the Kneeling 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 competitor's may fire any number of shots within each exposure., all shots must be on the right target during stage 4.



## APPENDIX 7

**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 M-16 Series rifle 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- Reflexive Fire

- 25 Yds
- Standing position
- 12 shots / 1 magazine
- 4 x Fig 11 Pistol
- 4 Exposures of 4 Seconds, minimum interval of 7 seconds
- 60 Points Max

### Stage 2- Reflexive Fire

- 25 Yds
- Standing position
- 24 shots / 2 x 12 round magazines
- 4 x Fig 11 Pistol
- 4 Exposures, one each of 7, 6, 5, and 4 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.

RI3020

### 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 alert 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 alert 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 alert position; Second exposure - repeat firing sequence of first exposure in 6 seconds, then return to the alert 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 alert position.



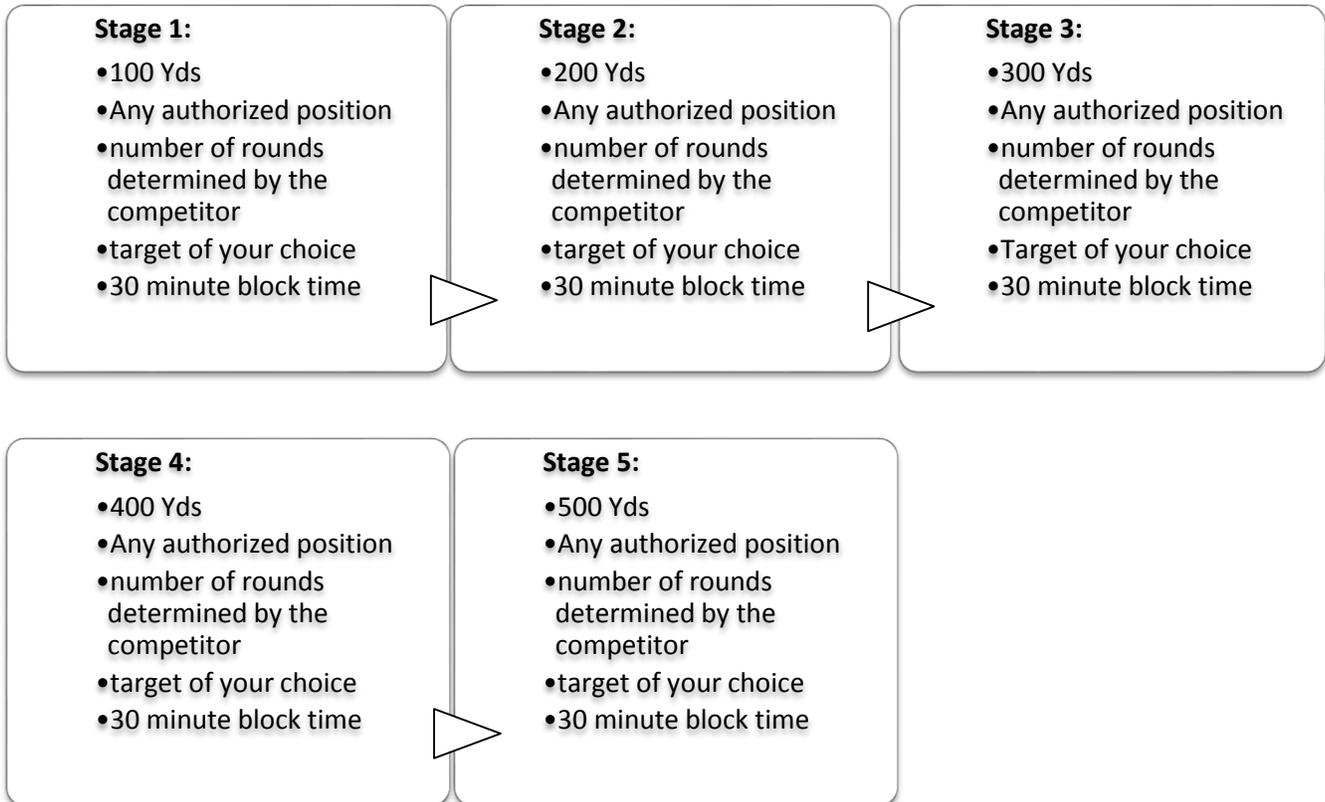
## APPENDIX 8

**TASK:** 100 – 500 AFSAM Special Zero – RI3040 (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.



**APPENDIX 9**

**TASK:** 100 – 500 Special Zero – RI3060

**INTENT:** Test competitors’ marksmanship ability with the M-16 series weapon while gathering zero data.

**CONDITIONS:** As a participant with an M-16 series rifle and 72 rounds; complete 4 stages on a Known Distance (KD) Range. Each 3 round shot group will be spotted. The first two x 3 round shot groups at each stage will be sighters and not for score, these rounds are to assist shooters who are not zeroed with the new M855A1 EPR ammunition. Visible misses will be marked.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 240.

