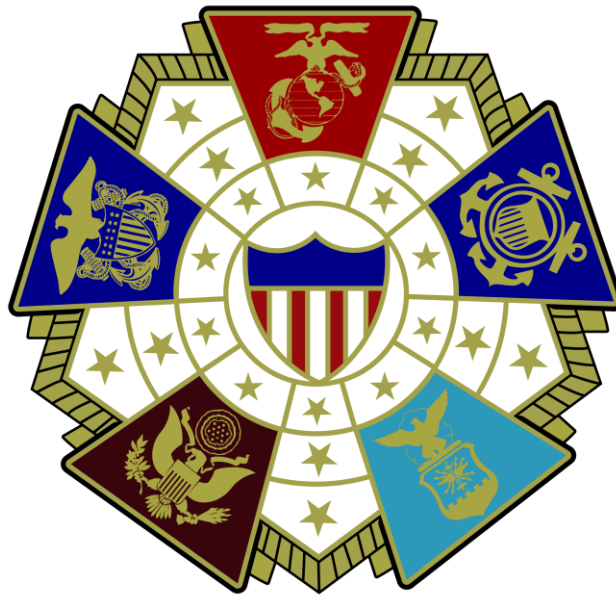


62nd ANNUAL INTER-SERVICE RIFLE CHAMPIONSHIP

2023 Match Program



20 – 27 JUNE 2023
HOSTED BY WEAPONS TRAINING BATTALION
QUANTICO, VIRGINIA

PROGRAM FOR THE 2023 INTER-SERVICE RIFLE CHAMPIONSHIP

1. DATES: 20-27 June 2023

2. LOCATION: The Calvin A. Lloyd Range Complex, Weapons Training Battalion, Quantico, Virginia is located aboard Marine Corps Base-Quantico on the Westside of base.

3. TIME: All times stated are in Eastern Daylight Savings Time.

4. ELIGIBILITY

a. *INDIVIDUAL:* A competitor must be a member of one of the following: the regular Armed Services of the United States; the reserve components thereof, (active or inactive); the National Guard; a College Reserve Officer Training Corps (ROTC) unit; or a student at a service academy. All competitors must wear their appropriate service uniform and headgear.

b. *COACH OR CAPTAIN:* Only service members can coach or captain their respective teams.

c. *TEAM:* In matches #10, #11, and #14, any number of teams may enter providing all members of each team are from the service, academy, or unit which the team represents. Team entries in match #13 are restricted as stated in the match schedule. Teams will shoot slow fire stages in pairs.

5. UNIFORMS: This is a military match. All persons will wear appropriate service uniforms or distinctive shooting uniforms, i.e. headgear, rank insignia, etc. While aboard MCB Quantico all military personnel will wear their appropriate uniform during working hours (0700 to 1700). All personnel must be in the proper uniform of the day before they leave the firing range.

6. AWARDS BANQUET: An awards banquet will be conducted on final day of competition June 27th Time: TBD. All participants attending the awards banquet will wear their appropriate service uniform (USMC Service "C" or service equivalent). Competitors attending the awards banquet will pay separate banquet ticket at time of registration.

7. BILLETING, HOTELS AND MOTELS: There are several hotels and motels in the vicinity of Quantico for competitors. Limited base lodging is located at Liversedge Hall (transient billeting) and the Crossroads Inn, by reservation.

8. QUARTERS AND MESSING: Government quarters are available on a limited basis. Prior coordination can be made by contacting WTBn S-4 at (703) 784-6758. Messing is available to DOD personnel at the WTBn Chow Hall.

9. PARKING: Parking is permitted in the shooters parking lot adjacent to MCB-4, in designated areas of the battalion parking lot adjacent to Garand Road. *Note: There will be no parking across from the 1000 yard line due to construction.* The Provost Marshal's Office (PMO) will issue tickets for parking along roadways or other unauthorized locations. Team captains must request permission for parking of match support vehicles.

