

CHANGE SUMMARY

1. Online pre-registration for this event is mandatory. Pre-registration opens on 1 NOV 2023 and must be submitted NLT 24 FEB 2024. Pre-registration will be conducted at <https://ct.thecmp.org/app/v1/index.ph>.
2. The match program and other information can be found at [Military Matches - Civilian Marksmanship Program \(thecmp.org\)](https://ct.thecmp.org). This page will have links to the register, the match program, a rifle data book and the results for the event.
3. Weapon Storage on Friday 8 MAR 2024 is by coordination only.
4. **All weapons must be stored in the USAMU Arms room on Parks Range during the competition.** Due to limited space in the weapons storage facility, all participants are limited to their primary weapons and no more than 1 back-up upper per person. Back up pistols will be limited to 1 per team.
5. Teams will now be 4 firing members with a coach or captain. There are no alternates or changes to the 4 firing members.
6. Team declaration cards must be turned in at registration.
7. Updated team composition. You cannot be a member of more than one team. An example, firing member on one team and captain or coach on another.
8. Only Authorized rifles are now the M4/M4A1 with BUIS no carrying handles will be allowed.
9. Rifle optic magnifiers are brand specific.
10. Use of protective eyewear is mandatory for all firing matches.
11. Clarified the combat equipment required for rifle and pistol matches.
12. Updated the penalties for the multi-gun match. All penalties will be as written in the stage brief.

2024 U.S. ARMY SMALL ARMS CHAMPIONSHIPS
PART I
GENERAL INFORMATION

1. PURPOSE: The US Army Small Arms Championships (ALL-ARMY) is a comprehensive live-fire training event that tests Soldiers ability to employ both primary and secondary weapon systems, problem solve, and think critically under the stresses created by competition. While the elements and spirit of competition are important, all Soldiers are reminded that the Army's critical intent of the competition in arms program is to develop marksmanship skills at the entry and intermediate level, recognize superior skill at the highest levels, while raising the standards of marksmanship and increasing lethality across the entire force.

2. EVENT DATES: 10-16 March 2024. Sunday, 10 March will consist of match check-in/equipment check-in procedures, followed by marksmanship classroom instruction provided by the USAMU. 12-16 March will consist of marksmanship training and competitions. This event will conclude with an awards ceremony at the Maneuver Center of Excellence headquarters, McGinnis-Wickham Hall, bldg. 4, on the evening of 16 March.

3. COMPETITOR ELIGIBILITY REQUIREMENTS: All competitors must either be an Active Duty member of the U.S. Army, a member of the U.S. Army Reserve, the National Guard, Air National Guard, or an Army ROTC Cadet. Civilians and military personnel from other services or allied countries are prohibited from participating in any event conducted during these championships, including EIC matches. In support of the Army's Chief of Staff initiative regarding Soldier preparedness and deployability, all competitors must meet Army height/weight standards as prescribed by AR 600-9 in order to be eligible for awards and EIC credit points.

4. MATCH PROGRAM: Competitors are responsible for reading and becoming familiar with the contents of the match program. Match programs will not be provided for competitors. Competitors who desire a hard copy of the match program are responsible for printing a personal copy. This program is located on the match registration page or at the following link: [Military Matches - Civilian Marksmanship Program \(thecmp.org\)](#)

5. PRE-REGISTRATION: Match programs are available on the CMP website and the registration page on the CMP competition tracker. Team captains and coaches must ensure each team member completes their on-line pre-registration requirements NLT 24 February 2024. Pre-registration is completed at <https://ct.thecmp.org/app/v1/index.php>. With the exception of the EIC matches, walk in/on individual or team entries **will not** be accepted unless the match is not already filled to capacity. Match Capacity for this competition is 260 competitors.

6. REPORTING PROCEDURES: All competitors must report to the Roundhouse (Bldg. 147), Hook Range between the hours of 0700-1300 on Sunday, 10 March 2024. Competitors will receive their competitor packets, proceed to Parks Range Weapons Security Bunker (bldg. 154) to have weapons inspected by USAMU gunsmiths, and sign for any borrowed equipment needed from the USAMU.

MATCH OFFICIALS: The Chief of Competitions, U.S. Army Marksmanship Unit (USAMU) is the Match Director, and the Match OIC is the USAMU HHD Commander. The Match Registration Officer is Mr. Michael Buss, and can be reached COMM: (706) 545-5279; DSN: 835-5279; or EMAIL: Michael.j.buss.civ@army.mil.

7. TEAM REQUIREMENTS: A team is comprised of four firing members **one of whom must be a new shooter** (SEE PARAGRAPHS 9-10 FOR SHOOTER CLASSIFICATION). Team declaration cards will designate only 4 shooters. You may also identify a separate team coach/captain. Maximum team size is 5 (4 shooters and 1 coach/official). One of the team's shooters may also serve as the coach. All team events require at least **one** of the firing members to be a new shooter. All team members, including team captain/coach, must be assigned members of the same unit/command for the duration of the championship. You may not be a member of more than one team (firing member on one, coach for another). Team declaration cards must be turned in during the published registration hours.

8. COMPETITOR CLASSIFICATION: The classification system described below applies to all individual competitions except EIC events. Competitors are eligible to compete for both overall match winner and awards for their classification category (Pro, Open, Novice, or Cadet). Classification is determined by prior participation in individual events at various levels of competition as described below. Competitors who erroneously enter into the wrong category are subject to disqualification and will be ineligible to receive any awards.

a. Pro Class: Any competitor who has earned the Distinguished Badge or the President's Hundred Tab in either rifle or pistol events, or an assigned member of one of the competitive Service Teams (USAMU, USAR, NGMTC) within the last 24 months.

b. Open Class: A competitor who has previously fired any weapon, in any individual or team competition, at the U.S. Army Small Arms Championships; the Interservice Championships (Service Rifle at Quantico, VA, or Service Pistol at Little Rock, AR or Fort Benning, GA), or the U.S. National Matches conducted at Camp Perry, OH or Camp Atterbury, IN (except if they competed in a Junior or Cadet category). Any competitor who is not in the Pro Class, and holds a NRA rifle or pistol classification of Master or above, must fire in the OPEN category regardless of whether or not this is their first time at the U.S. Army Small Arms Championship.

c. Novice Class: A competitor who has not previously fired any weapon, in any individual or team competition, at the U.S. Army Small Arms Championships; Interservice Championships (Service Rifle at Quantico, VA, or Service Pistol, Little Rock, AR or Fort Benning, GA); or the U.S. National Matches conducted at Camp Perry, OH or Camp Atterbury, IN.

d. Cadet Class: A competitor who is currently a student in a college or university U.S. Army ROTC program, or a cadet at the U.S. Military Academy. Cadets will compete in the CADET class until graduation, upon leaving the program, or upon achieving such qualifications that place them in the Open or Pro classes; e.g. a Cadet who earns their Distinguished Marksmen Badge, President's Hundred Tab, or NRA Master qualification.

e. Notice: Excellence in Competition (EIC) matches are considered open competition between all eligible competitors who fire an EIC match. Credit points, and the appropriate badge (see AR 350-66 and AR 600-8-22) are awarded to the top scoring 10% of eligible non-distinguished competitors. Soldiers who enter only in EIC events in these championships are considered Open class competitors in future U.S. Army Small Arms Championships, or lower level championships.

10. TEAM MATCHES: Team competitions are open competitions and classification systems are not used; however, at least **one** of the four shooters on each team must be a new shooter during all team events.

a. New shooter: A Soldier who has not previously fired in the above matches (or who fired as a cadet or junior category only) at the U.S. Army Small Arms Championships or higher level competition is considered to be a new shooter for that event.

b. Old Shooter: A Soldier who has previously fired either individually or on a team during the U.S. Army Small Arms Championships; the Interservice Championships, (Service Rifle Quantico, VA, or Service Pistol at Little Rock, AR or Ft. Benning, GA); or the U.S. National Matches.

c. Coach: The team coach is the administrator responsible for ensuring all paperwork is taken care of at match headquarters (team declarations, challenges, and protests). During individual matches the coach may counsel with his shooter(s) until they are called to the firing line for preparation time. Coaches may again counsel with their shooter(s) after the stage of fire is complete, and in between individual stages of fire. Coaching is not permitted during live fire periods of individual matches (this rule also pertains to individual matches that result in a team aggregate, i.e. paper team events = no coaching). Coaching is allowed during team events that are not also individual events.