<p><b>Stage 1:</b></p> <ul style="list-style-type: none"><li>•100 Yds</li><li>•Prone position</li><li>•2 x 3 shot groups (sighters - not for score)</li><li>•4 x 3 shot groups</li><li>•1 x EIC Combat Target on a 6x6 backing</li><li>45 Seconds per 3 shot group</li><li>•60 Points Max</li></ul>	<p><b>Stage 2:</b></p> <ul style="list-style-type: none"><li>•300 Yds</li><li>•Prone position</li><li>•2 x 3 shot groups (sighters - not for score)</li><li>•4 x 3 shot groups</li><li>•1 x EIC Combat Target on a 6x6 backing</li><li>•45 Seconds per shot group</li><li>•60 Points Max</li></ul>
<p><b>Stage 3:</b></p> <ul style="list-style-type: none"><li>•400 Yds</li><li>•Prone position</li><li>•2 x 3 shot groups (sighters - not for score)</li><li>•4 x 3 shot groups</li><li>•1 x EIC Combat Target on a 6x6 backing</li><li>•45 Seconds per 3 shot group</li><li>•60 Points Max</li></ul>	<p><b>Stage 4:</b></p> <ul style="list-style-type: none"><li>•500 Yds</li><li>•Prone position</li><li>•2 x 3 shot groups (sighters - not for score)</li><li>•4 x 3 shot groups</li><li>•1 x EIC Combat Target on a 6x6 backing</li><li>•45 Seconds per shot group</li><li>•60 Points Max</li></ul>



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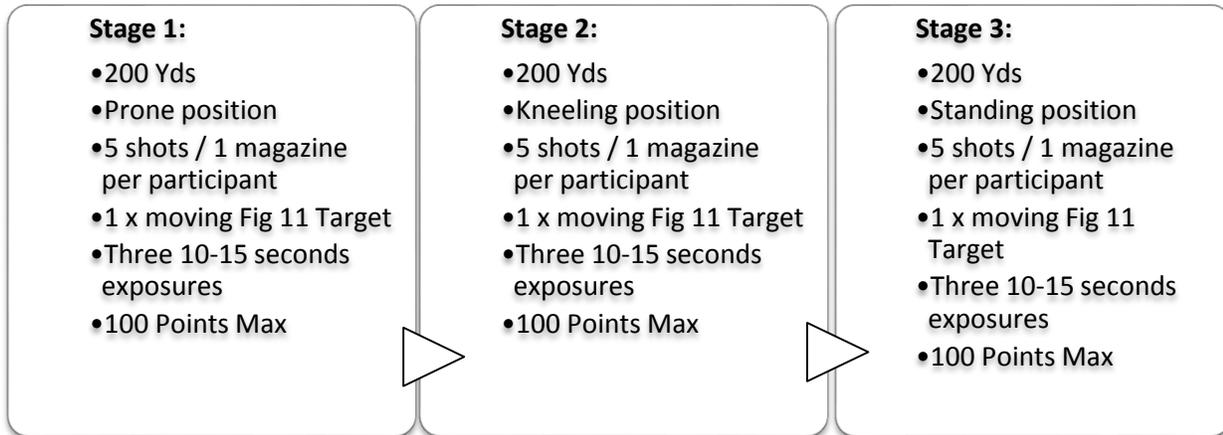
## APPENDIX 11

**TASK:** Movers – RT3120

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

**CONDITIONS:** As a team of participants with an M-16 series rifle 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.



## APPENDIX 12

**TASK:** Falling Plates – RT3130

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

**CONDITIONS:** As a team of participants with an M-16 series rifle and 10 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.

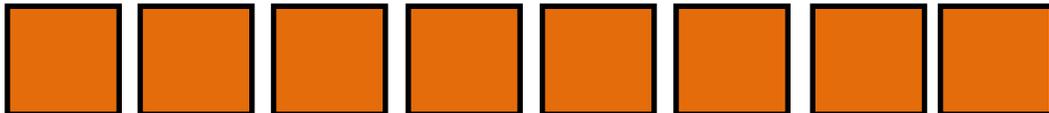
**STANDARD:** Achieve the highest number of hits possible in the fastest time possible. The maximum point value is 250.

### Stage 1

- 300 Yds
- Any position
- 10 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 “Lock”, “Load” and “Weapon Off Safe” on their own when they are in position at the 300 yard line and attempt to shoot down all of their assigned targets (plates) before the other team while achieving the best time possible.
- Plates must fall down to count. Plates that are turned and not knocked down do not count as a successfully knocked down plate target.
- If teams have a tie on number of targets knocked down the Tie breaker will be:
  - Fastest time. (If both teams have the same time, go to the next tie breaker)
  - Most number of rounds remaining. (If both teams have the same time, 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.



## APPENDIX 13

**TASK:** The National Guard Infantry Team Match – RT3170

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

**CONDITIONS:** As a team of 4 participants, M-16 series rifle, and 128 rounds; complete 3 stages on a Known Distance (KD) Range. Magazines may be left on the firing line.

**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 minute non-firing preparation period after the command, Team Captains move your team to the firing line. Followed by 1 exposure of 50 seconds.
- Scoring: 5 points per hit (regardless of location), six or more hits on a target is considered a squared target. Maximum bonus points per stage of fire is 36 (number of squared targets X number of squared targets, 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: 45 seconds to move from the 500 yard-line to the 400 yard-line and adopt the Prone Position, followed by one (1) 50 second exposure.
- Scoring: 4 points each hit, six or more hits is a squared target, maximum bonus points per stage of fire is 36. number of squared targets X number of squared targets, i.e. 6X6=36 point bonus)



### Stage 3- Rapid Fire

- 300 yds
- Sitting position
- Ammunition based on team leader fire control plan
- 6 x each FIG 11 per team
- Timing: 1 exposure of 45 seconds to move from the 400 yard-line to the 300 yard-line and adopt the Sitting position, followed by one 50 second exposure
- Scoring: 3 points each hit, six or more hits is a squared target, maximum bonus points per stage is 36. number of squared targets X number of squared targets, i.e. 6X6=36 point bonus)

### Coordinating Instructions

- Stage 1: Each team will be lined up on their 500-yard firing point in the Prone position (spaced approximately one meter apart), at Load. Commence fire when targets appear. Targets will be exposed for 50 seconds. Once firing is complete, the team will remain in the prone position and given 50 seconds to prepare for Stage 2 while the targets are scored. Stage 2: Each team will be allowed 45 seconds to advance from the 500-yard line to the 400-yard line on a signal GO. Teams advance to the 400-yard line, adopt the prone position, perform Weapon Off Safe, and commence fire when targets appear. Once firing is complete, teams remain in the prone position and are given 50 seconds to prepare for Stage 3 while the targets are scored. Stage 3: Each team will be allowed 45 seconds to advance from the 400-yard line to the 300-yard line on the voice command GO. The team will advance to the 300-yard line, adopt the Sitting position, perform weapons off safe, and commence fire when targets appear. Once firing is complete, the team will receive its score on the line.