10. There will be **NO ALCOHOLIC BEVERAGES** on the range during firing at any time.

11. MEDICAL ATTENTION: WTBn will provide a corpsman and emergency vehicle for the duration of the match.

12. ORGANIZATIONAL FLAGS AND GUIDONS: Request that all teams bring their organizational flags or guidons to Quantico for placement during the team matches. The flags and guidons will identify each team to spectators. Display at the awards banquet is authorized.

13. REPORTING & ENTRIES: All individuals must report to the match office (Building. 27241) located at the Calvin A. Lloyd Range Complex between 1000 and 1500 on 20 June 2022 for registration and payment. Registration will

be verified and all entry fees will be paid no later than, 1500. Last minute entries will be on a case by case basis.

14. ENTRY FEES

a. The Board of Directors (BOD) for the Inter-Service Rifle Fund proposed the fee structure and the Commanding Officer WTBN reviewed and approved it. Pay entry fees by electronic transfer, cash, check, or money order, payable to Treasurer; Inter-Service Rifle Fund. NO Government Travel Charge Cards will be accepted. We will accept electronic payment, cash, check, or money order payments at the match site. **Electronic payment is most preferred.** There is an ATM located aboard the Calvin A. Lloyd Range Complex. All payments will be recorded on a by-name roster indicating category or matches to be fired and the payment recorded.

<u>NAME</u>	<u>CATEGORY</u>	<u>PAYMENT</u>
Rank, Last, Initials	Individual Match	\$150.00
Rank, Last, Initials	Team Match	\$60.00

b. The following is the schedule of fees:

INDIVIDUAL MATCH ENTRY (includes Warm Up, Matches 1-5, 7-8, & EIC)	\$150.00
WARM UP MATCH ONLY	\$20.00
EIC MATCH ONLY	\$20.00
TEAM MATCHES	\$60.00 per Team per Match
AWARDS BANQUET	\$30.00

15. RULES: Except as indicated otherwise, CMP High Power Rifle Competition Rules will govern the conduct of the match. Match Director has ability to modify any rules.

16. SQUADDING: The statistics office will randomly squad the warm-up match on the firing line immediately following the opening shot ceremony. Staff personnel will re-squad competitors based on the order in which they place in the warm-up match. Once squadded for record firing, target and relay assignments will remain the same throughout the conduct of individual matches.

17. TIME OF FIRING: All firing will commence at 0700 daily for the first relay. All relays are required to be on the appropriate yard line or in the pits 30 minutes prior to firing commencing. Starting times for Matches #7 and #10 are 1 hour after completion of Matches #5 and #8 respectively. At end of each day, Team Captain meetings will discuss the next day's timelines and show times at the Downrange Club, Bldg # 27241 or otherwise announced.

18. RIFLES AND SIGHTS

a. The "Service Rifle" must meet the criteria established in the most current edition of the CMP High Power Rifle Competition Rules. Empty Chamber Indicators (ECI) are required and will be used by all competitors.

b. Team captains are responsible for providing the Match Director with results of a Pre-Fire Inspection (PFI) at check-in. Results will consist of a roster of competitors, weapons type, serial number, and remarks certifying a PFI was conducted and signed by the team captain. For those team/individuals that do not possess the capability to perform a PFI, armorers will be made available to perform this service.

c. Team captains are responsible for ensuring that all rifle trigger weights are in accordance with the current CMP rulebook. Triggers will be spot checked by match officials during the competition. In the event a new Inter-Service record is established, that individual's trigger will be weighed.

19. TARGETS: Competitors will fire at the following types: competition, short range, short range 3, and mid-range 1 targets in all 200, 300, & 600 yard events. Competitors will use long range targets in the 1000-yard events.

20. TARGET OPERATION: Competitors are responsible for pulling their assigned targets.

21. SIGHTING SHOTS: Sighting shots are not authorized except for designated matches and/or due to armorer repairs.

22. AWARDS: Individual awards will be issued for each individual match. First place will be awarded in team matches only.