11. WEAPONS, SECURITY, & MAINTENANCE: Competitors are limited to bringing two rifles and two pistols for the championships. You may bring one complete rifle, and spare upper, or two complete rifles. Additional rifles and pistols beyond the 2 limit maximum for each will not be accepted into the USAMU arms room. A limited number of USAMU rifles, pistols, and optics are available for Soldiers whose unit does not have assigned weapons. USAMU equipment will not be loaned to competitors as a back-up to their equipment; this equipment is reserved only for competitors who do not have equipment. Please indicate your desire to borrow our equipment when completing your on-line registration.

a. Weapons Security: Weapons will be accepted into the USAMU arms room prior to the match start date on Friday, 8 March 2024. This must be requested through Mr. Buss to coordinate a time to have the arms room open. All requests must be received prior to 6 March 2024. **All weapons will be stored in the USAMU arms room at Parks Range for the duration of the competition.** All weapons will be inspected by USAMU Custom Firearms Shop personnel during match check-in on 10 March 2024 to ensure the weapons are safe to use and have not been modified. Periodic spot checks of weapons will be conducted on the firing line throughout the duration of the matches. While traveling with weapons in vehicles, all competitors must use the most direct route from lodging to the range and vice versa. Weapons traveling in a vehicle need to be in case at all times.

b. Weapons Maintenance: Competitors must bring their own weapons cleaning kits. A weapons cleaning area will be provided near the weapons storage bunker for the collection of hazardous waste (bore solvent and oil soaked patches). Weapons cleaning will **NOT** be conducted in parking lots, or in the areas adjacent to the ranges.

12. LODGING: Team Captains/individual competitors are responsible for making their own billeting arrangements. There are a number of establishments in the greater Columbus area, and there is also a hotel located on Fort Benning. Call (706) 689-0067 for reservations.

13. RATIONS: Due to the wide range of activities and firing schedules, no practical feeding arrangements can be made. Competitors must bring their own food and consume it on the range between live-fire activities; there will be no lunch break.

14. TRANSPORTATION: Military transportation to and from the weapons storage facility out to Krilling Range will be mandatory. Similar to lodging requirements, competitors are responsible for handling their transportation requirements to get them on and off post each day. Ft. Benning utilizes a smartphone application called “Guide On” that will enable you to navigate the installation through turn-by-turn directions simply by entering a building number. Guide On can be downloaded by searching your device’s application store.

15. PARKING: Match parking is allowed in only designated areas marked with parking signs along Alamo Road. Parking rules are strictly enforced. Parking is not authorized or permitted on Parks Range, or at the AAFES gas station area. Competitors must park in designated parking areas and proceed to the ranges on foot. The practice of dropping off/picking up competitors on the ranges, or at the arms room is prohibited. Violators will be disqualified for the day and have their scores for the day removed from the match.

16. UNIFORM: The uniform for all Soldiers is the duty uniform (ACU/OCP) with cap, plus shooting equipment/apparel that is allowed/required for match participation under the rules listed in this program. All shooting equipment/nonstandard uniform items will be removed prior to leaving the range and will not be worn in parking lots, match headquarters, billet areas, or other facilities on or off post.

17. OFFICIAL BULLETIN BOARD: The official bulletin board will be outside of match registration for match announcements only. Competitors can review their scores on-line at www.ct.thecmp.org/. Squadding information and any match director’s bulletins will be posted on the official bulletin board and USAMU Social Media platforms. **All competitors are encouraged review the official bulletin board at least once daily. Once the challenge period has closed all posted scores are final.**

**2024 U.S. ARMY SMALL ARMS CHAMPIONSHIPS
PART II
SCHEDULE OF EVENTS**

Day One (Sunday, 10 March): Match HQ (Roundhouse, Bldg. 147), Parks Range, Marshall Auditorium (Bldg.4)

0700-1200 Registration/Weapons check-in (Roundhouse & Parks Range)
1330-1730 CDRs Welcome address, Multi-gun, Pistol and Rifle SAFS (Marshall Auditorium, Bldg. 4)

Day Two (Monday, 11 March): McAndrew / Parks Range

0530-0700 Weapons Draw (Parks Range)
0715 Roll Call/ Squadding on the line (McAndrew & Parks Range)
0800-1200 Rifle Zero 100-500 yards (optics & irons) for ½ competitors (McAndrew Range)
Pistol zeroing for ½ competitors (Parks Range)
1245 Roll Call (McAndrew & Parks Range)
1300- 1700 Rifle Zero 100-500 yards (optics & irons) for ½ of competitors (McAndrew Range)
Pistol zeroing for ½ competitors (Parks Range)
30 Min after last round fired there will be a Competitors/team captains meeting (Parks Range)

Day Three (Tuesday, 12 March): McAndrew / Parks Range

0530-0700 Weapons Draw (Parks Range)
0715 Roll Call/ Squadding for Match 8 (McAndrew Range)
0800-1100 Match 8 + 9T (iron sights) all competitors (McAndrew Range)
1100-1145 Range Changeover
1145 Roll Call/ squadding for matches 3 and 5 (Parks Range)
1200-1445 Match 3 Pistol + Match 4T (Parks Range)
1445-1700 Match 5 Pistol all competitors (Parks Range)
30 Min after last round fired there will be a Competitors/team captains meeting (Parks Range)

Day Four (Wednesday, 13 March): McAndrew Range

0530-0700 Weapons Draw (Parks Range)
0715 Roll Call/ Squadding for Match 11 (McAndrew Range)
0800-1400 Match 11 NMC EIC Rifle/Director's Match (Rifle with optics) (McAndrew Range)
1400-1430 Range Changeover
1430-1730 Infantry Trophy Team Match (Rifle w/optics) (McAndrew Range)
30 Min after last round fired there will be a Competitors/team captains meeting (Parks Range)

Day Five (Thursday, 14 March): McAndrew / Parks Range

0530-0700 Weapons Draw (Parks Range)
0715 Roll Call/ squadding for Match 321 Rifle EIC (McAndrew Range)
0800- 1200 Match 321 Rifle EIC (Rifle with optics) (McAndrew Range)
1200-1245 Range Changeover
1245 Roll call/ Squadding for Match 221 and 6T (Parks Range)
1300-1600 Match 221 Pistol EIC all competitors (Parks Range)
1600-1800 Match 6T Team Match all competitors (Parks Range)
30 Min after last round fired there will be a Competitors/team captains meeting (Parks Range)

Day Six (Friday, 15 March): Phillips Range, & McAndrew Range

0530-0700 Weapons Draw (Parks Range)
0715 Roll Call/ squadding for Match 7 (McAndrew Range)
0800-1145 Match 7 + 10T (Rifle w/optics) (McAndrew Range)
1145-1230 Range Changeover
1230 Roll call for teams/ squadding Match 27 (Phillips Range)
1245-1700 Match 27 NMC EIC Pistol / Director's Match (all competitors) (Phillips Range)
1230-1830 Multi-gun stage walk-through (as competitors complete Match 27) (Krilling Range)

Day Seven (Saturday, 16 March): Krilling Range

0530-0700 Weapons Draw (Parks Range)
0615-0730 Movement to Krilling range by bus (1st lift leaves @ 0630; 2nd leaves @ 0715) (from Parks Range)
0745 Roll Call (Krilling Range)
0800-1530 Multi-Gun Matches 1-4 (Rifle w/optics & pistol) (Krilling Range)
1530-1730 Brass Pick-up and weapons maintenance (Krilling & Parks Ranges)
1800-1900 Awards Ceremony (Marshall Auditorium)

