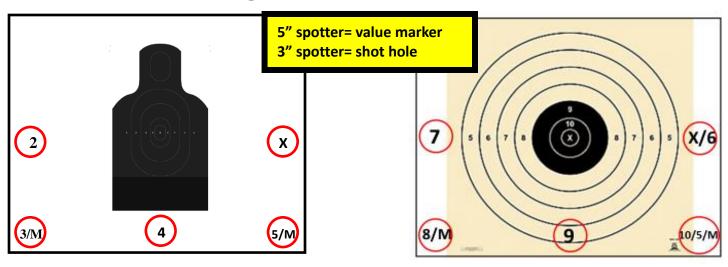


U.S. ARMY SMALL ARMS CHAMPIONSHIP DATA BOOK

NAME: GUN#: YEAR:

Scoring Value Marker Placement



E TYPE M9

NATIONAL MATCH

RAPID FIRE SCORING PROCEDURE

- On the command, pull target into pits and ensure it has correct number of shot holes.
- Only if correct number of shot holes are visible, insert shot spotters into shot holes.
- The "high 10" shots are scored, even if there are excessive hits on target.
- <u>Insufficient shots</u>: *DO NOT* insert any shot spotters, call an AMU block official over to verify there are insufficient hits on target before scoring.
- Prepare to give hits per scoring ring to block officer. Example: "Target 10 has 3 Xs, 2 5s, 5 4s"

SLOW FIRE SCORING PROCEDURE

PAY ATTENTION !!!

- Pull target into pits and locate new shot hole.
- Insert shot spotter into shot hole (using white side out when shots are in the black), locate corresponding value and insert orange (5 inch) scoring disk.
- Run target into the air and await next shot.
- Pull target into pits and locate new shot hole, insert shot spotter, paste old shot hole, move scoring disk, and run target back into the air.
- Shots that touch the scoring ring will receive the higher value.
- ALWAYS strive to give better pit service than you receive.

Competition Zeroing

B.U.I.S

B.U.I.S BDC Settings

Range (Yard	*One cl	
100 (91m)	200 (Zero impacts 2"High)	adjustm BUIS
200 (182m)	200	
300 (274m)	300	*The sh
400 (365m)	400 or line between 300 & 400	adjust t
500 (457m)	450	mese se

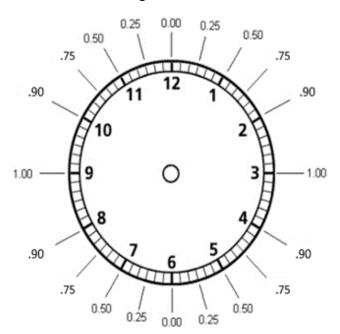
*One click of windage adjustment is 3/4 MOA with

*The shooter may have to adjust their point of aim with these settings to be centered up.

ACOG



Percentage of Wind Effect



M855A1 Drift Values

- 100 yds- 0.10 MOA
- 200 yds- 0.20 MOA
- 300 yds- 0.32 MOA
- 400 yds- 0.46 MOA
- 500 yds- 0.61 MOA

Formula-

- 1. Multiply wind velocity (mph) by percentage of wind effect (determined by wind direction, see chart)
- 2. Multiply by drift value for distance

Answer is bullet drift in MOA for given conditions and distance. To convert to inches of bullet drift, multiply by number of inches per 1 MOA for that distance.

Example: wind velocity is 14 mph, coming from 1:30 clock direction. Target is at 500 yards

*Formula can be reversed to determine the winds effect when an incorrect wind call was used

1.Rifle Zero Day: Conditions: Rifle Zeroing will occur in one AM and one PM group consisting of ½ competitors each. All Firing will be done from 100-500 yard lines with 15 minutes at the 100 yard line and 10 minutes per yard line from 200-500. Competitors will have 55 rounds each.