## APPENDIX 14

**TASK:** Team Covering Fire – RT3180

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

**CONDITIONS:** As a team with an M-16 series rifles and 10 rounds per team member; complete 1 stage on a Known Distance (KD) Range.

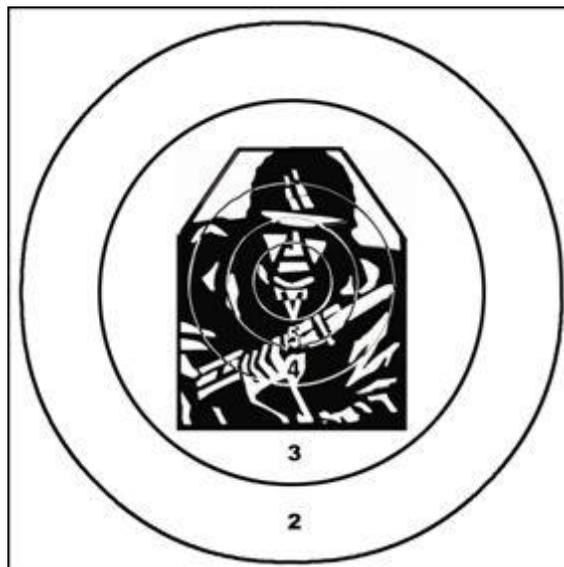
**STANDARD:** Achieve the highest number of points possible. The maximum point value is 200.

### Stage 1:

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

### Coordinating Instructions:

- Teams will be lined up on the 500-yard line in the prone position. The coach may carry a rifle, but is not allowed to carry ammunition. All weapons will have their safeties checked prior to movement. Upon exposure of the first target, the team will advance to the 400-yard line, adopt the prone position, and carry out "Lock", "Load", and "Weapon Off Safe" and engage the FIG B. 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.



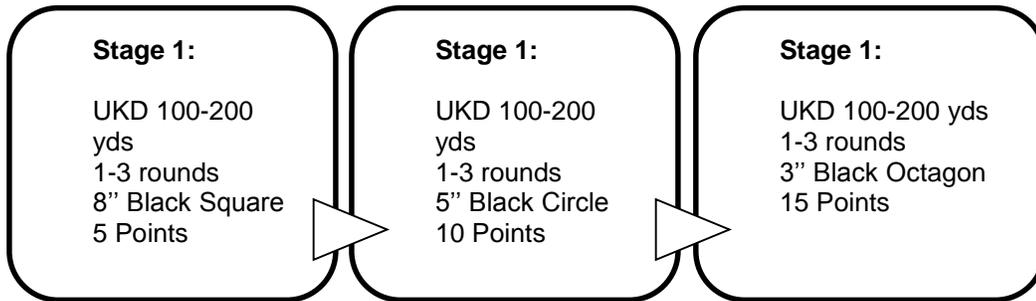
## APPENDIX 15

**TASK:** Know Your Limits - RT3190

**INTENT:** Engage the targets based on the capabilities of your team members.

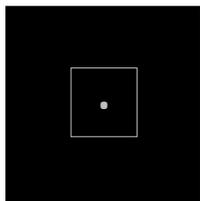
**CONDITIONS:** As a team of participants, M-16 series rifle, and 3 rounds each; complete 1 stage on a Known Distance (KD) Range. Spotting scopes may be used. Shooters only on the firing line, coaching is not allowed.

**STANDARD:** Achieve the highest points possible. The Black Square target is 5 points, Black Circle target 10 points, and Black Octagon target 15 points. For a hit to count, it must touch the black. The team will have 2 minutes to engage the targets of their choice with 3 rounds. Maximum point value is 180.



### Coordinating Instructions

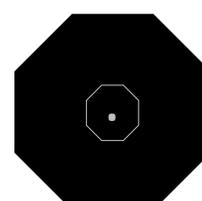
- Stage 1: Each team will be lined up on their 100-200 yard unknown distance firing point in the prone position. The shooters will have 3 rounds to engage any target of their choice in 2 minutes. The Black Square is 5 points, Black Circle 10 points, and Black Octagon 15 points. For a hit to count, it must touch the black.
- Tie Break Rules:
  1. The greatest number of hits in the smallest target engaged.
  2. The greatest number of hits within the shadow line of the smallest target engaged.
  3. The round closest to the marked center of the smallest target engaged.



