

64th ANNUAL INTER-SERVICE RIFLE CHAMPIONSHIP

2025 Match Program



6 – 16 JUNE 2025
HOSTED BY WEAPONS TRAINING BATTALION
QUANTICO, VIRGINIA

PROGRAM FOR THE 2025 INTER-SERVICE RIFLE CHAMPIONSHIP

1. DATES: 6-16 June 2025

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

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

4. Schedule: ISRC will consist of multiple disciplines of rifle competition. There will be a High-Power 1,000 Aggregate match, a High-Power Long-Range match, a Quantified Performance (QPS) Gas Gun match, and a Practical Competition Shooting League (PCSL) Action Carbine match. Competitors are not required to shoot all disciplines unless seeking to be considered for the overall ISRC Championship winner.

- a. High-Power.** Check-in for the High-Power match will occur on 6 June. The Opening Shot Ceremony, Warm-up Match, and Excellence in Competition Match will occur on 7 June. Matches 1-3 will occur on 8 June. Matches 4-6 will occur on 9 June (This will also serve as a weather flex day so be prepared to shoot matches 1-6 in a single day). The Long-Range Match and 1,000 Yard Team Match will occur on 10 June. The Marine Corps Combat Development Command Commanding General (MCCDC CG), ISRC Rifle Team Championship Match, and Infantry Trophy Team Matches, followed by the High-Power awards ceremony will occur on 11 June. Competitors can register for the High-Power match at the following links, please register on all of the below links: <https://thecmp.org/competitions/matches/military-matches/> & <https://practiscore.com/64th-inter-service-rifle-competition-high-power-matches/register>.
Long range Match registration: <https://practiscore.com/64th-inter-service-rifle-competition-high-power-long-range-matches/register>
- b. PCSL Action Carbine.** Check-in for the PCSL Action Carbine match will occur on 11 June. The PCSL match will occur on 12-13 June, followed by the awards ceremony. Competitors can register for the PCSL Action Carbine match at the following link: <https://practiscore.com/64th-inter-service-rifle-competition-pcsl-action-carbine-match/register>
- c. QPS Gas Gun.** Check-in for the QPS Gas Gun match will occur on 13 June. The QPS Gas Gun match will occur on 14-15 June. The QPS awards and overall ISRC Championship awards ceremony will occur on 16 June. Competitors can register for the QPS Gas Gun match at the following link: <https://practiscore.com/64th-inter-service-rifle-competition-qps-gas-gun-match-1/register>

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.

d. 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. For these matches, 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. OPENING SHOT CEREMONY: On 7 June at 0800, the Inter-Service Rifle Championships will commence with the Opening Shot Ceremony. Teams shall be present at the 200-yard line, Range 4, by 0700 for the Opening Shot Ceremony. Uniform is the utility uniform of the respective service with appropriate head gear/covers.

AWARDS Ceremony: An awards ceremony will be conducted at 1000 on 16 June at the Clubs of Quantico. All participants attending the awards ceremony will wear their appropriate service uniform (USMC Service "C" or service equivalent).

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. Additionally, upon during registering on PractiScore, competitors may request free lodging which will be at either Camp Upshur, Quantico; the Weapons and Training Battalion Squad Bay or Barracks Rooms (limited space available).

8. QUARTERS AND MESSING: Government quarters are available on a limited basis at Camp Upshur. Prior coordination can be made by contacting the Match Director. Messing will not be available due to the nature of the match schedule. Competitors are expected to provide their own meals.

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.* The Provost Marshal 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 Quantico 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 ceremony is authorized.

The below items are for the CMP High-Power Rifle Competition, equivalent items for the Gas Gun and Carbine Competitions will be their registration link above.

REPORTING & ENTRIES: All individuals must report to the match office (Building. 27281) located at the Calvin A. Lloyd Range Complex on the day prior to each match for registration. Late entries will be considered on a case-by-case basis.

14. ENTRY FEES

a. The 2025 ISRC will not have a match fee. Costs associated with marksmanship awards will be covered by the Marine Corps Shooting Team. This excludes costs for t-shirts or mugs. For competitors wanting to purchase those items, they will need to annotate on the match registration no later than 1 May to allow for purchasing. Payment will be collected during check-in.

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

16. SQUADDING: The statistics office will randomly squad the warm-up match and relay/target assignments will be provided during Check-in. 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. All squads and relays are required to be on the appropriate range, yard line, or in the pits 30 minutes prior to firing commencing. At end of each day, the Match Director will send out an email, via PractiScore to the address listed during registration, to provide any word for the following day. As needed, the Match Director may call for a Team Captain meeting.