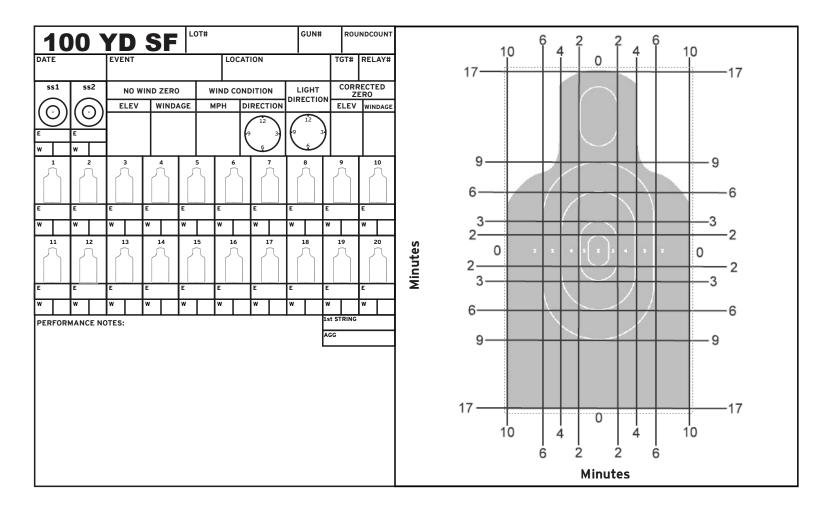
Range: 100 yards Shots: 15 rounds

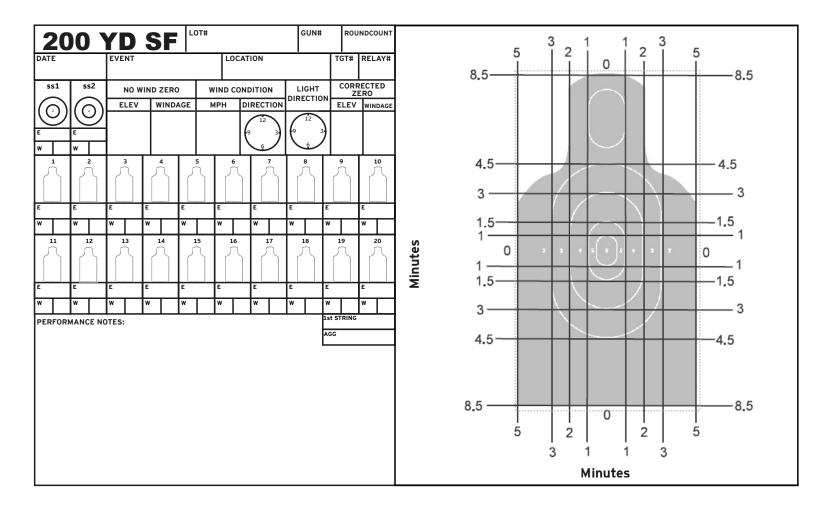
Range: 200 yards Shots: 10 rounds

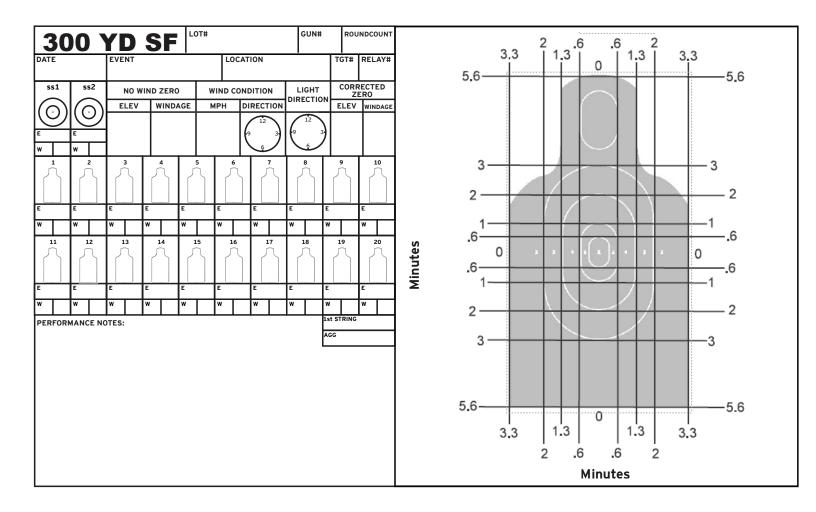
Range: 300 yards Shots: 10 rounds

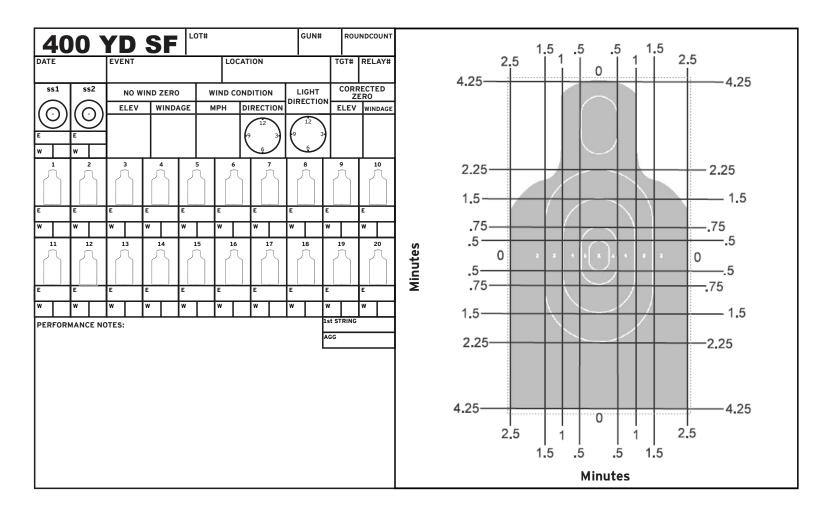
Range: 400 yards Shots: 10 rounds

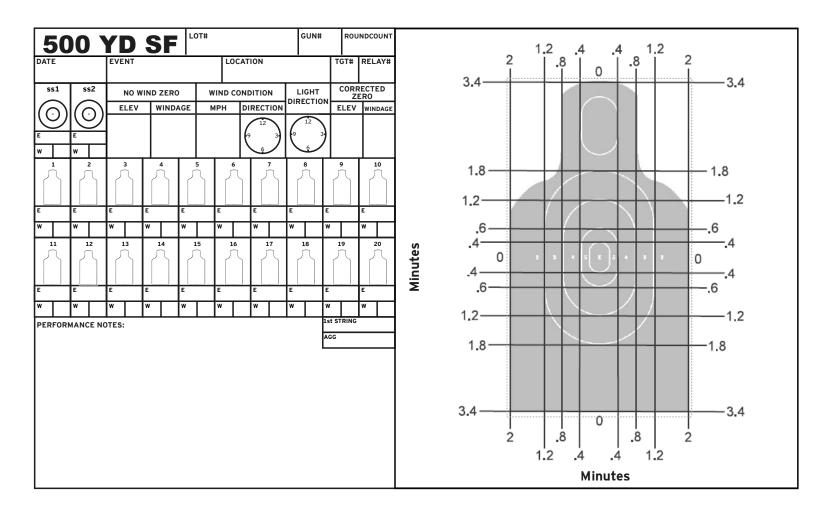
Range: 500 yards Shots: 10 rounds











2. Match 11: National Match Course EIC/Director's Match: Conditions: This event is fired without combat equipment.

Competitors must declare at check-in on Day One if they are shooting Match 11: 1) as a non-Distinguished Rifle competitor shooting an EIC event, 2) as a Distinguished Rifle competitor shooting a Director's Match, or 3) as a non-Distinguished Rifle competitor, but it will not be counted for the competitor as an EIC match for the year (competitor in scenarios 2 & 3 should have a Director's Match scorecard).

Stage 1: Slow Fire

Range: 200 yards 1. ii. Position: Standing

iii.

Shots: 10 shots for record

Target: NRA National Targets will be pulled, marked, and scored after each shot. iv.

Timing: 10 minutes for record v.

Scoring: Maximum points 100-10X vi.

vii. Competitors will be Squadded one per target.

viii. Upon completion of stage 1 the shooters will make the rifle safe, remove the magazine and await further instructions.

Stage 2: Rapid Fire

Range: 200 yards i.

ii. Position: Sitting/Kneeling from Standing

iii. Shots: 10 for record that includes a magazine change; magazines will be loaded with 2 and 8 rounds. 2 Round magazine will be fired first.

Target: NRA National Targets will be pulled, and marked at the end of string iv.

Timing: 60 seconds v.

Scoring: Maximum points 100-10X vi.

vii. Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 200 vard line.