23. SPECIAL AWARDS

a. Individual

(1) The high National Guard or Reserve competitor in Match #6.

(2) The high post or station competitor in Match #6

(3) The high service academy or ROTC competitor in Match #6.

(4) The high competitor in Match #13. The LtCol Reynolds Trophy is awarded to the highest scoring individual shooter in Match #13, the Inter-Service Rifle Team Championship.

(5) The high Marine competitor amongst designated courses of fire. The Kevin R. "Gus" Kistler Memorial Trophy is emblematic of the Individual Marine with the highest 800 point aggregate derived from the following stages of the Inter-Service Rifle Match: First 10 shot aggregate of the Navy Match; first string aggregate of the Coast Guard Match; first string aggregate of the Marine Corps Match; first 10 shot aggregate of the Air Force Match; first 10 shot aggregate of the Army Match; and the Individual's 300 aggregate score from the Commanding Generals Rifle Team Match.

(6) The high Navy competitor in Match #6. The Don McCoy Memorial Trophy is presented in memory of Chief Petty Officer Don McCoy, US Navy (Ret) to the individual sailor with the highest 1000 point aggregate. Chief Petty Officer McCoy, a Distinguished Marksman, Pistol Shot and precision armorer, is credited as the developer of the Navy M1 Garand MK 2-1 Match Grade Service Rifle. This rifle, regarded as one of the premier of its time, was the catalyst for several NRA, CMP, Inter-Service, and National Championship victories in the hands of Sailors.

b. Team

(1) The highest scoring National Guard or Reserve team will be in separate categories for Match #10, #12, #13. There must be at least two eligible teams in this category for the awards to be presented.

(2) The highest scoring post or station teams in Matches #10 & #12, provided two or more teams from separate commands compete in the matches, will receive a special award.

c. Post or Station. The post or station category is defined as individuals or teams representing each base, post, camp, or station of each of the services, and from each Marine, Army, Air Force unit, or Navy or Coast Guard ship.

24. FIRING PROCEDURE: Firing will proceed in relays. High Power Rifle Rules will govern firing line and pit operations. It is the competitor's responsibility to appear at the assigned firing point, prepared to fire, when the relay is called. Competitors are allowed three minutes to assume positions on the firing line once called. If all competitors on a relay complete firing prior to the allotted time, the next relay will be called to the line.

25. CONTINUE TO FIRE: Competitors who fire a perfect score (All X's) in Matches 1, 4, 5, 7, or 8 will be permitted to continue firing without a break. At the completion of the time limit authorized that particular relay, competitors from the next relay can move into position on the ready line. The succeeding relay will not take position on the firing line until the perfect score has been lost.

26. OPTICAL EQUIPMENT: During individual matches, the use of spotting scopes forward of the line of benches is

restricted to competitors and scorers on the firing line. Place spotting scopes on the ready line so that the optical axis is parallel to the firing line. Attempted coaching from this position is cause for disqualification of that stage's score for the competitors involved. Scorekeepers may not coach while scoring, and their scopes will be turned parallel to the firing line during rapid fire.

27. RIFLE RESTRICTIONS: To be eligible for an award in Match #6 (Individual 1000 Agg), a competitor must fire the same rifle in Matches #1 through #5. No more than two competitors may use the same rifle in Matches #7 and #8 (Individual Long Range Agg). To be eligible for an award in Match #9 (Inter-Service Long Range), a competitor must fire the same rifle in Matches #7 and #8.

28. BULLETINS

- a. Preliminary: Stats Officer will post match results electronically as soon as possible following each match.
- b. Final: Stats Officer will publish a final match bulletin containing the scores of awardees and previous match records.

29. AMMUNITION ALLOWED: Any ammunition authorized by the CMP rules is allowed in all matches. Competitors will furnish their own ammunition per their service regulations. (USMC post and station competitors may request ammunition through the Match Director).