2024 US ARMY SMALL ARMS CHAMPIONSHIPS
PART III
GENERAL RULES & MATCH CONDITIONS

- 1. RULES:** Matches will be conducted in accordance with AR 350-66, Small Arms Competitive Marksmanship Program, the current edition of the Civilian Marksmanship Program's Competition Rules for Rifle and Pistol, and this match program.
- 2. MATCH OFFICIALS:** The USAMU Chief of Competitions is the match director. Range officials, protest committee members, and other match officials will be announced during the welcome address administrative comments. Decisions made by range officials, and outcomes of protest committees are final.
- 3. AUTHORIZED WEAPONS:**

a. Service Rifle: U.S. Service Rifle, Caliber 5.56mm, M4/M4A1 Carbine as described in the most recent TM 9-1005-319-10 as issued. No commercial equivalent arms, Special Purpose rifles (SPR), or Designated Marksman Rifles are authorized. Carrying handles are not authorized for this competition. You must use the BUIS for the iron sight match.

b. Service Pistol: U.S. Pistol, Caliber 9mm, M9 or M11 as described in TM 9-1005-317-23&P, as issued; or M17 or M18 as described in TM 9-1005-470-10&P. No commercial equivalent pistols/revolvers are authorized.

c. Conditions: Weapons will be as issued without unauthorized additions or alterations, and will be serviceable in accordance with regulations and technical manuals. Non-issue parts will not be used. Issue parts will not be cut, filed, honed, sanded, or altered in any manner, except as authorized in the service's regulations and technical manuals. Iron sights may be blackened, and grip tape is authorized for use on pistols. If you have an Enhanced Sopmod buttstock the battery compartments must be empty.

d. Weapons Inspections: All weapons must have their triggers weighed and safety tested **PRIOR** to the beginning of competition to ensure they meet service weight standards and requirements. All weapons will be inspected prior to the first round of competition to ensure they meet the intent of the program and technical manuals. Any weapon failing the test must be repaired. If the weapon is not repairable, the competitor may either forfeit the right to fire the match or may obtain another weapon, which shall be tested. Weapons may be inspected at any time throughout the course of the competition at the direction of the Range OIC or Match Director. Weapons that do not meet minimum trigger weight will disqualify the competitor for that day. If the minimum trigger weight can be made prior to the next match of the day being fired then the competitor may continue. The match will not stop to allow for trigger adjustment. MINIMUM trigger weights are:

M9 double action 9.5 lbs.	M4 5.5 to 9.5 lbs
M9 single action 4.1 lbs.	M4A1 5.5 to 8.5 lbs
M11 double action 12 lbs.	M17 double action (5.5 to 6.5 lbs)
M11 single action 4.4 lbs.	M18 double action (5.5 to 6.5 lbs)

4. AUTHORIZED AMMUNITION: All competitors will use the ammunition issued on the firing line that is provided by the USAMU.

5. AUTHORIZED OPTICS:

a. Binoculars (up to 10 x 50 mm) are required for scoring.

b. Eyeglasses and Sighting Devices: Prescription eyeglasses, clear safety glasses, prescription sunglasses, or contact lenses are permitted. Civilian eyeglasses or sunglasses must conform to AR 670-1. Altering, covering, or modifying eyeglass lenses is not permitted. Use of an eye patch covering the non-firing eye is not permitted. Sighting devices, such as Gehmann clip on iris, Merit adjustable aperture, or Knobloch adjustable shooting glasses, are not permitted. This also includes putting blinders on helmets.

c. The following optics may be utilized during specified matches where optics are authorized for use; no other optics will be considered in order to maintain a level playing field for all competitors. If an optic is not allowed for a specific match it must be removed from the rifle for that match (Match 8).

1) Advanced Combat Optical Gunsight (ACOG): all versions, reticle patterns, polarizing filters, and reflexive add-ons (Sight Doctors) are authorized.

2) ELCAN Specter: 4 power fixed magnification or 1-4 variable power optic.

3) M68 Close Combat Optic (CCO): all versions and related equipment, including magnifiers (aimpoint 3x) are authorized.

4) EO Tech holographic sights, magnifiers (EO Tech), and all reticle patterns are authorized for use.

6. UNIFORMS & EQUIPMENT:

a. **VIPs/visitors/observers:** Duty Uniform (OCP) with soft cap.

b. **Individual Combat Competitors:** Individual competitors will wear OCP combat uniform IAW AR 670-1, and will include the following equipment, failure to have all required equipment will result in a disqualification for that specific match and competitors will receive a zero:

1) **Issued ballistic helmet.**

2) LCE, LBV, battle belt, and/or MOLLE/Rack/IBA as issued by unit of assignment to include at a minimum two ammunition pouches; first aid pouch; canteen and carrier or Camel Back (12 oz water bottle is not a substitute). Body Armor plates will not be required for competition.

3) 4 pistol magazines and 6 rifle magazines.

4) Hearing protection and eye protection (mandatory).

5) Pistol holster with manual retention device.

6) Magnifying optic (minimum of four power for shot spotting and score keeper duties; military or civilian binoculars and scopes are acceptable).

7) The setup of required military equipment is at the competitor's discretion. Competitors must have all required military equipment, and all equipment is required to be carried on your person. Competitors may download rifle equipment for the pistol matches and may omit the pistol equipment for rifle matches.

c. **Additional Competitor Equipment Allowances and Limitations:**

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

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

3) Issue gloves (without any modification) may be worn. Shooting gloves/mitts are only allowed during NMC EIC events.

4) Elbow and kneepads are allowed.

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

6) Rucksacks and butt packs may be used at the option of the competitor. These items must be Government Issue or equivalent (MOLLE patrol pack, 3-day pack, or Camelback/utility pack) in camouflage or military color.

7) Shooting stools may be used but cannot be taken forward of the assembly line in combat matches. Shooting stools may be taken to the line during Match 11.

8) Leather slings, shooting stools, gloves made specifically for the shooting sports, pistol boxes, and spotting scopes are authorized for use during EIC matches 11 & 27 only.

7. **EXCELLENCE IN COMPETITION (EIC) EVENTS:** Individual competitors entering only an EIC match will be squadded subject to range capacity and may not fire other matches for practice.

8. **TEAM MATCHES:** Teams must be entered and listed on the official scorecard under the official designation of the unit they represent. All team matches are record matches and may not be fired for practice. There will not be any out of competition teams allowed.

9. CHALLENGES AND PROTESTS:

a. **Challenges:** Rulings of the (rifle) Pit Officer concerning the number of hits/score of a challenged target are final. Challenges/protests will not be accepted from anyone except individual competitors (individual matches) and the team captains of firing teams (team matches). The challenge period for all matches begins once scores are posted on the official bulletin board; the challenge period ends with the first shot down range the following day.

b. **Protests:** The team captain in team matches, and the individual competitor during individual events, may protest the operation of the matches at any time. Protests must be immediate or they will not be allowed. Any complaint or protest arising at the firing point will be brought to the attention of the Range OIC at once. If the decision (other than shot value) is disputed, or if the complaint or protest is not dealt with agreeably on the spot, the protest must be put in writing by the team captain in team matches (or the competitor in individual matches), and given to the Range OIC. Upon receipt of the official protest the Range OIC will:

1) Acknowledge receipt of the official protests

- 2) Notify the competitor that the Protest Committee (PC) will be formed.
- 3) Notify the competitor as to the time, date and location the committee will meet.
- 4) Notify the Match Director and Match OIC of the receipt of an official protest.

c. PC Duties and Responsibilities: Upon receipt of the written protest, the Match Director will form the PC to resolve the official protest. The Match Director will brief the PC on their duties. The Official Match Program is the primary reference document. The PC will consist of the Match Director and three members. The PC will convene in the Match Directors office at the predetermined time. Composition of the PC will consist of the match director (non-voting chairman), and three voting members who will be determined and announced during the welcome brief on Day 1 of the competition.

d. PC Proceedings: Failure of the protesting individual or Team Captain to be present at the appointed time will result in an automatic denial of the protest, unless the Match Director has granted a time extension. The PC will/may question all individuals involved and examine all evidence. The Team Captain may be present during the examination of witnesses, as long he/she does not disrupt the proceedings. The Team Captain may, with permission of the Match Director, ask questions of witnesses. The PC may examine the witnesses and range staff, weapons and equipment, and any other materials relevant to the protest. Rulings of the Match Director concerning protests are final. Challenges/protests concerning decisions by the Match Director to alter or cancel matches in the interest of safety or because of interrupted fire/inclement weather will not be accepted.