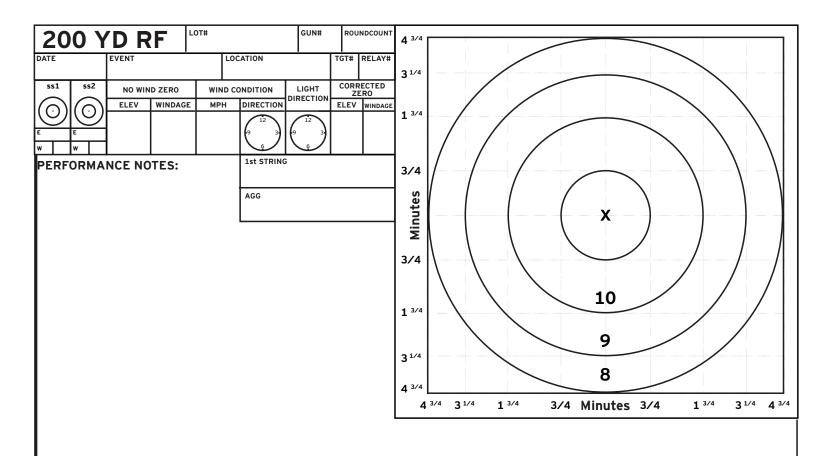
viii. Upon completion of stage 2 the shooters will make the rifle safe, remove the magazine and await further instructions.

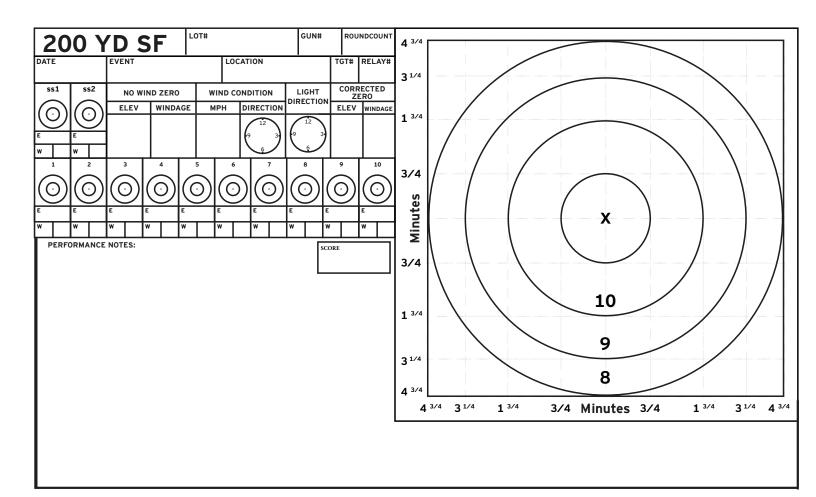
Stage 3: Rapid Fire

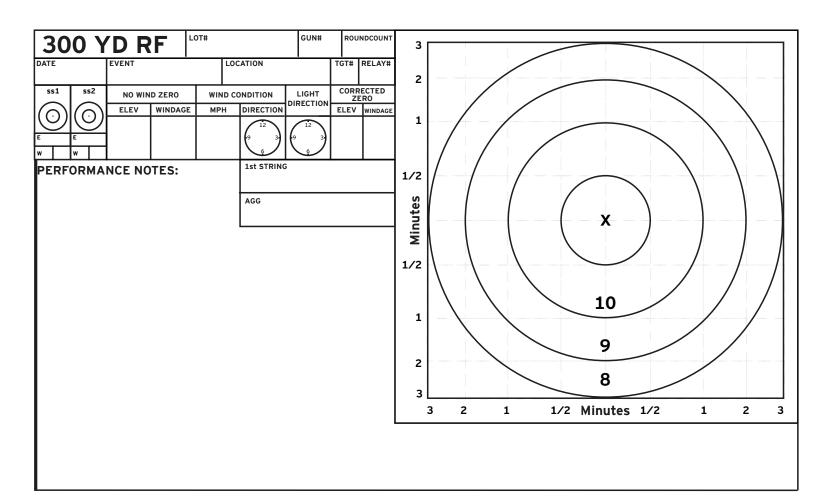
- i. Range: 300 yards
- ii. Position: Prone from Standing; magazines may be rested on the ground for support during this stage.
- iii. Shots: 10 for record that includes a magazine change; magazines will be loaded with 2 and 8 rounds. 2 Round magazine will be fired first.
- iv. Target: NRA National Targets will be pulled, and marked at the end of string
- v. Timing: 70 seconds
- vi. Scoring: Maximum points 100-10X
- vii. Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 300 yard line.
- viii. Upon completion of stage 3 the shooters will make the rifle safe, remove the magazine and await further instructions

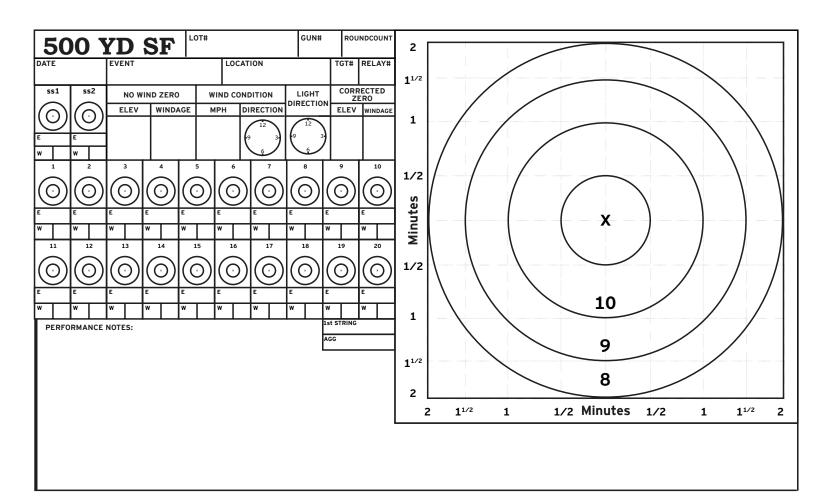
Stage 4: Slow Fire

- i. Range: 500 yards
- ii. Position: Prone; magazines may be rested on the ground during this stage
- iii. Shots: 20 for record
- iv. Target: NRA National Targets will be pulled, and marked at the end of string
- v. Timing: 20 minutes
- vi. Scoring: Maximum points 200-20X
- vii. Competitors will begin the stage by performing **LOCK AND LOAD** in the prone position at the 500 yard line.
- viii. Upon completion of stage 4 the shooters will make the rifle safe, remove the magazine and await further instructions.