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. The 64th ISRC has authorized an "As-Issued" division for the CMP High-Power Rifle Competition. Authorized weapons are the standard 5.56mm M16A2/A4, M4/M4A1, or M27 issued by the U.S. Government. Weapons must be serviceable and configured in accordance with the appropriate service regulations and technical manuals. Weapons in "As Issued" Division must be fired with the standard issue optic issued in conjunction with that weapon. Exact commercial equivalent weapons and optics are allowed but must be validated by the match director prior to use in the competition. Non-issued parts are not authorized. Filing, honing, sanding, or permanent alteration of issued parts is not authorized unless approved by the appropriate regulations and technical manuals. Parts MAY NOT be interchanged between different rifle types. Commercial equivalent barrels are not allowed. Unit issued upgraded M4A1 SOPMOD Block 2 and M4A1 URGI Rifles are authorized. US Service Weapons may not exceed standards set within SW370-A8-TRS-010 REV 4. US Service Weapons for may not exceed standards set within TM 9-1005-319-10. Special Purpose Rifles not available to general purpose forces are NOT authorized. Competitors restricted by AR 350-66 for the purpose of EIC points shall remark upon their scorecard if their rifle meets the restrictions put forth by the CMP and AR 350-66 on 4x magnification maximum. Authorized shooter equipment for the "As-Issued" division is restricted to that which may be issued to the competitor from an Individual Issue Facility / Unit Issue Facility (IIF/ UIF) or its commercial equivalent. Specialized equipment such as dedicated shooters jackets and dedicated padded shooters gloves are not authorized for use. Finally, competitors in the As-Issued division will be authorized to fire from the prone position with the magazine resting on the ground.

c. Team captains are responsible to provide 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., Armorers will be available to perform a PFI for those team/individuals that do not possess the capability.

d. Team captains are responsible to ensure all rifle trigger weights are in accordance with the current CMP rulebook. Triggers will be weighed during Check-in with spot checks 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 targets: 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. Top three competitors in each discipline and division will receive an ISRC medal with the top competitor in each division

receiving a first place plaque as well as the high competitor for the match receiving a match high overall plaque. Team Match awards will only be awarded to first place. Excellence in Competition medals/points will be awarded in the High-Power EIC Match, PCSL Action Match, and QPS Gas Gun Match (pending individual service approval). Competitors will not be eligible to earn multiple medals/points and will receive the senior medal if placed in multiple matches. If the medals are the same (i.e. both silver medals), the competitor will receive the medal/points from the match which was completed first and the other medal/points will be rolled to the next eligible non-distinguished competitor.

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.
- (7) The Interservice Rifle Champion will be an aggregate of equally weighted percentage points for Match 6, Match 9, the PCSL Action Carbine Match, and the QPS Gas Gun Match. Aggregate Scoring will be conducted as listed below. The shooter with the highest aggregate percentage total will be the Interservice Rifle Champion.
 - a) Aggregate Scoring: The use of an exponential function will be utilized to emphasize differences in scores. High-Power scores are typically tighter and often result in x-count to separate ties. Simply converting the points scored out of points possible does not separate the winner to a competitive equity standpoint with the action disciplines, High-Power scores will be adjusted, normalized, followed by weighting all scores together.
 - b) Example: Green font details changed scores. Blue font details changes made to total new scores. The score values below are examples from previous matches. Note the difference from initial percentage spread to the final weighted spread across disciplines. This ensures all disciplines are equally weighted for competitive equity.

<u>High-Power Spread</u>	<u>Long Range Spread</u>	<u>Gas Gun Spread</u>	<u>PCSL Spread</u>
Winner: 992.65x / 1000 = 99.27%	Winner: 390.17/400 = 97.54%	Winner: 100%	Winner: 100%
10th: 970.17x / 1000 = 97.02%	10th: 369.9/400 = 92.48%	10th: 69%	10th: 70.37%
35th: 902.14x / 1000 = 90.21%	35th: 305.1/400 = 76.28%	35th: 43.74%	35th: 49.71%

High-Power scores are “adjusted” to increase spread

<u>High-Power Adjusted</u>	<u>Long Range</u>	<u>Gas Gun Spread</u>	<u>PCSL Spread</u>
Winner: $992.65^5/1000^5 = 96.40\%$	Winner: $390.17^2/400^2=95.06\%$	Winner: 100%	Winner: 100%
10th: $970.17^5/ 1000^5 = 85.95\%$	10th: $369.9^2/400^2=85.10\%$	10th: 69%	10th: 70.37%
35th: $902.14^5/ 1000^5 = 59.74\%$	35th: $305.1^2/400^2=58.18\%$	35th: 43.74%	35th: 49.71%
The exponent of “5” or “2” are utilized to match the number of “stages” of fire when factoring yard lines for that specific match.			