2024 U.S. ARMY SMALL ARMS CHAMPIONSHIPS
PART IV
PISTOL GENERAL INFORMATION

1. PISTOL RANGE PROCEDURES

a. Safety: The primary responsibility of the range staff is to conduct the matches in a safe manner. Everyone on the range is responsible for safety. Anyone may call a cease-fire to prevent an unsafe act. All competitors will receive a safety brief prior to live fire.

b. Weapon Conditions: When not firing a match, all pistol competitors will have their weapon with the slide forward on empty chamber, magazine out, safety applied and weapon holstered.

c. Handling of Pistols: There are five areas where pistol competitors are allowed to handle their weapon. These rules are STRICTLY enforced and disqualification will result for those who fail to abide by them. Competitors may handle pistols in the following areas:

- 1) On the firing line.
- 2) At the weapons cleaning area
- 3) When transferring the weapon from the security vault to the holster.
- 4) At the armorers van, when instructed by the armorer to present the weapon for repair.
- 5) Within the designated dry fire area.
- 6) A manual retention device must be utilized whenever the pistol is holstered.

d. Clearing Procedures: Competitors will not leave the firing line without having their weapon cleared by a block officer.

e. Dropped Pistol Ammunition: During pistol matches, dropped ammunition, magazines, and equipment may only be retrieved from the ground after the completion of firing that stage.

f. Personal Protective Equipment (PPE): Hearing protection and protective eyewear are mandatory for all pistol events.

2. PISTOL RANGE COMMANDS

a. The pistol is “**HOLSTERED**” when: There is no magazine in the pistol, the chamber is empty, the hammer is fully forward, and the breech is closed. The de-cocking lever is applied (M9).

b. The pistol is “**UNLOADED**” when: There is no magazine in the pistol, the chamber is empty, the hammer is to the rear, and the breech is open.

c. The pistol is “**LOADED**” when: A filled magazine is in the pistol, the chamber is empty, the hammer is forward, the breech is closed, and the de-cocking lever is applied (M9).

d. The pistol is at “**ACTION**” when: A filled magazine is in the pistol, a round is in the chamber, the pistol is un-cocked (M9), the de-cocking lever is on, or the de-cocking lever is manually depressed (M11) and the hammer is forward.

3. PISTOL FIRING POSITIONS

a. During pistol matches the position will be standing, unless otherwise stated in match conditions. The pistol will be fired utilizing both hands unless specified by match conditions.

b. Ready Position: Standing, ready to draw and fire. Pistol is holstered in the “Action” condition. Both hands must be held shoulder high until the command of FIRE.

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

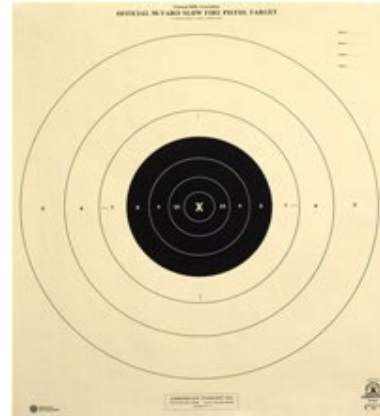
d. Standing One Hand Position: Competitor must hold pistol with one hand unsupported with arm extended during the National Match EIC match. No portion of the body may rest or touch the bench.

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

f. Prone: In the prone position, the competitor must lie on the ground. In this stage, the competitor may place a loaded magazine on the ground.

4. PISTOL TARGET PREPARATION AND SCORING: Competitors and/or teams are responsible for the preparation and proper maintenance of their targets. Competitors will draw the required number of targets from the target repair area and ensure they are completely replaced. Competitors/teams are not allowed to “mark” their targets in any manner, which would provide an enhanced aiming point. The targets used during the U.S. Army Small Arms Championship and their dimensions are described below. Competitors will document the following information on their targets:

- First and last name of the competitor or team name as required.
- Team State, Country, and/or Service.
- Match number
- Competitors will sequentially number their targets as directed by the range staff.



NRA 25 Yard B-8(P) Timed & Rapid Fire Target (NM EIC)
 National Target: 800-827-7060

<i>Aiming Black (inches)</i>		<i>Rings in White (inches)</i>	
X ring.....	1.69	7 ring.....	11.00
10 ring.....	3.36	6 ring.....	14.80
9 ring.....	5.54	5 ring.....	19.68
8 ring.....	8.00		

NRA 50 Yard B-6(P) Slow Fire Target (NM EIC)
 National Target: 800-827-7060

<i>Aiming Black (inches)</i>		<i>Rings in White (inches)</i>	
X ring.....	1.69	8 ring.....	8.00
10 ring.....	3.36	7 ring.....	11.00
9 ring.....	5.54	6 ring.....	14.80
		5 ring.....	19.68



Combat EIC Target, E Silhouette with Modified PPC (left)
 National Target: 800-827-7060

<i>Dimensions (inches)</i>	
X-Ring.....	4"x2"
5-Ring.....	6"x4"
4-Ring.....	12"x8"
3-Ring.....	18"x12"
2-Ring.....	34"x19.5"

a. Scoring Procedures: Scoring in pistol matches is normally accomplished off the range under controlled conditions under the supervision of the Pistol Range Referee. Scoring will be done by the competitors or teams passing score cards left or right. Team matches may be scored on the range at the discretion of the range OIC. During all matches, when a shot touches the line between two scoring divisions of the target, the competitor will be credited with the higher value.

b. Excessive Hits: If it is proven that the excess hits were made by the competitor or team firing more than the number of shots allowed, the entire score will be disallowed and the penalty can be disqualification. If it is determined the excess hits are due to crossfire; the competitor with excessive hits will receive the high score. In all pistol matches the competitor engages more than one target. If there are no excess in the total number of hits, but there are more hits on one particular target than are allowed by the conditions, the score on the target with excessive hits shall be the highest score up to the number of shots permitted to be fired on that target. The score on the target(s) with insufficient hits will stand.

c. Challenges: Competitors may challenge shot value. The Pistol Range Referee's decision will be final on all challenges of shot value.

5. MISCELLANEOUS PISTOL RANGE PROCEDURES:

a. Handling & Loading of Magazines: During all courses of fire, competitors may drop empty magazines to the ground. Empty magazines, brass, and dropped items may be retrieved at the completion of each stage. Any magazine or ammo dropped to the ground may not be retrieved until the stage is finished. Competitors may load their magazines with any load they desire up to the maximum number of rounds for the stage they are firing unless otherwise directed by match conditions.

b. Double Action Firing: All pistols must be fired double action for the first round with the exception of the National Match EIC Course.

c. Ready Line: Competitors must come to the ready line prepared to move forward and fire immediately after putting up their targets. Once a competitor indicates he/she is prepared to fire, there is no "NOT READY".

d. Timing: Range Officer will use a stop watch for the timing of exposures. A whistle or other suitable device will signal the FIRE and CEASE FIRE commands. Late shots will be penalized and the competitor will be notified of this upon conclusion of the stage.

e. Tie Breaking Procedures:

1) **Individual Matches:** the following steps will break ties in individual matches in the following order:

- By the greatest number of "X"s.
- By the greatest number of "X"s on target 4,3,2,1 etc.
- If a tie still exists the Match Director will break the tie.