Match 7: Conditions: This event will be fired with all prescribed combat equipment, and in the following order. Spotting scopes are authorized for use during stage 1 only, and do not have to be carried downrange for the remainder of the event.

Stage 1: Precision Slow Fire

- i. Range: 500 yards
- ii. Position: Prone
- iii. Shots: 2 sighters and 10 for record, single load only.
- iv. Target: M9 Modified, Targets will be pulled, marked, and scored after each shot.
- v. Timing: 3 minute prep and 12 minutes for record
- vi. Scoring: Maximum points 50-10X
- vii. Competitors will be squadded one per target. Spotting Scopes may be used for Stage 1 only.
- viii. Upon completion of stage 1 the shooters will make the rifle safe, remove the magazine and await further instructions. Spotting Scopes do not have to be carried down range.

Stage 2: 400 yard Assault

- i. Range: 400 yards
- ii. Position: Standing Alert to Prone
- iii. Shots: 10 for record in one magazine
- iv. Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- v. Timing: 90 Seconds
- vi. Scoring: Maximum points 50-10X per shooter
- vii. Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 500 yard line. When the targets are raised, competitors will advance to the 400 yard firing line, assume the Prone firing position, chamber a round, and engage their target with 10 rounds.

viii. Upon completion of stage 1 the shooters will make the rifle safe, remove the magazine and await further instructions.

Stage 3: 300 Yard Assault

- i. Range: 300 yards
- ii. Position: Standing Alert to Prone
- iii. Shots: 10 for record in one magazine
- iv. Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage
- v. Timing: 90 Seconds
- vi. Scoring: Maximum points 50-10X per shooter
- vii. Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 400 yard line. When the targets are raised, competitors will advance to the 300 yard firing line, assume the Prone firing position, chamber a round, and engage their target with 10 rounds.
- viii. Upon completion of stage 3 the shooters will make the rifle safe, remove the magazine and await further instructions.

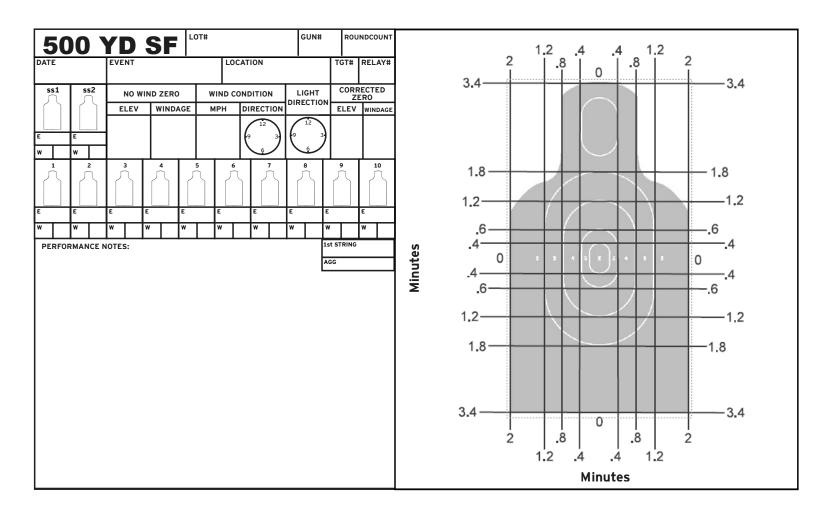
Stage 4: 200 Yard Assault

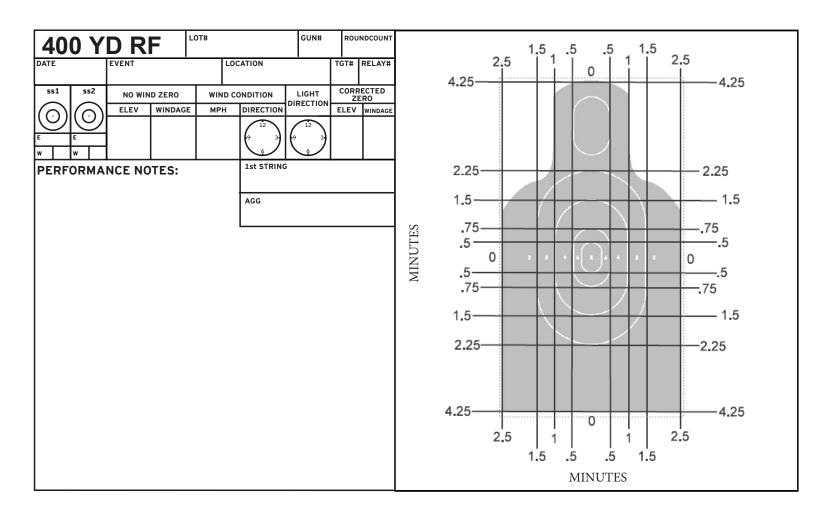
- i. Range: 200 yards
- ii. Position: Standing Alert to Kneeling or Squatting.
- iii. Shots: 10 for record in one magazine
- iv. Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- v. Timing: 90 Seconds
- vi. Scoring: Maximum points 50-10X per shooter

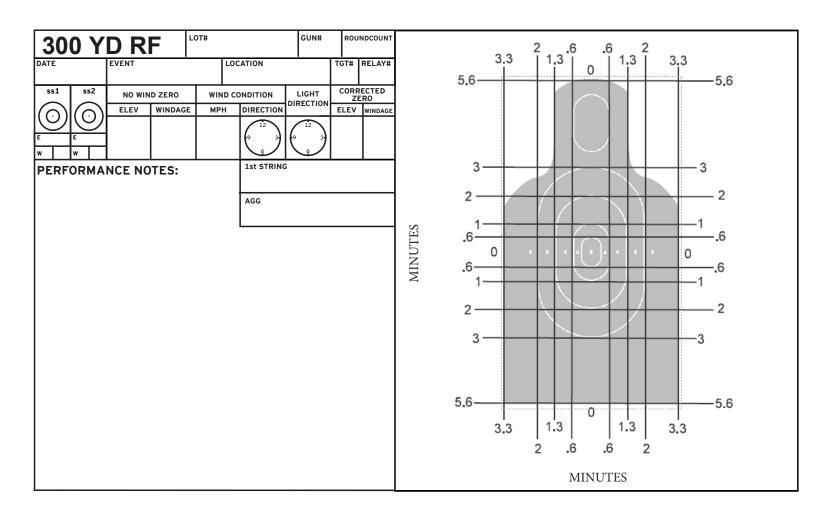
- vii. Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 300 yard line. When the targets are raised, competitors will advance to the 200 yard firing line, assume the kneeling or squatting position, chamber a round, and engage their target with 10 rounds.
- viii. Upon completion of stage 4 the shooters will make the rifle safe, remove the magazine and await further instructions.