8" black square



5" black circle



3" black octagon

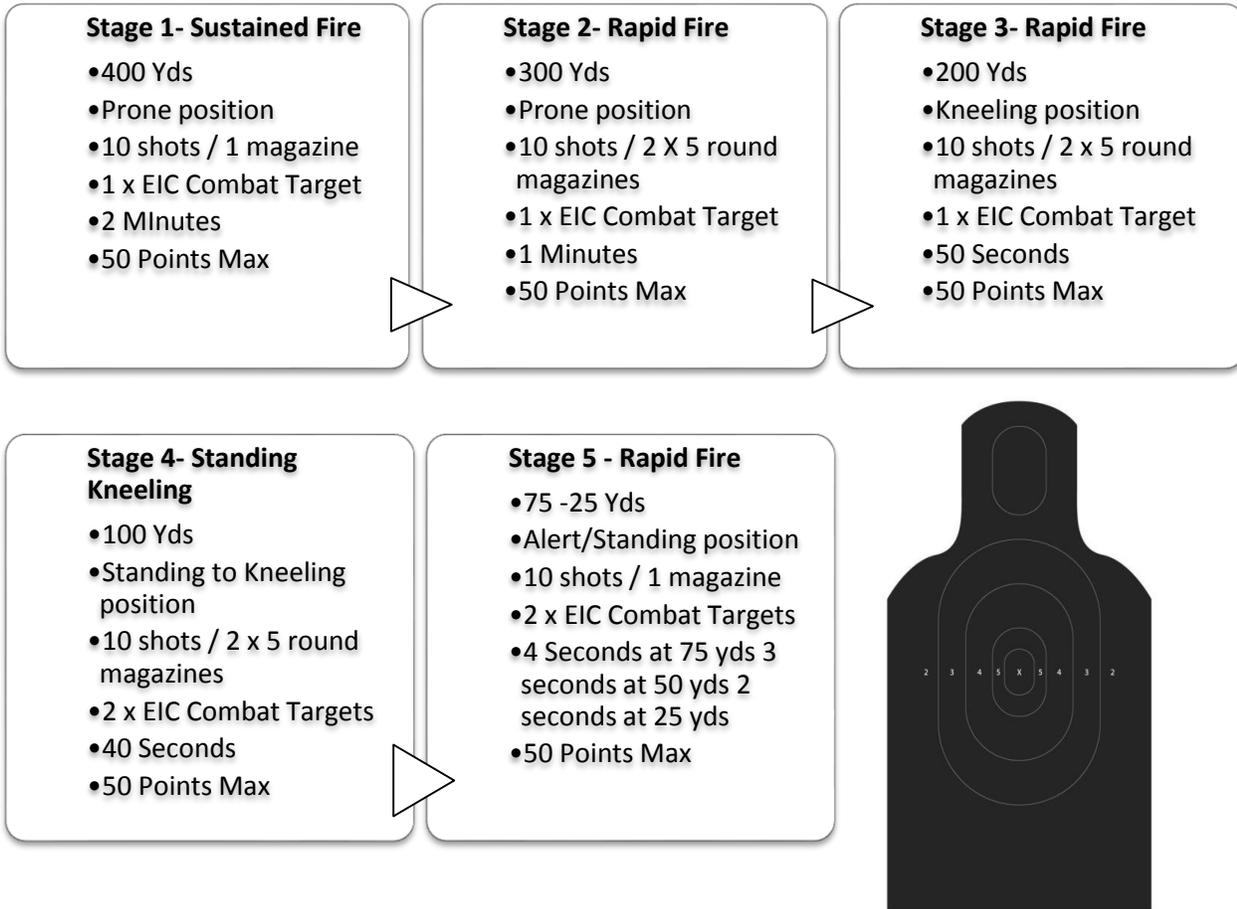
**APPENDIX 16**

**TASK:** Combat Rifle Excellence-In-Competition – RI3210

**INTENT:** Conduct a validated EIC match in order to award LEG points. All WPW competitors will fire with iron sights regardless of distinguished status. AFSAM competitors may use optics or iron sights. U.S. AFSAM competitors will fire RI3210 twice; the first time for WPW score and the second for AFSAM score.

**CONDITIONS:** As a participant with an M-16 series rifle and 50 rounds, complete 5 stages on a Known Distance (KD) Range. This course of fire will utilize the Alert Position throughout the course of fire. **Visible misses will be marked.**

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



RI3210

**Coordinating Instructions**

**This course of fire requires that the shooter start each exposure from the "Alert" or "Low Ready" (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.**

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.