High-Power scores are “normalized” to match winners at “100%”

<u>High-Power Normalized</u>	<u>Long Range</u>	<u>Gas Gun Spread</u>	<u>PCSL Spread</u>
Winner: 99.27% convert to 100%	Winner: 95.06% converted to 100%	Winner: 100%	Winner: 100%
10th: $97.02/96.40 = 89.16\%$	10th: $85.10/95.06 = 89.52\%$	10th: 69%	10th: 70.37%
35th: $90.21/96.30 = 61.97\%$	35th: $58.18/95.06 = 61.20\%$	35th: 43.74%	35th: 49.71%

All scores are “weighted” by multiplying by 25% for all disciplines to apply an equal weight

<u>High-Power Normalized</u>	<u>Long Range</u>	<u>Gas Gun Spread</u>	<u>PCSL Spread</u>
Winner: $100\%*.25=25\%$	Winner: $100\%*.25=25\%$	Winner: $100\%*.25=25\%$	Winner: $100\%*.25=25\%$
10th: $89.16\%*.25=22.29\%$	10th: $89.52\%*.25=22.38\%$	10th: $69\%*.25=17.25\%$	10th: $70.37\%*.25=17.59\%$
35th: $61.97\%*.25=15.49\%$	35th: $61.20\%*.25=15.30\%$	35th: $43.74\%*.25=10.94\%$	35th: $49.71\%*.25=12.43\%$

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 will receive a special award, provided two or more teams from separate commands compete in the matches.

c. Post or Station. The post or station category is defined as individuals or teams representing a base, post, camp, or station from any of the services, or individuals or teams representing a Marine Corps, Army, or 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. 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. Competitors shall place spotting scopes on the ready line so that the optical axis is parallel to the firing line. Anyone attempted to coach from this position will be referred to the Match Director for disqualification. Scorekeepers may not coach while scoring, and their scopes shall 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, or other service competitors borrowing USMC weapons, or firing service issued weapons may request ammunition through the Match Director, via PractiScore registration).

30. CHALLENGE TIME: Challenge time will close one hour after the match staff post the preliminary bulletin electronically.

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 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 30 minutes after 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. Additionally, competitors placing in the top 10 percent within their division for the PCSL Action Carbine or the QPS Gas Gun match will be eligible for EIC points (pending individual service approval). Competitors may not earn EIC points in multiple matches and will automatically be awarded the senior medal of the two, or if the medals are equal, they will receive the EIC points for the match completed first.

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

35. ACTION MATCHES: Please consider also attending the Interservice Rifle Championship Carbine Match and the Interservice Rifle Championship Gas-Gun Match held on 12-13 June and 14-15 June, respectively. These matches will be aggregated with Match #6 and Match #9 per enclosure (4) to award the Interservice Rifle Champion.

INTER-SERVICE RIFLE CHAMPIONSHIP MATCH SCHEDULE

~~~ *Friday, 6 June 2025 – Muster 0800, First Shot 1000* ~~~

## 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 Division / As Issued Division

Awards: None.

~~~ *Saturday, 7 June 2025 – Muster 0700, Opening Shot 0800* ~~~

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 Division / As Issued Division

Ammunition: Furnished by competitor, per their services' regulations.

Squadding: Competitors squadded 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 eligible to compete in ISRC.


~~~ Sunday, 8 June 2025 – 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 Division / As Issued Division

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 Division / As Issued Division

Time Limit: 70 seconds per ten shot string.

Range 4 practice firing may be available with MR targets.

~~~ Monday, 9 June 2025 – 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 Division / As Issued Division

Time Limit: 20 minutes

MATCH #5 The Inter-Service Army Match

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

Weapon: Service Rifle Division / As Issued Division

Time Limit: 20 minutes

MATCH #6 The Inter-Service Individual Across-the-Course 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 #11.

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.

~~~ Tuesday, 10 June 2025 – Muster 0630, First shot 0700 ~~~

MATCH #8 The Inter-Service 1000 Yard Match

Time: One hour after completion of Match #7

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 and verifies scores. The team captain may coach if he/she removes his coach from the line and 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: Division "A" - 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: Blocktime of 126 minutes

~~~ Wednesday 11 June 2025 – Muster 0630, First shot 0700 ~~~

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

Squadding: Teams squadded 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 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 and verifies scores. The team captain may coach if he/she removes his coach from the line and 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.

Scoring: The first string of the 200 yard slow fire, 300 rapid fire, and first string of the 600 yard slow fire from Match #13 will be used to score Match #11.

### **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 may 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. Shooters may fire in any order on either target as designated by the team captain. 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 or As Issued – there will not be a distinction and all compete for same match.

## 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.*

### 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 a maximum of 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. Targets will be exposed 10 to 40 seconds after the command "**LOAD AND BE READY**" has been given to attain an element of surprise. Teams may commence firing when targets are exposed with teams in firing position and rifles loaded. Targets will be withdrawn after a 50 second exposure. Forward movement 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 or As Issued – there will not be a distinction and all compete for same match.

*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 after leaving the 600-yard line.