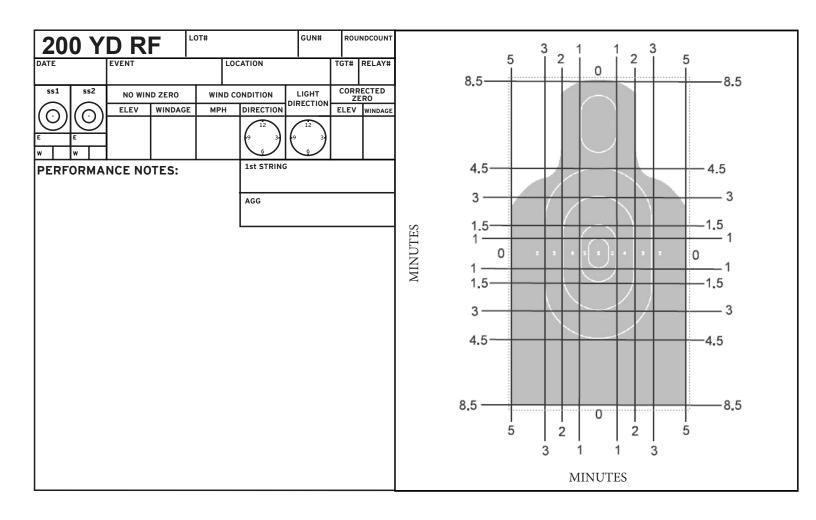
Stage 5: 100 Yard Assault

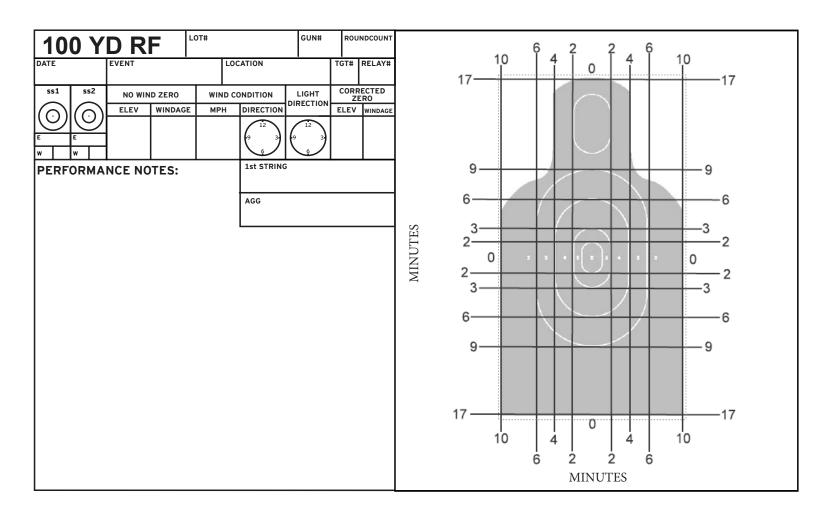
- i. Range: 100 yards
- ii. Position: Standing Alert to Kneeling
- iii. Shots: 10 for record in one magazine
- iv. Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored in the pits at the completion of each stage.
- v. Timing: 90 Seconds
- vi. Scoring: Maximum points 50-10X per shooter
- vii. Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 200 yard line. When the targets are raised, competitors will advance to the 100 yard firing line, assume the kneeling firing position, chamber a round, and engage their target with 10 rounds.
- viii. Upon completion of stage 5 the shooters will make the rifle safe, remove the magazine, insert the ECI and await further instructions.











Match 8: Conditions: This event will be fired with all prescribed combat equipment, and in the following order.

Stage 1: 400 yard Assault

- i. Range: 400 yards
- ii. Position: Standing Alert to Prone
- iii. Shots: 10 for record in one magazine
- iv. Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- v. Timing: 90 Seconds
- vi. Scoring: Maximum points 50-10X per shooter
- vii. Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 500 yard line. When the targets are raised, competitors will advance to the 400 yard firing line, assume the Prone firing position, chamber a round, and engage their target with 10 rounds.
- viii. Upon completion of stage 2 the shooters will make the rifle safe, remove the magazine and await further instructions.

Stage 2: 300 Yard Assault

- i. Range: 300 yards
- ii. Position: Standing Alert to Prone
- iii. Shots: 10 for record in one magazine
- iv. Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage
- v. Timing: 90 Seconds
- vi. Scoring: Maximum points 50-10X per shooter

- vii. Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 400 yard line. When the targets are raised, competitors will advance to the 300 yard firing line, assume the Prone firing position, chamber a round, and engage their target with 10 rounds.
- viii. Upon completion of stage 3 the shooters will make the rifle safe, remove the magazine and await further instructions.