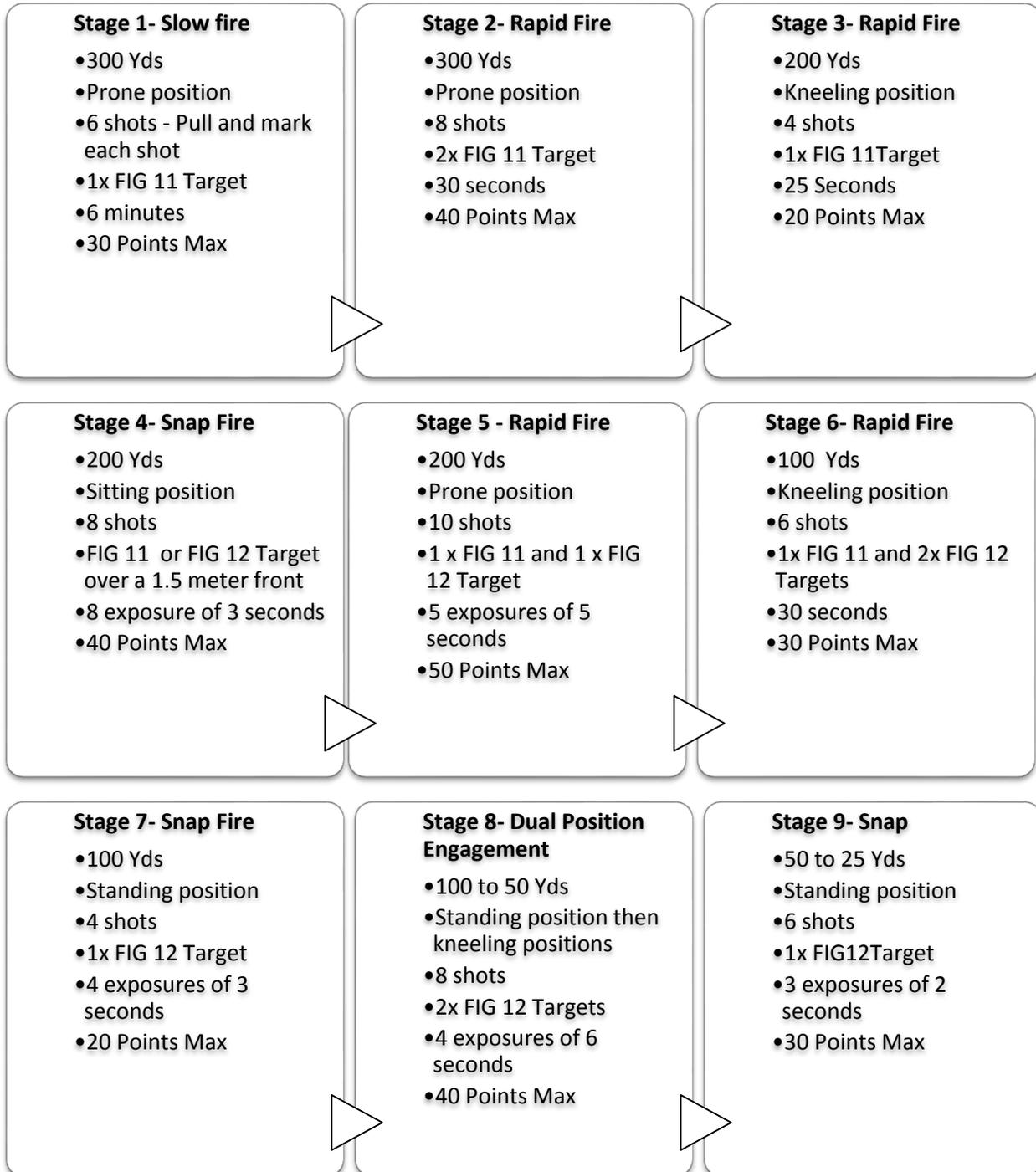
## APPENDIX 17

**TASK:** Combat Rifleman (Forward Assault) – RI3250/RT3350

**INTENT:** Assess your shooting abilities by utilizing multiple positions according to a load plan at your discretion.

**CONDITIONS:** As a participant with an M-16 series rifle and 60 rounds; complete 9 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 60 rounds. Match RT3350 is a paper match of combined scores from match RI3250.

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





RI3250 / RT3350

#### **Coordinating Instructions**

**After the initial command to lock and load there will be no further commands to do so during this course of fire. All competitors are responsible for reloading on their own as needed.**

**Stage 1:** Hits and visible misses will be spotted. The target will be engaged with the spotting discs in place.

**Stage 2:** Will begin in the prone position. Upon exposure of the targets, competitors will engage each target with 4 shots each for a total of 8 shots.

**Stage 3:** Competitors advance from 300 on order at a walk. Upon exposure of the target, competitors will move to the 200-yard line, adopt the kneeling position and fire 4 shots.

**Stage 4:** Targets are exposed randomly (either FIG 11 or FIG 12) in three positions over 1-1/2 meter frontage. One shot will be fired per each exposure.

**Stage 5:** Each exposure will be engaged with 2 shots, one shot at each target.

**Stage 6:** Competitors advance from 200-yard line aligned to the center and on order. Upon exposure of the targets, competitors will move to the 100-yard line, adopt the kneeling position and fire 6 shots, 2 shots at each target.

**Stage 7:** Targets are exposed randomly over intervals of 5 - 10 seconds. One shot will be fired at each exposure.

**Stage 8:** Four exposures of one target in the competitors designated target lane. Competitors will advance on order in the standing alert position after each exposure. Upon exposure of the first target, all competitors will stop and engage their target as it appears with 2 shots; first shot from the standing position, second shot from the kneeling position. Upon the completion of each exposure, competitors will apply safety catches and return to the alert position.

**Stage 9:** Each exposure will be engaged with two shots. Competitors will advance, on order, after each exposure. Starting position for each engagement is ALERT position.

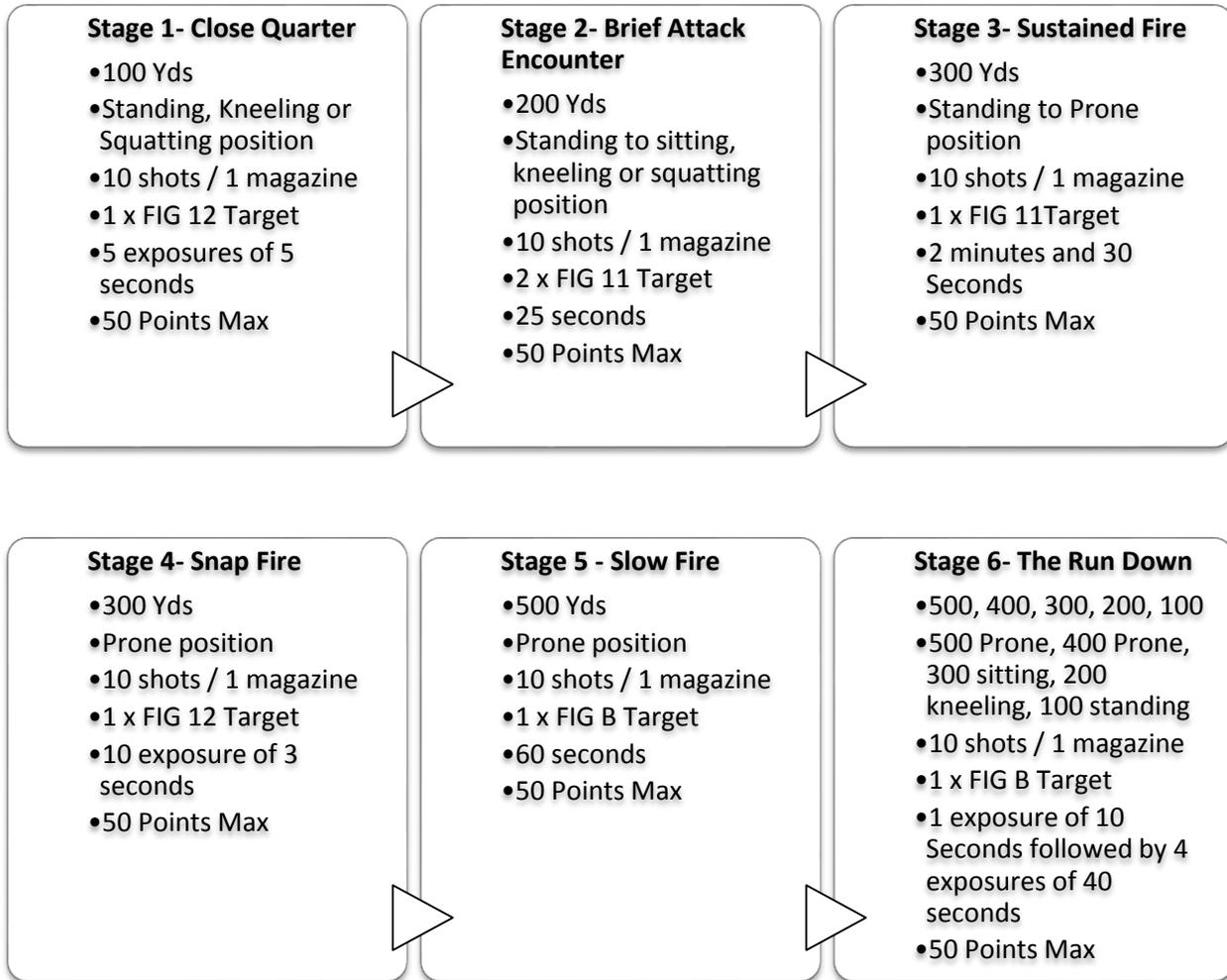
## APPENDIX 18

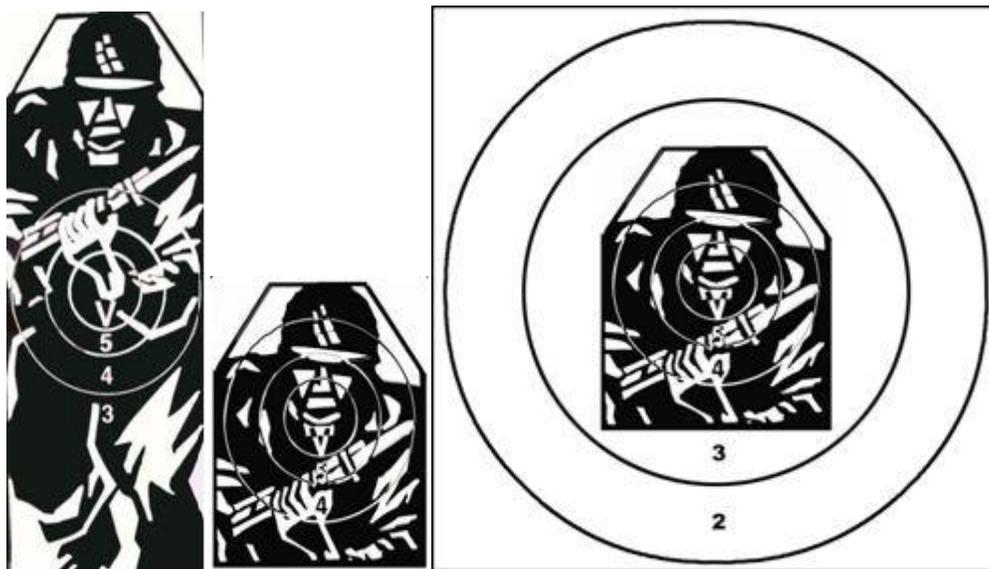
**TASK:** International Interservice Rifle Team Match – RT3600 (AFSAM ONLY)

**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 service rifle 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.





RT3600

#### Coordinating Instructions

**Stage 1:** First exposure starts from the Stage Starting, after the first exposure the competitor returns to the standing alert 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 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 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 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.