30. CHALLENGE TIME: Challenge time will close two (2) hours after the match staff post the preliminary bulletin electronically, except for matches where bulletins are posted after 1530, in which case challenging time will close at 0700 the following day.

31. UNBREAKABLE TIES: CMP rules will be the determining factor for breaking ties. In the event of an unbreakable tie for first place, shooters will continue to fire until the tie is broken and a winner is declared. The Match Director will have final authority to determine unbreakable ties in all other cases.

32. PRACTICE FIRING: The Match Director will control practice firing times, ranges, and target availability. A preliminary practice schedule is listed in this program. Team captains must furnish all operating personnel. Normally, practices will begin within 30 minutes after completion of competition cease-fire.

33. THE INTER-SERVICE EXCELLENCE-IN-COMPETITION (EIC) RIFLE MATCH: (Match #12) A Memorandum of Understanding (MOU), dated 28 May 1962, and signed by the service chiefs, standardized the "Distinguished" designation requirements. Competitors will earn points towards the "Distinguished" designation by placing in the top ten percent of non-Distinguished competitors.

34. TEAM MATCHES: Teams must have adequate personnel to compete (i.e., competitors, pit puller per target, and scorekeepers.)

INTER-SERVICE RIFLE CHAMPIONSHIP MATCH SCHEDULE

~~~ Wednesday, 21 June 2023 – Muster 0830, Opening Shot 0900 ~~~

## OPENING SHOT CEREMONY

On 21 June at 0900, the Inter-Service Rifle Championships will commence with the Opening Shot Ceremony. Team Captains must have teams present at the 200-yard line, Range 4, by 0845 for the Opening Shot Ceremony. Uniform is the utility uniform of the respective service with appropriate head gear/covers to salute.

## WARM-UP & SQUADDING MATCH SCHEDULE

MATCH NO. A: 10 Shots, 200 yards, slow fire, standing. Time Limit: 1 minute per shot.

MATCH NO. B: 10 Shots, 200 yards, rapid fire, sitting or kneeling from standing. Time Limit: 60 sec.

MATCH NO. C: 10 Shots, 300 yards, rapid fire, prone from standing. Time Limit: 70 seconds.

MATCH NO. D: 10 Shots, 600 yards, slow fire, prone. Time Limit: 1 minute per shot.

MATCH NO. E: Aggregate of Matches A through D.

SQUADDING: Stats staff will randomly squad for practice match. Standings determine squadding for individual matches.

Weapon: Service Rifle.

Awards: None.

~~~ Thursday, 22 June 2023 – Muster 0630, First shot 0700 ~~~

MATCH #1 The Inter-Service Navy Match

Course of Fire: 20 shots, 200 yards, slow fire, standing position.

Weapon: Service Rifle.

Time Limit: 20 minutes

MATCH #2 The Inter-Service Coast Guard Match

Course of Fire: 20 shots, 200 yards, rapid fire, sitting or kneeling from standing.

Weapon: Service Rifle.

Time Limit: 60 seconds per ten shot string

MATCH #3 The Inter-Service Marine Corps Match

Course of Fire: 20 shots, 300 yards, rapid fire, prone from standing.

Weapon: Service Rifle.

Time Limit: 70 seconds per ten shot string.

Range 4 practice firing may be available with MR targets.

~~~ Friday, 23 June 2023 - Muster 0630, First shot 0700 ~~~

**MATCH #4 The Inter-Service Air Force Match**

Course of Fire: 20 shots, 600 yards, slow fire, prone.

Weapon: Service Rifle.

Time Limit: 20 minutes

**MATCH #5 The Inter-Service Army Match**

Course of Fire: 20 shots, 600 yards, slow fire, prone.

Weapon: Service Rifle.

Time Limit: 20 minutes

**MATCH #6 The Inter-Service Individual Rifle Championship**

An aggregate of Matches #1, #2, #3, #4, and #5.

**MATCH #7 The Inter-Service "Special Six" 600 Yard Match**

Time: One hour after completion of Match #5.

Course of Fire: 2 sighting shots and 20 shots for record, slow fire, prone.

Weapon: Division "A": Service Rifle.  
Division "B": Any Rifle, any sight.

NO MORE THAN TWO COMPETITORS MAY FIRE THE SAME RIFLE.

Time Limit: 22 minute block time.

Range 4 practice firing may be available with LR targets.

~~~ Saturday, 24 June 2023 – Muster 0630, First shot 0700 ~~~

MATCH #8 The Inter-Service 1000 Yard Match

Course of Fire: Unlimited sighting shots and 20 shots for record, slow fire, prone. Coaching is permitted for sighting shots. After the shooter states "1st RECORD SHOT," record firing begins and the scorer will ensure that no further coaching or sighting shots take place. If the shooter misses the target with five consecutive record shots he will retire from the line. If all competitors on a relay complete firing prior to the allotted time, the next relay will be called to the line.

Weapon: Division "A": Service Rifle.
Division "B": Any rifle, any sight.

NO MORE THAN TWO COMPETITORS MAY FIRE THE SAME RIFLE.

Time Limit: 30 minute block time

MATCH #9 The Inter-Service Individual Long Range

Championship: The aggregate of Matches #7 and #8.

MATCH #10 The 1000-Yard Team Match

Time: One hour after completion of Match #8.

Course of Fire: 120 shots for record, slow fire, prone. No sighters shots.

Conditions: Each team will consist of 6 firing members, a team coach and team captain. The Team captain and coach may be firing members. A team captain must be appointed. In no case will the total team strength exceed 8. Two shooters will simultaneously occupy the firing point and will alternately fire on the same target. The team captain handles all challenges, verifies scores and may coach, but only if he removes his coach from the line and actually occupies the coaching position. Either the coach or the team captain may be on the line at any time, but not both. Team substitutes are authorized prior to match commencement.

Weapon: Divisions "A" the Service Rifle; Division "B," no restriction on rifles, sights, ammunition, or accessories, except that they must be safe and fired from positions defined in the CMP rules.

Time Limit: Block time of 126 minutes

~~~ Sunday, 25 June 2023 – Muster 0630, First shot 0700 ~~~

### **MATCH #11 The Commanding General's Rifle Team Match**

Squadding: Teams squaded on range 4 at 0630

Course of Fire: 10 shots, 200 yards, slow fire, standing.  
10 shots, 300 yards, rapid fire, prone from standing.  
10 shots, 600 yards, slow fire prone.

Conditions: Each team will have 6 firing members. A team captain must be appointed and one coach is authorized. The captain may act as a coach. The captain and coach may participate either as firing or non-firing members; however, in no case will the total team strength exceed 8. During slow fire stages, two shooters will simultaneously occupy the firing point and will alternately fire on the same target. The team captain handles all challenges, verifies scores and may coach but only if he removes his coach from the line and actually occupies the coaching position. Team substitutes are authorized prior to commencement of the match.

Time Limit: 200 Yards--Total team time 66 minutes.  
300 Yards--70 seconds per string.  
600 Yards--total team time 66 minutes.

### **MATCH # 12 The Excellence-in-Competition Rifle Match**

Course of Fire: The National Match Course prescribed in current National Match regulations. With Pit changes



|              |                                                                                                                                                                  |
|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Weapon:      | Service Rifle.                                                                                                                                                   |
| Ammunition:  | Furnished by competitor, per their services' regulations.                                                                                                        |
| Squadding:   | Competitors squaded on range 4 one hour after conclusion of Match #11                                                                                            |
| Awards:      | None. Stats staff will send match results to the Marksmanship Branches of all the services for verification of points earned in this match toward distinguished. |
| Eligibility: | All service members who paid individual match fee.                                                                                                               |

~~~ Monday 26 June 2023 – Muster 0630, First shot 0700 ~~~

MATCH # 13 The Inter-Service Rifle Team Championship

Eligible competitors include teams from the Army, Navy, Air Force, Marine Corps, Coast Guard (active duty); teams composed of Army, National Guard, Navy, Air Force, Marine Corps, and Coast Guard (reservists); and one team from each of the military service academies. All firing academy members must be cadets/midshipmen. The academy team officials can be midshipmen or active duty military assigned to the academy. Teams will consist of ten firing members, a team captain and two team coaches. Two alternates may be designated but are not required. The team captain and coaches may be firing members. Team captains may fire their shooters in any order on either target. No more than 6 shooters will be permitted on target. Team representation in the pits will be the same as for the National Trophy Rifle Match.

Course of Fire: This match will be fired in four stages with each team occupying two firing points and firing on two targets.

- a. First Stage-200 yards, slow, fire, 10 shots per shooter standing. Two shooters will occupy one firing point and fire alternately at the same target, the shooter on the right fires first. Total team time 66 minutes. (For targets having only 2 pairs of shooters, total time will be 43 minutes.)
- b. Second Stage- 200 yards, rapid fire, 10 shots sitting from standing, time limit 60 seconds per shooter. Each team will occupy two firing points and fire on two targets simultaneously.
- c. Third Stage- 300 yards, rapid fire, 10 shots prone from standing, time limit 70 seconds per shooter. Each team will occupy two firing points and fire on two targets simultaneously.
- d. Fourth Stage- 600 yards, slow fire, 20 shots per shooter prone. Two shooters will occupy one firing point and will fire alternately at the same target, the shooter on the right firing first. Total team time 126 minutes. (For targets having only two pairs of shooters, total time will be 83 minutes.)

Weapon: Service Rifle.