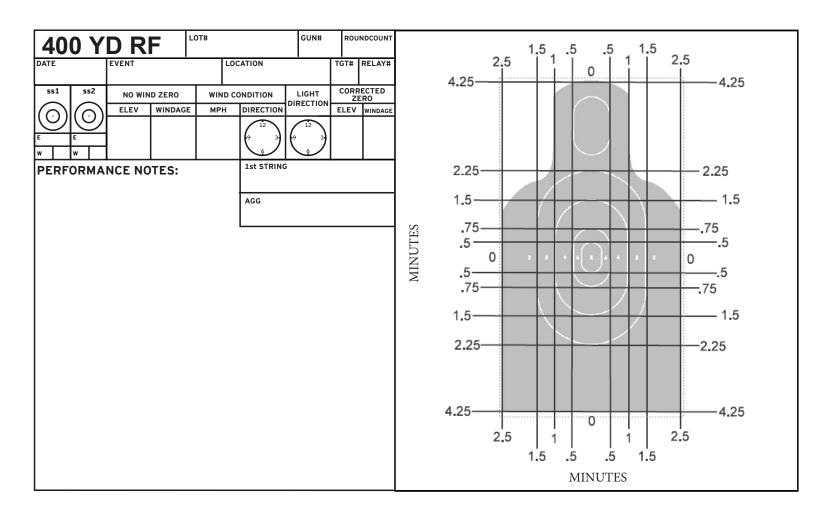
Stage 3: 200 Yard Assault

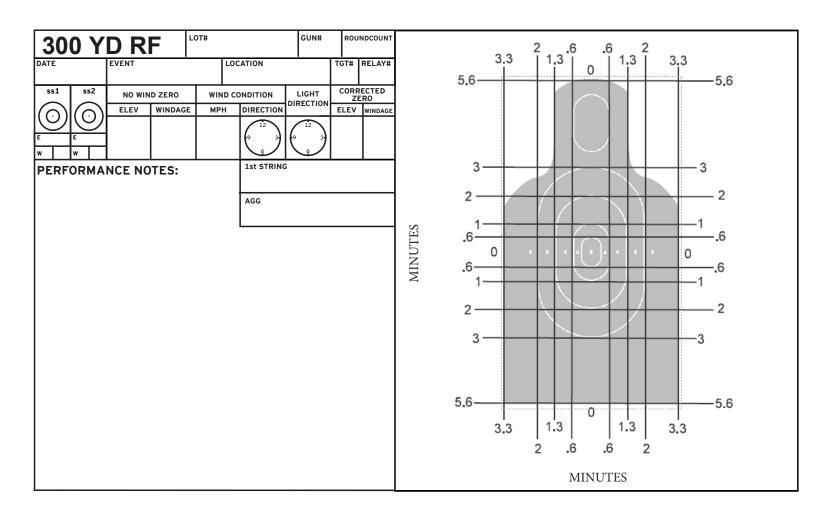
- i. Range: 200 yards
- ii. Position: Standing Alert to Kneeling or Squatting.
- iii. Shots: 10 for record in one magazine
- iv. Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- v. Timing: 90 Seconds
- vi. Scoring: Maximum points 50-10X per shooter
- vii. Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 300 yard line. When the targets are raised, competitors will advance to the 200 yard firing line, assume the kneeling or squatting position, chamber a round, and engage their target with 10 rounds.
- viii. Upon completion of stage 4 the shooters will make the rifle safe, remove the magazine and await further instructions.

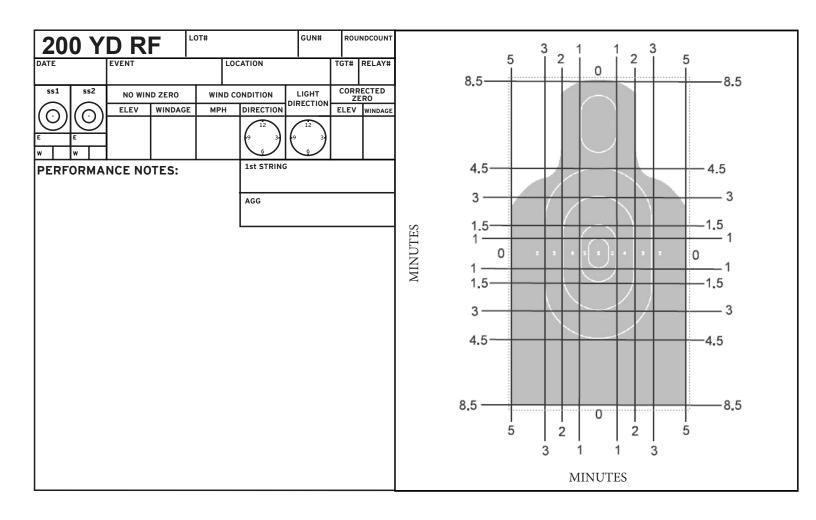
Stage 4: 100 Yard Assault

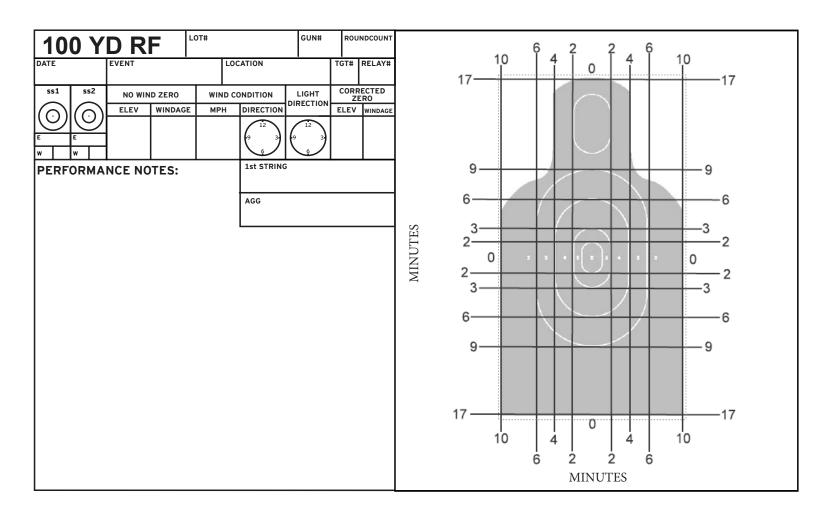
- i. Range: 100 yards
- ii. Position: Standing Alert to Kneeling
- iii. Shots: 10 for record in one magazine

- iv. Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored in the pits at the completion of each stage.
- v. Timing: 90 Seconds
- vi. Scoring: Maximum points 50-10X per shooter
- vii. Competitors will begin the stage by performing **LOCK AND LOAD** in the Standing Alert position at the 200 yard line. When the targets are raised, competitors will advance to the 100 yard firing line, assume the kneeling firing position, chamber a round, and engage their target with 10 rounds.
- viii. Upon completion of stage 5 the shooters will make the rifle safe, remove the magazine and await further instructions.









Match 321: Rifle Excellence in Competition Match: Conditions: Competitors will fire 50 rounds in four stages.