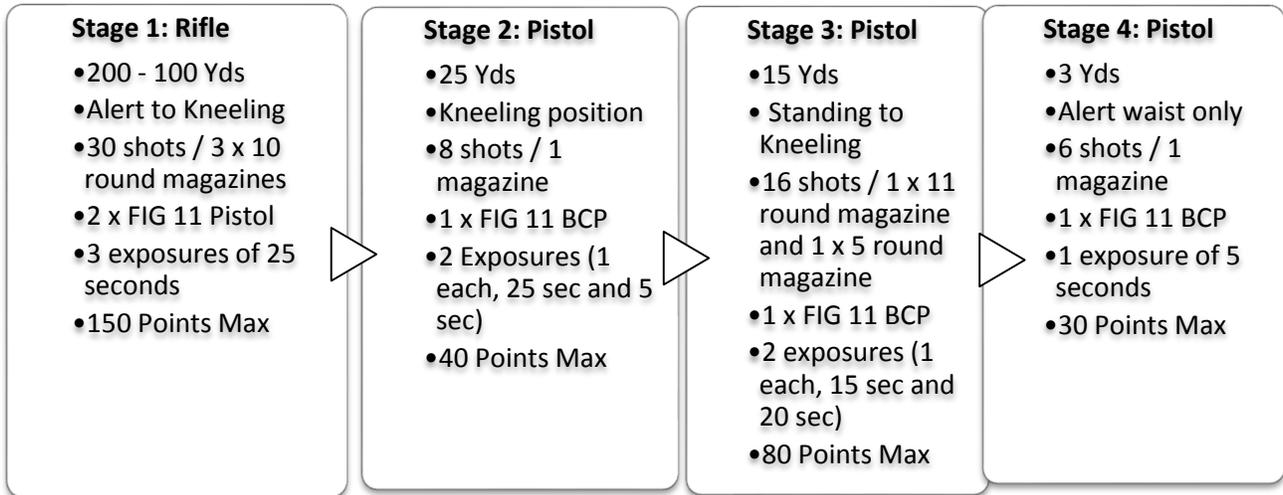
## APPENDIX 19

**TASK:** Combined Arms Enemy Barricade – CT5110

**INTENT:** Assess your ability as a team to engage enemy combatants behind covered positions.

**CONDITIONS:** As a team of participants with M-9 pistols, M16 series rifle, and 30 rifle rounds and 30 pistol rounds each; complete 4 stages on a Known Distance Range. Target configuration consists of 1 each FIG 11 Barricade Combat Pistol (BCP) (vertically split FIG 11 Pistol) and 2 each FIG 11 Pistol. FIG 11 BCP will be placed in the normal position as in other matches to simulate enemy behind a barricade. Participants will reload on demand throughout the exercise. The first shot for each pistol stage must be fired in double action only.

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



CT5110

**Instructions**

Stage 1: Shooters move out on line towards their designated firing point. When signaled, participants transition from the moving Alert to the Kneeling, and engage each FIG 11 target with 5 shots. After each exposure, shooters make the rifle safe, and upon command, advance on line towards the next firing point. Upon completion of stage 1, shooters make the rifle safe, and sling their rifle.

Stage 2: Shooters assemble on the 100-yard line with weapons at Load and Reholstered. When signaled, participants have 25 seconds to move from the 100 yard line to the 25 yard line, adopt a Kneeling position, draw their weapon, and engage the left and right sides of the target with 2 shots each. On the 2<sup>nd</sup> Exposure (5 sec) engage the left and right sides of the target with 2 shots each.

Stage 3: The 1<sup>st</sup> exposure participants have 15 seconds to move from the 25 yard line to the 15 yard line, draw their weapon, and engage the left and right sides of the target with 3 shots each from the Standing position. On the 2<sup>nd</sup> Exposure (20 sec) engage the left side target with 5 shots Standing position then adopt the Kneeling position and fire 5 shots on the right side target, reloading on demand.

Stage 4: Participants dress on line and walk from the 15-yard line to the 3-yard line, draw their weapon, and upon the command of Fire engage each side of the target with 3 rounds each, firing from the Alert Position **waist only**. Arms cannot be extended, elbows must stay in contact with the body while firing and sights are not used.

CT5110

**Scoring :**

- Any round that touches the scoring area will count for a score if it is the proper caliber round on target and does not exceed the maximum amount of hits per target.
- FIG 11 Pistol target hits must be 5.56mm, no more than 15 hits allowed for each target.
- BCP hits must be 9mm, no more than 15 hits allowed for the left side of the target and no more than 15 hits allowed for the right side of the target.

## APPENDIX 20

**TASK:** Bianchi Battle – CT5120

**INTENT:** Test team coordination, endurance and marksmanship.

**CONDITIONS:** As a team of participants with M16 series rifle with the number of rounds TBD, M-9 pistols with the number of rounds TBD, M500 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.

CT5120

### **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.

### **Scoring Time Bonus:**

The team must complete the course of fire within the allotted amount of time or the team will not receive a score. The time limit and bonus chart will be provided during the pre-match briefing.

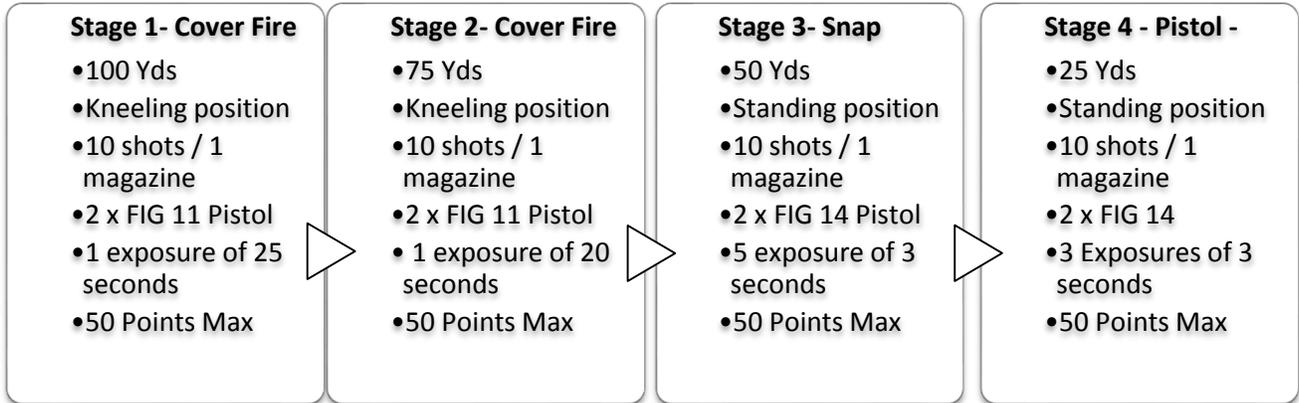
**APPENDIX 21**

**TASK:** Conaway Challenge Cup – CT5160 (AFSAM ONLY)

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

**CONDITIONS:** As a participant with an M-16 Series or equivalent rifle, M9 or equivalent 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.



CT5160

**Coordinating Instructions**

Stages 1-4 begin in the Stage Starting position. In stage 1 shooters adopt the Kneeling position, and fire ten rounds on the left target. In stage 2 shooters adopt the Kneeling 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 competitor's ground or sling their rifles and assume the pistol stage starting position, "Interview Position" and fire any number of shots within each exposure all shots must be on the right target.



# **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	Award	Award	Award	Award	Award	Award
<b>PI2210</b> Pistol EIC	N/A	Award	Award	Award	Award	Award	Award
<b>PI2250</b> Anti Body Armor	N/A	Award	Award	Award	Award	Award	Award
<b>RI3010</b> Close Quarter Battle	N/A	Award	Award	Award	Award	Award	Award
<b>RI3020</b> Reflexive Fire	N/A	Award	Award	Award	Award	Award	Award
<b>RI3060</b> Special Zero	N/A	Award	Award	Award	Award	Award	Award
<b>RI3210</b> Rifle EIC	Col John Abair Trophy	Award	Award	Award	Award	Award	Award
<b>RI3250</b> Combat Rifleman	N/A	Award	Award	Award	Award	Award	Award
<b>PI2210 and RI3210</b>	SMSgt Jeffrey O. Clegg Trophy	Award	N/A	N/A	N/A	N/A	N/A
<b>Aggregate Individual Pistol Champion</b> (all pistol individual matches)		Combat Pistol Individual Aggregate Trophy	Award	Award	Stuart R. Clingman Trophy	Award	Award
<b>Aggregate Individual Rifle Champion</b> (all rifle individual matches)	Combat Rifle Individual Aggregate Trophy	Award	Award	Award	Award	Award	Award
<b>Grand Aggregate Individual Match Winner</b> (all rifle and pistol individual matches)		The Lloyd Nelson Trophy	Award	Award	NGAUS President's Award	Award	Award
<b>Chief's 50 Badges*</b>							

\* The Chief's 50 Badge will be awarded to the top 20 individual rifle competitors and top 20 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 3 Winston P. Wilson Machine Gun Team competitors (6 badges) when fired. For the 2016 match, LMG will not be fired and these badges will be allocated equally between rifle and pistol.

**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> Combined Arms Enemy Barricade	Combined Arms Team Match (Eagle) Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>CT5120</b> Bianchi Battle <i>(stand alone not in team AGG)</i>	The Bianchi Cup	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>PT2100</b> Patton Match	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>PT2120</b> Steel Challenge	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>PT2350</b> Anti Body Armor	Grant R. Bacon Memorial Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>RT3120</b> Movers	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>RT3130</b> Falling Plates	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>RT3170</b> National Guard Infantry Team Match	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>RT3180</b> Covering Fire Match	Rapid Fire Engagement Team Match (Eagle) Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>RT3190</b> Know Your Limits Match	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>RT3350</b> Combat Rifleman Team Match	General Frank J. Grass Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>Rifle Team Match Champions-</b> Aggregate of RT3120, RT3130, RT3170, RT3180, RT3190, and RT3350	Combat Rifle Team Aggregate Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>Pistol Team Match Champions-</b> Aggregate of PT2100, PT2120, and 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>Match Winner</b> -Best Combined Place Value of CT5110, PT2100, PT2120, PT2350, RT3120, RT3130, RT3170, RT3180, RT3190, and RT3350	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**

<b>INDIVIDUAL 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>PI2030</b> Pistol Barricade	N/A	Award	Award	Award
<b>PI2210</b> Pistol EIC	N/A	Award	Award	Award
<b>PI2250</b> Anti Body Armor	N/A	Award	Award	Award
<b>RI3010</b> Close Quarter Battle	N/A	Award	Award	Award
<b>RI3020</b> Reflexive Fire	N/A	Award	Award	Award
<b>RI3060</b> Special Zero	N/A	Award	Award	Award
<b>RI3210</b> Rifle EIC	The Hager Hollon Trophy	Award	Award	Award
<b>RI3250</b> Combat Rifleman	The Royal Air Force Service Rifle Trophy	Award	Award	Award
<b>RT3600</b> High Individual Shooter	The Razorback Trophy	Award	N/A	N/A
<b>Aggregate Individual Pistol Champion</b> (all pistol individual matches)	LTC John A. Berheim Trophy	Award	Award	Award
<b>Aggregate Individual Rifle Champion</b> (all rifle individual matches)	German Defense Forces Service Rifle Trophy	Award	Award	Award
<b>Grand Aggregate Overall Individual Match Champion</b> (aggregate of all rifle and pistol individual matches)	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 Enemy Barricade	Combined Arms Team Match (Minuteman) Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>CT5120</b> Bianchi Battle <i>(Stand alone not in overall team aggregate)</i>	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>PT2100</b> Patton Match	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>PT2120</b> Steel Challenge	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>PT2350</b> Anti Body Armor	N/A	No Awards **250 Aggregate	No Awards **250 Aggregate	No Awards **250 Aggregate
<b>RT3120</b> Movers	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>RT3130</b> Falling Plates	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 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	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>RT3180</b> Covering Fire	Rapid Fire Engagement Team Match (Cup) Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>RT3190</b> Know your limits	N/A	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>RT3350</b> Combat Rifleman	The Canadian Forces Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards
<b>RT3600</b> International Rifle Team	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 <b>PT2100, PT2350, and PT2120</b>	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> All RT Aggregate scores, excluding <b>RT3600</b>	The Australian Marksman 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 <b>RT3600</b> and <b>DT5160</b>	The Lexington Green Trophy	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards	1 Team Award 4 Individual Awards

## Chief's 50 Marksmanship Badge



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

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

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



**THE NATIONAL GUARD MARKSMANSHIP  
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