2) **Combat Team Match:** Team match scores will be ranked by applying the following steps in order:

- By the greatest number of "X"s.
- By the highest individual aggregate score.
- By the second highest individual aggregate score, etc.
- If a tie exists the Match Director will break the tie.

2024 U.S. ARMY SMALL ARMS CHAMPIONSHIPS
PART V
RIFLE GENERAL INFORMATION

1. RIFLE RANGE PROCEDURES

a. Safety: The primary responsibility of the range staff is to conduct the matches in a safe manner. Everyone on the range is responsible for safety. Anyone may call a cease-fire to prevent an unsafe act. All competitors will receive a safety brief prior to live firing.

b. Weapon Condition: Unless engaged in the act of firing, or during the preparation period, all rifles will have an empty chamber indicator (ECI) inserted into the chamber. Dry firing or sighting in with an unloaded weapon may only be done under the supervision of range staff on the firing point, provided no one is in front of the firing line. Competitors will not leave the firing line without having their weapon cleared by a block officer.

c. Fire and Movement: During rifle fire and movement stages, carry weapons to ensure muzzles are always pointed toward the targets. If a rifle competitor drops ammunition in a fire and movement stage during a match, it may be recovered. Dropped ammunition may not be picked up by anyone other than the competitor. Retrieve ammunition safely, keeping the weapon pointed down range. If a competitor falls to the ground in a fire and movement stage and the muzzle of the rifle makes contact with the ground, the competitor will move forward to the firing line. He cannot continue the match until a safety officer clears his weapon.

d. Sight Adjustments: Rifle sights may be adjusted at any time utilizing proper safety procedures, i.e. keeping the weapon down range at all times, under the supervision of a block officer.

e. Rifle Sling: A sling must be attached to the rifle during all matches. Any tactical sling may be used as an aid to steadiness. It may be used as a single point sling attached to the front sling swivel or as a 2-point sling attached to both sling swivels. At a minimum the sling must be attached to at least the forward sling swivel and not wrapped around the hand guards. The sling must not be attached to the rifle in such a manner as to restrict the competitor from safely carrying out weapon handling drills.

f. Magazines: Only issued 30 and 20 round magazines may be used. Commercial equivalent magazines, such as PMAGs are authorized. Magazines may be loaded by hand, with an issued speed-loader, or commercial equivalent speed-loader.

g. Personal Protective Equipment (PPE): Hearing protection and protective eyewear are mandatory during all rifle events.

2. RIFLE RANGE COMMANDS

a. The rifle is at “**LOCK AND LOAD**” when: the BOLT IS FORWARD on an EMPTY CHAMBER, magazine inserted, and selector lever on safe. The position of LOCK and LOAD will be used during ALL matches. AT NO TIME will a competitor have the bolt forward with a round in the chamber while moving. The competitor may only chamber a round once in position. Non-compliance will be grounds for immediate disqualification from the match.

3. RIFLE FIRING POSITIONS

a. The Ground: All references to “the ground” in the following position rules are to be construed as applying to the surface on the firing point, floor, or shooting mats, and platforms that are customarily used on shooting ranges.

b. Artificial Support: Any supporting surface except the ground not specifically authorized for use in the rules for the position described. Digging of elbow or heel holes at the firing points which form artificial support for the elbows, arms, or legs is prohibited. Use of artificial support devices such as back braces is prohibited.

c. Prone Position: Body extended on the ground, head toward the target. The rifle will be supported by both hands and one shoulder only. No portion of the arms below the elbows shall rest upon the ground or any artificial support, nor may any portion of the rifle or body rest against any artificial support. The magazine or magazines may be rested on the ground only.

d. Standing Position: Erect on both feet, no other portion of the body touching the ground or any supporting surface. The rifle will be supported by both hands and one shoulder and upper arm only. The elbow or upper arm of the forward arm may be placed against the body or rested on the hip. The use of a sling for support is prohibited in the standing position.

e. Kneeling Position: The elbows may rest on the shooters knees for support. The rifle will be supported by both hands and one shoulder. The rifle or magazine or magazines may be rested on the knee for support. The buttocks must be clear of the ground. If your elbows can make contact with any part of your body that is supported by the ground, it is not an authorized kneeling position, and is considered a sitting position.

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

g. Standing Alert Position/Low Ready: Standing erect on both feet, no portion of the body touching the ground or any supporting surface. The butt of the weapon placed in the shoulder, supported by both hands, and with the muzzle pointing at the ground at an angle of approximately 45 degrees.

4. RIFLE SCORING: When scores are not maintained in the pits, individuals are responsible for verifying the score entered on their scorecard before turning in the card and leaving the range. The targets used for the U.S. Army Small Arms Championships and the dimensions are described below.



M9 Modified Pistol Target Dimensions:
 X-Ring.....4"x2"
 5-Ring.....6"x4"
 4-Ring.....12"x8"
 3-Ring.....18"x12"
 2-Ring.....34"x19.5"



NRA 200 Yard Target
 SR Military "Target, Rifle, Competition, Short Range."

<i>Aiming Black (inches)</i>		<i>Rings in White (inches)</i>	
X ring.....	3.00	8 ring.....	19.00
10 ring.....	7.00	7 ring.....	25.00
9 ring.....	13.00	6 ring.....	31.00
		5 ring.....	37.00



NRA 300 Yard Target
 SR-3 Military "Target, Rifle, Competition, Short Range."

<i>Aiming Black (inches)</i>		<i>Rings in White (inches)</i>	
X ring.....	3.00	7 ring.....	25.00
10 ring.....	7.00	6 ring.....	31.00
9 ring.....	13.00	5 ring.....	37.00
8 ring.....	19.00		



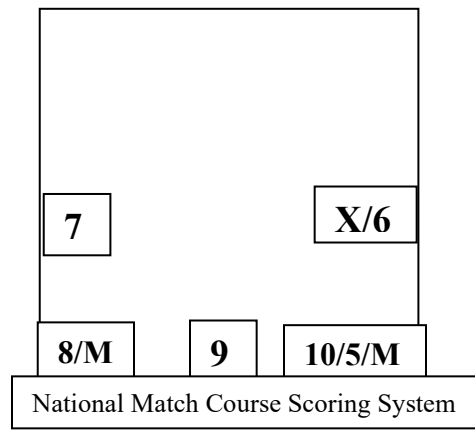
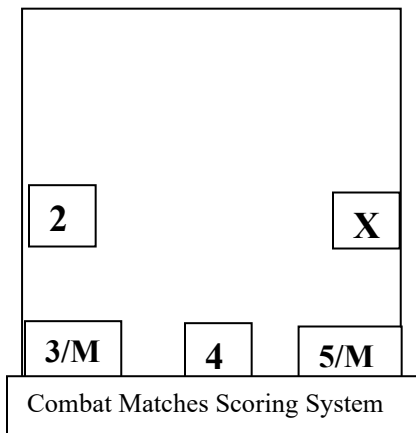
NRA 500 Yard Target
 Military MR-Target, Rifle, Competition, Mid-Range

<i>Aiming Black (inches)</i>		<i>Rings in White (inches)</i>	
X ring.....	6.00	7 ring.....	36.00
10 ring.....	12.00	6 ring.....	48.00
9 ring.....	18.00	5 ring.....	60.00
8 ring.....	24.00		

a. Slow Fire Scoring Procedures: Competitors are required to score and mark targets unless otherwise directed by the Range Officer. Upon completion of the match, scorecards will be verified and signed by the competitor and scorer. It is the competitor's responsibility to ensure his scorecard has been correctly completed and the correct numbers of hits and their value have been documented. The statistical officer will re-compute the total value on the scorecard. The competitor or team is responsible for turning in the score card to range personnel. Any objection to the scores entered on an individual or team score card must be made immediately on the firing point. Subsequent challenges will not be accepted. If no shot is marked or scored after a shot has been fired, the competitor or the scorer may request range personnel to have the target pulled and marked.

b. Timed Fire Scoring Procedures: Competitors are required to score and mark targets unless otherwise directed by the Range Officer. In snap shooting, rapid fire, fire with movement stages, and any other stage in which each shot is separately marked, the method of scoring will be: Each sighting shot, where allowed, will be marked by a spotting disc as for a slow fire shot. When a stage of the match has been completed, if there are no challenges, the range officer will signal to the pits to score the targets. Scores will be taken and the total number of hits and their value will be shown on the scoreboards. Spotting discs will be placed in all shot holes and targets raised for competitors to verify. Scores will be recorded on scorecards on the firing line by the scorekeeper.

c. Target Marking and Scoring: During slow fire matches and for rapid/snap match sighting shots, each shot will be marked separately. The actual shot hole will be indicated by a spotting disc and the shot value will be indicated by a scoring disc (in the case of a miss the value will be indicated using two scoring disks in the illustrated locations). All visible misses on targets will be marked for every match with the exception of the Infantry Trophy Match. During slow fire, a fluorescent orange disk will mark value and a black or white disc will mark the location. During slow fire matches, the competitor will fire his next shot immediately after the previous shots have been marked. There will be no delay to paste an old shot; the old sighting shot will be pasted when the new shot is marked. During scoring, the scorer will tell the shooter which shot he fired and the value of the shot. i.e., "Your first sighting shot is an X." The scorer can tell the competitor the location of the shot but cannot tell him how to correct his shot, i.e., "Your sixth shot is an X at 6." When a shot touches the line between two scoring divisions of the target, the competitor will be credited with the higher value.



d. Excessive Hits: When in any match or series of matches, the total number of hits on a competitor's target or targets exceeds the number of shots he fired, and when there is no means of identifying these shots, all hits will be scored and the procedure will then be as follows: If it can be proven the excessive hits were made by the individual firing more than the number of shots allowed, the score will be disallowed, and will result in no score for that stage. In the case of a crossfire, when it has been proven that the competitor fired no more than the allowed number of shots (10), then that competitor will receive the value of the highest (10) hits on his target. There will be no re-fires allowed due to excessive hits. The target will be scored in the pits and shown to the competitor IAW normal match procedure.

5. CHALLENGES DURING RIFLE MATCHES

a. Slow Fire Matches: During slow fire matches, the signaled value of a hit may be challenged only before any subsequent shot has been fired at the same target. The following procedures will be used to determine the results of the challenge: If the challenge is for a hit, the hit or a miss will be signaled. If the challenge is for a higher value, the correct value will be signaled. During slow fire matches, a ricochet will be signaled as a miss. No spotting disc will be shown. A shot will not be declared a ricochet unless it gives evidence (by the throwing of sand or dirt against the target in the pits) that it has previously struck the ground. An elongated hole is not, by itself, evidence of a ricochet.

b. Timed Fire: During timed exposures, the following will occur: If the challenge is for the number of hits in a match other than slow fire matches, the competitor will be advised of the pit officer's decision before the match continues. If the challenge is for the non-exposure or short exposure of a target during a match, and this is confirmed by a block officer, pit officer or scorer on the firing line, there will be an additional exposure of the target for that competitor only for the time stipulated for the match. The additional exposure must be identified before the next stage begins. If the challenge is for a higher value, the correct value will be signaled.

c. The call for challenges by a Range Officer in other than slow fire matches, when the targets are displayed upon completion of the match, will be the last opportunity for a challenge.

6. TIE-BREAKING PROCEDURES:

a. Individual Matches: The following steps will break ties in individual matches in order:

i. Single Stage

- By the greatest number of "X"s.
- By inverse order of shots, counting singly from the last shot to the first shot.

ii. Multiple Stages at different distances

- By the greatest number of "X"s.
- By the score obtained at the longest distance, the next longest distance, etc.
- Multiple Stages at different distances, but the score at each distance and/or stage cannot be determined. (Scored as single target).
- By the greatest number of "X"s.
- By the greatest number of hits of highest value, next highest value, etc.
- Multiple Stages at different distances, but the score at each distance and/or stage cannot be determined. (Scored as multiple sets of targets).
- By the greatest number of "X"s.
- By the scores of "targets sets" in reverse order.

iii. Individual unbreakable ties will be determined by the following:

- Rifle Match 321.
- Pistol Match 221.
- If a tie still exists a shoot off will be directed as determined by the Match Director.

b. Team Matches: Team match scores will be 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, precede as follows:

i. Single stage, scored as single target

- By the greatest number of "X"s.
- By the greatest number of "5"s, by the greatest number of "4"s, etc.

ii. Multiple stages

- By the total aggregate score of the last stage.
- By the total aggregate score of the next to the last stage, etc.
- By the highest individual aggregate score, second highest individual aggregate score, etc.

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PART VI
PISTOL COURSES OF FIRE

- Each stage will require two magazines 5 rounds each, or as specified in match conditions.
- A reload will be required for all matches and will be the responsibility of the competitor to do it safely and timely.
- The course of fire will be fired on the modified M9 alternate qualification target.
- All matches will incorporate shooting times that enable the shooter to accurately and effectively engage the target.
- The shooter is required to perform immediate action in the event of a malfunction. Alibis are not permitted in combat matches.

1. SAFS / Zero Day: Pistol Zeroing will occur in one AM and one PM group consisting of ½ competitors each. All Firing will be done from various yard lines with relays of 30 minutes each. Competitors will have 100 rounds each.

Range: 10 yards	Shots: 25 rounds
Range: 15 yards	Shots: 25 rounds
Range: 25 yards	Shots: 30 rounds
Range: 35 yards	Shots: 20 rounds

2. Match 3: Conditions: This event will be fired with all prescribed combat equipment and consists of four stages, for a total of 40 rounds, and a total 200-40X points. All Firing will be done from the 25 yard line. All firers will start from the standing position. Each stage will require 2 magazines loaded with 5 rounds each.

Stage 1:

- i. Range: 25 yards
- ii. Position: Standing unsupported, slow fire
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: 1, modified M9 alternate
- v. Timing: 60 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #1, immediately reload, and re-engage target. All firing will be done two handed from the standing position.

Stage 2:

- i. Range: 25 yards
- ii. Position: Kneeling then prone
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: #2, modified M9 alternate
- v. Timing: 45 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #2 utilizing the kneeling position, immediately reload, transition to the prone position, and re-engage target. All firing will be done two handed.

Stage 3:

- i. Range: 25 yards
- ii. Position: Standing unsupported, timed fire
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: #3, modified M9 alternate
- v. Timing: 25 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #3, immediately reload, and re-engage target. All firing will be done two handed from the standing position.

Stage 4:

- i. Range: 25 yards
- ii. Position: Standing unsupported, rapid fire
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: #4, modified M9 alternate
- v. Timing: 15 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #4, immediately reload, and re-engage target. All firing will be done two handed from the standing position.

3. Match 4T: This is a team match that will utilize the results of Match 3 for all 4 team members. The combined score of the four declared team members will determine the team score. (Paper Match)

4. Match 221 (EIC): Pistol Excellence-in-Competition Match: Conditions: Combat pistol EIC consists of four stages. All Firing will be done from various yard lines. All firers will start from the standing position. It will consist of 40 rounds for a total of 200-40X points. Each stage will require 2 magazines loaded with 5 rounds each. All firing will begin with the pistol holstered. The course of fire will start with four modified M9 targets.

Stage 1:

- i. Range: 30 yards
- ii. Position: Standing unsupported, slow fire
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: 1 and 2
- v. Timing: 60 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #1, immediately reload, and engage target #2. All firing will be done two handed from the standing position.

Stage 2:

- i. Range: 25 yards
- ii. Position: Kneeling then prone
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: 3 and 4
- v. Timing: 45 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #3 with 5 rounds utilizing the kneeling position, immediately reload, transition to the prone position, and engage target #4. All firing will be done two handed.

Stage 3:

- i. Range: 20 yards
- ii. Position: Standing unsupported
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: 1 and 2
- v. Timing: 20 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #1 with 5 rounds, immediately reload, and engage #2 target. All firing will be done two handed from the standing position.

Stage 4:

- i. Range: 15 yards
- ii. Position: Standing unsupported
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: 3 and 4
- v. Timing: 15 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target # 3 with 5 rounds, immediately reload, and engage target #4. All firing will be done two handed from the standing position.

5. Match 5: Conditions: This event will be fired with all prescribed combat equipment and consists of four stages. This match will be fired at 10 yards standing unsupported, 15 yards standing unsupported, 25 yards standing unsupported, and 35 yards standing unsupported. It will consist of 40 rounds for a total of 200-40X points. Each stage will require 2 magazines loaded with 5 rounds each and with all four targets posted up.

Stage 1:

- i. Range: 35 yards
- ii. Position: Standing unsupported, slow fire
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: Target #1
- v. Timing: 25 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: Draw pistol, engage target #1, immediately reload and re-engage same target. All firing will be done two handed from the standing position.

Stage 2:

- i. Range: 25 yards
- ii. Position: Standing unsupported, slow fire
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: Target #2
- v. Timing: 20 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: Draw pistol, engage target #2, immediately reload and re-engage same target. All firing will be done two handed from the standing position.

Stage 3:

- i. Range: 15 yards
- ii. Position: Standing unsupported, rapid Fire
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: Target #3
- v. Timing: 15 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #3, immediately reload, and re-engage same target. All firing will be done two handed from the standing position.

Stage 4:

- i. Range: 10 yards
- ii. Position: Standing unsupported, rapid fire
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: Target #4
- v. Timing: 10 seconds
- vi. Scoring: Maximum points 50-10X

On the command FIRE shooter will: draw pistol, engage target #4, immediately reload, and re-engage same target. All firing will be done two handed from the standing position.

6. Match 6T: Conditions: This event will be fired with all prescribed combat equipment and will consist of four stages, with three strings each stage. Competitors will start from the “Ready Position” for all stages and strings. At the conclusion of each string of fire, competitors will safely de-cock, holster, and return to the “Ready Position.” Firing will be done from the various 10-35 yard lines. All firing at the 10-15 yard line will be done two handed from the standing unsupported. All firing at the 25-35 yard lines, the competitors have the choice between, standing, kneeling, and prone positions. Event will consist of 48 rounds for a total of 240-48X points. Each stage will require 1 magazine loaded with 12 rounds each.

Stage 1: Fired in 3 Strings - Team Firing (4 competitors together)

- i. Range: 10 yards
- ii. Position: Standing unsupported
- iii. Shots: 1 magazine of 12 rounds
- iv. Targets: 2 each, modified M9 alternate
- v. Timing: String # 1 – 3 seconds, String # 2 – 4 seconds, String # 3 – 5 seconds
- vi. Scoring: Maximum points 60-12X

On the command FIRE competitors will: String #1, draw pistol, engage target #1 and target #2 with 1 round each, de-cock and holster. String # 2, draw pistol, engage target #1 and target #2 with 2 rounds each, de-cock and holster. String # 3, draw pistol, engage target #1 and target #2 with 3 rounds each, unload and show clear.

Stage 2: Fired in 3 Strings - Team Firing (4 competitors together)

- i. Range: 15 yards
- ii. Position: Standing unsupported
- iii. Shots: 1 magazine of 12 rounds
- iv. Targets: 2 each, modified M9 alternate
- v. Timing: String # 1 – 4 seconds, String # 2 – 5 seconds, String # 3 – 6 seconds
- vi. Scoring: Maximum points 60-12X

On the command FIRE competitors will: String # 1, draw pistol, engage target # 1 and target # 2 with 1 round each, de-cock and holster. String # 2, draw pistol, engage target # 1 and target # 2 with 2 rounds each, de-cock and holster. String # 3, draw pistol, engage target # 1 and target # 2 with 3 rounds each, unload and show clear.

Stage 3: Fired in 3 Strings - Team Firing (4 competitors together)

- i. Range: 25 yards
- ii. Position: Competitors Choice, Standing, Kneeling, Prone, support or unsupported
- iii. Shots: 1 magazines of 12 rounds
- iv. Targets: 2 each, modified M9 alternate
- v. Timing: String # 1 – 5 seconds, String # 2 – 6 seconds, String # 3 – 7 seconds
- vi. Scoring: Maximum points 60-12X

On the command FIRE competitors will: String # 1, draw pistol, engage target #3 and target #4 with 1 round each, de-cock and holster. String # 2, draw pistol, engage target #3 and target #4 with 2 rounds each, de-cock and holster. String # 3, draw pistol, engage target #3 and target #4 with 3 rounds each, unload and show clear.

Stage 4: Fired in 3 Strings - Team Firing (4 shooters together)

- i. Range: 35 yards
- ii. Position: Competitors Choice, Standing, Kneeling, Prone, support or unsupported
- iii. Shots: 1 magazines of 12 rounds
- iv. Targets: 2 each, modified M9 alternate
- v. Timing: String # 1 – 7 seconds, String # 2 – 10 seconds, String # 3 – 15 seconds
- vi. Scoring: Maximum points 60-12X

On the command FIRE competitors will: String # 1, draw pistol, engage target #3 and target #4 with 1 round each, de-cock and holster. String # 2, draw pistol, engage target #3 and target #4 with 2 rounds each, de-cock and holster. String # 3, draw pistol, engage target #3 and target #4 with 3 rounds each, unload and show clear.

7. Match 27: National Match Course EIC/Director's Match: Conditions: **This event is fired without combat equipment.** This match consists of three stages. All firing will be done from the 50 and 25 yard lines. All competitors will fire from the standing unsupported, one-handed position. Consisting of 30 rounds, for a total of 300-30X points. Each stage will require: 2 magazines loaded with 5 rounds each. Competitors are authorized to fire the first shots of each magazine in single action. Competitors must declare at check-in on Day One if they are shooting Match 27 as **1)** a non-Distinguished Pistol competitor shooting an EIC event, or **2)** as a Distinguished Pistol competitor shooting a Director's Match, or **3)** as a non-Distinguished Pistol 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). National Match EIC is conducted in accordance with the CMP Conventional Pistol Rule Book and Army Regulation 350-66.

Stage 1:

- i. Range: 50 yards
- ii. Position: Standing unsupported, one-handed slow fire
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: NRA National Match B-6 Target
- v. Timing: 10 minutes
- vi. Scoring: Maximum points 100-10X

The tower will give the range commands: 10 SHOTS SLOW FIRE, 10 SHOTS IN 10 MINUTES LOAD, IS THE LINE READY? THE LINE IS READY, READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE, COMMENCE FIRE! The next Command: CEASE FIRE, UNLOAD, SLIDES BACK, MAGAZINES OUT, EMPTY CHAMBER INDICATORS IN PLACE, GUNS ON THE TABLE, MAKE THE LINE SAFE.

Stage 2:

- i. Range: 25 yards
- ii. Position: Standing un-supported, one-handed timed fire
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: NRA National Match B-8 Target
- v. Timing: String # 1 – 20 seconds per 5 round magazine, String # 2 – 20 seconds per 5 round magazine
- vi. Scoring: Maximum points 100-10X

The tower will give the range commands: THIS IS YOUR TIMED FIRE MATCH, FIRED IN TWO STRINGS, 5 ROUNDS PER STRING, 20 SECONDS PER STRING. FOR YOUR FIRST STRING OF TIMED FIRE, WITH 5 ROUNDS LOAD, IS THE LINE READY? THE LINE IS READY, READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE. In approximately 3 seconds the targets will face, Competitors will engage their target with 5 rounds in the time limit of 20 seconds.