Stage 1: 400 Yard Sustained Fire Prone

- i. Range: 400 yards
- ii. Position: Prone
- iii. Shots: 10 for record (1 magazine of 10).
- iv. Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage
- v. Timing: 2 minutes
- vi. Scoring: Maximum points 50-10X
- vii. Competitors will be squadded one per target.
- viii. Competitors will begin the stage by performing **LOCK AND LOAD** (magazine inserted, no round in chamber) approximately 25 yards behind the 400 yard line. Upon appearance of the targets, they will move to the 400 yard line, chamber a round and engage their target.

Stage 2: 300 Yard Rapid Fire Prone

- i. Range: 300 yards
- ii. Position: Prone
- iii. Shots: 10 for record (2 magazines of 5 rounds each).
- iv. Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage
- v. Timing: 60 Seconds
- vi. Scoring: Maximum points 50-10X
- vii. Competitors will be squadded one per target.

viii. Competitors will begin the stage by performing **LOCK AND LOAD** (magazine inserted, no round in chamber) approximately 25 yards behind the 300 yard line. Upon appearance of the targets, they will move to the 300 yard line, chamber a round and engage their target.

Stage 3: Rapid Fire Kneeling

- i. Range: 200 yardsii. Position: Kneeling
- ii. Position: Kneeling
- iii. Shots: 10 for record (2 magazines of 5 rounds each).
- iv. Target: M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- v. Timing: 50 Seconds
- vi. Scoring: Maximum points 50-10X
- vii. Competitors will be squadded one per target.
- viii. Competitors will begin the stage by performing **LOCK AND LOAD** (**magazine inserted, no round in chamber**) approximately 25 yards behind the 200 yard line. Upon appearance of the targets, they will move to the 200 yard line, chamber a round and engage their target.

Stage 4: 100 Yard Standing to Kneeling

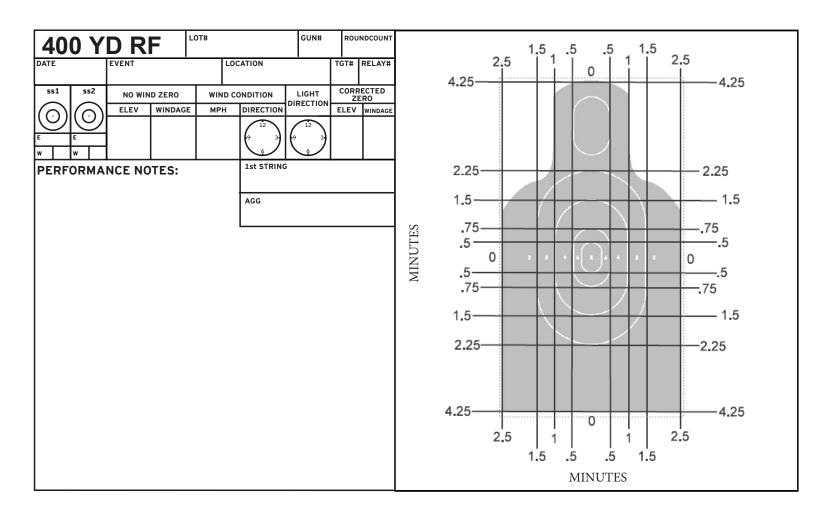
- i. Range: 100 yards
- ii. Position: Standing and Keeling.
- iii. Shots: 10 for record, (2 magazines of 5 rounds each).
- iv. Target: 2, M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- v. Timing: 40 Seconds.
- vi. Scoring: Maximum points 50-10X.
- vii. Competitors will be squadded one per target.

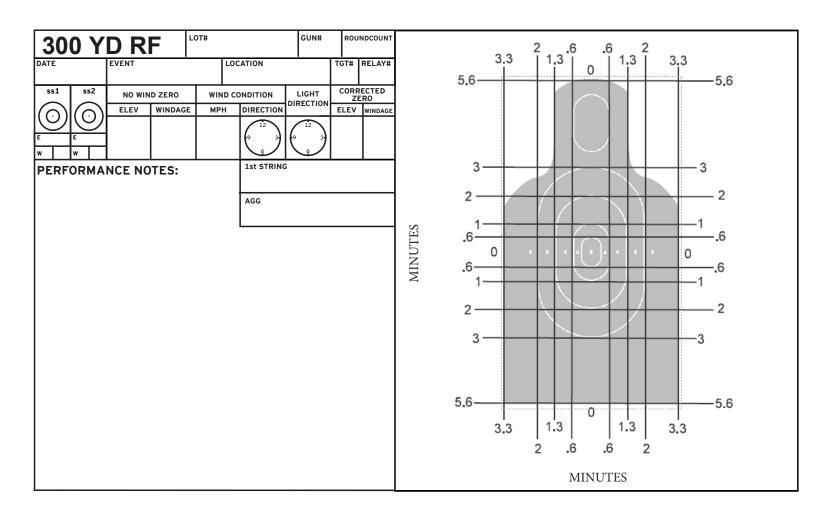
viii. Competitors will begin the stage by performing **LOCK AND LOAD** (magazine inserted, no round in **chamber**) approximately 25 yards behind the 100 yard line. Upon appearance of the target, they will move to the 100 yard line, chamber a round, and engage one target with 5 rounds. They will then assume a kneeling position, perform a magazine change, and engage the other target with 5 rounds.

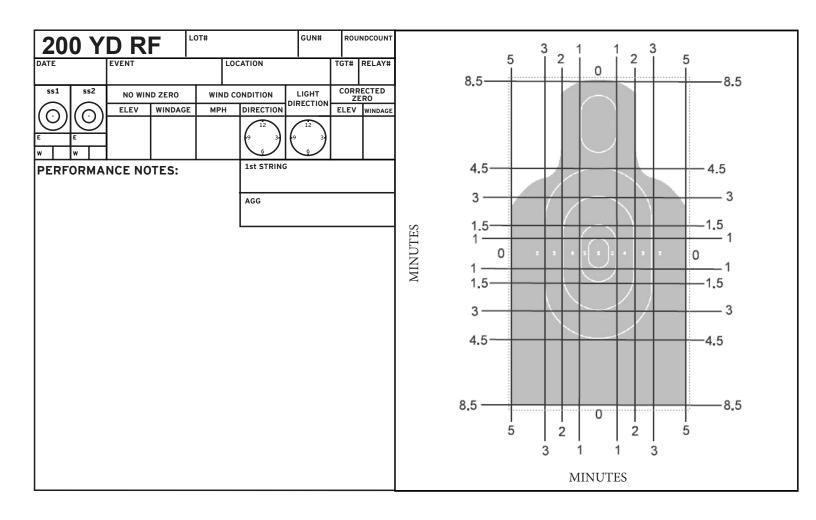
Stage 5: 75 Yards to 25 Yards Close Quarter Engagement