Range 4 practice firing may be available with “E” targets

~~~ Tuesday 27 June 2023 – Muster 0630, First shot 0700 ~~~

### **MATCH # 14 The Marine Corps Infantry Trophy Team Match**

Course of Fire:

- a. First Stage--600 yards prone; 50 seconds.
- b. Second Stage--500 yards prone, sitting or kneeling; 50 seconds.
- c. Third Stage--300 yards sitting or kneeling; 50 seconds.
- d. Fourth Stage--200 yards standing; 50 seconds.

*NOTE: The use of the sling is optional in all stages and positions.*

Enclosure (3)

Conditions:

- a. The Marine Corps Infantry Trophy Team Match will be governed by the Rules and Regulations for National Matches.
- b. Teams will consist of six firing members, and either or both a team captain or coach (non-firing member); all of whom will be permitted on the firing line during the match.
- c. Each team will have available not more than 384 rounds of ammunition for the entire match. Ammunition will be restricted to 5.56 Service Ball or Match for the M-16 Rifle, and 7.62 Match for the M-14 Rifle. A match official may check the ammunition in the hands of a team at any time. See paragraph 29 of this program for additional details.
- d. Teams will take their places on the 600-yard firing line as directed by the range officials. To attain an element of surprise, 10 to 40 seconds after the command "**LOAD AND BE READY**" has been given targets will be exposed. Firing will begin at each stage when targets are exposed with teams in firing position with rifles loaded. Targets will be withdrawn after a 50 second exposure. Movement forward will progress in line with rifle unloaded and locked, muzzles elevated and pointed down range. Each relay will complete the match prior to the next relay being called up to the firing line.
- e. Scoring: All scoring is conducted in the pits and all hits will be relayed to the firing line. Target pullers will spot only those shots in or touching the silhouette.
  - (1) Hits will count four (4) points at 600 yards, three (3) points at 500 yards, two (2) points at 300 yards and one (1) point at 200 yards. Hits on target backing will not be scored.
  - (2) At each yard line for Bonus Points, scorers will add the square of the number of targets with six or more hits to the raw score of the respective yard line.
  - (3) No adjustments or alibis for misfires, disabled weapons or other failure of material or personnel.
  - (4) The team shooting the highest total score wins.
  - (5) Ties are broken as follows:
    - (a) High score at 600 yards.
    - (b) High score at 500 yards.
    - (c) High score at 300 yards.
    - (d) High score at 200 yards.
- f. Targets: 200 and 300 yards, 8 "F" targets, each superimposed on "A" targets with the top of the "F" target aligned with the top of the 4 ring. 500 and 600 yards, 8 "E" targets, superimposed on "A" targets, with the top of the "E" target aligned with the top of the 3 ring.
- g. Field glasses or binoculars: Team captain or coach may not use field glasses or binoculars of greater power or objective lens diameter than 10x50. Team captain or coach may use a telescope for the purpose for reading wind prior to the start of their team's preparation period. These telescopes will not be displaced forward of the 600 yard line. Binoculars are authorized during all stages of the match.
- h. Weapon: Service Rifle.
- i. Team representatives in the pits: Same as National Trophy Rifle Match. An assistant range officer will supervise the scoring.
- j. Preparation time: Once called to the 600-yard line, teams have a 3-minute preparation period. Pit personnel will run targets up for inspection at the 600-yard line only. Competitors will not receive further preparation time once leaving the 600-yard line.

## MATCH # 15 The Marine Corps Combat Marksmanship Match

- Course of Fire:      a. First Stage--600 yards standing to prone; 4 iterations of 5 shots; 30 seconds.  
                             b. Second Stage--500 yards standing to prone, 5 iterations of 2 shots; 15 seconds.  
                             c. Third Stage--300 yards standing to barricade kneeling; 5 iterations of 2 shots; 10 seconds.  
                             d. Fourth Stage--200 yards standing to barricade standing; 5 iterations of 2 shots; 5 seconds.
- Weapon:                Service Rifle.
- Ammunition:          Furnished by competitor, per their services' regulations.
- Squadding:          Competitors squadded on range 4 one hour after conclusion of Match #14
- Awards:                None. Stats staff will send match results to the Marksmanship Branches of all the services for verification of points earned in this match toward distinguished.
- Eligibility:            All service members.
- Conditions:
- a. The Marine Corps Combat Marksmanship Match is an optional match that is currently being developed by the Marine Corps Shooting Team for additional competition opportunity that reflects modern marksmanship challenges in combat.
  - b. Additional regulations for weapons and equipment are written for this match to attempt to simulate combat issued equipment to the maximum extent practicable. Competitors may only use current standard issue slings, or two-point nylon slings resembling issued slings. Slings must remain in the two-point configuration with one end attached to the handguard and one end attached to the buttstock. Competitors are not allowed to wear shooting jackets. During firing, rifles may be rested on the deck by contacting the magazine or forward handguard, however, competitors may not add any attachments to their rifles for support such as but not limited to bi-pods, grip-pods, or shooting bags. Match Director has final say as to whether any desired equipment meets this intent and is within the spirit of the match.
  - c. Targets: Competitors shall fire on standard targets for the respective yard-line. 600 yard targets will be used for the 500 yard line course of fire and the 600 yard line.
  - d. Competitors will take their places on the respective firing line as directed by the range officials. To attain an element of surprise, 3-5 seconds after the command "**STAND-BY**" has been given targets will be exposed. Competitors may assume their positions and commence firing when targets are exposed. Targets will be withdrawn after the prescribed exposure time for that yard line. Each relay will complete the match prior to the pit change.
  - e. Scoring: Target pullers will display shot values with a disc for the scorekeeper when called by PIT NCO. Target pullers will also insert shot spotters for all hits on paper.
  - f. Conduct: Except where previously stated, the Marine Corps Combat Marksmanship Match will be governed by the Rules and Regulations for National Matches.