Once the 20 seconds expires the targets will edge away and the next command will be: CEASE FIRE, UNLOAD, FOR YOUR SECOND STRING OF TIMED FIRE WITH 5 ROUNDS LOAD, IS THE LINE READY? THE LINE IS READY, READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE. In approximately 3 seconds the targets will face, Competitors will: engage their target with 5 rounds in the time limit of 20 seconds. Once the 20 seconds expires, the targets will edge away. The next Command: CEASE FIRE, UNLOAD, SLIDES BACK, MAGAZINES OUT, EMPTY CHAMBER INDICATORS IN PLACE, GUNS ON THE TABLE, MAKE THE LINE SAFE.

Stage 3:

- i. Range: 25 yards
- ii. Position: Standing unsupported, one-handed rapid fire
- iii. Shots: 2 magazines of 5 rounds each
- iv. Targets: NRA National Match B-8 Target
- v. Timing: String # 1 – 10 seconds per 5 round magazine, String # 2 – 10 seconds per 5 round magazine
- vi. Scoring: Maximum points 100-10X

The tower will give the range commands: THIS IS YOUR TIMED FIRE MATCH, FIRED IN TWO STRINGS, 5 ROUNDS PER STRING, 10 SECONDS PER STRING. FOR YOUR FIRST STRING OF TIMED FIRE, WITH 5 ROUNDS LOAD, IS THE LINE

READY? THE LINE IS READY, READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE. In approximately 3 seconds the targets will face, competitors will engage their target with 5 rounds in the time limit of 10 seconds.

Once the 10 seconds expires the targets will edge away and the next command will be: CEASE FIRE, UNLOAD, FOR YOUR SECOND STRING OF TIMED FIRE WITH 5 ROUNDS LOAD, IS THE LINE READY? THE LINE IS READY, READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE. In approximately 3 seconds the targets will face, competitors will: engage their target with 5 rounds in the time limit of 10 seconds. Once the 10 seconds expires, the targets will edge away. The next Command: CEASE FIRE, UNLOAD, SLIDES BACK, MAGAZINES OUT, EMPTY CHAMBER INDICATORS IN PLACE, GUNS ON THE TABLE, MAKE THE LINE SAFE.

8. Match 20: US Army Service Pistol Individual Champion: Conditions: Individual aggregates of 3, 5, 27, and 221 (EIC).

9. Match 25: US Army Service Pistol Team Champions: Conditions: Team aggregates of 4T and 6T.

2024 U.S. ARMY SMALL ARMS CHAMPIONSHIPS
PART VII
RIFLE COURSES OF FIRE

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

- i. Range: 200 yards
- ii. Position: Standing
- iii. Shots: 10 shots for record
- iv. Target: NRA National Targets will be pulled, marked, and scored after each shot.
- v. Timing: 10 minutes for record
- vi. Scoring: Maximum points 100-10X
- 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

- i. Range: 200 yards
- 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.
- iv. Target: NRA National Targets will be pulled, and marked at the end of string
- v. Timing: 60 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 200 yard 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 after each shot
- 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.

3. 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.

4. **Match 10T:** Conditions: This will be a team match comprised of individual competitors scores fired in Match 7.

5. **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.

6. Match 9T: Conditions: This will be a team match comprised of individual competitors scores fired in Match 8.

7. 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 yards
- 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.

8. Infantry Team Match:

Stage 1: 400 yard Assault

- i. Range: 400 yards
- ii. Position: Standing Alert to Prone
- iii. 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: 5 targets receive 15 or more hits.
 - 400 point bonus: 4 targets receive 15 or more hits.
 - 300 point bonus: 3 targets receive 15 or more hits.
 - 200 point bonus: 2 targets receive 15 or more hits.
 - 100 point bonus: 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.

9. **Match 30: US Army Rifle Champion:** Conditions: Aggregate of matches 7, 8, 11, and 321.

10. **Match 35: US Army Rifle Team Champions:** Conditions: Aggregate of matches 9T, 10T, and Infantry Team match.

2024 U.S. ARMY SMALL ARMS CHAMPIONSHIPS
PART VIII
MULTI-GUN MATCHES

1. MULTI-GUN RANGE PROCEDURES

a. Safety: The primary responsibility of the range staff is to conduct the matches in a safe manner. Everyone on the range is responsible for safety. Anyone may call a cease-fire to prevent an unsafe act. All competitors will receive a safety brief prior to live firing.

b. Equipment: Equipment listed in part III of this program is the only authorized equipment allowed for use.

c. Fire/Movement & General Rules:

1) A competitor will be disqualified for unsafe weapons handling. This includes, but is not limited to: handling a weapon while personnel are in the downrange area, handling a weapon on a stage without permission of the range officials, abandoning a weapon in an unsafe direction or unsafe manner, pointing a weapon in an unsafe direction, or negligent discharge of a weapon during the load and make ready or pre-loading process.

2) A competitor will be disqualified for allowing the muzzle of their firearm to break the 180 degree safety plane during a stage (except while holstering, drawing, re-holstering a pistol, or slinging/unslinging an empty rifle).

3) A competitor will be disqualified for unsportsmanlike conduct which includes, but is not limited to cheating, altering targets, scoresheets, changing firearms configurations, or premeditatedly failing to engage targets to gain an advantage.

4) Any competitor that is disqualified for an act during the multi-gun phase of the U.S. Army Small Arms Championship may not continue to fire the remaining stages. Disqualification results in removal from all other stages for the remainder of the day.

5) Single-action pistol starts, or thumb-cocking pistols is not authorized. First round engagements must be from double-action.

6) The use of retention devices on pistol holsters is mandatory. Failure to maintain control of weapons will result in disqualification.

7) Rifles must be equipped with a sling during the multi-gun phase of the competition.

2. Match 15: Multi-Gun Match: Conditions: The combined arms Match will be fired with all prescribed combat equipment and will consist of four stages, a pistol only, a rifle only and 2 multi-gun stages. These four stages will be done over the course of one day. The stages will be scenario driven and will be discussed in detail at the Combined Arms firing school. Scoring will be based on time plus points. Penalties for failing to engage/neutralize targets will be assessed for each target that is not effectively engaged as described in the stage brief.

- Stage 1 - Pistol scenario
- Stage 2 – Multi-gun scenario
- Stage 3 - Rifle scenario
- Stage 4 – Multi-gun scenario

3. Match 50: Multi-Gun Champion: Conditions: Aggregate of all four stages from Match 15.

4. Match 55: Multi-Gun Team Match Championship: Conditions: Aggregate of Match 15 results from all four team members.

2024 US ARMY SMALL ARMS CHAMPIONSHIPS
PART IX
OVERALL AGGREGATES and SPECIAL AWARDS

- 1. Match 60: U.S. Army Small Arms Overall Individual Champion:** Conditions: Aggregate of matches 20, 30 and 50.
- 2. Match 65: U.S. Army Small Arms Team Championship:** Conditions: Aggregate of matches 25, 35, and 55.
- 3. Match 621: Colonel (RET) Ralph Puckett Trophy for Excellence in Marksmanship:** Conditions: Aggregate of matches 221 and 321 high novice.
- 4. High Drill Sergeant:** Will be awarded from match 60 if 5 or more NCOs on Drill Sergeant Status participate. Drill Sergeant defined: AA and USAR DSS graduates assigned in DS positions only and receiving SDAP (to include USAR performing DS duties on active duty for training missions and inactive duty training). DS qualified First Sergeants (1SGs) and MSGs filling a chief instructor (CI) or course manager position (USAR only) and also receiving SDAP. These individuals who are current in all required certifications may compete in the Drill Sergeant category.
- 5. High Cadet:** Will be awarded from Match 60.