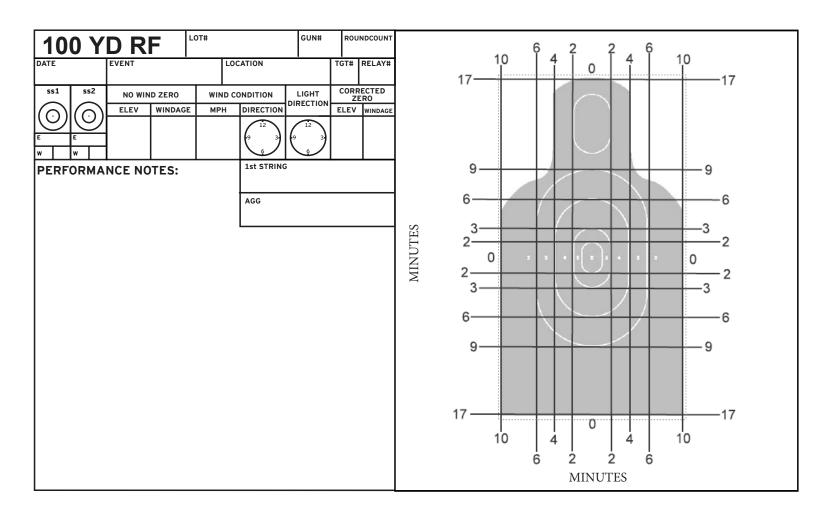
- i. Range: 75 yards to 25 yards.
- ii. Position: Alert position/Low ready.
- iii. Shots: 10 for record, (1 magazine of 10).
- iv. Target: 2, M9 Modified. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage. Each target must have 5 hits at the completion of the stage.
- v. Timing: 4 Seconds at 75 Yards, 3 Seconds at 50 Yards, 2 Seconds at 25 Yards.
- vi. Scoring: Maximum points 50-10X.
- vii. Competitors will be squadded one per target.
- viii. Competitors will begin the stage by performing **LOCK AND LOAD** (with a round in the chamber) at the 75 yard line. At the sound of the horn, competitors will have 4 seconds to fire as many rounds as desired at either target. Competitors will then move to the 50 yard line. At the sound of the horn, competitors will have 3 seconds to fire as many rounds as desired at either target. Competitors will then move to the 25 yard line. At the sound of the horn, competitors will have 2 seconds to fire as many rounds as desired at either target.

Competitors must fire 5 rounds at each target. Excessive hits will be treated as misses.









75-25	YD RF	LOT#		GUN#	ROU	INDCOUNT
DATE	EVENT		LOCATION		TGT#	RELAY#

Groups:



Score:____



Score:____



Score:_____ Total score:_____

Infantry Team Match:

Stage 1: 400 yard Assault

i. Range: 400 yards

ii. Position: Standing Alert to Proneiii. Shots: One bandolier of 120 rounds

iv. Target: Five, M9 Modified targets per team. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.

v. Timing: 150 Seconds

vi. Scoring: Hits on the silhouette will be scored as 5 points per target at 400 yards. Bonus points will be awarded according to the following criteria:

500 point bonus:
400 point bonus:
300 point bonus:
200 point bonus:
200 point bonus:
100 point bonus:
1 targets receive 15 or more hits.
2 targets receive 15 or more hits.
1 target receives 15 or more hits.

- vii. Competitors will begin in the Standing Alert position at the 500 yard line. When the targets are raised, competitors will advance to the 400 yard firing line, recover and distribute the ammunition on their firing point, assume the Prone firing position, chamber a round, and engage their targets. Magazines may only be loaded by hand, or with through the use of a speed loader (both issued speed loader and commercial models are acceptable). Only one speed loader is authorized per team. There is no limit to the number of rounds any one competitor may fire in the time allowed.
- viii. Upon completion of stage 1 the shooters will make the rifle safe, remove the magazine and await further instructions. Teams may redistribute ammunition and load magazines before the next stage.

Stage 2: 300 yard Assault

- i. Range: 300 yards
- ii. Position: Standing Alert to Prone
- iii. Shots: Remainder of the 120 rounds from stage 1 bandolier
- iv. Target: Five, M9 Modified targets per team. Targets will be raised in the air at the beginning of the stage and withdrawn when time has expired. Targets will be scored at the completion of each stage.
- v. Timing: 60 Seconds
- vi. Scoring: Hits on the silhouette will be scored as 4 points per target at 300 yards. Bonus points will be awarded according to the following criteria:
 - 250 point bonus: 5 targets receive 15 or more hits.
 - 200 point bonus: 4 targets receive 15 or more hits.
 - 150 point bonus: 3 targets receive 15 or more hits.
 - 100 point bonus: 2 targets receive 15 or more hits.
 - 50 point bonus: 1 target receives 15 or more hits.
- vii. Competitors will begin in the Standing Alert position at the 400 yard line. When the targets are raised, competitors will advance to the 300 yard firing line, recover and distribute the ammunition on their firing point, assume the Prone firing position, chamber a round, and engage their targets. Magazines may only be loaded by hand, or with the issued speed loader provided in the bandolier. There is no limit to the number of rounds any one competitor may fire in the time allowed.
- viii. Upon completion of stage 2 the shooters will make the rifle safe, remove the magazine and await further instructions.

Coach's ITT Plot		WIND USED: CORRECTED WIND:		LOT#	
DATE	EVENT	LOCATION		DISTANCE:	

Groups:



Shooter: Score: Score:



Shooter: Score:



Shooter: Score:



Shooter: Score:

Yard Line Score Total:

Match Total:

Coach's ITT Plot		WIND USED: CORRECTED WIND:		LOT#	
DATE	EVENT	LOCATION		DISTANCE:	

Groups:



Shooter: Score: Score:



Shooter: Score:



Shooter: Score:



Shooter: Score:

Yard Line Score Total:

Match Total: